

## Game Leader/Referee

The main role of the 'Game Leader' is to control the game to ensure it is played fluently and instruct and correct the players on how to behave and what the rules are by stopping the game for a free kick where a foul has occurred including a blatant offside. Playing in the SAP environment, all coaches and players should know the rules of play and they are to be applied correctly throughout the match to assist with the overall management of the match.

The Game Leader can be a club official, capable parent, older child or player, beginning or official referee from the federation or association.

### The Game Leader should:

- Encourage all children to have fun
- Ensure the correct numbers of players are on the field
- The closest player to the restart should be encouraged to take the restart especially with throw ins. This speeds up play and will stop teams trying to work out who's turn it is to take a throw in. The Goalkeeper to take all goal kicks
- Discourage players from permanently standing in blatant offside positions and instruct them to move into onside positions. Players should be made aware of the offside rule during training and be encouraged to always adopt this philosophy during the game.
- Let the game flow and give instruction to all players on the run where you can
- Ensure team officials and parents create a safe, enjoyable and positive playing environment for the children and do not emphasize winning or losing
- Be enthusiastic, consistent and approachable
- When blowing the whistle make it loud so everyone can hear as this provides a perception that you are in control of the game

### The start of play and restart after a goal

All players, except the player taking the kick-off, must be in their own half of the field of play. The opponents of the team taking the kick-off must be at least 5m from the ball until it is in play. The ball must be stationary on the centre mark. The Game Leader gives a signal, the ball is in play when it is kicked and clearly moves.

## Ball in and out of play

The ball is out of play when it has wholly crossed the goal line or the touch line on the ground or in the air, or when play has been stopped by the Game Leader.

### Ball crossing the touch line

**Throw-in:** Player faces the field of play, has part of each foot on the ground either on or behind the touch line, uses both hands and delivers the ball from behind and over their head. The thrower must not touch the ball again until it has touched another player. Opponents must be at least 5m away from the ball until it is in play. The ball is in play once it enters the field of play. A goal cannot be scored directly from a throw in. Ball crossing the goal line after touching the defending team last

**Corner kick:** A player from the attacking team places the ball inside the corner arc nearest to the point where the ball crossed the line. Opponents must be at least 5m away from the ball until it is in play. The ball is in play when it is kicked and moves. A goal may be scored directly from a corner kick.

### Ball crossing the goal line after touching the attacking team last

Goal kick from anywhere within the penalty area. Opponents remain at least 5m outside the penalty area until the ball is in play. The ball is in play once it leaves the penalty area and no player can enter the penalty area until this has happened. This allows teams to play a short goal kick just like normal football to a player inside the penalty area with the only difference being that no opponent can enter the penalty until the ball leaves the penalty area. The game leader can provide a countdown of 5-4-3-2-1 if the attacking team taking the goal kick keep the ball inside the penalty area to waste time.

In line with best practice youth development, players are encouraged to play out from the back and find appropriate solutions to pressure from the opponent. Can players look to put a team-mate in a goal scoring position by playing quick forward passes. Opponents are encouraged to allow the first pass to be played before pressing after the player has taken their first touch.



## Offside

### NO OFFSIDE

**Note:** Team coaches and managers should strongly discourage children from permanently and/or persistently standing in blatant offside positions. Players should be made aware of the offside rule during training and be encouraged to always adopt this philosophy during the game. Game Leaders should direct players permanently and/or persistently standing in blatant offside positions to move into onside positions. If a blatant offside does occur, the game leader is to stop the match and award an indirect free-kick to the defending team.

### Fouls and Misconduct

Direct free kicks are awarded for all acts of handball or fouls and misconduct. Opponents must be at least 5m away from the ball when the indirect free kick is taken. (A direct free kick is where a goal can be scored directly from the free kick and does not require another player to touch it before it enters the goal). Indirect free kicks are awarded for acts of offside, playing in a dangerous manner and guilty of dissent (An indirect free kick is where a goal can be scored only if the ball subsequently touches another player before it enters the goal).

For deliberate or serious acts of handball or fouls and misconduct in the penalty area, a penalty kick is awarded from an 8m penalty mark with only a goalkeeper in position. All other players must be outside the penalty area and be at least 5m behind the penalty mark.

Fouls and misconduct are:

- kicks or attempts to kick an opponent
- trips or attempts to trip an opponent
- jumps at an opponent
- charges an opponent
- strikes or attempts to strike an opponent
- pushes an opponent
- tackles an opponent from behind to gain possession of the ball
- making contact with the opponent before touching the ball
- holds an opponent
- spits at an opponent
- handles the ball deliberately
- plays in a dangerous manner
- impedes the progress of a player