

Pre-Game Checklist

- * Goals anchored to the ground
- * Corner flags and coaches boxes
- * Check field conditions
- * Check the ball (size 4)
- * Check player equipment
- * Both team rosters and passes
- * Teams pay \$33 each (30/18/18)
- * Coin toss:
 - Winning team may choose to kick-off **OR** a side to defend
- * Bring teams to touchline near spectators and read Sportsmanship Card
- * REMINDER - a Goal Kick DOES NOT have to leave the penalty area - the ball is in play AS SOON AS IT IS KICKED

General Match Information

- * Play two 25-minute halves
- * Substitutions
 - * any goal, goal kick (unlimited both sides)
 - * team's throw-in (if subs, other team can)
 - * injury (injured player, other team one)
 - * Caution (Cautioned player, if they do, opponent can also sub once)
- * Seven players on field (six plus goalkeeper)
- * NO HEADING! {IFK for opponent}
- * **IF** player gets Head Trauma **AND** you stop the match for the injury, player **MUST** leave game **AND CANNOT RETURN!**
- * Goalkeeper CANNOT punt the ball - must be rolled, thrown, or dribbled
- * Dropped ball restart is for ONLY ONE PLAYER - ALL OTHERS must be 4 yards away

Rhode Island State Referee Committee U9/U10 Quick Reference Card for SuperLiga matches



Website: www.risrc.net
Email: sdi@risrc.net
Updated: 3/25/2022

General Referee Instructions

- * Keep the ball between you and the AR on that side of the field as best you can
- * Be about 10-15 yds away from the ball during dynamic play
- * When ball is dead, get ahead of position by anticipating where ball is going and get 10-15 yds from *that* spot
- * Clear, confident signals

Build Out Line ("BOL")

- * When keeper has possession OR any goal kick, opponents must move behind BOL
- * Opponents must wait for ball to be released (from goalkeeper) or kicked (from goal kick) before they can cross BOL

General Assistant Instructions

- * Your position is with the 2nd-to-last defender OR the ball - whichever is closer to your goal line
- * Clear, confident signals - look at the Referee when you signal *just in case*
- * Think about offside POSITION first, then determine if that player is INVOLVED before putting flag up

Post-Game Checklist

- * Did you return player / coach passes?
- * Game Report Card
 - * Enter scores, referee team info
 - * Note Cautions and Ejections
 - * Note field conditions
- * Coaches sign Game Report Card
- * AFTER coaches sign card:
 - * Sportsmanship scores
 - * Note any injuries
 - * Any other noteworthy events

ENTER GAME REPORT AT
ASSIGN BY SUPERLIGA WEBSITE
within 24 HOURS!!!

Pre-Game Checklist

- * Goals anchored to the ground
- * Corner flags and coaches boxes
- * Check field conditions
- * Check the ball (size 4)
- * Check player equipment
- * Both team rosters and passes
- * Teams pay \$40 each (36/22/22)
- * Coin toss:
 - Winning team may choose to kick-off **OR** a side to defend
- * Bring teams to touchline near spectators and read Sportsmanship Card

- * REMINDER - a Goal Kick DOES NOT have to leave the penalty area - the ball is in play AS SOON AS IT IS KICKED

General Match Information

- * Play two 30-minute halves
- * Substitutions
 - * any goal, goal kick (unlimited both sides)
 - * team's throw-in (if subs, other team can)
 - * injury (injured player, other team one)
 - * Caution (Cautioned player, if they do, opponent can also sub once)
- * Nine players on field (eight plus goalkeeper) (minimum five plus goalkeeper)
- * U-12 can head, U-11 CANNOT
- * **IF** player gets Head Trauma **AND** you stop the match for the injury, player **MUST** leave game **AND CANNOT RETURN!**

- * Dropped ball restart is for ONLY ONE PLAYER - ALL OTHERS must be 4 yards away

Rhode Island State Referee Committee U11/U12 Quick Reference Card for SuperLiga matches



Website: www.risrc.net
Email: sdi@risrc.net

Updated: 3/25/2022

General Referee Instructions

- * Keep the ball between you and the AR on that side of the field as best you can
- * Be about 10-15 yds away from the ball during dynamic play
- * When ball is dead, get ahead of position by anticipating where ball is going and get 10-15 yds from *that* spot
- * Clear, confident signals

Free Kicks for attacking team near goal

- * If a defensive wall (at least 3 players) is formed, no attacking players can be within one yard of the wall

General Assistant Instructions

- * Your position is with the 2nd-to-last defender OR the ball - whichever is closer to your goal line
- * Clear, confident signals - look at the Referee when you signal *just in case*
- * Think about offside POSITION first, then determine if that player is INVOLVED before putting flag up

Post-Game Checklist

- * Did you return player / coach passes?
- * Game Report Card
 - * Enter scores, referee team info
 - * Note Cautions and Ejections
 - * Note field conditions
- * Coaches sign Game Report Card
- * AFTER coaches sign card:
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