

### 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.us](http://www.risrc.us)  
Email: [sdi@risrc.us](mailto:sdi@risrc.us)  
Updated: 7/28/2023

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### 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.us](http://www.risrc.us)  
Email: [sdi@risrc.us](mailto:sdi@risrc.us)

Updated: 7/28/2023

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### 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

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