

Rainbow Referee Guide

Introduction

This booklet has been written for those who are, or would like to become, referees in the Chapel Hill Rainbow youth games. The only assumption made of the reader is that she or he has watched youth soccer. When you are done reading this, hopefully, you will have an appreciation for the job of refereeing, you'll have the tools necessary to do a good job, and you'll have the enthusiasm to get out on the field and give it a try.

Soccer is different from many of the games you're probably used to seeing at the professional level. In basketball there are three referees watching ten players, and the referees are actually allowed to refer to the video replays in order to make "correct" calls. In American football there are seven referees for 22 players (about the same ratio as basketball). Coaches are allowed to challenge certain calls so that a special "replay" judge can adjudicate. Baseball seems to have the highest ratio, using six referees to watch 10 players. Regardless of whether all these eyes contribute to the correct call being made in every case, the one sure result of all this oversight is that the games stop for long periods of time so that the referees can have their say. In the higher levels of competitive soccer there is one referee (with two sideline assistants) for 22 players. Here in Rainbow soccer it's just one referee watching fourteen players.

So in Rainbow soccer, you should not expect to make every call correctly, and you should not expect to see every infraction, and it should be one of your goals to keep the game moving, 25 minutes of fun in a 25 minute half. The corollary to this guideline is that if you don't see the infraction, you can't call it. Remember, that this is one of the beauties of soccer. Having only one referee is a strong point, not a weakness.

That said, the referee should strive to see everything, and make every call correctly. The referee should do her or his best to learn all the rules, to control the game as needed, to keep the players safe, to promote learning and sportsmanship and fun. A tall order, but one with great rewards.

In this booklet you'll find a discussion of the general rules of soccer. You'll also find ideas for keeping the game moving, ensuring the safety of the players, and dealing with the issues you might encounter. You won't find a discussion of every nuance of every rule. Some discussions are deliberately simplified. The idea with this booklet is to present a reasonably complete subset of the rules, one that should suffice for games at the Rainbow level. Thank you for taking the step to become a referee, one that will benefit the players and coaches, and one we hope you'll enjoy.

Fundamentals

Before the game starts, if you have time, walk around the edges of the field and check that everything is in order. The goals should be anchored so that they cannot tip over on a player. The posts should be aligned with the end line. Spectators, coaches, substitutes, water bottles, and other equipment should be at least three feet away from the sidelines. There should be no spectators or coaches behind either end line (it's dangerous to stand there during play). Familiarize yourself with the different lines since some fields overlap.

Because of rain, some lines might be partially obliterated; do your best. Look for debris as well, the groundskeepers deserve our assistance.

Borrow a game ball from one of the teams. It should be properly inflated, firm but not too hard. You should have a whistle and a stop watch. The Rainbow table often has extras if needed.

Before the start, it's wise to gather both coaches together to introduce yourself and to go over any preliminaries. If you form a cordial relationship with each coach you'll promote civil behavior when the heat is on. Inform the coaches of how long the half will last (15 to 30 minutes depending on age), when substitutions are allowed (any throw-in, any goal kick, during halftime, and for injured players), and that you're going to be strict about safe play. Remind coaches that all players must wear shin guards, and that arm casts must be wrapped in soft material and inspected by you for safety.

Some of the coaches you will encounter are experienced, some licensed, and some are novices. A very small number shouldn't be coaches at all. Some will have a deep understanding of the rules, and some will not. Do your best to run a safe game with as little contention as possible. The vast majority of coaches are good, and will help you in this endeavor.

To start the game, ask the captain of one team to call the coin flip (or choose some other way). The winner of the toss may choose to start with possession of the ball, or may choose which goal to defend. If the winner chooses the ball, the other captain chooses the goal his or her team will defend first.

If possible, you can gather both teams together at the mid field stripe for the coin toss. This is a good time for the opposing players to greet each other, to recognize friends from school, and to be reminded that they are friends before, during, and after the match. Once both teams are lined up (doesn't hurt to count to make sure there are seven on each side), call out to each goal keeper to see if they are ready. By ready, we mean that the goal keeper is paying attention, has a shirt color different than her or his teammates, and raises his or her hand to signal readiness. You're ready to start the game.

The Play

Start your watch and blow your whistle and get ready to run. Coaches, players and spectators will respect a referee who hustles. You don't want to get too close to the action, but be in position to see what's happening. Keep your watch running throughout the half, it doesn't stop for any reason. If, in your discretion, excessive time was spent on substitutions or injuries, or finding the ball when it was kicked into the woods, you can mentally add time to the half.

When the ball clearly goes out of bounds, it's not necessary to blow your whistle. You should indicate which team has the throw by pointing in the direction that team is attacking. You can also call the jersey color of the team in possession. If the ball goes out of bounds, but the players don't stop for a throw-in, it's time for a whistle.

If the ball goes over the end line, point to the corner for a corner kick or point to the goal box for a goal kick. When a goal is scored (remember that the ball must go completely over the end line to count as a goal) point to the center circle. When a foul occurs, stand

near the point where the ball should be kicked from and point in the direction that the kick should be taken. Technically, you should raise your arm to indicate an indirect kick (straight out for direct), but few of the players will understand this. Just tell them whether the kick is direct or indirect.

If you notice a player doing things that are questionable it's ok to whisper in their ear, or get their attention and let them know you are watching them. Proactive refereeing works.

When time has expired, blow three bursts on the whistle and point to the center circle. It's common practice not to stop the half when a team is in the midst of an attack or a corner kick. Better to wait until the ball is in some non threatening situation, somewhere in midfield, or out of bounds.

Restarts

As was discussed in the introduction, the game of soccer should be kept moving. Many of the calls you will make will concern restarts, points where play has stopped and needs some intervention by the referee to get started again.

Opening kick

At the start of each half, and after each goal, the game is restarted from the center point. The team possessing the ball may stand anywhere on their side of the field, including inside the center circle. The opposing team must have all their players start on their side of the field, but outside the circle. It's helpful to remind the players to wait for your whistle to start play. Note that the opposing team may be tempted to enter the circle immediately after you blow the whistle rather than waiting for the first touch.

The kick must go forward (even an inch forward is fine), and must be touched by a second player before the first player can touch it again. If there are any violations during the opening kick, line the players up again and try it over.

Throw-in

When the ball crosses a touch line (commonly referred to as the sideline) a throw-in is awarded to the team that didn't touch it last, just like in basketball. Unlike basketball, the line itself is considered part of the field so the ball isn't out until it is completely out. In fact, hearkening back to high school geometry, the line is really a vertical plane which the ball must completely cross (whether it is on the ground or in the air) before it is actually out. Assume in Diagram I that the field is to the left of the touchline, and the spectators are to the right. Balls 'a', 'b', and 'c' are all "in bounds". Only ball 'd' is completely over the touch line, and a throw-in is awarded to the team that didn't touch it last.

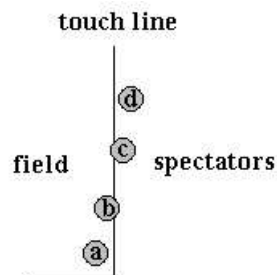


Diagram I

This reinforces why spectators should remain at least three feet outside the boundary lines, giving players room to play a ball that is still in bounds. There will be many spectators, some players and a few coaches who will not know this rule. If any non-player touches the ball that isn't out of bounds, it's ok to stop play, award a throw-in as if the ball went out, and to politely instruct the spectators about the rule.

Sometimes you will not be able to see which team touched the ball last. You can ask the players or spectators (they are generally honest), you can guess (keeps the game moving), or you can choose to award the ball to the defending team (less likely to cause damage if the call is incorrect).

The throw-in should be taken approximately where the ball went out; it's not necessary to be precise (keep the game moving). A legal throw-in means the player

- Keeps both feet touching the ground either on or behind the touch line (yes, they can step on the line during the throw-in). Both feet should remain touching the ground after release of the ball.
- Uses a single fluid motion, starting with the ball behind the head.
- Faces the direction of the throw
- Uses both hands equally

These restrictions to the throw-in seem entirely unnatural to kids raised on baseball, basketball, football, lacrosse, you name it. Some will hop, some will throw with their primary hand, some attempt a chest pass. Depending on the age and experience of the players, you may allow the player multiple attempts until they get it correct, or you may allow one retry, or you may award the throw to the opposing team if a violation occurs. Regardless, you shouldn't ignore violations on throw-ins – this is an ideal moment for teaching the proper technique. Most players beyond 3rd grade immediately understand how to properly throw the ball in when they are given a second chance.

Note that either team may call for a substitution before a throw-in is taken.

Goal kick

When the attacking team is the last to touch a ball that goes (completely) over the end line, a goal kick is awarded to the defending team. The ball is placed anywhere on the goal box (the small box surrounding the goal) and kicked from there to restart play. Any one of the defending team's players may take the kick, the goal keeper, a defender, whomever. Any number of players from the defending team may be inside the penalty area (the big box surrounding the goal) during the taking of the goal kick. The ball must not be touched by a second player (of either team) until it leaves the penalty area. If the ball stops before leaving the penalty area, or if it is touched before it leaves the area, award another attempt at the goal kick. For smaller players, use your discretion to allow the goal kicks to be taken from a point outside the goal box but still inside the penalty area. Note that either team may call for permission to substitute before a goal kick is taken.

Corner kick

When the defending team is the last to touch a ball that goes over the end line, a corner kick is awarded to the attacking team. The ball should be placed in the corner nearest to where it went out of bounds. Defenders must be a safe distance away from the kick (10 yards on full sized fields, your discretion at the youth level). The kick can go any direction the kicker chooses, and sometimes does. Should the kick go out of bounds over the end line, a goal kick is awarded to the defending team (no do-overs on corner kicks). The corner kick is "direct" meaning that if it curves into the goal without touching any players, it counts as a goal. The ball must touch another player before the player taking the corner kick can touch it again. Note that neither team may call for a substitution during a corner kick situation. Note also that the attacking team is not required to wait for the defending team to be ready before taking the kick.

Free kick

Infractions that occur outside the defending team's penalty area are awarded either a direct or indirect free kick. A direct kick means that the ball may be kicked directly into the goal without first touching another player. Indirect means that the ball must touch a second player (from either team) before going into the goal. The ball is placed close to where the infraction occurred (like throw-ins the placement isn't that crucial). Players from the opposing team must be a safe distance from the ball (10 yards on full sized fields, your discretion on youth fields). The free kick may go any direction, and the kicking team does not need to wait for the opposing team to be ready.

Direct kicks are awarded for a player intentionally handling the ball or for fouls where harm could reasonably be expected to come to another player. For example, kicking, pushing, tripping, or grabbing another player are all penalized by direct kicks. It is vital that you explain to the offending player the exact reason for the penalty. At your discretion, you may send the player off the field for five or ten minutes to contemplate his or her actions, or for the remainder of the game if you think the player can't continue to play safely. Such fouls are extremely rare in Rainbow soccer.

Note that intentionally handling the ball is a foul (direct kick). Unintentionally handling a ball is not. Intention is determined at the discretion of the referee. Sometimes you'll hear "if the ball plays the hand" it's not a foul, but if the "hand plays the ball" it is. Again, this is at your discretion. If you decide not to call a hand ball, it's often useful to say, "play on" or "keep playing". Many players stop playing the moment they touch the ball with their hand, but they should get used to playing on until they hear the whistle.

Other offenses, including dangerous play, obstruction (blocking a player when you don't have control of the ball), goal keeper handling a ball that has been intentionally passed to him or her, etc. award a free indirect kick to the opposing team. An indirect kick must touch a second player from either team before scoring a goal. If an indirect kick is kicked directly into the goal, a goal kick is awarded to the defending team. The first touch made in an indirect kick doesn't need to even move the ball; often one player will simply touch it before his or her teammate strikes the ball.

Note that dangerous play is awarded an indirect kick, but pushing, kicking, tripping, jumping at, or spitting at are awarded direct kicks. Dangerous play might be colliding

with another player in an uncontrolled manner, or it might be kicking at a ball that is above the waist. It can be considered dangerous to head a ball that is near the ground that one might expect to be kicked (putting one's self in danger is a foul). In Rainbow soccer, bicycle kicks and sliding tackles are considered dangerous play. These fouls are called at your discretion; you'll find that calling dangerous play tightly will maintain order and safety. Use the foul as a chance to teach if you wish – suggesting that high kickers play the ball with a chest trap rather than the foot.

Note that the offside rule applies in free kick situations.

Penalty kick

When an infraction that would incur a direct kick is committed by a defending team, in their own penalty area, a penalty kick is awarded. The ball is placed on the penalty mark (about 10 to 12 yards from the goal depending on field size). Any player from the attacking team may take the kick. The goal keeper must remain even with the goal line until the kick is taken (they can move laterally along the line, or jump up and down if they wish). All other players must be outside the penalty area, and outside the semi circle behind the penalty mark. The kick taker must wait for your whistle before kicking the ball, giving you time to explain to the keeper what they must do and making sure the keeper is ready. Once you blow the whistle, the kick may be taken, and it is "live" after that. This means that if the keeper blocks the shot, or if it ricochets off the post or cross bar, then it is in play. Just like all other restarts, a second player (possibly the keeper) must touch the ball before the penalty kicker can touch the ball a second time.

Drop ball

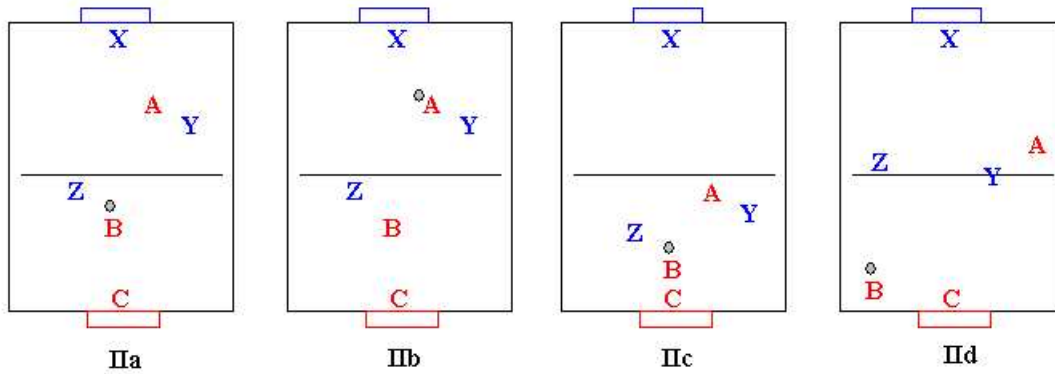
In situations where a restart is needed but does not fall into one of the above categories, a drop ball is used to begin play again. For example, if you stop play for an injury, or if the ball suddenly deflates, or if you just can't decide who should be awarded a throw-in, use a drop ball. At the youth level, drop balls should be avoided if possible. They are an opportunity for both players to completely miss the ball and kick each other hard in the knee. The rule says one player from each team (it need not be a player involved in a prior dispute if that's the reason for the drop ball) is chosen and stands on either side of you. It's wise to remind both players that the ball must touch the ground before either player kicks it. The rule doesn't, however, say that you must drop the ball between the two players. If you feel it is safer to throw the ball in another direction, or if you think it is "more fair" to do so (because one team clearly had possession before the stoppage), it is at your discretion.

Offside

The reason for the offside rule is to prevent a player from camping out near the opponent's goal in the hopes of getting a long pass and only needing to beat the goal keeper to score. Remembering that the idea is to prevent this "cherry picking" will help in application of the offside rule.

A player is in "an offside position" if he or she is on the opponent's half of the field and is closer to the opponent's goal line than the ball and the "second to last defender". That is, if there are two defenders (counting the goal keeper) between player A and the goal line,

then player A is not in an offside position. If player A is in possession of the ball, then A is not in an offside position regardless of where the defenders are. See diagram II for examples of offside positions.



In these diagrams, X, Y, and Z are defending the top goal, A, B, and C are defending the bottom goal. In diagram II-a, player A is in an offside position because A is on the opponent's half of the field, and neither the ball, nor two defenders are closer to the goal line defended by XYZ. In diagram II-b, A is not in an offside position. Although A is on the opponent's half, and there is only one defender between A and the goal line, the ball is also between A and the goal line, so A is not in an offside position. In diagram II-c, A is not in an offside position because A is not on the opponent's half of the field. In diagram II-d, A is in an offside position.

Notice that we've specifically said, "in an offside position". If A is in an offside position **at the moment the ball is passed to A**, then A should be whistled for offside. You shouldn't whistle A for offside in II-a and II-d until that the ball is passed to A. In other words, if B dribbles the ball forward, or passes to some other on-side teammate, it doesn't matter that A is in an offside position, don't blow the whistle.

An important distinction is this. If A is in an onside position (perhaps as in II-c above) and a through pass is made (perhaps from B into the opponent's half of the field), player A may begin to run past all defenders as soon as B strikes the ball. When player A receives the pass, he or she might be past all defenders, but A is not offside. This is consistent. Offside is judged at the moment the ball is struck, not at the moment it is received.

The offside rule is not enforced on throw-ins, corner kicks, and goal kicks. As soon as the ball is touched after a throw-in, corner kick or goal kick, then the offside rule should go back into enforcement.

A deflection by a defender does not cancel an offside call. For example in II-a above if B attempts to pass the ball to A, and in doing so the ball glances off Z, A should still be whistled for offside.

This description of offside is simplified (believe it or not) and you shouldn't worry about the various nuances to begin with. Call offside only if you see it. When you do see it, it's important to call because many a game is decided on offside situations.

In professional soccer, the assistant referee is mainly there to call out of bounds plays and to call offside – and only for one half of the field. And even at the highest levels of soccer, the call is misapplied frequently. The reason is not that the referee is poorly trained, or corrupt, but because the rule is difficult to apply. Referring to II-d above, the referee or assistant referee must see that A is in an offside position, must see where the second to last defender (Z) is, in this case all the way across the field from A, and must note their positions when the ball is struck by B. As a lone referee on the field, you'll probably have your attention on B and the ball, so unless you have eyes in the back and on the side of your head, offside will always be difficult to call.

Note that when you blow the whistle for offside, you should blow it loud. It's often a situation where the attacker has the ball and has only the keeper to beat. If the keeper hears the whistle and relaxes, but the attacker doesn't, an injury can easily occur.

Note also that offside is not pronounced "offsides". Good luck.

Fouls

Unlike basketball, the occurrence of a foul won't always stop the game in soccer. If, in your estimation, the fouled team is better off not stopping play, then don't blow the whistle. For example, a player from team A handles the ball but it bounces directly to a player from team B who controls the ball and starts dribbling forward. There is no need to stop the game. The official indication that you saw a foul and chose not to call it is to point both arms in the direction that the fouled team is attacking. Many players and coaches won't understand your signal, so it helps to say, "play on", or "keep playing". The abbreviation for this concept is "advantage".

In order for you to determine "advantage", you might, and probably should, not be too quick with the whistle. It's perfectly ok to wait a few seconds after a foul before blowing the whistle if there is some reason for you to think the fouled team will have an advantage by playing on. If you do let play continue after an aggressive foul, it is advisable to wait until play stops naturally, then deal with the player who committed the foul. Just because advantage is called doesn't mean the fouling player shouldn't be warned or sent off.

Some fouls are obvious – pushing, kicking, tripping, pulling, inappropriate language, disrespect for other players or the referee. Some are more subtle.

If a player shields the ball from an opponent, that is legal. If the player blocks, obstructs, or impedes another player, that is a foul (indirect kick). The difference between shielding and obstructing depends on how close the player is to the ball. If player A is close enough to reach the ball with the foot, then player A is allowed to position himself or herself between the ball and the opponent. Player A need not be touching the ball, but must be able to touch it when shielding legally.

In youth soccer, a ball above the waist should not be played with the feet (dangerous play, indirect kick). This restricts some spectacular plays and restricts some equally spectacular injuries. Suggest to the fouling player that they use their head or chest instead.

Jumping at a player is a foul (direct kick) that is seldom seen in youth soccer. Jumping or otherwise attempting to disrupt the goal keeper's punt or throw (indirect kick) is more common. Attempting to disrupt a throw-in from the touch line is also not allowed.

Occasionally, a keeper will place the ball on the ground, then pick it back up. More often, the keeper will simply drop a ball he or she meant to punt, then try to pick it back up again. This is a violation (indirect kick from the point of the foul) but you should use your discretion based on the experience level of the players to decide whether to whistle it. If you decide not to whistle, it's still good to explain to the goal keeper that they aren't allowed to do this. They may, however bounce and catch the ball as they run forward, and they may legally trap a shot with their feet or other body part, and then pick it up off the ground with their hands.

Sometimes, inexperienced goal keepers will stop a ball (perhaps on a shot) and rather than punt or throw it, will place the ball down on the goal box. This ball is "live" meaning an attacking player can legally run up and kick the ball. It's unfortunate for the goal keeper to do this, but it is also a lesson that is not soon forgotten. It is perfectly reasonable for you to instruct younger goal keepers on their options whenever they handle the ball, telling them to place the ball on the goal box, or telling them to run forward and punt or throw the ball if you aren't sure they know what to do.

If a teammate deliberately passes the ball with their feet (or on a throw-in) to the goal keeper, then the keeper may not touch that passed ball with their hands. The keeper can play the ball with his or her feet. The intent of the passer is important. If defender A is attempting to clear the ball from the penalty area and "whiffs", barely touching the ball, the goal keeper can legally pick this ball up. Likewise, if the ball ricochets off a defender, the goal keeper can play the ball with his or her hands. Finally, a defender can head the ball to the goal keeper and the keeper can use their hands. The thing to remember is that at the Rainbow level, it is almost never the intention of a defender to play a ball to the goal keeper, so this a rare violation. The result of such a violation is an indirect kick awarded at the point where the goal keeper touched the ball.

Note that fouls by the defending team that occur in the penalty area that would normally incur an indirect kick are not awarded a penalty kick. That is, indirect kicks can occur inside the penalty area too. If the foul resulting in an indirect kick occurs inside the goal box (the small box) place the ball at the closest point on the goal box for the indirect kick.

Injuries

Do everything within reason to prevent serious injuries. Check that casts are wrapped with soft material and decide if you think they represent a danger to the player or to other players. Look for uneven spots on the field and ask Rainbow representatives to fill in as needed. Warn overly aggressive players that you are watching. Remind all players that their opponents are their friends. Blow the whistle like you mean it when it's time to stop play; it's dangerous when one player continues a hard run after not hearing the whistle.

Don't allow any player to hang on the crossbar of the goal. Send them off for five minutes to impress upon them the danger of this practice. Check the goal for proper anchors and notify the Rainbow representatives of any dangerous situation.

Caution players who chase a ball into the road without looking for cars first. Keep spectators and equipment far enough from the sidelines to allow for safe play. Don't allow spectators to remain along the goal lines, there are some mighty hard shots coming that direction. Make sure all players are wearing shin guards, and no dangling earrings. Use your discretion on watches, necklaces, and other jewelry. Send a player off for a substitute if they have trouble keeping their shoes tied – surprisingly, they learn to tie their shoes tight while sitting on the sideline. It's not necessary to stop a game for one player to tie shoes, using your discretion as always.

When an injury occurs during play, you should make a quick decision whether to stop play or not (restart with a drop ball if you stop play). Err on the side of caution and blow the whistle if you're unsure. Encourage players who simply fall to get up quickly; they're in less danger standing than lying down. Of course any serious injury should immediately stop play. Tell the other players to "take a knee" so that coaches or parents can attend to the injured player(s).

Coaches, Parents & Players

Most of the coaches in Rainbow soccer spend time refereeing too, so they understand what you are up against. They should know that the referee is bound to miss a call. Furthermore, they should realize that many calls are at the discretion of the referee and allow for a different interpretation. If a coach questions a call during the game inform him or her that you will be glad to discuss it at halftime or after the game. You're free, of course, to ignore the shouts from the sidelines, pretending not to hear. If you realize that you made an incorrect call, it's ok to acknowledge it when it's convenient. The coaches know that referees are volunteers just as they are. It helps to alleviate pressure by knowing the coach's name, talking quietly outside of game time, and listening to the other person. If a dispute cannot be resolved, ask for assistance from a Rainbow representative.

Smile at parent's comments and refer them to their coach.

Do your best to explain calls and rules to the players, as any other teacher would. Lessons learned on the playing field stick. Players should respect the referee regardless of disagreement. It seems to be more effective to whisper in a player's ear than to confront the player in front of teammates. However, at your discretion, send a player off who is disrespectful.

If one team clearly outmatches an opponent, it is not the responsibility of the referee to "even the playing field". The behavior of players involved in a rout is not always exemplary. Those on the dominant side might taunt and those on the weaker side might show their frustration in inappropriate ways. At this point, whispering a warning in a player's ear can be most effective. Hopefully, the coach of the stronger team can implement a strategy to slow her or his team down without causing further embarrassment to the opponents.

Conclusion

Hopefully you have enough information now to decide whether to try being a Rainbow referee. You can ease into the job by refereeing a scrimmage for your child's team. Or

you can just jump in and get your feet wet. Give it a few tries before making a decision, and start with younger ages if you're not sure at first.

You can get more information from Rainbow soccer. You should also attend a referee workshop usually held near the beginning of the season. Finally, the references section below lists sites for further learning.

A good referee is greatly appreciated by coaches, players and parents. Regardless of what happens, we all want the players to have some fun, learn a bit about soccer, get healthy exercise, and stay safe. As referee, you contribute substantially to the success of this effort. Thanks!

Quick Reference Card (3rd Grade – 9th Grade)

Safety

- Before the game check the field for debris, move spectators 3 ft from sidelines, no one near the end lines, goals are properly anchored.
- Whistle dangerous plays, high kicks, and unsportsmanlike behavior.
- All players should have shin guards, shoes tied, no dangling jewelry.

Out of bounds plays

- Ball must be completely over the plane of the line to be out.
- On throw-in, both feet must remain touching the ground, on or behind the touch line. Both hands start the throw from behind the head. Ok to award a "do-over", depending on skill level.
- Defensive player last to touch ball over end line means a corner kick.
- Offensive player last to touch ball over end line means goal kick. Goal kick must clear the penalty area before anyone touches it (otherwise do-over).

Penalties

- Direct kick for handling the ball intentionally. Also for tripping, grabbing, hitting, slide tackling, spitting, or kicking another player. Direct kick need not touch a second player before scoring.
- Indirect kick for other fouls, high kicks (that don't connect with another player), interfering with a throw-in or punt, offside, etc. Please whistle dangerous play.
- Fouls committed in the penalty area that would be awarded a direct kick get a penalty kick. Any player on team may take the kick, only the kicker and the keeper in the penalty area. Keeper must remain on the goal line until kick taken.
- Explain all fouls to the players involved
- Study the offside rule – no offside on throw-in, goal kick, or corner kick. Whistle offside when a player is in the opponent's half of the field, does not have either the ball, or two defenders between him/her and the opponent's goal line at the moment the ball is passed to him/her, and gains strategic advantage from his/her position (i.e. is passed the ball).
- Don't call it if you don't see it

Special Rainbow Rules

- 3rd/4th grade 20-25 minute halves, 5th-9th grade 25-30 minute halves.
- Either coach may call for substitution on any goal kick, throw-in, after a goal is scored, or for an injured player. No subs when play is stopped for corner kicks or free kicks.

References

<http://www.drblank.com/slaws.htm>

<http://www.rainbowsoccer.org>

<http://www.ucs.mun.ca/~dgraham/lotg/>