

RAINBOW SOCCER REFEREE GUIDE

The Rainbow Soccer referee is a coach on the field, so no matter what league is playing, keep the emphasis on having fun and playing with finesse, skill, and as a member of a team. Teach as you referee, explaining your calls. Also, keep the game on schedule so that the game ends on time. You can pick up a whistle from the Rainbow Soccer staff member at your field.

PEEPERS AND PIPPINS: Two 15-20 minute halves, 6 v 6.

- Help line players up to start the game.
- Have parents stand along the sidelines (not behind the goals) to help keep the ball in play.
- For Pippins (and Peepers later in the season), when the ball gets through the parental lines, demonstrate throw-ins and help the child with the motion.
- There are NO GOALIES for Peeper or Pippin games. No players should be "hanging out" in front of the goal.
- After a player has tried to kick a goal and the ball goes over the end line, there is a "goal" kick by the other team. Please back up the offense at least ten feet, so they are not crowding the kicker.
- Do not change ends at half time.
- Bunching is an additional call available if kids are so bunched that they're likely to kick each other. Use alternating possessions after a bunching call.
- Game must end on time, even if it starts late. There is one hour allotted for games, e.g.,

PREMIER CO-ED AND GIRLS -- 1st & 2nd Grades: Two 20-25 minute halves, 7 v 7.

- Change ends at half time.
- Whistle illegal throw-ins, especially early in the game, allowing a second chance after explaining how to do it correctly. Remind the players that the ball must touch another player before the thrower can play it.
- Call high kicks and dangerous plays. No slide tackles allowed in Rainbow Soccer (even as an attempt to stop a ball from crossing a line of play).
- Make sure opposing players are out of the goal box on a goal kick.
- A corner kick must be played by another player before the kicker can touch it again.
- Call blatant offsides and teach the basic concept of offsides (see more on this below). There are no offsides on throw-ins, corner kicks, or goal kicks.
- In Rainbow any bad sportsmanship, verbal or physical, is a foul. For a player, it is an indirect kick. If a parent or spectator exhibits bad sportsmanship, they will be asked to take a time out and leave the field until they calm down.

PELE CO-ED AND GIRLS -- 3rd and 4th Grades: Two 20-25 minute halves, 7 v 7.

Same as Premier, plus:

- More emphasis on staying on-sides and on making correct throw-ins (see more about off-sides & throw-ins below) .
- Pay closer attention to rough and dangerous play. Whistle dangerous plays, high kicks, slides, and award ball to opposing team.

CLIPPER & MIDDLEY CO-ED AND GIRLS -- 5th -9th grades: Two 20-25 minute halves, 7-on-7.

- FIFA Laws apply, so call the fouls, especially pushing and kicking. Do explain the infraction to the players.
 - Remind the goalie that he/she has to release the ball in 4-5 seconds.
- Keep the emphasis on teamwork and having fun, good sportsmanship.

WISELY -- 10th Grade and older: Two 35-40 minute halves, 11-on-11.

- The goalie cannot pick up a ball kicked back or thrown in to him by a teammate. The resulting infraction is a handball and gives the opposing team an indirect kick at the place the ball was handled.
- EMPHASIZE good sportsmanship, good fun -- non-aggressive play, fairly and cleanly.
- The referee, coach or a teammate have the authority to send a player off the field for a 5-minute time out, and if necessary, to stop a game.
- More detail on flyer: Rainbow Soccer: Wisely -- A Non-Competitive League.

SOME LAWS OF THE GAME

Offside:

- No call if from goal kick, throw-in or corner kick.
- No call if last attacker is in his side of the field.
- No call if player in offside position at the time of a cross/pass by a teammate is not affecting the play.

Throw-in:

- Ball from behind and over the head, all the way. Throw, not drop or push, in one motion using both hands. Both feet on ground, on or behind the line.

Indirect Kick Awarded for...

- High kick.
- Keeper holds ball in hands for over 10 seconds before releasing it.

-Keeper hands the ball from a teammate's pass.

-Sliding... Even though many leagues allow sliding to stop the ball from crossing a line of play, providing there is no other player nearby, no slide tackles or sliding is allowed in Rainbow Soccer (even as an attempt to stop a ball from crossing a line of play).

Direct Kick Awarded for...

-Handball. Oh boy, this is a big one. Handball is only a punishable infraction with a direct kick if it's deliberate, intentional, hand plays ball (not vice versa), purposefully, by design, wittingly, with volition, consciously...

Substitutions

-The referee is informed before any substitution is allowed. Substitutions are permitted on any throw-in and goal kick, after a goal, during half-time, and for an injured player.