



# Clinton City Recreation



1651 N. 2300 W., Clinton, Utah 84015  
801-614-0780

Dear Micro Soccer Referee Applicant,

The Clinton City Recreation Department would like to thank you for your interest in officiating for our upcoming Micro Soccer season. To be considered for employment you must complete and pass our Official Certification Program. This program consists of: a video review, rules discussion, on field clinic, mechanical discussion, written rules examination, and practical evaluation. The dates, times, and locations for these mandatory meetings are listed below. We expect all applicants to participate in all scheduled training meetings. Please arrange your schedules to attend these meetings. To prepare for this program you will need to have a study packet. You will need to study these materials for the written rules exam.

## 2009 Micro Soccer Training Dates

Tuesday, February 24 <sup>th</sup>	Video Review and Rules Discussion	5:00 pm	Recreation Building
Wednesday, February 25 <sup>th</sup>	Rules Discussion	5:00 pm	Recreation Building
Thursday, February 26 <sup>th</sup>	Rules Discussion and Mechanics	5:00 pm	Recreation Building
Friday, February 27 <sup>th</sup>	Field Clinic	5:00 pm	Recreation Building
Tuesday, March 3 <sup>rd</sup>	Drafts	4:00 pm	City Park
Thursday, March 5 <sup>th</sup>	Written Rules Examination	5:00 pm	Recreation Building
Friday, March 6 <sup>th</sup>	Written Rules Examination	5:00 pm	Recreation Building
Monday, March 9 <sup>th</sup>	Written Rules Examination Review	5:00 pm	Recreation Building
Tuesday, March 10 <sup>th</sup>	Clinics Begin	5:00 pm	Powerline Park
Thursday, March 12 <sup>th</sup>	Field Evaluations	5:00 pm	City Park
Friday, March 13 <sup>th</sup>	Field Evaluations	5:00 pm	City park
Thursday, March 19 <sup>th</sup>	Field Evaluations	5:00 pm	City Park
Friday, March 20 <sup>th</sup>	Field Evaluations	5:00 pm	City Park

If you have any questions regarding the Official Certification Program, please call the recreation office at 801-614-0780 Monday thru Friday 9am -5pm.

## **BY-LAWS BY LEAGUE**

League play will be conducted in accordance with the official 2008-2009 National Federation of State High School Association rules with the following modifications:

### **PRE-SCHOOL / KINDERGARTEN LEAGUE**

#### **I. Field Size**

1. The field of play shall be 50 yards long by 40 yards wide.

#### **II. Goal Size**

1. The goals shall be 5' high by 10' wide.

#### **III. Roster Size**

1. Teams shall consist of 10 players.

#### **IV. Field Conditions**

1. It is the responsibility of the field supervisor and the referee, to determine whether or not the condition of the field, the elements and other conditions should stop play of the game.

#### **V. Game Format**

1. Games shall consist of two 20 minute half's.
2. There will be a five minute half-time break between the 1<sup>st</sup> and 2<sup>nd</sup> half.
3. Game time is forfeit time, however the game will be played for fun. If a forfeit occurs divide up players from both teams and have a scrimmage game.
4. The field supervisor and official may declare a game complete after the first half is complete, if a game must be suspended because of conditions which make it impossible to play. If less than one-half of the game has been played the game may be restarted from the suspension of play.
5. Teams shall exchange goal lines after each half.
6. Visiting team captain, one whose name is listed second on the schedule, shall call the coin toss at the beginning of the game. The winner of the coin toss chooses to defend a goal or to kick off.

#### **VI. Time Outs**

1. Each team will have 2 - 45 second time outs per half.

#### **VII. The Ball**

1. A size-3 soccer ball will be used.

#### **VIII. The Players**

1. Each team can have a maximum of 7 players on the field, one of which shall be the goalkeeper.
2. Should a team have less than 7 players, a game may be started and finished with as few as 5 players. It is at the discretion of the opposing team to play with less than 7 players.
3. A team that starts with fewer players than the rules allow can have additional players enter the game during a stoppage of play.
4. All players must play a minimum of ½ of the game.

#### **IX. Substitutions**

1. Each team has an unlimited number of substitutions.
2. The referee must be notified for all substitutions.
3. Substitutions may be made by either team at any stoppage of play.

#### **X. Equipment**

1. All players must wear shin guards under their socks at all practices and games.
2. No metal cleats are allowed.
3. No (baseball or football) cleats with a spike in the front and center of the cleat are allowed.
4. Hard casts or braces must be covered with a thick soft material.
5. No hard hair control devices may be worn.
6. No jewelry shall be worn except religious or medical medals which shall be taped to the body.
7. The field supervisor and referee will determine if a player's equipment and uniform complies with the rules.

#### **XI. The Referee**

1. Will retrieve balls which cross boundary lines.

2. Will keep the official time.

## **XII. Scoring**

1. Game scores and league standings will not be kept in this league.

## **XIII. Coaches**

1. **One coach from each team may stay on the field with the team.**
2. Coaches may not interfere with the play.
3. Coaches are responsible for keeping their players and spectators under control.

## **XIV. Offside**

1. Offside will not be called in this league.

## **XV. Goalkeeper**

1. **The goalkeeper must be changed every 10 minutes.**
2. The goalkeeper has six seconds to release the ball. During this time they may hold, bounce, or throw the ball into the air and catch it. They may also take as many steps as they want.
3. The goal keeper may not leave the penalty area while holding the ball in their hands.
4. The goal keeper may not put the ball down on the ground and pick it up again.
5. The goal keeper may not receive a pass directly from a teammate and pick it up.
6. They cannot receive the ball in their hands directly from a throw-in by their teammate.
7. They may not be charged when they have control of the ball, this means having at least one hand on the ball.
8. They may not strike an opponent with the ball by throwing or kicking.
9. They may not touch the ball again, after they've released it, until their own player outside the penalty area or an opponent anywhere on the field, touches it.

## **XVI. Penalty Kick**

1. There will be no penalty kicks in this league.
2. All penalty kick situations will be awarded as a direct free kick.

## **XVII. Slide Tackling**

1. There will be no slide tackling allowed in this league.

## **XVIII. Throw-ins**

1. Each team will have a few chances to throw the ball in correctly. All coaches and referees should instruct the players on how to throw-in correctly.

## **XIX. Corner and Free Kicks**

1. Each team will have a few chances to kick the ball correctly. All coaches and referees should instruct the players on how to kick correctly.

## **XX. Girl's Rule**

1. Girls may cross their arms over their chests to protect themselves as long as they do not propel the ball away from themselves.

## **XXI. Protests**

1. Any violation or misinterpretation of a rule (not a judgment call) must be brought to the attention of the referee before the penalty has been acted upon.
2. If the referee cannot solve the problem on the field, the site supervisor will make a final ruling on the play in question.
3. Any player, coach, or spectator ejected from a game must schedule an appointment with the Recreation Department before the next game in order to participate in the program.
4. Anyone ejected must leave the field.

## **XXII. Spectators**

1. One coach/spectator shall be permitted behind the goaline.

## **XXIII. The Clock**

1. A running clock will be in effect.

2. The clock shall be stopped when an injury occurs or when a time out is called.

## **1<sup>st</sup>/2<sup>nd</sup> GRADE LEAGUE**

### **I. Field Size**

1. The field of play shall be 50 yards long by 40 yards wide.

### **II. Goal Size**

2. The goals shall be 5' high by 10' wide.

### **III. Roster Size**

1. Teams shall consist of 10 players.

### **IV. Field Conditions**

1. It is the responsibility of the field supervisor and the referee, to determine whether or not the condition of the field, the elements and other conditions should stop play of the game.

### **V. Game Format**

1. Games shall consist of two 20 minute half's.
2. There will be a five minute half-time break between the 1<sup>st</sup> and 2<sup>nd</sup> half.
3. Game time is forfeit time, however the game will be played for fun. If a forfeit occurs divide up players from both teams and have a scrimmage game.
4. The field supervisor and official may declare a game complete after the first half is complete, if a game must be suspended because of conditions which make it impossible to play. If less than one-half of the game has been played the game may be restarted from the suspension of play.
5. Teams shall exchange goal lines after each half.
6. Visiting team captain, one whose name is listed second on the schedule, shall call the coin toss at the beginning of the game. The winner of the coin toss chooses to defend a goal or to kick off.

### **VI. Time Outs**

1. Each team will have 2 - 45 second time outs per half.

### **VII. The Ball**

1. A size-3 soccer ball will be used.

### **VIII. The Players**

1. Each team can have a maximum of 7 players on the field, one of which shall be the goalkeeper.
2. Should a team have less than 7 players, a game may be started and finished with as few as 5 players. It is at the discretion of the opposing team to play with less than 7 players.
3. A team that starts with fewer players than the rules allow can have additional players enter the game during a stoppage of play.
4. All players must play a minimum of ½ of the game.

### **IX. Substitutions**

1. Each team has an unlimited number of substitutions.
2. The referee must be notified for all substitutions.
3. Substitutions may be made by either team at any stoppage of play.

### **X. Equipment**

1. All players must wear shin guards under their socks at all practices and games.
2. No metal cleats are allowed.
3. No (baseball or football) cleats with a spike in the front and center of the cleat are allowed.
4. Hard casts or braces must be covered with a thick soft material.
5. No jewelry shall be worn except religious or medical medals which shall be taped to the body.
6. The field supervisor and referee will determine if a player's equipment and uniform complies with the rules.

### **XI. The Referee**

1. Will retrieve balls which cross boundary lines.
2. Will keep the official time.

### **XII. Scoring**

1. Game scores and league standings will not be kept in this league.

### **XIII. Coaches**

1. **No coaches will be permitted on the field.**
2. Coaches may not interfere with the play.
3. Coaches are responsible for keeping their players and spectators under control.

### **XIV. Offside**

1. Offside will not be called in this league.

### **XV. Goalkeeper**

1. **The goalkeeper must be changed every 10 minutes.**
2. The goalkeeper has six seconds to release the ball. During this time they may hold, bounce, or throw the ball into the air and catch it. They may also take as many steps as they want.
3. The goal keeper may not leave the penalty area while holding the ball in their hands.
4. The goal keeper may not put the ball down on the ground and pick it up again.
5. The goal keeper may not receive a pass directly from a teammate and pick it up.
6. They cannot receive the ball in their hands directly from a throw-in by their teammate.
7. They may not be charged when they have control of the ball, this means having at least one hand on the ball.
8. They may not strike an opponent with the ball by throwing or kicking.
9. They may not touch the ball again, after they've released it, until their own player outside the penalty area or an opponent anywhere on the field, touches it.

### **XVI. Penalty Kick**

1. There will be no penalty kicks in this league.
2. All penalty kick situations will be awarded as a direct free kick.

### **XVII. Slide Tackling**

1. There will be no slide tackling allowed in this league.

### **XVIII. Throw-ins**

1. Each team will have a few chances to throw the ball in correctly. All coaches and referees should instruct the players on how to throw-in correctly.

### **XIX. Corner and Free Kicks**

1. Each team will have a few chances to kick the ball correctly. All coaches and referees should instruct the players on how to kick correctly.

### **XX. Girl's Rule**

1. Girls may cross their arms over their chests to protect themselves as long as they do not propel the ball away from themselves.

### **XXI. Protests**

1. Any violation or misinterpretation of a rule (not a judgment call) must be brought to the attention of the referee before the penalty has been acted upon.
2. If the referee cannot solve the problem on the field, the site supervisor will make a final ruling on the play in question.
3. Any player, coach, or spectator ejected from a game must schedule an appointment with the Recreation Department before the next game in order to participate in the program.
4. Anyone ejected must leave the field.

### **XXII. Spectators**

1. One coach/spectator shall be permitted behind the goal line.

### **XXIII. The Clock**

1. A running clock will be in effect.
2. The clock shall be stopped when an injury occurs or when a time out is called.

## **3<sup>rd</sup>/4<sup>th</sup> GRADE LEAGUE**

### **I. Field Size**

1. The field of play shall be 80 yards long by 50 yards wide.

### **II. Goal Size**

1. The goals shall be 6' high by 12' wide.

### **III. Roster Size**

1. Teams shall consist of 13 players.

### **IV. Field Conditions**

1. It is the responsibility of the field supervisor and the referee, to determine whether or not the condition of the field, the elements and other conditions should stop play of the game.

### **V. Game Format**

1. Games shall consist of two 25 minute halves.
2. There will be a five minute half-time break between the 1<sup>st</sup> and 2<sup>nd</sup> half.
3. Game time is forfeit time, however the game will be played for fun. If a forfeit occurs divide up players from both teams and have a scrimmage game. Any cause for a game to be forfeited will result in a final score of 1-0.
4. The field supervisor and official may declare a game complete after the first half is complete, if a game must be suspended because of conditions which make it impossible to play. If less than one-half of the game has been played the game may be restarted from the suspension of play.
5. Teams shall exchange goal lines after each half.
6. Visiting team captain, one whose name is listed second on the schedule, shall call the coin toss at the beginning of the game. The winner of the coin toss chooses to defend a goal or to kick off.

### **VI. Time Outs**

1. Each team will have 2-1 minute time outs per half. Time outs can only be called by the offensive team unless it's during a dead ball.

### **VII. The Ball**

1. A size-4 soccer ball will be used.

### **VIII. The Players**

1. Each team can have a maximum of **10** players on the field, one of which shall be the goalkeeper.
2. Should a team have less than **10** players, a game may be started and finished with as few as **8** players. It is at the discretion of the opposing team to play with less than **10** players.
3. A team that starts with fewer players than the rules allow can have additional players enter the game during a stoppage of play.
4. All players must play a minimum of ½ of the game.

### **IX. Substitutions**

1. Each team has an unlimited number of substitutions.
2. The referee must be notified for all substitutions.
3. The team in possession of the ball for a throw-in may substitute. If the team in possession of the ball chooses to substitute the opposing team may substitute at that time.
4. Substitutions are allowed from either team: between periods, on a goal kick, when a goal is scored, and when an injury occurs.
5. A substitute may not take a penalty kick.
6. The team in possession of the ball for a corner kick may substitute. If the team in possession of the ball chooses to substitute the opposing team may substitute at that time.

### **X. Equipment**

1. All players must wear shin guards under their socks at all practices and games.
2. No metal cleats are allowed.
3. No (baseball or football) cleats with a spike in the front and center of the cleat are allowed.
4. Hard casts or braces must be covered with a thick soft material.
5. No hard hair control devices may be worn.
6. No jewelry shall be worn except religious or medical medals which shall be taped to the body.
7. The field supervisor and referee will determine if a player's equipment and uniform complies with the rules.

### **XI. The Referee**

1. Will retrieve balls which cross boundary lines.
2. Will keep the official time.
3. Will keep the official score.

**XII. Ties**

1. During regular-season games both teams are awarded a win.

**XIII. Coaches**

1. Coaches are responsible for keeping their players and spectators under control.
2. No coach is allowed on the field during play.

**XIV. Offside**

1. Offside will be called in this league.

**XV. Goalkeeper**

1. The goalkeeper has six seconds to release the ball. During this time they may hold, bounce, or throw the ball into the air and catch it. They may also take as many steps as they want.
2. The goal keeper may not leave the penalty area while holding the ball in their hands.
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8. They may not touch the ball again, after they've released it, until their own player outside the penalty area or an opponent anywhere on the field, touches it.

**XVI. Slide Tackling**

1. There will be no slide tackling allowed in this league.

**XVII. Girl's Rule**

1. Girls may cross their arms over their chests to protect themselves as long as they do not propel the ball away from themselves.

**XVIII. Protests**

1. Any violation or misinterpretation of a rule (not a judgment call) must be brought to the attention of the referee before the penalty has been acted upon.
2. If the referee cannot solve the problem on the field, the site supervisor will make a final ruling on the play in question.
3. Any player, coach, or spectator ejected from a game must schedule an appointment with the Recreation Department before the next game in order to participate in the program.
4. Anyone ejected must leave the field.

**XIX. Throw-ins**

1. Each team will have two chances to throw the ball in correctly. The referee should instruct the players on how to throw-in correctly. After the two chances have been taken the opposing team is then awarded the ball.

**XX. Corner and Free Kicks**

1. Each team will have two chances to kick the ball correctly. The referee should instruct the player on how to kick correctly. After the two chances have been taken the opposing team is then awarded the ball.

**XXI. Spectators**

1. No one shall be permitted directly behind the goal line.

**XXII. The Clock**

1. A running clock will be in effect.
2. The clock shall be stopped when an injury occurs or when a time out is called.

**I. Field Size**

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**X. Equipment**

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4. Hard casts or braces must be covered with a thick soft material.
5. No hard hair control devices may be worn.
6. No jewelry shall be worn except religious or medical medals which shall be taped to the body.

7. The field supervisor and referee will determine if a player's equipment and uniform complies with the rules.

#### **XI. The Referee**

1. Will retrieve balls which cross boundary lines.
2. Will keep the official time.
3. Will keep the official score.

#### **XII. Ties**

2. During regular-season games both teams are awarded a win.

#### **XIII. Coaches**

2. Coaches are responsible for keeping their players and spectators under control.
2. No coach is allowed on the field during play.

#### **XIV. Offside**

1. Offside will be called in this league.

#### **XV. Goalkeeper**

1. The goalkeeper has six seconds to release the ball. During this time they may hold, bounce, or throw the ball into the air and catch it. They may also take as many steps as they want.
2. The goal keeper may not leave the penalty area while holding the ball in their hands.
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8. They may not touch the ball again, after they've released it, until their own player outside the penalty area or an opponent anywhere on the field, touches it.

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1. There will be no slide tackling allowed in this league.

#### **XVII. Girl's Rule**

1. Girls may cross their arms over their chests to protect themselves as long as they do not propel the ball away from themselves.

#### **XVIII. Protests**

1. Any violation or misinterpretation of a rule (not a judgment call) must be brought to the attention of the referee before the penalty has been acted upon.
2. If the referee cannot solve the problem on the field, the site supervisor will make a final ruling on the play in question.
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#### **XX. Corner and Free Kicks**

1. Each team will have two chances to kick the ball correctly. The referee should instruct the player on how to kick correctly. After the two chances have been taken the opposing team is then awarded the ball.

#### **XXI. Spectators**

1. No one shall be permitted directly behind the goal line.

#### **XXII. The Clock**

1. A running clock will be in effect.
2. The clock shall be stopped when an injury occurs or when a time out is called.

