

Sandlapper League Referee Cheat Sheet

Length of Games: (No overtime)

<u>Age</u>	<u>Half Length</u>	<u>Halftime Length</u>	<u>Ball Size</u>
U8-10	25 Minutes	10 Minutes	4
U11-12	30 Minutes	10 Minutes	4

Referee Fees:

<u>Age</u>	<u>Center</u>	<u>AR</u>
U8-10	\$20	N/A
U11-12	\$22	\$12

Substitutions:

- Prior to a throw-in your favor
- Prior to a goal kick by either team
- After a goal by either team
- After any injury by either team when the referee stops play (unlimited)
- At the beginning of the second half
- When the referee stops play to caution a player, only the cautioned player may be substituted prior to the re-start of the game.

Offside:

Yes in all age groups.

Game Ball:

Both teams are required to provide a game ball at the start of the match

Home Team:

The team listed first on the schedule is the home team. The home team shall change jerseys and/or socks if, in the opinion of the referee, there is a color conflict.

Grace Period:

Teams not ready to play within 15 minutes after the scheduled starting time of any match shall forfeit the match.

Player/Coaches Cards:

Each Player/Coach needs a card or to be listed on the roster to play or sit on the bench. We accept PDF or electronic versions of cards. Referees should NOT hold on to player cards, after a team has their cards/roster checked make sure to return the cards to the team's coach/manager.

CARDS OR ROSTERS SHOULD BE CHECKED EVERY GAME.

Red Cards/ Ejections:

If you issue a red card and/or eject a coach/parent from a game you are REQUIRED to send in a Match Report to SC Youth Soccer AND your assignor. The game report can be found at www.scysa.org/scysa_admin/forms/ at the bottom of the page. Send all completed reports to scysa@scysa.org WITHIN 48 HOURS of the game.