

Special Vikings League Rules and Instructions Applicable to U7 and U8 Games

1. SUBSTITUTIONS – For normal games (not jamborees or minigames) substitutions by both teams will only be allowed at about the 6 minute and 13 minute marks of each half and at the start of the second half. The referee may wait for a natural stoppage of play (e.g. throw in or goal kick) or may call for a special stoppage of play. The referee will allow both teams to substitute at these times. The referee will restart the game in the appropriate manner (throw in, goal kick or, in the case of a special stoppage of play, a dropped ball). Please make sure that the substitutions are allowed to occur by the 7th and 14th minute marks of each half.

For the jamborees or minigames with 10 minute halves, substitutions by both teams will only be allowed at about the 5 minute mark of each half and at the start of the second half. Use the same procedures as described above for identifying the appropriate moment for the substitutions and for restarting the game.

Substitutions are also allowed at any time for injured or ejected players.

2. GAME SPECIFICS - The ball shall be size 3. There shall be seven (7) players, one of whom shall be a goalkeeper (minimum 5). There is a 10-minute delay if a team does not meet this minimum and then a forfeit will be awarded. The minute that the minimum number of players is there the game should start. If a game starts late, the referee shall shorten the game to stay on time. The game will consist of two 20 minute halves, 5-minute break.

3. FREE KICKS - All free kicks shall be indirect and no closer than the edge of the penalty area. Make sure team understands that they can make a wall. There are no penalty kicks.

4. OFFSIDES – Not observed, unless in the opinion of the referee a team is positioning a player(s) in an offside position for an extended period of time, including when the team does not have possession of the ball or is not attacking.

5. THROW-INS - One re-throw will be allowed if foul throw occurs. Referee will explain fault before re-throw. Generally this is upon each throw in but if correcting throw-ins is getting in the way of the flow of the game, the referee can use his or her discretion.

6. HELP THE KIDS - The referees are encouraged to explain the infraction.

7. LOCATION OF SPECTATORS: Spectators are to be on one side of the field and both coaches and their players on the other (unless there is no free side in which case, the coach and spectators from each team will share one half of the pitch). No one may stand behind the goal line. All spectators must stand back at least three feet from the sideline.

8. LOCATION OF COACHES: Coaches must stay in their technical area (10 yards from the center line) and may not run up and down the sideline or go on the other teams half. No team may have more than two coaches for a game.

9. LOPSIDED GAMES – NEW RULE THIS YEAR - If one of the teams gets a four-goal lead over the other, it must reduce the number of players on the field by one. After each additional goal by the leading team (increase in the lead), the leading team must reduce the number of players on the field by one additional player. After each additional goal by the trailing team (decrease in the lead), the leading team may increase the number of players on the field by one. At no time will either team have more than the maximum (7) or less than the minimum (5) number of players on the field. Please remind the coaches of this new rule.

10. NO SHOWS - If a team does not show and there is a default you are paid anyway. If you fail to show up for a game, you will have to referee one game free for us for each game you miss. If you cancel with less than 48 hours notice to us that will be treated as a no show unless we can find a different referee. The reason for this penalty is that when a referee does not show for a game (which only rarely happens) teams are left in a very difficult position.

11. REPORTING SCORES - Scores are required to be reported online by the Sunday after the game. The link can be found on the Referees page of the website (at www.sfvikings.com) or go to <http://www.formsite.com/vikingleague/gamereport/index.html> to report scores. **You need to report the scores online to get paid.** You should keep the game cards until the end of the season in case an issue comes up but you don't have to send them in. When you report your scores, there is a space to report any issues that came up in the game or questions that you. Please feel free to use this space, as we will get back to you.

12. CRITICIZING THE REFEREE - Coaches have been told that they are not to criticize, evaluate or advise the referee in any way during a game. They can do that later to the office. If you want to ask their advice that is fine but outside of that they are to keep quiet. The only exception is if they feel the play has become dangerous, in which case they can make one request to the referee. If they still feel the game is unsafe they can abandon a game. If coaches are not following this rule, please let us know. We are there to support and help you learn.

13. HELP - If any major issue comes up before or during the game and you have a cell phone, you are welcome to call 412-6957. This cell phone is carried by one of the Vikings officers who will try to help you with the issue.

Make Sure You Bring: A whistle, a watch or stop watch and a pen or pencil. Blow your whistle loudly and make sure your signals are held long enough for teams to see them. If you don't have a stopwatch, write down the time the half started so you don't lose track.