



# Referees 2022

3<sup>rd</sup> Team

#GUFCRefsDoltBest



# Club Referees Coordination Team



- This is a **supportive, hardworking and talented group of Referees**
- We have a reputation across the ACT region as having some of the best developed referees, through their **impartiality** in being a match official
- Through initial development within the GUFC, some have progressed to higher levels of Refereeing
  - e.g. Alex Twomey (Youth A-League), Cam Shelton (NPL)

## Referees Coordinator

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## Referees Administrator

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# Capital Football Referees



## MATCH OFFICIAL DASHBOARD 2022 - Gungahlin United FC

Summary of Match Official Registrations

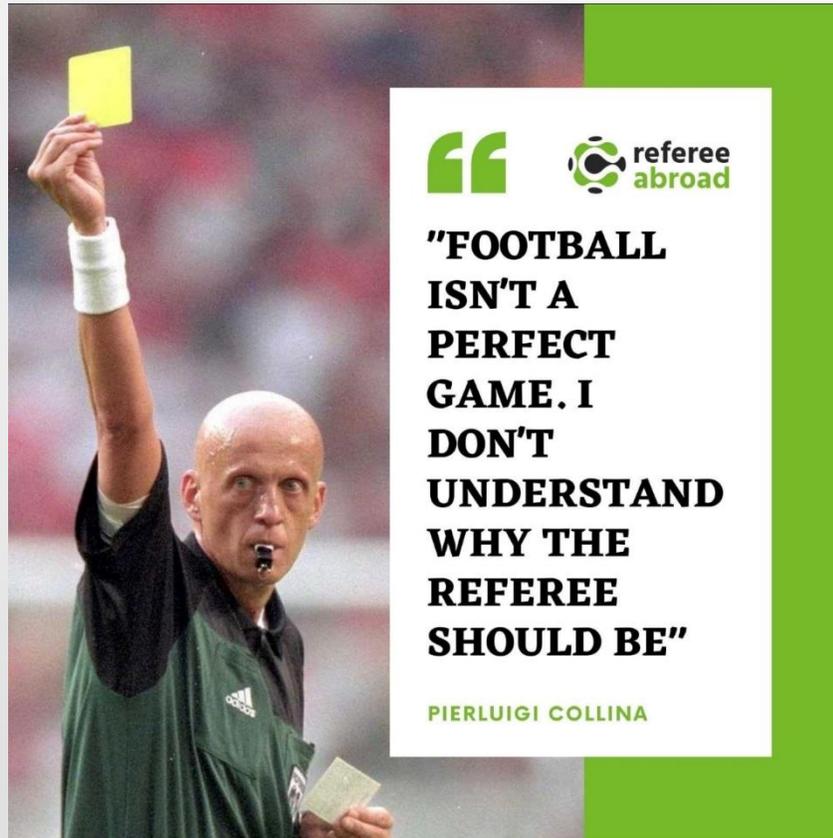


TOTAL REGISTRATIONS				
RegistrationType	Female	Male	totalNumbers	alNumbers (%)
Game Leader	5	5	10	32%
New Level 4 Referee	0	2	2	6%
Interstate Referee	0	0	0	0%
Returning Referee	2	17	19	61%
Life Member	0	0	0	0%
<b>Sub-Total</b>	<b>7</b>	<b>24</b>	<b>31</b>	<b>100%</b>
<b>Sub-Total (%)</b>	<b>23%</b>	<b>77%</b>		

AGEGROUP	FEMALE		MALE		TOTAL	
	#	%	#	%	#	%
<18 years	7	33%	14	67%	21	68%
18-30 years	0	0%	5	100%	5	16%
31-50 years	0	0%	2	100%	2	6%
>51 years	0	0%	3	100%	3	10%
<b>Sub-total</b>	<b>7</b>	<b>23%</b>	<b>24</b>	<b>77%</b>	<b>31</b>	<b>100%</b>



# Capital Football Referees



[https://www.youtube.com/watch?v=ezZ2ZRfSsLY&list=PLS4D-\\_mcoJki-u5iWM3XYhuLgK8BGZ\\_q5&index=1](https://www.youtube.com/watch?v=ezZ2ZRfSsLY&list=PLS4D-_mcoJki-u5iWM3XYhuLgK8BGZ_q5&index=1)



# Capital Football Referees



- CF seeks to monitor the wellbeing of match officials and improve support services
- Referee self-assessment tool (U12 to NPL/CPL only)
- **Referee assessment tool of teams / officials / spectators behaviours**
- Used widely around the world and growing
  
- Retention of referees
- Reduce and prevent abuse towards referees
- Immediate support to referees where abuse has taken place



# Capital Football Referees



## BECOMING A GAME LEADER:

- 13-14y0
- Learning LoTG (Laws 1-17) at home
  - Retention 14-15 Laws
  - Miniros Rules
- 4-hours theoretical sessions
- 2-hour practical training session

## BECOMING A REFEREE LEVEL 4:

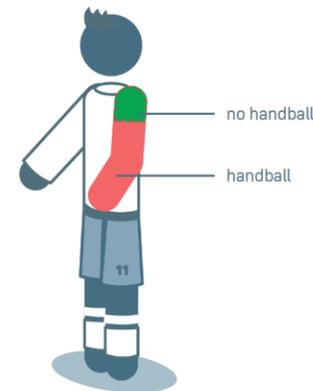
- 14y0 +
- Learning LoTG (Laws 1-17) at home
  - Retention 15-16 Laws
  - Miniros Rules
- 3 x 90-minute theoretical online sessions
- 2-hour practical training session

## Law 12: Fouls and misconduct are:

- kicks or attempts to kick an opponent;
- trips or attempts to trip an opponent;
- jumps at an opponent;
- charges at an opponent;
- strikes or attempts to strike an opponent;
- pushes an opponent;
- tackles an opponent from behind to gain possession of the ball;
- makes contact with the opponent before touching the ball;
- holds an opponent;
- spits at an opponent;
- handles the ball deliberately;
- plays in a dangerous manner; and
- impedes the progress of a player.

## + MINIROOS RULES

### Shoulder / Arm Border



- The boundary between the shoulder and the arm is now defined as the bottom of the armpit
- It is very high on the arm and unlikely to be a factor in judging handball situations



# MINIROOS RULES



U10 - U11		
<b>Match Details</b>		
No. of Players (max)	9	
Goalkeeper	Yes	
Substitutes (max)	5	
Interchange	<b>Unlimited - Players may be rotated on and off the field at any time during the game from halfway line, including when the ball is in play.</b>	<b>* Wait until players have left the field before sending interchanges onto the field</b>
Game Duration	2 x 25 minute halves	
Half Time Break (min)	5 minutes (max)	
Ball Size	Size 4	
Offside	No offside rule - GL's should encourage players to be in an onside position if deliberately standing in offside position.	<b>* Children should be made aware of the official offside rule during training by coaches and be encouraged to adopt this philosophy during the game at all times</b>  * Within 1 metre of second last defender



# MINIROOS RULES



U10 – U11		
<b>Start and Restart of Play</b>		
<b>Kick-off</b>	The player must pass to a teammate from the middle of the half way line. The ball must be touched by a teammate before a goal can be scored.	
<b>Ball Crossing the Touch Line</b>	Throw in	<ul style="list-style-type: none"> <li>* Player faces the field of play, has part of each foot on the ground either on or behind the touch line, uses both hands and delivers the ball from behind and over their head.</li> <li>* The thrower must not touch the ball again until it has touched another player.</li> <li>* <b>Opponents must be at least 5 metres away from the ball until it is in play.</b></li> <li>* The ball is in play once it enters the field of play.</li> <li>* A goal cannot be scored directly from a throw in.</li> </ul>



# MINIROOS RULES



U10 – U11		
<b>Start and Restart of Play (continued)</b>		
<b>Ball Crossing Goal Line Touched by Defender last</b>	Corner Kick	<ul style="list-style-type: none"> <li>* A player from the attacking team places the ball inside the corner arc nearest to the point where the ball crossed the line.</li> <li>* <b>Do not move cone to take the corner kick.</b></li> <li>* <b>Opponents must be at least 5 metres away from the ball until it is in play. The ball is in play when it is kicked and moves.</b></li> <li>* A goal may be scored directly from a corner kick.</li> </ul>
<b>Ball Crossing Goal Line Touched by Attacker last</b>	Goal Kick	<ul style="list-style-type: none"> <li>* <b>Goal kick from anywhere within the penalty area. Opponents remain at least 10 metres outside the penalty area until the ball is in play.</b></li> <li>* <b>Game Leaders should not restart play until they are satisfied all opposition players are at least 10 metres outside the penalty area.</b></li> <li>* <b>The ball is in play once it is kicked directly out of the penalty area.</b></li> </ul>
<b>Goalkeeper</b>	<b>Ball must be thrown, rolled, or played from the ground with their feet.</b>	<ul style="list-style-type: none"> <li>* 6 seconds to release the ball if picked up within the penalty area.</li> <li>* <b>The goalkeeper is not allowed to kick or drop kick the ball directly from their hands.</b></li> <li>* <b>Opponents must be at least 10 metres outside the penalty area and cannot move inside the penalty area until the ball is in play.</b></li> <li>* The ball is in play once it moves out of the penalty area or when the goalkeeper places the ball on the ground.</li> <li>* An indirect free kick is awarded if the goalkeeper touches the ball with their hands after it has been deliberately kicked to them by a team mate.</li> </ul>



# MINIROOS RULES



U10 – U11		
<b>Fouls and Misconduct</b>		
All acts of handball or fouls and misconduct	Indirect Free Kick	<p><b>* An indirect free kick is where a goal can be scored only if the ball subsequently touches another player before it enters the goal.</b></p> <p><b>* Opponents must be at least 5m away from the ball.</b></p>
Deliberate or serious acts of handball or fouls and misconduct in the Penalty Area	Penalty Kick	<p>* A penalty kick is awarded from an 8 metre penalty mark with only a goalkeeper in position.</p> <p>* All players must be outside penalty area, and 5m behind the penalty mark.</p>
Goalkeeper touches the ball with their hands after it has been deliberately kicked to them by a team mate	Indirect Free Kick	<p><b>* Opponents must be at least 5m away from the ball.</b></p>



# MINIROOS RULES



U10 - U11		
<b>Field Requirements</b>		
<b>Field Sizes</b>	Length: 60m - 70m Width: 40m - 50m	* One Touch Line is 6 yards from the goal line * One Touch Line is 4 yards from the half-way line
<b>Field Markings</b>	Cones, markers, or painted line markings are suitable.	* <b>Corner flags are not required</b>
<b>Goal Size (max)</b>	5m wide x 2m high	
<b>Goal Type</b>	It is preferable that portable goals are used where possible however, the use of poles or markers as goals is also suitable.	* If no cross-bar, goal height to be determined by the pole height of the goal area, with the Game Leaders decision final
<b>Penalty Area</b>	<b>10m deep x 20m wide</b>	
<b>Penalty Mark</b>	8m from Goal Line	



## Under 10 & 11

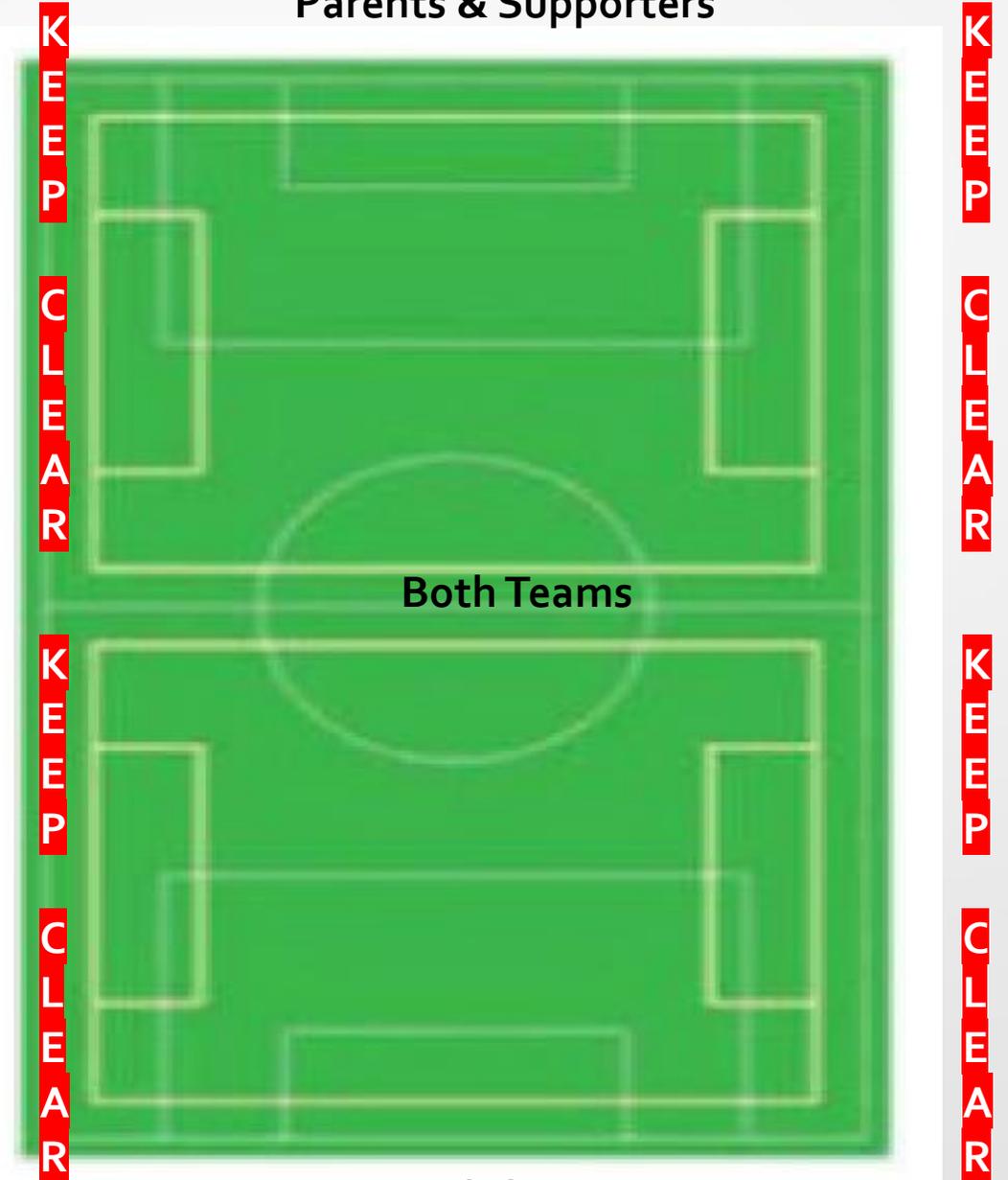
**Maximum of 2 pitches on a full-size football pitch.**

- Cones only to mark corners, goal lines and sidelines
  - 5 metre marking from corner cone along sideline
- No corner flags
- Do not stand behind the goals while game is being played

The field of play	Maximum: 70m long x 50m wide Best Practice: 65m long x 45m wide Minimum: 60m long x 40m wide
Goal size	Maximum: 5m wide x 2m high
Penalty area	10m deep x 20m wide

**GUFC TEAM PACK-UP AS PER THE  
GAME DAY FIELD ALLOCATIONS  
NOTICE BOARD**

Parents & Supporters



Parents & Supporters



# GAME DAYS



## CLUB VESTED OFFICIALS (CVO):

- All Under 12 to Under 18 games are required to have **“One per two/three fields at the same venue. Roaming the fields”**
  - [see Competition Regulations, Section 6](#)
- Club Vested Officials (CVOs) are responsible for managing sideline (off field) behaviour. They support and uphold the principles of fair play. They wear an identifiable vest provided by GUFC and represents GUFC. Work together with the CVO from the opposing Club to deal with any disturbances that may arise, assist with the welfare of the Match Officials and escort dismissed Players from the pitch exclusion zone.

[Capital Football Competition Regulations:  
2022 ACTEWAGL Junior Leagues & Miniros  
March 2022 Final Version](#)



# GAME DAYS



## TECHNICAL AREA (TA) for U12 to U18 games only:

- [see Competition Regulations, Section 3](#)
- Between each full field at Harrison Playing Fields, i.e. the cricket pitch area, but from the top of each penalty area, therefore allowing supporters to remain on the cricket pitch side but not within the TA
- Only currently registered and eligible Players, Coaches and Team Officials are allowed within the TA during Matches
- For clarity, a Player or Team Official who is under suspension must not occupy a seat in the technical area
- **CVO's, parents and supporters are not allowed within the TA**
- Please ensure parents and supports are not behind the goals, i.e. are outside of the penalty area and at least 15-20 metres behind the goal line



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# GAME DAYS



- Please setup field well in advance or as reasonably practical before the scheduled kick-off time
  - **Game Leaders and Referees are required to reduce games times if they cannot kick-off as scheduled**
- Refer to the Game Noticeboard on outside wall on setup / pack-up procedures
  - **U9 to U10 field setup/transition**
  - **U11 to Full Field Game setup/transition**
  - **Post games in either small sided or full field, coaches are to move their teams away from the field of play to allow the next age group start**
- Is there going to be a clash of player / goalkeeper strips?
  - **Home team to wear an alternate strip**
  - **If no alternate strip is available, players can wear bibs – preferably all players in the same colour**



# GAME DAYS

## - FULL FIELD GAMES (FFG)



### U<sub>12</sub> TO U<sub>18</sub> GAMES ONLY

#### TEAM SHEETS & RECORDING:

- Dribl – Electronic Team Sheets (ETS)
- ALL FFG's require the referee to have a home and away team submitted ETS for the recording of scores, sanctions and/or incidents
- The ETS is to be completed and handed to the referee **NLT 10 minutes** before the scheduled kick-off time

#### ASSISTANT'S FLAGS:

- Club linespersons are to be sought if a certified Assistant Referee (AR) is not appointed
- One 'clubbie' from either team – home team first, if one certified 'AR' is provided



# Capital Football Referees



**Enjoy your season!  
Encourage your team!  
Help your club!**

**Support your Referees!**  
**(Become one 😊)**