

Essex County Soccer Referees Referee Training



Basics & Essentials clinic
19-April-09



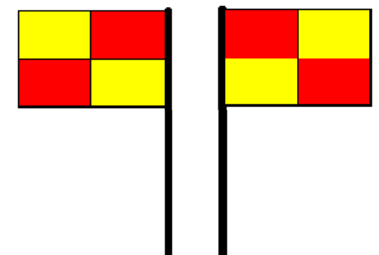
TOPICS

Referee Consideration



- Assistant Referee (AR) Default Pregame Instructions
- Positioning
- Use of Whistle
- Ball Position

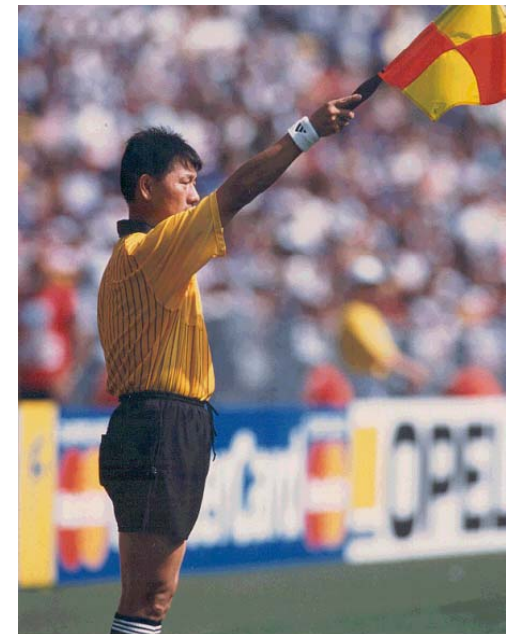
Guidelines for Assistant Referees



Running & Flag Technique



- Always be facing the field & referee
- Keep Flag held straight down & as still as possible while running
- Keep flag in hand closest to referee at all times (continuous swapping)
- Keep Flag unfurled
- Use side-to-side movement whenever possible
- When signalling, flag is like an extension of the arm
- Record of Game: 1 AR should be writing goal-scorers & cards while the other should not.



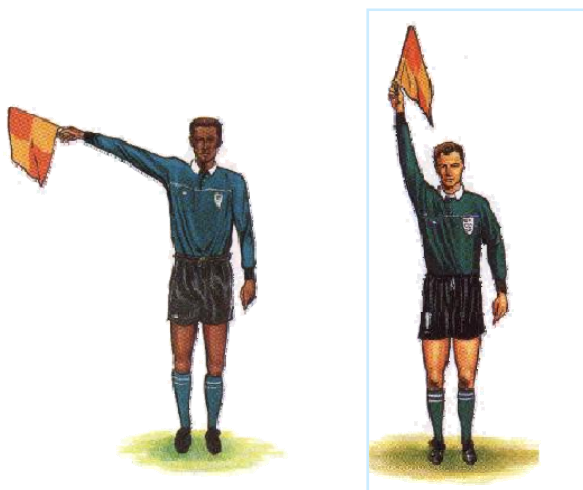
Flag Technique – Making a call



- Before signalling:
 - Stop & make eye contact with the referee
 - Ensure you are facing the field of play
 - Raise the flag with the ***appropriate hand*** (be mindful to change hands BEFORE raising the flag)
 - Wait for referee to acknowledge flag
 - Signal in unison with referee

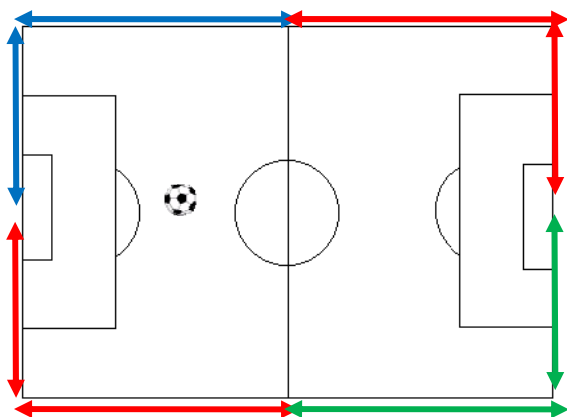


Flag Technique – Out of bounds



- For obvious OOB in **your quadrant**, signal directly
- If any doubt OR in **referee's quadrant**:
 - Raise the flag
 - Make eye contact
 - Referee signals direction
- Out-of-bounds at Goal line:
 - Sprint to usher the ball OOB.
 - Don't signal until you're within 5 yards of the line.
 - For long balls wildly out of bounds at the goal line; signal whenever comfortable.
- On throw-ins referee watches the upper-body, AR watches feet.

AR's quadrant



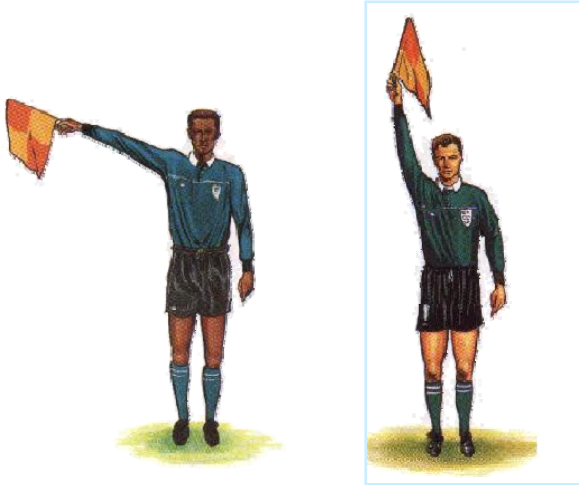
AR's quadrant

Flag Technique – Offside

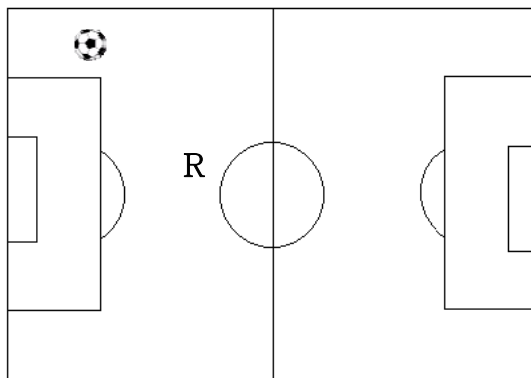


- If an A.R. is not totally sure about an offside offence, the flag should not be raised (FIFA recommendation).
- Difference between Goal Kick signal & middle Offside signal is bend wrist for GK.
- Signal right away if offender touches the ball or if there could be a collision involving offender
- Raise a delayed flag if an offender makes an attempt at the ball or is involved with play

Flag Technique – Fouls



AR



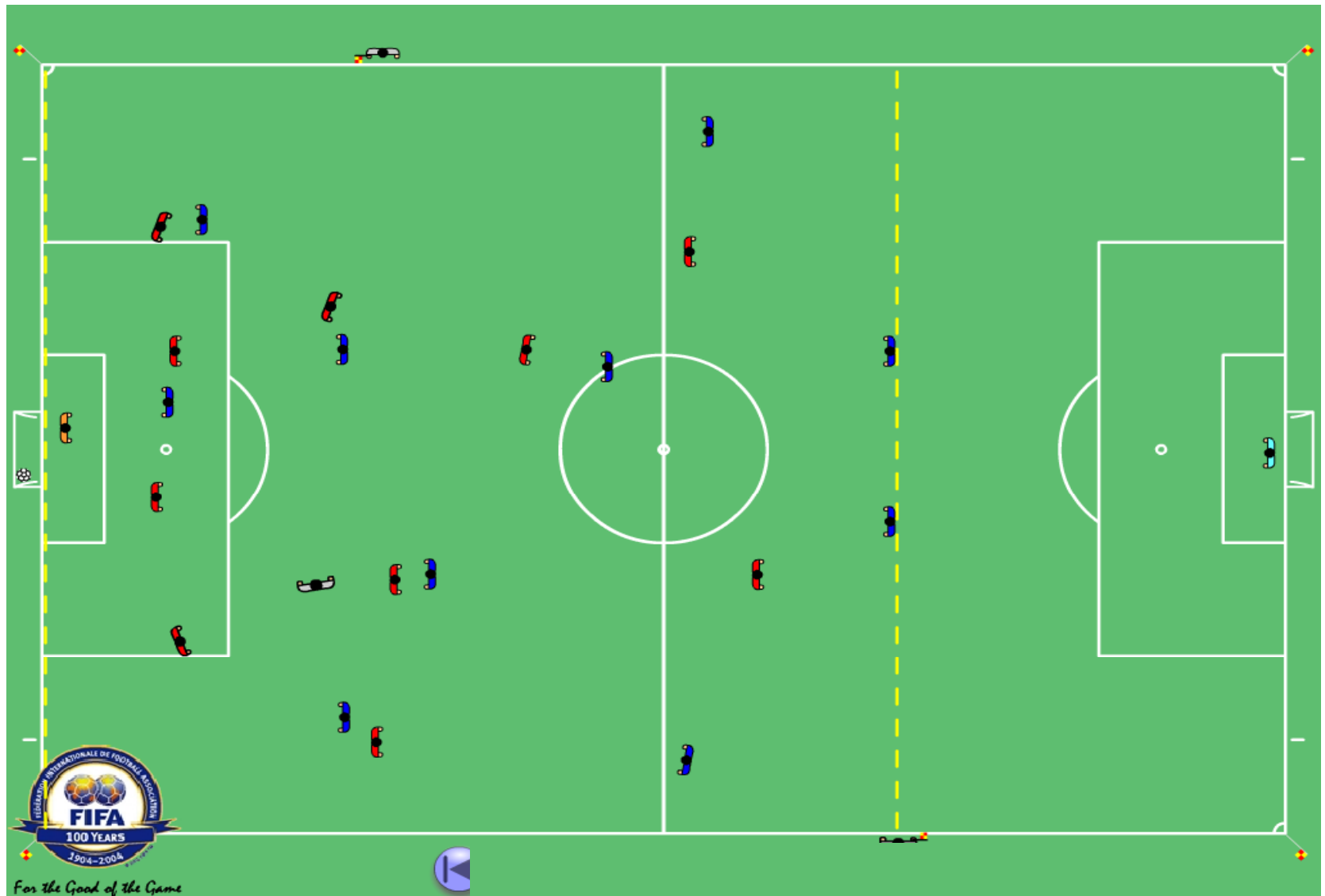
- Call only if you have a better view than the referee (especially within penalty area)
- For PK do not signal direction just sprint to take position on 18
- For PK, give leeway to an eager goalkeeper; only raise the flag if they step more than 1 yard toward kicker
- Do not mimic referee on foul calls
- Throw-ins:
 - Raise watches upper body
 - AR watches feet

Flag Technique – Substitution



- Lower flag once referee acknowledges substitution
- If closer than referee to centre line, run to centre line to manage subs after being signalled by referee
- Ensure a player comes off before another player is let on
- Gesture to referee once substitution is complete and take position on line

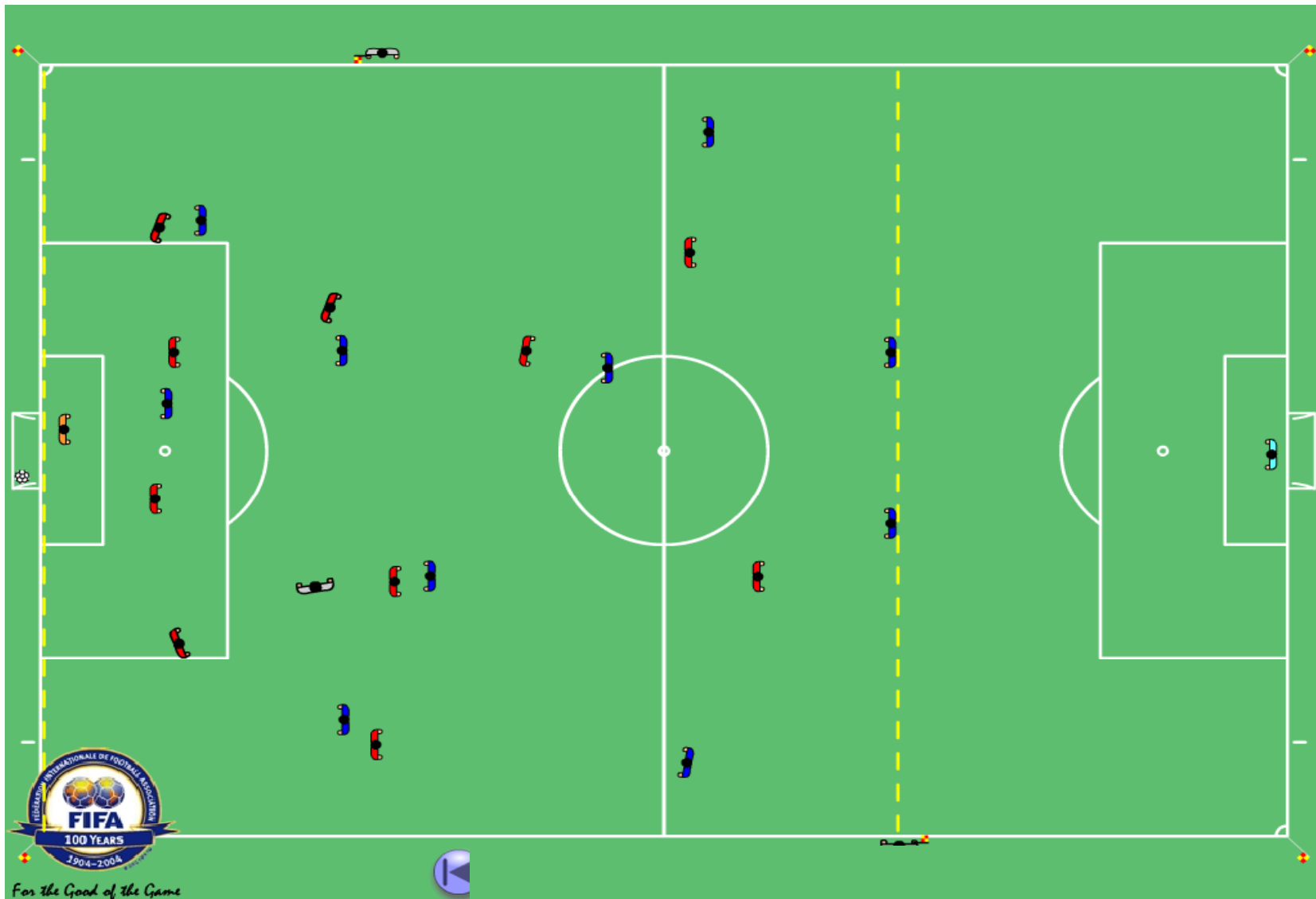
P o s i t i o n i n g



7. "GOAL" SITUATIONS (Normal situations)

- Eye contact with the referee.
- Run quickly to halfway line (25 - 30 metres) and no FLAG.

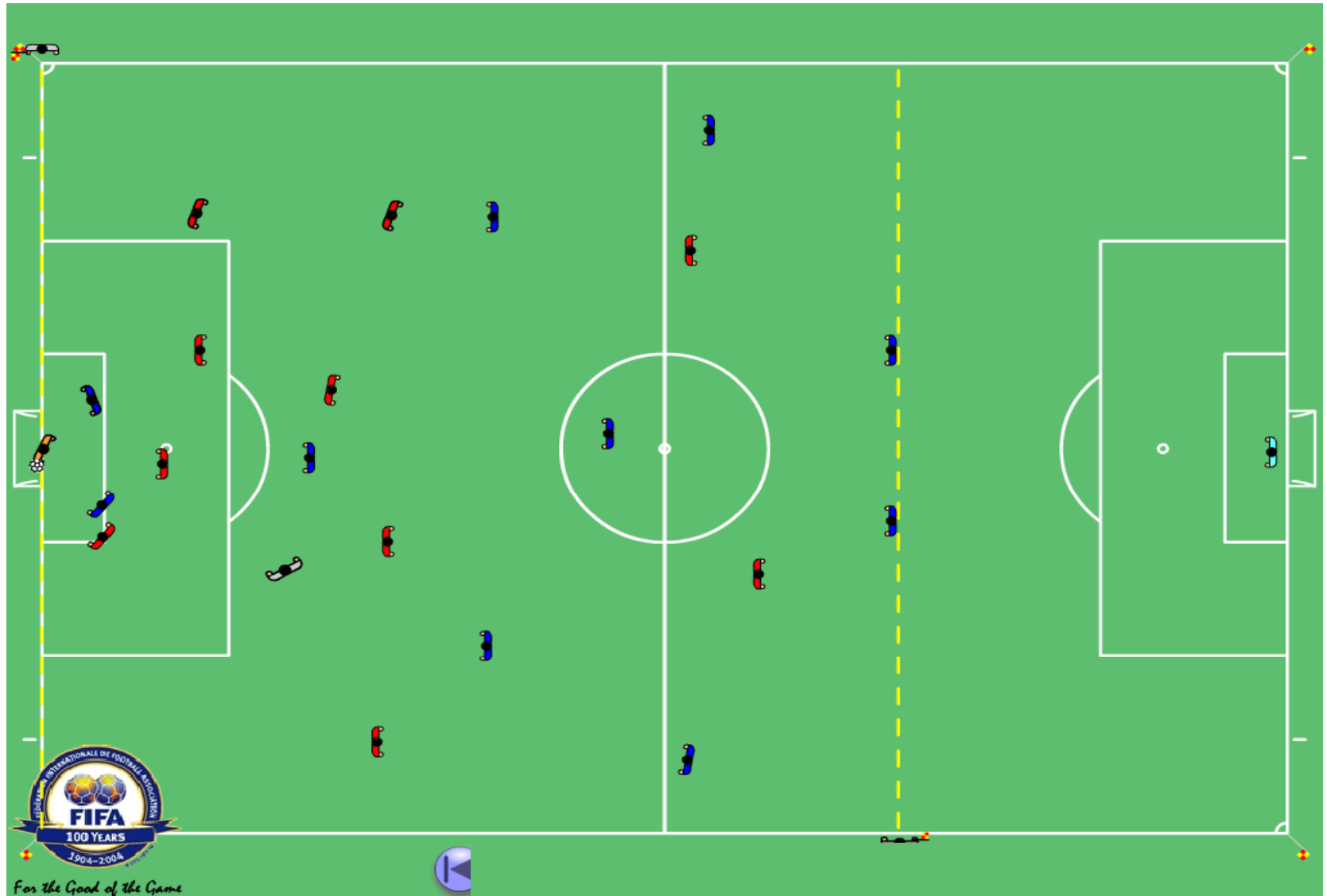
P o s i t i o n i n g



7. "GOAL" SITUATIONS (Tight decisions)

- First raise the FLAG to call referee's attention.
- And run quickly to halfway line.
- Use BEEP if available.

P o s i t i o n i n g



8. "NO GOAL" SITUATIONS (Tight decisions)

- Continue with the play.
- Eye contact with the referee.
- Wait for eye consultation (discreet hand signal).

Flag Technique – Missed Flags



If the flag is not seen by the referee, the A.R. must **keep signalling** until it has been acknowledged or the ball is clearly in control of the opposing team.

For ball failing to leave penalty area on goal kick, ball out-of-bounds, and good goal flag cannot be waived down.

Cross-flag for the AR across the field

POSITIONING



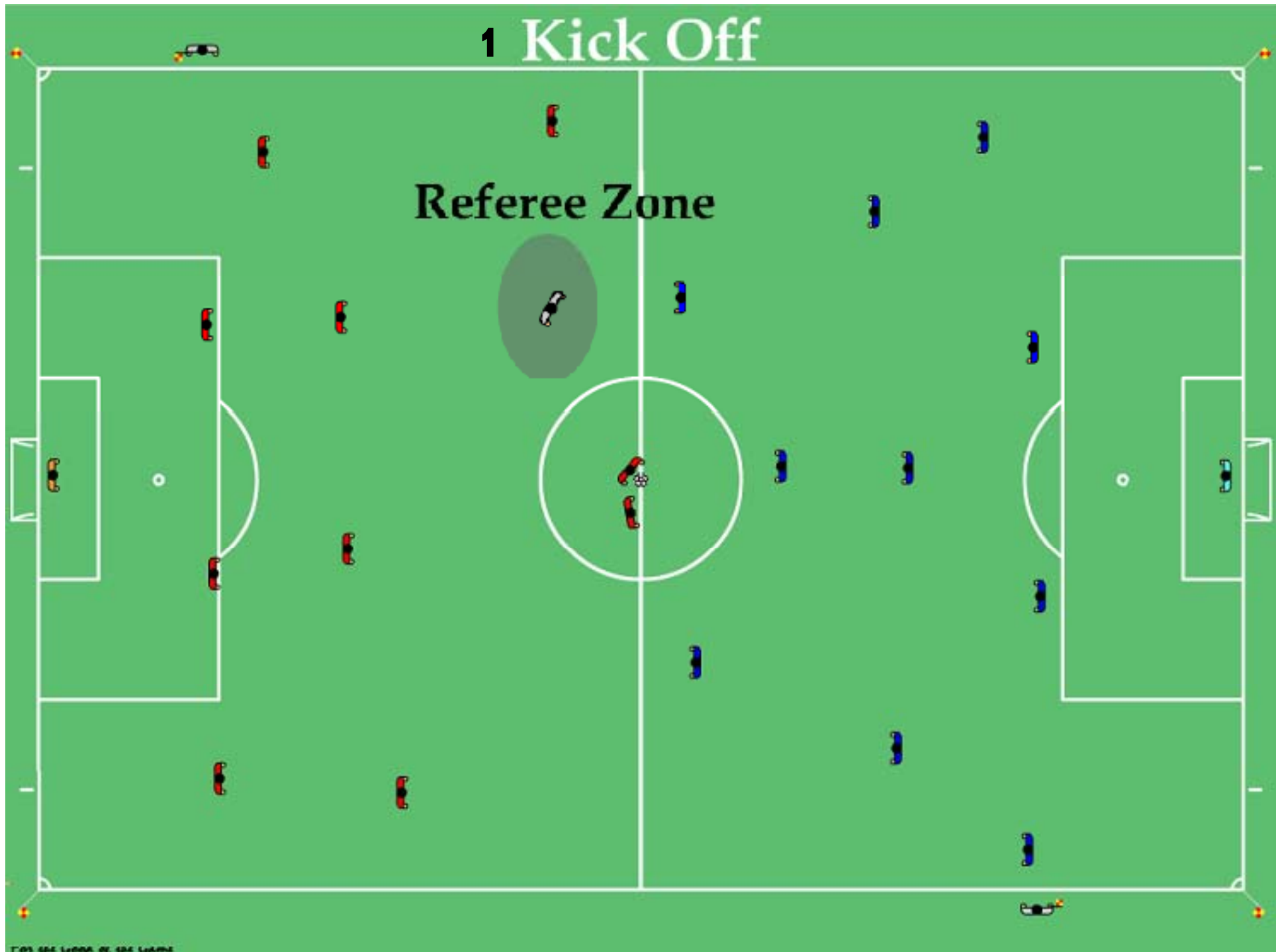
“The **best** position is one in which the referee can take the **right** decision”



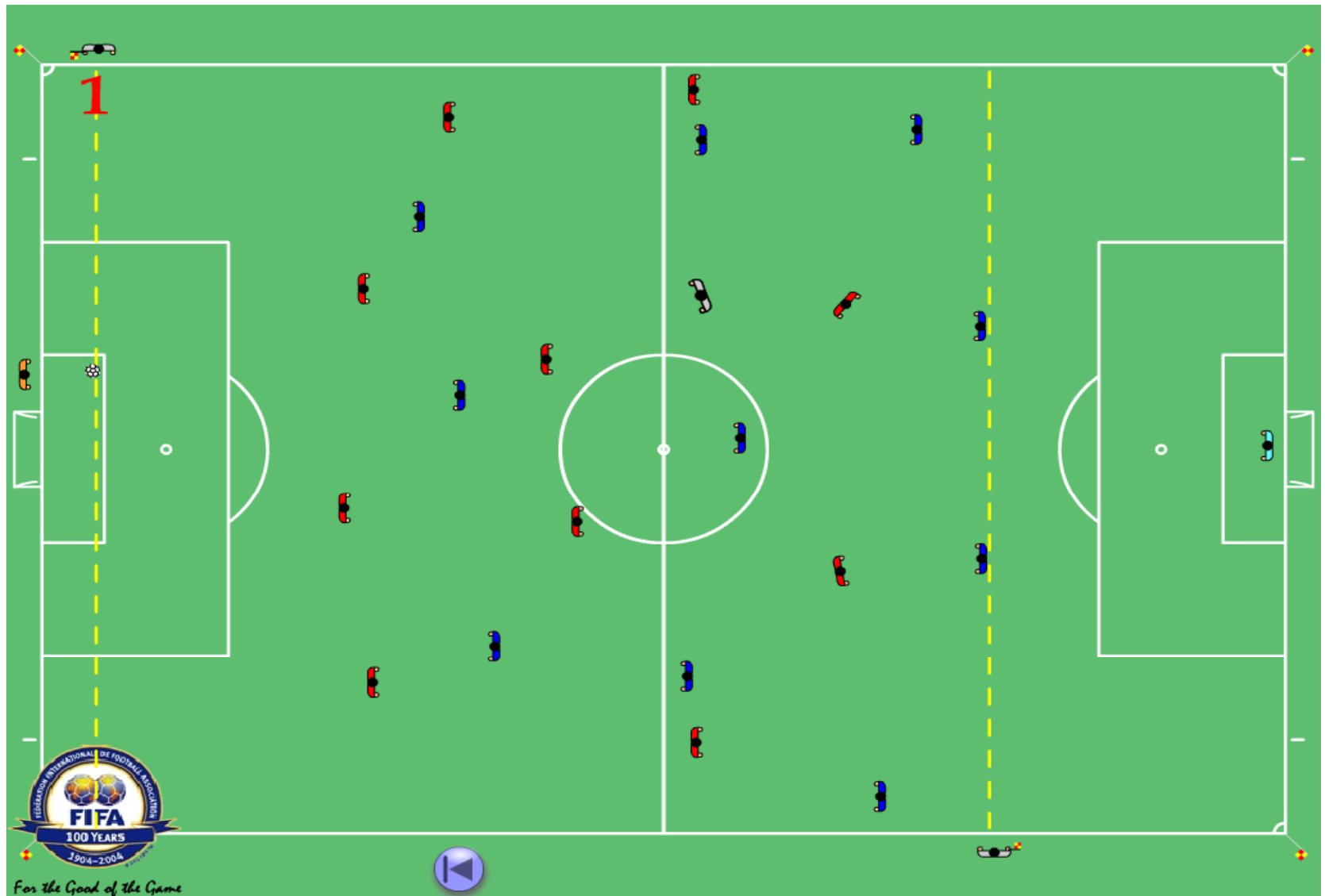
- Play between R and AR where possible
- Not interfering with play or the players
- With a different line of sight from AR

1 Kick Off

Referee Zone



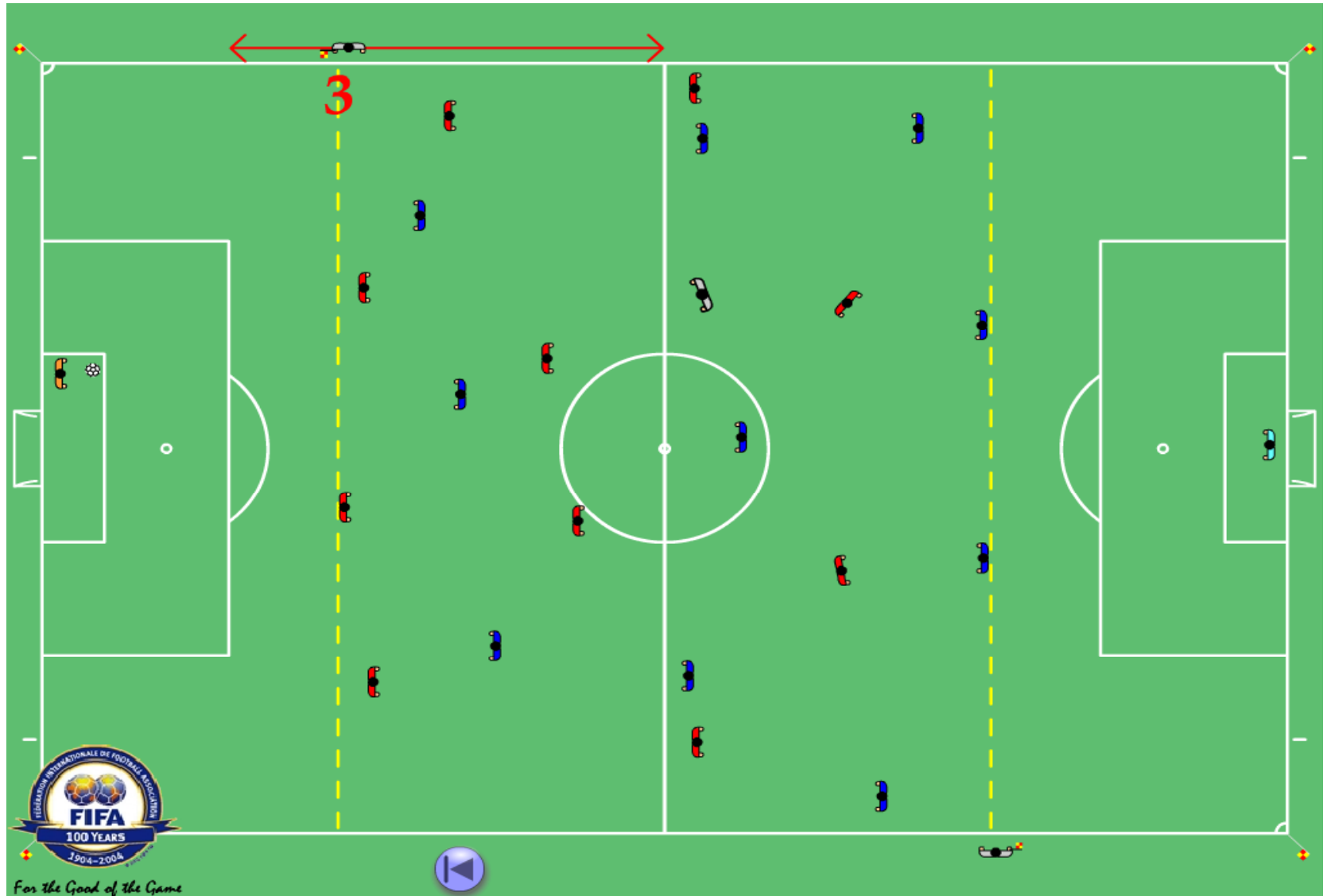
P o s i t i o n i n g



2. GOAL KICK (before placement)

- Check ball is inside goal area (1)
 - If the ball is **not correctly placed**, the AR should not move from his position and make eye contact with the referee and raise the flag

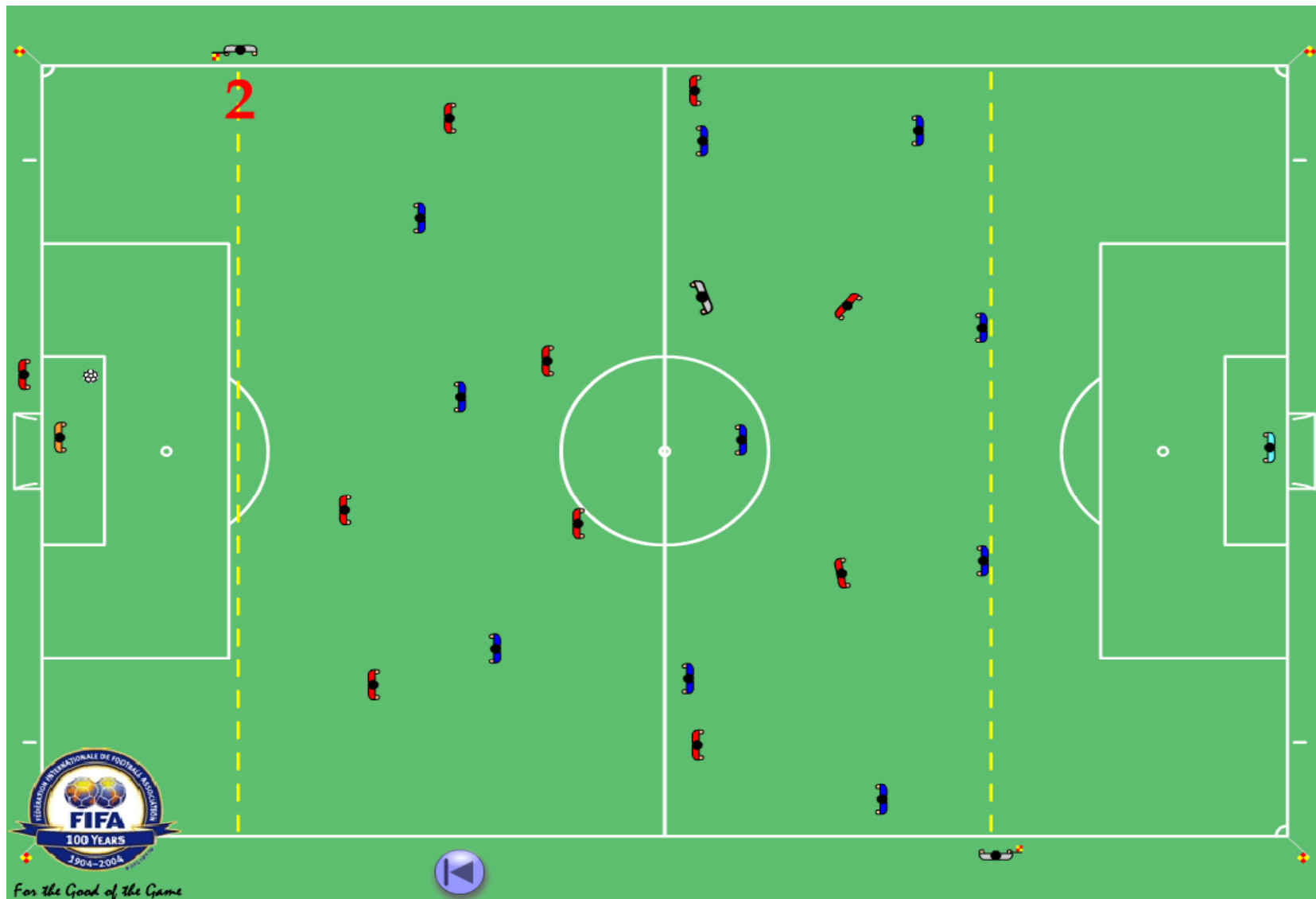
P o s i t i o n i n g



2. GOAL KICK (after placement)

- Sprint to check the offside line (3), which is a priority
- Check also that the ball goes outside penalty area (Ball in play) and that the attackers are outside

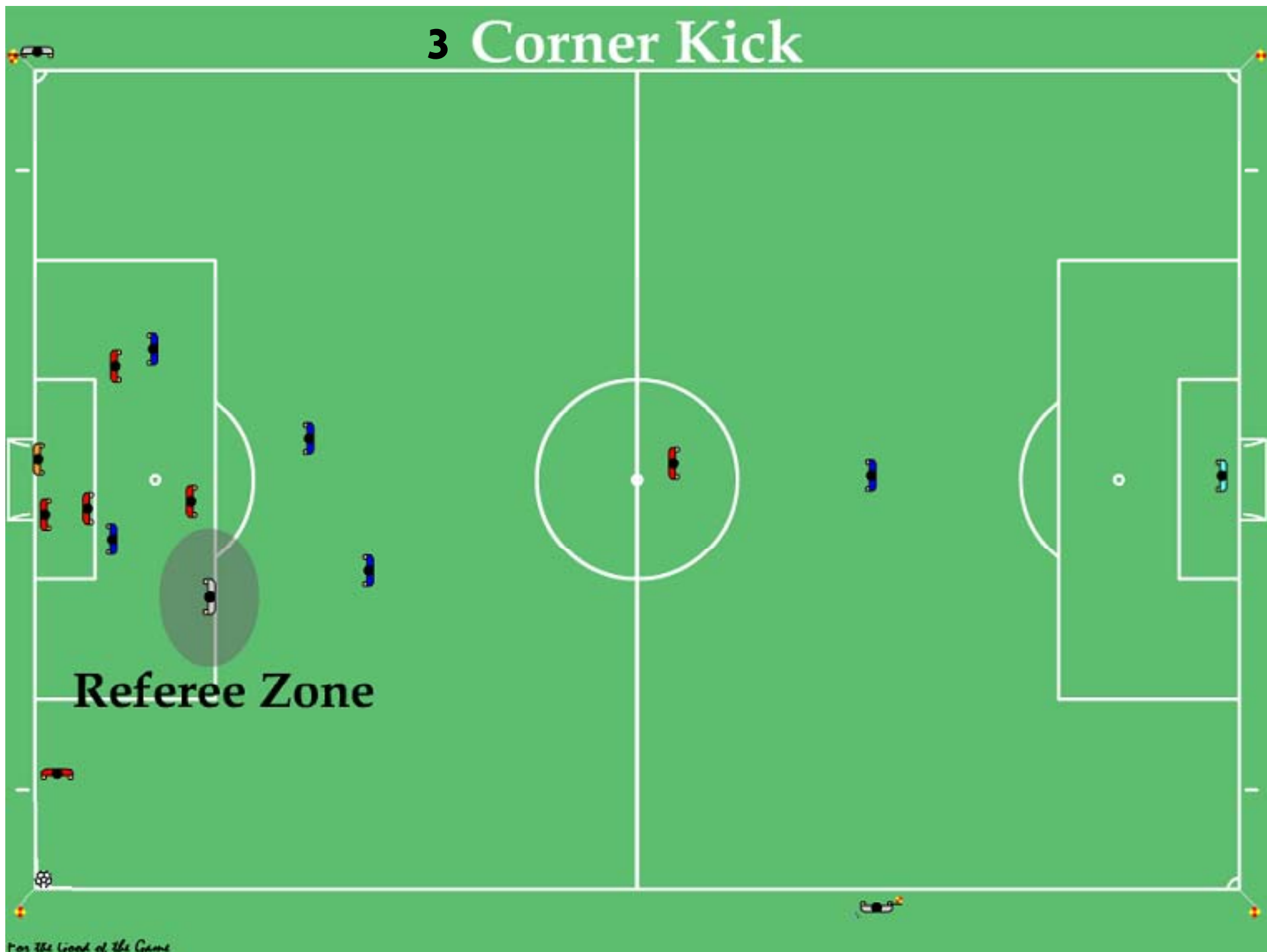
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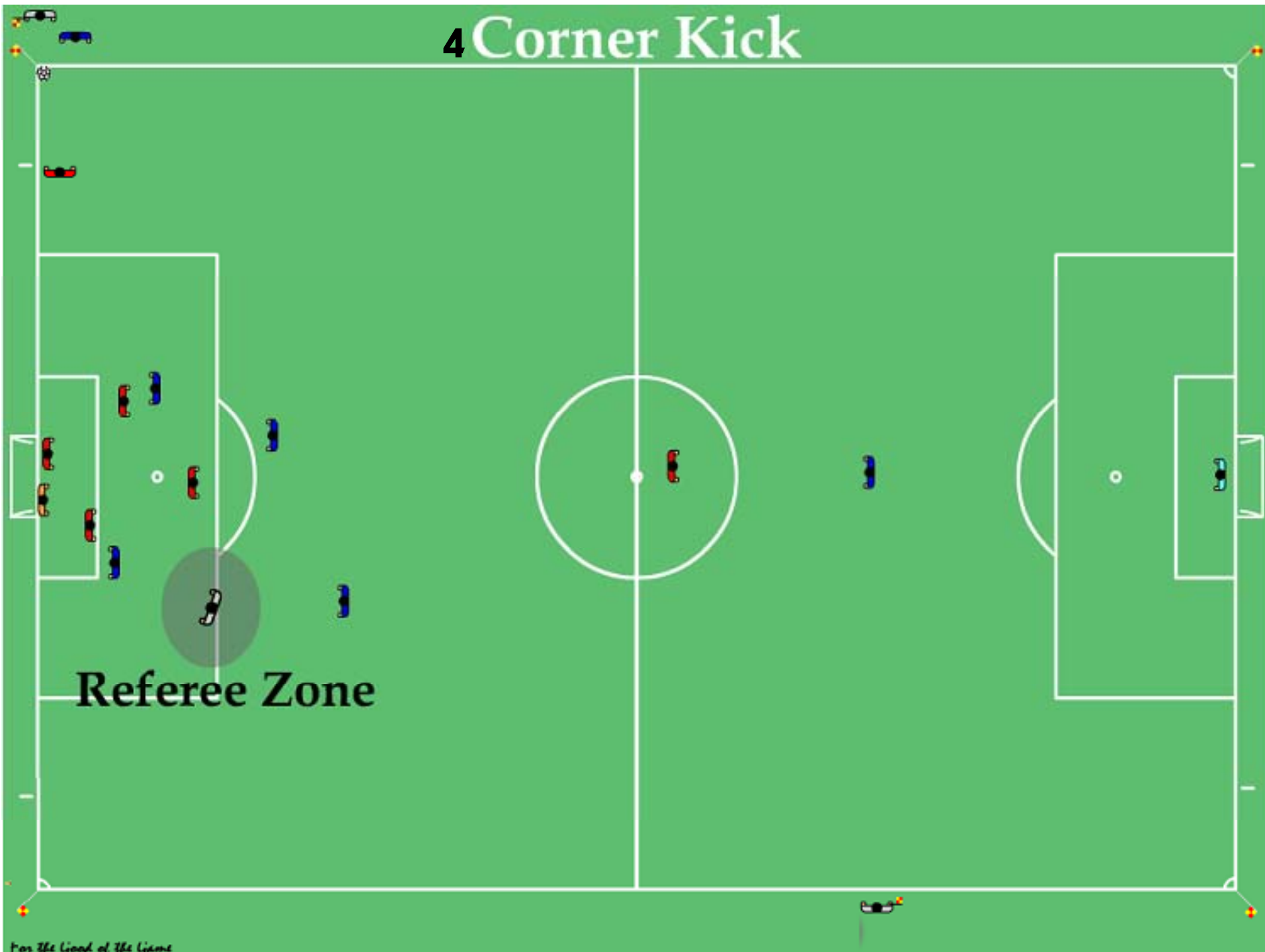
2b. GOAL KICK (by defender)

- If the **second last defender** takes the goal kick, AR should move to the edge of the penalty area **(2)**

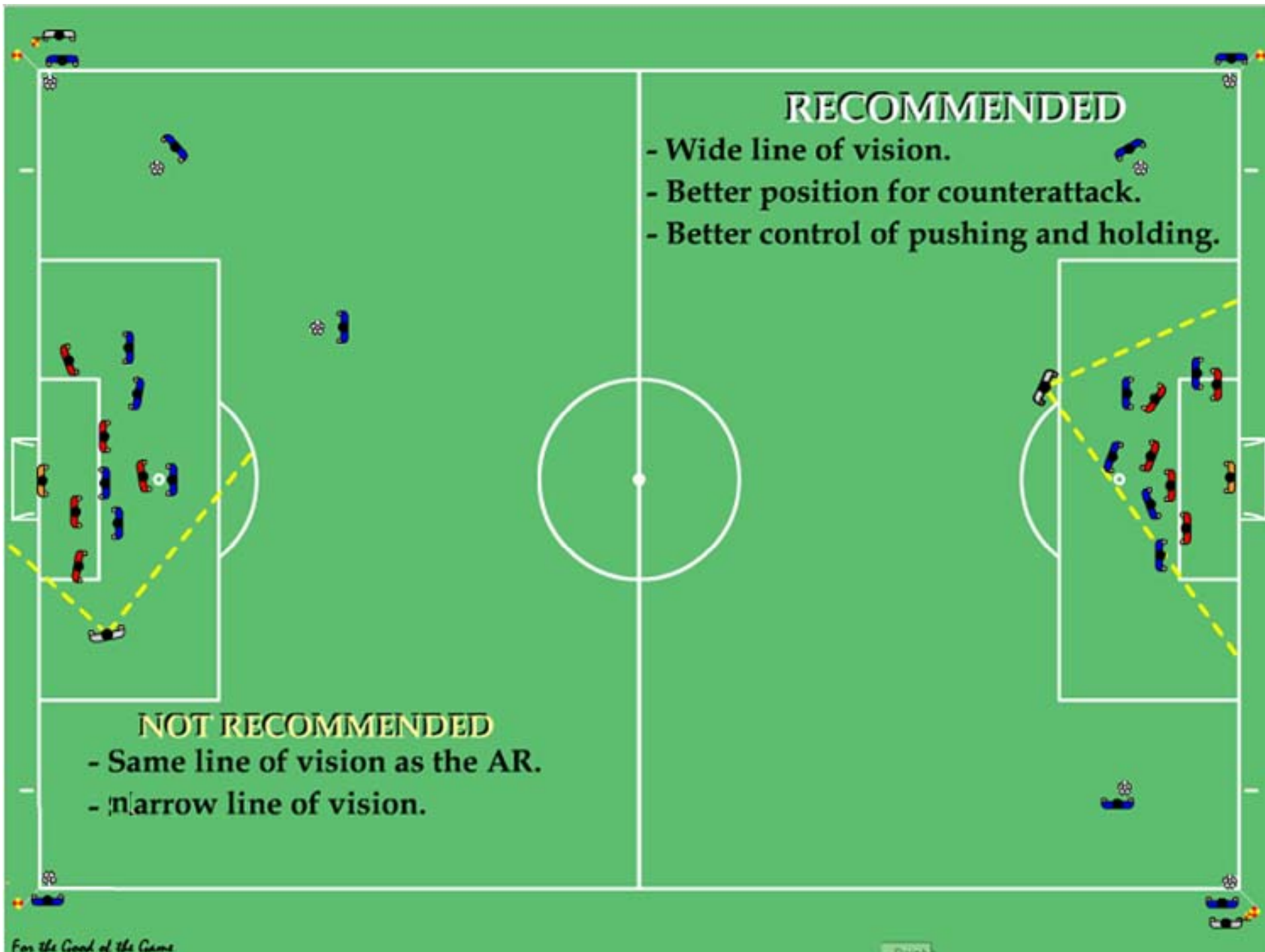
3 Corner Kick



4 Corner Kick



Referee Zone



5 Free Kick



6 Free Kick

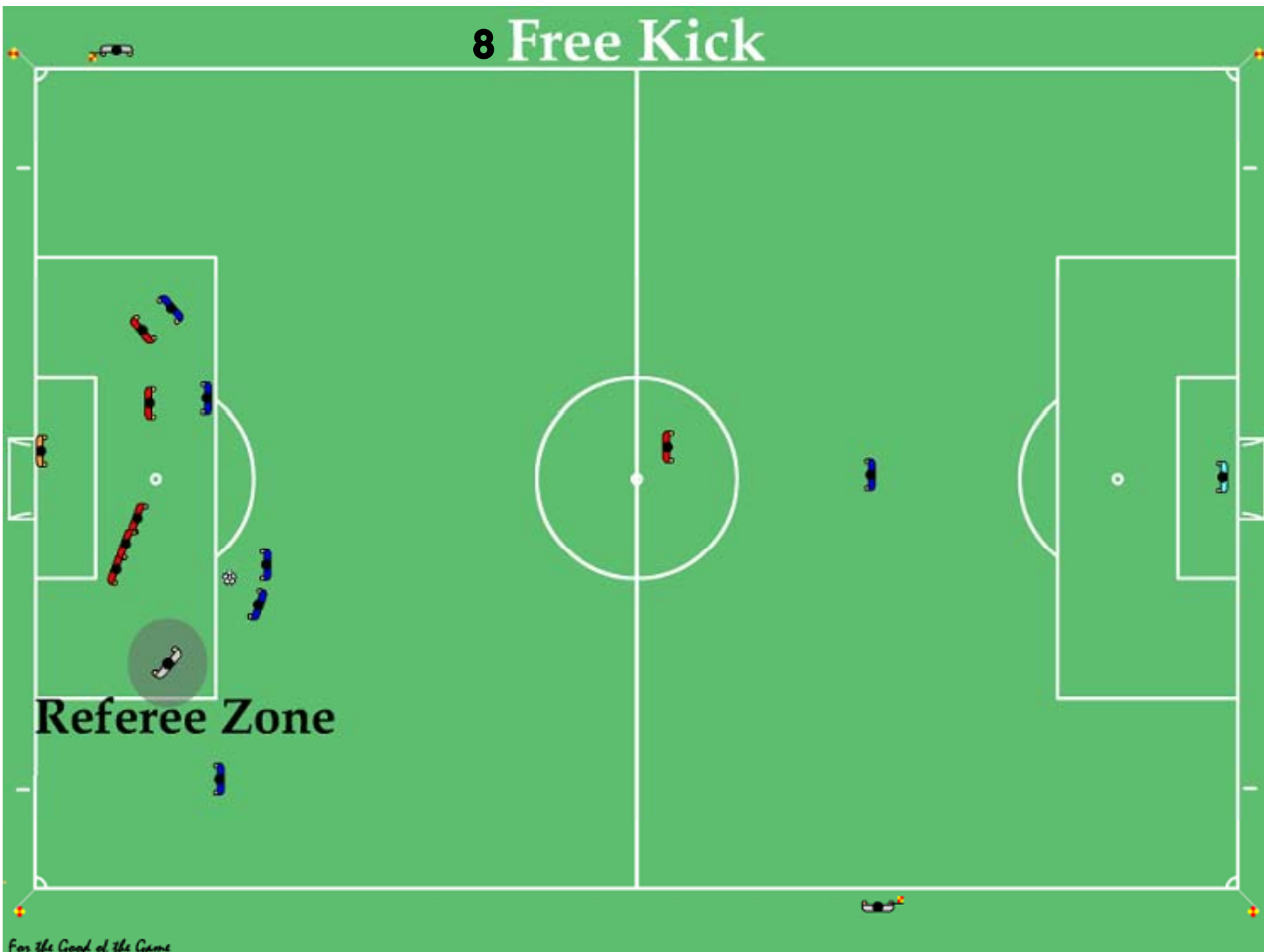


Referee Zone

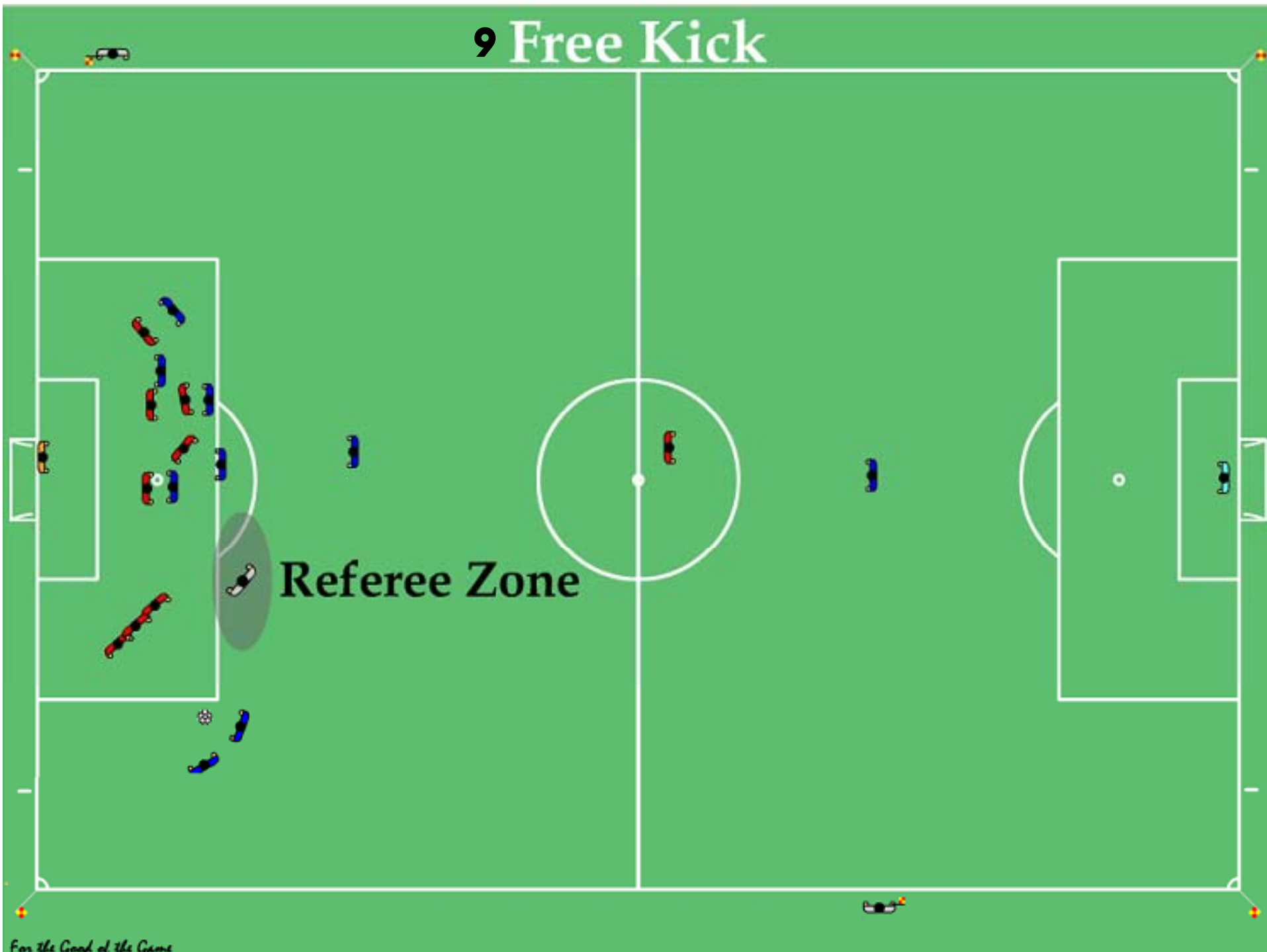
7 Free Kick



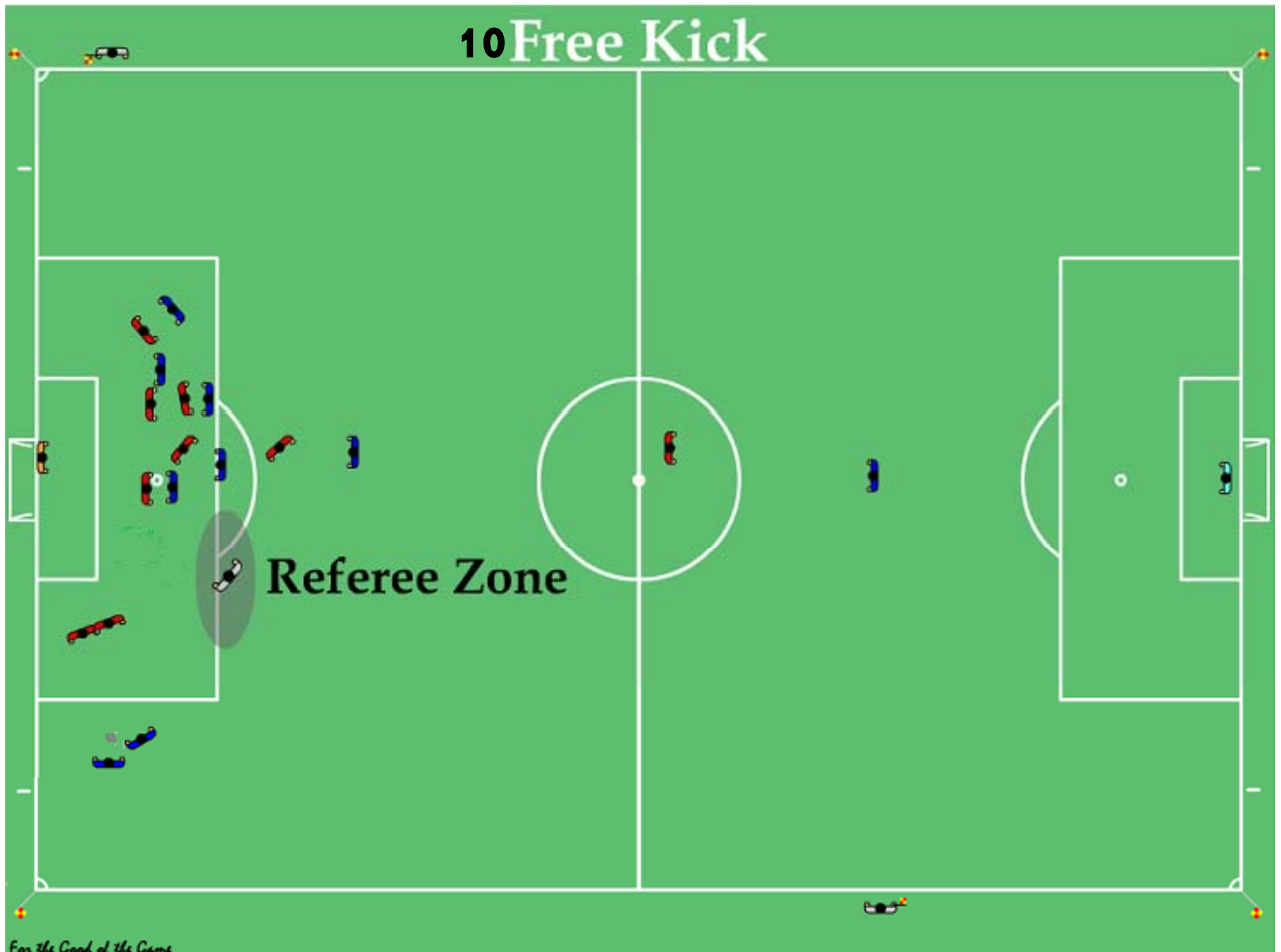
8 Free Kick



9 Free Kick



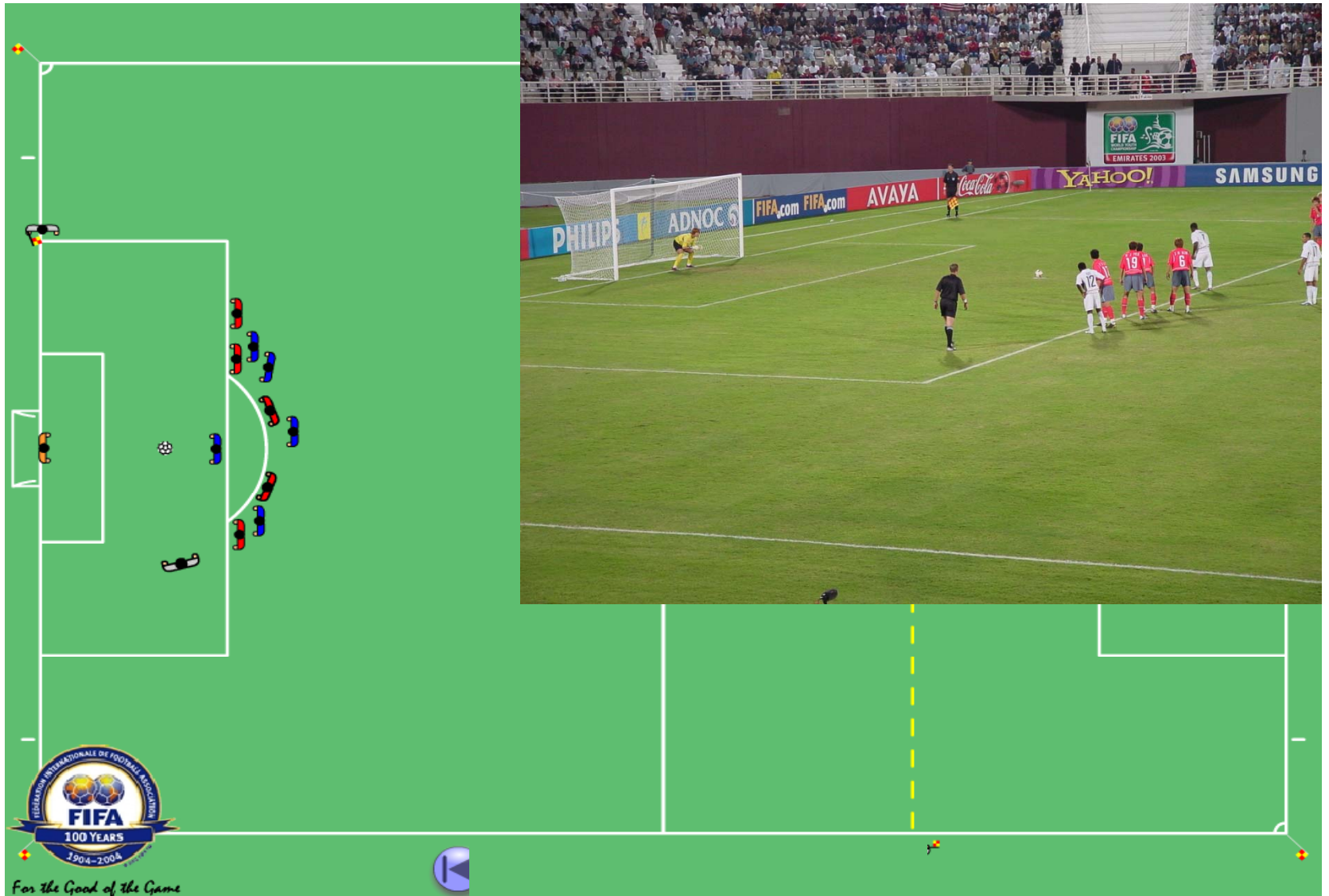
10 Free Kick



11 Penalty Kick



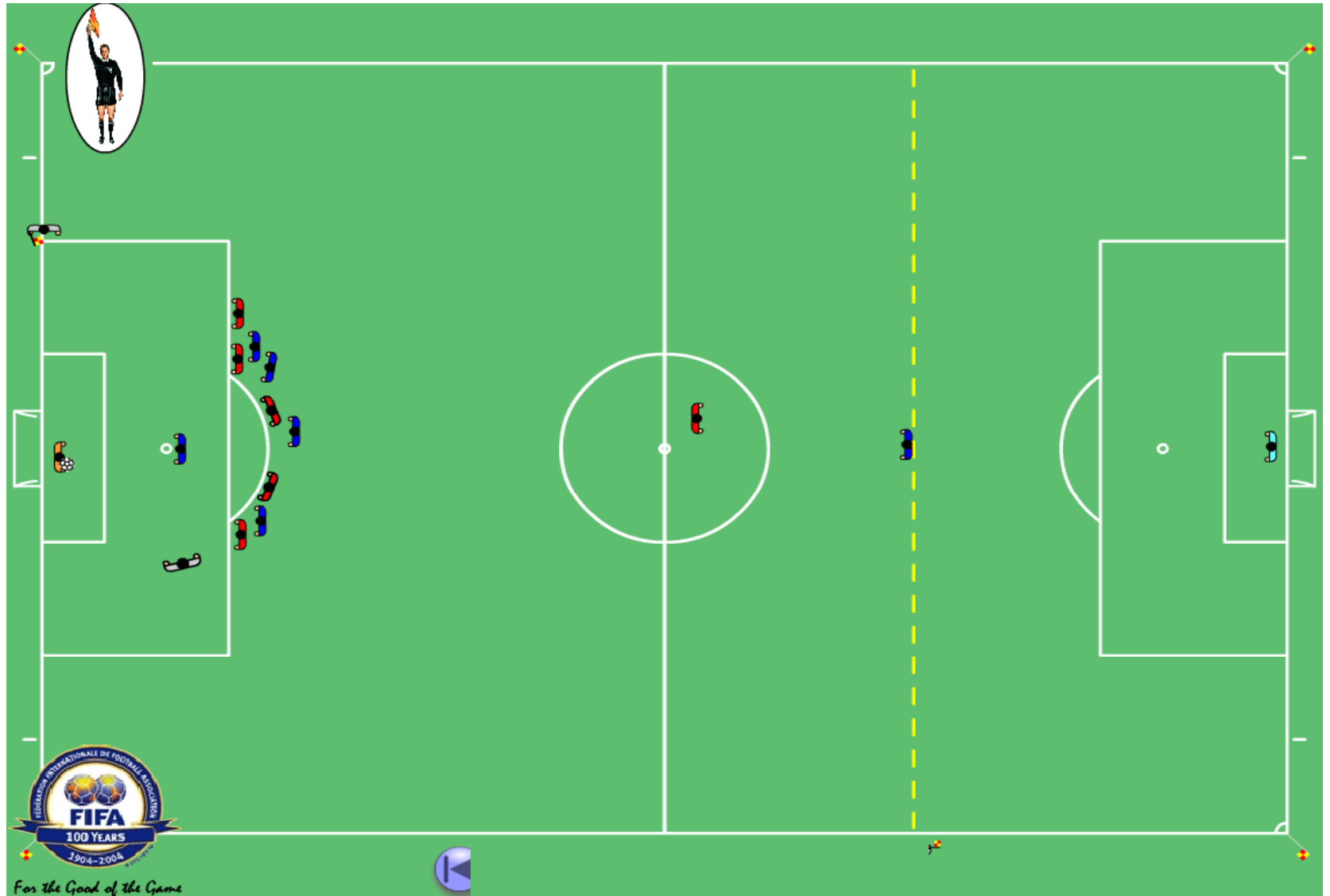
P o s i t i o n i n g



11. PENALTY KICK

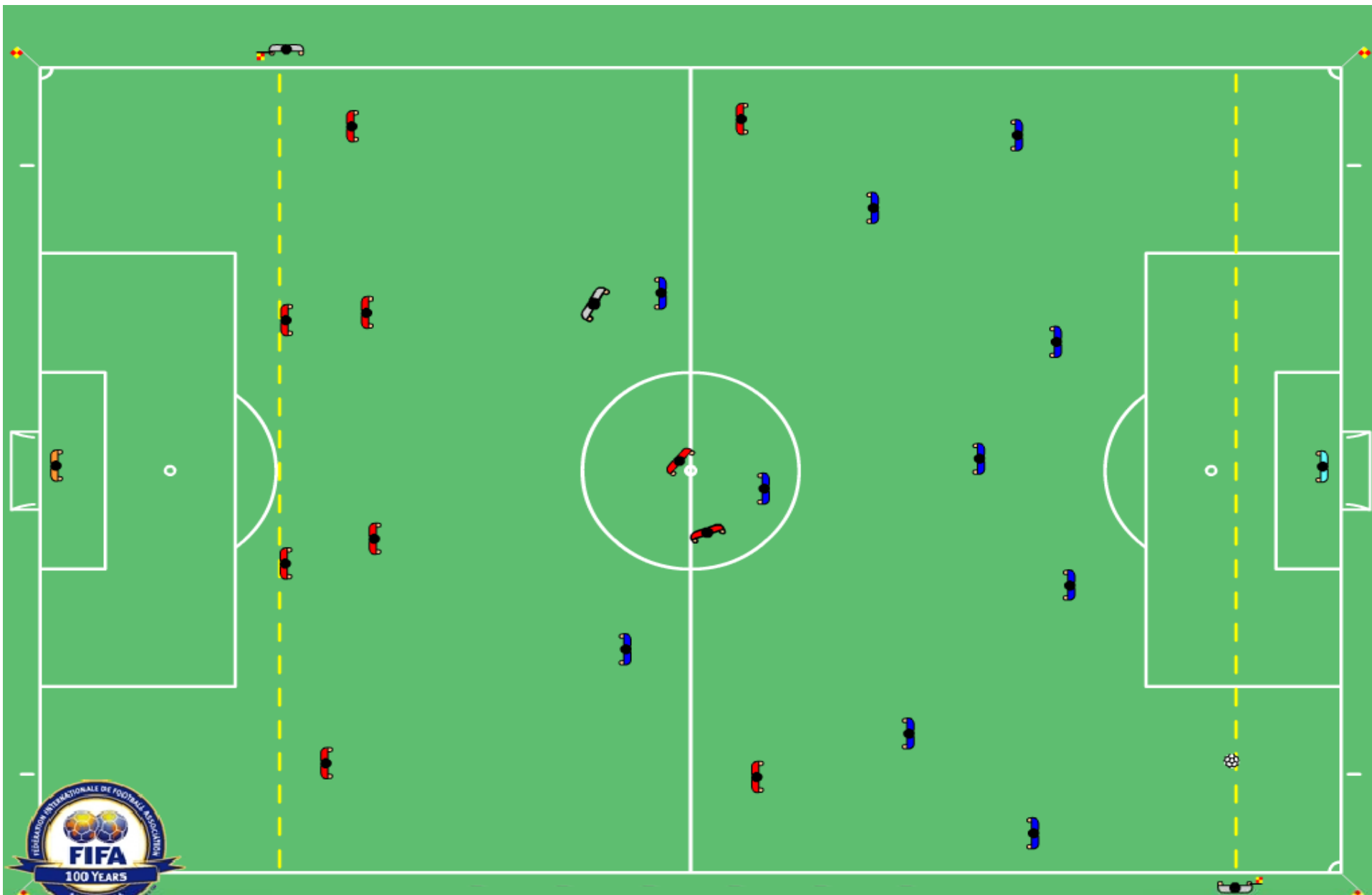
- The Assistant Referee should be on the intersection of the goal line and penalty area

P o s i t i o n i n g



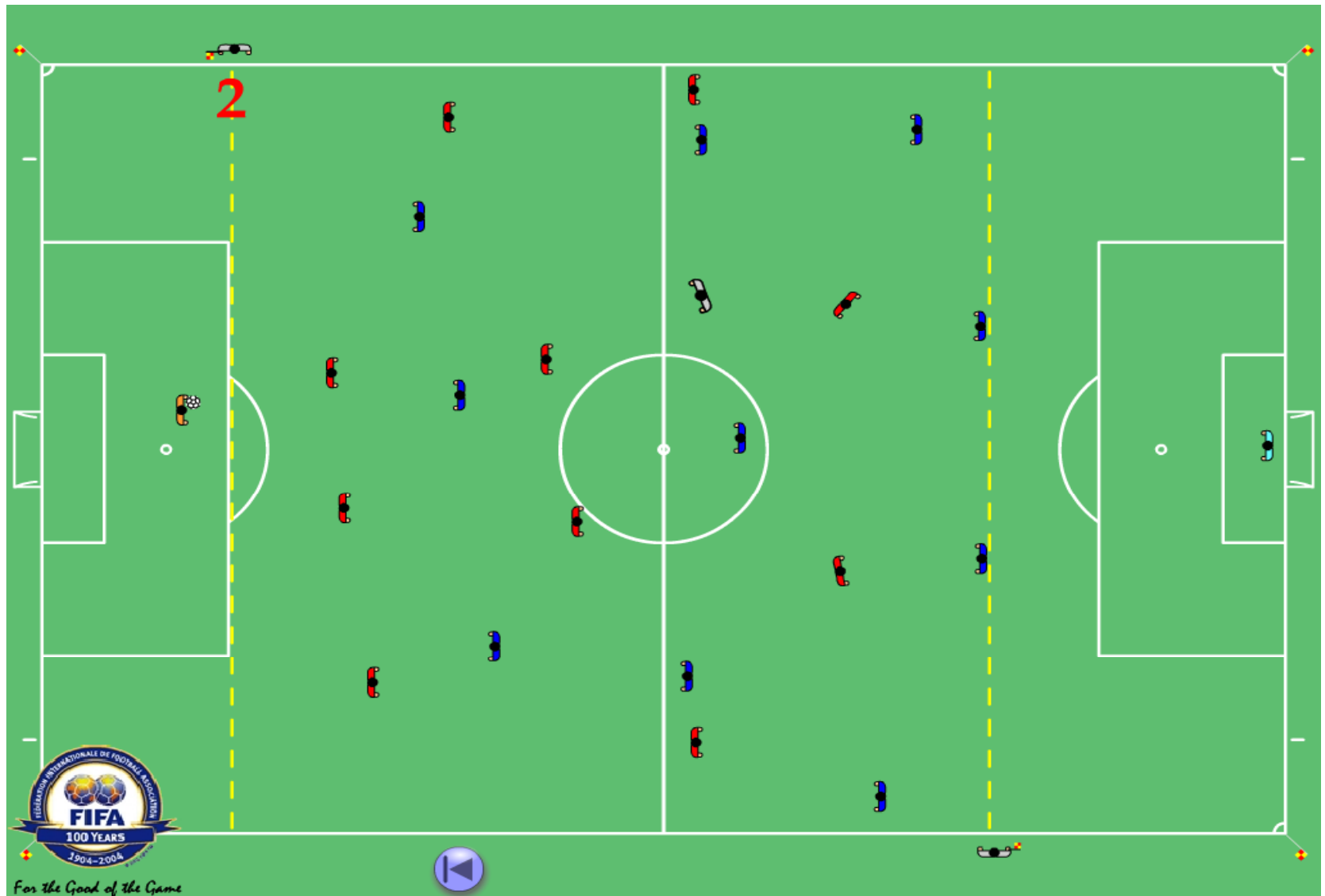
11. PENALTY KICK

- If the goalkeeper has **blatantly** moved forward before the ball has been kicked and the goal is not scored, the AR has to raise his flag.



12 Ball in play – AR positioning

P o s i t i o n i n g



13. GOALKEEPER HANDLES THE BALL

- Check the goalkeeper does not touch the ball with his hands outside penalty area (2)

P o s i t i o n i n g



14. GOALKEEPER RELEASES THE BALL

- Sprint to offside line

P o s i t i o n i n g



15. KICKS FROM THE PENALTY MARK

- One **A. R.** should be on intersection of goal line and goal area. His duty: **Check if the ball has crossed the line.**
- Other **A.R.** on centre circle with the rest of players.

POSITIONING



“The **best** position is one in which the referee can take the **right** decision”



- The positions suggested in the previous graphics are basic and recommended for all referees.
- The referee, based on these recommendations, must look for the best position, taking into account other circumstances.



Use of Whistle

Compulsory

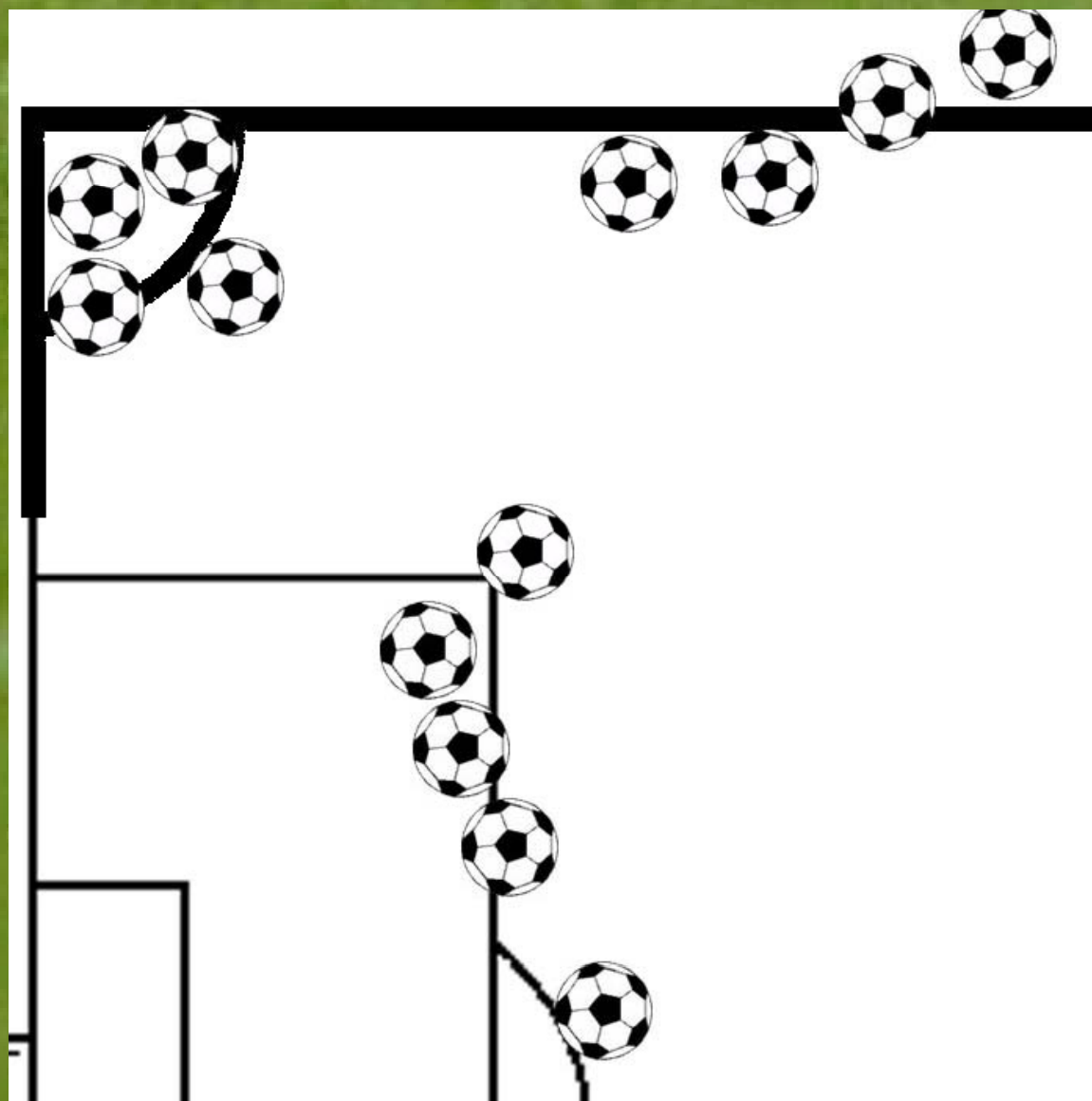
- To start play (1st, 2nd half)
- To stop play
 - Free kicks, penalties
 - Stops, suspends or terminates the match
- To restart play
 - Free kicks where wall managed by Referee
 - Penalty kick



Optional

- To stop play
 - Goal kick, corner kick, throw-in
 - Goals (if tight decision)
- To restart play
 - Free kick, goal kick, corner kick, throw-in

Ball position



A close-up photograph of a soccer ball on a green grass field. The ball is white with black and red patterns. A small, dark insect is visible on the grass to the right of the ball. The text "Questions?" is overlaid in the center of the image.

Questions?

Thank You