

REFEREE FIELD SESSION

BEFORE THE GAME **REFEREE & ASSISTANT REFEREES**

ARRIVE AT LEAST 30 MINUTES BEFORE GAME

GET DRESSED (DO NOT TRAVEL IN UNIFORM)

INSPECT FIELD (HAZARDS, MARKINGS), FLAGS, GOALS (ANCHORED, NETS)

PREGAME (DO WHILE INSPECTING FIELD?)

Note: Purpose is to discuss areas of responsibility & how to communicate not otherwise stated in the book. Depending on experience, may want to review all signals.

SPECIAL RULES (SUBSTITUTIONS, LENGTH OF HALVES, TIES & OVERTIME)

PRIOR INFORMATION ABOUT TEAMS, PLAYERS

THROW-INS: SUPERVISE FEET (OR HANDS)

FREE KICKS CLOSE IN: JUDGE GOAL LINE OR OFFSIDE

FOULS: AREA OF RESPONSIBILITY TO CALL, FOULS NOT SEEN BY REFEREE

PENALTY KICKS: WATCH KEEPER MOVEMENT. IF MOVES EARLY **AND** MAKES SAVE
STAND STILL, MOVE FLAG TO OUTER HAND

SIGNAL TO INDICATE A CARD IS NEEDED. WATCH PLAYER

SIGNAL YOU NEED TO TALK TO REFEREE (FLAG IN FRONT OF BODY)

SUBSTITUTIONS: SIGNAL READY FOR PLAY TO RESTART

MAKE SURE REFEREE HAS THE INFORMATION NEEDED TO GET THE CALL RIGHT!

OBTAIN GAME CARD WITH ROSTERS & COACHES SIGNATURES

OBTAIN GAME BALLS FROM HOME TEAM, INSPECT

INSPECT PLAYERS – SHOES, SHINGUARDS, UNIFORM SAME (SHIRTS IN), KEEPERS COLOR,
JEWELRY, CASTS/BRACES, SUPPORTS, GLASSES, PASSES, NUMBERS

WARM-UP AND STRETCH

ENTER FIELD TOGETHER, FLAGS FURLED ON OUTSIDE, REF IN MIDDLE

INTRODUCTIONS – CAPTAINS, REFEREE TEAM

DO COIN TOSS & RECORD – WINNER PICKS WHICH GOAL TO ATTACK

NO SPEECHES

THE ASSISTANT REFEREES:

INSPECT GOALS (ANCHORED, POSITION) & NETS (HOLES)

PLACE EXTRA BALLS NEXT TO GOAL, AR'S SIDE

CLEAR WORKING AREA

MOVE TO EVEN WITH 2ND LAST DEFENDER

COUNT PLAYERS

WHEN PLAYERS (KEEPER) & AR READY, UNFURL FLAG & HOLD TOWARDS REF

START WATCH WHEN REFEREE DOES (BEFORE WHISTLE)

THE REFEREE:

SUPERVISE CLEARING OF FIELD

PACE OFF OR OBTAIN VISUAL OF WHAT IS 10 YARDS

TAKE UP POSITION FOR KICK OFF TO BE ABLE TO WATCH INFRACTIONS, NOT INTERFERE

MAKE EYE CONTACT WITH AR'S

START WATCH

SIGNAL KICK OFF WITH WHISTLE

DURING THE GAME
ASSISTANT REFEREES

STAY EVEN WITH 2ND LAST DEF **OR** THE BALL

KEEP FLAG VISABLE TO REFEREE

MAKE EYE CONTACT WITH REFEREE AT EVERY STOPPAGE **AND** BEFORE SIGNALING

STEP SIDWAYS UNLESS SPEED IS NEEDED, NEVER BACKWARDS

STOP & FACE FIELD BEFORE SIGNALING, DO NOT SNAP FLAG

DO NOT CHASE BALLS

KEEP PLAYERS IN VIEW AT ALL TIMES

IF DON'T KNOW, DO NOT GUESS. IF IN DOUBT DO NOT SIGNAL

MIRROR FLAGS

CONCENTRATE!

THROW-IN REFS HALF

SIGNAL WITH VERTICLE FLAG IN APPROPRIATE HAND IF BALL OUT & IN OR IF ASKED

HOLD FLAG UP UNTIL SEEN BY REFEREE

THROW-IN AR'S HALF

SIGNAL WITH FLAG AT 45 ANGLE

IF BALL OUT & IN **AND** NEED WHISTLE, SIGNAL STRAIGHT UP FIRST

LOWER FLAG AFTER SEEN BY REFEREE

INDICATE LOCATION OF RESTART IF NEARBY

MAINTAIN OFFSIDE POSITION UNLESS IN WAY OF THROWER (MOVE TOWARDS GOAL)

SUPERVISE FEET (OR HANDS) PER PRE-GAME

WATCH BALL TO ENTER & LEAVE OR NO ENTRY, SIGNAL DIRECTION

GOAL KICK

REFS HALF - SIGNAL FIRST IF REF ASKS FOR HELP

IF BALL OUT & IN, STRAIGHT UP FIRST, WAIT FOR WHISTLE, THEN SIGNAL

DON'T STAND BEHIND FLAG WHEN SIGNALING

MOVE TO 6 YD LINE & SUPERVISE BALL PLACEMENT

MOVE TO TOP PENALTY AREA IF NEEDED (AGE GROUP), OTHERWISE WITH 2ND LAST

SIGNAL IF BALL DOES NOT LEAVE AREA (STRAIGHT UP, THEN GOAL KICK)

CORNER KICK

REFS HALF - SIGNAL FIRST IF REF ASKS FOR HELP

IF BALL OUT & IN, STRAIGHT UP FIRST, WAIT FOR WHISTLE, THEN SIGNAL

DON'T STAND BEHIND FLAG WHEN SIGNALING

MOVE TO BEHIND FLAG, OUT OF WAY OF KICKER

IF AR'S SIDE, ENSURE BALL PLACED CORRECTLY & DEAL WITH ENCROACHMENT

MOVE TO 2ND LAST DEFENDER AFTER BALL IN PLAY

GOAL TO BE ALLOWED

MAKE EYE CONTACT WITH REFEREE

RUN SHORT DISTANCE UP TOUCH

KEEP MOVING TO AVOID CONFRONTATION

WATCH ALL PLAYERS

RECORD AFTER TRAIL AR (BOTH AR'S RECORD)

TAKE POSITION WITH 2ND LAST FOR KICK OFF

COUNT PLAYERS, SIGNAL REF WHEN YOU AND PLAYERS ARE READY

IF BALL GOES INTO GOAL & OUT, FLAG STRAIGHT UP, WAIT FOR WHISTLE, THEN RUN

GOAL NOT TO BE ALLOWED

IF SCORING PLAYER OFFSIDE, SIGNAL OFFSIDE

OTHERWISE STAND AT ATTENTION

OFFSIDE

SIGNAL STRAIGHT UP. HOLD UNTIL WHISTLE, DEFENDER CLEARS, GOAL KICK,
THROW-IN BY DEFENDER, OR WAIVED DOWN
AFTER WHISTLE, SIGNAL SIDE OF FIELD
LINE UP WHERE INFRINGEMENT OCCURRED UNTIL BALL PLACED

FOULS

MAKE EYE CONTACT WITH REFEREE
IF FOUL NOT SEEN BY REFEREE, SIGNAL WITH FLAG STRAIGHT UP UNTIL WHISTLE,
WAGGLE THEN SIGNAL DIRECTION
DON'T SIGNAL IF REFEREE APPLIES ADVANTAGE OR SIGNALS PLAY TO CONTINUE
LOCATE BALL PLACEMENT IF NEEDED
JUDGE GOAL LINE OR OFFSIDE PER PRE-GAME
AREA OF RESPONSIBILITY TO CALL PER PRE-GAME
IF FOUL IFO AR, LOCATE BALL AND DEAL WITH ENCROACHMENT
TALK TO PLAYERS WHEN NEEDED
FOUL BEHIND THE REFEREE'S BACK SHOULD INCLUDE MISCONDUCT, TALK TO PLAYERS

PENALTY KICK

IF FOUL CALLED BY REF, FLAG BETWEEN LEGS, IF AR, RUN TO FRONT OF CORNER FLAG
WHEN SIGNALLED BY REFEREE MOVE TO GOAL LINE & 18 YARD LINE
WATCH KEEPER MOVEMENT PER PRE-GAME. IF MOVES EARLY **AND** MAKES SAVE
STAND STILL, MOVE FLAG TO OUTER HAND
JUDGE BALL OVER GOAL LINE
IF NO GOAL, BACKPEDAL & MOVE TO TOUCHLINE EVEN WITH 2ND LAST DEFENDER
IF GOAL, TURN & RUN TO TOUCHLINE & THEN UP TOUCHLINE TOWARDS 18 YD LINE

MISCONDUCT

SIGNAL TO INDICATE A CARD IS NEEDED PER PRE-GAME
KEEP PLAYER IN VIEW AT ALL TIMES TO LOCATE FOR REFEREE
GO TO HALFWAY LINE IF ALTERCATION, PREVENT PLAYERS & OTHERS FROM ENTERING
OR LEAVING THE FIELD
RECORD

SIGNAL YOU NEED TO TALK TO REFEREE PER PRE-GAME (FLAG IN FRONT OF BODY)

SUBSTITUTIONS

SIGNAL FOR IF NEEDED WITH FLAG BETWEEN PALMS
SIGNAL COMPLETE PER PRE-GAME
MANAGE UNLESS REF IS CLOSER
ALWAYS COUNT PLAYERS ON & OFF
CARDED PLAYER MUST COMPLETELY LEAVE BEFORE SUBSTITUTE ENTERS

KEEPER PUNT

VERIFY KEEPER DOES NOT HANDLE BALL OUTSIDE GOAL AREA, TALK TO THEM
FOLLOW BALL UP FIELD TO 2ND LAST DEF OR HALF WAY LINE

KEEP TIME – WHEN REF SIGNALS AMOUNT OF TIME LEFT, VERIFY WITH THUMBS UP
END OF HALF AND END OF GAME

COLLECT EXTRA BALLS
FURL FLAG & MEET REFEREE AT CENTER CIRCLE

DURING THE GAME
REFEREE

VARY THE TONE OF YOUR WHISTLE. IT IS YOUR BEST COMMUNICATION TOOL.
KEEP WHISTLE IN HAND (NOT MOUTH)
USE DIAGONAL SYSTEM OF CONTROL, STAY WITHIN 10-15 YARDS OF THE BALL
AND BE ABLE TO LOOK THRU BALL AT LEAD AR, DO NOT INTERFERE
MAKE EYE CONTACT WITH BOTH AR'S AT *EVERY* STOPPAGE AND BEFORE SIGNALING
KEEP PLAYERS & BALL IN VIEW AT ALL TIMES (BACKPEDAL)
STOP BEFORE SIGNALING
THROW-IN REFS HALF
 WHISTLE STOPPAGE *IF NECESSARY*
 SIGNAL DIRECTION WITH ARM AT 45 DEGREE ANGLE
 INDICATE LOCATION OF RESTART
 VARY POSITION, GO WHERE BALL WILL GO
THROW-IN AR HALF
 WHISTLE STOPPAGE *IF NECESSARY*
 MAKE EYE CONTACT WITH AR
 SIGNAL DIRECTION ONLY *IF CORRECTION OR CONFORMATION NEEDED*
GOAL KICK
 WHISTLE STOPPAGE *IF NECESSARY*
 POINT TOWARDS GOAL AREA
 AR'S SIDE: MAKE EYE CONTACT
 TAKE POSITION WHERE BALL IS GOING TO GO (GOAL LINE IN U10)
CORNER KICK
 WHISTLE STOPPAGE *IF NECESSARY*
 POINT TOWARDS PROPER CORNER
 REFS SIDE: ENSURES BALL IS PLACED CORRECTLY
 REFS SIDE: DEAL WITH ENCROACHMENT
 AR'S SIDE: MAKE EYE CONTACT
BALL LEAVES & RE-ENTERS FIELD
 LOOK TO AR FOR ASSISTANCE
 WHISTLE STOPPAGE & SIGNAL RESTART
GOAL TO BE ALLOWED
 MAKE EYE CONTACT WITH AR
 POINT TOWARDS CENTER CIRCLE
 BACKPEDAL TO CENTER CIRCLE, KEEP PLAYERS IN VIEW
 PREVENT UNNECESSARY CELEBRATION (TAUNTING)
 INTERVENE IF CONFRONTATION WITH AR
 RECORD GOAL
 MAKE EYE CONTACT WITH AR'S
 SIGNAL RESTART
GOAL NOT TO BE ALLOWED
 BLOW WHISTLE
 CONSIDER INFO FROM AR
 SIGNAL RESTART
DROP BALLS
 FACE AR
 NONE, ONE OR TWO PLAYERS
 BALL IS IN PLAY WHEN HITS GROUND
 MOVE BACK OUT OF THE WAY
OFFSIDE
 ACKNOWLEDGE AR BY WAVING DOWN OR STOPPING PLAY
 GIVE INDIRECT SIGNAL (DIRECTION IF WANTED)

FOULS

- WHISTLE STOPPAGE
- MOVE TO SPOT OF FOUL IF NEEDED TO PREVENT RETALIATION OR MISCONDUCT
- MAKE EYE CONTACT IF NECESSARY WITH AR (FOUL INSIDE PENALTY AREA?)
- INDICATE DIRECTION
- ENSURE BALL IS PLACED CORRECTLY
- ALLOW FOR QUICK RESTART UNLESS CARD IS REQUIRED
- DEAL WITH WALL, ENCROACHMENT
- SIGNAL TO WAIT FOR WHISTLE IF CEREMONIAL REQUESTED. SIGNAL RESTART WITH WHISTLE
- HOLD INDIRECT SIGNAL UNTIL BALL TOUCHED BY ANOTHER OR ANOTHER RESTART
- FOULS CALLED BY AR: ACKNOWLEDGE FLAG BY STOPPING PLAYING, SIGNALING ADVANTAGE OR WAVING DOWN

PENALTY KICK

- WHISTLE STOPPAGE
- POINT TO PENALTY SPOT
- MOVE TO SIDE OF GOAL
- SET KEEPER – FEET ON LINE, MOVEMENT ALLOWED
- SUPERVISE BALL PLACEMENT
- IDENTIFY KICKER TO KEEPER
- VERIFY ALL OTHER PLAYERS OUTSIDE PENALTY AREA & ARC, BEHIND BALL
- TAKE UP POSITION TO OBSERVE ENCROACHMENT, KICKER MISCONDUCT
- MAKE EYE CONTACT WITH AR
- VERIFY KEEPER READY
- WHISTLE RESTART

MISCONDUCT

- STOP PLAY IF NECESSARY, MOVE TO LOCATION
- CONFER WITH AR IF NECESSARY
- ISOLATE PLAYER
- RECORD INFORMATION
- EXPLAIN TO PLAYER (IF NEEDED)
- SHOW CARD
- ALLOW SUBSTITUTION ON A CAUTION, EJECTED PLAY MUST LEAVE FIELD (AREA?)
- KEEP PLAYERS IN VIEW
- IF ALTERCATION, PREVENT PLAYERS & OTHERS FROM ENTERING OR LEAVING
- RECORD, DO NOT TOUCH PLAYERS
- SIGNAL RESTART

ADVANTAGE

- CALL OUT “ADVANTAGE” AND SWEEP ARMS
- WITHDRAW CALL IF NOT REALIZED, AWARD KICK
- DO NOT USE FOR NO FOUL OR TRIFLING CALLS

SUBSTITUTIONS

- EYE CONTACT WITH AR
- HOLD UP RESTART OF PLAY
- SIGNAL APPROVAL FOR SUB
- SIGNAL WHEN SUBS MAY ENTER
- VERIFY PLAYER COUNT CORRECT
- WAIT FOR SUBS TO GET INTO POSITION, SIGNAL RESTART

KEEPER PUNT

- GO WHERE BALL IS GOING TO DROP

TIMING

- ADD TIME IF NECESSARY
- INDICATE TO AR’S LAST 2-5 MINUTES ETC

END OF HALF AND END OF GAME

- WHISTLE STOPPAGE OF GAME (USE DIFFERENT SOUND)
- POINT TO CENTER CIRCLE
- COLLECT GAME BALL, RETURN ALL BALLS TO COACH
- SUPERVISE DEPARTURE OF PLAYERS FROM FIELD, THE HANDSHAKE RITUAL