

# AYSO Referee Training Program



## Referee and Asst Referee Mechanics - Basic Module 12

AYSO Referee Training Program

1



## Module 12: Referee and Assistant Referee Mechanics - Basic

To be covered:

- ❖ Duties
- ❖ Communication
- ❖ Equipment
- ❖ Positioning
- ❖ Signaling

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2

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## Referee Duties - Basic (law 5)

- ❖ Enforce the Laws
- ❖ Keep a record of the match
- ❖ Control substitution
- ❖ Stop play for injury
- ❖ Restart after stop
- ❖ Suspend, Abandon or Terminate a match for cause



## Referee Duties - Basic (cont)

- ❖ Decisions are final
- ❖ May choose to ignore “trifling” offences or those that would give advantage to other team
- ❖ May change mind before play restarts
- ❖ May discipline players and coaches before, during or after the game



## Asst. Referee Duties – Basic (law 6)

- ❖ Indicate offside infraction
- ❖ Indicate ball in and out of play
- ❖ Indicate restart for ball out of play:
  - ▶ corner kick, goal kick, or throw-in (and direction)
- ❖ Indicate desired substitution
- ❖ Assist to control the match
  - ▶ Especially in PK's or free kicks near the penalty area
  - ▶ Indicate misconduct out of referee's view
  - ▶ Indicate fouls and offenses close to the AR



## RELATIONSHIP WITH REFEREE

- ❖ Law 5: “Each match is controlled by a referee who has full authority to enforce the Laws of the Game...”
- ❖ “The referee controls the match in co-operation with the assistant referees...”
- ❖ Law 6: “Two assistant referees are appointed whose duties,... are to indicate... assist the referee to control the match...”



## Club Linesman

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- ❖ Untrained parent or non-neutral, trained referee
- ❖ Can be quickly trained to:
  - ▶ Decide whether the whole of the ball crossed the touch line and possibly the goal line outside the goal (flag straight up)
  - ▶ Need to be told to only run half the field
- ❖ Need constant feedback as tend to become spectator
  - ▶ Have them participate in half-time discussion
  - ▶ Do not let them cheer or coach while in this duty
- ❖ Should never be used to:
  - Indicate goal
  - Indicate offside
  - Indicate foul or misconduct



## Communications

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- ❖ Referee communicates stoppage and restart
  - ▶ Whistle, Hand signals, and voice
- ❖ Assistant Ref communicates an opinion to the referee
  - Flag signals
  - Asst Referee assists, not insists
    - May be waived down



## Communications (continued)

- ❖ Referee and Asst Referees need to act as a team
- ❖ Good communication is essential
- ❖ Eye contact at every opportunity
- ❖ Verbal contact only as necessary or possible
- ❖ The assistant referees provide information and the referee makes the decisions



## Communications (continued)

**Whenever the ball is out of play, the referee and the assistant referees have the opportunity to exchange information**



## Referee Equipment



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11

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## Referee Equipment (continued)

- ❖ AYSO supplies:
  - U8: T-Shirt, whistle w/ lanyard
  - U10: whistle, socks, shirt, short, cards, patch
    - maybe flags and cones
- ❖ You supply:
  - shoes, flip coin, pen, spirit, focus, and a bag to hold it all
- ❖ See website for Referee Equipment manager or pick up after class

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12

Module 12: Ref Mechanics v0.9a



## Positioning (Referee)

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- ❖ Positioning
  - ▶ Don't chase the ball
  - ▶ Anticipate play and move there early
  
- ❖ Concentrate
  - Focus! Do not let your mind wander
  - Don't talk to spectators
  - Watch the players; not the ball
  - Don't be a spectator



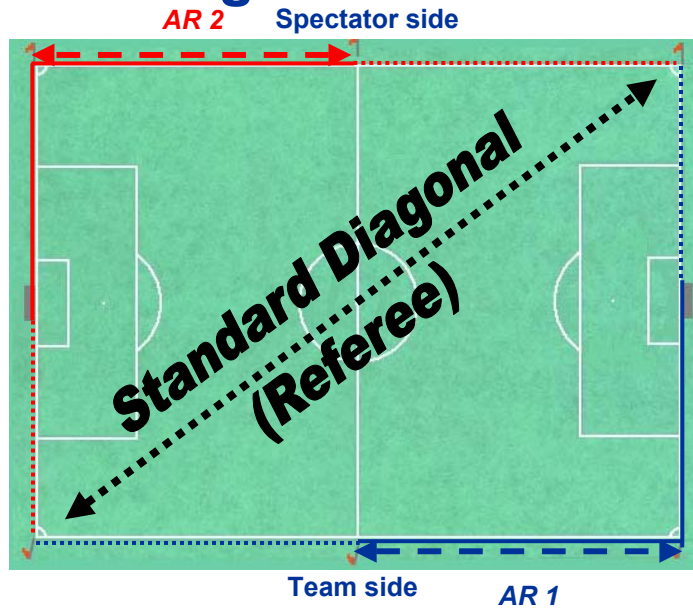
## Positioning (Asst Ref)

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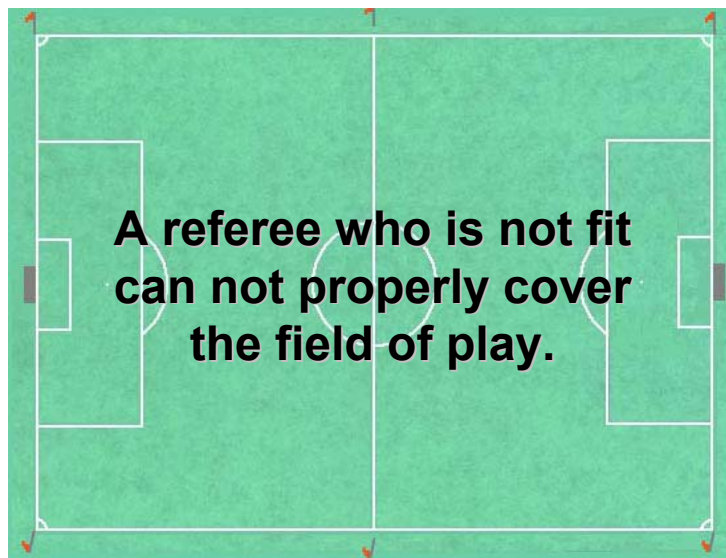
- ❖ Assistant referees shall patrol:
  - Off the field, along the touch line
  - Offside line:
    - Stay even with second-to-last defender (usually) but
    - Follow all balls to goal line
    - One-half of the field only
  
- ❖ Special situations
  - Follow pre-game instructions



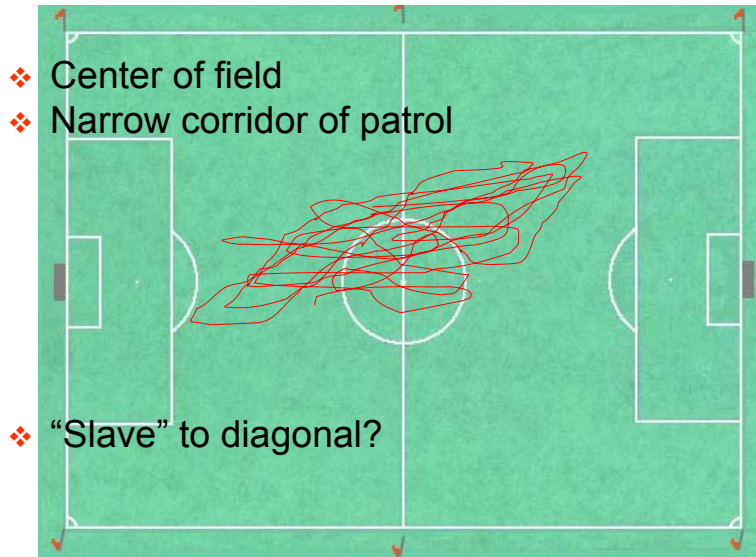
# Positioning



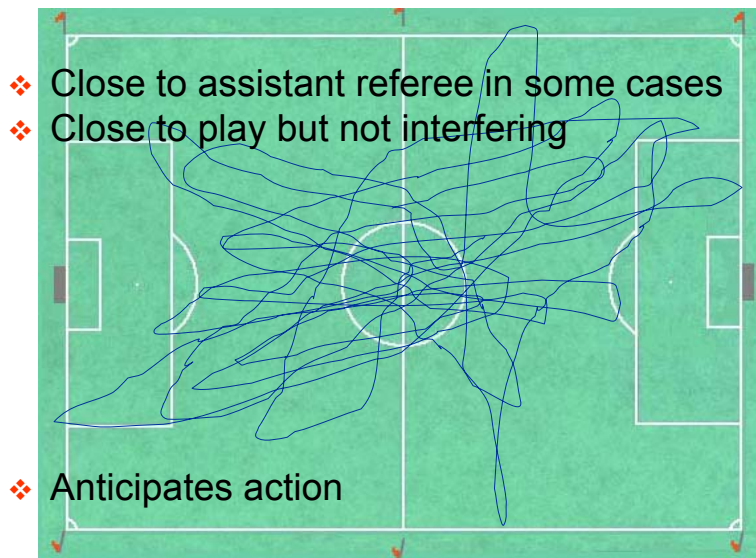
# FITNESS



## UNFIT / INEXPERIENCED



## FIT / EXPERIENCED / ACTIVE



## Referee Signaling

- ❖ Voice (to explain, as needed)  
Arm (to indicate restart)  
Whistle (to stop play)
- ❖ Minimal needed to understand restart and restore flow
- ❖ For players, not spectators
- ❖ Learn to give official signal but use voice often; especially in younger divisions



## Whistle Signaling Conventions

- ❖ Used to indicate play can start
  - ▶ Kick-off
  - ▶ Penalty Kick
  - ▶ When restart was delayed to deal with substitutions, misconduct, or setting up distance on free kick
- ❖ Not needed to stop play
  - ▶ Most times when ball leaves field of play
- ❖ At U10:
  - Short, single toot for stopping play due to ball quick in-and-out or foul
  - Double toot for end of half; triple for end of match



## SIGNALS: Throw-In



- Face touch line where ball went out
- Note the straight arm at 45 degree angle upwards
- Fingers are extension of arm
- Generally, whistle not used unless necessary to stop play
- Point in direction of attack for team that should put the ball in play

## SIGNALS: Goal and Corner Kick



- ❖ Face Goal Line where ball went out
- ❖ Goal Kick: Point to center of goal and downwards
- ❖ Corner Kick: Point to corner closest to where ball left field at 45 deg up
- ❖ Note: Whistle not usually required.



# SIGNALS: Free Kicks

## Indirect free kick



Note: likely need to indicate direction of restart before raising hand straight up as well



## Direct free kick

Note: should be upwards pointing (30 to 45 degrees up from horizontal)



# SIGNALS: Penalty Kick

Note: Get somewhat near to penalty mark before pointing to it



## Penalty kick



## SIGNALS (goal / no-goal)

- ❖ Goal / No-Goal
  - ▶ Confirm the decision with your assistant first
  - ▶ Ignore as trifling fouls by defense if ball entered goal
- ❖ Goal to be awarded
  - ▶ Point towards the center mark to indicate a kick-off
- ❖ Goal NOT to be awarded
  - Corner or Goal kick normally (if IFK or Throw-in entered the goal directly)
  - Free kick for defense (if foul or offense by attacking team before ball entered the goal)
    - including encroachment during a PK and offside offense by player making shot on goal



## AR SIGNALS

**For most situations, the raised flag tells the referee all that is needed**

- ❖ Flag straight up – stop play
  - ▶ Ball quick in-and-out (out of play)
  - ▶ Ball not correctly placed on restart
  - ▶ Ball did not come into play on restart
- ❖ Eye Contact
  - ▶ Wait for confirming eye contact and whistle that stops play
- ❖ Appropriate restart signal as follow-up



# AR SIGNALS – Ball Out of Play



**Throw-in**  
(for defending team)



**Goal kick**



**Corner kick**



# AR SIGNALS - Offside



**Stop play**



**Offside -  
Far side**



**Offside -  
Center**



**Offside -  
Near side**



## AR SIGNALS – Foul & Subs



Note:  
Substitution signal not really used in AYSO as substitutions are time based and not requested at stoppages of play



## AR SIGNALS (goal / no-goal)

- ❖ Goal / No-Goal
  - ▶ No flag; want subtle signal after eye contact
- ❖ Goal to be awarded
  - ▶ Run up the touch line toward half as if getting ready for kick-off
- ❖ Goal NOT to be awarded
  - Stand like a statue
  - For foul by attacking team
    - Foul by defending team is ignored to let goal stand
  - For offside offense by non-shooting attacker
    - Offside by shot taker should be flagged as normal



## FLAG TECHNIQUES

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- ❖ Flag to field side, in referee's view
  - ▶ left hand when facing field using left diagonal
- ❖ Flag straight down and stick motionless while moving
- ❖ When signaling: stop, face field, stand erect
  - ▶ make eye contact with referee after or while signaling
- ❖ Flag is controlled up, lazy coming down
- ❖ Snap on way up if likely to be missed (offside)



## FLAG TECHNIQUES (continued)

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- ❖ Switch flag while hands are low
- ❖ No cross body signals
- ❖ Flag signals are straight
  - ▶ point finger along stick
  - ▶ flags are an extension of your arm
- ❖ Lower flag as soon as referee acknowledges it
- ❖ Mirror other AR's flag if Referee misses it



## ASSISTANCE IN GAME CONTROL

- ❖ Flag up for serious misconduct or foul that referee did not see
- ❖ After a goal:
  - ▶ trailing A.R. records first
  - ▶ then the lead A.R. and referee while trailing A.R. watches field
- ❖ Give judgment when requested by the referee
  - ▶ What you saw, What you heard
  - ▶ Be specific - not vague
- ❖ Do not be worried if waved down
- ❖ Talk before game, half time, and after game



## Review

- ❖ Who makes the final decision?
  - ▶ Referee
- ❖ What equipment does a referee need?
  - ▶ Whistle, Watch, Pencil & Paper, Flag (if AR), Spirit and Focus
- ❖ What duties does a neutral AR have?
  - ▶ Offside Offense, Ball out of Play, Fouls
- ❖ How does an AR indicate corner kick on the far side of the field?
  - ▶ Still point 45 deg down towards near flag

