

A.H.S.A.A. SOCCER



11th Edition

2007-2008 OFFICIALS MANUAL



AHSAA
SOCCER
OFFICIALS
MANUAL

Published by
Alabama High School Athletic Association

Additional Copies Available at
Alabama High School Athletic Association
\$5.00 per copy

Printed in Montgomery, Alabama
by Alabama Printers
June, 2007

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OFFICIALS CODE OF ETHICS

ALABAMA HIGH SCHOOL ATHLETIC ASSOCIATION

Schools have entrusted officials to assist them in the educational development of their youth through athletics. The proper operation of such a process requires that officials be independent, impartial and responsible to people they serve. In recognition of these expectations there is hereby established a Code of Ethics for all officials. The purpose of the Code is to establish guidelines for ethical standards of conduct for all officials.

1. An official must devote time, thought and study to the rules of the game and the mechanics necessary to carry out these rules so that one may render effective and creditable service in a fair and unbiased manner
2. An official must work with fellow officials and the state association in a spirit of harmony and cooperation in spite of differences of opinion that may arise during debate of points or rules at issue.
3. An official must resist every temptation and outside pressure to use one's position as an official to benefit oneself. Under all circumstances, officials must avoid promoting the special interest of any person or group of persons other than the athletes served.
4. An official must constantly uphold the honor and dignity of the avocation in all personal conduct and relations with student-athletes, coaches, athletic directors, school administrators, colleagues, and the public, to be a worthy example to the athletes under one's jurisdiction.
5. An official will be prepared both physically and mentally, dress according to expectations, and maintain a proper appearance that is befitting the importance of the contest.
6. An official must remember and recognize that it is important to honor contracts regardless of possible inconvenience or financial loss.

Every member of the officiating profession carries a responsibility to act in a manner becoming a professional person. The conduct of any official influences the attitude of the public toward the profession in general as well as toward the official in particular.

Officials may be reprimanded, fined and/or suspended for any conduct unbecoming an official registered with the AHSAA. The Code of Ethics falls into this category.

I. PREREQUISITES FOR GOOD OFFICIATING

1. All soccer officials should be physically fit and keep themselves in good condition, particularly during the period they are officiating games. Fortunately, most people, who officiate athletic contests, are endowed with alert, healthy and sound minds. It is equally important that they keep their bodies agile and strong. An official who is not physically fit is a detriment to the game of soccer. Today's athletes are well conditioned. They are very skilled and they move speedily. If the officiating is to meet the quality of today's highly conditioned athletes, officials must be able to keep pace with the athletes. Frequently, officials must move very quickly to get into the best position to cover a play.

2. Decisions must be made positively and with good timing, but an official must not be too hasty in calling a breach of the rules. Most novice officials must guard against rendering decisions prematurely. It is considered the best procedure, for officials to get into proper position where he can see all of the action clearly. It is necessary to know where the ball is when a decision is made. After only a momentary hesitation for the purpose of coming to a decision, the call should be made forcefully. Timidity or over hesitation indicates a lack of confidence. All plays should be called in a confident manner. Positive action does much to have the official's judgment accepted. Good officials cultivate their voices to increase the authority implied by the spoken word. A strong voice is a valuable asset. All calls should be made clearly so that players of both teams can hear them. Occasionally, a decision will be questioned, no matter who makes it, or how it is made.

3. Good officiating is dependent upon a complete knowledge and understanding of the rules as well as proper application of the correct intent of the rule. In fact, to be a competent official, it is necessary to know the rules thoroughly. Some decisions are repeatedly made so that, with experience they come by reflex. The correct way to prepare oneself for most effectively making decisions of this kind is through continued study of all possible situations. Then, basic fundamentals become second nature and correct interpretations are virtually automatic. To know the rules thoroughly requires constant and analytical study. It does not suffice to only read the rules, but they must be studied so that

mental pictures of plays and situations result. Having developed clarity in the mental pictures, the official will be able to immediately recognize the situation and correctly rule on it automatically. Officials who guess and who do not know the rules soon lose the confidence of players, coaches and spectators.

4. Proper officiating mechanics are essential in attaining the best coverage. Many officials who know the rules well fail to be accepted because their mechanics are poor. When a team of officials uses proper mechanics, it is impossible for a play to occur without one of them being in the desired position to see all of the play clearly. Mechanics, or play coverage, must be mastered for the official is to be successful. First, a proper position for various situations must be learned, then the coverage must be practiced so that the positioning virtually becomes a reflex action. Position and coverage should be discussed and reviewed regularly at clinics with the opportunities to practice the mechanics being made available to all officials. It is important that all officials take the best position possible for any given play without being in the way of any player.

5. An official must totally ignore remarks from the crowd or spectators. Every crowd will include a number of people who heckle an official. Many persons believe that to do so is a legitimate part of a ball game. Fans not only lose respect for an official who in anyway reacts to criticism, but if the official gives evidence of being conscious of heckling, their criticism becomes more intense. Officials must be “deaf” and “thick-skinned” and ignore any and all spectator comment.

6. An official must be loyal to his fellow officials. He must, through actions and when necessary words, endorse and support the decisions of his fellow crew members. Each official in a crew must be willing to accept responsibility and none must attempt to shift any blame to another member of the crew. Never should there be press or radio interviews during which decisions made in a specific game are discussed, nor should there ever be any public criticism whatsoever of a fellow official.

7. The efficient official will not “showboat.” Competent officials effectively execute their duties without flair. The official who discharges his responsibility with dignity and in conformance with accepted signals and procedures will encourage the players and spectators to accept his decisions. Being overly dramatic all too often does not accomplish the purpose

for which it is intended, and such actions frequently cause the players to lose confidence in the decisions made by an "actor." Quiet dignity is much more effective. Officials should not be officious but neither can they tolerate disrespect. In no case will an official ever attempt to coach a player.

8. Officials must be courteous to players and coaches but avoid visiting with them immediately before, during or after the game. A businesslike attitude and atmosphere must prevail. They must never argue with the players, coaches or team representatives. Any discussion should be brief and include respectful titles. A dignified attitude will often preclude and prevent an argument.

9. The successful official must hustle and must be alert. These characteristics are closely associated and there is no substitute for either of them.

10. The judgment necessary in making a decision is acquired through experience. Soccer game decisions must be made on the basis of fact. First, cover the play as the accepted procedure provides. More importantly, rule on the play exactly as it was seen. Every official must acknowledge that he will sometime err in his judgment no matter how conscientious and efficient he is and regardless of his position and rules knowledge. When the most respected officials err, they continue to work to the best of their ability. The fact that an official makes a rare mistake need not cause him to be unduly humble nor to be embarrassed. After an error, the official must never attempt to even it up. Each call is made on its own merits. Frequent errors in rule interpretation or in judgment quickly cause the players, coaches and spectators to lose confidence.

11. Officials working together must have a mutual respect. The best rapport is obtained when there is a friendly attitude toward each other. Friendliness and respect for members of the crew (and profession) contribute to confidence in one another. Every official should strive to support his partner, or partners, throughout the entire contest. When one official requests an opinion from another concerning a given play, the opinion should be given courteously to the official requesting it and to him only.

12. Officials must make a conscientious effort not to infringe on the duties and responsibilities of each other. There is no cause

for greater embarrassment than to have opposing decisions made by officials on a given play. If proper mechanics are followed, there should be no conflicting decisions.

II. GENERAL REMINDERS

1. A pleasing personal appearance is invaluable to an official. An official who looks professional will sell the call more often. The poorly dressed official suffers loss of respect to the same degree that the unkept businessman does, which may diminish credibility. Officials working a particular game shall be dressed alike. The referee needs to have two whistles, a yellow card, a red card, two stop watch(s), flipping coin, pencil, scorecard and flags for the assistant referees.

2. The officials' dressing quarters should be kept free from visitors. Prior to the game it is used by the officials for the purpose of preparing themselves for a professional engagement, and the atmosphere of the dressing room should be conducive to such preparation. Officials must conduct a pre-game discussion, and upon occasion, discuss matters in confidence. When dressing quarters are cluttered with casual visitors, it is impossible for the officials to properly utilize this time. Officials prefer, and should be accorded, the privilege of showering and dressing in privacy following the game. Many times they want an opportunity to review specific plays or situations. It is to the advantage of the discussants to conduct this review while all of the factors are fresh in their minds. It is not professional for coaches and players to visit these quarters, either before or after the game. It is preferred that they discuss any business on the field. Officials should leave the field together immediately after the match.

3. A thorough knowledge of dead ball situations is necessary. This knowledge is invaluable to the official. It is decidedly to his advantage to study and know each and every situation in which the ball becomes dead and the proper re-start.

4. It is universally acknowledged officials have made notable contributions to the development of soccer traditions. It is the duty of every official to contribute all that he can to maintain the great traditions in soccer by giving his chosen avocation the best service possible. To maintain and continue high standards, it is necessary that each and every official carry out each assignment to the best of their ability. Throughout the country officials have been and are admired for their integrity.

5. If an official becomes injured during a contest, the system used shall change but the contest will be completed. Ex. 3 Whistle and Diagonal System reverts to a Dual System; Dual System reverts to a single official. Unregistered officials shall not be used at anytime for any position. In the event of an emergency, a single referee may be used upon the agreement of both coaches and the official.

6. Pre-Game Duties

- a. Identify home team management. (Principal, Asst. Principal, Coach)
- b. Obtain Team Rosters. Check that everyone in the team area is listed on the roster.
- c. Inspect Equipment.
- d. Inspect the Field.
- e. Obtain and check game balls.
- f. Instruct the timekeeper and scorekeeper and ball holders.
- g. Conduct coin toss and have pre-game conference with coaches and captains.

7. Post Game Duties:

- a. Verify the score and leave the field together immediately.
- b. Do not seek out coaches, players or anyone else nor allow anyone in the dressing room.
- c. Do not make statements to the press or anyone else on controversial plays.
- d. File necessary game reports immediately.

8. 4th Official Duties:

- a. Rosters (Get from coaches – give copy to referee) – Everyone in team area should be on the roster.
- b. Substitutions – Stand in front of the center flag with either arm extended vertically.
- c. Bench decorum – Keep players and coaches in team area (Even during kicks from the penalty kick line during tie game) – assist in curtailing all dissent – inform referee when problems continue.
- d. Watch for violent conduct away from the ball, especially should assistance be requested by the referee.
- e. Record number of players leaving team area in the event of a fight on the field.
- e. Keep a record of the match.
- f. Check substitutions for proper equipment.

9. Overtime Procedures

A. Overtime Periods

1. For a tie game, two five-minute **sudden victory** overtime periods will be used to determine the winner.
2. The interval between the end of the second half and the first overtime period shall be **five** minutes. During this interval, a coin toss will be held. The winner of the toss shall choose a goal to defend or to kick off first.
3. If a team scores during this overtime period, the game will end.
4. If the score is tied at the end of the first overtime period, an interval of two minutes is allowed for the teams to return to their team area. At the end of this interval, the teams will change ends.
5. If a team scores during this overtime period, the game will end.
6. If the score remains tied at the end of this second overtime period, all players are to clear the field and go to their team area.
7. Kicks from the Penalty Kick Line or spot will now be used to determine the winner. All players on the team roster who have not been disqualified are eligible to participate in this kick competition.

B. Kicks from the Penalty Kick Line — First Five Kicks

1. The officials will meet at or near the intersection of the midfield and sidelines with the coaches and captains of both teams. The kick from the penalty line procedures will be discussed and a coin toss will be held.
2. The winner of the coin toss will have the choice of kicking first or second.
3. The referee will select the end of the field where the kicks will take place.
4. Each coach will select any five players (including the goalkeeper) to take part in the kicks.
5. The five players who are selected will move to and remain in the center circle until they are to take part in the kicks.
6. Each goalkeeper will stand on the goal line, **behind the Assistant Referee** and outside the penalty area except during the time that he/she has to come into the goal to defend against a kick.
7. The defending team may change the goalkeeper prior to each and any kick.

8. One referee will remain at Mid-field and record the number and order of the kickers. One referee will stand on the goal line opposite the side of the head referee to check for a violation by the goal keeper and to determine if a goal was or was not scored. The head referee will stand to the side and behind the kicker. The head referee will make certain that the keeper is in position and ready, that the kick is legal and from the spot. He/she will whistle for the kick, and signal if the goal is good. The fourth official will keep all players and coaches in the team area.
9. After taking the kick, the player is to return to his/her bench area.
10. Following five kicks for each team, the team scoring the greatest number of kicks shall be the winner.
11. A game shall be over and a team declared the winner if at any time during this five-kick competition, it is impossible for the other team to tie or exceed their score. (Examples: 3-0 with only two kicks remaining for each team or 2-0 or 3-1 with only one kick remaining).
12. If the score remains tied after each team has taken five penalty kicks, a sudden victory kick from the penalty line competition will begin.

C. Sudden Victory Kicks from the Penalty Kick Line

1. No coin toss is held. The same kicking order as used in "B", will be followed here.
2. Each coach will select five different players than the first five who have already kicked. These players will, go to and remain in the circle until their kick is completed or the winning goal is scored.
3. If a team has fewer than ten players available to participate in this kick competition, the coach must use all players who have not participated in the first five kicks and then choose additional players from the first five kickers, so that there are five players to participate in this second set of kicks.
4. The teams will then participate in a kick competition as described in "B" above. However, if one team scores and the other team does not score, the game is ended and the team who scores is declared the winner of this sudden victory competition.

5. If the score still remains tied at the end of this second set of penalty kicks, the coach may select any five players to participate in the third set of kicks from the penalty Kick line (players who kicked in the first or second set may participate in the third set).
6. If after the third set, a tie still remains, repeat "C. a." above.

D. Tie Breaking Kicks from the Penalty Kick Line Principles

1. Regardless of the number of goals scored in this kick competition, only one goal is added to the winning team score and credit the team with a victory. (Example: If the score of the regulation game was 4—4, and Team A outscored Team B by 3 to 1 in kicks, the final score would be Team A — 5 and Team B — 4)
2. If a player who is sent to the center of the field to take a kick is cautioned prior to taking a kick, he/she is not eligible to kick until the next set of five kicks.
3. If a player is cautioned after taking a kick, he/she is not eligible to take a kick until one complete set of five kicks has been completed beyond the set of kicks in which the caution was issued.
4. When a goalkeeper is issued a caution during any set of five kicks, he/she cannot re-enter until the next opponent completes his/her kick.
5. Any player including the goalkeeper, who is disqualified may not participate any further.
6. All players except for the participating goalkeepers, and kickers in the process of kicking or waiting to kick, and coaches, trainers, etc. must remain in the team area while the kicks are being taken. A player must return his/her team area after taking the kick.

DIAGONAL SYSTEM

I. Pre-Game Conference

This is the opportunity for officials to discuss mechanics and game situations. It is recommended that 30 minutes be allowed for this type of conference. Discussion prior to the start of the match may prevent potential problems encountered during the match.

- A. The referee (R) chooses the diagonal on which he will run (corner flag to corner flag)
- B. The referee assigns duties to each assistant referee (AR1) and (AR2)
 1. Game Duties
 - a. Responsibilities in each assistant referee's half of the field.
 1. Touch line calls.
 2. Goal line calls.
 3. Offside calls.
 4. Penalty Kick calls.
 5. Indicating fouls and misconduct.
 6. Notes of game events.
 7. Keeping backup time during the match.
 8. Discuss player fight situations including recording player numbers.
 2. Halftime Duties
 - a. Alert teams for beginning of next period.
 - b. All officials meet to discuss events of the first half and possible adjustments to be made.

The specific responsibilities are dependent upon any modifications given by the referee to the assistant referees.

- C. Prior to the start of the match
 1. Referee and assistant referees enter the field as a team.
 2. Referee conducts a pre-game conference in the reporting area with the assistant referees, team captains and coaches of both teams.
 3. Referee takes up position for the start of the match.
 4. Assistant referees run to each of the goals to complete the following:
 - a. Final check of the nets.
 - b. count players on their half of field.
 - c. Move to their respective touchlines, unfurl the flag(ready signal), and prepare for the start of the match.

II. Start of the Match (*figure 1*)

- A. Referee takes up a position that is dictated by the diagonal he has chosen to run during the match. Near the halfway line, on the side

of the center circle that puts him into his chosen diagonal as soon as possible. From this position he can observe the following:

1. Both assistant referees (check for ready signal prior to start).
2. Player position (for possible encroachment).
3. Kickoff (taken properly).
4. Signal with a whistle to start the match. When the ball is properly put into play, signal the start of clock.

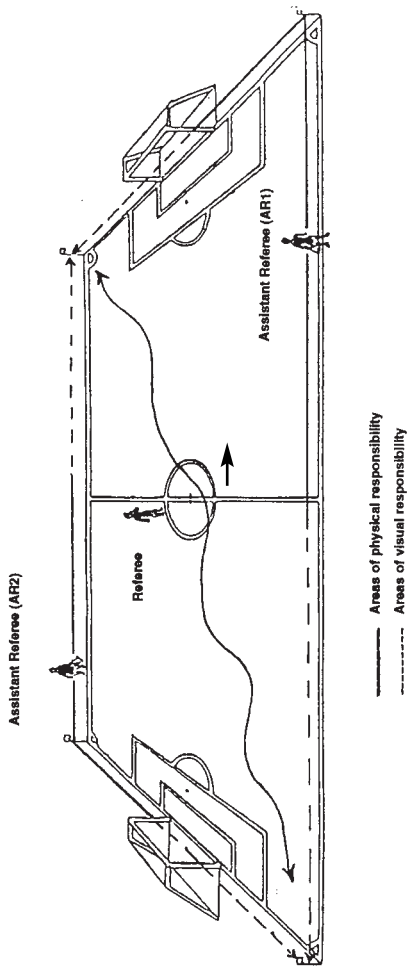
B. Assistant referees position is:

1. Off their respective touch-line, square to the field and even with the second to last defender.
2. Unfurl the flag after counting the players and hold it down in the hand closest to the referee and in line with the leg.
3. Make eye contact with referee for start of the match.

C. During Play

1. Referee moves with play, varying the diagonal as needed to best observe the flow of play. The correct position is close enough to the ball to accurately judge challenges, yet not so close as to interfere with player movement.
2. Assistant referee stays even with the second last defender during play, (or the ball, whichever is closer to the goal line) and keep the flag pointed straight down and **ALWAYS** on the field side of the body. (i.e. - the side most easily seen by the referee).

(Figure 1)
START OF MATCH



General Positioning During Play

III. Substitutions (*figure 2*)

A. Assistant Referee **AR1**

1. After the timekeeper signals, AR signals by holding the flag overhead, placing fingertips at the opposite ends of the flag, with arms fully extended. When the referee recognizes the signal, the bench side assistant referee lowers the flag and continues to supervise the substitution. The following factors are considered:
 - a. Wait for referee signal to beckon player(s) onto the field – players enter and exit at halfway line as soon as beckoned.
 - b. Watch referee for appropriate time of restart.
 - c. Any other duties assigned by referee.

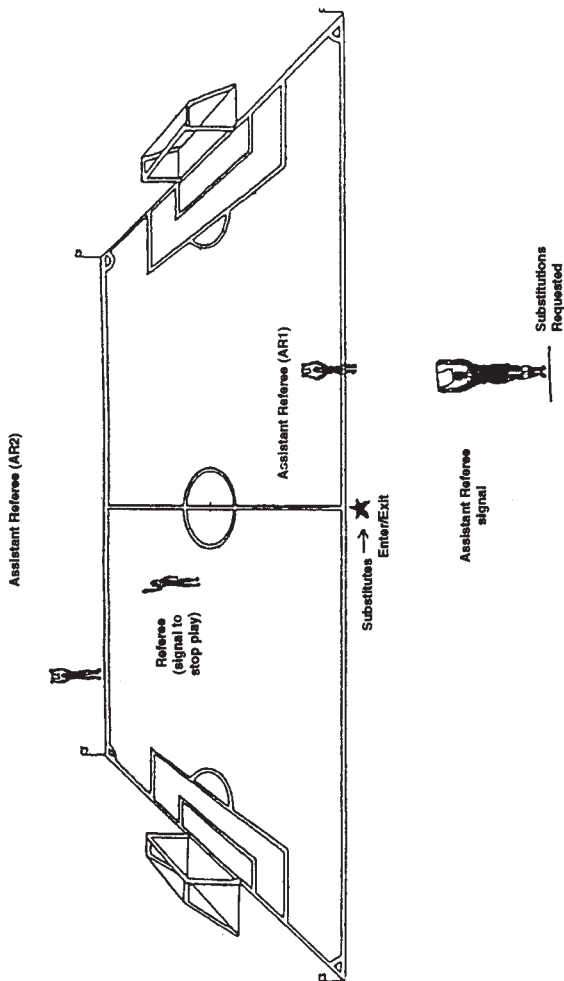
B. Referee: Beckon the substitute onto the field with a small wave of the hand immediately. Do not wait for sub to leave the field.

Be aware of the following:

1. Players entering must reach their position prior to the re-start of play.
2. Have the timekeeper stop time (*signal*) **ONLY** if there is unnecessary or excessive delay and/or a resulting unfair advantage gained.
3. Whistle to re-start play.

C. Assistant Referee AR2 signal – holds flag identically to that of AR1 if there is a need to notify the referee. After the signal is recognized by the referee, lower flag to side and visually observes for problems during the substitution.

(Figure 2)
SUBSTITUTIONS



IV. Ball Enters Goal

A. Referee

1. To award goal
 - a. Establishes eye contact with assistant referee.
 - b. Sees that assistant referee is sprinting back toward halfway line.
 - c. Blow whistle and give stop clock signal.
 - d. Signals for the restart. (*arm extended with palm open and pointing toward the center circle*)
 - e. Remains in position around the goal area to observe potential misconduct.
 - f. Upon returning to midfield, record the goal information.
2. To deny goal
 - a. If assistant referee gives a signal, by standing in place or flag raised vertically, that questions the goal, the referee will do the following:
 1. Establish eye contact with assistant referee.
 2. Approach assistant referee for brief conference if necessary, while maintaining visual contact with the players.
 3. Rule on play.

B. Lead Assistant referee

1. To indicate goal
 - a. Signal that a ball that enters the goal (*good goal*).
 1. Sprint back up the touch line toward halfway line. (*approximately 15 yards*).
 2. Establish eye contact with referee during your sprint.
 - b. Be aware of potential misconduct around the goal area.
 - c. Then record the goal information.
2. To indicate that the ball has entered the goal (*good goal*) and returned to the field of play. Assistant referee should signal in the following manner.
 1. Stand still at the goal line - touch line intersection with the flag raised and arm extended vertical to the ground.
 2. Get the attention of the referee. (*eye contact*).
 3. When match is stopped, (*referee signal*) sprint back in the same manner as in the signal for a good goal.

4. Referee may initiate a brief conference to confirm signal.
- C. Trail Assistant referee
 1. Record goal information.
 2. To indicate problem
 - a. Establish eye contact with referee.
 - b. Signal by standing still with the flag raised and arm extended vertical to the ground.
 - c. Referee may indicate brief conference to confirm signal.
 3. In all cases Assistant referee is responsible for the following:
 - a. Focus attention behind the referee for possible incidents.
 - b. Mirror the signal of Lead AR in situations where the attention of the referee is needed.
 - c. Maintain view of the field and signal the referee for any fouls or misconduct.

V. Offside (*figure 3*)

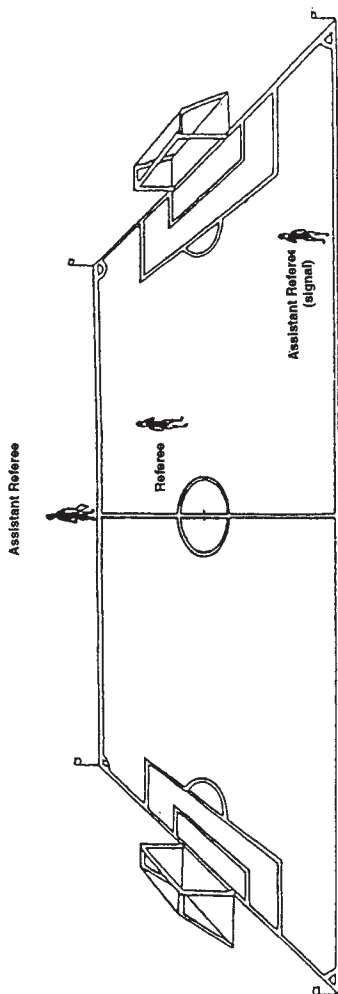
- A. Referee
 1. To award offside
 - a. Establishes eye contact with assistant referee.
 - b. Acknowledges the indication. (*signals for stoppage*)
 - c. Takes the appropriate action based on:
 1. Signal from assistant referee.
 2. Referee's view of play and player movement.
 - d. Signals by
 1. Placing hands on hips
 - a. extending the arm straight overhead with the palm open.
(*the same as for any indirect free kick*)
 2. To **NOT** award offside
 - a. Establishes eye contact with assistant referee.
 - b. Acknowledges the indication.
 - c. Signals an overrule of the indication by waiving down the flag with an open palm gesture toward the ground at waist level.
 3. At the taking of the kick
 - a. Observes that ball is placed at the point where offside occurred
 - b. Moves to a position at the point where the kick may descend after the restart.
- B. Assistant Referee
 1. To indicate offside

- a. Stops moving and stands at the point even with the offside, facing the field.
- b. Establishes eye contact with the referee.
- c. Signal - Raises the flag with arm fully extended and holds it until recognized. If the referee establishes eye contact after the signal and accepts the suggested call:
 1. Play is stopped with the whistle by the referee.
 2. The flag is lowered with fully extended arm to one of three angles indicating the far side, middle, or near side location (*spot*) of the offside violation and then lowered to the side.
 3. Assist in placing the ball for the restart.
2. Signal - After raising the flag and being "waved off" by the referee, he quickly lowers the flag to his side and resumes position of being even with the second last defender.

Note: *It is important that Assistant Referees have full understanding of their role in the officiating team and are prepared to react accordingly.*

3. Missed flag by referee
 - a. Assistant referee maintains the signal until any one of three things happen:
 1. Ball is kicked over the goal line for goal kick.
 2. Defense gains possession of the ball and starts a counter attack.
 3. Goalkeeper saves and gains possession of the ball.
 - b. After 1, 2 or 3 occur, the assistant referee will then lower the flag to his side and resume normal position. (*even with the second to the last defender*)
 - c. Assistant referee responsibility after missed flag is to communicate with the referee at the first appropriate opportunity, e.g.:
 1. After a goal is scored.
 2. Ball is kicked over the goal line for a corner kick. In each of these cases, the referee must be notified, so that the referee may have the option of penalizing the "missed offside" from the spot of the violation.

(Figure 3)
OFFSIDE

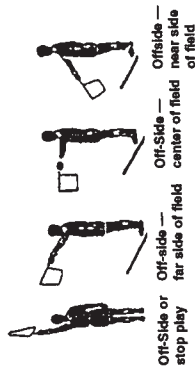


(Restart)
Referee signal



Indirect free-kick

(Placement of ball)
Assistant Referees signals



VI. Fouls (figure 4)

- A. Referee signal - Give proper foul signal, then extend arm with palm open showing the direction of the free kick.
1. For Direct free kick, (DFK) indicate with extended arm parallel to the ground.
 2. For an indirect free kick, (IFK) drop arm that first indicates direction, and then raise arm extended straight overhead to indicate the indirect free kick restart.

Note: *Arm remains overhead and extended until the ball is played by any player other than the kicker or it goes out of play.*

- B. Assistant referee Signal indicates to the referee, fouls within area of jurisdiction (*as discussed in pre-game*)
1. Raises the flag straight overhead, then when eye contact is established with the referee, make a slight wave with the flag.

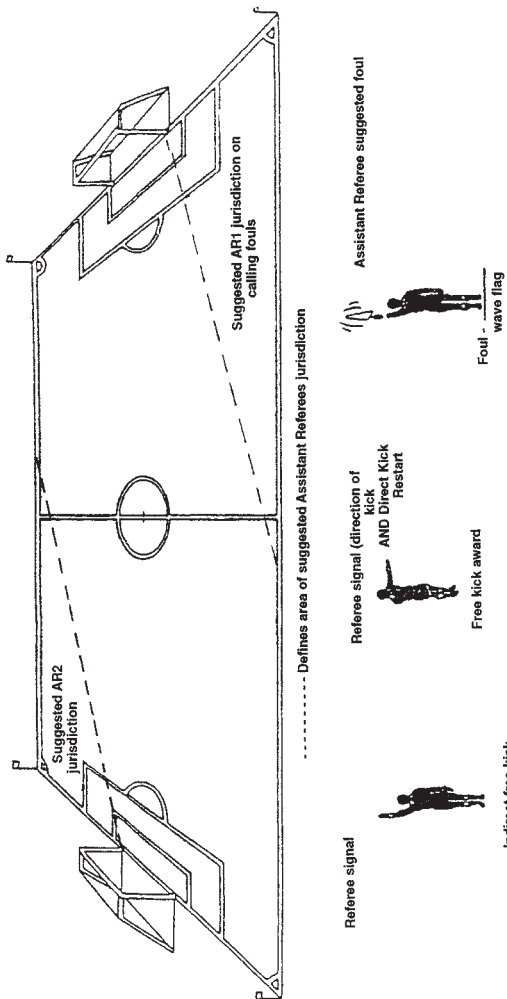
Suggestion: *The wave consists of 2 to 3 changes of direction in a 6 inch arc left and right.*

- C. If referee decides to accept the indication, (*signal given*) assistant referee does the following:
1. Established eye contact.
 2. Lowers the flag from vertical to a 45 degree angle above parallel to indicate the direction of the kick of the restart.
 3. For indirect kick give signal (open palm at shoulder height with free hand) to the referee.
- D. If referee decides to wave off the indication, assistant referee lowers the flag and proceeds to normal position and duties.
- E. Trail Assistant referee - Signal as outlined in B 1. on those fouls occurring behind the back of the referee. If referee does not notice the signal of Trail, Lead must alert the referee of the signal by mirroring the Trail signal.
The referee will either:
1. Stop the game immediately, confer with assistant referee, and take appropriate action. He then indicates location of restart.
 2. Indicate he has seen the flag, and at the next stoppage will confer with Lead and or Trail and take appropriate action. He then indicates the location of the appropriate restart.
- F. Fouls observed by assistant referee in the penalty area.

1. Raising the flag straight overhead, then when eye contact is established with the referee, make a slight wave with the flag.
2. When the signal is accepted by the referee through eye contact and signal to stop the match, the assistant referee moves the flag to a position alongside his leg and walks quickly to the corner flag.
3. **IF REFEREE NEEDS ASSISTANCE** regarding the location of the foul, the following occurs between referee and assistant referee:
 - a. Eye contact is established.
 - b. If foul occurs in penalty area flag is moved from the side of the body to a position in front and is held by both hands with the flag tip extending downward.
 - c. If the foul is not in penalty area, move to a position on the touchline parallel to the location of the foul.

After the signal from the referee to stop the match, the assistant referee returns the flag to the side of the body and moves quickly to the appropriate restart position.

(Figure 4)
FOULS



General Positioning During Play

VII. Goal Kick (figure 5)**A. Referee**

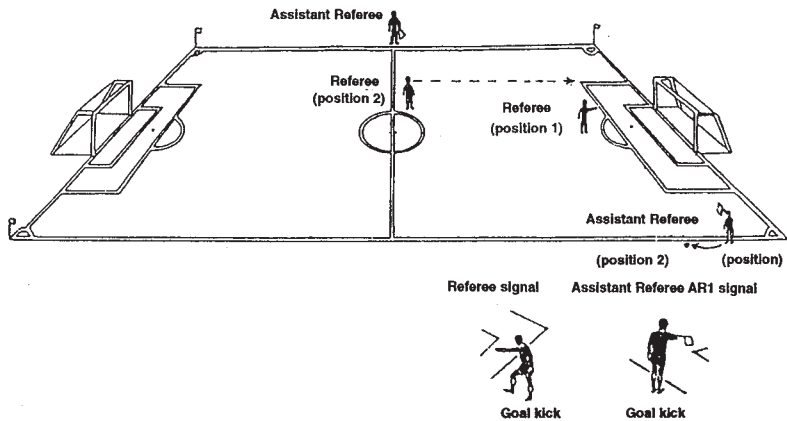
1. To award goal kick
 - a. Signals by extending his arm with palm down toward the goal. (position 1)
 - b. He then moves to position himself near the players at halfway line (position 2) or at a point at which the kick may descend after the restart. (Depends on strength of kicker/strategy)
2. At the taking of the goal kick
 - a. Establishes eye contact with assistant referee to determine infringement after the kick is taken.
 - b. Visual responsibility at the taking of the kick (dotted line) for far side of penalty area. (ball must clear the penalty area)
 - c. Be positioned to see “between” players contesting for a head ball. Avoid being “straightlined” or screened.
 - d. Watch for offensive players entering the area prior to the ball becoming “live”.

B. Lead Assistant Referee

1. To indicate goal kick
 - a. Establishes eye contact with the referee.
 - b. Indicates a goal kick by extending the flag parallel to the ground at arms length in front of him.
 - c. Moves to a position even with the 6 yard line. (position 1)
2. Responsibilities at the taking of the goal kick.
 - a. After checking placement of the ball, moves to the top of the penalty area (position 2) or second to the last defender, (if outside of the penalty area)
 - b. Insure that kick has cleared the penalty area.
 - c. Signals the referee on any violations observed.

- C. Trail Assistant Referee
 - 1. Responsibilities at the taking of the goal kick.
 - a. Positions himself in line with the halfway line or second to the last defender.
 - b. Signals on any fouls the Referee cannot see.
 - c. View the field for unusual situations or off the ball fouls.

(Figure 5
GOAL KICK



VIII. Corner Kick (figure 6a and 6b)**A. Referee**

1. To award corner kick
 - a. Establishes eye contact with assistant referee (AR1).
 - b. Clearly points with arm extended and open palm to the corner where the kick will be taken. (position 1)
2. Responsibilities at the taking of the kick
 - a. Position on kick from near corner
 1. Moves to position A, B or C for kick originating from the corner nearest to the assistant referee (AR1). (near side)
 2. Position is dependent upon:
 - a. Anticipation of length and direction of the kick.
 - b. Type of marking by players and their positioning prior to the kick.
 - c. Comfort of referee for potential situations.
 - b. Position on kick from far corner
 1. Moves to position A or C for a kick originating from the corner farthest from the assistant referee (AR1). (far side)
 2. Position is dependent upon:
 - a. Anticipation of length and direction of the kick.
 - b. Type of marking by players and their positioning prior to the kick.
 - c. Comfort of the referee for potential situations.

B. Lead Assistant Referee

1. To indicate corner kick
 - a. Establishes eye contact with the referee.
 - b. Clearly points with arm fully extended, the flag to the nearest corner flag at a 45 degree downward angle to indicate the ball has gone over the goal line for a corner kick.
 - c. Moves to the goal line position A or B.
2. Responsibilities at the taking of the kick
 - a. Moves to position A for all corner kicks and

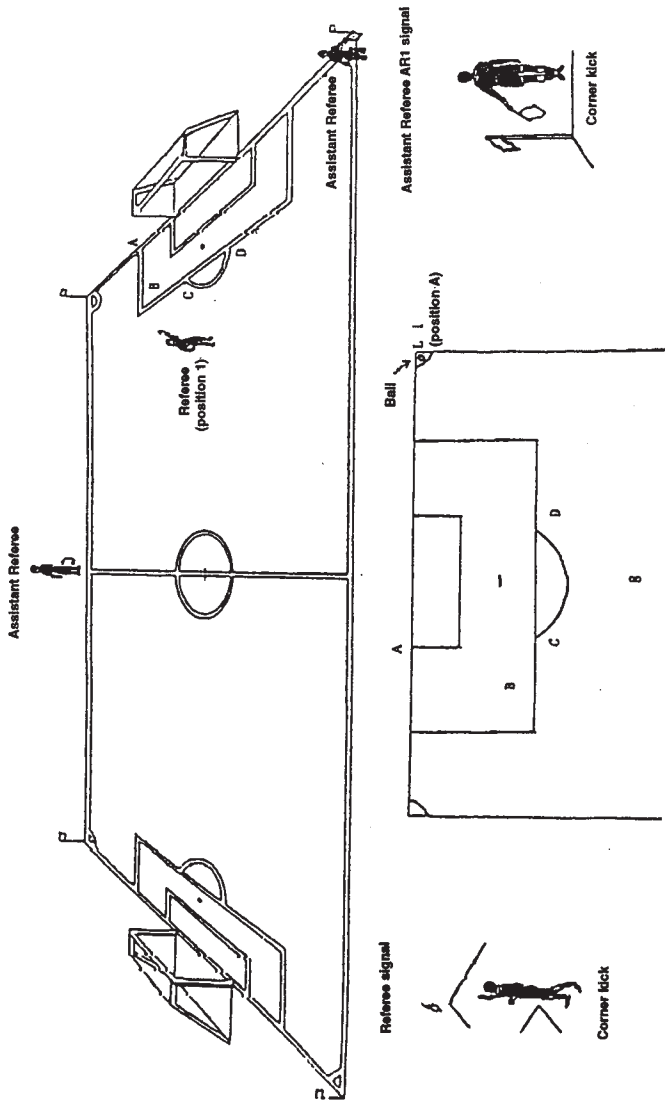
stands behind the flag and in line with the goal line on kicks closest to his touchline to observe the following:

1. Placement of ball at the quarter circle.
2. Possible encroachment by defense.
3. Bend on the kick when taken.
4. Fouls after the kick.

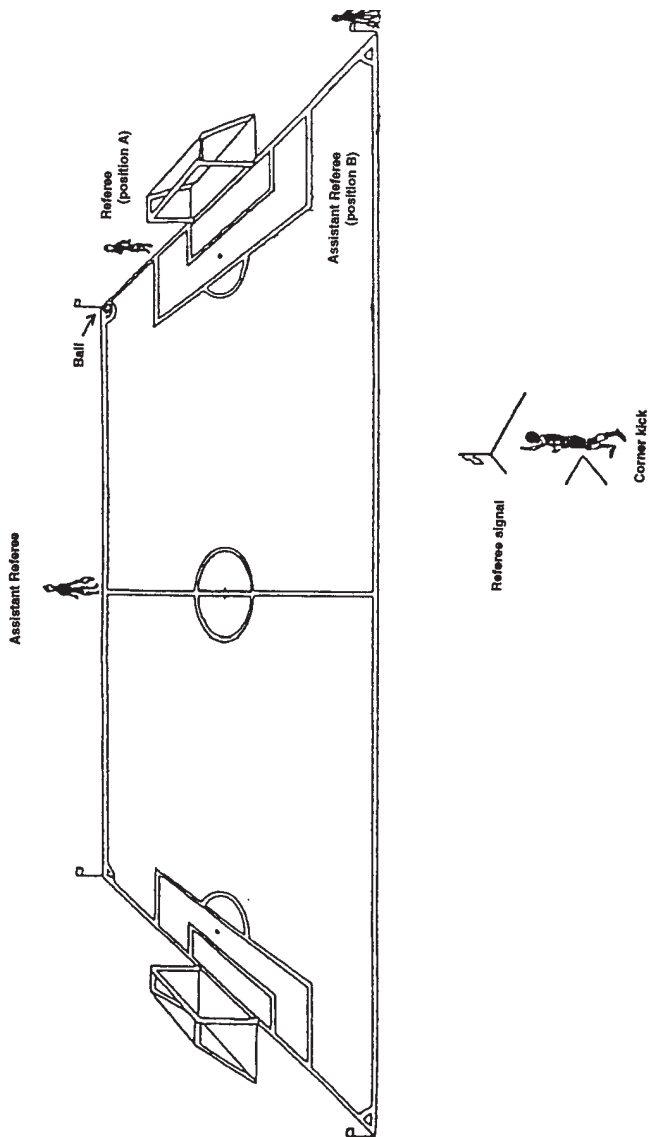
C. Trail Assistant Referee

1. Responsibilities prior to the kick
 - a. Moves to a position in line with second to last defender never crossing the halfway line.
 - b. Looks for any fouls the referee cannot see.
2. Responsibilities at the taking of the kick
 - a. Signal on any fouls the Referee cannot see.
 - b. View the entire field while being alert for:
 1. Off the ball fouls.
 2. Potential acts of misconduct after a goal is scored.
 3. Any unusual situation.

(FIGURE 6a)
CORNER KICK



(Figure 6b)
CORNER KICK



IX. Penalty Kick (figure 7)**A. Referee**

1. To award penalty kick
 - a. Signal time out.
 - b. Signal foul.
 - c. Clearly points with arm extended and palm open to the penalty spot. (*position 1*)
 - d. Moves to a position in line with the 6 yard line extended and wide enough to view as much of the ensuing play as possible.
2. At the taking of the kick
 - a. Make sure ball and players are properly positioned.
 - b. Observe any suggested call by the assistant referee.
 - c. Watch for player encroachment at the top of the penalty area.
 - d. Keep all play in view after the kick is taken.
3. After the kick is taken
 - a. Establish eye contact with assistant referee.
 - b. After establishing eye contact, either signal the goal (*good*) or go to confer with AR as to course of action. If the ball remains alive, continue play.

B. Lead Assistant Referee

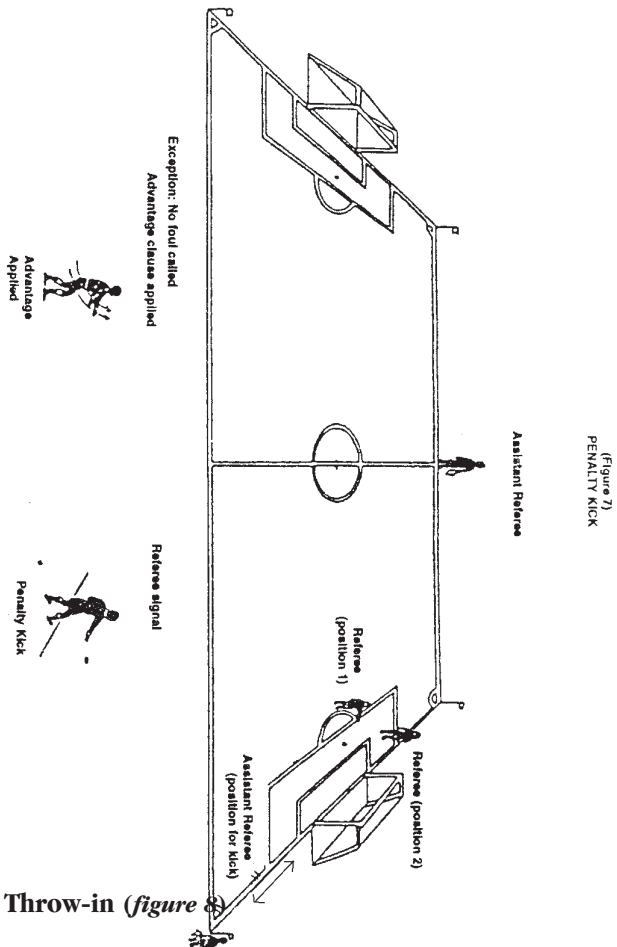
1. To indicate penalty kick
 - a. Establish eye contact with referee.
 - b. Raise the flag straight overhead and make a slight wave.

Suggestion: *The wave consists of 2 to 3 changes of direction in a 6 inch arc left and right*

- c. If referee decides to accept the indication, (signal given) then assistant referee lowers the flag and performs duties in #2. below.
 - d. If the referee decides NOT to accept the indication, Assistant Referee lowers the flag and proceeds with normal movement.
 2. At the taking of the kick
 - a. Moves to a position at the intersection of the goal line

- penalty area.
- b. Visually checks that players are properly positioned outside the penalty area and restraining arc while being behind the ball.
 - c. Performs duties assigned (*goal judge and keeper movement*) as discussed in the pregame.
3. After the kick is taken, (*if missed*)
 - a. Keep play in view as you pick up the second to the last defender.
 - b. Look for a possible offside call on any succeeding play.
 - c. If there is a violation, indicate in the following way
 1. Establish eye contact with the referee.
 2. Hold your position, remaining motionless until:
 - a. Referee comes over to confer.
 - b. Referee decides not to accept the indication.
 4. After kick is taken, (*if made*)
 - a. If there is no violation
 1. Establish eye contact with the referee.
 2. Back peddle to the touchline and sprint back towards the halfway line. (*approximately 15 yards*)
 - b. If there is a violation, indicate in the following way
 1. Establish eye contact with the referee.
 2. Hold position, remaining motionless until:
 - a. Referee comes over to confer.
 - b. Referee decides not to accept the indication.
 3. Resume position for the appropriate restart.
- C. Trail Assistant Referee
1. Responsibilities prior to the kick
 - a. Moves to a position in line with the halfway line.
 - b. Look for any fouls the referee cannot see.
 2. Responsibilities at the taking of the kick
 - a. Signal any fouls the Referee cannot see.
 - b. Detect any advantage gained from possible penalty area encroachment behind his back.

- c. View the entire field while being alert for:
 1. Off the ball fouls
 2. Potential acts of misconduct after a goal is scored.
 3. Any unusual situation.



X. Throw-in (figure 8)

A. Referee

1. To award throw-in

- a. Signal - points (*arms fully extended at a 45° angle upward with open palm*) in the direction of the throw and/or whistles to stop the game based on the following information:
 1. Personal view of the play on his half of the touch line.
 2. Signal by the assistant referee. (*arm extended to the side of the body with the flag at a 45 degree angle upward*).
 3. Possible need to inform players and coaches of the decision.
- b. Establish eye contact with nearest assistant referee **IF** assistance is needed in deciding direction in which the throw shall be taken.

2. At the taking of the throw-in

- a. Indicate direction (*if needed*) with open palm and arm extended at a 45 degree angle upward in the direction of the throw.
- b. Indicate direction (*if needed*) with open palm and arm extended toward the spot at which the throw shall be taken.
- c. Rule on improper throw or throw-in from the incorrect spot.
- d. If assistant referee raises flag straight up, (*indicating that the ball has left the field of play - but direction of the throw is unknown*) be prepared to give the signal for direction of the throw.

B. Assistant Referee

1. To indicate for the throw-in, a three step process is used:
 - a. Stop running and face the field. (*square-up*).
 - b. Switch flag to proper hand. (*done in front of the body*).
 - c. Snap the flag up to position.

2. **NEVER** bring the flag across your body when you signal.
3. **ALWAYS** - switch hands to bring the flag up properly.

(It is recommended that to establish eye contact with the referee while the three step move is being performed.)

4. Assistant referee: *(trailing on the referee's half of the touch line)* signals with the arm and flag extended vertically.

IF:

- a. The back of the referee is turned. *(No eye contact is established)*.
 - b. Referee cannot determine if the ball has gone out of play.
5. If the referee looks for assistance *(eye contact established)* the assistant referee signals to the side of the body, holding the flag at a 45 degree angle upward. If unsure, remain with flag vertical.

The **referee** then decides the direction of the throw.

6. Assistant referee *(calls on their own half of the touchline)* Signals as in A. 2.

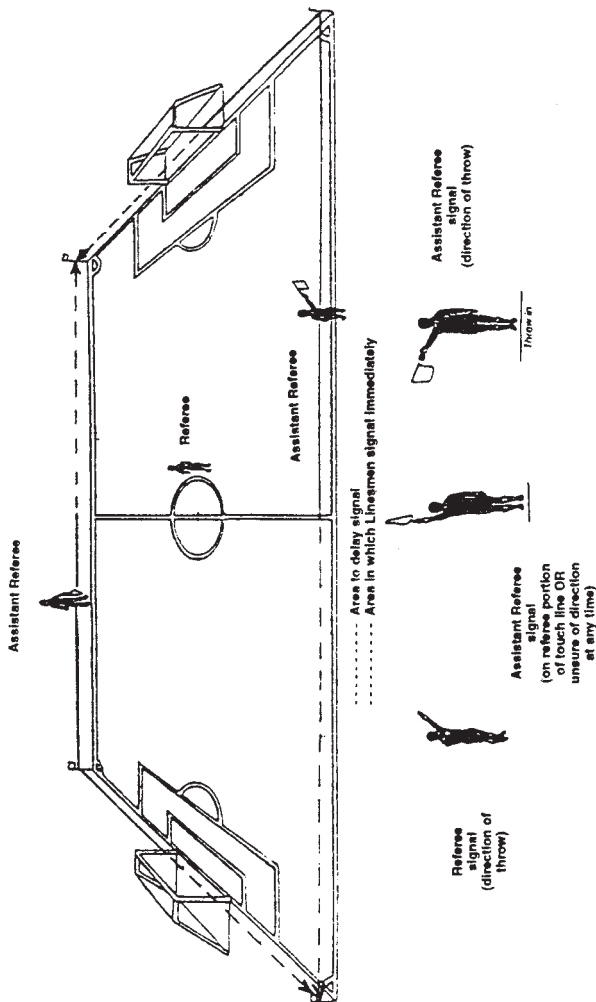
If unsure:

1. Raise flag to vertical position and wait.
2. Establish eye contact with referee.
3. Mirror referee decision on direction.

7. At the taking of the throw
 - a. Assistant referee ensures that the ball has entered the field of play, and is responsible for one or more of the following duties: *(determined by referee's pregame instructions)*.
 1. Indicating the spot at which the throw should be taken. *(done with nonflagging hand, open palm)*
 2. Look for improper throw ins.
 - b. If the ball does not enter the field of play, the assistant

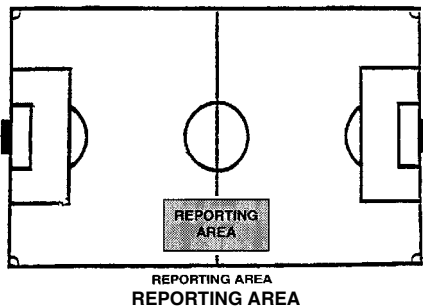
referee raises flag to indicate the throw in should go to the other team.

(Figure 8)
THROW - IN



XI. Misconduct

- A. Referee (signal) stops the game and signals the timekeeper to stop time. The following steps are taken:
1. Locate and isolate the offending player(s).
 2. Inform the player of the offense. Display the appropriate card(s).
 3. Move to the reporting area, inform the coach and scorer, and record the offense.
 4. Restart the match at the appropriate spot and time, with the proper kick.
- B. Assistant referee – opposite team area side of field.
1. Monitor and control of all reaction from the touchline.
 2. Visual check of all players, being alert for any subsequent incident.
 3. Per pregame instructions from the referee, record the details of the incident.
 4. Assist the referee in the administration of any substitution(s).
- C. Assistant referee – on team area side of field.
1. Monitor and control all reaction from the touchline.
 2. Visual check of time of stoppage on clock.
 3. Per pregame instructions from the referee, record the details of the incident.
 4. Visual check of all players, being alert for any subsequent incident.



Caution (yellow card)
Send Off (ejection, red card)



XII. End of a Period

- A. Referee
 - 1. Whistles and signals Time out.
 - 2. Points (*with arm fully extended and open palm*) to the center circle.
 - 3. Joins the assistant referees.
 - 4. Verify score. Leave field immediately.

- B. Assistant referee - give no signal, but proceed immediately to the center circle. The assistant referee does the following:
 - 1. May aid the referee in collecting the game ball.
 - 2. Furl flag while moving toward the referee, flag held in hand and remaining at the side of the body.
 - 3. Assist the referee in any way possible after the match.

- C. Referee and assistant referees - Leave the field as a team. Keep in mind the following:
 - 1. Do not discuss the calls or events of the game with anyone.
 - 2. Maintain composure and professional demeanor.

DUAL OFFICIATING SYSTEM**Objective:**

This material is meant to serve as an introduction to the dual system of officiating. Fundamentals of mechanics are presented so those unfamiliar with them will be motivated to study other material dealing with the subject.

Topics discussed within this material on the mechanics of the dual officiating system include:

- 1. the necessity of a thorough pre-game conference;
- 2. the positions and duties of officials on:
 - kickoffs;
 - goal kicks;
 - corner kicks;
 - penalty kicks;
 - free kicks;
 - throw-ins;

- drop balls;
- 3. coordinating the use of the whistle in releasing the ball for play between the lead official (L) and the trail official (T);
- 4. the proper technique in making a call, and the importance of signaling;
- 5. handling substitutions.

Pre-game:

Essential to competent officiating of any game is the pre-game conference between the two officials. This is the time when an understanding is developed and difficult rule interpretations are discussed.

The head referee is responsible for conducting the conference and is responsible for the overall management of the game. The head referee conducts the pre-game instructions with the timer, scorer, coaches and team captains, and also handles the coin toss. The head referee will be assisted in these duties by the referee. The head referee and the referee should inspect the field together, with the referee calling any irregularities to the attention of the head referee. The head referee will request the game management to make any necessary corrections. The referee is specifically responsible in instructing the ball holders and in carrying out other duties directed by the head referee.

A very important responsibility of the head referee is to make decisions on any points not specifically covered in the rules. The head referee is the final authority on any rule interpretations necessary during the course of the game. Another important responsibility is ruling on legality of player equipment. Particular attention should be given to casts, bandages and padding protecting injuries.

The head referee and the referee have **equal responsibility and authority** in calling fouls. The judgment or decisions by either official cannot be questioned or set aside by the other, but joint counsel is often helpful when conducted by the two referees **away from everyone**.

NOTE: A reserve official may be assigned to a tournament in order to assure game officiating continuity in the event one of the assigned officials is unable to officiate as assigned. When a reserve official is assigned, the tournament authority will clearly state the officiating position to be assumed by the reserve official in the event a referee or assistant referee is unable to officiate. The reserve official is under the jurisdiction of the referee and performs those duties assigned by the referee. The reserve official's normal station is at the table inside the officials' area during play.

Kickoffs:

To start each period and after goals, the position of the officials should be as shown in Diagram 1. With the ball moving in the direction indicated, the trail official (T) should be near the touchline and standing on the halfway line (with all players on the halfway line in front of him/her to rule on encroachment of the halfway line and the center circle). The lead official (L) shall be positioned 10 to 20 yards from the halfway line and inside

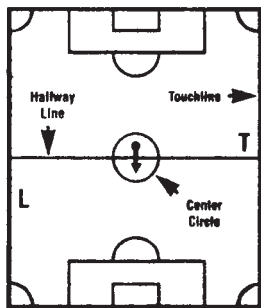


Diagram 1
Positions for Kickoff

the touchline in the defensive team's half of the field. Before the lead official indicates being prepared for the kickoff, he/she shall check with both team captains, scorer and timer, (if they are on his/her touch line) to obtain a "ready" sign from them. Having obtained these "ready" signs, the lead official shall signal to the trail official everything is set. The signal is an extended arm parallel to the ground pointing in the direction the kick will be taken. The trail official, after receiving the "ready" signal from the lead official, will sound the whistle to declare the ball is "ready-for-play."

Should the timer and the scorer be located on the trail officials touchline, he/she will check with them before releasing the ball for play.

Movement Patterns:

In the dual system, there is always a lead official (L) and a trail official (T). One should be able to draw a diagonal line between the two officials through the ball at anytime.

For the best coverage, it is essential that proper officiating mechanics be understood and used. Many officials know the rules well, but fail to receive important assignments because they do not use proper officiating mechanics, or use them poorly. **When the two officials use proper mechanics, they will always be in position to observe the play clearly and make the proper decision.** The lead official normally is ahead of the ball on plays to his/her right. He/she is responsible for covering the touchline and nearer goal line. In addition, the lead official must be in position to rule on offside. This means the lead official must assume a position to know the position of the most advanced offensive player rel-

ative to the deepest two defenders at the same time the ball is played in the attacking half of the field. The trail official will normally be behind the ball on plays to his/her left. Attention will be directed to play around the ball. The penetration of the trail official will depend on the type of game being played (kick and run vs. ball control) and the physical ability of the official. Penetration of 20-30 yards by an official will help "box" the play and preclude any guessing or missed calls from the touch line. At some time, the trail official will become the lead official and will have to rule on goal line plays to the right. Of course, the position of the ball will dictate which official will be responsible for off-the-ball coverage is the hallmark of the Dual System. In games played in halves, officials should exchange field sides at halftime and "lead" to their left starting the second half; assuming they were leading to their right in the first half.

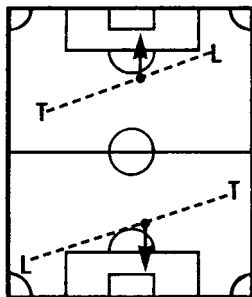


Diagram 2
General Movement of
Officials During Play

Making the Call:

- A. When a foul is observed that is to be penalized, an official will:
 1. give a short, sharp blast of the whistle;
 2. give the foul signal;
 3. visually indicate the direction and type of free kick (direct or indirect) or the direction and spot of the throw-in;
 4. when required, the lead official should give a sharp blast of the whistle declaring the ball "ready-for-play." Do not wait for the defense to set up.

- B. Official's procedural guidelines to issue a card:
 1. stop play;
 2. stop the clock;
 3. hold a yellow, red card or both as the situation warrants with arm fully extended above the official's head;
 4. indicate player(s);
 5. record player's name and jersey number;
 6. inform player of the reason for the caution or disqualification;
 7. inform the scorekeeper and coaches from the reporting area.

8. restart game promptly.

Free Kicks:

When the ball has been properly placed, the trail official shall signal to the lead official. It is suggested the trail official indicate the ball is “ready-for-play” by giving the appropriate free kick signal.

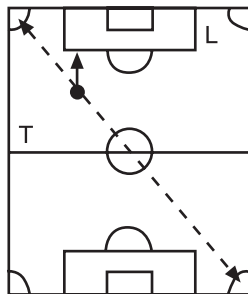


Diagram 3
Position on Free kicks

Goal Kicks:

The trail official is responsible for declaring the ball “ready-for-play”. The position is near the top of the penalty area approximately halfway between the touchline and the penalty area. See Diagram 4. He/she is responsible “to see the kick clears” the penalty area before it is played a second time.

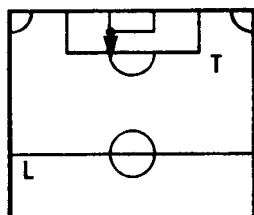


Diagram 4
Position for Goal Kicks

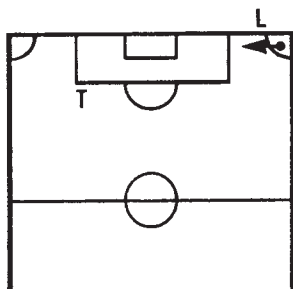
The lead official should be approximately at the halfway line near the touchline. The position will be determined by the kicker and wind conditions. The main observation will be the players around where the ball will be kicked, watching mainly for illegal pushing. If the ball should be kicked to the goalkeeper’s right, perpendicular to the touchline, the lead official should see that the ball clears the penalty area before it is played a second time.

Corner Kicks:

The lead official is responsible for declaring the ball “ready-for-play” on **all** corner kicks, if a second whistle is required. The position will be approximately the same whether the kick is taken from the right side or the left side. See Diagrams 5 and 6. Also, he/she is responsible for the flight of the ball from the right or left. The lead official will be positioned

on the goal line near the goal post between the post and the outer edge of the penalty area. When the ball is kicked from the right, the lead official will pivot after the ball has been kicked to observe play while continuing to observe the ball to determine where it will land. As soon as the official knows the ball will land in the field of play, forget the ball and direct attention to players around where the ball will land. The trail official will be positioned near the top of the penalty area on his/her side of the field regardless of whether the kick is taken from the right or left. On kicks taken from the right, the trail official should observe action on the goalkeeper and play around the goal area. The trail official shall assume a position which does not interfere with play, but allows observing fouls in the goal area.

When the kick is taken from the left side, the responsibilities are slightly different. The placement of the ball on kicks taken from the left is the responsibility of the trail official. When it is properly placed, the trail official will give a signal. After the ball is kicked, the lead official observes action on the goalkeeper as well as follows the flight of the ball to rule on the ball over the touchline. The trail official observes action in the penalty area, giving special attention to play in the goal area. If a second whistle is required to begin play, the lead official should delay slightly before declaring the ball "ready-for-play" to give the trial official an opportunity to assume proper position. This is another clear case of "looking off the ball".



Throw-in: Diagram 5
Position for Corner Kicks from the Right

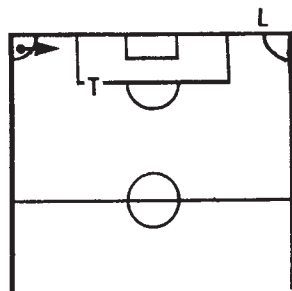


Diagram 6
Position for Corner Kicks from the Left

The official responsible for the touchline from which the throw-in is made will be primarily responsible for the legality of it. If the attack is coming toward the official, he/she must be positioned to be the lead official and must anticipate development of play. When the attack is away from the official, that official need only rule on the legality of the throw-in. The official on the opposite touchline will observe players in the general area around the throw-in watching for holding and pushing, etc.

Penalty Kicks:

The lead official shall be positioned near the goal post on his/her side of the field and is responsible for declaring the ball "ready-for-play" after it has been **placed by the kicker**. The main responsibilities of the lead official are to act as goal judge and to see that the goalkeeper stands on the goal line and does not move off the goal line before the ball has been kicked. The trail official shall be positioned near the top corner of the penalty area opposite the lead official. See Diagram 7. The responsibility is primarily to watch for infringements of the penalty area and quarter arc by members of either team and

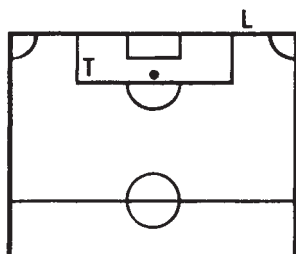


Diagram 7

Positions for penalty kicks

infractions by the kicker. As soon as a penalty kick is indicated, the official closer to the ball shall pick up the ball and take it to the penalty mark. Both officials will assist the players in assuming positions for the kick.

The lead official will hand the ball to the kicker and instruct the player to place the ball and then walk to the goalkeeper making sure the goalkeeper is ready and understands that the ball will be released by the whistle.

HANDLING SUBSTITUTIONS:

The official responsible where substitutions will be made will beckon the players onto the field. The official responsible for the re-start will sound the whistle.

**Responsibility for Declaring the Ball “Ready-for-Play”
When a Second Whistle is Required:**

Substitution	Bench Side Official
Situation	Official
Start of each half	Trail
Kickoff after goal	Trail
Drop Ball	Trail
Goal Kick	Trail
Corner Kick	Lead
Penalty Kick	Lead
Free Kick	Lead
Throw-in	Official responsible for ruling on the legality of the throw.

THE THREE WHISTLE SYSTEM OF OFFICIATING

A Three Whistle – Three Referees With Equal Authority Strategy

This material is meant to provide all soccer referees with basic information on mechanics that will lead to a consistent and uniform method of applying the 3 Whistle System (3WS).

The content of this presentation is designed to include both general and specific discussion on topics dealing with the fundamentals of mechanics of the 3WS Included in the discussion are the following subjects:

- General Characteristics of the 3WS
- Movement Patterns of the Three Referees
- Mechanics for Specific Game Situations
- Kickoffs
- Free Kicks (Near Goal Situation)
- Goal Kick
- Corner Kick (Near Side)
- Corner Kick (Far Side)
- Penalty Kick
- Throw-in
- Managing Substitutions
- Methods of Positioning Referees in the Game
- Pre-game Conference
- In-game Procedures
- Post Game Duties

General Characteristics

The Three Whistle System consists of three officials, a center referee and two side referees. The three officials have equal jurisdiction in enforcing the rules. Each referee uses a whistle to signal a rules violation or to otherwise stop play. All three officials work approximately equal time in each

of the three referee positions during the game.

The 3WS does not have a hierarchical structure, rather all three are referees and share equal responsibility in the enforcement of the rules and match control. Furthermore, greater flexibility in the movement of the three referees focuses more officiating resources in closer proximity to the play and thus game fouls as well.

Because the 3WS is a system in which all three referees have equal jurisdiction and greater flexibility of movement, the talents of all of the officiating resources are utilized in the most effective and efficient manner. For administrative purposes, one of the three referees is to be designated the head referee who is responsible for conducting the pre-game conference and for the overall management of the game. In essence, the 3WS is a system which utilizes the combined strengths of the dual system (D.S.) and diagonal system of control (D.S.C.).

Movement Patterns

In the 3WS system there is always a center referee, a lead side referee and a trail side referee. The referees' pattern of movements are area specific with flexibility.

The center referee moves in a flexible diagonal pattern across the field from approximately one penalty area corner to the other penalty area corner. The center referee focuses on "boxing" the play in between himself and the lead side referee. In essence, the center referee's movements during play combine the positioning mechanics of the dual and the diagonal system of control. (See Diagram 1 – Referees' Area of Movement)

The side referees are primarily, but not only, responsible for determining offside. They move either inside or outside of the touchline depending on the location of the players and the ball (See Diagram 1). The side referee remains in an appropriate position in order to make the offside call. Depending on the direction of the ball, the side referee either assumes the role of lead side referee or trail side referee.

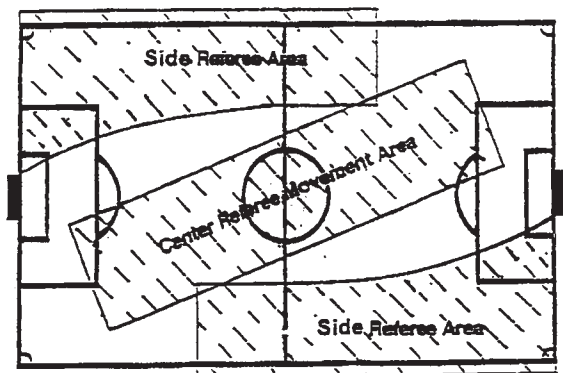


DIAGRAM 1
REFEREES' AREA OF MOVEMENT

The lead side referee is normally ahead of the ball. He/she is responsible for covering the touchline and nearer goal line. In addition, the lead side official must be in position to judge on offside. This means the lead side referee must assume a position to know the location of the most advanced offensive player relative to the last two defenders at the same time the ball is played by a teammate.

The trail side referee will normally be behind both the ball and center referee on plays to his/her left. This referee will focus on the players' conduct off the ball, on the blind side of the center referee. The penetration of the trail side referee into the offensive half of the field will depend on the position of the center referee, type of game being played (long ball vs short passing), weather conditions and the physical ability of the officials.

When the three referees use proper movement patterns, they will form three triangular zones of visual coverage around and through the ball which will permit them to always be in position to observe the play clearly and to give the best possible decision. The three triangular visual zones consist of the lead side referee's triangular zone, the center referee's near

trial triangular zone and the far trail touchline triangular zone provided by the trail side referee (See Diagram 2 – Referees' Triangular Zones of Visual Coverage).

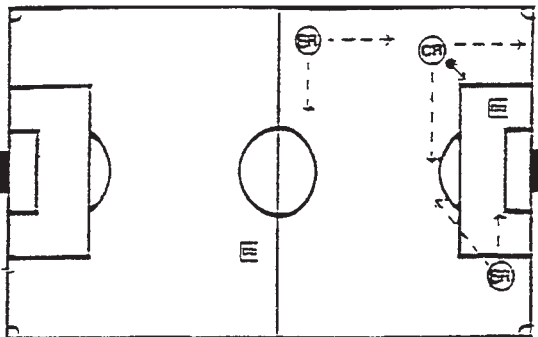





DIAGRAM 2
REFEREES' TRIANGULAR ZONES OF VISUAL COVERAGE

- Key:  = Position of second to last defender
 = Side Referee
 = Center Referee

It is important to note that in the discussion to follow on the mechanics for specific game situations, positions for each referee will be described and illustrated with a diagram to assist the soccer official in understanding that the referees' positions identified for each specific game situation are not to be considered an exact spot for the position but rather a position located within a soft zone that a referee may modify a few yards in one direction or another in order to obtain the most effective visual coverage for his/her visual triangular zone.

Mechanics for Specific Game Situations

Kickoffs

To start each period and after goals, the position of the referees should be as shown in Diagram 3 – Positions for Kickoff.

Center Referee:

- Stands slightly back from halfway line just outside the center circle and facing the direction of lead side referee and kickoff direction. Before signaling for the kickoff, the center referee shall check with both captains, scorer and timer to obtain a “ready” sign from them. He/she will then check to see that the lead and trail side referees are in the proper position. Having obtained these “ready” signs and confirmed the proper positioning of the side referees, the center referee will sound the whistle to declare the ball is “ready-for-play.”

Side Referees:

- Walk to center circle with center referee and then jog down center of field to check net and goal conditions. Following goal check, each side referee moves to a position on the field about 5 yards from the touchline opposite the second to last player in his/her half of the field and stands facing half-way line as a “ready” signal for the center referee.

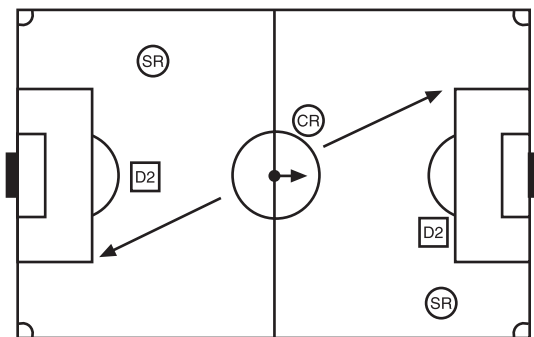


DIAGRAM 3
POSITIONS FOR KICKOFF

Free Kicks (Near Goal Situation)

Most restarts any place on the field resulting from a foul that is being penalized shall be signaled by the center referee when a second whistle is required. When a free kick restart is located deep or around the penalty area, the trail side referee will manage the restart. This will permit the center referee to move to a position near the ball landing area. However, the responsibility of managing restarts from fouls on the field belongs ultimately to the center referee.

When the center referee is certain the ball has been properly placed, he/she may whistle for a “ready-for-play” restart. On all free kick restarts, it is the lead side referee’s responsibility to cover the offside with the exception of the free kick near goal situation. Here, the center referee will cover the offside when the defensive wall tactic is used.

Center Referee:

- Manages the restart.
- Checks to see if lead side referee is positioned on goal line before whistling for kick.
- Takes position to side of kick in order to primarily cover possible offside or encroachment fouls. (See Diagram 4 – Positions for Free Kick Near goal)
- Anticipates making a fast sprint down field if a fast counter attack develops.

Lead Side Referee:

- Moves quickly to position on goal line and slightly down the line from corner flag when kick is on near side. The lead side referee moves deeper down the goal line if the ball is on the far side of the field.
- Focuses on status of ball going over goal line to determine whether to award a goal, corner kick or goal kick.
- Assists with offside when possible.
- If ball moves downfield after kick, quickly assumes appropriate position to call offside and keeps play in view as much as possible.

Trail Side Referee:

- Positions self approximately in line with the second to last defender or the first attacker of the defending team when all defending players move back to maximize their team's defensive posture.
- Assists in detecting fouls if play remains in penalty area after restart.

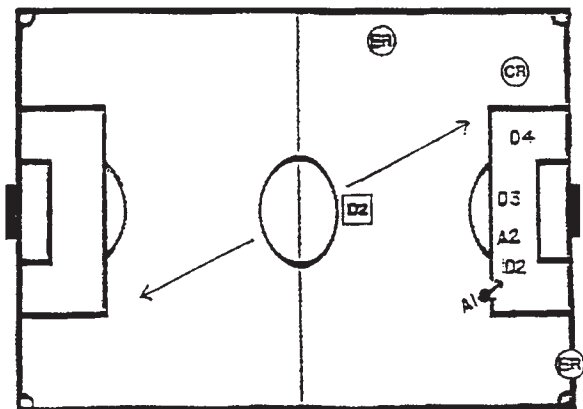


DIAGRAM 4
POSITIONS FOR FREE KICK NEAR GOAL

Goal Kick

The nearest referee whistles (only if necessary) when the ball leaves the field and then points to goal area to indicate goal kick. Other functions by position are:

Center Referee:

- Moves by back pedaling to a position deep enough down field to near the area where the ball will land (See Diagram 5 – Positions for Goal Kicks)
- Anticipates helping trail side referee with quick off-side violation when there is a quick reversal of the attack and the trail side referee was not effectively positioned.

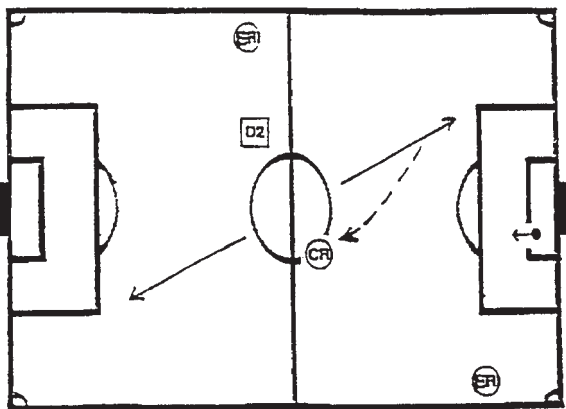


DIAGRAM 5
POSITIONS FOR GOAL KICKS

Trail Side Referee:

- Moves to “6 yard line” and then checks that ball is placed at any point within goal area.
- Moves quickly to “18 yard line” to judge encroachment and to verify, if necessary, that ball leaves penalty area before it is played a second time. (See Diagram 5)
- Anticipates covering offside in case there is a quick reversal of the attack.

Lead Side Referee:

- Takes position in line with or vicinity of second-last defender. (See Diagram 5)
- Watches primarily for offside but may assist center referee in observing fouls, particularly if ball is kicked in an area near his/her touchline position.

Corner Kick (Near Side)

The lead side referee is responsible for declaring the ball “ready-for-play” on all corner kicks, if a second whistle is required. The positions of the referees will change to some degree depending on whether the kick is taken from the near (right) side (See Diagram 6 – Positions for Corner Kick (Near Side)) or the (left) side (See Diagram 7 – Positions for Corner Kick (Far Side)).

Center Referee:

- Whistles to stop game, only if necessary, when ball leaves field in his/her visual area.
- Points to corner from which kick is to be taken with arm and fingers fully extended 45 degrees above horizontal.
- Takes flexible position in vicinity of diagonal line from corner of penalty area to point at which goal area line intersects goal line (See Diagram 6).
- Observes action on the goalkeeper and play around the goal area and its immediate surrounding area.
- Recovers rapidly down field for a quick counter attack.

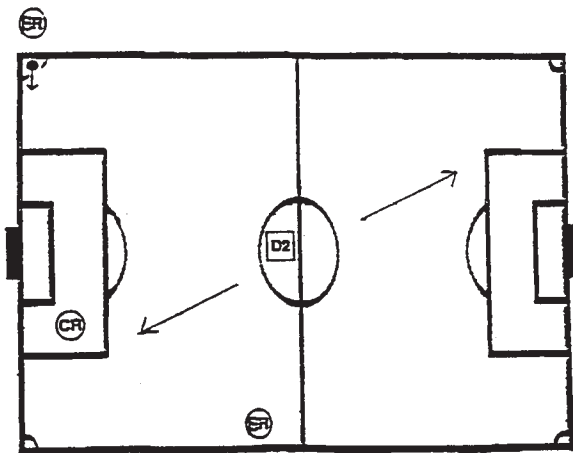


DIAGRAM 6
POSITIONS FOR CORNER KICK (NEAR SIDE)

Lead Side Referee:

- Whistles to stop game, only if necessary, when ball leaves field in his/her visual area.
- Points to corner from which kick is to be taken with arm and fingers fully extended 45 degrees above horizontal.
- Positions self as near corner flag as possible (3-4 feet) without interfering with kicker and in line with goal line in order to be looking down goal line.
- Moves into field immediately after kicker as appropriate to box-in play.
- Controls encroachment and ball placement and watches for ball "out of play" immediately following kick.
- Recovers to position to cover offside as rapidly as possible.

Trail Side Referee:

- Takes position at or near center line or 1st attacker depending on conditions.
- Observes action in the near half of the penalty area.
- Moves rapidly to position to cover offside if quick counter attack develops.

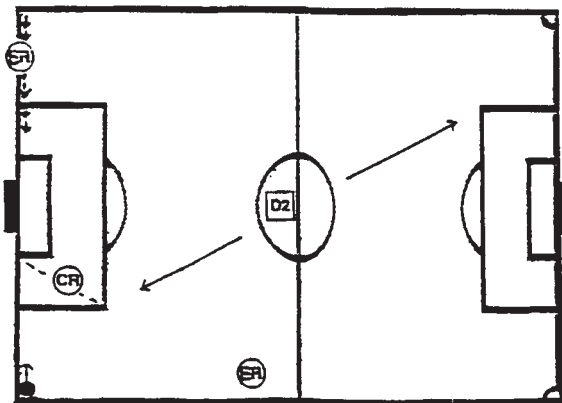


DIAGRAM 7
POSITIONS FOR CORNER KICK (FAR SIDE)

Corner Kick (Far Side)

The corner kick from the far side (See Diagram 7) places the kick on the side of the center referee. Changes necessary for the three officials are few, but important.

Center Referee:

- Whistles to stop game if necessary and points to corner, arm and fingers fully extended 45 degrees above horizontal if necessary.
- Takes position at or near the end of his/her diagonal, in order to detect flight of ball as soon as possible and to still allow observation of action on goalkeeper and around goal as kick is taken.
- Controls encroachment and ball placement prior to kick.
- Observes action and recovers in same manner as described in near side corner kick.

Lead Referee:

- Responsibilities are the same as in near side corner kick, except that the lead referee moves down the goal line and takes a position, based on conditions, between the side line of goal area and the side line of the penalty area.
- Observes ball “out of play” immediately following kick and focuses on action in goal area immediately if flight of ball enters the field of play.

Trail Side Referee:

- Functions remain the same as in other corner kick, except he/she will observe encroachment prior to and as kick is taken. This will permit the center referee to focus on action in and around the goal area and near the goalkeeper for obstruction possibilities. All other responsibilities are the same.

Penalty Kick

Any one of the three referees who whistles for a foul to be awarded a penalty kick should then point clearly to the penalty kick mark, stop the clock and, if necessary, address any misconduct. The actual management of the kick will always be the responsibility of the center referee, while the side referees will carry out the additional specific functions as described below immediately after completing the general duties when they whistle

to stop play resulting in a penalty kick.

Center Referee:

- Manages the taking of the kick, including handing the ball to the kicker, instructing the kicker where to place the ball and when it is to be kicked, identifying the kicker to the goalkeeper, instructing the goalkeeper that the ball will be kicked only after the whistle and making sure the goalkeeper is ready before signaling for the kick.

- Moves to a position halfway between the ball and goal, off to the side, where he can observe kicker. He/she must be able to detect fouls either before, during or after the kick. (See Diagram 8 – Positions for Penalty Kicks)

- When the ball, all players and side referees are properly positioned, signals for the kick to be taken.

- Judges encroachment of either team into the penalty area prior to kick.

- If ball is deflected off goal back into play, he/she is to be alert to possible second consecutive touch by kicker.

- If goal is scored or ball is kicked over goal line, moves quickly up field while maintaining surveillance of players by running backwards and/or turning head.

Lead Side Referee:

- Moves quickly to position at intersection of the goal line and penalty area and positions the goalie on the goal line.

- If goalie moves off the goal line before ball is kicked, deals with the infringement accordingly.

- Judges the goal or ball out of bounds over goal line.

- If goal is scored, whistles and signals goal, then moves upfield while maintaining surveillance of players by walking backwards until in position for kickoff.

- If ball is deflected off goalie or rebounds off goal, quickly resumes position to judge offside, keeping play in view if possible and/or looks for encroachment.

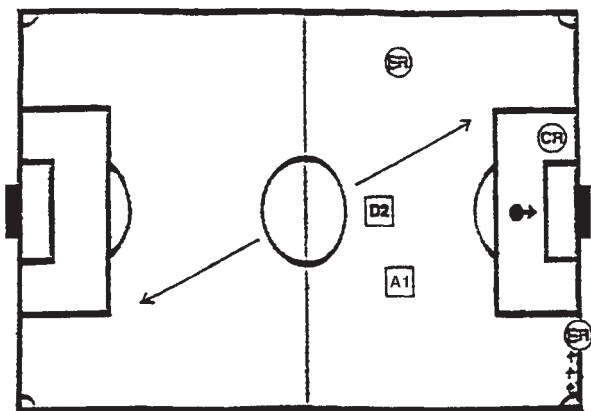


DIAGRAM 8
POSITIONS FOR PENALTY KICKS

Trail Side Referee:

- Moves to a position as close to the top area of the penalty area as possible, while remaining in the vicinity of the second to last defender or first attacker, in order to cover offside.
- Watches for infringements of the penalty area and restraining arc by members of either team.
- Moves rapidly to position to judge offside if ball is or about to be played downfield.

Throw-In

The side referee generally whistles when ball goes out of bound over the touch line and results in a throw-in. The center referee can assist on balls going out of bounds deep in the corners of the field at either end of his/her diagonal run pattern.

Center Referee:

- Moves off when desirable from usual diagonal movement pattern to establish head-on line of vision to direction of throw to better judge hand

faults. (See Diagram 9 – Positions for Throw-in)

- Looks for hand faults and for fouls in area around the throw-in.

Lead and Side Referee:

- Indicates direction of throw-in by bringing up arm to a 45 degree angle when ball crosses over the touch line on his/her side of the field. Blows whistle when appropriate.

- When side referee is doubtful of direction, eye contact is made with center referee for assistance. If center referee assists by pointing in the direction of the throw-in, the side referee mirrors the arm pointing direction.

- Looks primarily for foot faults and secondarily for hand faults.

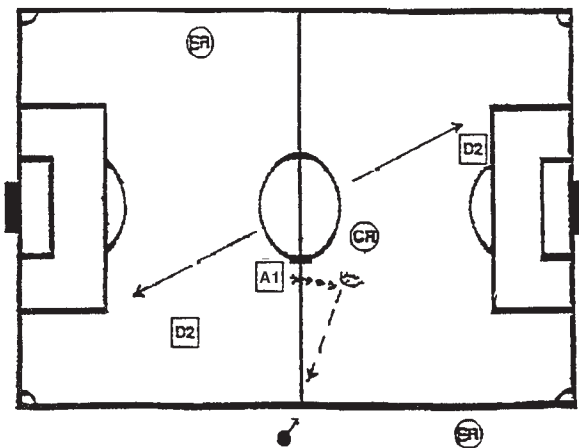


DIAGRAM 9
POSITIONS FOR THROW-IN

Managing Substitutions

The side referee responsible for the touchline where substitutions will be made should sound the whistle and give the dead ball signal when a substitution is being made. The other two referees will mirror the dead ball signal.

When the substitutions have been properly completed, the official responsible for the touchline where the substitutions were made will lower his/her arm to a position parallel with the ground and pointing in the direction play will proceed. At this point, the official responsible for the restarting of play will also lower the arm, point and sound the whistle to release the ball for play. The third referee mirrors this arm position until the signal is given to start play.

When substitutions are made on a throw-in situation, the side referee from which the throw-in is to be made will be responsible to sound the whistle to release the ball for play.

Referee Responsible for Managing RESTART and Whistling When Second Whistle is Required.

Situation	Referee
Start of each half	Center Referee
Kickoff after goal	Center Referee
Drop Ball	Center Referee except in situations near touchline then side referee
Goal Kick	Center Referee
Corner Kick	Lead Side Referee
Penalty Kick	Center Referee
Free Kick	Center Referee except kicks from deep within defensive end of field which are the responsibility of trail side referee
Throw-in With Substitution	Side referee on touchline from which the throw-in will be made

Methods of Positioning Referees

The three whistle system, by virtue of having three officials with equal jurisdiction in enforcing the rules, permits flexibility in positioning. Of the possible positioning methods to be used in the game, there are two that will be explained, because each is applicable to high school soccer.

Rotation Method – In the Rotation Method, prior to taking the goal

kick, the CR and the old trail referee switch positions making the CR the new lead. The old trail now becomes the CR and as with all goal kicks, the old lead becomes the new trail.

Stationary Method – This approach has been part of the diagonal system of control since its conception and is characterized by each official's being assigned a specific position and remaining in that position for the entire game.

When the stationary method is applied to the 3WS, one official is assigned as center referee, another as side referee on the team side touchline of the field and the third official as the side referee on the far side touchline. All three referees remain in their originally assigned positions for the entire game.

Pre-Game Conference

An essential component of any game is the pre-game conference. This is the time when an understanding is developed and difficult rule interpretations are discussed.

The head referee is responsible for conducting the conference and is responsible for the overall management of the game. The head referee conducts the pre-game instructions with the timer, scorer, coaches and team captains, and also handles the coin toss. The head referee will be assisted in these duties by the referee. The head referee and the referees should inspect the field together, with the referees calling any irregularities to the attention of the head referee. The head referee will request the game management to make any necessary corrections. The referees are specifically responsible for instructing the ball holders and in carrying out other duties directed by the head referee.

A very important responsibility of the head referee is to make decisions on any points not specifically covered in the rules. The head referee is the final authority on any rule interpretations necessary during the course of the game. Another important responsibility is ruling on legality of player equipment. Particular attention should be given to casts, bandages and padding protecting injuries.

The head referee and the other two referees have equal responsibility and authority in calling fouls. The judgment or decisions by any referee cannot be questioned or set aside by another, but joint counsel is often

helpful when conducted by three referees away from everyone.

In-Game Procedures

- A. Making the Call:** When a foul is observed that is to be penalized, the referee will:
1. Give a short, sharp blast of the whistle;
 2. Simultaneously, give the proper visual signal while informing players, coaches, spectators and fellow officials of the foul;
 3. Visually indicate the direction and type of free kick (direct or indirect) or the direction and spot of the throw-in.
 4. When required, the proper referee should give a sharp blast of the whistle declaring the ball "ready-for-play." Do not wait for the defense to set up.
 5. When two referees whistle simultaneously for a foul, the referee closest to the foul should be the responsible referee for giving visual signal for type of foul and direction of kick. When the referee farthest from the foul also whistles a foul and disagrees with the type and direction of call by the referee nearest the foul following a simultaneous whistle or when a team quickly takes the free kick immediately without a second whistle in a direction that is perceived as improper by the far referee involved in a simultaneously whistle situation, he/she should immediately give a long blast of the whistle, give a time-out signal and then move rapidly to the referee nearest the foul to resolve the difference.

When the difference between two referees with simultaneous whistles cannot be resolved either by having one whistle take precedent over the other whistle because one violation is more severe (i.e. hand ball vs. dangerous play) or because evidence from one official substantiates one foul occurred prior to another foul in the simultaneous whistle situation, a drop ball shall be awarded for any such unresolved simultaneous whistle event. Also, a drop ball shall be awarded whenever a simultaneous whistle situation has two different teams whistled for the same level foul by two referees (i.e. Team A called for holding and Team B for holding).

Referee's procedural guidelines to issue card.

1. Stop play;
2. Stop the clock;

3. Hold a yellow or red card with arm fully extended above the referee's head;
4. Indicate player(s);
5. Record player's name and jersey number to be done by all three referees;
6. Inform player of the reason for the caution or disqualification.
7. Move to the reporting area and Inform the scorekeeper and coaches: (Note: The referee issuing the card is responsible for carrying out the informing process.)
8. Referees are to report/confirm cards issued to one another before restarting game as follows:
9. When either Side Referee issues the card and after completing Item 7 above (informing scorekeeper and coaches), the Side Referee issuing the card informs/confirms type of card, player's number and jersey color to the Center Referee before restarting game.

NOTE: When the Side Referee farthest from the scorers table issues the card, it is suggested the Side Referee on the team side be informed immediately after the scorekeeper and timer have been notified and then confirm information with Center Referee.

10. When the Center Referee issues the card and after completing Item 7 above, he/she informs/confirms type of card player's number and jersey color to the Side Referee located on the touch line side with the scorekeeper's table.
11. Restart game promptly
12. At the halftime interval, all three referees confirm data on cards issued and then as a team confirm information with official Scorekeeper to correct differences.

AHSAA OFFICIAL SOCCER SIGNALS



Holding



Reckless or dangerous charging



Tripping



Jumping at



Kicking



Striking
(back and forth)



Direct free kick
(points in direction of kick)



Pushing



Handling

AHSAA OFFICIAL SOCCER SIGNALS



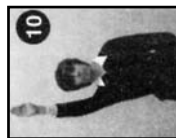
Dangerous Play



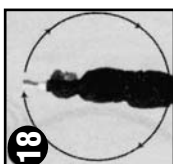
Goalkeeper violation or second touching



Offside



Indirect free kick



(wind-up to start clock)



Timeout



Dead Ball



Play On



Obstruction



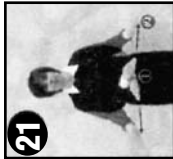
Corner Kick



Direction for Throw-In



Caution/Ejection



No Goal



Goal



Penalty Kick, Goal Kick (point to spot)

ASSISTANT REFEREE SIGNALS



Throw-in

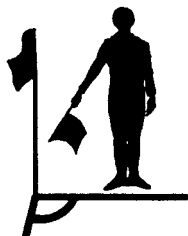
The assistant referee indicates the direction of the throw-in by bringing the flag up to a 45° angle in the direction the throw-in is to be taken.

During the taking of the throw-in, the assistant referee looks for foot faults as outlined in Rule 15.1.3.

The flag should not be brought across the body. Appropriately, the flag should be switched to the alternate hand.

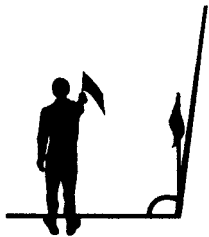


Substitution



Corner Kick

Assistant referee should point to the nearest corner.



Goal Kick

Assistant referee should point to the goal area.



Stop Play – Offside

Assistant referee should indicate he/she has seen an offside.



Offside Free Kick

When referee stops play, assistant referee indicates position on far side of the field.



Offside Free Kick

When referee stops play, assistant referee indicates position near center of the field.



Offside Free Kick

When referee stops play, assistant referee indicates position on near side of the field.

Postgame duties are as written in the dual-officiating system within the previous section of this rules book.

AHSAA