



# 2009 Referee Program Directives



# 2009 Referee Program Directives

**3 Categories**

**11 Directives**

*Game Management*

*Updates / Clarifications*

*Technical*



# 2009 Referee Program Directives

## *Game Management*

## *Updates/Clarifications*

## *Technical*



Game Management Model  
Flow, Risk Taking,  
& Game Control



Contact Above  
The Shoulder



Injury  
Management



Game Disrepute  
Mass Confrontation



Free Kick / Restart  
Management



Allowance For  
Lost Time



100% Misconduct  
Tactical & Red Card Tackles



Dissent



Managing The  
Technical Area



Assistant Referee  
Involvement



Handling The Ball



# Game Management Model:

Flow, Risk Taking  
and  
Game Control



# Game Management Model

## Objective:

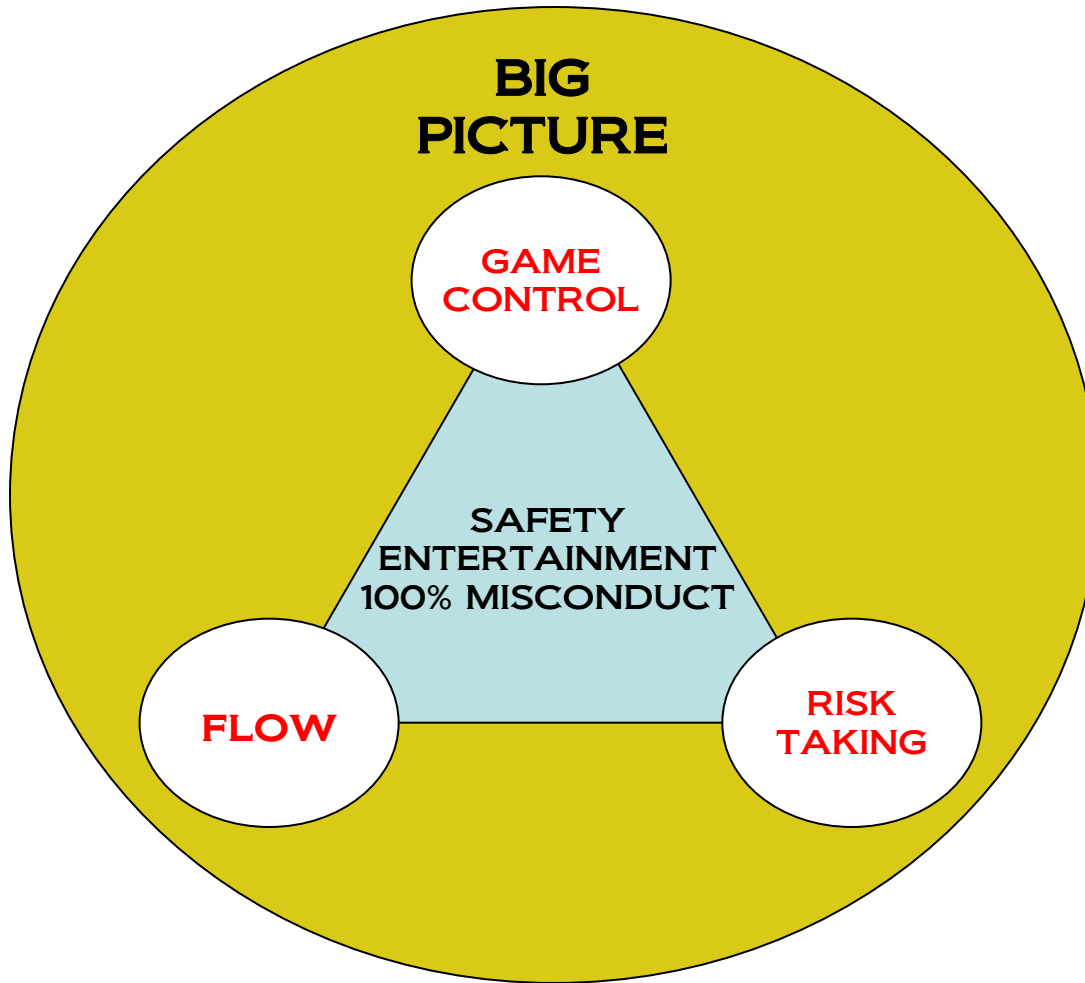
- More game flow and less stoppages
- Play through: trifling, minor, soft challenges

Michel Platini, UEFA President tells BBC Sport:

*"Football is based on speed, pace, and **rhythm**. And if you interrupt the flow of the game, you kill the game's spirit."*



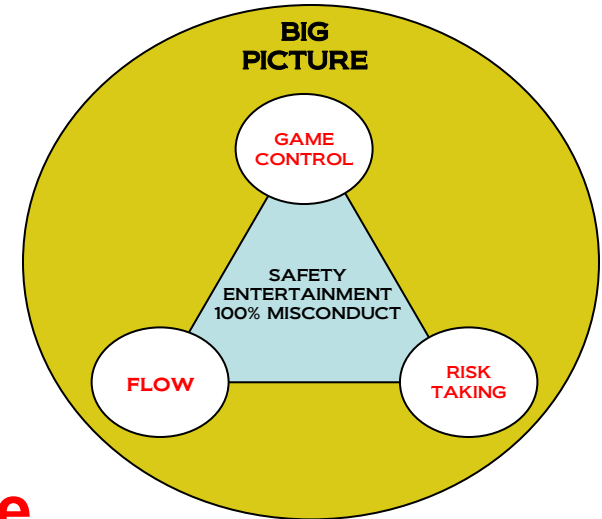
# Game Management Model





# Game Management Model

If implemented correctly, **the results** can be positive:



**MLS 2008: 3.5+ less fouls per game**

Results in - **Approx 2 minutes more time ball in play**

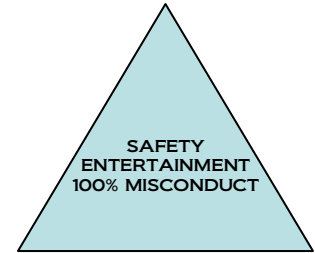
Results in - **More time for players to exhibit skills**

Results in - **Increased entertainment value**



# Game Management Model

## What is the CORE?



### *SAFETY*

- Safety of the players over Flow and Risk Taking

### *ENTERTAINMENT*

- Game flow/less stoppage increases enjoyment
- Think “entertainment value”
- Advantage to goal

### *100% MISCONDUCT*

- Misconduct is misconduct
- NO gray areas: discipline is clearly needed
- Mandated by the Laws of the Game







# Game Management Model

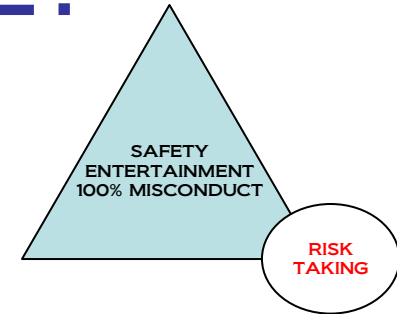
## What is the TRIANGLE?

### RISK TAKING

Identify the types of small/minor challenges that the players will accept.

Appropriate risks are ones that make sense given:

- The location on the field
- The type of challenge committed
- The opportunity for a successful result from the application of flow
- The eventual impact on game control given the “big picture” of the match



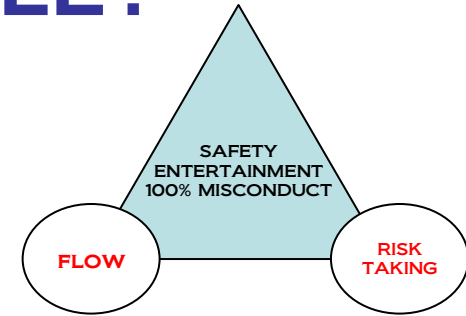


# Game Management Model

## What is the TRIANGLE?

### FLOW

- The ability of a referee to manage the game so that the ball is in play by eliminating unnecessary stoppages
- Correctly differentiating the trifling challenges from the careless/reckless fouls, officials can ensure more rhythm to the game.



### Remember this?

The game is meant to be played with as little interference as possible. Constant whistling for trifling or doubtful offenses brings the game into disrepute and spoils the pleasure of the spectators.



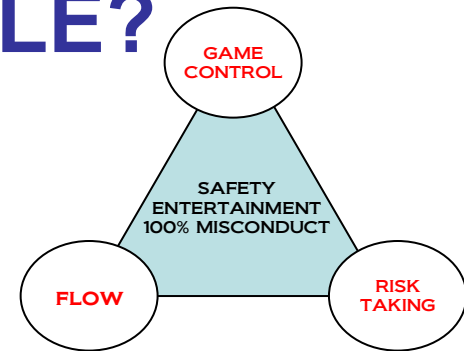
# Game Management Model

## What is the TRIANGLE?

### GAME CONTROL

The ability of the referee to find the right mix of risk taking and flow

- How you set the tone for what is acceptable in the game and what is not acceptable
- Presence and how the referee projects his personality on the game
- More game control is needed when the players' actions indicate they do not want to play within the spirit of the Laws of the Game



**High** level of game control = **more** risk taking and flow  
**Low** level of game control = **less** risk taking and flow



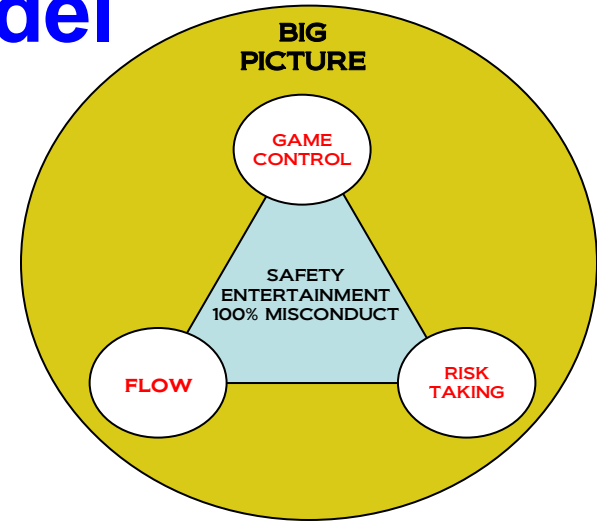
# Game Management Model

## What is the BIG PICTURE?

Atmosphere and mood of the match

*Referees should consider asking:*

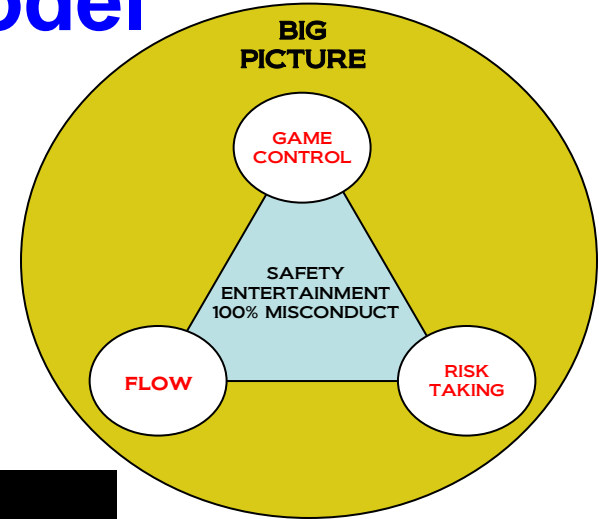
- *Does player need the card?*
- *Does the game need the card?*





# Game Management Model

## BIG PICTURE



## 100% Misconduct

Cautionable Foul or Hard Foul ?  
Yellow Card ? or Red Card?

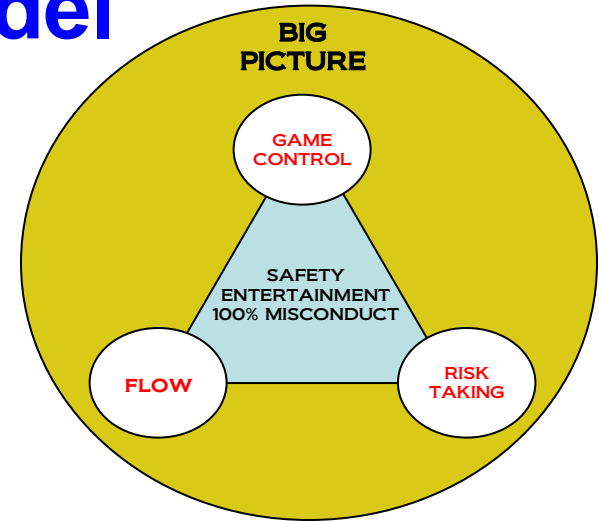
There are NO gray areas



# Game Management Model

## Considerations for Implementation

- Recall previous action
- Player's skill
- Probability of Success vs. Risk
- "Wait and See"
- Warning Signs
- "Feel"



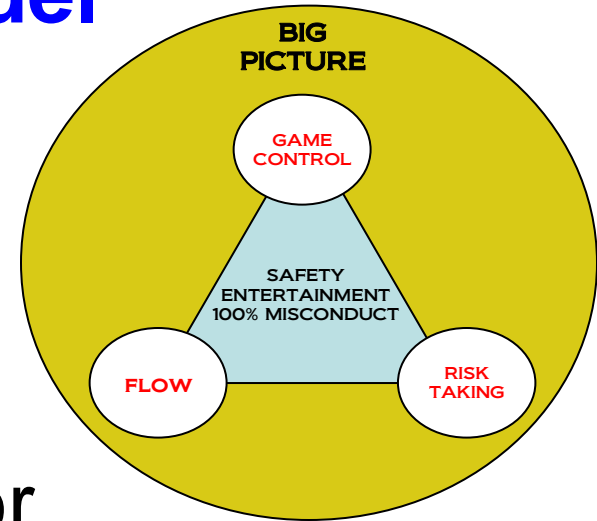
*Advantage signal visual/verbal message*



# Game Management Model

## Trifling / Minor / Soft Challenges

- Player safety
- Not careless, reckless or excessive force
- Attacking player stops playing
  - Player has been target
- “Feel”





# Game Management Model

## Proper Use of Discretion Leads To Game Flow

All fouls are challenges, but

All challenges are not fouls

Advantage is flow, but

Flow is more than advantage

Foul discrimination leads to flow

*Use your discretion*



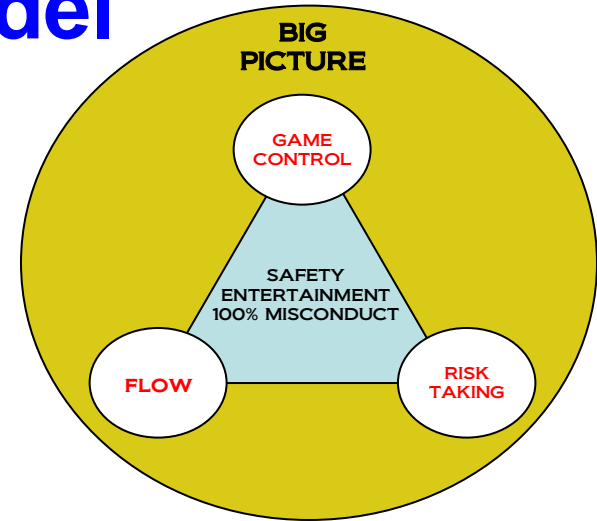


# Game Management Model

## Trifling / Minor / Soft Challenges

### Examples for Flow

- Upper body challenges
- Tugs and holds (non tactical)
- Incidental contact





# Game Management Model

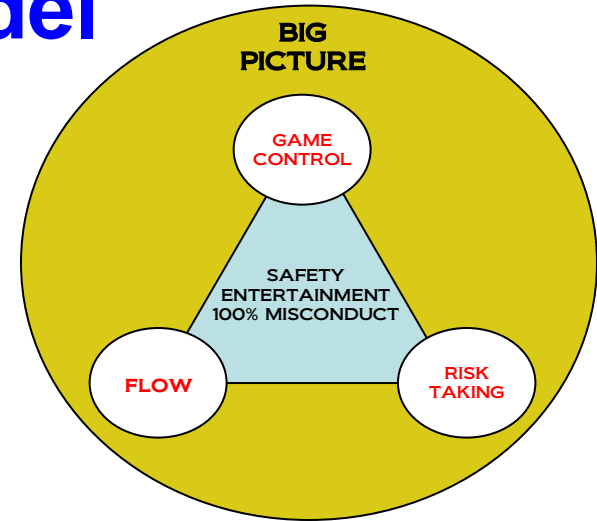
## WARNING SIGNS?

Key indicators that the referee needs:

*LESS RISK TAKING*

*LESS FLOW*

**MORE GAME CONTROL**

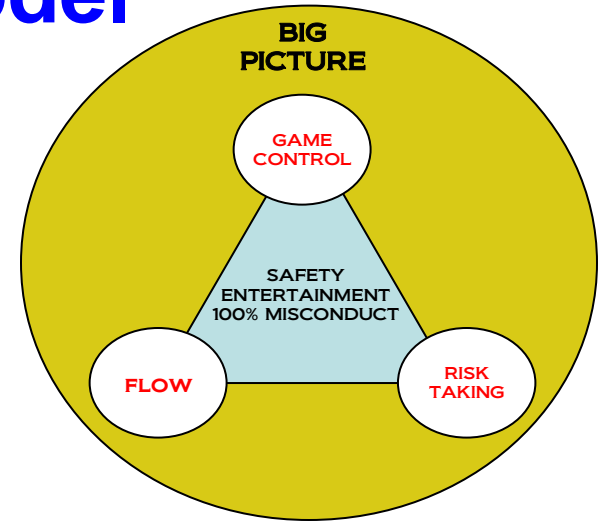




# Game Management Model

## WARNING SIGNS?

- Foul near the team benches
- Wet field – comfort level to make tackles increases
- Tackles extend from 3 yards to 7 yards
- Sequence / succession / repetition of challenges in a short time span (cluster fouls)

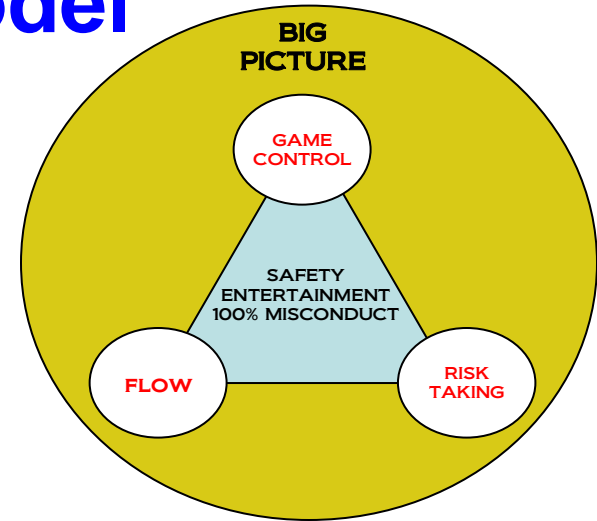




# Game Management Model

## WARNING SIGNS?

- More body contact
- Mismatched body contact  
(feet versus chest, head versus knee)
- Change from containment defense to high pressure and chase
- Challenges (including 50-50) and apparent challenges on the goalkeeper
- Near the touchline and no way out for the ball or the player

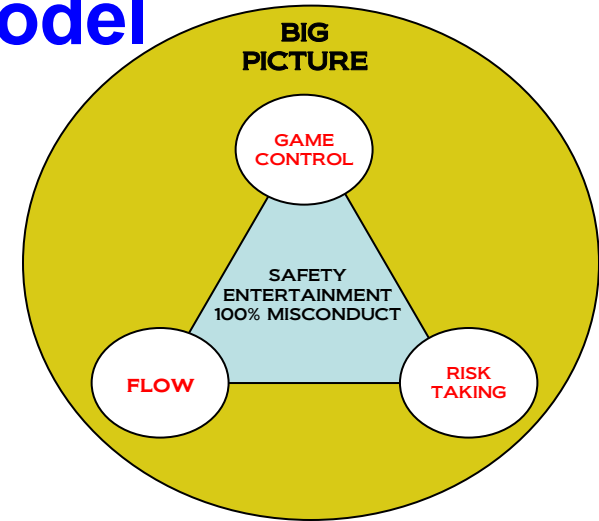




# Game Management Model

## WARNING SIGNS?

- Retaliation foul after play restarts
- Player into goal to retrieve ball after a score
- The winning team protecting the ball at the corner flag to use time
- Excessive fouls on the skillful player (play maker and scorer)

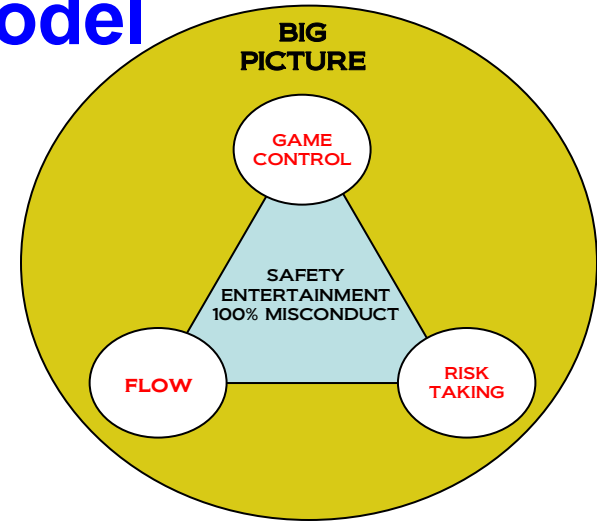




# Game Management Model

## WARNING SIGNS?

- Escalation in the “severity of fouls”
- Frustration level of players increasing
- Dissent increasing
- Player feedback from both teams indicating “we don’t want flow”
- Score and time





# Game Management Model

## Advantage

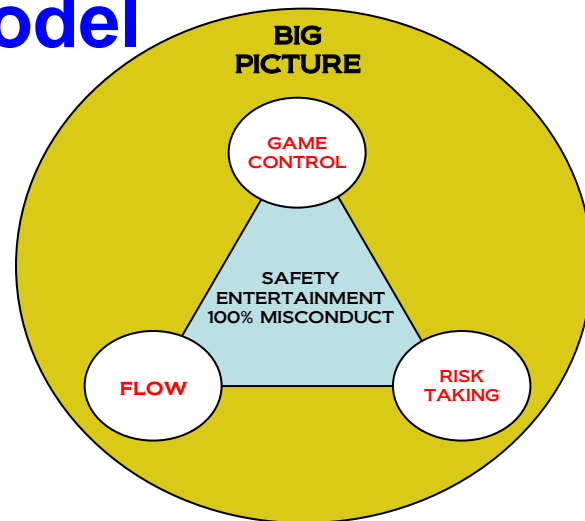
### “4 P Principle”

**P**ossession of Ball

**P**otential for attack

**P**ersonnel

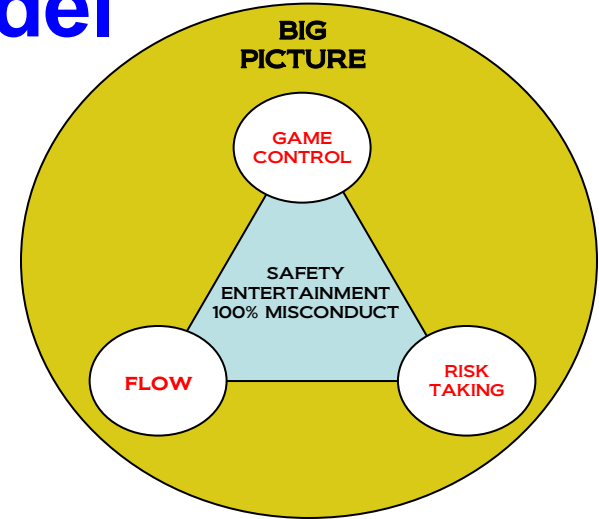
**P**roximity to goal





# Game Management Model

## *Video Examples*







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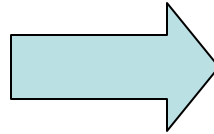


# Game Disrepute and Mass Confrontation



# Game Disrepute and Mass Confrontation

## Game Disrepute



## Mass Confrontation

- Disrespectful to the game, opponent, officials
- Verbal or Physical

- Disrespectful to the game, opponent, officials
- Verbal or Physical
- More than 2 involved



# Game Disrepute and Mass Confrontation

## Game Disrepute:

- Minimum of 1 player
- Multiple players from both teams
- Dead ball situation
- Detract from enjoyment of the game
- Aggressive behavior
  - Toward an opponent
  - Attempt to provoke
- Disrespectful manner



# Game Disrepute and Mass Confrontation

## Mass Confrontation:

- 3 or more players
- Toward official(s)
  - Aggressive behavior
  - Surrounding, hindering, forcing movement
  - Try to intimidate
- Toward opponents by more than one player from a single team
  - Physical/verbal confrontation
  - Aggressive behavior toward each other
  - Physical contact often happens

Game disrepute can quickly escalate into mass confrontation



# Game Disrepute and Mass Confrontation

## Characteristics of and Response by the Referee to Mass Confrontation

- Caused by a trigger issue
  - Issue/foul that is sensitive to players
- Recognize the trigger issue
  - Pregame
  - Response
- Get there to defuse
  - Fast response

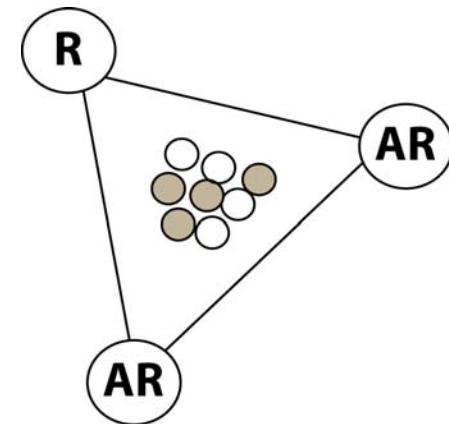


# Game Disrepute and Mass Confrontation

## Characteristics of and Response by the Referee to Mass Confrontation

- Separate and disperse
  - Separate immediate players (if possible)
  - 3 or more players
    - ✓ Step back and observe
    - ✓ Crew takes vantage points to observe
    - ✓ When settles, channel opposing players to safe zones
    - ✓ When should AR get involved

TRIANGLE OF CONTROL





# Game Disrepute and Mass Confrontation

Characteristics and actions by officials:

- Observe and prevent others from joining in
  - Focus on different areas
  - Look for positive ways to prevent others from adding “fuel to the fire”
  
- Disperse appropriate misconduct
  - Get input from other officials
    - ✓ Take immediate action if needed otherwise confer with the other officials
  - Disperse appropriate punishment
    - ✓ Violent conduct should be the first line of focus





# Game Disrepute and Mass Confrontation

## Warning Signs (Some Examples)

- Severity of foul
- Zone of contact
- Ball is often out of play or not playable
- Distance player runs to become engaged
- Score
- Time
- Contact above norm
- Player standing over another
- Comments between players
- Delaying a restart
- Body stance/aggressive display
- Collision with the goalkeeper
- Challenge off the ball
- Frustration levels
- Temperament of the game



# Game Disrepute and Mass Confrontation

## How It Should Be Handled

- Recognize flashpoints/warning signs
- Become “third man in”
- Act quickly
- Defuse before it escalates
- Attempt to separate
- Body language and voice
- Quick justice
- Once becomes mass confrontation
  - Step Back
  - Form Triangle
- Identify/observe players
- Take notes
- Isolate players
- Referee team review if needed
- Issue formal sanctions
- Get game restarted



# Game Disrepute and Mass Confrontation

## Roles and Responsibilities of the Referee Team

### Entire Team

- Pregame
- Discuss “Triangle Of Control”
- Closest official becomes “third man in”
- Identify participants
- Pay attention to contact to the face area
- Post-game paperwork

*The roles vary based on the position of the situation on the field and the relative position of the officials to the incident*



# Game Disrepute and Mass Confrontation

## Roles and Responsibilities of the Referee Team

### Referee

- Identify flashpoints
- Attempt to intervene unless mass confrontation
- Consult with crew (if needed)
- Administer misconduct
- Restart game as soon as possible
- Heightened awareness in order to be cognizant of *retaliation*



# Game Disrepute and Mass Confrontation

## Roles and Responsibilities of the Referee Team

### Closest AR

- Enter field if:
  - You can prevent the situation escalating
  - Game disrepute turns into game misconduct  
(If 4<sup>th</sup> official is closer, he enters, AR assumes role of 4<sup>th</sup> and monitors technical areas)
- Observe if further misconduct occurs
- Provide information to referee



# Game Disrepute and Mass Confrontation

## Roles and Responsibilities of the Referee Team

### Furthest AR

- Enter field if:
  - Game disrepute turns into game misconduct
- Quickly form the third point in the “Triangle of Control”
  - Take a very wide view
- Observe
- Provide information to referee



# Game Disrepute and Mass Confrontation

## Roles and Responsibilities of the Referee Team

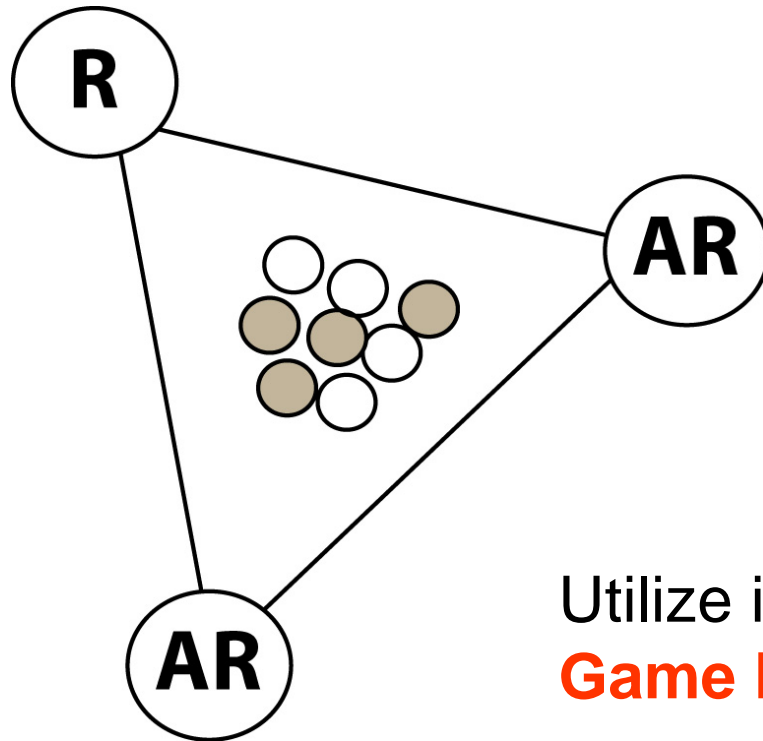
### Fourth Official

- Remain in the bench area
  - Ensure no one from technical areas enter the field
- If closer than AR1
  - Enter the field and assume same steps as “Closest AR1”  
(AR1 assumes fourth official responsibilities)



# Game Disrepute and Mass Confrontation

## “Triangle of Control”



Utilize in all instances of  
**Game Misconduct**





# Game Disrepute and Mass Confrontation

## Dealing with Misconduct: Taking Official Action

*Based upon the severity of the players' actions, the referee should make a determination as to whether the misconduct warrants a yellow or red card.*

1. Game Disrepute
2. Third Man In
3. Mass Confrontation
4. Use of Hands/Arms: Violent Conduct



# Game Disrepute and Mass Confrontation

## Dealing with Misconduct: Taking Official Action

### Game Disrepute

- Only 2 players, referee has flexibility and discretion
- Instigator/Aggressor
- Aggressive nature of confrontation
- Referee encouraged to consider caution both participants

*KEY: The referee should ensure both players are **punished uniformly***



# Game Disrepute and Mass Confrontation

## Dealing with Misconduct: Taking Official Action

### Third Man In

- If causes escalation to mass confrontation
  - Player must be cautioned
- Sent-Off for violent conduct
  - If actions warrant



# Game Disrepute and Mass Confrontation

## Dealing with Misconduct: Taking Official Action

### Mass Confrontation

- Game disrepute becomes mass confrontation
  - Monitor for third man in
  - Appropriate action
- Should situation warrant, referee should look for a 1 and 1 situation for caution (minimally 1 player from each team)

*KEY: The referee should ensure offenders are **punished uniformly***



# Game Disrepute and Mass Confrontation

Dealing with Misconduct: Taking Official Action

## Use of Hands/Arms: Violent Conduct

Hands out

- Used to defend

vs.

- Used to intimidate
- Aggressively inflame situation

*Referees must take appropriate action*

Refer to 2009 Directive on “**Contact Above the Shoulders**”






# Game Disrepute and Mass Confrontation

## Dealing with Misconduct: Taking Official Action

### Use of Hands/Arms

#### Location of contact

- Above the shoulder to the front of the head =  Red
- Above the shoulder from the side to the back of the head
  - ✓ Minimal =  Yellow
  - ✓ Based on aggressive or violent nature and intent =  Red



# Game Disrepute and Mass Confrontation

## *Video Examples*



Game Disrepute/  
Mass Confrontation 1



Game Disrepute 1



Minimizing  
Mass Confrontation 1



Game Disrepute 2



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# **100% Misconduct: Tactical and Red Card Tackles**



# 100% Misconduct

## Tactical Fouls

- Primarily fouls that don't necessarily endanger the safety of an opponent
- Committed in order to:
  - Stop a team of an effective attack
  - Gain an advantage in attack

*Tactical fouls are not only a foul but may also be considered misconduct.*



# 100% Misconduct

## Tactical Fouls

### Characteristics

- Usually in attacking end of the field
- Attacking team has or will have a numerical advantage
- Time to defend
- Prevent the ball and/or player from advancing
- The defender knows he is beat
- Minor nature of the challenge.



# 100% Misconduct

## Tactical Fouls

*“ Why did the player commit the foul here or at this time?”*

Referee Team must recognize the reason

Tactical Foul = Yellow

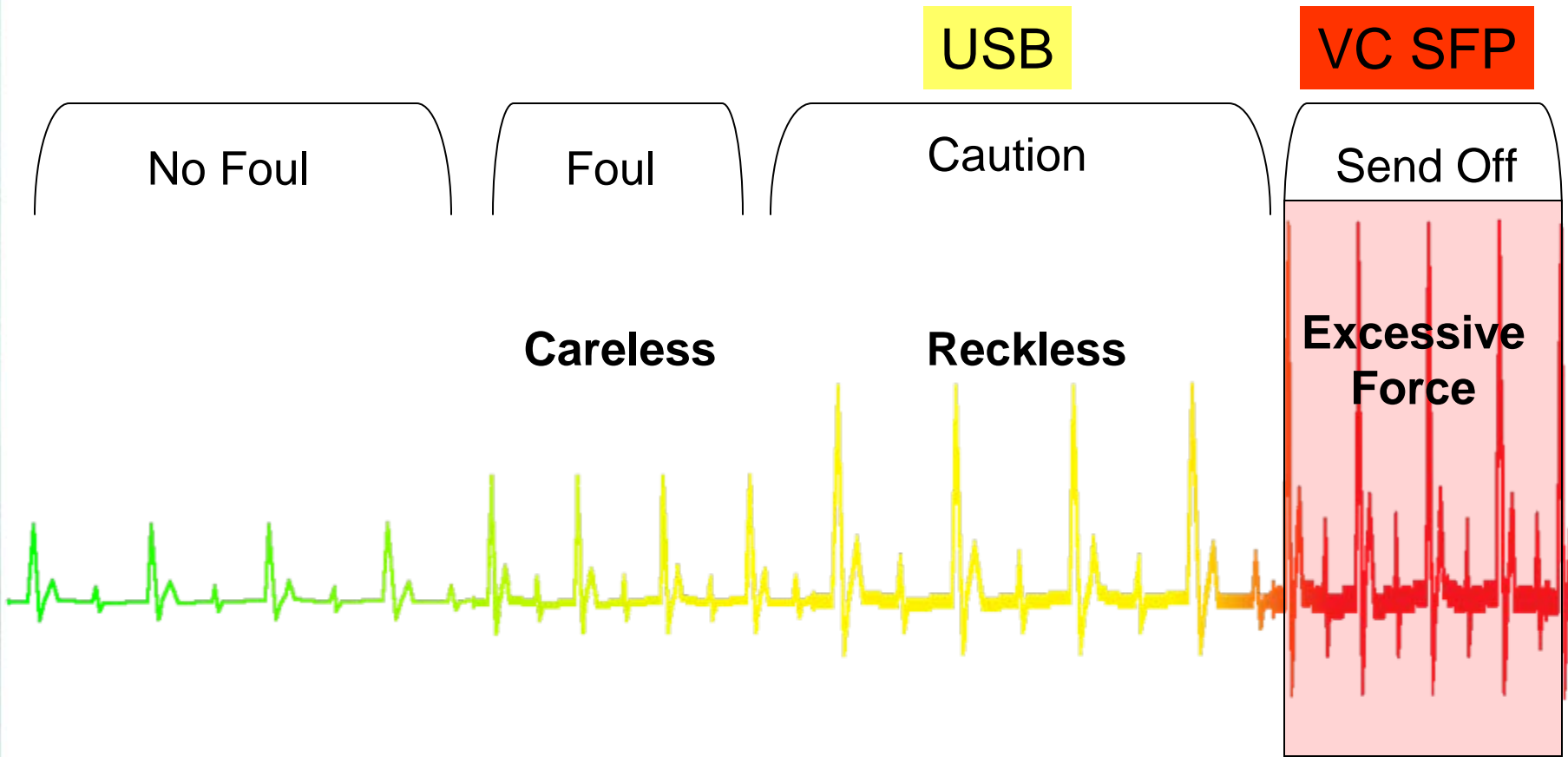


# 100% Misconduct

## Red Card Tackles

### Severity of Challenges

Law 12: Fouls and Misconduct





# 100% Misconduct

## Careless Tackles

### Severity of Challenges

Law 12: Fouls and Misconduct

#### Careless

“The player has shown a lack of attention or consideration when making a challenge or that he acted without precaution.”

- Miscalculation of strength  
or
- A stretch of judgment



# 100% Misconduct

## Yellow Card Tackles

### Severity of Challenges

Law 12: Fouls and Misconduct

#### Reckless

“The player has acted with complete disregard to the danger to, or consequences for, his opponent.”

- Clearly outside the norm of play

Yellow Card required



# 100% Misconduct

## Red Card Tackles

### Severity of Challenges

Law 12: Fouls and Misconduct

### Using Excessive Force

“The player has far exceeded the necessary use of force and is in danger of injuring his opponent.”

- The opponent is in considerable danger of bodily harm

**Red Card required**





# 100% Misconduct Red Card Tackles

## Criteria for Judgment

- Speed of play and the tackle
- Intent
- Aggressive nature
- Position of the tackler – in particular, the legs
  - From the side, straight on, or the back
- Opportunity to play the ball
- Atmosphere of the game



# 100% Misconduct

## *Video Examples*



100% Misconduct  
Tactical 1



100% Misconduct  
Yellow Card 1



100% Misconduct  
DOGSO



100% Misconduct  
Tactical 2



100% Misconduct  
Yellow Card 2



100% Misconduct  
Red Tackle 1



100% Misconduct  
Yellow Card 3



100% Misconduct  
Yellow Card 4



100% Misconduct  
Yellow Card 5



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# Assistant Referee Involvement



# Assistant Referee Involvement

## Keys to defining “**Involvement:**”

- Pregame discussion
- Empowerment
  - Defining when the AR has an **obligation** to be involved
  - **Obligation** to the referee and to the game
- Supportive
  - The *team* must adopt a “**get-it-right**” **attitude**



# Assistant Referee Involvement

## Ten Scenarios

### When Assistant Referee Involvement is Required:

1. Game critical decisions
2. Off-the-ball incidents
3. Eye contact by the referee
4. Referee is out of position and too far from play
5. AR has better angle
6. Mass confrontation
7. Management style of the referee
8. Temperature of the match
9. Goal line decisions
10. The whole picture not seen



# Assistant Referee Involvement

## When Assistant Referee Involvement is Required

### 1. Game Critical Decisions

AR 100% certain regardless of referee position/attitude

- Decision “game/referee requires” vs. simple foul in midfield – like a penalty kick
- Misconduct - Yellow/Red Card
- Foul inside/outside penalty area
- Goal / No goal decision
- Team gains “unfair advantage” if not dealt with
- “Trigger” event



# Assistant Referee Involvement

## When Assistant Referee Involvement is Required

### 2. Off-the-Ball Incidents

- Behind the referee's back vs. right in front of referee

### 3. Eye Contact By The Referee

- "What happened" look vs. referee signals "play on" or the "nothing there" look





# Assistant Referee Involvement

## When Assistant Referee Involvement is Required

### 4. Referee Out of Position or Far From Play

- Closer to AR, greater likelihood for involvement
- Proximity to play
- Counter-attacks
- Poor positioning on a free kick

### 5. Referee's Angle of Vision

- Referee does not have clear view of the action
- Poor angle
- Interposed player(s)



# Assistant Referee Involvement

## When Assistant Referee Involvement is Required

### 6. Mass Confrontation

- Participation in “Triangle of Control”
- Provide misconduct information

### 7. Management Style of the Referee

- Adjust involvement accordingly



# Assistant Referee Involvement

## When Assistant Referee Involvement is Required

### 8. Temperature of the Match

- Read/feel the game
- Increased involvement in difficult games to aid game control



# Assistant Referee Involvement

## When Assistant Referee Involvement is Required

### 9. Goal Line Decisions

- On the goal line for:
  - Ball in/out
  - Goal/No goal
  - Goal kick vs. corner kick
- Initial indication when in AR's "quadrant"
- Assistance/confirmation when in referee's "quadrant"

AR's must sprint and follow all balls to the goal line and maintain position with the second-to-last defender



# Assistant Referee Involvement

## When Assistant Referee Involvement is Required

### 10. The Whole Picture Not Seen

- Referee may not have seen the entire incident or total impact/severity of the action
- Information about actions which preceded the violation



# Assistant Referee Involvement

## Over-Involvement by the Assistant Referee

### AR's should refrain from:

- “Taking over the game”
- Over exuberant in flagging calls that interfere with the referee’s performance and game flow/risk taking management

Over-involvement does not extend to participation in the decisions that the AR is 100% certain and that impact the overall outcome of the game



# Assistant Referee Involvement

## Over-Involvement by the Assistant Referee

### *Examples*

1. Fouls Called Not Consistent with the Referee
2. Over-Extending Beyond the AR's "Area of Control"
3. 50/50 Call
4. Flag Because It Is Near Me Syndrome



# Assistant Referee Involvement

## Over-Involvement by the Assistant Referee

### *Examples*

#### 1. Fouls Called Not Consistent with the Referee

- Not reading the game like the referee
- Violation the referee would have:
  - Considered doubtful/trifling
  - Applied advantage
- Follow the game management style outlined by the referee in the pregame and watch as that style is implemented
- Neither the game nor the referee needs the call





# Assistant Referee Involvement

## Over-Involvement by the Assistant Referee

### *Examples*

## 2. Over-Extending Beyond the AR's "Area of Control"

- As AR's distance to the event increases, AR involvement generally should decrease (except 100% sure and game critical)



# Assistant Referee Involvement

## Over-Involvement by the Assistant Referee

### *Examples*

#### 3. 50/50 Call

- Decisions that may be too difficult for the AR to sell from his position

#### 4. Flag Because It Is Near Me Syndrome

- Flag comes up after the whistle



# Assistant Referee Involvement

## Involvement Summation

***“If I raise the flag, do I interfere with the referee **and** if I don’t raise the flag, do I fail the game?”***





# Assistant Referee Involvement

## Involvement Summation

### Questions for Involvement

- Does the referee have a clear view of the incident?
- Did I clearly see the infraction?



# Assistant Referee Involvement

## Involvement Summation

Overall, AR's are empowered to participate in the game if *non-involvement* means you:

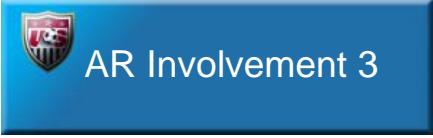
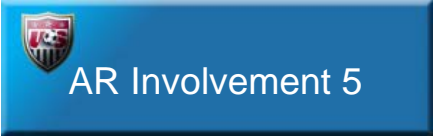
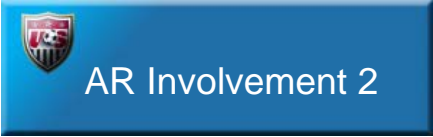
- Fail the Game
- Fail the Referee
- Impact the outcome of the game

In many instances, AR's should consider using the "wait and see" approach and refrain from quick flags. AR's should temper involvement until the game or the referee needs you.



# Assistant Referee Involvement

## *Video Examples*





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# CONTACT ABOVE THE SHOULDERS





# CONTACT ABOVE SHOULDERS

## Topics to be Covered

- Game Management Model
- Criteria defined
  - No foul
  - Foul
  - Misconduct
- Ball in play
- Ball out of play
- Tool vs. Weapon
- Video examples
- Summary



# REMEMBER THIS?

 Italy vs. USA  
World Cup 2006



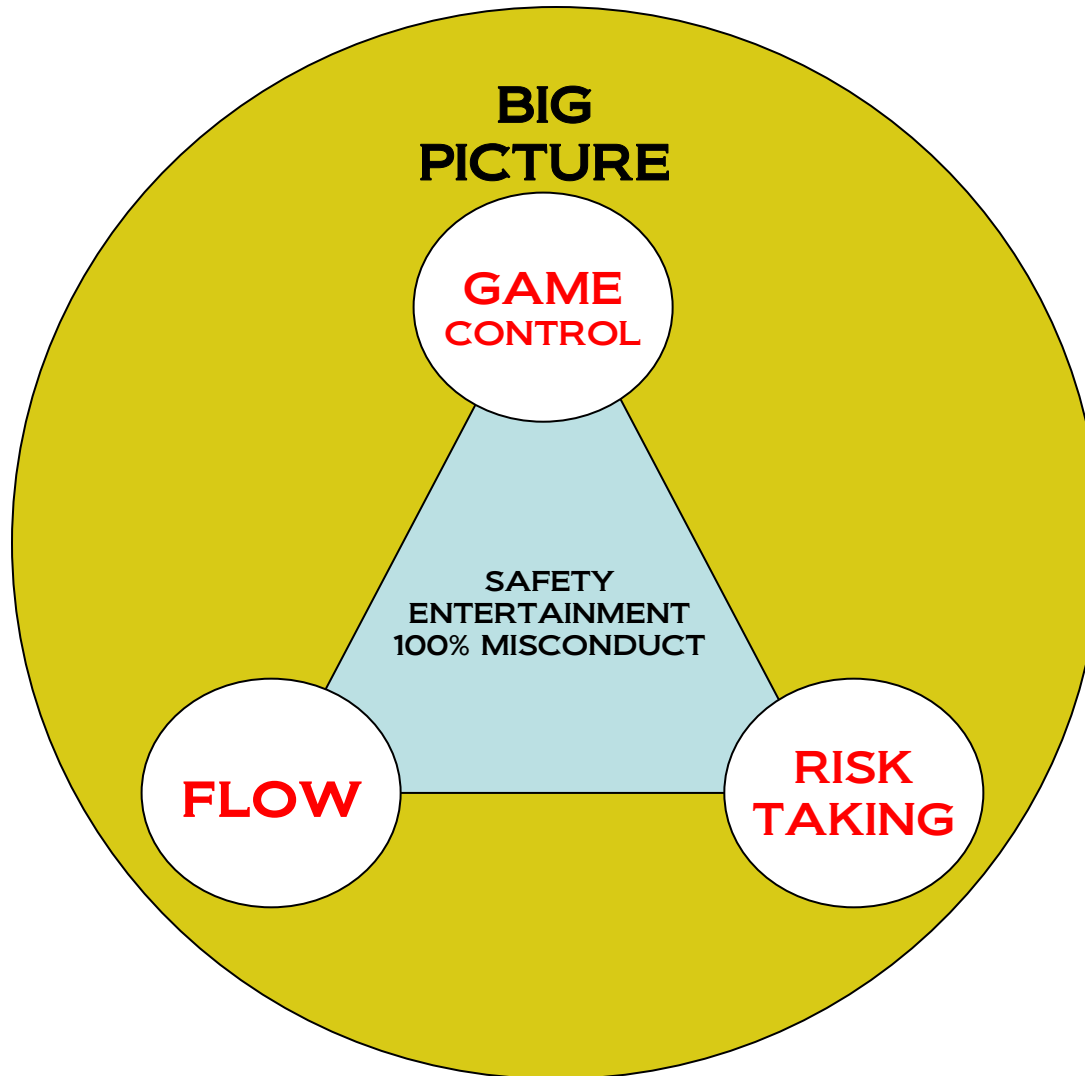
# WHAT DOES THE PICTURE SAY?





# CONTACT ABOVE SHOULDERS

## GAME MANAGEMENT MODEL





# CONTACT ABOVE SHOULDERS

## Focus

- **Ball in play**
- **Dead ball situations**

**Is the safety of the  
opponent endangered?**



# CONTACT ABOVE SHOULDERS

USB

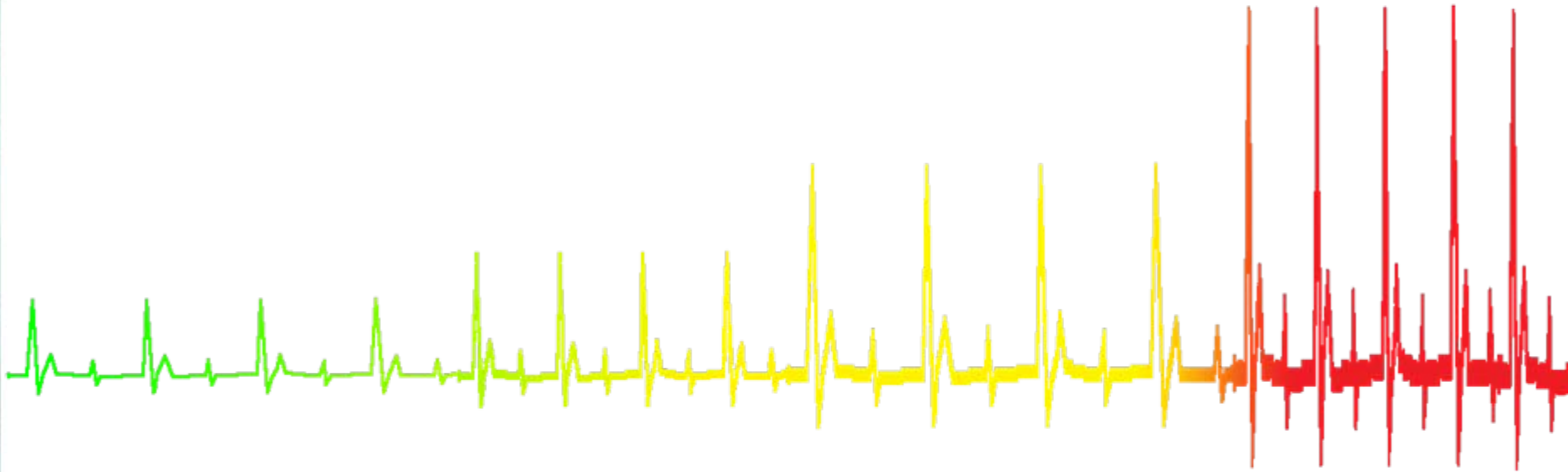
VC SFP

No Foul

Foul

Caution

Send Off





# CONTACT ABOVE SHOULDERS

## GENERAL CRITERIA

Where a player uses his hands/arms in a manner that puts a player's **safety at risk....**

- Contact above the shoulder (face, head and neck region) = Red Card
- Contact into Chest = Yellow Card
- However, if an opponent uses excessive force when pushing an opponent in his chest then a Red Card will be issued



# CONTACT ABOVE SHOULDERS

## Why?

Consideration should be given to the following factors:

**F - I - R - E**

**F**rustration

**I**ntimidation

**R**etaliation

**E**stablishing Territory





# CONTACT ABOVE SHOULDERS

## FOCUS

### 1. Ball in play

- Aerial challenges
- Attacker in possession of ball swinging arm
- Defender using arm to stop opponent
- Back of head

### 2. Dead ball situations

- To face
- Back of head



## CONTACT ABOVE SHOULDERS

### TOOL vs. WEAPON

Consider the following tool vs. weapon comparison as “contact above the shoulder” occurs.

**Tool:** Consider a foul or yellow card if contact made

**Weapon:** A red card is mandated



# CONTACT ABOVE SHOULDERS

## TOOL

vs.

## WEAPON

- Arm used for balance
- Normal body movement
- No swing of the arm INTO the opponent
- Opponent into arm/elbow/hand – not arm/elbow/hand into opponent
- Arm/elbow was out *before* the challenge was initiated
- Not UP and IN – just UP

- Excessive force used
- Safety of the player is endangered
- Hard surface (forearm/elbow/hand) and neck region)
- Arm/elbow **UP** and **IN** to opponent – leads with arm
- Arm/elbow/hand is swung toward opponent's facial region
- Injury results



# CONTACT ABOVE SHOULDERS

## BALL IN PLAY

### CRITERIA

**Does the player lead with the forearm and/or is the arm extended from the jumper's body?**

- *Up and In* vs. opponent initiating contact
- Lead with the forearm or elbow
- Extended arm...battering ram
- Tool vs. Weapon
- F-I-R-E

#### EXAMPLES

- Player jumps INTO opponent leading with arm
- Player swings arm/elbow



# CONTACT ABOVE SHOULDERS

## BALL IN PLAY

### CRITERIA

## Is the safety of the opponent endangered?

- Solid, hard, unforgiving contact with soft tissue
- Disregard to player safety
- Above the shoulder (facial/head/neck region)  
signals safety is jeopardized



# CONTACT ABOVE SHOULDERS

## BALL IN PLAY

### CRITERIA

## The result of the contact

- The *result* of the forearm and/or elbow contact, not just whether the player swung his arm/elbow to make contact (blood, broken nose, blackened eye, injury...)



# CONTACT ABOVE SHOULDERS

## BALL IN PLAY

### CRITERIA

- **Do not focus solely on the swinging of the arm**
  - Referees need to modify their approach and consider the three factors above:
    - Does the player lead with the forearm and/or is the arm extended from the jumper's body?
    - Is the safety of the opponent endangered?
    - The result of the contact
- **Think before you act**
- **Contact with a solid object (forearm or hand) with a soft object (the face) often should be interpreted as “excessive force,”** as the amount of force necessary to injure the opponent is significantly less



# CONTACT ABOVE SHOULDERS

USB

VC SFP

No Foul

Aerial Challenges

A green waveform representing a 'No Foul' call. The waveform is relatively flat and low in amplitude, indicating a lack of significant contact.

Foul

A yellow waveform representing a 'Foul' call. The waveform shows moderate amplitude and some irregularity, indicating contact.

Caution

A yellow waveform representing a 'Caution' call. The waveform shows higher amplitude and more frequent spikes, indicating significant contact.

Send Off

A red waveform representing a 'Send Off' call. The waveform shows very high amplitude and frequent, sharp spikes, indicating severe contact.





# CONTACT ABOVE SHOULDERS

## NO FOUL

### *Video Examples*

 No Foul Aerial 1

 No Foul Aerial 2

 No Foul Aerial 3

 No Foul Aerial 4



# CONTACT ABOVE SHOULDERS

USB

VC SFP

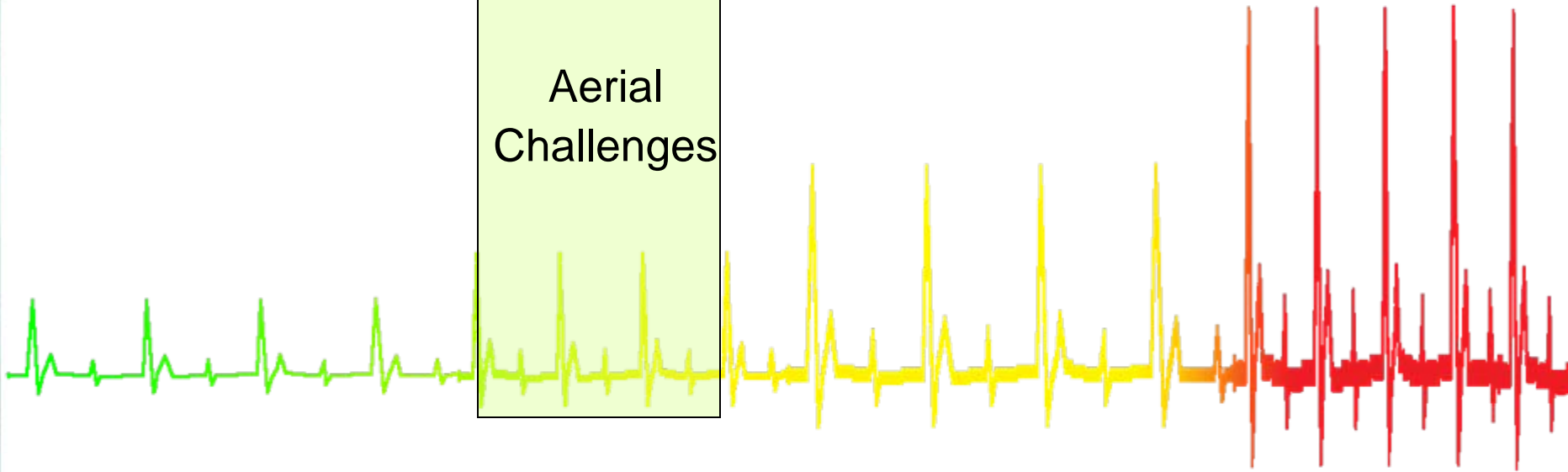
No Foul

Foul

Caution

Send Off

Aerial Challenges





# CONTACT ABOVE SHOULDERS

**FOUL: No Misconduct**

## **Careless:**

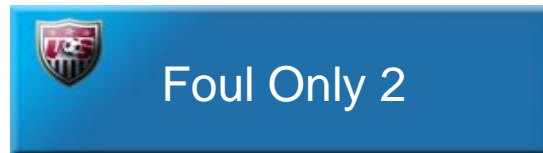
- The player has shown a lack of attention or consideration when making a challenge or that he acted without precaution



# CONTACT ABOVE SHOULDERS

**Foul: No Misconduct**

*Video Examples*





# CONTACT ABOVE SHOULDERS

USB

VC SFP

No Foul

Foul

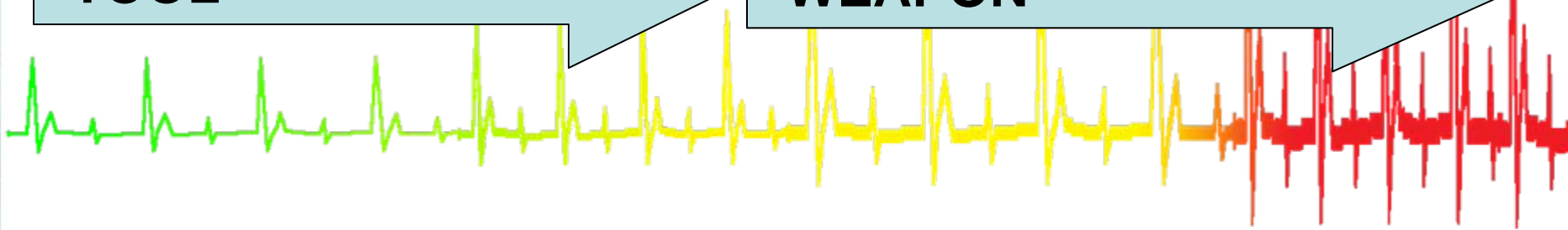
Caution

Send Off

**Severity - Force - Result**

**TOOL**

**WEAPON**





# CONTACT ABOVE SHOULDERS

**MISCONDUCT: YELLOW**

## **Reckless:**

- The player has acted with complete disregard to the danger to, or consequences for, his opponent

***Think:*** Severity  
Force  
Result

**More Tool than Weapon and  
Less Severity, Force and Result than Red Card**



# CONTACT ABOVE SHOULDERS

USB

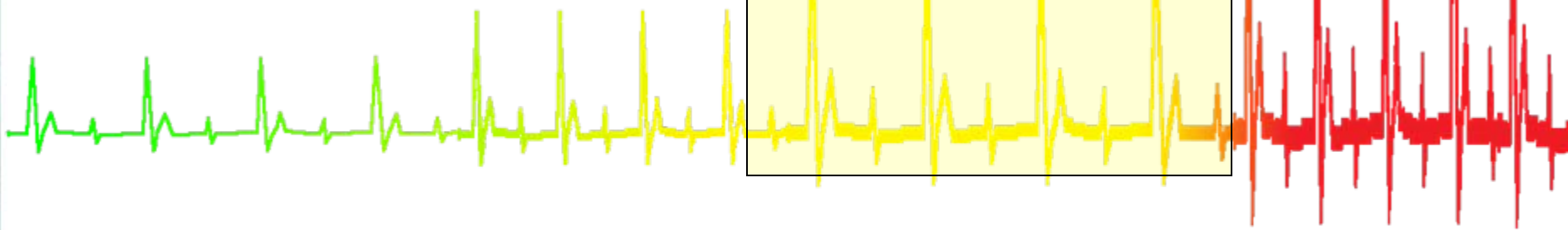
VC SFP

No Foul

Foul

Caution

Send Off





# CONTACT ABOVE SHOULDERS

## Yellow Card: Ball In Play

### *Video Examples*



Aerial Challenge  
YC 1



Aerial Challenge  
YC 3



Aerial Challenge  
YC 2



Aerial Challenge  
YC 4



Push to Chest  
YC 1



Elbow Across  
Chest YC 1





# CONTACT ABOVE SHOULDERS

USB

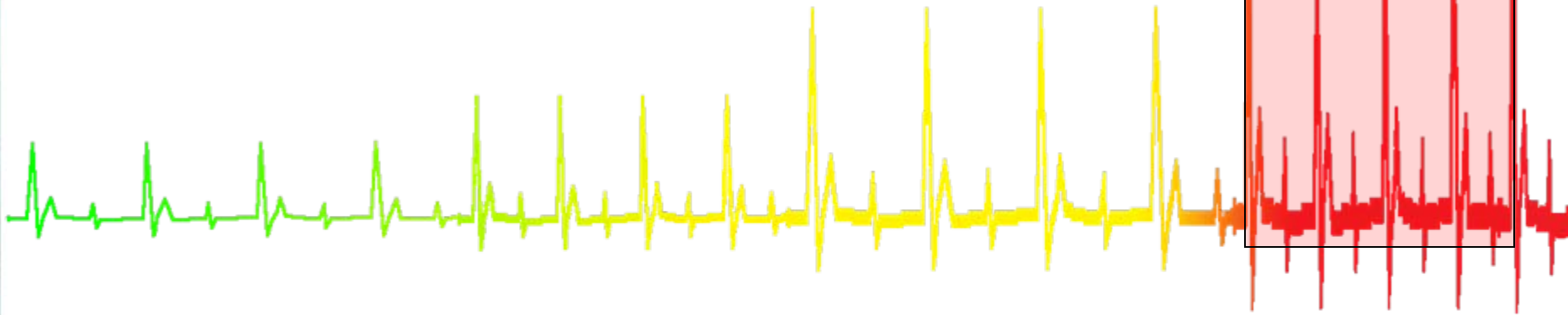
VC SFP

No Foul

Foul

Caution

Send Off






# CONTACT ABOVE SHOULDERS

## Red Card: Ball In Play

### *Video Examples*



Elbow by  
Attacker RC 1




Aerial Challenge  
RC 1



Arm to Face by  
Attacker RC 1



Elbow by  
Attacker RC 2




Aerial Challenge  
RC 2



Arm to Face by  
Defender RC 1



Elbow by  
Attacker RC 3




Aerial Challenge  
RC 3




Arm to Face by  
Defender RC 2



Elbow by  
Attacker RC 4



Aerial Challenge  
RC 4



Contact with Back  
of Head RC



# CONTACT ABOVE SHOULDERS DEAD BALL SITUATIONS FACE

- Deliberate
- Intended to intimidate
- Insulting
- Offensive
- Provocative
- Inciting manner



Not intended to address “friendly” contact that is not confrontational



# CONTACT ABOVE SHOULDERS

## DEAD BALL SITUATIONS

### FACE

*Examples:*

- Use of the backhand
- Open handed slap
- Push/slap to the face
- Jabbing of a finger(s) to the face
- Grabbing hair
- Use of a fist



# CONTACT ABOVE SHOULDERS

## DEAD BALL SITUATIONS

### FACE – Red Cards

*Video Examples*




Push to Face  
RC 1



Push to Face  
RC 3



Push to Face  
RC 2



Push to Face  
RC 4



Head Butt RC 1



# CONTACT ABOVE SHOULDERS

## DEAD BALL SITUATIONS

**FACE – Red Cards**

***NOT A RED CARD***

- Friendly
- Non confrontational
- Respectful between opponents



Hand to Face  
Acceptable 1



Arm to Face  
Acceptable 1



# CONTACT ABOVE SHOULDERS

## SUMMARY

- Tool vs. Weapon
- Diagram
- Relate to game management
- Match critical issue
- Progression
- Directive



# 2009 Referee Program Directives

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# Free Kick and Restart Management



# Free Kick and Restart Management

Two types of **free kicks**

- **Quick**
- **Ceremonial**



# Free Kick and Restart Management

## *Quick Free Kick*

- Attacking team takes kick as soon as ball is properly placed
- No separate signal by referee needed
- Attacking team does not ask for minimum distance (visually or verbally)

*Should be the method encouraged by the referee except when specific circumstances require a Ceremonial Free Kick*



# Free Kick and Restart Management

## *Ceremonial Free Kick*

Referee is required to enforce the distance after:

- Red/Yellow card
- On field treatment of injury
- Substitution
- Request from attacking team (visually or verbally)
- Game control purposes



# Free Kick and Restart Management

## *Set the Tone*

- Address early
- Prevent
- Set a standard
- Hold players accountable

Failure to deal  
with early

=

Difficult  
times later



# Free Kick and Restart Management

## Sequence of Actions to Manage Free Kicks

**Quick Free Kick**

**Ceremonial Free Kick**

Whistle Foul

**Move Toward Spot of Foul (as needed)**

Ensure Ball Properly Located

Read Player's Intent: Move to Position  
Appropriate for the Restart

**Encourage the Kick by Verbally  
Managing Opponents Around the Ball  
to Prevent Interference**

Look for Confirmation of  
Ceremonial Kick (CFK)  
From Attackers

Team Indicates They Want Ceremonial  
Restart (CFK)

Get To Ball

Show "Wait for Whistle Signal"

**Move the Wall Back: Get 10 yards  
From Players in All Directions**

Move to Restart Position

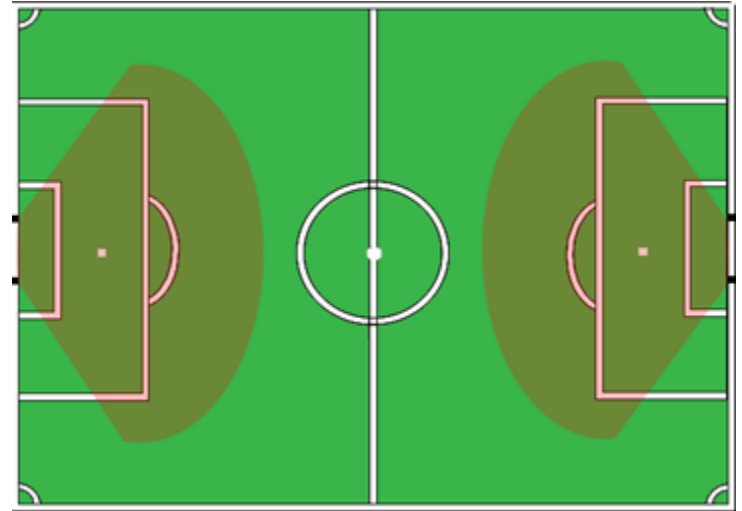
Whistle for Restart



# Free Kick and Restart Management

## *Danger Zone Free Kicks*

- Ball at proper location
- Referee close but not interfering with a *“quick free kick”*
- Ask/ascertain if the attacking team wants the wall moved
  - If so, move quickly to the ball
- Clearly indicate “wait for the whistle” signal
- Move wall back: Get 10 yards!
- Whistle restart





# Free Kick and Restart Management

## *The “Statue”*

The player(s) who immediately stands in front of the ball to prevent the kick from being taken thereby forcing the referee to intervene

- Proactive verbally
- Encourage the statue to move back with you
- Detect trend
  - Move to the spot of the foul quicker
  - Presence
- Consider:
  - Did the player run-in to form the statue? or
  - Was he there immediately following the foul?





# Free Kick and Restart Management

## *The “Statue”*

**Presence is critical**  
to prevent “the statue” from  
kicking or throwing the ball away

**Presence = Prevention**

- Delaying a Restart
- Not Respecting the Required Distance



# Free Kick and Restart Management

## How To Prevent Interference

### Presence

- Awareness of team and player tactics
- Communication (verbal/visual)
- Proactive
- AR's assistance
  - Pregame (when and how)
  - If AR assists, wait until AR back in position to restart



# Free Kick and Restart Management

## *Cautions and Retakes*

“If a player decides to take a free kick and an opponent who is less than 10 yards from the ball intercepts it, the referee must allow play to continue.”

and

“If a player decides to take a free kick quickly and an opponent who is near the ball deliberately prevents him from taking the kick, the referee must caution the player for delaying the restart of play.”

*2008/2009 FIFA's "Interpretation of the Laws of the Game and Guidelines for Referees"*



# Free Kick and Restart Management

## *Cautions and Retakes*

### *The Key Term . . . .*

“If a player decides to take a free kick and an opponent who is less than 10 yards from the ball intercepts it, the referee must allow play to continue.”

and

“If a player decides to take a free kick quickly and an opponent who is near the ball *deliberately prevents* him from taking the kick, the referee must caution the player for delaying the restart of play.”



# Free Kick and Restart Management *Cautions and Retakes*

Key Phrase “*deliberately prevents*”

This means that the player impedes in a manner that the kicker is unable to take the free kick quickly.

If the kick is taken, it has not been prevented from being taken and play must be allowed to continue.

The taking of the free kick is a decision of the attacker and, therefore, the attacker must assume responsibility for the consequences



# Free Kick and Restart Management

## *Ceremonial Free Kick*

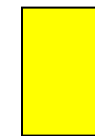
Player Fails To Respect Distance (10 yards)

Wall set – Referee whistles for kick to be taken

*Kick is taken*

Contacts the ball

=



Yellow Card  
Required  
+ *Retake*\*



\* *Retake* the Kick: Caution



# Free Kick and Restart Management

## *Ceremonial Free Kick*

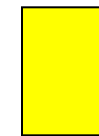
Player Fails To Respect Distance (10 yards)

Wall set – Referee whistles for kick to be taken

### *Kick is taken*

No Contact with the ball  
Referee judges encroachment **did** interfere

=



Yellow Card  
Required  
+ *Retake*\*

No Contact with the ball  
Referee judges encroachment did **not** interfere

=

Continue Play

\* *Retake* the Kick: Caution  
(Caused by defending team)



# Free Kick and Restart Management

## *Ceremonial Free Kick*

**Player Fails To Respect Distance (10 yards)**

Referee is setting the wall or has set the wall –  
Player refuses to move the required distance

### *Prior to kick being taken*

Referee must make every effort to intervene before the kick is taken

1<sup>st</sup> Time = Warning

2<sup>nd</sup> Time =  Yellow Card

*Note:* This does not prohibit the referee from cautioning on the **first** encroachment depending upon situation and the “big picture” of the game





# Free Kick and Restart Management

## *Ceremonial Free Kick*

Attacking Team Takes Kick Prior To Whistle

- Distance asked for and given
- Referee gives “wait for whistle” signal
- Attacker takes free kick prior to restart whistle

✓ Ball goes out of play directly from free kick

✓ Ball stays in play

= Retake \*

✓ Ball goes into goal from free kick

*\* If the referee believes the player intentionally played the ball prior to the whistle to cheat/deceive, then the referee may caution the player*



# Free Kick and Restart Management

## *Quick Free Kick*

Attacking Team Deliberately Kicks The Ball Into Opponent

Defender does not advance/lunge directly toward the ball with the foot/leg to prevent the kick = Continue Play

Regardless of the position of the defending team, the attacking team intentionally kicks/plays the ball directly into the opponent who is less than the required minimum distance from the ball



# Free Kick and Restart Management

## Quick Free Kick

Defending Team Deliberately Prevents The Free Kick From Being Taken

Defender deliberately prevents the attacking team from putting the ball into play

- Did the defender move directly/lunge toward the ball to prevent?
- Did the attacker know the location of the defender?
- Referee should attempt to prevent

Intercepts after the kick is taken

- Did the attacker have the opportunity to play the ball?
- Did the attacker know the location of defender?
- Was the defender's leg/foot to the side – **not** directly lunging toward the ball prior to restart?

=

 Yellow Card Required + Retake

 QFK: YC 1

 QFK: YC 2

=

Referee Discretion

 QFK: Ref Decides 1



# Free Kick and Restart Management

## *Quick Free Kick*

### Delaying a Restart

Defender deliberately:

- Kicks ball away
- Carries ball away
- Tosses ball away
- Withholds the ball
- etc.....

=

Referee  
Discretion  
based on the  
“big picture”

Instances of delaying the restart often result in game disrepute and mass confrontation as they provoke opponents and lead to physical contact. Referee should take preventative action.



# Free Kick and Restart Management

## *Video Examples*





# 2009 Referee Program Directives

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# Dissent



# Dissent

## Protesting an Official's Decision

Referee, Assistant Referee, Fourth Official

- **Verbal**
- **Visual**





# Dissent

## Why it must be dealt with

- Erodes the authority of the referee
- Reduces the flow of the game
- Reduces the enjoyment of other participants and spectators
- Can spread if left unchecked



# Dissent

Referees to use criteria to determine if actions are:

- Emotional Outburst
- Dissent
- Offensive, insulting or abusive language/gesture



# Dissent

*Is it ?*

- Public
- Personal
- Provocative





# Dissent

## *Forms of Dissent*

### *Examples*

- Actions (verbal and visual) that bring the game into disrepute
- Actions which convey aggressiveness to an official
- Mass confrontation around official
- Words, tone, body language, facial expressions which demonstrate a negative, condescending attitude toward an official



# Dissent

## *Forms of Dissent*

### *Examples*

- Extended nature and persistence of player's action
- Waving hands, kicking ball away, charging toward an official, player restrained by other players
- Strong, excessive loud comments
- Gestures directed toward official that show disgust or disrespect



# Dissent

*Ask yourself:*

“Is this a *quick emotional outburst* or dissent?”

- If it is an “*outburst*,” consider alternative methods of addressing the behavior.
- If it is *dissent*, then the referee *must caution* the player.



# Dissent

## *2009 Instructions to Referees*

- **Common Sense Approach**
  - Caution or other method
  - The referee's response to dissent must be consistent with the potential impact of the dissent
- **Early Recognition, Action and Messages**



# Dissent

## 2009 Instructions to Referees

- **“Stop Sign”**
  - Visual warning signal
  - Further dissent may be cautioned
  - Line “drawn in the sand”
  - Can be used by all officials
- **Designated Player** *(for use in MLS)*
  - Team spokesperson
  - Opportunity to address the referee
  - Responsible and professional
  - All others must remain at a distance
  - Use to defuse situations







# Dissent

## *2009 Instructions to Referees*

- **Offensive, insulting or abusive language and/or gestures**

- Red card **MUST** be issued if it exceeds the boundaries of the “Personal, Public and Provocative” standards



- **Physical Contact With Officials**

- Deliberate contact to dispute a decision **MUST** be **red carded** for violent conduct





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# Handling the Ball



# Handling the Ball

## Criteria To Evaluate

1. Hand / arm to ball
2. Reaction time
3. Making yourself bigger
4. Is the arm or hand in an “unnatural position?”
5. Did the player benefit?



# Handling the Ball

## *Hand/Arm To Ball*

- **Initiates contact**
- **Readjust body to block ball causing the ball to play his hand/arm**



# Handling the Ball

## *Reaction Time*

**Did the player have time to react?**

- **The less time a defender has to react, the less likely there has been a handling offense**
- **Distance plays a factor**



# Handling the Ball

## *Making Yourself Bigger*

- Takes away space and passing lanes?
- Uses the hand/arm as a barrier?
- Uses the hand/arm to occupy more space by extending his reach?

**Think: Making the Body Bigger**



# Handling the Ball

## *Making Yourself Bigger*

### *Examples*

 Handball  
Bigger 1

 Handball  
Bigger 2

 Handball  
Bigger 3

**Think: Making the Body Bigger**





# Handling the Ball

## *“Unnatural Position?”*

**Is arm or hand in a position that is not normal or natural for a player performing the task at hand?**



# Handling the Ball

## *“Unnatural Position?”*

### *Examples*

 Handball  
Unnatural Position 1

 Handball  
Unnatural Position 2

 Handball  
Unnatural Position 3



# Handling the Ball

## *The Player Benefits*

### Result of player's action

- Defender
- Attacker



# Handling the Ball

## *Summary*

### The 5 Criteria

1. Hand / arm to ball
2. Reaction Time
3. Making yourself bigger
4. Is the arm or hand in an “unnatural position?”
5. Did the player benefit?



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# Injury Management



# Injury Management

## Identifying “Seriously Injured” Players

*Law 5, the Referee:*

“Stops the match, if in his opinion, a player is **seriously injured** and ensures that he is removed from the field of play. An injured player may only return to the field of play after the match has restarted.”



# Injury Management

## Multiple factors:

- The location of the injury
  - Head, neck, facial region should be considered serious in nature
  - Lower extremities are often less **serious** (cramps are generally not serious)
- Age of players
- Immediate reaction of the player

Only when the referee has determined that the player is “seriously injured,” should the referee stop play regardless of whether the ball is in play or not





# Injury Management

## Procedure For Dealing With Injured Players

1. Referee makes assessment
2. Only stops play for ***serious injury***
3. Referee questions injured player(s) at stoppage
  - Does the player require medical attention?
4. Referee signals for medical personnel to enter field (no more than two)



# Injury Management

## Procedure For Dealing With Injured Players

5. Stretcher enters the field
  - Concurrent with entry of medical staff
6. Medical staff assess injury and arranges for safe and swift removal of player
7. No treatment on the field
  - Unless serious injury (e.g.: head/neck, broken leg)
  - Once medical staff are beckoned/authorized onto the field, the player must leave the field



# Injury Management

## Returning To The Field

1. Once play has restarted
  - a) Ball in play – Touchline
  - b) Ball out of play – Any boundary line
2. Signal from the referee
3. AR and 4<sup>th</sup> may verify “readiness” of the player to reenter the field
  - a) Ensures injured player meets requirements of Law
  - b) AR/4<sup>th</sup> signals referee player is ready – referee authorizes reentry



# Injury Management

## Team Responsibility

- Each team determines whether to continue play
- Team with injured player
  - Continues to play: they assume responsibility if they lose the ball
- Opposing team injured player
  - Not required to play ball out
  - “Fair Play”



# Injury Management

## Referee Stops Play

(Ball Is In Play)

- Restart
  - Dropped Ball
  - Location: According to Law
- Teams encouraged to utilize “Fair Play” when returning the ball
  - Referee not responsible nor legislates manner in which ball returns into play



# Injury Management

## Goalkeeper Injury

### Exceptions:

- Only the goalkeeper injured
  - Treatment permitted on field
  - Not required to leave the field
- Goalkeeper and field player(s)
  - If the goalkeeper is treated, then no player is required to leave



# Injury Management

## *Video Examples*

Allow Play To Continue



Stop Play





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# Allowance For Time Lost



# Allowance For Time Lost

***“Only When Delays are Excessive”***

- Substitutions
  - No Specified Time
- Assessment of Injury
  - By Medical Staff
  - Transportation of an injured player
- Time Wasting
- Any other cause (Law 7)
  - Excessive goal celebration
  - Invasion of the field


*Specific Amount Added*  
**Discretion of the Referee**



# Allowance For Time Lost

## *Time Wasting*

### *Recommended Action*

Early stages of delay	=	Warning (Verbal or visual)
Excessive delay	=	<i>Discretionary</i> Warning or Yellow Card
Blatant and obvious delay	=	 Yellow Card

*Specific Amount Added*  
**Discretion of the Referee**



# Allowance For Time Lost

## *Communicating The Amount of Time*

- Remember, the amount of time displayed is the **MINIMUM** amount
- If the referee indicates 2 minutes of additional time, then 2 minutes must be played
  - Additional time may be added extending the time beyond 2 minutes based upon occurrences on the field
  - All reasonable efforts should be used to communicate to the coaches if a significant amount of additional time will be played over that originally indicated



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# Managing The Technical Area



# Managing The Technical Area

- Important to overall presentation of the game
- Emphasized over the past few seasons
- Must get better



# Managing The Technical Area

- Failure to conduct themselves in a responsible manner
  - Coaches
  - Team personnel
  - Substitutes
  - Substituted players
- Ask, Tell, Remove





# Managing The Technical Area

## Failure to conduct themselves in a responsible manner

- Kicking/hitting the benches, signboards or other items
- Leaving the technical area without permission
- Throwing/kicking items on the field
- Using abusive, insulting or offensive language or gestures
- Inflammatory and/or aggressive behavior
- Interfering with the AR or 4th official in performance of their duties



# Managing The Technical Area

## Techniques - Referee

- Pre-game
- Listen / heightened awareness
- Eye Contact
- Body and hand motions
- Proximity - Presence lends conviction
- Acknowledge the coach
- “Flyby”
- Take ownership
- Empower the Fourth Official and Assistant Referee



# Managing The Technical Area

## Techniques – Assistant Referee

- Maintain concentration
- Communicate with bench personnel
- Communicate with fourth official
- Support fourth official
- Feel the “point of no return”
- Acknowledgement



# Managing The Technical Area

## Techniques – Fourth Official

- Introduce yourself, before the game
- Space for coach to vent
- Sounding board without coach crossing the line
- Find Peacemaker on the bench
- Positive presence
- Equal time
- Develop a plan
- Confirm with AR1
- Ask, Tell, Remove



# Managing The Technical Area

## *Ask, Tell, Remove*

**ASK**

Request to stop

**TELL**

Insist to stop

**REMOVE**

Dismissal required

Steps not necessary if the behavior and conduct of personnel within the technical area requires immediate dismissal



# Managing The Technical Area

## *What You Can Say*

- *“I hear you” or “I understand you, coach”*
- *“Coach, talk to me”*
- *“Coach, I will listen to you but not the rest of the bench”*
- *“I will pass along the message”*
- *“I will talk to the ref/AR”*
- *“We will talk about it at half time”*
- *“Talk to me rather than shouting”*
- *“I know how important this game is to you, it is just as important to us”*
- *“Coach, I understand you are upset but you need to calm down”*
- *“I can see you don’t agree with the call, but PLEASE – settle down”*
- *“Please stop being so visual. Talk to me but don’t wave your hands”*
- *“The ref’s got it, give him a chance”*



# Managing The Technical Area

## *What You Can Say* (continued . . .)

- *“Where are you going?”*
- *“Don’t do it”*
- *“The ref was there”*
- *“This is a game of angles; we have a different angle than the referee”*
- *“If I have to call the referee over, you will be dismissed”*
- *“Coach, please talk to your assistant, he is getting close to my having to take official action”*
- *Remind the coach of proper bench decorum*



# Managing The Technical Area

## *What You Can't Say*

*Avoid open ended phrases that conjure up debate or “add fuel to the fire”*

- Curse, use abusive or insulting language
- Criticize the members of the referee team
- Attack or criticize the coach or his team
- Say what you would have done in that situation
- Make physical contact with bench personnel
- Issue threats unless you are ready to enter the “Remove” phase
- Use phrases that invite further debate or negative discussion





# Managing The Technical Area

## *Reasons We Don't Take Action*

- Feel assignments will be impacted negatively
  - **They will not be**
- Want to be “friends” with bench personnel
- Lack of confidence to deal with any altercation
- Don't want confrontation
- Intimidated by coaches
- Want to be “friends” with bench personnel
- Will see the coach again
- The referee may have made a bad decision
- Other officials don't want to negatively impact the referee's game



# Managing The Technical Area

## *Actions That “Cross The Line”*

- Leaving technical area to dispute/dissent a call
- Throwing/kicking anything while disputing a call
- Kicking/hitting advertising boards or bench in dispute of a call
- Directed abusive, insulting or offensive language and/or gestures
- Inflammatory and/or aggressive behavior with the opposition
- Interfering with the restart of play and field players
- Making unwanted and/or aggressive contact with opposing players
- Interfering with the AR or fourth official in the performance of their duties



# Managing The Technical Area

## 2009 Instructions to Referees

### Preventative “Escalation” Measure

- Fourth Official determines that the “TELL” step did not work
- Ready to escalate to “REMOVE”
- Fourth official shall *notify* the referee
- At a stoppage, the referee shall approach the technical area and “warn” the coach
- **Any** further irresponsible behavior means immediate dismissal

**Pregame:** Referee team to establish an escalation procedure to cover:

- ✓ Process for fourth official to notify referee
- ✓ Process of referee notifying the coach



# Managing The Technical Area

## *Video Examples*



Managing  
Technical Area 1



Managing  
Technical Area 3



Managing  
Technical Area 2



Managing  
Technical Area 4



# 2009 Referee Program Directives

[Back To Home](#)



# Week In Review

[www.ussoccer.com](http://www.ussoccer.com)



## Text

<http://www.ussoccer.com/referees/index.jsp.html>

## Podcast

<http://www.ussoccer.com/sights/audio/index.jsp.html>



# Documents

## 2009 Referee Program Directives

### *Game Management*

- Game Management Model – Flow, Risk Taking & Game Control
- Game Disrepute and Mass Confrontation
- 100% Misconduct: Tactical and Red Card Tackles
- Assistant Referee Involvement

### *Updates / Clarifications*

- Contact Above The Shoulder
- Free Kick and Restart Management
- Dissent
- Handling the Ball

### *Technical*

- Injury Management
- Managing the Technical Area



# 2009 Referee Program Directives