



AYSO Area 1F

Referee Upgrade Guidelines

January 1, 2010



Before the match....

- Be prepared to demonstrate your ability to referee a typical AYSO regular season match
- Plan ahead and prepare by reviewing resource material (LOTG, GTP, ATR, GFRAC)
- Communicate with Assessor/Advisor and Assistant Referees prior to game day
- Arrive early enough to conduct proper field and equipment inspections, pre-game instructions and coin toss
- Be physically fit to referee the game

During the match...

- Start the match on time
- Referee the game for the players and not for the Assessor/Advisor
- Effectively apply and show good knowledge of the Laws of the Game
- Use only acceptable and understood signals
- Communicate positively & professionally with players and coaches
- Use Assistant Referees effectively
- Use proper positioning for restarts
- Demonstrate knowledge of the diagonal system of control
- Understand and demonstrate adequate foul recognition
- Apply proper restarts for stoppages of play
- Demonstrate proper time management
- Handle substitutes properly
- Understand and apply, if appropriate, Advantage
- Use cautions (warnings), send offs (dismissals), as necessary

After the match...

- Complete all post-game referee duties
- Allow at least 15 minutes immediately after the game for a review session with the Assessor/Advisor
- Keep an open mind for suggestions and recommendations
- Have upgrade paperwork available for the Assessor

Pre-game instruction card that fits into referee data wallet...

<u>Pre-game Instructions</u>	
<p>Teams, age, skill level, length of halves Follow USSF Guide to Procedures except the following:</p> <ul style="list-style-type: none"> ○ Check the Players, Rosters, Game balls and ID cards ○ Inspect the Field, Goals, Nets and Flags ○ Diagonal to be used (Left or Right) ○ AR priority #1; Goal judge <ul style="list-style-type: none"> ▪ Goal signal ▪ No-goal signal ○ AR Priority #2; Offside judge <ul style="list-style-type: none"> ▪ Stay with 2nd to last defender or ball ▪ Wait for participation ▪ Through-ball signal (no official signal) ▪ Hold offside flag signal until: <ul style="list-style-type: none"> ➢ Whistle ➢ Wave off ➢ Possession change ○ Restart positions and responsibilities <ul style="list-style-type: none"> ▪ Kick-offs – count players, 2nd to last defender, unfurl flag ▪ Throw-ins – ▪ Goal kicks – ▪ Corner kicks – ▪ TIs, GKs, CKs – Eye contact if not sure of direction ▪ Free kicks near goal – offside line, enter field to set wall ▪ Penalty kicks <ul style="list-style-type: none"> ➢ Goal signal ➢ Signal for Goalkeeper encroachment 	<ul style="list-style-type: none"> ○ Fouls and Misconduct <ul style="list-style-type: none"> ▪ When referee has not seen foul or misconduct ▪ “IF you think I could see it, don’t flag it. IF you think I couldn’t see it, flag it” – Ken Aston ▪ When AR has better position ▪ Behind Referee <ul style="list-style-type: none"> ➢ Any fouls or misconduct ➢ Seriousness of fouls and misconduct ➢ Should a card be issued? ○ Substitutions <ul style="list-style-type: none"> ▪ Frequency ▪ Signal and procedure ○ Player violence <ul style="list-style-type: none"> ▪ Nearest AR comes onto field to assist the Referee ▪ Farthest AR stays back and takes numbers ○ Additional instructions <ul style="list-style-type: none"> ▪ Designation of Senior AR ▪ Eye contact on every ball out of play ▪ Verbalize when necessary ▪ Watch for signals from referee ▪ What is the “time is up” signal? ▪ Mirror unseen signals ▪ Ball still in play signal (no official signal) ▪ Overtime procedures, lengths and penalty shoot outs ○ Ask ARs for questions <p style="text-align: center; margin-top: 10px;">Have a SAFE, FUN and FAIR match!</p>