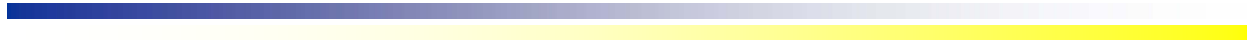




Rule 5

The Officials



TOPICS

- y Duties of the referee
 - y When to penalize
 - y Advantage rule
 - y Powers of the referee
 - y Techniques of good officiating
-

TOPICS (Continued)

- y Fitness
 - y Referee's equipment
 - y Pre-game organization
 - y Selling your calls
 - y Communications
 - y Assistance in game control
-

DUTIES OF THE REFEREE

- y Enforce the Rules of the Game
 - y Controls match
 - y Ensures game ball meets requirements
 - y Ensures players' equipment is legal
 - y Acts as timekeeper & records game
 - x Signals stop/start of time
 - x Verifies goals with scorer
 - y Ensures bleeding player leaves field
-

DUTIES (Continued)

- y Restarts match after a stoppage
 - y Uses NFHS Signals
 - y Whistles to restart play (2nd whistle):
 - x After a substitution
 - x After a caution
 - x After a disqualification
 - x After an injury
 - x After encroachment
 - x For the taking of a penalty kick
-

DUTIES (Continued)

- y Files a game report (red/yellow cards)
 - y Punishes the more serious of two offenses
 - y Acts on advice from partner or neutral assistant referees on incidents he/she has not seen
 - y Not allow persons on field without permission
-

JURISDICTION OF THE REFEREE

- y Begins upon arrival at the field.(New)
 - y Ends when they leave the field and its immediate surroundings.
-

Decisions of the Referee

The decisions of the referee
regarding facts connected with
play are **final**.

Those facts include whether a goal has been scored or not and the result of the match.

Decisions of the Referee

The referee may only change a decision on realizing that it is incorrect or, at his/her discretion, on the advice of his/her partner or an assistant referee, provided that he/she has not restarted play.

ADVANTAGE RULE

Allows play to continue when the team against which an offense has been committed will benefit from such an advantage and penalizes the original offense if the anticipated advantage does not ensue at that time.

ADVANTAGE RULE

- y Once decided, referee may revoke his/her decision if the presumed advantage does not materialize
 - y The foul “Goes Away” unless referee decides, within 2-3 seconds, that the original advantage does not materialize
 - y Misconduct always stays
 - y You may caution or disqualify at the next stoppage of play only
-

ADVANTAGE RULE



- Verbal - **“PLAY ON!”**
- Visual - Arms swing in front
- Can change mind if advantage doesn't occur

ADVANTAGE RULE

Example:

Defensive player wants attack on goal stopped. Fouls attacker. Attacker not stopped by foul.

If *referee* stops game for that foul, then *referee* is doing the defender's job for them (stopping attack), thus "advantage" goes to offending (defensive) team.

POWERS OF THE REFEREE

- y Stops, suspends or terminates the match for any infringements
 - y Stops, suspends or terminates the match for outside interference
 - y Stops the match for serious injury
 - y Applies “Advantage Rule”
 - y Issues cautions and disqualifications
 - y Reverses a decision prior to restart
-

TECHNIQUES OF OFFICIATING

- y Know the rules
 - y Be firm, not overbearing
 - y Indicate your decision - Do not explain it
 - y Be near the play - Do not be in the play
 - y Use common sense
-

ACCURACY

- y Accurate decisions will sell your calls!
 - y Know the rules (facts)
 - x Where are free kicks taken
 - x Is it direct or indirect
 - x Is the ball in play or out
 - x When are signals required
 - y Exercise judgement (opinion)
 - x Was that a foul?
 - x Is that misconduct?
 - x Is that player offside?
 - y Indecision can be fatal!
-

ELEMENTS OF GOOD OFFICIATING

- y Dress and Appearance
 - y Pre-game organization
 - y Fitness
 - y Attitude
 - y Positioning
 - y Signals
 - y Accurate decisions/ game control
 - y Use of Advantage
-

UNIFORMS AND EQUIPMENT



EQUIPMENT



Watches (2)



Pencil/Pen (2)



Game Book



Coin



Cards



Whistles (2) different

Minimum +



Air pump & Gauge(s)

Some common-sense recommended “extras”



Sun block



Waterproof Card Set



Extra Watch



Extra Socks



Extra Lanyard/Whistles



Different Shoes



Shoe Care



First Aid Kit

How do I know which extra uniform to buy?

CRITICAL TECHNIQUES

- y A referee who is not fit cannot properly cover the field of play
 - y Must get to drop zone -- near center of action
 - y Must be within 10 - 20 yards of significant challenges
-

CRITICAL TECHNIQUES (cont')

- y Eye contact – *keep your head up!!!*
 - y At every stoppage - make eye contact with your partner to ensure that you know if they have information for you.
 - y After foul - make eye contact with player who fouled as you point direction.
-

CRITICAL TECHNIQUES (cont')

- y Watch play - not the ball
 - y Ball gone - start move to next position, watch for late contact
 - y Ball coming - move to position, watch for foul prior to ball arriving
 - y Set plays - vary position, use voice to manage players, signal when ready
-

CRITICAL TECHNIQUES (cont')

Be close to play when:

- y Challenge was very hard/ physical
 - y A player remains on the ground
 - y Opponents are not departing the area
 - y You must move in quickly to control the situation and prevent/stop/deal with misconduct
-

CRITICAL TECHNIQUES (cont')

Do not let your body language show...

- y Tiredness
 - y Exasperation
 - y Frustration
 - y Fear
 - y Disdain
 - y Arrogance
-

PRE-GAME ORGANIZATION

The referees should arrive early (**at least 15 minutes**) to complete the following tasks:

- y Inspect field
- y Check game balls
- y Conduct a pre-game meeting
- y Verify ball holders, scorer, timer
- y Coin toss (**AT LEAST 5 MINUTES BEFORE GAME**)
- y Ask coaches “Are your players properly equipped and ready for play

Note: You should **never** be the cause of a **delayed start**.



Pregame Responsibilities

Rule 5-2-2d 4



The referee shall inquire of each head coach whether each of his/her players is properly *and legally* equipped.

REVIEW

When may the referee:

- ✓ Reverse a decision?
 - ✗ Prior to restart
 - ✓ Apply the “Advantage Rule”?
 - ✗ For a foul or misconduct
 - ✓ Reverse it, if no advantage occurs?
 - ✗ Within 2-3 seconds
-

REVIEW

When may the referee:

- y Caution or disqualify players, substitutes, or officials
 - x After he/she enters the field of play
 - y Stop, suspend or terminate a match?
 - x Outside interference
 - x Weather
 - x Rule Infringements
-

REVIEW (cont')

A referee *must*:

- y Know the Rules of the Game
- y Be firm (Not overbearing)
- y Signal calls (Do not explain them)
- y Be near to play (If nothing else)
- y If in doubt - don't interfere

Use common sense!
