

Randy's High School Level Pre-game

Referee Team:

We need to act and communicate as a team to call the same game. Frequent eye contact with acknowledgment is helpful. Flags are to convey information to the (center) referee. So make sure you get my attention after a straight-up flag before you continue with the rest of the procedure. A straight-up flag is your way to tell me to stop play and that you want to communicate something more. I may want the rest of the communication before I decide to actually stop play so look for my acknowledgement.

USSF GTP:

Please follow the 2006 edition of the USSF Guide to Procedures. The 2006 edition includes a minor change. Basically that the AR should mirror the referee on touch line and goal line decisions that the referee makes. Lets review some of the GTP procedures and cover those areas that are important or left to the referee to provide further guidance. Please ask clarifying questions.

Positioning:

First and foremost, at all times the ball is in play, stay with the offside line. Be there to make the call. This includes free kicks near goal; I will try and watch the goal line more closely for you. And follow the ball to the goal line. Please stop before signaling and make sure you are making a goal or corner kick signal within 6 yards of the goal line. Sometimes I may get caught out of position on quick break-aways or possession changes. Watch the field if nearer until I recover my position.

Ball out of Play:

Call the ball out of play in your quadrant first (touch and goal line). Wait for me to look your way for help before signaling in my quadrant for your line. Mirror my arm signal for calls I make just as I will mirror your flag for calls you make. In general, who ever is nearer the ball when it leaves play should be the first to call it.

If you believe a goal was scored, wait for my eye contact before starting your sprint up field. If the shooter was offside, give the straight up flag immediately and confidently. Any other issue that might prevent the goal from being awarded, stand still with no signal and stare at me until I come talk to you. Watch the field, especially near the goal, after the ball is cleared back up field. Things tend to happen as my focus shifts up field and I might miss the skirmish that develops.

Restarts:

Kick-off – when ready, unfurl your flag. Verify the correct number of players in your half before the start of a half. When a goal is scored, the trailing AR records first and watches the field while the leading AR and referee record.

GK (or free kicks in the Penalty Area by the defense) – check on proper ball placement (in goal area). Check that ball left the penalty area before being touched. Only if clear no violation possible (everyone except keeper is far up field, no attackers near the penalty area, etc.) should you position with the second to last defender before the kick.

CK – watch the goal line, especially for a ball bending out and coming back in. Assist with verbal comments to enforce the 10 yard distance from the corner arc. Recover to the offside line quickly.

Throw-in – watch for foot faults (foot fully on the field and off the line). I will look for anything else. I am generally looking for a clear advantage before I will stop play. Use voice if nearest to keep opponents from interfering.

Free Kicks -- Come onto the field to help with a wall and ball positioning on free kick restarts very near you. Stay with the offside line always; I will cover the goal line for kicks in or near the penalty area.

PK's – (depending on field conditions) Either: (a) come into the penalty area line / goal line intersection or (b) stay behind the corner flag. Look for the ball crossing the goal line. Look for the keeper coming off the line: One foot off before the kick is OK; both feet off the line before the kick is an issue. Stand still if an issue and there was no goal (retake).

Offside:

Wait for clear participation and that the defense does not get the ball. (That is, the attacker that was in the offside position is likely to get the ball or has affected play.) Provide positive hand signal while running down the line if no offside offence likely (so I can look once and avoid checking multiple times). If you signal the offside offence and I miss the flag, hold it up until the defense has cleared the ball back past from where you are standing. And make sure to have a stern lecture with me next break. Do not worry if I wave you down; I may find it trifling for game control purposes in rare instances.

Fouls:

We are a team. Call anything that you clearly see, are closer too, or you think I am hidden from seeing and that I would likely have called. Be very chatty with the players whether we call something or not, especially with a hotly contested ball coming down the line near you. Chatty from the start with asking for arms down, no pushing, etc. will keep problems from developing. Look for tactical fouls and diving near the penalty area. **MAKE SURE YOU WAIT FOR MY EYE CONTACT BEFORE GIVING THE WIGGLE AFTER A FLAG STRAIGHT UP. MAKE SURE TO FOLLOW WITH THE**

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DIRECTION OF THE RESTART AS WELL. Do not discuss judgment calls with those on or off the field. Support your referee team. Do not worry if I waive you down instead of whistling to stop play. But on a foul, this will be highly unlikely.

Generally, you should avoid calling IFK restart fouls (but IFK offences OK :). If you do indicate an IFK restart foul, give me the arm /finger up in front of the chest when signaling the wiggle and direction so I know it is an IFK.

If you flag for a foul and I somehow miss it, drop the flag after play has gone significantly forward in time so that advantage could not likely be applied and a goal is not imminent. Have a lecture with me at the end of the next half. If a fight develops, come onto the field to assist, if nearest, or to record the facts if farthest. If near a bench, try to make sure the bench stays off the field. If a caution or send-off is required, tap your shirt pocket for a caution and your back pocket for a send-off.

Please be sure and subtle when calling fouls inside the penalty area (or assisting me with knowing where the foul occurred). If the foul would likely result in a PK (flag between your legs) or a goal not being awarded, stand there still with the flag in position as appropriate until I come talk to you or acknowledge the signal. So a flag clearly between the legs to indicate IN the penalty area (PK restart) followed by a sprint to the corner flag once acknowledged.

If the ball is fully past the penalty area line while still in the keepers hands, warn the keeper to watch the line. Call it next time it happens. If they place the ball for a kick outside the goal area, ask them to move it back and give me a straight up flag if they do not. At this age, they try things like this to see if we are paying attention. Basically use verbal commands to let them know you are watching so they do not test you further.

(Free) Substitutions (when allowed in the league):

Get subs to halfway line. Signal with flag (drop once acknowledged). Use loud voice if I am distracted and not seeing your flag right away. (only want to hear the AR, not the coach). Let me call the subs on at first and hold them until the players being substituted are off the field completely. But I will quickly let you manage it after; especially if you are nearer than I when it happens. At minimum, make sure players coming off are identified and clear of all other players before allowing the substitutes on. Do not ever let a sub happen without my knowledge and explicitly holding up the restart. (Reminder: subs only on OWN throw-in, any goal kick, any kick-off, or ANY injury in USYSA. Any stoppage in many adult leagues. On OWN corner kicks also in high school.)

Check in late arriving players. If the team is down a player, give me the sub flag and I will wave them on at the next stoppage. If a player leaves for injury, bleeding or equipment issues and has not been substituted, check that everything is OK before giving me a substitution flag to let them back on. In both cases, they should come back on at the halfway line and can come on at any stoppage of play with my approval.

A keeper change with an on field player can be asked for and must generally be allowed at any stoppage. But it must be with my permission.

General:

Record the game as best you can. If the trail AR, record first and then watch the field while the lead AR and center record later. One of the three referee's should always be watching the field. This especially after misconduct, hard fouls and goals.

Back me up on time. Indicate time expired by a closed fist across the chest and pointing to your watch with the other hand. I will try to indicate to you how much TIME IS LEFT within 2 minutes of the normal time expiration. This will include any time I plan to add. One finger per minute of time left.

Positive hand signals are always welcome and encouraged if it increases the communication as a team. A nice hand out as you are running down the touch line to indicate no-offside offence possible is helpful so I can look only once. Also a similar signal to indicate the ball stayed in play (not over the touch or goal line) is helpful. I sometimes give you a thumb's up in addition to a head nod to acknowledge we are checking in with each other. A thumbs up back is great. Again, communication as a team is important. For all flag signals, stop and face the field before giving the flag signal.

Field Conditions (any issues to be covered based on current conditions; may cause shift to right diagonal)

Field Inspections (may delegate responsibility to check lines, turf, nets, goals, corner flags, etc)

Team Standings and history (to be covered at field)

Team Check-in (may delegate responsibilities; to be covered at field based on issues at that time)