



Law 6 (8 & 9)



U.S. Soccer Federation Referee Program
Grade 9 Referee Course
Small Sided and Recreational Youth Training



Authority

Law 6 explains that all duties of the assistant referees (AR) are subject to the decision of the referee.



And in some small-sided and recreational youth games, there may be no assistant referees assigned and the referee will be required to officiate the match alone.



Assistance

The AR should be prepared to provide assistance and information as requested by the referee.



It is important to remember that according to Law 6, all information provided by the AR is subject to the decision of the referee.



Assistance

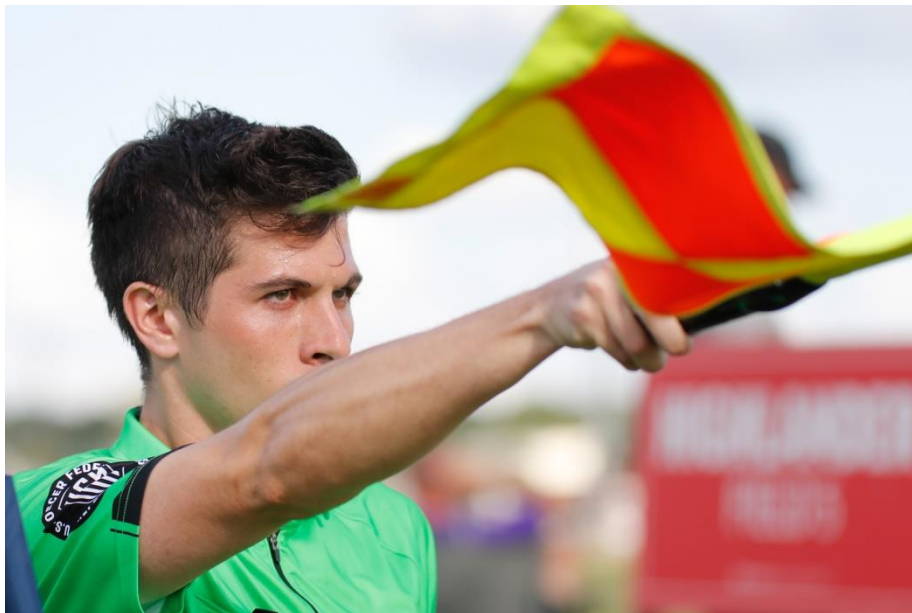
Regardless of being assigned as a referee or AR, all officials should know the Laws of the Game and what is expected of both positions.



Proper preparation is important for the overall success of the referee team. ARs should be ready to fill in for the referee in case of injury or illness during the game.



Authority



Most competitive youth games will have two ARs assigned. It's important to understand that all duties of the ARs are subject to the decision of the referee.



Duties

ARs have a number of duties meant to help the referee with enforcing and controlling the game in accordance with the Laws of the Game.

These duties include indicating:

- **When the whole ball has crossed out of the field of play**
- **Which team should be awarded a throw-in, goal kick or corner kick**
- **When a player should be penalized for an offside offense**
- **When a substitution has been requested**



Assistance

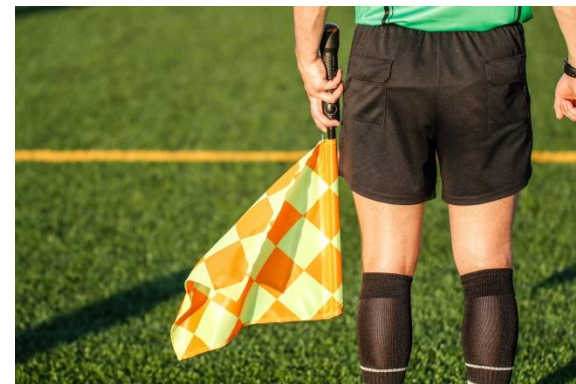
Common items requiring assistance would include:

- **Inspecting the field, balls and players' equipment**
- **Determining if problems with equipment or bleeding have been resolved**
- **Monitoring the substitution procedure**
- **Maintaining back-up records of time, goals and misconduct**
- **Assisting with managing players**



Duties

In addition, ARs should indicate when a substitution is requested, when misconduct or any other incident occurs out of the view of the referee, when offences have been committed whenever an AR has a better view than the referee and, during a penalty kick, when the goalkeeper moves off the goal line before the ball is kicked.



ARs should also indicate when a legal goal has been scored.



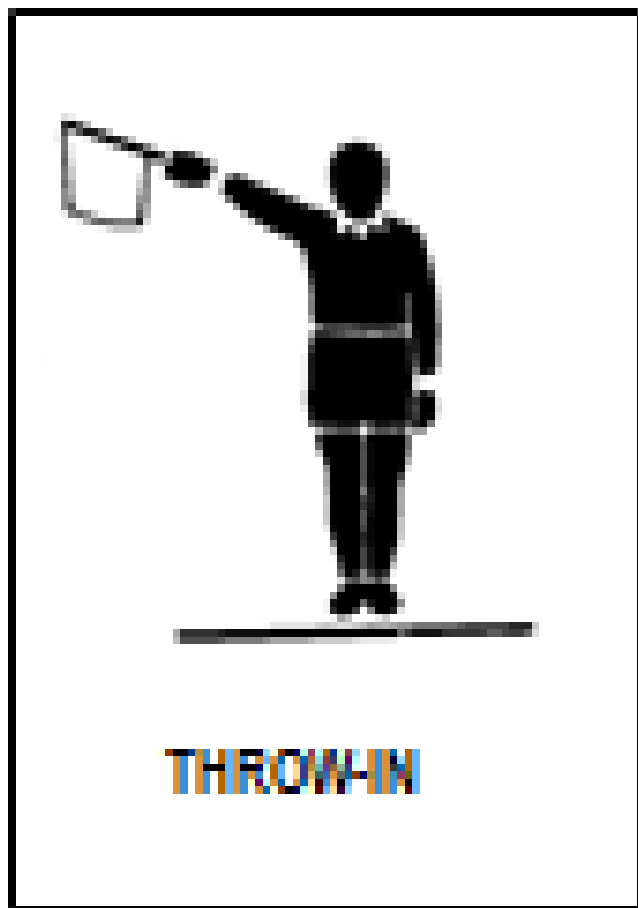
Assistance

The ARs help the referee to control the match in accordance with the Laws of the Game.

ARs can also assist in any other matters at the request and direction of the referee.

One example might be if the referee asks an AR to enter the field to manage a wall close to the touch line.

AR Signals





AR Signals



**Throw-in
for attacker**



**Throw-in
for defender**

AR Signals

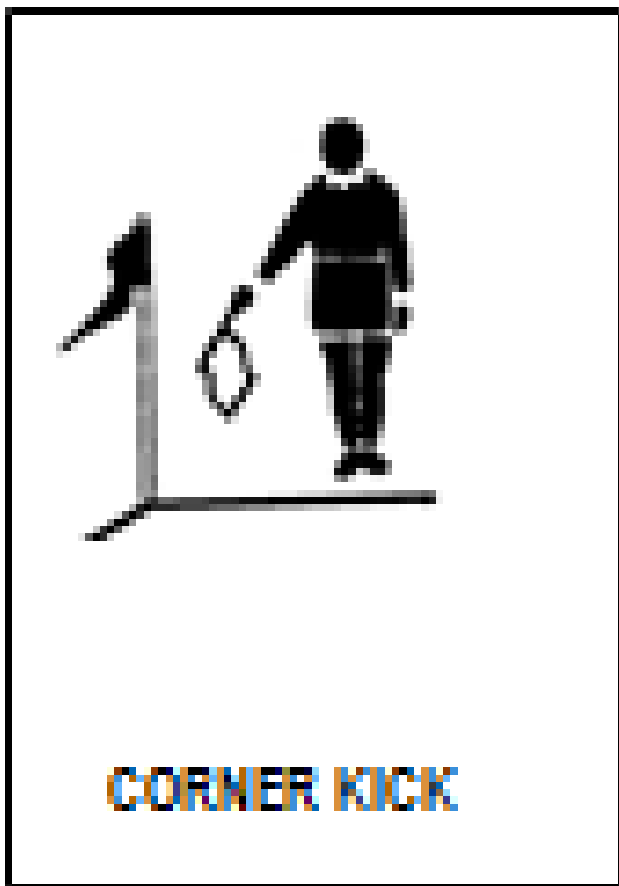


GOAL KICK



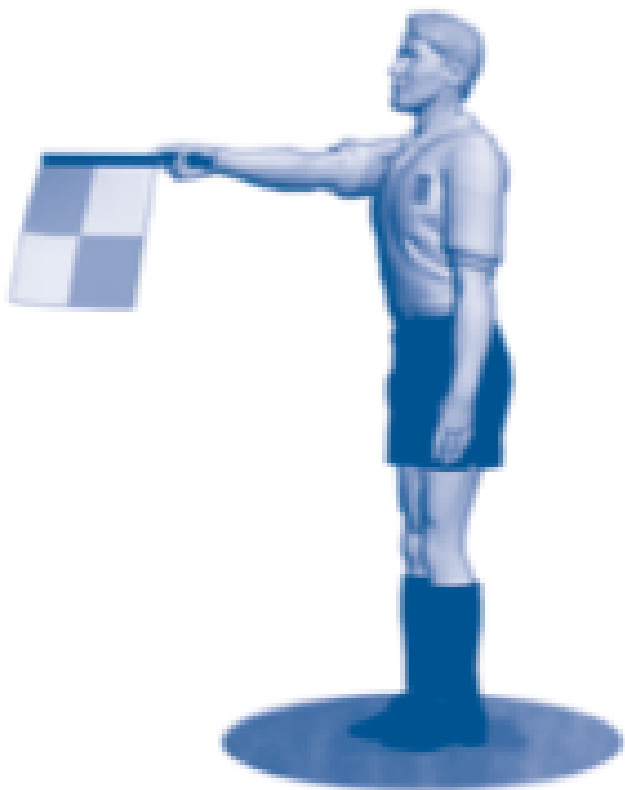
Goal kick

AR Signals





AR Signals

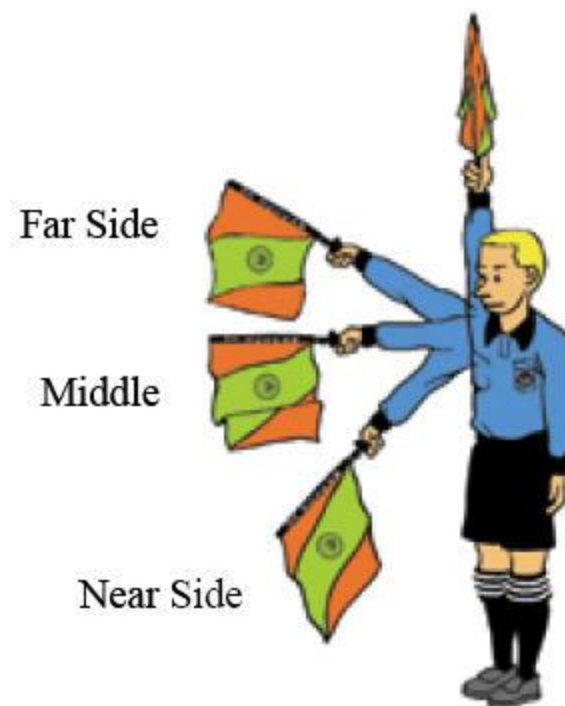
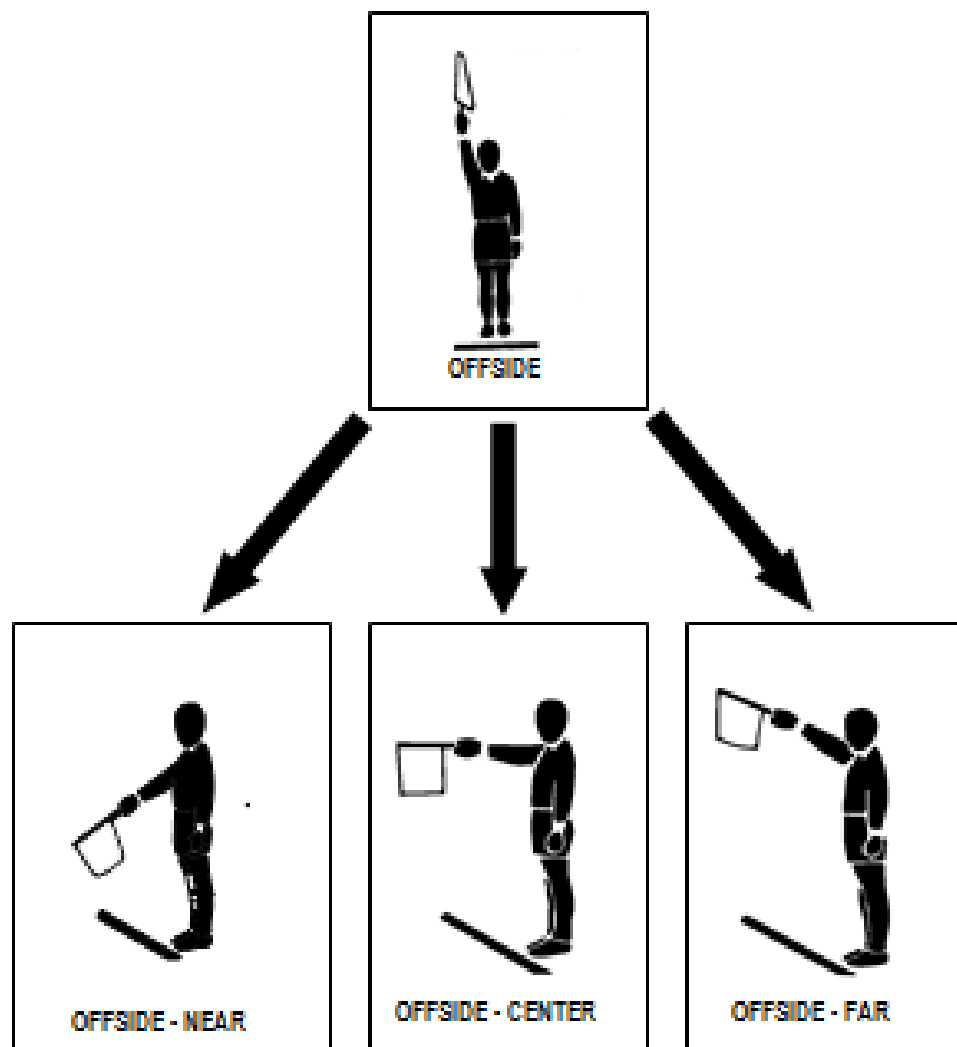


Goal kick



Corner kick

AR Signals



AR Signals



AR Signals



Offside



**Offside on the
near side of the field**

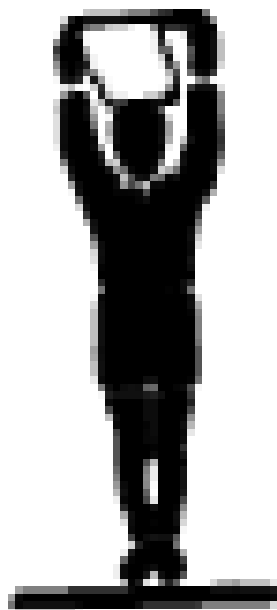


**Offside in the centre
of the field**



**Offside on
the far side of the field**

AR Signals



SUBSTITUTION

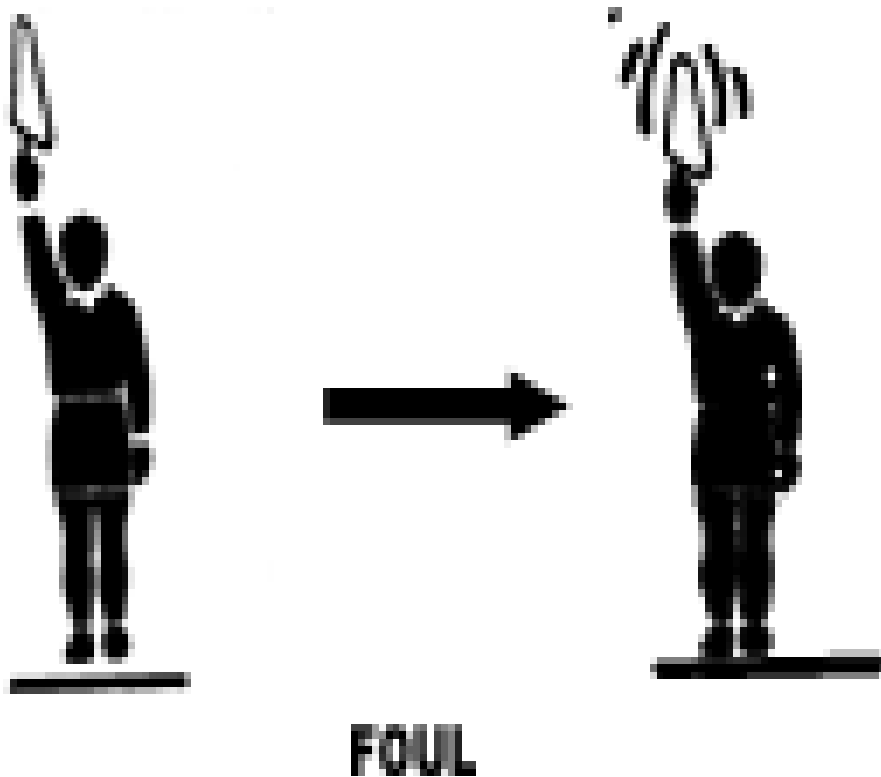


Substitution
requested



Substitution

AR Signals



AR Signals



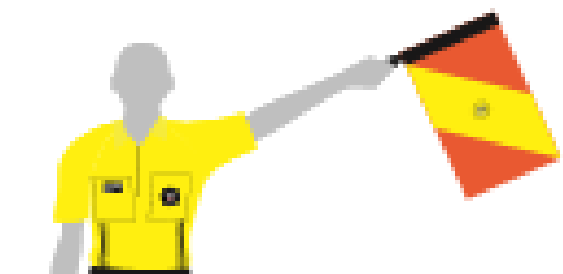
Foul by defender



Foul by attacker



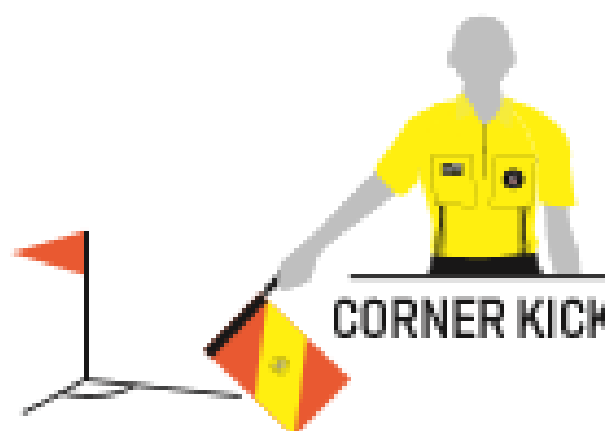
AR Signals



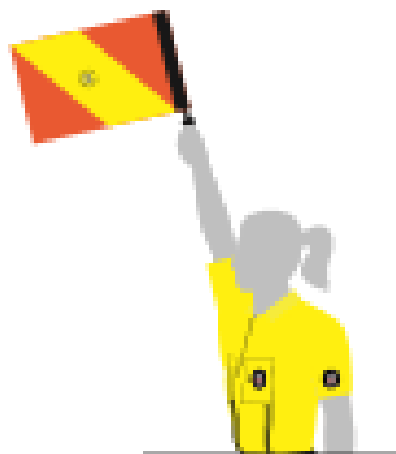
THROW IN



GOAL KICK



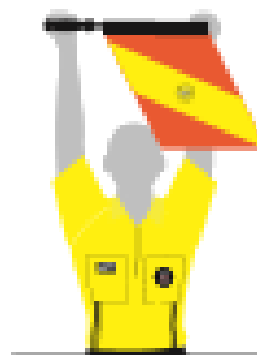
CORNER KICK



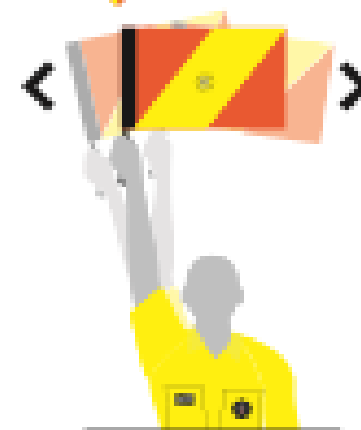
OFFSIDE



OFFSIDE LOCATION



SUBSTITUTION



FOUL



Mechanics

Each AR runs off the field-of-play just outside the touchline, between the goal line and the halfway line.

The ARs must stay in a position even with the second-last opponent, or the ball whichever is closer to the goal line.

This is important in order to assist the referee in determining when players are offside.



Mechanics

ARs should also be sure to follow play all the way to the goal line when needed and follow any specific pregame instructions provided to them by the referee.



Positioning

The ARs should stay even with the second-to-the last defender or the ball, if it is nearer to the goal line than the second-to-last opponent.

Note that the goalkeeper is usually the last defender, but this is not always the case.

Following the ball all the way to the goal line is also important so that an AR can see when the ball has left the field-of-play and for determining if a goal was scored.



Positioning

Maintaining the proper positioning for assistant referees takes experience and focus.

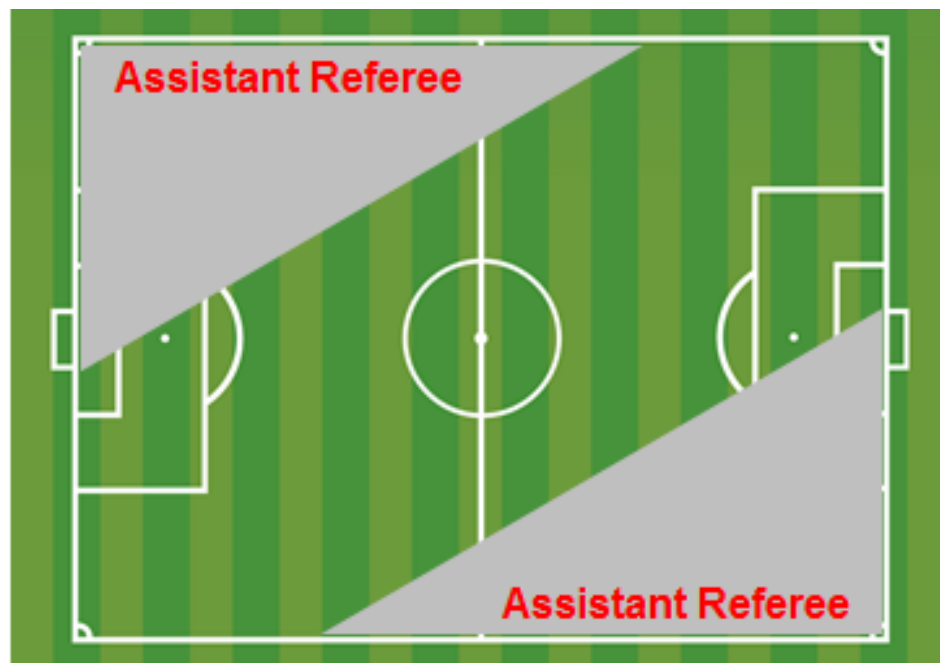


It is also important for an AR to use the correct signals and mechanics, so as not to confuse other members of the referee team.

Note that the AR's most important duty is to indicate offside offenses. An AR's positioning during the game should account for this.

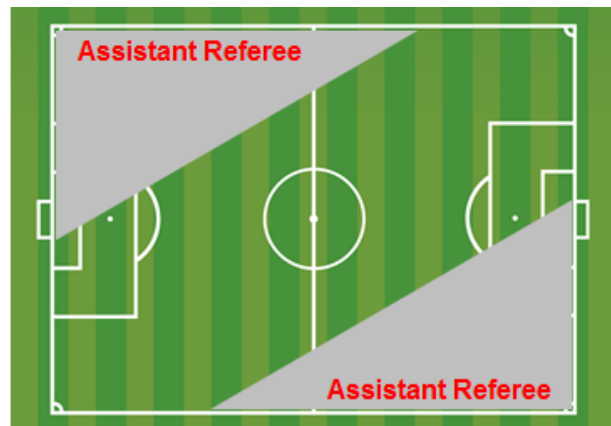
Positioning

The diagonal system of control allows referees to keep play between them and the ARs because two perspectives on the same play is better than one.





Positioning



Because the ARs should be keeping in line with the second-to-last defender or the ball, depending on which is closer to the goal line, there is a limited area of the field they can supervise.

However, these areas are important for the ARs to monitor so that the referee can focus on a more manageable amount of the field.



Management

When having to manage behavior issues with coaches or spectators, assistant referees should follow the instructions provided to them in the pre-game conference.



At a minimum, this should include getting the attention of the referee and making him or her aware of the issue so it can be dealt with.



Management

The referee and ARs are a team, so referees must provide the support needed and make sure all members of the team are being treated with respect.



This means that referees should adopt a zero tolerance policy whenever ARs are being inappropriately targeted by coaches or spectators.



Communication

- **Eye contact between the referee and ARs is critical**
- **ARs should always look for the referee before signaling with the flag**
- **ARs provide information, but the referee makes the decisions.**



Communication

Good communication is essential for the entire referee team. Since ARs don't use whistles, they must learn to communicate effectively in other ways.

Making eye contact with the referee at every opportunity is very important.

ARs should use verbal communication only if it is absolutely necessary.

The ARs provide information to the referee and it is the referee who ultimately makes the decisions based on the provided information.



REVIEW QUESTIONS

OSSRC 2017-18



Review Question

29. The recommended position for the AR during play is which of the following?

- A. Even with the ball
- B. Even with the second to last defender
- C. Even with the ball or the second to last defender, depending on which is closer to the goal line
- D. Even with the first attacker



Review Question

30. Should the AR signal by raising the flag vertically in the right hand each time a player is in an offside position?

A. Yes

B. No



Review Question

31. Which of the following should the assistant referee indicate?

- A. When the ball has left the field of play
- B. When a player should be penalized for an offside offense
- C. When a substitution has been requested
- D. All of the above



Review Question

32. Should assistant referees follow the ball all the way to the goal line when it goes past the second to last defender?

A. Yes

B. No



Review Question

33. When the ball crosses out of play for a throw-in, should the AR signal with the flag 45 degrees upward in the direction of the throw-in?

A. Yes

B. No



Review Question

34. How should the AR signal when the ball crosses over the goal line for a corner kick?

- A. Point the flag 45 degrees downward in the direction of the corner flag
- B. Signal with the flag 45 degrees upward in the direction of the restart



Review Question

35. How should the AR signal if the ball crosses out of play over the touch line and then immediately back into play?

- A. Raise the flag vertically in the hand and then, after the referee stops play, signal with the flag 45 degrees upward in the direction of the restart
- B. Leave the flag down and let play continue