



OSSRC AR MODULE

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OSSRC AR MODULE

Assessment Criteria

Movement/Positioning

Mechanics

Understanding of the Laws/Directives

Application of the Laws

Communication w the Referee

Involvement

Game Management

Player Management

Prioritizing Responsibilities

Expectations by Grade

Grade 8/12

Grade 7

Grade 6/5



GRADE 8/12

Positioning/Movement

- Maintain good positioning at the time of an offside decision
- Has effective movement up and down the line (sidestep, sprinting)
- Makes runs to the corner flag

Mechanics

- Demonstrates distinct, clear signals (offside, throw in, goal/corner kicks)
- Does not “snap” the flag
- Goal kick procedure
- Assists with substitutions

Communication w Referee

- Acknowledges referee’s eye contact when ball is out of play
- Gains referee’s attention when needed (substitutions, injured player)
- Makes eye contact w referee before the ball goes out of play



GRADE 8/12

Understanding/Application of the Laws

- Makes correct “out of touch” decisions
- Demonstrates a good understanding of offside
- Implements the “wait & see” method of offside



GRADE 7

Positioning/Movement

- Varies positioning to touchline when play is in his/her quadrant

Communication w Referee

- Use of negative signals (out of touch, no foul decisions)
- Out of touch – big, clear signal
- No foul – discreet signal
- Looking to referee before assisting with fouls

Involvement

- Awareness of over involvement (fouls not consistent w referee's, misconduct)
- Awareness of positioning before getting involved (offside, ball out of touch, pk decisions, fouls/misconduct)



GRADE 7

Game Management

- Assisting with fouls/misconduct
- Coming onto field to set the wall

Player Management

- Use of verbal communication with players (in the corner/quadrant, players arguing)
- Proactive management (preventing the next foul)
- Positive reinforcement



GRADE 6/5

Understanding Laws/Directives

- Demonstrates an understanding of the US Soccer directives/ position papers (mass confrontation, game disrepute, management triangle)

Game Management

- Recognizes when the referee is not in position to make a call (no angle, transition)
- Effectively manages the situation
- Has full jurisdiction in the area

Player Management

- Uses personality to diffuse volatile situations
- Infuses humor/conversation at appropriate times



GRADE 6/5

Prioritizing Responsibilities

- The AR effectively understands and prioritizes game responsibility
- Offside, Fouls/Misconduct, Ball Out of Play
- The game dictates which responsibility is priority
- The priority becomes whichever decision is IMMINENT
- Does the AR look comfortable juggling priorities?

Offside

- The AR reads the players actions
 - Attackers building speed (horizontally or vertically)
 - Defensive line stepping
 - Recognizing balls played deep from midfield



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GRADE 6/5

Prioritizing Responsibilities

Assistance with Fouls & Misconduct

- When no offside decision is imminent
- Does the AR recognize key indicators?
 - Attacker is boxed in on the touchline
 - Ball is being moved in a negative direction or toward touchline
 - No teammate to play to
 - Attacker is under hard pressure
 - Attacker is out numbered



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Assistance with Fouls & Misconduct





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Assistance with Fouls & Misconduct



Created by Michael Salyers - 12/10/2011



GRADE 6/5

Prioritizing Responsibilities

Ball in/out of Play

- Only a priority when offside decisions and fouls/misconduct are NOT imminent



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End line Decision

<http://www.youtube.com/watch?v=gWGCsbk3bXc>



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Offside Decision

<http://www.tagesanzeiger.ch/sport/fussball/Wenn-der-Schiedsrichter-die-OffsideRegel-nicht-kennt/story/12711270>