Referee Positioning

Ohio South 2017-18
Referee Recertification Training
Referee Positioning

How to be in the right place at the right time?

What is the best position for the referee?
Referee Positioning / Movement
Referee’s Goal

To have the optimal line of sight all times

To be within 20 yards of play at all times

To be in a position to lend presence when needed

To get the call right
Difference Between Positioning and Mobility

**Mobility** = being able to quickly get “somewhere” (fitness)

**Positioning** = knowing where that “somewhere” is (reading the game, anticipation, experience)
Positioning is a Balance

Fitness

Reading the Game
(Anticipation)

Positioning
What is the Best Position?

One that is FLEXIBLE and INTELLIGENT
How to Find the Best Position?

Tactical Awareness

and

Common Sense
Points of Emphasis

**Presence** – the referee must be able
to quickly move to the point of an
incident (foul, misconduct, etc...)  

**Flexibility** – referee must adapt to
game flow and player tactics  

**Adaptability** - is key!
Principles of Good Positioning

HOW IS THIS DONE?
Diagonal System of Control

- Referee works on a flexible diagonal from one corner of the field to the opposite corner

- Sometimes results in the referee being “far from play” due to a strict adherence to the diagonal
Principles of Good Positioning

• The diagonal is a only starting point

• Keep play between self and your AR

• Stay close to play – be able to clearly see play, but not so close as to interfere with either play or players

Anticipate – read the likely course of play
What Else?

• Move inside, if play requires it

• Move outside, if play requires it

• Do not duplicate coverage of your AR

Adapt to the game – be flexible
Areas of Control

Primary area of AR responsibility

Referee Area of Responsibility

Area of Ref & AR Responsibility

Area of Ref & AR Responsibility

Primary area of AR responsibility
Diagonal System of Control

View of play obstructed.
Diagonal System of Control

Too wide and far from the next phase of play.
Extreme Position

Too far from the next phase of play.
Can’t see situations elsewhere on the field
Extreme Position

Too far from quick counter-attack
The Rectangle Guideline

• The following is a practical guideline for referees to use in which to apply the principles of the Diagonal System of Control

• “The Rectangle” is merely a suggestion, not a place where the referee “must be” and “must remain.”

• The Key? Adapt it to your game!
Why the Rectangle?

• Assists in keeping the referee within 20 yards of play through “channels of running”

• Prevents the referee from taking extreme positions during normal course of action that may put the referee out of position for the next pass, cross, or decision

• Allows the referee to see through active play and onto the next sequence of the action
Why the Rectangle?

• Allows the referee to be closer to decisions in the Penalty Area for the critical call

• Enables active AR involvement through clear AR areas-of-control
Channels of Running

Stay one channel to the left of play . . . Good angle of vision out of the passing lanes
Channels of Running

Stay one channel to the left of play . . .
Further distance due to close proximity to AR’s area of control
Channels of Running

One channel to the left of play . . . Good angle of vision out of the passing lanes and not interfering inside the penalty area.
Ball in wide channel, but referee stays in rectangle with good line of sight
Channels of Running

Ball in wide channel, but referee stays in rectangle with good line of sight.
Pass Through Zones

The gray areas indicate areas where the referee should move through quickly if needed to be passed through at all.

These are prime passing, shooting, and clearance lanes!
Presence Lends Conviction…
…Positioning Lends Presence

- The referee must move to the point of an offense — so if there are issues you are on your way there
- If there are no issues, you can move to the next phase of play or to the drop zone
- You need to be close enough to talk with the players (i.e. “Do you want 10 yards?”)
- Adapt to changes in players and tactics
Principles of Good Positioning

• Work to create the best angle of vision
• Read the likely course of play
• Find the angle that allows you to see daylight between the players making the challenge
• Stay close to play, but do not interfere with play or players
• Be ready for the next phase of play
• Run/walk/jog for a purpose
The Four Conditions To Correct Positioning

1) I can see play and the potential problem area
2) I can see between two challenging players
3) I am *not* occupying space the players need
4) I am able to be ready for next phase of play
Movement

• Let play develop and you follow
• Do not duplicate coverage by AR
• Adapt – be flexible in changing circumstances
• If you cannot see the action, you cannot make the call:
  ➢ Remember the angles!
  ➢ Move inside/outside play to see
  ➢ Stay close to play without being in the way
Remember

• Look for the best viewing position. . . but remember that no position is entirely optimal

• Let’s look at “good” positioning and “poor” positioning . . .
“Good” Position?

• One that is flexible and intelligent
• You or the AR can see the play on the ball
• You can quickly establish presence by moving to the point of the foul
• You are ready to move to the next phase of play
Poor Position?

• Too many players blocking your field of vision
• You cannot see where the play will go
• You cannot see your AR
• You have the same view as your AR
• Too extreme position, off the field, and not ready to cover next phase of play

Move to Avoid!
(Don’t bend to look around!)
Formula for Success

\[ X = A + B + C \]

Where “\( X \)” is the correct position under any condition.

Achieving “\( X \)” requires that conditions \( A \) and \( B \) and \( C \) be met.
The Three Conditions

A = referee can clearly see play and any potential problem areas

B = referee can see the AR

C = referee is NOT occupying space that the players need
Positioning Examples

Review the following collection of field diagrams. Look these over carefully noting the direction of attack.

- Remember the Formula for Success: \( X = A + B + C \) … apply to each example.

- Look for optimal viewing position

- “The Zone” denoted as shown is only a suggested area for referee positioning during play … Adapt to the needs of the game!
Kick-Off
Throw-In

Positioned in preparation for the next phase of play.
Anticipation of a short throw-in
Throw-ins into the penalty area should be treated like a corner kick!
Throw-In

Anticipating direction and length of throw-in by positioning of players
Anticipating a long throw-in ... the players are indicating that the play is going to be middle of the field.
Throw-In

Anticipation of a short throw-in
Throw-In

Anticipating direction
Throw-In

Anticipating direction
Anticipate the drop zone… this may vary with age of players or skill level.
Corner Kick – AR Side

Start wide with all the players and move as they move
Position and Vision

Diagram 1 - Proper Position

Diagram 2 - Improper Position
Corner Kick – Referee Side

Similar to free kicks, take a position that allows you a clear view of the drop zone, but in a good position for a counter-attack.
Free Kicks

Take a position where you can see the wall and the drop zone and are in good position for any counter-attack.
Free Kicks
Free Kicks
Free Kicks
Free Kicks
Free Kicks
Free Kicks
Dynamic Play

Allow play to develop and follow...get the angle
Dynamic Play

Allow play to develop and follow…get the angle for the next phase of play
Dynamic Play

Be close to decisions in the penalty area and have a clear view
Dynamic Play

Ba close to play but not in the way…don’t take away passing or shooting lanes
Dynamic Play

Angle of view on active play + angle of view on next play (cross)
Dynamic Play

Angle of view on active play + angle of view on next play (cross)
Dynamic Play

Be close to play with a clear line of sight to the goalkeeper.

Also be ready to for the next phase of play.
Anticipate the drop zone… what the goalkeeper has done on previous punts should help you judge where to position yourself on the field.
Dynamic Play – GK Punt

Anticipating the drop zone... Age and skill level should help you decide how far up field to set up
Be close to play ... move to get an angle to see play
Dynamic Play - Transition

Turn and let play go by you.

When you have a safe distance between you and the ball, move so you can see daylight between players.
Dynamic Play- Transition

Then turn and follow, so you have a good line of sight between players.

Let the play go by you.
Dynamic Play- Flowing

Stay with play as they change speed and direction.

Just like a player you need to change speed and direction.
Dynamic Play- Flowing

Move with players staying so you can see daylight between the players.

Be ready to make a critical decision.
Dynamic Play- Flowing

Move so you have a good line of sight between the players as they challenge for the ball.
Dynamic Play - Leading

Anticipate the next decision …

… where will the ball go next?
Dynamic Play - Leading

Anticipate the next decision ... Lead the play, watch players make runs.

You can hide behind defender, so as not to take up space the attacker is running to.
Dynamic Play - Leading

Be close to action in front of the bench
Penalty Kick

Position allows referee to monitor encroachment into the penalty area...all players in view.
Counter Attacks

➢ The ability to see between players is very important on counter attacks

➢ The first several yards need you will need to run left or right to get the maximum line of sight between players

➢ Do not run directly behind the play and attacker

➢ Go get a side view of the play

➢ You must close down play using speed, as quickly as possible.
Quick Counter Attack

Move quickly to the side to have the best view…close the distance after you have the best angle
Quick Counter Attack

This may even mean that you need to be on the same side as your AR to get the best and quickest view of sight between players.
Buildup in the Midfield

• Do not immediately go wide and deep

• Move with play, but keep an angle to see and determine what is going on

• Consider the player’s options

• Adjust your pace to the situation

• Don’t ball watch, keep your feet moving
Reasons for Going Out of Rectangle

- Your presence is needed and the risk is greater if you do not
- Potential for collision with goalkeeper
- Attacker taking the ball into corner late in the match, wasting time
- Play gets physical and you need to be there
- Hard challenge in front of benches
Principles of Positioning

➢ Stay to the left of the ball, whenever possible

➢ Try to be 20 yards or so from play

➢ Work hard to “close down play” – attempt to move at the same pace as play

➢ Create a good angle of vision to see daylight between the players
Principles of Positioning

➢ Don’t go into the wide channels (outside the rectangle) unless you smell a problem

➢ Anticipate and read play to position self for the next phase – never be flat footed and always be moving

➢ The center circle and penalty arcs are “transit zones” – referees should not stand in either area, but should use them to move quickly from point a to point b
Alternatives

On free kicks being taken within a close proximity of the goal (within 30 yards or so) the referee has the option to choose to be in the position to be able to judge the offside offense, while sending the AR down to the goal-line to in essence be the goal judge.

This is acceptable, but such a decision should take into account several factors, i.e. age of teams, level of play, the particular circumstances of the restart, etc.
During attacks on goal, some referees have been seen leaving the playing field to observe play.

It appears that in some circumstances this positioning of the referee meets all the criteria of the “Formula for Success”.

However, this positioning is generally considered to be unacceptable.

But if it works for you in a particular game, then ok, but don’t make it a standard practice.
Summary

• Keep play between self and your AR

• Stay close to play .... move and adjust ... find optimal position .... be flexible

• Adapt ... to players and game conditions

• Anticipate .... be intelligent (think)
The referee may not restart play with a ceremonial free kick unless requested by the kicking team.

A. TRUE
B. FALSE
At the taking of a Penalty Kick in a GU14 match, it is the AR’s responsibility to determine if the Goalkeeper moves off the goal-line before the kick is taken.

A. TRUE

B. FALSE
In a BU9 small-sided game all the opponents must move outside the Build-Out Area until the ball is back in play. On a goal kick the opposing players are allowed to re-enter the Build-Out Area as soon as the ball has been kicked and leaves the goal area.

A. TRUE
B. FALSE
Presentation Question 24

In a BU16 match an opponent deliberately runs up and stands directly in front of the ball at the taking of a free kick. The referee:

A. Should immediately caution the defender and restart with a ceremonial free kick

B. Should simply tell the defender to back away and allow play to continue

C. Should ask the kicking team if they want the defender to move 10 yards away.

D. Should just allow play to continue without any intrusion.
Presentation Question 25

At the taking of the kick-off any player (other than the kicker) on either team that straddles the half-line is in violation of the Laws of the Game.

A. TRUE
B. FALSE