



Referee Positioning

**Ohio South 2017-18
Referee Recertification Training**



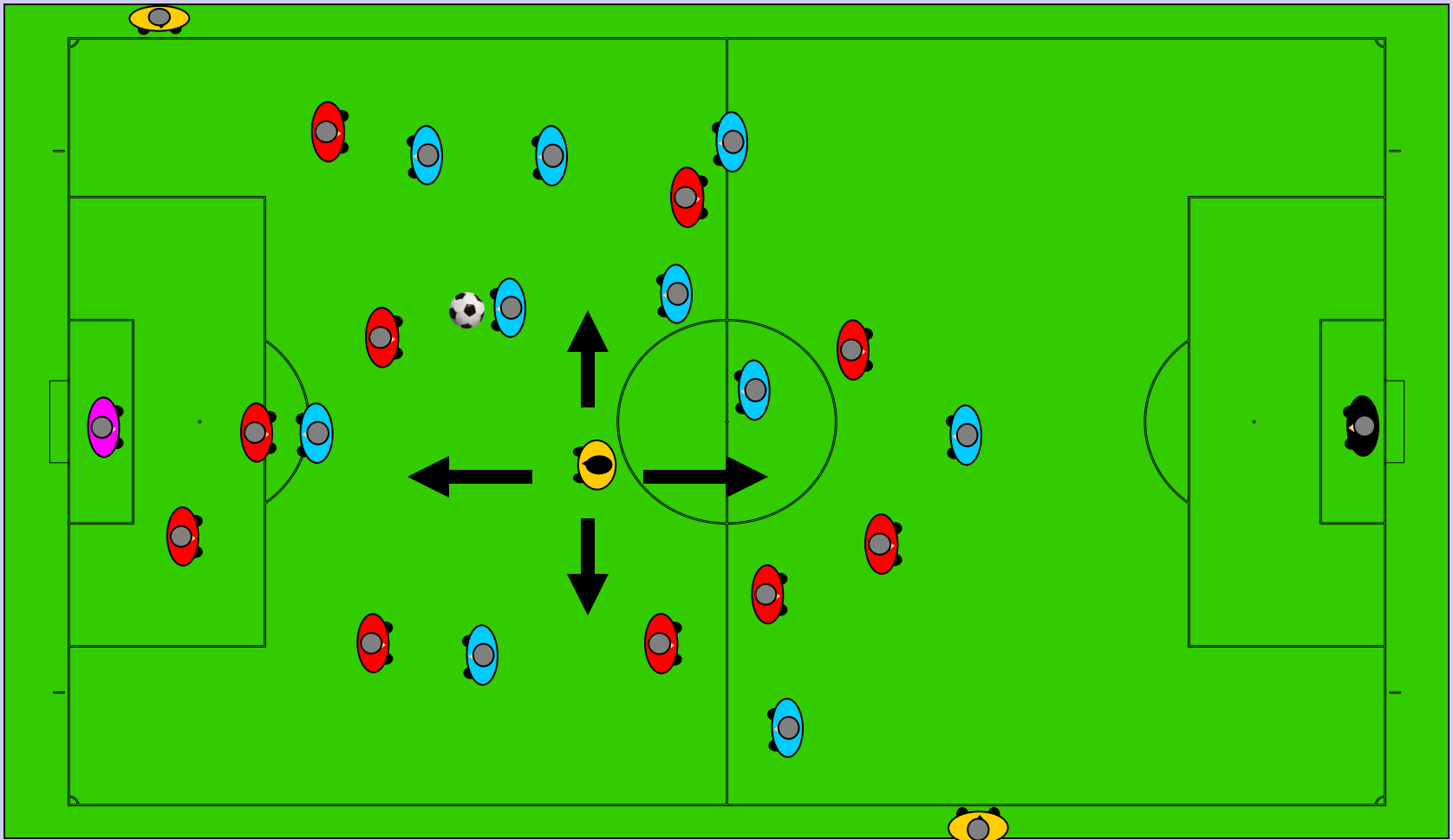
Referee Positioning

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



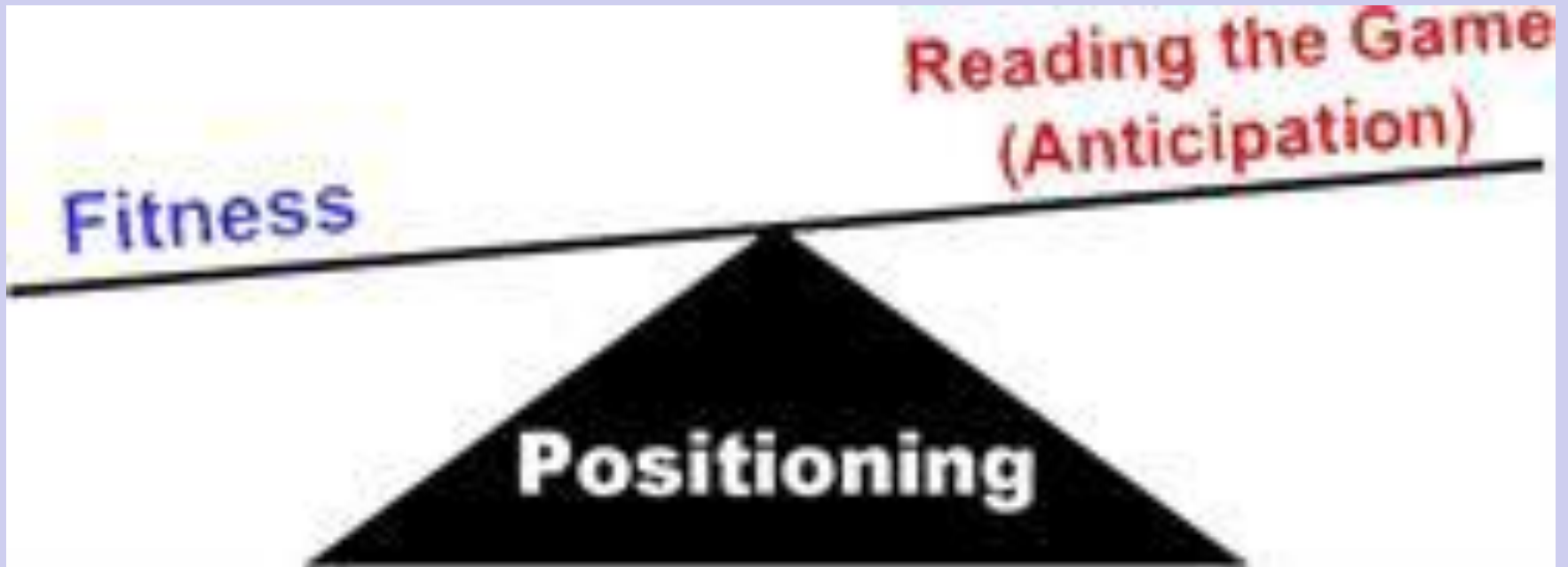
Difference Between Positioning and Mobility

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

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



Positioning is a Balance





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

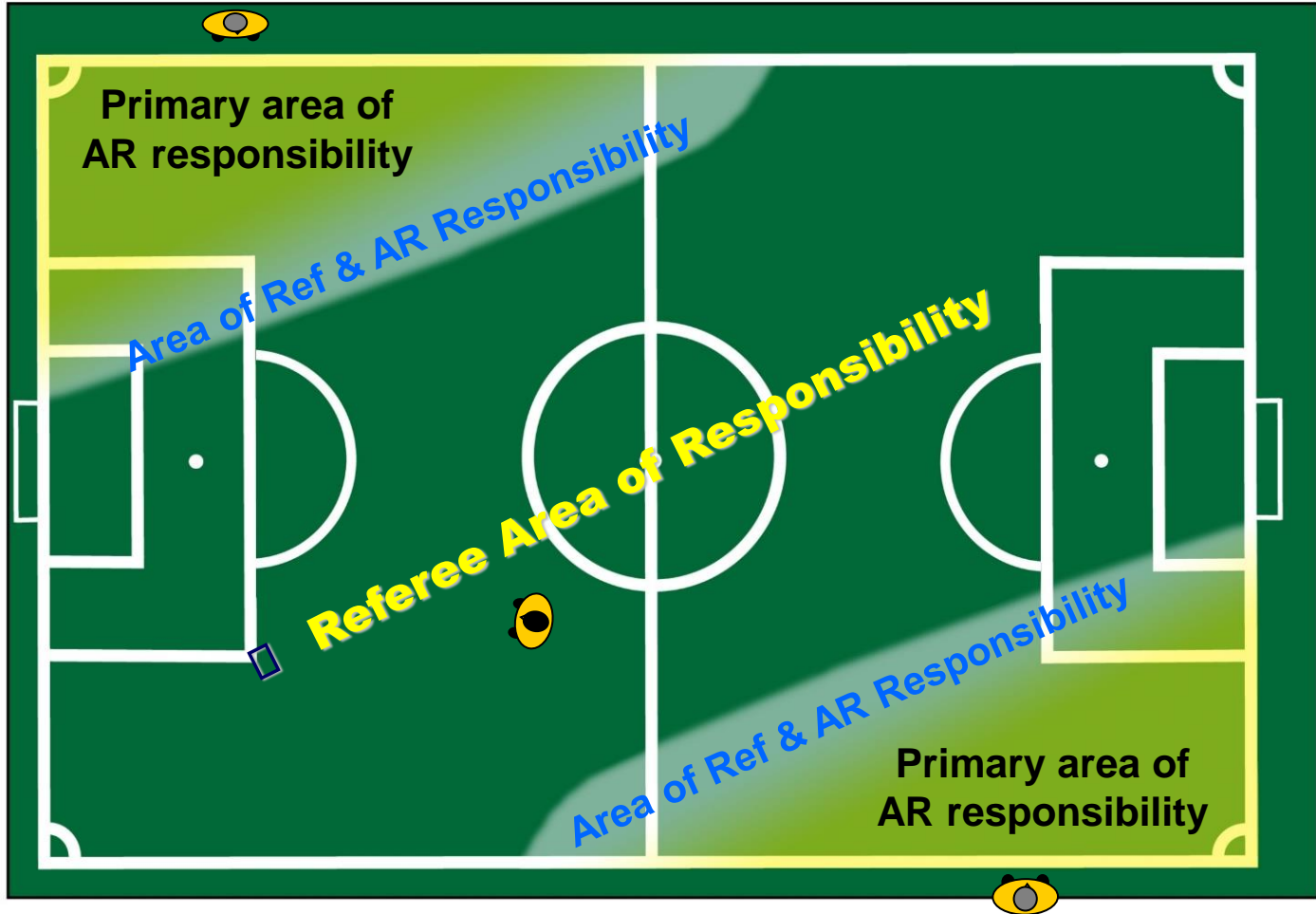


What Else?

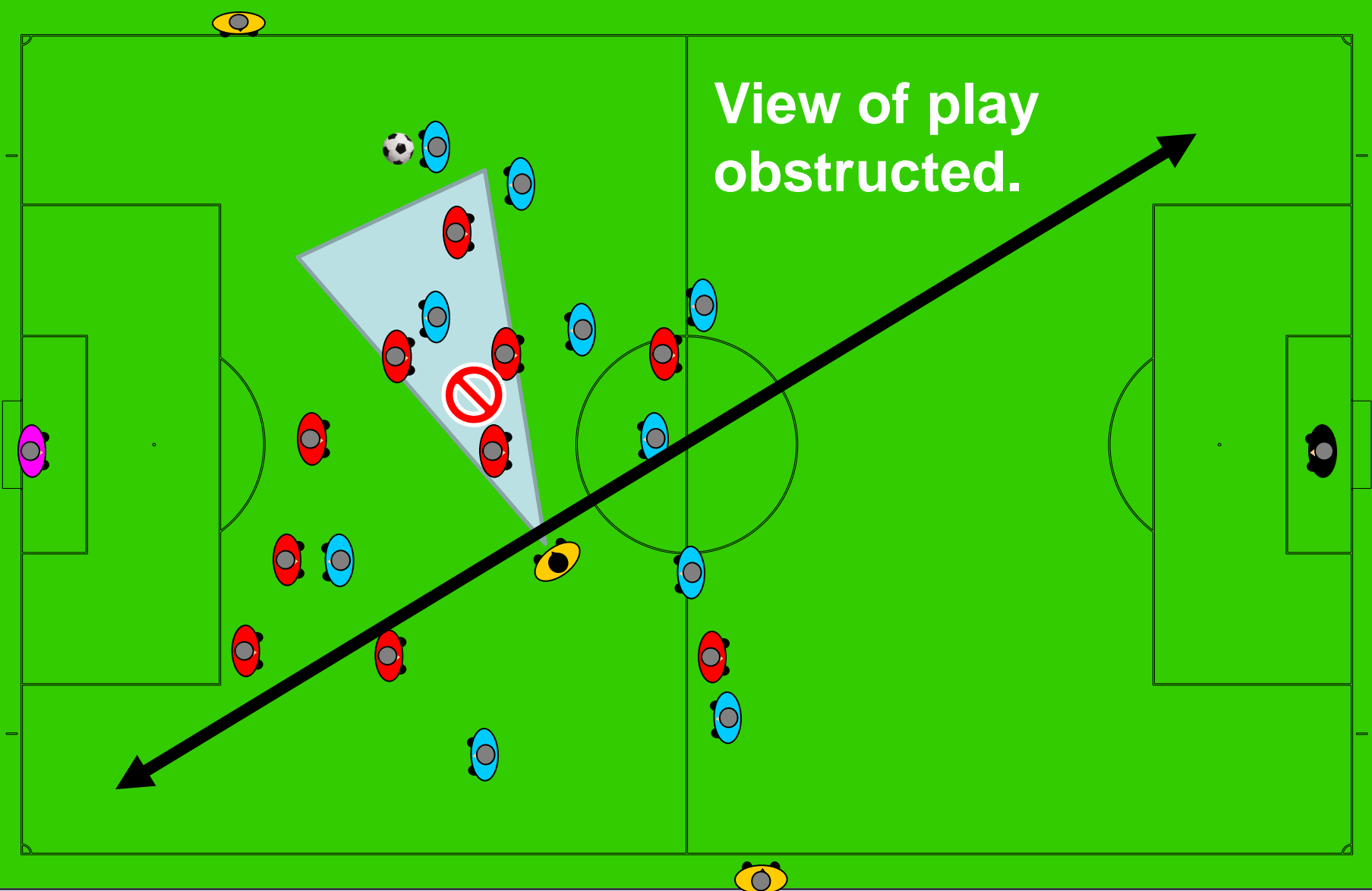
- Move inside, if play requires it
- Move outside, if play requires it
- Do not duplicate coverage of your AR

Adapt to the game – be flexible

Areas of Control



Diagonal System of Control

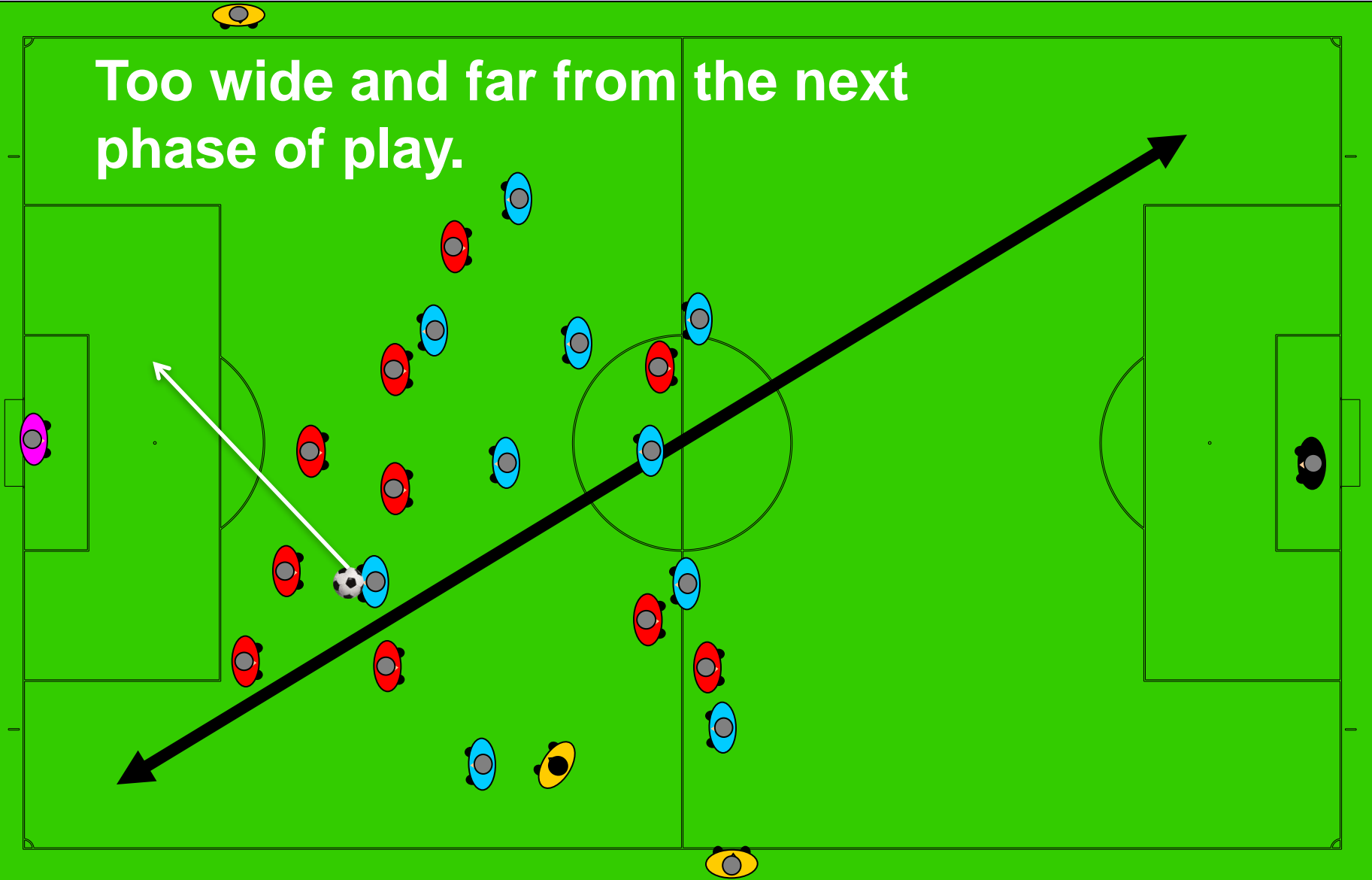


View of play
obstructed.

Diagonal System of Control



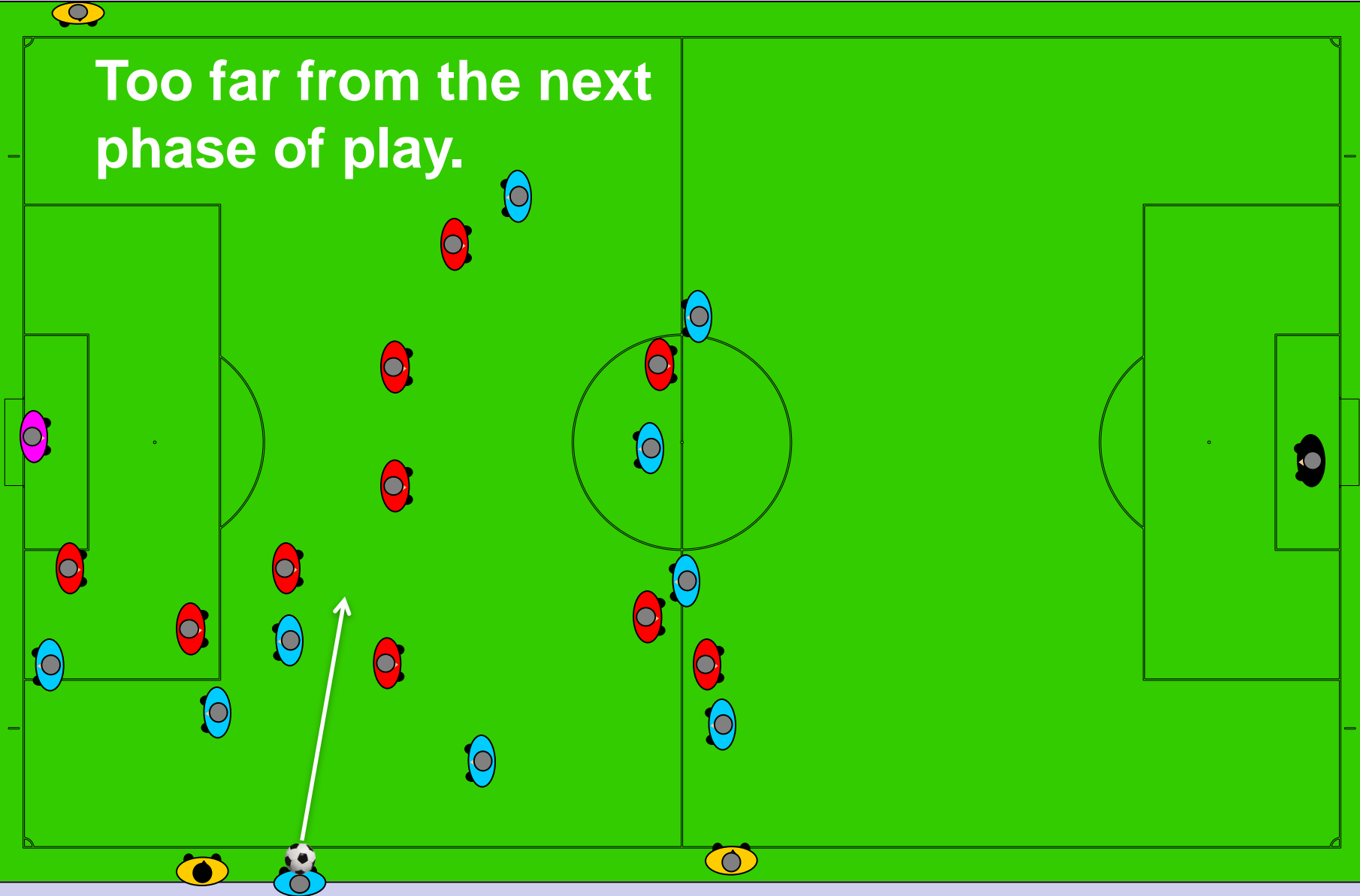
Too wide and far from the next phase of play.



Extreme Position



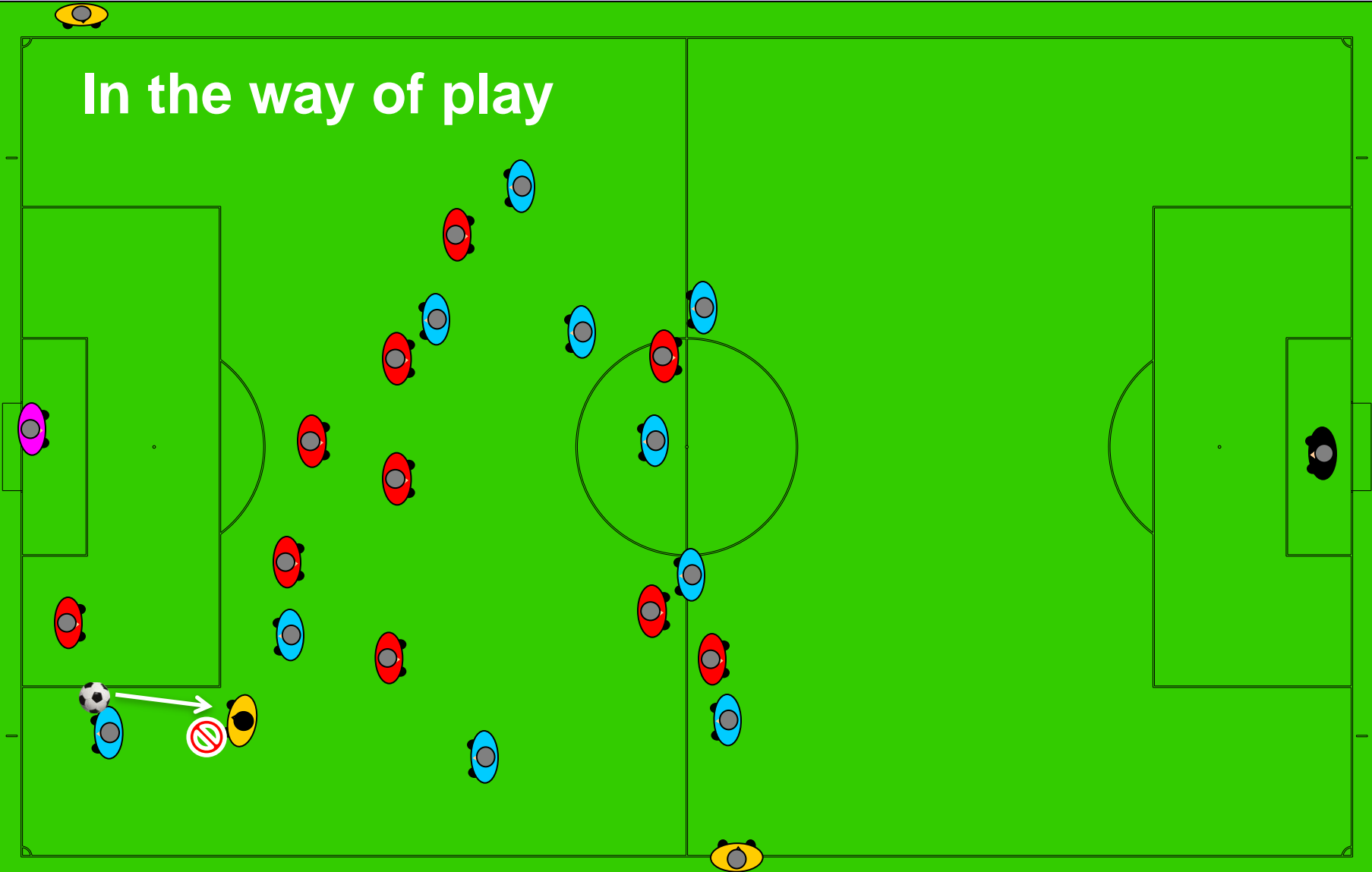
Too far from the next phase of play.



Diagonal System of Control



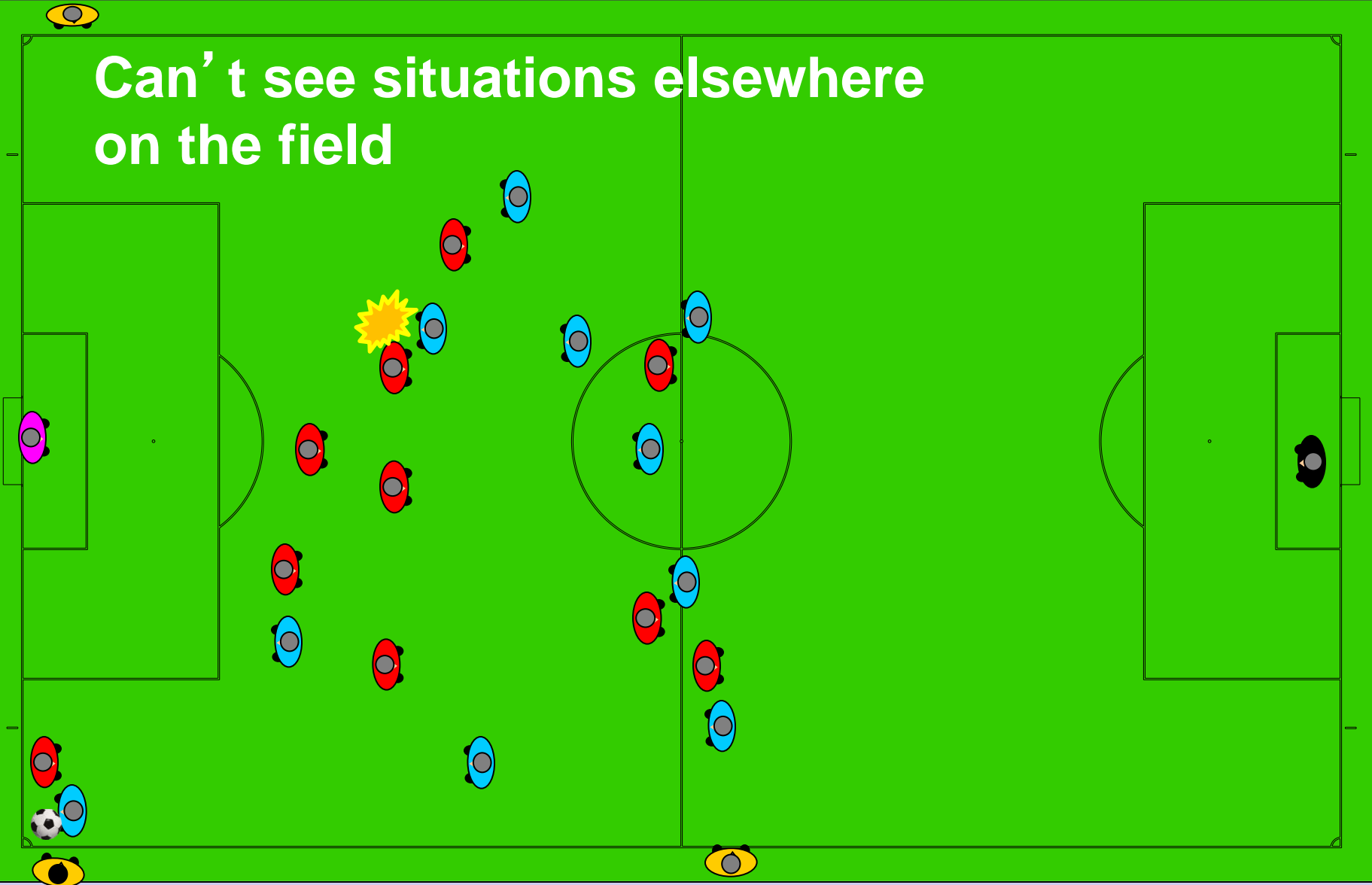
In the way of play



Extreme Position



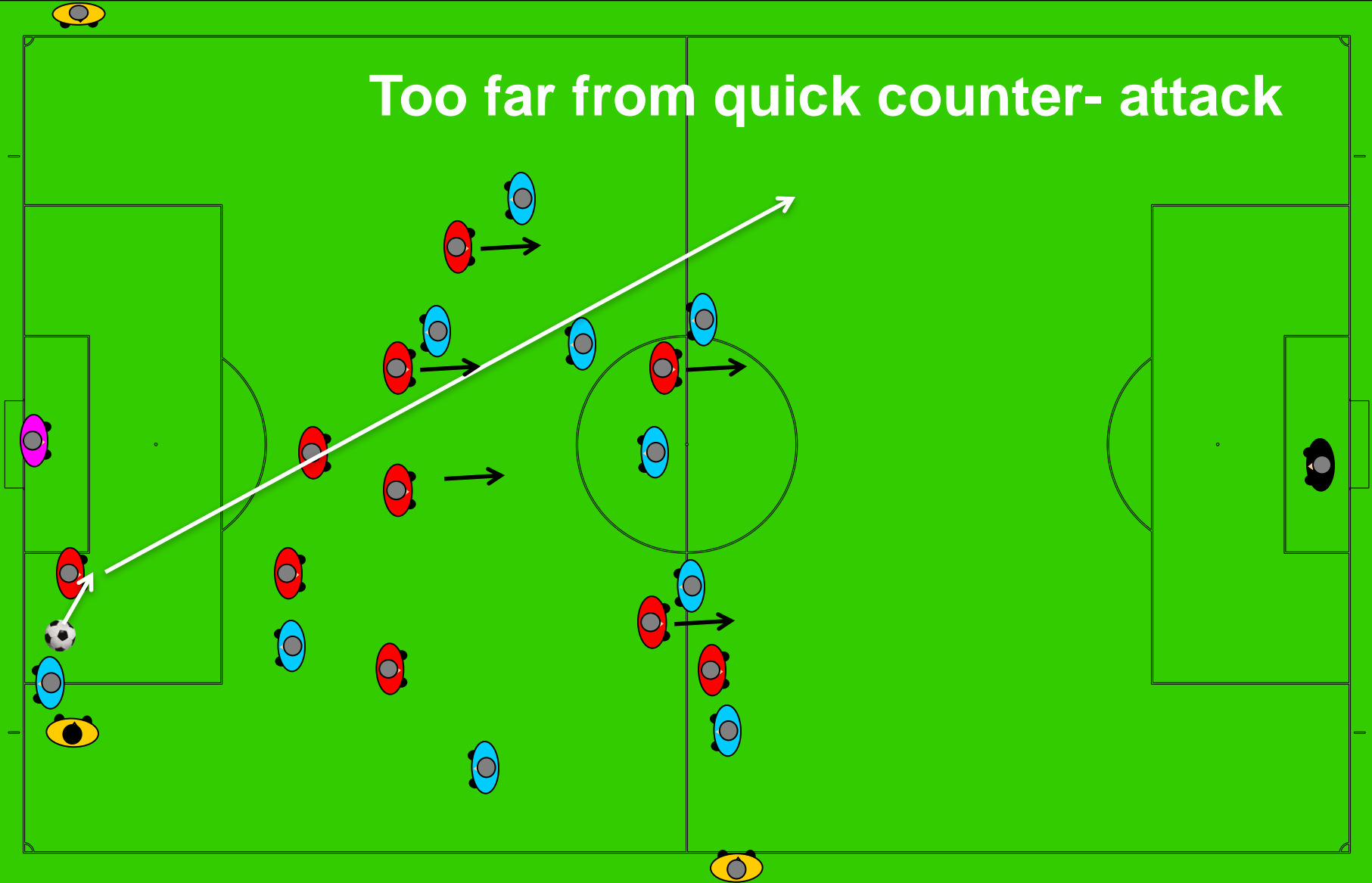
Can't see situations elsewhere
on the field



Extreme Position



Too far from quick counter-attack





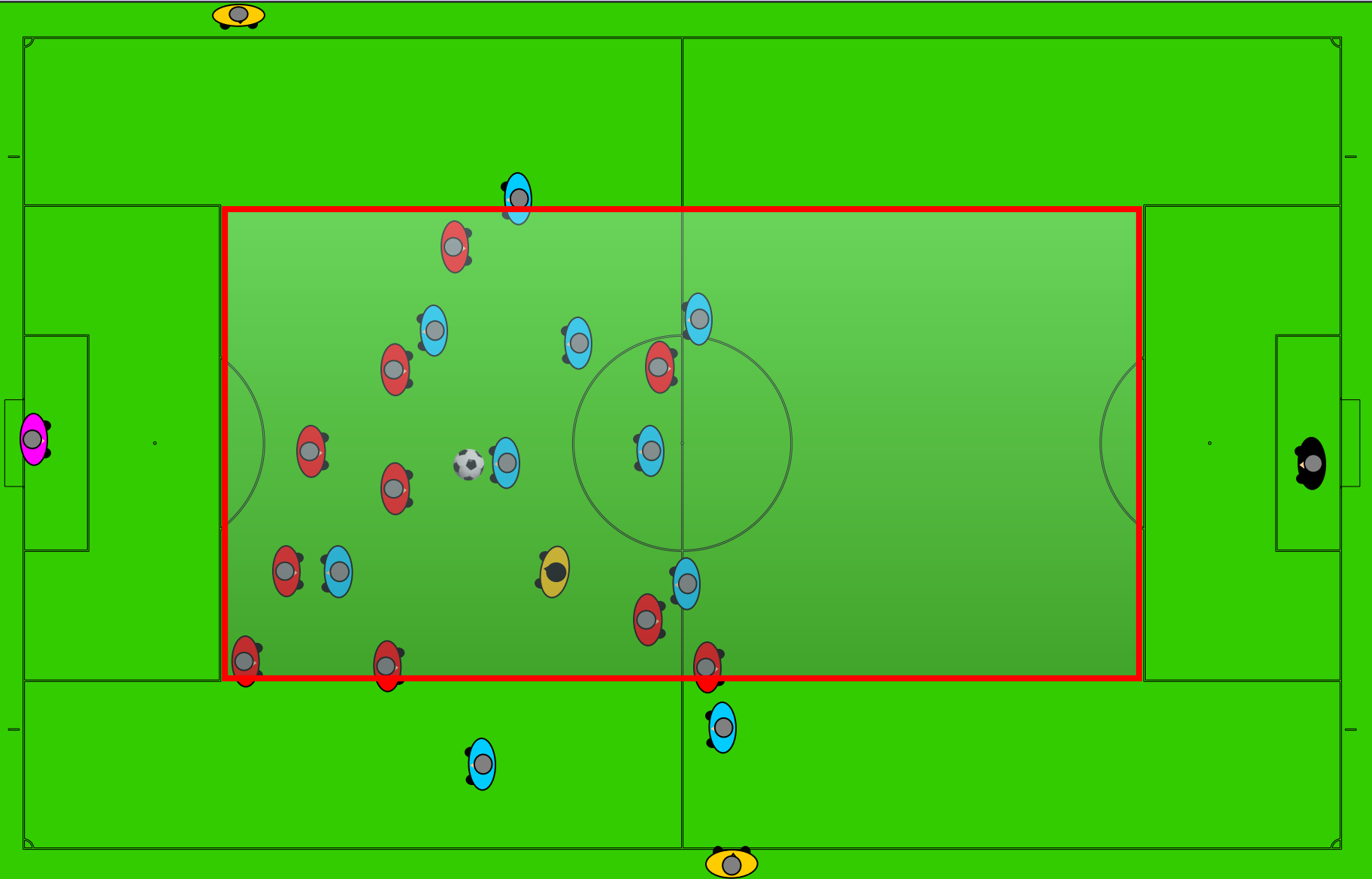
The Rectangle Guideline

- 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!**

Rectangle Guideline





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



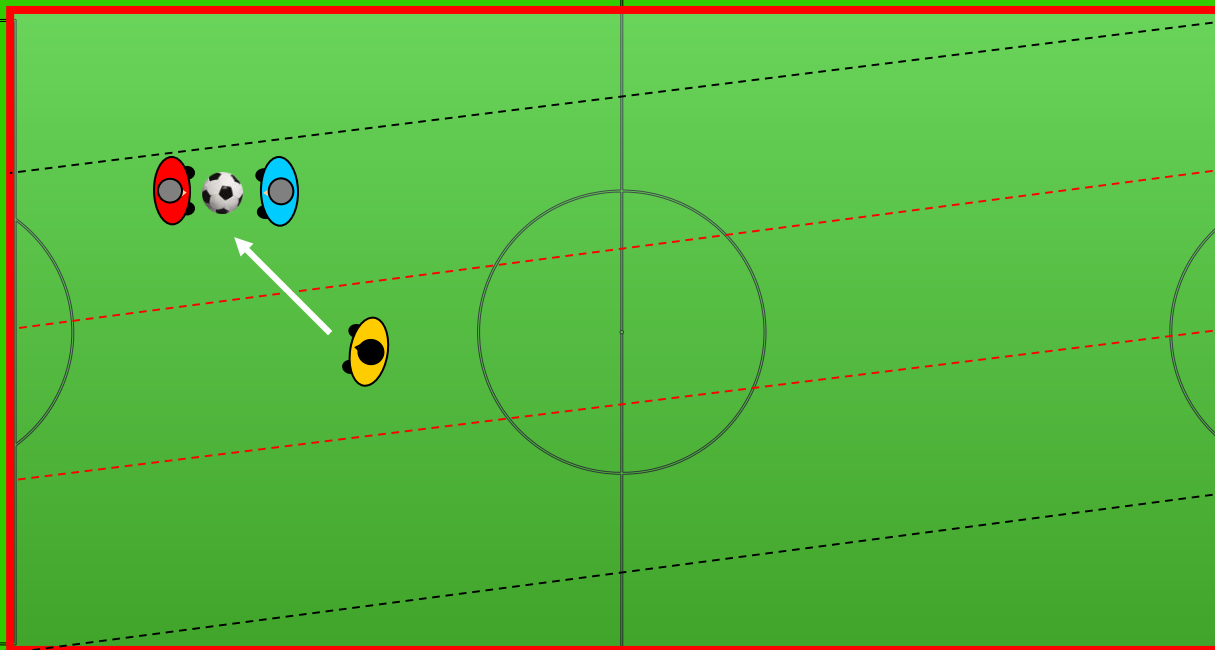
Why the Rectangle?

- 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

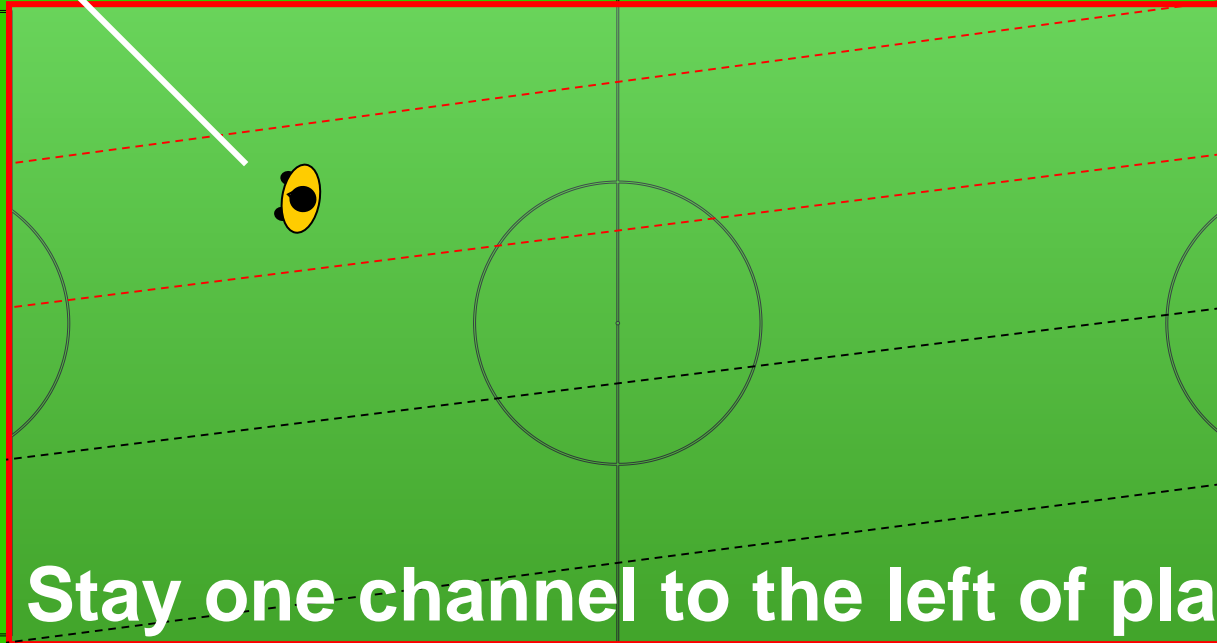
Channels of Running



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



Channels of Running



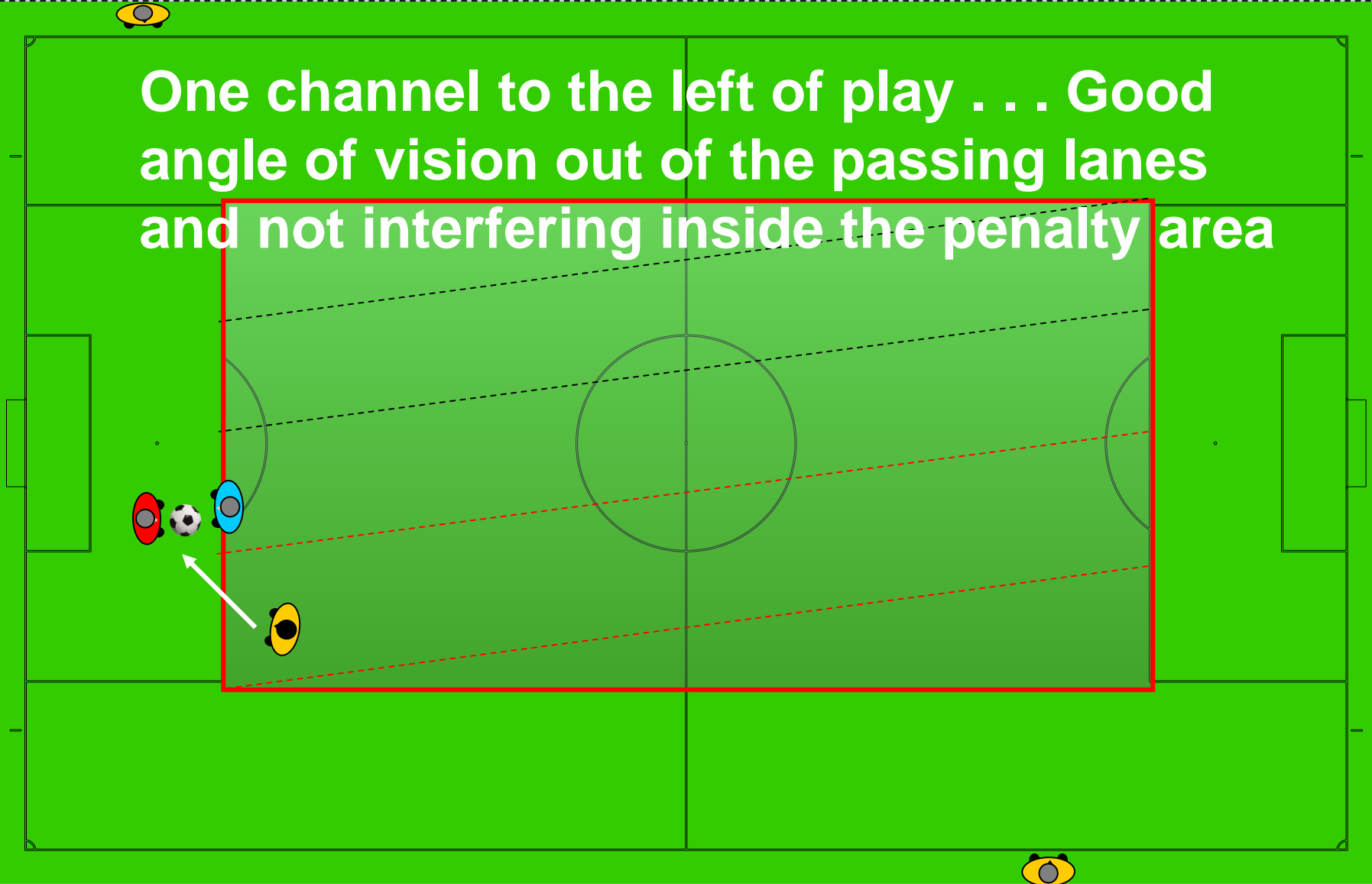
**Stay one channel to the left of play . . .
Further distance due to close proximity
to AR's area of control**



Channels of Running



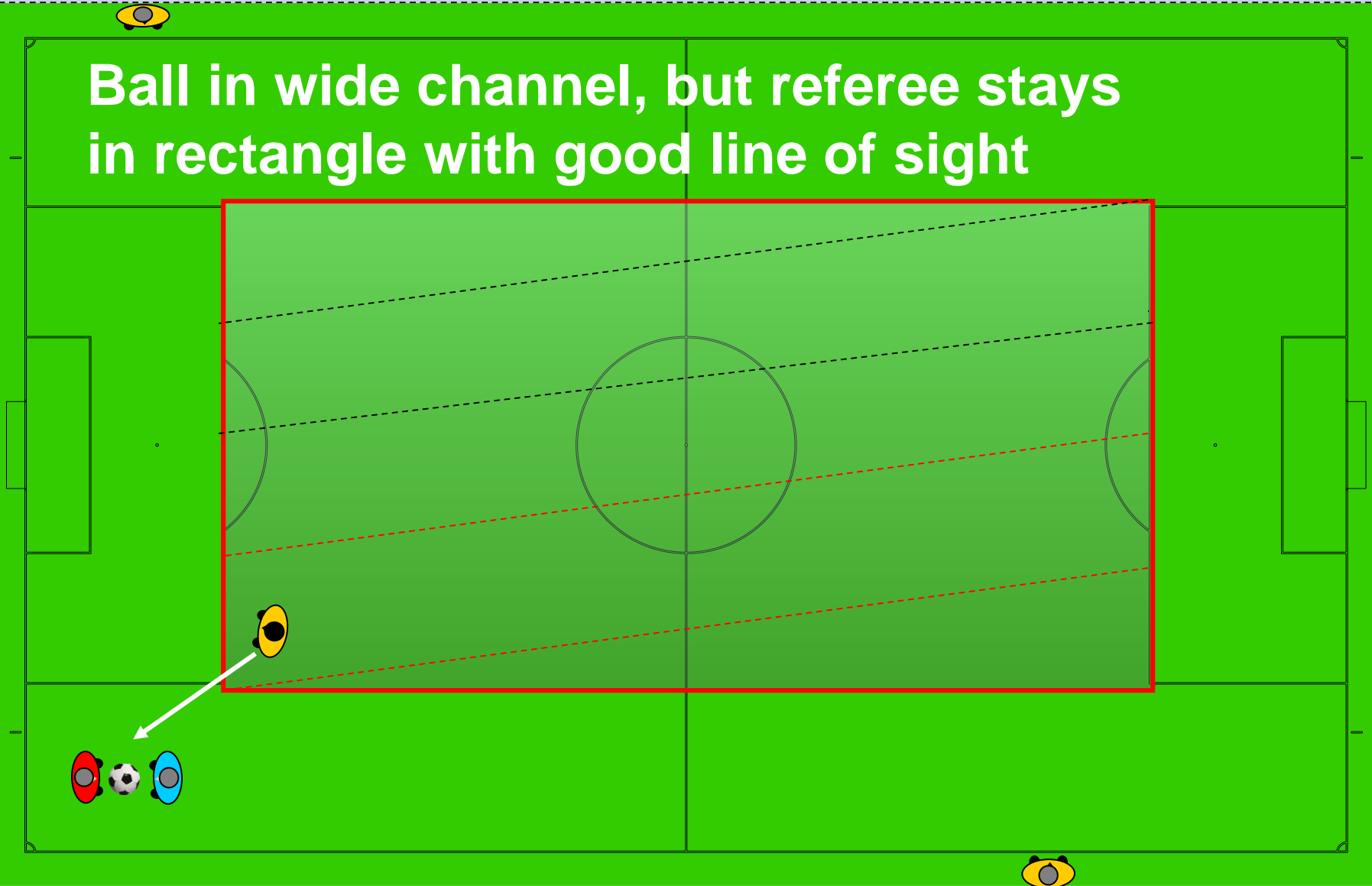
One channel to the left of play . . . Good angle of vision out of the passing lanes and not interfering inside the penalty area



Channels of Running



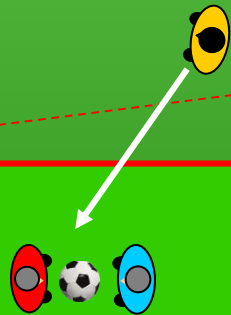
Ball in wide channel, but referee stays in rectangle with good line of sight



Channels of Running



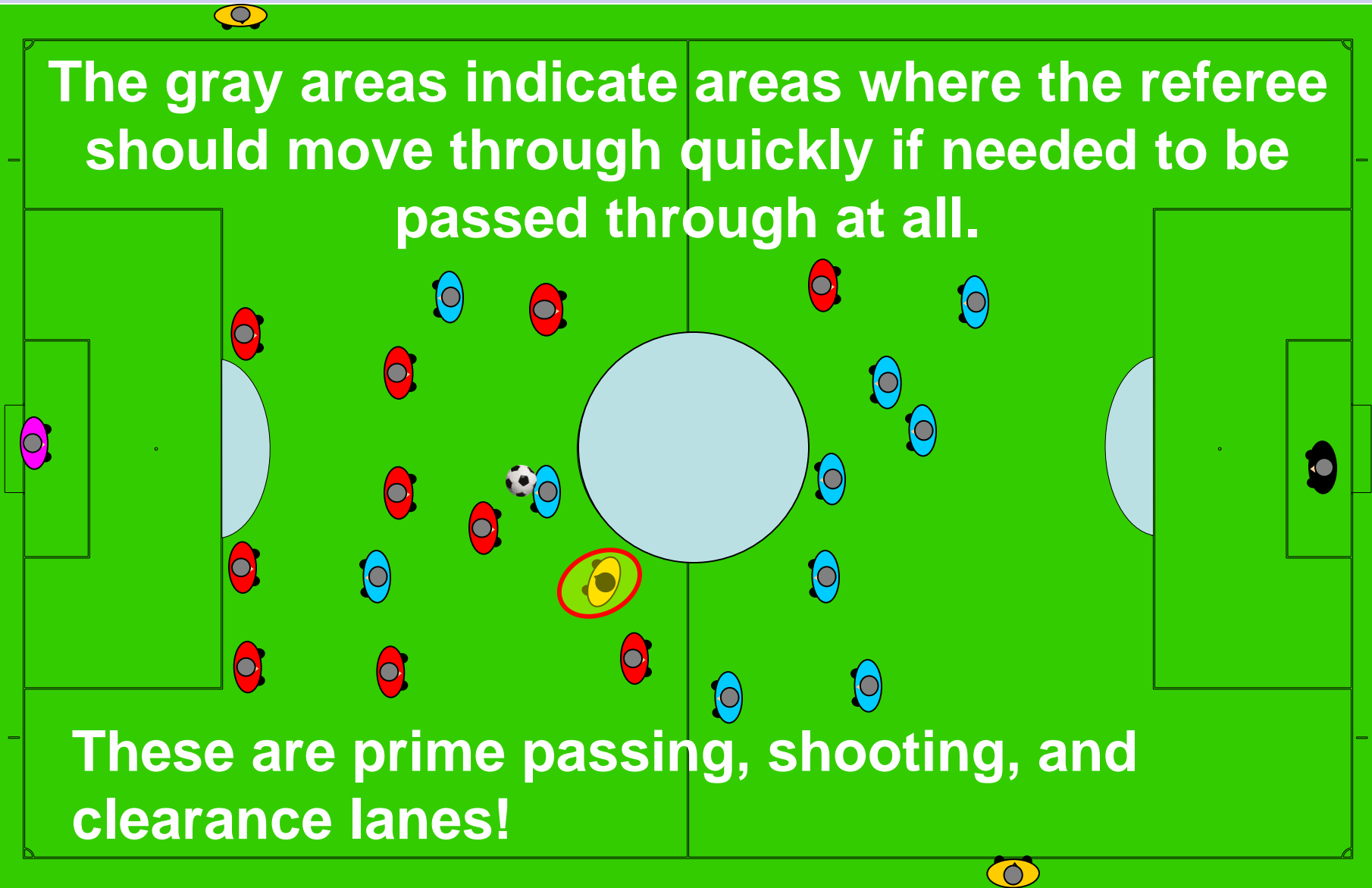
Ball in wide channel, but referee stays in rectangle with good line of sight



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

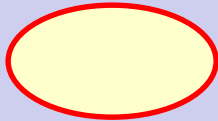
B = referee can see the AR

C = referee is **NOT** occupying space that the players need

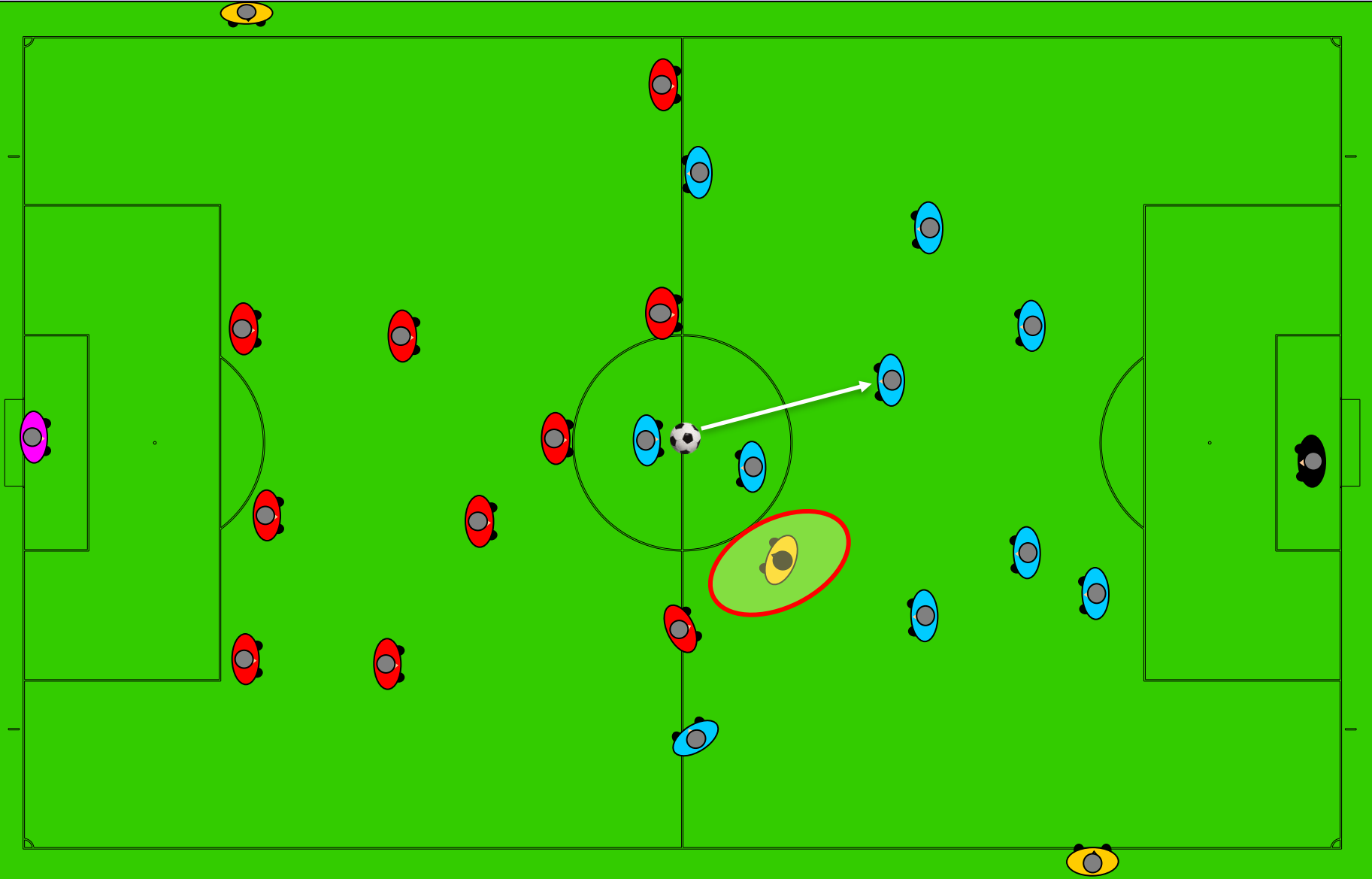


Positioning Examples

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!**

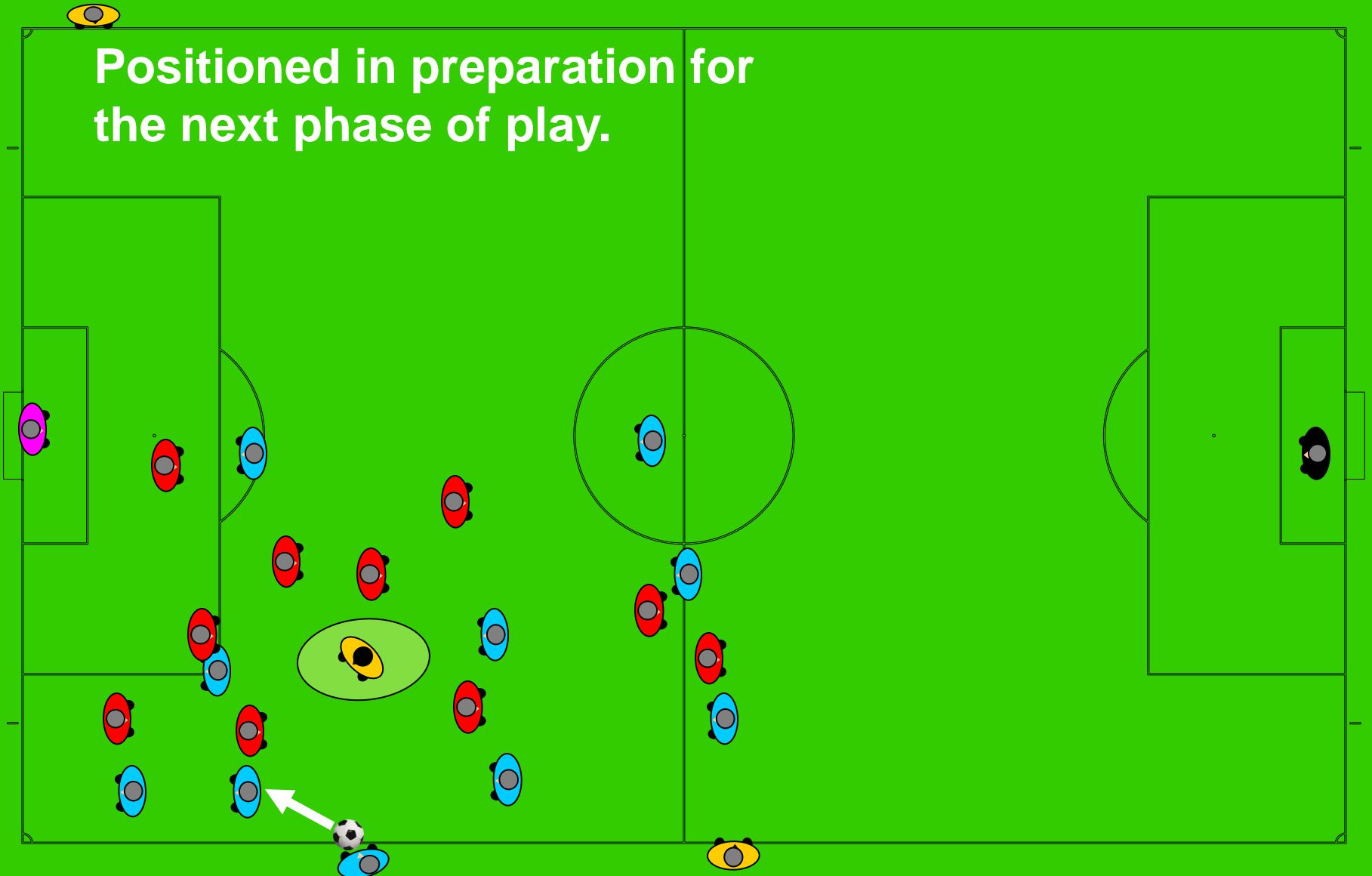
Kick-Off



Throw-In



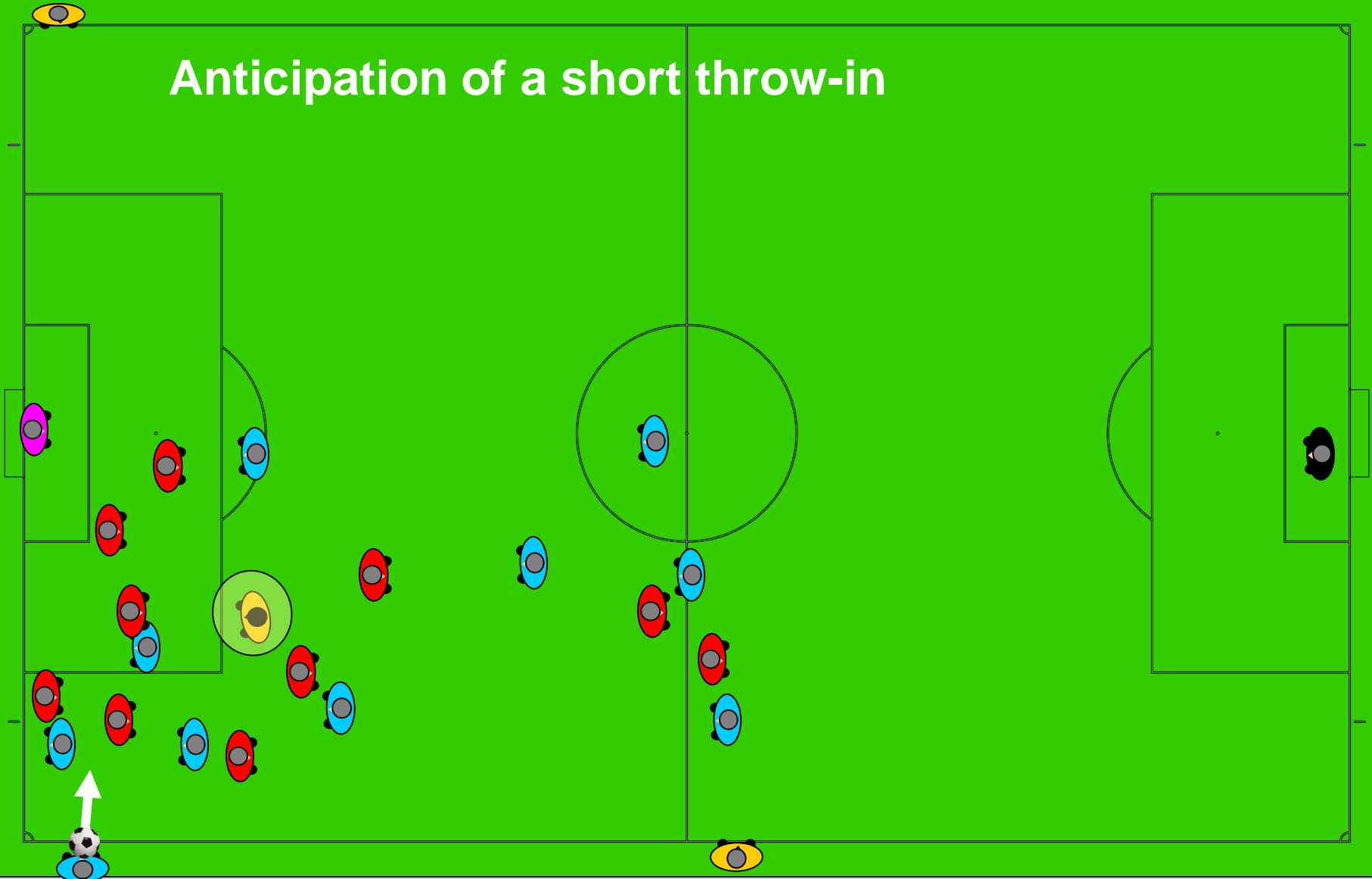
Positioned in preparation for the next phase of play.



Throw-In



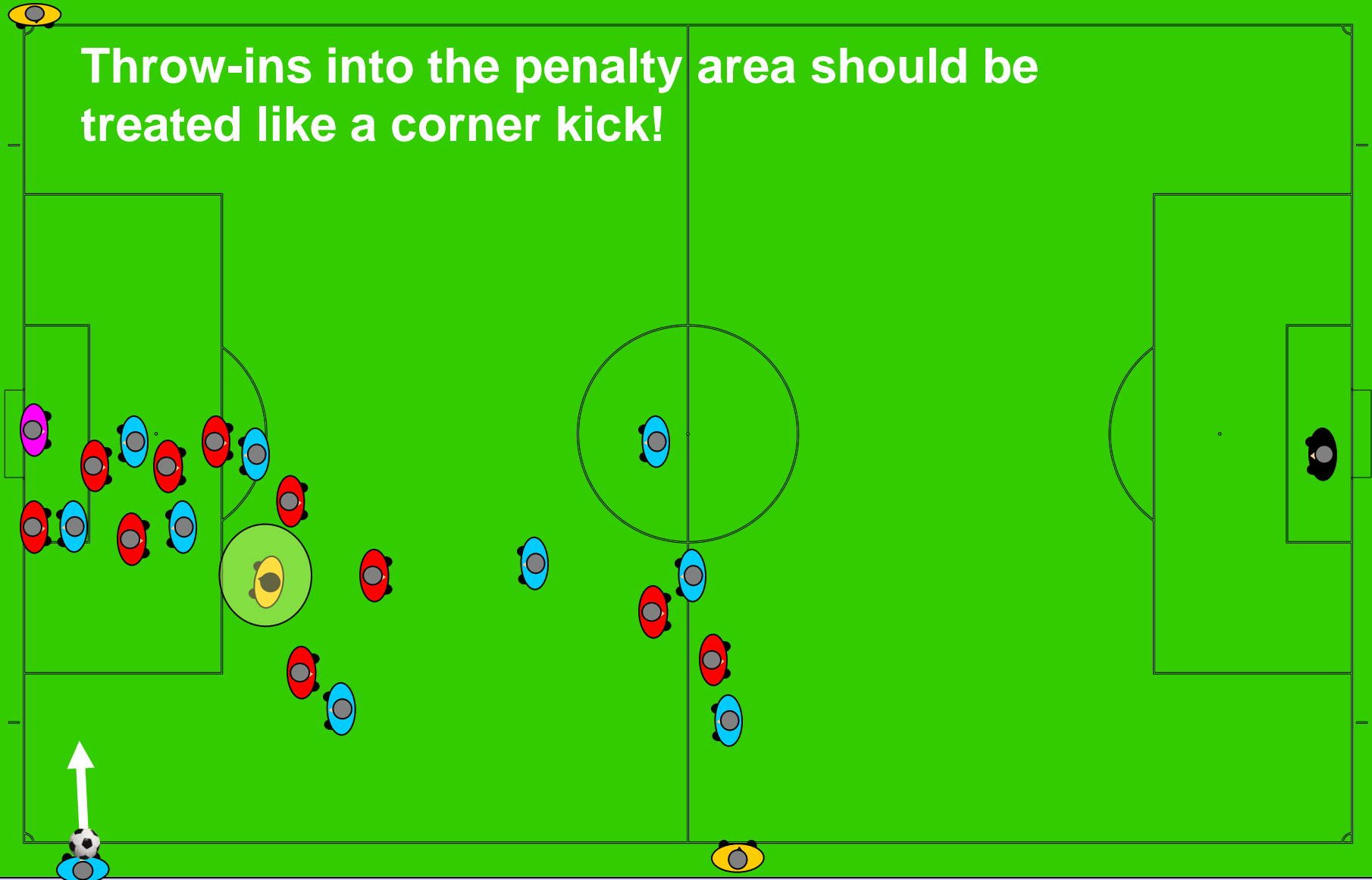
Anticipation of a short throw-in



Throw-In



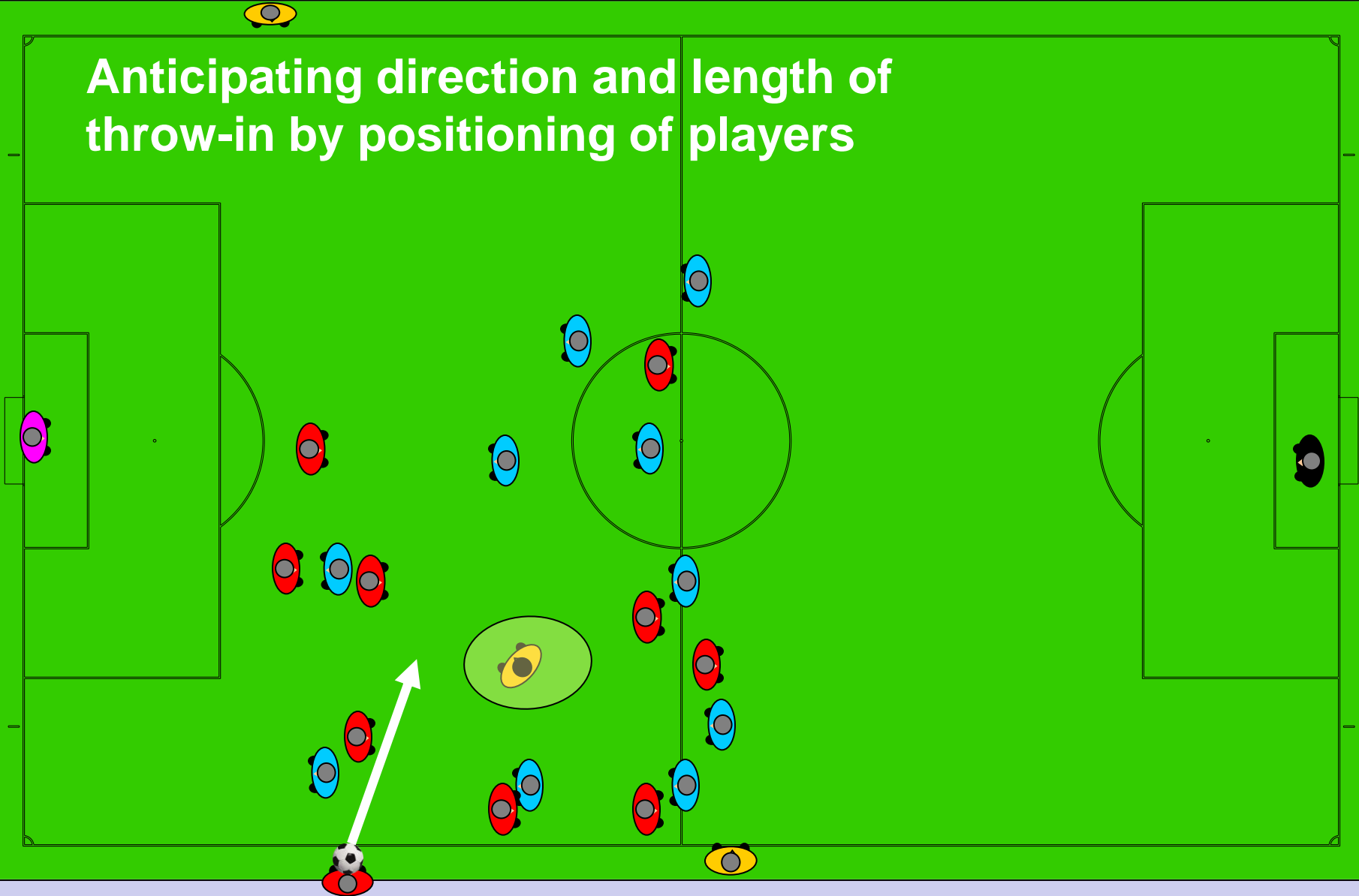
Throw-ins into the penalty area should be treated like a corner kick!



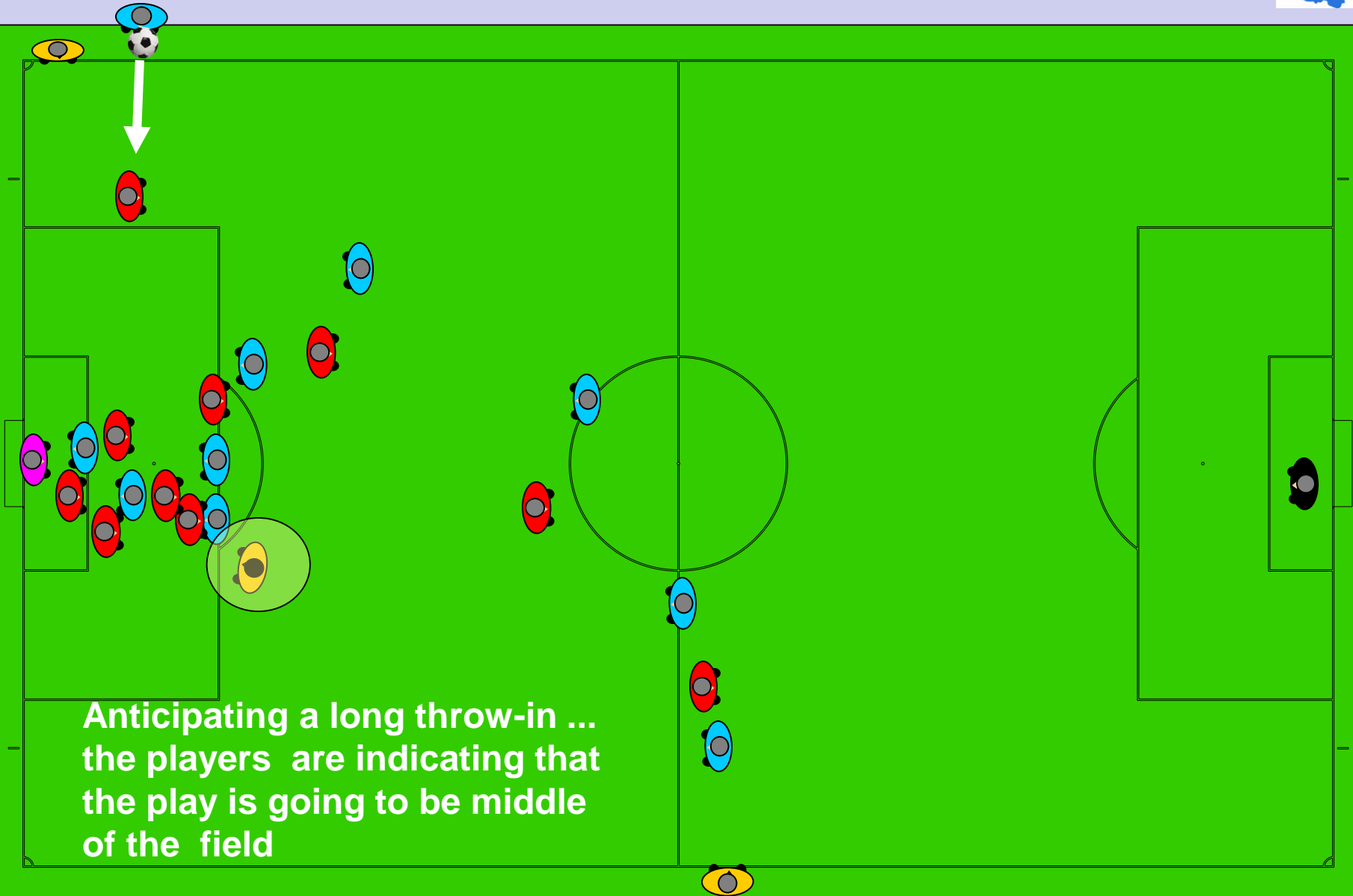
Throw-In



Anticipating direction and length of throw-in by positioning of players

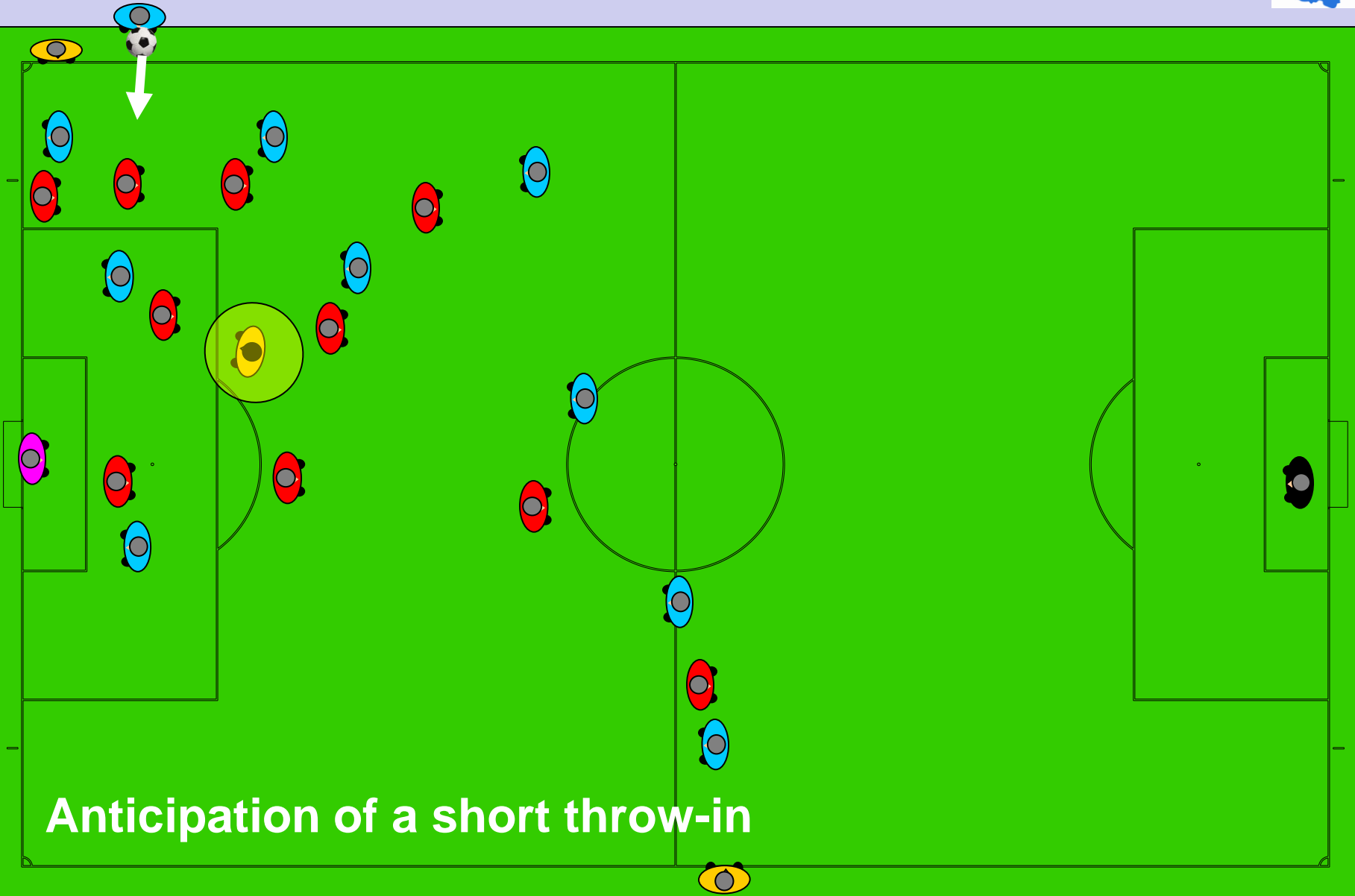


Throw-In



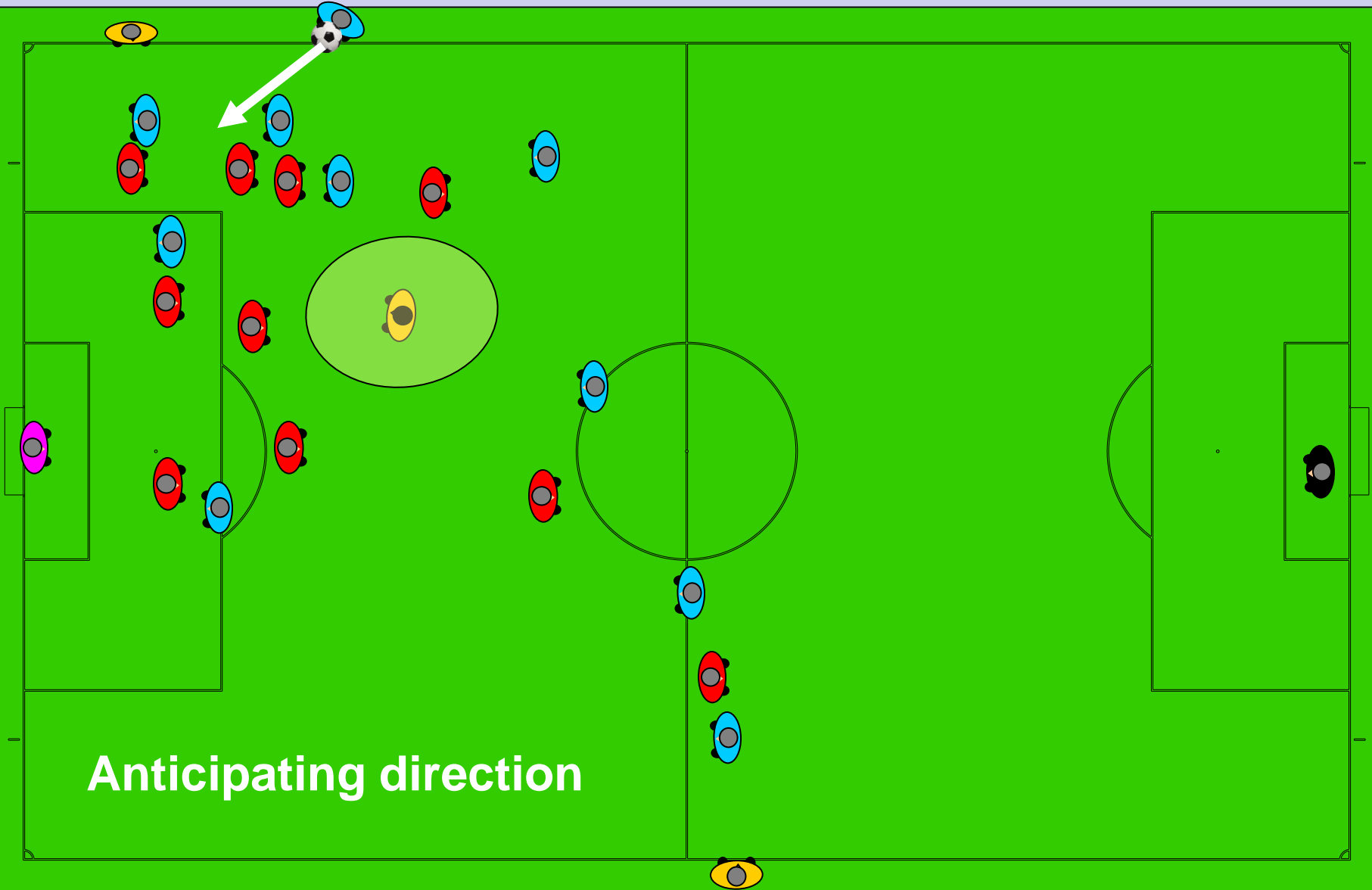
Anticipating a long throw-in ...
the players are indicating that
the play is going to be middle
of the field

Throw-In



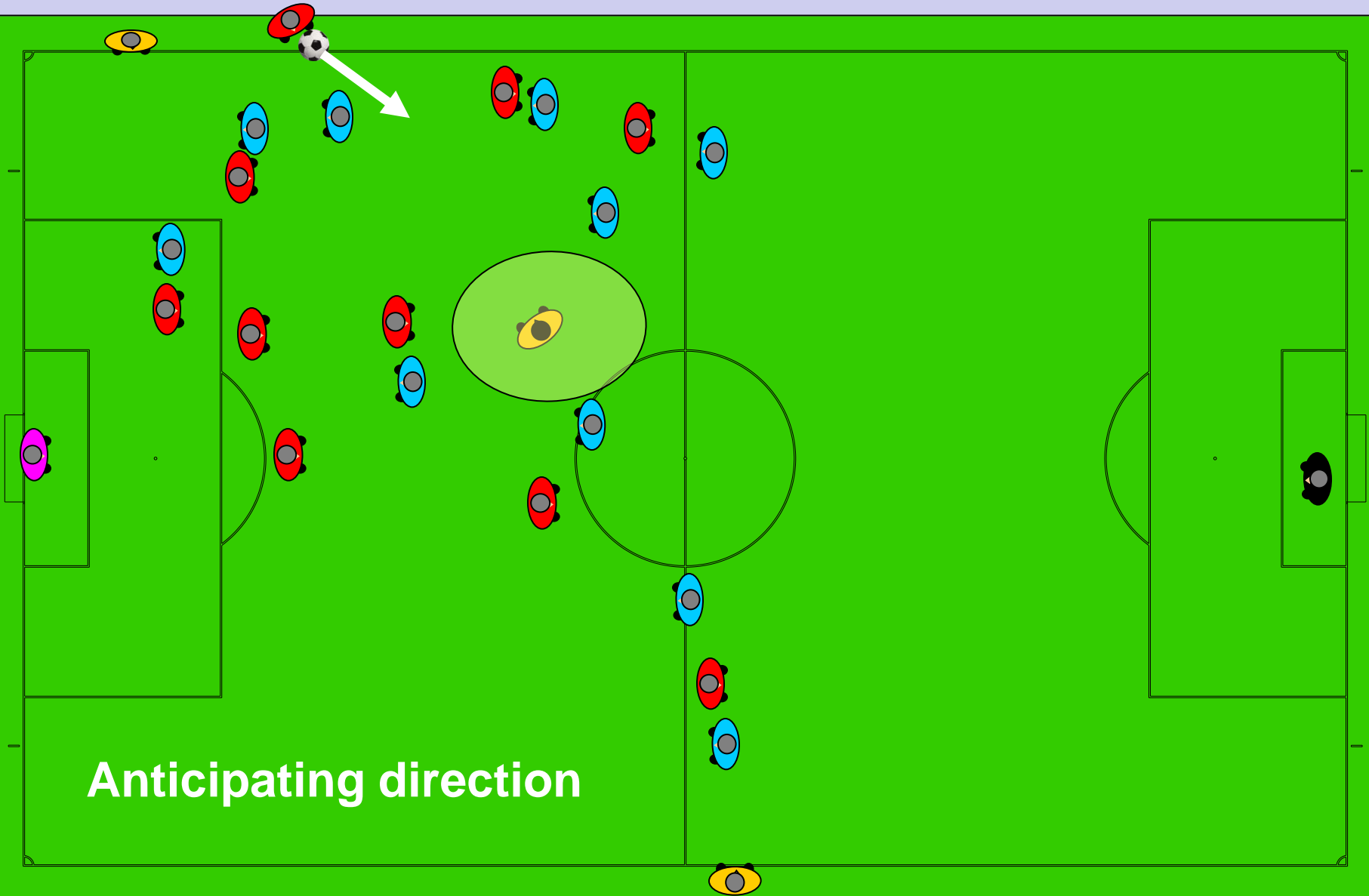
Anticipation of a short throw-in

Throw-In



Anticipating direction

Throw-In

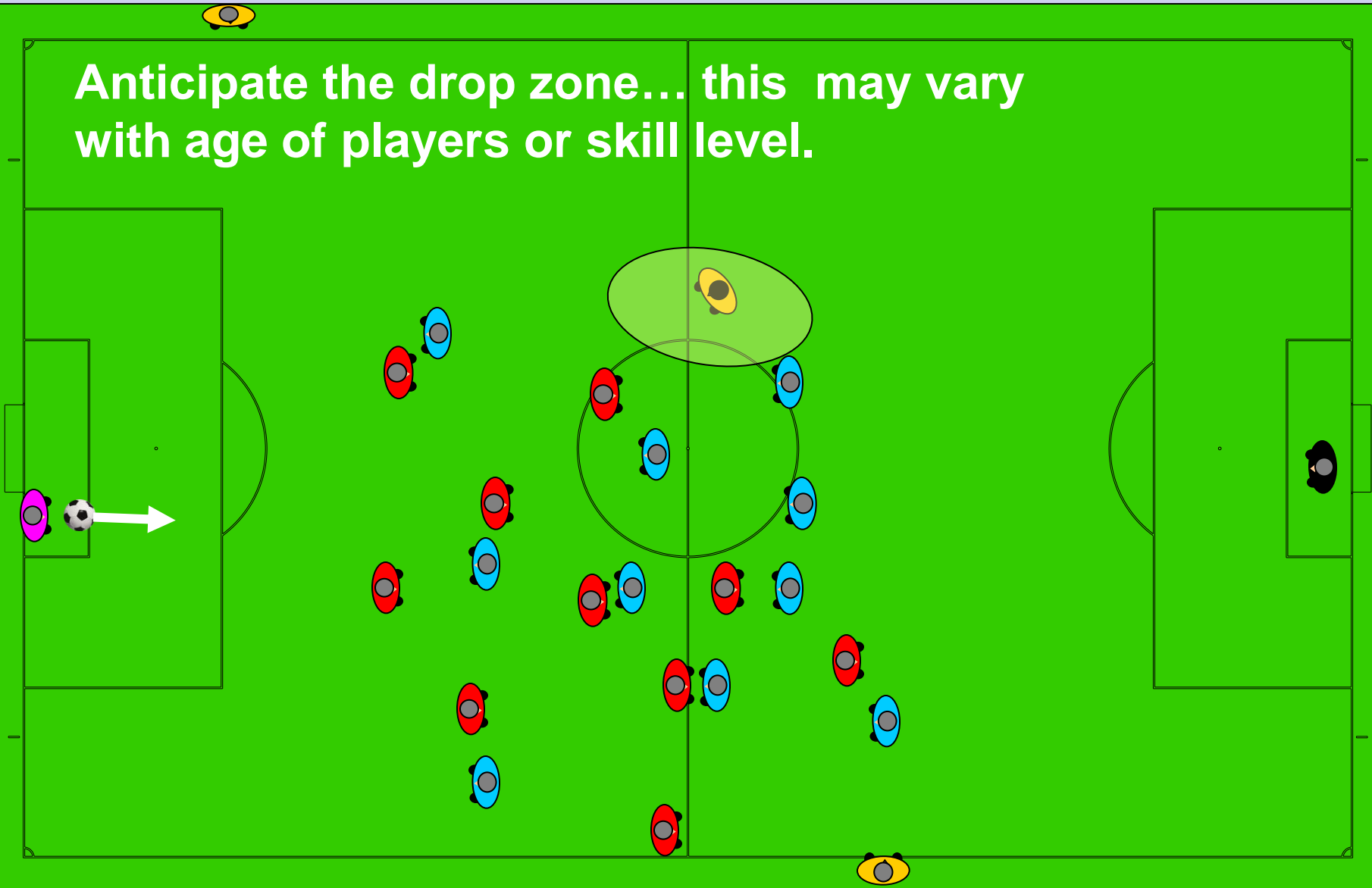


Anticipating direction

Goal Kick



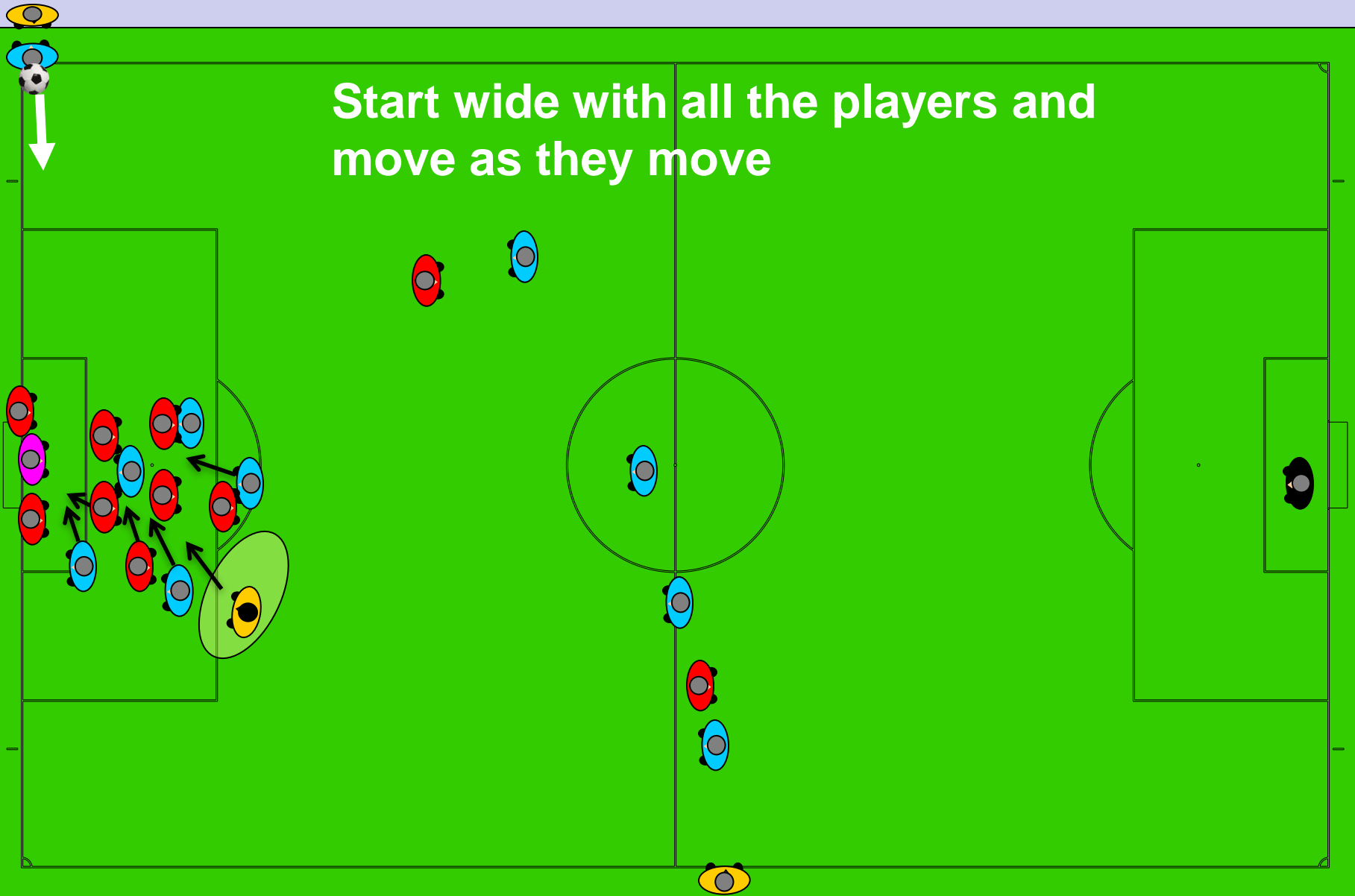
Anticipate the drop zone... this may vary with age of players or skill level.



Corner Kick – AR Side

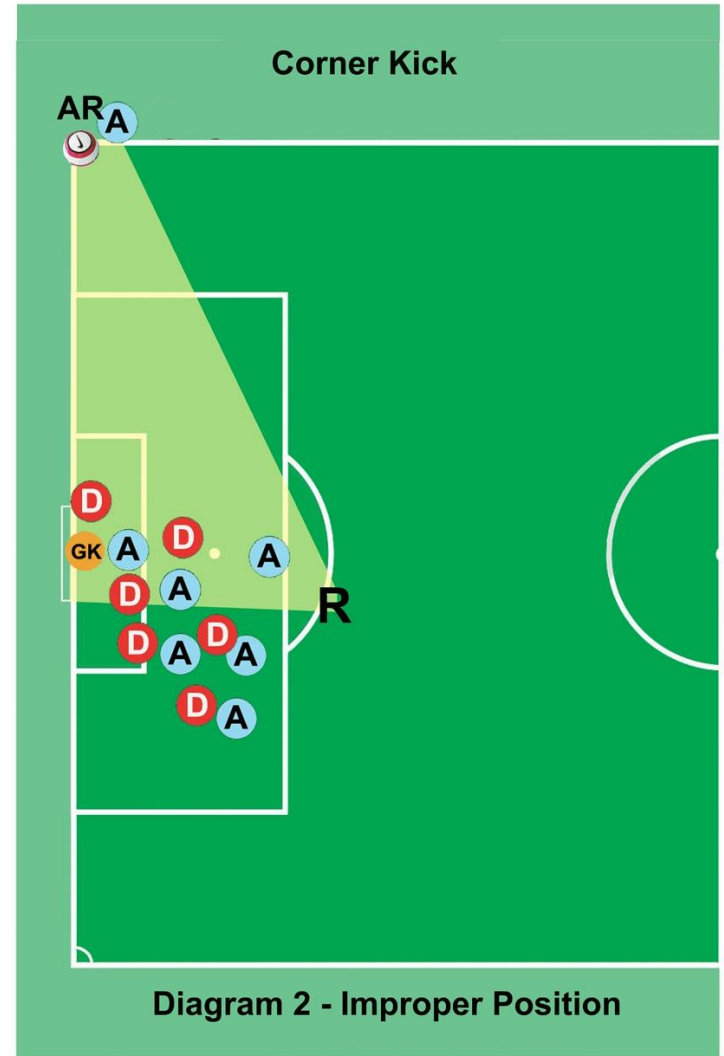
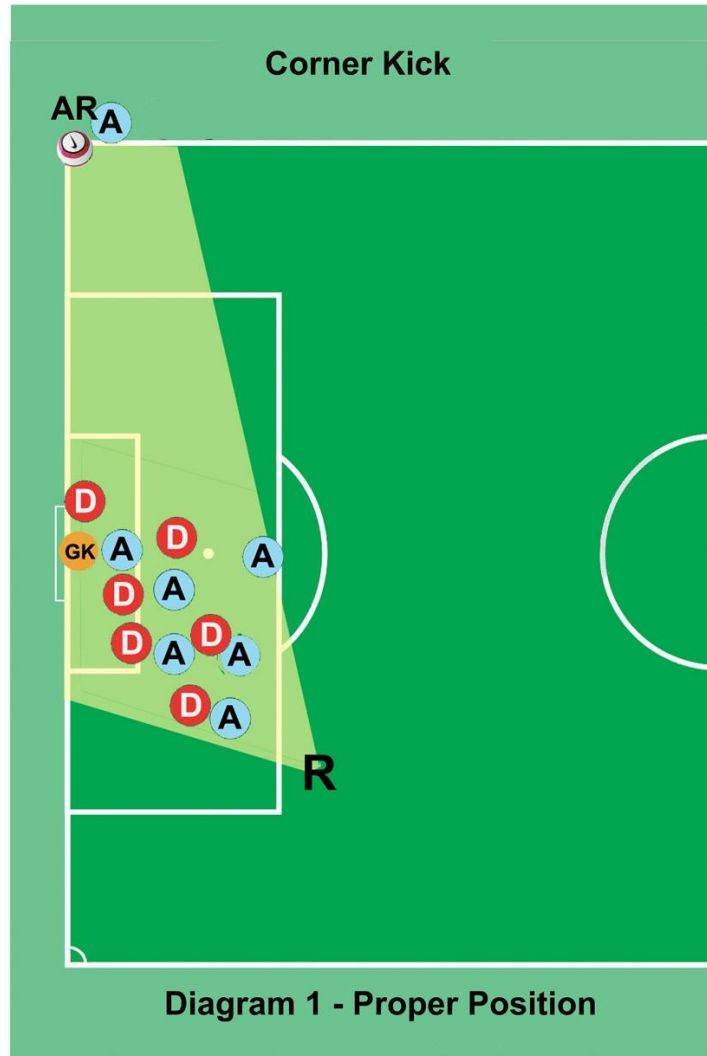


Start wide with all the players and move as they move





Position and Vision



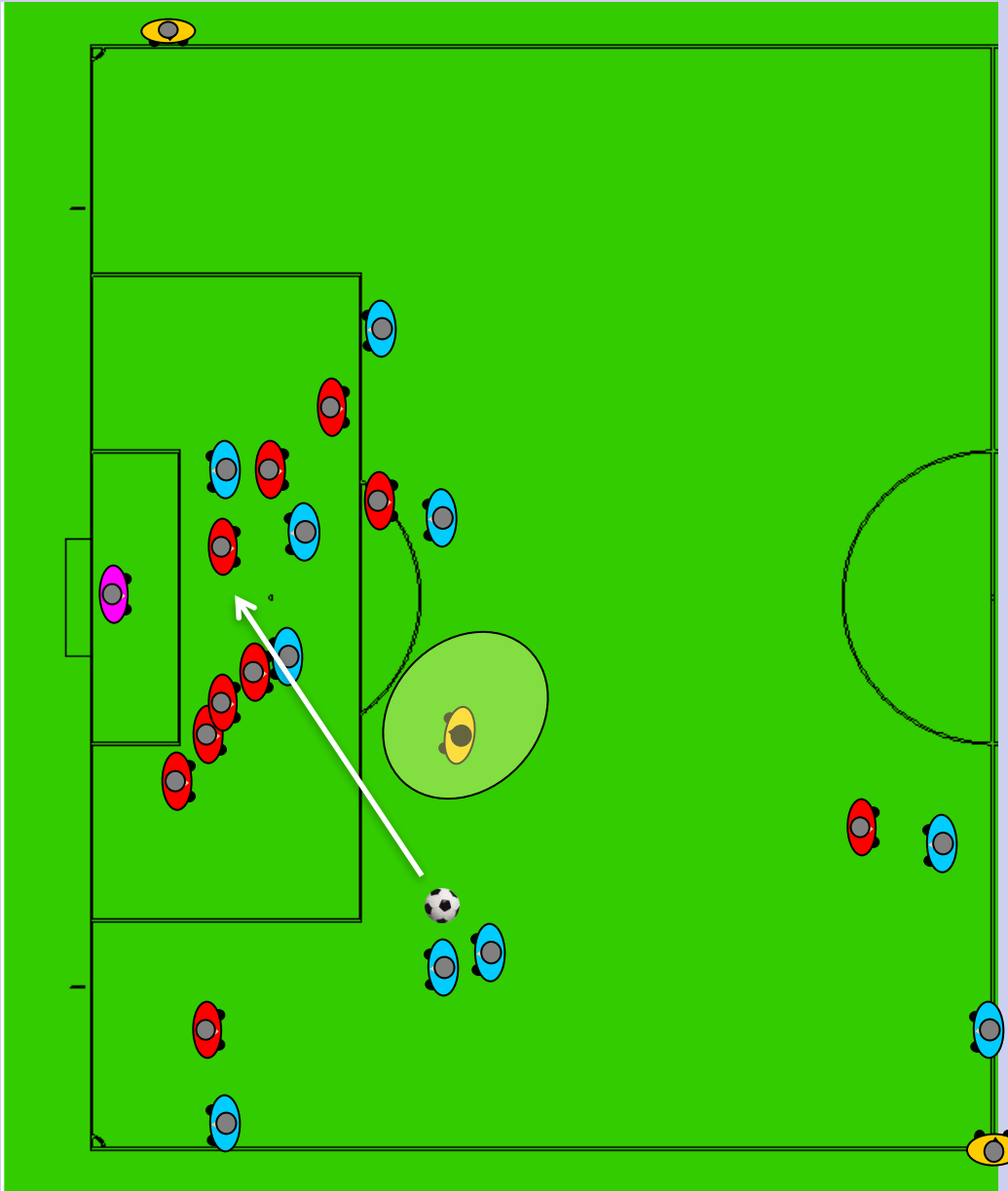
Corner Kick – Referee Side



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

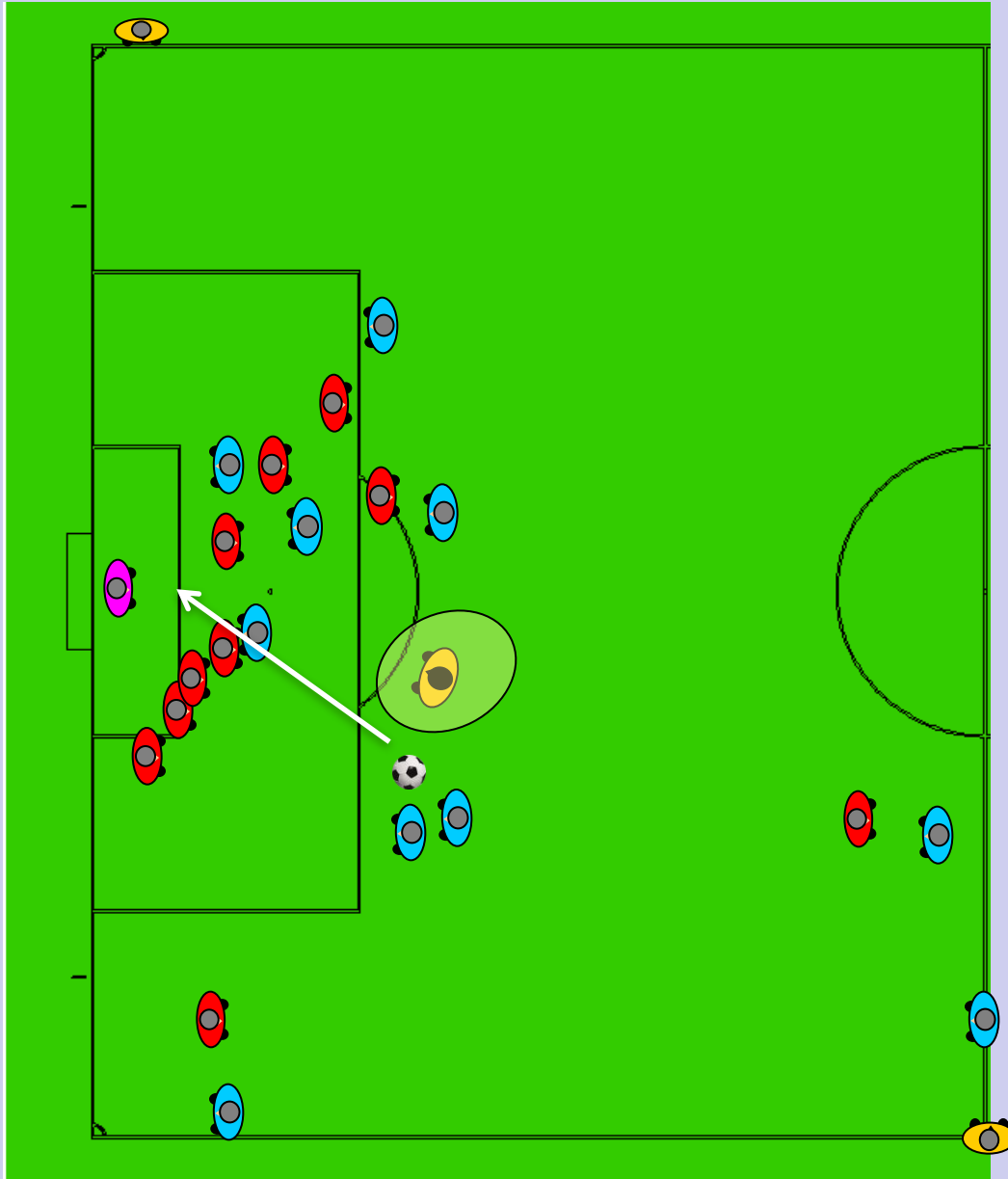


Free Kicks

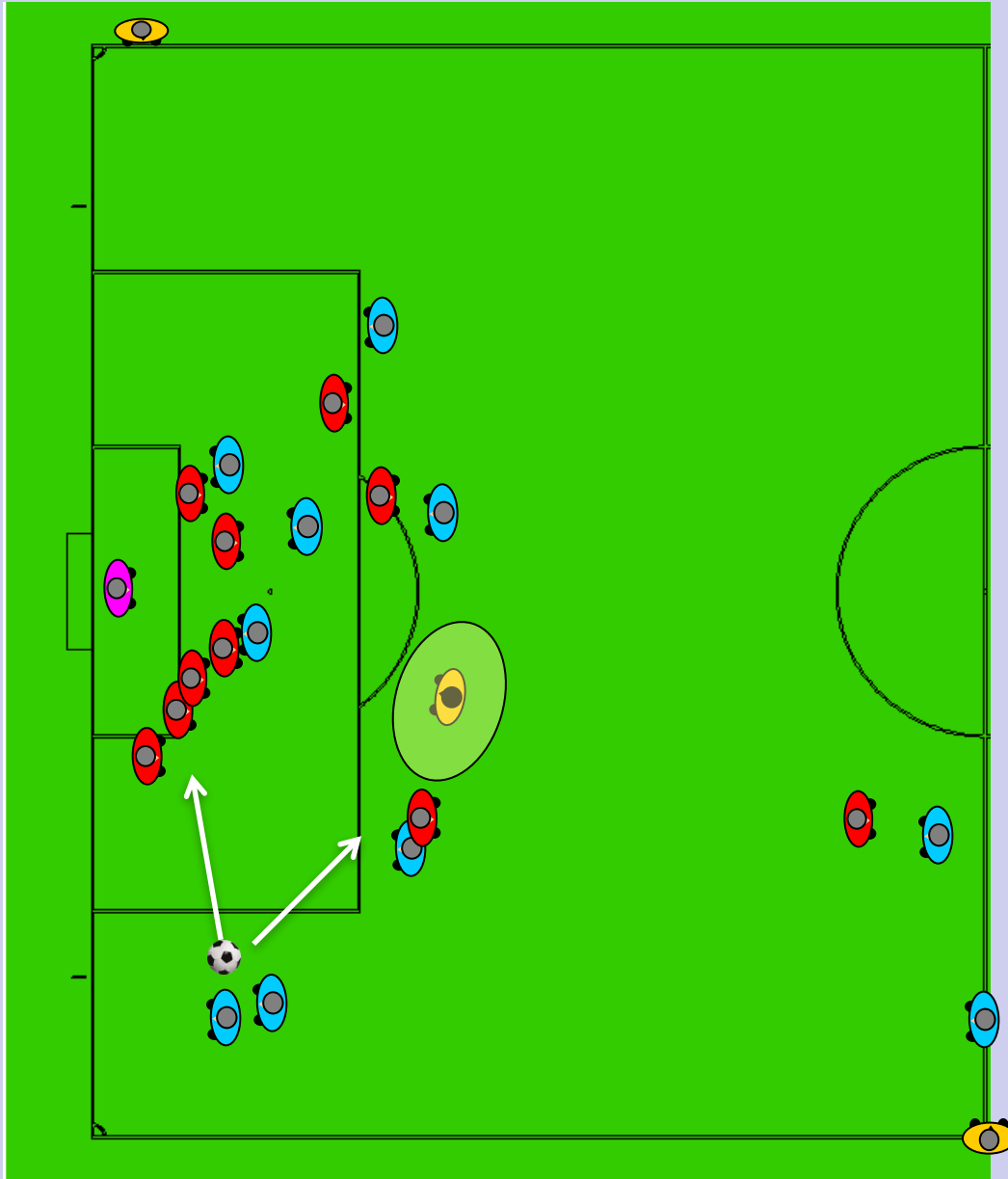


Take a position where you can see the wall and the drop zone and are in good position for any counter-attack

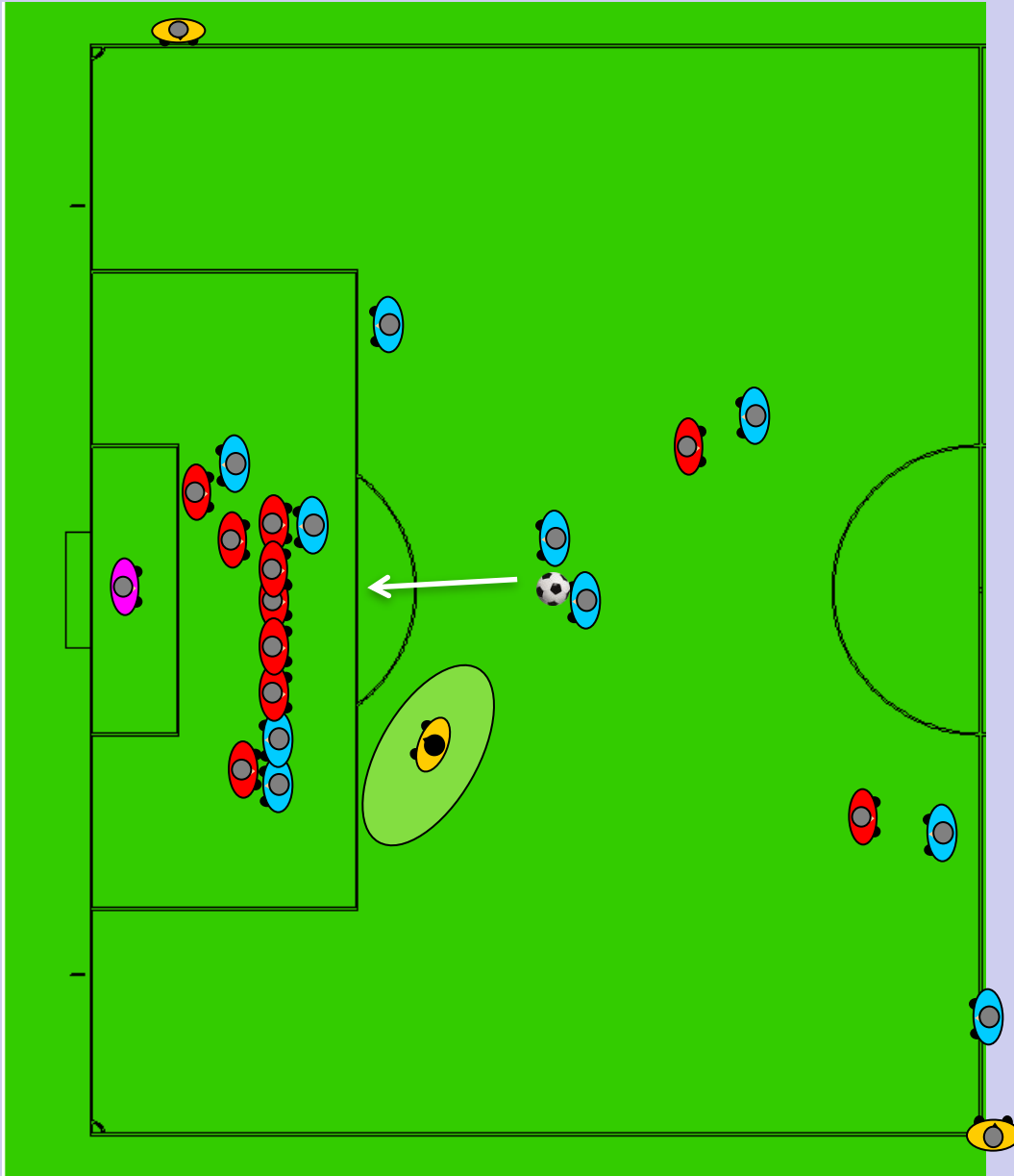
Free Kicks



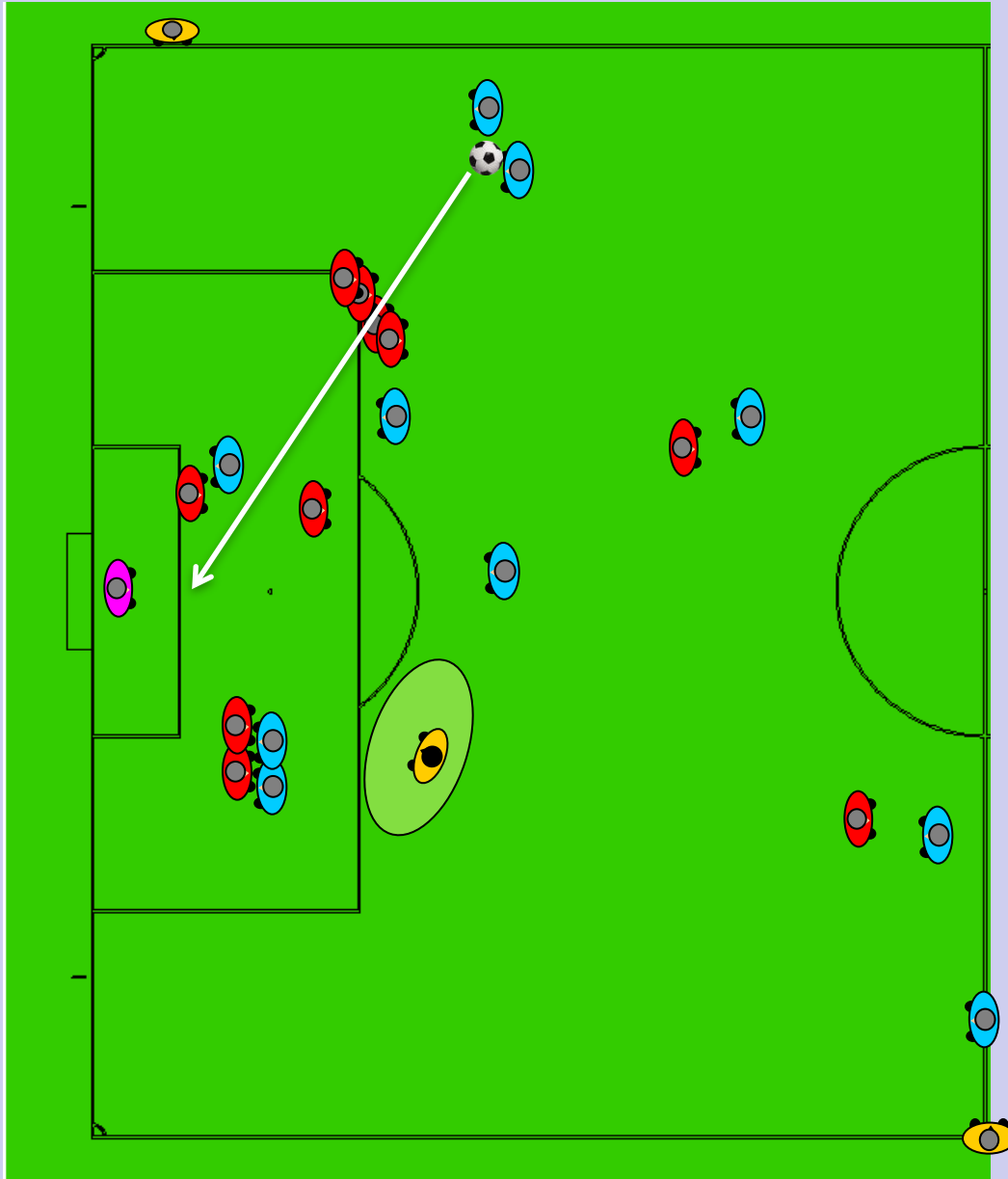
Free Kicks



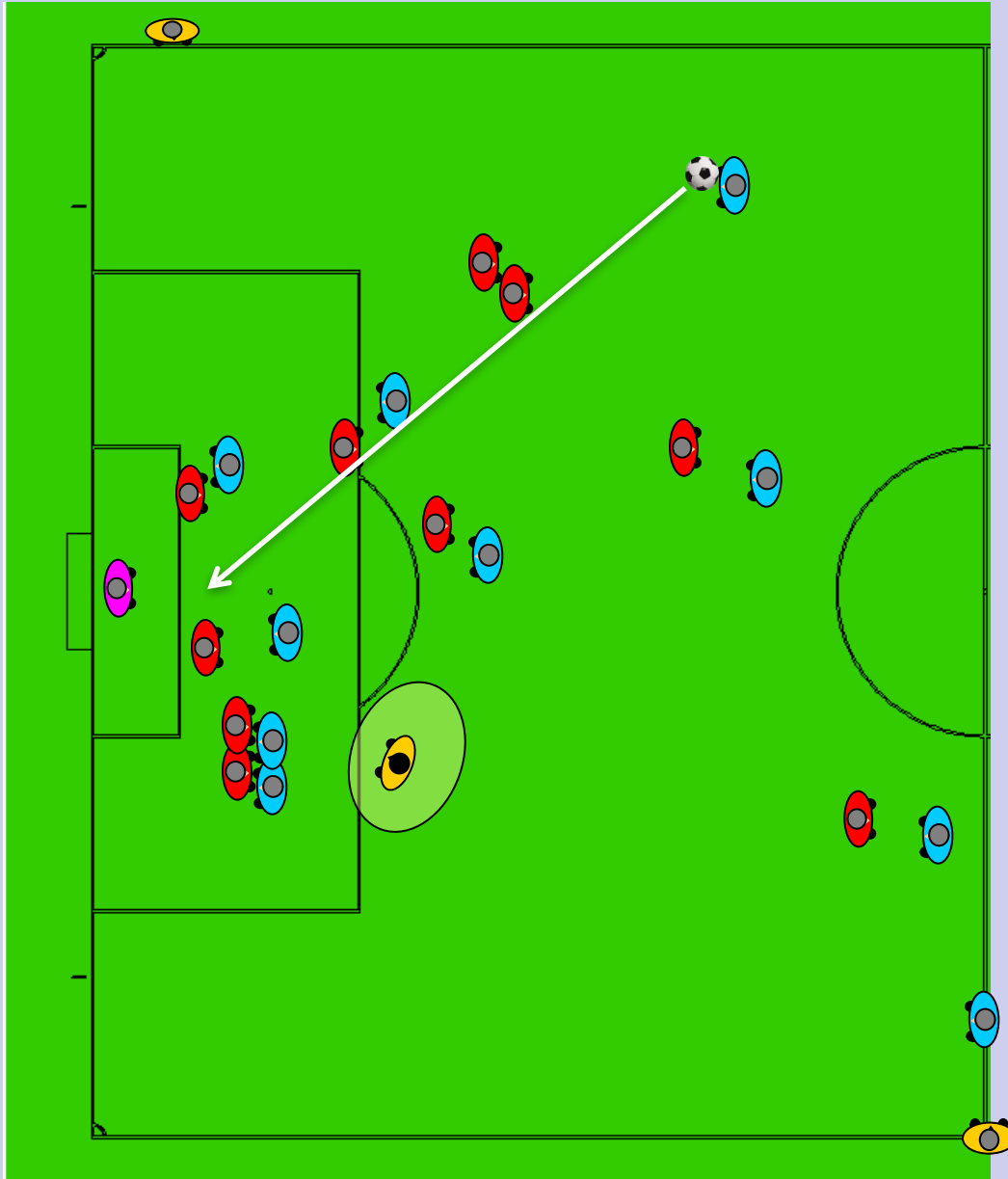
Free Kicks



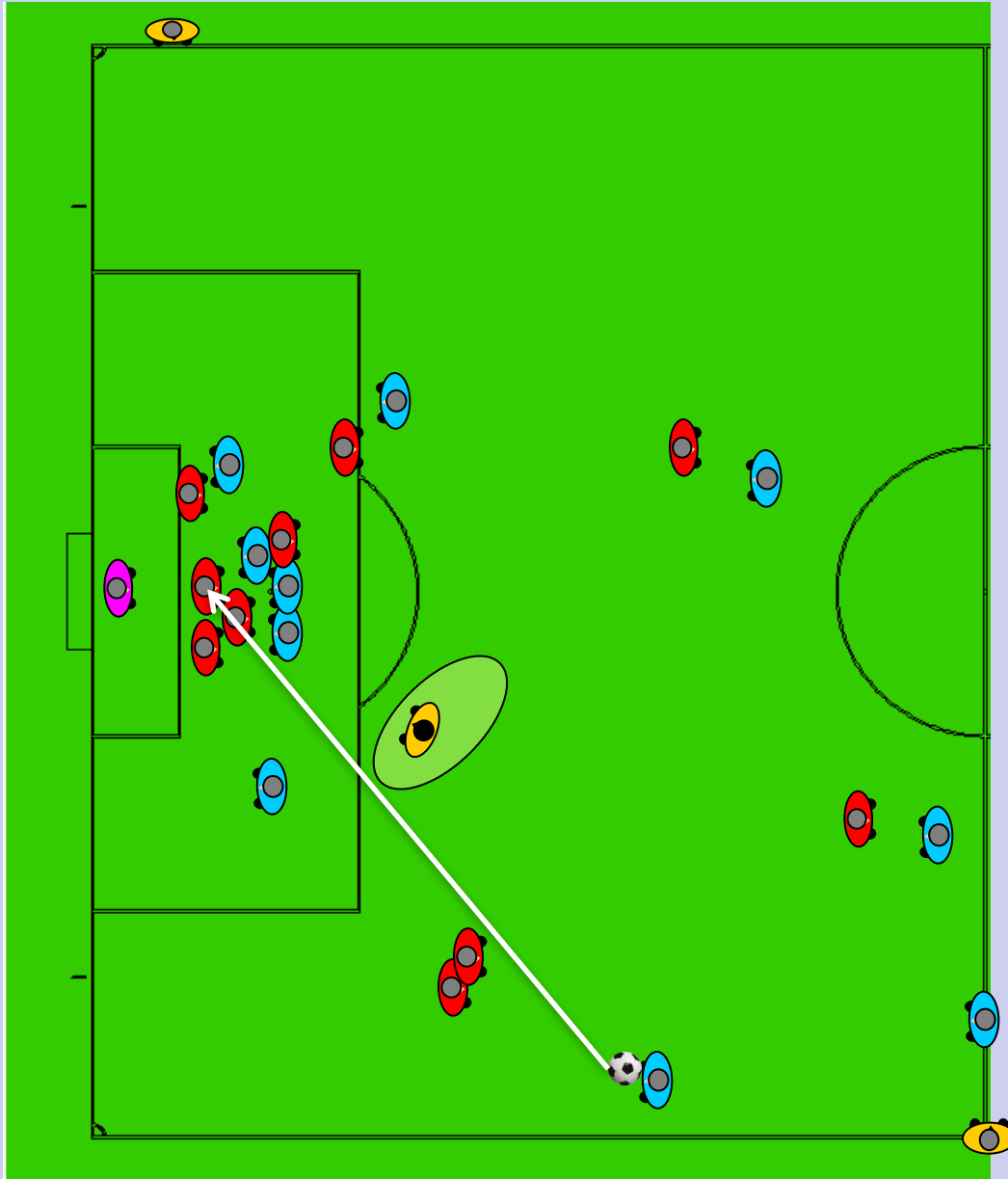
Free Kicks



Free Kicks



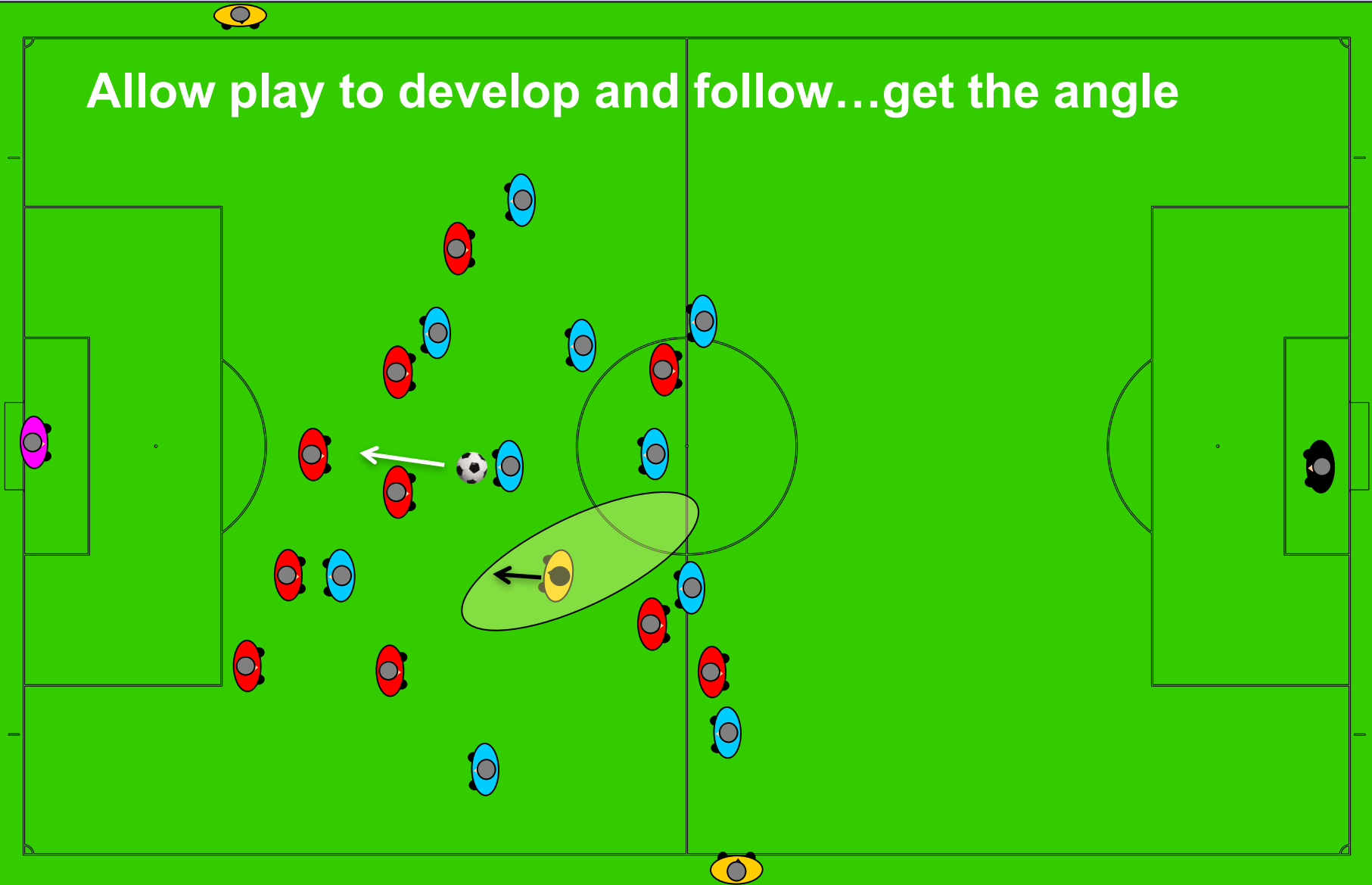
Free Kicks



Dynamic Play



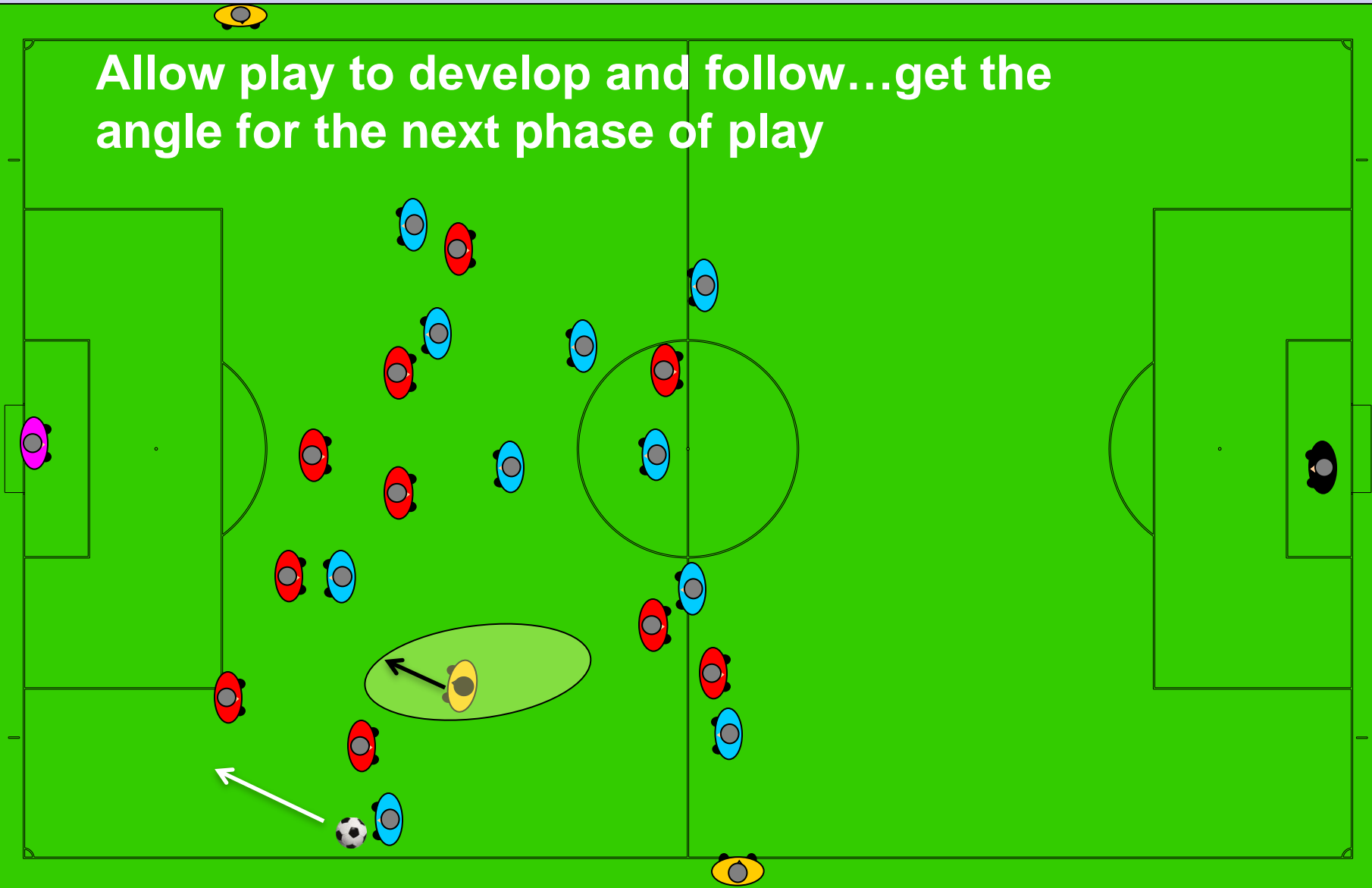
Allow play to develop and follow...get the angle



Dynamic Play



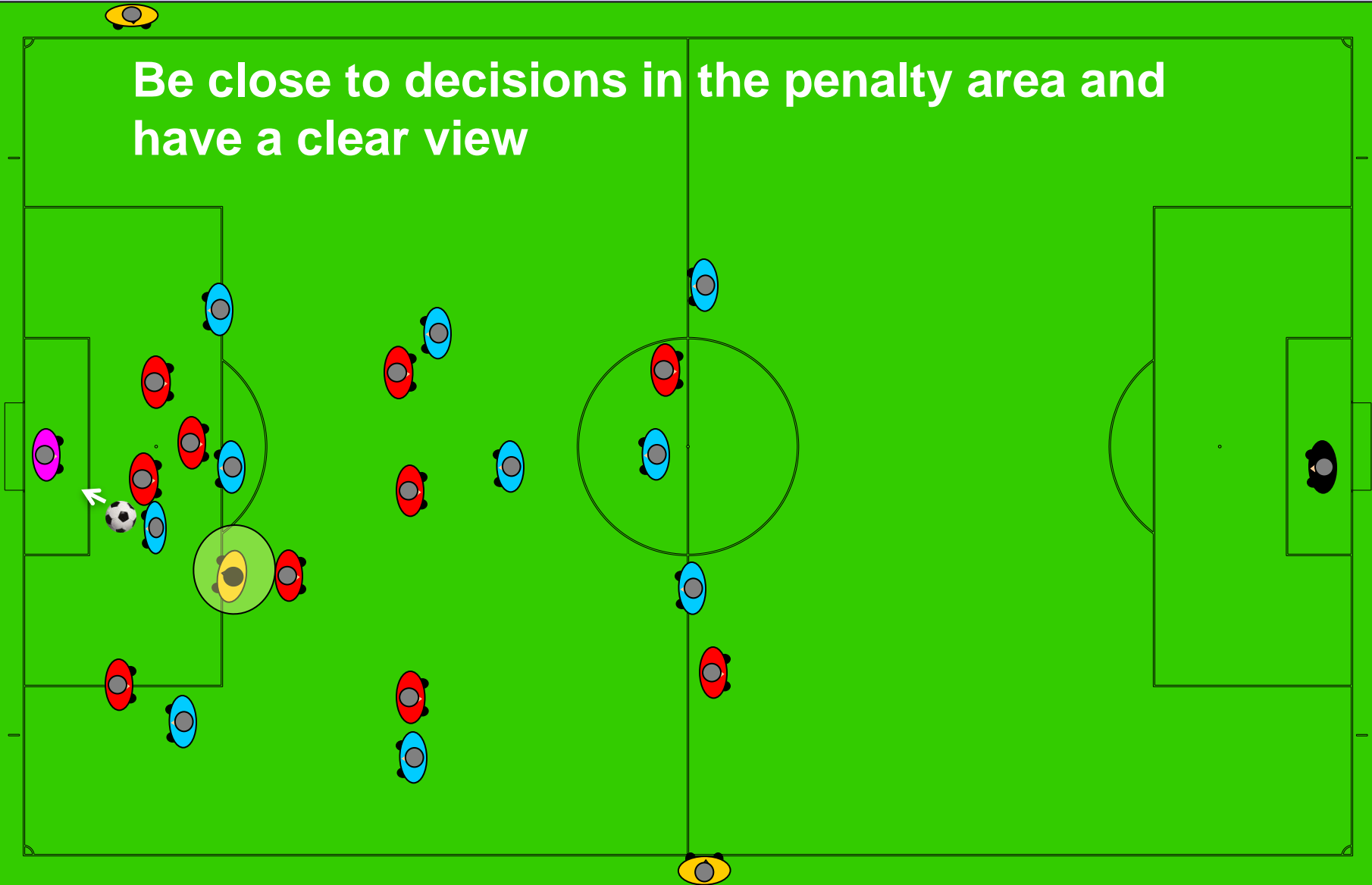
Allow play to develop and follow...get the angle for the next phase of play



Dynamic Play



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



Dynamic Play



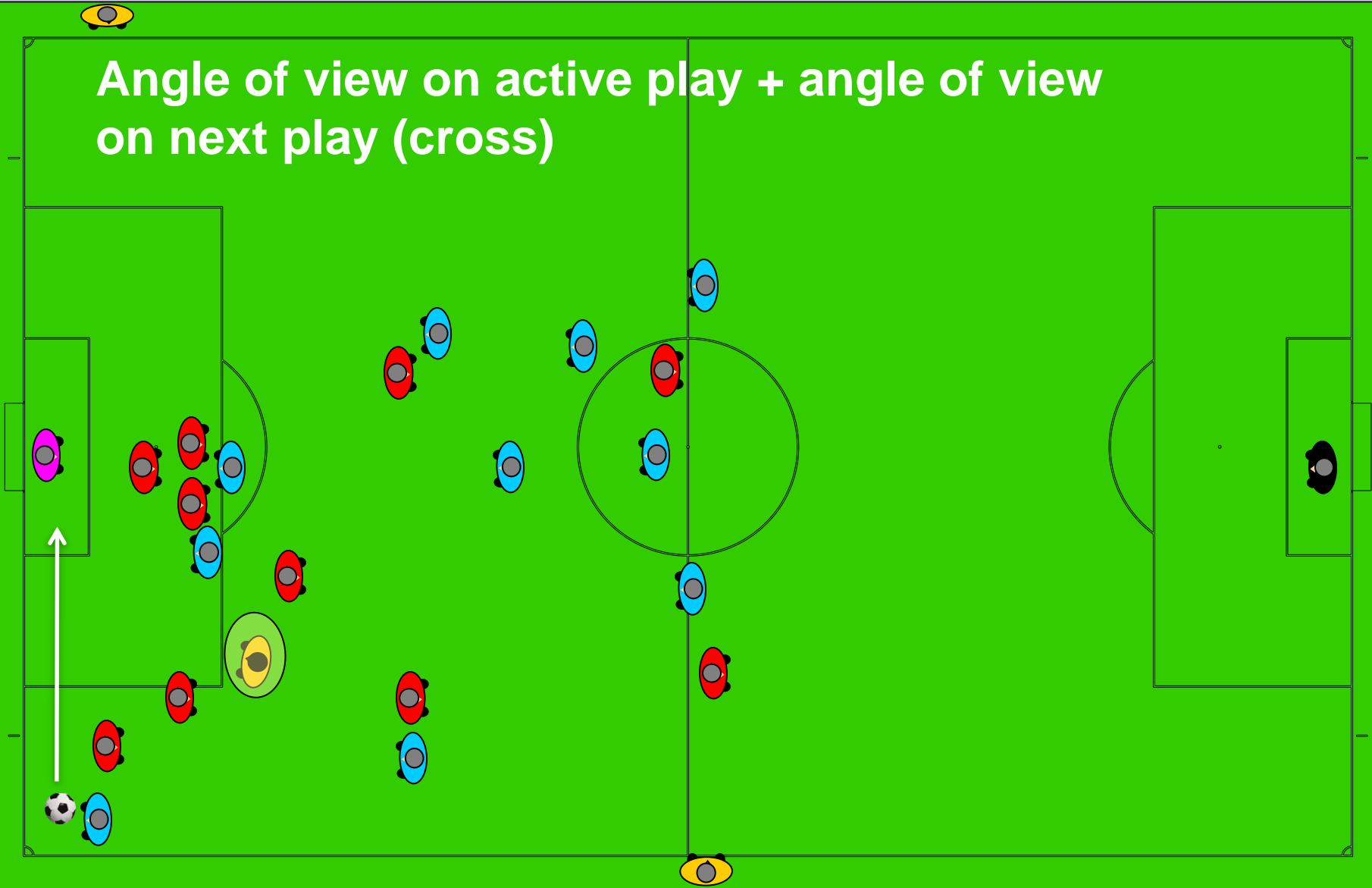
Ba close to play but not in the way...don't take away passing or shooting lanes



Dynamic Play



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

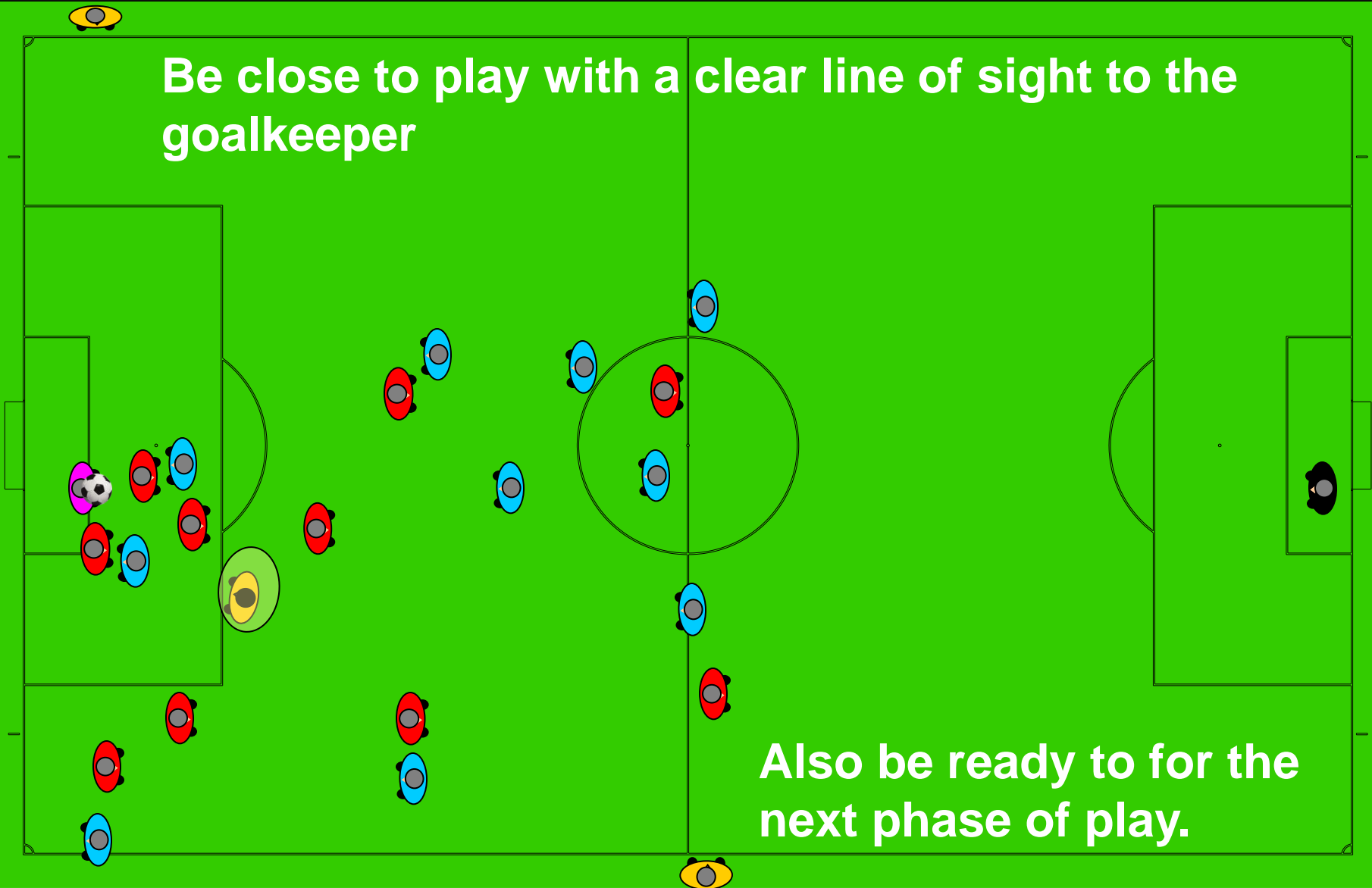


Dynamic Play



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

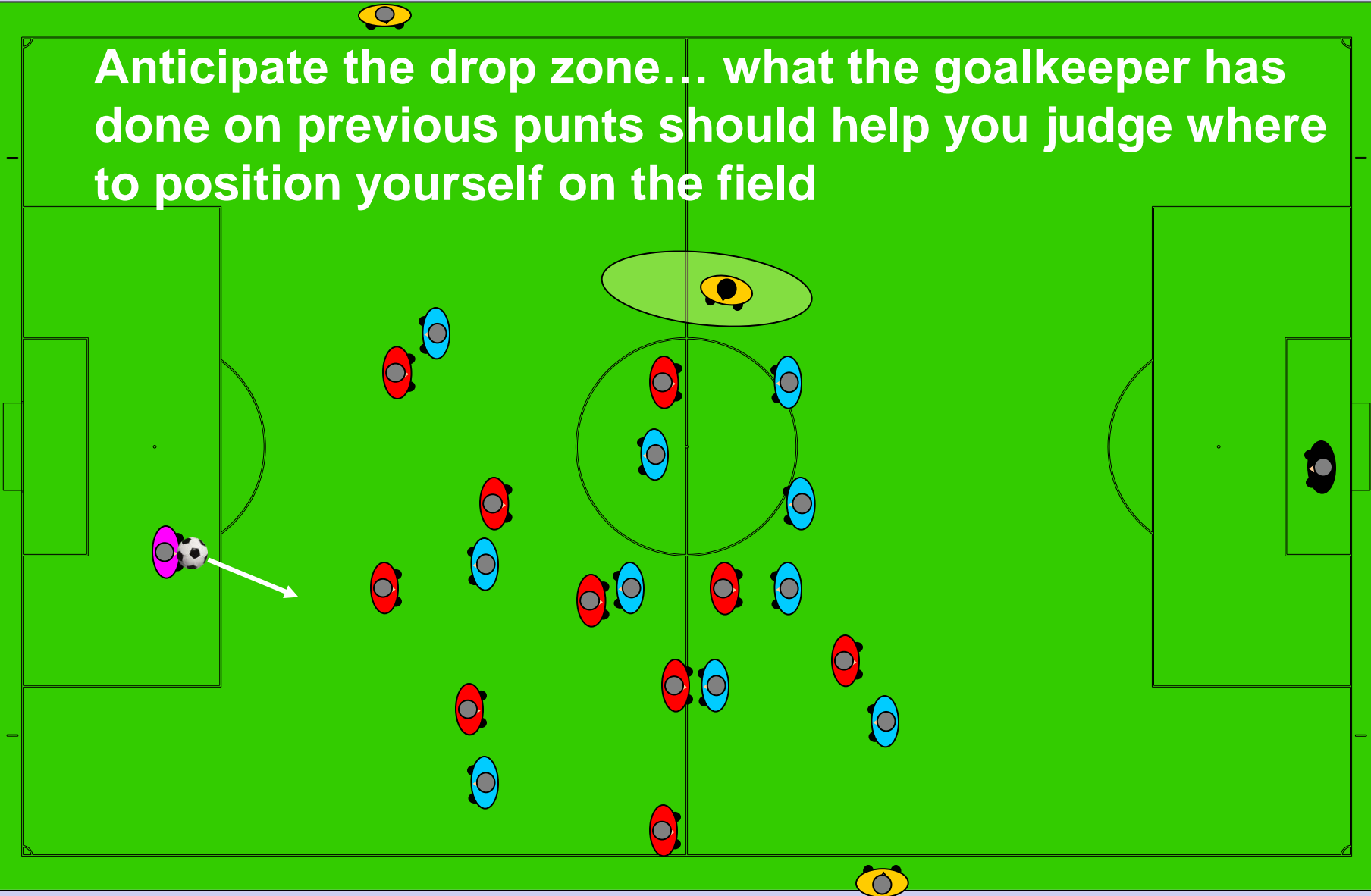
Also be ready to for the next phase of play.



Dynamic Play – GK Punt



Anticipate the drop zone... what the goalkeeper has done on previous punts should help you judge where to position yourself on the field

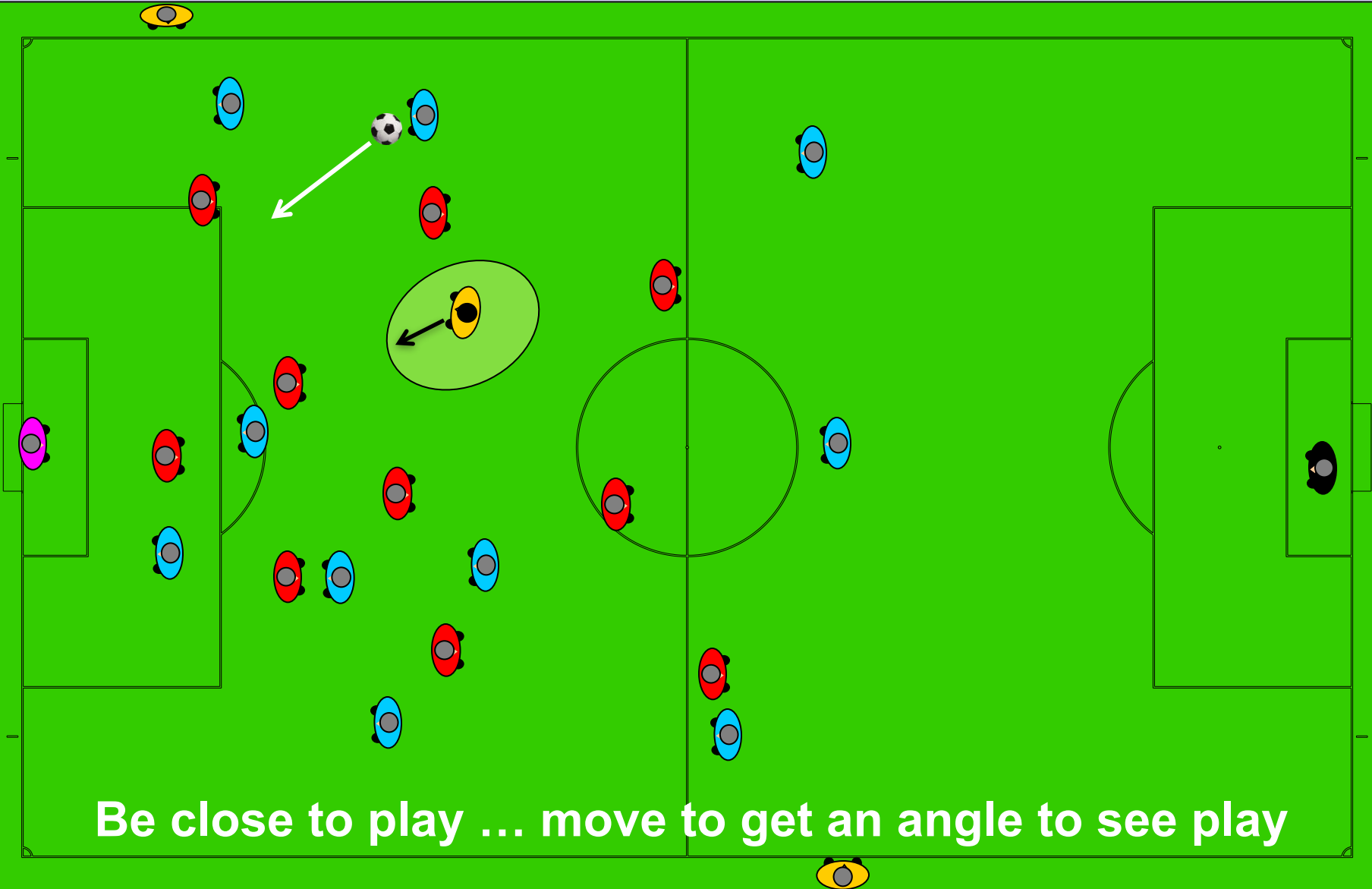


Dynamic Play – GK Punt



Anticipating the drop zone... Age and skill level should help you decide how far up field to set up

Dynamic Play- Transition

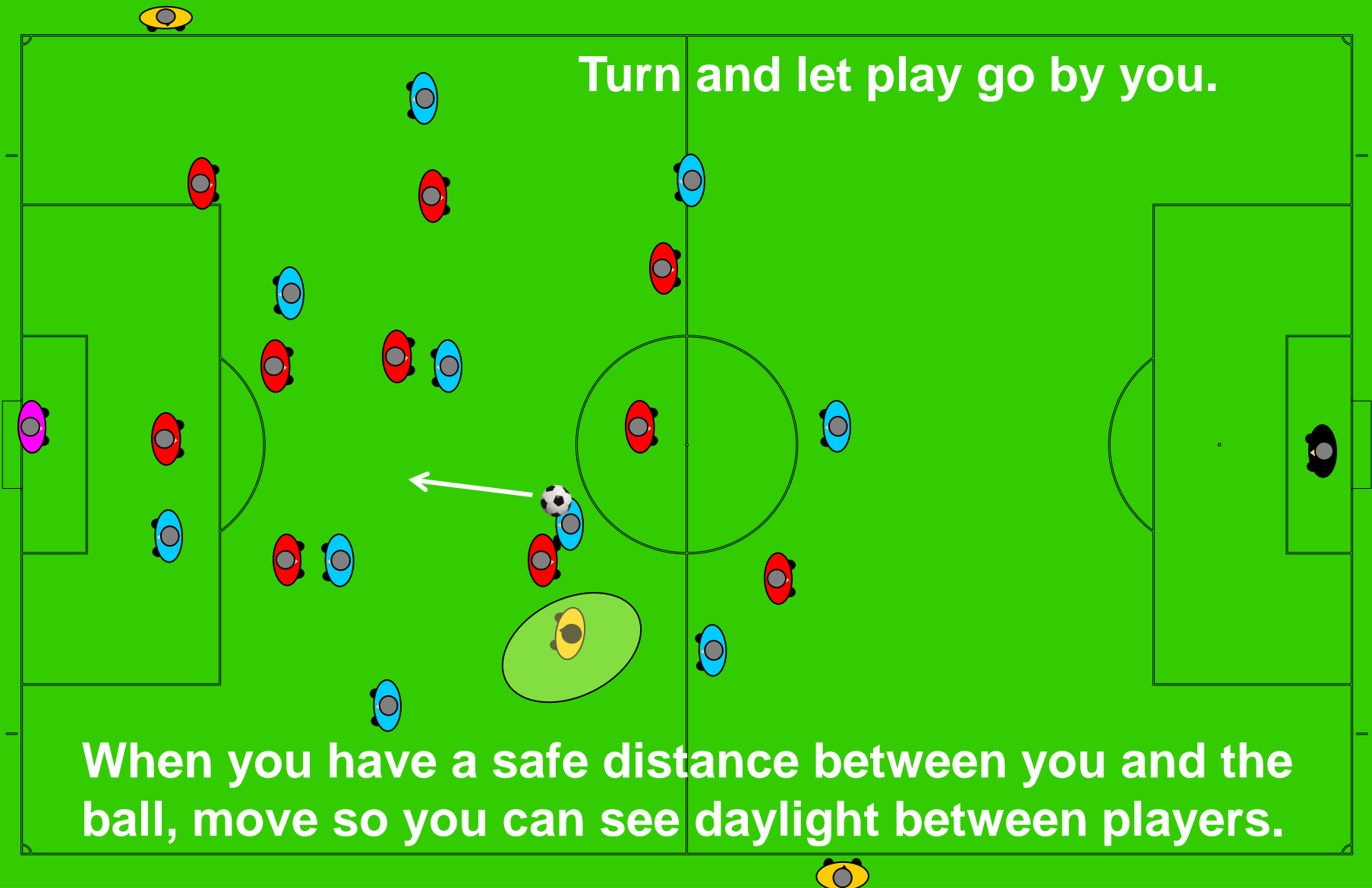


Be close to play ... move to get an angle to see play

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



Dynamic Play- Flowing



Stay with play as they change speed and direction.

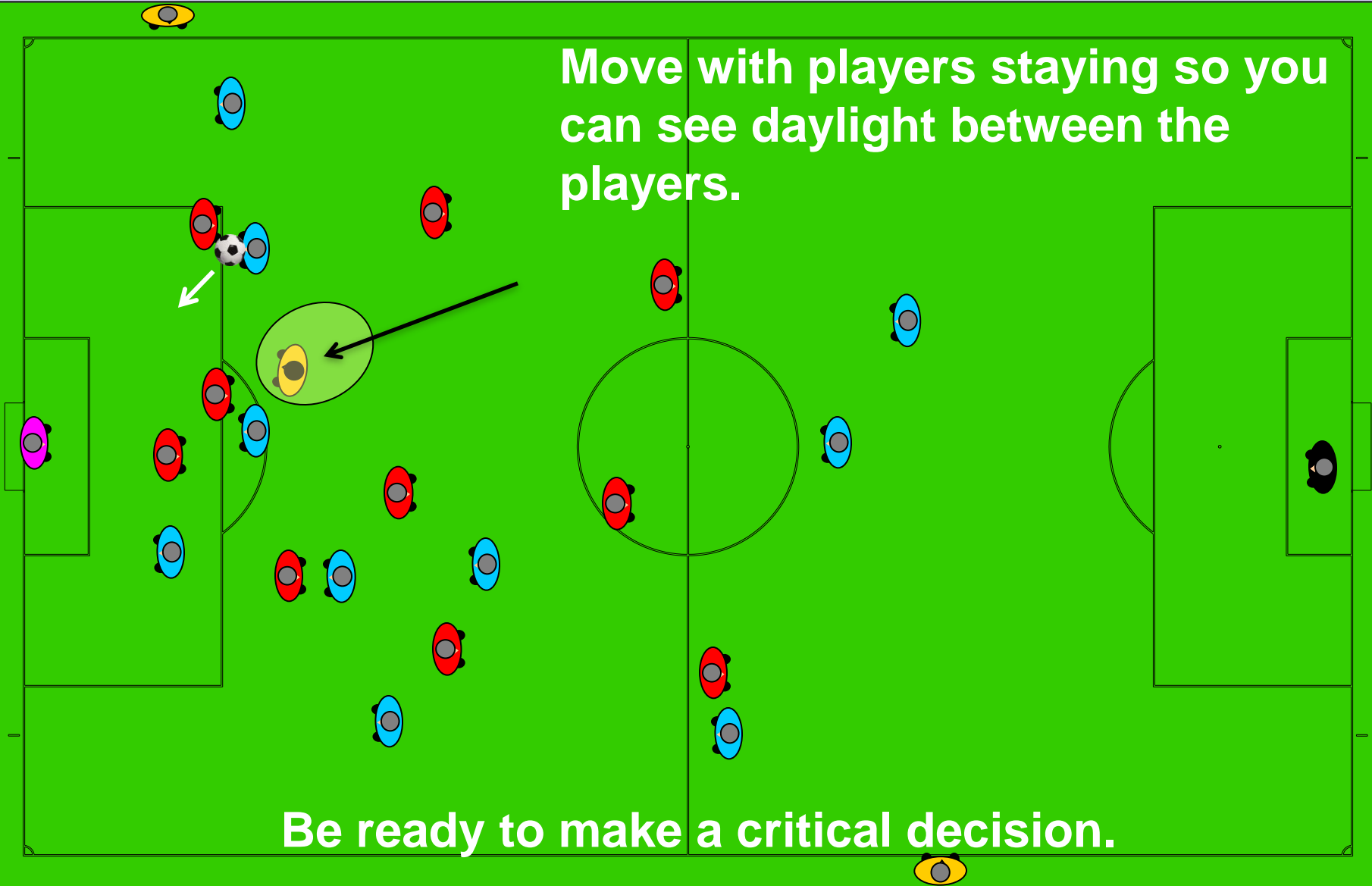
Just like a player you need to change speed and direction.

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.

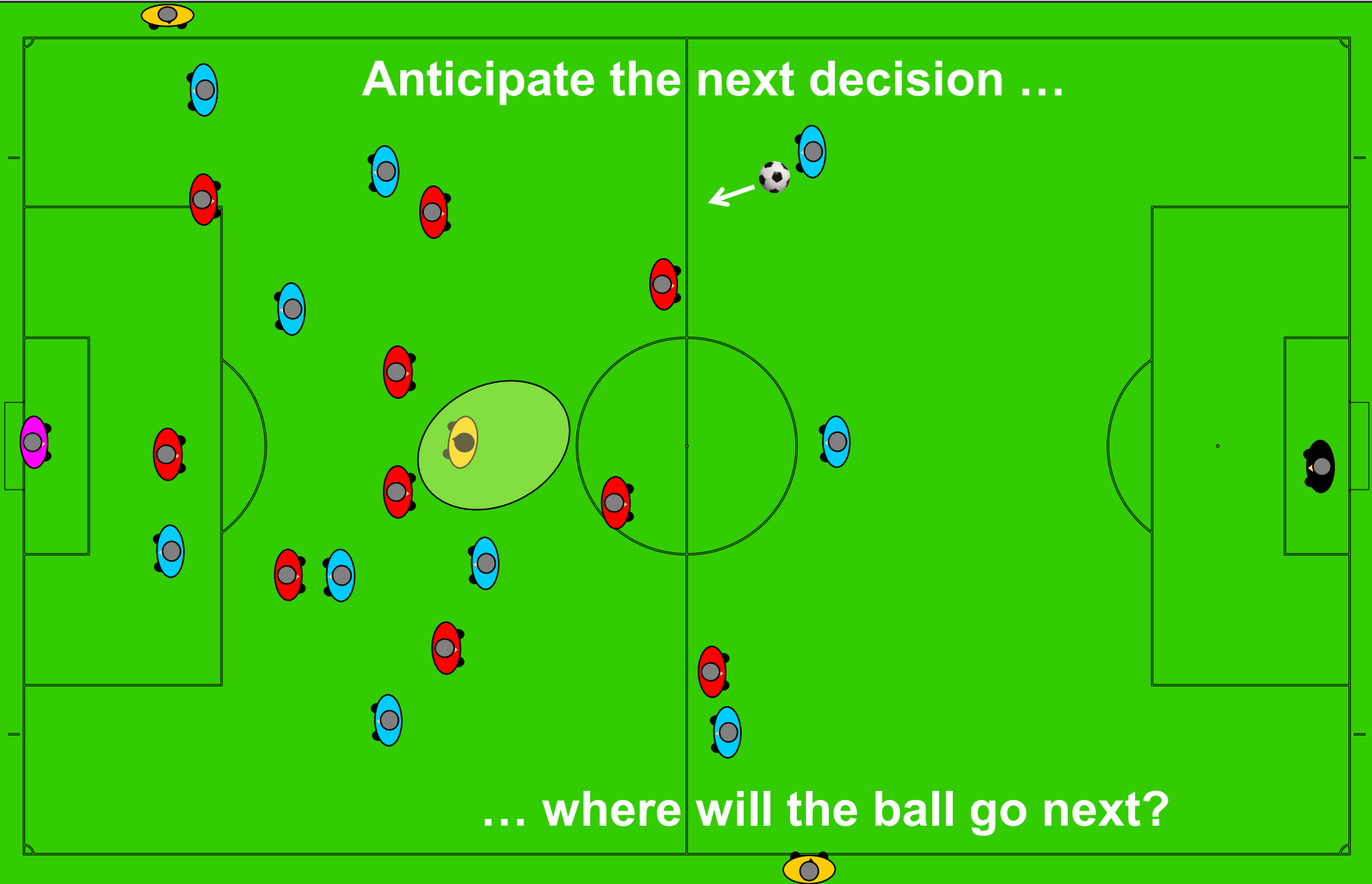


Dynamic Play- Leading



Anticipate the next decision ...

... where will the ball go next?

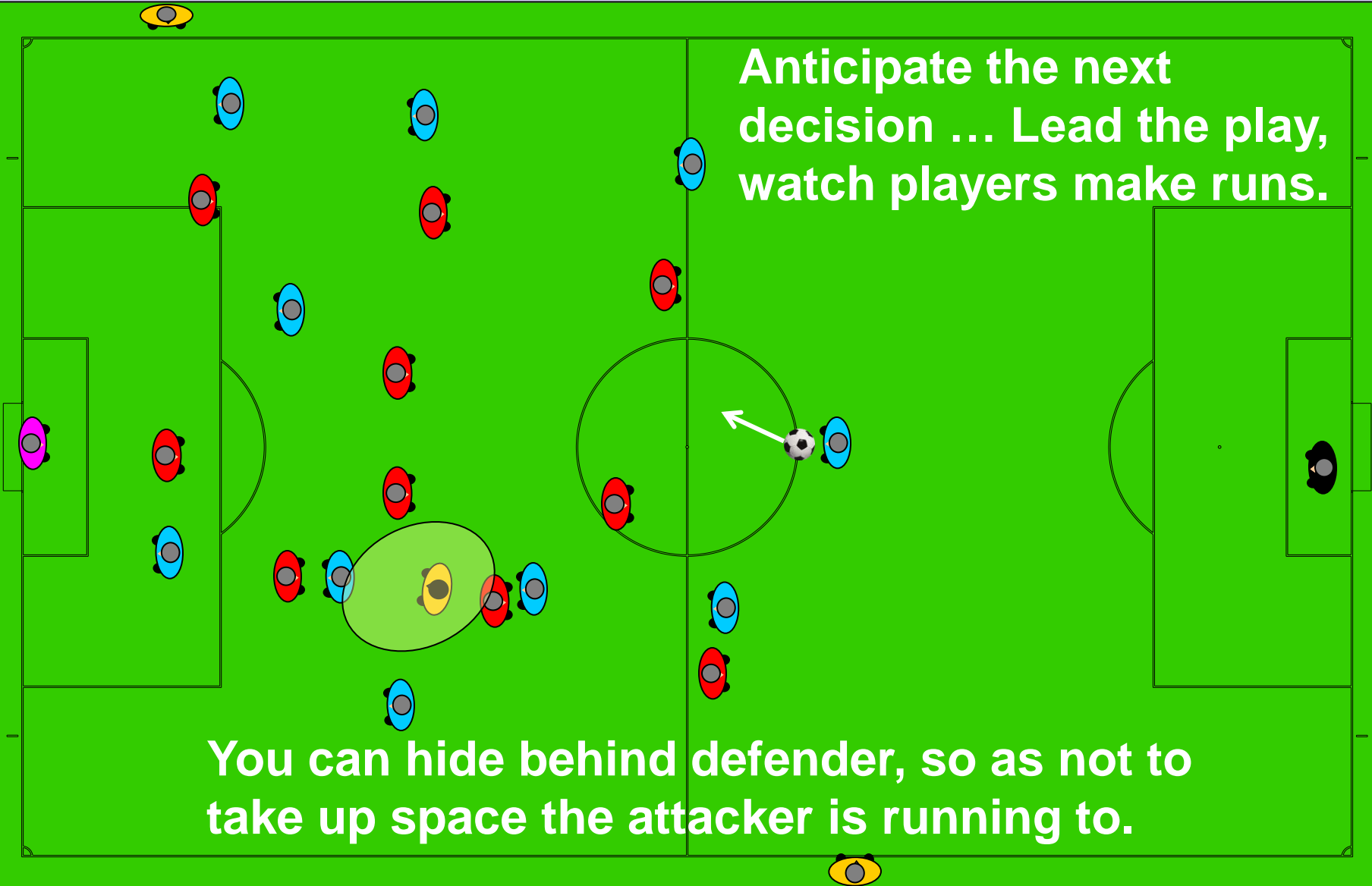


Dynamic Play- Leading

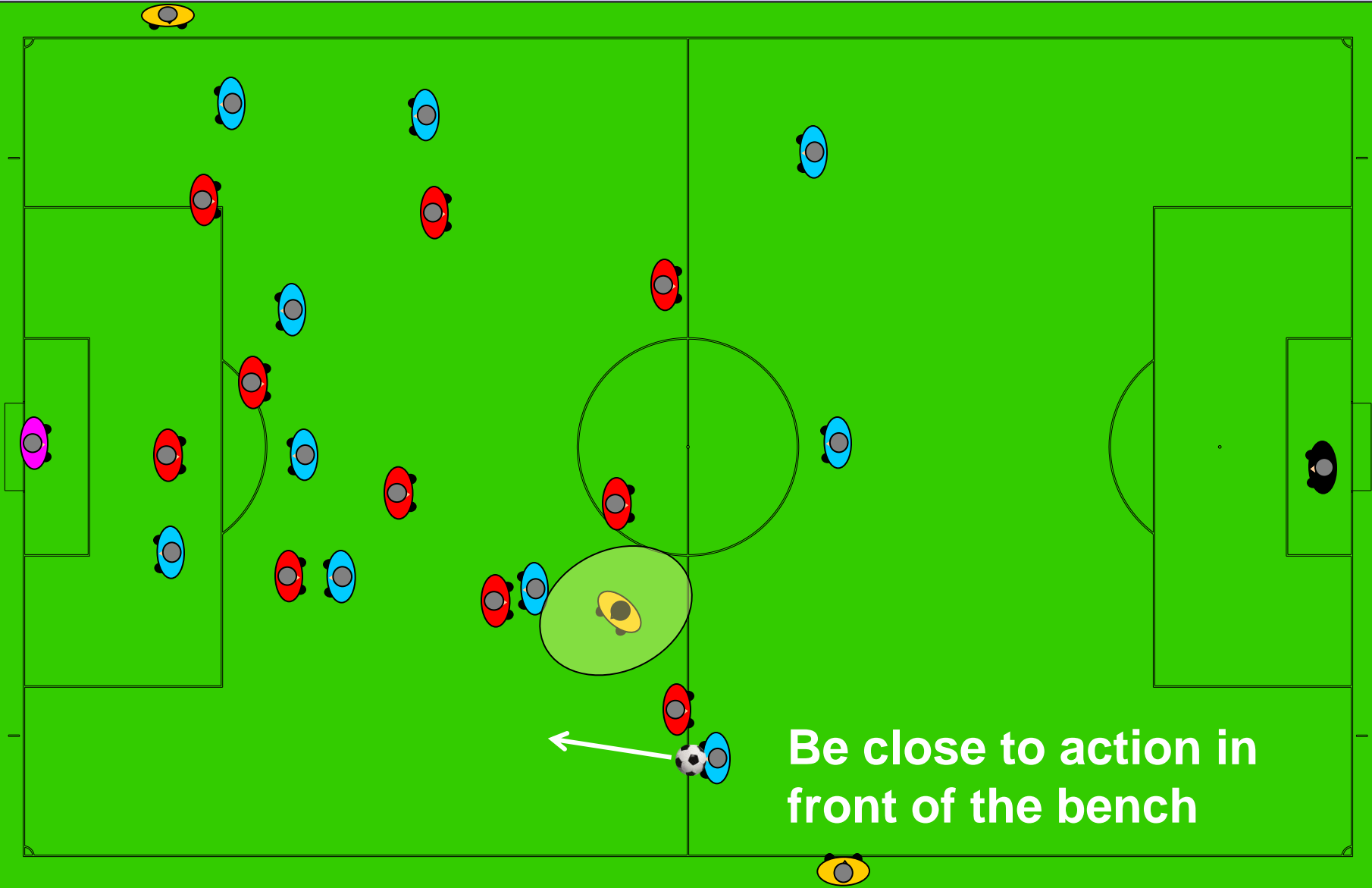


Anticipate the next decision ... Lead the play, watch players make runs.

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



Dynamic Play- Leading

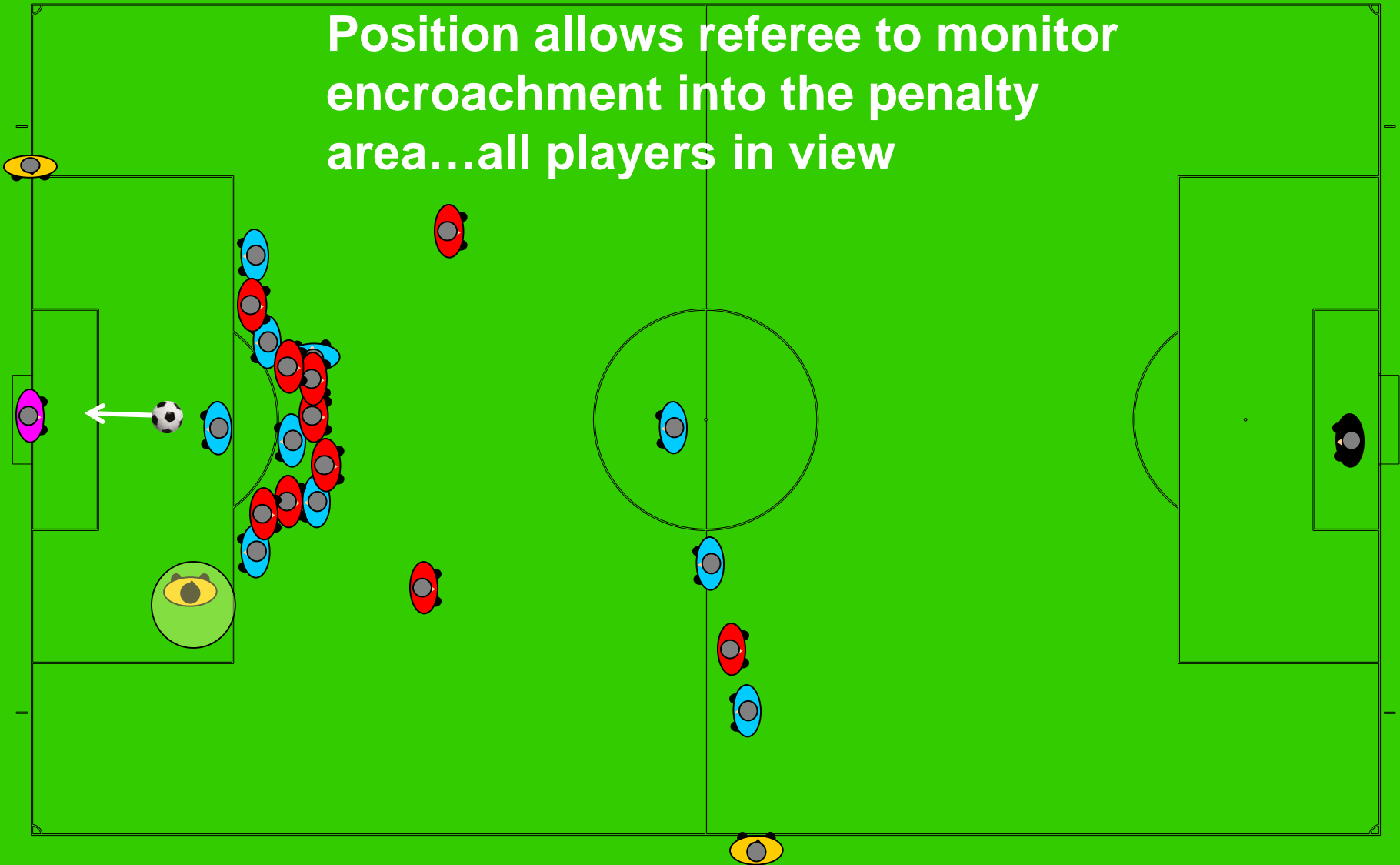


Be close to action in front of the bench

Penalty Kick



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





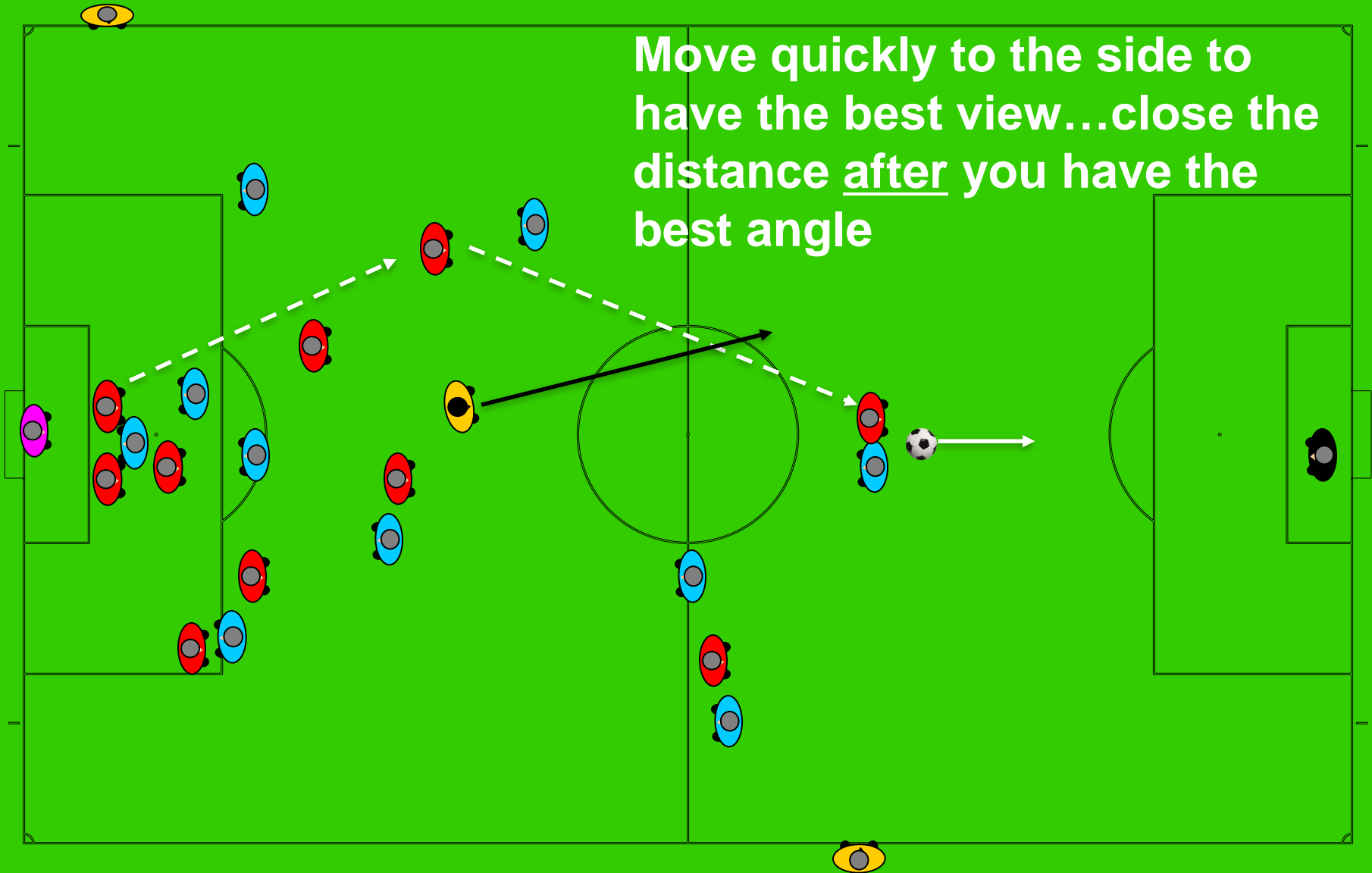
Counter Attacks

- 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



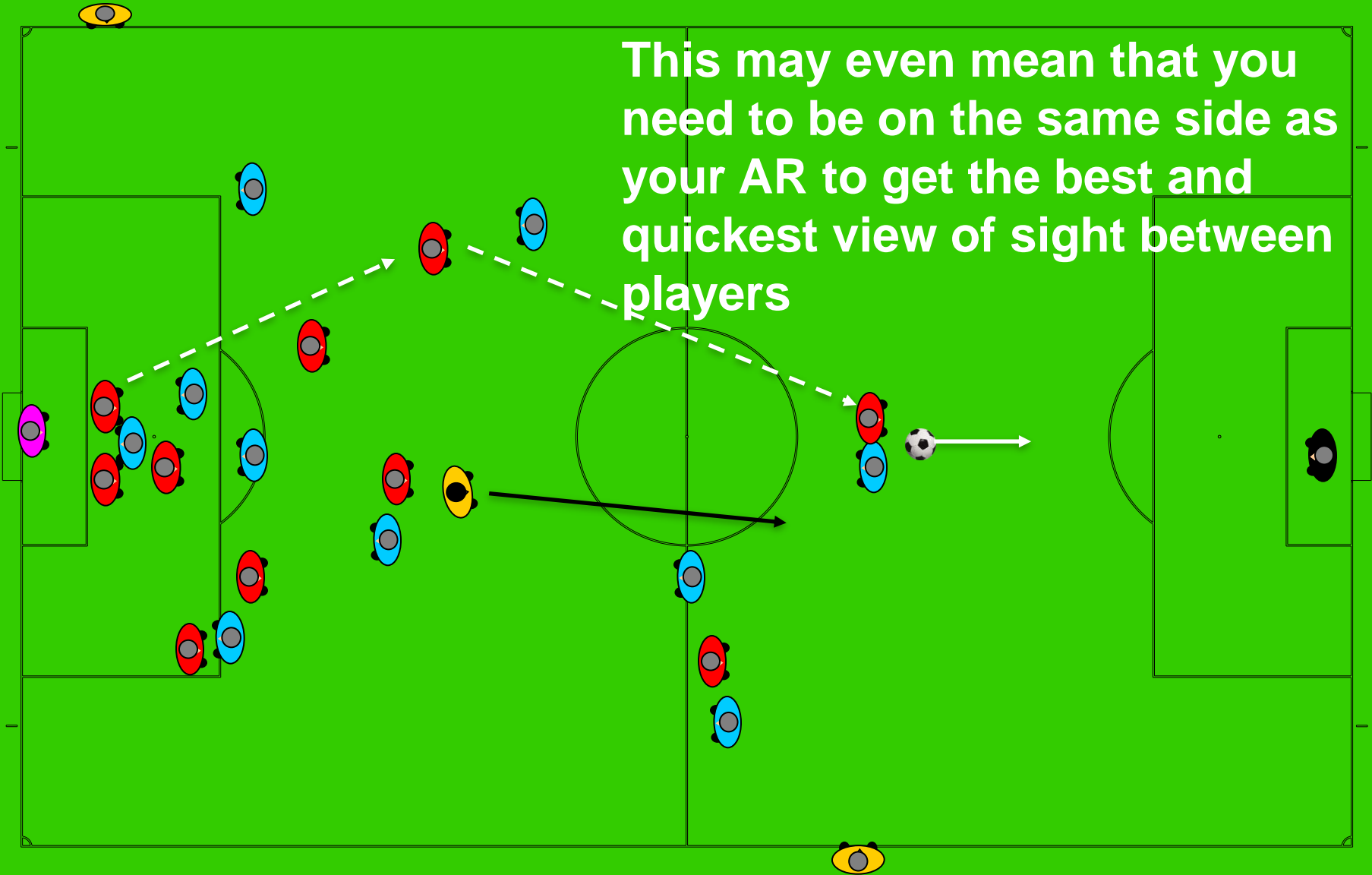
Move quickly to the side to have the best view...close the distance after you have the best angle



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.



Alternatives

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)**



Presentation Question 21

The referee may not restart play with a ceremonial free kick unless requested by the kicking team.

- A. TRUE**
- B. FALSE**



Presentation Question 22

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**



Presentation Question 23

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**