



OHIO SOUTH STATE REFEREE COMMITTEE
A MEMBER OF THE UNITED STATES SOCCER FEDERATION



AR Involvement -On-Line Presentation-

**Ohio South 2013
Intermediate Referee Recertification
Training**

Assistant Referee Involvement

Keys to defining "Involvement"

Pregame Discussion

- Referee must establish parameters for involvement during the pregame discussion.
- ARs must have guidelines which enable their involvement to be supportive rather than appear in conflict with the tenor of the match set by the Referee.

Assistant Referee Involvement

Keys to defining "Involvement"

Empowerment

- Defines when the AR has an obligation (to the game or the referee) to be involved.
- If the referee is not aware of a critical situation, then the AR is empowered to provide assistance.
- ARs must feel empowered in game critical decisions when they are 100% certain.

Assistant Referee Involvement

Keys to defining "Involvement"

Supportive

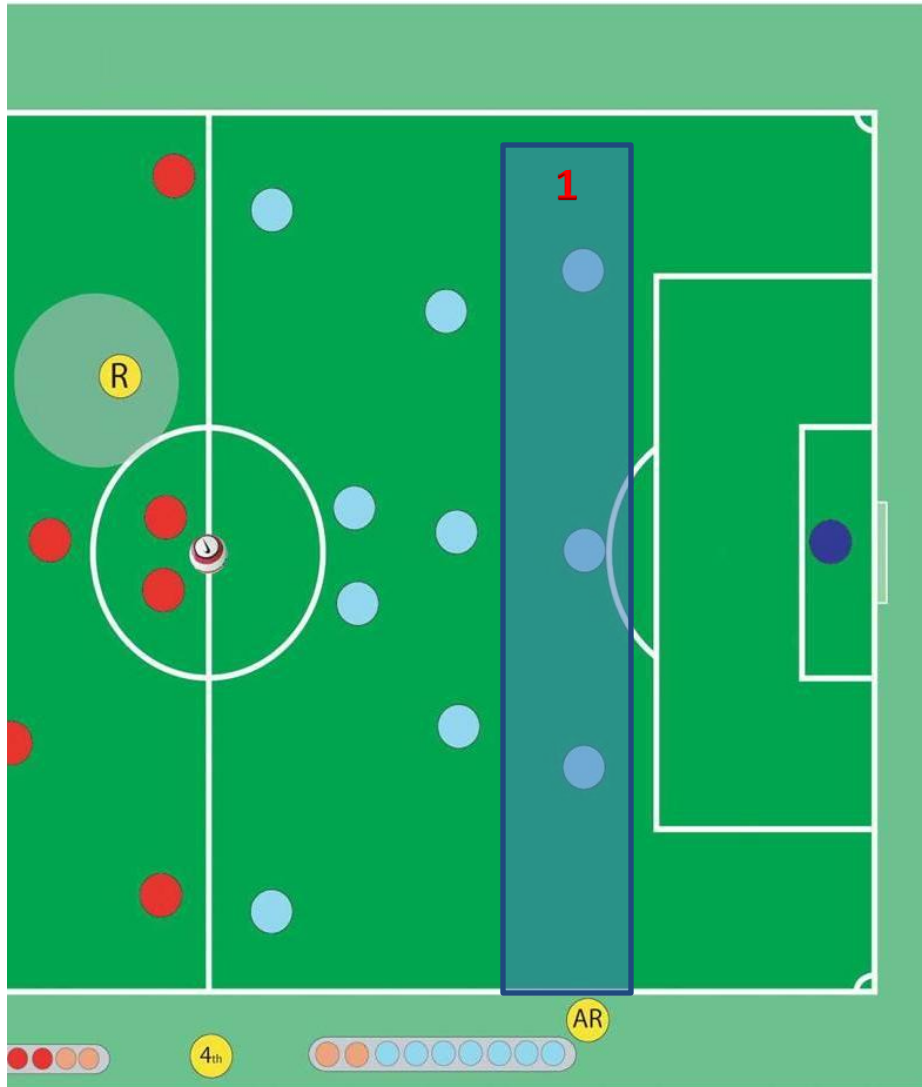
- The *officiating team* must adopt a "get-it-right" attitude.
- ARs should utilize the "wait and see" approach prior to involvement. Give the referee the first opportunity to be engaged.

Assistant Referee Involvement

Two Types of Involvement

- Managing game situations
- Doing subtle things to support the Referee, thereby making the referee team successful.

Assistant Referee Priorities

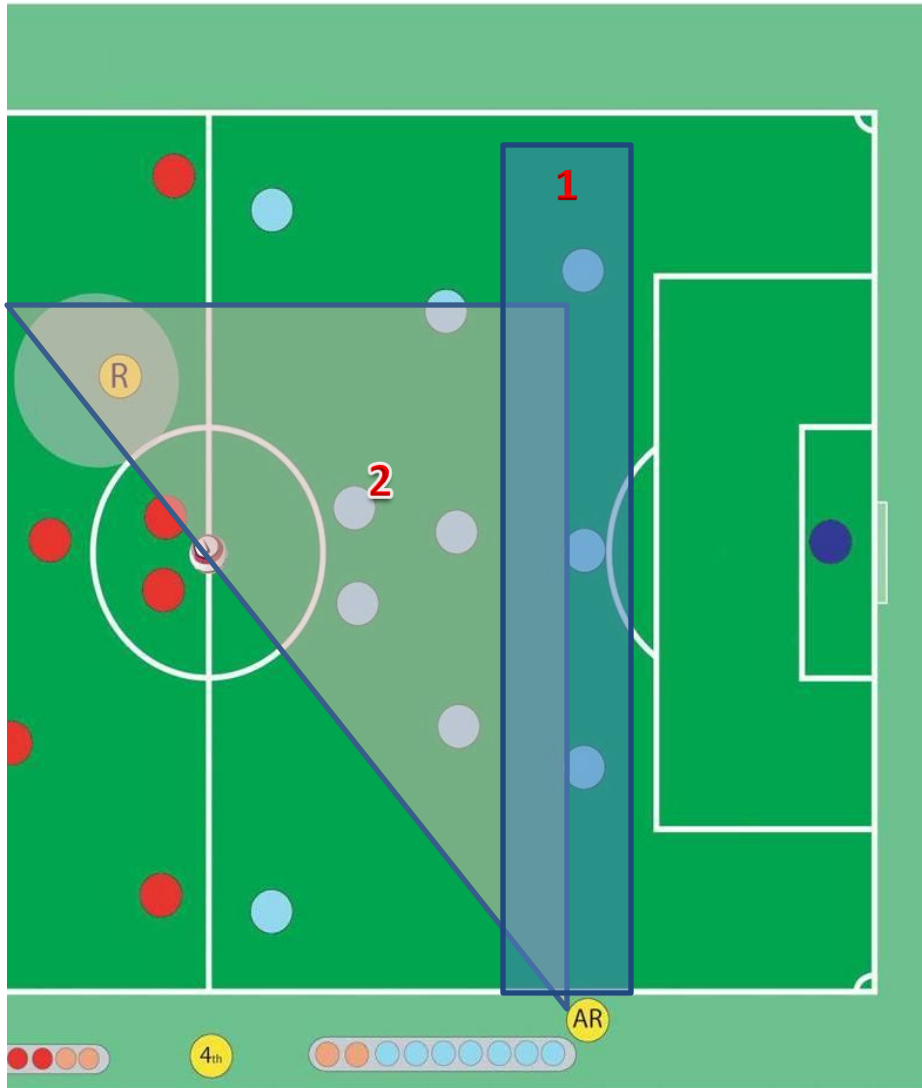


Priority 1

Total concentration on second-to-last defender or ball

- Offside position & involvement
- Goal line decisions

Assistant Referee Priorities

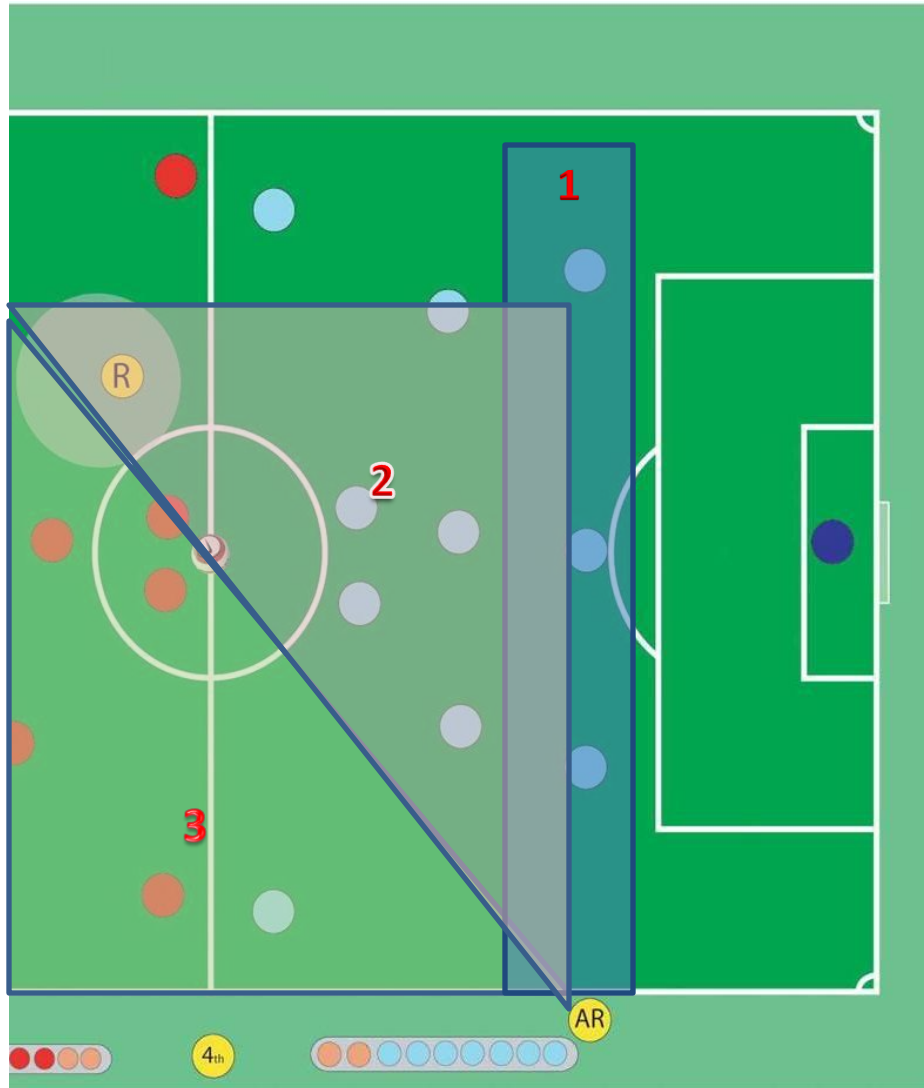


Priority 2

If comfortable w/
offside decisions,
open vision further

- Off the ball events
- Fouls out of referee's vision

Assistant Referee Priorities



Priority 3

If comfortable w/
first 2 priorities,
open vision to cover
entire field

- Off the ball events
- Fouls out of referee's vision
- Touchline events
- Ball in-and-out of play
- Throw-in decisions

Levels of AR Involvement

When AR Involvement is Needed:

Priority 1

1. Offside decisions
2. Eye contact by the referee
3. Goal line decisions

Priority 2

4. Game critical decisions
5. Off-the-ball incidents
6. Referee is out of position and too far from play
7. AR has better angle

Priority 3

8. Management style of the referee
9. Mass confrontation
10. Temperature of the match
11. The whole picture not seen

Levels of AR Involvement

Priority 1

1. Offside Decisions

- First and foremost top priority
- Concentration on offside position and involvement
- Flag - "*Slow and correct*"

2. Eye Contact By The Referee

- "What happened" look vs. referee signals "play on"... or the "nothing there" look



Levels of AR Involvement

Priority 1

3. Goal Line Decisions

- On the goal line for:
 - Ball in/out
 - Goal/No goal
 - Goal Kick vs. Corner Kick
- Initial indication when in AR's "quadrant"
- Assistance/confirmation when in referee's "quadrant"



AR's must sprint and follow all balls to the goal line and maintain position with the second-to-last defender

Levels of AR Involvement

Priority 2

4. Game Critical Decisions

AR 100% certain regardless of referee's position/attitude

Decision that the "game/referee requires" vs. simple foul in midfield - like a:

- Penalty kick
- Misconduct - Yellow/Red Card
- Foul inside/outside penalty area
- Goal / No goal decision
- Team gains "unfair advantage" if not dealt with



Assistant Referee Involvement

Priority 2

5. Off-the-Ball Incidents

- Behind the referee's back vs. right in front of the referee

6. Referee Out of Position or Far From Play

- Play closer to AR, the greater likelihood for involvement
- Counter-attacks

7. Referee's Angle of Vision

- Referee does not have clear view of the action



Assistant Referee Involvement

Over-Involvement by the Assistant Referee

AR's must show restraint and should refrain from:

- "Taking over the game"
- Being over-exuberant in flagging calls that may interfere with the referee's performance and game management.

Over-involvement does not extend to participation in the decisions that the AR is 100% certain and that impact the overall outcome of the game.

Over-Involvement by the Assistant Referee

Examples

1. Fouls called that are not consistent with the Referee
2. Over-Extending beyond the AR's "Area of Control"
3. 50/50 Call
4. Flag because it is "near me" syndrome

Over-Involvement by the Assistant Referee

Examples

1. Fouls Called Not Consistent with the Referee

- Not reading the game like the referee
- Violations that the referee would have:
 - Considered doubtful/trifling
 - Applied advantage
- Must follow the game management style outlined by the referee in the pregame and watch as that style is implemented
- Neither the game nor the referee needs the call



Over-Involvement by the Assistant Referee

Examples

2. Over-Extending Beyond the AR's "Area of Control"

- Typically a call outside the AR's quadrant or "Area of Responsibility"
- As AR's distance to the event increases, AR involvement generally should decrease (except when 100% sure and game critical).



Over-Involvement by the Assistant Referee

Examples

3. 50/50 Call

Decisions that may be too difficult for the AR to sell from his position

4. Flag Because It Is Near Me Syndrome

Flag comes up after the whistle



BRAIN TEASER #8

During play the ball completely passes out of the field-of-play, i.e. in the air across the touchline, and then immediately curves back onto the field-of-play, and play continues as though the ball never left the field.

As the AR, you should signal with a vertical flag and hold that signal until acknowledged by the referee (no matter how long that may take) and then signal in the direction of the throw-in.

True

False

Assistant Referee Involvement

Involvement Summation

ARs should think about the following two questions prior to raising the flag:

"If I raise the flag, do I interfere with the referee?"

and

"If I don't raise the flag, do I fail the game?"

Assistant Referee Involvement

Contemplating Involvement

As the AR you must consider two factors very quickly:

- **Does the referee have a clear view of the incident?**
Can the referee clearly see the play and make a decision? Where is the referee positioned? Is he close enough to the play to make a decision on his own? If you answer, “the referee did not see it”, then you can consider the next question.
- **Did I clearly see the infraction?**
If there is any doubt as to what you saw, leave the decision to the referee unless the referee looks to you for assistance.

Assistant Referee Involvement

Involvement Summation

Overall, as an AR you are empowered to participate in the game if *non-involvement* means you:

- Fail the Game
- Fail the Referee
- Impact the outcome of the game

In many instances, AR's should consider using the "wait and see" approach and refrain from quick flags. AR's should temper involvement until the game or the referee needs you.

Assistant Referee Involvement

BRAIN TEASER #9

As the lead AR you should mirror the Referee's signal for all throw-ins, corner kicks, and goal kicks in your half of the field.

TRUE

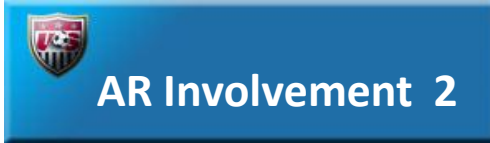
FALSE

Assistant Referee Involvement

Video Examples



AR prevents encroachment



AR calls handling and penalty kick



AR see a major foul on the attacking team – DFK coming out

Assistant Referee Involvement

Video #1 Decision: Preventing Encroachment

Reasoning:

- The referee is not in position to be able to directly deal with any encroachment issue on the near corner.
- AR involvement is required since the corner kick is being taken in his quadrant of responsibility
- AR has an obligation to be involved
- The AR is supporting the Referee, thereby making the referee team successful.

Assistant Referee Involvement

Video #2 Decision: Handling and PK

Reasoning:

- The referee's angle of vision is blocked
- AR involvement is required as the defender's arm is facing him and the AR has a clear view
- This is a critical game decision requiring AR intervention
- The signal used by the AR is correct: raise/wiggle the flag then hold it across the waist after the referee's whistle
- This is a perfect opportunity for the AR to follow the guidelines above and ask: **Does the referee have a clear view of the incident? ... and ... Did I clearly see the infraction?**

Assistant Referee Involvement

Video #3 Decision: Foul, Caution and PK

Reasoning:

- The referee's concentration is elsewhere and his angle of vision is blocked.
- AR involvement is required as the play occurred directly in front of the AR, who was the only one who could see it.
- This is a critical game decision requiring AR intervention.
- The signal used by the AR indicated a need to talk to the referee to explain the severity of the foul, which resulted in a caution, as well as the PK.