



Referee Trainer Orientation

March 3, 2023



NEBRASKA REFEREE DEVELOPMENT PROGRAM INSTRUCTION



Welcome

Welcome

and

thank you!



Mission Statement

The mission of the NRDP Trainer Program is to establish a network of skilled and experienced referees who are able to provide consistent and understandable information to developing referees in a positive and productive manner.



Program Objectives

- Train referees
- Increase referee retention
- Instill confidence
- Increase competency
- Encourage advancement
- Provide information about opportunities



Let's Start

What's one thing that you know now that you wish you would have known when you first started refereeing?



Orientation Objectives

There are only two things we are going to try to accomplish today.



Orientation Objectives

Objective 1

Establish a pool of information that is uniform and consistent in all ways including terminology, mechanics, interpretation of the Laws of the Game, and Points of Emphasis.



Orientation Objectives

Objective 2

Provide strategies to Trainers to enable them to effectively and efficiently impart this information to less-experienced referees.



Objective 1

What do we teach?



Information Topics

- Duties of the Assistant Referee
- Offside
- AR Mechanics
- Duties of the Referee
- Referee Points of Emphasis (POEs)
- Referee mechanics
- Pregame
- Fouls and misconduct



Duties of the AR*

In order of priority:

1. Indicate when a player in an offside position may be penalized;
2. Indicate the appropriate restart when the ball leaves the field of play;
3. Assist (not insist) the referee with offences when appropriate; and
4. Assist with substitutions, penalty kicks, and as otherwise directed by the referee.

*Law 6, *Laws of the Game*, IFAB 2022/23



Offside

- Calling offside is the most important job for an AR.
- Three components:
 - Timing
 - Position
 - Involvement



Timing of Offside

Offside position is determined at the instant a teammate touches or plays the ball. Take a mental picture (snapshot) at that moment.



Offside Position

1. Is player in opponents' half of the field?
2. Is player nearer to opponents' goal line than the ball?
3. Is player nearer to opponents' goal line than the second-to-last defender?

If all three answers are **YES**, then the player is in an *offside position*.



Determining Offside Position

A player is in an offside position if:

1. Any part of the head, body, or feet is in the opponents' half (excluding the halfway line); and
2. Any part of the head, body, or feet is nearer to the opponents' goal line than both the ball and the second-to-last-defender (STLD)

Note: a player's hands/arms are NOT considered when determining a player's position on the field (arm starts at the bottom of the armpit).



Involved in Active Play

- **Interferes with play** – touches the ball.
- **Interferes with an opponent** – obstructing opponent's vision, challenging an opponent for the ball, making an obvious action or attempting to play a ball which impacts an opponent
- **Gains an advantage** – playing the ball or interfering with an opponent after a rebound, deliberate save, or play by a defender that is not deliberate.

If at least one of these is true, then the player is *involved in active play.*



No Offside Offense

There is no offside offense if a player receives the ball after it has been **deliberately** played by an opponent.

Exception: deliberate save



Old Approach

- We used to think in terms of a **deliberate play** by a defender v. a **deflection**.
- We asked, “Did the defender make a clear MOVEMENT towards the ball and HAVE CONTROL of his/her body?” If so, then the play was deliberate.
- That’s changed – we don’t think now about a “deflection,” but instead that the play was “not deliberate.”
- Take “deflection” out of the discussion.



Deliberate Play - Considerations

Generally, it's a **deliberate** play if:

- The player can comfortably control and play the ball.
- The better the player's contact with the ball, the more likely we will find the act was deliberate.

SO

Control of the Body + Control of the Ball =
Deliberate Play (no offside)



Not Deliberate Play - Considerations

Generally, it's **not a deliberate play** if:

- The defensive player stretching for the ball.
- The defensive player makes limited contact.
- The defensive player is in the wall.
- The defensive player is facing away from a kick.
- The defensive player is off balance, and the contact is glancing.
- If you are not sure or not, or on the fence, then NOT DELIBERATE – call the offside.



No Offside Offense

No offside offense if a player receives the ball directly from

- Goal kick
- Corner kick
- Throw-in



Restart from Offside

- Indirect free kick for defending team;
- Placement
 - Location of the offense (where involvement occurred)
 - Do not have the referee run back up the line.



Summary of Offside

1. Determined at time that teammate touches the ball.
2. Attacker must be on opponent's half and nearer to the goal line than the ball or STLD.
3. Attacker must be involved in active play (i.e., interfering with play, interfering with an opponent, gaining an advantage).
4. No offense if ball received from a GK, CK, throw-in or after deliberate play by an opponent (note exception for a "save").
5. Restart is an IFK at the spot where the AR raised his/her flag.
6. If not certain, then keep the flag down (except err on side of "not deliberate" for #3, above).
7. Better slow and sure than quick and wrong.



AR Mechanics

- 1. Always stay even with the STLD.**
- 2. Don't ball watch – head on a swivel.**
3. Eye contact is vital. Do not call fouls without looking at the Center referee.
4. The flag is a signaling device.
5. Make all signals perpendicular to the field (facing the field).
6. Stop and signal. Do not run and make a signal with the flag in the air.
7. Flag straight down, not swinging as you run.



AR Mechanics (cont.)

7. Flag in hand closest to field (if perpendicular, in hand closest to Center referee).
8. All signals should be done with the right hand (exception being throw-in or foul to the left of the AR).
9. Know when to furl and unfurl the flag. No extraneous signals during substitutions.
10. Referee crew walks on and off the field together.
11. Better slow and correct than quick and wrong.



Duties of the Referee*

The referee:

- enforces the Laws of the Game;
- controls the match in cooperation with the other match officials;
- acts as timekeeper, keeps a record of the match and provides the appropriate authorities with a match report, including information on disciplinary action and any other incidents that occurred before, during or after the match;
- supervises and/or indicates the restart of play.

*Law 5, *Laws of the Game*, IFAB 2022/23



Referee POEs

1. Work Rate and Effort – This is the number one priority above all others / hard work / ½ the battle can change attitudes of coaches, players and parents.
2. Attitude and Communication - look like a referee / properly uniformed / strong whistle.
3. Mechanics - always professional / signal tells a story
4. Foul Discrimination – call the simple foul / if all other points are being done, calling fouls is easier. Better too many fouls than too few.



Referee Mechanics

1. Long hard whistle to start game, second half or overtime.
2. Blow your whistle LOUD.
3. Eye contact with ARs when their involvement is needed and at every dead ball.
4. Stay back and to the left of play but do not leave the field while refereeing.
5. Run, Run, Run!



Pregame

1. Arrive on Time (30 minutes before game).
2. Referee crew dressed alike and professional (e.g., jerseys tucked in, socks pulled up).
3. Pregame talk with crew.
4. Walk the field.
5. Pregame with coaches.
6. Collect rosters, if applicable, and check in players.
7. Conduct the coin toss.



Fouls/Misconduct

1. Look primarily for holding, pushing (arm extended), tripping.
2. Call simple fouls / call more fouls – we never have coaches contact us and tell us a referee called too many fouls.
3. Voice, whistle, yellow card, red card.
4. Enlist the help of the coach if the situation allows for that. Do not give ultimatums to players and coaches – don't paint yourself into a corner.
5. Ceremonial restarts v. quick restarts.
6. You're going to make mistakes.
7. Be confident.



Objective 2

How do we teach this
information?



Types of Feedback

Three Types of Feedback:

- Essential Feedback
- Unhelpful Feedback
- Helpful Feedback



Essential Feedback

“Essential Feedback” is designed to:

1. Correct a misapplication of the Laws of the Game;
2. Address critical incidents not subject to interpretation;
3. Address tournament/event specific points of emphasis.



Essential Feedback

1. Misapplication of the Laws:

- These are incidents that are not a matter of referee discretion or judgment;
- Examples:
 - Referee awards a PK for a pass back to the goalkeeper.
 - Restart with something other than a dropped ball when play is stopped for an injury.
 - No send-off on a second caution.



Essential Feedback

2. “Critical Incidents” are:

- Those incidents that missed due to a serious/obvious error of judgment and/or lack of control;
- That are reasonably expected to be seen or dealt with correctly, and
- Affect the outcome of the game.



Essential Feedback

Examples:

- Denying an obvious goal scoring opportunity (DOGSO) dealt with incorrectly;
- A clear and obvious serious foul play/violent conduct send off not correctly dealt with;
- Not calling a penalty kick that is obvious or incorrectly awarding a penalty kick that is clearly not;
- Incorrectly allowing a goal that should be disallowed or not allowing a goal that should be given (including offside decisions for assistant referees);
- Any other incident that has a significant affect on the match.

"Critical Match Incident Marking," U.S. Soccer, March 10, 2009



Essential Feedback

3. Rules for a League/Tournament.

- Examples
 - Limited v. unlimited substitutions.
 - Length of the game.
 - Pass or reporting requirements.



Unhelpful Feedback

Unhelpful Feedback is that which is:

1. Not appropriate for the referee;
2. Too general in nature;
3. Doesn't offer specific solutions; or
4. Simply incorrect.



Unhelpful Feedback

Things to Avoid:

- Don't ignore the Laws of the Game.
- If you are not sure if you are correct, then don't include it in your game reflection. If you do give wrong information and you find out you are wrong, fix it.
- If a referee asks you a question and you don't know the answer, admit it. It's okay not to know. Make sure to find out the correct answer and follow up.



Helpful Feedback

Elements of Helpful Feedback:

- Priority for NRDP Points of Emphasis
 - Work rate and effort
 - Attitude and personality
 - Mechanics
 - Call the simple fouls
- Appropriate for the referee
 - Can't talk about advanced topics with a Grassroots referee.
 - Less experienced referees are unlikely to remember specific game events at all;
 - i.e., for positioning – “Back and to the left of the ball.”
 - Be concise – five words or less (see “Shortcuts”)



Helpful Feedback

Elements of Helpful Feedback (cont.):

- Be positive
 - Make sure to find something – one good run or a good foul call, enthusiasm, uniform, mechanics;
 - Begin and end on a positive;
 - Emphasize the notion that there is something to build upon.
- Limit number of issues addressed
 - ONLY three topics max.
 - Think about your comments prior to your after-game discussion.
 - Identify themes, not just specific events.
 - KEEP IT SIMPLE.



Practical Hints

- Introduce yourself.
- Remember you are there to help, not criticize.
- Be positive, no matter what.
- Consider what the referee is able to comprehend before you begin speaking.
- Have your themes written down before you engage – only three things.
- Don't talk more than 3-5 minutes.
- Make sure to end with a positive and thank them.
- Download the IFAB app and put it on your phone.



Practical Hints

And, most importantly

KEEP IT SIMPLE

Remember you cannot train someone to be a great (or even a good) referee after one game.



Shortcuts

Virtually all of your comments will be one or more of the following:

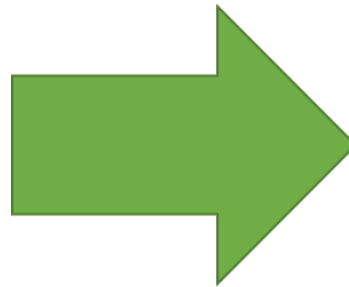
1. Move more.
2. Be in position.
3. Look like a referee
4. Sound like a referee
5. Call the simple fouls
6. Know the Laws of the Game
7. Do your homework
8. Always strive to improve



Payoff

Do this:

1. Move more.
2. Be in position.
3. Look like a referee
4. Sound like a referee
5. Call the simple fouls
6. Know the *Laws of the Game*.
7. Don't forget the admin.
8. Always strive to improve



Get this:

1. More confidence
2. Improved accuracy
3. Less static
4. Increased fun



Questions?



Trainer Gear



Make sure to fill out the attendance form with your size.

We will get these to you as soon as they become available.



Contact Info

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