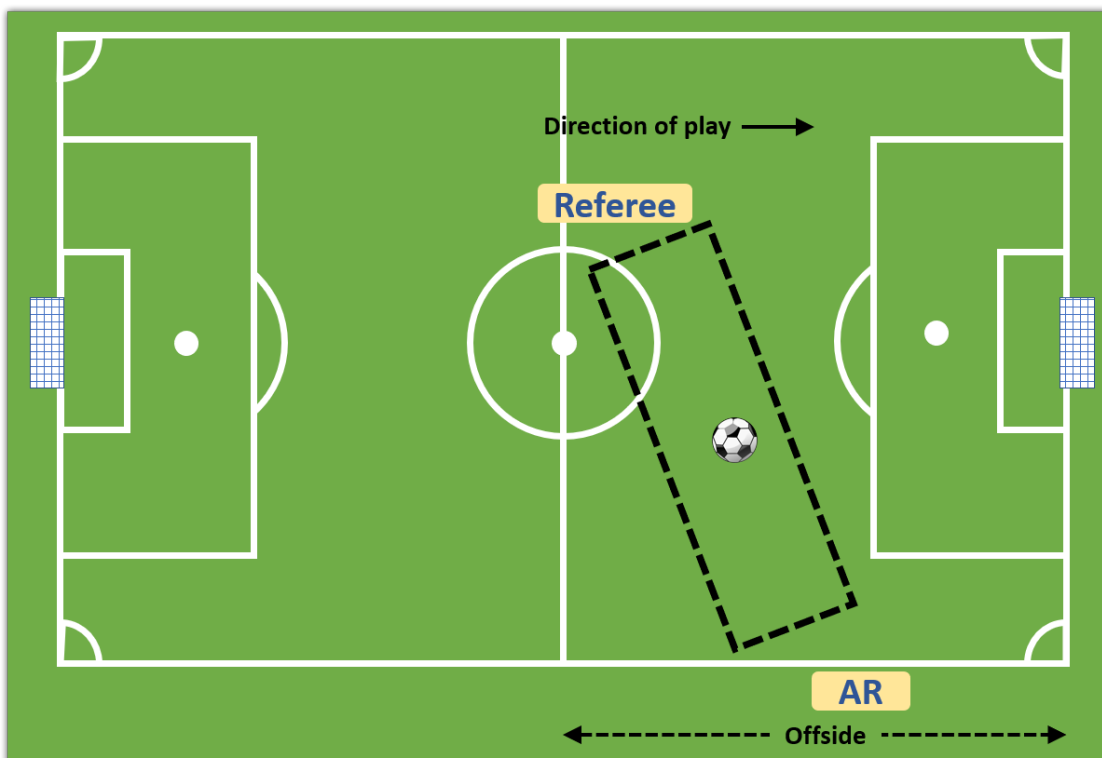
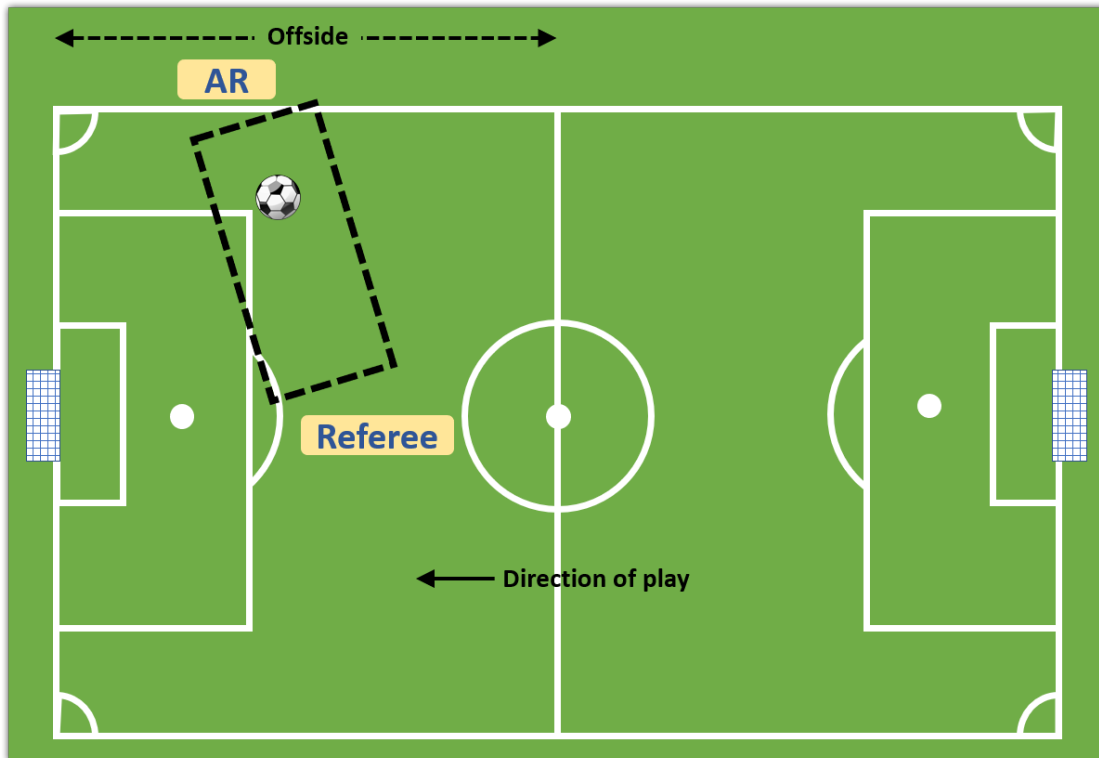


REFEREE TEAM MECHANICS

The Referee should always try to keep the play between themselves and the lead Assistant Referee. This is referred to as “Boxing Play”.



ASSISTANT REFEREE SIGNALS

THROW-IN



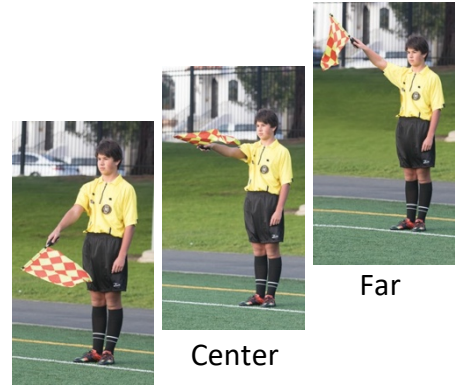
Point direction team taking throw-in is attacking

OFFSIDE



Hold flag straight up

OFFSIDE LOCATION



Near

Center

Far

GOAL KICK



Point toward goal area

CORNER KICK



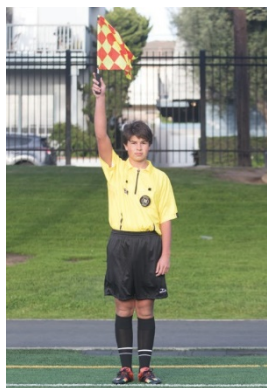
Point toward near corner

SUBSTITUTION



Lower when Referee acknowledges then move to halfway line to control substitution

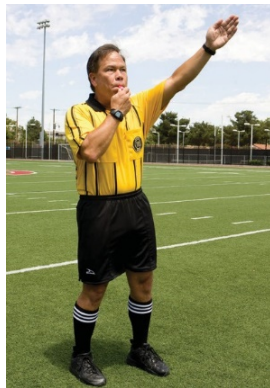
FOUL NOT SEEN BY REFEREE



Raise flag in the hand that will indicate restart direction; after Referee eye contact, slight wiggle; after Referee stops play, indicate restart direction

REFEREE SIGNALS

FREE KICK



Point in restart direction; if IDFK, follow with IDFK signal

INDIRECT FREE KICK



Hold signal until another player touches, goes out of play or it is clear a goal cannot be scored directly

GOAL KICK



Point to goal area with palm down

THROW-IN



Point direction team taking throw-in is attacking

CORNER KICK

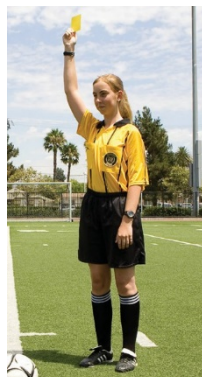


Point to nearest corner where the kick is to be taken

MISCONDUCT



Send Off
Red Card



Caution
Yellow Card

ADVANTAGE



Shout "Advantage, Play On"
(with one or both arms)

PENALTY KICK



Point downward toward the
Penalty Spot

REFEREE AND ASSISTANT REFEREE COMMUNICATIONS

When the ball goes out of play, the Assistant Referee should make eye contact with the Referee and if needed, provide a signal that indicates the restart.

Throw-in – after making eye contact with the Referee, the Assistant Referee should use the throw-in signal to indicate the direction of the Throw-in.

Goal Kick – after making eye contact with the Referee, the Assistant Referee should use the goal kick signal to indicate that a goal kick should be awarded to the defending team.

Corner Kick – after making eye contact with the Referee, the Assistant Referee should use the corner kick signal to indicate that a corner kick should be awarded to the attacking team.

Offside – the Assistant Referee should raise the flag straight up, then after making eye contact with the Referee, the Assistant Referee should indicate the location of the restart for the offside offense. The Referee should then indicate Indirect Free Kick until another player touches the ball, the ball goes out of play or it is clear a goal cannot be scored directly.

Mistakes Will Be Made... And It Is OK!

A good process for ensuring correct decisions includes the following steps.

- The Referee should take an extra couple of seconds to indicate and/or signal a stoppage of play and the restart. The extra time allows the official to think through and confirm the decision before it is signaled.
- The Assistant Referee should make eye contact with the Referee before signaling a restart. This will provide the opportunity for the Referee and Assistant Referee to share information. Example, the Referee may help indicate the direction of a throw-in with a subtle signal which the Assistant Referee can follow up with the flag signal.

There will be times when the Referee or Assistant Referee will make a wrong decision or provide the wrong signal. This is okay as mistakes are part of the game because it is a fast game with very little time to make decisions. Everyone makes mistakes, including the players, the Coaches and the Referees. If the Referee or Assistant Referee realizes that a mistake has been made, they can change their decision as long as the game has not been restarted.

A process for the Referee team to change a decision includes the following steps:

- If the Assistant Referee makes the wrong decision, raise the flag to get the Referee's attention.
- The Assistant Referee or the Referee should explain to the players that the wrong decision has been made.
- Indicate the right decision and provide the correct signal.
- To be fair to both teams, do not allow play to restart until players have gotten into position, now that they know the corrected decision. For clarity, restart play with a whistle.
- Forget about the wrong decision and concentrate on the rest of the game.