

# International Referee Development Program

## Referee Positioning Guide



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# Foreword

One of the things that separates good referees from great referees is their ability to be in position to make the right call. This is not an easily teachable skill, as it could be argued that there is no right positioning, only wrong positioning. By offering a positional guideline, however, the International Referee Development Program believes that it can lessen the burden and stress on all referees in a game to help prevent wrong positioning. All referees need to be constantly evaluating the events occurring on the pitch to ensure that they are in the best position possible. Before we begin discussing the ins and outs of positioning, the IRDP would also like to include this list of things to keep in mind.

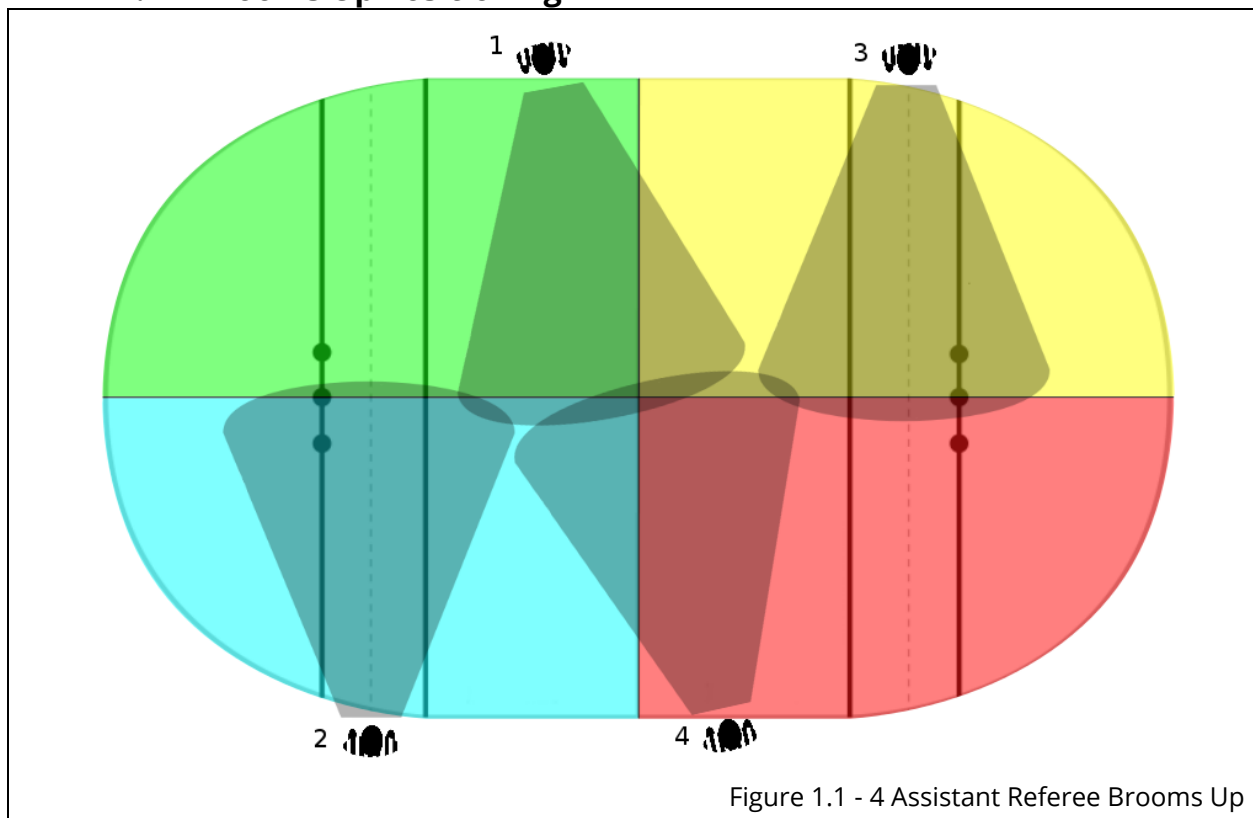
1. The IRDP recommends that 1 Scorekeeper/Timekeeper, 4 Assistant Referees, 1 Snitch Referee, and 1 Head Referee be used in situations where the setup is feasible, as it provides the most coverage of all plays, on and off the ball.
2. Movement is incredibly important for quality refereeing and goes hand in hand with positioning. One of the easiest ways to improve the overall officiating of any game is to verify that the referees are covering the areas that they have been assigned quickly and effectively.
3. It is also very important to note that these are guidelines and that it is impossible to predict every situation. Keep in mind that there will be times where the Assistant Referee in a given Zone is preoccupied with other gameplay matters, which means that they may miss something else. Any referee that notices a situation that requires a referee's attention is expected to adjudicate accordingly.
4. Thank you! Refereeing is notoriously thankless work, but your commitment to improving your skills is something that demands commending.

# The Assistant Referees

The following section contains information and diagrams regarding how to setup different systems to referee the game, depending on how many Assistant Referees are available. Though it is possible to have a game with only a Head Referee and no Assistants, it is strongly discouraged. For that reason, we will be including diagrams with a minimum of two Assistant Referees only. In the diagrams and situations below, the only referees that will be included in the pictures are the Assistant Referees, who are responsible for calling beats and watching for off ball quaffle fouls. Unless there is an additional diagram that instructs otherwise, all diagrams in this section can be utilized in any of the Zones, so long as the referees reposition themselves accordingly. There will be a section later in this handbook that offers visuals when the full complement of referees are on the pitch.

## I. Using a Four Assistant Referee System

### IA. Brooms Up Positioning



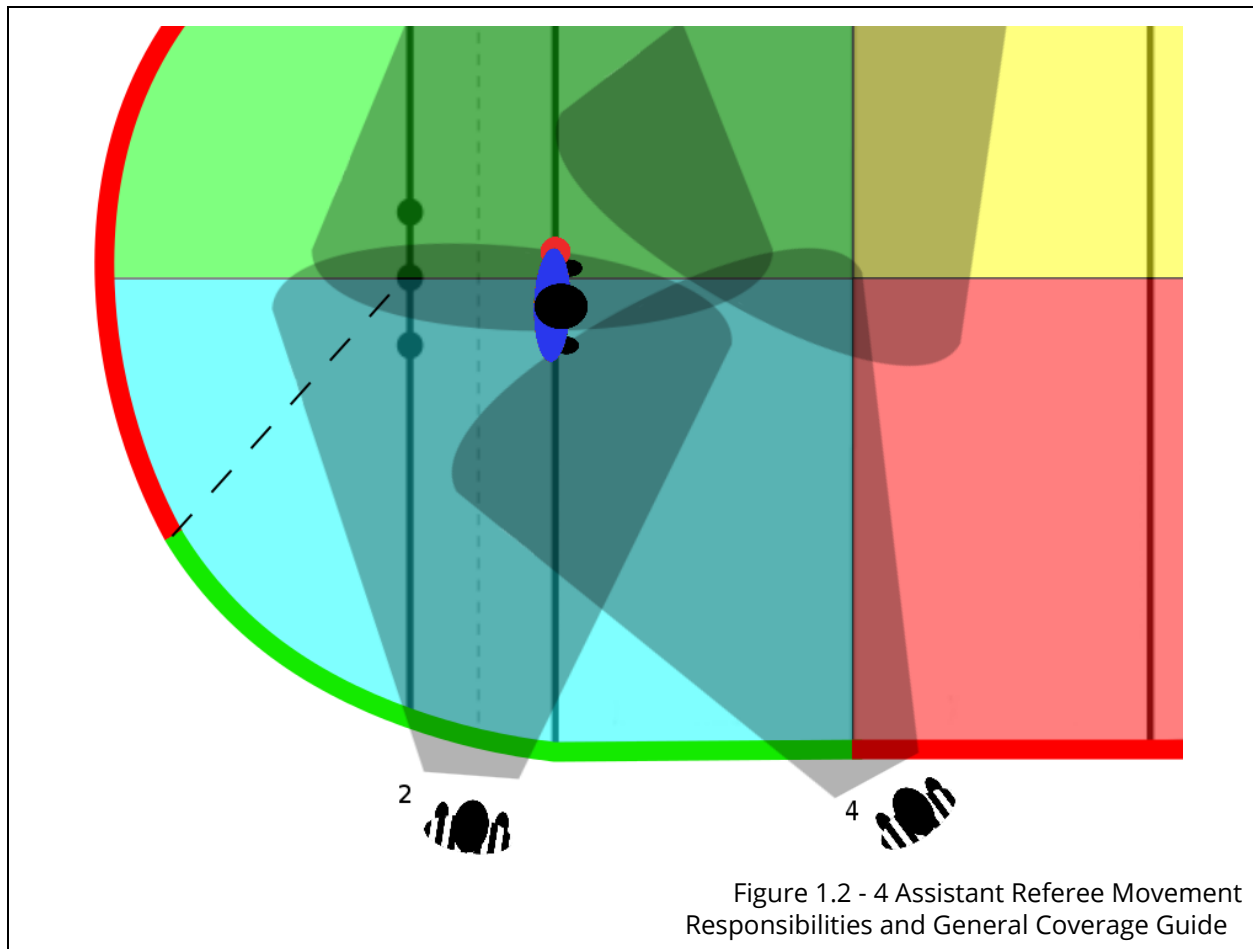
The different colors in the diagram above represent the Zones of responsibility for the Assistant Referees. Assistant Referee 1 in top left covers any plays in the area noted by green, Assistant Referee 2 has blue, Assistant Referee 3 yellow, and Assistant Referee 4 red. Generally speaking, referees should not be calling beats or fouls in another referee's Zone, unless the beat occurs in an area that borders their own or the referee responsible for that Zone is focused on other gameplay matters and has not seen the play in question.

Fig. 1.1 is a positioning guide for Brooms Up. Ideally, the referee looking down the starting line will also be looking at that team's bench, to ensure that there is no one looking for the Snitch. Notice the Field of Vision of both Referee 2 and 4, (noted by the grey cones,); these referees will be looking at the same areas as the Snitch Referee and Head Referee, but will offer different angles. even without the inclusion of the SR and HR, who will be watching the quaffle for the majority of the game, they have two other referees also looking at the same areas, but with different angles. This allows the referees to provide coverage for one another, while also offering a different vantage on the same play.

This coverage system is in place to allow for human error. No other sport utilizes the number of balls that are in play at a single time like quidditch does, which means that there are a lot of intricacies in this sport that others lack. To make sure that the game is still refereed well, the IRDP suggested number of referees (7,) is used to protect referees that may have been otherwise engaged.

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## IB. Assistant Referee Movement Guide



The diagram above shows the general Responsibilities required of Assistant Referee 2. The green line that covers the pitch boundary is the area where the IRDP expects that referee to move in order to get the best angle, depending on the position of the Beaters. The red lines are the areas where the referee should not move into except in extenuating circumstances, such as needing to adjudicate in a different refereeing Zone. Unless there is an extreme circumstance, the Assistant Referee is encouraged not to move past the dotted line that runs from the intersection of the green and red lines and the center hoop, as it could obstruct the view of the Goal Judge.

Notice the Field of Vision of each of the referees, as well. Referee 2 is slightly behind the Beater, Referee 1, (who is out of frame,) is parallel the Beater, and Referees 3 and 4 are both ahead of the Beater, but with varying angles. Very rarely should referees be parallel to each other. The differing

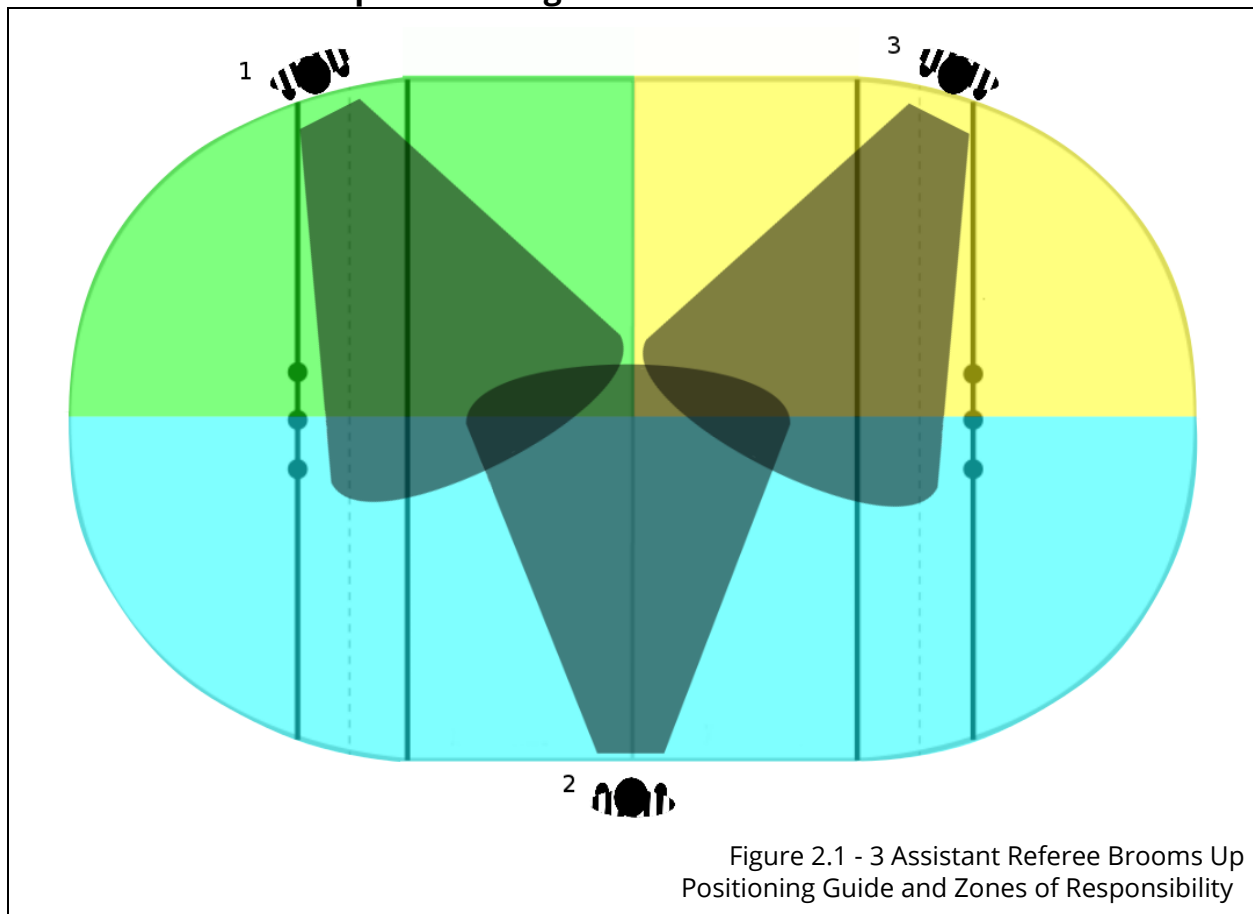
angles again provide multiple viewpoints and a larger area of coverage for referees, meaning it is easier to make the right calls. You'll notice that there is even a part where all 4 referees' fields of vision overlap, and there is almost always some overlap in the middle of the pitch where most of the action during the course of a game occurs.

The black, dotted line that runs from the center hoop to the edge of this referee's movement path acts as a landmark for where the referee should move to if there is a player moving with intent to score on the hoop nearest to them. There are a lot of situations where beats are nearly instantaneous with the release of the quaffle during these types of attacks. If the referee is at the dotted line, then the Head Referee will have an angle behind the play, Assistant Referee 1 in the Green Zone should have an angle on the side, and Assistant Referee 2 will have an angle on the front of the play, and, crucially, will have a view of the exact moment that bludger is actually released from the Beater's hands.

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## II. Using a Three Assistant Referee System

### IIA. Brooms Up Positioning

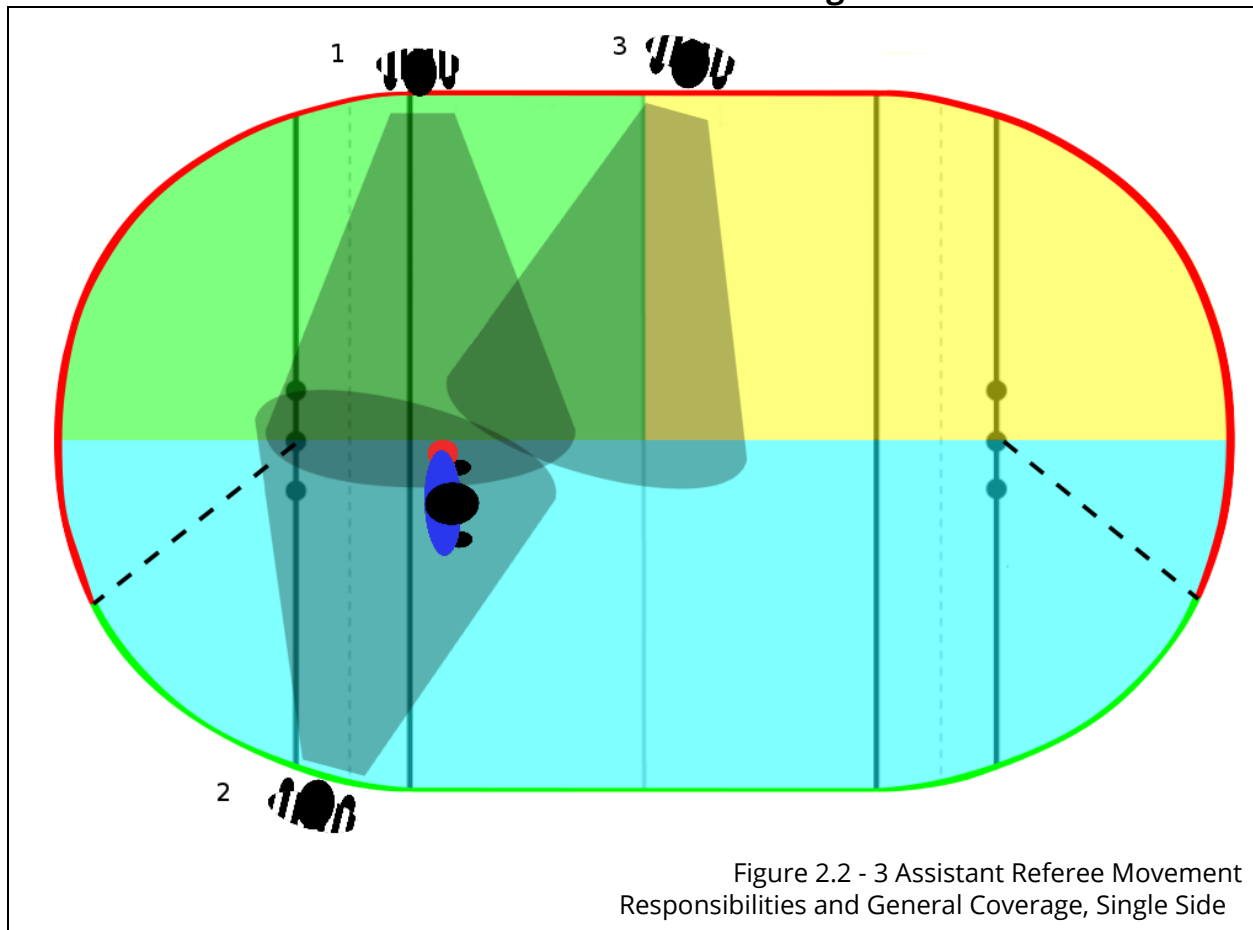


Using a Three Assistant Referee System is very similar to the set up to that of the Four Assistant Referee System, with the understanding that the referee who has an entire side to themselves will have to do more work and have a larger Zone of Responsibility, as indicated in Fig. 2.1. Just as before, the Assistant Referees should be able to look down the starting line to ensure that neither team is too far forward. There is again a degree of overlap in this system, but is obviously somewhat diminished. Again, ideally, the Assistant Referees will be looking down the starting line with the bench of that team being opposite them, but if that is not possible, then the responsibilities of ensuring that neither team is searching for the Snitch falls to the other referees.

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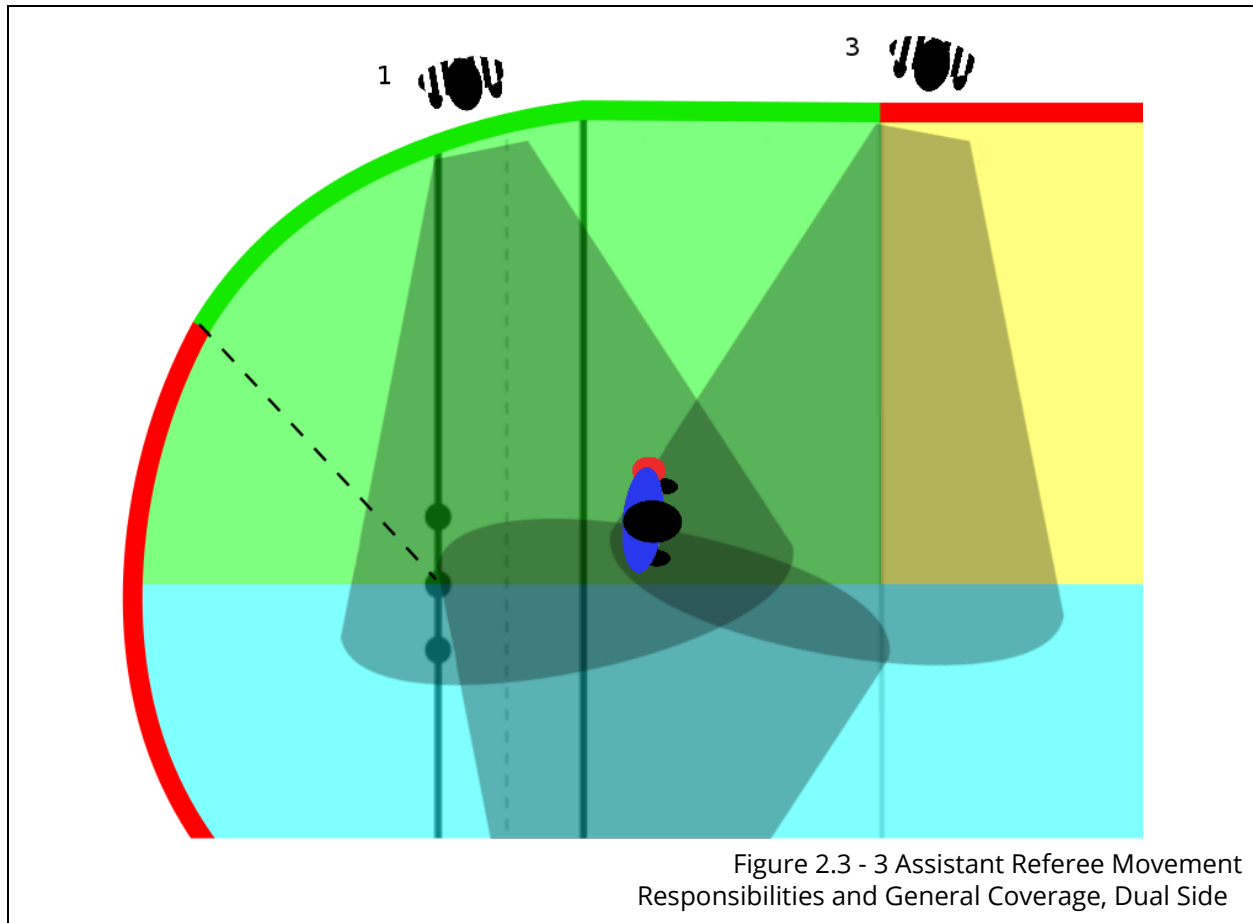
## IIB. Assistant Referee Movement Guide: Single Side



This is a diagram of the Movement Responsibilities of the referee that has an entire half. Notice that the Movement Responsibilities of Referee 2 are extended, just like their Zone of Responsibility. This obviously means that the referee on this side has a greater degree of responsibility than that of the other side. Because of this increased workload, the IRDP strongly suggests that the best Assistant Referee at the Head Referee's disposal be assigned to this side. It is also extremely important the Assistant Referee on this side be able to keep up with play. If your strongest Assistant Referee is nursing an injury from the day and expresses concerns about navigating the length of the pitch for the entirety of the game, it may be necessary to put your next strongest Assistant on that side instead. Finding the balance between the two is the responsibility of the Head Referee, who has the final say on all matters on the pitch.

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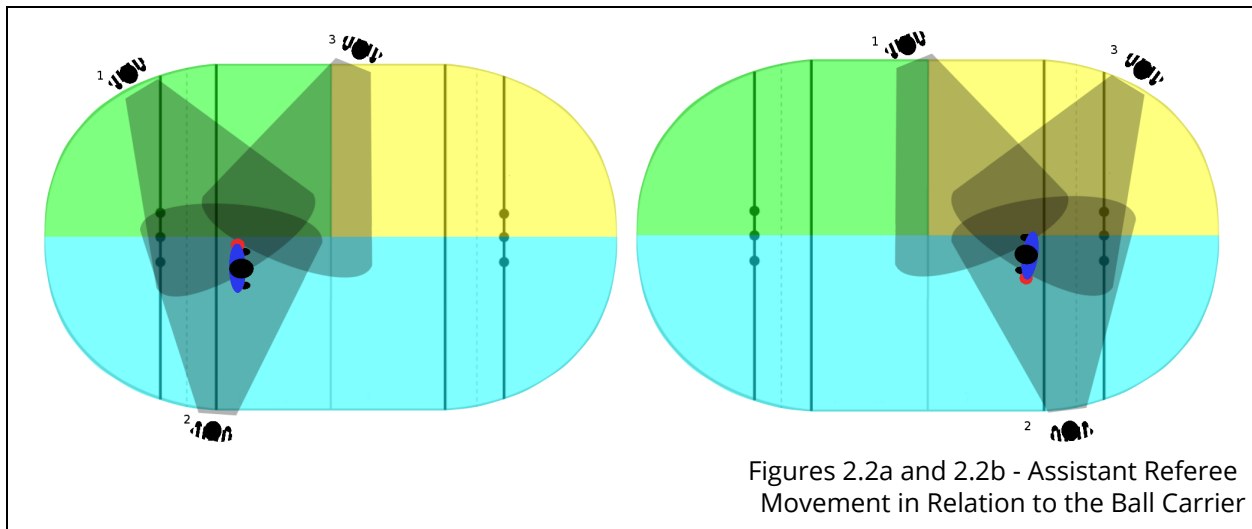
## IIC. Assistant Referee Movement Guide: Dual Side



This diagram represents the responsibilities of the referees on the other side of the pitch. The Movement Responsibilities of the side with two Assistants in the Three Assistant Referee System is the same as is shown in the Four Assistant Referee System. Again, Referee 1 is expected to move to the dotted line that runs from the center hoop to the edge of their movement responsibility as the quaffle carrier advances towards that hoop.

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## IID. Movement Relative to the Ball Carrier

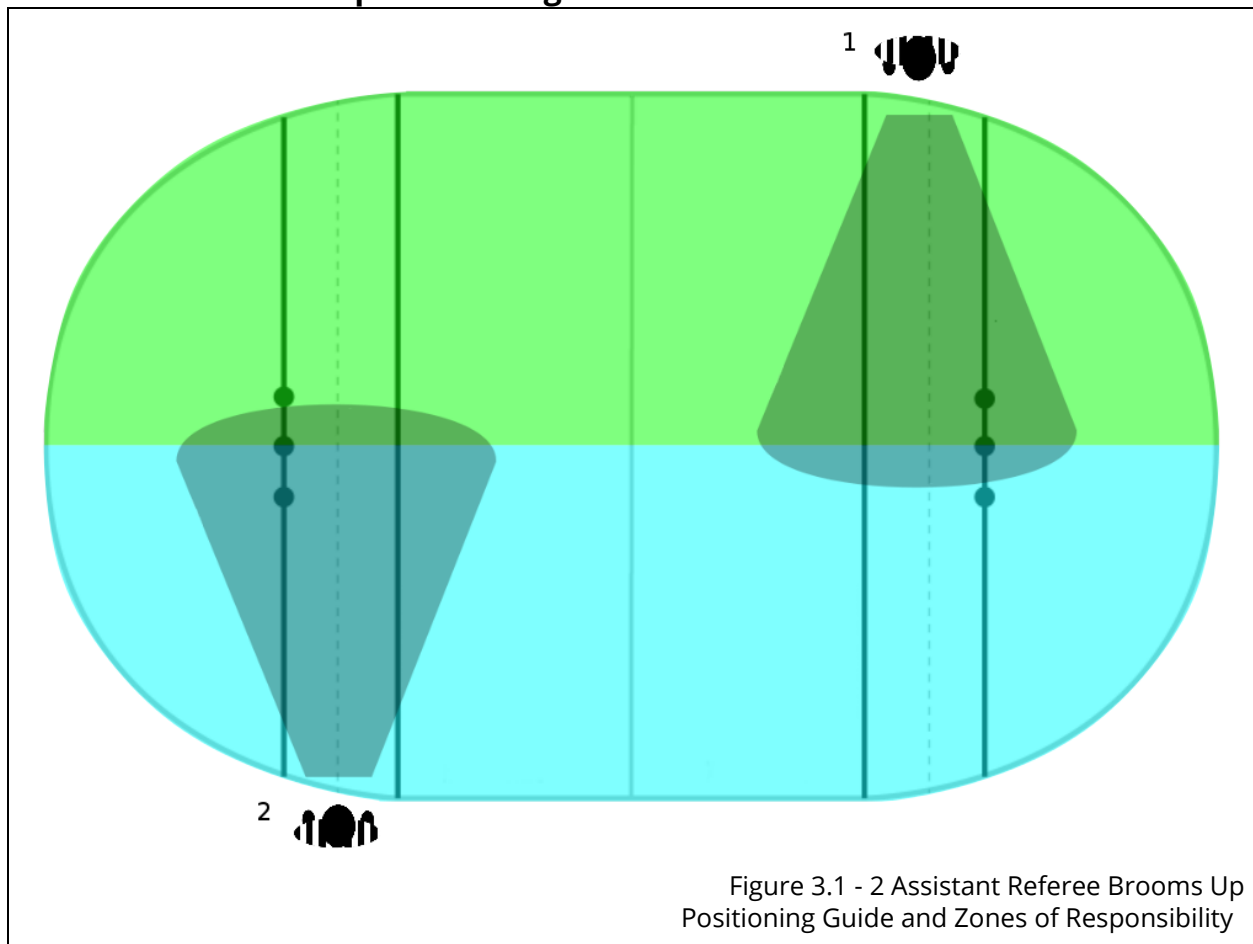


By now, you should be noticing a trend with the position of the referees relative to the position Beater. The following explanation uses 2.2a as the basis, but the reverse applies for 2.2b. The Beater is currently in Referee 2's Zone, and because of this, Referee 2 is mostly parallel with the Beater, but also slightly behind. Referee 1 is behind the Beater and Referee 3 is ahead. Due to the fact that the Beater is bordering Referee 1's Zone so closely, Referee 1 is behind the beater, with the ability to step forward should the play alter suddenly. This set up allows for three distinct angles on the play from all of the Assistant Referees. Additionally, the referees should be moving, by and large, in a unit. The diagrams above emphasize this, but still have levels of variance that are acceptable.

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### III. Using a Two Assistant Referee System

#### IIIA. Brooms Up Positioning



The Two Assistant Referee System is the most commonly utilized refereeing style across all leagues, but it is far less effective than the two previous systems. This system heavily relies on the movement and individual competence of the Assistant Referees, who usually need to watch multiple things at once. Since the referees have the entire pitch between them, it also makes communication very difficult. As mentioned in both other examples, the Assistant Referees in this system should each be looking down one of the two starting lines. Generally, the responsibility for ensuring that neither side is looking for the Snitch prior to Brooms Up falls to the Head Referee in this situation.

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### IIIB. Assistant Referee Movement Guide

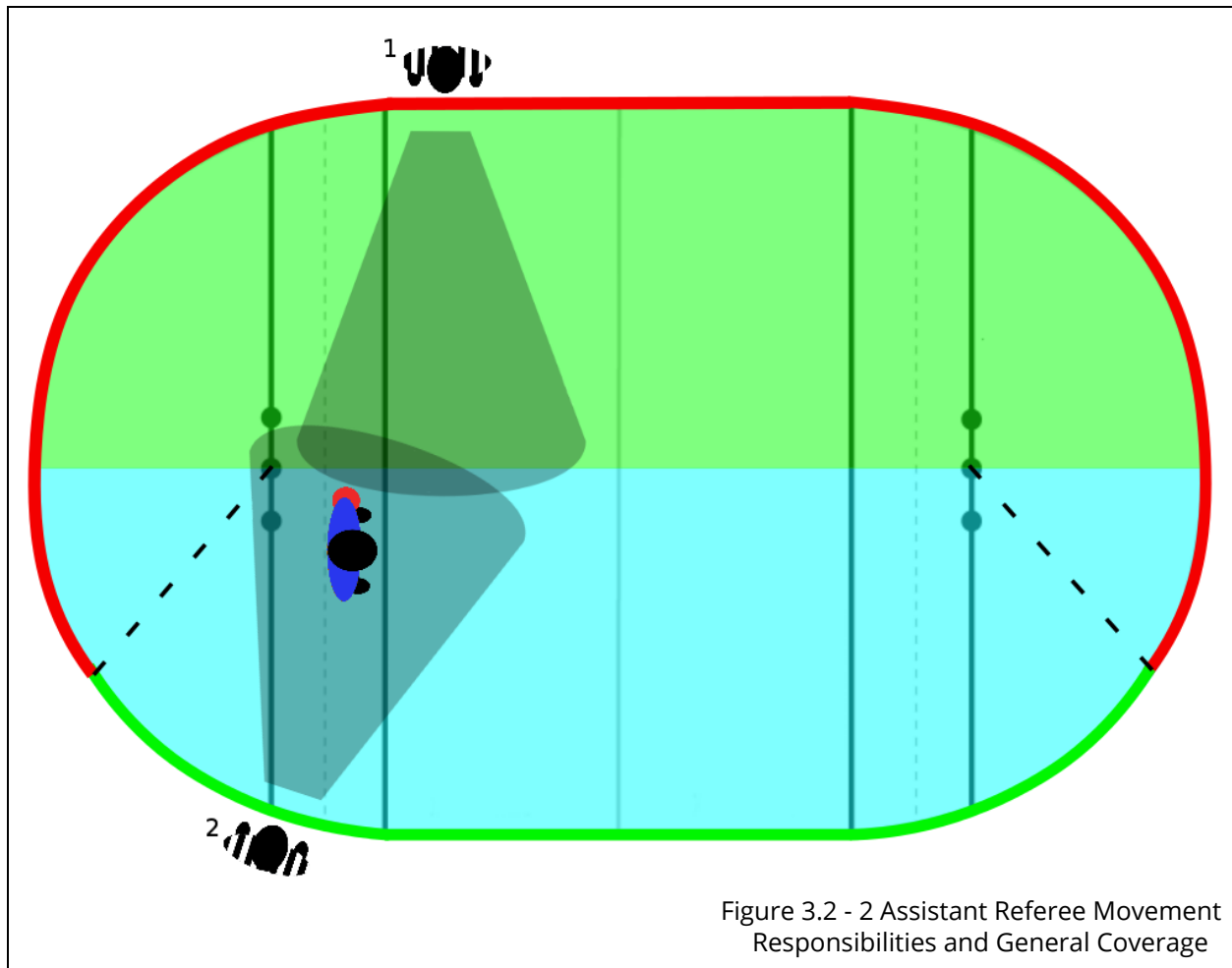


Figure 3.2 - 2 Assistant Referee Movement Responsibilities and General Coverage

The Movement Responsibilities for the Assistant Referees in this system mimics that of the Single Side Assistant in the Three Assistant Referee System for obvious reasons. Referee 2 is again ahead of the Beater in this diagram, allowing them to see any potential beats that may occur in their Zone, while Referee 1 is still parallel to the Beater to offer an additional set of eyes on any play that may occur. This system can be very difficult for the Assistant Referees, but is also effective, if both Assistants are ensuring that they are not mimicking the position of their colleague.

The different viewpoints on this system are extremely important, because there are more bludgers than Assistants. If the Assistant Referees have a mirrored viewpoint, it is possible that there will be missed beats from the side, front, or back, depending on the way they have themselves set up.

The set up above offers a view of the front and the right half of the body from Referee 2 and a view of the back and left half of the body from Referee 1. The Head Referee should also provide some additional coverage to any potential blind spots.

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#### **IV. Additional Notes on the Assistant Referee Systems**

Now that you have completed the reading of the Assistant Referee Systems, the first question that you are probably wondering is regarding the lack of different positions and lack of multiple Beaters in the examples provided above. There are two reasons for this:

First, Beater play tends to move around the field quite a lot. The diagrams provided above include basics for a common set up of a defensive posture that a Beater may find themselves in. While the diagrams do provide some insight, creating a diagram for every possible beater set up is nearly impossible to do. Instead, the IRDP hopes that those Assistants who have read this can use the diagrams as a basis to reposition themselves according to the extremely variable set up.

Second, and perhaps more importantly, Assistant Referees do not serve the sole purpose of calling beats. While it is important to have an active Beater in sight, they should not be the sole focus. Instead, they are now charged with the additional task of watching off ball quaffle play, making sure that there are no illegal interactions between players not involved in the area of the ball. To create the diagrams with the sole purpose of watching for beats would be detrimental to the development of Assistants.

There is no easy way to be sure if you are in the right position or not. If you feel like you are out of position, however, you probably are. Situations where players have to go around you should be rare occurrences at most. Keep the following things in mind when evaluating your position:

1. Am I able to clearly see the play that is relevant to me?
2. If the play changes quickly, will my current position give me the ability to react and adjust accordingly?
3. If I need to make a call, will my instructions be able to be heard?

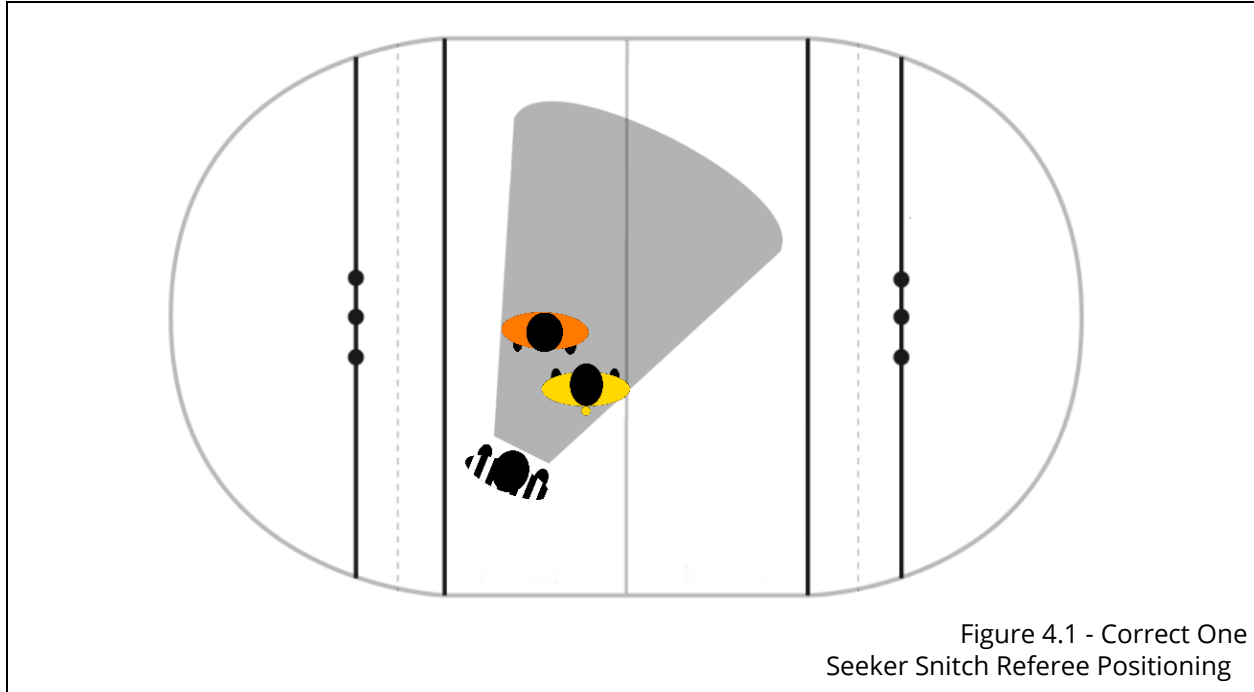
If the answer to any of those is not, "Yes," there is probably a better position for you to be in. Remember, the diagrams provided serve as guidelines, but they are not set in stone and if ignoring a guideline will benefit the quality of the game and the quality of the refereeing performance, you are encouraged to ignore it in that instance.



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# The Snitch Referee

## I. Snitch Referee Positioning: Single Seeker



Among all referees, proper positioning as a Snitch Referee is probably the hardest because of the speed, agility, and foresight it requires. The general rule of thumb for Snitch Referees is that they should never be closer to the Snitch than the nearest seeker. The Snitch Referee should also try not to be more than 10 feet from the Snitch at anyone time, so anywhere between 5 - 10 feet from the Snitch is typically an appropriate distance.

As far as positioning relative to the Snitch's tail is concerned, the Snitch Referee should be behind the Snitch and slightly off to the side, so as to be able to see any beats, illegal seeker interactions, or potential off broom calls, while also having the ability to see the exact moment that the Snitch's tail is removed or if the Snitch becomes down at any point. Typically, since most seekers are right handed, positioning yourself to the left of the Snitch and Seeker's is ideal. The diagram below illustrates a basic proper positioning for the Snitch Referee.

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## II. Snitch Referee Positioning: Dual Seekers

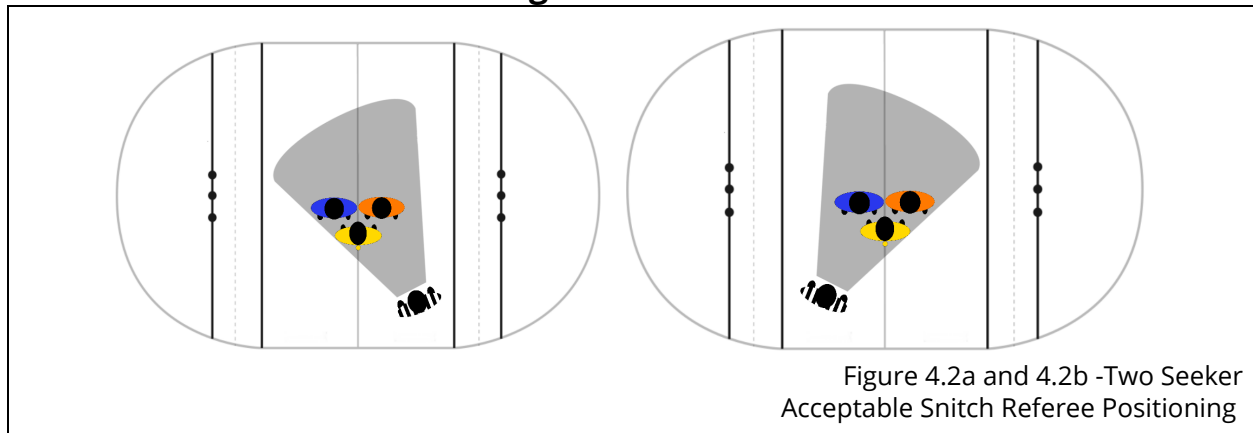
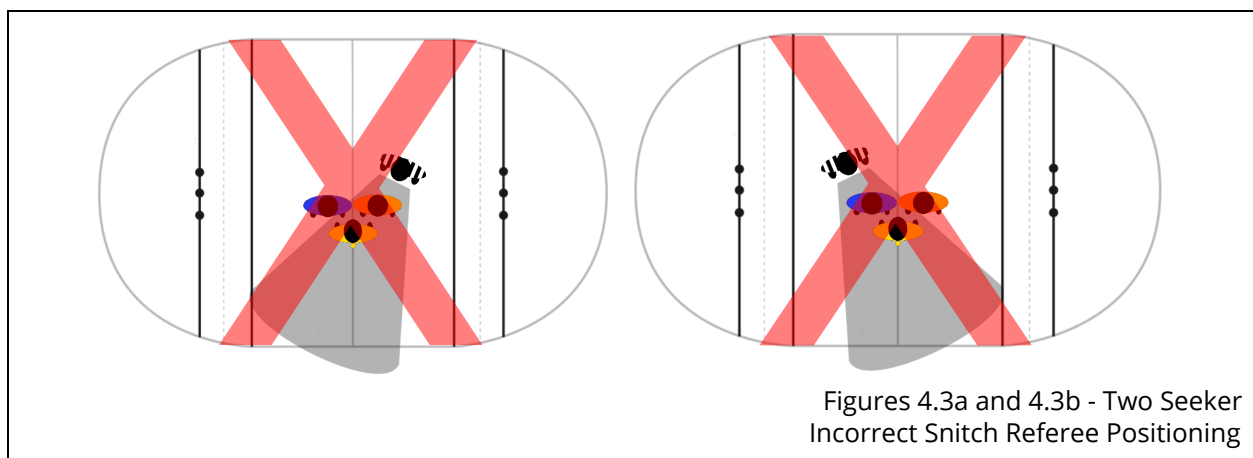


Fig. 5.1 shows the proper positioning if only one Seeker is attacking the Snitch. If there is a second seeker and the two are competing shoulder to shoulder, taking either side behind the Snitch is acceptable, as shown above.

The Snitch Referee can be effective anywhere in the 180° between the shoulders and behind the Snitch Runner, but loses almost all effectiveness in the opposite 180° because there is no visual confirmation of when exactly the Snitch's tail is removed, meaning that the Snitch being downed or beats that are nearly instantaneously timed with the pull are difficult to call with any real certainty.



## **Additional Notes on Snitch Referee Positioning**

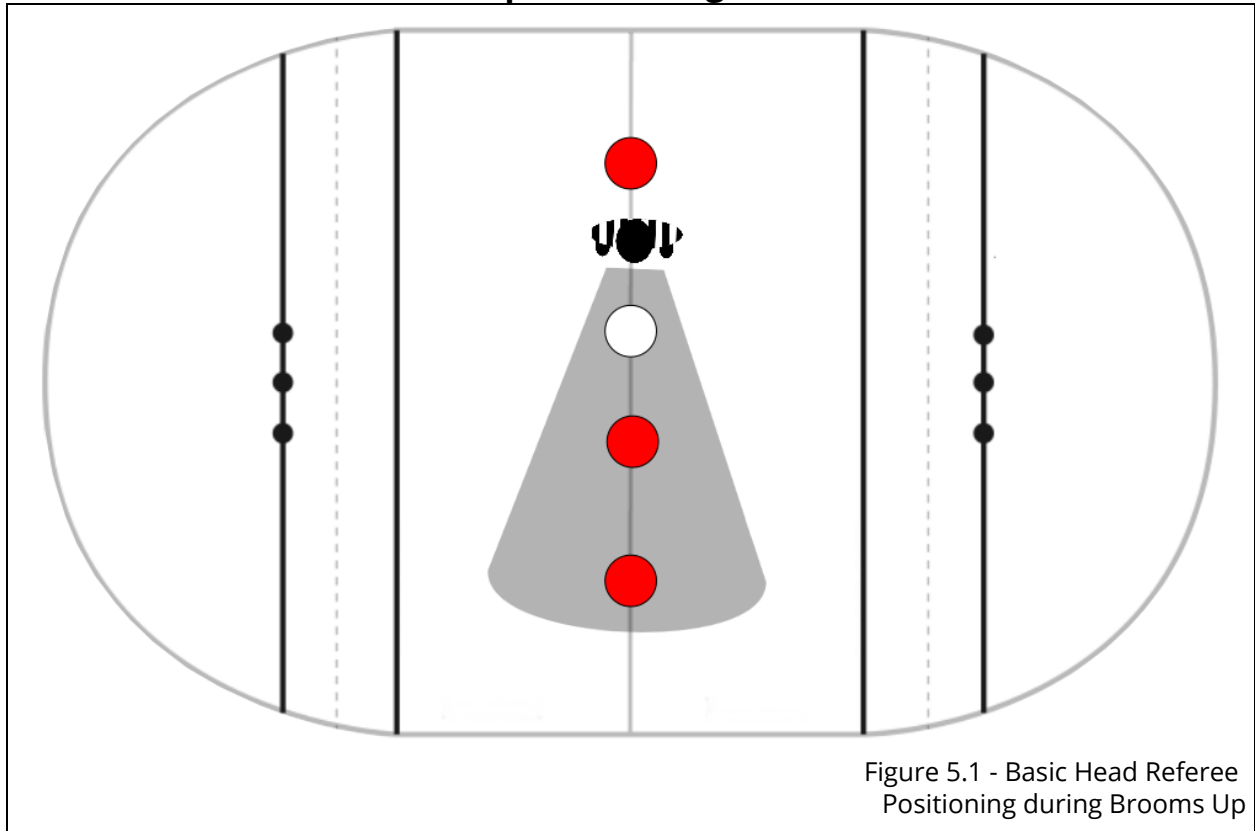
The best advice available for Snitch Referees is to be in constant movement. Since the Seeking game is the fastest paced part of the game it is important to not be caught flat footed. Shuffling from side to side is an easy and efficient way to sustain proper positioning; if a seeker changes their point of attack, two shuffles in the direction that they have moved is usually sufficient to correct a referee's positioning.

A Snitch Referee's ability to move quickly and agilely is crucial, and doing so without taking their eyes off the play is even more so. Referees with those traits are indispensable at the Snitch Referee position. These qualities are easily improved outside of any official matches with basic agility training drills that can be found in many locations online. The following is just one example of sites that provides this information: <http://www.sport-fitness-advisor.com/soccer-agility-drills.html>

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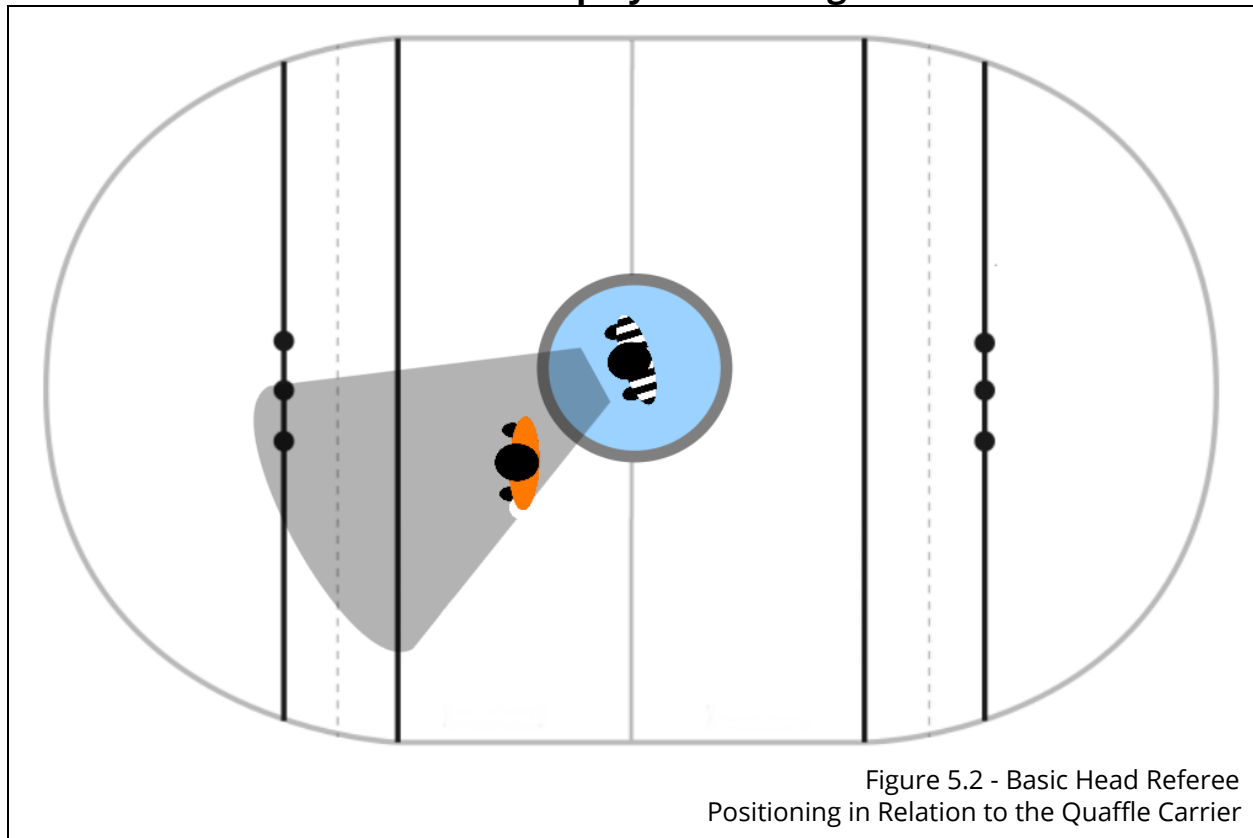
# The Head Referee

## I. Head Referee Brooms Up Positioning



On Brooms Up, the Head Referee should be midway between the Quaffle and the bludger between themselves and the sideline. This is to let the Head Referee be close to the play to watch for any possible infractions on brooms up, which is widely regarded as the most dangerous part of the game. The Head Referee needs to be ready to move in any direction, as the opening push tends to lead to a break away for many teams.

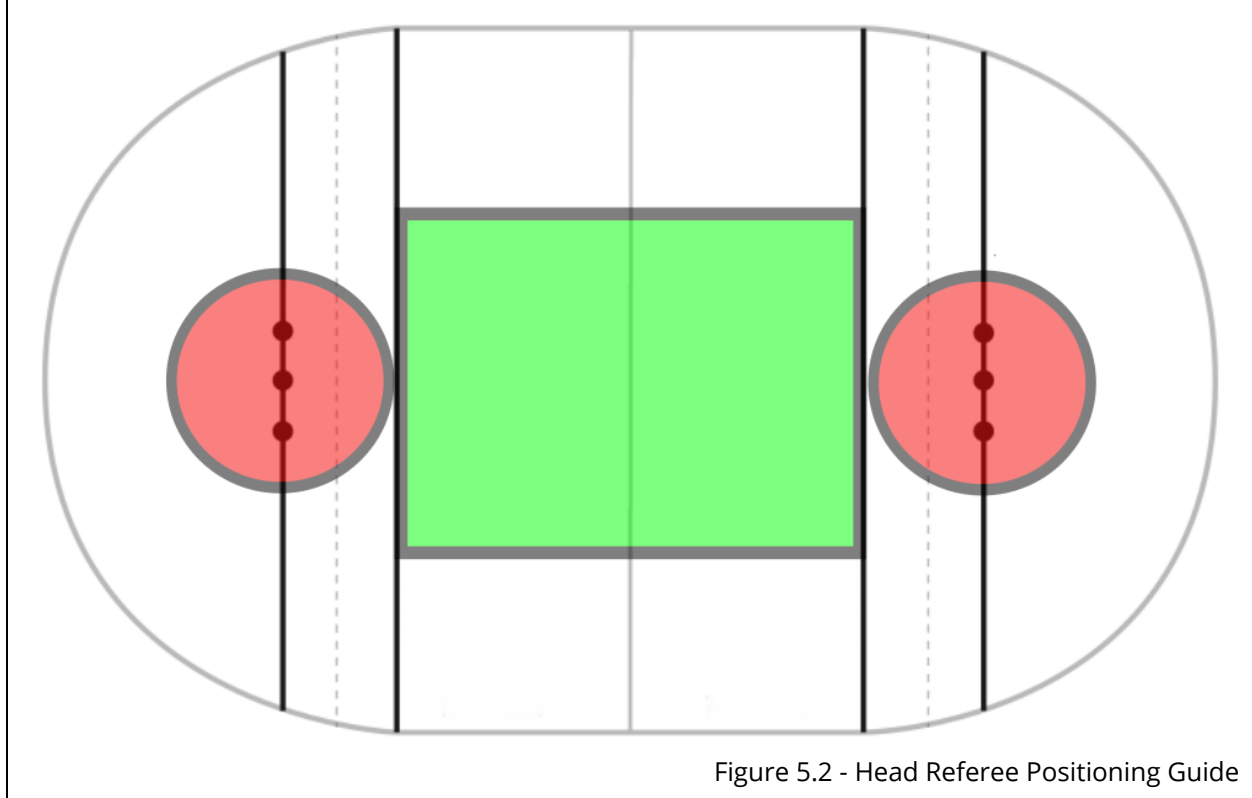
## II. Head Referee Normal Gameplay Positioning



The Head Referee should generally stay towards the center of the pitch, following 5 - 10 feet behind the quaffle carrier and at a slight angle, mimicking the set up that was shown earlier in the Snitch Referee section in Fig. 5.1, while also keeping an unobstructed view of the Chaser in question. This slight offset puts the Head Referee in a great position to see the tackles and charges on the quaffle carrier and whether they occurred within the periphery of the Chaser. The Head Referee can also see most of the hoops from this angle. Even if the Chaser shoots, a simple turn of the head means that the Head Referee has a full view of the ball's trajectory and whether a goal was scored or not, and can confirm with the Goal Judge before signalling appropriately.

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### III. Head Referee Movement Areas



When navigating the pitch, the Head Referees need to also be mindful that while they are given the freedom to move about as they see fit, there are some areas that should be avoided barring a situation that requires a very close view. One such area is the lanes in front and behind the hoops. Being caught in these areas is a recipe for disaster, due to the fact that many teams have rapidly changing points of attack, most of which occur in this area, meaning that is very possible, and even likely, that a Head Referee in this location will obstruct play.

The IRDP suggests that the Head Referee never move within 6 yards of the defending team's center hoop during periods of open play, (indicated by the red circles in the diagram above). The Head Referee should also work to stay in a box in the center of the pitch, (represented by the green box in Fig. 5.2), that extends between the two goal Zones and covers an area of about 10 yards from side to side. The Head Referee should also only pass the hoops for dog pile situations, as it is unlikely that the

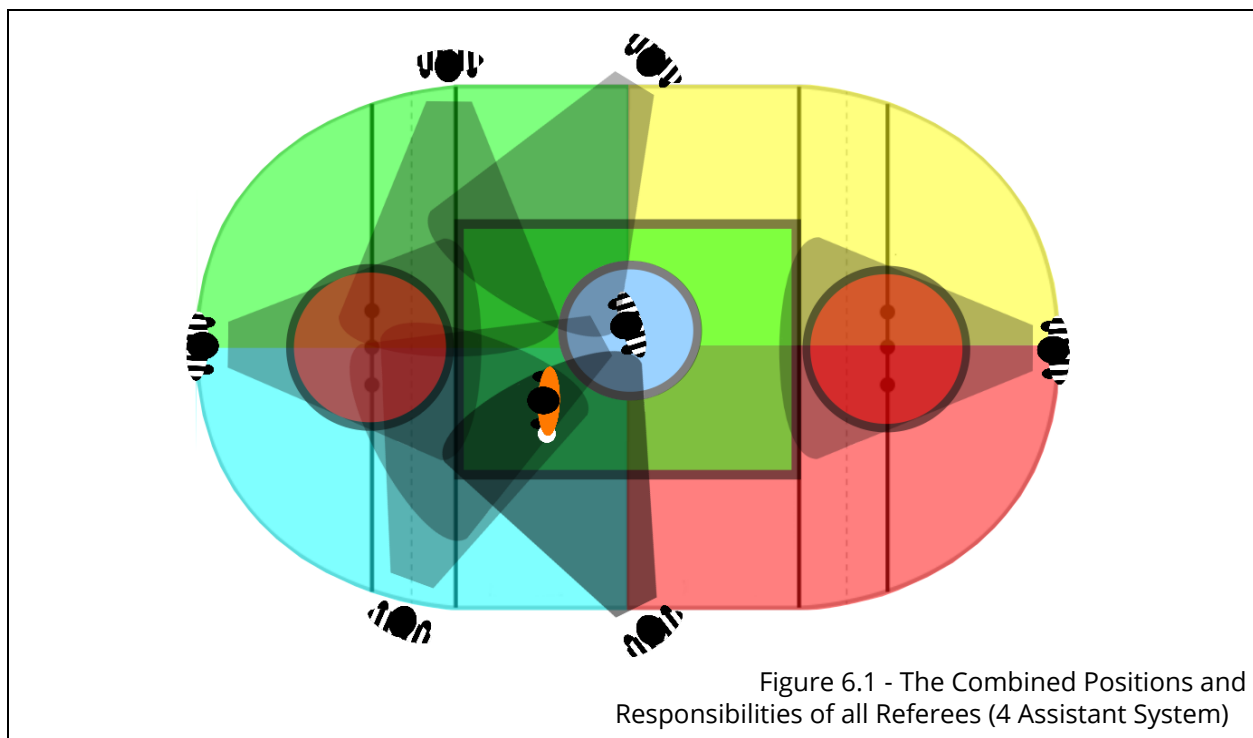


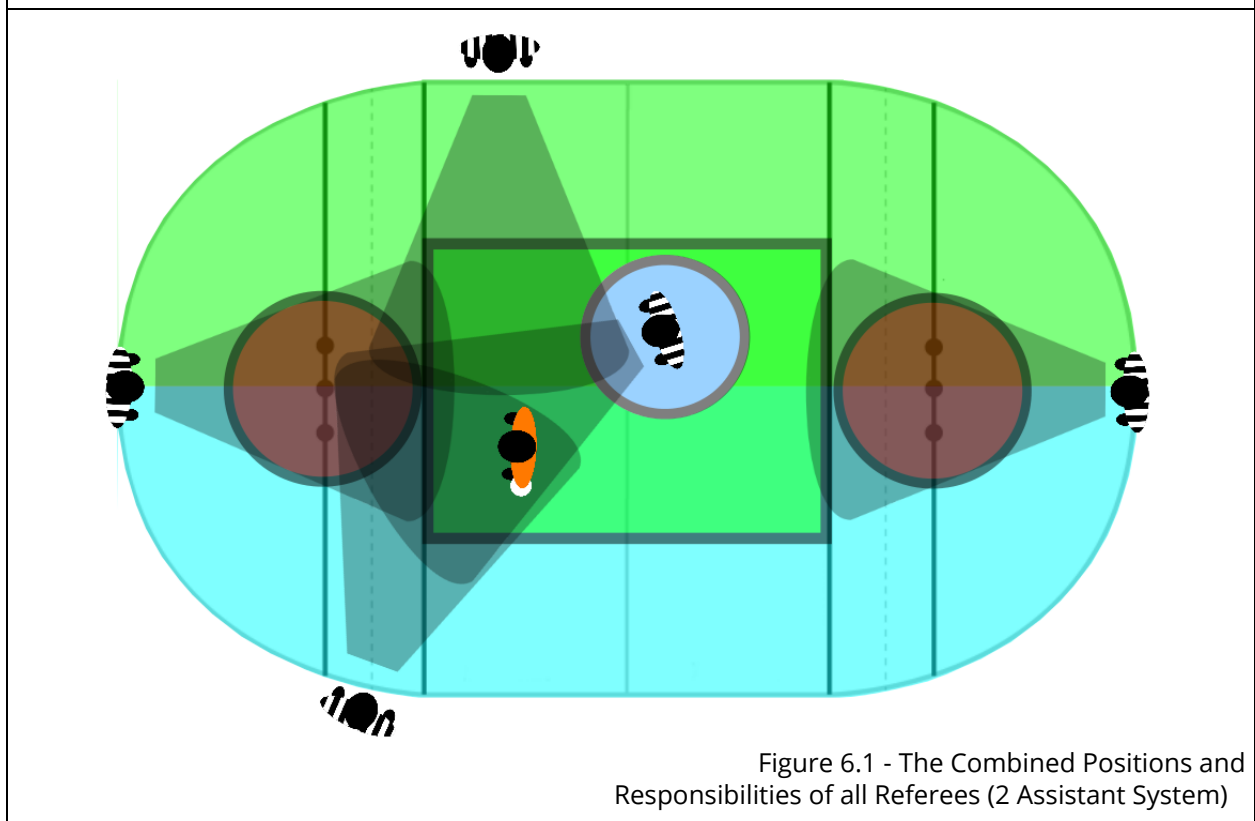
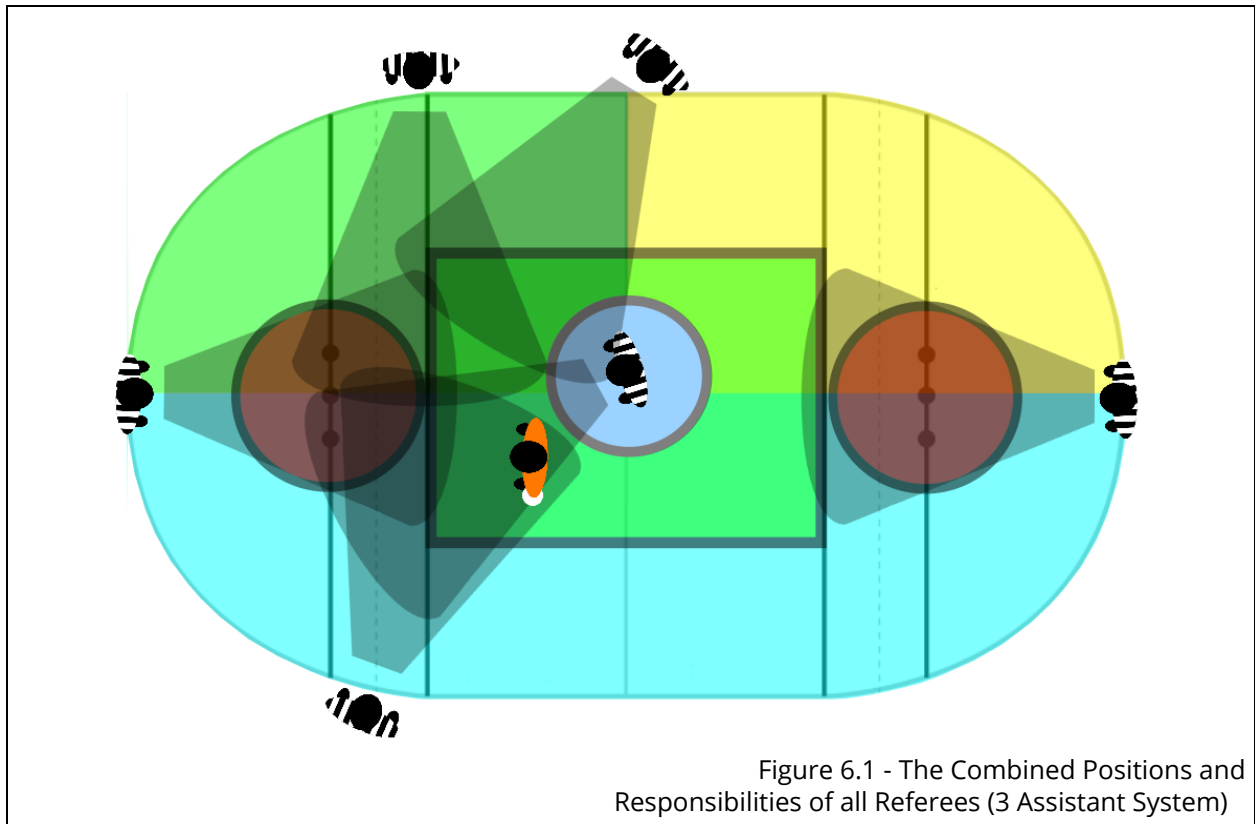
ball will be passed back out. Any area in white in the diagram above are areas that can be entered if the situation demands it.

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#### IV. The Head Referee in Relation to the Assistants

The Head Referee needs to be in a good position not only to have an unobstructed view of the quaffle carrier and any fouls that may occur in relation to on ball play, but they also need to have the ability to see the hoops, the Goal Judge's ruling on the play, and have an easily accessible, (though not necessarily ever present,) view of the Assistant Referees on the defensive side of the half of the field. While it's impossible to see all of the Assistant Referees, the quaffle carrier, the hoops, and the goal judge at a single moment, while still being in a position to make confident calls, it is possible for the Head Referee to station themselves in a position that allows for all of those to be easily viewed with very minimal to no movement, as shown below. In all of these diagrams, the Referees offer multiple viewpoints and angles on the given situations, while still being in a position to correct other situations that may be occurring around them.





## **Additional Notes on Head Referee Positioning**

Good positioning is incredibly important to all referees, but is possibly the most important thing that a referee can actively do to make themselves stand out. Anyone can navigate the pitch with a bit of practice and knowhow, but the truly great referees are all able to not only navigate, but to anticipate. The anticipation of a high quality Head Referee allows them to read the game and begin to reposition themselves before the need arises, so that they are already in the correct positioning as the play continues to unfold.

First and foremost, a Head Referee's main responsibility is to put themselves in a good position to watch quaffle play, and the situations that occur around it. However, the Head Referee also has an added difficulty, which other referees do not. The Head Referee must also position themselves in a place where they can see and utilize their Assistant Referees. The reason for this is because it allows the Head Referee to gauge the timing of the foul relative to other important factors, such as whether it was before or after a goal, a beat, or a Snitch grab.

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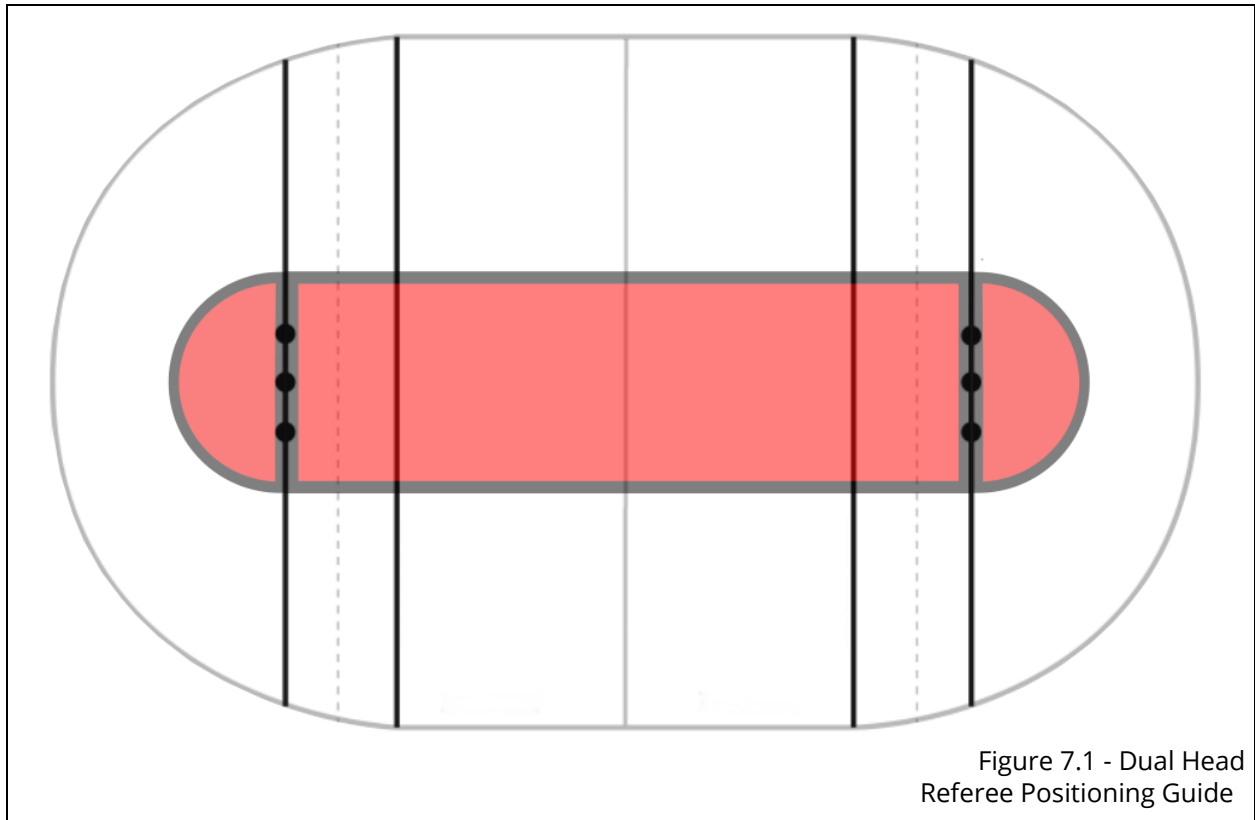
# Dual Head Referees

This section looks at a system which has two Head Referees that work together to watch on and off ball quaffle play. Both Head Referees have the power to stop play for fouls that need to be addressed. This system is uncommon and members of the IRDP will be working various fantasy tournaments throughout the 2014 summer to test its viability for future seasons. The Dual Head Referee System utilizes two Assistant Referees, but they will also not be discussed in this section because they will mirror the Head Referees in all aspects of positioning and movement. There are also no Goal Judges in system as it currently stands. To use the Dual Head Referee System, four basic rules must be followed:

1. The referees must avoid high traffic areas.
  2. The referees must see as much as possible, as consistently as possible.
  3. The referees must never take their eye off the ball.
  4. The referees must never have their back to the players.
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## I. Referee Positioning

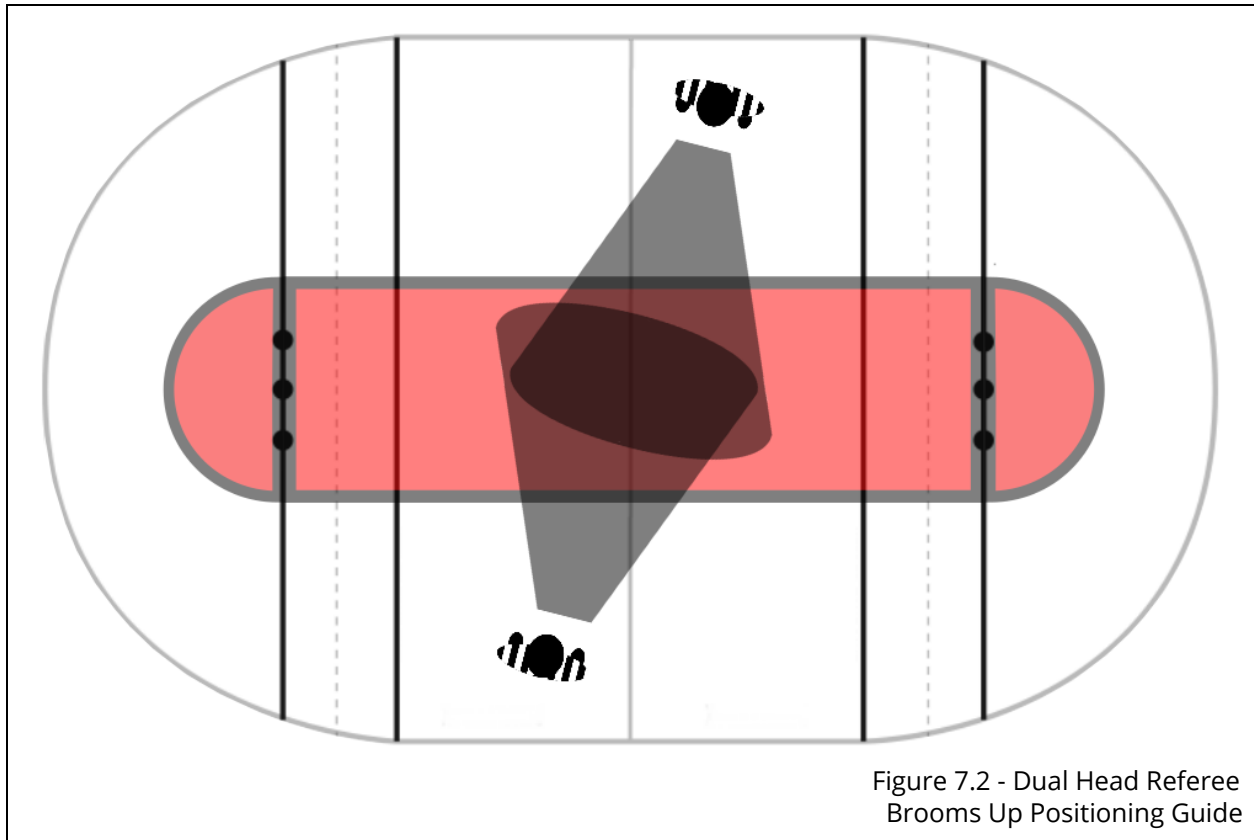
### I A. Areas of Positioning



Avoiding high traffic areas is fairly straight forward, but becomes even more important with the addition of another Head Referee navigating the pitch. The positioning for the referees is actually the opposite of Fig. 5.2. The middle of the field should rarely, if ever, be entered. This set up has a larger area of play that referees should not enter, indicated by the red oval. This is because with the Dual Referee system, the Head Referees are to keep all active players in their view at all times.

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## I B. Brooms Up



During Brooms Up, the positioning that the Head Referees take up is drastically different from the way that they would set up if there was only one Head Referee. In situations with a single Head Referee, The Head Referee is expected to be at the center line to watch for infractions on the opening rush. With Dual Head Referees on Brooms Up, each referee will go to their half. The Head Referees should be facing each other, on opposite sides of the pitch and starting line. Each Head Referee should also be 5 - 10 feet from the midline.

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## I C. Basic Positioning

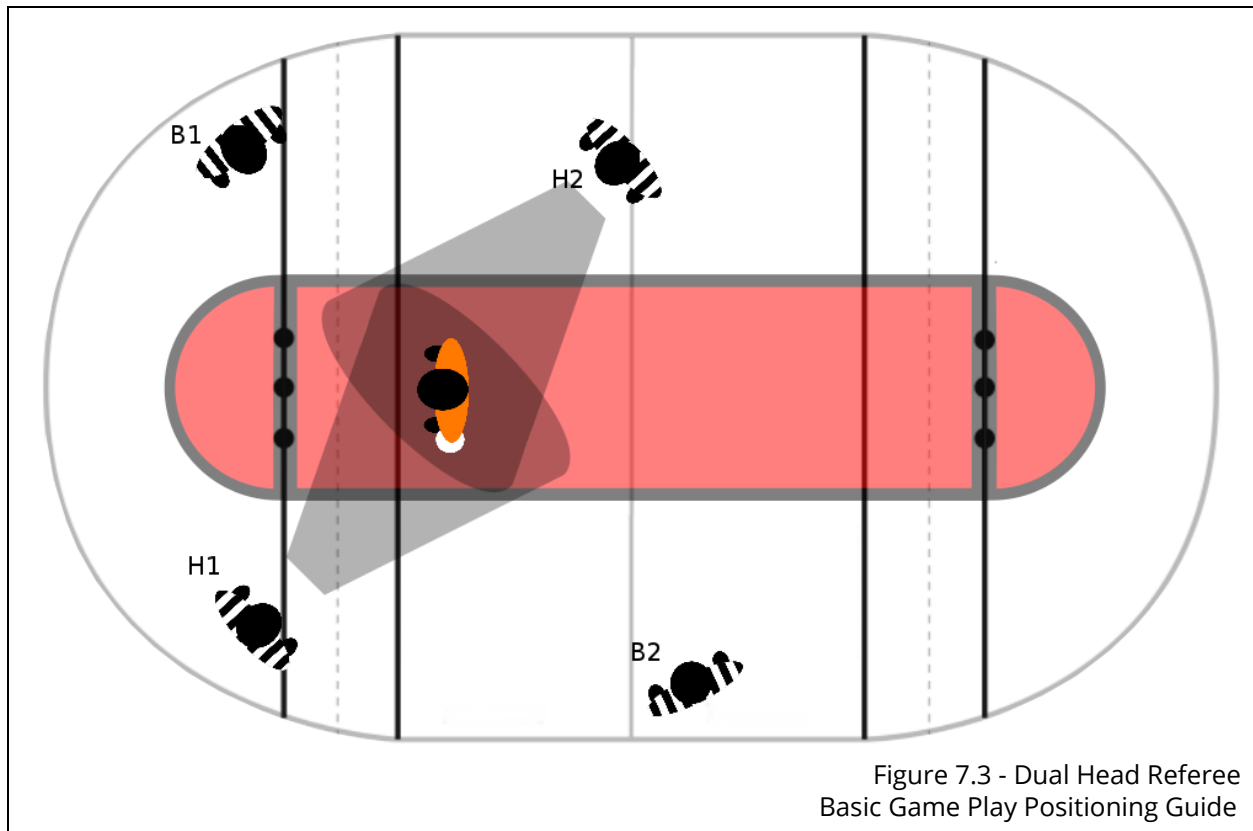


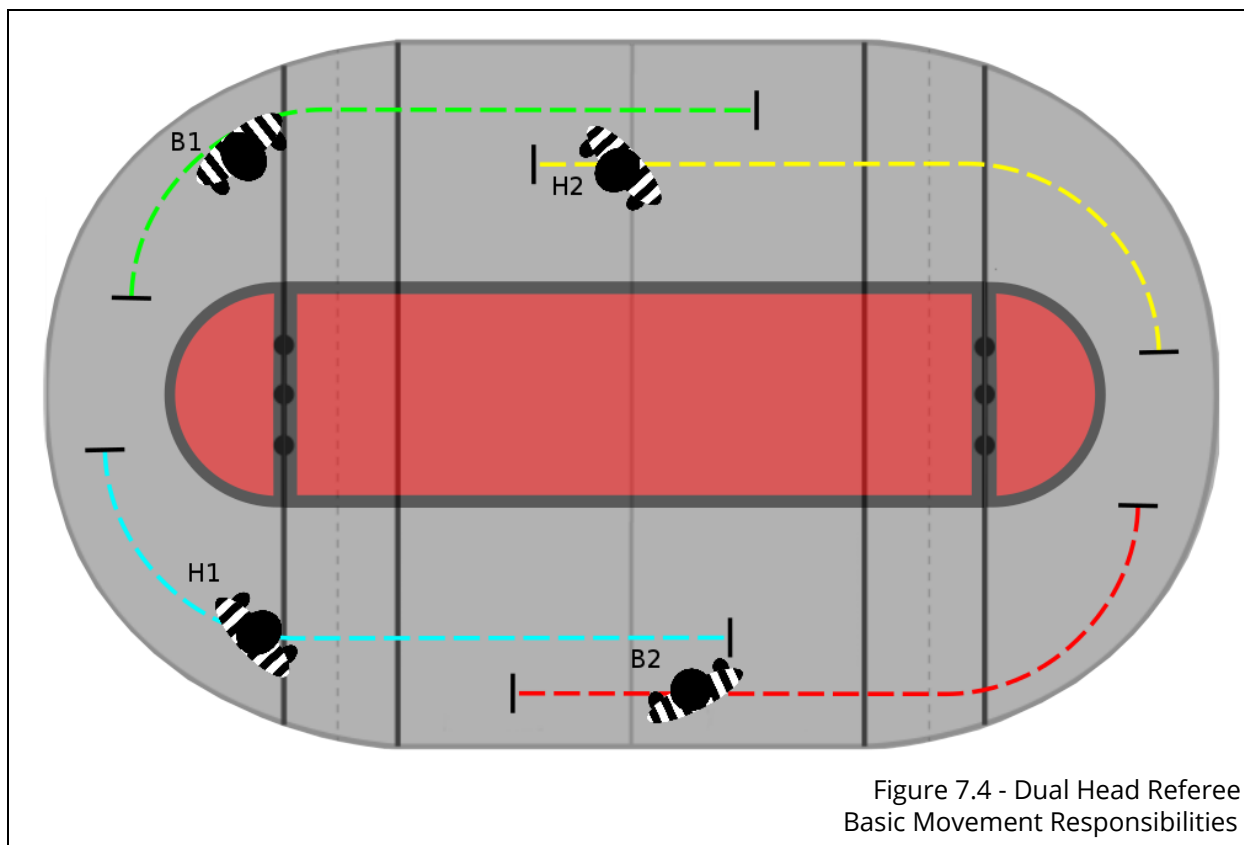
Fig. 7.3 depicts the general positioning expected of the referees in the Dual Head Referee system. The Head Referees should avoid being directly behind the ball carrier, regardless of the Chaser's position on the pitch. Additionally, the Head Referees need to prevent any Chaser that is being defended from exiting their Field of Vision. This means that there will be some instances where the Head Referees are near the sidelines.

It is very important in this refereeing set up to not fixate on any one player or ball, but to instead watch the events that are occurring around that area. Essentially, the aim is to watch the entirety of the game, without developing tunnel vision.

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## II. Referee Movement





The movement system for the Head Referees in the Dual Referee System is actually quite simplistic, but the relationship between the two Head Referees is incredibly important. H2 Should follow 5 - 10 feet behind the ball carrier and stop progressing up the pitch approximately halfway between the midfield line and the Keeper Zone. H1 Should continue backing up the pitch, still with their eyes facing the ball carrier and slide into a position similar to where the Goal Judge would normally be. H2 should be behind the hoops before the ball arrives in the Keeper Zone and should be in position before a shot on goal is made.

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## **Additional Notes on the Dual Head Referee System**

Introducing this new system brings with it a new set of situations that referees need to prepare for. First and foremost, this system requires the fewest number of referees, and eliminates the usage of Goal Judges. The concern here is obviously that things will be missed. Having referees with good field awareness and can avoid tunnel vision is a must to utilize this system.

Additionally, with the additional Head Referee, there could be concerns regarding the consistency of the refereeing, as one Head Referee may call fouls that the other does not. It is extremely important that the referees have a similar refereeing style and are on the same page about how fouls will be called prior to the start of the game.

This system is still in the early testing stages, so expect to see a number of tweaks before it is officially completed, but there are strong arguments for the usage of this system, especially if capable referees are implementing it. If the initial tests of this set up prove successful, the IRDP will release another document detailing the ins and outs of the Dual Referee system in more depth.

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