



Law Five



May, 2007

News and Updates for Region 55 Referees

Vol 1, No 3

Offside for the Assistant Referee

Assistant Referees have 3 lines of responsibility in a soccer match: the touch line, the goal line, and the offside line. Unlike the touch line or the goal line, which are stationary on the field, the offside line is dynamic, moving from the halfway line to the goal line and back.

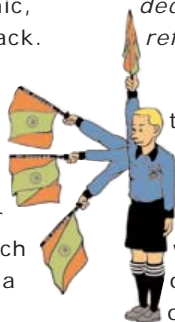
So where exactly is the offside line? You can't see it, it's not marked on the field! To put it simply, the offside line extends across the field and is even with the second-to-last defender, or the ball, whichever is closer to the goal. As an AR, it is your responsibility to stay even with the offside line (which means you need to move!) so that you can judge if a player is in an offside position.

For the AR to signal an offside infraction, three conditions must be met. If any one is missing, the player cannot be judged to be offside.

1. POSITION - Is the player in an offside position (ahead of the 2nd to last defender AND the ball)? Remember, the position of the player is just one element of the offside infraction. *"The assistant referee must not signal simply because a player is in an offside position."* (ATR 11.7)

2. TIMING - Is the player in the offside position *at the moment the ball is played or touched by a teammate?*

3. ACTIVE INVOLVEMENT - Is the player involved in the play? *"If the AR is in any doubt as to whether a player is actively involved or not, the AR is expected to decide in favor of the attacker; in other words, to refrain from signaling offside."* (ATR 11.7)



As an AR, once you have determined that all three of these conditions have been met, then you must signal offside by stopping, face the field and raise your flag to the vertical position. Once the referee makes eye contact with you, indicate which third of the field that the offside infraction occurred by positioning your flag for the far, middle or near third of the field.

So, what do you do if the referee waves down your flag? Remember, ARs are there to assist, not insist. If the referee waves down your call, immediately lower your flag and resume your AR duties. What if the referee doesn't see your signal? *"If the referee misses the flag, stay at attention with the flag raised until the defense gains clear possession or until a goal kick or throw-in is awarded to the defense."* (USSF Guide to Procedures)

If you are the trailing AR in the above scenario, you should mirror the lead AR's signal, and when seen by the referee, point with your free arm to the lead AR.



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You Make the Call

1. Team A is on the attack. A3 has control of the ball and is moving towards team B's goal. B9 is defending A3 close. Both players are outside the penalty area when defender B9 grabs A3's jersey. Most of A3 is inside the penalty area when the defender lets go. A3's back foot is outside the penalty area. (Assume the referee had called "advantage," but the advantage did not materialize).

a. Award a PK to team A for B9 holding A3 inside the penalty area.

b. Award a Direct Free Kick to team A for B9 holding A3 outside the penalty area.

c. Allow play to continue since B9 let go of A3's jersey.

2. Which two situations require the AR to keep the flag up until recognized by the referee and the referee blows the whistle?

a. An offside attacker receives a pass, shoots and scores.

b. The ball leaves the field over the goal line, between the goal posts, the goalkeeper pulls the ball back into play and punts it upfield.

c. An Assistant flags for a foul and the referee signals advantage by yelling "Play on!"

d. An Assistant signals for a supposed infraction by a defender, but the referee has already turned his back on the near side AR to follow the new attack upfield.

Match Reports - "Just the Facts"

You have just finished a tough game. Perhaps you had to issue a caution or two, perhaps a send-off occurred, or you may have had to dismiss a coach or spectator. Now its time to file the match report (also called a game report). It is one of the duties of being a Referee that many of us don't like to do, or don't want to do. Nevertheless, if any one of the above mentioned incidents occurred in your game, a match report must be filed with the proper authority (Area and Regional Referee Administrators) within 24 hours.

Many match reports are received with not enough factual information. During the game, you may be lost in concentration and some specifics of the incident are forgotten. One match report that was received last year had the following notations: player name - unknown, player number - unknown. This match report was obviously useless and was discarded. If you have a situation occur (a caution or send-off for example), take a few moments immediately after the situation is under control - and *before* play resumes - to jot down the important facts: name(s), number(s), game situation (the time the incident occurred) and exactly what happened. Once the game is over, be sure you have the information that you need for your report; your AR's names, the coaches names and any other witnesses if necessary.

Follow these suggestions when writing your report. Don't censor. If a player called you a "mother*****," write that down. Be concise. Don't point out minor infractions that had nothing to do with the incident. Be timely. File the report on the same day if at all possible, and no later than 24 hours after the incident. Don't

opinionate. You may be tempted to embellish the truth. This can be anything from an opinion of the situation to an outright lie. Don't do it! If it is discovered that you "padded" the truth, it not only calls your integrity into question, it may nullify any penalties that may have resulted to the player or coach. Just write the facts on the report, nothing else. Be sure the information submitted is correct! For example, if you select "Serious Foul Play (SFP) as a reason for a send-off, but then write in the explanation "Blue player 1 struck red player 5 after a foul was called and play had been stopped," this does not make any sense since you cannot have a foul *after* play had been stopped. The correct selection for the send-off in this case is violent conduct (VC), which is a misconduct, not a foul. Make sure you confer with your partners and you are all on the same page before submitting the report. Use spell check! A report sent with mis-spelled words or improper grammar just makes you look bad.

Match reports must be filed anytime you issue a caution or send-off to a player or substitute, or dismiss a coach or spectator from the area of the field. You should also submit a match report if a player is injured and services need to be called, or for any other reason that the referee feels a match report is necessary.

With the internet and email, filing match reports is a fairly simple process. A match report template is available on the Area K website (www.ayso11k.org) for your use. Just fill in the fields and save it to your computer, then email it to the proper authorities.

Referee Classes

The following referee classes are available for AYSO referees.

Regional Referee

The Fall 2007 Regional Referee Classes for Region 55 are set. Dates, times and location are listed on the Region 55 web site.

Referee Instructor Class

*June 9th
Fountain Valley
www.ayso11k.org
The referee instructor class is open to all Intermediate (or higher) level referees who wish to become a certified referee instructor.*

Ken Aston Referee Camps

Intermediate, Advanced, Assessor and Instructor classes in Orange at Chapman University July 13-15. For more information, go to www.kenastoncamps.org.

Referee Upgrade Classes

Intermediate and Advanced 2-day classes in Lake Forest July 21 and 22nd. For more information, go to the Area 11L website at www.ayso11L.org.

You Make the Call - Answers

1. a is correct (Law 12). **2.** a & b are correct (USSF Guide to Procedures).

1: The *Questions and Answers on the Laws of the Game* instructs that a penalty kick is appropriate if a player begins to hold an opponent outside the area, and "finishes" inside the penalty area.

You cannot foul a jersey; you can only foul a player. A3 was inside the penalty area when the defender "finished" the hold by letting him go. The defender used an instrument - the jersey - to commit the foul.

2: In scenario a, the attacker is clearly offside and the goal should be disallowed. The Assistant Referee should raise the flag to indicate offside and hold the position until recognized by the Referee. When eye contact is made, the Assistant should then indicate location of the offside by dropping the flag to the appropriate angle (far, middle or near side).

If the ball briefly but fully enters the goal (scenario b) and is continuing to be played, the Assistant Referee raises the flag vertically to get the Referee's attention and then, after the Referee stops play, puts the flag straight down and follows the remaining procedures for a goal.