

## Pre-Game

We're a team. Plenty of eye contact. If unsure what the signal should be, AR should put flag straight up, then mirror the Referee as appropriate. We want to avoid signaling in the opposite directions. AR's support the Referee by recording cards, goals, and time.

AR's stay with the 2LD or ball, whichever is nearer to the goal line, keep flag on field side, and follow all shots to the goal line. Talk to the players to help prevent Fouls and Misconduct. Let them know you're there.

**Substitution:** If necessary, flag is squared overhead. Other AR mirrors if necessary. AR puts flag down after signal is acknowledged and controls player entry as appropriate.

**TI – AR's Quadrant:** AR's call. Hold flag up at a 45° angle in the direction of the throw-in.

**TI – Referee's Quadrant:** Referee's call. Silent signal, i.e., AR holds flag straight up in the hand believed to be the direction of the throw if Referee needs help with direction. Referee makes the call and AR may mirror, particularly if the players are looking to the AR for an indication.

**Ball Out then In:** AR holds flag straight up in the correct hand, then signals direction.

**TI Mechanics:** AR assists player with TI location and watches for foot faults. If foot fault occurs, AR holds flag straight up, then signals direction.

**GK – AR's Quadrant:** AR's call. Signal from the Goal Line. Point directly to the Goal Area with the flag straight out in the goal-side hand

**GK – Referee's Quadrant:** Referee's call. Signal from the Goal Line. Follow Referee's indication. If Referee looks to AR for help, signal GK and Referee will follow.

**GK Mechanics:** Check ball placement to be within the Goal Area. Line up with the 2LD. Make sure ball leaves Penalty Area and goes into play. Watch for 2<sup>nd</sup> touch by the kicker.

**CK – AR's Quadrant:** AR's call. Signal from the Goal Line with the flag down at a 45° angle in the goal-side hand.

**CK – Referee's Quadrant:** Referee's call. Signal from the Goal Line. Follow Referee's indication. If Referee looks to AR for help, signal CK and Referee will follow.

**CK Mechanics:** AR stands behind Corner Flag and ensures proper ball placement. AR makes sure Corner Flag Post is not moved and watches for encroachment. AR watches for 2<sup>nd</sup> touch and for ball hooking out of play. If ball goes out of play across Goal Line, AR raises flag straight up and then signals GK. AR is goal judge. AR regains the Offside position after the kick is taken (with 2LD or ball, whichever is closer to the Goal Line).

**FK:** AR stays with the 2LD and follows all shots to the Goal Line.

**FK near AR:** AR helps set 10 yards if Referee asks. If AR enters the field, Referee will make sure the players know to wait for the whistle.

**Offside:** AR must "*Wait and See!*" to confirm active participation, gaining an advantage, or interfering with play or an opponent. (Also, ball may be intercepted by the Defense or go directly to the Goalkeeper.) To signal Offside, AR raises flag straight up and gets Referee's attention. AR moves (if required) to a position in line where

IFK will be taken. AR signals far side, middle, or near side. If AR raises flag, it is left up until either the Defense gains control of the ball and the ball is clearly going the other direction, or Referee waves AR down.

**Good Goal:** Eye contact first, then AR sprints along Touchline 15 yards towards the Halfway Line. Trailing AR records goal first, then Leading AR, then Referee.

**Ball In and Out of Goal:** If Referee does not signal Goal, AR puts flag straight up. Referee whistles to stop play. Make eye contact. AR puts flag down and sprints 15 yards towards Halfway Line. Record as before.

**Bad Goal:** If player scoring used his/her hands, or an attacking player other than the scorer was guilty of an Offside infraction, AR stands still with no flag signal. Referee goes over to AR to discuss and determine the appropriate Restart.

**DFK Fouls near AR:** AR raises flag straight up in the appropriate hand with a waggle. Referee whistles to stop play. AR holds flag up at a 45° angle in the direction of the DFK restart.

**DFK Fouls:** If foul occurred in PA, AR holds flag squared at the waist. If not within PA, AR stands still with no flag signal and goes to a position level with where the foul occurred.

**PK:** Make eye contact. AR takes a position at the intersection of the Penalty Area and the Goal Line.

**PK – called by AR:** AR raises flag straight up with a waggle. Referee whistles to stop play. Make eye contact. AR runs to the Corner Flag. Referee signals PK by pointing to the Penalty Mark. AR takes a position at the intersection of the PA and the Goal Line.

## Notes

**PK Mechanics:** AR acts as goal judge and watches for ball out of play. AR watches for problems behind Referee's back and watches for kicker 2<sup>nd</sup> touch. AR indicates Goalkeeper encroachment by moving the flag to the hand toward the field.

**Misconduct behind Referee's back for a Caution:** AR waits for a stoppage then raises flag straight up to get Referee's attention. Other AR mirrors if necessary. Referee and AR confer. AR provides Referee with player number, jersey color, a short description, and correct offense to book.

**Misconduct behind Referee's back for a Send-off:** AR immediately raises flag straight up with a waggle to get Referee's attention. Other AR mirrors if necessary. Referee and AR confer. AR provides Referee with player number, jersey color, a short description, and correct offense to book.

**Fighting:** AR1 should record jersey numbers of any players who enter the field, as well as any players or coaches actively involved in the fight. AR2 should record numbers of players involved, and be prepared to assist the Referee on the field if necessary.

**Tie Breakers:** Review the competition tie breaker procedures, i.e., overtime, sudden victory, and/or kicks from the mark.

Call what is observed. Officials don't rely on player / coach / spectator reactions to make a call. Just because they react, it doesn't mean there was a foul. It may, however, be useful information for the crew.

Always treat players and coaches with respect. To get respect, you must earn respect. Be honest.

Good Officials are the ones who call a good game, know the laws, and do all the things they should. Great Officials are the ones who accept criticism, learn from their mistakes, and find ways to improve.

Keep your head up. Dropping your head shows indecision and weakness.

When speaking with players and coaches, maintain eye contact. This shows confidence.

Keep your cool. Even when others are yelling and upset, maintain your composure.

# Soccer Pre-Game Instructions



### Legend

2LD – 2<sup>nd</sup> to last Defender  
DFK – Direct Free Kick  
GK – Goal Kick  
PK – Penalty Kick

CK – Corner Kick  
FK – Free Kick  
IFK – Indirect Free Kick  
TI – Throw In