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| <p style="text-align: center;">PRE-GAME INSTRUCTIONS:</p> <p>EYE CONTACT!</p> <p>AR Duties:</p> <p>Position—Stay with 2nd to last defender or ball, whichever is closer to the goal line. Always follow ball to the goal line. If ball is out of play, as needed point flag directly for GK, CK and TL. Referee has 1st call for GK, CK and TL for balls out in his quadrants.</p> <p>Ball out and back in (or into goal and out): flag up, hold until whistle then signal restart.</p> <p>Restarts-Position</p> <p><u>Kick-off</u>-even with 2nd LD, when keeper is ready... unfurl flag.</p> <p><u>Goal Kick</u>-at 6 yds. for ball placement then move to top of 18 or with 2nd to last defender, whichever is further away from goal.</p> <p><u>Corner Kick</u>-behind corner flag, ball placement, defender 10 yards, goal judge.</p> <p><u>Throw-In</u>-foot-faults, assist location, 1 yard.</p> <p><u>Free Kick</u>-2nd to last defender, ball placement.</p> <p><u>Free Kick near penalty area</u>-2nd to last defender, unless referee signal to go to goal line.</p> <p><u>Penalty Kick</u>-on goal line, 18 yards from post, duties as instructed.</p> <p><u>Goal Scored</u>-if OK, sprint 15 yards towards halfway line (no other signal). If scorer offside>signal. If other offenses>no flag and freeze.</p> <p><u>Substitution</u>-flag squared overhead (mirror if necessary), flag down when acknowledged by referee. (Referee may require AR to move to halfway line to control departing and entering of substitute players).</p> <p>Recording of Information</p> <p>Follow the principle of TLC (Trail, Lead, Center) to record information.</p> | <p>OFFSIDE</p> <p>Recognize offside position, call offside only if there was participation or an advantage was gained. It is OK to delay flag for a moment to make sure. Flag straight up, when acknowledged by whistle, point to field location, then drop flag when seen by referee. If no whistle, hold flag until waived off by referee, or ball goes directly to keeper, controlled by a defender who counter attacks or ball leaves field of play.</p> <p>Fouls</p> <p>Determine if referee needs assistance, flag with a wiggle, after whistle, indicate direction and signal if IFK. If Referee waives off, put flag down, smile and stay calm.</p> <p>Fouls near Penalty Area</p> <p><u>Called by Referee and he needs assistance:</u></p> <p>OUTSIDE penalty area or IFK inside penalty area, stay in line with spot of foul. INSIDE penalty area: flag down between legs.</p> <p><u>Called by AR:</u> 100% sure the referee could not see!</p> <p>OUTSIDE penalty area: stay in line with spot of foul. INSIDE penalty area: signal and after whistle, walk to and stand in front of corner flag. If Referee awards penalty kick, go to proper position. If no penalty kick is awarded, return to proper position with 2nd to last defender.</p> <p><u>Fouls behind Referee's back:</u> Talk to players (low key), if severe foul play or misconduct, raise flag (caution or send off required). In emergency, AR may enter field to distract fighting until Referee arrives or to cover Referee's back. Other AR records #'s, colors, who did what to whom and sequence of events.</p> <p>In General</p> <p>Do not tolerate delay of game, dissent or encroachment.</p> |
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