

GENERAL CONSIDERATIONS
Match Control
Football Understanding
Referee decides first
Protect the safety of the players
Protect the game
Use clear considerations / Avoid Personal Opinions
Reading and Anticipation
Small details
Prevention / Alertness
Position of restart
Planning and Preparation

TEAMWORK
Opinion-Decision-Confirmation
Clear communication / Confirm numbers
Communication small details
Referee decides first
Referee's position and view
Reason: Yellow and Red Cards
Split responsibilities of control
Simple language
Mass confrontation

CHALLENGES (<i>Careless, Reckless, Excessive Force</i>)
Speed / Intensity / Force
Foot on the ground
Challenge for the ball or not / Possibility to play the ball
Clear action or gray zone
Point of contact
Illegal use of the arms
Clear movement or 2nd action
Delay card, SPA / DOGSO

Handball
Deliberate action
Hands on the body / Additional movement
Unnatural / Making body bigger
Hand over the shoulder
Taking a risk
Slipped / Vertical position of the hand
SPA / Disciplinary Sanction

Tactical Fouls: DOGSO / SPA
Control of the ball / Clear possibility to control
Number and location of players
Direction / Distance / Open Space
PAI: Attempt to play the ball
DOGSO: Should be 4 Considerations 100%

Holding
Clear impact
Prevention
Ball in play or not
SPA / Yellow card

Reading of the Game - Advantage
Football Understanding
Location and severity of the incident
Demands of the match
Understanding what players preference
Flexibility
Wait and see / Signal
Referee team strategy
Flow / Control

Reading of the Game - Anticipation
Football understanding / Systems of play
Correct reading
Penalty area: Main priority
Direct play / Combined play
Types of pressure: Low / Medium / High
Changes of possession
Next step
Proximity / Angle of View
Reading the player's body language / Blocks of players

Reading of the Game - Restart
Football Understanding
Planning / Preparation
Tactics Analysis: Offensive / Defensive
Preventive / Alertness
Reading player's body language / Blocks of players
Next step / Counterattack
Priorities of control

Reading of the Game - Penalty Area
Main priority
Proximity / Angle of view
Small details
Anticipation
Explosive movements / Reaction
Teamwork / Responsibilities

Reading of the Game - Counterattack
Football Understanding
Adapting to demands of the match
Anticipation
Reaction / Speed / Sprint Ability
Immediate reaction / 100% speed
Possible situation in penalty area
Proximity / Angle of view
Team strategies

Penalty Area Incidents (PAI)
Main priority
Angle of View
Proximity
Obvious simulation - 100% no contact
If not 100% sure, play on
Initiating or exaggerating contact
Referee decides first
Factual decisions (VAR)

Offside: Interfering an Opponent
Clearly obstructing line of vision
Challenging the opponent for the ball
Clear attempt to play the ball
Obvious action with impact on the opponent's ability
Hindering / Delay / Preventing from playing the ball
Position or Interpretation (VAR)

Offside: Gaining an Advantage
Rebound / Deflection / Deliberate Save
Deliberate play (action vs reaction)
Player goes to play the ball: Action
The ball goes to the player: Reaction

Offside: Interfering with play
Is a player in offside position?
Who plays / touches the ball
Tight offside
Concentration / Positioning
Wait and see

Reading of the Game - Assistant Referees
Football Understanding
Priority of control / Law 11 vs Law 12
Reaction / Speed / Explosive movements
Online Concentration of Out of Play
Career Technique / Wait and See
Goal line / Touchline / Penalty Area
Wait and See
Communication / Teamwork

Control of your body / No matter the outcome
Distance / Space
Options / Can see the ball
No options / No plan to play / Cannot see the ball
No control of the body
Never expect players doing nothing
Shot on goal: Save

VAR
Line of intervention
Referee position and view
When match officials have not seen the incident and not made decision
Can be part of the challenge for the ball
APP concepts (Goals, PAI, DOGSO, RC)
Delay the flag / Whistle
Ball inside or outside
Not sure / No flag / Delay whistle
Wait and see
Outside protocol forget VAR
No final whistle during checking