



**FIFA**

*For the Good of the Game*



## Guidelines for Assistant Referees



### Topics

- Duties and Responsibilities
- Positioning & Teamwork
  - Kick-off
  - Goal kick
  - Penalty kick
  - Goal situations
  - Corner kick
- Gestures
- Running Technique
- Signal Beep
- Flag Technique
  - Throw-in, goal kick, corner kick
  - Offside
  - Fouls
  - Substitution





## Duties and Responsibilities

Two assistant referees are appointed. Their duties, subject to the decision of the referee, are to indicate:

- When the whole of the ball **has passed out of** the field of play.
- Which side is entitled to **a corner kick, goal kick or throw-in.**
- When a player may be penalised for being in an **offside position.**
- When a **substitution** is requested.

(Continued...)



## Duties and Responsibilities

Two assistant referees are appointed. Their duties, subject to the decision of the referee, are to indicate:

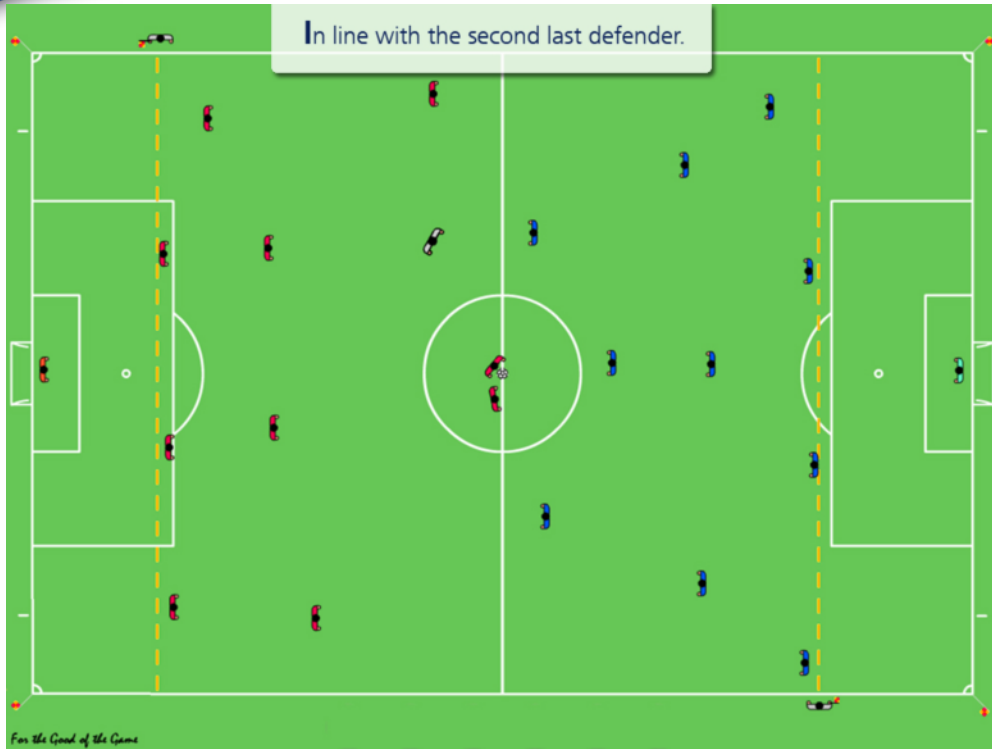
- When **misconduct or any other incident has occurred out of the view** of the referee.
- When offences have been committed whenever the assistants are **closer to the action** than the referee (this includes, in particular circumstances, offences committed in the penalty area)
- Whether, **at penalty kicks**, the goalkeeper has moved forward before the ball has been kicked and if the ball has crossed the line.





# Positioning

## 1. Kick off

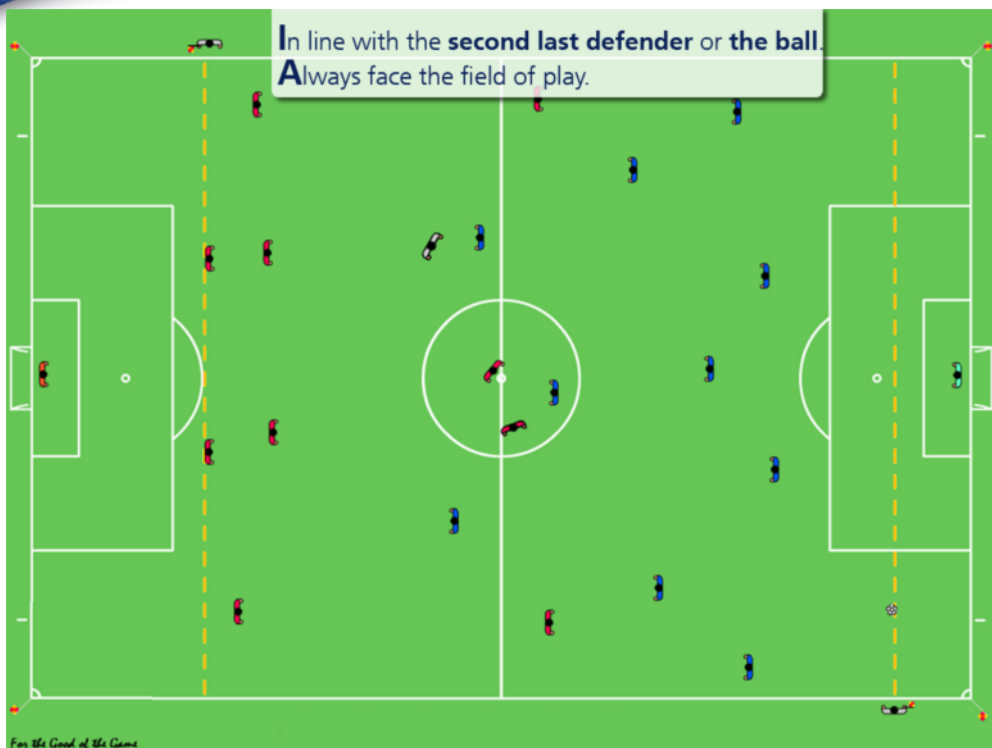


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# Positioning

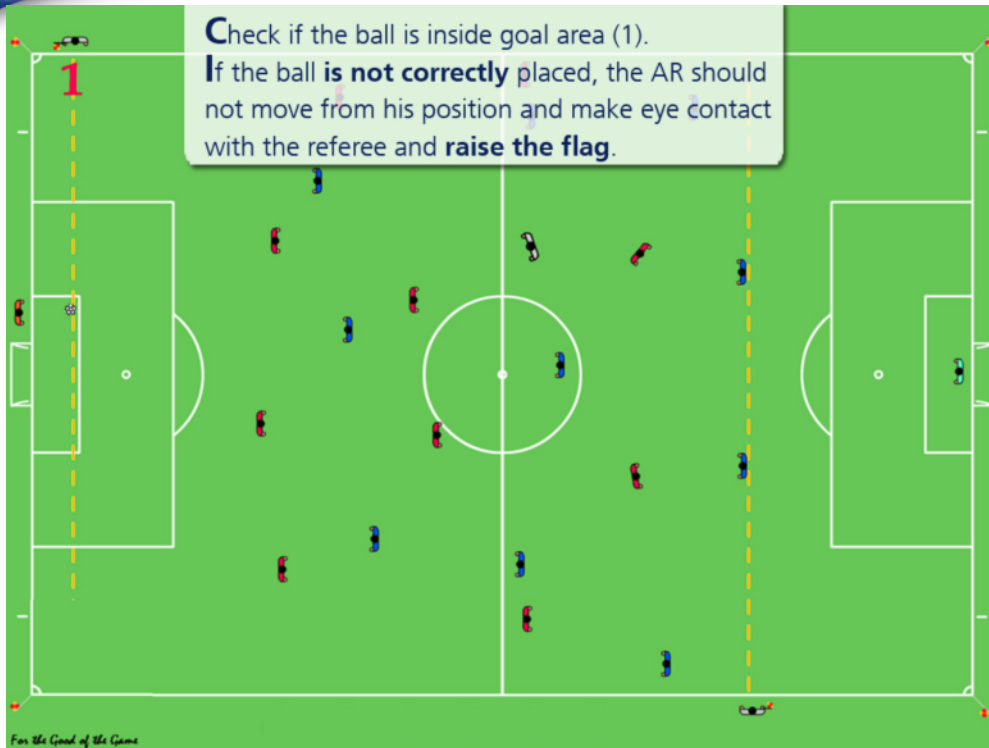
## 2. General Positioning



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## Positioning 3. Goal kick



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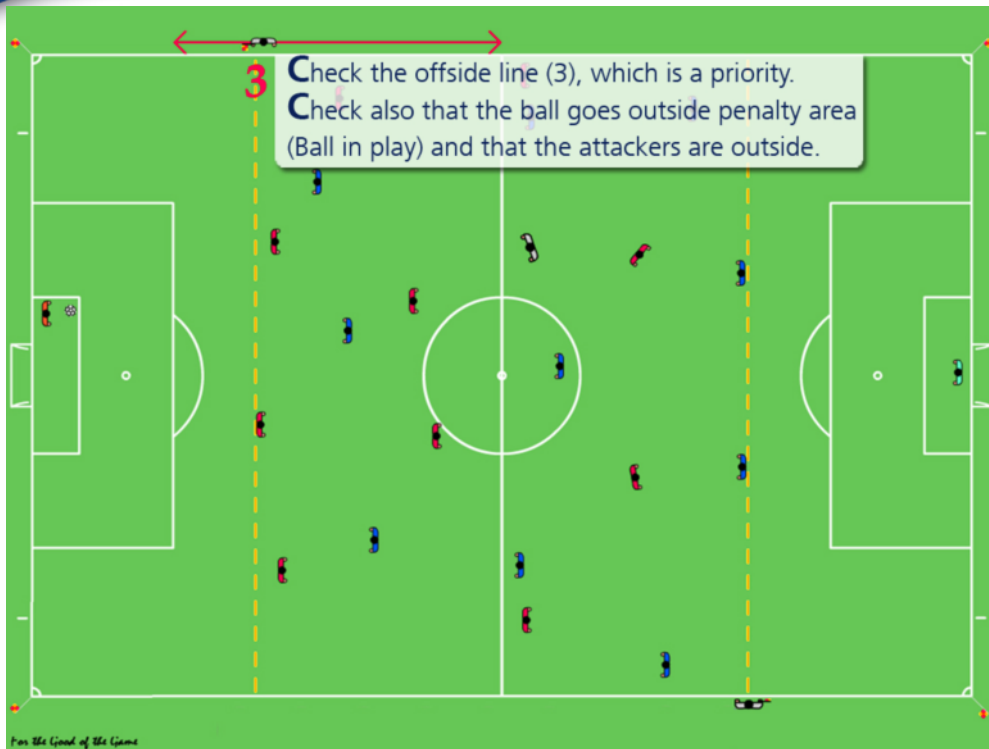
## Positioning 3. Goal kick



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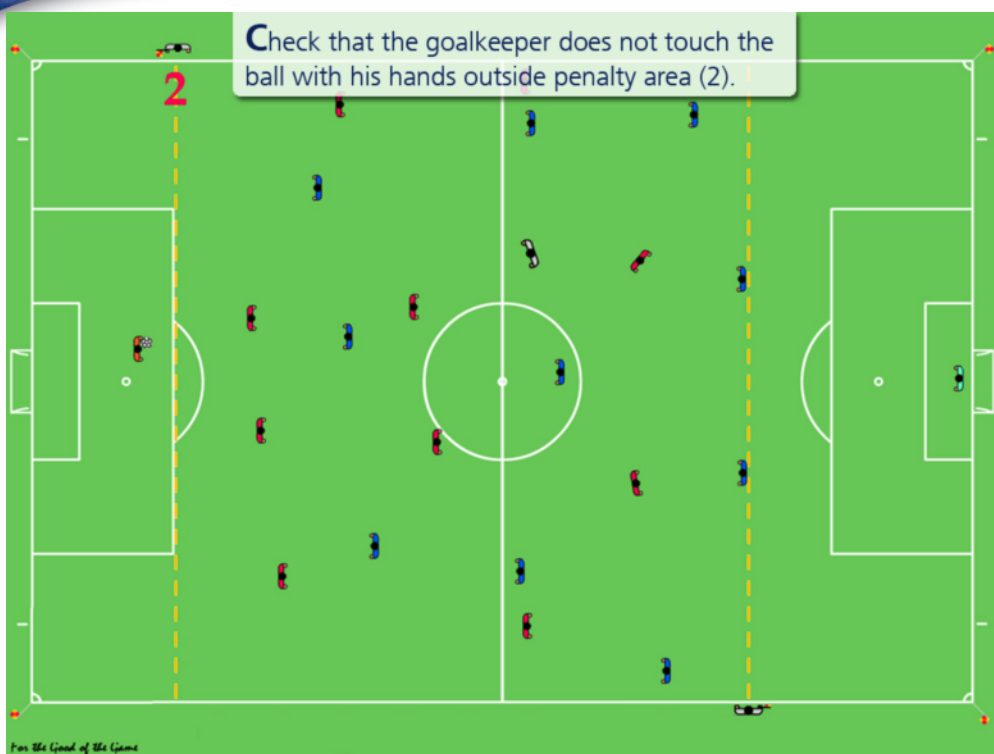
## Positioning 3. Goal kick



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## Positioning 4. Goalkeeper releasing the ball

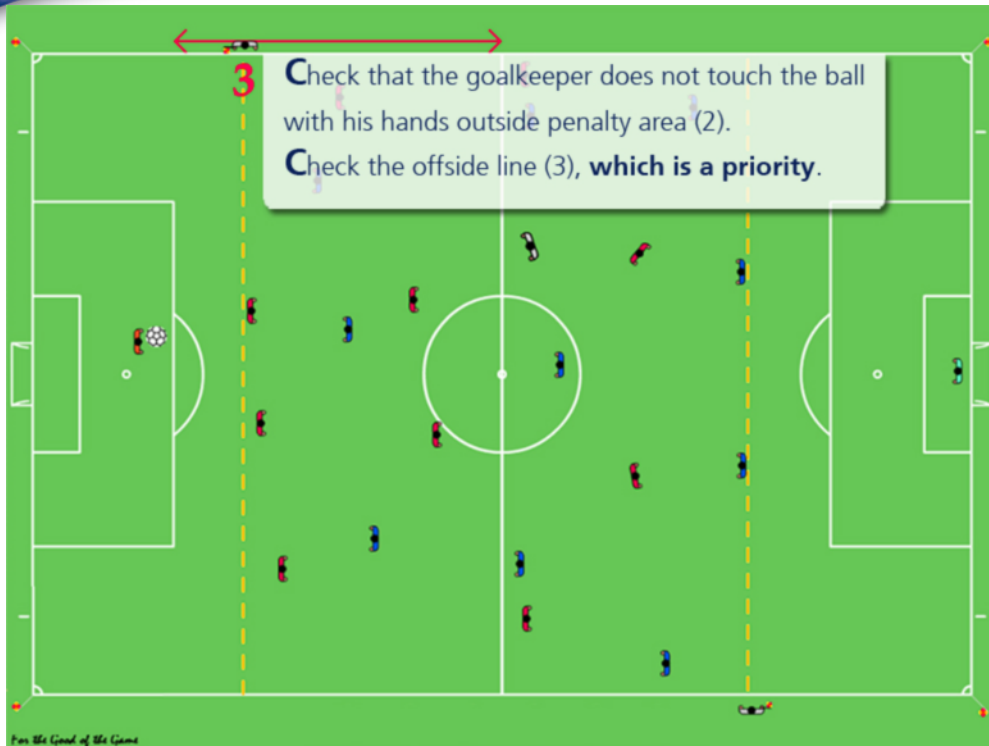


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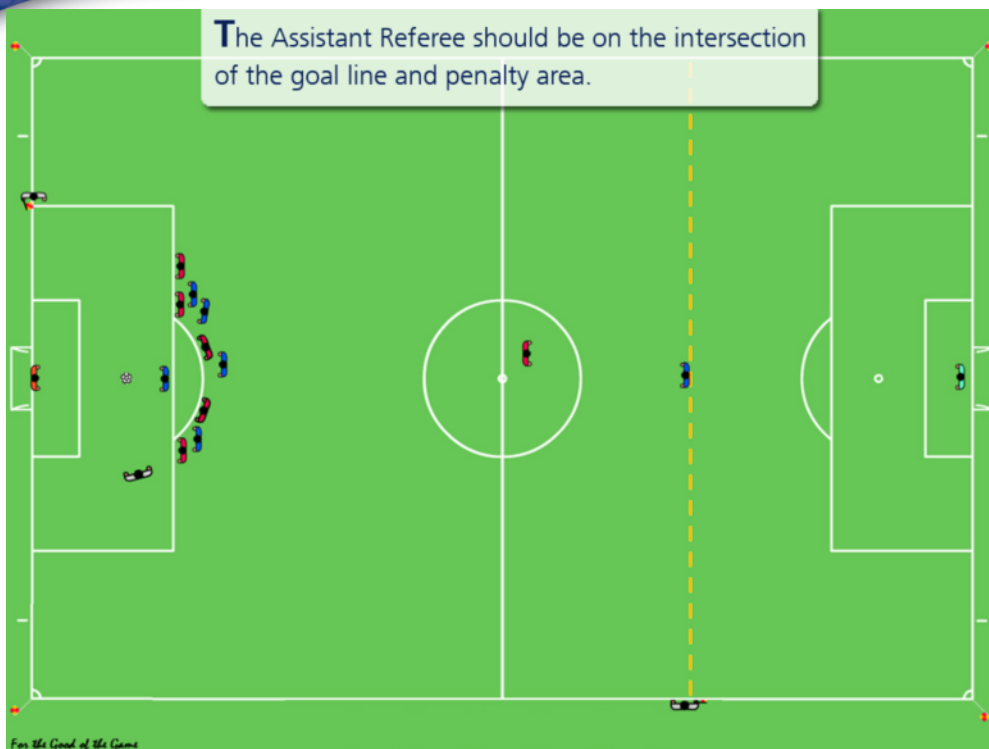
## Positioning 4. Goalkeeper releasing the ball



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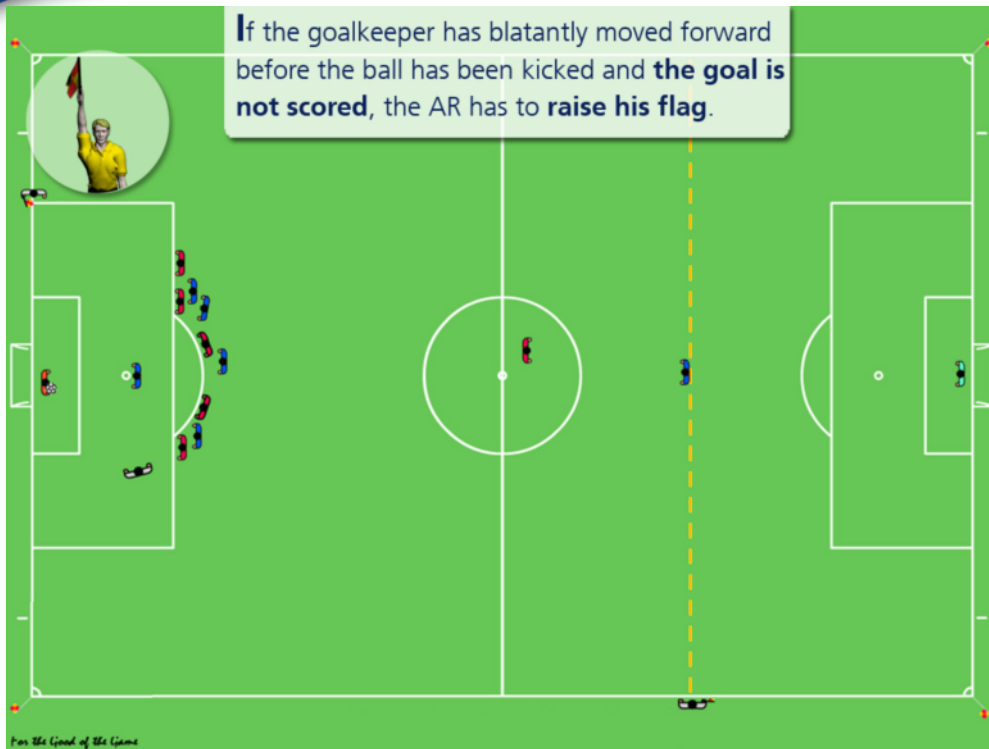
## Positioning 5. Penalty kick



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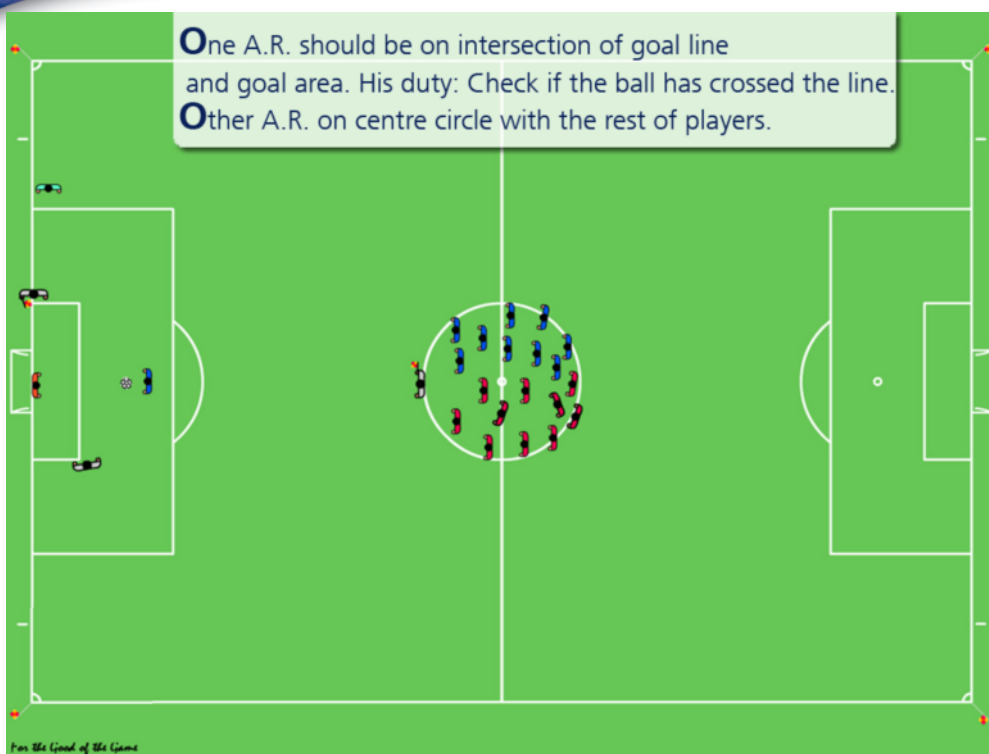
## Positioning 5. Penalty kick



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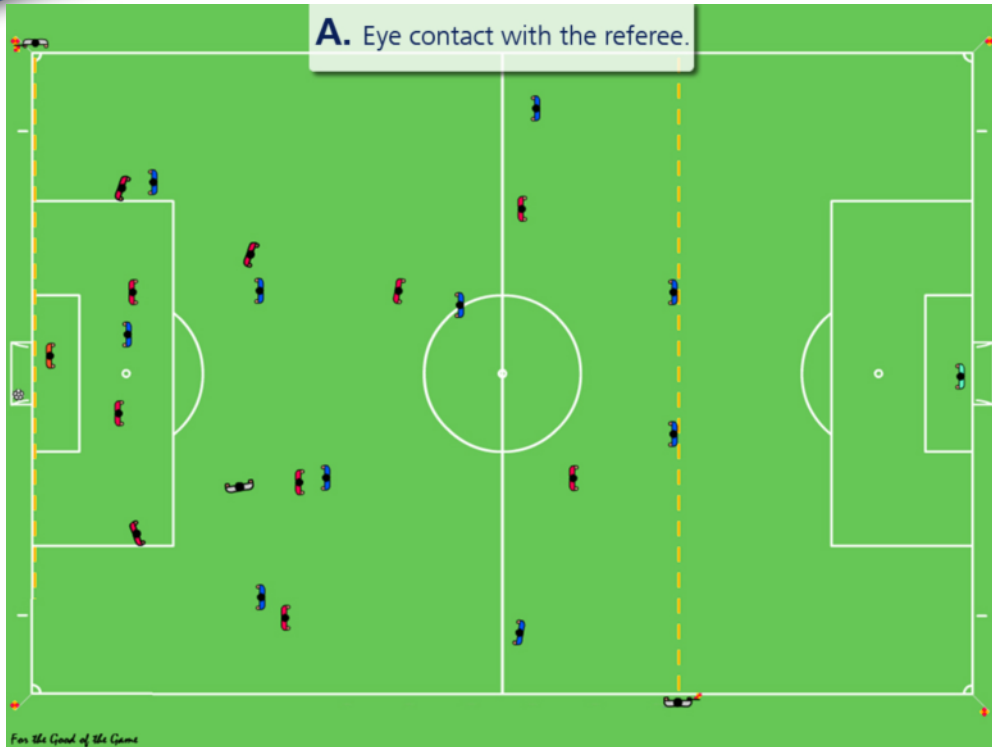
## Positioning 6. Kicks from the penalty mark



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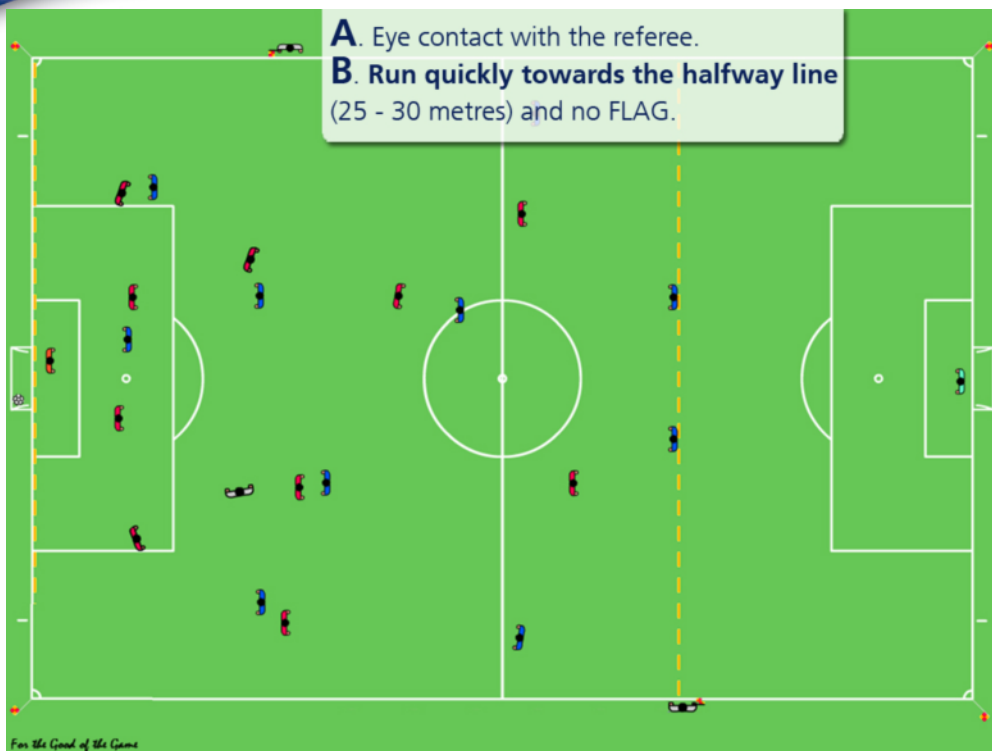
## Positioning 7. "Goal" situations (*normal situations*)



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## Positioning 7. "Goal" situations (*normal situations*)

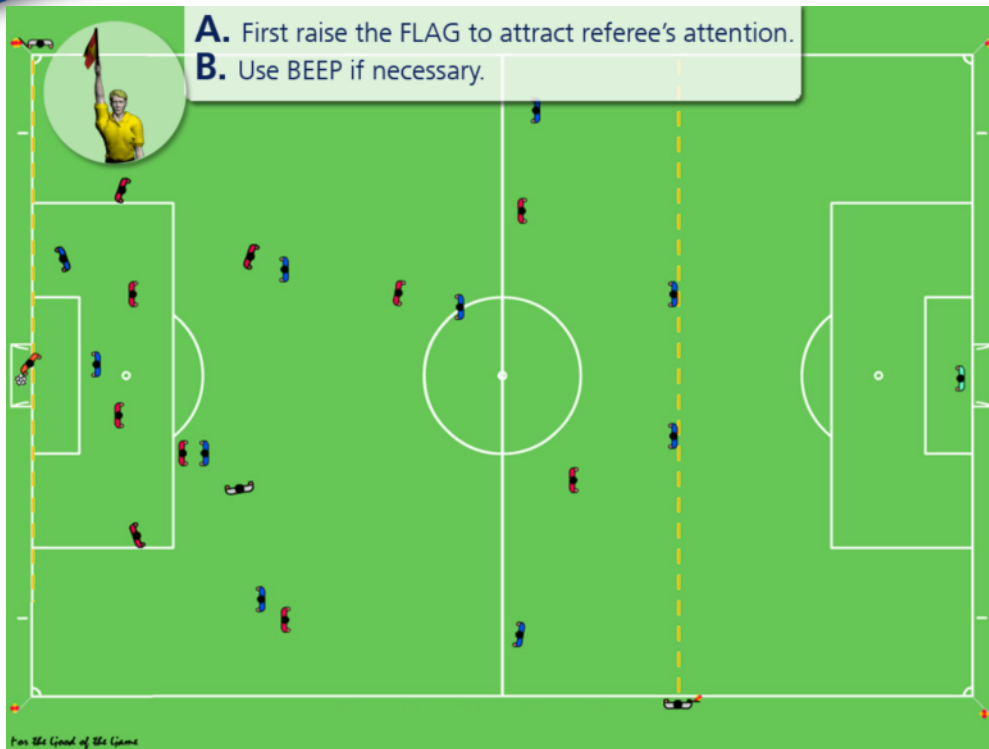


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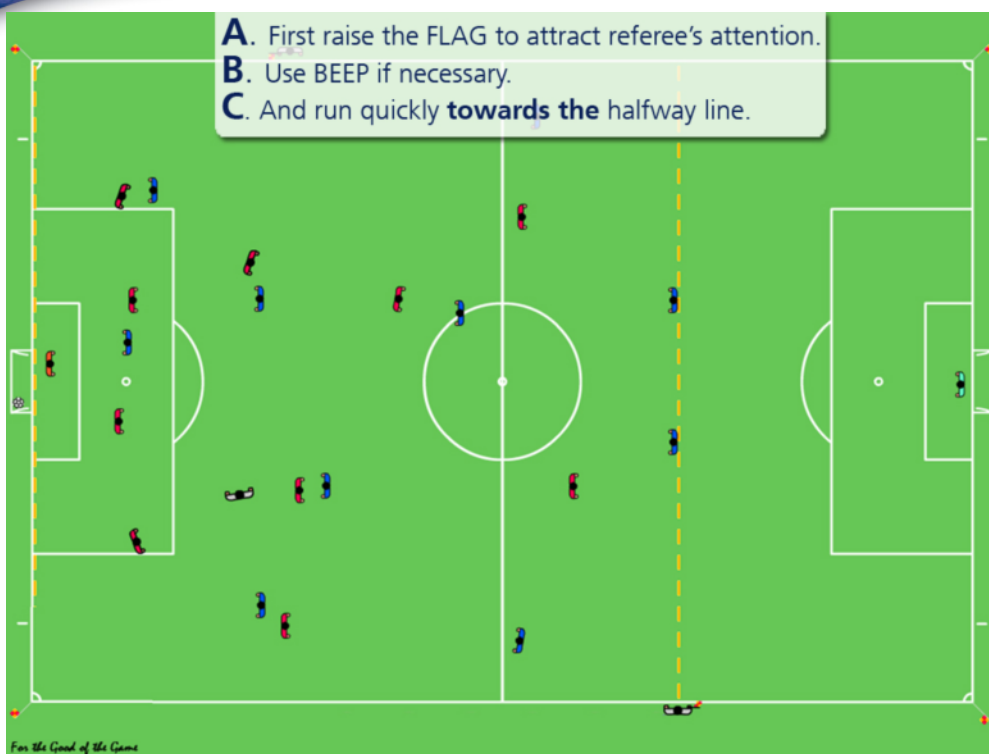
## Positioning 7. "Goal" situations (*tight decisions*)



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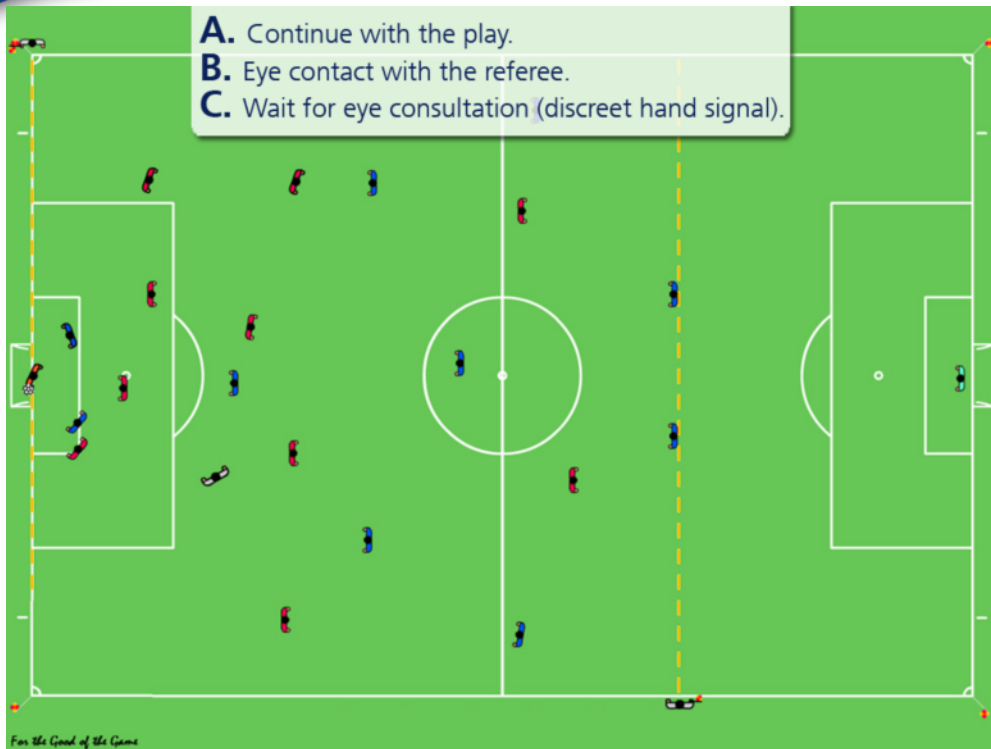
## Positioning 7. "Goal" situations (*tight decisions*)



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## Positioning 7. "No Goal" situations (*tight decisions*)



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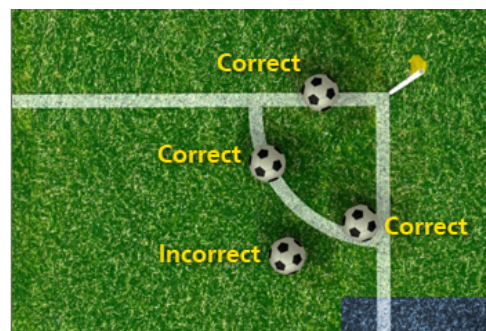


## Positioning 8. Corner kick

**R**'s position should be behind the corner flag in line with the goal line.

**D**o not interfere with the players.

**C**heck if the ball is inside the corner arc:



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## Gestures

**A**s a general rule, no obvious hand signals must be given by A. R.

**I**n some situations, a discreet hand signal may give valuable support to the referee.

- i.e. **On very tight decisions, when the ball stays in play (throw-in).**



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## Running Technique

**A**s a general rule, **face the pitch.**

**S**ide-to-side movement for short distances, especially to judge offside (**better line of vision**).



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## Running Technique

**R**unning forwards when sprinting.

**B**e in a “ready position” before sprinting.



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## Signal Beep

**R**eferees are reminded that this is only an **additional** signal.

**U**se the beep **only** when necessary.

**S**ituations:

- **Offside.**
- **Fouls.**
- **Throw-in or goal kick (tight decisions).**
- **“Goal” situations (tight decisions).**
- **Attract referee’s attention.**



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## Flag Technique

**F**lag held down, always visible to referee and unfurled.

**F**lag still while running.

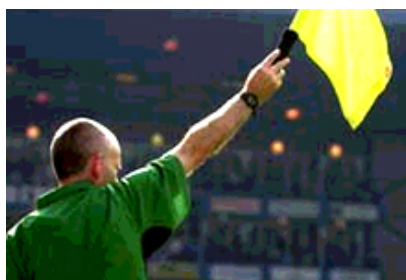
**W**hen signalling, flag is like an extension of the arm.



## Flag Technique

**B**efore signalling:

- **Stop.**
- **Face the pitch.**
- **Make eye contact with the referee.**
- **Raise the flag with the *appropriate hand* (fouls and throw-in). If necessary, **change the hand with flag underneath.****





# Flag Technique – Throw-in

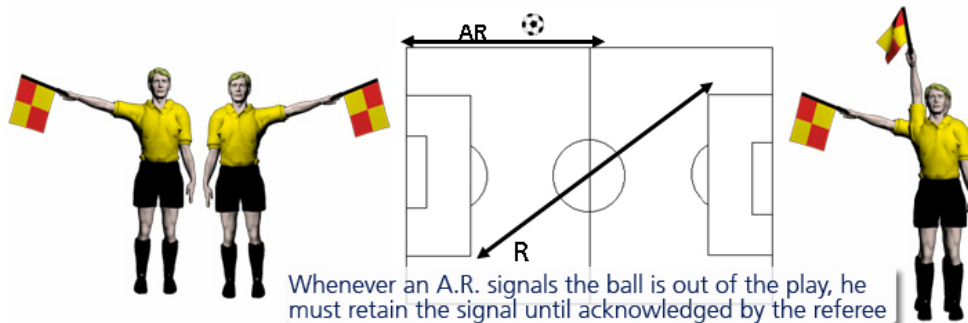
## Near A.R. position

### – Clear situations:

- Directly show direction.
- **Priority for A.R.**

### – If any doubt:

- Raise the flag.
- Make eye contact.
- Follow referee's signal.



# Flag Technique – Throw-in

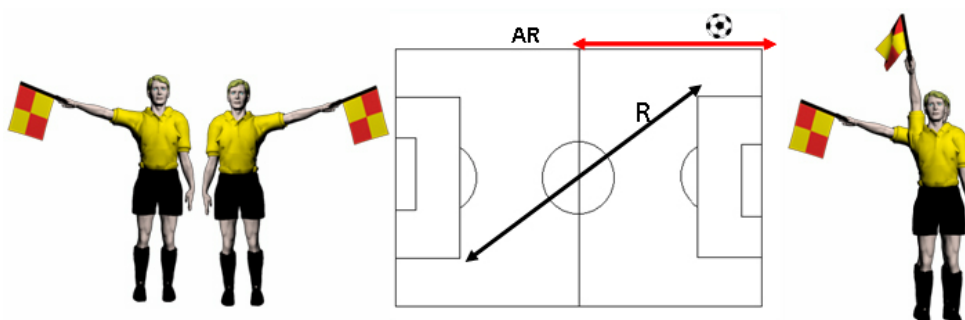
## Far from A.R. position

### – Very clear situations:

- A.R. can directly show direction along the touch line.

### – Other situations:

- **Priority for referee.**
- Raise the flag.
- Make eye contact.
- A.R. just follows referee's signal.







## Flag technique

**R**aise the flag with the right hand for goal kick (better line of vision).

**F**or tight decisions when the ball is out of play, raise the flag first.



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## Flag technique – Goal & Corner kick

### Near A. R. position

- Clear situations
  - Show goal kick or corner kick directly
  - **Priority for A.R.**
- If any doubt:
  - Raise the flag (if necessary)
  - Make eye contact
  - Follow referee's signal



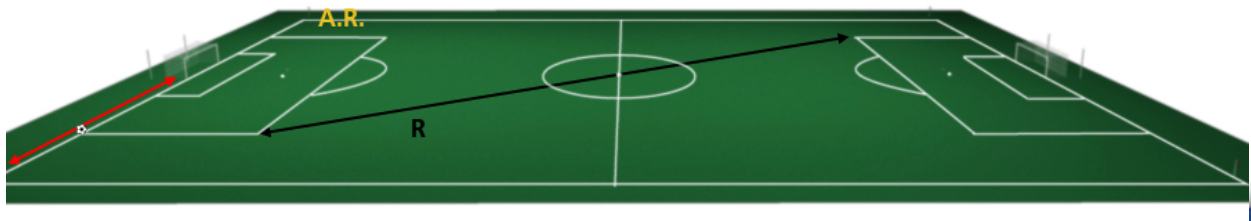
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## Flag technique – Goal & Corner kick

### Far A. R. position

- Far situations
  - Make eye contact
  - **Priority for referee**
  - Just follow referee's signal



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## Flag technique – Offside

**I**f an A.R. is not totally sure about an offside offence, the flag should not be raised (FIFA recommendation).

**I**f the flag is not seen immediately by the referee, the A.R. must keep signalling until it has been recognised or the ball is clearly in control of the defending team.

**R**aise the flag with the right hand (better line of vision).



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## Flag technique – Substitution

**A**.R. is informed by 4th official.

**F**lag signal in the next stoppage in the match  
A.R. does not need to move to the halfway line.

**I**f there is no 4th official, A.R. assists with substitution procedures.



## Flag technique – Fouls

**R**aise the flag with the *appropriate hand*.

**E**lectronic BEEP signal.

**M**ake eye contact.







## Flag technique – Fouls

Show direction with the appropriate hand.

Change hand with flag underneath.



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## Flag technique – Fouls

Foul committed by the defender= wait for advantage.

Foul committed by the attacker= no advantage on a regular basis.



If the flag is not seen immediately by the referee, the A.R. must **keep signalling** until it has been recognised or the ball is clearly in control of the opposing team.

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