



**FIFA**

*For the Good of the Game*



## Guidelines for Referees



### Topics

- Positioning
- Referee signals
- Use of the whistle
- Body language





## Positioning (*dead ball*)

“The best position is one in which the referee can take the right decision”.

The position suggested in the following graphics are basic and recommended to the referees.

The referee, based on these recommendations, must look for the best position, taking into account other circumstances.



100 YEARS FIFA 1904 - 2004



## Positioning (*dead ball*) Kick off

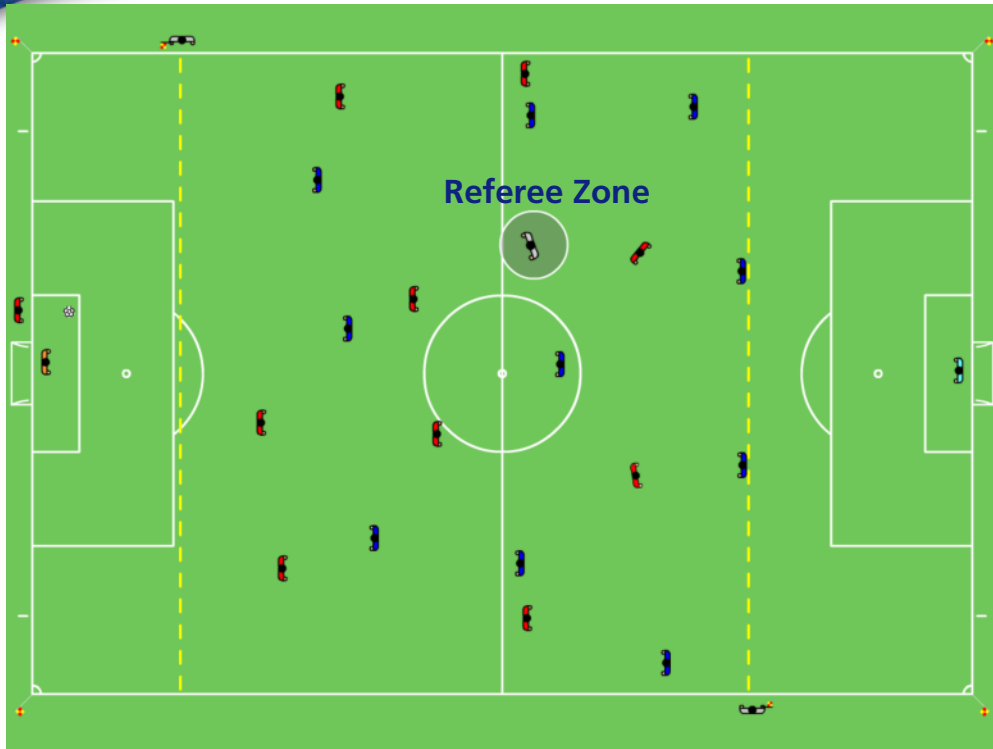


100 YEARS FIFA 1904 - 2004





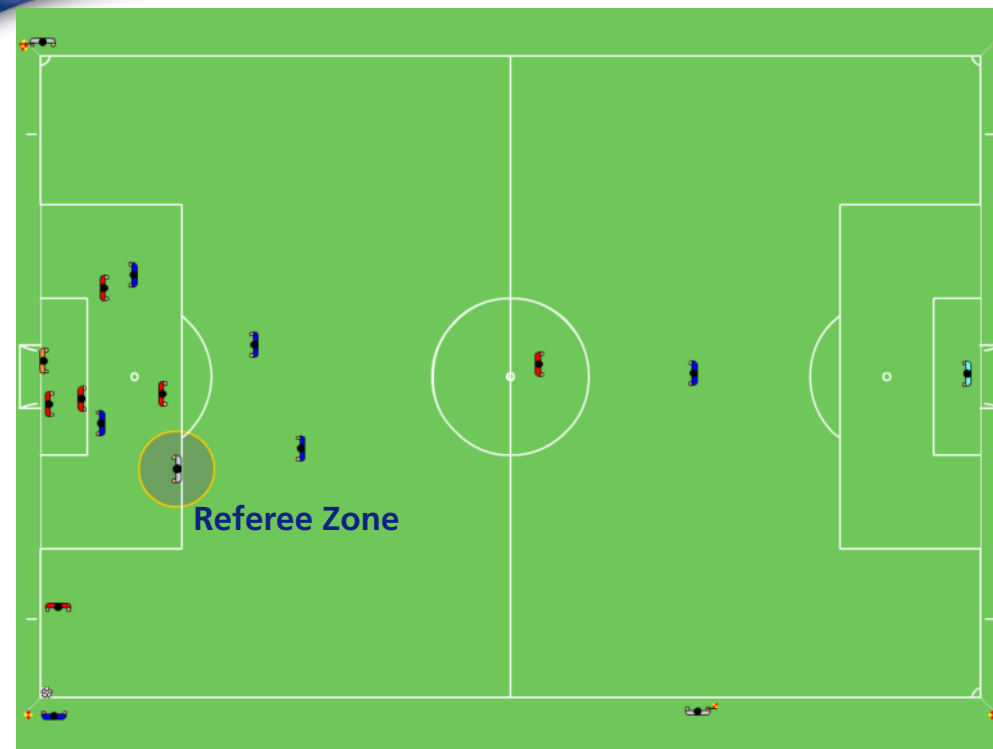
## Positioning (*dead ball*) Goal Kick



100 YEARS FIFA 1904 - 2004



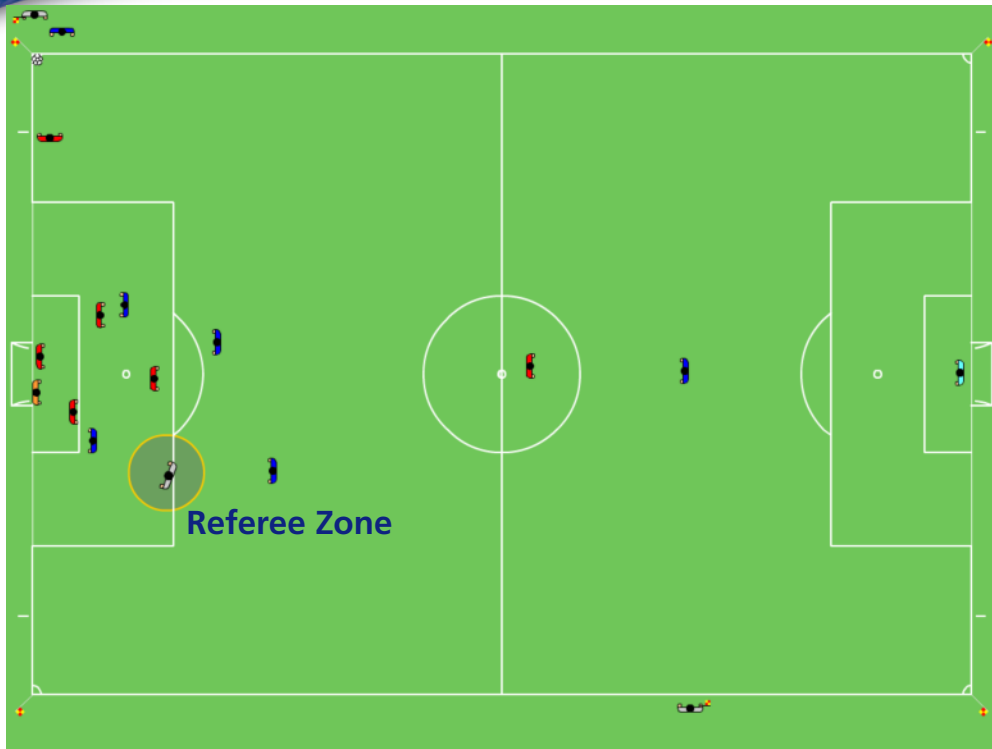
## Positioning (*dead ball*) Corner Kick



100 YEARS FIFA 1904 - 2004



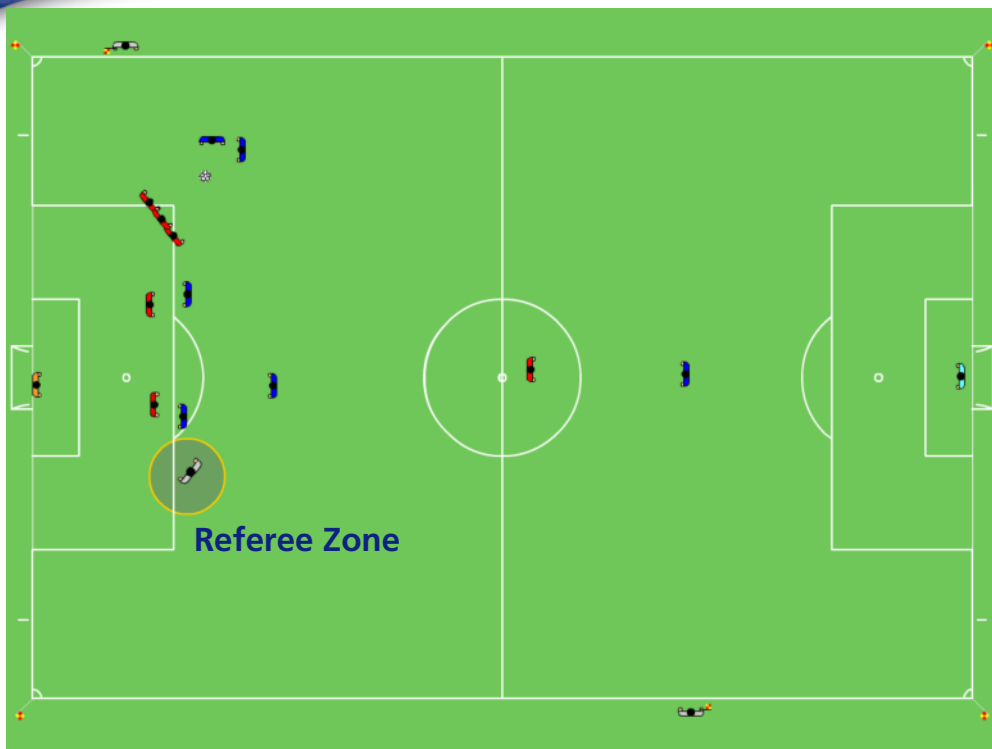
# Positioning (*dead ball*) Corner kick



100 YEARS FIFA 1904 - 2004



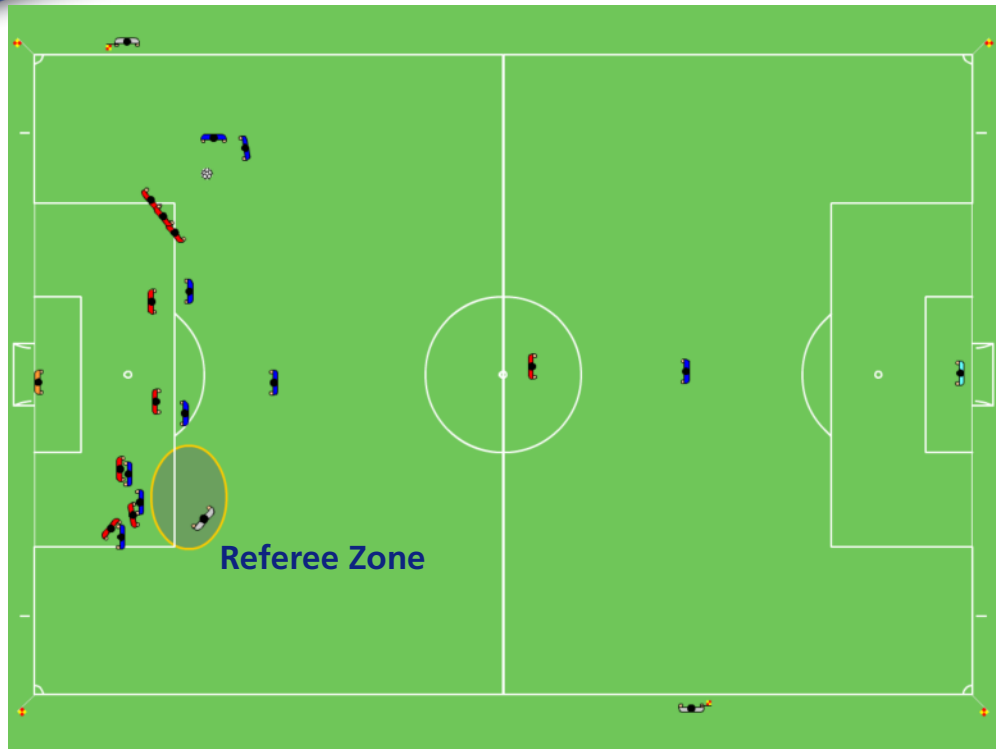
# Positioning (*dead ball*) Free Kick



100 YEARS FIFA 1904 - 2004



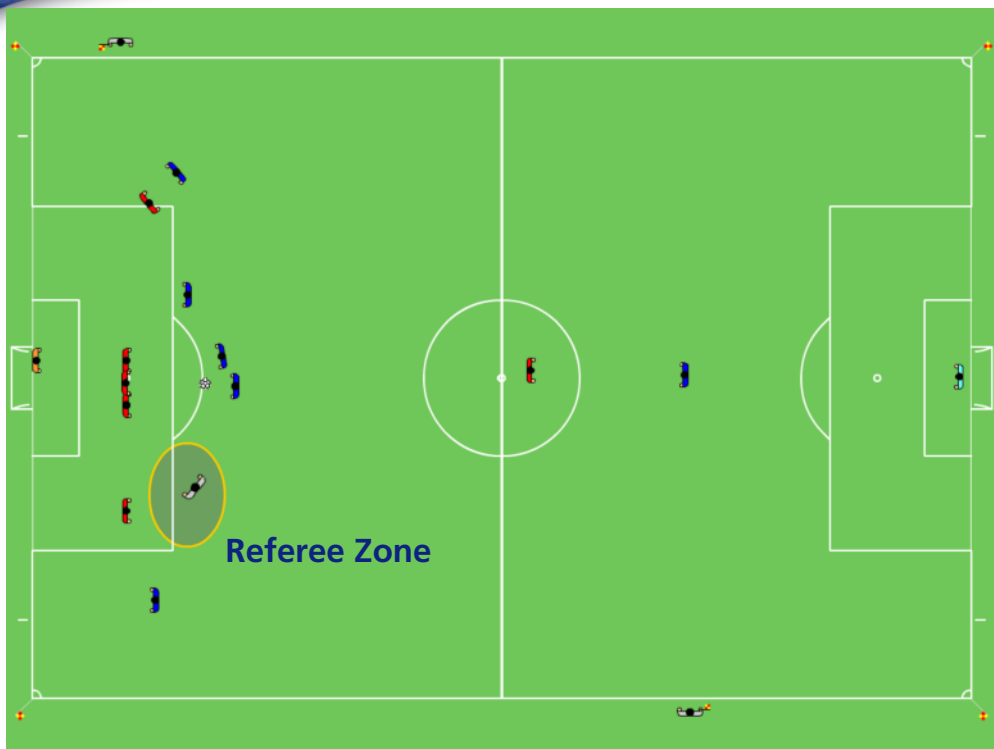
# Positioning (*dead ball*) Free Kick



100 YEARS FIFA 1904 - 2004



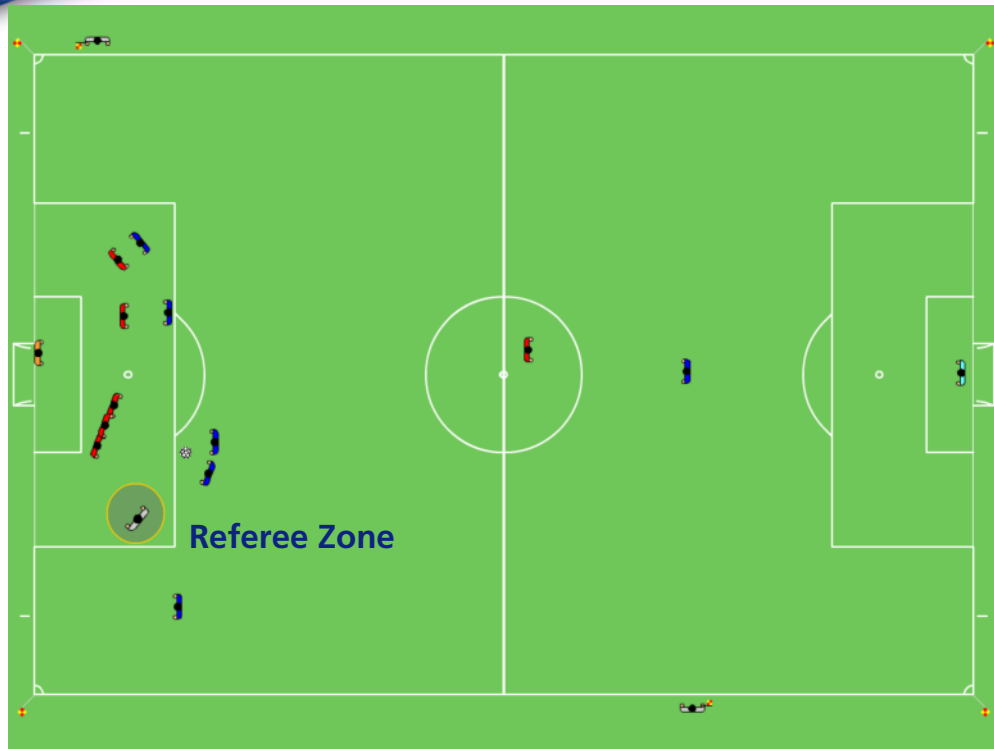
# Positioning (*dead ball*) Free Kick



100 YEARS FIFA 1904 - 2004



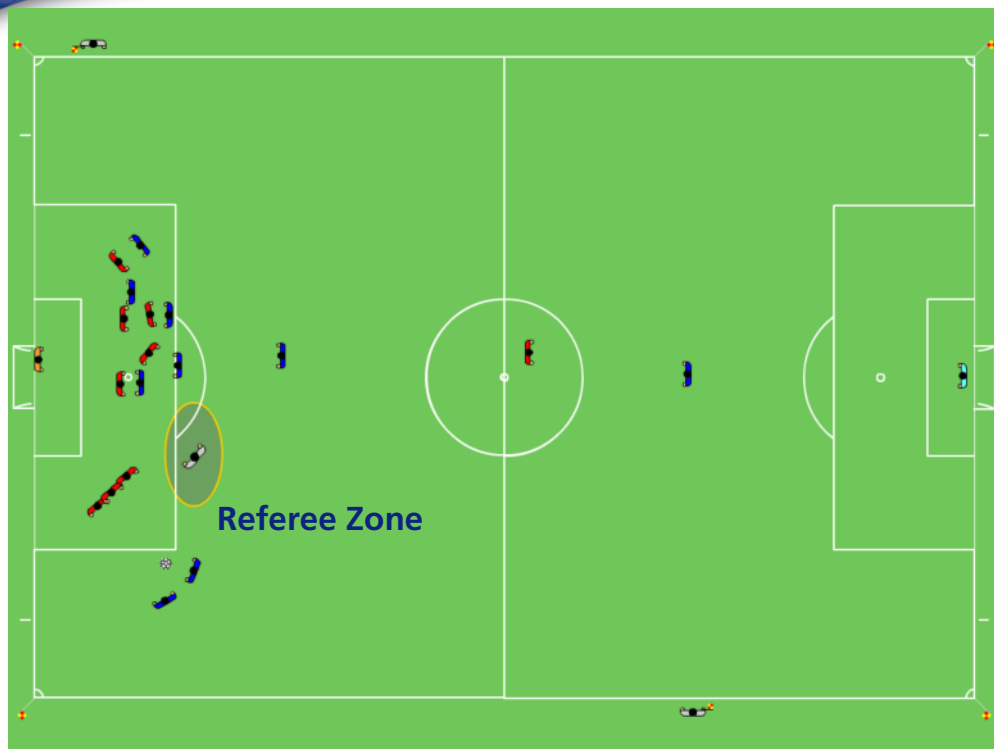
# Positioning (*dead ball*) Free Kick



100 YEARS FIFA 1904 - 2004



# Positioning (*dead ball*) Free Kick

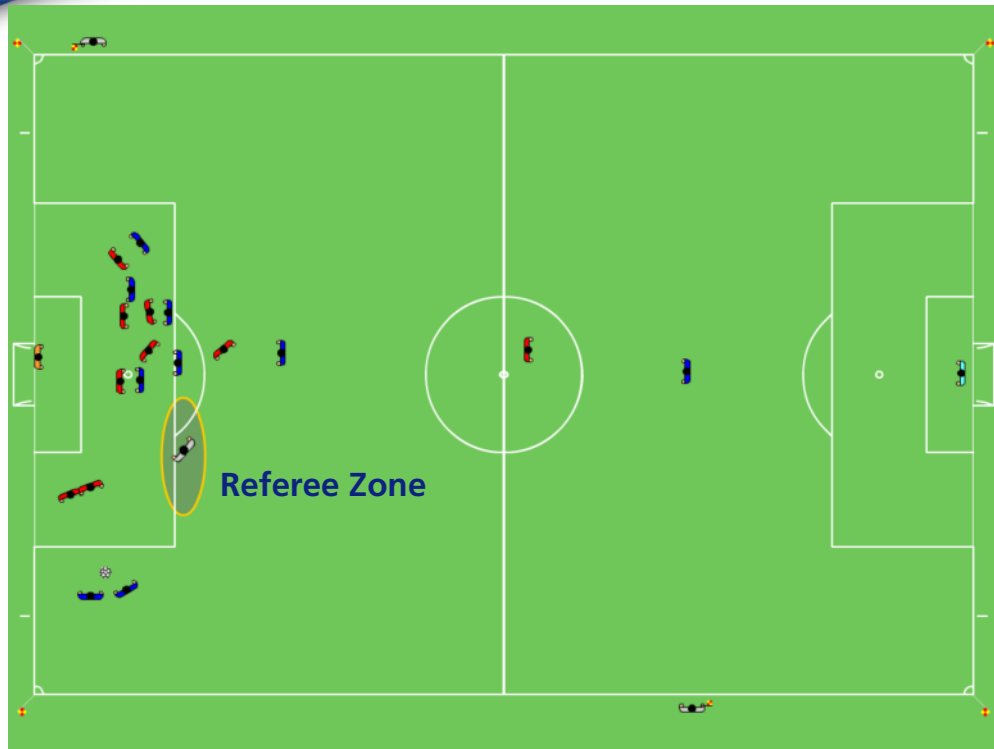


100 YEARS FIFA 1904 - 2004





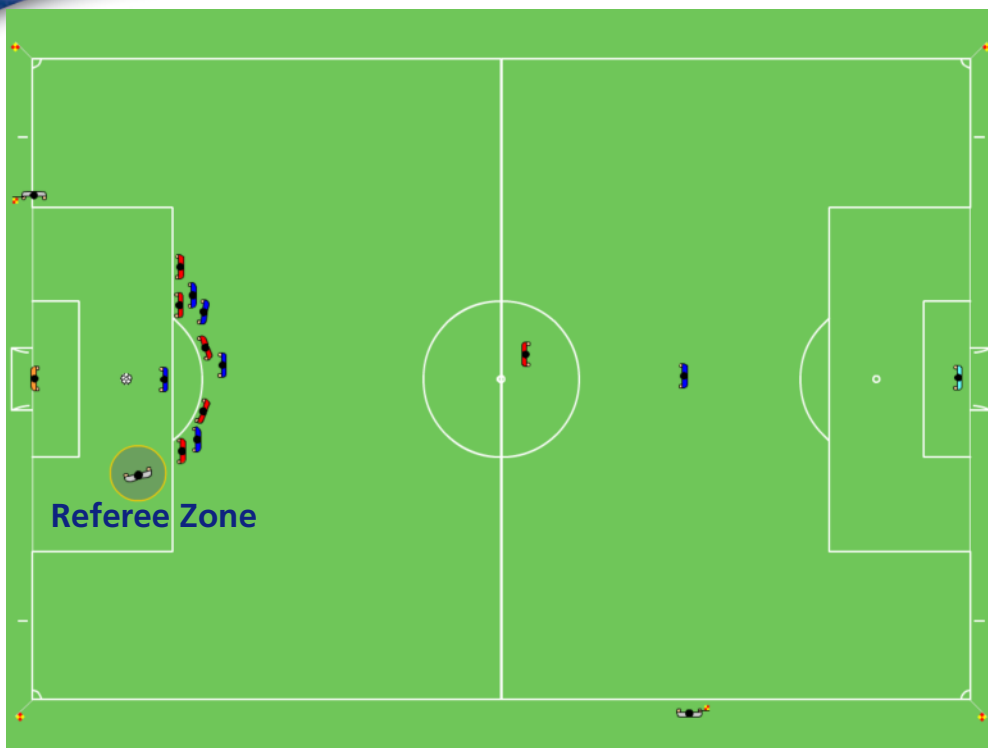
# Positioning (*dead ball*) Free Kick



100 YEARS FIFA 1904 - 2004



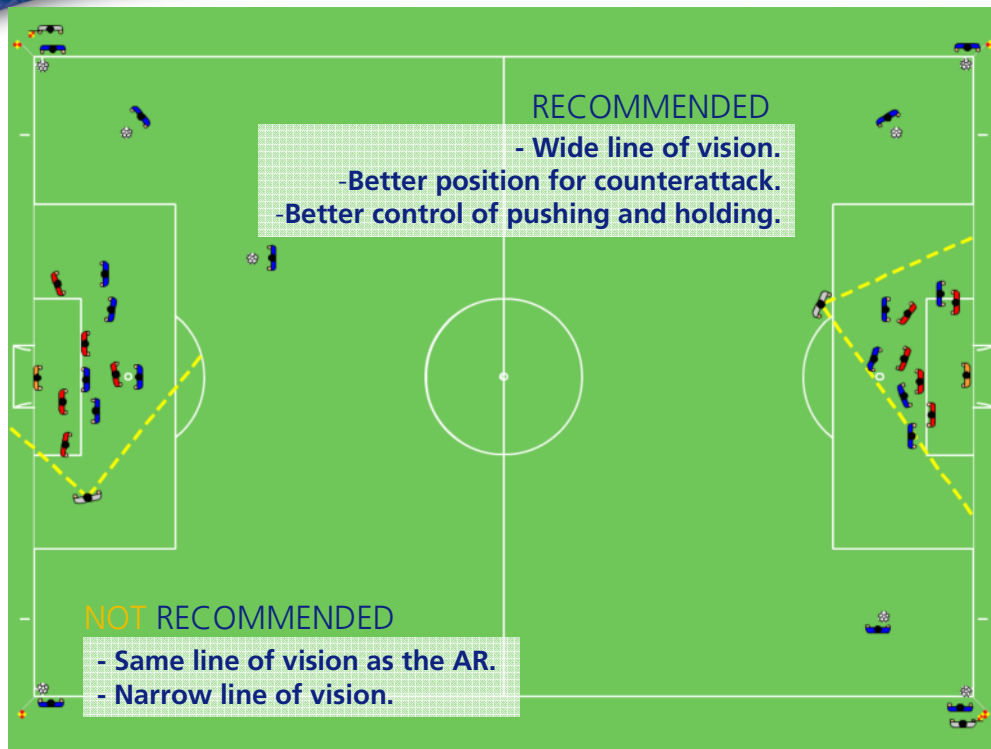
# Positioning (*dead ball*) Penalty Kick



100 YEARS FIFA 1904 - 2004



## Positioning (*dead ball*) Goal Kick



100 YEARS FIFA 1904 - 2004



## Positioning (*Ball in play*)

**T**he best position is one in which the referee can take the right decision"

**P**lay between R and AR

**W**ide diagonal

**N**ot interfering with play or the players



100 YEARS FIFA 1904 - 2004





# Referee Signals

## Free kicks

Indirect free kicks

Direct free kick



# Referee Signals

## Disciplinary Sanctions

Caution

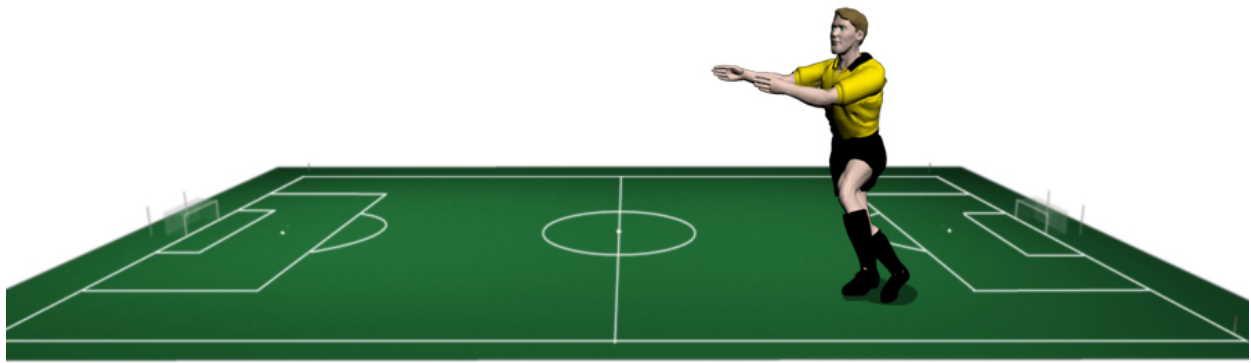
Sending Off





# Referee Signals

## Advantage



100 YEARS FIFA 1904 - 2004



# Use of Whistle

## Compulsory

- To start play (1<sup>st</sup>, 2<sup>nd</sup> half), after a goal
- To stop play
  - Free kicks, penalties
  - Stops, suspends or terminates the match
- To restart play
  - Free kicks with wall distance
  - Penalty kick



100 YEARS FIFA 1904 - 2004



## Use of Whistle

### Discretionary

- **To stop play**
  - Goal kick, corner kick, throw-in
  - Goals (if tight decision)
- **To restart play**
  - Free kick, goal kick, corner kick, throw-in



## Body Language

### Body language is:

- **A tool for the referee to help him conduct the match.**
- **To show authority and self-control.**

### Body language is not:

- **An explanation of the decision.**