



FOOTBALL
FEDERATION
VICTORIA

R eferees
T echnical
C ommittee

Assessors Meeting – Developing Uniformity

The Four Key Learning Areas

**Current Thinking
on Refereeing Football**



The Four Key Learning Areas

Laws of the Game

- Correct
- Consistent
- Advantage
- Elbows & Hands

Positioning

- ACB
- WWG

Player Management

- Communication
- Chains of Agreement
- Restoring the Balance
- Respect

Situation Management

- Ceremonial Coin Toss
- Wall management
- Restarts of a game

P
E
R
S
O
N
A
L
I
T
Y

= CONTROL

Definition of Control

Being a leader on the field of play. Being able to make tough decisions and creating a safe environment.



The Four Key Learning Areas

if the primary role of the referee is to CONTROL the game,

then the referee needs to know how to MANAGE PLAYERS



Learning Area No. 1 – Laws of the Game

Laws of the Game

- Correct
- Consistent
- Advantage
- Elbows & Hands

Positioning

- ASB
- WWG

Player Management

- Communication
- Chains of Agreement
- Restoring the Balance
- Respect

Situation Management

- Ceremonial Coin Toss
- Wall management
- Restarts of a game

P
E
R
S
O
N
A
L
I
T
Y

= CONTROL



Correct

- A good understanding of the correct interpretation of the Laws
- You cannot use "I got it wrong" all the time

all the time

Consistent

- A strict application of the Law – **ALL** the Laws have to be applied, over all of the field, all of the game eg "Free kicks shall be taken from the place where the offence occurred."
- Consistency begins with the first minute and continues until the end of the game
- Similar incidents should be treated in similar ways



Advantage

- Applying the Advantage Clause (e.g. 2 seconds)

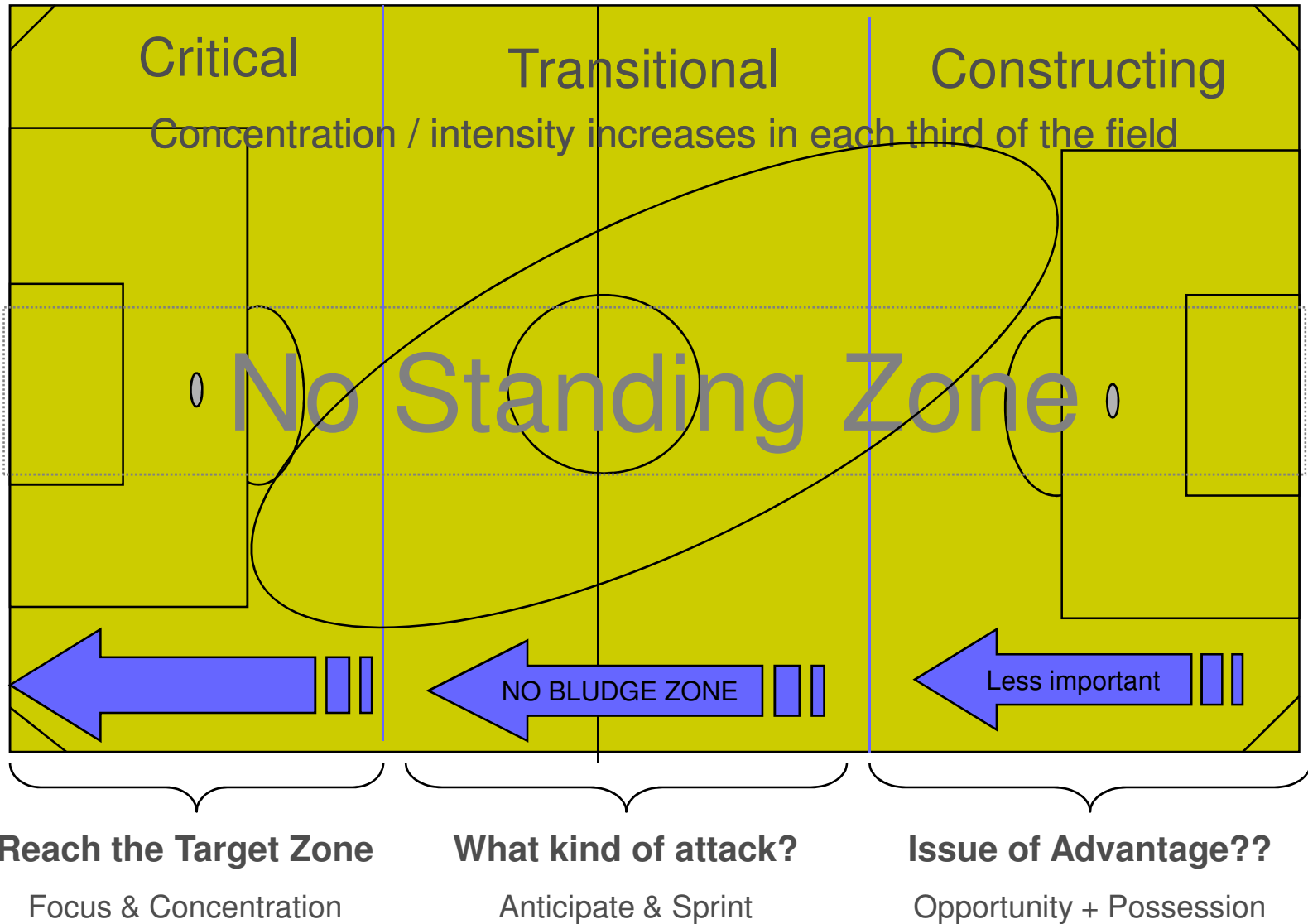
However, has the referee taken into consideration the issue of Possession and Opportunity? That is:

- Does the player have possession of the ball?
- Does the player have the opportunity to do something with the ball?

In other words can they mount an attack?

Assessors Meeting – Developing Uniformity

Learning Area No. 1 – Laws of the Game





Handball & Elbows

Use the 97% Rule – i.e. If it looks like it, feels like it then 97% of the time it must be it!

How to identify a deliberate elbow at an opponent?

Tool – FK & / or
YC

- The arm is used for balance and appears to be normal body movement.
- No swing of the arm INTO the opponent
- The arm or elbow was out before the challenge was initiated
- The arm was up not up and in

Weapon - RC

- Excessive force is used and the safety of an opponent is endangered (Injury results)
- A firm surface (forearm/elbow/hand) makes contact with a soft surface (face / head / neck)
- The arm/elbow was swung up and in to an opponent
- Normally the hand is clenched

How to identify a deliberate handball?

- Handling the ball involves a deliberate act of a player making contact with the ball with his hand or arm. Look for...
- the movement of the hand towards the ball (not the ball towards the hand), and
 - the distance between the opponent and the ball (unexpected ball)

Learning Area No. 2 – Positioning

Laws of the Game

- Correct
- Consistent
- Advantage
- Elbows & Hands

Positioning

- ACB
- WWG

Player Management

- Communication
- Chains of Agreement
- Restoring the Balance
- Respect

Situation Management

- Ceremonial Coin Toss
- Wall management
- Restarts of a game

P
E
R
S
O
N
A
L
I
T
Y

= CONTROL

Positioning

Definition of Positioning is - the place with the best view, close enough to react effectively.

Positioning is determined by the ebb and flow of the game. Therefore, there is no such thing as a single position that is perfect every time. It varies as the game changes. The chosen position can be evaluated in terms of whether it assisted the referee to get the decision correct.

Good positioning can be recognised from the implementation of the following components:

ACB (and the X Factor)

WWG (and Targets)

ACB (and the X Factor)

ANGLE – 6/10

Angle is the critical issue because it allows you to see through point of contact. In order to do this the referee must GO LEFT.

CLOSE – 3/10

Being close to play, increases the referee's ability to 'sell the decision'. 'Close' = 10 to 15 metres from the ball.

BALL – 1 /10

The third component of good positioning is to try and keep the ball between the referee and assistant referee.

ACB (and the X Factor)

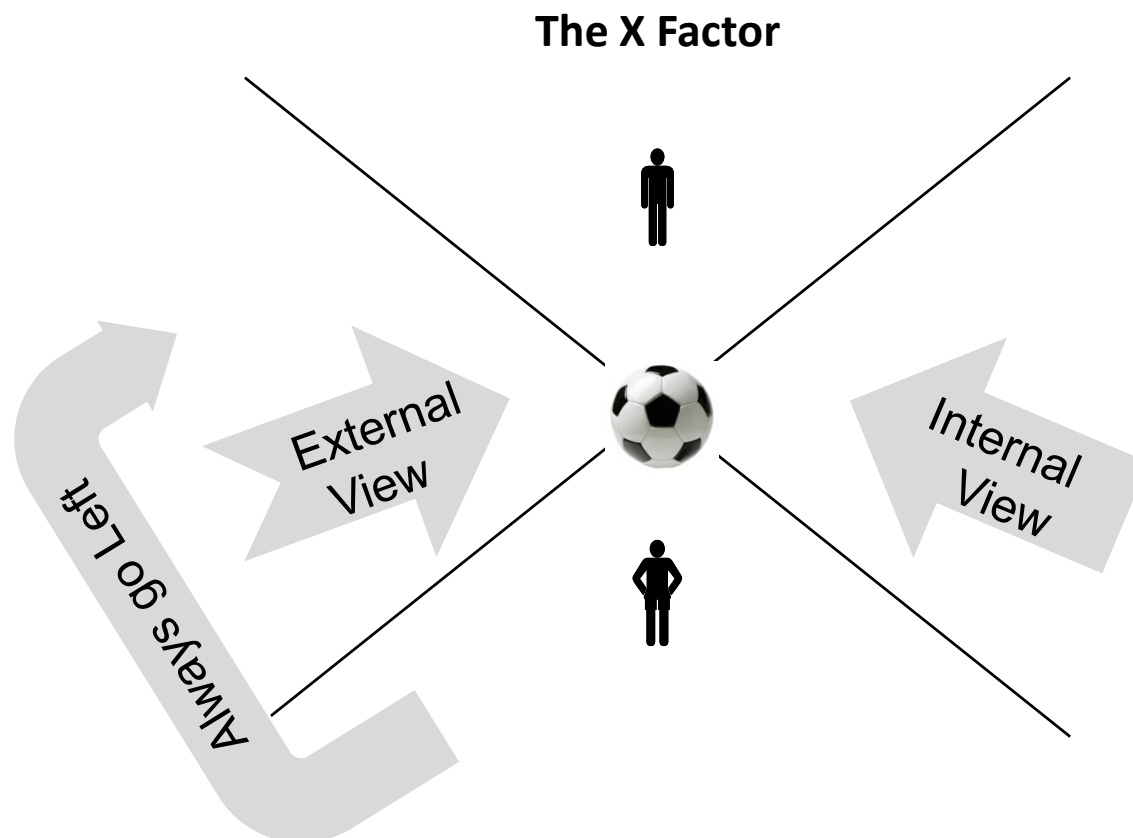
ANGLE – 6/10

Angle is critical,
it allows you to
see so...

Go left

Go wide

Get a 45° angle





THE WHERE / WHERE / GO OF POSITIONING.

The ability to read the game is vital to good control, therefore anticipation is fundamental to achieve a good position. The referee must look for the **target** or the target zone.

The key here is the player with the ball, where is he/she looking?

Where is play going?

Where can I go to get the best view?

Go there?

Learning Area No. 3 – Player Management

Laws of the Game

- Correct
- Consistent
- Advantage
- Elbows & Hands

Positioning

- ACB
- WWG

Player Management

- Communication
- Chains of Agreement
- Restoring the Balance
- Respect

Situation Management

- Ceremonial Coin Toss
- Wall management
- Restarts of a game

P
E
R
S
O
N
A
L
I
T
Y

= CONTROL



Communication



- The whistle is a tool to stop play or draw attention. It is not a means of communicating with players.
- Successful referees communicate with players by telling them what you want and what the outcome will be.
- Smile (where appropriate) & always be Polite
- Good referees do not threaten players - they communicate the consequences of their actions



Chains of Agreement

- Every time the referee's authority is unchallenged it's a little link in the referee's authority. It builds a long and strong chain of agreement.
- When major decisions occur there will be less problems if you have built this chain. It is linked to respect and communication!
- Respect and reputation are critical to maintain control of a game.
- Your behaviour must insist on respect.

How?

Smile and be Polite e.g. 'Say Thank You!'

At the KO
At Throw-Ins,
Walls
management,
GK, Corners, etc



Restoring the Balance

- Good referees give back what was unfairly taken
- They ensure that the punishment fits the crime
- If the referee does not restore the balance then the players will take back what was unfairly taken





Case Study - Why restore the balance?

- Melee's or Fights develop – they don't just happen
- They come from a series of small confrontations where the referee has either not given back what was taken away or has failed to cool the tensions in the game
- Fights occur when the respect for the authority of the referee has been diminished



Respect

- ⚽ Remember – No Respect
– No Control
- ⚽ You gain respect by your actions through:
 - ⚽ **Communication**
 - ⚽ **Chains of Agreement**
 - ⚽ **Restoring the Balance**

HOW? The Referee's Instruction

Central to the referee gaining respect and maintaining control is the concept that the referee's instructions must be followed

If the referee says the free kick is from here then it must be taken from here

Every time the instruction is followed the authority grows

Every time the instruction is ignored the authority diminishes



FOOTBALL
FEDERATION
VICTORIA

R eferees
T echnical
C ommittee

Assessors Meeting – Developing Uniformity

Learning Area No. 3 – Player Management

Techniques



Technique – ‘Saying No’

Use the term “No” not “Get up” when players are on the ground (I just said ‘No’ but this time use your hand as a stop sign – hand not fingers) This is a part of body language

Remember the word ‘No’ can be delivered in a number of ways...

No, No, No, No, **NO**



Technique – ‘Answer the question’

Remember referee’s should be good communicators

- The whistle is a tool to stop play, it is not a means of communicating with players.
- Make your answers brief, assertive and to the point.
- Smile & be Polite





Technique – ‘Slap / Kiss’

Slap

When you speak to players leave them in no doubt as to the consequences of their behaviour

Kiss

When the referee speaks firmly to a player he needs to re-establish the relationship

What needs to be made clear to the player is that it is what the player has done that is bad not the player himself

A smile can go a long way to ensuring that this message is clear “you don’t need that”

Note: use this strategy before you use the ‘captain’



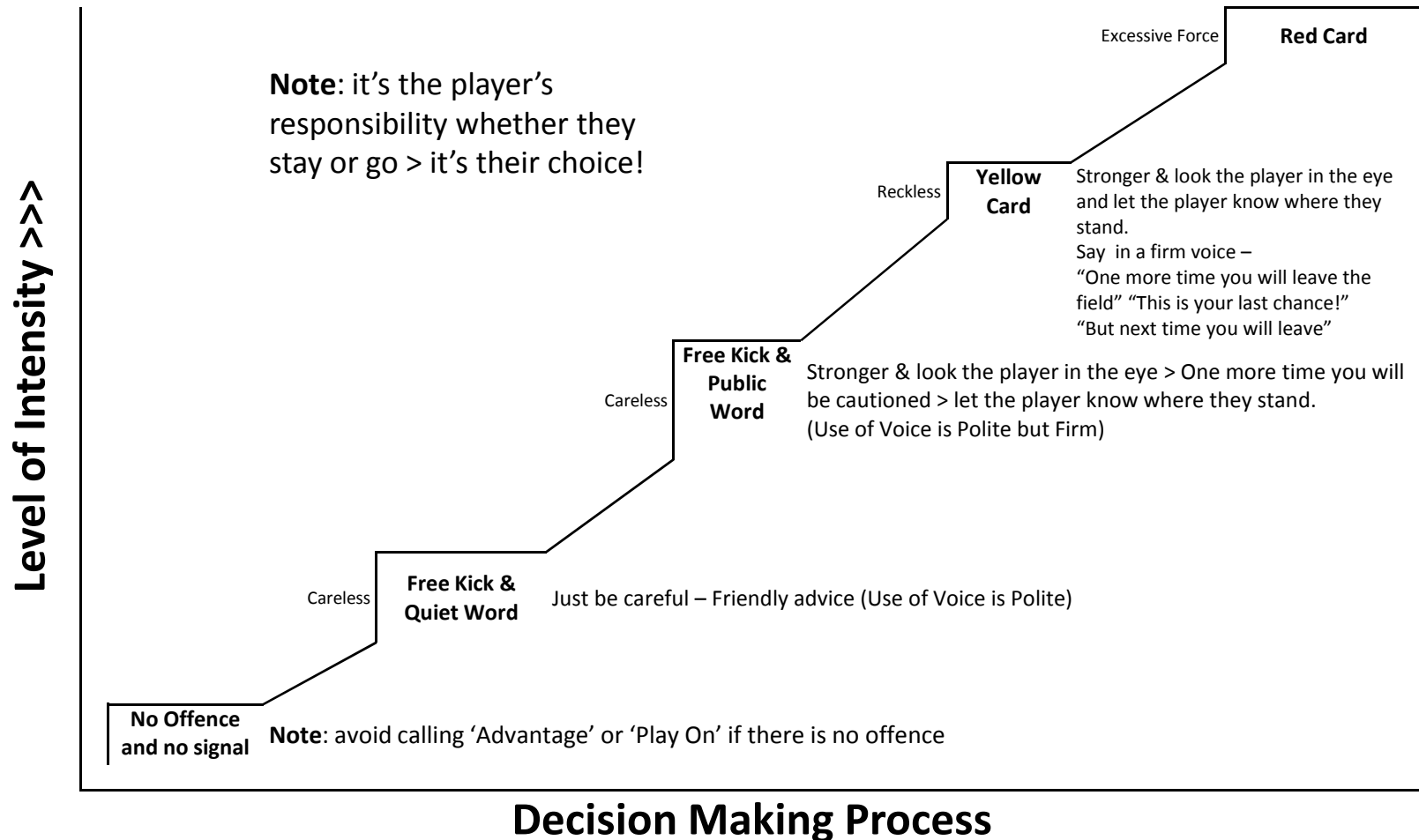
Technique – ‘Slap / Kiss’ (a Strategy to diffuse)

‘Brazzale Shuffle’

- When a player confronts the referee after a foul has occurred he/she is like a person defending their honour
- Move them to the side and the situation changes
- He /she is now more like a school student brought to see the school principal

Technique – ‘Road Blocks’

Road Blocks are the actions we can take to stop the red card





Technique – ‘Using the Captain’

Captains have no special role in the LOTG, however, this should be used as a last resort technique.

Call the captain over before a red card and state the following...

“You’re the captain”

“Your responsible for your players behaviour”

“Any more problems from the player in question – he is going off”

“You’re the captain”

“You fix it”

This is a very powerful tool – too much use will make it ineffective – reserve it for critical incidents.

- Acknowledge position
- Assign responsibility
- Allocate task
- REPEAT



Technique – ‘Using Time’

Using Time can help you defuse pressure. It allows tempers to cool down.

When a game gets hot, don't try to keep it moving fast

Slow things down

For Example

- Take your time to record the incident



Technique – ‘Circle of Influence’

When you communicate with players you bring them into your circle of influence.

When a player is fouled and you can see the look in his eye’s

Ask him/her if s/he is alright (smile)

Tell him not to worry about the player who has fouled him/her

Tell him you are taking care of it

Technique – ‘Change the Topic’

- When players are arguing with the referee you need to change the topic. You can do this by saying:

“Tuck your shirt in”

“I want the ball here”

Walking away & NEVER look back because the eyes are like magnets



FOOTBALL
FEDERATION
VICTORIA

R eferes
T echnical
C ommittee

Assessors Meeting – Developing Uniformity

Curriculum Area No. 3 – Player Management

Opportunities to Impress



Strategy – ‘Image & Presentation’

You shouldn't judge a book by its cover but first impressions count **or** another way to look at this is ‘you only get one chance to make a good impression’

- Image and presentation are crucial on first impressions
 - The way you dress
 - The way you introduce yourself
 - Your instructions to the captains / coach, etc
 - The way you enter the field (pitch Inspection)
 - The way you present yourself, your demeanour, i.e.
 - Cool, calm, confident, positive and in control



Strategy – ‘Prior to the Kick-Off’

We know that image and presentation are crucial, not only for player but also for spectators...

- The image that the referee is in control @ the KO
- Eye contact with the AR's & 4th Official (not with the GK)
- Give the ball to the attacking team, when you are ready
- Make sure both teams in their own half
- Take the correct position & blow your whistle
- Take note of the Ceremonial Coin Toss Procedure



Strategy – ‘Whistle, Face and Arm’

- Communication is most effective when a referee uses a number of techniques
- The referee communicates through a variety of methods:
 - Voice - Body Language – Whistle – Facial Expressions
- The whistle, the face and the arm should be linked
 - Small foul = small whistle = small arm movement
 - Medium foul = medium whistle = medium arm movement
 - Big foul = big whistle = big arm movement

Sell your decision



FOOTBALL
FEDERATION
VICTORIA

Referees
Technical
Committee

Assessors Meeting – Developing Uniformity

Learning Area No. 3 – Player Management

Strategy – ‘Using Presence’

Closeness lends conviction to decisions. You are right on it!
It helps to prevent retaliation. You are restoring the balance.



Learning Area No. 4 – Situation Management

Laws of the Game

- Correct
- Consistent
- Advantage
- Elbows & Hands

Positioning

- ACB
- WWG

Player Management

- Communication
- Chains of Agreement
- Restoring the Balance
- Respect

Situation Management

- Ceremonial Coin Toss
- Wall management
- Restarts of a game

P
E
R
S
O
N
A
L
I
T
Y

= CONTROL



The Four Key Learning Areas

Wall management

- Make sure that the 10 yards is given and there is no encroachment by the defending players.
- Use the ground markings to establish the 10 yards.
- Referees should be encouraged to practice their 10 yards at the local park. Many fail to give the appropriate 10 yards at free kicks



The Four Key Learning Areas

Restarts done properly – correct position

- A consistency and strict application of the Law – **ALL** the Laws have to be applied, over all of the field, all of the game, all of the time
- Free kicks shall be taken from the place where the offence occurred – The referee should point to the spot
- Goal kicks and corners correctly taken – Check or be there
- Throw-ins taken at the correct spot – be proactive and use your whistle



Ceremonial Coin Toss Procedure

- The referee should be in control – the introductions, the coin toss, etc
- First impressions count so demonstrate effective Teamwork
- Players should know what to expect so it should be consistent and uniform (done through the referees personality)
- Refer to the Directive on the ‘Ceremonial Coin Toss Procedure’

Learning Area No. 4 – Situation Management

Laws of the Game

- Correct
- Consistent
- Advantage
- Elbows & Hands

Positioning

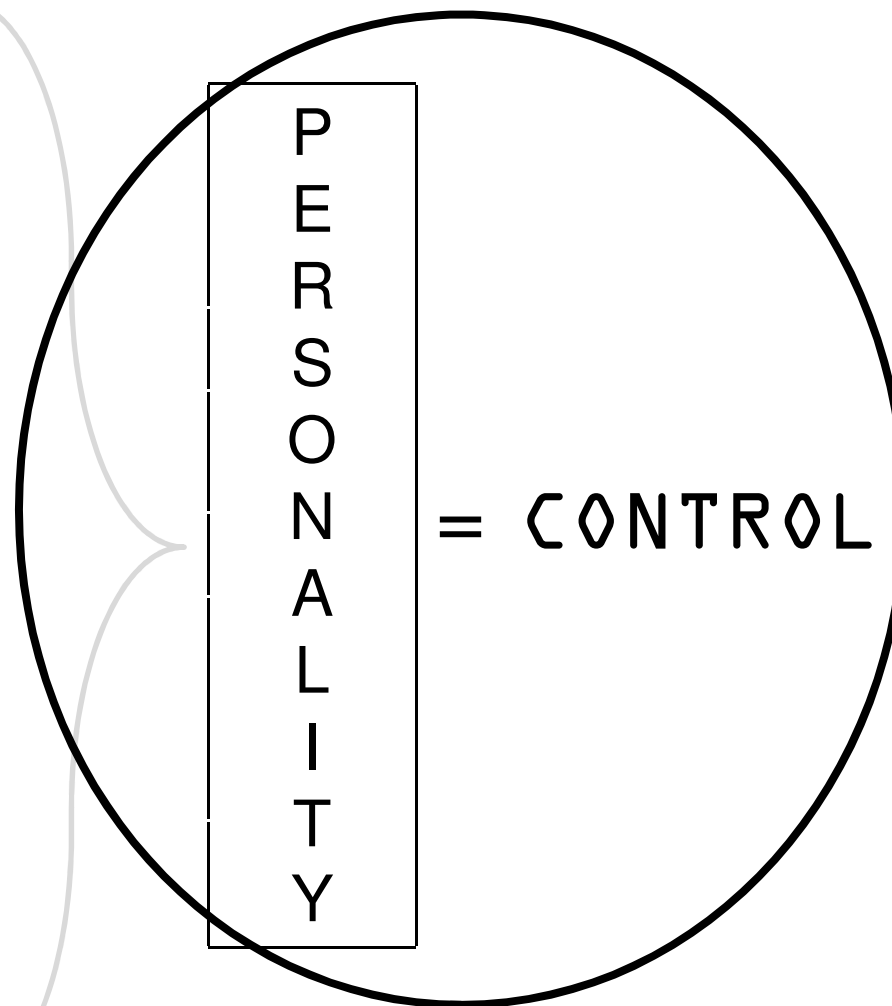
- ACB
- WWG

Player Management

- Communication
- Chains of Agreement
- Restoring the Balance
- Respect

Situation Management

- Ceremonial Coin Toss
- Wall management
- Restarts of a game





Personality

- The 4 learning areas are all influenced by the referee's **PERSONALITY**
- The referee's personality is the ability to influence players' behaviour and is used to control the players
- This control is not physical domination, but the leading of players (getting them to do what you want) to create a safe environment for players to display their skill.

The Four Key Learning Areas

Laws of the Game

- Correct
- Consistent
- Advantage
- Elbows & Hands

Positioning

- ACB
- WWG

Player Management

- Communication
- Chains of Agreement
- Restoring the Balance
- Respect

Situation Management

- Ceremonial Coin Toss
- Wall management
- Restarts of a game

P
E
R
S
O
N
A
L
I
T
Y

= CONTROL