



Welcome to this eighty first edition of **“The Referee”**, the newsletter for all NSW State League Football Referees. This newsletter will enable our branch to communicate directly with our members and will cover issues and areas of interest to all referees.

We wish to ensure that all information, educational resources and opportunities that our branch provides for referees finds its way to those who are likely to benefit most – and that’s you!




**To do for NSWSLFR members in July 2020:**

1. [Review the 2019/20 LOTG changes](#)
2. [Make yourself available for matches on Horizon WebRef](#)
3. [Attend training every week](#)
4. [Attend July General Meeting](#)

## Game Management - Flow, Foul Recognition and Game Control

The diagram at the right represents a model that can be used, at all levels, to guide officials in their approach to managing the game. There are several critical components that make the equation work thereby ensuring the referee implements the concept without negatively impacting the game.

- The Core: Safety, Entertainment, and 100% Misconduct  
At the core of the referee's management of the game are safety, entertainment value for spectators/players and 100% misconduct. Referees must find the right mix of flow, foul selection, and game control so that these 3 core factors are not negatively impacted.



- (1) *Safety*: Referees must find the right mix of game control, flow and foul selection without endangering the safety of the players. Should the safety of the players be jeopardised, the referee must reconsider his approach to game management.
  - (2) *Entertainment*: By providing flow and fewer stoppages in the match, the ball is in play longer, which increases the entertainment value of the game.
  - (3) *100% Misconduct*: Referees are presented with situations in the game that require a red or yellow card be issued. The referee cannot ignore these situations and, for the good of the game, must administer the appropriate misconduct (yellow or red card) to the player(s) in question. 100% misconduct situations are those in which the Laws of the Game mandate that a yellow or red card be issued. These are situations that are clear-cut, there is no gray area. When confronted with a 100% misconduct situation, referees are obliged to deal with the misconduct *cannot* use the "big picture" to determine whether a card should be given or not.
- The Triangle: Flow, Foul Selection/Recognition and Game Control Each point of the triangle represents an important ingredient for game management. The 3 points must work in harmony to ensure that the core is protected. In other words, foul selection and flow go hand-in-hand with game control. The more game control that is needed, the less foul selection/recognition the referee engages in. Hence, referees need to find the right balance between foul selection/recognition and allowing flow and game control.
    - (1) *Foul selection/recognition*: Refers to the referee's ability to identify the types of small/minor challenges that the players will accept. In other words, the ability of a referee to *manage the game* in a manner that maximizes the time the ball is in play by eliminating unnecessary stoppages. Referees must choose the right opportunities to take risks by not calling the borderline/minor challenges (trifling) that do not affect game control. Appropriate risks are ones that make sense given the location on the field, the type of challenge committed, the opportunity for a successful result from the application of flow, and the eventual impact on game control given the "big picture" of the match.
    - (2) *Flow*: The ability of a referee to manage the game so that the ball is in play by eliminating unnecessary stoppages. By reducing the number of fouls called by correctly differentiating the trifling challenges from the careless/reckless fouls, officials can ensure more rhythm to the game.
    - (3) *Game Control*: Represents the ability of the referee to find the right mix of foul selection and flow. Game control is directly related to the referee's management of the game and how he sets the tone for what is acceptable in the game and what is not acceptable. Presence and how the referee projects his personality on the game is a significant factor in game control. More game control is needed when the players' actions indicate they do not want to play within the spirit of the Laws of the Game.

High level of game control = more foul selection and flow

Low level of game control = less foul selection and flow

**The Circle: “Big Picture”** - The “big picture” relates to the atmosphere and/or environment surrounding the match as it is played out and the referee’s “feel” for what the game needs at a given moment. If an act by a player could be interpreted as either a foul or a possible cautionable foul or if the act could be interpreted as either a yellow or red card (the act falls within a grey area), the referee needs to consider the “big picture” surrounding the match. In the few instances when similar borderline cases arise, referees should consider asking themselves:

- (1) Does the player need the card? Consideration is given to the player’s prior behaviour (the overall conduct of the player to that point) in the game and the intent of the player’s act.
- (2) Does the game need the card? Consideration is given to the temperature of the game (the overall atmosphere of the match) to that point. The referee should quickly analyse where the game has been and where it is heading based upon player conduct to that point.

The “big picture” provides the referee with a framework for decisions but it must not be an excuse for a referee’s failing to deal with 100% misconduct situations or a referee’s inability to ensure the safety of the players.

### **Formula for Implementation**

- The referee must recall the previous action / incidents: the “big picture”
- Know the player’s skill on the ball and give the talented players more opportunity to show their skills
- Quickly calculate the probability of success of the risk on each play
- Use the “wait and see” principle
- Consider the “Warning Signs”
- “Feel” (“gut feeling”) the attacker has the opportunity to “play through” the contact
- In cases where the referee is applying the advantage clause, the advantage signal should be used to demonstrate that the game is being allowed to flow. Use of the advantage signal sends a visual message to the players/spectators that the referee saw the infraction, thereby mitigating potential negative feedback
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### **Trifling / Minor / Soft Challenges: What are They?**

1. Player’s Safety *Not* Jeopardised
2. Not careless, reckless, or using excessive force
3. Player stops playing
  - Player has not been the target for a “pattern of fouls” which has caused him to anticipate or be fearful of a possible next foul
4. Candidates for flow:
  - Upper body challenges not using arms (nonviolent)
  - Tugs and holds (simple and non-tactical)
  - Incidental-type contact

### **Warning Signs a Referee Needs Less Flow / Foul selection/recognition and More Game Control**

The following list are some of the “warning signs” or “flash points” in a game that should resonate with officials and provide direction regarding overall game/situation management:

- Foul near the team benches
- Wet field – comfort level of players to make tackles increases
- Tackles extend from 3 yards to 7 yards
- Sequence / succession / repetition of challenges in a short time span (cluster fouls)
- More body contact

- Mismatched body contact (feet versus chest, head versus knee)
- Change from containment defense to high pressure and chase
- Challenges (including 50-50) and apparent challenges on the goalkeeper
- Near the touchline and no way out for the ball or the player
- Retaliation foul after play restarts
- Player into goal to retrieve ball after a score
- The winning team protecting the ball at the corner flag to use time
- Excessive fouls on the skillful player (play maker and scorer)
- Escalation in the “severity of fouls” committed
- Frustration level of players increasing, player acceptance of decisions decreasing
- Dissent increasing
- Player feedback from both teams indicating “we don’t want flow”
- Score and time

### **Advantage: The “4 P Principle”**

When considering the application of advantage, the following principle is provided as a guideline for officials. Remember, advantage application may differ depending upon the skill level, age level, and general atmosphere of the game.

The “4 P Principle” of Advantage Application:

1. **Possession of ball:** control by team or player.
2. **Potential for attack:** ability to continue a credible and dangerous attack.
3. **Personnel:** skill of attackers, numerical advantage.
4. **Proximity to opponent’s goal:** closeness to goal.

## **2019-2020 Laws of the Game Quiz**

A thorough understanding of the Laws of the Game is an essential quality of a good referee. All referees should regularly review their Laws of the Game book to ensure they are correctly interpreting and applying them.

This monthly LOTG Quiz is highly recommended for all active referees and assessors and counts towards meeting part of the criteria for honour games consideration and annual awards. To reinforce your knowledge, you are encouraged to utilise your Laws of the Game Book to assist in answering the quiz questions. All quiz questions are based on the new 2019/2020 IFAB LOTG.

**Click Here**

*Click on the “Click Here” button to complete the highly recommended monthly LOTG Quiz to test yourself on how well you know the laws.*

**June LOTG Quiz Answers: 1 - D; 2 - B; 3 - A; 4 - D; 5 - D; 6 - D; 7 - A; 8 - B; 9 - D; 10 - C.**

## **Important Dates**

**Friday 3<sup>rd</sup> July 2020 – Online General Meeting via Zoom, starts at 7.30 pm due to COVID-19 Restrictions.**

**Friday 7<sup>th</sup> August 2020 – General Meeting at Bankstown Sports Club, 8 Greenfield Parade, Bankstown NSW 2200, starts at 7.30 pm.**

**Friday 4<sup>th</sup> September 2020 - General Meeting at Bankstown Sports Club, 8 Greenfield Parade, Bankstown NSW 2200, starts at 7.30 pm.**

***Note: All dates are subject to the current COVID-19 situation and any further restrictions that may be imposed.***

## Referee's Positioning

General positioning and movement - The best position is one from which the referee can make the correct decision. The reference in educational material to a “zone” emphasises that a recommended position is an area within which the referee is likely to be most effective.

The best position is one from which the referee can make the correct decision. All recommendations about positioning must be adjusted using specific information about the teams, the players and events in the match. The reference to a “zone” emphasises that a recommended position is an area within which the referee is likely to be most effective. The zone may be larger, smaller or differently shaped depending on the exact match circumstances. The referee needs to get an angled view (internal or external – whichever is the better option) through the point of contact. Usually going left and wider will give the best view but it is not always the most optimal. Therefore, experience comes into play in some circumstances and the referee needs to be fit.

Recommendations:

- The play should be between the referee and the lead AR
- The lead AR should be in the referee’s field of vision so the referee should usually use a wide diagonal system
- Staying towards the outside of the play makes it easier to keep play and the lead AR in the referee’s field of vision
- The referee should be close enough to see play without interfering with play
- “What needs to be seen” is not always in the vicinity of the ball. The referee should also pay attention to:
  - player confrontations off the ball
  - possible offences in the area towards which play is moving
  - offences occurring after the ball is played away

Positioning is one of those elements of your game that comes with experience and really the only way you can get better is by working games. When determining the best position, you will need to find the sweet spot for:

- Distance from play (you aren't so close that you are in the players way, yet are close enough that you can see very well what is going on)
- Location to players (you don't want to stand in the players passing lanes)
- The type of play (if there is an aerial challenge, you want to be looking from the side of the players and not the front/back)
- The direction of play (which team has offensive possession)
- The temperature of the match (if the match is more intense, you want to be closer)
- Location on the field (you typically want to keep the play between you and the lead AR (although this isn't possible when play is in the Referee's corners))
- And to be able to accomplish this you need to be more physically fit than the players. If there is a quick counter attack you have to be able to anticipate read play, take off early and to keep up with play.

Check out the following video on “Positioning and Movement” which shows some insights on being in the right place at the right time - <https://youtu.be/oAt00JCCnrQ>



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and Newsletter Editor**

