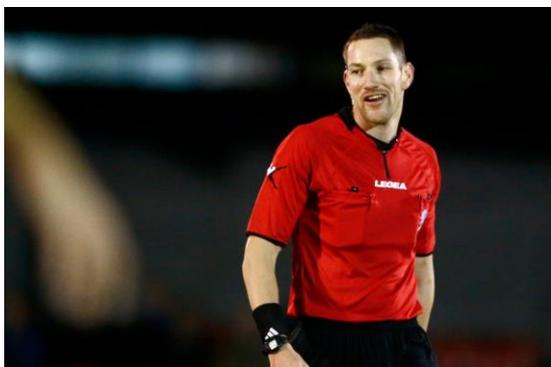




Welcome to this sixty fifth edition of **“The Referee”**, the newsletter for all NSW State League Football Referees. This newsletter will enable our branch to communicate directly with our members and will cover issues and areas of interest to all referees.

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!



LEGEA

Maintain effective distances from play that add credibility to decisions whilst avoiding being too close or constantly having to avoid the ball and players. During open play the best distance to be from play is 10-15 metres, which means enough players can be kept in view and offences are easy to detect. Too close and the ball could be passed behind you and less players can be seen and there is also the chance of getting in the way. This is not a strict rule and there will be occasions where a closer presence will help to deter foul play, such as when a defender is trying to guard the ball from an attacker as it leaves play near a corner, or when players are trying to run down time while leading at the end of a game and the opposition are trying desperately to win it back.

The Assistant Referee Needs to Get the Rhythm of the Game

Further to Alex Glasgow's topic at the 2019 Annual Seminar I feel the following synopsis of an article from Alfred Kleinaitis, FIFA International Referee from 1985 to 1990 and a retired Football Educator to US Soccer, on the match responsibilities of assistant referees which is relevant and useful to our members. "The assistant referee needs to get the rhythm of the game" was how the article began.

The referee sets the tone for what should be allowed and what will be called, but he/she also is always adjusting to the flow of the game. The assistant referees need to understand what the referee is doing before they can provide useful assistance. Assistant referees need to call the referee's game. They need to get into the referee's rhythm. At a symphony, the musicians have to adjust to the conductor's rhythm to perform as a team. They start at rehearsal, talking about things that matter. Our rehearsal is the pregame. It is our chance to talk about expectations for the match, and how the team can best help the referee. During the performance, the musicians can watch the conductor's gestures. During the match, the ARs need to watch what the referee is doing and why.

Assistant referees need to follow the referee's lead. Kleinaitis noted how that can be hard to do when focused on the offside line or on players off the ball. So, the ARs need to widen their field of vision. He suggested to "step back a metre from the touchline." From there, the ARs can see the ball, the referee and the second-last defender.

That also means that the referee's job is not just to set the bar or to communicate with the players. The referee needs to be clear in communicating to the ARs whether inaction is the result of a "wait and see," deciding that the event was not an offense, or is not a decision at all because it is something that he or she didn't see. When the referee decides to tighten or loosen the flow, the referee's task is to act so that the ARs understand when it changes. The referee will adjust the tempo, but the ARs need to know when that happens.

The referee can identify the tone during the pregame. What are the referee's expectations regarding the speed and temperature of today's match? How will the referee convey information about what should be called or ignored? Does the referee point at contact that has been seen, but judged to be trifling or a fair challenge? Will the referee use a hard stare at the ARs to indicate when they should confirm or add information about a play? How does the referee indicate that the flow of the match needs to be tightened up?

During the match, it is not enough for the ARs to be aware of what the players are doing. They need to be aware of how the referee is responding to what the players are doing. When possible, the ARs should allow the referee to set the tone by not being the first to call a foul. Moreover, the ARs need to search for clues from the referee on what he or she is allowing. Is the referee urging the players to continue? Is he or she warning players or telling them to remain "steady"? Or is the referee less verbal? Of course, the clearest clue is a verbal and visual award of advantage. When the referee uses the correct advantage mechanic, the ARs know that the referee saw it, considered it a foul, but is allowing play to continue. The referee, however, needs to communicate just as clearly other clues about the rhythm of the game to the ARs.

One important fact Alex Glasgow stated at our seminar was "to make the best possible decision you need the most amount of accurate and validated information you can access and then you need the skills to process this information and make the correct decision". Concentration is paramount for all of the game, be a 100% switched on and focussed, be in the right place at the right time to get the best possible view, know what the players and the referee are doing and know and understand what you have seen. What did you actually see not what you think you saw; the AR has to have constant judgement of fouls and always adapt to the game and be in tune with the referee's rhythm of the game. Always look like you are interested even if it is a nothing game with little going on.

One thing I used to do when officiating as an AR was to silently make a mental note each time the referee called a foul or warned/cautioned players remembering the numbers of both players involved and their shirt colour. Noting "red six against white two" helps the AR focus on what the referee is calling, and to be prepared for the next engagement between the two players.

Just when the ARs have a clear understanding of how the referee plans to call the game, things can change. A substitute's desire to prove he or she should be a starter may incite conflict. An easy game suddenly becomes a challenge and temperatures rise. Conversely, good players can adjust to how the referee has set the bar, and the referee can allow the match to become fast and entertaining. The wise referee adjusts the flow of the match to meet the changing conditions of the match.

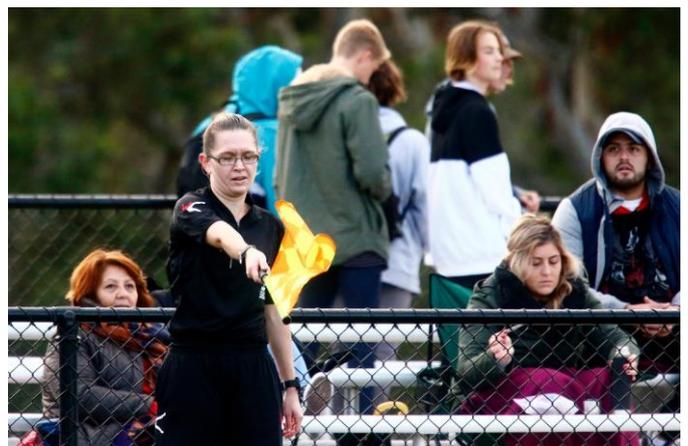
The ARs need to know when those changes happen and adjust as well. Their skill in reading players can identify when the players are (or are not) responding to the referee's rhythm. So armed, the ARs can anticipate how the referee will adjust the flow of the game. The adjustments commonly arise in the last 10 minutes of the first half, the first 10 minutes of the second half and again in the last 10 minutes of the match. During those periods, the AR must pay closer attention to any adjustments that the referee makes.

The ARs' job can be harder than the referee's, Kleinaitis explained. It is much easier to make a judgment based on your own perceptions and values than to use someone else's. However, it is the referee's judgment that matters. To assist the referee, the AR needs to provide more than just raw information, but information that is tailored to be useful to how the referee has set the tone and flow of the match. Eye contact with the referee will usually inform the AR when the referee is looking for input. Providing information that the referee doesn't want and doesn't need is insisting rather than assisting.

Sometimes the referee makes a call that the AR would not have chosen if the roles were reversed. However, any action by the AR, every flag signal, should be viewed as a recommendation, not a judgment. The challenge is to understand when the referee lacks the information to make the best decision. Observing the referee and understanding what the referee is calling (or deciding is trifling and worthy of no whistle) will help the ARs gauge when to provide those facts.

What if the referee is misapplying the Laws or rules? The entire referee team has the responsibility to prevent that from happening. If the AR is certain that the restart is incorrect — that a player has not been sent off after a second caution or the referee has misapplied the Laws or rules in another match-critical event — the AR must get the referee's attention. A private chat can identify the correct action the referee should take. However, remember even then, the ultimate judgment belongs to the referee. The officiating team loses when the AR has information on a match-critical event but does not convey it. The official's team equally loses when the ARs' actions disrupt the referee's rhythm of the game.

Modified and adapted from an article in "Referee" (www.referee.com) by Alfred Klienaikis.



2018-2019 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.

A new format has been introduced, in our Newsletter, for testing your knowledge of the LOTG. 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 current 2018/2019 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.

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

Important Dates

Sunday 3rd March 2019 - Fitness Tests at Barden Ridge Athletics Track, Recreation Drive, Barden Ridge NSW 2234. Conducted from 8.00 to 11.00 am – be there at 7.30 am for warm up and name confirmation. **Note: Fitness Test Pre-registration must be completed before the designated date as places are limited.**

Friday 5th April 2019 - General Meeting at the Bankstown Sports Club, 8 Greenfield Parade, Bankstown NSW 2200, starting at 7.30 pm

Friday 3rd May 2019 – Trivia Night at the Bankstown Sports Club, 8 Greenfield Parade, Bankstown NSW 2200, starting at 7.30 pm

Friday 7th June 2019 - General Meeting at the Bankstown Sports Club, 8 Greenfield Parade, Bankstown NSW 2200, starting at 7.30 pm

Using Time

The ability to slow down the match and consume a little time for feelings to abate is a well-established technique. By deliberately delaying a restart you provide time for tensions to dissipate and the pressure to decline. You could decide to do one or all of the following: draw a player aside, talk to the player (not debate) or spend time recording details.

Offside Offence

A player in an offside position at the moment the ball is played or touched (The first point of contact of the 'play' or 'touch' of the ball should be used) by a team-mate is only penalised on becoming involved in active play by:

- interfering with play by playing or touching a ball passed or touched by a team-mate or
 - interfering with an opponent by:
 - preventing an opponent from playing or being able to play the ball by clearly obstructing the opponent's line of vision or
 - challenging an opponent for the ball or
 - clearly attempting to play a ball which is close when this action impacts on an opponent or
 - making an obvious action which clearly impacts on the ability of an opponent to play the ball
- or
- gaining an advantage by playing the ball or interfering with an opponent when it has:
 - rebounded or been deflected off the goalpost, crossbar, match official or an opponent
 - been deliberately saved by any opponent

A player in an offside position receiving the ball from an opponent who deliberately plays the ball (except from a deliberate save by any opponent) is not considered to have gained an advantage.

A 'save' is when a player stops, or attempts to stop, a ball which is going into or very close to the goal with any part of the body except the hands/arms (unless the goalkeeper within the penalty area).

In situations where:

- a player moving from, or standing in, an offside position is in the way of an opponent and interferes with the movement of the opponent towards the ball this is an offside offence if it impacts on the ability of the opponent to play or challenge for the ball; if the player moves into the way of an opponent and impedes the opponent's progress (e.g. blocks the opponent) the offence should be penalised under Law 12.
- a player in an offside position is moving towards the ball with the intention of playing the ball and is fouled before playing or attempting to play the ball, or challenging an opponent for the ball, the foul is penalised as it has occurred before the offside offence
- an offence is committed against a player in an offside position who is already playing or attempting to play the ball, or challenging an opponent for the ball, the offside offence is penalised as it has occurred before the foul challenge.

There is no offence if a player receives the ball directly from a goal kick, throw-in and a corner kick. Check out the following video clip on "Offside Decisions" for a better understanding of Law 11

<https://youtu.be/NT5Y6uUXblU>



Showing Concern

Speaking to the players who have been fouled can be smart refereeing. All you have to do is to say something like "Don't worry I will look after the problem." Similarly, when a player who has left the field to have an injury treated returns to play, the skilled referee will ask with a genuine and concerned smile "Are you okay?" Players generally do appreciate a sincere enquiry – it says the referee is interested and supportive.



Richard Baker - NSWFLR TSC Member and Newsletter Editor

