

Referee Pre-Match Instructions & Assistant Referee Guidelines

Preparation starts when appointment is received

- Contact from/with home club
- Confirmation of kick off time and venue
- Get emergency, Match Day, contact number
- Make contact with colleagues

Match Day

- Check kit BEFORE leaving home
- Allow plenty of time to travel
- Dress appropriately
- Behave Professionally at all times (From arrival to departure)

Arrival at Venue

- Respect surroundings (Dressing rooms, FOP, Officials etc) – don't wash boots in the sink or showers!
- Make contact with club official
- Meet colleagues
- Locate dressing rooms (officials and players)
- FOP/Goal Nets/Pitch Surroundings inspection *****Pre-Match Instructions*****

Officials Dressing Room

- Receipt of team sheets
- Confirm Captains name/number
- Confirm no colour clash (including goalkeepers)
- Confirm number of substitutes
- Know your competition rules (how many subs/duration of play/extra time)
- Senior/Junior Assistant (in case of Referee injury)
- Get changed
- Warm-Up
- Preparation – Final Check (watches, whistle, coin, flags, ball etc)
- Ring the bell

Players Dressing Rooms

- REMEMBER - All Players are "Bell Deaf" !!
- Assistants – One to Home and one to Away team
- Knock on door – DO NOT ENTER
- Boot/Kit/Jewellery inspection
- Count number of players as you check kit
- Goalkeeper Colours as per team sheet?

Lead players onto FOP

RESPECT Team Line-Ups

Split, Check Nets

Witness Toss

Take up position with Left Backs

GKs and Corner

- Refs Signals/Assistants Flag
- Positioning/Monitoring
- Eye contact
- Credibility

Throw Ins

- Refs Signals/Assistants Flag
- Position on FOP of Throw
- Area of Responsibility
- Feet/Arms
- Eye contact
- Credibility

Offsides

- Take your time
- Raise flag Straight up and hold until seen (OR missed by Ref)
- Lower flag to indicate position of infringement (OR drop completely)
- Beware of team tactics (player deliberately offside but not interfering)
- Assistants position during play – 2nd last defender
- Credibility

Fouls and Misconduct

- Judge temperature of game and Referees involvement
- Blind side offences
- Take your time
- Flag in correct hand
- Keep moving
- Advantage?
- Eye contact
- Credibility

Penalty?

- Note Refs position
- Note Refs body language
- Blind side, deliberate handball
- Eye contact
- Credibility
- Goal linejudge/goal scored/keeper moving
- Credibility

Substitutions

- Ref involved or not?
- Player(s) ready?
- Half-way line
- Boot/Kit/Jewellery inspection (Metal hair slides)

Mass Confrontation

- Don't know **IF** it will happen
- Don't know **WHERE** it will happen
- Don't know **HOW/WHY** it happened
- Don't know how many players involved
- **MUST** know who started it
- **MUST** know who inflamed it
- **MUST** keep eyes open
- **MUST** get different position to colleagues
- **MUST** re-start correctly in law
- Teamwork + Positioning = Credibility

Benches/Technical Area

- Number standing
- Behaviour of occupants
- Tolerance level
- Get Referee involved?

Match Record

- Time-keeping, time added on etc.
- Senior Assistant – Bench side throughout ?
- Senior records same as Ref except goals scored
- Junior records goals only, unless brings something to Refs attention requiring action (i.e. Red/Yellow Card or off field incident – abuse or misconduct by officials, spectators or substitutes)

REFEREE – Be confident in all decisions. You will make mistakes and get things wrong but remember – In your own mind, every decision is the right decision if you can justify it to yourself.

If you get it wrong – move on to the next decision. You have about 400 – 500 to make in every game!!

ASSISTANT REFEREE – Look at the title - Assist, **DO NOT INSIST**. Work as a team.

Enter FOP, Nets, Toss, Left Back, Goal kicks and Corners, Throw-ins, Offsides, Fouls, Penalty?, Subs, Mass con, Benches, Tolerance level, Match record.
Eye Contact – Credibility – Enjoy. See you at Half-Time/Full-Time.

Enter FOP, Nets, Toss, Left Back, Goal kicks and Corners, Throw-ins, Offsides, Fouls, Penalty?, Subs, Mass con, Benches, Tolerance level, Match record.
Eye Contact – Credibility – Enjoy. See you at Half-Time/Full-Time.

Enter FOP, Nets, Toss, Left Back, Goal kicks and Corners, Throw-ins, Offsides, Fouls, Penalty?, Subs, Mass con, Benches, Tolerance level, Match record.
Eye Contact – Credibility – Enjoy. See you at Half-Time/Full-Time.

Enter FOP, Nets, Toss, Left Back, Goal kicks and Corners, Throw-ins, Offsides, Fouls, Penalty?, Subs, Mass con, Benches, Tolerance level, Match record.
Eye Contact – Credibility – Enjoy. See you at Half-Time/Full-Time.

Enter FOP, Nets, Toss, Left Back, Goal kicks and Corners, Throw-ins, Offsides, Fouls, Penalty?, Subs, Mass con, Benches, Tolerance level, Match record.
Eye Contact – Credibility – Enjoy. See you at Half-Time/Full-Time.

Enter FOP, Nets, Toss, Left Back, Goal kicks and Corners, Throw-ins, Offsides, Fouls, Penalty?, Subs, Mass con, Benches, Tolerance level, Match record.
Eye Contact – Credibility – Enjoy. See you at Half-Time/Full-Time.

Enter FOP, Nets, Toss, Left Back, Goal kicks and Corners, Throw-ins, Offsides, Fouls, Penalty?, Subs, Mass con, Benches, Tolerance level, Match record.
Eye Contact – Credibility – Enjoy. See you at Half-Time/Full-Time.

Enter FOP, Nets, Toss, Left Back, Goal kicks and Corners, Throw-ins, Offsides, Fouls, Penalty?, Subs, Mass con, Benches, Tolerance level, Match record.
Eye Contact – Credibility – Enjoy. See you at Half-Time/Full-Time.

Enter FOP, Nets, Toss, Left Back, Goal kicks and Corners, Throw-ins, Offsides, Fouls, Penalty?, Subs, Mass con, Benches, Tolerance level, Match record.
Eye Contact – Credibility – Enjoy. See you at Half-Time/Full-Time.

Enter FOP, Nets, Toss, Left Back, Goal kicks and Corners, Throw-ins, Offsides, Fouls, Penalty?, Subs, Mass con, Benches, Tolerance level, Match record.
Eye Contact – Credibility – Enjoy. See you at Half-Time/Full-Time.

Enter FOP, Nets, Toss, Left Back, Goal kicks and Corners, Throw-ins, Offsides, Fouls, Penalty?, Subs, Mass con, Benches, Tolerance level, Match record.
Eye Contact – Credibility – Enjoy. See you at Half-Time/Full-Time.