



U.S. SOCCER FEDERATION

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# Assistant Referee Involvement



## Assistant Referee Involvement

### Keys to defining “**Involvement:**”

- Pregame discussion
- Empowerment
  - Defining when the AR has an **obligation** to be involved
  - **Obligation** to the referee and to the game
- Supportive
  - The *team* must adopt a “**get-it-right**” **attitude**



# Assistant Referee Involvement

## Ten Scenarios

### When Assistant Referee Involvement is Required:

1. Game critical decisions
2. Off-the-ball incidents
3. Eye contact by the referee
4. Referee is out of position and too far from play
5. AR has better angle
6. Mass confrontation
7. Management style of the referee
8. Temperature of the match
9. Goal line decisions
10. The whole picture not seen



# Assistant Referee Involvement

## When Assistant Referee Involvement is Required

### 1. Game Critical Decisions

AR 100% certain regardless of referee position/attitude

- Decision “game/referee requires” vs. simple foul in midfield – like a penalty kick
- Misconduct - Yellow/Red Card
- Foul inside/outside penalty area
- Goal / No goal decision
- Team gains “unfair advantage” if not dealt with
- “Trigger” event



# Assistant Referee Involvement

## When Assistant Referee Involvement is Required

### 2. Off-the-Ball Incidents

- Behind the referee's back vs. right in front of referee

### 3. Eye Contact By The Referee

- “What happened” look vs. referee signals “play on” or the “nothing there” look



## Assistant Referee Involvement

### When Assistant Referee Involvement is Required

#### 4. Referee Out of Position or Far From Play

- Closer to AR, greater likelihood for involvement
- Proximity to play
- Counter-attacks
- Poor positioning on a free kick

#### 5. Referee's Angle of Vision

- Referee does not have clear view of the action
- Poor angle
- Interposed player(s)



# Assistant Referee Involvement

## When Assistant Referee Involvement is Required

### 6. Mass Confrontation

- Participation in “Triangle of Control”
- Provide misconduct information

### 7. Management Style of the Referee

- Adjust involvement accordingly
  - Strict vs. *liaise faire*



# Assistant Referee Involvement

## When Assistant Referee Involvement is Required

### 8. Temperature of the Match

- Read/feel the game
- Increased involvement in difficult games to aid game control





# Assistant Referee Involvement

## When Assistant Referee Involvement is Required

### 9. Goal Line Decisions

- On the goal line for:
  - Ball in/out
  - Goal/No goal
  - Goal kick vs. corner kick
- Initial indication when in AR's "quadrant"
- Assistance/confirmation when in referee's "quadrant"

AR's *must* sprint and follow *all* balls to the goal line and maintain position with the second-to-last defender



# Assistant Referee Involvement

## When Assistant Referee Involvement is Required

### 10. The Whole Picture Not Seen

- Referee may not have seen the entire incident or total impact/severity of the action
- Information about actions which preceded the violation



# Assistant Referee Involvement

## Over-Involvement by the Assistant Referee

AR's should refrain from:

- “Taking over the game”
- Over exuberant in flagging calls that interfere with the referee’s performance and game flow/risk taking management

Over-involvement does not extend to participation in the decisions that the AR is 100% certain and that impact the overall outcome of the game



# Assistant Referee Involvement

## Over-Involvement by the Assistant Referee

### *Examples*

1. Fouls Called Not Consistent with the Referee
2. Over-Extending Beyond the AR's "Area of Control"
3. 50/50 Call
4. Flag Because It Is Near Me Syndrome



# Assistant Referee Involvement

## Over-Involvement by the Assistant Referee

### *Examples*

## 1. Fouls Called Not Consistent with the Referee

- Not reading the game like the referee
- Violation the referee would have:
  - Considered doubtful/trifling
  - Applied advantage
- Follow the game management style outlined by the referee in the pregame and watch as that style is implemented
- Neither the game nor the referee needs the call



# Assistant Referee Involvement

## Over-Involvement by the Assistant Referee

*Examples*

### 2. Over-Extending Beyond the AR's "Area of Control"

- As AR's distance to the event increases, AR involvement generally should decrease (except 100% sure and game critical)



# Assistant Referee Involvement

## Involvement Summation

*“If I raise the flag, do I interfere with the referee **and** if I don’t raise the flag, do I fail the game?”*

Assistant Referee Over Involvement



# Assistant Referee Involvement

## Involvement Summation

### Questions for Involvement

- Does the referee have a clear view of the incident?
- Did I clearly see the infraction?





# Assistant Referee Involvement

## Involvement Summation

Overall, AR's are empowered to participate in the game if *non-involvement* means you:

- Fail the Game
- Fail the Referee
- Impact the outcome of the game

In many instances, AR's should consider using the "wait and see" approach and refrain from quick flags. AR's should temper involvement until the game or the referee needs you.



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