



NISOA

Soccer Officiating Field Mechanics

Dual System of Control

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Soccer Officiating Field Mechanics of the Dual System of Control

This manual has been prepared with the intent of providing the Referees with guidelines pertaining to the field positioning and mechanics within the dual system of control. The text and diagrams outlined within this document are representative of the work and practice of many officials throughout the years, and should be used as a reference for techniques for all Officials.

In all the sections of this manual, (unless otherwise noted) the proper signal used by the Referees to stop the match for any reason shall be the sounding of the whistle. The use of shaded areas of coverage in the diagrams are intended to provide a basis for referee jurisdiction and are not intended to place limits on each referee's ability or obligation to call fouls. Each referee must recognize fouls outside the suggested areas and enforce the appropriate penalty.

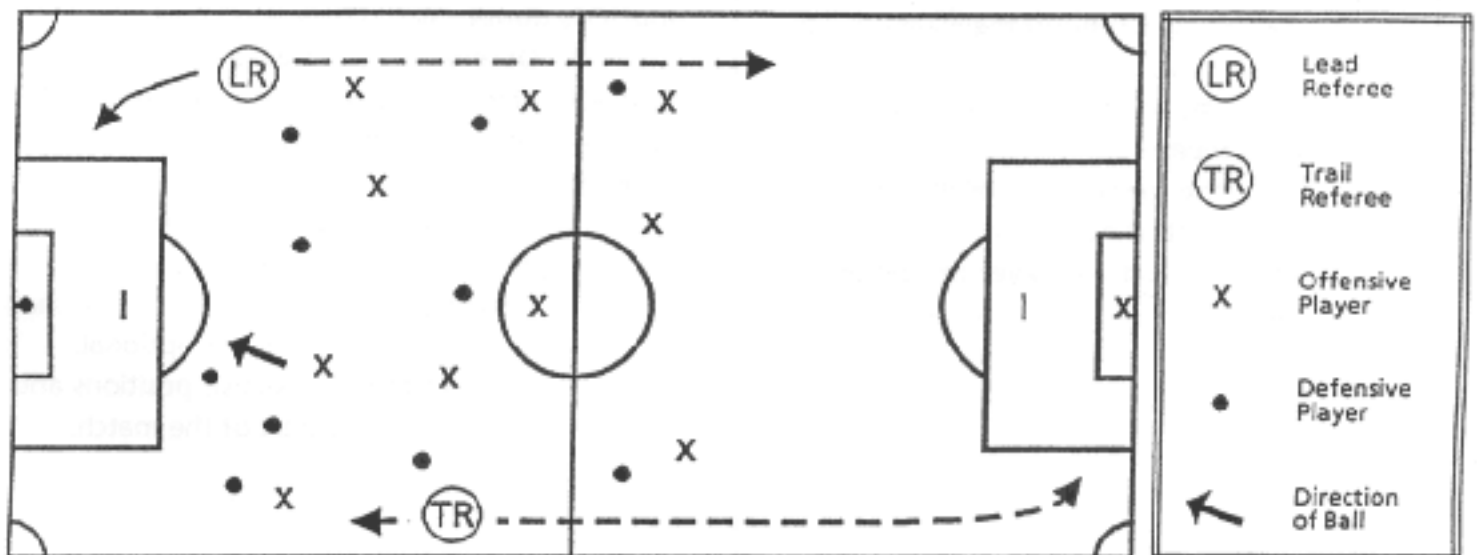
The Dual System of Control employs two Referees who function with equal jurisdiction in the match. The team of officials must function with consistency in application of the rules. In all facets of match control, this consistency must be strived for and made evident to all. Supporting the decisions of your partner provides the basis of a cohesive, coordinated effort on the part of the

team of officials. To do otherwise serves to divide the team of officials, invites dissent, and compromises match control.

"Lead" and "Trail" are terms used to describe the alternating roles of the Referees (Diagram 1). Both Referees will function as Lead or Trail dependent upon the team in possession and the direction of their attack. The Lead Referee "Leads" the play on attacks to his/her right. By staying ahead of the ball and even with the second last defender, (perpendicular to the touchline) The Lead Referee signals first on goals occurring on his/her right hand goalline. When possession changes, the responsibilities change to that of Trail Referee.

The Trail Referee "Trails" the play on attacks to his/her left. By staying behind the play and "boxing in" the players as they move toward the Lead Referee's end of the field, the Trail Referee views and controls the action around and off the ball. When possession changes, the responsibilities change to that of Lead Referee. The Trail Referee must maintain awareness of both 2nd to last defender and most forward attacker to ensure a smooth transition to Lead Referee's duties on possession changes.

DIAGRAM #1



I. Pre-Game Responsibilities

This is your opportunity to discuss mechanics with your partner. It is recommended that 30 minutes be allowed for this type of conference. Discuss mechanics prior to the start of the match. This will prevent some of the problems the team of officials may encounter during the match. A good pregame can help eliminate confusion as to individual and shared responsibilities. It gives both referees a chance to discuss their philosophies and make many of the adjustments needed for a consistently officiated game.

A. Pre-Game Duties

Both Officials arrive at the field, allowing enough time in advance of the scheduled match time to complete the following duties:

1. Inspect the field as a team. Check the playing surface and adjoining areas for accuracy of markings and safety.
2. Check the nets and goals for structural integrity and positioning. Report any irregularities to the home team administrator.
3. Greet the coaches. Be brief but cordial with your discussion. Inform them of when you will conduct the meeting with the captains.
4. Give instructions to the Scorer and Timekeeper.
5. Check the game balls. Make pressure adjustments if needed.
6. Check to see that player equipment is legal.

7. Conduct the pregame Captains' meeting. Include the following points of emphasis:
 - a. Mandatory statement concerning fouls on the goalkeepers.
 - b. Discuss selected items covered in NCAA rule 4.
 - c. Toss the coin, record the results, and dismiss the captains.

B. Both Referees

1. Meet to clarify their Lead and Trail responsibilities for the start of the match.
 - a. Each Referee is responsible for a touchline and a goalline in an "L" shaped configuration.
 - b. Specific responsibilities as Lead and Trail Official are discussed at this time.
 - c. Potential problems in coverage and cooperative solutions are agreed upon.

C. Halftime Duties

1. Alert teams of halftime interval.
2. Referees meet to discuss events of the first half and possible adjustments to be made.

D. Post game Duties

1. Return game balls.
2. Observe behavior of teams.
3. Check game notes for consistency.
4. Leave the field together (as a team).

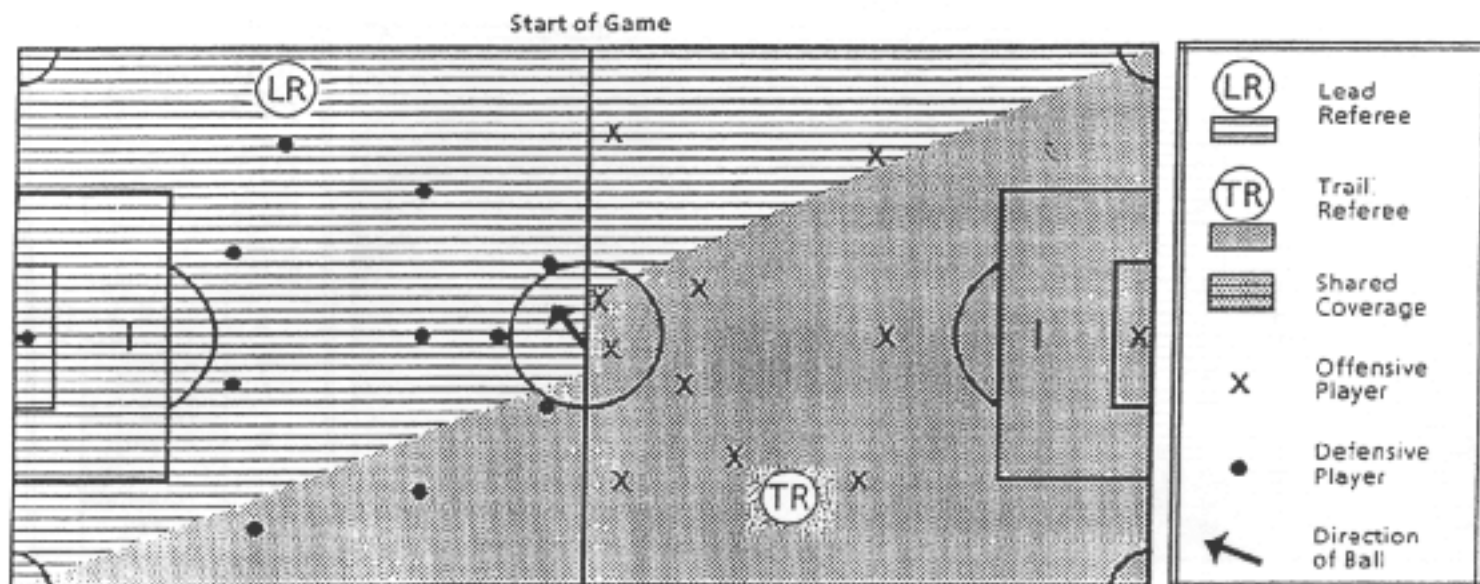
E. Prior to the Start of the Match

1. Referees takes up position for the start of the match. A gesture to each of the goalkeepers, (letting them know that play is about to begin) is optional.
2. Move to their respective positions and prepare for the start of the match.

START OF THE GAME

Proper Positioning for the Start of the Game

DIAGRAM 2



II. Start of the Match (Diagram 2)

A. Lead Referee

Take up a position just off the touchline on the side the field opposite that of the Trail Referee and adjusting the positioning as follows:

1. Even with second last defender (in relation to the goalline). Possible Offside call early!
2. Count the players in your half of the field.
3. Establish eye contact with Trail Referee for start of the match.
4. Give the "Ready" signal for the start of the match to the Trail Official.

B. Trail Referee

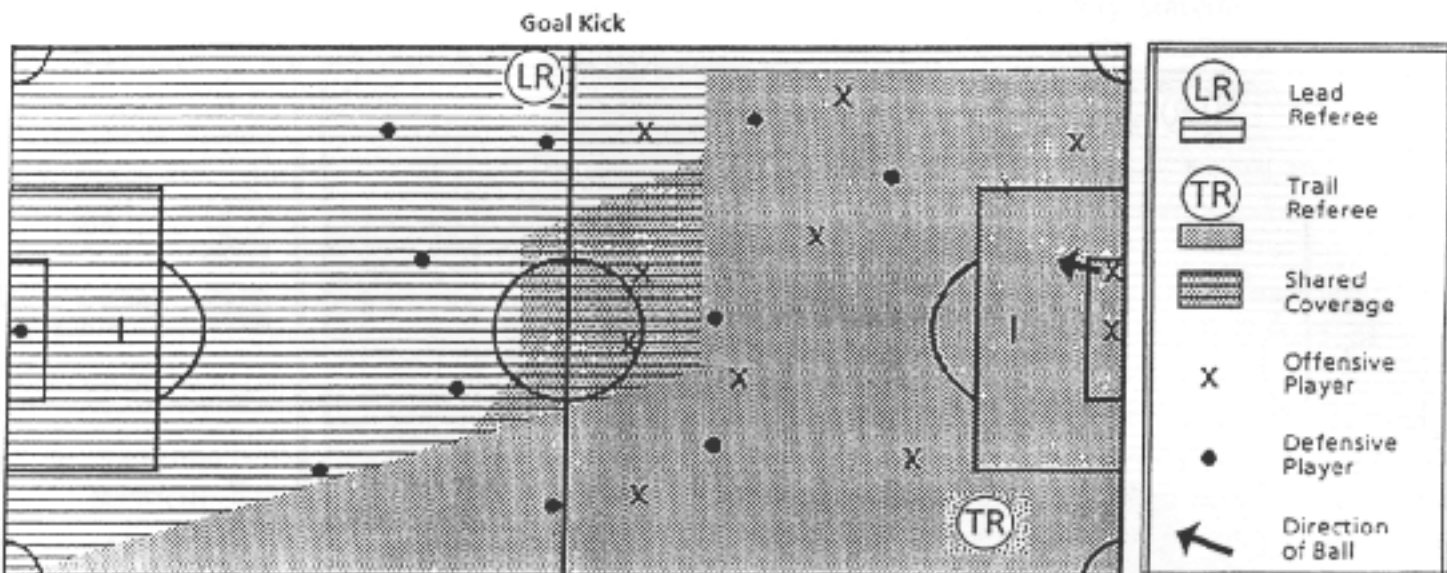
Takes up a position that is near the halfway line that affords a clear view of the ball prior to the kickoff. Positioning should be near the touchline. From this position the Trail Referee can observe the following:

1. Player position (in their own half of field).
2. Player position (for possible encroachment).
3. Kickoff (taken properly).
4. Count the players in your half of the field.
5. Check the clock (set to 45 minutes).
6. Establish eye contact with the Lead Referee. (Check for "Ready" signal prior to the start).
7. Give the signal to start the match. Blow whistle.

THE GOAL KICK

Proper Positioning for Goal Kick

DIAGRAM 3



III. Goal Kick (Diagram 3)

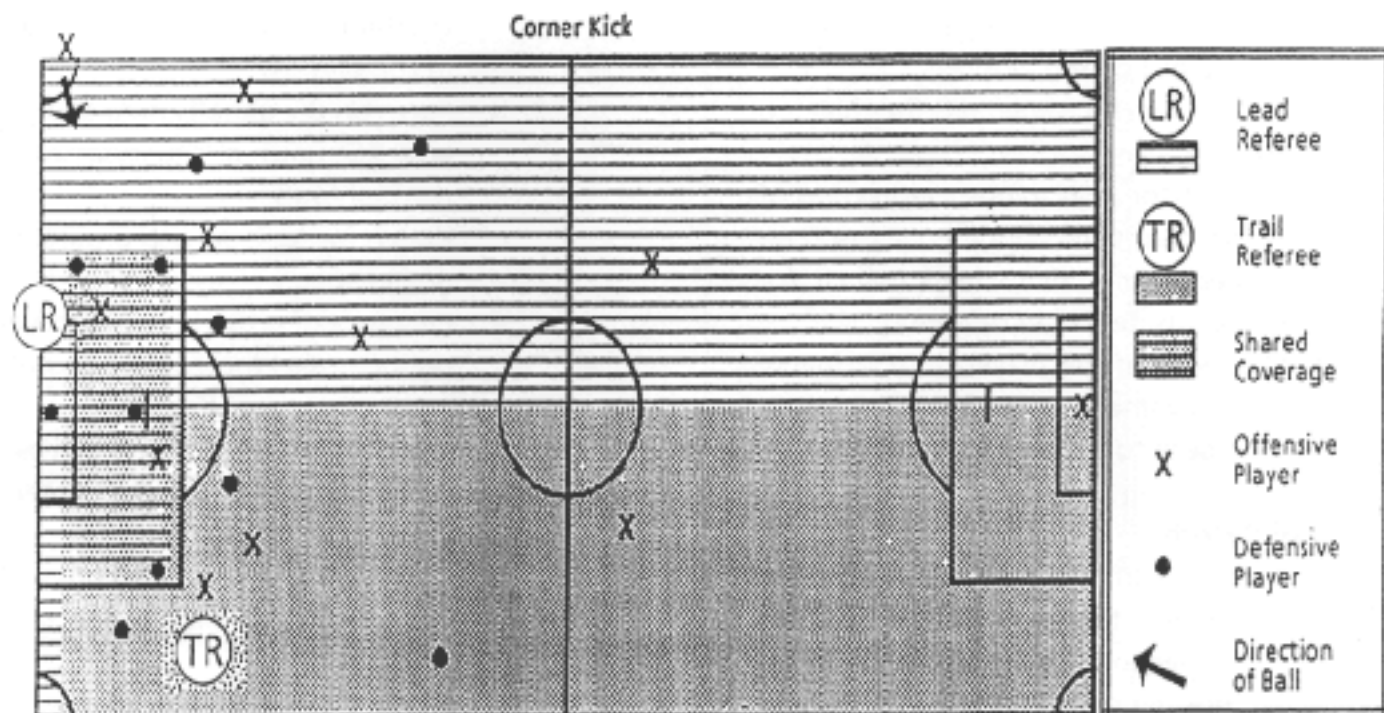
A. Both Referees

1. To award Goal Kick
 - a. Signal by extending the arm with palm open toward the goal.
 - b. Moves to a position near the goal area line to see that the ball is placed properly.
 - c. Visually check for the possibility of substitutes.
 - d. After proper placement, assume the responsibilities as Trail Referee. Move to a position even with the penalty area line. (perpendicular to the touchline and wide). This position affords the best view for rulings concerning the ball leaving the area on the kick.
2. At the taking of the Goal Kick (Restart)
 - a. Establish eye contact with your partner to determine possible infringement after restarting.
 - b. Visual responsibility of the penalty area lines is shared (ball must clear the penalty area).
 - c. Be positioned to see "between" players contesting for a head ball. Avoid being "straightlined" or screened.
 - d. Watch for offensive players entering the area prior to the ball becoming "live".
 - e. After the kick, both Referees focus on the point at which the kick may descend.

THE CORNER KICK

Proper Positioning for the Corner Kick

DIAGRAM 4



IV. Corner Kick (Diagram 4)

A. Lead Referee

1. To indicate corner kick
 - a. Establish eye contact with your partner if uncertain. Delay signal, and get help (indication from partner).
 - b. Indicate a corner kick by extending the arm with open palm extended toward the corner flag nearest to where the ball left the field.
 - c. Visually check for the possibility of substitutes.
 - d. Signal for delayed restart due to substitution — if needed (arm extended overhead with open palm).
 - e. Signal to partner (drop arm to side), indicating that substitution is completed and players are in position for the restart.
2. Responsibilities at the taking of the corner kick
 - a. Take up a position even with the 6 yard line and off the field, one that affords you a good view of player movement in front of the goal.
 - b. After checking placement of the ball, establish eye contact with partner.
 - c. Prior to restarting, be aware of possible encroachment on the kick (near side kicks only).
 - d. Verbalize any preventative officiating techniques to players prior to the restart.

- e. Insure that kick has entered the field of play, then quickly turn your focus to player movement in the penalty area.
- 3. Responsibilities after the kick
 - a. Switch to Trail Referee duties if ball is played out by the defense.
 - b. Watch for fouls behind the ball on counter attack.
 - c. Be alert for any change in direction of attack that will change your responsibilities from trail to lead (watch for quick offside if lead referee).
 - d. Stay wide of the players as you follow the movement of play. Do not turn your back to the action as you run.

B. Trail Referee

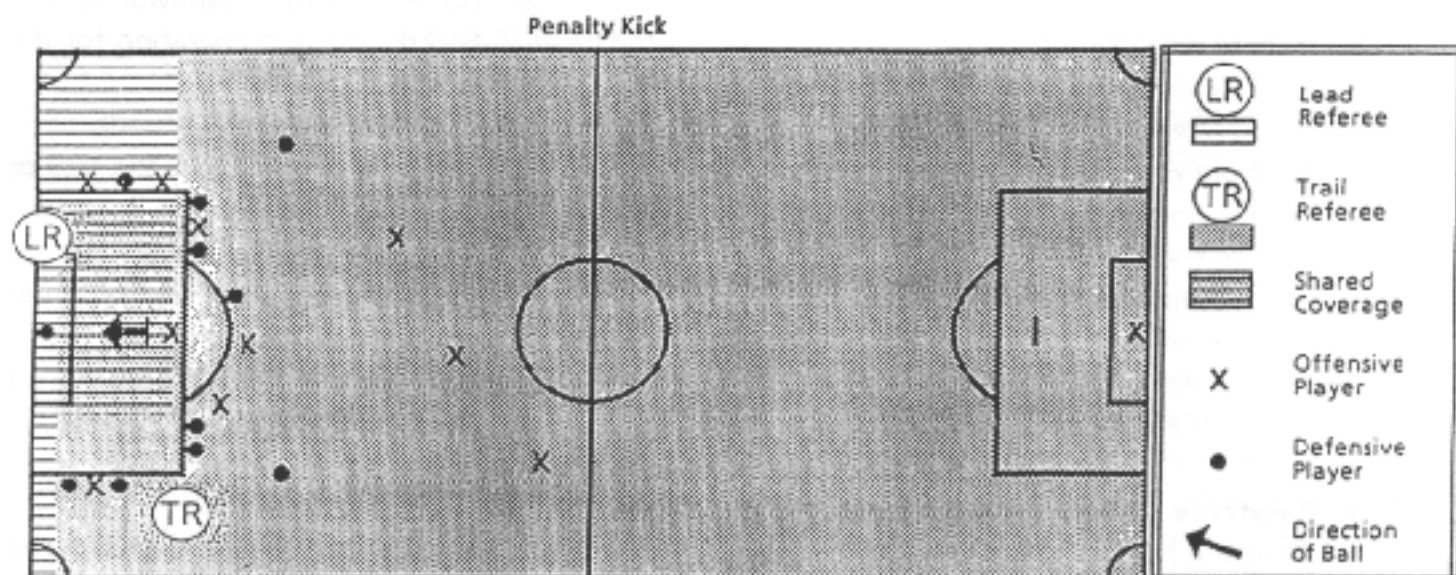
- 1. Assistance in indicating the corner kick
 - a. Signals the Lead Referee on any deflection the Lead Referee did not see on the farthest half of the Lead Referee's goalline.
 - b. Establish eye contact with partner and give indication for corner or goal kick (point).
 - c. Visually check for possibility of substitution.
 - d. Signal for delayed restart for substitution- if needed (arm extended overhead with open palm).
 - e. Re-establish eye contact with partner, and indicate (drop arm to side) when the substitution is completed (players are positioned for restart).

- 2. Responsibilities at the taking of the corner kick
 - a. Take up a position near the top of the penalty area and in from the touchline as much as possible (box in the players).
 - b. Focus on the penalty area and goal area for unusual situations or off the ball fouls.
 - c. Watch for fouls on and around the goalkeeper.
 - d. Be aware of possible encroachment on the restart (near side kicks only).
- 3. Responsibilities after the kick
 - a. Switch to Lead Referee duties if ball is played out by the defense (counter attack).
 - b. Move with play as it develops without turning your back to the action as you run.
 - c. Be alert for any change in direction of attack that will change your responsibilities from lead to trail (watch for quick offside if lead referee).
 - d. Stay wide of the players and pick-up the second last defender as play moves toward the halfway line. Anticipate a possible offside call.

THE PENALTY KICK

Proper Positioning for the Penalty Kick

DIAGRAM 5



V. Penalty Kick (Diagram 5)

A. Lead Referee

1. To award Penalty Kick
 - a. Give the signal.
 - b. Clearly point with arm extended and palm open to the penalty spot.
 - c. Moves to a position on the goalline and in line with the 6 yard line extended, wide enough to view as much of the ensuing play as possible.
 - d. Give adequate time for players to clear the penalty area. Deal with any dissent by taking appropriate measures.
2. Prior to the kick
 - a. Identify the player who will be taking the kick.
 - b. Make sure ball and goalkeeper are properly positioned.
 - c. After the goalkeeper is instructed to "set" him/herself on the goalline, give the signal for the penalty kick to begin.

- d. Establish eye contact with Trail Referee to provide any assistance and to ensure all preconditions are met.
 - e. Watch for possible goalkeeper movement off of the goalline prior to the kick.
 - f. Give signal for the kick to commence.
3. After the kick is taken - (made)
 - a. Focus on the ball passing over the goalline and entering the goal.
 - b. Establish eye contact with the Trail Referee to check on any possible violation.
 - c. Signal for a good goal.
 - d. Observe player movement as you take up a position for the kickoff.
 - d. Visually check for possible substitution.
4. After kick is taken - (missed)
 - a. If the ball leaves the field, establish eye contact with the Trail Referee before giving signal on the type of restart.

- b. Continue to officiate in the Lead or Trail role.
 - c. Visually check for possible substitution.
5. If there is a violation
- a. Establish eye contact with the Trail Referee.
 - b. Hold your position while signalling
 - c. Resume position for the appropriate restart.
 - 1. Approach the Lead Referee and confer.
 - 2. Decide together on the appropriate restart.

B. Trail Referee

- 1. To award penalty kick
 - a. Give signal.
 - b. Clearly point with arm extended and palm open to the penalty spot.
 - c. Give adequate time for players to clear the penalty area. Deal with any dissent by taking appropriate measures.
- 2. Prior to the kick
 - a. Identify the player who will be taking the kick.
 - b. Move to a position in line with the top corner of the penalty area. Be prepared to rule on any player encroachment into the penalty area prior to the kick.
 - c. Visually check that players are properly positioned outside the penalty area and along the line that intersects the penalty area line and the goal line.
 - d. Establish eye contact with Lead Referee to provide any needed assistance and to ensure that all preconditions are met.

- 3. After kick is taken - (made)
 - 1. Establish eye contact with the Lead Referee.
 - 2. Focus on player behavior as you backpeddle in preparation for the kickoff.
- 4. After the kick is taken - (missed)
 - a. Continue to officiate in the Trail or Lead role.
 - b. Keep play in view as you pick up the second last defender (if counter attack)
 - c. Look for a possible offside call on any succeeding play.

- 5. If there is a violation
 - a. Establish eye contact with the Lead Referee.
 - b. Hold your position while signalling
 - 1. Approach the Lead Referee and confer.
 - 2. Decide together on the appropriate restart.
 - c. Move to position for the appropriate restart.

C. Both Referees

View the entire field while being alert for:

- 1. Off the ball fouls prior, during and after the kick.
- 2. Potential acts of misconduct after a goal is scored.
- 3. Any unusual situations resulting from rebounds off of the goalkeeper, crossbar, or goalpost.

VI. Offside

A. Lead Referee

1. To award Offside
 - a. Stop body movement in line with the point of the violation.
 - b. Signal by extending the arm straight overhead with the palm open (the same as for any indirect free kick).
 - c. Indicate proper position of the ball for the restart (far, middle, or near side of the field).
2. Prior to the restart
 - a. Insure proper ball placement for the kick.
 - b. Establish eye contact with your partner. Lead and Trail roles are exchanged.
 - c. Restart proceeds without further signal.
 - d. Extended arm is lowered when the kick contacts another player or goes directly into touch.

VII. Substitutions

- A. Timekeeper gives the signal and the following steps are taken:
 1. Referee closest to the team side touch-line signals to beckon player(s) onto the field players enter and exit at halfway line.
 2. Allow entry of substituting player(s) in accordance with your pre-game conference with your partner.
- B. **Both Referees**
 1. Signal that the restart will be delayed (arm overhead with palm open).

2. At the appropriate time, beckon the substitute onto the field with a small wave of the hand.

Be aware of the following:

1. Players entering must reach their position prior to the restart of play.
2. Have the timekeeper stop time (give signal) **ONLY** if there is unnecessary or excessive delay and/or a resulting unfair advantage gained.

C. Lead Referee

1. Lower your arm to signal that the substitution is completed after you have observed the following:
 - a. The Trail Referee has lowered his/her arm and establishes eye contact with your partner as a ready signal for the restart.
 - b. Substitutes are in place on the field and ready for the restart.

D. Trail Referee

1. The substitution is completed after you have observed the following:
 - a. Establish eye contact with your partner as a signal that the appropriate number of players have both entered and exited the field.
 - b. Lower your arm when the substitutes are in place on the field and ready for the restart.

VIII. Fouls

A. Both Referees

Signal with arm extended and palm open showing the direction of the free kick.

1. For Direct free kick,(DFK) continue to indicate with extended arm.

- For an Indirect free kick,(IFK) drop arm that first indicates direction, and then raise arm extended straight overhead to indicate the indirect free kick restart.

Note: Arm remains overhead until the ball is played by any other player other than the kicker.

B. Advantage

- In most cases, on plays that move toward the Lead Referee, the Trail Referee should allow a second before signalling for a foul. This will allow the Lead Referee to make a determination as to whether or not the advantage clause should be invoked.
- This should be a concern of the Trail Referee in the offensive half of the Lead Referee. This item needs to be covered in the pre-game conference between you and your partner.

- Although each referee is not restricted to calling fouls in their own half of the field, calling fouls from a greater distance than that of your partner (if both referees have an unobstructed view) can cause problems for the crew.

IX. Throw-in (Diagram 6)

A. Both Referees

When awarding a Throw-In (on your respective touchline)

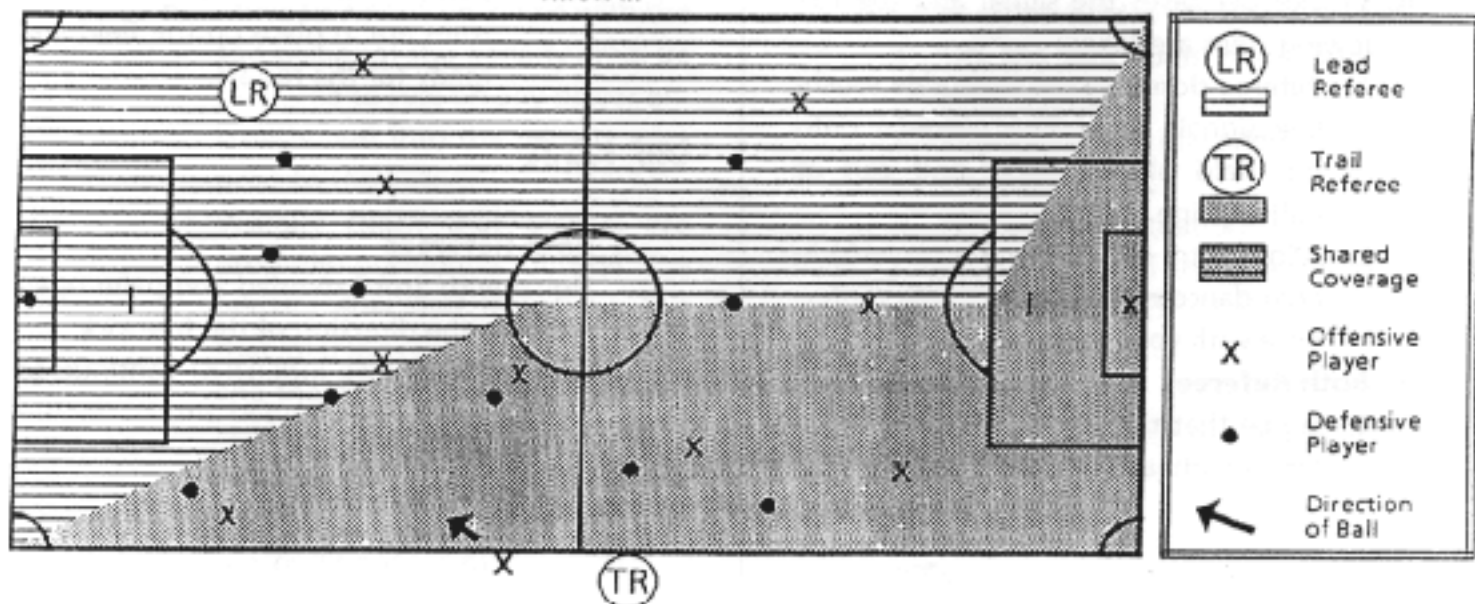
- Stop your movement behind the point at which the throw shall be taken.
- Signal by pointing (arm fully extended with open palm) in the direction that the throw shall be taken and at a 45 degree angle above parallel.
- NEVER bring your arm across your body.

THE THROW-IN

Proper Positioning for the Throw-In

DIAGRAM 6

Throw In



4. Signal to stop the game in the following situation:
 - a. The need to inform players and coaches of the decision where confusion exists (wrong team wishes to take the throw).
 - b. If this is the case, establish eye contact with your partner if assistance is needed in deciding direction of throw.
- B. At the taking of the Throw-In
 1. Indicate direction (if needed) with open palm and arm extended at a 45 degree angle upward in the direction of the throw.
 2. Indicate spot (if needed) with open palm and arm extended toward the spot at which the throw shall be taken.
 3. Remain a sufficient distance behind the thrower in order to take in his/her entire body.
 4. Rule on arm or foot faults resulting from an improper throw.

X. Ball Enters Goal

- A. **Both Referees**
 1. To Award Goal
 - a. Signal for the restart (arm extended with palm open and pointing toward the center circle).
 - b. Establish eye contact with your partner in the event there is doubt on the legality of the goal.
 - c. Remain in position around the goal area to observe potential misconduct.
 2. To Deny Goal
 - a. Signal repeatedly until player movement stops.

- b. Wave fully extended arms at waist level in a crossing pattern, (with open pronated palms).
 - c. Establish eye contact with your partner and restart appropriately.

XI. Misconduct

A. **Both Referees**

Signal stops the game and signals the timekeeper to stop the clock in the following manner. Both arms are fully extended in a vertical position. Both palms are open and crossed one over the other. Do the following:

1. Visually locate the offending player(s).
2. Move to a spot on the field that is away from the body of players.
3. Ask the offending player(s) to approach you.
4. After you have positioned yourself so that the offending player's back is toward the scorekeeper's table, do the following:
 - a. Inform the player of the offense.
 - b. Record the offense.
 - c. Display the appropriate card(s).
5. Restart the match at the appropriate spot and time, with the proper kick.

XII. Set Plays

A. **Lead Referee**

1. Verbally insure that players retire to 10 yards prior to the kick as you locate the second last defender.
2. Maintain a position that is even with the second last defender in anticipation of a quick restart or set play restart.
3. If a set play restart- establish eye contact with Trail Referee prior to the second whistle.

B. Trail Referee

1. If in the offensive half of the field, slightly hesitate in moving to the spot of the foul. By doing so, you can see if the offensive team wants a quick restart or desires a set play from the kick given.
2. If a set play, move in quickly to do the following:
 - a. Properly spot the ball.
 - b. Insure that the defense retires to 10 yards.
 - c. Move to a wide position that will not interfere with the restart and watch for encroachment.
 - d. Establish eye contact with the Lead Referee to insure his readiness and signal for the restart to commence.

XIII. End of a Period

A. Both Referees

1. Signal by crossing the arms extended vertically with open palms.
2. Points (with arm fully extended and open palm) to the center circle.
3. Collect the game ball.
4. Join your partner to oversee the post game activities of both teams from either:
 - a. The center circle.
 - b. A place determined in your pre-game with your partner.

B. Both Referees

- Leave the field as a team, keeping the following in mind:
1. Do not discuss the calls or events of the game with anyone.
 2. Keep players and team officials under observation.
 3. Maintain your composure and professional demeanor.