Fall 2016 Arena Soccer Officials Training

Tuesday, September 27, 2016
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What We Will Cover
- Referee Principles
- Game Element Reviews
- Pre-Game Responsibilities
- During Game
- Positioning/Movement
- Areas of Coverage
- Foot/Quaary Control
- Mechanics
- Advantage
- Laws of Empress
What We Will Cover

- Officiating Principles
- Game Elements Review
- Pre-Game Responsibilities
- During Game
  - Positioning/Movement
  - Areas of Coverage
  - Fouls/Game Control
  - Mechanics
  - Advantage
- Points of Emphasis
Overarching Themes

- Campus Recreation Mission
- Customer Service
- Work Ethic/Life After UCI

Mission Statement of UCI Campus Rec: Campus Recreation serves as a vital and integral part of university life by offering diverse sports, recreational and fitness activities, and distinctive facilities and equipment that are fun, vigorous, healthy, and conducive to enhancing personal wellness. Campus Recreation supports the UC mission by seeking to create a climate that motivates individuals to embrace a healthy life-style, which can enhance their academic success, build friendships and social skills, develop leadership qualities, and cultivate a sense of community and Anteater pride.

You never know what someone will take away from his/her experience.
4 Tenets of Officiating

- Stay in your primary (zone of coverage).
- Call the obvious.
- Officiate the defense.
- Don't guess.

Professionalism/Behaving Like a Referee

- This is your job, and it ain't easy. Own it.
- Know the situation when wearing different "hats."
- Refereeing is NOT like playing.
- Focus is imperative.
- You MUST know the rules and continue to expose yourself to the game.
Pre-Game Responsibilities

- Show up AT LEAST 15 MINUTES EARLY, ready to work (physically and mentally) and dressed appropriately
- Assist supervisor with all court/net setup
- Check all player IDs individually and check-off those who are present with an ID
- Hold pre-game meeting with partner official
  - Discuss foul-calling, important rules, level of play, etc.
  - Important to set the tone for the night and get on the same page
Pre-Game Responsibilities Cont'd

- Captains Meeting
  - Take control
  - Emphasize good sportsmanship and vital game rules
    - Switching sides at half, Illegal Contact, 2.5 average for playoffs, etc.
- Substitutions and Illegal Substitutions
- Jewelry/Player Equipment reminder
  - NO JEWELRY ALLOWED
  - Shirt color must be same for all teammates except the goalie
- Rock-Paper-Scissors: determines who gets ball/chooses side; team who does not start with ball in 1st half will start with possession in the 2nd half
Positioning

- Two-person System of Control
  - Diagonal system
  - Movement
  - Getting to the goal line
  - Equal authority; do not default to "more experienced"
  - Maintain mental focus
  - Communicate with one another

- On a Penalty Kick:
  - Lead is placed on goal line, 6-8 feet from the goal
  - Trail is placed on the mid-line, controls all other players
Movement During Play

- Don’t be “stuck to the wall,” but also, don’t get caught too far in the middle

- As the Trail Official, be sure to watch off-ball contact
  - Controlling rough play

- Work hard to create the best angle

- All referees must have the “Head Referee” mentality

- Game control comes with experience, but anyone can hustle on every play - your effort does not go unnoticed
Customer Service Exercise

• We will break off into groups of 2-4 people
• You will be given scenarios to react to
• Do not be afraid to be vulgar and/or offensive
• We will discuss results and thoughts

Scenario #1 - You feel you have been getting fouled the entire game with no call, then get called for a foul out of retaliation.

Scenario #2 - You are given a Yellow Card for a hard push in the back, but this foul has not been called the entire game even though people have been pushing in the back.

Scenario #3 - Your name doesn't appear on the team roster for your first playoff game, but you have checked in for every regular season game.

Scenario #4 - In a tie game, an apparent goal is disallowed for your team because "the ball never crossed the line." The closest official was out of position on the play.
Goalkeeper Rules

- The goalkeeper may roll the ball out of the box and become a field player, but may not handle the ball outside the box.
  - If the keeper leaves the box, he/she forfeits the protections and rules offered as the goalkeeper. He/she becomes a normal field player.
  - In this case, no player can “fill-in” as the goalkeeper by entering the penalty box.
- The goalkeeper has six seconds to release the ball into play once handled.
  - Goalkeeper possession is defined as having one finger on the ball.
- The goalkeeper may not be charged into or obstructed.
- The goalkeeper may not handle the ball outside the penalty area.
  - He/she may bring ball into goalkeeper box and pick it up if played with foot first.
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Goalkeeper Rules - Clearance Kicks/Throws

- When the ball is handled or possessed by the goalkeeper, he/she has two options:
  - *Throw it*
  - *Kick it (via a drop kick)*

- The throw/kick must be made from the penalty area and CANNOT pass the mid-line unless it is touched by a member of either team
  - *If it passes the mid-line, the result is a Direct Free Kick at the spot it crossed for the non-offending team*
  - *If rolled outside of box, a kick can cross the mid-line*
Free Kicks

- ALL penalties and infractions will only be penalized by a Direct Free Kick
  - Direct Free Kicks can score a goal

- All opposing players must be at least 4 yards away from the ball when a free kick is made
  - Controlling the player “Wall”
  - No Direct Free Kick may be taken from closer than 4 yards from the opposing team’s goal line. All fouls within 4 yards of the goal line shall be walked off in a line that does not create a better angle or advantage for the team taking the Direct Free Kick.

- The player making the kick shall not play the ball again until it has been touched by another player (double touch, restart is free kick for other team)
Direct Free Kicks

- Kicking an Opponent
- Tripping an Opponent
- Jumping at an Opponent
- Charging into an Opponent
  - Especially contact that forces a player to place both hands on the wall/fence
- Striking or Spitting on an Opponent
- Holding an Opponent
- Pushing an Opponent
- Slide Tackling** an Opponent
- Handling - important to consider intent
  - A hand ball that occurs to directly stop a goal attempt will be penalized with a
    Red Card, the offending player will be ejected, and a penalty kick administered
    against the offending team
- Playing in a dangerous manner (ex. high kick)
- Intentionally obstructing an opponent when not playing the ball – using the wall
- Charging into the goalkeeper
- Illegal Goal Clearance as Goalkeeper
- Throwing it over mid-line
- Touching the ball with his/her hands after the ball is returned to him/her without
  touching an opponent
  - (Result: Direct free kick outside the penalty area at the point nearest to the spot
    where the goalkeeper controlled the ball with his/her hands)
- Indulging in time-wasting tactics
- Illegal Substitution
Penalty Kick

- When a team commits a foul within the penalty area, a penalty kick shall be taken from the penalty spot.
- The opposing goalkeeper shall stand on the goal line in-between the goal posts until the ball has been kicked.
  - Goalie may not move forward until the ball has been touched, but may move side-to-side.
- All other players will remain behind the mid-line until the ball has been kicked.
- The ball is in play once it has been touched.
  - Any foul by the offense results in a Direct Free Kick for the defense, and a made goal will be nullified.
  - Any foul by the defense results in a re-kick for the offense, unless a goal has been scored.
a goal has been
Foul Recognition

What constitutes a foul?

- A foul is an unfair act by a player, deemed by the referee to contravene the game's laws, that interferes with the active play of the game. In Arena Soccer, fouls are punished by the award of a direct free kick or penalty kick to the opposing team.

- Contact with an opponent before contact with the ball is NOT allowed unless the referee feels the contact was inadvertent when both were playing for the ball.

- Does not have to be egregious contact for a foul to occur.

- The same standards of careless, reckless, or use of excessive force are applied as in outdoor soccer.

- Contact initiated against the wall/fence will not be tolerated

- Law 12 Explained – Fouls
Advantage Concept

• Advantage is where the referee believes a foul has been committed, but the player that was fouled has an attacking opportunity.

• Give 2-3 seconds to see if an attacking play develops/continues.

• If you see that nothing develops within the 2-3 seconds, blow whistle and bring play back to the spot of the foul.

• Make sure players know advantage is in effect by utilizing advantage signal.

• Advantage Explained
Mechanics and Signals

- Three tools when officiating soccer:
  - LOUD WHISTLE
  - LOUD VOICE
  - CRISP MECHANICS

**Whistle**
- Your whistle should be blown every time one of the following occurs:
  - Foul/Infringement/Violation
  - Kickoff/Goal Scored
  - To Prevent a Restart/Stop Play (tweets)
  - Halftime
  - End of Game

**Voice**
- Must communicate with your partner official
- Must be able to talk to players, especially when they demonstrate dissent
- Clear with your verbalization - "Play On"

**Mechanics**
- Crisp and away from body
- Utilized at all times
- Examples:
  - Direct Kick
  - Goal Throw/Clearance (as a restart)
  - Goal Scored
  - Penalty Kick
  - Advantage
Using the Wall/Fence

- Players must only use hands on the wall to slow down momentum.
- A player may not use a hand on the wall to gain an advantage.
- A player may not use two hands on the wall to shield an opposing defender from the ball.
- It is illegal for a defender to charge into an offensive player with such force that the offensive player must put both hands on the wall.
  - At all costs, always protect the player against the fence.
- Restart will be direct free kick for opposing team.
Yellow Card

- A player shall be given a Yellow Card when he/she:
  - Commits a substitution violation
  - Persistently infringes the rules of the game
  - Commits a slide tackle
  - Argues the decision of the officials (dissent)
  - Offensively gestures towards official or opposing team
  - Behaves in an unsportsmanlike manner
  - Engages in excessive rough play after being warned by an official
  - Intentionally kicking the ball to delay the game or out of play (time wasting tactic)
- Yellow Card offenses result in a Direct Free Kick for the opposing team from the spot of the infringement (not where the ball was when the foul occurred).
- We cannot be afraid to talk to players about why they have received the card.
Red Card (Ejection)

- A player shall be given a Red Card for the following offenses:
  - Serious foul play or violent conduct with intent to injure
  - “Last-man” Rule
  - Persistent use of foul/abusive language
  - A second yellow card offense
  - Handles the ball to prevent a goal

- Red Card offenses result in a Direct Free Kick for the opposing team at the spot if the infringement, except when committed within the penalty box, in which case the result is a penalty kick

- The team receiving the Red Card shall play down a player for the remainder of the game
Penalty Shootout

- All regular season games will go straight to a penalty shootout
  - The referee chooses a goal where all kicks will take place
  - Rock-paper-scissors will determine which team will kick first
  - Five kicks will be taken by each team using any five players, alternating order with the opposing team
  - In CoRec, the person shooting must alternate gender.

- No player shall kick twice until all other players on the team have kicked (including bench players)

- If after 5 kicks by each team there is still a tie, each team will kick once until the tie is broken

- The order of kickers will remain unchanged
  - CoRec: In the case of more kickers of one gender, the gender with fewer kickers will continue the same order, even if the opposite gender has people who have not yet kicked. Remember—always alternate kicks between genders.

- Any eligible player may change places with his/her goalkeeper after any attempt has ended
"Golden Goal" Overtime

- For all **playoff games** that are tied at the end of regulation
  - All normal game rules apply

- In case of a tie, a 5-minute “Golden Goal,” sudden death overtime period will be played, where the first team to score a goal wins the game

- The choice of ends and the kickoff will be decided by a coin toss

- If the game remains tied at the end of the 5-minute overtime period, the game will be decided by a penalty shoot-out
Points of Emphasis

- Displacement/Contact
  - Remind the participants—this is NOT high school/collegiate soccer, and IM rules are different in regards to contact.
  - Be aware of people using contact to gain an advantage, especially on the fence.
  - If a person uses their hands away from their body to contact an opponent, or contacts an opponent without first contacting the ball, this is a foul.

- Drop Ball/Injury Protocol
  - Will stop play for an injury - if severe, can stop the game clock
  - Resume play with a drop ball - ball typically will be returned to team suffering the injury

- Restarting Play After a Foul Has Occurred
  - Must determine when team can take kick quickly, or when a longer stoppage is necessary to organize players, wall, etc.

- Control the Player Wall (on a Free Kick)
  - Be assertive, MAKE players move back (whistle)

- Consistency
  - All officials must call the game the same each night
  - It gives players similar expectations of officials
  - Be fair to the next crew

- Proactive Officiating
  - Be PROACTIVE, not reactive

- Sportsmanship Ratings
  - Done after each game (1-4) - take these seriously
  - Notate/document anything that stood out, good or bad (cards, ejections, etc.)

Continual Rules Study
Upcoming Training Dates:
Thursday, September 29 – 7:00-10:00pm (Roller Hockey Rink) for On-Court Stations
Tuesday, October 4 – 7:00-10:00pm (Roller Hockey Rink) for Scrimmages
Games start Monday, October 11 – keep your availability up-to-date!
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