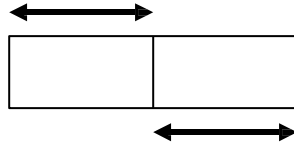




Nine Things a S: YS Volunteer Assistant Referee Needs to Know

1. Why do the Assistant Referees stand?

- ARs stand on opposite sides of the field and each one covers one half of the length of the field. Arrows mark each AR's responsibility.



- ARs stay in line with the second to the last defender or the ball, whichever is closer to the goal line (end line).

2. When is the ball out of play?

- When the entire ball crosses the touch line (side line) or goal line (end line). If any part of the ball is touching one of the boundaries, it is still in play. This is true whether the ball is on the ground or in the air. You have to use your best judgment regarding balls in the air.

3. What happens when the ball goes out of play?

- If the ball crosses the touch line (side line), the opponents of the team who last touched the ball get a THROW IN.
- If the ball crosses the goal line (end line) and the last team to touch the ball was the attacking team it is a GOAL KICK. This means defending team will get to kick the ball from anywhere in the goal area (if marked, the goal area is a box about six yards from the goal line; if not marked, referee decides).
- If the ball crosses the goal line and the last team to touch the ball was the defending team, it is a CORNER KICK. This means that the attacking team will get to kick the ball from the corner nearest to where the ball went out.

4. What do you do when the ball goes out of play?

- THROW IN – if the ball went out on your side and in your half, hold your flag up at a 45° angle above your shoulder line and pointing in the direction that you believe the throw in should go. If you are unsure whose ball it is, just hold your flag straight up and the referee will decide. If the ball went out on your side of the field but not on your half of the field, hold the flag straight up to indicate that the ball went out. The referee will decide who gets the throw in.
- GOAL KICK – if the ball went over the goal line that you cover and the last player to touch the ball was an attacker, hold your flag parallel to the ground and point directly onto the field (at the goal area).
- CORNER KICK – if the ball went over the goal line that you cover and the last player to touch the ball was a defender, hold your flag at a 45° angle to the field and point toward the corner nearest to you. You point to this corner even if the corner kick should be taken from the far corner.

5. How do you indicate if the ball went in the goal?

- A goal only occurs if the ball entirely crosses the goal line between the goal posts and under the cross bar. Only the referee may make the call. You can indicate that you believe it is a goal by jogging up the sideline toward the center line. If you think it is not a goal, stay at your position on the sideline and look at the referee (make eye contact).

6. How do you help with substitutions?

- Substitutions only occur when play is stopped (and not in all situations – the referee will decide).
- Substitutions for U8 teams occur at approximately the 6 and 13 minute marks, and for U9-U11 teams at approximately the 8 and 16 minute marks of each half. We suggest that ARs help the referee, keep track of game time and signal to the referee when play is stopped and it is time for substitutions.
- If teams are U12 or older, substitutions occur at each team's own throw in, at either team's goal kick or after a goal. If a coach requests a substitution, you should raise your flag when play is stopped to help get the referee's attention.
- The AR signal for substitutions is to raise your flag by putting your arms up in a touchdown motion (both arms straight up) with one hand on each side of the flag.

7. How do you help with game management?

- ARs can be very helpful to the referee in general game management.
 - Check the field before the start of the game to see that the goals are secure and that there are not any dangerous field conditions. If possible, fill in or mark holes in the field.
 - Make sure that parents and spectators are watching whenever possible from the opposite side of the field from the teams (or outside the fence if required). No spectators should be behind the goal lines.
 - Ask the parents to stand back three feet from the touch line.
- At all times we expect ARs to be supportive of the referee and to monitor and control your own team's coach and spectator behavior, especially when the referee is a youth.

8. The Referee has the final authority on all game related issues and the referee's decision is final.

- This is true even if you believe the referee is not following the Laws of the Game. If you believe the referee has made a substantial error, fill out a referee report (your coach has forms) or ask the coach to note the issue in his/her game report. Do not confront the referee on the field.

9. Assistant Referees should be silent during the game.

- ARs may not coach or direct the players in any way.
- Never yell at the referee to get their attention. Make eye contact with the referee so that he or she can give you subtle signals. Talk to the referee before the game to make sure you both know what your responsibilities are. At half time, talk to the referee if you are confused.