

The www.CorshamRef.org.uk Newsletter No 58: May 2008

1st May 2008 International newsletter covering Football (Soccer) Refereeing matters.

Welcome, with an International perspective.

Welcome to the 58th edition of The Corsham Referee monthly International Football/Soccer Referees' newsletter.

Greetings to everyone.

There are over 1,000 referees of all levels from all over the world that subscribe to this newsletter. Your comments and contributions are always welcome.

Keep up the good Refereeing work wherever you are in the world; and my best wishes go to all of you.
Editor Julian Carosi.

TWO-FOOTED TACKLES: *a reminder.*

Premier League statement (First published 27 Dec 2007)

The Premier League has issued a statement regarding the issue of two-footed challenges.

A PGMO spokesman said:

"The issue of two-footed challenges was discussed at the regular pre-season meetings the PGMO hold with managers and players. They were reminded of the key point surrounding the use of excessive force in a tackle.

"A player who jumps into a tackle two-footed is not in control of himself and therefore if he makes contact with the player, ball and player, or if the referee determines there to be excessive malice in the challenge, he will be dismissed.

"There has been no 'clampdown' on the tackle or new directive issued - referees are simply applying the law as it has always stood."

<http://www.premierleague.com/>

Conundrum Question:

What enters the field of play at the start and leaves at the end?

- Is usually bigger at the beginning than at the end - but sometimes it remains the same size.
- Its colour is standard, but it can be any colour.
- It can rarely be seen - yet occasionally is there to see.
- It is not an essential part of the game - yet without it there may be some difficulty.
- At half time (and after the game has finished), although it has disappeared, it may also still be there.
- In some games it is easy to locate, yet in others it cannot be located.
- In some Premiership games, it makes no appearance at all.

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"SET PIECES' 10-Minute Refereeing

More 'set-piece' advice by Julian Carosi.

In the previous newsletters, I reiterated how a game of football/soccer consists of many - what can best be described as 'set-pieces', or jigsaw puzzle pieces that add up to form the whole 90 minutes. Each 'set-piece', if successfully managed, will result in the Referee maintaining control. One of the first aims of every Referee should be to use 'best-practice' techniques when managing 'set-pieces'. Once the standard 'set-piece' techniques have been mastered, the players' confidence in the Referee will rise, and they will more readily accept those awkward (non-set-piece) match-changing decisions, which seem to crop up in nearly every game. Subsequently, the Referee will feel more confident, in the knowledge that at least he has a structured way to deal with the majority of situations in a game of football.

In the article below, we add to the previous ideas on how to manage set-piece throw-ins, how to issue cards, how to manage goal kicks, how to build a positive image, how to establish a rapport with players by gaining their trust via the TRUST triangle, how to deal with simulation, how to manage a penalty kick, how to approach the kick-off at the beginning of each game, by offering you a process on how to manage the first 10 minutes of each game.

These ideas are not prescriptive; rather, they will hopefully give you some new things to think about, and encourage you towards adopting a consistent approach by dovetailing them into your own style of refereeing.

10-Minute Refereeing

John Tudor, an experienced 1970's goal-scoring forward of Newcastle United, Coventry and Sheffield United once said, that:

'Players need most of all to know what to expect from Referees. Players go into a match with three things on their minds: 1 - to weigh up the opposition; 2 - decide what to do about them; 3 - test out the Referee.'

Colin Waldron, the Burnley captain of the same era, also said:

'Most players do try early on to push along and try their hand to see if the Referee is lenient. They look, in other words, for the Referee to set his own standard, and to guide the players.'

A Referee's own standard and capability can be ascertained inside the first 10 minutes of a game. This is where a Referee either establishes himself or not. The first 10 minutes provides every Referee with an opportunity to cement his control on the players. Don't let the players set the standards – set them high yourself. And set them quickly.

Referees adjust the way that they control the game, in response to the way that the match is being played by the participants. As the players 'heat up' during periods of the game, the Referee will need to amend or 'fine tune' the way he officiates accordingly.

This is not being inconsistent, but merely changing the level of control in tandem with and in response to the players' reactions.

There are many levels of control that a Referee uses when managing a game of football. They range from strict adherence and application of the Laws as they are written (let's call this level 10), to a very relaxed and more lenient approach that allows for a maximum interpretation of the Laws to be applied by the Referee (let's call this level 1).

Level 10 is used when the temperature of the game is at it's very highest, i.e. when tempers are being lost, the foul-count and severity is at boiling point, and the team manager has lost all self-control in the technical area.

Level 1 is used when the players actually want to play a game of football in a sporting manner. The foul-count is very low; the challenges are made to win the ball fairly, rather than to break an opponent's leg etc...

In every fully contested game, an astute Referee will probably use the full control range from levels 10 to 1. In short, to be successful as a Referee, you need to be able to *read the game* and understand the ambience, which is better known as 'The Spirit of the Game'. A good Referee is able to read the game, and adjust his management of the game accordingly, so that he always retains control of the players.

To manage a game in a flexible and efficient way, a Referee will need to constantly vary his degree of involvement, based on the fluctuating temperature of the game, and the allowance of leniency he shows to players. As an analogy, consider riding a frisky horse. To gain initial control of the horse, a rider will concentrate on using his riding skills to constantly pull in the reins when the horse misbehaves itself in any small way. Once the horse has 'got the message', the rider can release his grip on the reins thus allowing both the horse and the rider to relax. If later on, the horse starts to misbehave, the rider can pull in the reins again for a short period until the horse is back under the control of the rider. Using this method allows the rider to demonstrate to the horse what he can, and what he cannot get away with! It is much the same with refereeing players in a game of football. The Referee is the rider and the player is the horse. The rider controls the horse. The horse does not control the ride! The Referee can allow players some leeway, but not too much.

There will be periods in most games when teams are in their most heightened state of battle (for example, following a flash point i.e. a sending-off), when the Referee will need to be authoritative. This can be achieved by applying strict Law to control (or regain control of) the game; for example: (a) Allow no advantage and stop play for every foul. (b) Work much harder at identifying and being near the confrontation areas. (c) Warn players in a more open and public way. (d) Discipline players in strict accordance of the Laws. (e) Deal swiftly with acts of dissent. etc...We will cover these in more detail later.

Conversely, during less confrontational periods, the Referee can relax his control by being more lenient (such as applying greater use of the advantage clause, and being more openly friendly towards the players), thus increasing the flow and enjoyment of the game for all.

A study at Cardiff University in Wales, revealed that there are important 10-minute periods in each game of football, that nearly always require stricter policing by the Referee. For example, the first 10 minutes of a game; the five minute period immediately before and immediately after half time, and the last ten minutes of the game. It was found that a large proportion of problems occurred within these periods. In addition to this, further variable ten-minute periods (for example, following an incident trouble flash-point or the scoring of an important goal) were also identified as periods where confrontation and trouble abounded.

In general, Referees already adjust the level of control they use in a game, but this is normally done in a random unconscious manner. The 'Ten Minute Refereeing' method is a more structured and conscious way to gain initial control of a game when it matters, and to adjust the level of control following 'flash-point' incidents. This allows the Referee to maximise his capability by focusing his (fitness and mental) resources into gaining proper control of the game in those periods identified as being more troublesome than others. And then relaxing to rebuild his resources during the quieter periods of the game.

The '10-Minute-Refereeing' management control method, involves all the match officials, and not just the Referee.

When a Referee is officiating with Assistant Referees, there are two signals that the Referee can use to let his Assistants know when he intends to start (or finish) a 'Ten Minute Refereeing' period.

'Ten Minute Refereeing' Starts: An arm down-stretched with the hand clenched into a fist tells the Assistant Referee that the Referee intends to take stricter control of the game during the next ten minutes. During this tighter controlled ten-minute period, the Assistant Referees will also be expected to follow the Referee's example by strictly applying the 'Letter of the Law' when making decisions whilst patrolling the touchline.

'10- Minute Refereeing' Stops: An arm down-stretched with the fingers outstretched tells the Assistant Referee that the Referee has reached the end of his 'Ten Minute Refereeing' tight control period, and will be officiating in a more relaxed and tolerant way. It is important that all the match officials follow the lead of the Referee. It is no good if the Referee is tightening down on control in a game, if one of the Assistant Referees is doing the opposite. An astute Assistant Referee, is one who is able to understand how the Referee is officiating the game, and is then able to adjust his own performance so that it matches the style of the Referee.

There will be times, when 10 minutes of tight control is just not enough time to establish or to regain control, and the Referee will need to extend the period. In fact, in some games, the 10 minutes can become 90 minutes! If this is the case, then the Referee will need to give his Assistant Referees the clenched fist signal from time to time. But in general, a full 10 minutes is usually sufficient to get players to calm down.

10- Minute Refereeing should also be used during the first part of the second half. When players come out for their second half, they will probably have been psyched-up by their manager, and are very often unable to retain full control of themselves for a few minutes or so. Hence, using the 10- Minute Refereeing method will calm tempers down and refocus the players' minds on the contest, rather than on aggressive acts.

OK, so how can I (a Referee) establish myself in an assertive and professional way?

Below are some ideas that can be used to set a high standard, and to show players that you are a capable Referee.

Decision-Making: Make your first decisions the right decisions. This is just as important for Assistant Referees. As the game takes off, be highly focused and work very hard to be nearby when making your first few decisions. For it is here, that your competence as a Referee will be judged. If your first decisions are the wrong decisions, it is very difficult to gain the respect of the players. If your first decisions are the right decisions, players will be more tolerant if you make a mistake or two later on. Incorporate the following 'Bossing' advice into your early decision-making.

Bossing the first incidents in each half: Look out for early throw-ins.

As soon as you blow the whistle to start each half, be prepared to make your first decisions. This will more than often be a throw-in decision (or a goal kick). Sprint adjacent to where the ball has left the field of play, and 'boss' the situation by providing assertive instructions as to where the throw-in should be taken, and by whom. Use whistle, vocal instructions and arm signals to position the restart correctly.

This action subtly sets the scene of the referee's capacity and demonstrates his enthusiasm for the game. It prevents future foul throws, and encourages players to look towards the referee for positive confirmation at subsequent throw-ins. This simple action does a hundred other positive subtle things, too many to write down here, all of which can only benefit the game as a whole. The aim is not to be a dictator and dominate the situation, but to be assertive, polite and enthusiastic. If you want to demonstrate to players how efficient you are, then early stoppages are a good time for you to show it. If you want to show players how useless you are, and how lethargic you are, then this is also a good time to show it. Players are very astute at being able to identify the ability and weaknesses of a Referee within a matter of minutes, and then attempt to exploit any weaknesses to their advantage. To build up a good rapport with players takes 90 minutes of your effort. If you can begin by creating a positive image of yourself when making the first decisions in each half of the game, then you will make life much easier for yourself and the players.

The Technical Area - an early opportunity: To show the technical area occupants that you are human, try introducing yourself as you make your way onto the field of play just prior to the kick-off.

A quick, 'Hello', my name is ????. If there is an injury, please wait for my signal before you come onto the field of play. And if you want to make a substitution. Please can you make sure that the substitutes are ready before you contact my Assistant? Oh, and please try to keep the language down! I hope that you all enjoy the game.....etc." Making early contact with the technical area is a good way to break the ice and shows that you are not just The Man In Black or an FA autocrat.

Once the game commences, look out for an early opportunity in the first 10 minutes, to remind the technical area occupants to curb their language. There are usually a few emitted barbed comments as the game settles down. If you can remind the occupants early, on how they should behave, it will make them think twice about using increased bad language.

Brief your Assistant Referees on what you intend to do with technical area perpetrators, so that they know what's coming! Ask your Assistant Referees to also take a proactive role, by stamping down on any technical area misbehaviour in the early stages of the game. The longer that you allow technical area occupants to misbehave, the harder it is to control them as the game heats up.

Advantage: In terms of this particular piece of advice, advantage means the ability to let the game flow, without blowing the whistle every single time that opponents physically touch each other. If you apply advantage too liberally in the first 5 to 10 minutes of a game, it will eventually cause you problems. It is much better to gradually increase the application of advantage over a short period of time (10 minutes). There are many benefits in taking a gradual approach, not least the early message imparted to players that they should play in a sporting manner. In each game, (more particularly if the Referee does not know the teams) it will take some time for the Referee to gauge how the contest will be fought. This can range from a leasurly match full of sportsmanship, to a full-blown war between two aggressive teams. In the latter case, it would be madness for the Referee to allow the first challenges (no matter how minor they may seem) to take place without his intervention. As a general rule, it is best to stop play for all infringements (including minor ones) in the first few minutes of a game. In time, the players will understand that they must be more careful when challenging for the ball. Once the players have understood this, you can allow more physical contact during challenges. Use the first 10 minutes of each half, to gradually build up a physical contact level that suits both teams. In other words, they will eventually show you what level of physical contact they are both happy with. Your job is to get them there gradually, but by keep the reins fully under your control. This concept is explored further below.

Free Kicks: As the game begins, do not be too lenient with your tolerance levels on free kicks. Begin by stopping play for every single foul, not matter how trivial. Use a strong loud whistle to denote a foul has occurred. Once you have ascertained the level of physical contact that both teams are happy to accept (and you can easily do this by listening to the level of moaning after each foul), then slowly allow more physical tolerance as the fouls occur. Build this up gradually, until the moaning generally stops from both sides. It is then, that you will have achieved the foul acceptance level of both teams. Once this has been achieved, be consistent with both teams when stopping play or when allowing play to continue after physical contact is made; and come down a notch or two with the loudness of your whistle.

If the temperature of the game heats up too much later on in the contest, use the process above to regain control. The idea is to start off applying the Laws strictly as they are written, gradually working towards allowing more interpretation, by permitting more physical contact to take place, without having to stop the game on every single occasion.

Football is a physical contact sport and players do accept that there will be a few bruises at the end of the day. But if you allow too much physical contact during fouls in the early stages, it is nearly impossible to regain control and coax in the players. Start with a very tight rein and release it slowly. In your pre-match brief to your Assistant Referees, make sure that when you are tightly controlling the game, they must do the same. It will not look good, if you (the Referee) are stopping play for every foul, when your Assistant's are more lenient.

Your Team – You and your Assistant Referees:

It is important in the early stages of every half, (also when Club Assistants are being used) to bond your team together from the onset. Look out for the very first decision made by each of your Assistants (usually a throw-in or a goal kick), and make an effort to acknowledge their contribution by giving them a subtle thumbs-up or verbal thank you. Adjust your patrol path so that you can be near to them when you deliver your acknowledgement. Do this 2 or 3 times in the first ten minutes, and again occasionally throughout the game. The idea is to get (and to keep) your Assistants on your side; by making them feel constantly wanted. There is nothing worse for an Assistant Referee, than to be completely ignored by the Referee. An ignored Assistant Referee will in turn (on occasions) ignore the Referee, and this is not good for overall match control. The small effort that it takes to acknowledge your Assistants will be paid back in kind, many times over in the game.

Summary: Rather than just going through the motions in your next games, try improving your control and management of players by incorporating some of the ideas above into your game-plan. You can control players by using and understanding the benefits of flexible management. But don't just wait until something happens to react, use the first ten minutes of each half to be proactive in setting out the standards you expect from players. It's easy to do, and players will respond to you if are assertive enough. Ten-minute Refereeing requires all of the match officials to contribute at the same time, else it becomes a farce. Each game will be different, and will require various levels of control.

Referees are not meant to be Law books on legs – are you?

Can you set your own standard, and guide the players. Or will the players guide you?

Happy reffing.

Regards, Julian Carosi.

FLAGGING TIPS by *Julian Carosi:*

1. When standing at the halfway line, and when play is in the other half of the field of play, Assistant Referees should always hold their flag in the hand that is nearest to the halfway line. This ensures that when play breaks back into their half, the Assistant Referee (when he turns to run down towards the corner flag) will already have the flag in the correct hand facing inwards towards the centre Referee.
2. Never roll the flag up. Always have it unfurled, with as much of the flag's surface area visible to the centre Referee. Keep the flag as motionless as possible whilst running.
3. When making the 'substitution' flag signal, do not hold it in front of your face. If you do, you may miss an incident. Hold it slightly to one side of the face to allow you visibility.
4. When signalling for a goal kick (or a corner kick), hold the flag in the hand that is nearest to the goal line. This will prevent you obscuring the centre Referee from your vision and will open up your body position so that you are correctly facing towards the field of play. This will also give a greater eye contact line with the centre Referee.
5. When signalling for a throw-in, use the correct hand. If the throw-in is to the right, use the right hand. If the throw-in is to the left, use the left hand. DO NOT use the right hand to indicate a throw-in to the left, and do not use the left hand to indicate a throw-in to the right. In other words, do not cross your flag arm across your chest, or turn your body unnecessarily when making signals.
6. Always hold the flag in the hand that is nearest to the field of play. This will enable the centre Referee to view it easier. Whilst switching hands, keep your hands low.
7. When signalling, stop, face the field of play, stand erect and try to locate and make eye contact with the centre Referee.
8. If the centre Referee acknowledges the flag, drop it immediately and continue to move with the ensuing game.
9. Be sharp with the flag when you are raising it. When you bring it down, do it gracefully!
10. Assistant Referees must learn the correct flag signals, and use them properly.
11. Whenever the ball leaves the field of play, the flag signal of the Assistant Referee should show clearly the

correct restart and direction. In clear throw-in situations, the Assistant Referee can directly show the direction (along the whole touch line). But if he has any doubt about the direction, the Assistant Referee should simply raise his flag, make eye contact with the referee and follow the referee's signal. On very tight decisions, when the ball stays in play, a discreet hand signal could give valuable support to the Referee.

12. Whenever an Assistant Referee signals the ball out of the field of play (even if players continue to play the ball) he must retain the signal until acknowledged by the Referee taking action.

13. When the ball enters a goal: To confirm a valid goal has been scored, an Assistant Referee should display clear movement down the touchline towards the centre line. In borderline cases, this movement should be clear (sprint) to be recognised by the Referee. To confirm a goal, the Assistant Referee should not raise his flag. If in his opinion a goal has not been scored correctly, the Assistant Referee should stand still, retaining any signal already given. The Referee may then choose to consult further if he needs additional guidance.

14. An Assistant Referee must use a raised flag signal to advise the Referee that he has seen a foul committed (or unsporting behaviour or violent conduct) when he is better positioned than the Referee and the Referee has not clearly acted on the offence. If the Assistant Referee has additional information, concerning the offence, he wishes to give to the Referee or if the Referee has not seen his flag signal the electronic beep signal should be used if available, but only to supplement the flag signal already given. It was emphasised that such action by an Assistant Referee must be taken for all appropriate offences including those committed inside the penalty area. There is benefit in the Assistant Referee being seen to be aware and signalling for any offence in his immediate vicinity and this practice is recommended. When a flag is raised for Law 12 offences, it should be unfurled and waved to distinguish from the signal for offside.

15. If a flag signal for any offence is not seen immediately by the Referee, the Assistant Referee must keep signalling until he is acknowledged by the Referee or he recognises a clear advantage to the team against which the offence has been committed.

16. Eye-contact and discreet hand signals from an Assistant Referee may be helpful in passing information to a Referee e.g. type of offence, next action etc. This would reduce the need for the Referee to come across to the Assistant Referee for consultation. Where direct consultation is necessary between the Referee and Assistant Referee, the information should include, as concisely as possible, what happened, which players were involved, the precise location, recommended action and the re-start of play. It is recommended that in such cases the assistant referee advances towards the referee by 4 to 5 metres. During consultation, the Assistant Referee and Referee should both face the field of play. It is usually appropriate to avoid the consultation being heard or understood by others.

17. Offences of violent conduct seen and signalled by an Assistant Referee must be acted upon in accordance with the Laws of the Game by the Referee. If play has been stopped for the disciplinary action (even if the signal has not been seen immediately and play has continued), the restart must also be in accordance with the Laws (free kick / penalty kick). However, if the Assistant Referee's signal is not seen immediately and play has been restarted for a subsequent situation, only the appropriate disciplinary action can be taken against the offending player.

18. Where a Referee seeks guidance from an Assistant Referee concerning the exact location of an offence near the boundary of the penalty area the action of the assistant referee should be as follows:

(a) If the offence is inside the penalty area – the Assistant Referee moves visibly down the touchline towards the corner flag.

(b) If the offence is outside the penalty area – the Assistant Referee stands still having moved to be in line with the edge of the penalty area.

19. If an Assistant Referee knows that a Referee has made an obvious disciplinary error (e.g. two yellow cards to the same player without sending him off, red or yellow card to the wrong player, player kicked the ball twice at free kick, etc.) he must intervene immediately (flag and beep or even enter the field of play). The other Assistant Referee (or 4th official) should if necessary, also assist in such case.

20. Control of the 9.15m distance: When a Referee chooses to use the help of an Assistant Referee on the field of play to control the 9.15m distance from the ball at free-kick, it is recommended that the Assistant Referee does not physically measure the 9.15m but rather asserts his control from the position of the ball. This exceptional on field involvement of the assistant referee is recommended only for free kicks very near the touchline.

21. Positioning:

(a) Free kick close to the penalty area

At free kicks close to the penalty area, the Assistant Referee should position himself in line with the second last defender (controlling the offside), but also with awareness of the goal line. The Referee should control the ball and the wall.

(b) After an offside

When possible, an Assistant Referee, after a free kick for offside has been given, should position himself in line with the spot where the ball should be positioned to restart the game. He should then immediately take up a position to control the offside line (level with the second-last defender), which is his priority.

(c) Goal kick and goal clearance

For goal kicks and when the goalkeeper is in possession of the ball inside his own penalty area, it is advised that the Assistant Referee occasionally checks that the ball is correctly positioned or that the goalkeeper does not cross the 16 metre line before releasing the ball from his hands. This should be done in convenient situations (e.g. second last defender near the penalty area). Control of offside from subsequent play is the priority concern.

(d) Corner kick

For corner kicks, it is recommended that the Assistant Referee involved takes a position behind the flag in line with the goal line.

(e) Penalty kick

When a penalty kick is awarded during the normal course of play, the assistant should be on the goal line where it meets the penalty area boundary line.

(f) Kicks from the penalty mark to determine the winner of a match:

One assistant should be positioned on the goal line where it meets the goal area boundary line, with the other Assistant Referee controlling the players within the centre circle. The Referee must determine and agree the role of the Assistant Referee on the goal line, and his own role in detecting any forward movement from the goal line of the goalkeeper. Referees and Assistant Referees are also reminded that the "inactive" goalkeeper should remain positioned on the goal line where it meets the penalty area boundary line.

(g) Substitution

When substitutions take place, they shall be supervised by the 4th official (if available) in co-operation with the Referee. Therefore, the Assistant Referee does not need to move to the halfway line if a 4th Official is available.

THE REFEREE'S SURVIVAL GUIDE

A fantastic referee book written by Jeffrey Caminsky from the USA was featured in the 2007 April edition of The Corsham Referee newsletter, where you can get details of how to buy Jeff's book entitled 'The Referee's Survival Guide'. *Can be bought from Amazon.com*. The book comes highly recommend by me (Julian Carosi) and provides answers to many of your problems on the field of play. Clearly written and easy to understand. The Referee's Survival Guide explains many of the "what's, how's, who's and why's" of life on the soccer field, as well as many of the things for a referee to avoid.

Below is a monthly excerpt to whet your appetite for Jeff's brilliant book.

The Ball

The home team provides the ball for each game, and the referee must make sure that it is the correct size for the players, not lop-sided or defective, and inflated to a proper pressure. In most circumstances - but especially at fields adjacent to woods, cow pastures, golf courses, or fenced back yards - it is a good idea to have another ball or two in reserve, to keep the game rolling merrily along when someone kicks the ball into the next county.

Some referees use a pressure gauge when they inspect the ball, to ensure that it is inflated to the proper specifications. Others will simply use the "touch and feel" method. In either case, experienced officials often adjust the ball pressure to accommodate field conditions, increasing the pressure on a soggy field, decreasing it slightly when the field takes on the characteristics of sun-baked concrete. Whatever method you use, someone will probably complain about the ball, claiming that it is either too soft or too hard. When that happens, you are free to keep it, since you know that it is perfectly fine, or replace it, if you think that doing so will make everyone happy. Whatever you decide, you should at least take the time to recheck the ball, if only to be polite.

The Game Report

Most leagues have an official form that teams give to the officials before the game begins. Listed on the form will be the date, the field, the scheduled start time for the match, the teams playing, and the team rosters. There will also be places to record the officials present, the score of the match, goals scored, and a place to enter any misconducts or other noteworthy events that arise during the game, such as injuries or weather-related stoppages. Sometimes, the information will be listed on a single piece of paper; other times, each team will provide a separate report. Most often, there will be a place to indicate which players are present, and which are not playing. This can be very important, since misconducts can result in disciplinary action against a coach or player, and a team may need to document that a suspended player actually served his suspension.

Before the match begins, you will have to collect the appropriate game reports and record any pre-game information needed. You will need to note all goals and misconducts issued during the game, and transfer the information to the report when the match is over. Then, after checking the report for accuracy, you and the coaches should all sign the report and distribute copies according to the League's rules.

Some leagues prefer that the referee turn in the report. If so, the home team usually provides an envelope for mailing the documents to the League Office. Other leagues entrust the winning coach or, in case of a tie, the home team, with the responsibility for doing so. In any case the teams, and usually the referee, will receive a copy of the report for their records. Many competitive leagues that require pass cards instruct the match officials to withhold the cards of any players sent off during the game, and to forward the card to the league along with the game report. Be sure that you know your local league's rules and preferences before the match begins. You do not want to be in the position of trying to retrieve a pass card from a team who has just had their star player sent off.

Many thanks to Jeffrey Caminsky for giving his permission for this article to appear.

SOCCERPEDIA

(A monthly extract from the brilliant book 'Soccerpedia' by my friend Andrew Ward. Arranged in A to Z format, this entertaining and authoritative book offers the chance to get to know the Laws of the Game and its history in detail. Publisher Robson . Publication Date 28 September 2006: ISBN 1861059833 Size (h x w) 234x156mm Pages 368 Normal price £10.99 (approx. \$20.35) Can be bought from Amazon.com

HANDSHAKES

The referee and assistant referees will shake hands with the two captains during the pre-match ritual. In big tournaments, every player shakes hands with every opponent. In 2003, a similar post-match ritual was suggested, to provide a suitable cooling-down period (which might benefit post-match interviews). There was some debate about whether players might conduct retaliatory offences if they stayed on the field longer and the idea was shelved.

Handshakes at the end of a match are a remnant of a sporting age when team captains would call for three cheers for the opposition. Referees get half a dozen handshakes if they are lucky, but more likely they will be surrounded by stewards for protection. Stanley Matthews used to shake hands with referees and linesmen, and thank them for giving up their Saturday afternoons. Later, it became more likely for players to say, 'Hope you have a car crash on your way home.'

At the end of one local league match, a player offered his hand to an opponent but then followed through with a punch. An Arsenal fan faked to shake hands with Djbril Cisse (Liverpool) only to pull his hand away, put his thumb on his nose and wiggle his fingers (October 2005). Cisse hit the fan and was cautioned for common assault.

HOLDING

According to Tommy Tynan in Tommy: A Life at the Factory, managers teach players unlawful techniques 'like holding off people with your arms'.

A lot of holding is done away from the ball. In top-class football, where the marking is tighter, players often hold opponents as a corner-kick is being taken, letting go when the ball becomes active. Very few holding incidents are as blatant as that at Liverpool (October 1898). Allan (Liverpool) charged Sheffield United goalkeeper Foulke in the goalmouth. The big goalkeeper lost his temper, grabbed Allan illegally and turned the Liverpool player upside-down. The outcome was a penalty kick.

IFAB has often debated whether holding is use of the hands or arms, or whether it is a wider concept. Players can hold opponents with a foot up an opponent's shorts or their teeth in a shirt. Some people think that football has as many holds as wrestling. A half-nelson would be a sending-off offence.

All holding is provocative. Players may instinctively retaliate by flinging an elbow or a hand in an attempt to escape the restriction, and that may be all the referee sees.

Shirt-holding (or shirt-tugging) first occurred in the nineteenth century. It was one of the impacts of professionalism. Players started wearing their shirts inside their shorts because opponents were grabbing shirt bottoms. In the modern era, a new trend towards shirt-holding was noticed during the 1994 FIFA World Cup", and coaches began studying basketball defence. By 1998 shirt-holding had become more disruptive. Defenders were being coached to hold and block opponents when the ball was played into the penalty area from a set piece. FIFA flagged the issue in 2001 and there was a high-profile decision in the Ireland-Spain match (June 2002). The referee gave a last-minute penalty when Hierro (Spain) held the shirt of Quinn (Ireland) as the ball came across from a corner-kick. In fact, Quinn's shirt was nearly over his head. Hierro was cautioned, and Ireland scored the penalty to take the game to extra-time.

Other decisions have been critical. Hamann (Germany) might have been held by Ronaldo (Brazil) when he lost the ball seconds before the first goal of the 2002 FIFA World Cup" Final. In the 90th minute of the Portugal v England EURO 2004" quarter-final, with the score 1-1, Sol Campbell (England) hit the crossbar with a header and then followed up to head the ball into the net, but the referee awarded a free-kick against John Terry (England), who was using his left arm to hold down goalkeeper Ricardo (Portugal).

Many thanks to Andrew Ward for giving his permission for this article to appear.

NEW NEWSLETTER FEATURE:

These articles can also be found on the www.CorshamRef.org.uk web site along with any respective images.

Video Justice. *by Stanley Lover*

The 2006 World Cup final tournament produced a remarkable conclusion that the outcome of seventeen matches (more than 1 in 4) could have been different if video support had been available for referees.

Such a claim is difficult to substantiate 100% because no one can predict the course of a match after a contentious incident has occurred, be it penalty award or ball-over-the line decision. However, it is a considered view based on observations noted in a detailed analysis of the 2006 FIFA World Cup tournament matches.

Withholding vital evidence?

Supporters of video assistance for referees argue that the traditional ethic, that 'the referee is always right even when proved to be wrong', is no longer relevant in a high profile entertainment industry. They assert that any factor which can distort a result, whether it be corruption, drugs, cheating, or referees 'errors', demands serious attention. Also, that the stakes are too high to allow commercial objectives and ambitions to be frustrated by officials of variable competence.

To underline this view the Italian media chain RAI, which paid \$80 million for TV transmission rights at the 2002 World Cup, was reported to have threatened a claim against FIFA for financial losses due to 'referee errors' which, they said, put the Italian team out of the tournament and lost important advertising income. The claim was not filed but it indicates corporate thinking about investing huge sums in the game.

The soccer public also considers it deserves a better deal. When clear errors were shown on television a puzzled audience asked, 'If we can see these errors why can't the officials have access to the same visual information and get decisions right?'

Because it is physically impossible to see everything in a fast moving game the human referee will make so-called 'errors'. He needs help. Some is provided by Assistants and Fourth Officials but with limited viewing angles.

Recognising remarkable progress in video technology the call for such assistance has been expressed by all elements involved in the game, including many top referees (usually heard in private to avoid compromising established positions). Every controversial incident, seen in televised matches, adds to the clamour for serious study and experiment to find an acceptable and workable procedure.

An inevitable question arises; 'Why deny the referee the advantages of video playbacks, available to millions, when he is the only person required to make correct decisions?'

Such denial is like withholding vital evidence at a trial which could change a guilty verdict to non-guilty.

Unjust and inhuman

One argument against video support is that the traditional game includes and accepts the human element of referees' decisions. That view was valid before every second of play in pro matches came under the scrutiny of a dozen or so cameras and detailed analysis of commentators. The modern world is less forgiving, thrives on controversy and is quick to find scapegoats.

It is patently unjust and inhuman to expose match officials to ridicule and humiliation when such 'errors' (as they are described) are obvious to millions. Appeals to accept the 'human' element of refereeing have no impact on the views of those who feel cheated. They, also, do not redress the damage inflicted.

What is often overlooked in the video debate is the consequent victimisation of officials by enraged parties - be they players, fans, managers, pseudo-experts; anyone with a vested interest. All want their say in heaping derision on referees. Some, within physical distance, add violence to verbal insults, with missiles to inflict injury on defenceless officials.

The renowned Swedish referee Anders Frisk is but one, among many, to have suffered appalling pain and mental anguish for family security, under an avalanche of scorn and contempt. He had the courage to quit, but, at what price - to him, his family, and to the game?

Apart from the climate of ridicule, sparked by 'errors' clear to all, the modern referee is at risk of life and limb from dark forces at the fringes of the game. Betting rings and mafia type power gangs, with vast money interest in results of certain matches, are increasingly targeting referees as a prime factor in securing a profitable coup. A worrying and growing trend of corruption of officials is highlighted by prosecutions of referees reported in Asia, South America, and Europe.

The risk to top referees is that an innocent 'error' can be interpreted either as frustrating or aiding certain parties to distort results. An interpretation of frustration carries an undeniable element of danger from acts of revenge by gangster elements on individuals and their families. Interpreted as aiding - to distort a result - invites vicious accusations of corruption, which are unproven but smear reputations of honest men.

Justice seen to be done

Pro-video supporters believe the game would benefit because justice of decisions would be more transparent and the credibility of referees would be strengthened.

Opponents of video help fear that the flow of play would be constantly interrupted to check incidents. But, every pro game is stopped for over 100 in-play and out-of-play events. To check a major incident - referred by a qualified observer - would take no more time than a corner kick, goal kick, or a substitution.

Observations noted during the 2002 World Cup indicated that the results of five or six matches could have been different had video assistance been available. A similar study of sixty matches in the 2006 final tournament produced a remarkable conclusion that seventeen matches (more than 1 in 4) would have been more correctly controlled with quick reference to images provided from other viewpoints.

Sixty matches represent 5,400 minutes of allotted playing time. A video check need take no more than one or two minutes. Thirty to forty minutes spread over seventeen games is a small price to pay for the reward of more efficient match control.

It is possible to agree strict rules of procedure - the when, why, and how - with players and coaches to satisfy them and the soccer public.

Another argument against video assistance is that it will only be valid in top flight soccer and will not benefit officials at other levels. The first is true, clearly due to financial restraints, but the second is not because any strengthening of the referee's credibility at top level will reflect favourably on those who whistle amateur games in the parks.

Refined preparation and support

The introduction of professional referees has recognised their proper role in the game. They are trained and monitored as professional athletes and receive sophisticated technological back-up to achieve optimum performance. However, without assistance with unseen incidents, 'errors' will continue to be highlighted on the screen to negate much of the increasingly refined support for officials.

Given the will to achieve a practical solution it should be possible to determine the conditions and application of video assistance to satisfy all parties involved so that justice is - and is seen to be - done.

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Many thanks go to Stanley Lover for his regular contributions.

Hanging Around: *produced here courtesy of the author Jim Allen National Instructor Trainer USA*

Game management consists of many factors, including providing both sides with an equal opportunity to play fairly under the Laws. A "free kick" should be just that, free from interference by the opposing team. Over time, players have found many ways to delay the opponents from taking the kick quickly, without actually kicking or throwing the ball away. Referees should be familiar with the most obvious methods and deal with them accordingly.

Many referees do not seem to understand that nowhere in the Laws of the Game is there any suggestion that the offending team has the right to build a "wall" to defend against the free kick. Law 12 gives the referee the authority to caution and show the yellow card to a player who fails to respect the required distance when play is restarted with a corner kick or free kick. The need to retire to the required distance is spelled out under Laws 13,

14, and 17, and means that the opponents must retire immediately to at least 10 yards away from the spot of the corner kick or free kick or, in the case of the penalty kick, behind the penalty mark and outside the penalty area (including the penalty arc). The only time an opponent is permitted to be closer than this minimum distance is the indirect free kick given to the attacking team within 10 yards of the opponents' goal, when the defending team may be on their own goal line between the goal posts.

Recently, Law 15 was modified to include a minimum distance requirement (2 meters) for opponents of a player performing a throw-in. For purposes of this discussion, referees should implement this requirement in the same way (except for the specific distance) it should be implemented for corner and free kicks. Law 14 (penalty kicks) is a special case. There are numerous minimum distance requirements at the taking of a penalty kick which apply to players on both teams (e. g., at least ten yards from the ball, outside the penalty area, not closer than 12 yards to the goal line toward which the penalty kick is being taken, excepting the player taking the penalty kick and the defending goalkeeper).

Neither Law 12 nor Laws 13 or 17 require the referee to caution the player who fails to respect the required distance until the ball is in play. Under Law 14, the referee is even advised to wait for a repetition of the offence before cautioning a player. It is largely a matter for the discretion of the referee, and this is where many referees invite trouble for themselves.

The defending team will usually disguise its strategy by simply setting up a wall between 5 and 6 yards away from the kick and hope the referee will do nothing more than move them back to only 8 or so yards away, the common distance given by too many referees. Many teams use other methods in failing to respect the required distance. Too many of them get away with it and prevent their opponents from getting their fair restart. Unfortunately, many referees aid and abet in the process by failing to deal with these tactics. The problem is two-fold: First, if the referee is called upon to enforce the minimum distance, the defending team has successfully delayed the restart; and second, by being allowed to be closer than ten yards, the defenders have successfully cut the angles available to the attacking team and made a satisfactory restart more difficult for the attacking team (in the case of a free kick, as a result of a foul which had been committed against them). The ultimate problem is caused when the referee enforces the minimum distance but sets the wall at closer than ten yards -- in this case, the referee has disadvantaged the attacking team both ways! Here are some of those other methods used to disguise the strategy or to distract the referee:

One way is to stand near the kicker, appearing to console him for the lost opportunity or to apologize for the actions of a teammate or to be a peace maker. We also see the "good sport," who helps his opponent up and then "apologizes" for his own actions, rather than moving away quickly so that the offended team can take its free kick. Another player might appear to want to be the kicker's or the offended player's "friend," anxiously ensuring that everything is all right. This hanging around means that the player's team has had plenty of time to set up a defence for the free kick that will eventually follow.

Another method is simply to move away very slowly from the spot of the restart, hoping the referee will not punish them because they are indeed moving away. We also see the "traffic cop," who stands behind or near the kicker, setting up the defensive wall, but does not retreat the required distance until directed by the referee. Many referees fail to move the "traffic cop" away because he is not "in front of the ball," forgetting that the required distance covers the entire 360 degrees around the ball and that the kicker might wish to kick the ball somewhere other than directly forward. The player who fails to respect the required distance is likely well aware of this option for the kicker and wants to prevent its use. In addition, this player may vary the tactic by accomplishing his arrangement of his teammates and then running in past the kicker after the whistle but before the kick. Another variation of this tactic is the "casual stroller," who waits until the kicker is ready and then simply walks in front of the ball on his way to a "legal" position.

The best way to prevent this from happening is to act at the first opportunity to stamp it out. A caution is probably called for at the very first occurrence, especially if the opponents are setting their wall so close to the free kick that no one could doubt the tactic is deliberate. A quiet word is not sufficient. The referee must blow the whistle hard and give a caution and a strong verbal admonition to the player involved. This will alert everyone that the referee will not put up with this sort of gamesmanship. If it happens again, in any of its forms, the referee must again act quickly and decisively with a caution for the player who fails to respect the required distance at a corner kick or free kick. In the case of a penalty kick, the referee should warn the offending player first and then caution if the offence is repeated in the same or a subsequent penalty kick (but the Additional Instructions and Guidelines require that the caution be for "persistent infringement").

When acting on a team's failure to respect the required distance, whether it is to caution a player or simply administer a stern talking to, the referee's first action should be to signal both verbally and visually to the kicking team that the kick must not be taken without a signal from the referee. The referee must let the kicking team know that the kick is now ceremonial in nature. By acting authoritatively from the outset, the referee can make his or her job much easier later in the game and easier for other referees in future matches

(Telegraph News)

Do you think you can do better than the ref?

By Jim White Telegraph 12 April 08

Here is a statistic that might surprise you. At 16 years of age, an individual's chances of becoming a Premier League footballer are 100,000-1. However, if a 16-year-old chooses to train as a referee, his or her chances of stepping out at Anfield or the Emirates as a Premier League match official are 100-1.

These are the odds being advertised by the FA as part of a drive to attract 8,000 new referees into the game by 2012: train with us and you have a realistic chance of being out there in the big time, waving your red card at Javier Mascherano and being told how to do your job by John Terry. It is a statistic that appears to have found its target. This season, 67 per cent of those given initial referee training have been under the age of 18.

"Refereeing does appeal to kids," reckons Ian Blanchard, the FA's head of national refereeing development. "They find the authority it gives is sexy."

Now there's an interesting word. Sexy is not an adjective often applied to Mike Riley. And indeed anyone watching me earlier this week, officiating a game between two under-16 teams in Northamptonshire would not have rushed to use it either. As the teams from Bugbrooke St Michael's and Drayton Grange locked studs, "incompetent" might have been more appropriate. Or as one of the players put it to me after I had given a foul against him: "You really haven't got a clue, have you mate?"

I was there at the invitation of the FA. It was a cunning wheeze: gather together a dozen representatives of the media and give them a taste of quite how challenging it is to officiate a football match. If nothing else, after 10 minutes of making woefully inaccurate guestimates of off-side, we might be less inclined to call into judgment the parentage of the referee at the next match we report on. Though it might take more than this if the ref is Rob Styles.

Before being unleashed on the unsuspecting lads of the John Henry Youth Alliance, a morning sample of the FA's new refereeing course was laid on. Things did not start well for me. It began in the classroom, where Ray Olivier, the erstwhile Football League ref, showed a series of incidents on video and asked us to respond as if we were the referee. I got every one wrong. Including suggesting a yellow card would have been sufficient for a foul Olivier reckoned "career threatening".

"But he got the ball," I said.

"It doesn't matter," said Olivier. "The ball was incidental to the intent."

From there we moved outside, where half a dozen former referees led a series of exercises in such things as "how to make the whistle talk". There was a lot of talk about making things talk: whistles, flags, even cards can all, apparently, become vocal in the hands of a skilled official.

"At the end of the day, we're sales people," said Blanchard. "You have got to sell every decision. And to do that, you use the tools of the job."

Take the yellow card. There is a technique in flourishing it. It should not be thrust into a player's face. A referee should not grimace or scowl as they show it. The card is a tool to communicate information, not a provocation. The most revealing exercise, however, was attempting to read offside while a bunch of referees played a game of attack versus defence. Not only was virtually every newcomer hopeless, but the referees revealed themselves to be masters of abuse. These gamekeepers turned poachers with relish as they hurled their opinions at putative linesmen ("are you blind?" was the least of it.). All part of the necessary toughening-up process: refereeing might be sprucing up its image, but it remains an occupation requiring rhino hide and cloth ears.

As I was about to find out in my 10 minutes of officiating fame. Though I was not alone out there. Shadowed by one of the proper refs, it was bit like learning to drive in a dual-control car. Alongside me was Olivier, who would suddenly blow for infringements I had missed. Even with an expert in the passenger seat giving advice, it was exhausting trying to keep up with everything.

Still, I did get one decision right. One player went in for a high ball with his foot raised above his opponent's head. I blew for a free kick. "But I got the ball, ref," he shouted. "It doesn't matter," I said. "The ball was incidental to the intent."

Proof that you learn something new every day. Though the idea that refereeing is now officially sexy might take a little longer to sink in.

For more information on the FA's refereeing programme, visit www.thefa.com/referee

Leave those kids alone

Steve Wilson 15 Apr 2008

Supporters of professional football teams have long been used to segregation and containment tactics by police as part of the match day experience. Imagine, though, a world where going to watch your son or daughter playing on a muddy park somewhere on a Sunday morning meant submitting to the same checks and controls.

You may not have to for too much longer as roping off spectators and introducing a code of conduct to shackle unruly and aggressive adults at youth matches is one measure being considered by the FA to curb verbal and physical attacks on referees at games. Seriously. It is all part of the FA's wide reaching 'Respect' campaign that is now reaching down to under-age matches after a string of games across the country have been abandoned due to parents' anti-social behaviour.

A recent Under-13 game between Hartshead and Shelley, in the Huddersfield-based RCD Junior League, saw a 40-year-old woman and her 16-year-old son questioned by police after a linesman ended up in hospital with head injuries after an attack.

The Surrey County FA has this season felt compelled to send letters to more than 2,000 youth teams asking them to clamp down on parents' violent conduct after a series of touchline incidents led to matches being called off there.

"In six years coaching my son's football team," laments Telegraph columnist Jim White, author of *You'll Win Nothing With Kids: Fathers, Sons And Football*, "I have come to the following conclusion; short of excess intake of alcohol there is nothing that alters the behaviour of adults for the worse as much as youth football."

Paul Cooper, for one, has seen enough. A youth football coach, Cooper co-founded the Give Us Back Our Game campaign, arguing that children's football now so apes its bloated, aggressive professional incarnation that the simple joy of just playing for fun has been robbed from the current generation of kids.

The campaign seeks to "put children first," arguing that "football is no longer beautiful for our kids anymore; it's ugly."

"The adults have completely taken over and children are playing to adult rules and for adult values," says Cooper.

"Those adult values mean that normally mild-mannered mums can be on the sidelines screaming. That's what it does to parents."

"If parents shout and scream from the sidelines it has a negative effect on children's behaviour and the way they play, and the game isn't fun for them."

Or much of a walk in the park for the referees, either.

Player sacked for abusing ref:

By Vicki Hodges 12 Apr 2008

The Premier League's pampered and preened players should thank their lucky stars that they are not plying their trade in South America where abusing match officials can land footballers with their P45s. Take Peru for example where champions Deportivo San Martin have just booted Uruguayan striker Mario Leguizamon into touch for insulting a female referee.

The club took the decision to terminate his contract after Leguizamon allegedly told ref Silvia Reyes that she was "unsatisfied sexually" following his red card during San Martin's clash with Alianza Atletico last weekend.

Respect referee revolution looks promising

By Jim White 19 April 2008

Sunday morning on a football pitch in Harrow, north London, and everything looks much as things normally do at a Sunday morning game. Six spectators huddle under umbrellas as April gales whistle in. A sizeable chap in voluminous shorts has been persuaded to act as linesman and is combining his duties with advice to the home defence about how to spring the offside trap. All that is missing is a man with a dog, but dogs are banned from this sports club.

It might not be immediately plain, but this is the scene of a revolution, the spot that the Football Association hope will mark the introduction of a new philosophy in English football. There is a clue in the white tape along the touchline, keeping the damp half dozen five yards back from the fray. For the past 12 weeks the FA have been piloting their 'Respect Agenda' in 12 counties. This match is being played under new methods that may be instituted across the game next season.

The experiment has seen the introduction of three tweaks that the FA hope will have a big effect on football at its roots. The first is that tape which moves supporters back from the pitch giving linesman room to manoeuvre and players more space in which to operate. The second is a charter of player and spectator behaviour which all clubs are expected to sign up to. The third is pinched from rugby union: only the captain can talk to the referee so the referee can do his job without group intimidation.

This game in Harrow is not one in which such a melee is likely to develop. An under-16s encounter between the Kodak Sports Club and Harris St Mary's passes off without incident, though this might have something to do with the presence of three television crews, newsmen and Sir Trevor Brooking all there to witness how his grassroots revolution is going.

A few weeks ago, as the pictures here show, I completed the FA's course for referees so was keen to know if the Respect Agenda has helped officials. Bob Kennett, the referee at Harrow, said: "I've done five matches under the rule and it's made a difference. Kids can be vociferous. What gets to you as a referee is the culmination of remarks and this has stopped that. It's made it more enjoyable."

Given that little changes make a big difference it might be wondered why the FA have introduced so few to the experiment. "Well, we can't change rules unilaterally, FIFA has to initiate them," says Brooking.

"I was caretaker manager at West Ham when we experimented with the rule that dissent could be punished by moving an offence forward 10 yards. We had an incident when we lost because a free-kick was moved forward and they scored the only goal from it. I thought that was a good rule because it gave immediate punishment and that's the quickest way to change behaviour, but FIFA didn't go with it."

The changes are monitored by Professor Celia Brackenridge, head of sports science at Brunel University. She is not convinced that punishment is the best way of influencing attitudes. "The thing about football," Prof Brackenridge says, "is that it operates through punishment, fines and suspensions. Permanent behaviour change tends to come from encouragement. The only way to enforce the idea that a referee should be respected is through education."

An education which could start on Saturday nights. "It's been a good thing, this, don't get me wrong," says Richard Dee, coach of the Kodak Club. "But when you watch Match of the Day and see players mouthing off at refs, that's the problem. Our lads see that and they think it's right."

The truth is, to have a chance of making a difference, the respect rules cannot be introduced to the top of the game quickly enough.

YOU MUST BE JOKING REF?

International Referees' Exam Question.

To ensure that International Referees are of a certain intelligence level, the last test of the top level Referees' exam is a question that they must all pass before they are allowed to officiate games in the highest World level. After passing all of the previous questions and tests with flying colours, a new International Ref. called Sid enters the classroom full of confidence that he will be seen shortly on televisions throughout the World, officiating such international teams as Brazil, Manchester United and Real Madrid.

The International Referees' Examiner asks the Referee the final question: "Tell me Sid, who is the child of your father and of your mother who is not your brother and is not your sister?"

" Ah, that's simple Mr Examiner", says Sid, "it's me!"

"Well done Sid", says My Examiner, and Mr Examiner is very impressed.

On return to his country, Sid is so impressed with the efficiency of this simple test, that he tries it out on one of his Assistant Referees to gauge his intelligence the night before they are due to officiate in their National Cup Final.

He is sitting in the 5-star hotel bar the day before the game, with his experienced senior Assistant Referee Barney and asks,

"Barney, tell me, who is the child of your father and of your mother who is not your brother and is not your sister?"

Barney thinks and thinks and doesn't know the answer. "Can I think about it a bit more Ref., and I'll give you the answer tomorrow before the game?"

"Of course," says Ref., "you've got 24 hours."

Barney goes away, thinks as hard as he can, rings his local Referees' Association, all of his Referee friends and the Football Association headquarters, but nobody knows the answer. Two hours before the game, Barney is very worried and does not want to let the Ref. think that he is an idiot - still no answer and not long to go. Eventually he says.

"I know, I'll speak to the junior Assistant Referee Fred, he's young and clever, he'll know the answer."

He calls Fred. "Fred," he says, "tell me, who is the child of your father and of your mother who is not your brother and is not your sister?"

"Very simple", says Fred, "it's me!"

"Of course!", says Barney and just before they are about to enter their national football stadium to officiate the Cup Final, Barney says Ref., "I've got the answer - it's Fred".

"No, you idiot", says the Ref., "it's me!"

What has a head, a tail and no body?

A Referee's coin.

Why did the Referee send off the chicken?

For fowl play!

In the changing room at half time, the Referee berates his Assistants and Fourth Official for their bad performances.

"Can those of you who think you have been stupid please stand up." he hollers angrily at them.

After two minutes of complete silence, one of the Assistants gets to his feet.

The Ref. asks, "So why do you think you're stupid?"

"I don't" replied the Assistant. "I just hate seeing you stand up their all by yourself".

A Referee visits his doctor with a runner bean stuck up his nose, a piece of toast in his right ear, and boiled sweet in his left ear.

The Ref. asks, "What's wrong with me doc?"

The doctor looks at him and says, "It's nothing to worry about. You just haven't been eating properly."

THIS MONTH'S QUESTION and ANSWER TOPICS:

Question: I was Refereeing an open age men's game last week, where the one team had only 11 players and no subs. The only person they could provide to run the line was the Goalkeepers 12 year old son. He looked younger than 12, and was extremely nervous at the prospect of running the line and admitted he didn't quite 'get' the offside rule.

I asked the away team whether they could provide two linesmen instead of one to save the embarrassment of the young lad.

No one challenged me and the game went ahead with no problems. However, if the away team couldn't of provided a second assistant, what would the correct course of action been?

> Let the 12 year old run the line?

> Let the 12 year old run the line and report his age to the League?

> Start the game without assistants and report the matter to the League?

Of course, my main concern is Child Protection and I'm not sure of the correct course of action seeing as FIFA stipulate no one under 16 shall officiate in any manner in an open age game.

Would your answer change if the game was U16/U11?

Answer: My advice to you is to consider the worst-case scenario.

How would you feel, if the 12 year old was subjected to abuse, or worse still violence (it can, and it does happen!)?

You would certainly feel very sorry about letting the young lad run the line, and the FA would probably have a few words to say about it. The 12 year old's parents might want a word with you also! As might the police!!!!!! I think that you might be getting the picture now!!!

Stick with The FA Handbook ruling/criteria, and you will not go far wrong"!

"Referees under the age of 16 are eligible to officiate only in Competitions for players aged under 16.

If no Club Assistants are supplied, play the game and report the facts to the league authorities.

Question: During my game when I had to deal with dissent, there was an incident this morning, when a player spoke to me with dissent during play, so I took a look, remembered who it was, and cautioned him in the next stoppage of play.

Was I right to carry on, or should I have stopped play immediately and awarded a free kick?

Answer: If there is a clear advantage in letting the opposing team continue playing, then you should do so. If the perpetrator's team have possession, then you should generally stop play, and restart with an indirect free kick at the place where the offence occurred.

Question: I am in Australia and I was refereeing today our youth league.

I had the 15's today, and I blew my whistle right when my watch buzzer went, a couple of seconds after I blew for full time, one of the teams scored.

What is the ruling in Europe? do you guys have to blow for full time right on the dot, keep in mind this was including stoppage time.

Answer: Why make problems for yourself when there is no need to?

The danger of stopping play on the exact last second of the game, when the ball is near a goal, is fraught with problems; because the time difference between making a decision, and actually blowing the whistle, is long enough for the ball to travel over the goal line and into the goal.

There are no rulings in Europe. The Law 7 (The Duration of Play) tells us that 'allowance for time lost is at the discretion of the Referee'.

A discrete Referee is the only one who really knows what time remains during a match. The match is only over when the Referee says so. The Referee does not need to consult anyone else about how much time he should allow for stoppages accrued during the match - not even the Assistant Referees if he doesn't want to!

No one but the Referee knows exactly when time will run out or when he intends to end the game.

There will always be some discretionary time, due to earlier delays in the game, that an astute Referee can add onto the end of a half, that prevents having to end it if a goal scoring opportunity is imminent. Stopwatch or no stopwatch, most experienced Referees will not blow the whistle if there is a direct threat on goal when time's up. They will allow a second or two for the goal to be scored, or for the ball to be cleared away, then they will call time.

Referees have learned by their historical mistakes, and rarely will you see the half end when the ball is anywhere near either goal. If a goal is scored right at the end of a half, Referees will sometimes wait until after the ensuing kick-off and at least a couple of more seconds before blowing the final whistle ending the half. Only the Referee knows how much lost time he/she is aggregating on at the end of the each half, so they can feel confident in allowing a little bit of additional time and common sense to prevail. Players also seem to respect this common sense approach. It certainly prevents some of the worst situations arising in the Referees' lot!

Question: Could you please tell me what are Mandatory cautions ?

Answer: There are only eight mandatory cautions in the current edition of the Laws of the Game. All other cautionable offences mentioned in the Laws are discretionary. In other words, they are cautionable if they meet the standards set by the individual referee in a particular game at a particular time and if the caution is used to meet a particular game-management or game-control need.

A good explanation can be found here:

<http://www.sonic.net/soccer/refs/eightmandatorycautions.htm>

Question: If a goalkeeper comes out of the penalty area and trips an attacking player who is running through with the ball, but the goalkeeper has 1 or 2 defenders behind him , should the goalkeeper be sent off or not ?

Answer: When an attacker is fouled on his way towards goal, (including when a defender purposefully handles the ball to prevent the progress of the attacker towards goal), there are a number of factors that the Referee will need to take into consideration when deciding if the chance was an obvious goal scoring opportunity or not.

A Referee must answer YES to all of the following questions - before deciding that it was an obvious goal scoring opportunity or not. The Referee is the only person who can decide whether a goal scoring opportunity was obvious or not.

(a) Does the area between the attacker and the goal have fewer than two nearby defending players who are able to intervene, between the attacker and the goal?

(b) Was the attacker running directly towards the goal? (and not away from the goal at an angle - for example - obliquely towards the corner flag).

(c) Is the ball at a reasonable distance to enable the attacker to have reached the ball to play it?

(d) Was the foul committed near the goal? (the farther from goal, the less likely it is that an obvious goal scoring opportunity existed).

(e) Did the attacker have a reasonable chance for a shot towards goal, or to make progress towards the goal without being challenged by another outfield defender?

(f) Was the ball still in play when the foul was committed? (For example, did the Assistant Referee flag for offside just before the foul was committed).

(g) Was there enough match time remaining on the Referees watch, for the attacker to have covered the distance to enable a goal to be scored or attempted?

Remember also, that the further the distance is away from the goal, the less obvious it becomes when younger players are involved. For example - a seven year-old girl fouled 50 yards from the goal is not likely to have been an obvious goal scoring opportunity - because it's probably too far out to consider it to be a reasonable shooting opportunity.

Question: What advice can you give, to prepare me for an occasion when I might get an injury during a game, and have to ask one of my Assistant Referees to take over from me?

Answer: Preparation to deal with an injury to the Referee.

As part of his pre-match brief, a Referee must always give clear pre-match instructions to his Assistant Referees, on which one of them will take over, if the Referee gets injured. This will depend on the seniority and experience of each Assistant. If a Forth Official is present, he will normally take over the role of Assistant Referee. There may be occasions when a senior Assistant is carrying an injury that enables him to run the line, but not to officiate in the middle. In these cases, the Referee will have to decide if the Junior Assistant Referee could be the potential replacement Referee. Therefore, the person who is expected to take over, must always be asked if he is prepared to do this.

When a Referee has completed his pre-match instructions, it may be pertinent to ask the senior Assistant Referee, if there is anything that he would do differently should he (the senior Assistant) be asked to take over. For example, an Assistant Referee who is not used to buzzer flags, may not wish to use them if he takes over.

Note: The armband of the injured Referee will have to be passed to the Assistant Referee, if buzzer flags are continued to be used. This is better done in the respectful confines of the Referees' changing rooms rather than on the field of play.

Assistant Referees who are expected to take over in cases of injury, should have all the tools available. In other words, red-yellow card, appropriate whistles etc. The Referee in his pre-match brief can reiterate this. Being prepared both physically and mentally to take over, will be a great benefit to the Assistant Referee if he is ever called to do so. It would be very embarrassing if the Assistant Referee has to go back to the changing room to get his whistle! For obvious reasons, an Assistant Referee should not use the Referee's personal whistle.

When an Assistant Referee takes over the game, it is important to make sure that the Referee's full record of the game is handed over to the Assistant. This includes details of any persistent infringement from a particular player that will require a caution, if further minor fouls are committed.

The Assistant Referee who is chosen to replace the Referee if an injury occurs, should be asked to keep a full match record as the game progresses (i.e. the score, substitutes used, caution details etc.) This makes it easier for the Assistant Referee to take over the Referee's role if required.

The instructions on what note-taking role each Assistant Referee takes, is (or should be) part of a Referee's pre-match brief. Some Referees like to allocate note-taking responsibilities differently. Instead, for example, a Referee could ask his senior Assistant not to take any notes during the game, and will pass his notebook to the senior Assistant if he (the Referee) gets injured. The bottom line is, that the Referee should give the Assistant Referees clear note-taking instructions before the game starts.

Injured Referees can sometimes take the role of Fourth Official, or even an Assistant in certain circumstances. But if an injured Referee is unable to help in any way, then his involvement with the game action ceases. In other words, when a Referee is replaced, the replacement accepts full responsibilities for officiating the game.

An injured Referee, who takes no further part in the game, should think very carefully about where he places himself during the rest of the game. To minimise being approached and harassed by managers or spectators, he should (if possible) keep away from the immediate vicinity of the technical areas and any vociferous spectators.

Whilst the injured Referee now takes an inactive role, he is still an FA official, and can report any serious incidents that occur outside of the field of play that the Referee is not aware of. But great care must be taken not to impose yourself into situations that should be dealt with by others. Although it would be very rare occurrence, if the injured Referee notices anything that seriously engenders the safety of the players, then he should attract the attention of the Assistant Referee, who will in turn, inform the Referee - this is not just a match official's duty of care/responsibility, but also a human being's.

Once the match officials have decided amongst themselves, which new roles they will take, this must be imparted to the teams, via the captains, and the managers before the game recommences. In other words, keep the players and managers informed of what you are doing, and why.

Once the game has been completed, report the facts to the appropriate authorities.

Question: If a team play in black, and Referees continue to allow this, with one team even going to the expense of buying a yellow shirt for the Referee to wear, the matter should obviously be reported to the League. If, when reported, the League fail to take action on the grounds the Referees doesn't have any problems with it, then whom should it be reported to? Truth is, the Referees DO have a problem with it, but are scared of causing problems by calling games off. Will the County Football Association Referees' Committee have the authority to order a change?

Answer: If you do nothing, and allow such games to regularly take place, the situation will be exactly the same for every Referee colleague that officiates this team.

The problem initially lies with the Club and the League. In most cases, each team has to register every season, and as part of this, they have to stipulate the colour of their kit. When black (or predominantly black) shirts manage to slip through this system (for the lower level Leagues) in England most Referees will, on the first occasion (if no alternative is readily available), get through the game somehow, and then report the facts to the League.

If the League takes no action within a reasonable amount of time, then the action that you should take as a Referee is straightforward.

When you (or any other Referee) are allocated this team again, phone the team's Secretary in advance of the game, and if they still intend to wear black, then inform the secretary (and later, the Referee's appointment Secretary) that you will (a) not officiate the game as it broaches the Laws, and (b) you (the Referee) are not allowed to wear an alternative colour, in accordance with:

(a) Law 4 (The players Equipment). *All players including the goalkeepers must wear a jersey with colours that distinguish them from the Referee and the Assistant Referees.*

(b) The FA Handbook: *Referees **must** wear uniforms comprising plain black shirts with white collars and black shorts etc...*

It is the Club who has caused the problem - NOT the Referee. Clubs know that they should not have predominantly black shirts. Referees should therefore not be scared of causing problems by calling games off. It is YOU, the Referee who **has the authority** to call the game off, and it is your duty to do so.

Each team has to register with their County FA. So, if after reporting the facts to the League, no action is eventually taken by them, report the facts to the County FA, and let them sort it out. By doing so, you will have done your bit to protect the image of the game.

Question: What is the correct restart following an indirect free kick that crosses the goal line but is untouched by any other player?

Answers:

Indirect Free Kicks Taken By the Defending team:

If an indirect free kick is taken outside of its own penalty area by the defending team, and the ball (without touching another player) crosses the goal line of the defending team, the restart is a corner kick.

If the defending team inside its own penalty area takes an indirect free kick, and the ball (without touching another player) comes out of the penalty area and then crosses the goal line of the defending team, the restart is a corner kick, as the ball has come onto play by leaving the penalty area.

If the defending team inside its own penalty area takes an indirect free kick, and the ball (without touching another player) does not come out of the penalty area and then crosses the goal line of the defending team, the restart is a retake of the indirect free kick.

If the defending team outside or inside of its own penalty area takes an indirect free kick, and the ball (without touching another player) crosses the goal line of the attacking team, the restart is a goal kick.

Indirect Free Kicks Taken By the Attacking team:

If an indirect free kick is taken inside or outside of their opponent's penalty area by the attacking team, and the ball (without touching another player) crosses the goal line of the opposing team, the restart is a goal kick.

If an indirect free kick is taken inside or outside of their opponent's penalty area by the attacking team, and the ball (without touching another player) crosses the goal line of the attacking team, the restart is a corner kick. (Very unlikely to happen!)

Question: On Saturday Nickey Shorey of Reading took a throw in against Wigan by throwing the ball on to the back of one of his fellow players. The referee gave a foul and cautioned him. Can you explain which law he would be deemed to have contravened?

Answer: The referee could have deemed Law 12 unsporting behaviour to have been contravened. The action might have been done recklessly, thereby deserving a caution. It could also have been the culmination of persistent infringement, an act incorporating dissent, a failure to wait for the referee's signal (if the player had been instructed to do so) or a hundred other things!

The one thing that it would not have been for, is nothing ;-)

Question: Simple goal kick: Goalkeeper takes it but chips it in the air to his defender (who is legally outside the goal area) he then heads it straight back to his 'keeper who catches it and then kicks it upfield. Is this circumventing the laws on the back pass?

Answer: There is nothing specifically in the Laws that covers this particular incident. But - an offence is committed by the goalkeeper circumventing the spirit of Laws. It is irrelevant whether the defender touches the ball or not. A caution and a retake of the goal kick is the correct procedure.

FRIENDLY? YEAH I BET!

A story was once told to me by a referee from our association where I am the appointments secretary after having appointed this member to a game, although, unfortunately the referee in question has since passed away after having a heart attack at home after refereeing a senior game one day for a different association. When the referee arrived at the ground there were no corner flags in position so he advised the home coach that he would need to put them in place before the game could be commenced.

The response from the home coach was words to the effect that, oh ref, the game is only a friendly game and surely we do not need corner flags?

The referees response which I thought was rather good was that if it was only a friendly game then if a player from the opposition team should happen to hit one of the players from the coach's team that the referee then would not need to take any action as it was only a friendly game!!

The end result of that comment was that the corner flags were in place very quickly and the game kicked off on time and it would have appeared that the coach got the message.

I guess the thing to be learnt from such happenings is that there is no such thing as a friendly game but only a game played for no points.

Thanks to Merlin Amos for this good advice.

I hope that you have enjoyed this issue of the newsletter, and that you are all continuing to enjoy your refereeing roles.

All the very warmest wishes to you all, wherever you are in the world.

Regards, Julian Carosi (Editor)

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_____ The new web site address is www.CorshamRef.org.uk

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