

Team Directives

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Referee, Assessor & Instructor



FOOTBALL
WEST

Managing the game - Communications



TEAM DIRECTIVES

(Instructions)

Prior to KICKOFF
(and part of match preparations)

Referee – Match Officials (TEAM)

AR /AAR / 4TH / VAR

ALL FLAGS SIGNS & BANNERS

BUILDING BETTER BRANDS TOGETHER

Communications Referee – Team



- The idea of pre match briefing and allocation of certain responsibilities creates a **team spirit** within the dressing room, and will prepare the **TEAM** to operate to the best **requirements** by the referee.
- ★ • Make sure you are comfortable within the dressing rooms before walking out there to the war zone,
- It is very important when briefing new TEAM MEMBERS (never assigned together to games with you before), such FIFA, HAL, WL, NPL, local competition or any other tournaments such nationals etc.. However, it is as much important when we briefing ourselves even if it happens every week, it is crucial to create the **team spirit** and camaraderie (**including the assessor**) 😊.
- Each referee got his own style, he or she understand the game differently and will manage the event by his or hers **personal style**.
- Although football is a team game and it is apply for the referees as well. Saying that we only have **ONE** referee!! (Page 31 LOTG)

Communications Referee – Team



When giving instructions do not stop or limit yourself to technical instruction only, try to continue instructing what to do when things will turn “Pear Shape” or make it clear what is to your opinion in regards to:

“The next phase of play”.



Temporary dismissal / Offside / Advantage /
Wait & See, Etc..

Communications Referee – Team



FIFA EXERCISE

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Communications Referee – Team



FIND YOUR

“KILLER FIRST SENTENCE”.

Remember the first word / sentence coming out of your mouth will have a direct bearing (performance) on your team.



Communications Referee – Team



In groups.....

FIND YOUR KILLER FIRST SENTENCE.....



Communications Referee – Team



Mark Clattenberg –

Guys make sure I get the decisions right.

Jarred Gillett –

Let's work as a team!

Chris Beath -

How are you guys?!

Communications Referee – Team



- Start with your **Motto** or indicate the **Most Important** thing for you when officiating.

For example:

- Eye Contact – not looking - don't give!?
- Late and correct than fast or early and wrong.
- To be proactive, or not, and if yes, how far.
- Wait and See Etc....



Communications Referee – Team



For tonight and the rest of my involvement in our beautiful game (at any level and participation) my killer word is:

SHARE

So lets kick start...

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Communications Referee – Team



1. The importance of “Designating roles”
 2. Substitutes
 3. Offside
 4. Fouls and misconduct
 5. Penalties and free kicks
 6. Applications of the “Laws of the Game”
 7. Report and data writing
 8. Mass confrontations – apply duties
 9. Dissent
 10. Duration of the match and added time
- ★ Understand the directives and **ask questions !**

Designating Roles

- What are the differences between the ARs?
Benches, Subs and Duration of the match (added time).
- What do you want from the ARs to do when subs are in progress?
AR1 – Referee or AR1 must be on half way line for the subs.
AR2 – to indicate subs, when? (Looking not looking)

*Start by designating roles (AR1 and AR2)
(follow comp management with open mind)*

Why open mind?

- Relate easily to the role.
- Create pride with role - Young, Junior, weekend warrior.
- Control of tech area
- Relieve pressure from referee – (if finish earlier game)



Substitutes and Technical Areas



Make sure AR1 is fully informed how you wish him or her to control the TA (ask, tell, remove)

- Clarify competition rules (e.g. temporary dismissal)
- Who needs to be where to process / supervise the change?
- Who records data? When? And how !!
- When do we restart play?
- Substituted player, leaving the field of play, from where?
- Advise YOUR basic requirements to AR1 in regards to equipment and uniform? (Undergarments, Jewellery)

“Late Call then a Bad Call”

- How long you wish them to hold the flag up.
- When do you want them to join play!
- What happened if you overrule them, (personally or not?)
- What happened if goal scored?

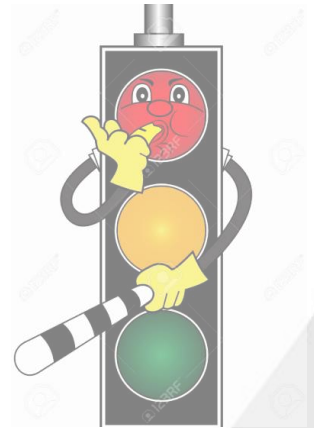
And definitely **NOT**

“Offside’s are all yours” !! 😞

Fouls and Misconduct

Designate areas of responsibilities and level of being proactive.

- Who is the first to indicate foul?
- **No go** or **No entry** zones.
- Eye contact.
- Simultaneously actions.
- What to do when things happened off the ball or behind play.
- Exchange information during play or stoppage in play.
- Level of serious foul play. (Colour of cards)



Penalties (and free kicks)

★ *Specify /Limit /Narrow the AR coverage when penalty happened and taken.*

- How to indicate penalty.
- Do you require the AR to wave the flag?
- What to do when you miss it.
- How pro active the AR should be before the kick taken (position).

- How to correct the referee if foul committed:
Outside the penalty area (given inside)
Inside (given outside)
Not given (100% sure)

- What to do if Goal scored and:
To the AR opinion should be disallowed.
To the AR opinion should be awarded.
To the AR opinion you gave the wrong decision (time frame).

This is why we are getting paid

- Example A: **Jewellery and Equipment**
If a member of your team notice a player with jewellery what do you want them to do? ,undergarments, can they ask the player to correct their gear etc. When do you want them to engage you?
- Example B: **Throw In**
How proactive you wish them to be when a player NOT taking the throw in from the correct spot.
- Example C: **Restart of play**
If a member of your team notice that you are about to restart play in the wrong position, when and how you wish them to advise you?
(restart after melee, injury, send off etc..)

Report writing

*Remember the three wise monkeys (or four)!
Didn't hear, didn't see and didn't say anything*



Instruct your team exactly who is writing what and when!

We want to avoid this



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Mass Confrontation



Please discuss 5 most important directives **to you**
in regards to

MASS CONFORONTATION



Reminder

these directives are given inside the dressing room prior to kick off

Mass Confrontation continued



You must apply duties

Remember only you know your personal style of dealing with extreme situations.

In an extreme situation instruct:

- AR1 / 4TH - benches are controlled at all time (priorities).
- AR2 - when to join to assist you controlling the situation.
- Advise the team when is the right point in time for them to step in to assist you.
- Advise the AR'S when YOU consider the situation become a mass confrontation.
- Advise your team who is doing what in extreme situation, who is stepping in or who keeps collecting data in order to punish the correct offenders.
(remember we got to get it right).

Dissent

★ Mother of all problems.

- *Remember Early intervention preventing of insulting your team mates is the **REFEREE** responsibility.*
- Please explain to your team the level of acceptance of dissent (we all different).
- Please determine how far you wish your team can respond to a dissent or lack of respect.
- Please advise your team if dissent shown and **“They had enough”** what exactly you want them to do.

ADVICE

If calling you for a report of an incident during the match, explain when to call you and what kind of an action they require from you.

Duration of the match

★ ***MINIMUM*** is a very ***SAFE*** word.

It is your timepiece that counts, so remember:

Allowance.

Intervals.

Periods of play.

Drink breaks (1 MIN only 2019 LOTG).

★ When indicating added time don't forget the whole team.

THE A TEAM



Make sure they did understand you, and ask:

Before the game

any questions ?

After the game

any feedback ?



THANK YOU



IF YOU KNOW BETTER

YOU CAN DO BETTER

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