

Topic: Mechanics and Procedures

Date : 5/98

Target Audience : All levels of referees

Time : 1.5 hours to 3 hours (or more), depending on class level

Equipment Required : flags, whistles, overhead slides, overhead projector, whiteboard/blackboard/flipchart, copies of the Guide to Procedures for Referees, Assistant Referees, and Fourth Officials (to be handed out)

Possible sets :

Think of the last time you saw a soccer game. List three times the referee looked at the AR for a signal.

Write down why sometimes a referee and AR will cross-signal and how they straighten out any conflicts.

Describe how to use your AR's to the best benefit of the game.

The image shows an overhead slide with a white background and a black border. At the top center, the word "Objective" is written in a large, bold, serif font. Below this, a rounded rectangular box contains the text: "At the end of this presentation, the student shall be able to demonstrate to the instructor's satisfaction the basic procedures used during the game." At the bottom of the slide, there is a footer with three items: "© 1998, U.S. Soccer Federation" on the left, "Guide to Procedures" in the center, and "Page : 2" on the right.

**Objective :**

At the end of this presentation, the student will be able to demonstrate to the instructor's satisfaction the basic procedures used during the game.

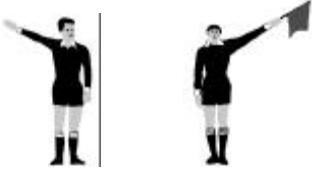
The instructor can use the provided post-test to quiz the students for understanding. Alternatively, real world examples and verbally (or in written form) quizzing the students on what they would do can serve as a summary and post-test.

**General Teaching Note :**

There are times when the inclusion of the 4th official material will be inappropriate, such as an entry level clinic, or re-certification clinic for new referees. In that case, the instructor can gloss over the material that refers to the 4th official.

## General Mechanics

- Common and Standard Practices
- Avoid Undue Attention
- The Whistle and Communication
- Diagonal System of Control
- Cooperation and Communication
- Signaling Technique



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The purpose of the Guide to Procedures for Referees, Assistant Referees, and Fourth Officials (also known as the Guide to Procedures) is to provide a standard set of approved, tested, and effective procedures for all referees. The officials for a match should discuss these during the pre-game. However, these procedures can serve as defaults in the absence of any pre-game discussion.

The Guide to Procedures details the items listed above. The instructor should ensure that the student has a firm understanding of these basics before proceeding through the rest of the material, as these points are used in all of the other procedures.


In particular, the instructor should emphasize that the referee is a part of the game and should not intentionally or constantly be the center of attention. However, there are times when this will be unavoidable and the referee should consider that simply a part of the game.

Also, it is useful to explain fully the use of the whistle - when it must be used, when it can be used and when it should be avoided. Of equal importance is the need for referee-AR communication and for frequent eye contact between all the officials.

Lastly, the student should be taught at the start to signal properly and crisply, as described by the last item in the General Mechanics section of the Guide to Procedures.

## Prior to Game

- **Team : Referee, ARs, and 4th Official**
  - Arrival at field
  - Field inspection
  - Pre-game instructions
- **15 Minutes Before Kick-Off**
  - Senior AR and 4th Official
    - player inspections
    - rosters
    - player passes



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The instructor should stress that all the officials are part of one team and it is essential that they approach the game as a crew.


Not all games will follow such a strict and formalized pre-game strategy. However, teaching the students to consider all these steps prior to each game will assist them in overall game control - no matter what the level of game.

Pre-game : a good pre-game can overcome many difficulties encountered at any level of competition. It is important to cover the different phases of the game and to ensure that the entire crew has an understanding of what their actions will be for given scenarios. This applies even when the members of the officiating crew are highly experienced and/or know each other well.

You can ask why the senior AR and 4th official do the inspections/pass gathering. The reason is that those are the officials who will be dealing with the teams during the game. The pre-game duties can set a positive environment in which to work and will familiarize the coaches/players with the referee crew members with whom they will interface.

## Prior to Game

- **Prior to Kick-Off**
  - Field entry
  - Coin toss
  - Positions



The illustration shows a referee in a black suit and white shirt standing in the center, flanked by two assistant referees in black uniforms. To the right, a fourth official in a blue uniform is shaking hands with a player in a blue kit. In the foreground, two players in red kits with numbers 5 and 7 are visible. A soccer ball is on the ground near the player in blue.

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The referee crew needs to be aware of the procedures and rules of the competition to be used for the game at hand.

## Kick-Off

- Referee Position
- AR Positions
- 4th Official Position



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Discuss the various referee positions that can be taken up prior to the kick-off and the advantages of each (on the diagonal, to either side, etc).

The ARs obviously should be even with the second to last defender (SLD) on their respective ends of the field.

The 4th Official would normally be positioned between the teams at a provided table. However, he should not be behind the table but in front of or next to it, able to get up and deal with any issues that may arise.

Under no circumstances should the referee appear to be visibly counting the players in preparation for the start of the game. The practice of calling on the goalkeepers to confirm that they are ready is strongly discouraged. Each AR should display an unfurled flag or simply nod when eye contact is made with the referee to indicate that their end of the field is ready for the kick-off.

**During Play**

- **General Positioning**
  - Referee
    - flexible
  - ARs
    - even with ball or second to last defender
    - flag straight down, always visible
    - square to field
      - flexible
    - eye contact - before signaling

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This instructional module is not intended to teach the mechanics of the Diagonal System of Control (DSC) but rather to (re-)enforce it.

On the item regarding ARs being square to the field, it is important to emphasize that the ARs should not sacrifice their position in order to provide a “clean” or “sharp” look when side-stepping. That mode of movement is not natural, but it is very useful for monitoring tight offside position situations.

Again, the instructor can emphasize the importance of eye contact between each AR and referee.

## During Play

- **Goalkeeper Possession/Punt**
  - Referee
    - positions to watch where play will go
  - AR
    - verifies no goalkeeper handling
    - follows ball
    - may possibly move up field early



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The referee should seek a position which enables him to maintain a good view of his AR(s) and look through the play to catch the common pushing that comes in this situation as players jockey for position. Of course, there are times that some other position will be more important, but as a general rule, looking through the play works well.

The “possibly early” note refers to the acceptability of the AR pushing up-field, even with the SLD prior to the ball being put in play. This presumes that there is no compelling reason to hang back near the penalty area in this situation - such as an attacker who might interfere with the goalkeeper.

## During Play

- **Throw-In**
  - Referee
    - signals on his end
      - AR assists as needed
    - indicates location as needed
    - positions to watch where play will go
  - AR
    - signals on his end
    - maintains offside position (OSP)



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Again, the emphasis here is that the referee should position intelligently - using a good read of the play to determine where the throw-in will go and being in position to observe that area. Under all circumstances, the AR should be between the thrower and the goal line at the ARs end of the field.

The AR should (unless otherwise instructed) only signal for throw-ins in his half of the field. At higher levels of play, it would be improper for the AR to indicate to the player where a throw-in should be taken with a visual signal. The players are expected to understand that and, should they need assistance, it is the job of the referee.

Also, the procedures for the ball going out of play and back in very quickly need to be described. The AR should signal when this has happened by raising the flag vertically and, when the referee blows the whistle, the AR should indicate the direction for the throw. This procedure is also used for ball out of play over the goal line, except that the indication to the referee after the whistle is one of goal kick, corner kick, or goal (short sprint up the touch line).

## During Play

- **Goal Kick**
  - Referee
    - signals on his side of field
      - AR assists as needed
    - positions to watch where play will go
  - AR
    - signals on his side of field
    - checks ball position
    - maintains OSP



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The comment “AR assists as needed” is there to emphasize the communication aspect of referee-AR cooperation. The referee “asks” for help by looking to the referee prior to signaling, perhaps with a raised eyebrow or quizzical look on his face. To signal incorrectly prior to being asked only makes the AR (and referee team) appear foolish and unable to make even the simplest decisions.



The bullet for the AR to “check ball position” also implies that, after the ball is properly set, the AR can move up-field to check penalty area encroachment, or possibly to catch up to the SLD.

Also note, it is not necessary for the AR to always run to the corner flag and then back up the touchline to the top of the goal area prior to signaling for a goal kick. That sequence wastes time and energy and draws undue attention to the AR who will be seen to be “showing off” and moving excessively.

Please note to the students what to do in the event that the ball is out and back in quickly (flag straight up; after the whistle, then point for GK).

## During Play

- **Corner Kick**
  - Referee
    - signals on his side of field
      - AR assists as needed
    - checks ball placement
    - positions to watch where play will go
  - AR
    - signals on his side of field
    - checks ball position on kick at his corner
    - positions on goal line



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Similar issues arise during the signaling and taking of a corner kick. The referee and AR are encouraged to be seen working together in providing positive game control. The AR should assist, for example, in preventing encroachment at the taking of a corner kick near the AR.

The terms “far side” and “near side” in the Guide to Procedures are used to describe positions relative to the AR. The corner nearest him on the goal line is the near side and the one farthest from him is the far side. Since the referee’s positioning is flexible, what is “near” to him may be the wrong corner for pointing.

Again, remind the ARs what to do in the case of ball out and back in quickly - raise the flag vertically, wait for the whistle and then indicate corner kick.

## During Play

- **Goal**
  - Referee
    - checks with AR
    - points to center circle
    - observes players while positioning for kick-off
    - records goal
  - Lead AR
    - checks with Referee
    - runs up touch line
    - observes/records

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The scoring of a goal can lead to a number of issues between players of opposing teams or between players and referees. It should be stressed to the students to handle themselves in such a way as to prevent these confrontations. In particular, the comment “observes players...” should be taught as generally getting away from the crowd, but still being near enough to step in if required. Also, by moving away, the temptation for players to dissent is reduced.

After confirming with the AR that the the goal was valid, it is the primary responsibility of the referee to observe the players (as opposed to recording or pointing to the center). The referee is advised to keep the areas where player confrontations are possible in sight while moving back to the center of the field.

Also note that the AR needs to be ready to move away from players attempting to argue/influence his signals. The referee particularly needs to be aware of players who appear to be moving to confront the AR and to intervene, if necessary, doing so immediately in the case of youth ARs.

## During Play


- **Goal (continued)**
  - **Trail AR**
    - records first
    - observes while Lead AR and Referee record
  - **4th Official**
    - controls bench as needed
    - records goal
  - **All officials deal with excessive celebration**

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Many referees forget to let their ARs write down important information - either after goals or cards. A reminder here to hold off the restart would do wonders for the 'team' aspect of officiating. In doing so, it might be worth emphasizing to the players anxious to take the kick-off that this is "referee-time" and will be added as needed at the end of the half.

## During Play

- **Goal, Ball Comes Back Into Play**
  - Referee
    - looks to AR for assistance as needed
  - AR
    - raises flag vertically
    - when game stopped
      - flag down
      - run up line

An illustration of an Assistant Referee (AR) standing on the field. The AR is wearing a dark uniform and is holding a flag vertically in their right hand. A vertical line is drawn next to the AR, representing the offside line.


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Along with a PK, this is one of the most tense moments in a soccer match. There is a high probability of confrontation with the AR whose signal will be seen as "responsible" for the goal and the referee must be prepared to act decisively both to support the decision itself and the official who made it. Stress the importance of maintaining the signal for as long as is needed to gain the referee's attention.

It is also essential that the AR and referee have clear communication in the event that the ball goes over the goal line and back into play. Eye contact must be established and the referee must be very positive about his signaling of a goal.

## During Play

- Goal to be disallowed
  - Referee
    - stops game if necessary
    - consults with AR as needed
    - restarts game
  - AR
    - offside by scorer - signals for offside
    - attacker foul or offside other than scorer
      - stands at attention
    - positions for restart



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Another make-or-break decision for the officiating crew is taking an apparent goal away. If the referee is making that decision, then he must be prepared for the pleading by the attacking team (and, possibly, the defending team). If the AR is providing input into that decision, the referee should remember that the teams are likely to be volatile at this point. Make certain that any such developing confrontations are caught as soon as possible and are handled quickly.

The AR who makes this call when needed should also establish clear eye contact with the referee so that there is no doubt between the two as to what has occurred.

Also, please emphasize to the students the mechanic for the AR. Under no conditions, **other than the scorer being offside**, should the AR raise the flag when he/she feels that a goal was scored improperly. This places the burden directly on the referee to look at his AR before awarding the goal.

## During Play

- **Offside**
  - Referee
    - stops play or waves down flag
    - indicates IFK
  - AR
    - raises flag until
      - play stopped
      - waved down
      - defensive control/restart
    - indicates location
    - drops flag



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For offside, students need to understand the specific sequence of signals and related actions that must occur. The AR raises the flag straight upward and holds it until eye contact is made with the referee (or until control passes to the defense). If the referee stops play for the offense, then and only then does the AR signal where across the width of the field the offense occurred. When this is acknowledged by the referee, the flag is dropped but the AR holds his place on the touch line until the ball is properly placed for the restart. When this occurs, the AR takes his normal offside position. For those that might counter “But the players need to know where the ball is to be placed” it is sufficient to remind them that the position of the AR on the line, coupled with referee assistance (as needed), will guide the players.

Stress the importance of not skipping over any parts of the sequence as described above.

Also, there are times the AR will need to move further down-field from the SLD in order to properly indicate where the ball is to be placed for an IFK resulting from offside.

## During Play

- Fouls observed by Referee
  - Referee
    - stops game
    - moves to spot of foul as needed
    - checks with AR if inside penalty area
    - indicates direction/type
    - manages wall, as needed
    - signals restart



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On any play close to the edge of the penalty area, it is useful for the referee to check with the AR for positioning. He may make a decision that differs from the AR's input - but at least he will have all of the available options.

There are many different styles of wall management. Among them are the "first brick in the wall" idea and the "go and I'll tell you when to stop going" idea. All of these work in various situations and should be considered. There are also times that the offended team will want (and will be prepared to take) a quick free kick. The referee should always be alert for this possibility and develop habits that do not prevent this from occurring. However, should the referee need to deal with misconduct or some other situation, it is wise never to sacrifice game control.

Where immediate direct supervision is not needed, the referee's first priority is generally to get out of the way. Interfering unnecessarily in FK restarts almost always favors the defense.

## During Play

- Fouls Observed by Referee (continued)
  - AR
    - signals as appropriate
      - is foul in penalty area?
    - positions for restart

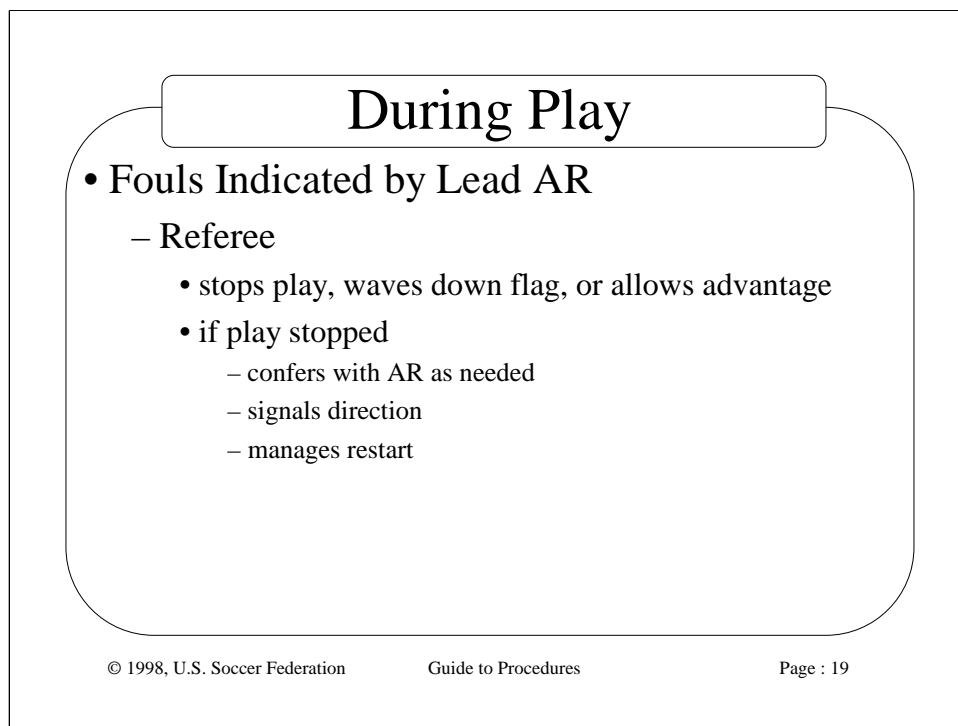


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Again, the phrase "signals as appropriate" is a specific reference to the AR's response to direct eye contact from the referee which asks for advice on whether the foul just called occurred inside the penalty area. The positive response (holding the flag straight downward in front of the body) should not be given in the absence of a request for assistance. The negative response (the foul was not inside the penalty area) is simply to stand still and hold the flag normally.

If the FK restart is located near the AR, it is often useful for the AR to assist, without entering the field, in enforcing the required minimum distance for defenders. The AR, however, should not interfere with attackers wishing to restart quickly. This can be accomplished by the AR, unless otherwise needed to help control players, moving 10 yards back from the spot of the foul. This works by helping the referee not pace off the 10 yards and puts the AR in the (generally) ideal spot for the restart (SLD).

Under no circumstances should the referee, if called on to enforce the minimum distance, appear to be visibly measuring or pacing off this distance. There are numerous references on the field to assist the referee, such as the distance from the penalty spot to the arc, or half of the center circle.



**During Play**


- **Fouls Indicated by Lead AR**
  - Referee
    - stops play, waves down flag, or allows advantage
    - if play stopped
      - confers with AR as needed
      - signals direction
      - manages restart

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ARs should be very clear from the pre-game as to when their input on a foul occurring outside the vision of the referee should be signalled. In any event, they should be ready to quickly communicate to the referee what is going on so the referee can make a decision without delay.

## During Play

- Fouls indicated by lead AR (continued)
  - AR
    - ensures that referee could not see foul
    - signals with flag
    - shows direction with flag - or -
    - moves to goal line for PK
    - indicates restart location if not PK

An illustration of an Assistant Referee (AR) in a dark uniform, holding a flag straight up with their right hand. The flag is shown with several curved lines above it, indicating it is being waved. The AR is standing on a light-colored surface, possibly a field.

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Stress that, if the referee waves down the flag, the signal and the information remain both valid and important. The pre-game should provide guidelines regarding when the AR should signal for fouls not believed seen by the referee. Beyond this, however, the AR should closely observe in the early minutes of the game how the referee himself is handling various events and be guided accordingly.

Much can be written about the bullet item “ensures that the referee could not see foul” and how that communication takes place. It is useful for the instructor to quiz the students on how that can work and what should be looked for by both referee and AR. In general, the AR should determine the direction of the referee's attention and should be prepared to signal for fouls occurring behind the referee, where players may have obstructed the referee's view, or if the referee is focused on other events. The referee might also be uncertain of an event and request assistance from the AR through direct eye contact.

Under any of these circumstances, there is a specific sequence of actions involved in the AR signaling a foul. It begins with the flag held straight up. Only upon making eye contact with the referee should the flag be given the **brief** wave which indicates a foul. If the referee stops play as a result, then the AR should either signal in the direction of the restart or move to the goal line to indicate a PK.

## During Play

- **Fouls Indicated by Trail AR**
  - Referee
    - stops play or waves down signal
    - if play stopped
      - confers with AR as needed
      - signals direction
      - manages restart
  - Trail AR
    - signals with flag
  - Lead AR
    - mirrors trail AR's signal, if needed




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This situation almost always involves misconduct. The lead AR should always try to include the trail AR in his scan of the field and be ready to quickly mirror a signal, should the referee's attention be required.

## During Play

- **Play On, Advantage Applied**
  - Referee
    - calls out “Play on!” or “Advantage!”
    - signals with hands
    - does NOT signal
      - trifling/doubtful fouls
      - situations where no foul occurred



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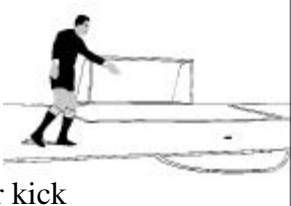
Referees should learn to refrain from using the phrase “Play on!” or “Advantage!” (or anything similar) when they wish to indicate to the players that nothing has happened or that they have seen the alleged infraction and deem it to be trifling or doubtful.

When advantage is being applied, the referee should (to the extent possible) indicate this decision with the same vocal strength as if the whistle were being blown to stop the play due to the foul.

It is also helpful to train referees to avoid having to “call back” advantage by delaying slightly (2-3 seconds) to determine whether or not the advantage will materialize before indicating the decision to the players. This matches the mechanics used at the highest levels of the game and is the desired practice.

## During Play

- **Penalty Kick (Signaled by Referee)**
  - Referee
    - whistles to stop play
    - points to penalty mark
    - positions off field
    - supervises placing of ball for kick
    - identifies kicker
    - ensures proper player positions
    - takes position and signals for kick



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Students should be taught that the whistle for a PK should be different (longer, louder) than for fouls outside the penalty area. Stopping play in the penalty area draws immediate and close attention. The referee should point directly to the penalty mark and then quickly (unless game control supervision is needed) make way to a position off the field, still able to observe the players. This discourages players from engaging the referee in debate.

After emotions have settled, the referee can then perform the various duties assigned in Law 14 prior to signaling for the kick to be taken. Giving the ball to the kicker to place at the penalty mark serves to identify the kicker and provides an opportunity to confirm to the kicker that the kick may not be taken until after the referee signals.

Then, the referee should signal the kick to be taken so everyone can hear (whistle or voice). After the kick is taken, the referee should resume normal coverage.

## During Play

- **Penalty Kick (Signaled by Referee, continued)**
  - AR
    - indicates PK if referee “asks”
    - takes up position at goal line/penalty area intersection
    - if goal not scored, resumes OSP
    - if goal scored, follows “Goal” procedures



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As described earlier, if the referee makes direct eye contact with the AR to determine if the foul just called occurred inside the penalty area, the AR should indicate by holding the flag centered in front of his body, pointing down (as illustrated). One or both hands may be used to hold the flag.

If the foul occurred outside the penalty area, the AR should simply stand on the touch line with the flag held next to his body in the hand away from the goal line. Then, after the referee has determined the kick is given outside the area, the AR should move to cover the SLD, unless otherwise instructed by the referee.

The instructor can remind the students that, if the AR wishes to communicate to the referee that the goal resulting from the PK may be invalid, the AR should simply stand at attention and NOT raise the flag. The referee can then consult the AR as needed.

## During Play


- **Penalty Kick (Signaled by AR)**
  - Referee
    - same as if referee had signaled
  - AR
    - signals foul
    - walks to corner flag unless waved down by referee

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If the referee is screened and a foul that the referee would have called is observed in the penalty area, the AR should signal the foul (flag up, then brief wiggle only **after** eye contact made). When the referee has acknowledge this signal by stopping play (as opposed to waving down the flag), the AR should begin moving toward the goal line. The procedure described previously of holding the flag in front of the AR is **only** for the case where the referee calls the foul and needs to know its position.

## During Play

- **4th Official**
  - Constantly scanning benches/field
    - home bench
    - visiting bench
    - Referee
    - game
  - In case of bench trouble
    - deals with bench farthest from senior AR
  - Manages substitutions



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The 4th official has a significant amount of responsibility in assisting the other members of the referee team. The 4th official should always be concerned with the benches primarily and the game last. Good 4th officials, like ARs, do not get to watch the game, but focus on their duties - which are to :

- monitor the benches (based on knowing what's going on in the game)
- control the benches, as needed
- manage substitutions

Other instructional modules deal with training 4th officials, but this slide can be used to present the highlights.

## Misconduct - Play Stopped

- Referee
  - Identifies and isolates player(s)
  - Records information
  - Informs and cards player(s)
  - Waits for player(s) to leave, if sent off
  - If needed, cards immediately, records later

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This slide can be used to teach the suggested procedure to use when cautioning or sending off players. Again, this can be a very tense time for the officials, so it is suggested the the students adopt this as a standard practice so it will be ingrained in them when such a situation arises.

First, the referee should figure out who the offending player is and get him to join the referee away from any crowd of players. The referee should position himself such that he can still observe the rest of the players on the field.

The referee should then record any needed information (#, name, nature of offense, time, etc.) and then inform the player (briefly) why the player is being carded and show the appropriate card. The referee should ensure that there is sufficient room between the referee and player so that the player will not attempt to attack the referee.

In case of a send-off, the referee should wait until the player has left the playing area before starting or restarting the game. While this may seem like a long time, the referee should not allow the game to restart as the individual sent off may return and cause further trouble.

If the misconduct is such that retaliation is possible, it is acceptable for the referee to show the card first, then follow the above procedure.

**Misconduct - Play Stopped**

- ARs and 4th Official
  - Prevent others from interfering
  - Record pertinent information
  - If send-off, monitor player's leaving

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The ARs can assist during a misconduct situation by preventing other players from interfering with the referee. This may mean entering the field, as discussed during the pre-game. It may merely be as simple as talking to nearby players.


The ARs need to record as much pertinent information as they can remember while continuing to monitor the field. This may mean writing something, then looking around, writing some more, then looking around some more, until they have all the information needed.

The ARs should also assist the referee in monitoring any player sent off. They should communicate to the referee (if needed) when the player has left the playing area and that the game may now proceed.

The 4th official also shares these same duties, as well as possibly serving as an interface to security in the event of a sending off.

## Substitutions

- Referee
  - Acknowledges substitute
  - Delays restart
  - When player leaves, beckons substitute
  - Adds time as appropriate
- AR
  - Signals referee
  - When acknowledged, drops flag
  - Assists with substitution if no 4th official



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The instructor should take special care to ensure that students learn and follow the substitution procedure described here and in the Laws of the Game. In sequence, the following happen:

The 4th official (or AR, if no 4th official) inspects the player's equipment

The AR signals the referee for the substitution (the other AR mirrors, as needed)

The referee acknowledges the substitution request

The AR then lowers the flag

The 4th official (if present) displays the number of the player coming off

The AR and 4th official ensure the substitute waits for the player to leave the field

The referee beckons the substitute onto the field

This procedure can be used even for multiple substitutions, which occur often in youth games.

## Substitutions


- 4th Official

- Inspects equipment
- Collects/verifies pass
- Informs senior AR
- Displays numbers when recognized
- Prevents early entry
- Records time/players' numbers



## Timing

- Referee
  - Makes eye contact with other officials
- ARs
  - Indicate last 5 minutes/end of time

An illustration showing a hand with a wristwatch. The hand is positioned as if pointing to a vertical line on a surface, likely representing a time marker on a scoreboard or clock.

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The procedure outlined in the overhead serves as a useful check between officials that the game is proceeding normally. It also ensures that the referee and ARs are still working as a team.

## End of the Game

- Referee
  - Signals with whistle
  - Points to center circle
  - Secures game ball
  - Oversees teams' behavior
- ARs
  - Join referee on field
  - Assist in team supervision
- 4th official
  - Gathers equipment/joins referee team off field



At the end of the game, the referee and ARs should quickly meet, with the ARs going to the referee, who may already be moving off to the side of the field. If one of the ARs is closer to the ball than the referee, it is acceptable for that AR to gather the ball.

The referee crew can then monitor player behavior until the teams either leave or all competitive activities have ended. The officials should then retire to the locker room or other meeting area to complete all needed paperwork and to discuss the game just completed. Post-game debriefings are an important part of the game.

## Post-Test

1. Which AR signals consist of only one action? Two actions? Three or more actions?
2. Describe the referee's sequence of actions in issuing a caution.
3. What is the position of each AR for a kick-off?
4. What are the characteristics of a good flag signal?
5. Describe three different reasons for varying the way a whistle is blown.

## Post-Test

6. Briefly indicate three different situations in which eye contact between the referee and the AR is critical.
7. Describe the circumstances in which the AR might signal by holding the flag straight downward in front of his body.
8. What different techniques does the referee have in enforcing the minimum distance at a free kick?
9. How does the referee become aware of a signal by his trail AR?
10. Describe the general procedure for indicating that the ball has left the field and quickly returned. What happens next?

## Post-Test

11. Describe what the officials for a match do before the game.
12. Why are the senior AR and 4th officials the ones to check in the players?
13. Of what use is staying square to the field for an AR?
14. What does it mean "the referee asks for input from the AR"?
15. Describe how the remaining time is communicated between the ARs and Referee.