

Communication Guidelines Head-Set

Offside		
Key Word	Message	Remarks
„Offside“	AR decides for offside	Flag immediately, beep immediately, talk immediately
“Back”	Defender plays the ball	Normally this comes from the Referee. Necessary, if several players are going for the ball. Don't use it too often.
“Touch”	Attacker plays the ball	Say “touch”, if two player go for the ball or it is in another way unclear who plays the ball. Don't use it in other situations.
“Nobody”	Nobody plays the ball	Only necessary, if players approach the ball but ending up not touching it. If they touch it, use “touch” or “back”.
“Wait”	Attacker in an Offside Position, AR is waiting	Referee knows that the AR is waiting with signalling the offside (wait and see)
“Line of vision?” Answer: “Offside” or “play” or “Goal” etc.	Shot on goal, Attacker in an Offside Position. Question of Line of Vision	The AR asks this question, if he is unable to determine, whether the attacker disturbs the “line of Vision”. Referee answers
“Challenging?”	Attacker in an Offside Position is probably challenging an opponent for the ball	AR only asks, if he is unsure.
“Play”	No offside, tight situation	“Play” can be used in every situation for „Play on“.

Ball in or out?

Key Word	Message	Remark
Colour or Team	Throw-in for...	Referee and/or AR say colour or team before signalling.
“Corner”	Corner	Communicate bilateral before making the decision.
“Goal kick”	Goal kick	Communicate bilateral before making the decision.
“Goal”	Goal	Communicate bilateral before making the decision.
“Play, play” “Out, out”	Ball remains in play Ball is out of the field of play (tight situations only)	Especially “out” should be said immediately that the referee can interrupt the game quickly.

Foul Play / Handball

Key Word	Message	Remark
“Foul”	Foul	Colour or Team may be added after the whistle. Then signal
„Hands“	Handball	Colour or Team may be added after the whistle. Then signal
„Play“ (or „OK“)	No Foul	“Play” can be used in every situation for „Play on”.
„Advantage“	Advantage	-
„Attention“	Afraid that something will/could occur shortly	For example a bouncing ball between two players. Or something behind the referees back

Box situations (Foul/Handball)

Key Word	Message	Remark
„Penalty“	Foul defender	Reason can be described afterwards.
„Foul“ or „Foul attacker“	Foul attacker	Reason can be described afterwards.
„Simulation“	Simulation attacker	
„In“ or „Penalty“ „Out“	Inside / Outside	Communicate after the whistle.
“Hand” or “Penalty”	Handball	
“Play”	no foul play	“Play” can be used in every situation for „Play on”.

Disciplinary sanction

Key Word	Message	Remark
“Yellow”	Yellow card	The more it is repeated the more urgent it is.
“Red”	Red	The more it is repeated the more urgent it is.
“Warning”	Verbal warning	
“No card”	No card necessary	Use it only in very tight situation, otherwise no communication.

Various

Key Word	Message	Remark
What? Help No idea You!!!	I don't know I'm not here I didn't see it You decide!	Referee/AR don't know what to decide.