

## Game Cards

### 1. Before the Game

#### CARD #1

- Accept or decline your appointment – via schedula before Tuesday of that week.
- Check location of game and Kick Off time – remind yourself of competition rules.(time, ball size)
- Prepare your kit ensuring you have all of your kit and it is clean.
- Ensure that you hydrate and eat and bring hydration fluids (drinks) to the game
- Travel arrangements giving yourself plenty of time to arrive at ground – consider weather conditions.
- Arrive at ground at least 1 hour before Kick Off.
- Introduce yourself to your team (refs) and both club, ground Officials.
- Check the Field of Play and ensure all is in order for your game. Eg. Corner flags, goals, net and field markings etc.
- Check team colours and inspect team sheets – obtain details of named substitutes.
- Check match ball

### 2. Referee Duties

#### Card # 2

- Has full authority to enforce the Laws of The Game in connection with the match
- Decisions are made to the best of the referees abilities and in the spirit of the game
- Decisions are based on the referees opinions and decisions of the referee regarding facts connected with the game are final
- Punishes the more serious offence, in terms of sanction, restart, physical severity and tactical impact, when more than one offence occurs at the same time.
- Has the authority to take disciplinary action from entering the field of play for pre match inspection
- Has the power to show yellow/red cards from entering the field of play at the start of the match, until after the match has ended, including half time, extra time and shots from the penalty mark
- Take action against team officials who fail to act in a responsible manner
- Acts on the advice of other match officials regarding incidents that the referee may not have seen

### 3. Assistant Duties

#### Card # 3

### 4. Referee Equipment

#### Card # 4

### 5. Warm up

#### Card # 5

### 6. Players Equipment

Card # 6

### **7. Pre-game Instructions**

Card # 7

### **8. Kick Off**

Card # 8

- Enter Field of Play
- Summon the captains to the Centre Circle – good strong blast of the whistle (Double Toot)
- Firm handshakes and introduce you and your team to the captains to each other.
- Explain winner of coin toss has the choice of which end to attack.
- Toss coin – you toss the coin and catch it – away team calls while in the air.
- Give the ball to the team kicking off to position on the centre mark.
- Observe position of players – ensure defenders are positioned outside centre circle and 9.15 metres from the ball.
- Take up your position – either in the attacking or defending half.
- Check goalkeepers are ready and Assistant Referees.
- Start watches.
- Blow whistle (good strong blast of the whistle) this announces you at the game and enjoy.

### **9. Record Keeping**

Card # 9

### **10. Goal kick**

Card # 10

### **11. Corner Kick**

Card # 11

- Give the decision using a clear arm signal pointing towards the corner.
- Make sure the ball is in the corner arch.
- Opponents are at least 9.15 metres from the ball.
- Take up a position to see players movement in the penalty area.
- Observe for any pushing, holding or other offences.
- Be proactive move in, use your presence, voice and body language to stop holding, pushing etc.
- Position yourself giving yourself the best view of players and ball.
- Signal for the corner kick to be taken.
- Watch the flight of the ball to ensure it remains in play.
- Observe the outcome and be aware of any infringements.

### **12. Throw Ins**

### **13. Fouls – Recognition Careless**

**14. Fouls – recognition Reckless**

**15. Fouls – Recognition Excessive**

**16. Fouls – Recognition Violent Conduct**

**17. Fouls – recognition Dissent**

**18. Fouls – Recognition Foul & Abusive**

**19. Recognise Advantage**

Card # 19

- Consider the type of challenge committed and the severity of it.
- Has the challenge resulted in a serious injury to a player and if so do not play advantage.
- Keep a mental picture of the offending players number – will you be coming back for him!
- Where on the field of play has the challenge occurred?
- Quickly analyse whether the non-offending team have a clear, distinct advantage.
- Where is the ball going and do the non-offending team have the opportunity to develop play?
- At this point consider playing advantage, communicating what you are doing with a clear arm signal and shouting out “advantage play on”.
- Adjust your position, follow play and remain focused.
- Once play has broken down or the ball has gone out of play, return to the offending player and warn them as to their future conduct (If the initial challenge was reckless then issue a caution).
- When playing advantage, always consider if by doing so there is a clear benefit to the game. Never put your control at risk.

**20. Recognise hand Ball**

Card # 20

- Remember for an offence of handball to be committed it has to be deliberate.
- Where on the field of play has this occurred will determine how you restart play?

- In general terms look for a movement of the hand towards the ball or players extending their arms in order to block the balls path. (making themselves bigger)
- Consider the proximity of the player to the ball. The closer the player the more difficult the decision.
- Is this a case of a player protecting themselves or is the player unable to move their hand or arm away from the ball.
- Where are you and how close are you to play.
- Do you have a good open view of the situation which is unobstructed?
- Give yourself a moment to analyse what has happened and then make your decision.
- If the act is deliberate stop play with a good blast of the whistle, move into the situation and take control.
- Has the offending player prevented his opponents developing a promising attack?(SPA) If so you must caution for unsporting behaviour.

### **21. Recognise Offside**

### **22. Recognise SPA (Stopping Promising Attack)**

### **23. Incidents around penalty area**

Card # 23

- Identify the offence and make sure of its location.
- Identify the type of offence with a good whistle blast and the correct arm signal.
- Move in, take control and remain calm and confident.
- Consider is this a direct or in direct free kick.
- Position of the ball.
- Communicate to the taker that the free kick is to be taken on the whistle – hold whistle aloft.
- Ensure opponents are 9.15 metres from the ball.
- Remind defending players in the wall not to encroach before the ball is kicked and what hand ball is in this position.(the wall)
- Position yourself before restarting play with a blast of the whistle.
- Observe the outcome.

### **24. Penalty Kick**

Card # 24

- Identify the Penal Offence – Direct Free Kick in the penalty area.
- Give your decision with confidence and calmness.
- Good blast of the whistle and point towards the penalty mark.
- Move towards the penalty mark with assurance and back away towards goal line.

- Remember to carry out disciplinary sanctions if required e.g. denial of an obvious goal scoring opportunity – Red / yellow card and record.
- Identify the kicker and the ball is on the penalty mark.
- Ensure goalkeeper is on the goal line between the goalposts and remind of responsibilities. Eg. his movement
- Sweep the edge of the penalty area to ensure all players are outside the penalty area and 9.15 metres from the ball.
- Position yourself to ensure you can see everything left of the penalty spot.
- Blow your whistle for the taking of the penalty kick and observe outcome and encroachment.

#### **25. Recognise DOGSO – Yellow**

#### **26. Recognise DOGSO – Red**

#### **27. Recognise Simulation**

#### **28. Ceremonial Free Kick**

#### **29. Injury – Player**

Card # 29

- Allow play to continue until the ball is out of play if the player is slightly injured
- Stop play if a player is seriously injured, ensure the player leaves the field of play
- Ensure that a player that is bleeding leaves the field of play for treatment
- Exceptions to players leaving the field of play due to injury; goalkeepers, goalkeeper and outfield player collide, players from the same team and severe injury
- If a player is injured as a result of a sanctionable offence (yellow/red card) they can be treated on the field as long as it is quick
- Ensure that injured player only re-enters the field once the ball is in play.
- Re-entry if the ball is in play is from the side line. If it's not in play re-enters from anywhere.

#### **30. Injury – referee**

#### **31. Injury – AR**

#### **32. Cool Down**

**33. Yellow & Red Codes – Card**

**34. Report Writing**

35. Self Assessment