



OXFORDSHIRE YOUTH FOOTBALL LEAGUE

Assistant Referees

Club Assistant Referees

For 9v9 and 11v11 matches in the OYFL, Assistant Referees (ARs) are required to assist the match referee. Whilst the League has a growing list of referees and will appoint ARs for Cup Finals and perhaps semi-finals, at most matches the two teams will need to provide a volunteer each to act as a Club Assistant Referee (CAR).

Pitch setup

When setting up a pitch, the home team should ensure that

- the Respect Barrier (behind which all spectators should stand) is at least 2 yards away from the touchline to allow plenty of room for the Assistant Referee to move up and down the touchline without hindrance.
- there should be two technical areas (one for home team coaches and subs, and one for away team coaches and subs), on the other side of the pitch, again at least 2 yards away from the touchline.
- Referees should have their own set of flags but the home team should have a spare set just in case, e.g. a newly qualified Referee may not have purchased a set yet.

The following is some guidance and helpful information for volunteers acting as Club Assistant Referees during OYFL matches.

Clothing/footwear

If you know you will be running the line, try to wear suitable clothing that will allow you to run easily. Football boots would be useful, particularly in wet weather and a rain top as the weather can change during a match.

Laws of the Game

1. The full set of Laws of the Game can be found at:
<http://www.thefa.com/football-rules-governance/lawsandrules>

Pre-match instructions from Referee

2. The Referee should speak to the two assistants before the game and instruct them both on their duties. Please try to introduce yourself to the Referee soon after his/her arrival so they do not have to hunt for you before the match.
3. Most Referees will tell you:
 - a. Where to be during normal play
 - b. To indicate ball in and out of play, both touchline (throw-ins) and goal line (corners and goal kicks).
 - c. To indicate foul throws when one or both feet are over the line and on the pitch
 - d. **NOT** to give other fouls or penalties (these are the Referee's responsibility).
 - e. Where to stand for a penalty or corner kick.
 - f. To indicate if a player is offside



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Things to remember

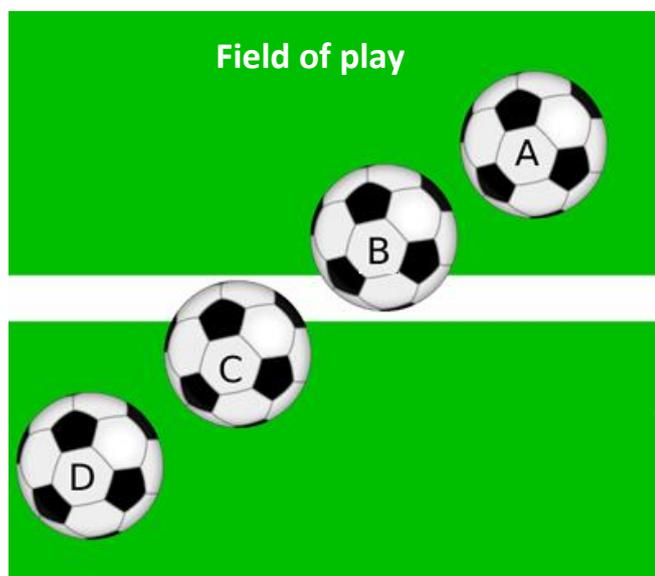
4. **Do NOT coach the players when you are running the line.** You can commend them on good tackling, great shot, good header etc, but you cannot tell either team what to do. League rules state the Assistant Referee must not coach.
5. **DO NOT go onto the field of play unless invited to do so by the Referee.**
6. Ignore the cries of people around you and don't react. They may not always like decisions made and may well let you know (though they should not).
7. If you have serious problems with players or spectators, signal to the Referee by waving the flag to get his/her attention and let him/her know. The Referee should speak to the team managers and ask them to sort issues out.

Positioning and movement

8. Normally the Referee asks for the Assistant Referee to officiate the side of the team's own Left Back.
9. The Assistant Referee should always be level with the 2nd last defender (the GK being the last normally), constantly moving up and down with that person.
10. Stand perpendicular with the touchline so you are looking directly across the pitch and move sideways 'crablike' (unless you are sprinting down the line!)
11. Keep the flag **unfurled**, in front of your body at all times to allow the Referee to see it easily. As you change running direction, change the hand holding the flag so it remains in sight of the Referee.
12. If the Referee awards a **penalty**, the Assistant Referee should stand on the 'T' of goal-line / penalty area and keep an eye on GK staying on line.
13. If the Referee awards a **corner**, the Assistant Referee should stand 2-3 yards back from the corner flag directly in line with the corner flag and goal so he/she can see if the ball crosses the goal-line from the corner, either directly (goal-kick would be awarded) or a goal is scored.

Throw-ins, corners, goal kicks

14. The **whole** of the ball has to cross **whole** of the line either on the ground or in the air before you signal (in diagram above, Balls A, B and C are in play, Ball D is out of play)





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- Initially, put your flag straight up in the air and then,
- For a **throw-in**, point flag left / right to indicate direction of throw. (10 or 2 o'clock)
- For a **corner**, point down at the base of the corner flag post
- For a **goal kick**, hold flag out horizontal in front of you – do this parallel with goal area line.

Be clear with your signals. Stand firm with the flag held high until it is acknowledged by the Referee. Don't wave it around at hip height and then put it down.

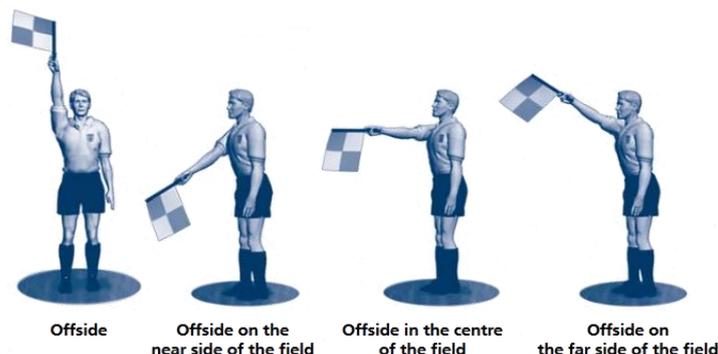


Foul throws

- Normally the Referee will watch the throwing movement and foot off the ground and the Assistant Referee watches the feet positioning. Both feet must be **on** or **behind** the line and **not over** the line and on the pitch. Wave the flag to get the Referee's attention and then indicate direction of the decision (10 or 2 o'clock)

Offside

- Normal advice from referees is to wait a second or two to be fully sure that the person who is in the offside position is **active** in the game – is the player interfering with play, interfering with an opponent or gaining advantage?
- You cannot be offside from any of the following:
 - Throw in
 - Goal Kick
 - Corner Kick
 - Penalty
- If, in your opinion, the player is offside, raise the flag, keep it raised and stand still until the Referee acknowledges the flag and either stops the play to award the free kick or decides to play on.
- If the Referee decides to play on, accept the decision with good grace and catch back up with the last but one defender.
- Remember that it is the Referee's decision to award the offside or not.
- If the Referee awards a free kick for offside, then lower the flag to indicate where on the field the offence occurred (high = far side of pitch, horizontal = middle of pitch, low = near side of pitch).





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Substitutions

22. You can help the Referee by signalling when a team wishes to make a substitution, though you may not be in an ideal position to this all the time.
23. If you are on the side of the pitch near the Technical Areas, make sure the substitute does not enter the pitch until the player being substituted leaves the pitch.



Substitution

Version history

1.0	Original document	30 Sep 20