

## Upgrading Class 3 Referee Course

The purpose of the Upgrading Class 3 Course is to ensure that all game officials are thoroughly familiar with the Laws of the Game. The course consists of four parts.

Part A A pre-course Fact Sheet to be used as a study guide for the exam using the Laws of the Game Book & and an outline for the preparation classes.

Part B A minimum of two - 2 hour preparation classes held in your area.

Part C A one hour exam based solely on the facts of law.

Part D A five hour course of instruction to increase knowledge of practical refereeing methods.

### Part A - Fact Sheet

Note: In the following context

- a. where measurements are called for, metric values (at least) must be given
  - b. 'quote' means to give the actual wording contained in the Laws of the Game Book.
- In all other cases the candidate may provide the information in his/her own words.

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#### Law 1 - The Field of Play - must know the:

- Criteria for acceptable posts, nets, playing surface, weather conditions.
- Stress concern for lightening
- What makes a field 'unplayable'? Who decides it is 'unplayable'?
- What to do if some markings are wrong? missing?

#### Law 2 - The Ball - must know the:

- Criteria for an acceptable ball
- What to do if the home team doesn't provide an acceptable game ball
- What to do if neither team can supply an acceptable game ball
- Have all students examine several balls to determine whether they are acceptable or not.
- Every student must get the chance to 'thumb test' at least one acceptable ball so they know what one feels like.

#### Law 3 - The Number of Players - must know the:

- Necessity to know the rules of the specific competition re number of players, bench personnel. Some are fairly unique, eg. even-up rule if one team is too many players short.
- Necessity of fully completed team sheets before game is started
- What happens if neither team has blank team sheets?
- Listing of players who are not present at the beginning of the game
- Watching out for players with no number? duplicate numbers?
- Managing the number of players on the field and substitutions

#### Law 4 - The Players' Equipment - must know the:

- Shirts tucked in at all times, shirts must have sleeves
- Strongly stress need to have players remove jewelry
- Discussion of what to look for to ensure players' equipment is safe

### **Law 5 - The Referee - must know the:**

- One of the major focal points for the course. This is the first time the candidates have addressed the topic of the referee's job.
- Divide the law into 'duties' (must do) and 'powers' (may do - use of discretion) and why they are there
- Discussion of what the referee is trying to achieve when applying 'discretion' and the advantage clause, leading to an understanding of the role of the referee to create a satisfactory game each and every time.
- A satisfactory game ensures that players may use their skills in a safe and fair setting, it's up to the referee to consistently provide this
- Who does the referee have power over?
- Discussion of what referees have power over through the Laws of the Game? Competition Rules? OSA Published Rules? CSA by-laws?
- Who doesn't the referee have power over?
- Discussion of where a referee's power comes from, 'performance' power
- Conditions under which a game should be abandoned
- Communication skills, whistle, voice, body language (including appearance)

### **Law 6 - The Assistant Referees - must know the:**

- Review of the OSA "A System of Positioning and Signals for Assistant Referees", with special attention to positioning throughout the game
- Mental attitudes required of assistant referees

### **Law 7 - The Duration of the Match - must know the:**

- 'Extended Time' vs. 'Time Added On'
- What to do if the first game of a double header doesn't finish on time
- Length of first half must equal length of second half for a match to be legal (frequently answered incorrectly on the exam)

### **Law 8 - Start and Restart of Play - must know the:**

- Review when the ball has re-entered play from each of the re-starts, and compare to when a goal may be scored directly from a re-start
- There is a common misconception that in re-starts such as throw-ins, indirect free kicks, dropped balls, a second player must touch the ball before the ball has entered play. Stress that there isn't any re-start in which a second player must touch the ball before it is in play
- Thorough discussion at recommended positioning at all re-starts

### **Law 11 - Offside - must know:**

- Another major focal point of the course
- Briefly review concept of 'offside position'
- Introduce concept of 'offside offence'
- From now on never use the word 'offside' alone, always use the phrase 'offside position' or 'offside offence'
- Meaning of 'advantage' in soccer, with reference to position and possession, examples
- Meaning of 'interfering' with play or an opponent, examples
- Timing in the making of an offside offence decision, and the implementation of the decision

## **Law 12 - Fouls and Misconduct - must be able to:**

- Full discussion of the meaning of the following words:

Careless, Reckless, Excessive Force, Tackle, Charge, Dissent, Persistent, Dangerous, Impedes, Offensive, Insulting, Goal Scoring Opportunity (factors to consider)

- How to decide if a player's actions are dangerous (Note; many candidates see dangerous play incorrectly as a penal offence, worth reviewing)

- Note that dissent, offensive, insulting or abusive conduct does not have to be verbal

- How to judge the grey areas when a player's actions crossover from just a foul to a foul and misconduct

- A full discussion of the 'named substitute' in connection with this law. Many candidates don't understand what action to take when a substitute's actions on or off the field cause a referee to stop the game.

The fundamental principle here is that a substitute is not a player and hence cannot commit a foul.

## **Law 13 - Free Kicks**

- Mechanics of awarding a free kick, the whistle, the voice, the eyes, body language

- Managing the ceremonial wall

- Managing the quick free kick

- Special consideration for re-starts to be taken within the goal area

## **Law 14 - The Penalty Kick**

- Mechanics of awarding a penalty kick, the whistle, the voice, the eyes, the position body language

- The supervision of the taking of a penalty kick, the movement, positioning and responsibilities of the game officials

**Laws 9, 10, 15, 16, 17** are quite straightforward and the instructor need not necessarily set aside any time to them in this one-day session. However, the instructor should be prepared to discuss any points on these laws that may arise.