

## Video Examples Discussion Points

### Game Management Model 1

**Decision:** Correct decision by the referee to allow play to flow despite high risk by giving an advantage in the defensive third resulting in a goal

**Reasoning:**

- The referee uses the “wait and see” principle to scan the field to see the opportunities available to the goalkeeper despite the ball in the defensive third
- Note the minor nature of the foul on the defender. The goalkeeper gets the ball and there are no injuries or confrontation
- Key is to recognize the space the midfield has to advance the ball
- The referee should also take into consideration the players’ (goalkeeper and the other defenders) reactions
- The incident occurs in the 85th minute; by that time the referee has a good feel for the atmosphere of the game (the “big picture”)
- Giving advantage in the defensive third is acceptable if:
  1. It is clear and effective: the attacking team will clearly retain possession and have an effective chance to advance the ball
  2. The atmosphere of the game permits it

### Game Management Model 2

**Decision:** Correct decision by the referee to allow play to continue and to restart with the throw-in

**Reasoning:**

- The challenge is minor / soft / trifling in nature
- Based upon the skill level of the players, the attacker should be able to play through this hold
- Despite being held, the attacker has options to play the ball. Look at the unmarked teammate just a few yards behind him
- Even the player who makes the pass that goes out-of-play makes a poor pass and should, at this level, be able to make this pass
- The attacker for whom the pass is intended, stops playing looking for the foul

### **Game Management Model 3**

**Decision:** Correct decision by the referee to take appropriate risks by allowing play to flow on four occasions

**Reasoning:**

- First, yellow attacker is challenged but the nature of the challenge (shirt holding) *and* the skill level of the attacker makes this a low risk opportunity for flow by the referee. The referee can use the “wait and see” principle to observe the actions of the attacker and the defenders. If the advantage or risk to give the game flow does not materialize, the referee can wait a few seconds and then come back and award the foul
- Second, as the first attacker breaks away the runner, who receives the through pass, is on the receiving end of an upper body challenge. This challenge is a normal part of the game and should be considered minor and, thus, should not be a candidate for a foul
- Third, after the cross and shot by the yellow team, the defender is fouled at the top of the penalty area. This is a difficult decision for the referee due to the following factors:

(a) It occurs in the defensive third of the field (giving advantage in the defensive third is acceptable but the referee must quickly calculate the risk). This is particularly important when the style of play is counter attack because the attacking team has pushed numbers up and the defending team when they when the ball can exploit the fact that the attackers are all in their attacking third

(b) The defending player with the ball is facing his goal (his does not have a view of the attacking half of the field).

Despite this contact being in the defensive third, the referee can apply the “wait and see” principle. The referee can exhibit patience to observe what the defender can do with the ball – in this case a teammate moves to open space and he is able to lay the ball back to his teammate who can play the ball unchallenged and initiate a counter attack

- Fourth, as the counter attack develops, the attacker is on the receiving end of a shirt/arm pull and a tackle. The attacker’s team retains possession of the ball and the referee correctly allows play to continue leading to an attack down the right flank

## **Game Management Model 4**

**Decision:** Correct decision by the referee to allow play to flow despite high risk

**Reasoning:**

- The first challenge occurs as the attacker loses the ball at the top of the penalty area. He slides in and makes contact with the defender, causing him to go down
- The second contact as the ball travels away from the penalty area is minor / soft / trifling given the skill level of the players involved. Players at this level should be expected to play through this type of contact
- In both instances, the referee needs to see the open, unchallenged space facing the attacking team
- The referee must be positioned such that he can see up field to see the attacking options – the attacking runner who can be on the receiving end of a long counter attack pass

## **Game Management Model 5**

**Decision:** Correct decision by the referee to allow play to flow as there is no foul – just a hard challenge on a 50/50 ball

**Reasoning:**

- The tackler goes in hard but only makes contact with the ball
- Note how the tackle is made:
  1. Single footed tackle
  2. Foot on the ground
  3. Tackling leg bent at the knee (not straight leg)
  4. Tackling foot not coming directly at the attacker. Tackle is from the side

Note the reaction of the players – signifies the fairness of the challenge. The player dispossessed from the ball just gets up and chases to pressure the ball. In a game where the atmosphere of the match is heated, the referee may decide that this type of challenge is not acceptable

## **Game Management Model 6**

**Decision:** Red card for serious foul play

**Reasoning:**

- This is a 100% red card tackle
- This tackle is not a candidate for the “big picture” in which the referee has discretion relative to utilizing judgment or feel in deciding the punishment
- For a tackle of this nature, the time of the match (87:58) *should not* be a consideration in determining the misconduct

- For a tackle of this nature, the score of the match (4-1 in favor of the team who is on the receiving end of tackle) *should not* be a consideration in determining the misconduct
- The safety of the player is endangered given the nature of the challenge
- The manner in which the tackle is committed should signify the seriousness of the challenge
- Referees should consider the following criteria that has been established to aid in determining whether the challenge/tackle should be sanctioned with a red card:

**(a) Speed of play and the tackle**

The speed at which the attacker and the tackler are running at the time and the force of the tackle. The faster the tackler is moving, the greater the force.

**(b) Intent**

Is the tackler's intent to take the player out and "send a message?"

**(c) Aggressive nature of the tackle**

Lunging, distance from ball/opponent when the tackle was initiated, cleats exposed.

**(d) Position of the tackler**

In particular, the legs of the attacker and the direction from which the tackle was initiated – from behind, straight on.

**(e) Opportunity to play the ball**

Given the factors above, does the tackler have a chance to play the ball? Where is the position of the ball relative to the timing of the tackle?

**(f) Atmosphere of the game**

Consider the overall spirit in which the match has been played. Look at the "big picture" and determine how your decision will impact the way the remaining game time is played.

**Game Management Model 7**

**Decision:** Play should be allowed to continue through the application of advantage

**Reasoning:**

- Despite the foul off the ball on the runner, the ball clearly goes to an attacker who has unchallenged time to continue the attack
- The referee must recognize the opportunities available to the attacker with the ball. There are multiple choices facing the player with the ball – especially down both the right and left flanks
- The referee should exercise patience to see how play develops. Waiting the 2-3 seconds to see if the advantage materializes does not preclude the referee from coming back and whistling the infraction