



- ✓ As mentioned repeatedly in pre-game instructions, **EYE-CONTACT** between the main referee and the AR's throughout the game is **absolutely vital** ! This will ensure all game officials are on the same page and make identical game decisions.
- ✓ If and when the main referee has already made a decision and made the call, the AR's should always mirror his/her decision, **even if the AR does not agree with the decision.**
- ✓ If and when the main referee has **NOT** yet made a decision (eye contact !), the AR should make the decision on a call, i.e. goal-kick, corner-kick (on the AR's side of the field), direction of throw-in on the AR's part of touch-line (from the halfway line to the corner flag).
- ✓ The main referee should **ALWAYS** make the decision on the direction of the throw-in on the part of the touch-line **NOT** covered by the AR (from the halfway line to the corner flag on the far end of the field). Once the main referee makes that call, the AR on that side of the field should **ALWAYS** mirror his/her decision.
- ✓ Manage the substitutions are per the proper procedure (see substitution page).
- ✓ AR's should always be in-line with the 2nd last player of the defending team on that side (so as to be able to make correct off-side decisions), **unless** the ball is passed and travels towards the goal line of the defending team on that side, beyond the 2nd last defender. The AR should always follow the ball in these situations, so as to be able to make a correct decision when the ball crosses the goal line (i.e. goal-kick or corner kick).
- ✓ AR's **always** need to keep their sight on the field of play and **not interact** with spectators or substitutes/coaches (unless a coach is requesting a substitution on the next available opportunity).
- ✓ During the game, **talk to players when and where it is beneficial to the game.** For example, if any of the officials are close to the play and see two players going for the ball in an aggressive manner, the game official should always act in a preventative fashion. This could, for example, be something in the way of yelling out to those players: "Play the ball, guys, play the ball". This will give notice to the players that you have your eye on the game and the likelihood of a foul will decrease dramatically. **This is NOT considered interfering in the game, it is considered good and strong officiating!** Another example could be an AR directing a player to give the opponent 10 yards on a free-kick near the AR's side of the touch-line. The AR is expected to get actively involved and indicate to the defender to give the 10 yards, even step on to the field. (This of course is only the case if the AR is closer to the play then the main referee).
- ✓ As the main referee, **make sure you support your AR's** and let them know when they are doing a good job !

