

AYSO EXPO 2024

CHANGING THE GAME



AMERICAN YOUTH SOCCER ORGANIZATION

# *Newer Ideas in Referee Positioning*

AYSO National Referee Program

*Bringing the World's Game to Communities Everywhere*

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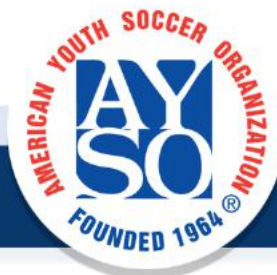
BALANCED TEAMS

OPEN REGISTRATION

POSITIVE COACHING

GOOD SPORTSMANSHIP

PLAYER DEVELOPMENT





# What will we look at today?

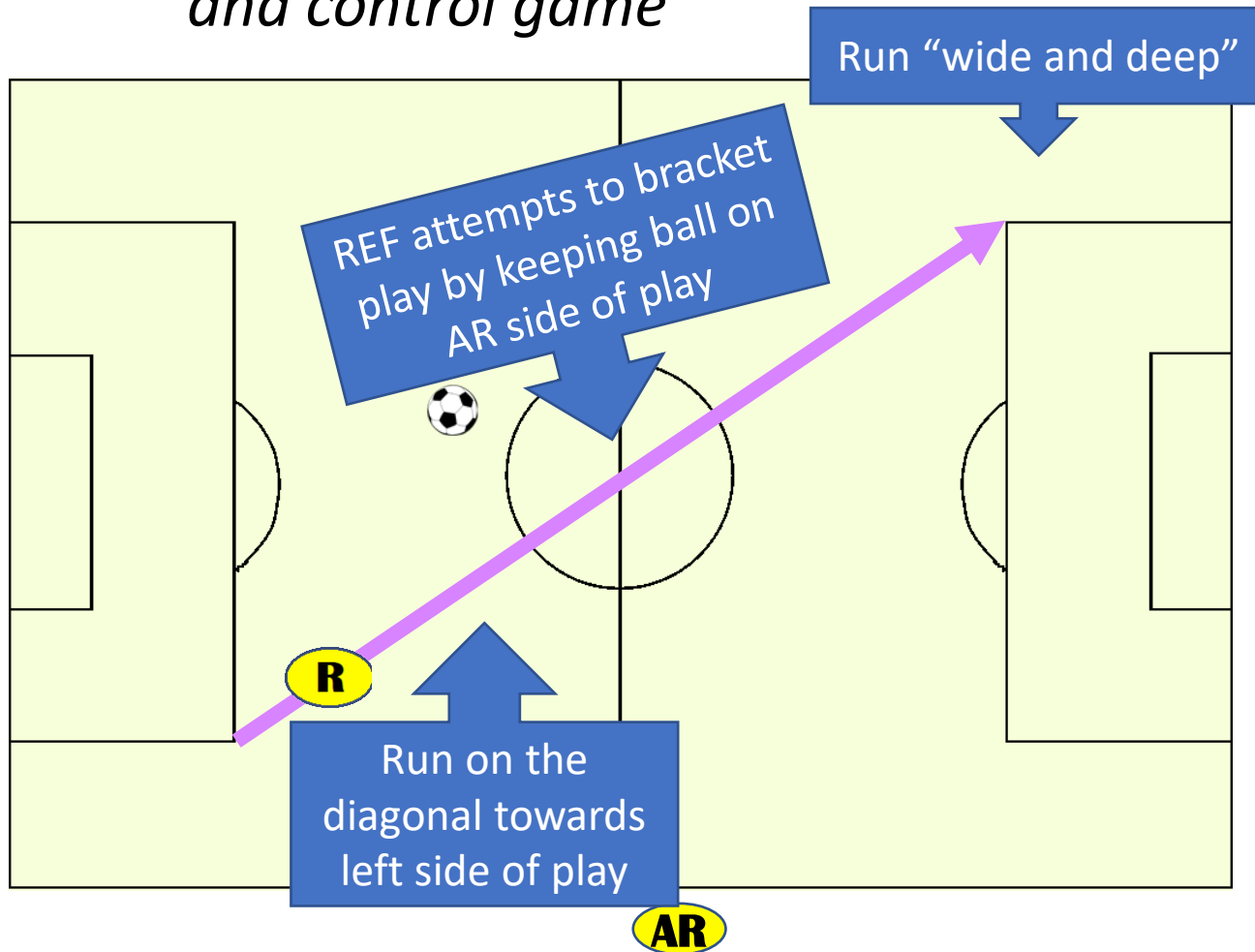
- Goals of referee positioning
- Traditional positioning and its limitations
- New principles
- Practical mechanics
- Exercise
- Video Analysis
- Summary and Conclusion

# Why is positioning important to referees?

- Ability to “see through” the challenges & contact
- Close to play to be able to control game
  - See incidents better ... Make better decisions
  - “Sell the call”
  - Referee “presence” to communicate to players
- Sets expectation of required fitness level
- Implied expectation of players, coaches and spectators in higher-level games

# Traditional “Diagonal” concept

*Created to teach movement  
and control game*



## Principles?

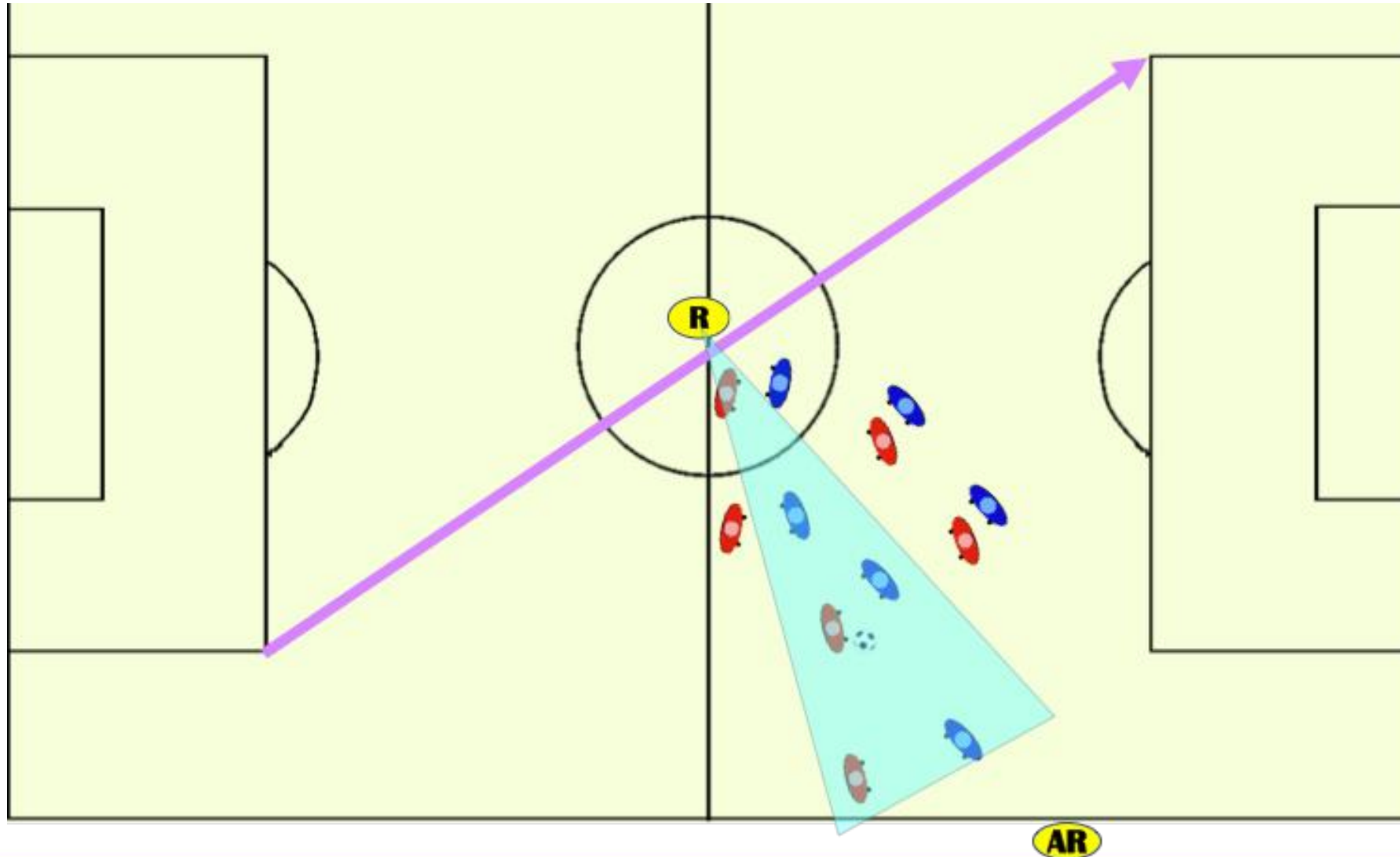
- Run on the diagonal towards left side of play
- REF attempts to bracket play by keeping ball on AR side of play
- Run “wide and deep”

## Strengths?

## Challenges?

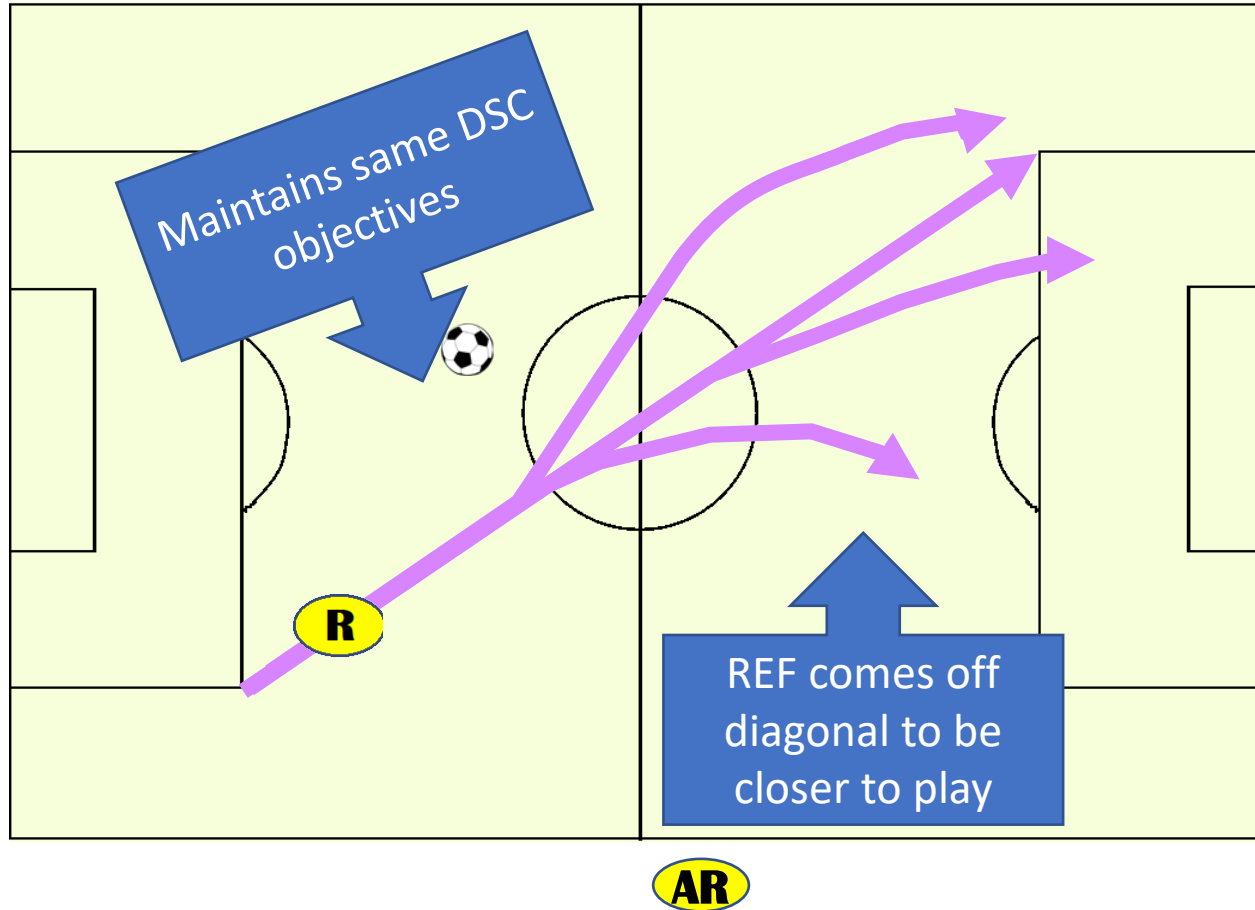
- Difficult when play is moving down left-side of field (REF would have to move over to touchline)
- Takes REF away from next phase of play
- Too far if play on right touchline (AR side)
- Extra running to catch up with counterattack

Staying on diagonal might not allow you to see play ...





# Progression: Moving off Traditional “Diagonal”



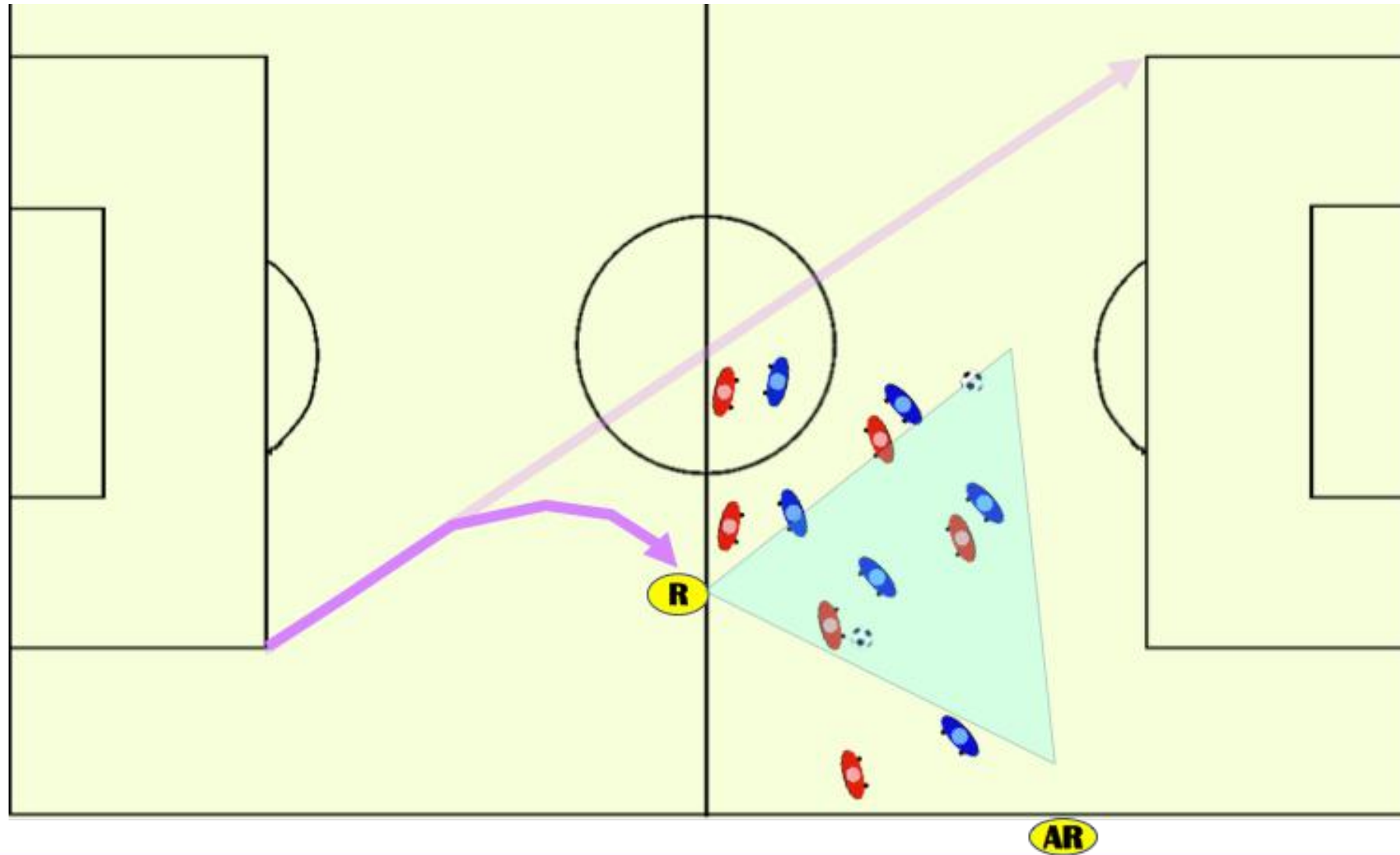
## Objectives

- Diagonal movement
- Bracketing play is still emphasized.
- Still promotes “wide and deep” position on left touchline.
- Progression teaches REF to stay closer to play by coming off diagonal.

## Drawbacks?

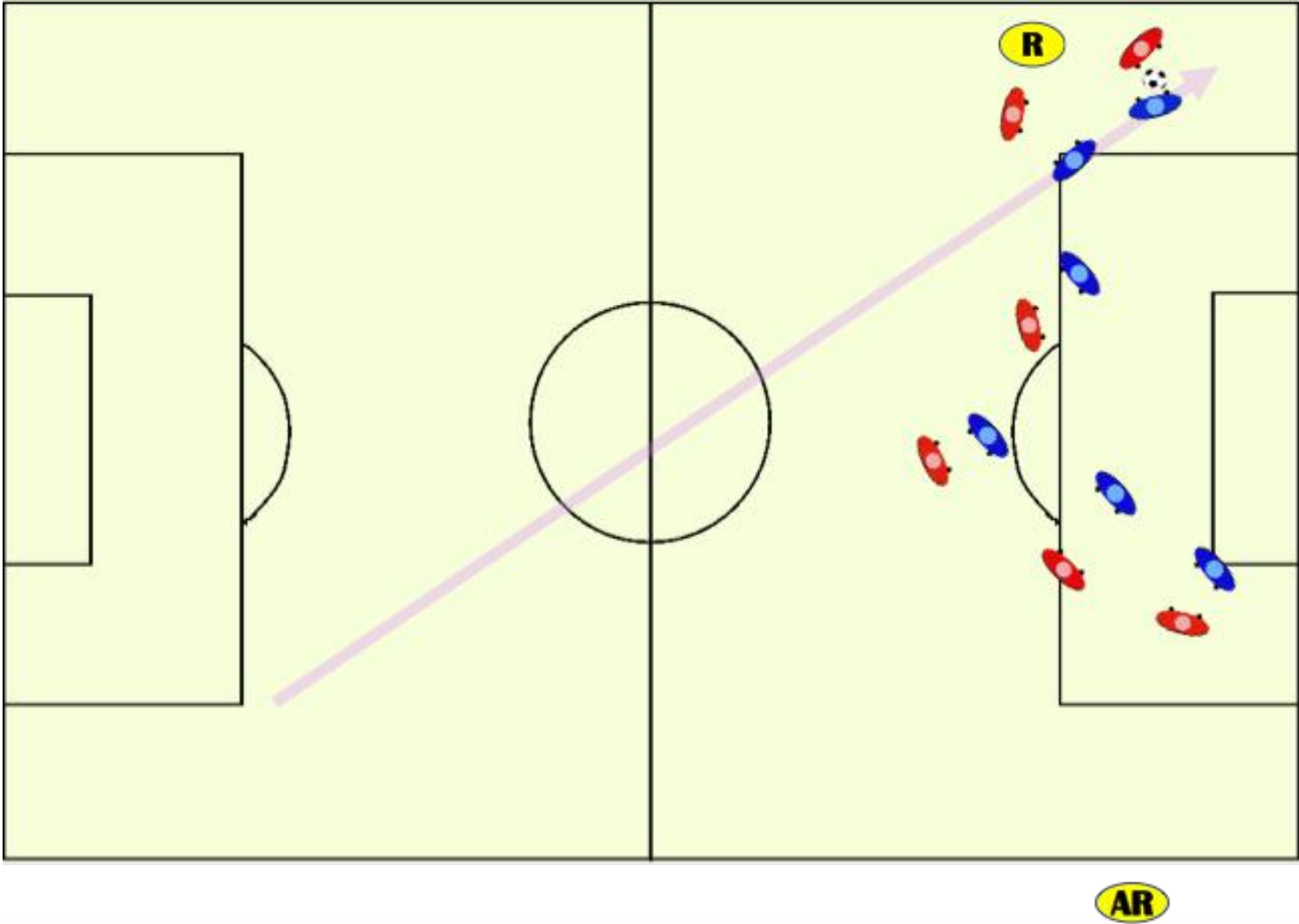
- Difficult position on left touchline.
- Away from next phase of play
- Extra running to catch up with counterattack.

Improvement: Better position for REF to see next phase of play





Challenges remain when you take wide & deep position ...



# New principles

Angle first, then proximity

The rectangle guideline & the new diagonal

Channels of running

# Angle and proximity

## Demonstration

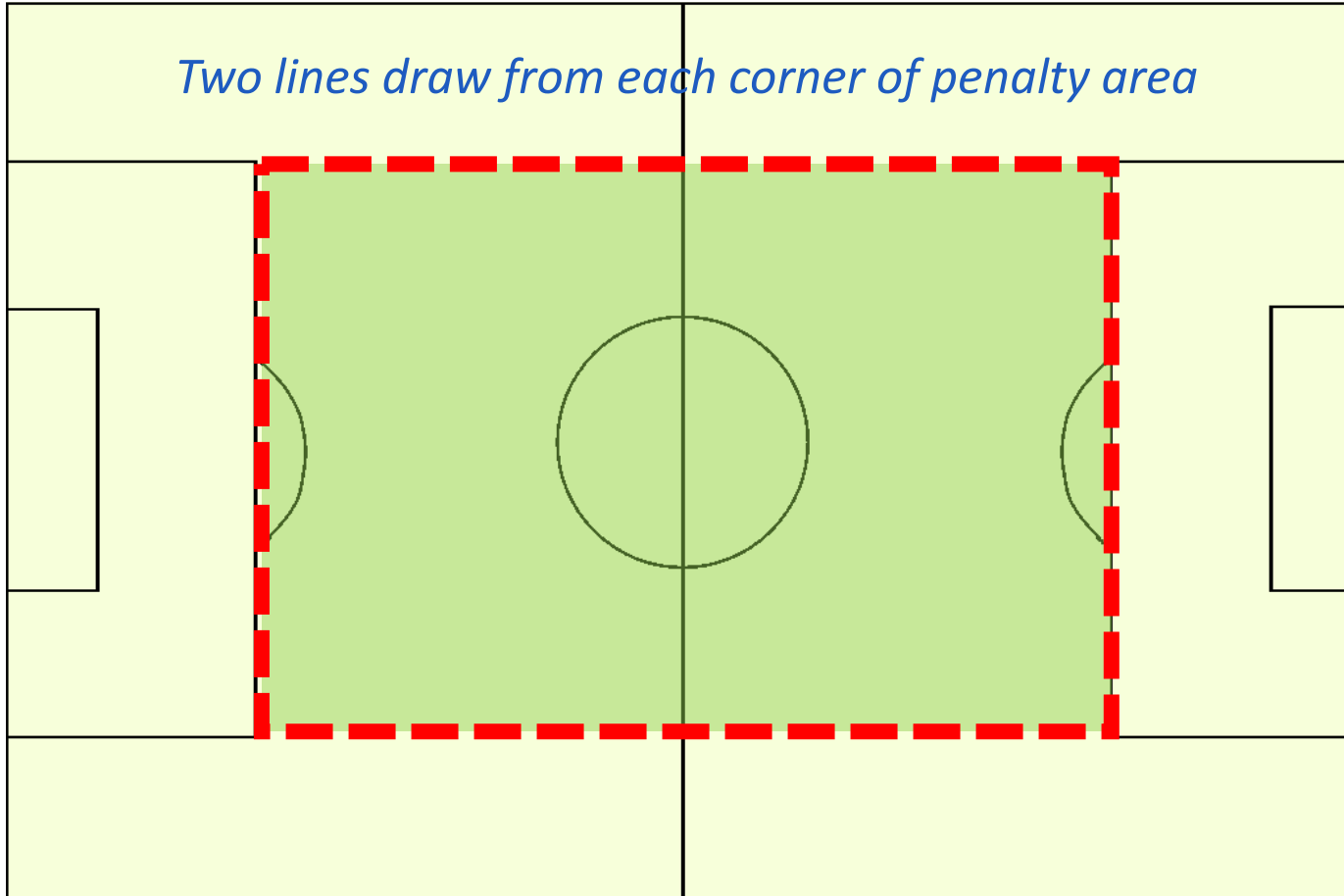
What is good angle? 45deg, “Be able to see between players”

What is good proximity? 15-20yds, varies by skill level

Which is more important? Angle

Tools to get angle? Anticipation of play, speed

# DSC evolves to positioning “regions” and staying closer to ball



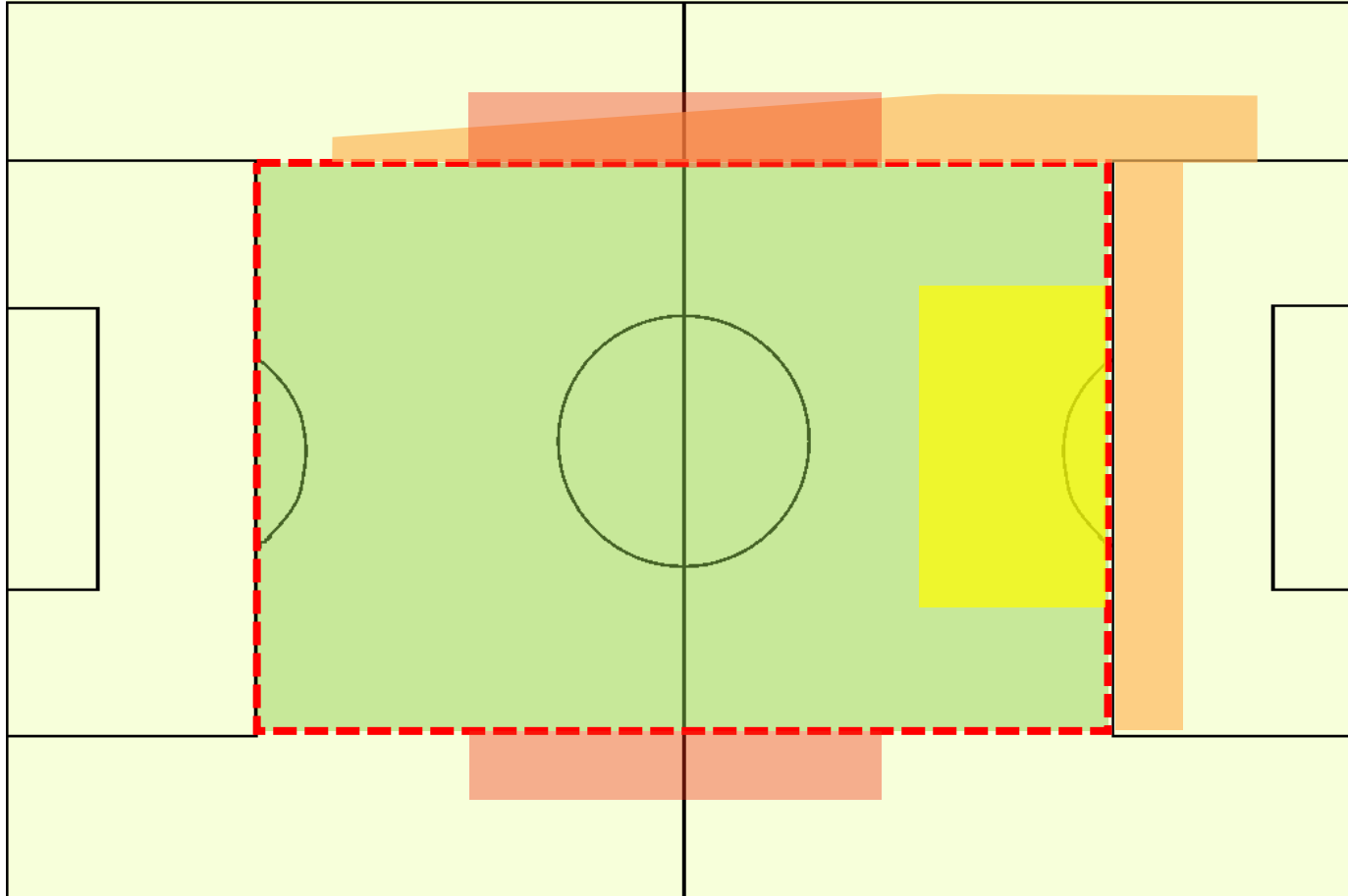
REF uses rectangle as guide to bracket play with AR

## Benefits over traditional / modified diagonal?

- staying close to play
- avoiding extreme positions
- transition to next phase of play

PA to PA “rectangle”

# Reasons to go out of rectangle



PA to PA "rectangle"

Proximity Zone

Finishing Zone

Near Bench Zones

## Proximity Zone

- Moving in for challenges.
- Show presence
- Moveout again

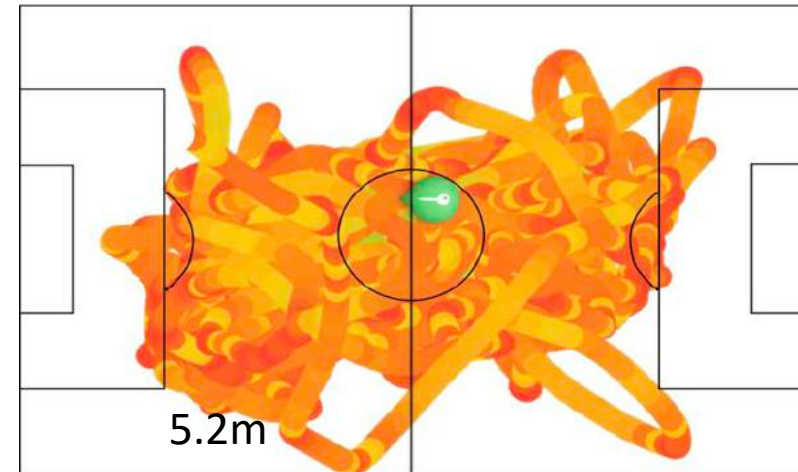
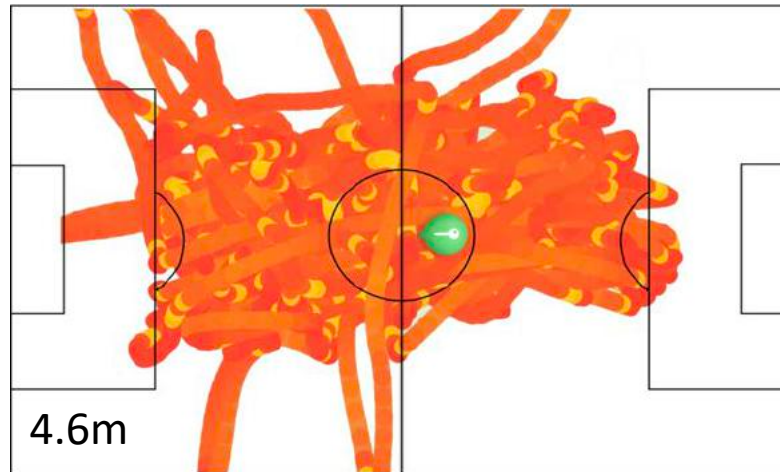
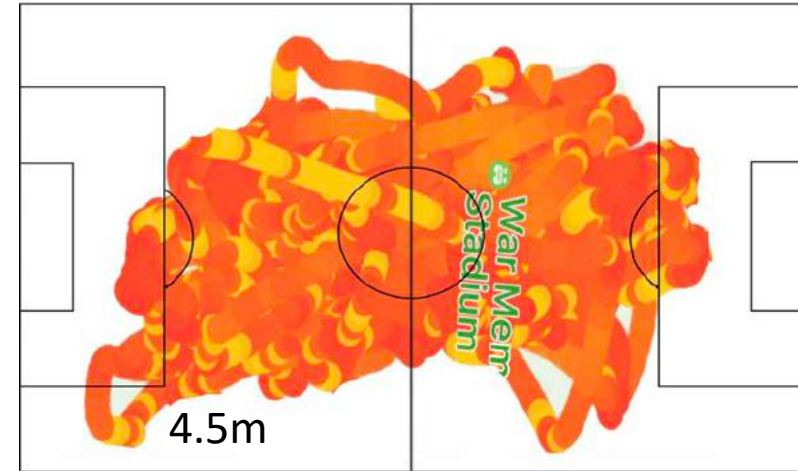
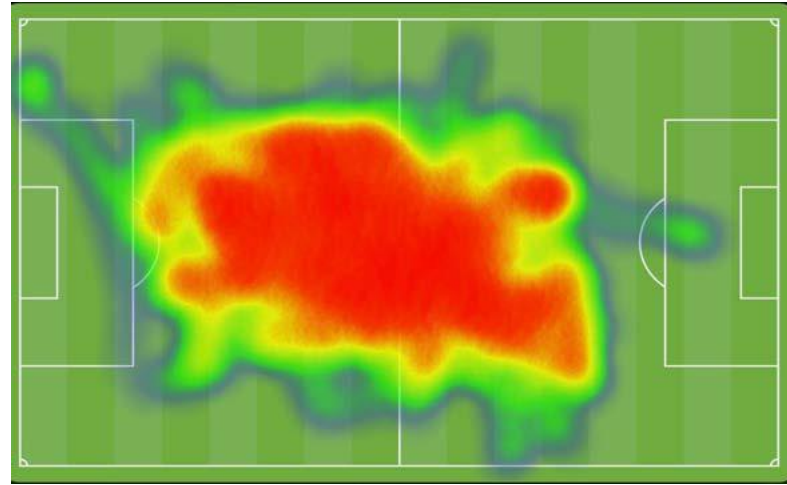
## Finishing Zone

- "pass through zone"
- stay out of play

## Near Bench Zone

- Challenges in front of bench area

# Examples of moving within “rectangle”





# Channels of play

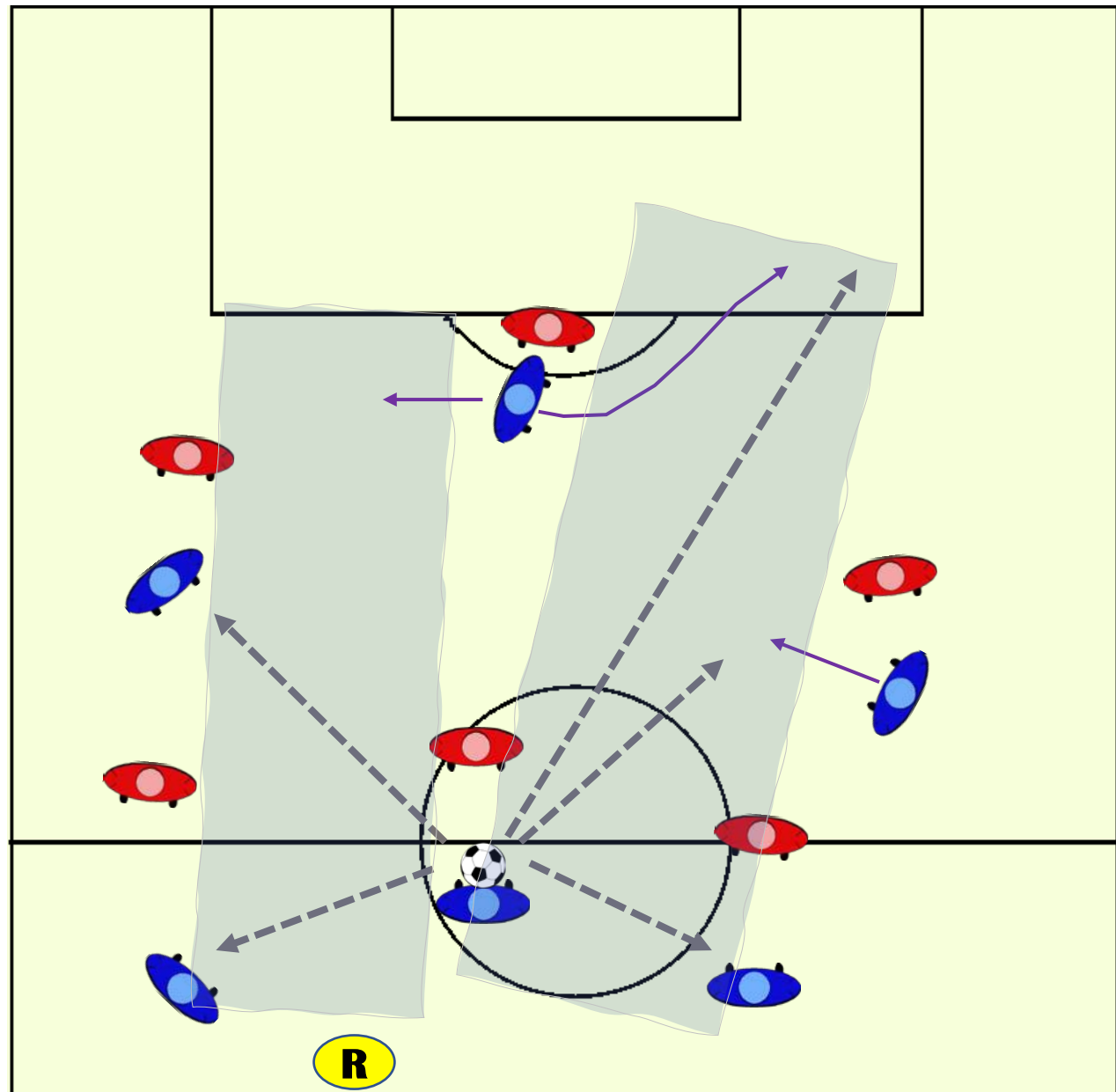
REF reads progression of attack through channels of play and adjusts position accordingly

## Passing lanes

Space on field where ball can be passed (ahead, side, backward) to supporting attacker either waiting for ball or moving into that position

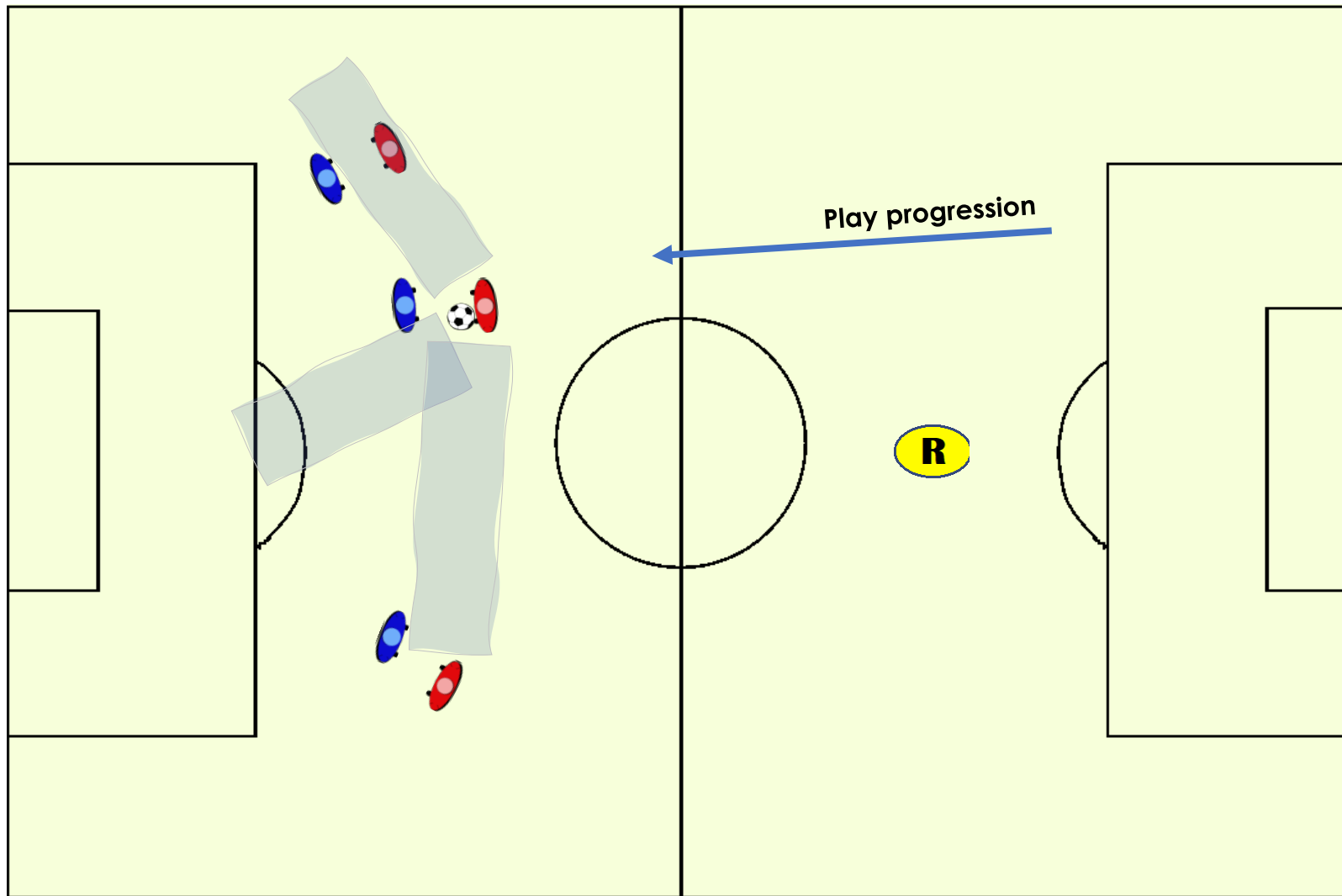
## Play moves through channels

Combinations of passes (utilizing passing lanes) as attacking team progresses forward toward goal



# Examples: Positioning vs. Channels of play

AR



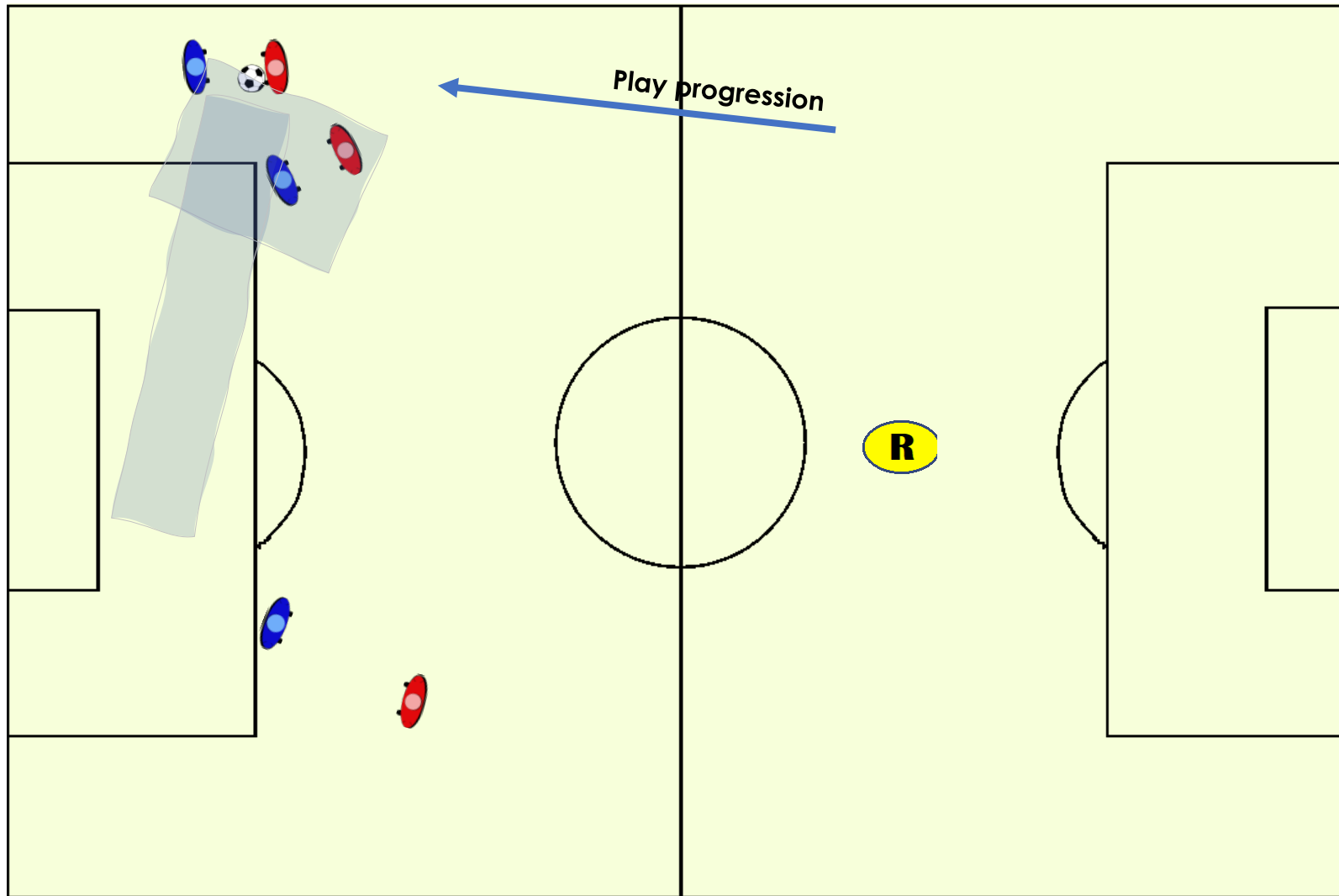
Channels?

Position?

- 3 potential channels
- left/behind play

# Examples: Positioning vs. Channels of play

AR



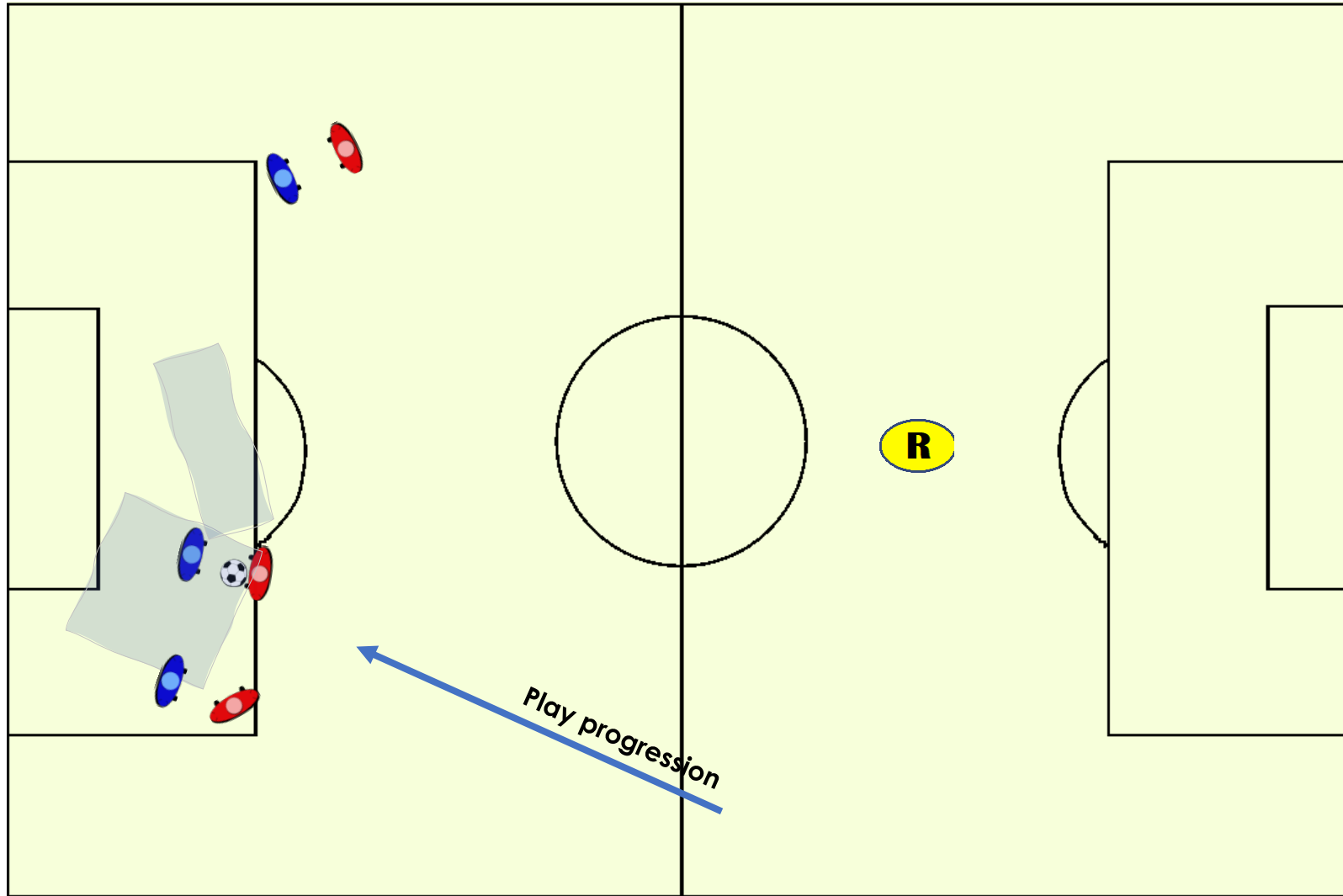
Channels?

Position?

- left/behind play
- consider AR area of control

# Examples: Positioning vs. Channels of play

AR



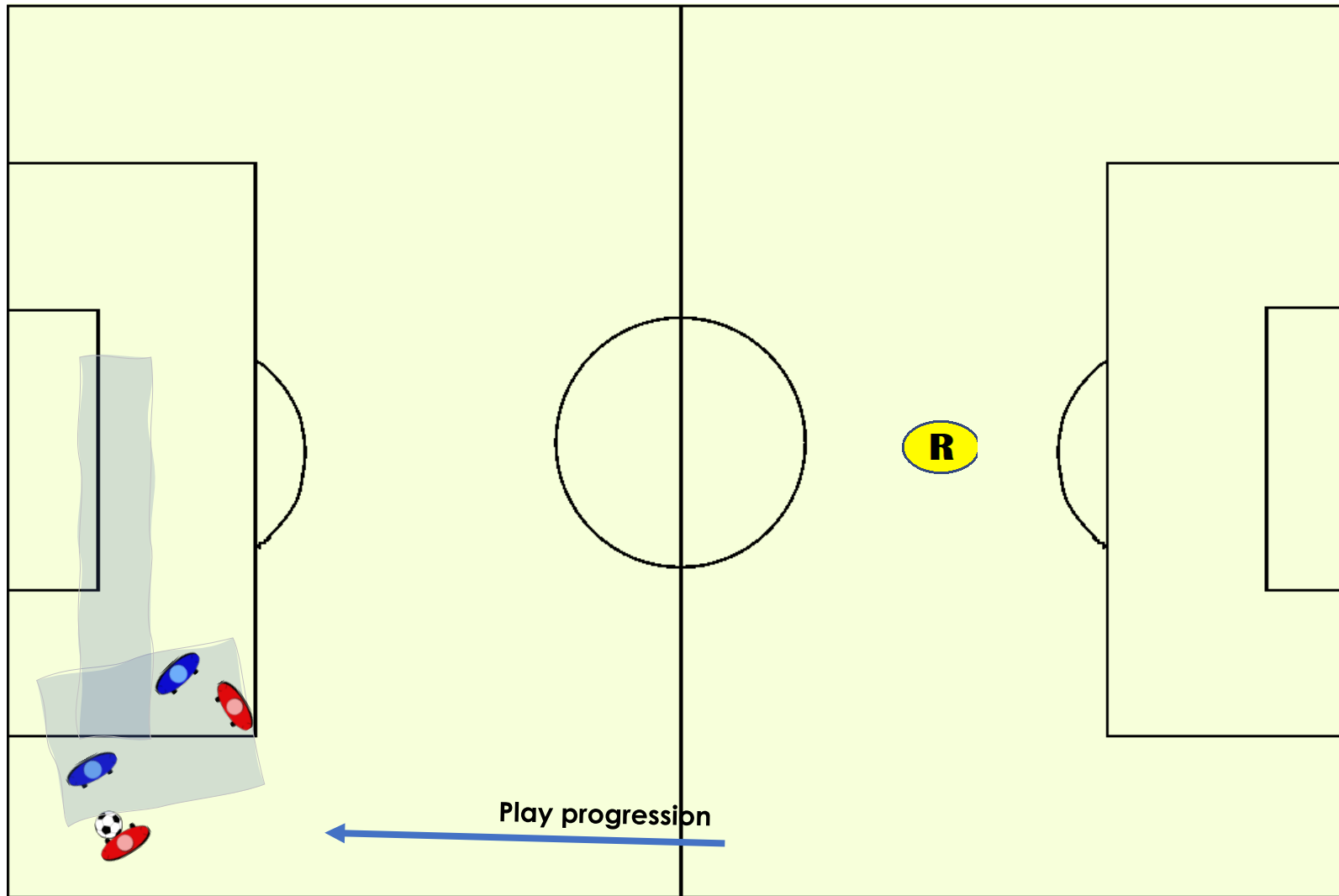
Channels?

Position?

- left/behind play
- view of finishing opportunity / PA

# Examples: Positioning vs. Channels of play

AR



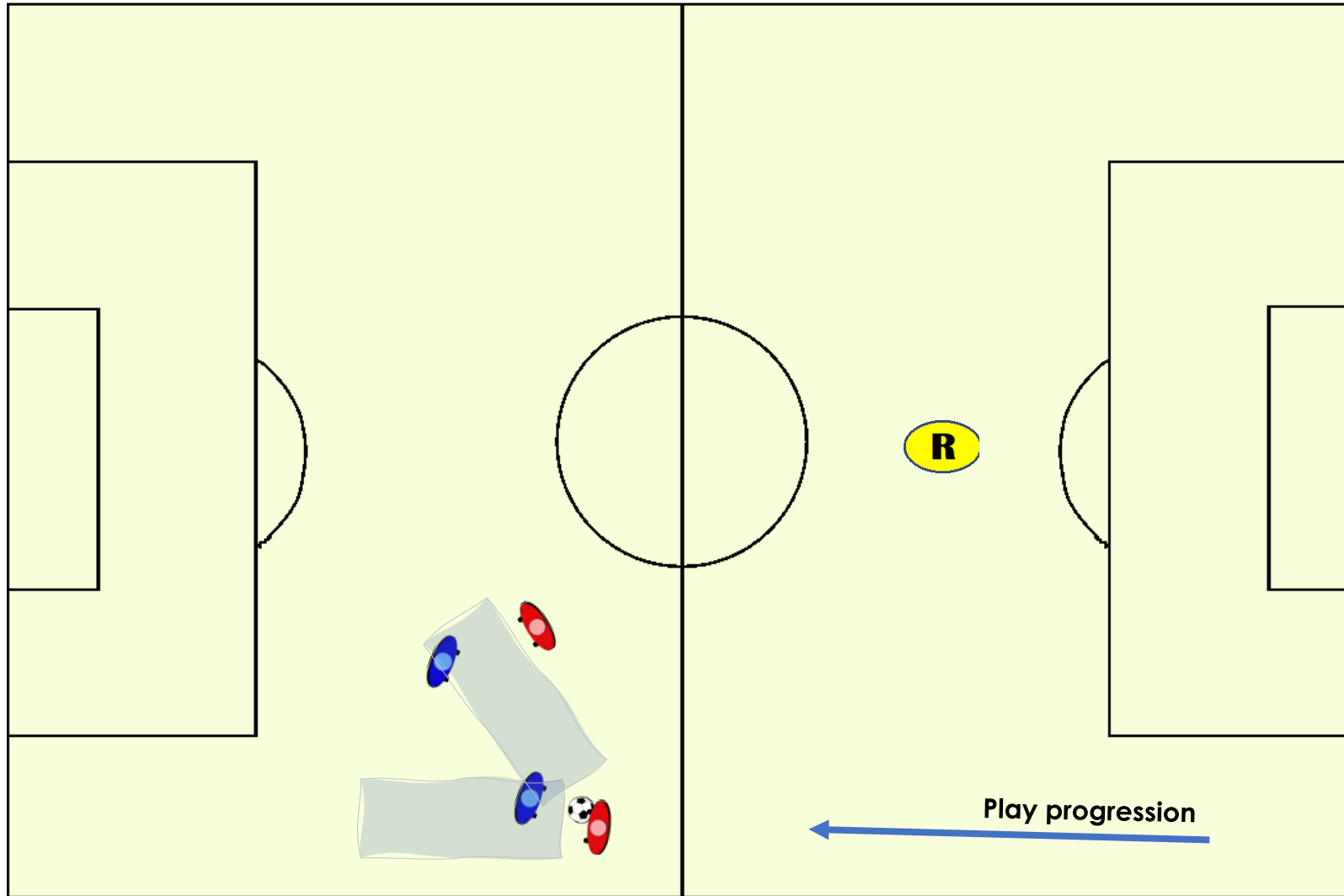
Channels?

Position?

- right/behind play
- close in to see challenges
- next phase of play?

# Examples: Positioning vs. Channels of play

AR



Channels?

Position?

- right/behind play
- avoid moving to wide position



# Summary

## Angle/Proximity

Create a good angle of vision to see light between the players

20 yards +/- from play

Work hard to “close down play” – move at the same pace as play

## “Rectangle”

Stay in the rectangle – unless you need to move outside for specific incidents

Stay to the left of the ball whenever possible

Anticipate the next play – always be moving

Move quickly through the “transit zones” (center circle and penalty arcs)

## Channels of play

Generally, run one channel to the left of play

Stay out of the way of players

Avoid the wide channels unless there’s a problem

Rely more on AR for play in his or her area of control

*I can see play and the potential problem area.*

*I can see through two challenging players.*

*I am not occupying space the players need.*

*I am ready for next phase of play.*

# Video analysis



Source: 2015 FIFA Technical Study (2014 World cup clips)

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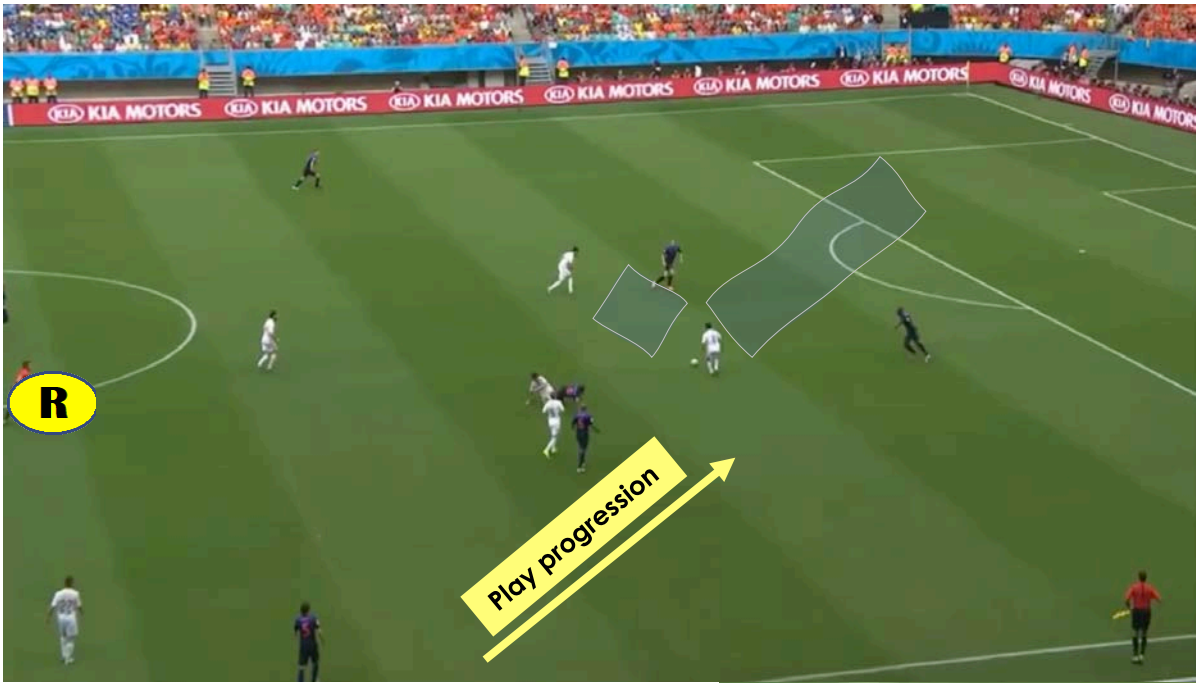
PLAYER DEVELOPMENT



# Video analysis

Channels?

Position?



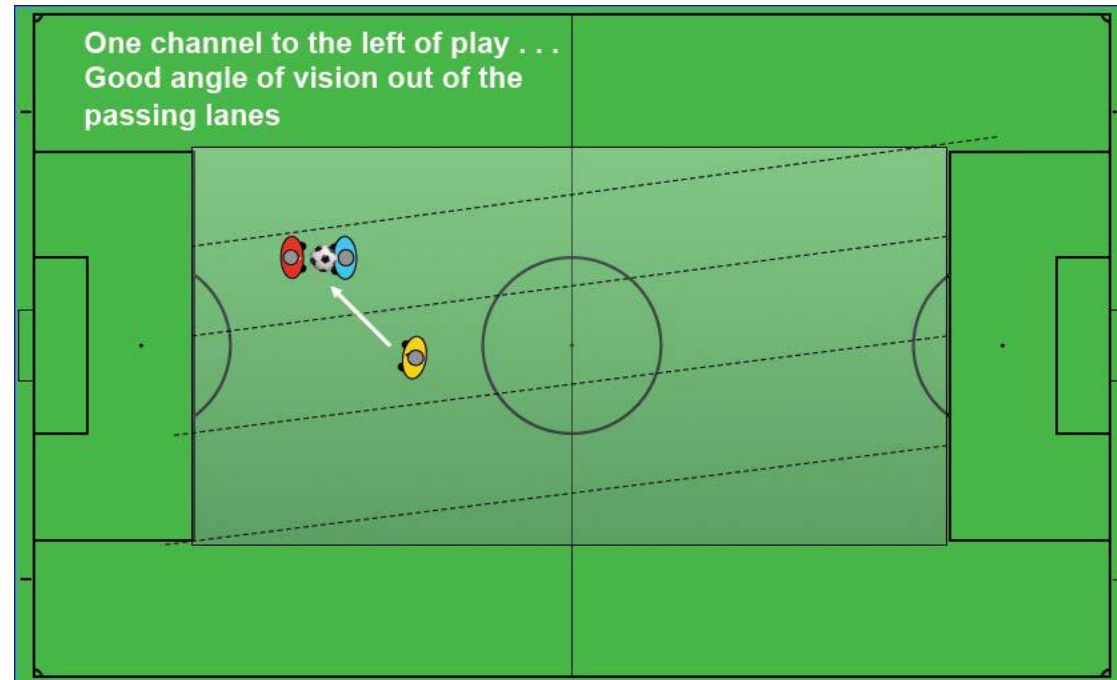
Source: 2015 FIFA Technical Study (2014 World cup clips)

# Summary – Channels of Running

- Generally, run one channel to the left of play
- Stay out of the way of players
- Avoid the wide channels unless there's a problem
- Rely more on AR for play in his or her area of control

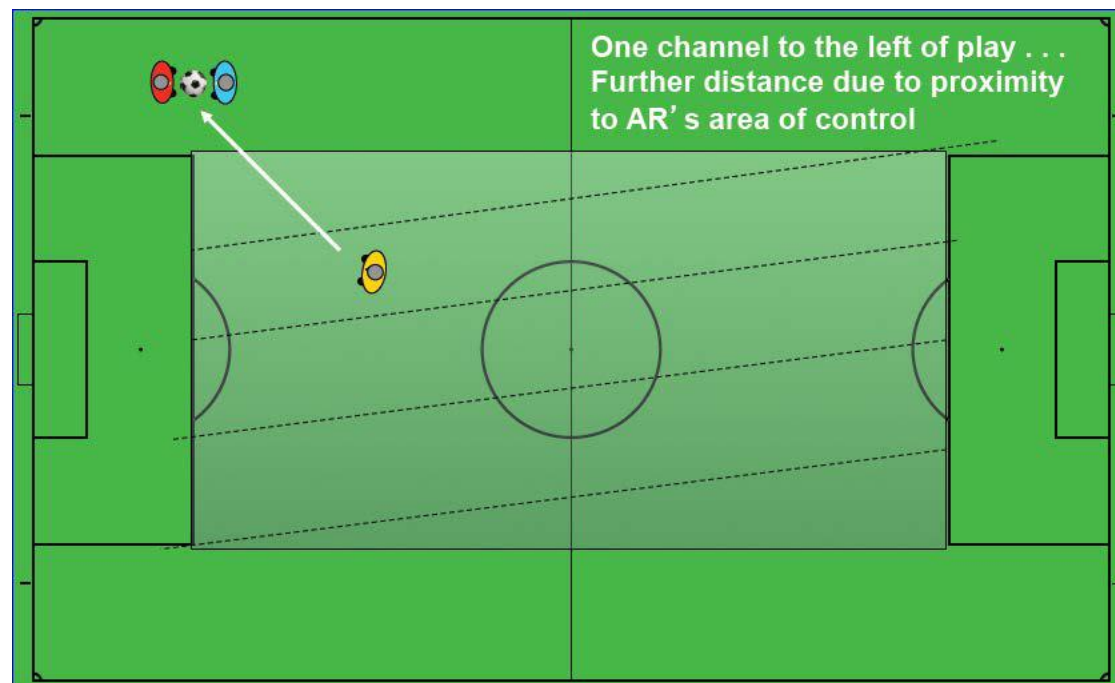


# Practical mechanics (1)

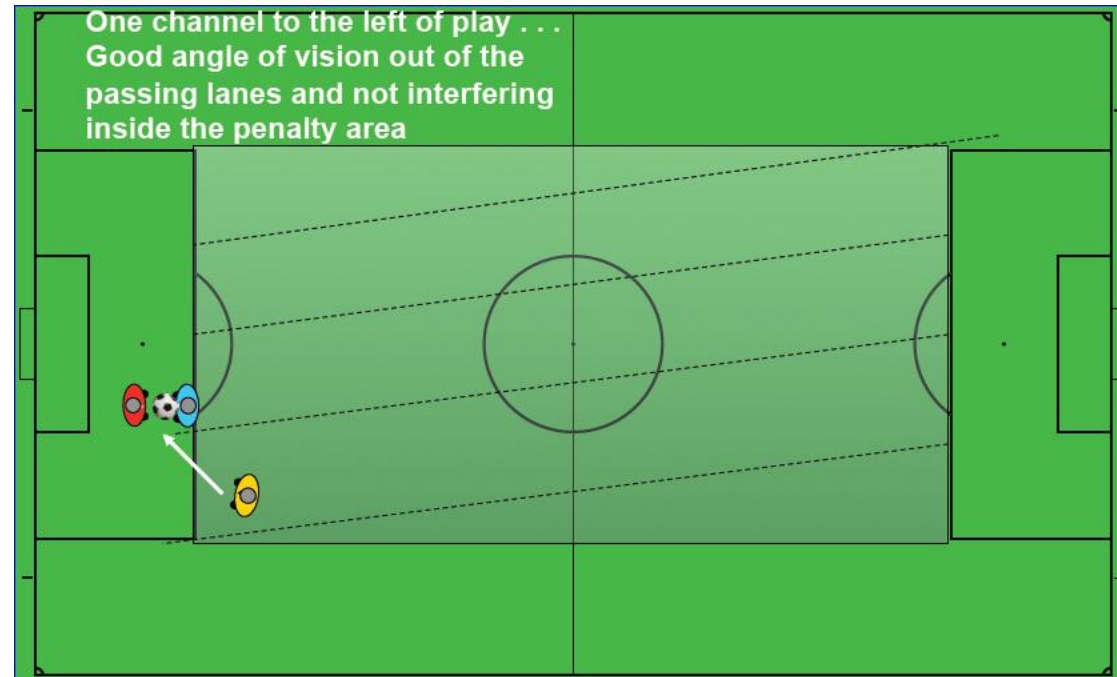




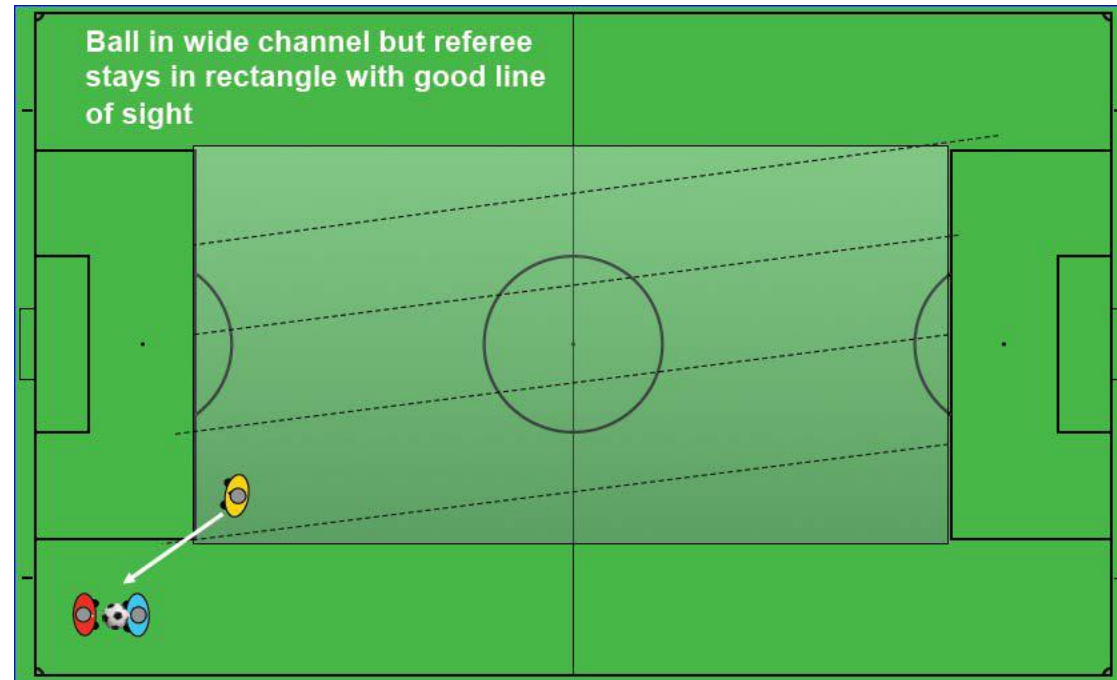
# Practical mechanics (2)



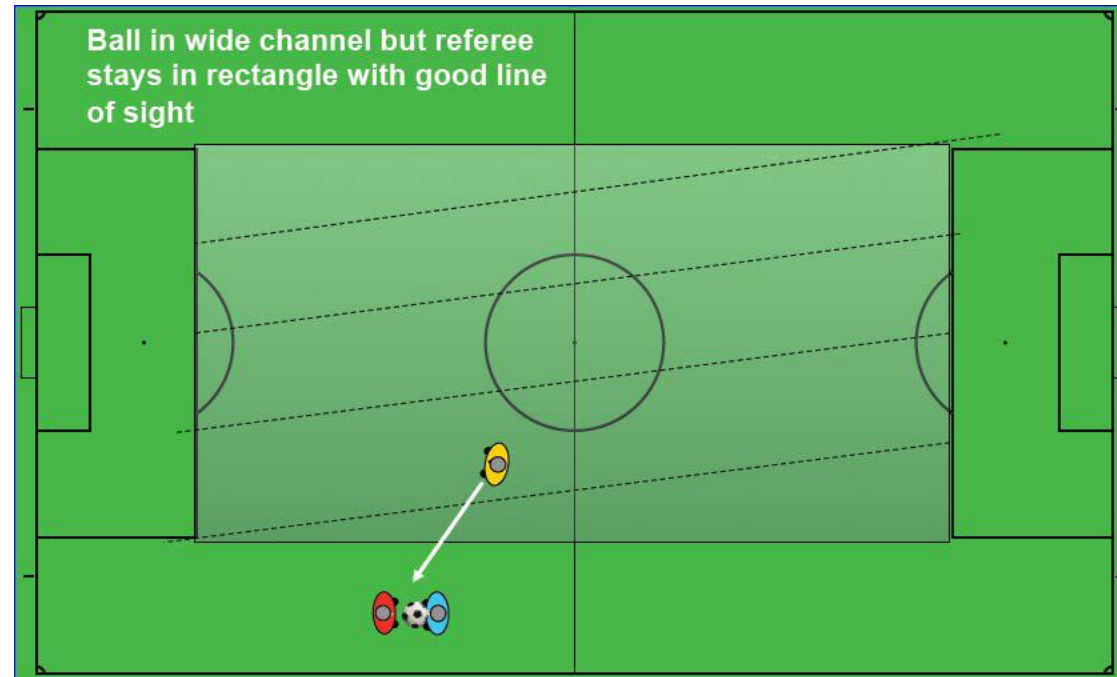
# Practical mechanics (3)



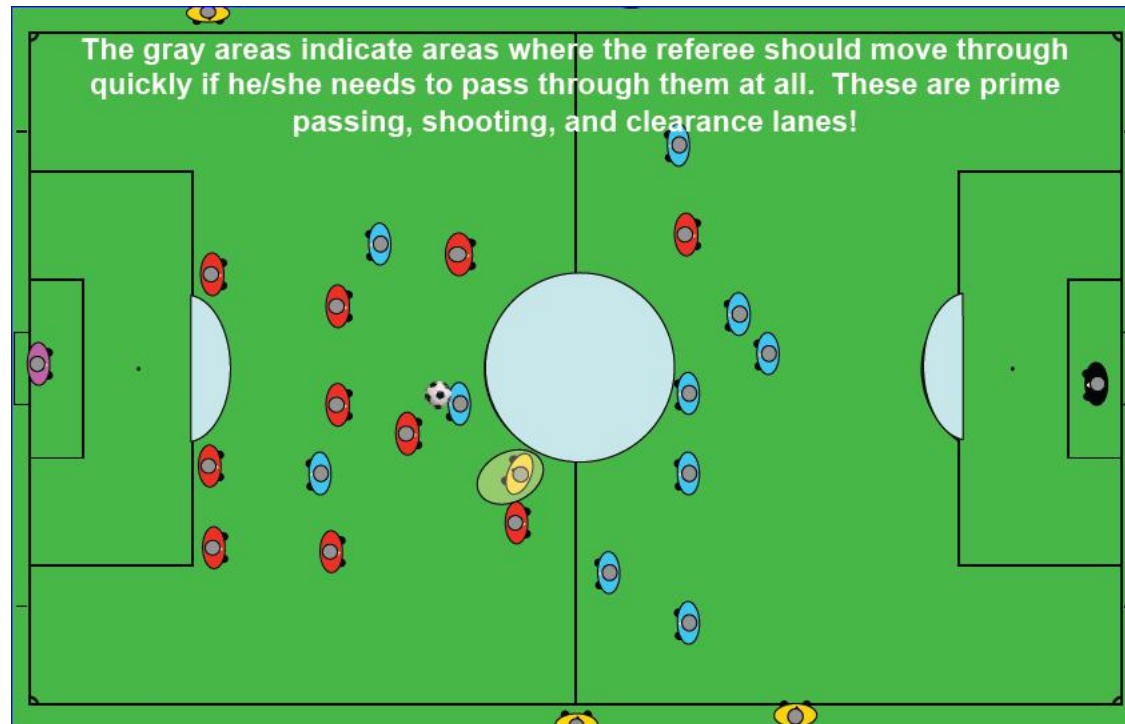
# Practical mechanics (4)



# Practical mechanics (5)



# Practical mechanics (6)



# Wrap Up: Four conditions of correct positioning

- I can see play and the potential problem area.
- I can see through two challenging players.
- I am not occupying space the players need.
- I am ready for next phase of play.



# Questions?

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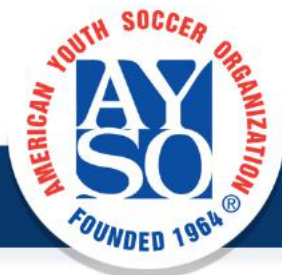
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*Thank you for Attending!*



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