



## Typical Points that Assessors Look For

### Watch the Match

1. Hips & shoulders always face the greatest area of active play
2. Hands at sides, off hips, off knees
3. Not recording at same time as partner (if you record at all)
4. Box in play with partner
5. Refrain from crossing body with signaling arm
6. Face field when signaling
7. Move toward teams after a goal & move up field with scorers
8. Watch the players instead of watching a ball high in the air
9. Lead-to-be ref should backpedal into position during set-up of a goal kick
10. Don't touch the soccer ball, because when you mishandle it, you look stupid

### Manage the Match

1. Be consistent
2. "Talk" with your whistle
3. Recognize the fouls
4. Call obstruction for hip checks which knock a dribbler off the ball and cause him/her to lose advantage
5. Mirror partner's indirect kick & substitution signals
6. Talk to players to prevent fouls
7. Call "Play on" for advantages so that fouled player knows you saw the foul and therefore keeps him/her from "taking the game into his/her own hands"
8. Whistle at correct times
9. On corner, trail ref should watch the players instead of the ball while lead ref (with hips square to field & by swiveling head) watches the ball & players
10. Trail ref helps set ball for set plays when it makes sense. (If players know the spot, there's no need to race to the spot. If players are unsure, move toward the spot instead of trying to direct them with a straight arm from across the field.)
11. Give the bench ref the first crack at getting subs into the game. Far ref should try not to whistle them in, but get partner's attention so he/she can double-whistle. It is better for the far ref to whistle, though, than not getting the subs in at all.)
12. Mechanics for calling a foul:
  - Recognize foul
  - Determine need for whistle (vs. applying advantage)
  - Whistle the foul
  - Signal the direction (arm & maybe voice)
  - Drop signal
  - Move toward spot of foul while talking to teams as necessary
  - Freeze feet (Try not to look like a running horseman with a lance.)
  - Signal reason for foul
  - Re-signal direction, if needed