



Proper Positioning



How to be
in the right place
at the right time

Objective

The referee will be able to find the right position to meet **ANY** set of circumstances.

**What is the
best position?**

**One that is FLEXIBLE
and INTELLIGENT**

**How do we achieve
optimal position?**

**TACTICAL AWARENESS
and
COMMON SENSE**

The Difference Between Positioning and Mobility

MOBILITY = being able to get somewhere (fitness)

POSITIONING = knowing where that somewhere is

POINTS OF EMPHASIS

- The strict diagonal is a **STARTING POINT ONLY**
- Presence: the referee must move to the point of the foul – when necessary
- Adapt to changes in players and tactics

POINTS OF EMPHASIS

You will hear and see several references to an area called "the zone" in this presentation.

Please remember that the zone is merely a suggestion, NOT a place where you "must be" and "must remain."

The Key? Adapt to change!

Principles of Good Positioning

- Keep play between the referee and the AR
- Do not interfere with either play or the players
- Read the likely course of play!

How do I do that?

Follow the "Magic Formula"

$$\mathbf{x = a + b + c}$$

x is the correct position
under any circumstance

It is intelligent and flexible

Achieving "**x**" requires that
three conditions be met

The Three Conditions

a = I can see play and
the potential problem area

b = I can see my AR

c = I am NOT occupying
space the players need

What Else?

- Move inside if play requires it
- Move outside if play requires it
- Do not duplicate coverage by the AR
- Adapt; be flexible in changing circumstances

Some Examples

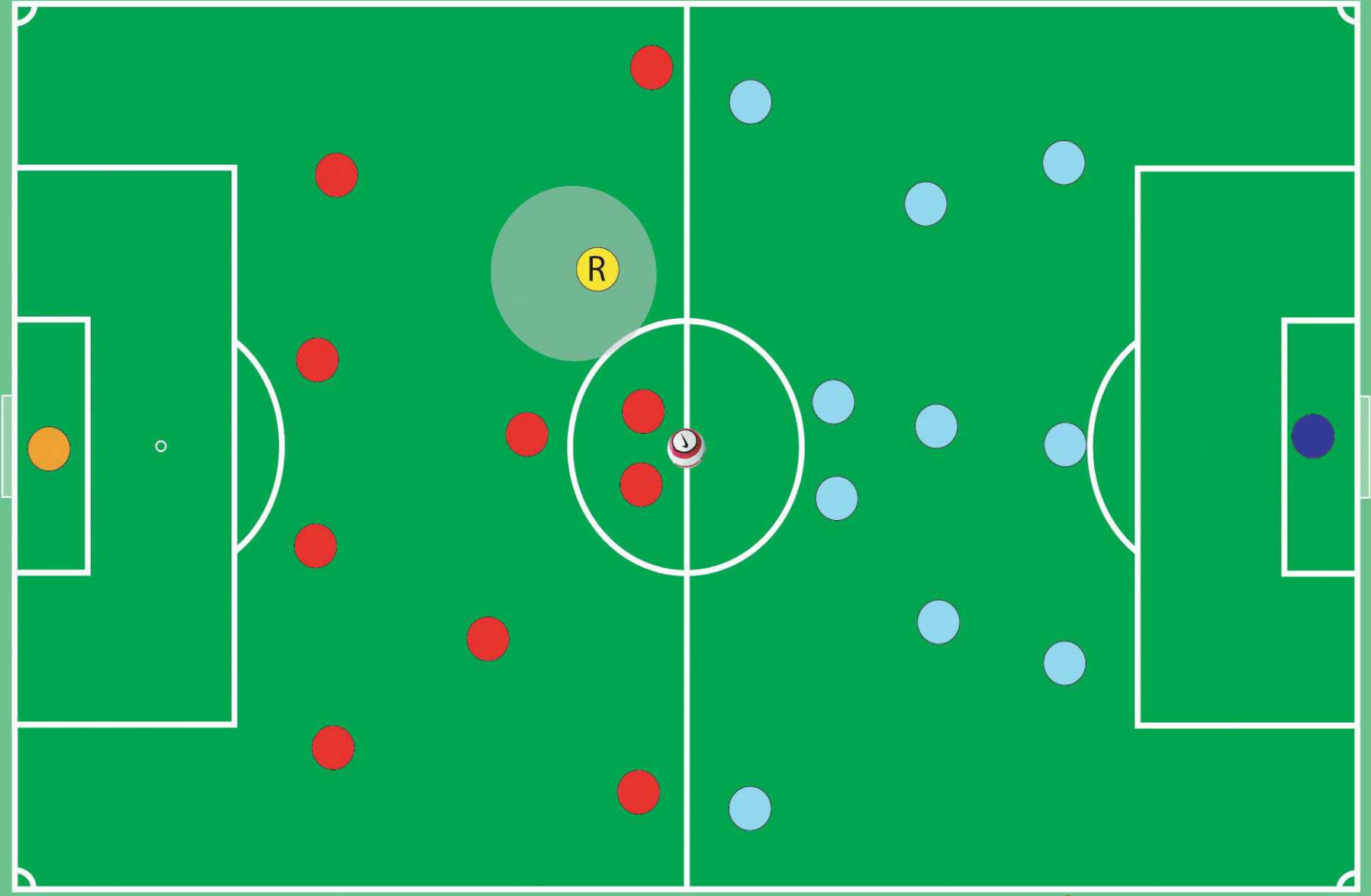
- Discuss good and bad positions
- Remember the Magic Formula
- Look for the optimal viewing position ... but remember that no position is ENTIRELY optimal

Note

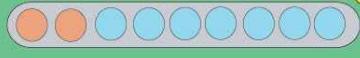
- The "zone" is ONLY a suggestion
- Remember the zone, but leave it when necessary!

Kick-Off

AR



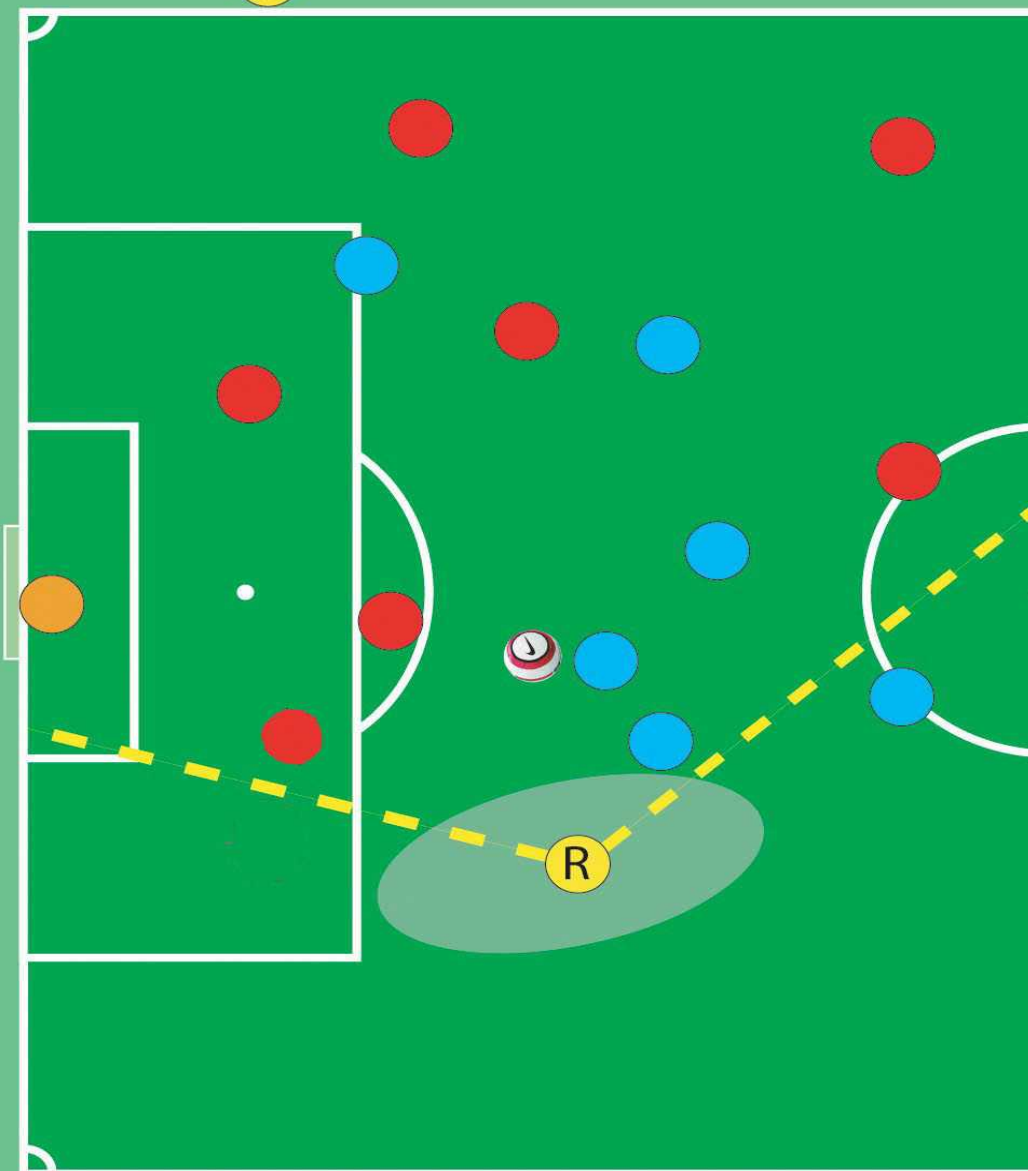
4th



AR

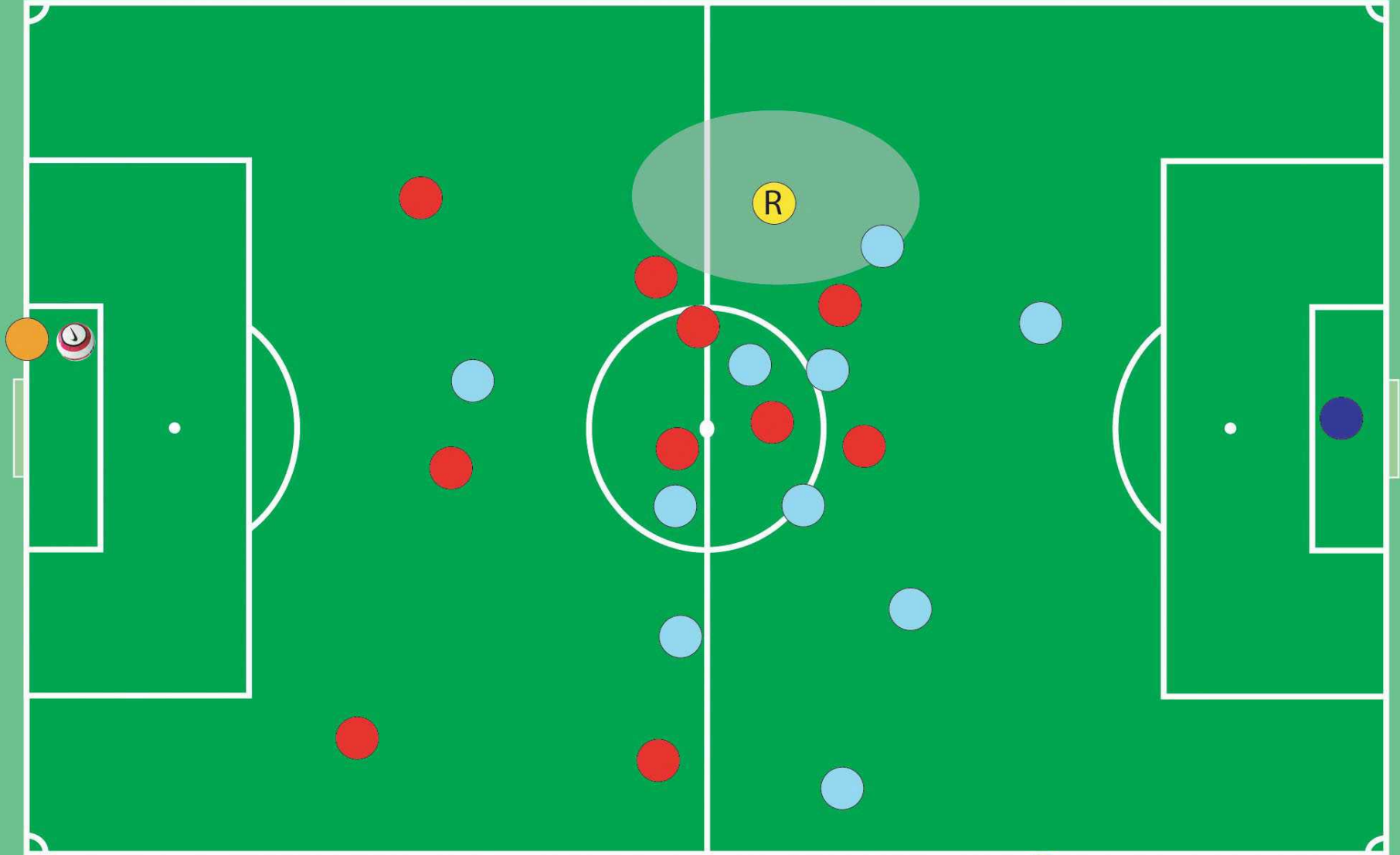
Development of Attack

AR



Goal Kick

AR → AR

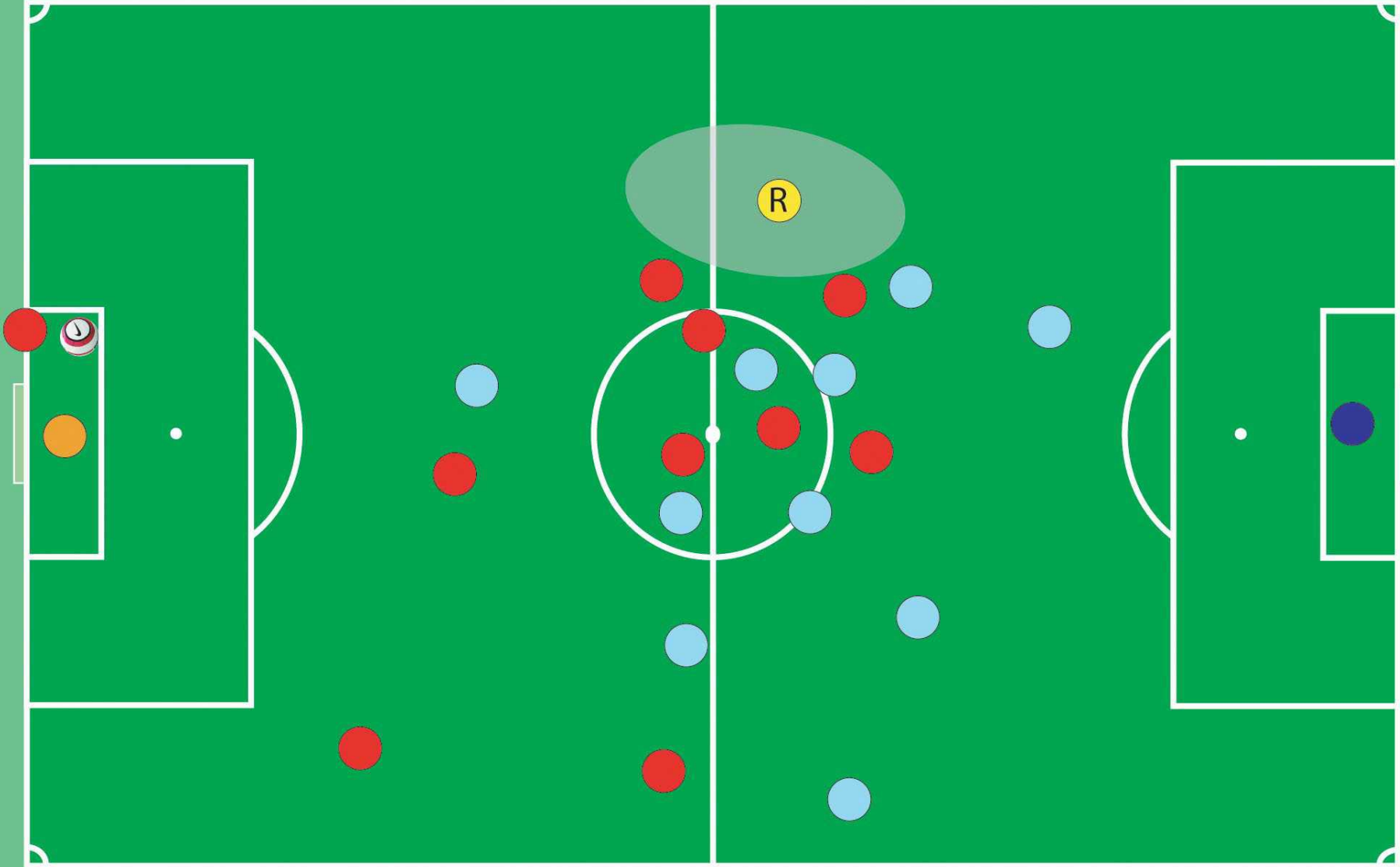


●●●●●●●●●● 4th ●●●●●●●●●● AR

Goalkeeper takes kick

Goal Kick

AR



AR

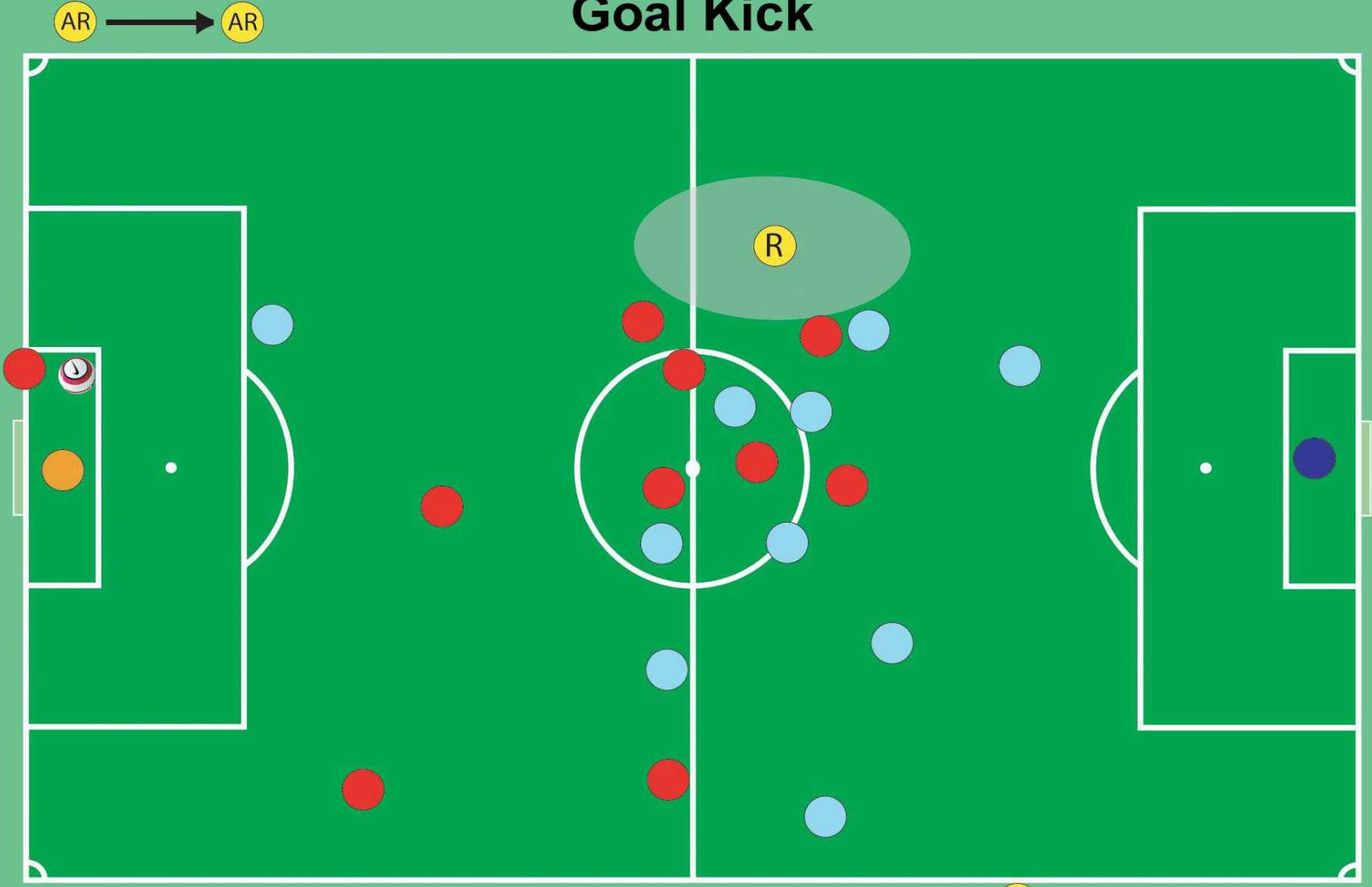


4th



Defender takes the kick

Goal Kick

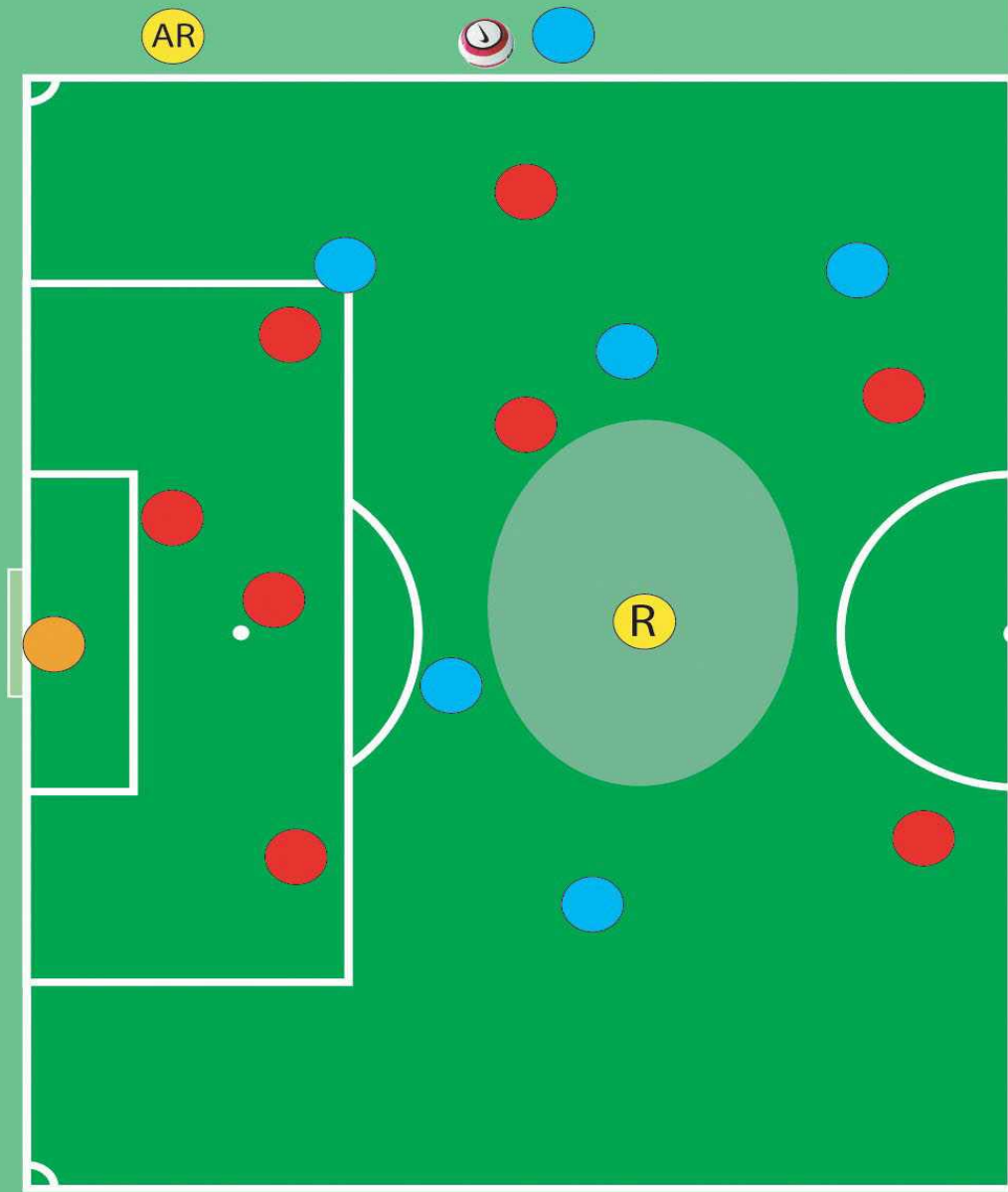


4th



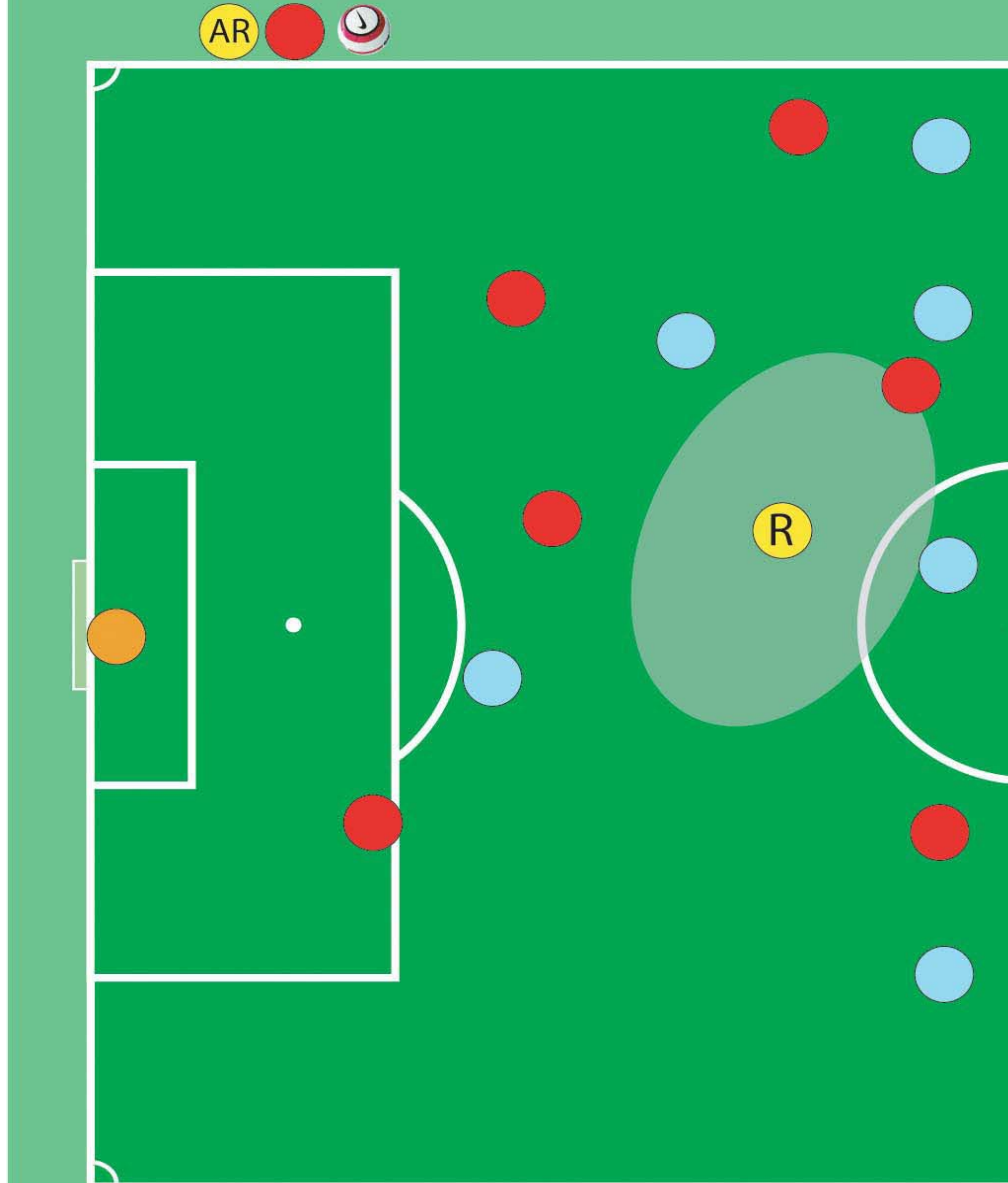
Defender takes the kick, attacker near edge of penalty area

Throw-In



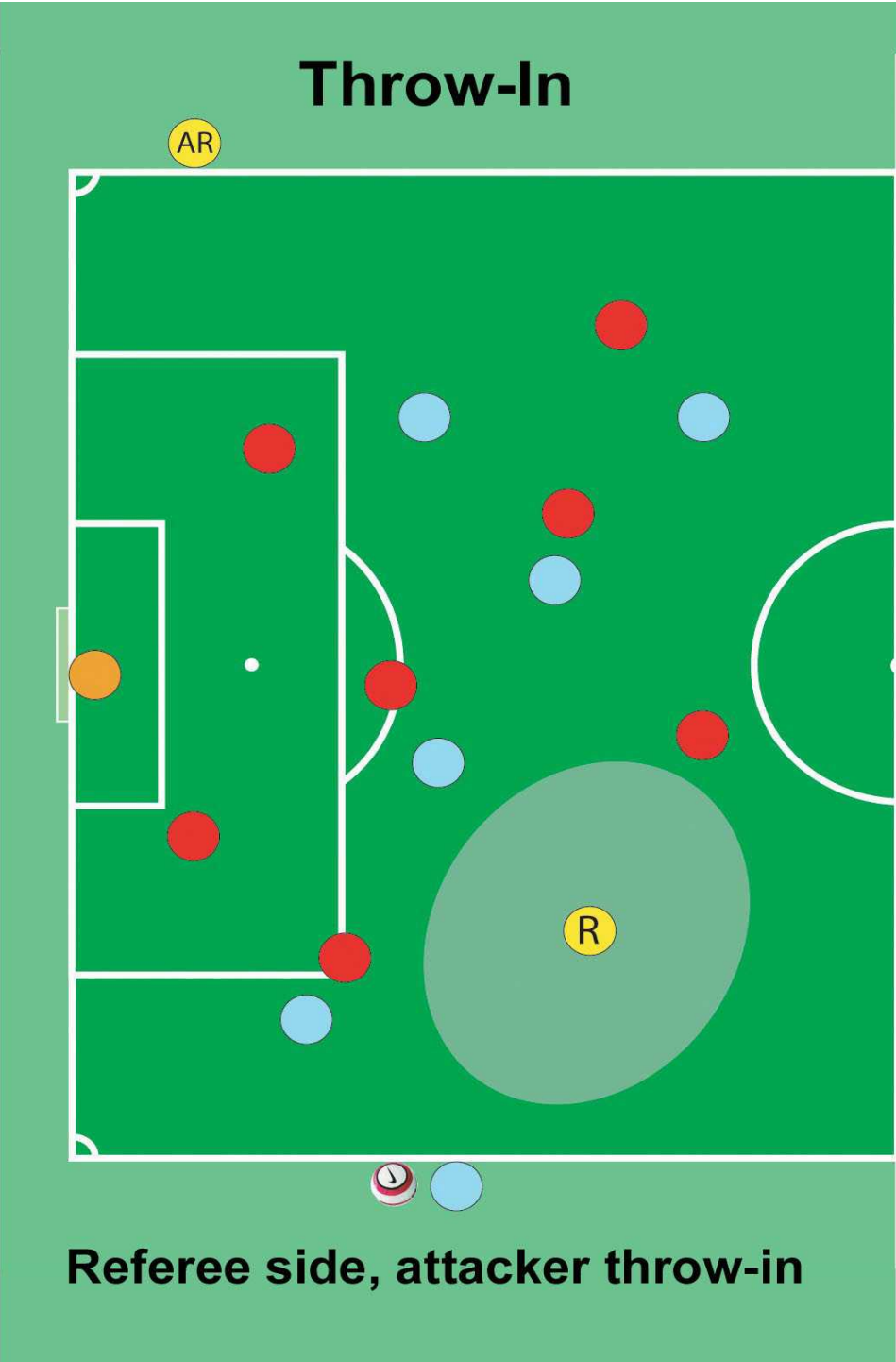
AR side, attacker throw-in

Throw-In

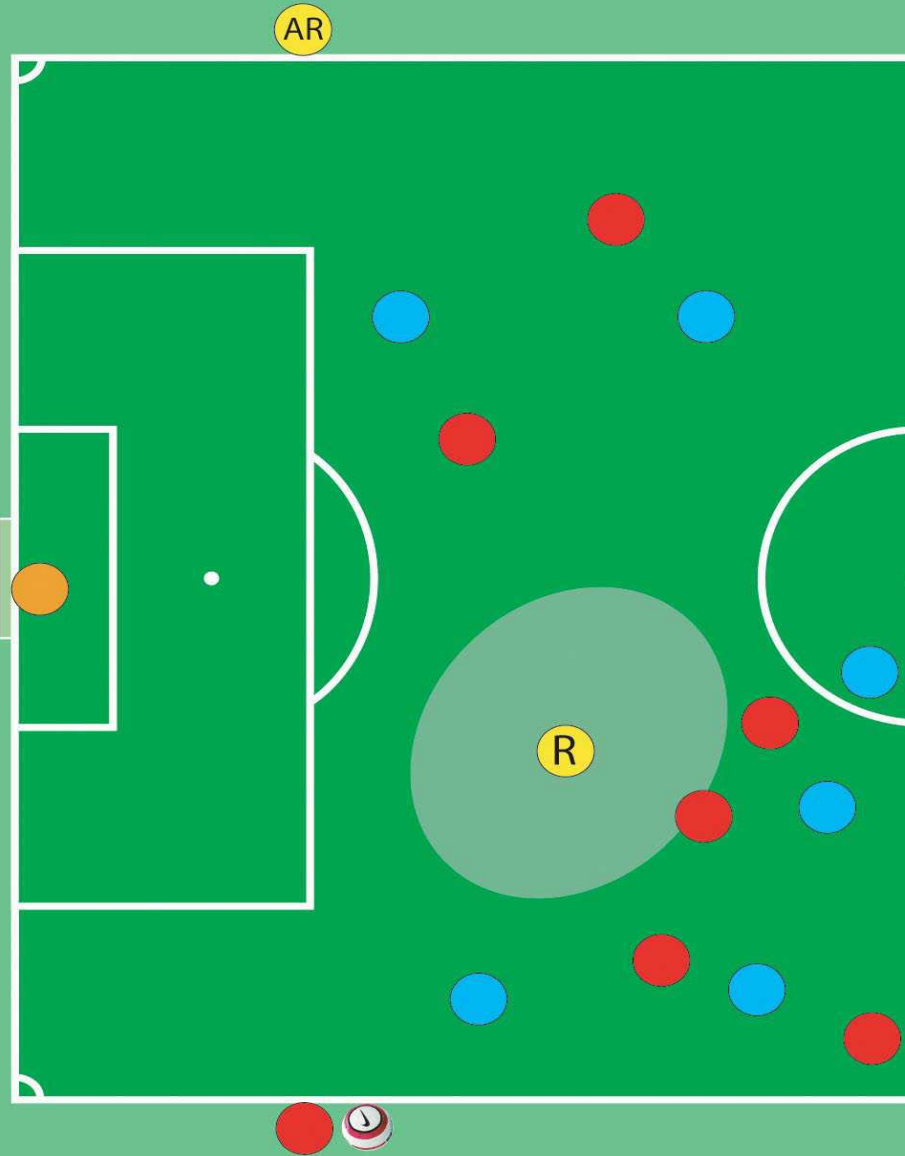


AR side, defender throw-in

Throw-In



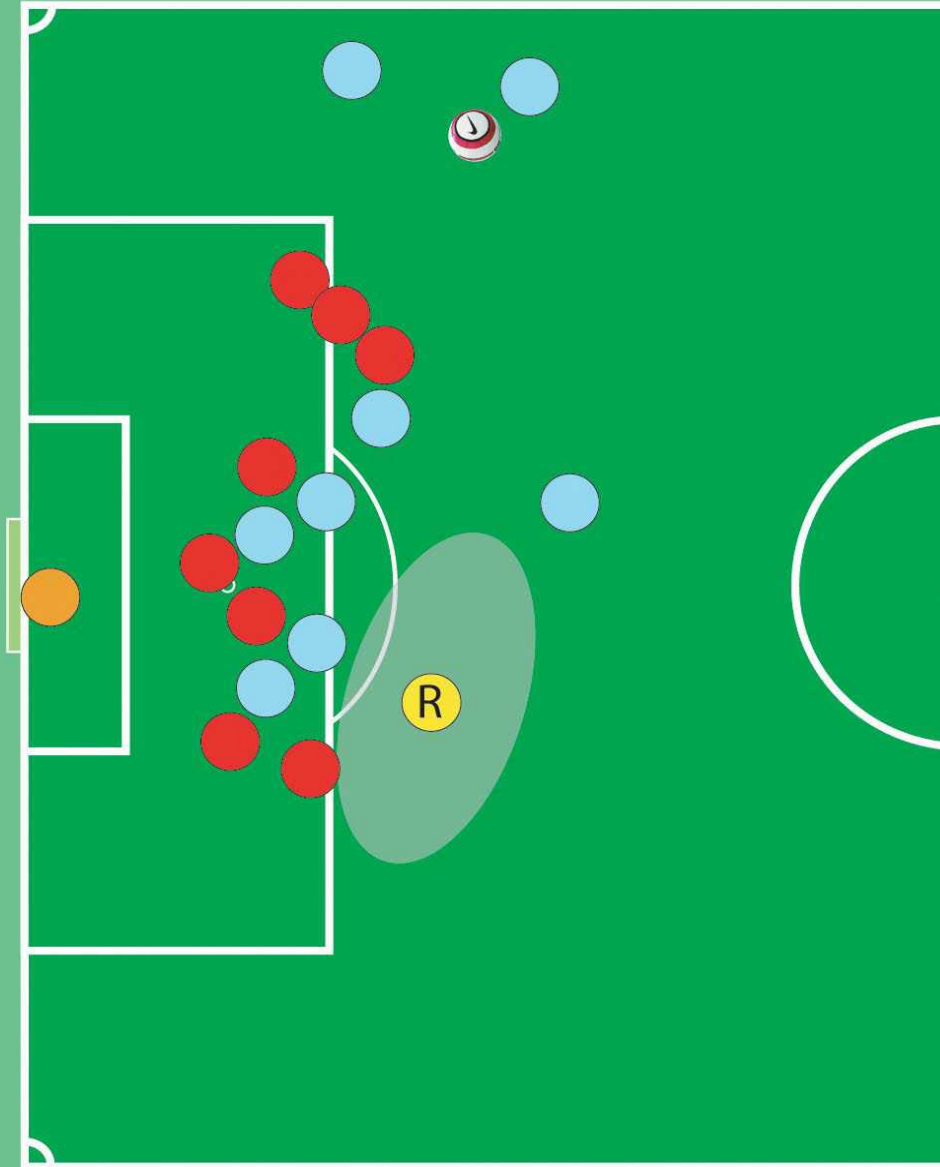
Throw-In



Referee side, defender throw-in

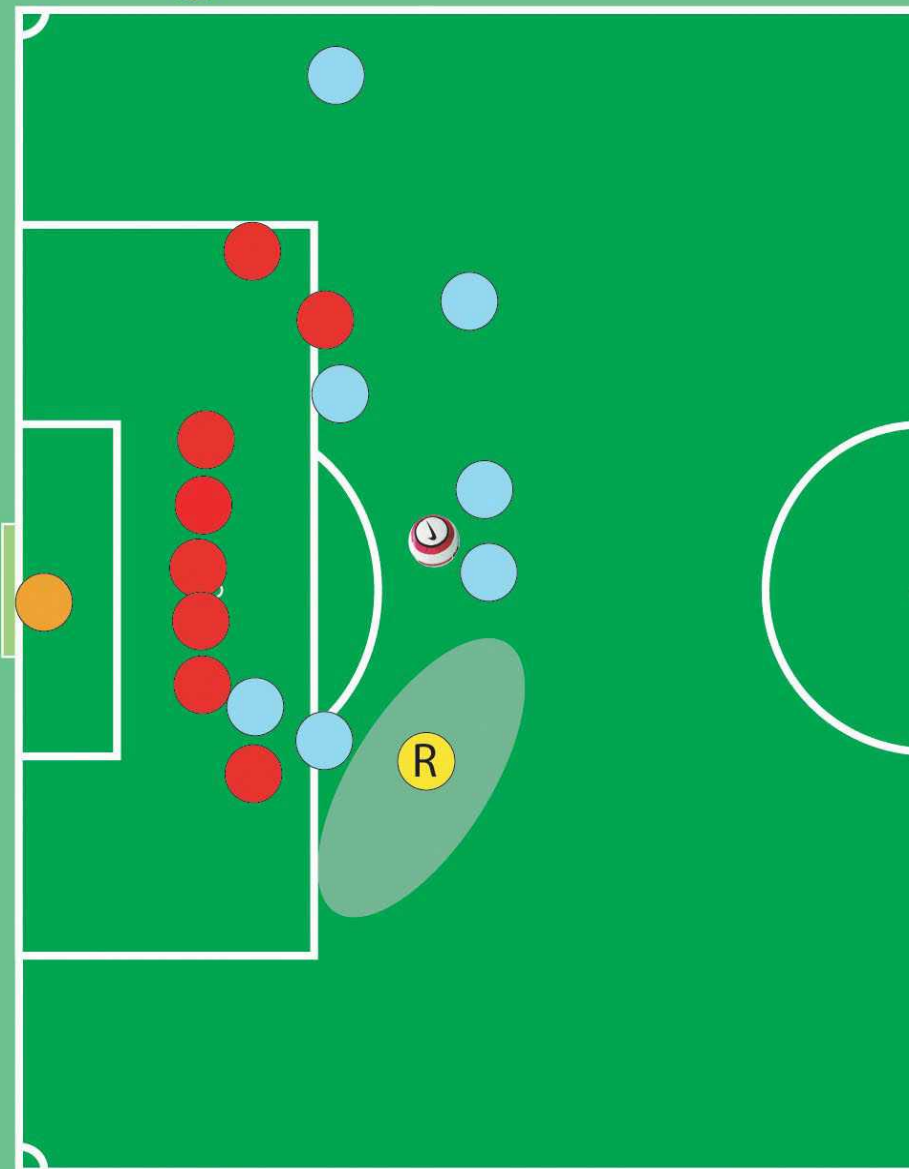
Free Kick

AR



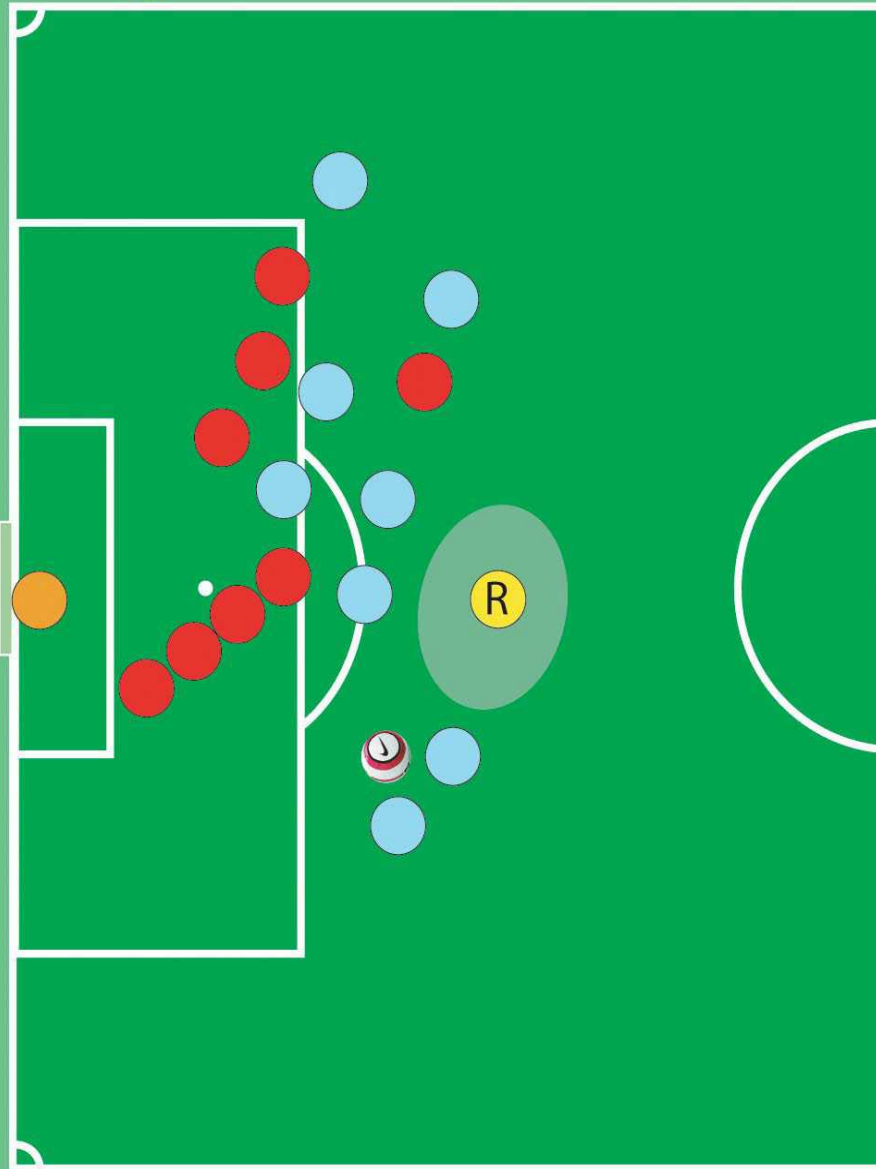
Free Kick

AR

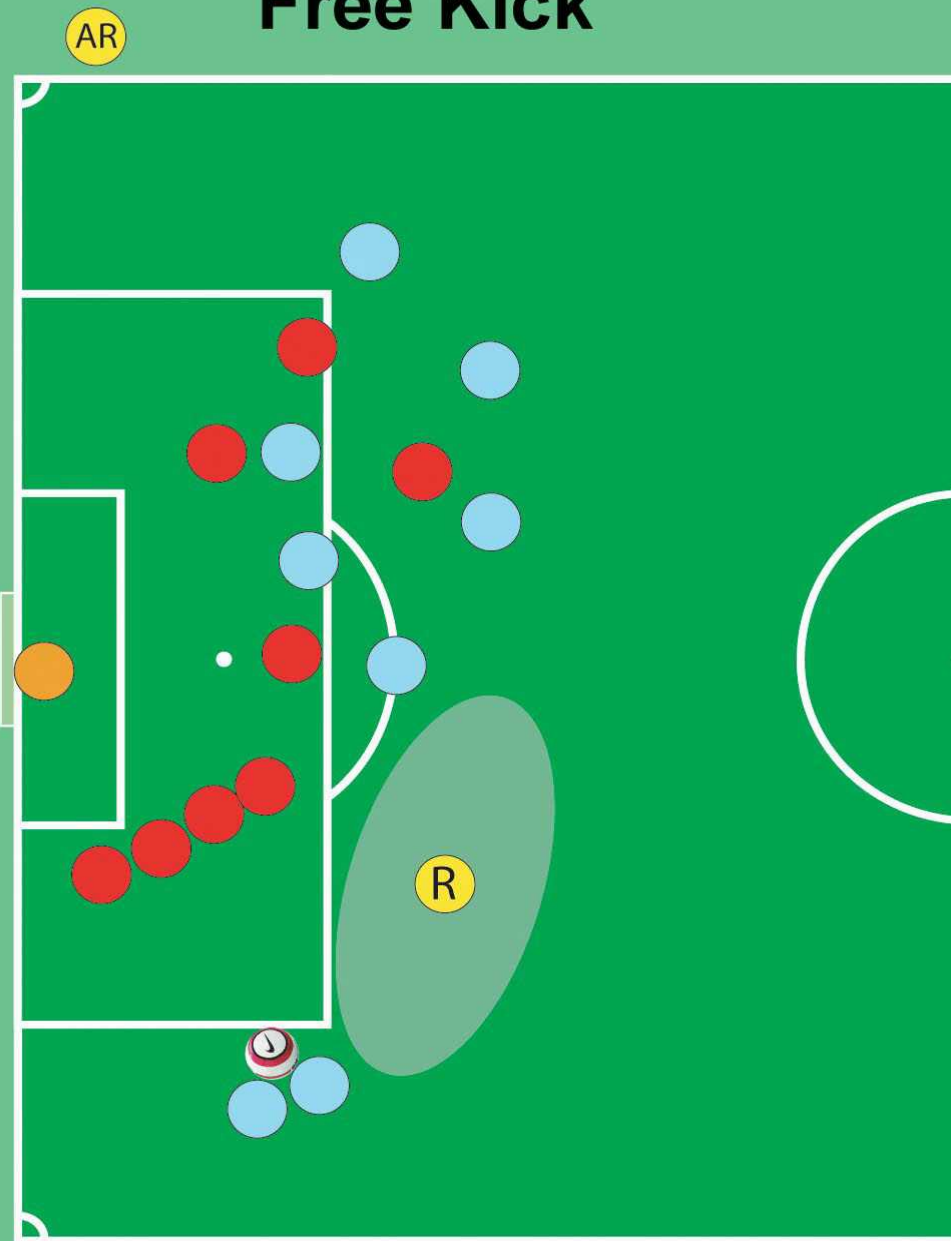


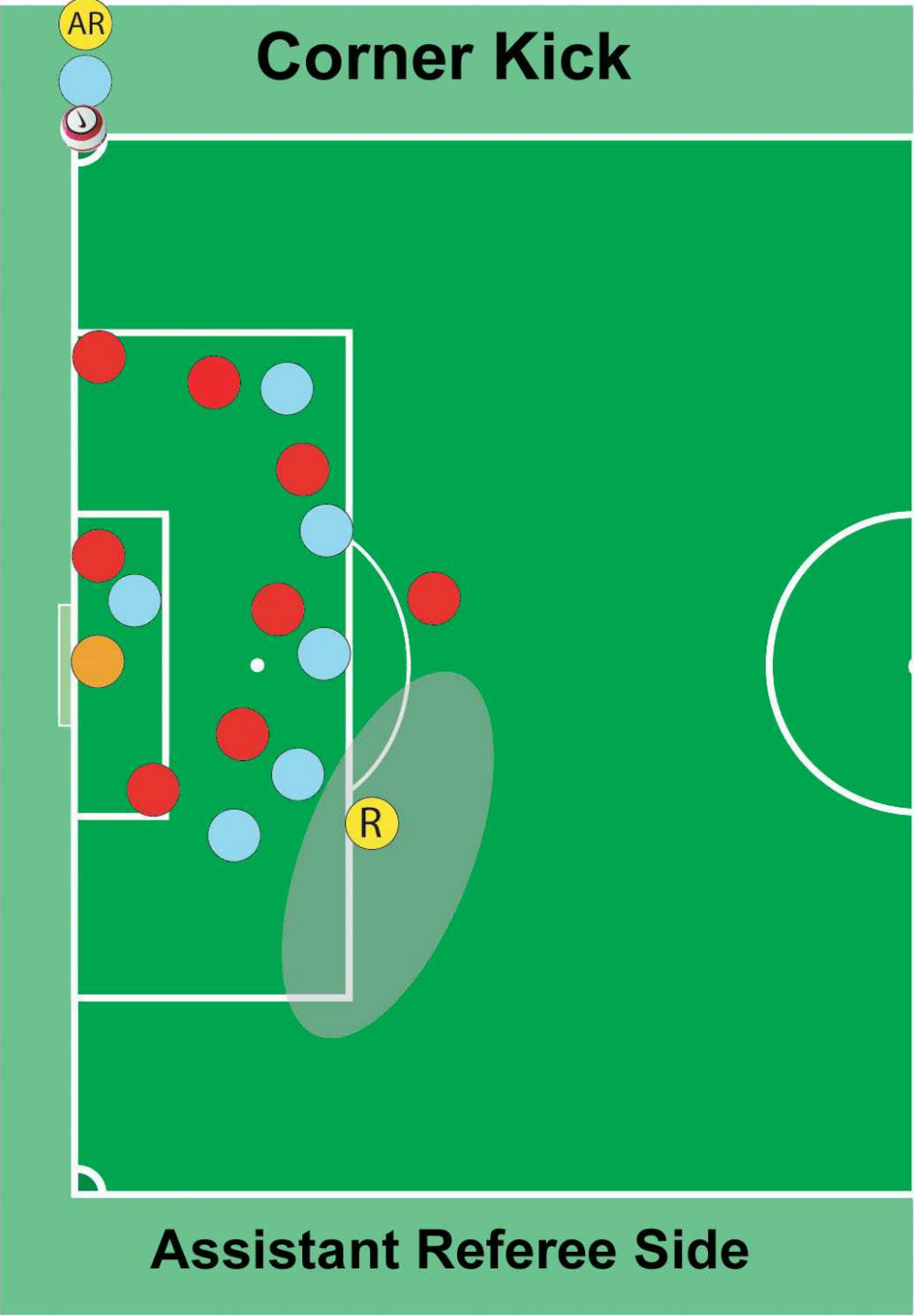
Free Kick

AR

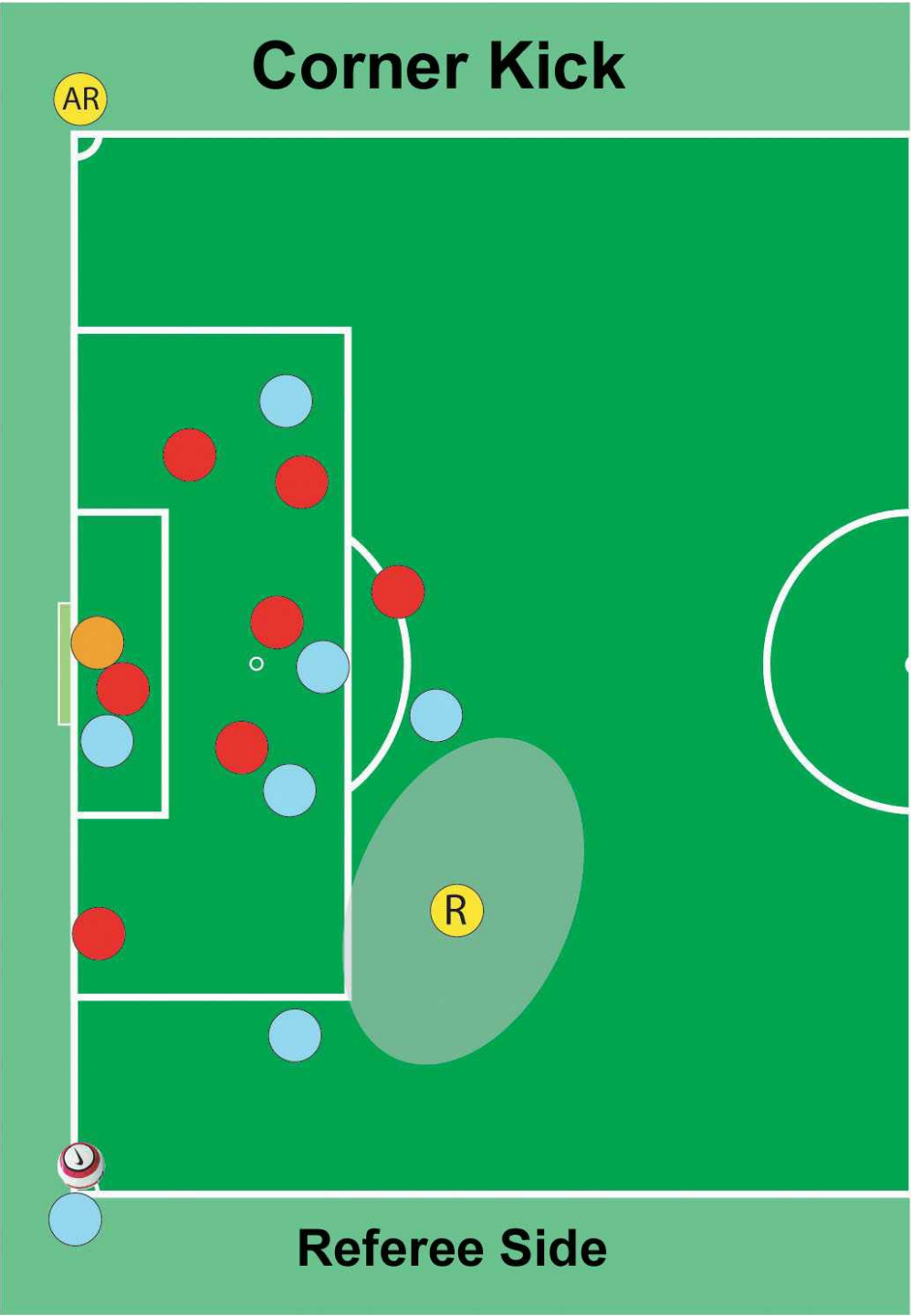


Free Kick





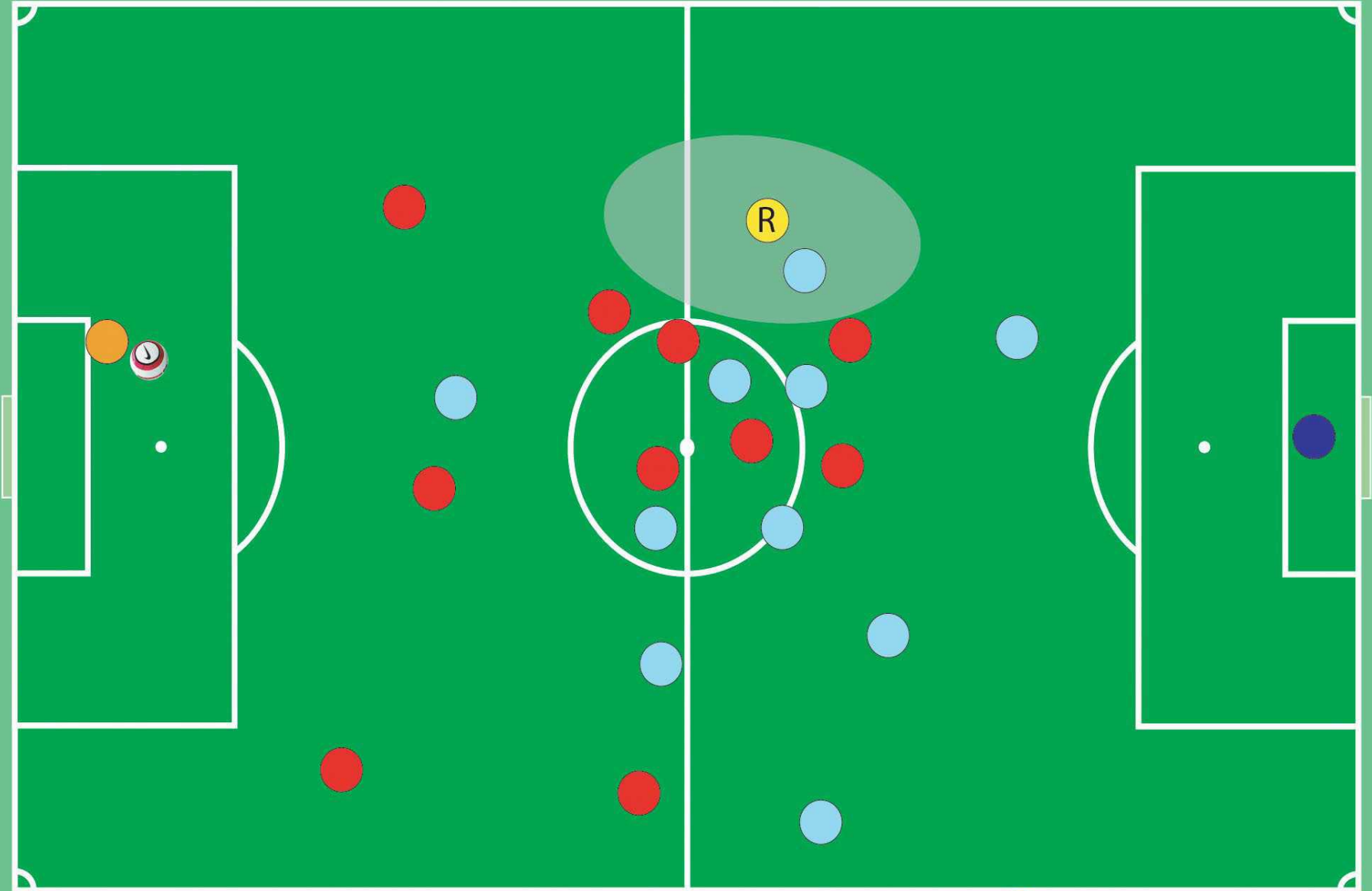
Corner Kick



Referee Side

Goalkeeper Punt

AR

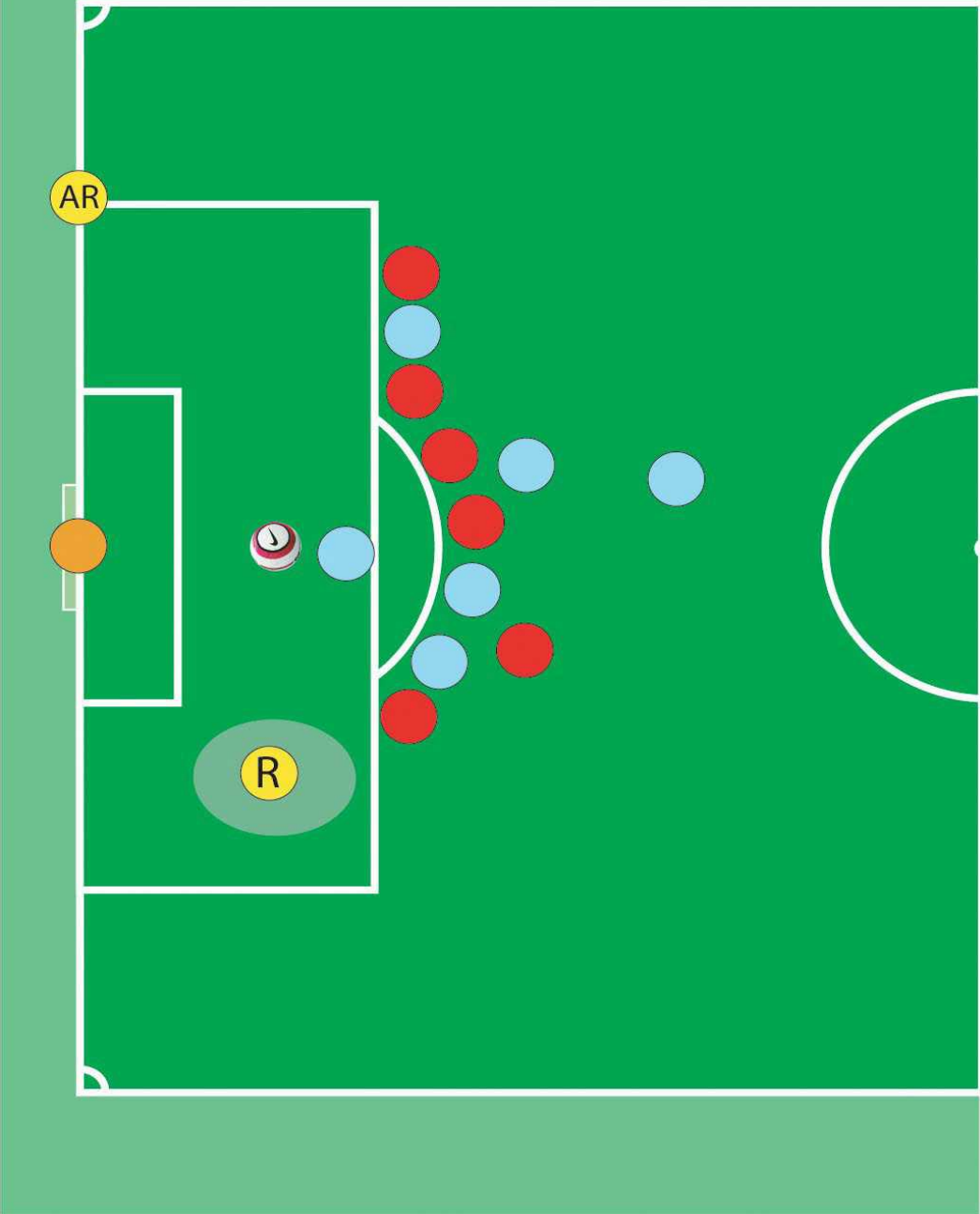


4th



AR

Penalty Kick



What is the best position?

One that is **FLEXIBLE** and **INTELLIGENT**

Remember the difference between
MOBILITY and **POSITIONING**

Presence: Move to the point of
the foul – when necessary

What is a poor position?

- Too many players blocking field of vision
- Cannot see AR or where play will go
- Same view as AR

Principles of Good Positioning

- Keep play between the referee and the AR
- Do not interfere with either play or the players
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Follow the "Magic Formula"

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The Three Conditions

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What Else?

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- Do not duplicate coverage by the AR
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REMEMBER!

- The strict diagonal is a **STARTING POINT ONLY**
- Presence: the referee must move to the point of the foul -- when necessary
- Adapt to different players and changed tactics

The Final Words!

Always make your position
INTELLIGENT and **FLEXIBLE**

Move, adjust and be fit to get
the best position to meet
the ever-changing conditions

Find the optimum position!