



Diagonal System of Control

PIAA Training Program

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Welcome

Logistics

- Lunch
- Bathrooms
- Breaks
- Exits
- Convention Attendance
- https://drive.google.com/drive/folders/1Zn4v0SyDJB9Z7U7sROz-DjU_2UxVEJ9w?usp=sharing





Introductions

Mr. Mark Byers - Executive Director of the PIAA

Mr. Pat Gebhart- Chief Operating Officer

Mr. Alex Mykut- Director of Officiating and Sports

Mr. Keenan Huss- Director of Operations and Sports





Learning Outcomes

At the conclusion of this training program chapter and district interpreters will be able to list 3 responsibilities for the CR and 3 responsibilities for the AR's. In addition they will be able to demonstrate the proper signals for a throw in, goal kick, corner kick and penalty kick.





Why the Diagonal System of Control

- Consistency for Players, Coaches, Spectators
- Complaints regarding the CR in the Double Dual
- Consistency between the 3 officials with whistles
- Positioning
- This change will make recruiting new officials much easier

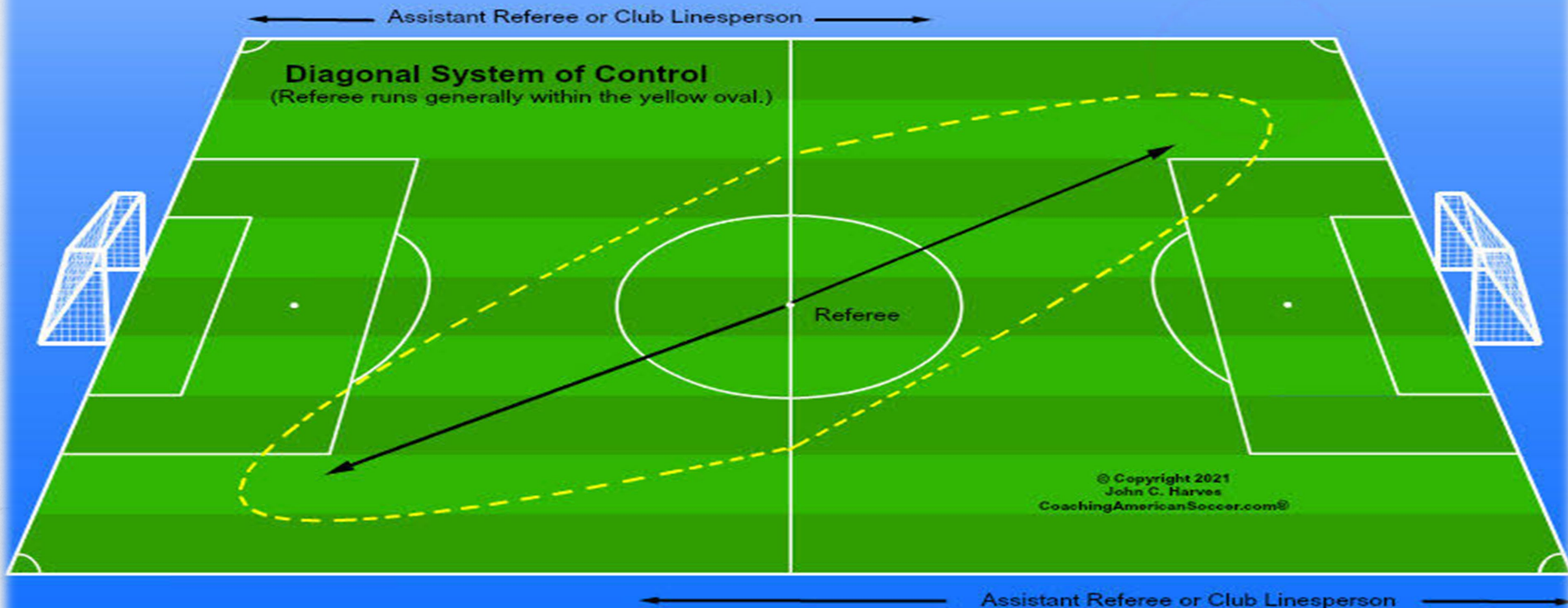




General Thoughts

- Positioning – Right Place, Right Time Establishes Authority
- Positioning vs. Mobility
- Depth adjustment in attacking third
- Presence establishes conviction
- Rectangle vs. True Diagonal the 15-20 yard advantage
- Communication Verbal, Electronic, Non-verbal
- God vs. Teamwork
- Positioning of the Flag and meaning
- Avoid Static Officiating
- Preventative Officiating
- Eye Contact







General Positioning

- The Play should always be positioned between the CR and AR
- Lead AR should be in the CR's field of vision
- Try to remain outside the play minimizing interference with the play and passing lanes
- Gauge play away from the ball and after the ball is played. Not all fouls occur around the ball ie. Trail AR
- Active involvement vs. Ball Watching
- **Turning Your Back:** Never turn your back on the players after a whistle; maintain "peripheral awareness"
- Anticipate Transitions
- Drop Zones for Goal Kicks, Goal Keeper Release



Center Referee

- Manages the pregame meeting with the coaches, teams and AR's
- Starts and stops play with a whistle
- Awards free kicks, penalties, goal kicks, corner kicks, goals and throw-ins
- Shows yellow and red cards
- Backs up the time for the match
- Has the final decision on all matters of fact during the match
- Maintains match control in cooperation with the other officials
- Ensures the safety of the players





Assistant Referee

- Assists the referee in controlling the match
- Signals when the ball is out of play (out of touch vs. Goal)
- Has first responsibility for Offside
- Maintains position with the second to last defender
- Correctly spots the ball position for goal kicks, corner kicks, offside, and when necessary free kicks
- Assists in determining play in the Penalty Area
- Monitors Goal Keeper movement during Penalty Kicks
- Communication and Signals
- Proper Flag position and position on the field, running technique
- Mass Confrontation Responsibilities





Flag Technique

- * The assistant referee's flag must always be visible to the referee, unfurled and still while running
- * When making a signal, the assistant referee must stop running, face the field of play, make eye contact with the referee and raise the flag with deliberate (not hasty or exaggerated) motions. The flag should be like an extension of the arm
- * The assistant referees must raise the flag using the hand that will also be used for the next signal in a sequence. If circumstances change and the other hand must be used for the next signal, the assistant referee should move the flag to the opposite hand below the waist.
- * Whenever the assistant referee signals that the ball is out of play, they must continue to signal until the referee acknowledges it





AR Demonstrations

- Throw-in – near touch in AR quadrant, near touch far quadrant, mirror CR
- Corner Kick/Goal Kick – right hand signal preferred, near touch or goal line, far goal line cross
- Offside – near, middle, far. Right hand preferred
- Substitution – hold flag parallel to ground and wait to be sure all the subs have been counted
- Fouls – was the foul out of view of the referee, would the referee apply advantage? Raise flag and wave for the foul. Delayed and right vs. Early and Wrong
- Fouls Outside the Penalty Area vs. Inside the Penalty Area
- Free Kick Assistance





- Who do we communicate with during the match?
- Why is this Important
- How?
 - Whistle
 - Verbal
 - Non-Verbal
 - Electronically
 - Flag



SOCCER REFEREE SIGNALS

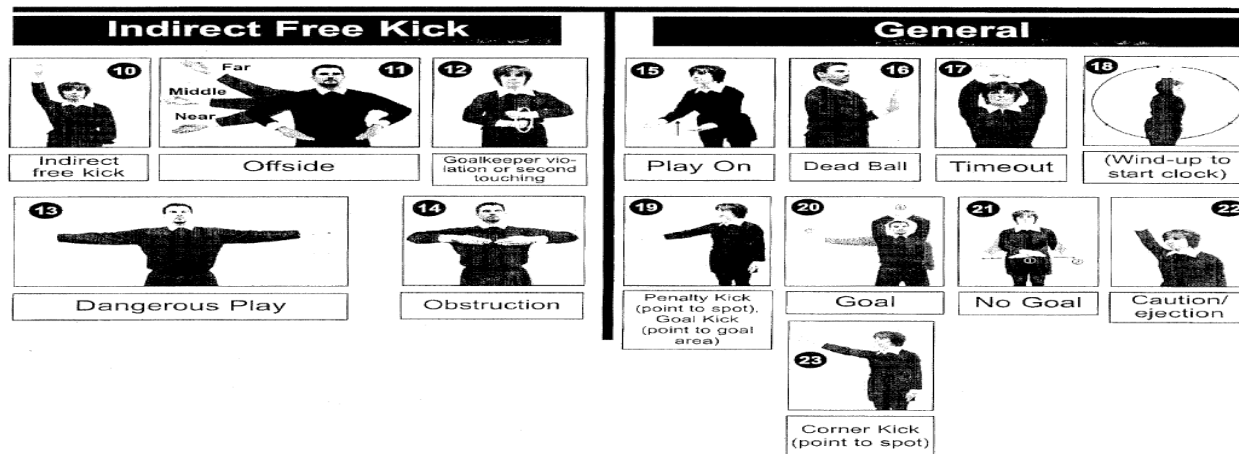


 **Know the Signals. Support the Game. Respect the Referee.** 

PIAA Soccer Signals

NFHS OFFICIAL SOCCER SIGNALS

Although NFHS has authorized different officials signals, PIAA will continue to use the following in ALL matches:

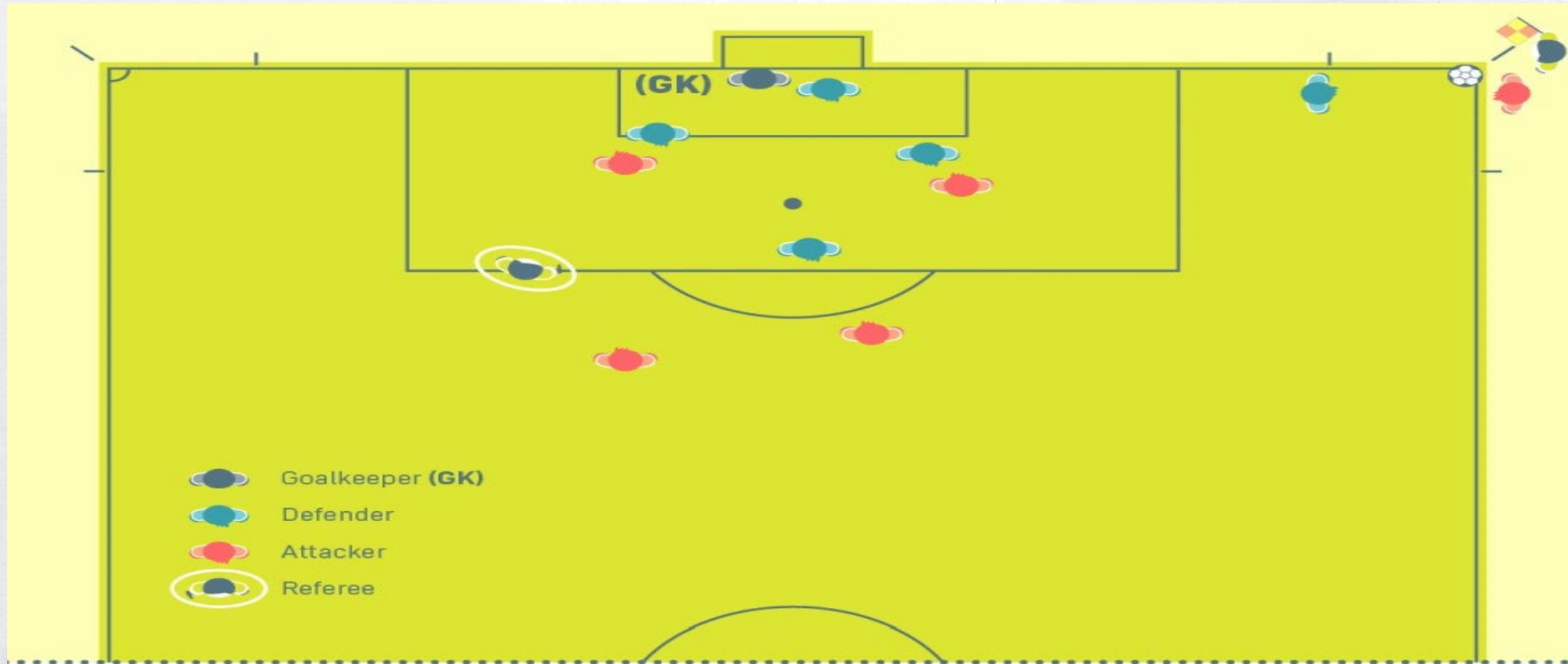


AR Signals



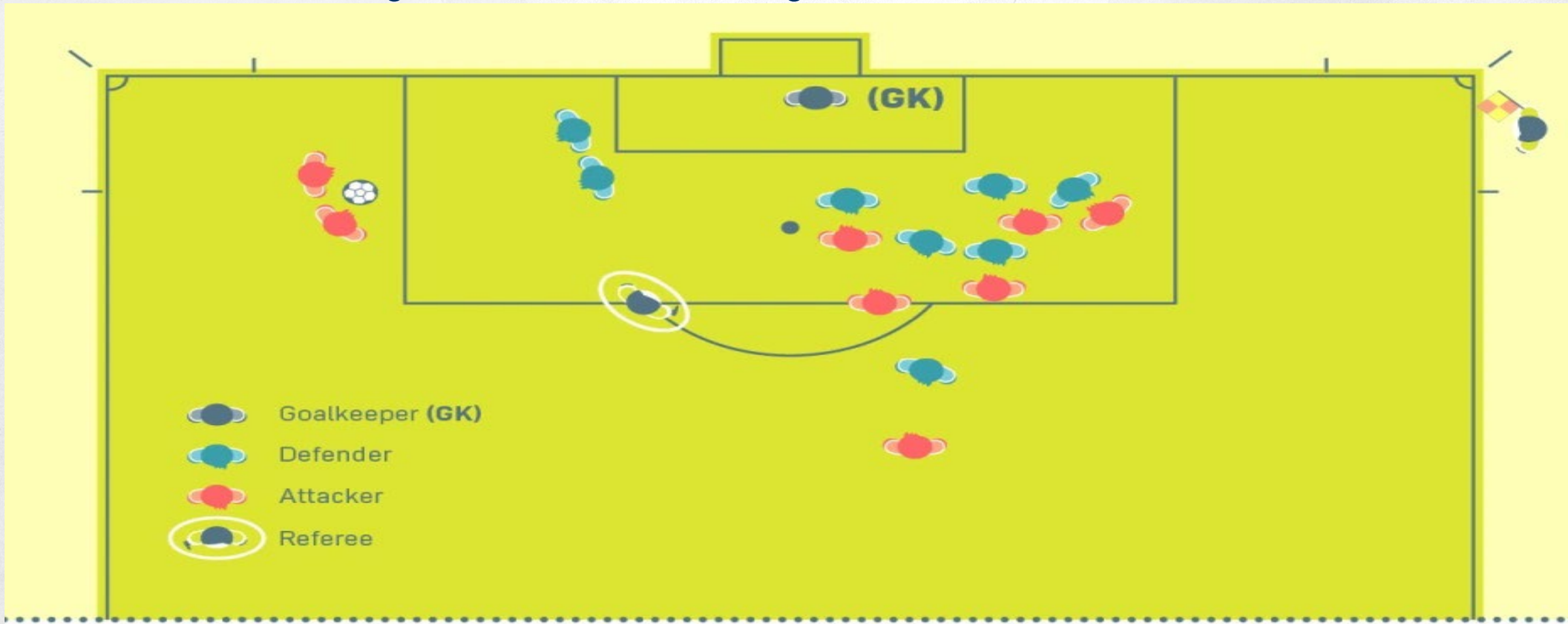
Corner Kick

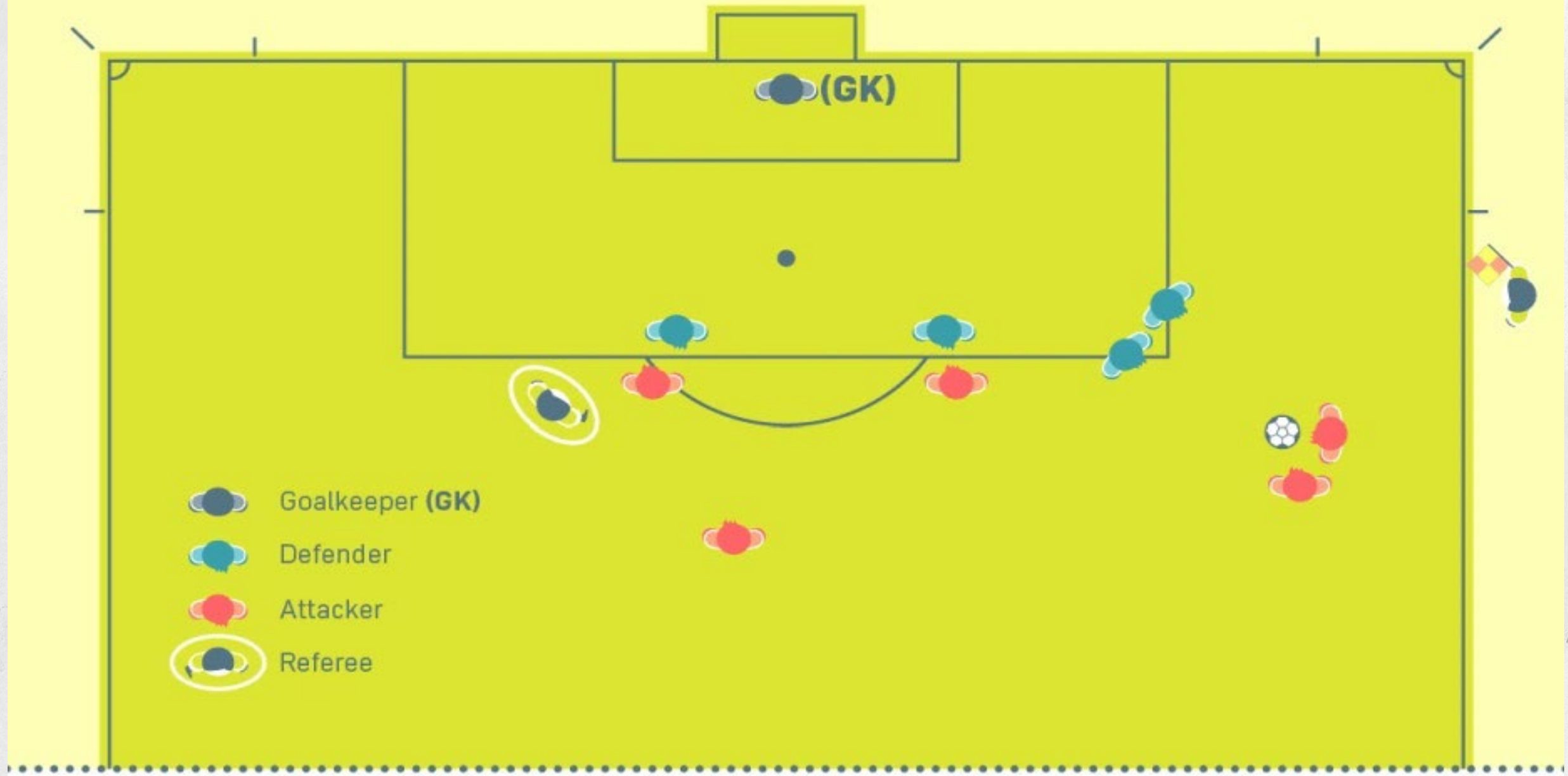
The AR's position for a corner kick is behind the corner flag in line with the goal line but the AR must not interfere with the player taking the corner kick and must check that the ball is properly placed in the arc.



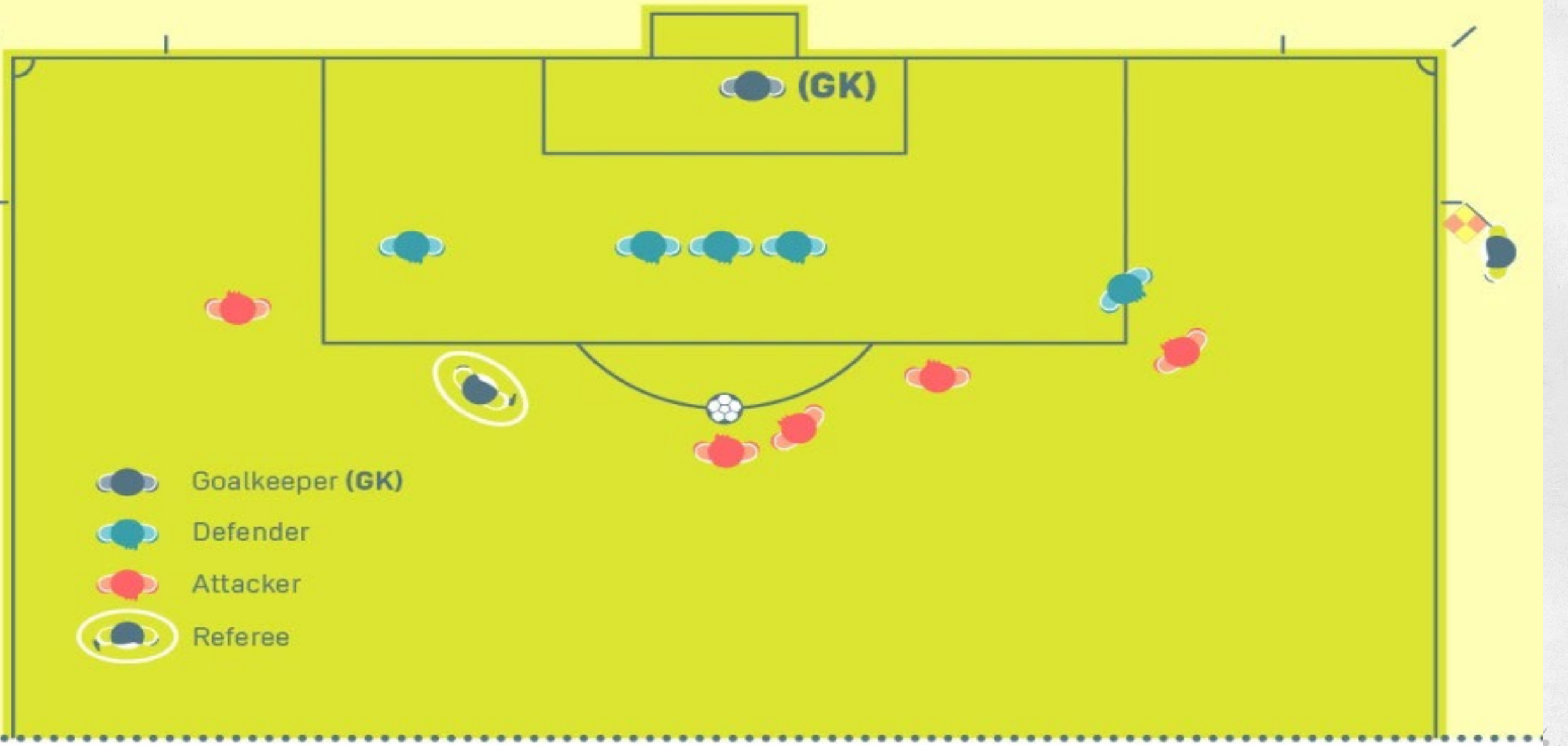
Free Kick

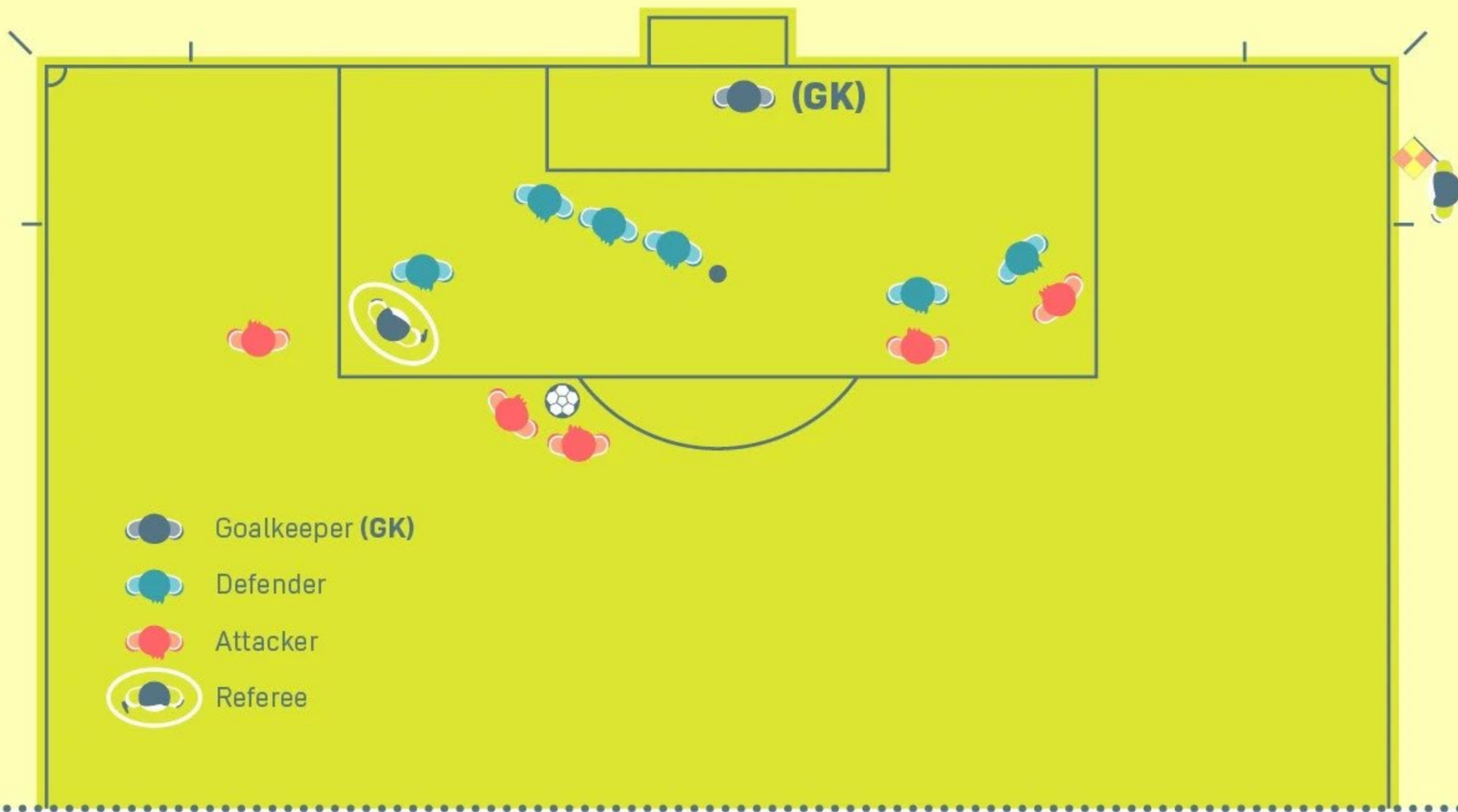
The AR's position for a free kick must be in line with the second-last defender to check the offside line. However, the AR must be ready to follow the ball by moving down the touchline towards the corner flag there is a direct shot on goal





Referee position vs. AR position for goal judgement.....pregame important





 Goalkeeper (GK)

 Defender

 Attacker

 Referee

Goal/no goal

When a goal has been scored and there is no doubt about the decision, the referee and assistant referee must make eye contact and the assistant referee must then move quickly 25–30 yards along the touchline towards the halfway line without raising the flag. When a goal has been scored but the ball appears still to be in play, the assistant referee must first raise the flag to attract the referee's attention then continue with the normal goal procedure of running quickly 25–30 yards along the touchline towards the halfway line.



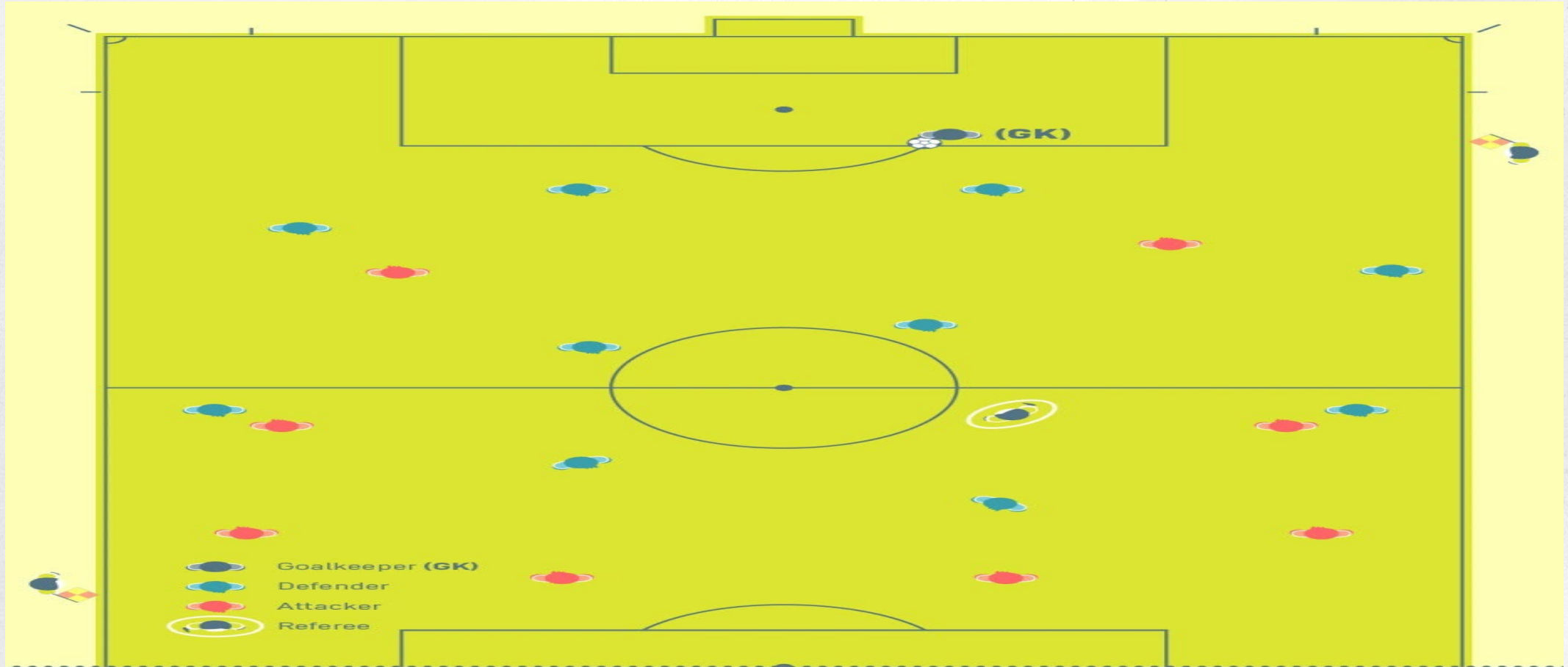
Goal kick

The AR must first check if the ball is inside the goal area. If the ball is not placed correctly, the AR must not move from the position and must make eye contact with the referee and raise the flag. Once the ball is placed correctly inside the goal area, the AR must take a position to check the offside line.



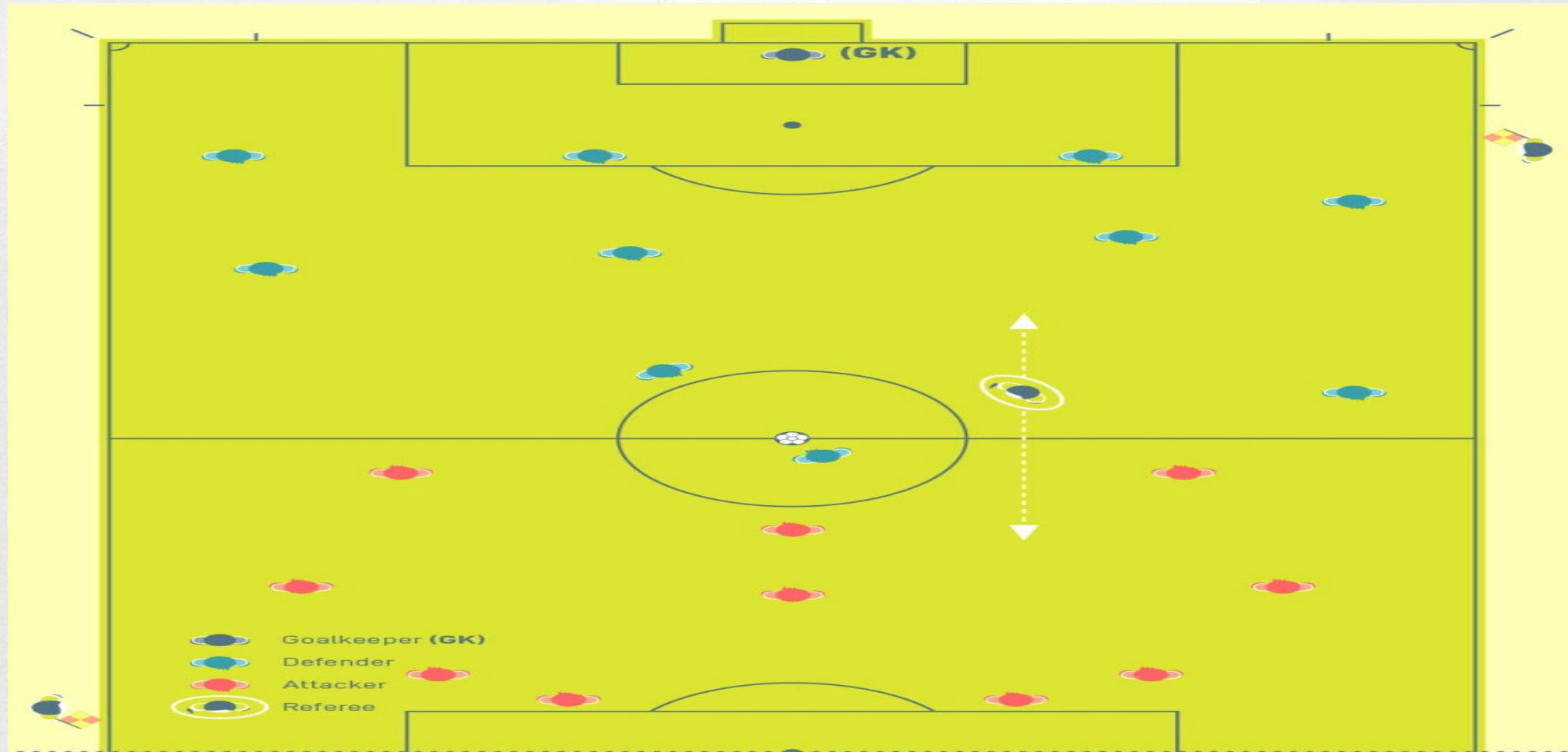
Goal Keeper Releasing the Ball

The AR must take a position in line with the edge of the penalty area and check that the goalkeeper does not handle the ball outside the penalty area. Once the goalkeeper has released the ball, the AR must take a position to check the offside line.



Kick-off

The ARs must be in line with the second-last defender.



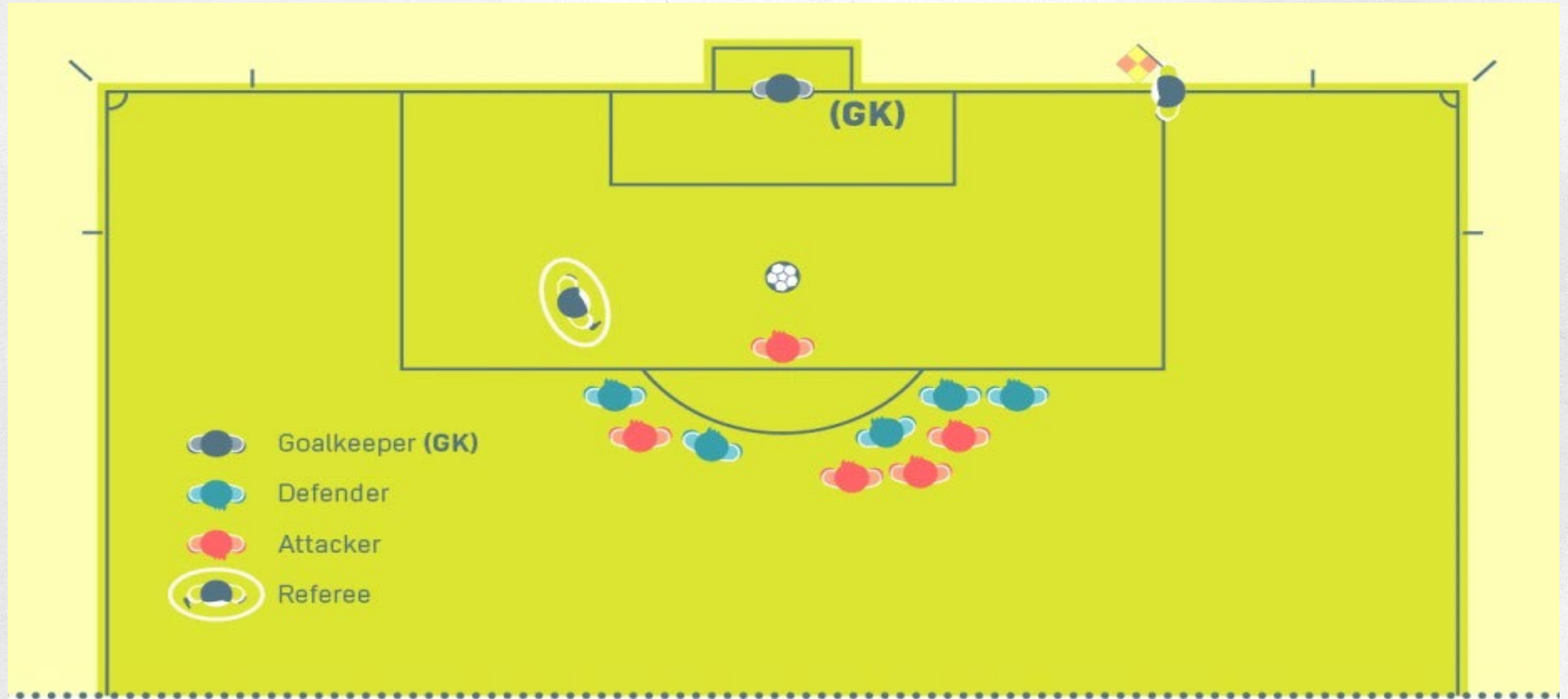
Penalties (penalty shoot-out)

One AR must be positioned at the intersection of the goal line and the goal area. The other AR must be situated in the center circle to control the players



Penalty kick

The AR must be positioned at the intersection of the goal line and the penalty area





Mass Confrontations

* In situations of mass confrontation, the nearest AR may enter the field of play to assist the referee. The other AR must observe and record details of the incident. The fourth official should remain in the vicinity of the technical areas.





Required Distance/Free Kick Assistance

* When a free kick is awarded very close to the AR, the AR may enter the field of play (usually at the request of the referee) to help ensure that the players are positioned (10 yds) from the ball. In this case, the referee must wait until the AR is back in position before restarting play.





Substitution

* If there is no fourth official, the AR moves to the halfway line to assist with the substitution procedure; the referee must wait until the AR is back in position before restarting play.

If there is a fourth official, the AR does not need to move to the halfway line as the fourth official carries out the substitution procedure unless there are several substitutions at the same time in which case the AR moves to the halfway line to assist the fourth official.







Soccer Assessment Tool



PIAA Soccer Officials Evaluation Form

Date		Time		Level	☐ Boys	☐ Girls
Competition			Location			
Teams		Score	OT/PK	# Fouls	# Cautions	#DQs
Difficulty of Game ☐ Easy ☐ Competitive ☐ Difficult ☐ Very Difficult						

Assessor Name		Date	
Assessor Email or Phone		Assessor District/Chapter	

	Referee	Assistant Referee 1	Assistant Referee 2
Name			
District/Chapter			
Overall Performance			
Based on this performance, this official is capable of managing a game at:	☐ the same difficulty level ☐ a higher difficulty level	☐ the same difficulty level ☐ a higher difficulty level	☐ the same difficulty level ☐ a higher difficulty level

Evaluation Summary (NA – Not Acceptable A – Acceptable G – Good E – Excellent)															
	NA	A	G	E	NA	A	G	E	NA	A	G	E			
1 Personality/Presence and Communication															
2 Game Control and Foul Selection/Recognition															
3 Offside and Assistance with Fouls/Misconduct															
4 Teamwork															
5 Managing the Team Areas/ Bench Personnel															
6 Fitness, Movement, and Positioning															
7 Signals															
8 Points of Emphasis															

Crew Performance Summary

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PIAA Soccer Officials Evaluation Form, Page 2			
Date/Time		Teams	
Competition		Location	
Assessor Name		Date	
Assessor Email or Phone		Assessor District/Chapter	

Officials' Evaluation Feedback

Referee	
Positive Areas of Performance	Areas for Improvement
Assistant Referee 1	
Positive Areas of Performance	Areas for Improvement
Assistant Referee 2	
Positive Areas of Performance	Areas for Improvement

Scoring:

91-99	Excellent (must be difficult/very difficult game)	70-83	Acceptable
88-90	Good (must be competitive/difficult/very difficult game)	<70	Not acceptable
84-87	Good		



Questions

