

Club Assistant Referee – Basic guidelines and signals

Ball out of play

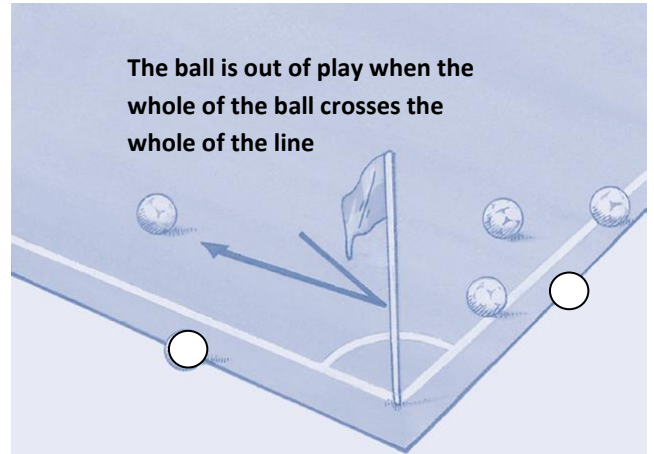
The ball is out of play when:

- it has wholly crossed the goal line or touch line whether on the ground or in the air
- play has been stopped by the referee

Ball in play

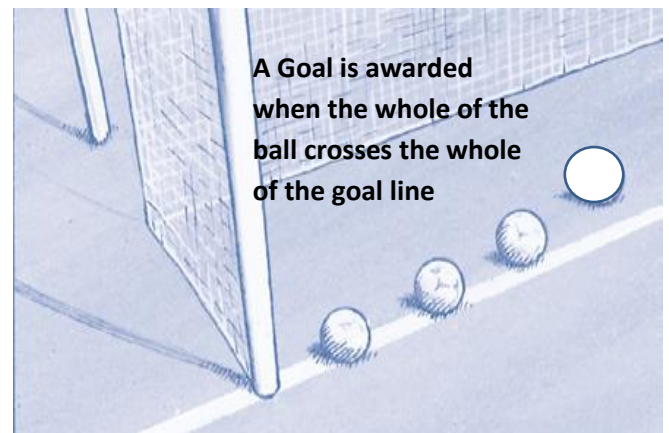
The ball is in play at all other times, including when:

- it rebounds off a goalpost, crossbar or corner flag post and remains in the field of play
- it rebounds off either the referee or an assistant referee when they are on the field of play



Goal scored

A goal is scored when the whole of the ball passes over the goal line, between the goalposts and under the crossbar, provided that no infringement of the Laws of the Game has been committed previously by the team scoring the Goal.



Throw In

At the moment of delivering the ball, the thrower:

- faces the field of play
- has part of each foot either on the touch line or on the ground outside the touch line
- holds the ball with both hands
- delivers the ball from behind and over his/her head
- delivers the ball from the point where it left the field of play
- All opponents must stand no less than 2 m (2 yards) from the point at which the throw-in is taken.
- The ball is in play when it enters the field of play.
- After delivering the ball, the thrower must not touch the ball again until it has touched another player.

Offside

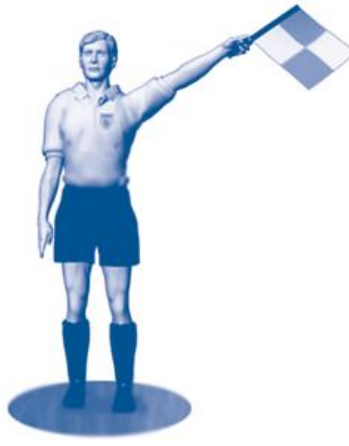
- The definition of an offside position is “An attacking player is nearer to their opponents goal line than the ball and second last opponent (The Goalkeeper is included)
- An attacking player cannot be offside in their own half of the field of play
- An attacking player cannot be offside from a Goal Kick/Corner Kick or Throw In
- It is **not** an offence for an attacking player to stand in an Offside position, in itself
- It only becomes an offence if one of the following three things happen at the time the ball is played or touched by a team mate”
 1. The player in the offside position plays or touches the ball – **Interferes with Play**
 2. The player **Interferes with an opponent** by challenging them for the ball or blocking the goalkeeper from seeing the ball (in the direct line of vision)

3. **Gains an advantage** by being in an offside position at the time the ball was played by a team mate and then receiving the ball directly from a save or from a rebound, when the ball comes off the crossbar or post.

Assistant Referee Signals



Throw In to the attacking team



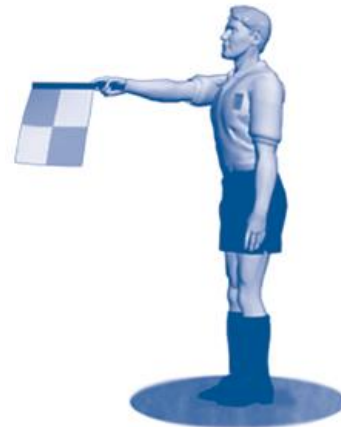
Throw In to the defending team



Substitution (during stoppage in play)



Corner Kick



Goal Kick



Offside (First Raise flag)



Then indicate either: Nearside



Middle of field



Far side of field of play