

Livermore Referee Association



Referee Calendar of Events



May 23rd	San Francisco Cup Referee Symposium
May 24-25th	Pleasanton Coed Club Tournament
May 24-26th	San Francisco Cup
May 26th	No Livermore Referee Association Meeting!
June 9th	Fun Run 7 pm at Pleasanton Middle School
June 23rd	Livermore Referee Association Meeting

Meeting Agenda



Take the month off

It's **Memorial Day** weekend, hit the beach, fire up the barbeque, ref San Francisco Cup or the Pleasanton Adult Tournament. We know you will be tired, sunburned and sore on Monday, so take it easy, kick back and take the month off. In June we will re-commence our fully catered meetings at 7:00 PM at the Livermore Police Department's Community Room at 1110 S. Livermore Avenue, Livermore, CA.

Whistle Stop – John Hinton

John Hinton is President of the Livermore Referee Association



Well, if you weren't one of the "damp dozen" who participated in the Bleacher Clinics during the U19 State Cup finals at Robertson Park on 3-4 May, then you missed your one and only chance to participate in an LRA-hosted meeting during the month of May! (Our normal monthly meeting is cancelled due to Memorial Day). Although the competition did not burn the field up during those games, the officiating did provide a good backdrop for some excellent instructional discussion led by Tom Starr, District 6 Director of Referee Instruction. Topics of discussion included dropped balls, duties of the 4th Official, offside, charging the goalkeeper, foul recognition at different levels of play, time wasting tactics, and match control in situations involving a series of fouls and misconduct. LRA referees who participated on either or both days were: Mike & John Beigarten, Van Henson, Gil Herbeck, John Hinton, Brian and Jim Hufford, Peter Kit, Ken Mitchell, Steve Plummer, and Duanne Rueppel. I hope to see the other 90% of you LRA referees at our other LRA-hosted developmental opportunities in June, and July, and August, and September, and October, and November, and December. Stay tuned for details! And enjoy your holiday weekend.

**Quotations For and About Referees
(though they didn't know it at the time)**



“A fanatic is one who can't change his mind and won't change the subject.” – Sir Winston Churchill

(The sport of soccer certainly has a few fanatics associated with it. However, you should avoid becoming a “fanatical” referee who can't change your mind. When you realize you've made the wrong decision or pointed the wrong direction, simply admit to being human and make the correction – as long as play has not restarted. There are few things that will generate more respect for you as a referee than making it right after you realize you blew it the first time.)

“You have brains in your head and feet in your shoes. You can steer yourself any direction you choose.” – Dr. Seuss

Use the diagonal as a convenient reference on the field, not as a rigid path to follow. It is generally more useful to try to stay 10-20 yards from play in a position that gives you good view of where play is, where it seems to be going, and one of your ARs. If you find yourself getting in the way of play or missing signals from your ARs too often, check where you are relative to the diagonal. You may need to move away from it to improve your view of the game – or back to it in order to get your bearings on how the game is being played.)

“The best way to plan for the future is to plan for it.”
– Peter Drucker

(I cannot recall ever seeing a crew of referees that seemed over-prepared for a game. It's not hard to spot those that did not take pre-game planning seriously, though. They're usually the ones in the deep holes. Pre-game planning is your best tool for avoiding - and getting out - of deep holes.)

I'M03RU?

OK I lied. I promised I wouldn't bug you again, but really, really, really, if you aren't registered you can't do games. The kids need you. It's \$25, but if you do five games LRA will reimburse you. DO IT NOW! Get the form online at <http://www.d3ra.com/resources/how-to-renew.html> and send it to the CNRA address on the form.



Questions for the clever Refs!

1. Solve the formula $1B + 2K = F$
2. What is the origin of the term “touchline”
3. According to the ATR, what is required in a pregame



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Three Strikes! Yer Out!!

- Referees who missed last month’s meeting missed out on a real treat. George Ziemba, the District III Director of Instruction, came to the meeting and presented a talk on a method he uses to recognize offside infractions. The presentation was highly informative and also very entertaining.
- George’s method relies on the fact that three things have to be present in order that an offside infraction must be called. He referred to them as the three strikes. **Strike One.** First, an attacker has to be in an offside position. That is, the attacker must be in the opponent’s half of the field, and must be closer to the opponent’s goal line than the second last defender and the ball. If this is the case, “Strike One!” George says that as AR he mutters to himself constantly, as play moves up and down the field, “One off... none off... one off... two off... none off... three off... two off....” (This, of course, cements in the minds of the players and coaches behind him what they already knew, namely that the AR is psychotic.) But what he could be muttering is, “Strike one... no strikes... strike one... no strikes... strike one... strike one....” It’s just a way of knowing, at any instant, if there is a player in an offside position. **Strike Two.** The second thing that must be present is that the player must be in the offside position at the moment the ball is touched or played by a teammate. That is, “Strike One” must be the condition when a teammate touches the ball. If so, “Strike Two!” It doesn’t matter if “Strike One” is in effect if no teammate ever plays the ball, and it doesn’t matter when or where the ball is played if there is no “Strike One.” **Strike three.** Finally, the player in the offside position (Strike One) when the ball is played by a teammate (Strike Two) must interfere with an opponent, interfere with play, or gain an advantage from being in the offside position. “Strike Three!” Raise the flag!

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So George's method is simplicity itself. The AR constantly monitors the strike one condition (perhaps by chanting aloud, "Strike one... no strikes... strike one...." Whenever "Strike one" holds, then, if the attacking team plays the ball in the general direction of the offside player, raise the threat level to "Strike Two." (Whenever "Strike One" doesn't hold, the play is okay.) Whenever "Strike Two" is in effect, look for the player to interfere with play or gain advantage. If it happens, "Strike three!" Raise the flag. The beauty of the system is that instead of the AR constantly having to watch for all three conditions to occur, at any time the AR is only watching for one condition. If there are no strikes, the AR is looking for "Strike One." If "Strike One" is in effect, the AR is looking for "Strike Two." If "Strike Two" is in effect, the AR is looking for "Strike Three," and ready to raise the flag.

I'm going to try George's system this weekend. Give it a try yourself!

Van Henson

Hey Ref! What are you gonna do?



1. Sometimes U10s can be the worst. It's the Oak Grove City Recreational League Tournament for girls and the Spirit and the Bumblebees are getting ready to have at it on a gorgeous Saturday morning. You have mostly been doing older age competitive games and when you assignor called you as a last minute fill in for this U10 game you jumped at the chance. Now this guy is trying to spoil your great mood. The Spirit coach pointed out to you that two of the Bumblebees are wearing number 8. You had noticed this during check in. One jersey is obviously a hand-me-down from an older sister as it is four sizes too big. But one of the kids is a blond and the other a redhead and you explain to the Spirit hyper-coach that you will have no trouble telling them apart. But he is having none of it. "They can't play with the same number, one of them will have to sit out!" You have to admit to yourself that you haven't run into this before and can't quite remember what the laws of the game have to say. You give the Spirit coach your best "get a life" glare, and you.....
2. The Ajax and the Pride are both going flat out. These two u15B teams are skilled and well coached. You are enjoying the match, have caught your second wind and are in position early as the Ajax midfielder lofts a long pass into the attacking zone. The Pride defender miss-times his jump and goes up and over the back of the Ajax forward. You whistle for the foul and it is clear that the Ajax plan to take a quick restart. The Ajax midfielder races up to the ball. You back peddle quickly to get out his way. The Pride defender is on his feet and trying to get back the full ten yards. The mid-fielder takes the free kick, striking a pass to a teammate streaking goal-ward. In mid-retreat the Pride defender reaches out and deflects the pass to a teammate who is off on the counterattack. The Ajax player calls out "Hey?" The Pride defender retorts "Quit crying." You run by them and

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What's in a Pregame? Part II

Van Emden Henson

Last month I wrote a column about the importance of the pregame conference. I said it was just "Part I" of the article, and suggested that if members would send me one or two techniques they have found to be effective, or their thoughts on the pregame conference, I'd put it together for Part II of the article. At that time, I envisioned having perhaps half a dozen referees send me a paragraph, and then piecing them together with some unifying comments. I still want to do that, but I'm going to save that for next month. The reason is that I got one response that impressed me as presenting a nice overarching philosophy, and I thought I'd just run it intact for this month's column.

Here is the complete set of comments (lightly edited) that one referee returned. Which referee? Well, not surprisingly, this commentary came from our President, John Hinton:

My pregame is a living, changing thing. The basic skeleton is a discussion of the four areas of AR responsibility, in the order of importance for the match - usually 1) Offside, 2) Misconduct away from play, 3) Stoppages of play, and 4) Foul assistance.

At the head of the skeleton, before anything else, we discuss what's different about today's game that might cause weird stuff or problems: weather, field condition, referee fitness or injuries, sun angle, etc. If there is something noteworthy about the teams or coaches, we discuss that, too. I try to observe the teams and coaches at the field, to assess what kind of day they seem to be having. All this is stuff that we need to be think about specifically for today's match.

In discussing each of the basic four parts of the skeleton, I throw in items from my experience - lessons I've learned from situations I've encountered that have caused problems. These are the guts of the pregame conference- situations where we don't want to learn hard lessons again! Occasionally, I include something that I saw another referee do that nicely averted a problem. This almost always includes some special "offside" circumstances in which communication is critical (e.g., someone is offside and a goal is scored). Other common topics here include watching for tempers brewing, and how to handle calls on the goal line. These are often things on which the outcome of a game can hinge.

I like to wrap it all in a skin that emphasizes our job as a *team* - that we need lots of eye contact and smiles, the portions of the game where I most often need extra assistance, how we deal with sidelines, etc. I ask if the ARs have anything else that we might wish to discuss. If the ARs have not been participating in the discussion, I try to engage them- that is, find out their preferences, etc.

The pregame can easily take 20-30 minutes for high stakes games and a crew I haven't worked with much. Familiarity (or multiple games/day) shortens the pregame. But even if I've only got 2 minutes between matches, I always try to at least touch on the head, the skeleton, maybe a gut or two, and some skin. I do this so that we start the game as a single entity, rather than as three individuals.

The whole purpose is communication - we need to get the whole referee team to be thinking the same way, especially when things don't go as expected.



OK, clever referee, what was *your* answer?



1. One ball plus two kids equals fun.
2. Touchlines are so named from the 1863 rule, which awarded a throw-in to the team of the first player to touch the ball.
3. Before the game, the referee must discuss with his assistant referees and fourth official (if one has been assigned) the rules of the competition and the proper procedures and mechanics to be followed by each official.

From Soccer Rules are Brilliant by Stanley Lover, and the ATR

Answers to: Hey Ref, What are you gonna do?

1. Check the rules of the competition. Although the Laws of the Game neither require numbers nor set standards for them, numbers are governed by the rules of the competition in which the player’s team is participating, i. e., the league, cup, or tournament in which the team competes. The referee should worry only about any requirements regarding numbers in the rules of the competition in which he or she is officiating. If the rules of competition forbid duplication of numbers by players of the same team, two players on the same team may not wear the same numbers.
2. Order the kick to be retaken. Much depends on what is meant by “intercepted” — if it means that the defender moved to take control of the ball from within 10 yards, then the defender violated the Law and the kick should be retaken and the defender cautioned and shown the yellow card. If it means that the ball was kicked directly to the defender within 10 yards, then, “oh, well, quit crying”

Thanks to Jim Allen’s “Ask the Ref” website



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