

# Club Assistant Referee Guidance

Central Lancashire Junior Football League



# AR Signals

- Here are the main signals for assistant referees. How and when to use these will be explained going forward.



Offside



Offside on the near side of the field



Offside in the middle of the field



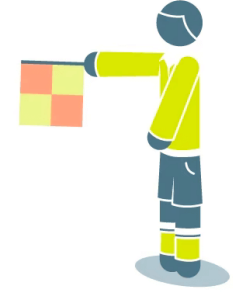
Offside on the far side of the field



Substitution



Throw-in for attacking team



Goal kick



Throw-in for defending team



Corner kick

# Offside

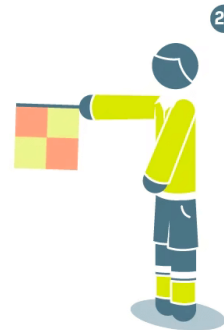
- Is it important that the assistant referee tries to stay in line with the second-to-last defender (including goalkeeper) throughout. This will increase credibility when giving offside decisions.
- If you believe a player is in an offside position and becomes involved in active play, raise your flag directly in the air. Once acknowledged by the referee, indicate where on the field of play the offence occurred, as below.



Offside



Offside on the  
near side  
of the  
field



Offside in the  
middle  
of the  
field



Offside on the  
far side  
of the  
field

# Offside

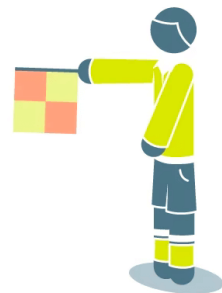
- A player is in an offside position if any part of the head, body or feet is in the opponents' half and is nearer to the opponents' goal than the last two players (including goalkeeper). A player cannot be offside if they are behind the ball when the ball is played.
- Click [here](#) for full offside law, including definition of active play.

# Offside

- The referee may choose to overrule an offside, but should acknowledge you anyway.
- The referee may choose to overrule you for a variety of reasons, including if an advantage can be played, if you are incorrect in law (e.g. the ball wasn't most recently played by a teammate), or if they don't believe you're in a credible position to correctly judge the offside.

# Ball out of play

- If the ball leaves the field of play, raise your flag to advise the referee and if you know the direction or correct restart, please indicate as below.
- If you know the ball has left the field of play but you are unsure what the outcome should be, please raise your flag, advise the referee and allow them to make the decision.



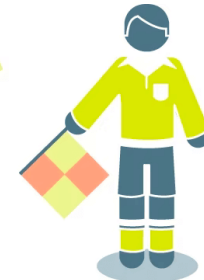
Goal kick



Throw-in for  
attacking team



Throw-in for  
defending team



Corner kick

# Fouls & Misconduct: Free Kicks/Penalties

- Any free kick and penalty decisions should be left entirely to the referee. This is in the interest of maximizing consistency over both the game and the season.
- It is likely that ARs might have a different view to the referee at some point. This happens with qualified referees at the highest level.
- The referee taking complete responsibility for fouls and misconduct should also reduce the pressure on club ARs.

# Ball enters the goal

- If there is a contentious decision to be made regarding the ball crossing the line, you can assist the referee if they ask or indicate they need your assistance.
- If you are in a credible position to make a decision, you should raise your flag to indicate a goal, otherwise, keep it down. You shouldn't guess, so if you are unsure, don't raise your flag.



# Queries

- After each game, referees mark club assistants out of 10.
- As part of the team of match officials for the game, please act professionally throughout, and do not confront, argue with or abuse the referee.
- Should you have any further queries, please don't hesitate to email [referee@cljfl.co.uk](mailto:referee@cljfl.co.uk).