

Communication Guidelines Head-Set

| Offside | | |
|--|--|--|
| Key Word | Message | Remarks |
| „Offside“ | AR decides for offside | Flag immediately, beep immediately, talk immediately |
| “Back” | Defender plays the ball | Normally this comes from the Referee. Necessary, if several players are going for the ball. Don't use it too often. |
| “Touch” | Attacker plays the ball | Say “touch”, if two player go for the ball or it is in another way unclear who plays the ball. Don't use it in other situations. |
| “Nobody” | Nobody plays the ball | Only necessary, if players approach the ball but ending up not touching it. If they touch it, use “touch” or “back”. |
| “Wait” | Attacker in an Offside Position, AR is waiting | Referee knows that the AR is waiting with signalling the offside (wait and see) |
| “Line of vision?” Answer: “Offside” or “play” or “Goal” etc. | Shot on goal, Attacker in an Offside Position. Question of Line of Vision | The AR asks this question, if he is unable to determine, whether the attacker disturbs the “line of Vision”. Referee answers |
| “Challenging?” | Attacker in an Offside Position is probably challenging an opponent for the ball | AR only asks, if he is unsure. |
| “Play” | No offside, tight situation | “Play” can be used in every situation for „Play on“. |

Ball in or out?

| Key Word | Message | Remark |
|----------------------------|---|--|
| Colour or Team | Throw-in for... | Referee and/or AR say colour or team before signalling. |
| “Corner” | Corner | Communicate bilateral before making the decision. |
| “Goal kick” | Goal kick | Communicate bilateral before making the decision. |
| “Goal” | Goal | Communicate bilateral before making the decision. |
| “Play, play” “Out, out” | Ball remains in play Ball is out of the field of play (tight situations only) | Especially “out” should be said immediately that the referee can interrupt the game quickly. |

Foul Play / Handball

| Key Word | Message | Remark |
|---------------------|--|--|
| “Foul” | Foul | Colour or Team may be added after the whistle. Then signal |
| „Hands“ | Handball | Colour or Team may be added after the whistle. Then signal |
| „Play“ (or „OK“) | No Foul | “Play” can be used in every situation for „Play on”. |
| „Advantage“ | Advantage | - |
| „Attention“ | Afraid that something will/could occur shortly | For example a bouncing ball between two players. Or something behind the referees back |

Box situations (Foul/Handball)

| Key Word | Message | Remark |
|----------------------------|---------------------|--|
| „Penalty“ | Foul defender | Reason can be described afterwards. |
| „Foul“ or „Foul attacker“ | Foul attacker | Reason can be described afterwards. |
| „Simulation“ | Simulation attacker | |
| „In“ or „Penalty“ „Out“ | Inside / Outside | Communicate after the whistle. |
| “Hand” or “Penalty” | Handball | |
| “Play” | no foul play | “Play” can be used in every situation for „Play on”. |

Disciplinary sanction

| Key Word | Message | Remark |
|-----------|-------------------|--|
| “Yellow” | Yellow card | The more it is repeated the more urgent it is. |
| “Red” | Red | The more it is repeated the more urgent it is. |
| “Warning” | Verbal warning | |
| “No card” | No card necessary | Use it only in very tight situation, otherwise no communication. |

Various

| Key Word | Message | Remark |
|------------------------------------|--|---------------------------------------|
| What? Help No idea You!!! | I don't know I'm not here I didn't see it You decide! | Referee/AR don't know what to decide. |