



Goal Mechanics 101

USSF Guide to Procedures 2009:

GOAL

AND

APPARENT GOAL TO BE DISALLOWED



Purpose

- Goals and Goals disallowed are the most important GAME decisions referees make.

**Player safety is more important,
but overarches everything.**

- Proper use of USSF mechanics are clear, specific, and unambiguous.
- Failure to get them right WILL destroy your game.

Don't let it happen to you!



What Can Possibly Happen?



- Good Goal - clearly over the line or in the net
- Good Goal – just over the line, or in and back out
 - GK “save”
 - Rebound or curve
- In Goal – but scorer offside
- In Goal – but other attacker OSP & interfering with play
- In Goal – but foul by attacker prior to goal



Good Goal - Clearly

Referee	Lead Assistant
<ul style="list-style-type: none">• Checks visually with AR• Maintains enough to ensure seeing signal	<ul style="list-style-type: none">• Establishes eye contact with Referee• Runs short distance towards halfway line to confirm goal scored
	<ul style="list-style-type: none">• Keeps moving to avoid confrontations if approached
<ul style="list-style-type: none">• Whistles and points up the field, backpedals when teams are “disengaged”	<ul style="list-style-type: none">• Observes player actions in and around Penalty Area
<ul style="list-style-type: none">• Prevents prolonged celebration	<ul style="list-style-type: none">• Takes position for kick-off
<ul style="list-style-type: none">• Intervenes if AR confronted	<ul style="list-style-type: none">• Records goal <u>after</u> Trail AR has recorded
<ul style="list-style-type: none">• Records goal when in position for kick-off	<ul style="list-style-type: none">• Observes players at all times
<ul style="list-style-type: none">• Makes eye contact with <u>both</u> ARs before signaling kick-off	



What Is The Trail AR Doing?



- Records goal immediately while Ref/Lead AR reposition for restart
- Observe players
- Keep moving to avoid confrontation if approached



Good Goal, But Ball Returns to Field

Referee	Lead Assistant
<ul style="list-style-type: none"> • Checks visually with AR, 	<ul style="list-style-type: none"> • Raise flag and establish eye contact with Referee
<ul style="list-style-type: none"> • Maintains enough to ensure seeing signal Blows whistle to stop play 	<ul style="list-style-type: none"> • Runs short distance towards halfway line to confirm goal scored • Keeps moving to avoid confrontations if
Same Procedure!	
<ul style="list-style-type: none"> • Whistles and points in and around backpedals when teams are disengaged 	<ul style="list-style-type: none"> • Penalty Area
<ul style="list-style-type: none"> • Prevents prolonged celebration 	<ul style="list-style-type: none"> • Takes position for kick-off
<ul style="list-style-type: none"> • Intervenes if AR confronted 	<ul style="list-style-type: none"> • Records goal <u>after</u> Trail AR has recorded
<ul style="list-style-type: none"> • Records goal when in position for kick-off 	<ul style="list-style-type: none"> • Observes players at all times
<ul style="list-style-type: none"> • Makes eye contact with <u>both</u> ARs before signaling kick-off 	



Apparent Goal Disallowed

Referee	Lead Assistant
<ul style="list-style-type: none">• Check visually with AR• Confer with AR <u>ONLY</u> if additional information needed	<ul style="list-style-type: none">• Stand in place• Signal Referee according to situation:<ul style="list-style-type: none">• Scorer offside ~ Signal Offside• Foul by attacker before goal ~ stand at attention, flag by side• Other attacker OSP, ITOOAR interfering, stand at attention, flag by side
<ul style="list-style-type: none">• Signal correct restart• Intervene quickly to prevent players confronting an AR	<ul style="list-style-type: none">• Assumes position for restart• Provide further information if required

Quick Tip: Running wide and deep will help you see Assistant Referee signals quickly and smoothly, which will help to **sell** these calls.



Conclusion

Study USSF Guide To Procedures For Referees, Assistant Referees, and Fourth Officials.

Discuss procedure in pre-game, including any supplemental signals that you use.

Ignore at your own peril

GET IT RIGHT!