



# Goal Mechanics 101

USSF Guide to Procedures

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



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

**Same Procedure!**



# Apparent Goal Disallowed

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

**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!***