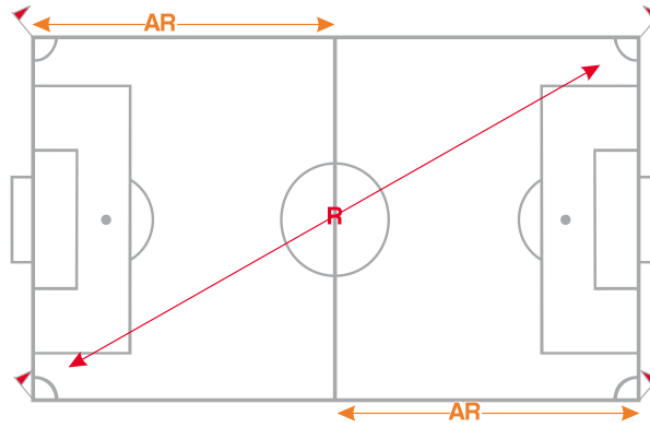


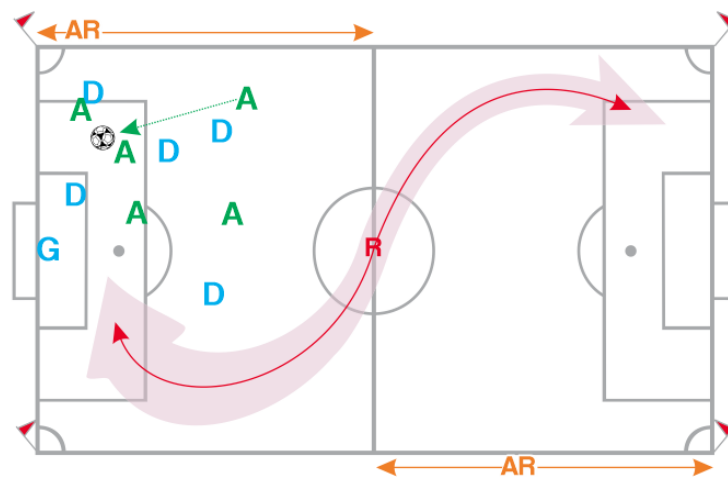
Diagonal System of Control

The standard system of officiating soccer matches is the “diagonal system of control”. This approach calls for three (3) officials – a center referee who patrols the entire field, & two assistant referees who each patrol half of the touchline. All work together to monitor play on the field and decide any contested points that arise during the game. By running a diagonal across the field from one corner flag to the opposing corner flag the referee can stay close to play and in theory keep play between themselves and whichever assistant referee is in that half of the field. To work best, this system needs total cooperation and intelligent positioning by all three officials.



Dynamic Play

During play, both assistant referees will be located along the touchline in position with either the ball or the second to last defender, whichever is closer to the AR's respective goal line. This will entail constant movement and continual adjustments along the touchline as the ball or players change positions during attacking or defending play. The referee has no such fixed line to follow, and the referee will need to move with play, slightly behind or outside to assure they do not interfere with dynamic play or players. This means following the diagonal not as a barrier to movement, but a way of sensing play on the field.



Effectively running more of a lazy “S” pattern to stay nearer to play while keeping maximum number of players, the ball, and the assistant referee in view as much as possible. It is often said that the Center Referee's angle of view is more important than their distance from play. Constant movement to see what needs to be seen is critical to making the calls need in the match.