

FIFA Considerations

Condensed – August 2020

Challenges

Mode of contact What part of the body was used to make contact with the opponent (i.e. studs, etc)?

Point of contact What part of the body of the opponent was contact made (above the ankle, hard vs soft surface)

Force Speed, intensity of challenge (this impacts the potential danger of the tackle)
Shape of body Straight vs bent leg? Off the ground or sliding? Plant leg? Foot on the ground?

Handball

Position of the hands Outside the silhouette of the body? Unnatural? Making body bigger? Above the shoulder?

Barrier Did the hand or arm create a barrier that the ball could not pass through?

Secondary motion Did the arm move toward the ball after it was played?

Holding

Clear Is it clear to everyone on the field that holding has taken place, or is it two players grappling?

Sustained Is the hold brief or does it continue for a longer period of time?

Impact Does it have an impact on the player involved, particularly in the penalty area?

Expected Is it the kind of play where everyone expects a foul to be called? What does the game expect?

Tactical Fouls

Possession Clear possession or ability to gain possession (balls bouncing or in the air is lower likelihood)

Personnel Does the attacking team have equal or greater numbers? Proximity to goal How far from the attacker's goal has the foul happened?

Potential for attack Time, space, options?

For DOGSO, all four considerations must be 100% present

Inside penalty area: if the player makes an attempt to play the ball, downgrade by one card

Advantage

Possession Clear possession or ability to gain possession

Personnel Does the attacking team have equal or greater numbers? Do they want to keep playing?

Proximity to goal How far from the attacker's goal has the foul happened?

Potential for attack Time, space, options?

Wait and see Can you wait to see if the player who would receive the advantage can actually gain one?

Risk/Reward Every time a foul is not called, you're taking a risk for loss of match control. Is it worth it?

Positioning/Movement

Breakdown of play

Angle of view

Can the referee see between the two players when a challenge takes place?

Body orientation

Does the referee orient their body toward the next likely phase of play or decision?

Drop zone Does the referee take a position near the anticipated drop zone on a restart?

High pressure Does the referee recognize when a team is pressuring higher up the field and adjust accordingly?

Proximity Does the referee maintain a credible proximity to the current phase of play?

Explosive movement Does the referee change pace to maintain proximity to attacking play or to create necessary

viewing angles?

Lateral movement Does the referee move laterally to keep their body square to the next phase of play?



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Use of the Arms

Tool vs Weapon Is the hand/arm being used as a tool for a normal football play (YC) or as a weapon (RC)? Mode of contact What is used to make contact? Soft surface (forearm) or hard surface (elbow)? Damage?

Force Is the arm cocked? Is it swung? Is the fist clenched?

Offside - Interfering with Play

Offside position Is the player in an offside position when the ball is played? Touch/play the ball Does the player in the offside position touch or play the ball?

Wait and see Can the AR wait to see if the player in the offside position actually participates in the play before

raising the flag?

Offside - Interfering with an Opponent

Challenging Does the player in the offside position challenge an opponent for the ball?

Attempt to play

Does the player in the offside position clearly attempt to play the ball (impact on opponent)?

Line of vision

Does the player in the offside position block the line of vision of an opponent, usually the GK?

Provinct is a major factor in line of vision. The algorithm to the CK, the many likely to raise flow.

Proximity is a major factor in line of vision. The closer to the GK, the more likely to raise flag.

Offside - Gaining an Advantage

Offside position Is the player in an offside position when the ball is played? Rebound Offside if the ball rebounds off a goalpost or the referee

Deflection Offside if the ball deflects (not deliberately played) off a defender

Deliberate save Offside if a shot is saved (by the GK or a defender) and goes to a player in the offside position Deliberate play If the ball is played deliberately by the defender, negates offside (clear playing motion, not a

defensive or reaction motion)

Time and space can help us determine a deliberate play. How much time did the defender have

to react to the ball?

Did the defender have control of their body, or did they just throw their body in the way?