



Dual System of Control

Rich Valle

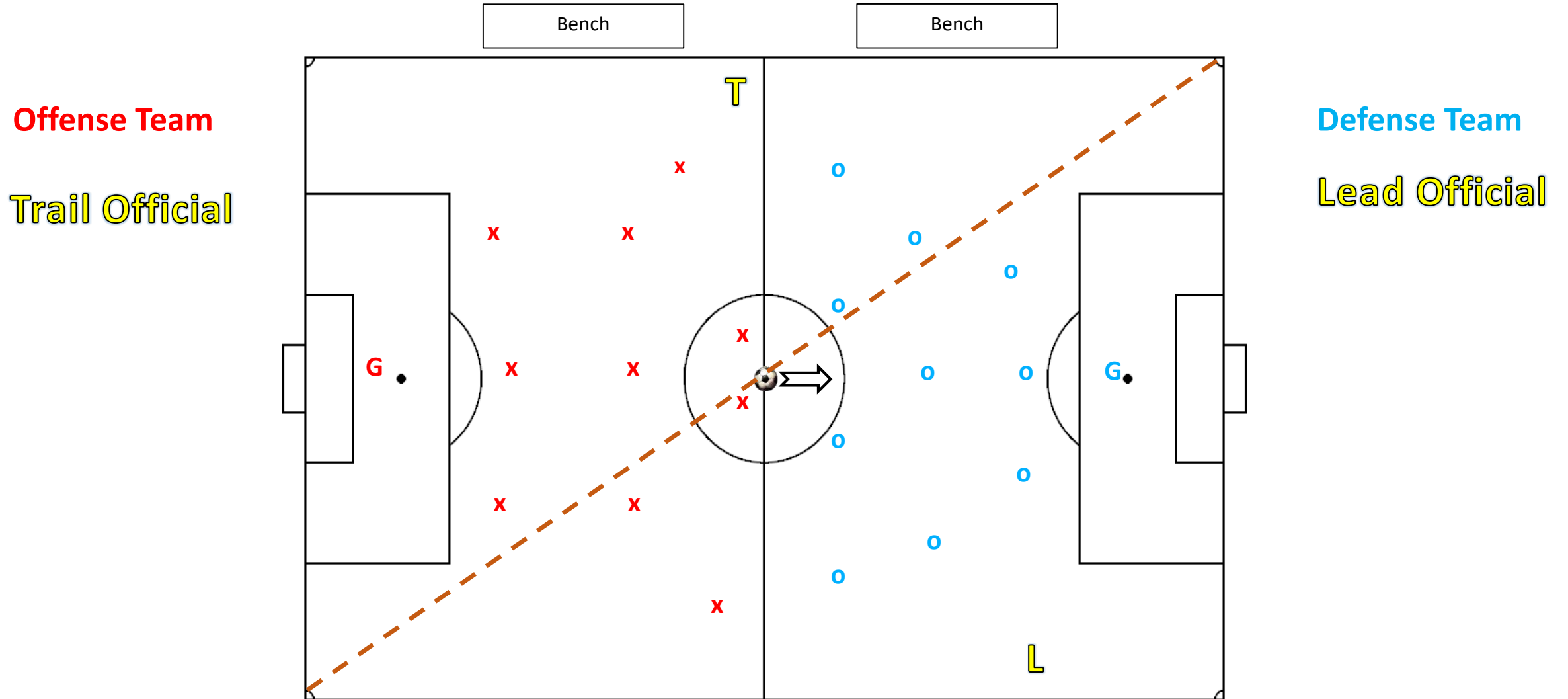
EMSOA Rule Interpreter

Dual System of Control – Kick Off

Imaginary Diagonal Line separating areas of each official's responsibility.

The diagonal line is only a visual reference.

When the referee is closer to the play, the referee will generally make better calls.



Dual System of Control – Kick Off

Trail Official

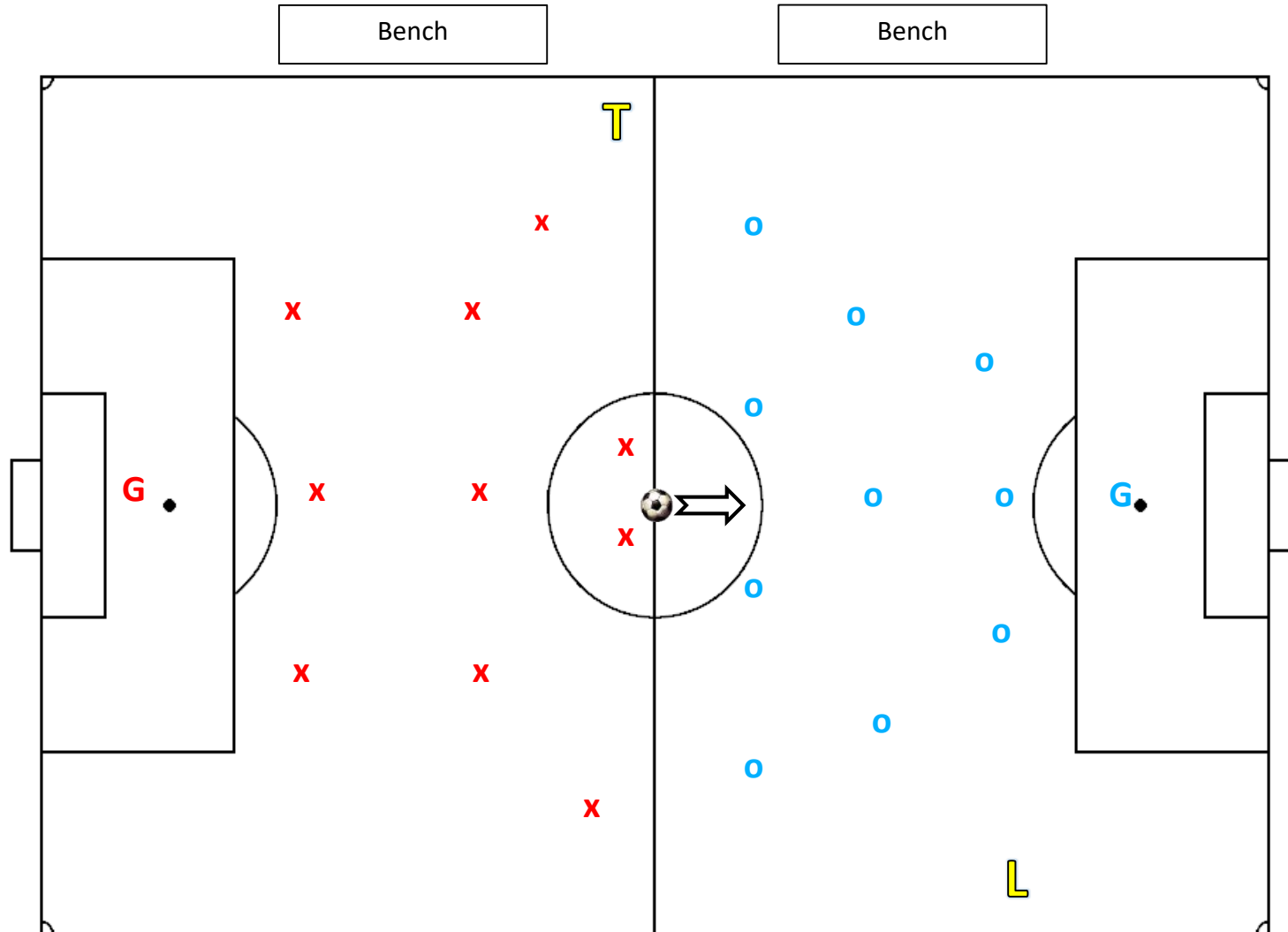
Make sure proper number of **x** players are on the field

Responsible for **x** Goalie Alert

Keep official time (Bench Side)

Blow whistle to start play

Observer proper kick-off



Lead Official

Make sure proper number of **o** players are on the field

Responsible for **o** Goalie Alert

Backup time Keeper

Signal **T** when all is ready on defense side

Be in position to rule on offside

Dual System of Control – Ball In Play

Trail Official

Get as far up the line as you can and still be able to get back to see offside

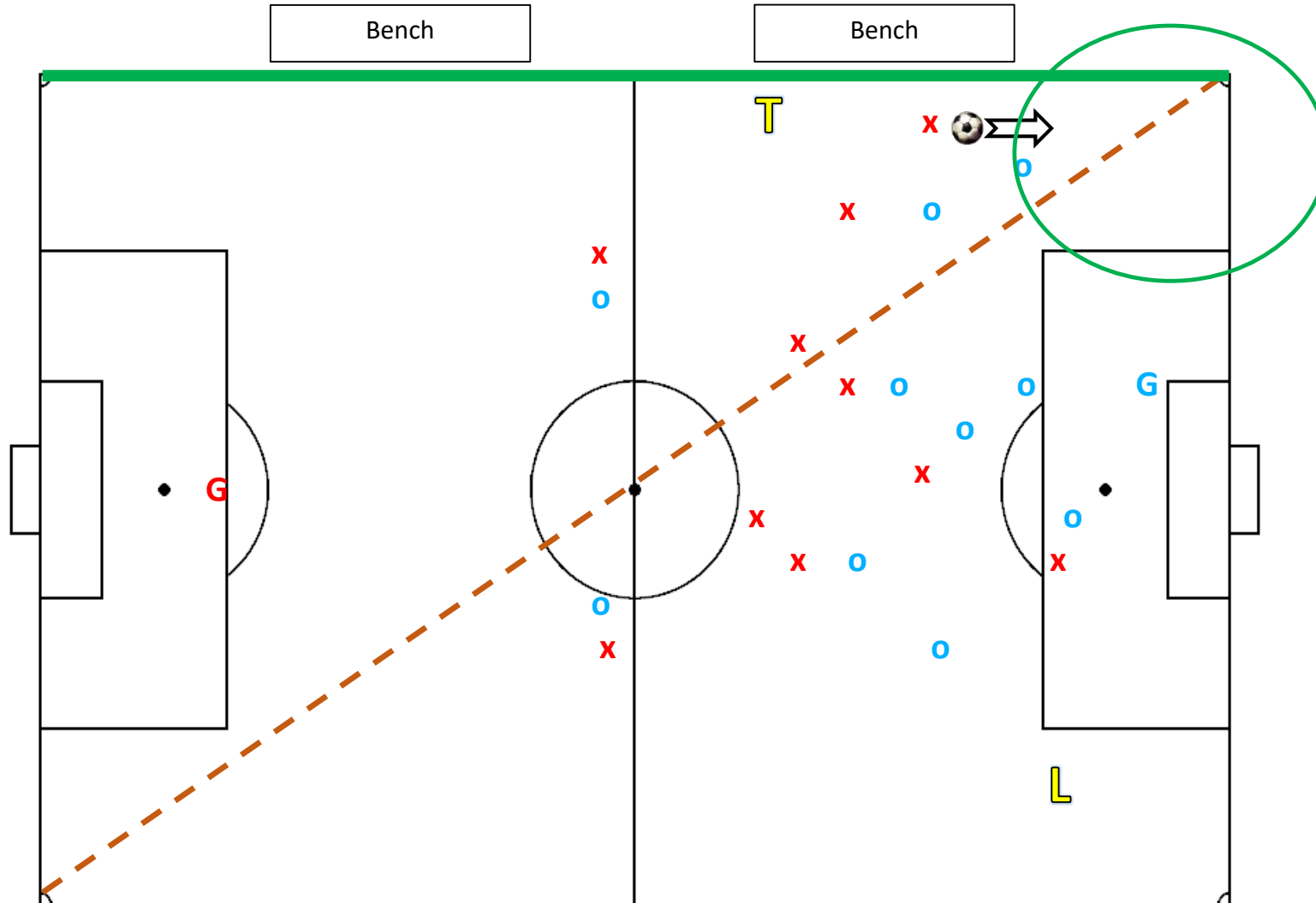
The **L** official needs your help in the **circled** area

The **touchline** is yours all the way down

Watch for fouls, **L** may be checking for offside.

Never be on your side of halfway when a shot is taken

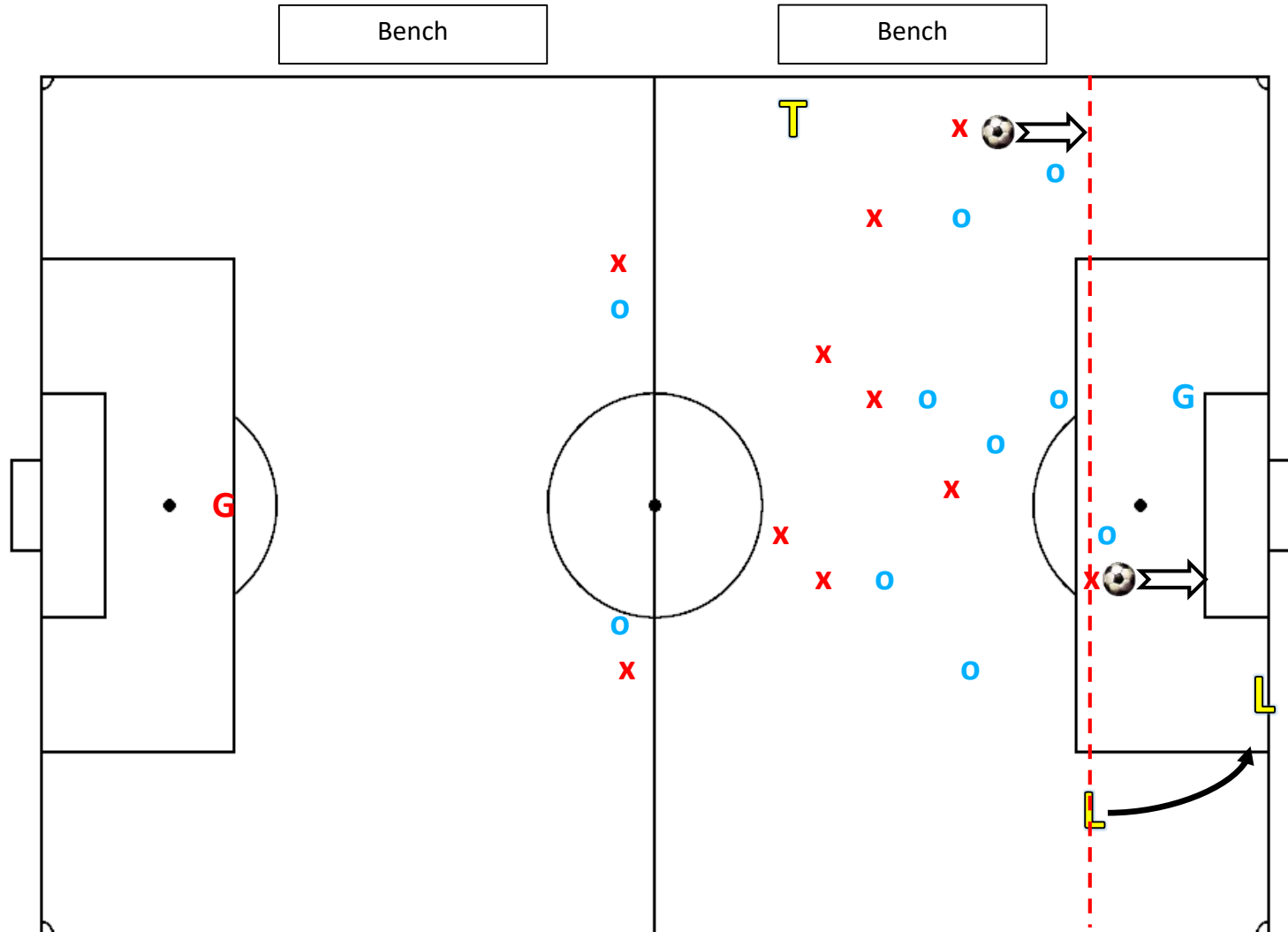
Lead Official



Dual System of Control – Ball In Play

Trail Official

Lead Official



Deal with offsides and fouls

You should be **at least** even with the forward most attacker if you cannot be even with the 2nd to last defender

When attack nears the goal--
Go to Goal. Cut corner.
You are the goal judge.

Dual System of Control – Ball In Play

Trail Official

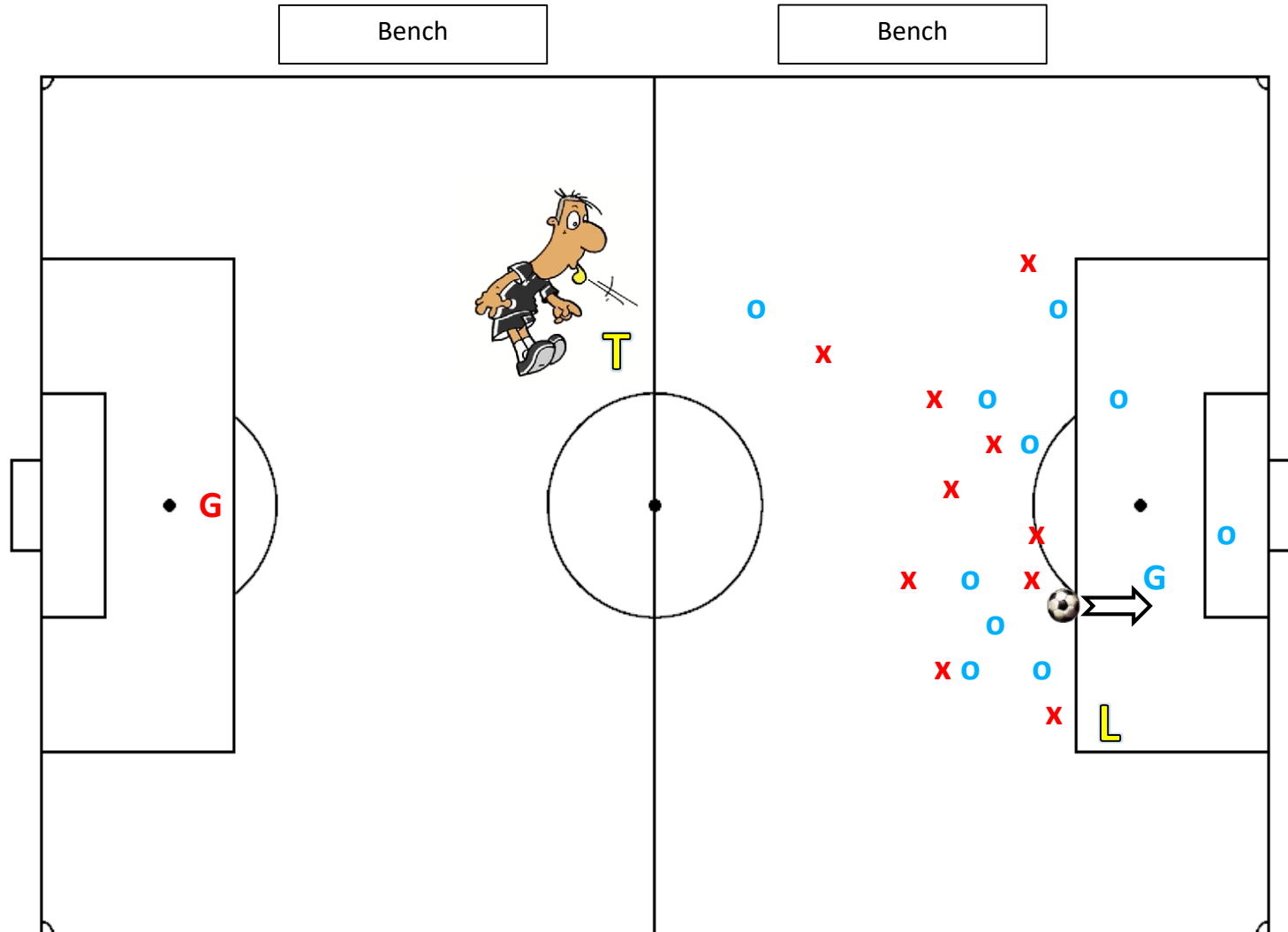
Lead Official

The Whistle to stop play is the responsibility and Right of both Officials

But

Do not whistle a play from 40-50 yd away when your partner is right on the play.

Defer the call to the closer official unless your are sure partner was unaware of the foul (for example, it happened behind him/her)



Dual System of Control – Goal Kick

Lead Official

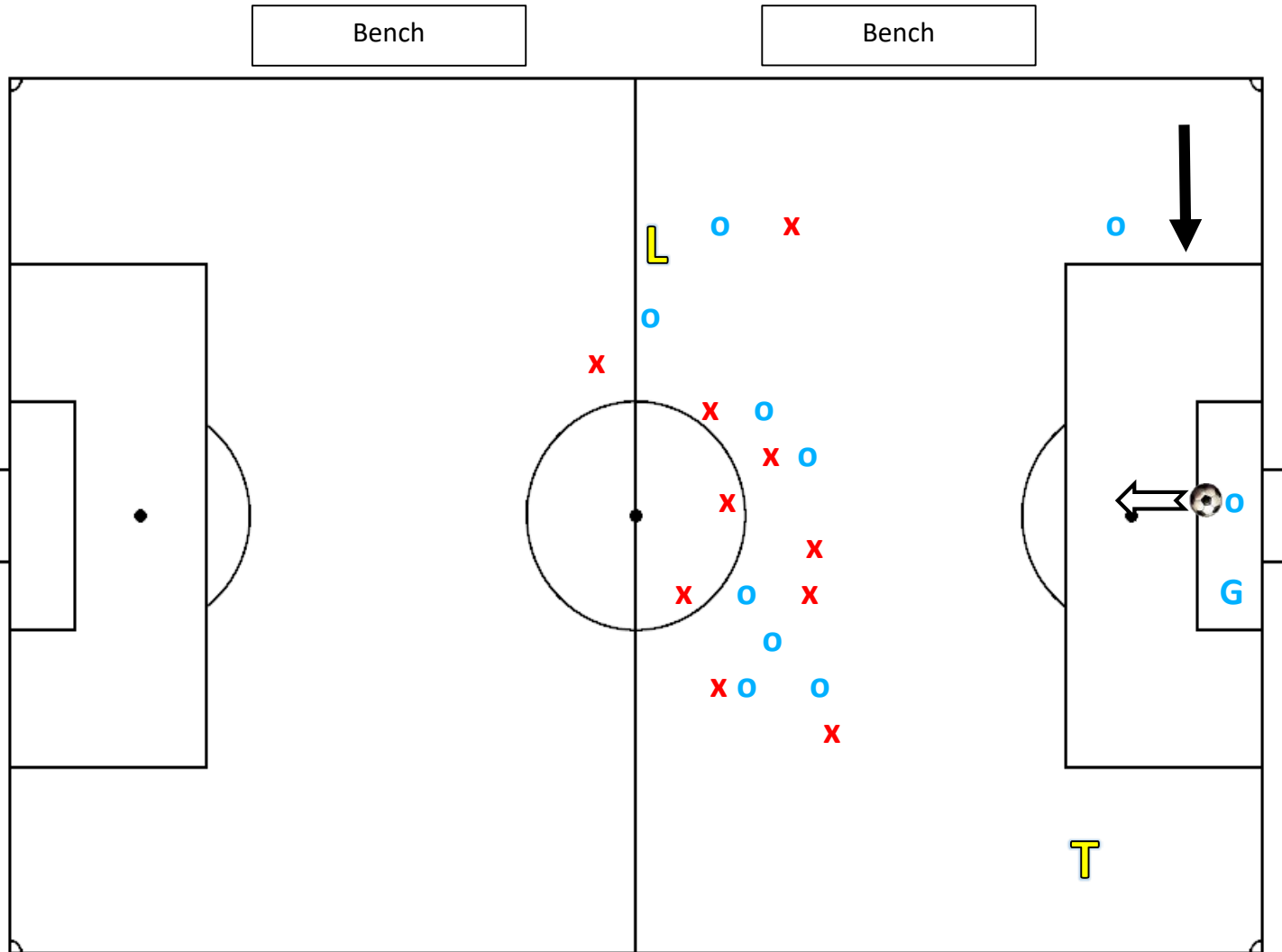
Handle **x** and **o** subs, if any

Indicate to **T** when all is ready

Be in position to see action when ball lands

Be ready to move into position to deal with offside on **x** side

Be in position to see if ball clears penalty area on your side



Trail Official

Check that ball is properly placed

Deal with time wasting if necessary

Signal when all is ready

Be in position to rule that the ball has cleared penalty area

Be ready to move into position to deal with offside on **o** side

Dual System of Control – Penalty Kick

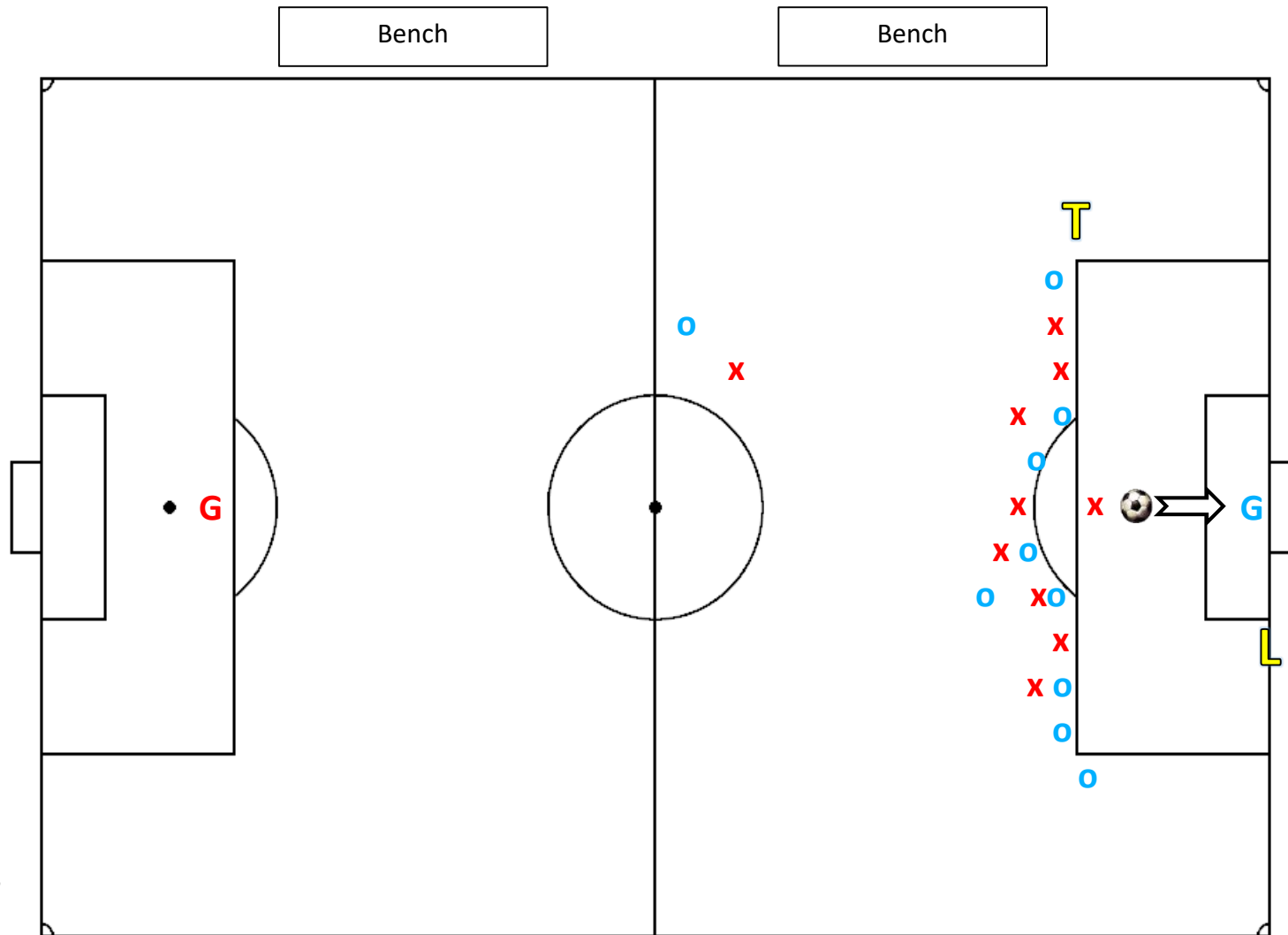
Trail Official

If necessary, deal with kicker and spotting the ball

May sure players are outside penalty area and arc. No player closer to end line than penalty kick mark

Be ready to retreat up field and deal with touch line.

Watch for shot directly off cross bar or upright



Lead Official

If necessary, deal with kicker and spotting the ball

Give instructions to keeper

Get in position to see goal

Blow whistle when all is ready

Determine if kicker and keeper followed proper procedure

Dual System of Control – Corner Kick I

Trail Official

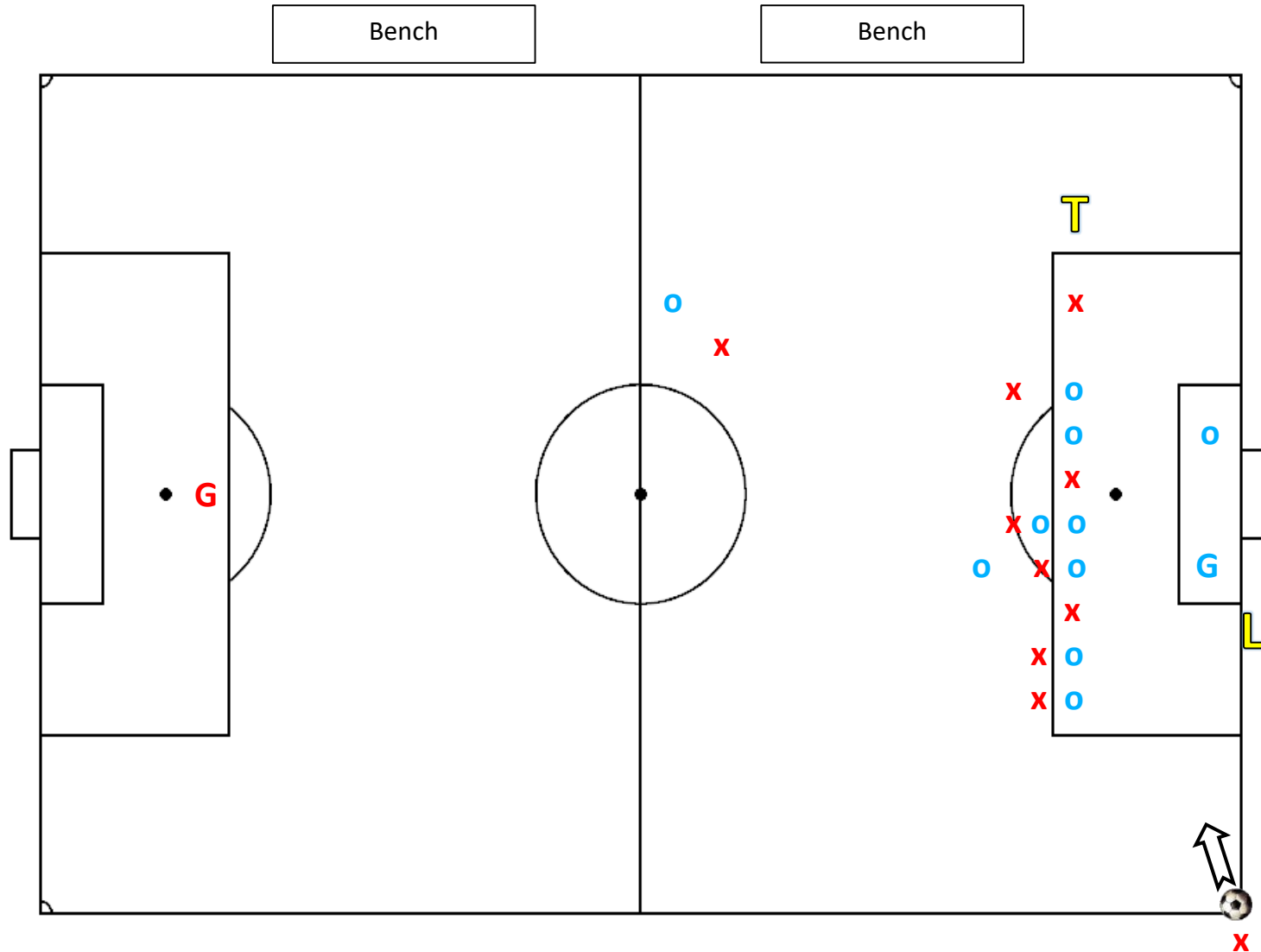
Be in position to spot fouls

Watch action near keeper. **L** must watch initial ball flight to see if it stays in bounds

Be ready to sprint back up field in case of a counter attack

Deal with possible subs (o only if x subs)

Indicate to **L** when all is ready



Lead Official

Make sure ball is properly in corner

Watch initial flight of ball

Focus on action where ball comes down

Be ready to move up field or find second-to-last defender and deal with offsides

Signal start of play – *if necessary*

Dual System of Control – Throw- In I

Trail Official

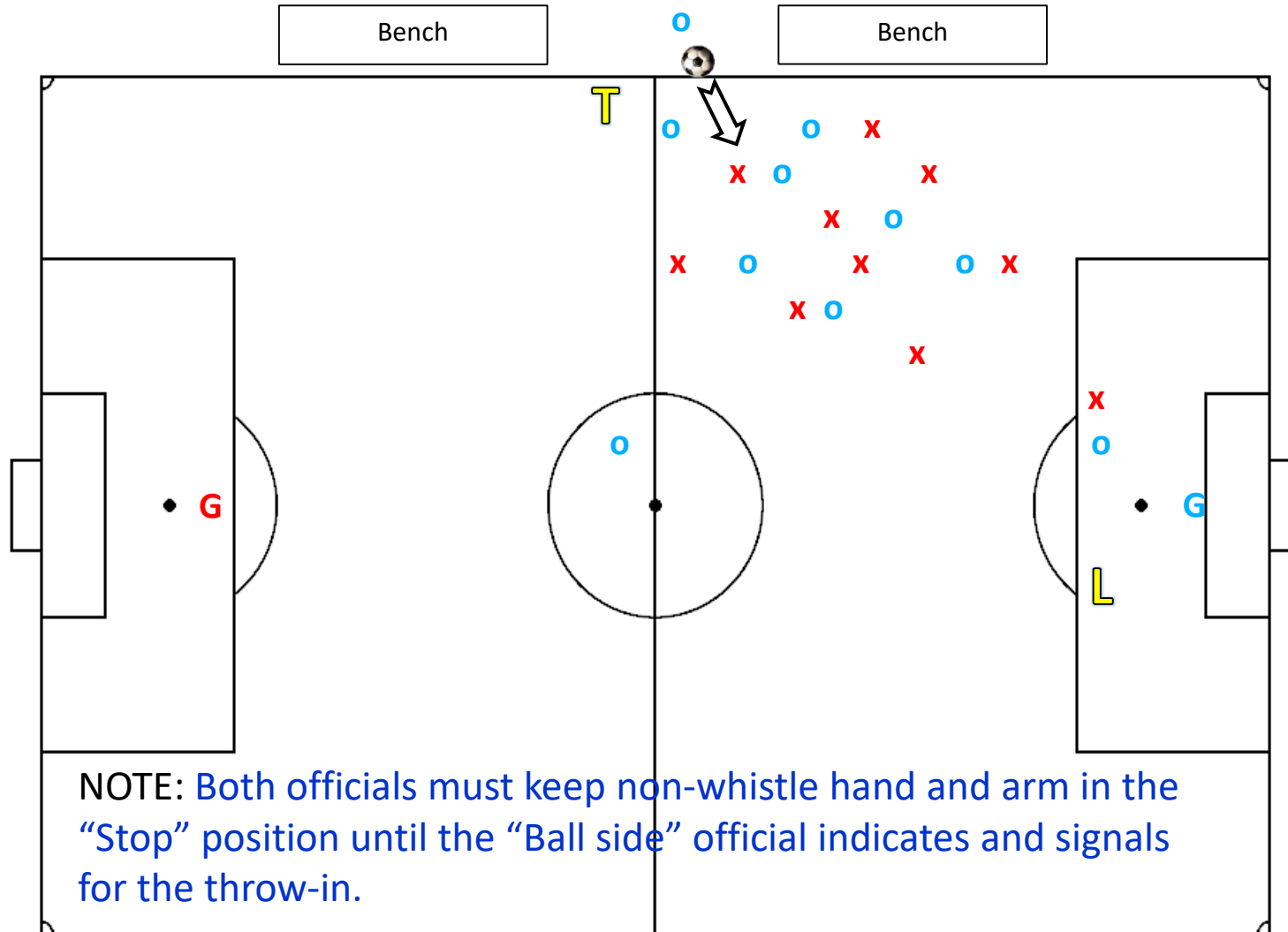
Lead Official

Be in position to see throw-in and area it is going to

Be in position to see offsides and fouls

Deal with any substitutions

Be read for counter attack



NOTE: Both officials must keep non-whistle hand and arm in the "Stop" position until the "Ball side" official indicates and signals for the throw-in.

Trail Official

Dual System of Control – Throw- In II

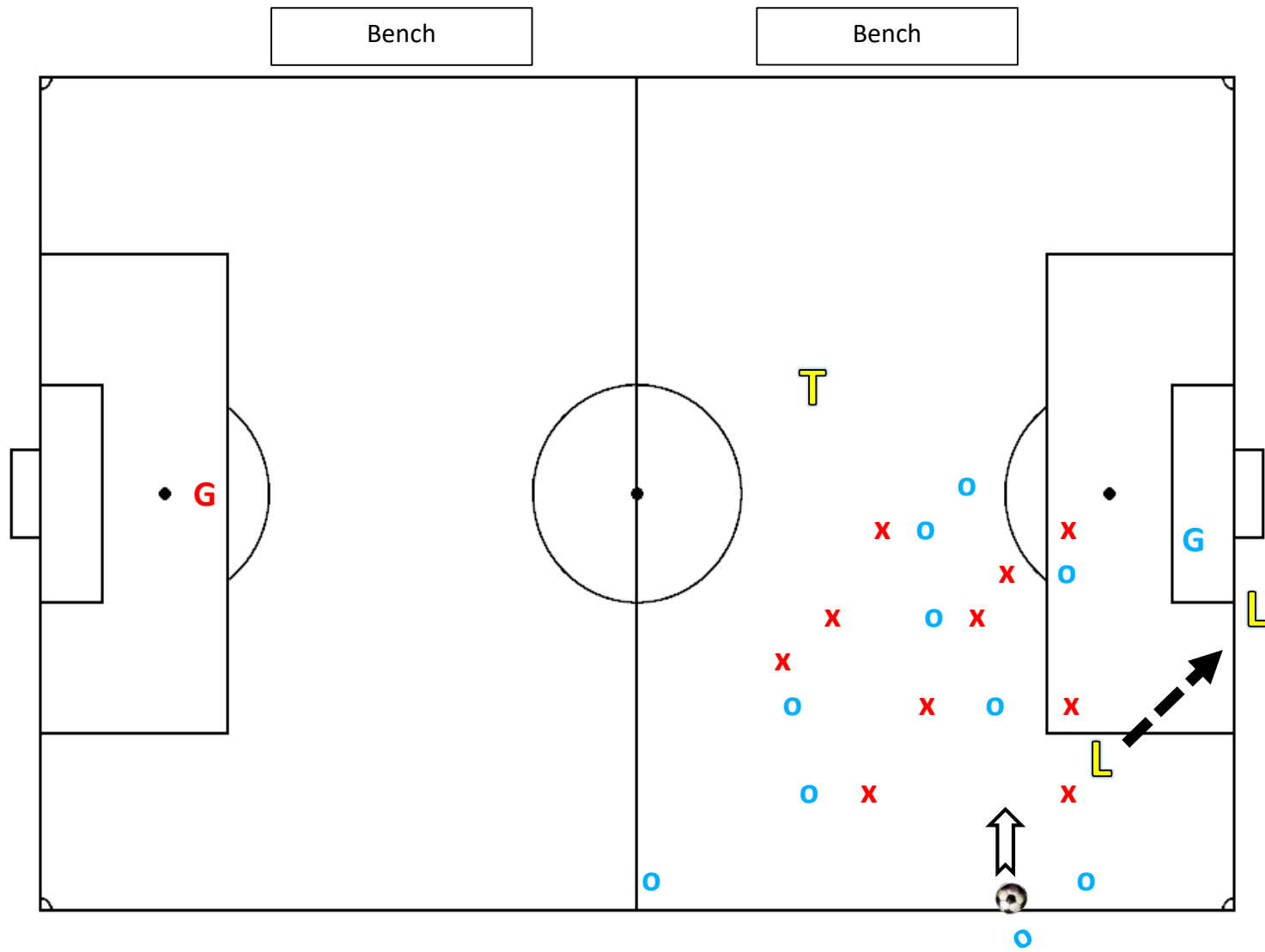
Lead Official

Similar to Throw-In I, But...

Responsible for substitutions

If there are substitutions, point to "Ball side" official to signal ready for throw-in

"Cheat" into the field as there are no players near T's touch line



L should "cheat" in to where ball is coming as long as L can still see that the thrower's feet are where they should be

Signal for throw-in only after getting signal from "Bench side" official when there are substitutions

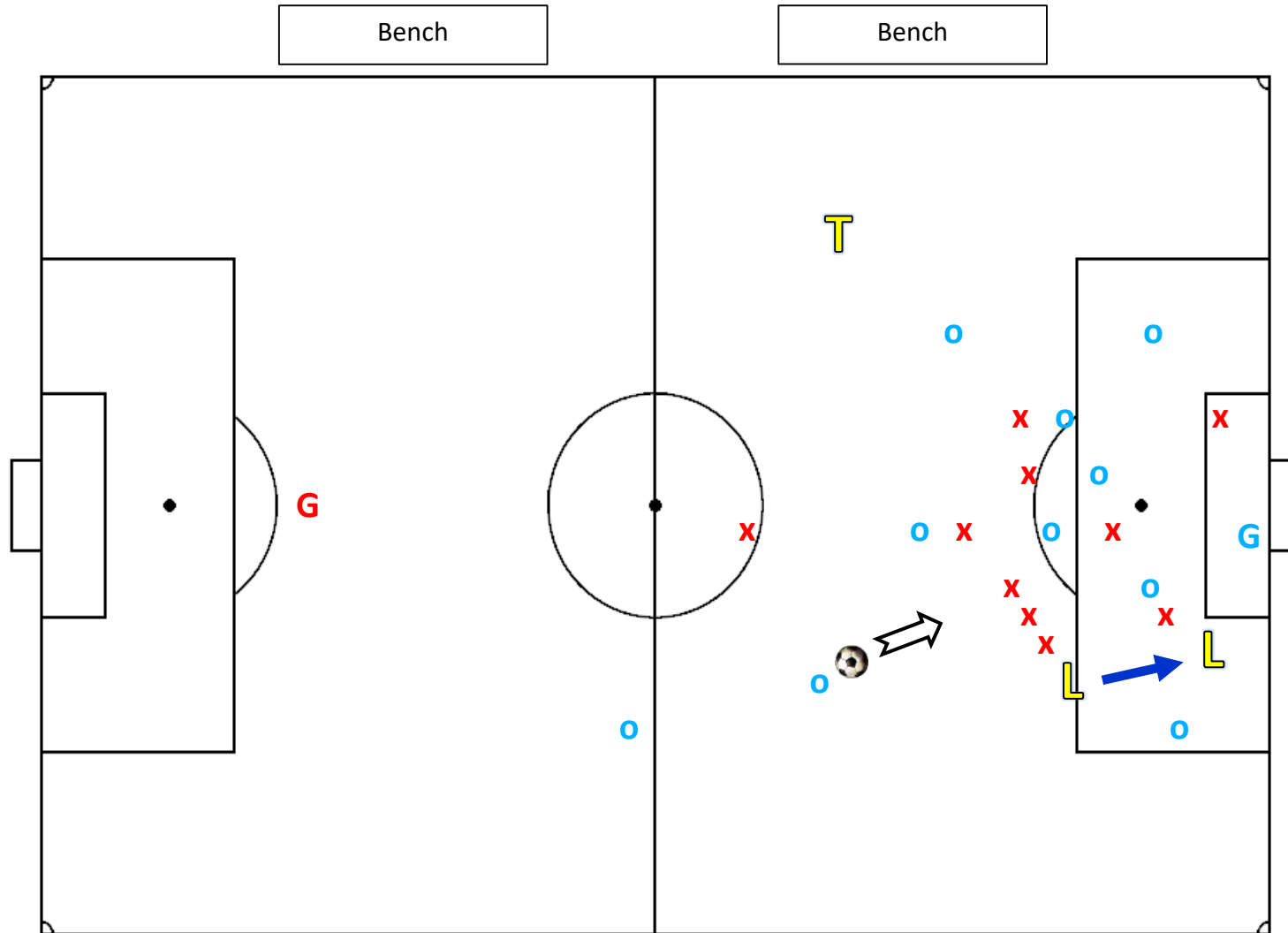
Dual System of Control – Free Kick

Trail Official

Spot the ball at the point of the foul.

If the spot is on the far side, simply stand even with the spot.

Get the Kicker's attention and indicate the spot with outstretched arm.



Lead Official

After seeing your partner take control of the spot, deal with the wall (if any).

Then go to deal with offside and where the action will be.

If a whistle for the restart is needed, it is L's whistle.

L is also the goal judge

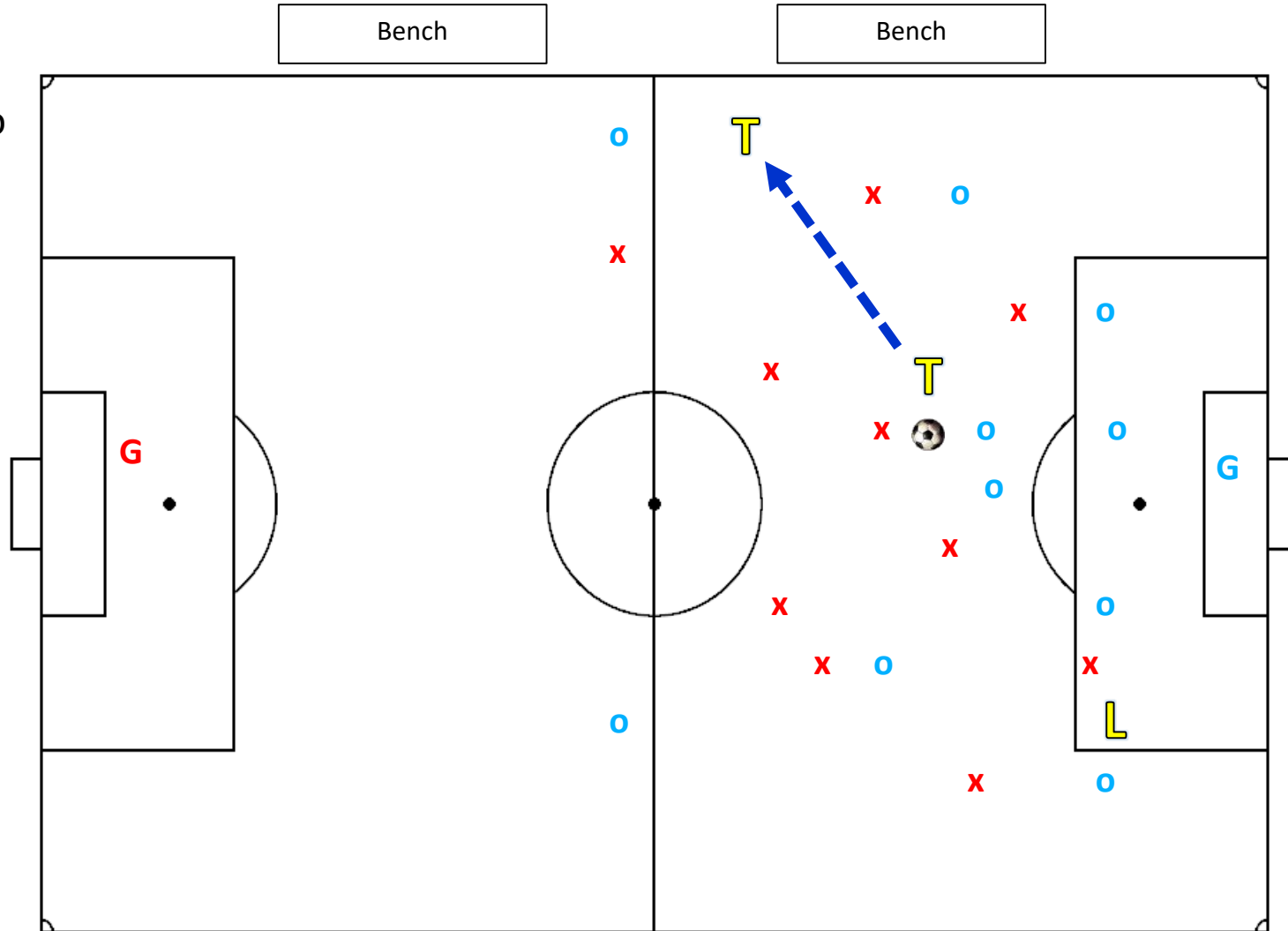
Trail Official

In the situation shown, it is better to have **T** come into the field for the drop ball.

T retreats to the touch line as soon as the ball is dropped.

Dual System of Control – Drop Ball

Usually the ball is dropped by the official who is closest to the side the ball is to be dropped on.



Lead Official

With **T** dropping the ball, **L** takes a position to see a quickly developing offside

Dual System of Control

