

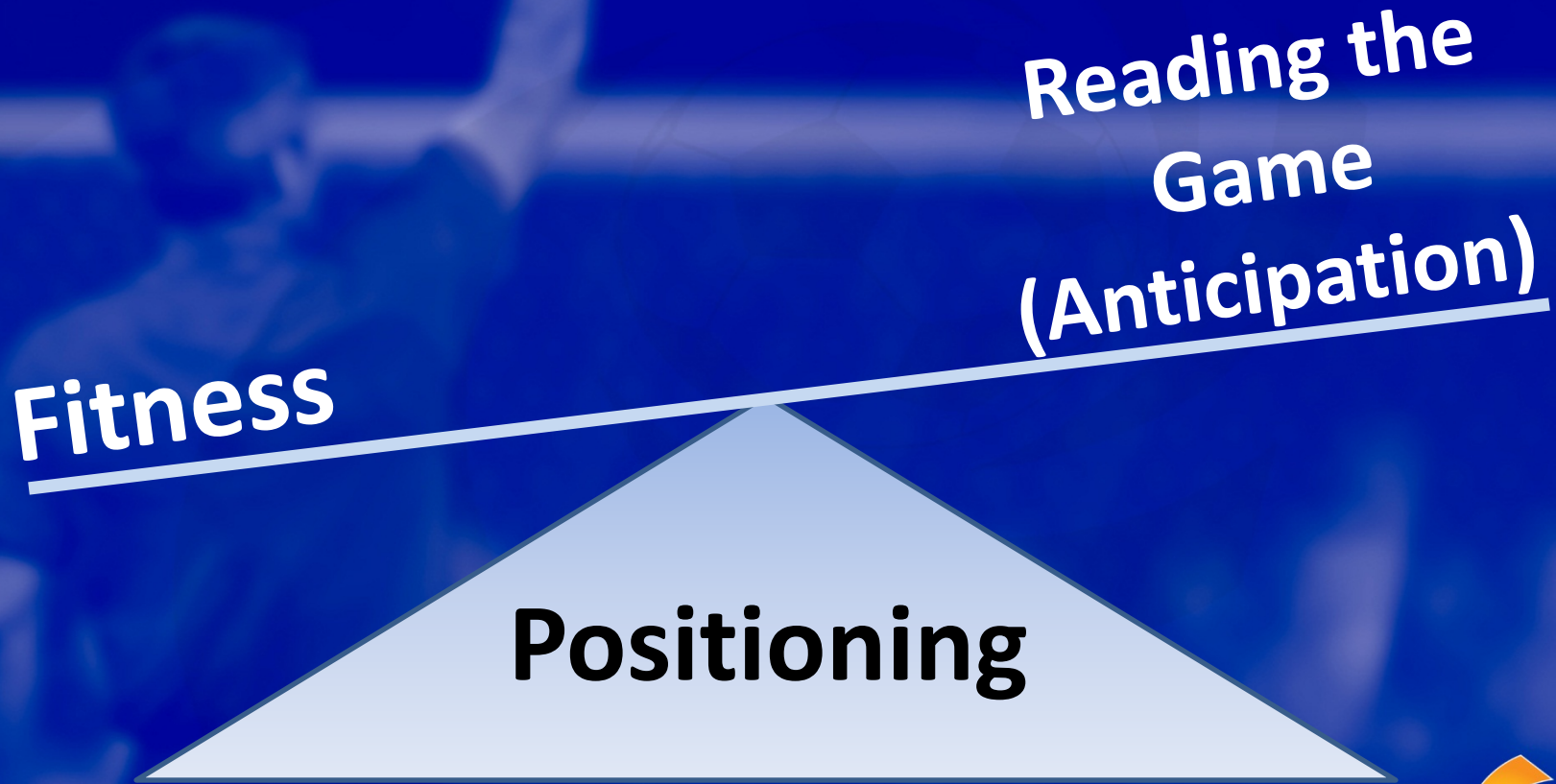
Positioning And Movement

How to be in the right place,
at the right time

The Goal

- To be within close proximity of play at all times
- To have the optimal line of sight at all times
- To be in a position to lend presence when needed
- To make the right call

Positioning is Balance: What are the 2 Components?



What is the Best Position ?

One that will allow you to make
the correct decision

Flexible

and

Intelligent



How to get the
Best Position

Tactical Awareness

and

Physical Capacity



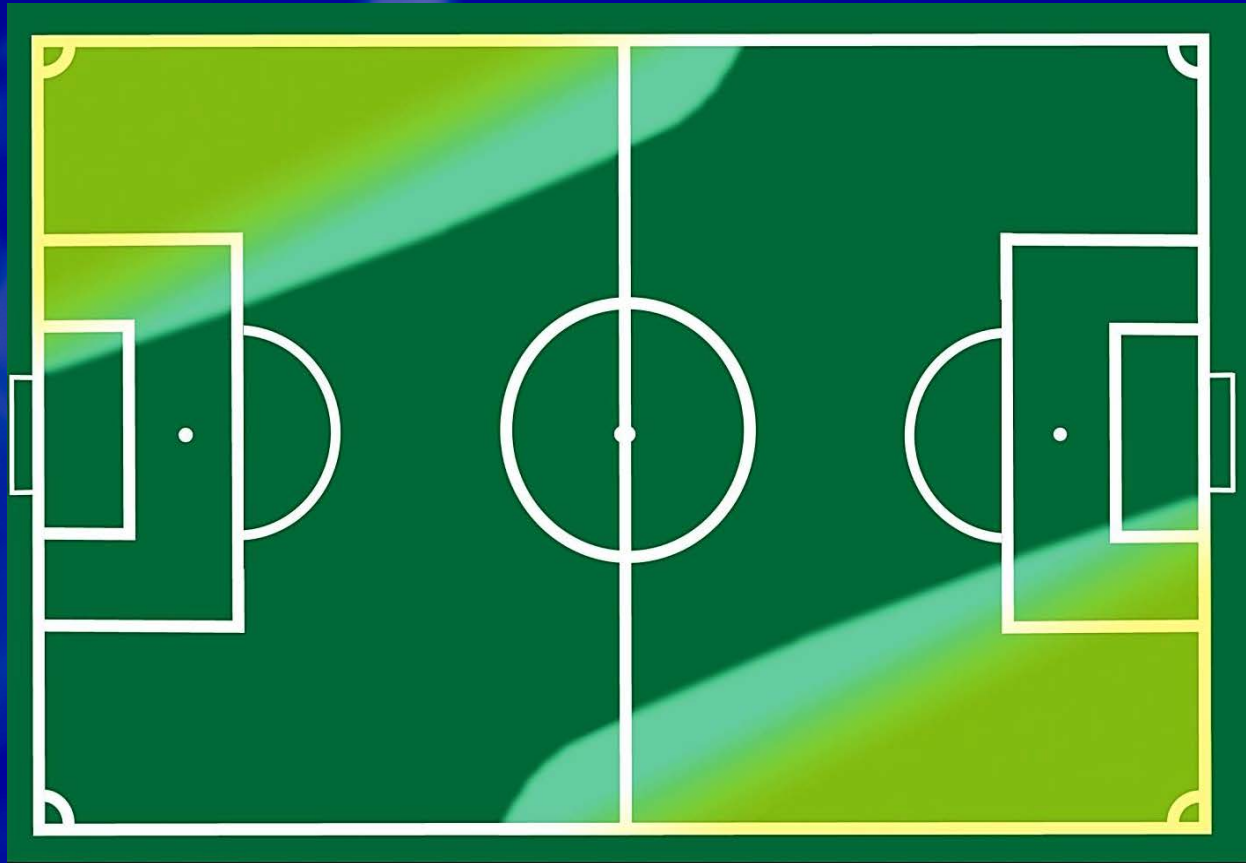
Difference Between Positioning and Mobility

- **Mobility** = being able to get “somewhere” (fitness)
- **Positioning** = knowing where that “somewhere” is

Diagonal System of Control

- Referee works on a flexible diagonal from one corner of the field to the opposite
- Strict adherence to the diagonal often results in the referee being “far from play”

Assistant Referee Area of Control



Good and Poor Positioning

What is “GOOD” Position ?

- One that is *flexible* and *intelligent*
- You can quickly *establish presence* by moving to the point of the foul when necessary
- Allows for easy transition to the *next phase of play*

The Counter Attack

Counter Attacks

- Create an angle of vision that will aid you making the correct call by moving to the left or right of play without delay
- Do not run directly behind the play and the players
- Accelerate as quickly as possible in order to attain close proximity when making the decision

Build-Up in the Midfield

Build-Up in the Midfield

- Do not immediately go wide and deep -
Create the best angle of vision
- Consider the *player's passing options*
- Be aware of players and open spaces
- *Always be alert and focused*

Summary:

Principles of Positioning

- Stay to the left of the ball whenever possible
- Be within close proximity of play
- Mobility = to get “somewhere” / Positioning = knowing where that “somewhere” is
- Anticipation prepares you for the next phase of play

Summary:

Principles of Positioning

- Create a good angle of vision to see light between the players
- The center circle and penalty arcs are “transit zones” – use them to move quickly from one point to another
- Use your fitness to be where the game requires you to be

MESSAGE: GOT TO BE THERE !

The game requires me to be there to make the right call

Being there allows me to sell the decision

My presence aids match control

**NOW THAT I AM HERE, I HAVE TO
BE THERE.**



THANK YOU !

GO BE THE BEST YOU CAN BE
!

GOOD LUCK !

