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?

Fitness

Reading the Game (Anticipation)

Positioning

CONCACAF
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!