



**OHIO SOUTH** STATE REFEREE COMMITTEE  
A MEMBER OF THE UNITED STATES SOCCER FEDERATION



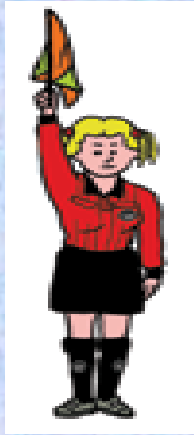
# **Offside: Judging Involvement in Play**

**Ohio South Intermediate Referee Training**

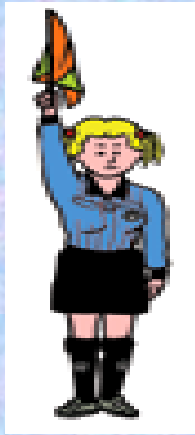
# Consider the situation...

A ball is played into space by an attacker A1. Another attacker, A2, who was in an offside position when the ball was played moves to play the ball.

When do you call the attacker A2 offside?

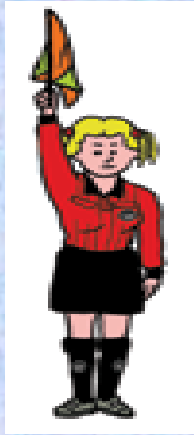


# Offside: The Offence

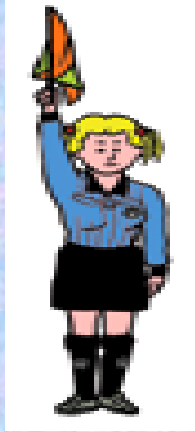


requires...

**Position + Involvement**



# Offside: The Offence

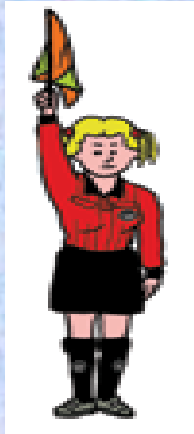


requires....

**Position** + **Involvement**

**Offside Position** means an attacker is....

- in their opponent's half of field
- ahead of the second to last defender
- closer to the goal line than the ball



# Offside: The Offence



requires....

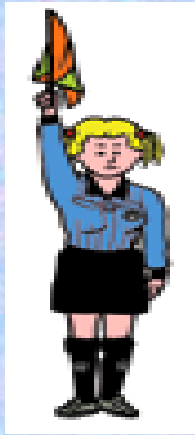
Position + Involvement

Involvement comes in 3 forms....

- I. Interfering with Play
- II. Interfering with an Opponent
- III. Gaining an Advantage



# Offside:

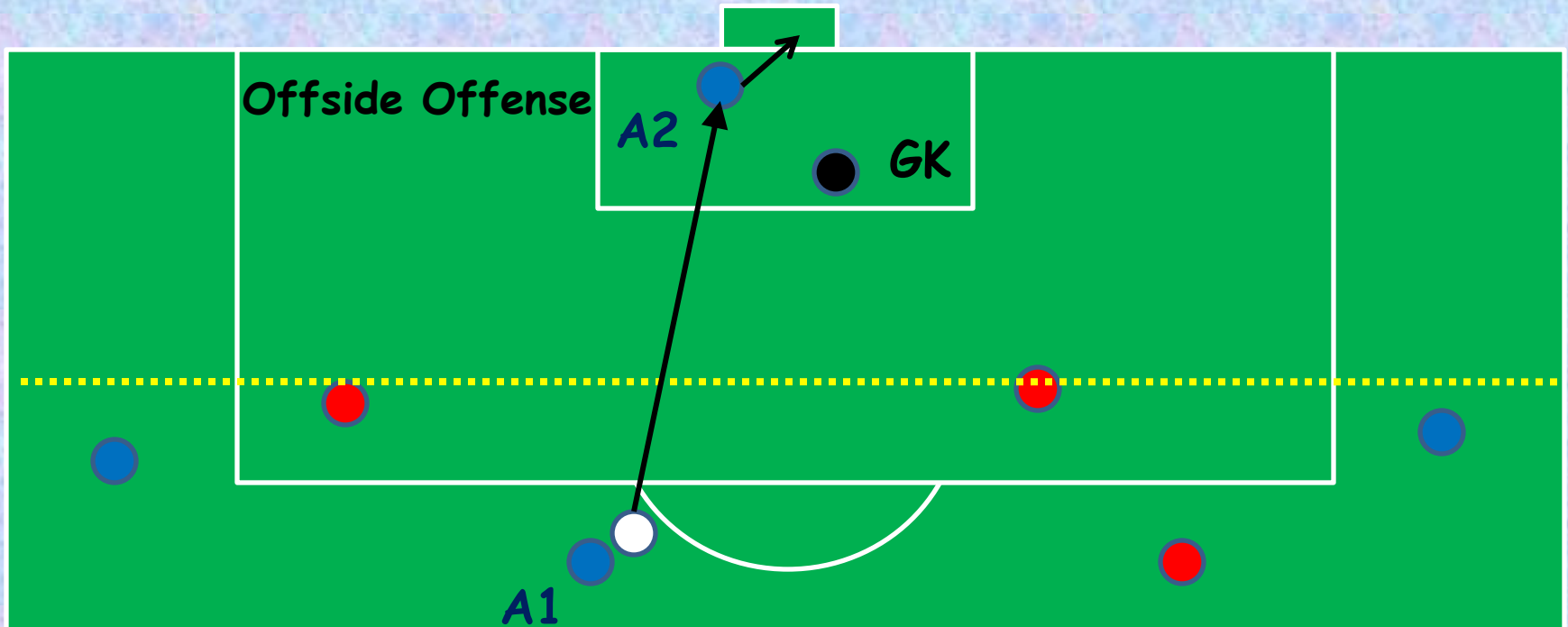


## I. Interfering with **Play** means....

“touching” the ball (intentional or not) last played or touched by a teammate.

# Offside:

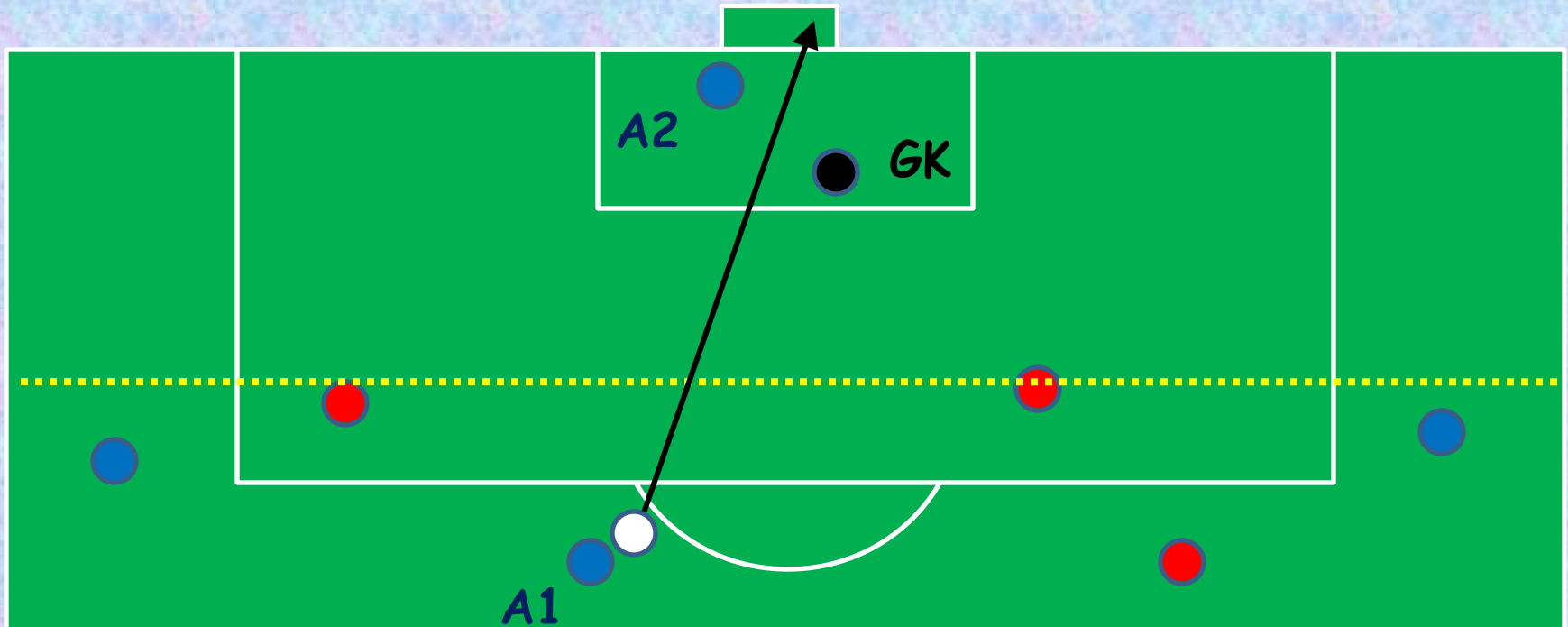
## Interfering with **Play** - 1



*An attacker A2 in an offside position, not interfering with an opponent, touches the ball. This player is declared offside when he touches the ball.*

# Offside:

## Interfering with **Play** - 2

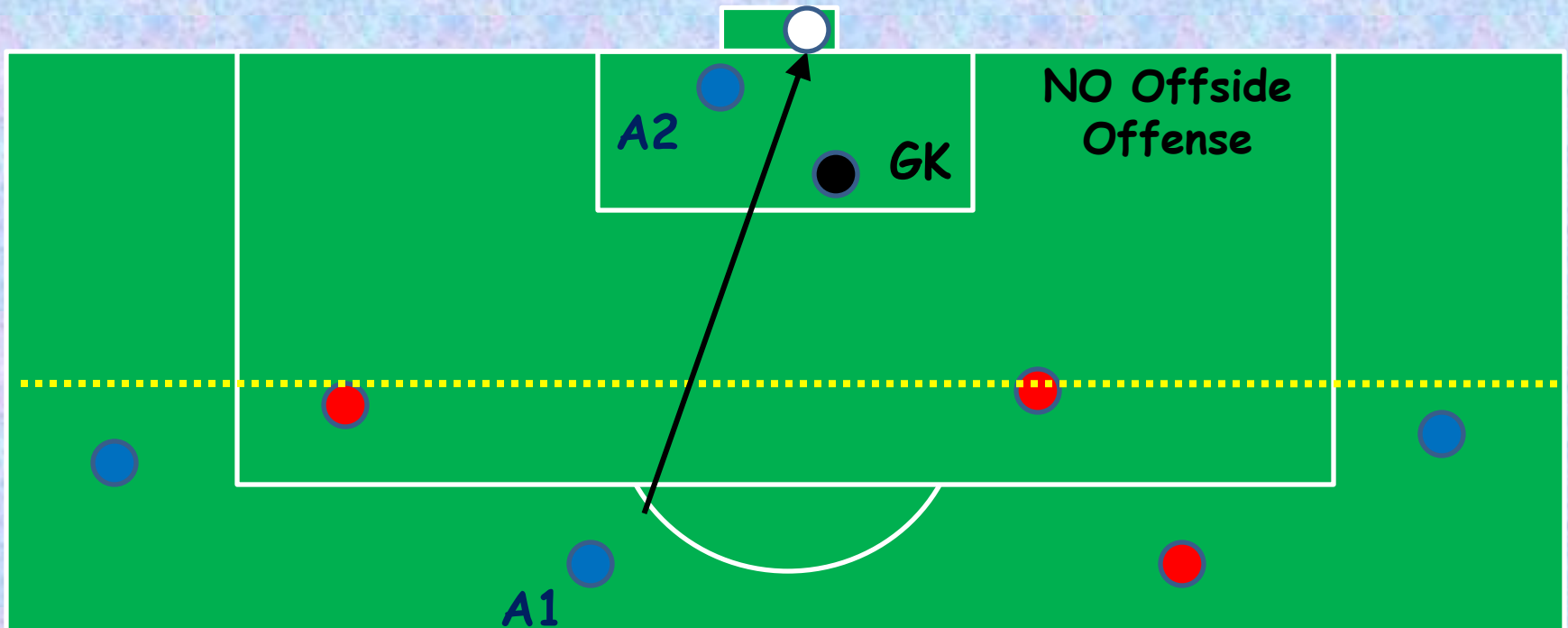


An attacker A1 shoots the ball towards the goal.



# Offside:

## Interfering with Play - 2 (cont.)

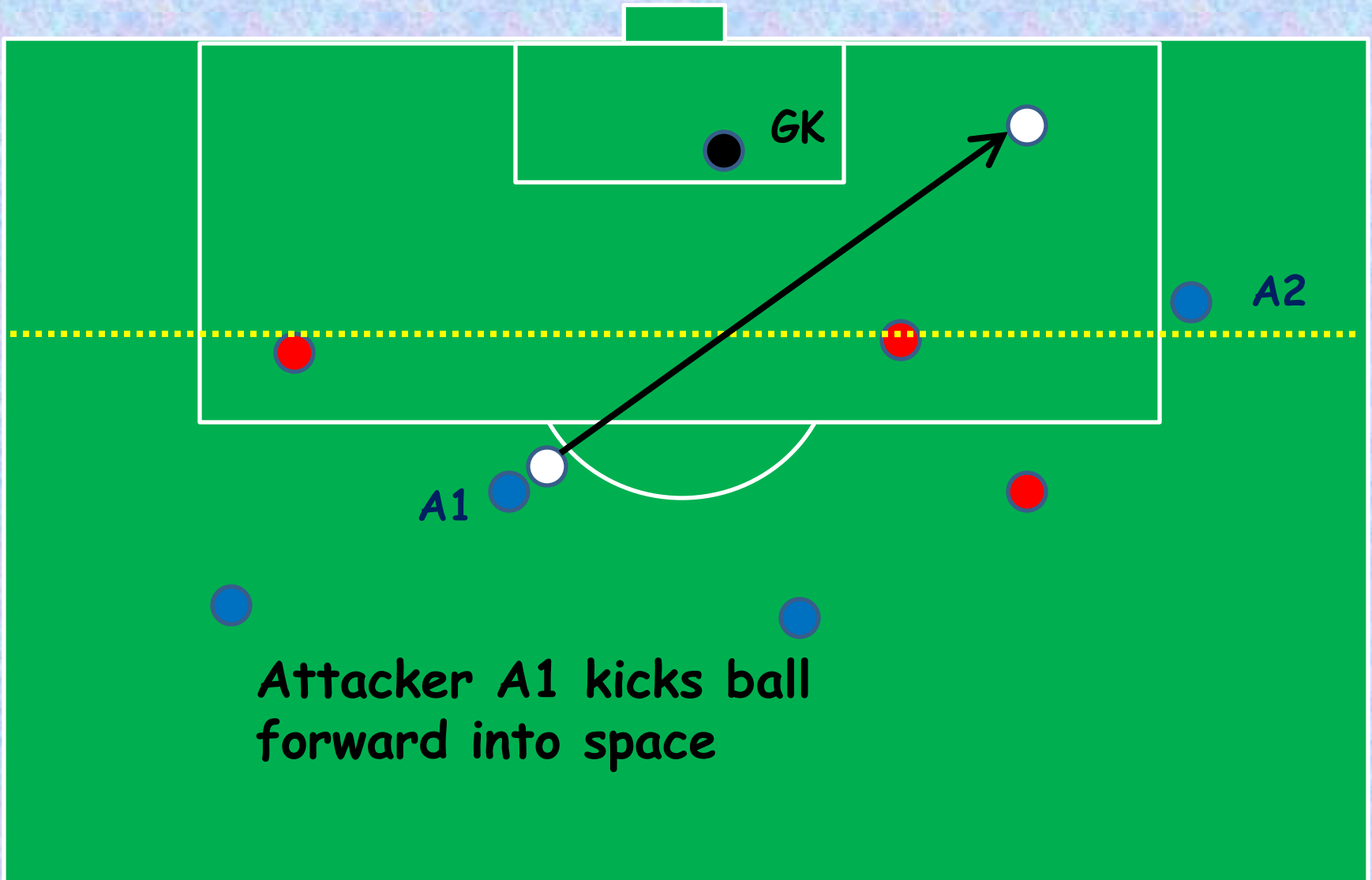


*An attacker A2 in an offside position, but not interfering with an opponent, does not touch the ball.*

Player A2 is not guilty of having committed an offside offense because he did not touch the ball.

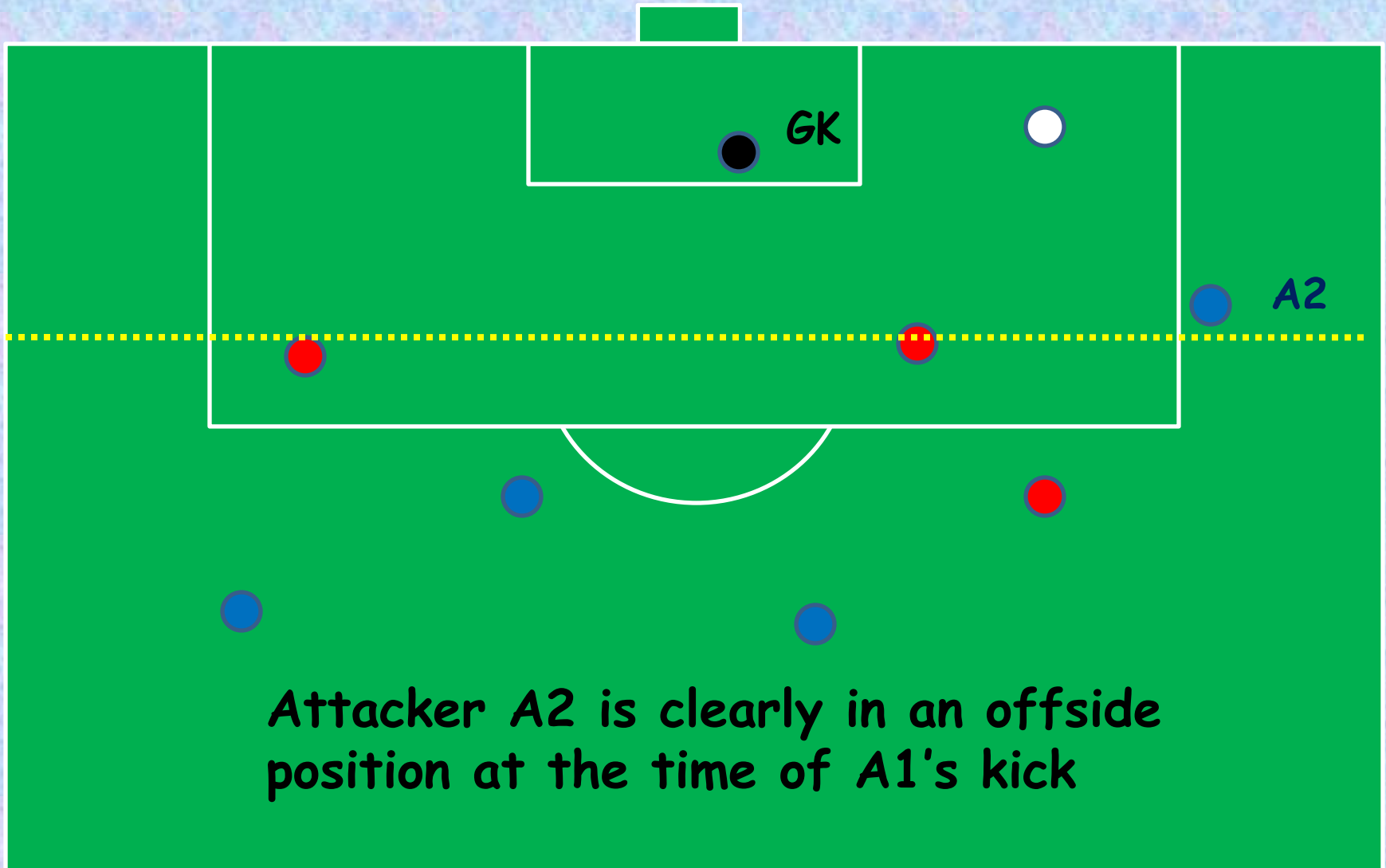
# Offside:

## Interfering with **Play** - 3



# Offside:

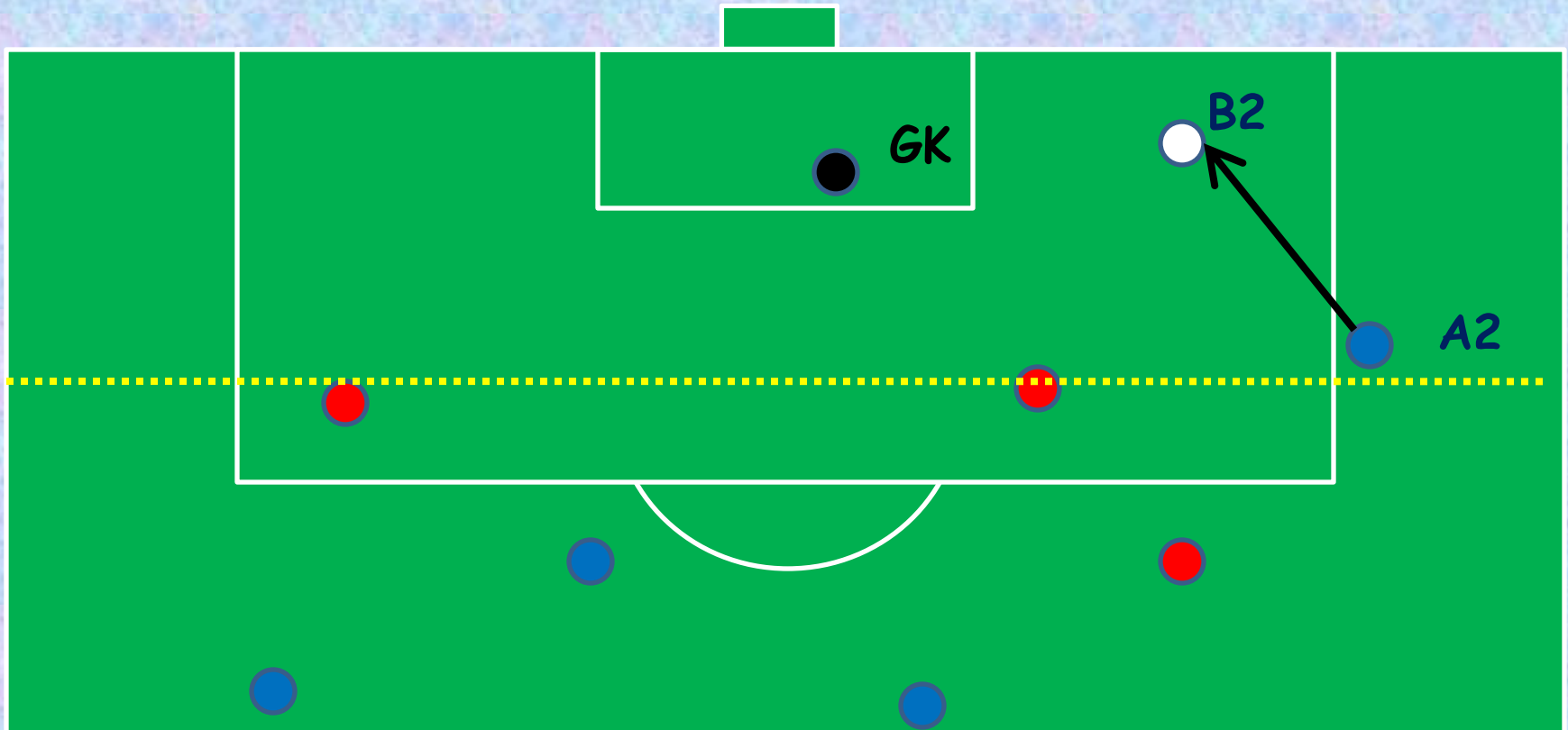
## Interfering with Play - 3 (cont.)



Attacker A2 is clearly in an offside position at the time of A1's kick

# Offside:

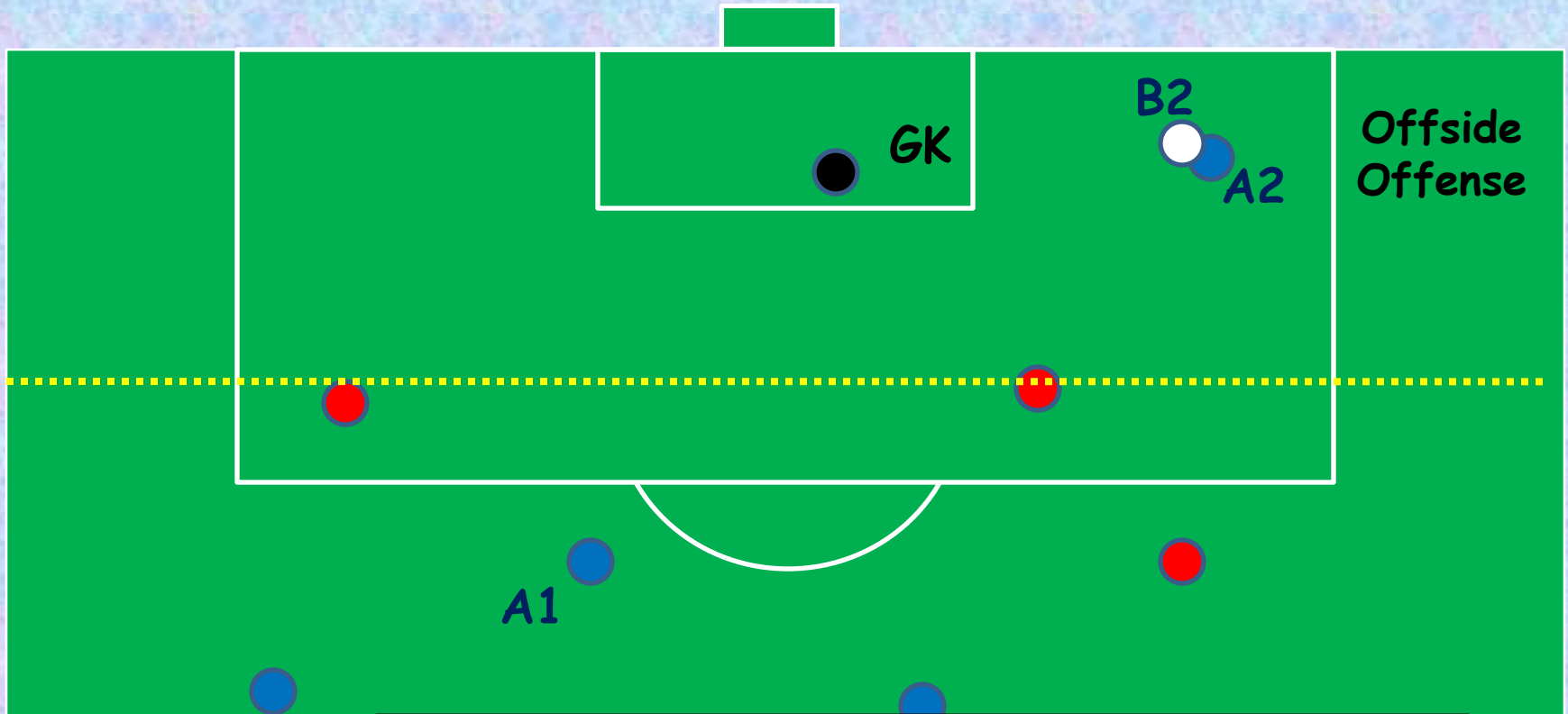
## Interfering with **Play** - 3 (cont.)



*Attacker A2 then runs towards the ball and plays it at B2. No defender is moving to challenge.*

# Offside:

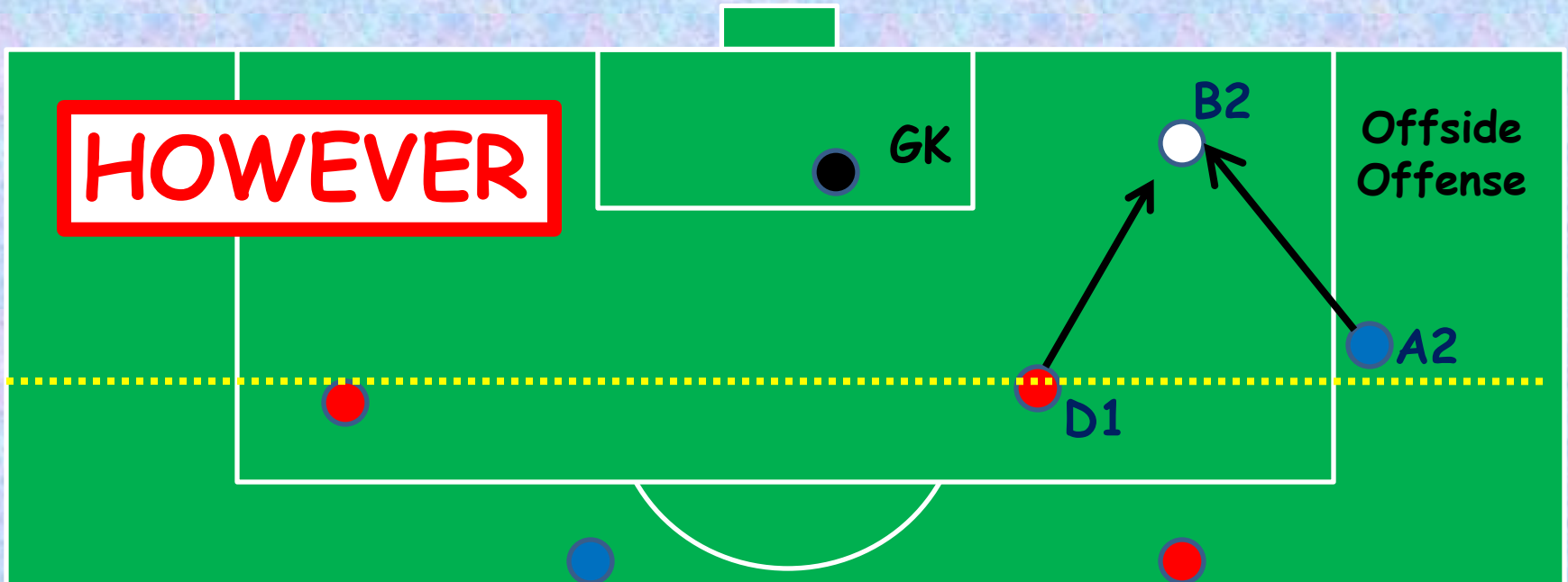
## Interfering with Play - 3 (cont.)



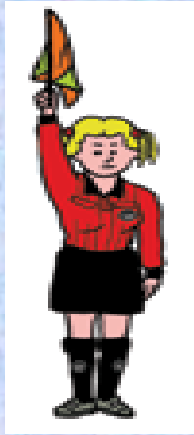
The AR should raise the flag when player A2 touches the ball at B2.

# Offside:

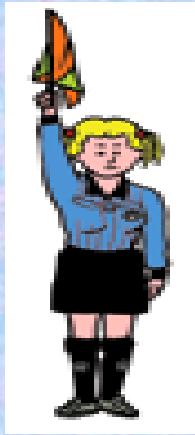
## Interfering with **Play** - 3a



When this attacker *A2 runs towards the ball to play it at B2* AND a defender D1 reacts - the AR should raise the flag immediately (for interfering with an opponent, but not for interfering with play)



# Offside:



## II. Interfering with an Opponent means....

1. Blocking the movement or vision of an opponent

OR

2. Making a movement which causes an opponent to move or react accordingly.

# Offside:

## Interfering with an Opponent - 1



An attacker A2 is in an offside position and is obstructing the GK's line of vision and ability to play the ball. A2 should be penalized for interfering with an opponent because he is directly blocking an opponent from seeing or being able to play the ball.



# Offside:

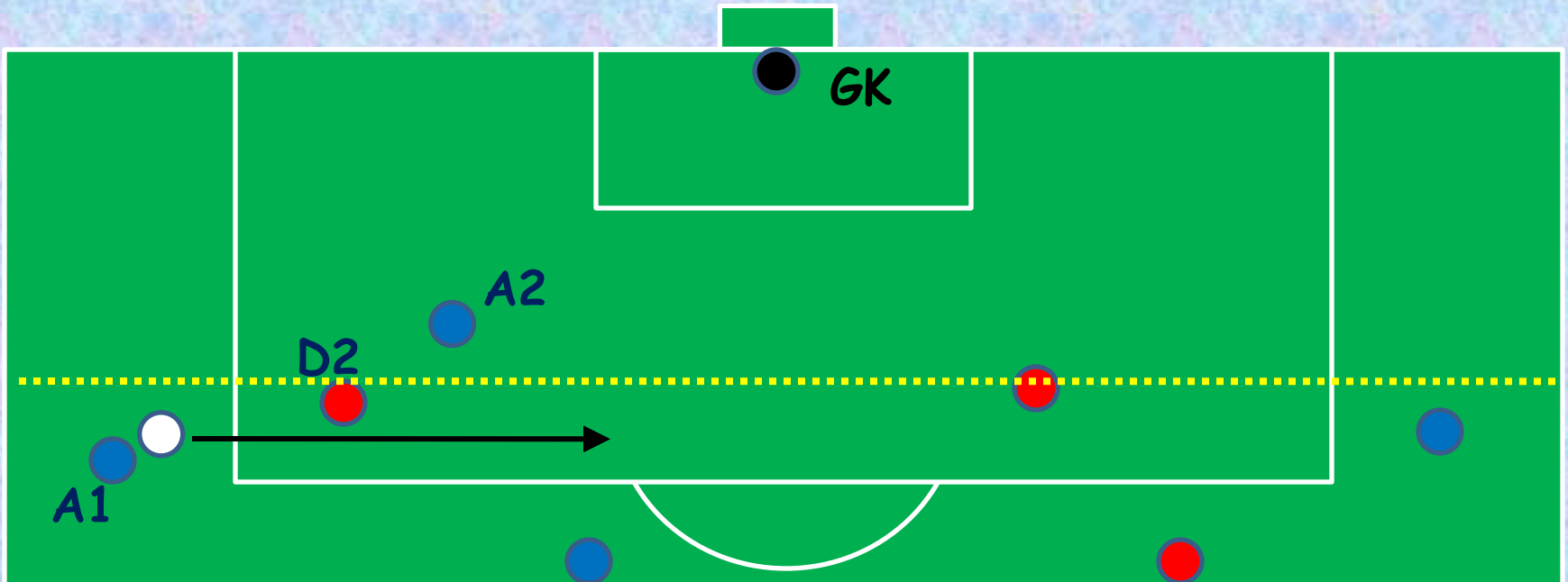
## Interfering with an Opponent - 1a



An attacker in an offside position A2, is not obstructing the GK's line of vision and therefore, is not guilty of interfering with an opponent.

# Offside:

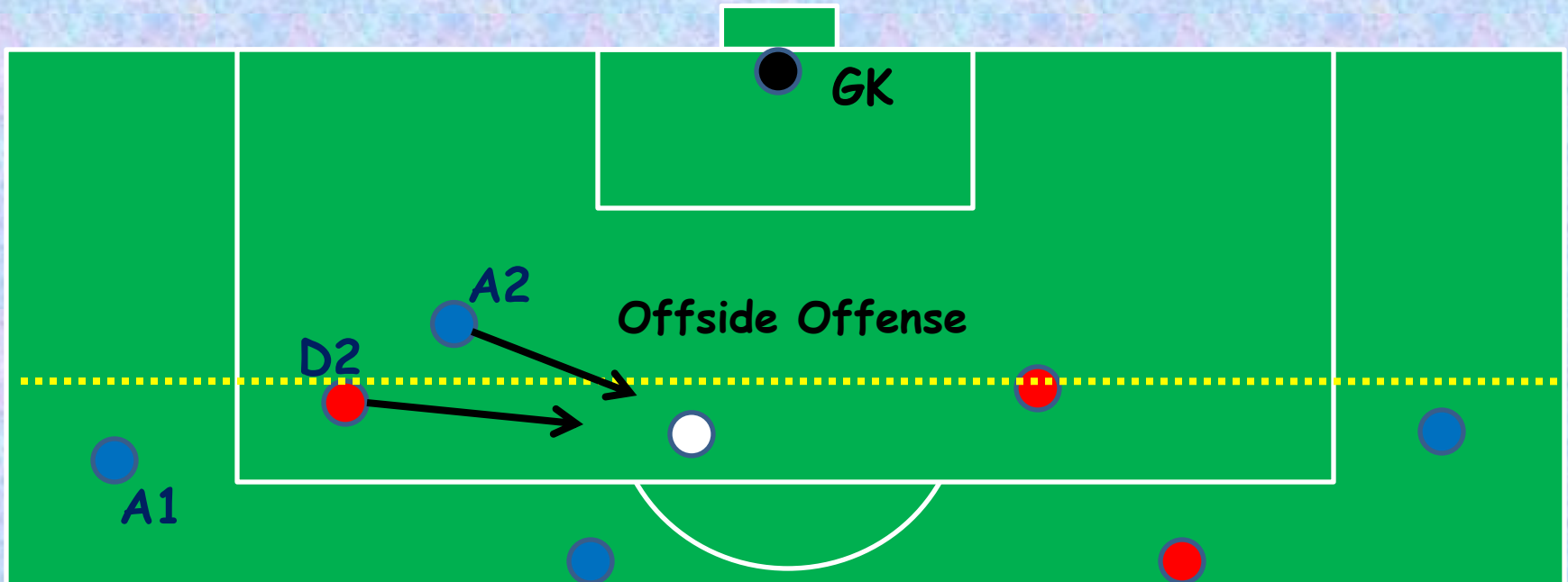
## Interfering with an Opponent - 2



An attacker A1 makes a square pass....

# Offside:

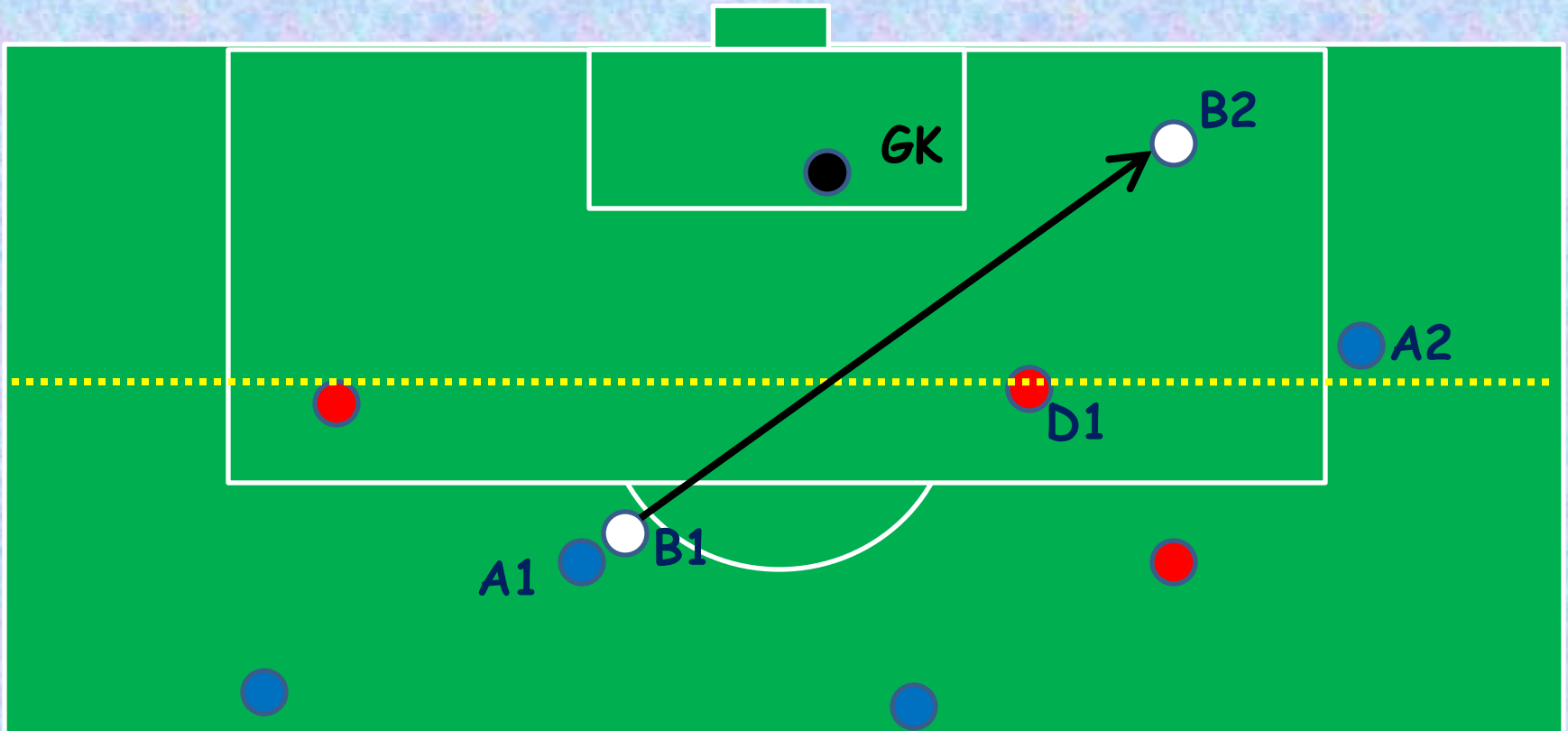
## Interfering with an Opponent - 2 (cont.)



.... and an attacker A2 from an offside position, runs toward the ball, preventing the opponent D2 from playing or being able to play the ball. A2 is guilty of interfering with an opponent.

# Offside:

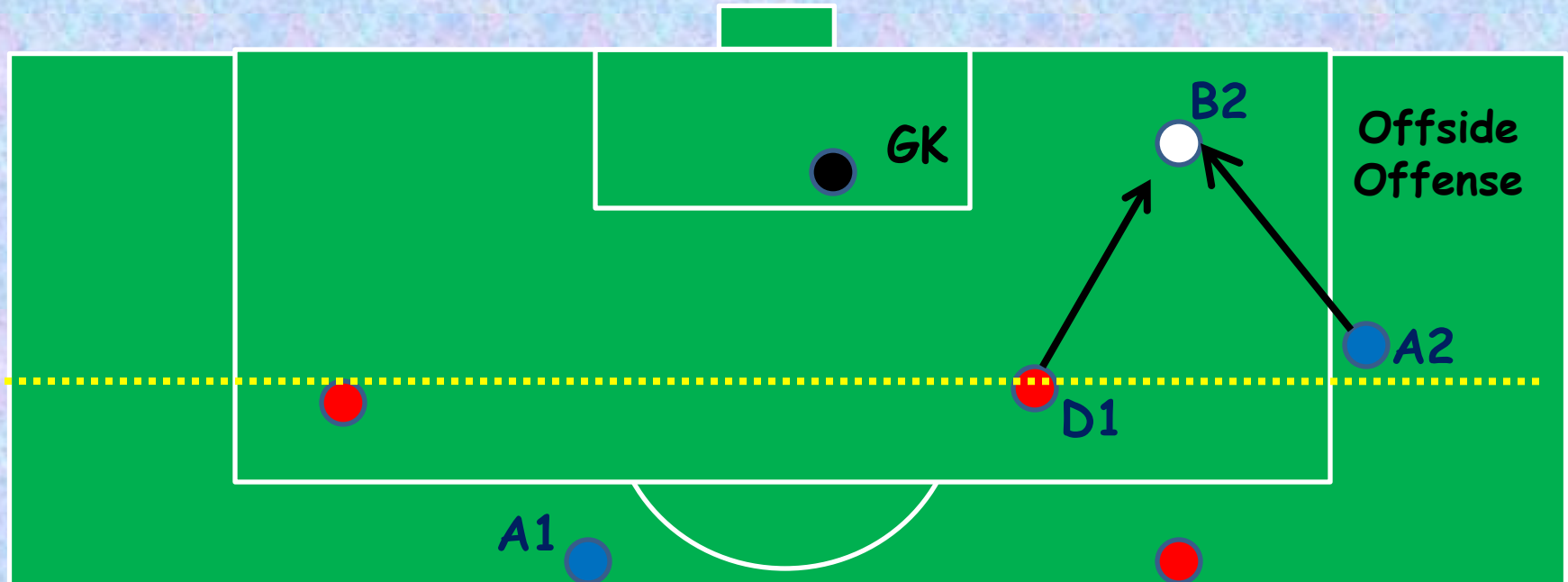
Interfering with an **Opponent** - 3



Attacker A1 kicks ball forward into space from B1 to B2.

# Offside:

## Interfering with **Play** - 3 (cont.)



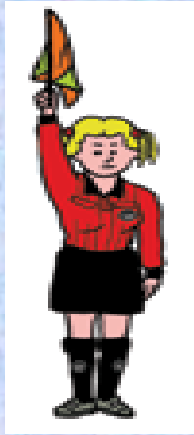
When an attacker *A2* in an offside position runs to play the ball last touched by a teammate *A1* AND a defender *D1* reacts - the AR should raise the flag immediately for interfering with an opponent.

# Brain Teaser 1

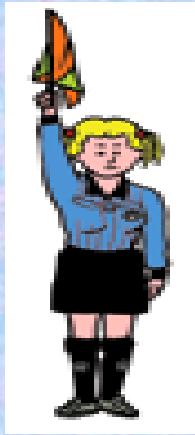
A ball is kicked into space by an attacker A1. Another attacker A2, who was in an offside position when the ball was kicked, moves to play the ball.

**When do you call the attacker A2 offside?**  
(Choose one or more of the answers that may be correct)

- A. As soon as A2 takes a step towards the ball.
- B. Wait until A2 touches the ball
- C. Wait until an opponent reacts and moves
- D. As soon as A1 kicks the ball forward



# Offside:



## III. Gaining an Advantage means....

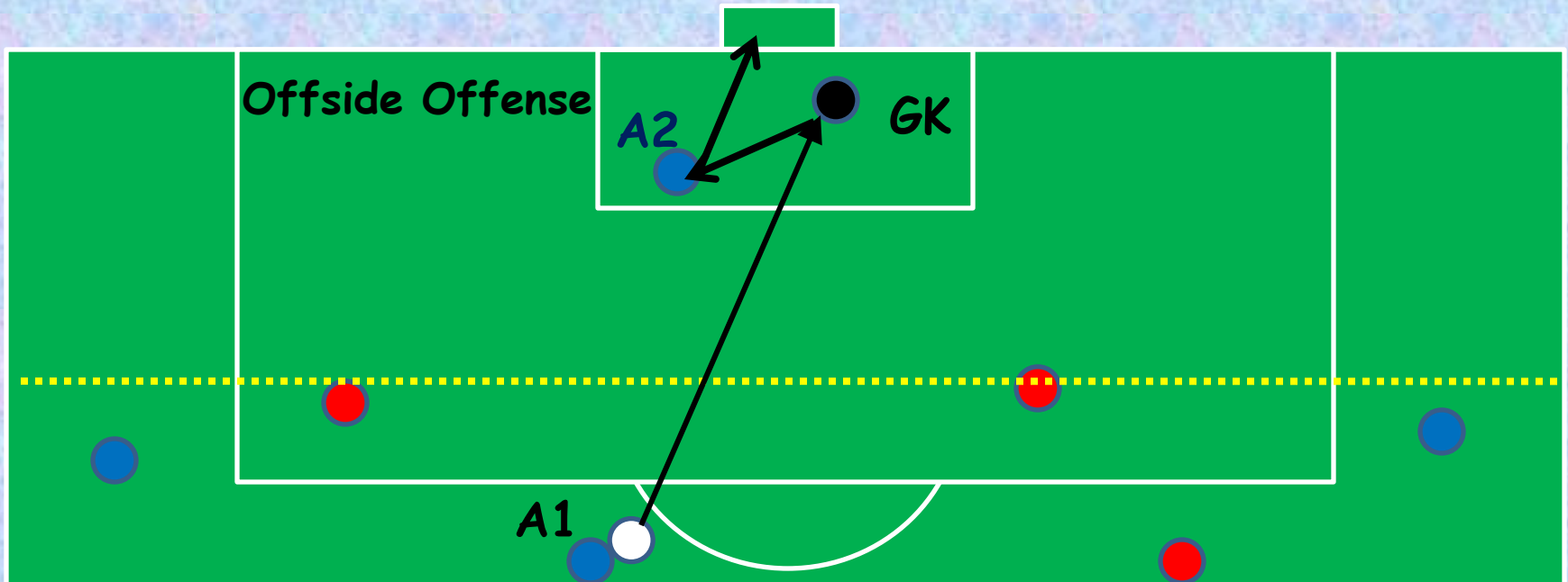
playing or touching a ball that rebounds or deflects

– off a goal post or the crossbar .... OR ....

– off an opponent

# Offside:

## Gaining an Advantage - 1

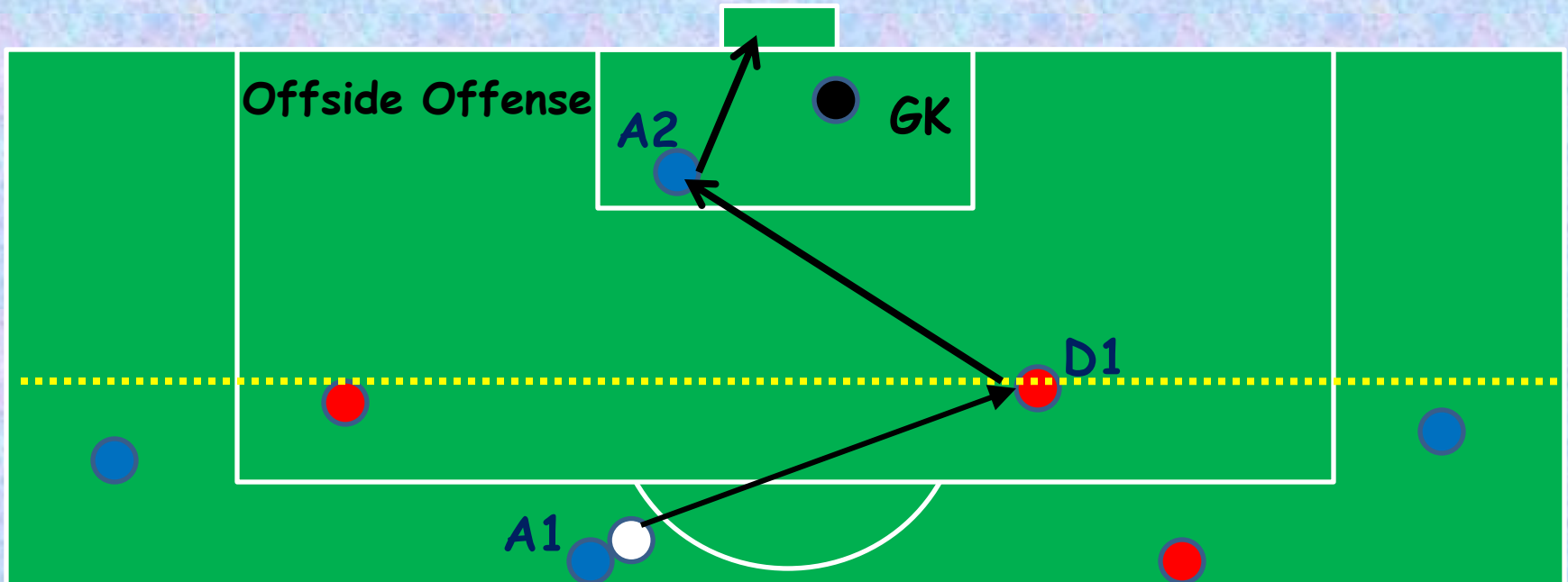


A shot from A1 rebounds off the GK to attacker A2, who was in an offside position when the shot was taken. A2 is offside when she touches the ball - Gains an Advantage from her offside position.



# Offside:

## Gaining an Advantage - 2

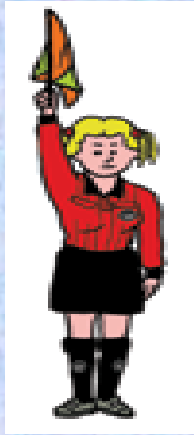


A pass from A1 deflects off a defender D1 to attacker A2, who was in an offside position when the pass was attempted. A2 is offside when he touches the ball - *Gaining an Advantage.*

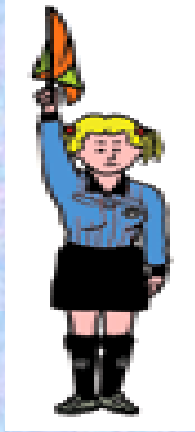
# Brain Teaser 2

A hard shot on goal by an attacker A3 rebounds off the goal post to an attacker A4, who is in an offside position. A4 then attempts to play the ball but misses. The ball rolls out of play over the touchline. As the AR, you have raised your flag for offside. The referee waves you down and signals a throw-in.

Who was correct - you or the referee?  
Why?



# Referees and Assistant Referees



Do not signal for offside  
until you see:

➤ *a touch on the ball*

*or*

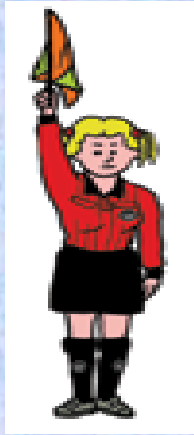
➤ *clear interference with an opponent*



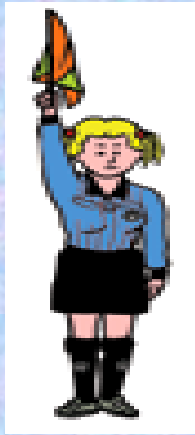
# Review



- Interference with Play or Gaining an Advantage requires actual contact with the ball.
- “Touching the ball” is not required for calling offside if the attacker is Interfering with an Opponent by making a movement or gesture which, in the opinion of the referee, causes that opponent to react and move.



# Referees and Assistant Referees



## NOT SURE???

- When in doubt - NO CALL*
- Wait until you are sure*
- A slow, accurate call is better than a quick, wrong call*

# Brain Teaser 3

An attacker A5 is straddling the halfway line. There are no defenders between A5 and the goal line except the goalkeeper. The ball is played into space by the attacking team and A5 then moves to play the ball.

As the AR, you do not immediately raise your flag because... (Choose one or all the answers that are correct)

- A. The attacker A5 was not in an offside position when the ball was played by his teammate.
- B. The attacker A5 moving to play the ball has not yet touched the ball.
- C. The goalkeeper isn't reacting.