



Dangerous Play: Recognition and Application of the Rule

The safety of the players is always of paramount importance to the Referee and care must be taken to insure as much as is possible, that the players do not endanger themselves or their opponents during the match. Dangerous play involves an act likely to cause injury to self or an opponent.

What should the Referee look for in determining dangerous play? All that is required is to decide whether an **unintentional** act of physical, or attempted, contact is dangerous to the person committing the act or to an opponent. This is not always easy as there are few written guidelines. Great discretion is given to the Referee(s) in applying this rule.

The penalty for dangerous play is an indirect free kick from the spot of the incident.

There are many acts that may be judged as dangerous. As one example, unintentionally lying on top of the ball (by a field player) should not be penalised until such time as an opponent is near and is prevented from playing the ball in fear of injuring the player lying on top of the ball. This is an example of dangerous play being called by the Referee against the player lying on the ball for the purpose of preventing an injury to the innocent player who happened to fall on the ball.

There is a misconception prevalent in the game that a player who is lying on the ground cannot play the ball. This is generally untrue, unless an opponent is quite close, in which case the Referee must determine the possible danger to the player on the ground.

Scissors or bicycle kicks are permitted in the game unless an opponent is within playing distance and the kicker's foot is, in the opinion of the Referee, dangerously high so as to endanger the opponent. If no one is within playing distance, there can be no offense.

The **high kick** (raising the foot above waist level) is another act that may, or may not, be dangerous play. Determination must be made as to the proximity and danger to an opponent.

The opposite of a high kick is the **low header**. This is the situation when a defender dives with his/her head in a low position to contact the ball but is close to an opponent who may be trying to kick the ball. This is an example of dangerous play being called by the Referee against the player who goes for a low header but the Referee should always allow an exception for the goalkeeper who is attempting to dive on the ball.

An attempt by an attacker to kick a ball being held by the goalkeeper is another example of dangerous play. Acts such as this need to be dealt with promptly and may warrant a sanction such as a caution (yellow card), however, in the example just noted, if any actual contact is made with the foot against the keeper, the offense escalates to a much more serious act and would be considered *kicking*, a direct free kick, with possible sending off (red card) for serious foul play'

One other act, quite prevalent today, is the goalkeeper who has possession of the ball, and raises his knee to fend off an opponent. If you feel that this is dangerous to the opponent, call it, but it would be best to avoid having an indirect free kick right in front of the goal, so the best technique might be to merely verbally warn the goalkeeper to refrain from such acts.

The situations listed above are merely examples. Other actions will occur in your career that will no doubt require your instant interpretation and discretion in order to insure the safety of the players.

Report Requirements

It is the duty of the referee under FIFA LAW 5 and SAASLA Competition Rules to inform the competition organisers (SAASRA) and the referee's body (SAASRA) in writing within two working days of any incidents that occurred before, during or after the match. Referees are also required to report any safety issues in relation to the field of play, lack or poor line markings, stewards and any other matters which the referee believes needs to be brought to the attention of the League.

One ongoing issue is with grounds safety in relation with the goals (protruding bolts, uncapped ends, and sharp edges) and is evident that referees are failing to report these issues as clubs are not rectifying them.

Another serious offence by referees is the failure to provide appropriate send-off reports in writing to the League. Referees are required to send a report on send-offs which have R1, R2, R3, and R6 code within two working days to the SAASLA and the SAASRA. Referees are NOT to lessen the offence code to a R4, R5, or R6 to prevent any paper work.

The failure of the referee to report accurately any send-offs is a serious violation of the referee's responsibilities.



Angle

Modern concepts in gaining the appropriate angle are ACB, X-Factor, and WWG (Targeting).

The ACB concept summarised

A = ANGLE - by getting a side on view, level or slightly behind play enables the Referee to be in the best position to see any fouls or incidents.

C = CLOSE - by getting sensibly close to play enables the Referee to be able to see incidents, get quickly into potential explosive situations and sell the decision successfully.

B = BALL - by having a view when possible across the ball to your AR enables the Referee to be able to quickly acknowledge the AR's flag for offside, fouls and the ball being out of play.

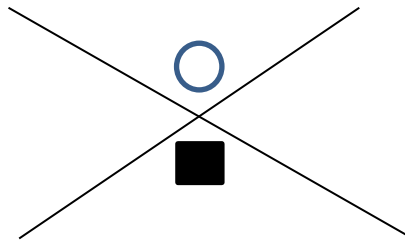
X-Factor concept summarised

The ability of the referee to see through play or point of contact by gaining an external (left of play) or internal (right of play) view.

EXTERNAL VIEW

Where the referee is outside or to the left of play.

From this position the referee can see through the point of contact, will have the majority of players in view, and have play between the referee and assistant referee.



INTERNAL VIEW

Where the referee is inside of play, that is, on the right side of play. In this case many players are not in the view of the referee and play is not between referee and assistant.

If time is the most important factor, take the shortest route (**Internal**), BUT if you have enough time to get a good angle, take the route that keeps you out of the way of play (**External**).

WWG (Targeting) concept summarised

The WWG positioning principle should be used in active play and also at stoppages. Once the foul has been identified, the players settled and the ball placed, the Referee should use the *Where? Where? Go!* technique to decide where the next phase of play will be, and where you can best be placed to cover this play; then move there pronto, keeping an eye on the restart. Staying rooted to the spot often will see you in a poor position and behind play.

The same principle applies to active play. Use opportunities in play to look at player movement, and or player playing the ball as to your next targeted position.

Where is play going?

Where do I need to go to get the best view?

Go there!

Referees taking the extra 10 yards

For a Referee to correctly judge an incident, needs to move to a position which enables him/her to see through play and close enough to be able to sell it. Many Referees are falling short of the appropriate targeted position due to stopping short. When moving to your targeted position, move the extra ten yards as this will often improve your angle.

Penalty Area

There is nothing stopping Referees from moving into the Penalty Area during active play, penalties and corner situations. In fact Referees **should** be moving into the penalty area during these times. It is very important for the Referee to be close for crucial goal line and penalty area decisions. If the Referee is stationary at the top of the Penalty Area how can these crucial decisions be made?