



The Fourth Official

1. **Critical Member of Officiating Team**
2. **Must Be Fully Prepared to:**
 - Replace
 - Assist
3. **Role Set In The Laws of the Game**
4. **Main Liaison Between Referee/ARs and:**
 - Facility Managers
 - Security
 - Broadcasting
 - Team Officials
5. **Acts Early To Resolve Issues**
6. **Maintains Composure And Professional Appearance**
7. **Avoids Distractions From Core Duties**
8. **Manages Bench/Technical Areas**
9. **Endeavors To Prevent Unauthorized Entry Onto The Field**
10. **Additional "Set Of Eyes"**
11. **Acts Under General Authority Of Referee And In Referee's Name**
12. **Resolves Issues, To The Extent Possible, Without Recourse To Referee**
13. **Involves Referee As A Last Resort**

SPECIFICALLY NAMED RESPONSIBILITIES

1. **Administrative Duties**
2. **Substitution And Equipment Check**
 1. Confirms Identity And Proper Paperwork
 2. Inspects Uniform/Equipment
 3. Ensures Substitute Doesn't Enter Until Permitted
 4. Gains Attention Of Assistant Referee For Substitution Signal
 - If Both Teams Substituting:
 - Keeps Teams Separated
 - Handles Only One Team At A Time
 - Properly Manages Substitution Board (If Used)
 - Maintains Substitution Log
 - Ensures Substitutions Are In Accordance With Rules of Competition
3. **Replacement Match Balls**
 - Maintains Control of Match Balls Not In Current Use
 - Provides Replacement Ball From Reserve Supply When Needed
4. **Delegated Inspections**
 - Correction Of Illegal Equipment
 - Bleeding Or Blood On The Uniform
 - Responsibility Established In Pre-Game
 - Procedures Settled For:
 - What Must Be Inspected
 - When Inspection Successfully Completed
5. **Observations**
 - Wrong Player Cautioned
 - 2nd Caution But No Send Off
 - Violent Conduct Out Of View
 - Irresponsible Behavior, Bench/Technical Area



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6. **Misconduct** – Use the ASK, TELL, REMOVE procedure to control the technical area.
 - Ask - If a situation arises where there is irresponsible behaviour, you are to ASK the person(s) to stop.
 - Tell - If there is another occurrence where there is irresponsible behaviour, you are to inform that person that the behaviour is not permissible and TELL them (insist) to stop.
 - Remove - If the non-accepted actions continue, you must REMOVE that person immediately.

These are the recommended steps but they are not necessary if the behaviour and conduct of personnel within the technical area requires immediate dismissal. Remember, where circumstances permit, use a “gentle escalate” approach so that referee team responses match the nature of the bench behaviour. Try to use the least intrusive response that will solve the problem.
7. **Report**
 - Confirms Major Events At Mid-Game Break And At End Of Match
 - Submits Independent Match Report Of Violence Not Seen
7. **Retrieval/Securing Of Equipment At Game Breaks**
8. **Location/Readiness of Facilities For Officiating Team**
9. **Review With Team Officials General Procedures for Warming Up, Activities In Technical Area, Etc.**

Technical Area

- Make sure that the correct number of people as per rules of competition are on the bench and remove unauthorized persons.
- All occupants of the technical must be seated. Only one person is allowed to move off the bench to give technical instructions and must be seated after giving his instructions.
- Make sure that substitutes are easily distinguished from players. Monitor them when they are warming up (especially near AR 1) and prevent them from interfering with official duties. Substitutes are only permitted to leave the technical area to warm up.
- Monitor and prevent the practice of throwing water bottles to players on the field or onto the field.

Kicks from the penalty mark – key points

- At the conclusion of full time, all Players on the field This includes any player temporarily off the field to correct equipment, for treatment of an injury, or to correct bleeding or blood on the uniform, are not allowed to leave the field of play. No substitutes, coaches and club officials are allowed to enter the field of play except to determine the order of players taking the kicks.
- The referee selects the goal toward which kicks will be taken.
- The team whose captain wins the coin toss decides which team will kick first.
- If a team finishes the match and any extra time with fewer players than the opposing team (due to injury or misconduct), the captain of the opposing team must select and identify to the referee those players who will not participate in kicks from the penalty mark. In other words, the team must "Reduce to Equate" so that the both teams have an equal number of players taking the penalty kicks.
- During the taking of kicks from the penalty mark, player uniforms (e.g., the wearing of shinguards) must still meet the requirements of Law 4. The authority of the referee under Law 5 to deal with any misconduct or irresponsible behaviour also continues.

Dress Code and Arrival

- All match officials need to arrive at least 1 hour prior to kick-off.
- All match officials and assessors are required to arrive wearing neat casual wear and shoes (**NO** Jeans, track suits, shorts, and clothing with FFSA or FFA logos). SAASRA approved polo top is recommended.
- Only approved SAASRA 2012 ADIDAS track suit is allowed to be worn during warm up and by fourth official during the game.
- SAASRA match officials must only wear SAASRA approved uniform. Caps if worn must have SAASRA logo.

ONLY match officials, match assessors, and management member if required are allowed inside the change rooms.