

AFC
REFEREE
ACADEMY

Creating Time

- Effective Time Management when Opportunities arise - Recognition of Opportunities to Create Time
- Making the most of the Opportunities to Create Time - Importance and need for Creating Time-advantage, mass confrontation, key match decisions etc..
- Time does not Wait, you need to Create, in the Space available - How to Set-Up and Create Thinking Time
- Why Thinking Time - To Consider, to Gather, to Enhance, to Sell

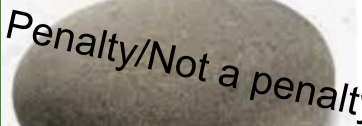


**Creating Time Helps
To
Create Thinking
Time**

Challenging situations



DOGSO/SPA?



Penalty/Not a penalty?



Yellow/Red
Simulation?



Mass confrontation!



Unnatural/Consequence?



Deliberate/Deflection
Goal kick/Corner kick?

Challenging situations



Top Referees should think like Top Midfield Players

TOP MIDFIELD PLAYERS

READING OF THE GAME

VISION-Looking for Space

KNOWLEDGE OF THE GAME

POSITIONING & MOVEMENT

SKILL & ABILITY

FITNESS LEVEL

TOP REFEREES

✓ READING OF THE GAME

✓ ANTICIPATION-NEXT PHASE OF PLAY

✓ FOOTBALL UNDERSTANDING

✓ POSITION & MOVEMENT

✓ SKILL & ABILITY/ANGLE OF VISION

✓ FITNESS LEVEL



*Creating Time Helps
To
Create Thinking
Time*

Think quickly, look for spaces. That's what I do: look for spaces. All day. I'm always looking. All day, all day.

Space, space, space. I see the space and pass. That's what I do.

The difference between other teams and Barcelona is that we have more players who **think** before they play, quicker. “When you arrive at Barça the first thing they teach you is: **think. Think, think, think.** Quickly.”

Xavi Hernández



Creating Time allows the Referee to use a range of skills



A greater ability to read the game



Improve your game knowledge and understanding



Time to gather information (general)



Time to communicate, seek advice



Process critical decision (KMI)



Pressure off, assists in match control



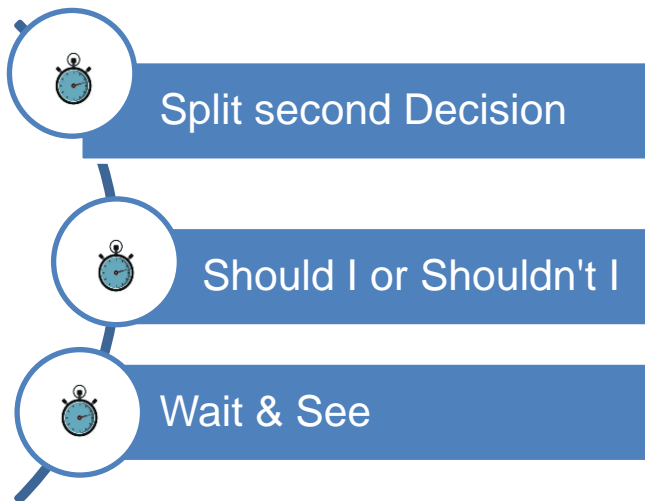
Discuss in your group – match incidents that require TIME to arrive a correct decisions



Why Create Time?



Advantage situations can often be puzzling and complex judgements for the Referee



Using refereeing intelligence and your skill sets

- ✓ Multiple choices. Think. Decide
- ✓ When to penalize for an offence
- ✓ Delay the advantage signal
- ✓ Play advantage in your head'
- ✓ Consider, Gather, Act
- ✓ Choose the Expected



Advantage

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- Timing of the Intervention is the KEY In Key Incident situations.
- Decision making is a process where you have to make a choice as you :-

- Identify
- Consider
- Gather
- Think
- Act



- Communicate where and when possible before arriving at Key Decisions
- Take in as much information as you can before making the critical decision.
- Possible match changing situations need Time, you have to create time to judge, absorb and take appropriate action.

Key Decisions



Throw-ins/Goal Kicks/Corner Kicks

- When unsure, often players will tell you by their movement
- Do not signal immediately – Look for clues in the players body language and reaction

Keep your composure when ball goes out of play, play has stopped, use the opportunity to **create time** effectively.

Let your body language speak about your authority and game control



- Make it Ceremonious

There are occasions when the referee wishes to speak to a player/s regarding their conduct.

- Diffuse the situation. Create time
- Creating time to deliver your message
- Stay firm, stay strong, create time
- Don't move around, don't let players walk away from you when you are speaking to them
- Take the whistle out of your mouth
- Don't rush the restart



Management of Players



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Management of Players



- Be Proactive, Be Preventative, Intervene at the right time, Create Time.

Create time to control the tempo of a game when the intensity and temperature is running high

- No need to hurry with a free kick
- As players do their set-up, you go through your set-up
- Take control of the kick, be satisfied with the procedures, take your time, create time
- Create time to speak to the offender simply as a calming tool in controlling the game
- Be alert when two players are arguing or in a tussle, create time in speaking to them, use your preventative management skills



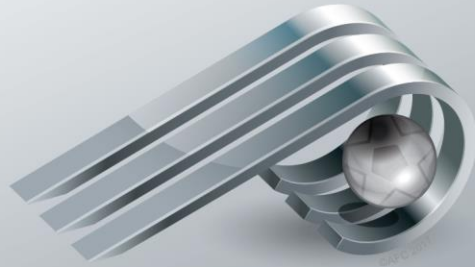
Creating Time & Free Kick



2 BG PATHUM

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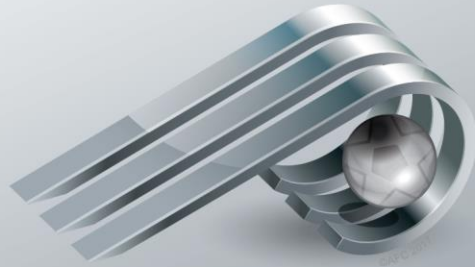


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Question & Answer ?

- **Creating time** is an ART that you develop with Practical Experience and Practical Knowledge. You have to keep working on it.
- You need to be calm, confident and composed to ensure that the simple things are done well
- Go into your own space, **create time** to your advantage to manage the game and the players
- Be in the moment, use your head, your intelligence and your skill sets to **create time**





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Thank You