

| GENERAL CONSIDERATIONS | TEAMWORK | CHALLENGES (<i>Careless, Reckless, Excessive Force</i>) |
|--|--|---|
| Match Control | Opinion-Decision-Confirmation | Speed / Intensity / Force |
| Football Understanding | Clear communication / Confirm numbers | Foot on the ground |
| Referee decides first | Communication small details | Challenge for the ball or not / Possibility to play the ball |
| Protect the safety of the players | Referee decides first | Clear action or gray zone |
| Protect the game | Referee's position and view | Point of contact |
| Use clear considerations / Avoid Personal Opinions | Reason: Yellow and Red Cards | Illegal use of the arms |
| Reading and Anticipation | Split responsibilities of control | Clear movement or 2nd action |
| Small details | Simple language | Delay card, SPA / DOGSO |
| Prevention / Alertness | Mass confrontation | |
| Position of restart | | |
| Planning and Preparation | | |
| Handball | Tactical Fouls: <i>DOGSO / SPA</i> | Holding |
| Deliberate action | Control of the ball / Clear possibility to control | Clear impact |
| Hands on the body / Additional movement | Number and location of players | Prevention |
| Unnatural / Making body bigger | Direction / Distance / Open Space | Ball in play or not |
| Hand over the shoulder | PAI: Attempt to play the ball | SPA / Yellow card |
| Taking a risk | DOGSO: Should be 4 Considerations 100% | |
| Slipped / Vertical position of the hand | | |
| SPA / Disciplinary Sanction | | |
| Reading of the Game - Advantage | Reading of the Game - Anticipation | Reading of the Game - Restart |
| Football Understanding | Football understanding / Systems of play | Football Understanding |
| Location and severity of the incident | Correct reading | Planning / Preparation |
| Demands of the match | Penalty area: Main priority | Tactics Analysis: Offensive / Defensive |
| Understanding what players preference | Direct play / Combined play | Preventive / Alertness |
| Flexibility | Types of pressure: Low / Medium / High | Reading player's body language / Blocks of players |
| Wait and see / Signal | Changes of possession | Next step / Counterattack |
| Referee team strategy | Next step | Priorities of control |
| Flow / Control | Proximity / Angle of View | |
| | Reading the player's body language / Blocks of players | |
| Reading of the Game - Penalty Area | Reading of the Game - Counterattack | Penalty Area Incidents (PAI) |
| Main priority | Football Understanding | Main priority |
| Proximity / Angle of view | Adapting to demands of the match | Angle of View |
| Small details | Anticipation | Proximity |
| Anticipation | Reaction / Speed / Sprint Ability | Obvious simulation - 100% no contact |
| Explosive movements / Reaction | Immediate reaction / 100% speed | If not 100% sure, play on |
| Teamwork / Responsibilities | Possible situation in penalty area | Initiating or exaggerating contact |
| | Proximity / Angle of view | Referee decides first |
| | Team strategies | Factual decisions (VAR) |
| Offside: Interfering an Opponent | Offside: Gaining an Advantage | Offside: Interfering with play |
| Clearly obstructing line of vision | Rebound / Deflection / Deliberate Save | Is a player in offside position? |
| Challenging the opponent for the ball | Deliberate play (action vs reaction) | Who plays / touches the ball |
| Clear attempt to play the ball | Player goes to play the ball: Action | Tight offside |
| Obvious action with impact on the opponent's ability | The ball goes to the player: Reaction | Concentration / Positioning |
| Hindering / Delay / Preventing from playing the ball | | Wait and see |
| Position or Interpretation (VAR) | | |
| Reading of the Game - Assistant Referees | VAR | |
| Football Understanding | Control of your body / No matter the outcome | Line of intervention |
| Priority of control / Law 11 vs Law 12 | Distance / Space | Referee position and view |
| Reaction / Speed / Explosive movements | Options / Can see the ball | When match officials have not seen the incident and not made decision |
| Online Concentration of Out of Play | No options / No plan to play / Cannot see the ball | Can be part of the challenge for the ball |
| Career Technique / Wait and See | No control of the body | APP concepts (Goals, PAI, DOGSO, RC) |
| Goal line / Touchline / Penalty Area | Never expect players doing nothing | Delay the flag / Whistle |
| Wait and See | Shot on goal: Save | Ball inside or outside |
| Communication / Teamwork | | Not sure / No flag / Delay whistle |
| | | Wait and see |
| | | Outside protocol forget VAR |
| | | No final whistle during checking |