Assistant Referee Signals

- Ball over touchline in AR's quadrant and direction of throw-in is known [Flag pointed in the direction ball to be thrown, 45°above horizontal, eye contact with referee. If ball goes over the touchline and quickly back in then use the basic flag signal until acknowledged by referee, then flag the direction for the throw-in.]
- Ball over touchline in referee's quadrant and direction is known [No flag signal unless the referee looks to AR for help or the referee requested AR signals in this situation during the pregame discussion. If a signal is made, raise flag to vertical position, eye contact with referee, direction shown by hand (unless during the pregame discussion the referee requests the direction to be signaled with the flag).]
- Ball over touchline or goal line and direction of restart unknown [Vertical flag, eye contact with referee]
- Offside and portion of field where it occurred [Vertical flag, wait for whistle, eye contact with referee, then signal field location: 45°above horizontal for far third of field, horizontal for middle third, and 45°below diagonal for near third]
- Corner kick on AR's side of the field [Flag pointing toward near corner, 45°below horizontal, eye contact with referee. If ball crosses goal line and quickly comes back onto the field then raise flag, eye contact with referee, wait for referee to stop play, point flag toward corner 45°below horizontal. Flag position is the same regardless of the assistant referee's position along the touchline.]
- Corner kick on other side of the field [Signal only if the referee looks to AR for help then signal as above]
- Goal kick [Flag is horizontal, pointing toward goal area, eye contact
 with referee. If ball goes over the goal line and quickly comes back in
 then use the basic flag signal and signal for the goal kick when referee
 stops play.]

Assistant Referee Signals

- Goal [Eye contact with referee, turn and sprint along the touchline about 15 yards toward halfway line with flag down (not tucked under the arm)]
- Goal when ball enters the goal and quickly comes back out [Flag vertical, eye contact with referee, flag down, run up touchline when referee stops play]
- Apparent goal to be disallowed [If referee has stopped play, stand in place. If scorer was offside, AR signals for offside as above. If there was a foul by an attacker, AR stands at attention with no flag signal. If player other than the scorer was in offside position and, in the opinion of the AR, was interfering with play or an opponent, AR stands at attention with no flag signal.]
- Improper throw-in and other infractions [Flag vertical, wait for whistle, eye contact with referee, give proper restart signal. There is no officially stated signal for this situation so we default to the basic AR signal of raising the flag to get the attention of the referee.]
- Foul indicated by AR resulting in a free kick [Flag vertical, eye
 contact with referee, wait for whistle, wiggle flag slightly, signal
 direction of free kick with flag 45°above horizontal. If free kick is to be
 indirect use signal agreed to in pregame discussion]
- Foul indicated by AR resulting in a penalty kick [Flag vertical, eye contact with referee, wait for whistle, wiggle flag slightly, lower the flag, AR walks to the corner flag and stands in front of the flag.]
- **Substitution** ("free" substitution) [Flag stick held between the hands horizontally above the head, eye contact with referee. Signal is held only until acknowledged by the referee.]