



Change History	
September 25, 2005	Lesson Plan First Developed
September 15, 2006	Lesson Plan (Ref 146) Revised
August 1, 2007	Update
August 26, 2008	Update
November 3, 2011	Update
December 12, 2011	Update
September 15, 2012	Major revision
July 13, 2013	Update
October 17, 2013	Customer Service Pod Added
September 12, 2014	Remove customer service pod; title change; minor clarifications

1. DESCRIPTION

Provides a brief summary of the development and history of the offside infraction, defines the elements of the offside decision, and through scenario training reinforces an understanding of application of those elements.

2. GOALS

- Provide a brief summary of the history of the offside infraction so the student can appreciate and understand the intent and rationale for the existence of Law 11.
- Review and define the elements of the offside decision to reinforce the proper application of Law 11.
- Explain the purpose and rationale behind the various pronouncements by FIFA, the IFAB and USSF over the last few years.
- Reinforce the historical position of AYSO that referees should **wait and see** if the attacking player is actively involved (i.e. participating) before judging him to be offside.
- Develop student confidence in the understanding and application of the elements of Law 11.

3. PREREQUISITES

- There are no prerequisites to attend this course.

4. STUDENT MATERIALS

- None

5. INSTRUCTOR EQUIPMENT AND MATERIALS

- AYSO edition FIFA Laws of the Game
- USSF Advice to Referees on the Laws of the Game
- USSF Guide to Procedures for Referees, Assistant Referees and 4th Officials

SPECIAL INSTRUCTOR NOTE: When this lesson plan is presented at an AYSO EXPO, alert attendees if handouts are included in the AYSO EXPO Workbook which all registered attendees will receive at registration. Instructors should **review the Workbook contents prior to the class** to determine what has been provided. Some scenarios will have the recommended answers in the back of the workbook.

6. INSTRUCTOR NOTES

A PowerPoint presentation that uses animation to illustrate offside scenarios is an essential part of this workshop. Instructors should carefully review the presentation well in advance of the actual training and become very familiar with the use of the animation.

Two instructors are recommended for this course. The material preceding the scenarios should generally be presented by one instructor; the scenarios may be presented by the other instructor or divided in some way between the two.

The lead instructor should be an Advanced Referee Instructor or higher.

Both instructors must be confident in their knowledge of the offside infringement, and very familiar with the interpretations found in AYSO literature, the FIFA Laws of the Game and the USSF Advice to Referees.

7. OTHER FILES

REF 154 – PowerPoint – Making the Offside Call.pptx

The History of Offside at the end of this lesson is no longer a formal part of the presentation; it is mentioned only briefly. This is optional material for the students and background material for the instructor.

LESSON PLAN

I. INTRODUCTION

- A. Introduce self and co-instructors
- B. Introduce topic by making reference to the goals of the course. [Slide 2]

II. BODY

- A. Why do we emphasize understanding of the Offside Law?
 - 1. It is important for AYSO referees to strive for uniformity and accuracy in their interpretations of the Offside Law across the country.
 - 2. The Offside Law is frequently misunderstood by players, coaches, and parents. Referees must be accurate in their knowledge and their application of the Law. They must also be able to explain offside situations clearly and correctly in order to dispel misunderstanding, which also enhances their credibility.
- B. What is offside?
 - 1. Brief background on the Offside Infringement
 - a. Soccer evolved from war games in which two armies attacked each other's citadels (goals).
 - b. Armies went head to head, with no "spies" or "scouts" behind enemy lines. The early versions of the Offside Law in the second half of the 19th century mimics that behavior -- that is, players were not allowed to be ahead of the ball.
 - c. This produced highly defensive play, so as soccer evolved into a professional sport, the positioning restrictions embodied by the Offside Law have gradually been relaxed to enable a more attacking style of play.
 - d. The Offside Law has been tinkered with on and off for more than 130 years, with the most recent refinements occurring in the 1990's. It is now quite stable; although as the game continues to evolve, it could change further.
 - e. [Slide 3] It is notable that the Offside Law is the only Law that restricts the positioning of players during dynamic play. (There are, of course, limitations on player positions during restarts.)
 - 2. [Slide 4] Establish the elements of the offside infraction
 - a. [Slide 5] Offside position
 - i) The player is in the opponents' half of the field; and

- ii) The player is closer to the opponents' goal line than the ball is ("ahead of the ball"); and
 - iii) The player is closer to the opponents' goal line than either of the last two opponents ("ahead of the second-to-last defender").
 - iv) [Slide 6] Law 11 says "It is not an offence in itself to be in an offside position."
- b. [Slide 7] Time of Judgment
- i) Offside position is judged at the moment the ball touches or is played by one of his team.
- c. [Slide 8] Active Involvement
- i) Interfering with play (typically touching a ball that has been touched or played by a teammate) but touching the ball is not a requirement (e.g., diagram 4 on page 111 of the Laws of the Game, 2014-15 edition), or
 - ii) Interfering with an opponent (preventing the opponent from playing the ball by obstructing or distracting), or
 - iii) Gaining an advantage by being in that position (being in the right place to collect a rebounded shot or to capitalize on a defender's mistake).
- d. [Slide 9] Offside infringements result in the awarding of an indirect free kick from the place where the infringement occurred (i.e. where the offending player was at the time of judgment).
- e. [Slide 10] There is no offence if a player receives the ball directly from:
- i) A goal kick, or
 - ii) A throw-in, or
 - iii) A corner kick.
- C. Offside decision scenarios
1. The remainder of the workshop is a series of animated scenarios illustrating situations in which an offside decision must be made. Two slides introduce the format for these scenarios:
 - a. [Slide 11] Example of a simple offside to familiarize students with the animation.
 - b. [Slide 12] Continuation of example illustrating location of restart. Confirm that students know that the restart is where the player who infringed Law 11 was at the time of judgment.
 2. **[Slide 13] "It's Game Time" – the scenarios begin.**

INSTRUCTOR NOTE: For slides 14-29, short answers are given on the slide notes, for use by the instructor during presentation. It is recommended that the instructor utilize PowerPoint's "Presenter Mode" to see this notes while each

slide is displayed. The scenarios are briefly characterized here; the instructor must study them before presenting this workshop.

3. [Slide 14] Attacker is even with second-last opponent.
4. [Slide 15] Attacker in offside position doesn't participate.
5. [Slide 16] Attacker in offside position doesn't participate; ball out of reach.
Note to instructor: Beginning with this slide, the animation stops emphasizing the position of the assistant referee and concentrates on the movement of the players, the ball, and the assistant referee.
6. [Slide 17] Ball rebounds from goalkeeper to attacker in offside position.
Variant included: ball is parried.
7. [Slide 18] Ball rebounds from defender to attacker in offside position.
8. [Slide 19] Ball misplayed by opponent; attacker intercepts.
9. [Slide 20] Attacker moves from offside position to own half of field to play ball.
10. [Slide 21] Attacker moves from offside position to onside position to play ball.
11. [Slide 22] Attacker ahead of second-last opponent but behind the ball.
12. [Slide 23] Short corner kick, kicker subsequently receives pass.
13. [Slide 24] One offside and one onside attacker both move to play ball.
14. [Slide 25] Attacker in offside position moves to ball, goalkeeper may get it first.
15. [Slide 26] Attacker in offside position receives ball from teammate throw-in.
16. [Slide 27] Throw-in with deflection off defender to attacker in offside position.
17. [Slide 28] Throw-in with deflection off teammate to attacker in offside position.
18. [Slide 29] Deflection off goalkeeper to teammate ahead of second-last opponent but behind teammate who shot.

III. CONCLUSION

- A. [Slide 30] Points to review
 1. It is not an offense to be in an offside position. It is an offense to participate in the game from that position (subject to three restart exceptions).
 2. "Wait and see" is essential to determining active involvement.
 3. A player does not have to touch the ball to be judged offside.
 - a. Interference with an opponent doesn't generally involve touching the ball.
 - b. If no other player (who could legally play the ball) can plausibly get to it. Use common sense; when in doubt, wait and see.

- B. Answer questions by reiterating the key elements from the first part of the workshop and walking the questioner through the decision-making process.

HISTORY OF OFFSIDE

1847, Eton: A player is considered to be “sneaking” when only three or less than three, of the opposite side, are before him, and the ball behind him, and in such case he may not kick the ball.

1860, Uppingham School: A player is “out-of-play” immediately he is in front of the ball and must return behind the ball as soon as possible. If the ball is kicked by one of his own side past a player who is “out of play”, he may not touch it, kick it or advance it, until one of the other side has first kicked it, or one of his own side, having followed it up, has been able, when in front of him, to kick it.

1863, the Cambridge Rules: When a player has kicked the ball, any one of the same side who is nearer to the opponent’s goal-line is out of play and may not touch the ball himself nor in any way whatsoever prevent any other player from doing so.

Note: No exception on restarts, since Cambridge Rules used kick-in, not throw-in, and offside applied.

1863, First Laws – Association Football: First Laws in December, 1863, derived chiefly from Cambridge Rules of same year. Offside Law had first exception: “no player is out of play when the ball is kicked from behind the goal line” (i.e., on a goal-kick)

Note: Cambridge Rules didn’t have a goal-kick; instead, a free-kick was taken from 25 yds into the field. To apply the Cambridge form of offside on a true goal-kick would have virtually eliminated flow; hence, the exception.

1870, Football Association: Law 6: Defines “out of play” as player being nearer opponent’s goal line than the ball unless there are 3 opponents between the player and the goal. FA Laws introduced throw-in. It appears that the player receiving the ball direct from a throw-in was exempt from offside. This feature, true today, came and went several times before the Law reached its present form.

1870: Three opponents between player and goal put player onside.

1880: Exemption on throw-in removed.

1881: Exemption on corner-kick introduced.

1887: Extensive Memorandum to players and referees. Principles still applicable today; differences only in technicalities.

1903: “Interfering with an opponent, or with the play” appears for the first time.

1907: Offside only in attacking half (and halfway flags).

1921: Throw-in exemption reintroduced, increasing flow.

1925: Two opponents sufficient to put attacker onside.

1938: Laws rewritten by Sir Stanley Rous. “seeking to gain an advantage” is introduced.

No change for over 50 years, but repeated attempts to get more uniform interpretation. (IBD 1 in 1956.)

1978: The concept of receiving the ball last “touched” by a teammate is added to the element of being played by a teammate. Further, the concept that a player is not offside if the ball was last “touched” by an opponent is removed.

1990: “Even is on.”

1995: “involved in active play by ... gaining an advantage from offside position.” The concept of “seeking” to gain an advantage is dropped.

2008: Definitions of the three forms of involvement in active play are added to the Interpretations.