**Successful Refereeing**

**10-Point Plans**

**The Kick Off**

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| No. | Point | √ |
|  | Summon the captains to the centre circle – good strong blast of the whistle (first impressions) |  |
|  | Firm handshake and introduce yourself and the captains to each other (first impressions) |  |
|  | Mention any competition rules (extra time / penalties) and explain winner of the coin toss has the choice of which end to attack |  |
|  | Toss coin – either you toss the coin or pass the responsibility to the home captain |  |
|  | Position the ball on the centre mark |  |
|  | Observe position of players – ensure defenders are positioned outside the centre circle and 9.15m from the ball |  |
|  | At the same time count the number of players to ensure these are correct |  |
|  | Take up your position – either in the attacking or defending half and check goalkeepers and Club AR are ready |  |
|  | Start watches |  |
|  | Blow whistle and enjoy your game |  |