

INSTALLATION INSTRUCTIONS: “Extract” files – make sure all *.swf files are located in a single folder. Either create a Shortcut to “Main_Menu” outside that folder, or go into the folder and double-click on “Main_Menu”.

Note – the package uses ActiveX files, so your internet browser might ask for permission to open and run the file. You must approve running the files, or the package will not load and run.

BASIC INSTRUCTIONS AND PRINCIPLES: These Offside Animations are intended as a teaching tool to help new referees understand the intricacies of Law 11. Blue is attacking and Green is defending

The basic concept I try to teach is that if a player is in an offside position at the “moment of truth” (each time a teammate touches the ball, except on boundary-line restarts), that player is “tagged” as being vulnerable to being penalized for an offside infraction if that “tagged” player subsequently becomes involved in active play. Only “tagged” players can be penalized for an offside infraction. “Tagged” players cannot become involved in active play or they are penalized for an offside infraction. Every time a teammate touches the ball, offside position is re-evaluated, and players are “tagged” or “untagged” depending on their position. When the opponents gain possession and control of the ball, all players are “untagged”. When play is stopped all players are “untagged”. Being “tagged” is equivalent to taking a mental snapshot at the moment a teammate touches the ball, and telling yourself: “9 is on, 10 is off – I have to watch 10 for involvement”.

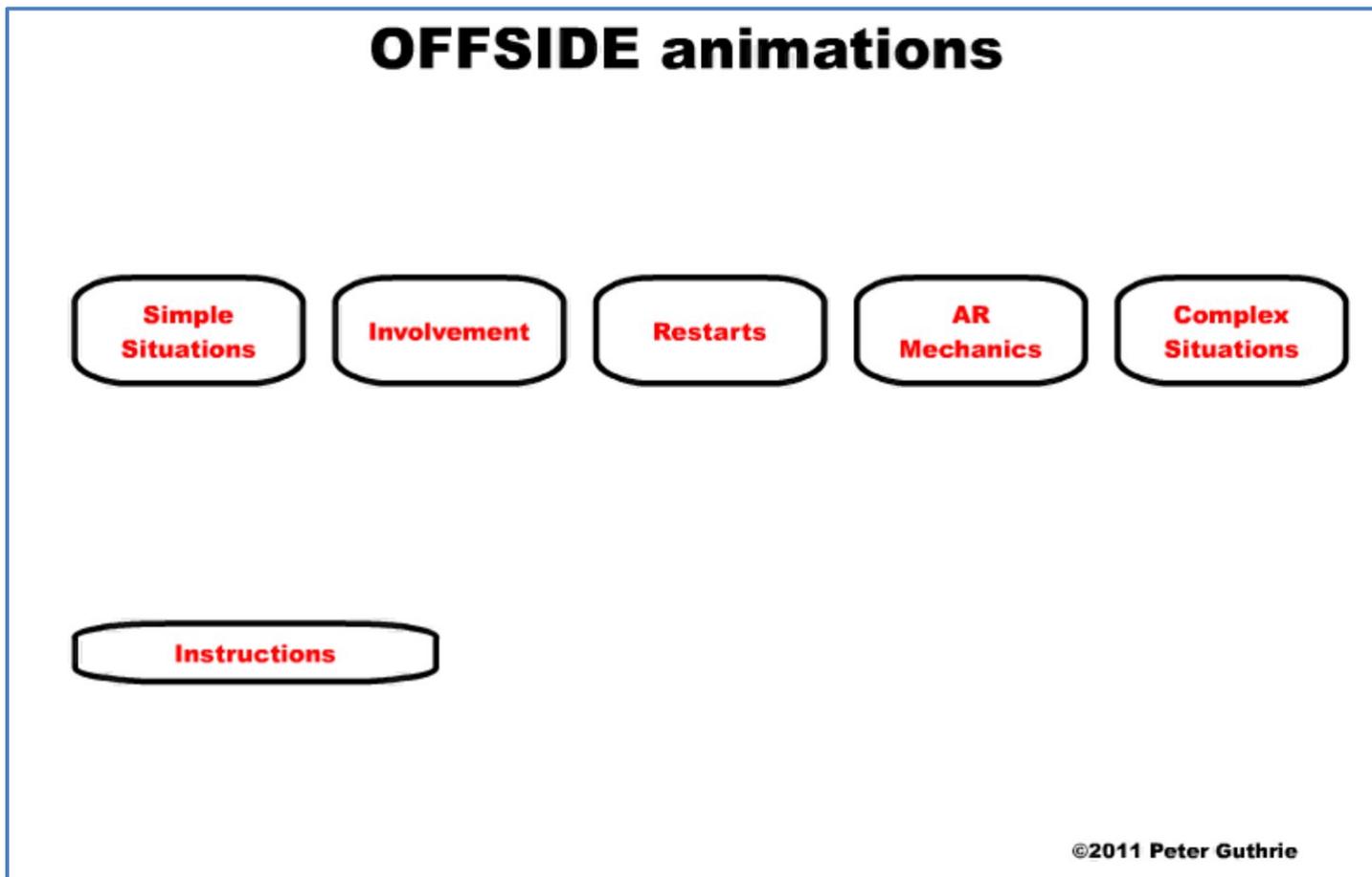
The animations can be played in several different ways. “Play Through” plays the animation without stopping, and without giving the answer. “Play” initiates a step-through animation that stops each time an offside position decision is necessary. At each stoppage, you can use the “OS-2LO” button to show where the second-last opponent is (left-hatched area), and the “OS-Ball” button to show where the Ball is (right-hatched area); any Blue player who is within the cross-hatched areas is in an offside position. The “Tag” button “tags” those offside players with a red strikeout symbol; any “tagged” players that are no longer in an offside position are “untagged”. The “Play” button text changes to “Continue”. Click on “Continue” to go to the next step. At the final step, the correct answer is shown in the upper right. A brief explanation is shown in a box towards the bottom of the screen (mouse-over the box will reveal its presence). If there is an offside infraction, a new button will appear, “IFK Spot”, which will show the correct spot for the resulting Indirect Free Kick.

Most buttons are fairly obvious. The second page of Instructions (accessed through “Instructions” from the Main Menu) gives more detail on individual buttons and objects.

This package should work with Windows and any standard browser. Since Flash routines are involved, this might not work with a Macintosh system. If you have problems getting the Animations to run, or have suggestions or requests, please feel free to email me at peter.guthrie@comcast.net. Have fun.

File Name	Scenario number and general category	Description
01_Simple_1.html	1: Simple	Simple static example – use to demonstrate animation features
02_Simple_2.html	2: Simple	Blue9 moves to avoid involvement = Not Offside
03_Simple_Off_On_1.html	3: Simple	Off & On example – Blue9 in Offside Position – moves to “onside” position to play ball – cannot do anything to put own self onside
04_Simple_Own_Half_1.html	4: Simple	Blue9 starts in own half = cannot be Offside
05_Simple_Own_Half_2.html	5: Simple	Blue9 starts in attacking half – runs into own half to play ball – Off & On example – emphasize IFK spot in attacking half
06_Simple_Reset_OS_1.html	6: Simple	Blue9 offside at initial play by Blue5. Movement of Green3 puts Blue9 onside at play by Blue6 – “Tagged” status reset by defender movement
07_Simple_Reset_OS_2.html	7: Simple	Blue9 offside at initial play by Blue5. Green2 intercepts ball and dribbles towards GreenGK (multiple flashes) – resets “Tagged” status of Blue9. Use “Fix OS” after Green2 dribbling to “untag” Blue9
08_Involve_1.html	8: Involvement	Blue9 offside at plays by Blue5 and Blue6, but does not become involved = not offside
09_Involve_Gain_Adv_1.html	9: Involvement	Blue9 offside at initial play by Blue5, gains advantage from offside position following deflection from Green2
10_Involve_Gain_Adv_2.html	10: Involvement	Blue9 offside at initial play by Blue5, gains advantage from offside position following deflection from GreenGK
11_Involve_Interfer_Opp.html	11: Involvement	Blue9 offside at initial play by Blue5, interferes with movement and vision of Green3 – Note AR Flag goes up quickly – as soon as interference is seen
12_Involve_Interfer_Vision.html	12: Involvement	Blue9 offside at initial play by Blue5, interferes with movement and vision of GreenGK – Note AR Flag goes up quickly – as soon as interference is seen
13_Restart_Corner_Kick_1.html	13: Restarts	Corner Kick – Use the OS-2LO & OS-Ball to show Blue6 in “offside” position – tag - then use “Fix OS” to untag. Explain no Offside when ball received directly from Corner Kick (or any restart caused by ball going over a boundary line.)
14_Restart_Corner_Kick_2.html	14: Restarts	Corner Kick – Use the OS-2LO & OS-Ball to show Blue9 Offside with trap by Blue5. Did not receive directly from Corner Kick
15_Restart_Throwin_1.html	15: Restarts	Throw In – Use the OS-2LO & OS-Ball to show Blue9 in “offside” position – tag - then use “Fix OS” to untag. Explain no Offside when ball received directly from Throw In (or any restart caused by ball going over a boundary line.)
16_Restart_Throwin_2.html	16: Restarts	Throw In – Use the OS-2LO & OS-Ball to show Blue9 Offside with flick-on by Blue5. Did not receive directly from Throw In
17_AR_Delay_Flag_1.html	17: AR Mechanics	AR Must Delay Flag – onside player also going to ball. Wait to see who gets there first.
18_AR_Delay_Flag_2.html	18: AR Mechanics	AR Must Delay Flag – onside player also going to ball. Wait. Blue9 touches ball – raises flag.
19_AR_Early_Flag_1.html	19: AR Mechanics	Quick flag – Tagged player charging at GreenGK, no onside players running on. Raise Flag before collision – Safety First
20_AR_Early_Flag_2.html	20: AR Mechanics	Quick flag – Tagged player charging towards ball, no onside players running on. Raise Flag before players make futile 60 yard run
21_AR_Position_1.html	21: AR Mechanics	AR off line (notice angle of AR red “vision line”). Thinks Blue6 is onside. Use OS-2LO & OS-Ball to show Blue6 offside – tag - use “Fix OS” to untag according to AR’s bad angle
22_AR_Position_2.html	22: AR Mechanics	AR view blocked by Green4 - makes assumption Blue6 is offside - raises flag incorrectly.
23_AR_Position_3.html	23: AR Mechanics	AR’s view of Blue6 blocked by Blue8 and Blue9 – assumes Blue6 offside, and raises flag incorrectly. Blue9 never interferes with GreenGK
24_AR_Position_4.html	24: AR Mechanics	GreenGK comes out, GreenGK is now the 2LO. If AR follows “last Defender”, makes mistake
25_AR_Position_5.html	25: AR Mechanics	Green5 steps off field to try to put Blue9 offside. AR correctly treats Green5 as defender on goalline, with Green3 as the 2LO. (YC for Green5, depending on age)
26_Complex_OS_Trap_1.html	26: Complex	Offside trap works – catches Blue 8 offside. Note, Blue9 is onside at play by Blue7, so Blue9 becomes untagged at that point
27_Complex_OS_Trap_2.html	27: Complex	Offside trap doesn’t work – Green2 slow in stepping up. Both Blue8 and Blue9 onside at play by Blue7
28_Complex_Backward_Pass.html	28: Complex	Blue9 offside at play by Blue7 - becomes involved. Can be offside even if pass is backwards (old soccer Myth)
29_Complex_Defender_Deflection.html	29: Complex	Everyone onside at kick by Blue6. Step-through stops at deflection by Green4 – AR screened, and thinks touch is off Blue player – bad AR call (occurred in 2006 WC Switzerland – South Korea match – referee overruled AR – correctly – and allowed goal)
30_Complex_6.html	30: Complex	More touches, more movement, harder to keep track of all players. Only offside position is Blue9 just prior to final pass
31_Complex_7.html	31: Complex	Similar - many touches, more movement, harder to keep track of all players. Only offside position is Blue9 just prior to final pass, but not involved – no infringement

MAIN MENU LAYOUT – Go to **Instructions** (button at bottom) for more information. Go to one of the upper buttons to start the animations.

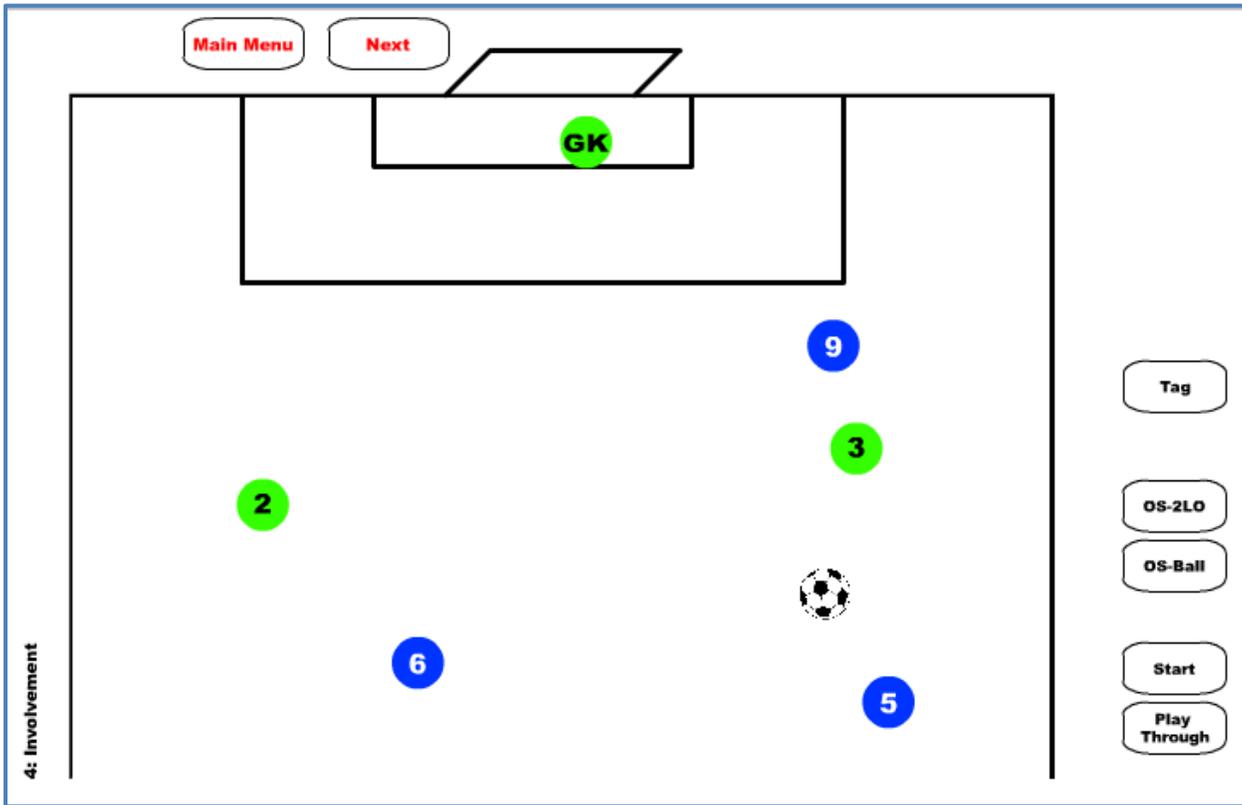


Button to start a series of animations. The “Simple Situations” button starts at the beginning, and is the recommended starting point to allow the students to become comfortable with the mechanics of the animation scenarios.



Button to go to the Instructions pages.

BASIC FIELD LAYOUT – See Instructions (button at bottom of Main Menu screen) for details about each object.



Return to Main Menu page



Add "Strikeout" to Blue players



Move to Next Scenario



Display Hatch pattern that indicates the area closer to the goalline than the second-last opponent.



Display Hatch pattern that indicates the area closer to the goalline than the ball.



Start Step-through animation sequence. Text changes to "Continue" when additional steps are available; changes to "Reset" at the end. Answer is presented at the end



Start full animation sequence without steps/stops. The answer is not provided at the end.



Marks the spot for the Indirect Free Kick following an Offside Infraction.



Start full animation sequence without steps/stops, and with the AR providing an indication of the offside line. The answer is not provided at the end



Used to correct the Offside hatching for several situations including: only to halfway line, or to correct AR poor judgment.



Assistant Referee – moves with Offside Line



Assistant Referee showing flag - indicates an Offside Decision by AR (AR not always correct!)



NOT OFFSIDE

Correct answer is NOT OFFSIDE (AR may have flag up– explain why AR was wrong)

OFFSIDE

Correct answer is OFFSIDE (AR may not have flag up – explain why AR was wrong)