



McDONALD'S  
**REFEREE**  
**DEVELOPMENT**  
GAME CARDS





## HOW TO USE THE **McDONALD'S REFEREE DEVELOPMENT GAME CARDS**

The McDonald's referee development skill session has been designed for all ages. It can be delivered as a stand-alone session, at a School or Club training, and/or part of a local Junior Festival or Youth Tournament. This will

allow all individuals to have an insight into the aspects of a Referee and Assistant Referee. Individuals are taken through practices using specific equipment and introduced to key communication skills used by Match Officials in

our game. As an introduction to Refereeing this will give individuals an initial insight of what skills are involved, understand the basic movements and create a positive association to becoming a Match Official.

# McDONALD'S REFEREE DEVELOPMENT FUN WITH FLAGS

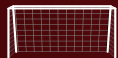
## KEY LEARNING POINTS

- Understand basic skill set of being a Referee and an Assistant Referee
- Communication Skills – Verbal and Visual
- Importance of Body Language

## EQUIPMENT



Various colour cones



Top hat cones or Goal



Red & Yellow Cards

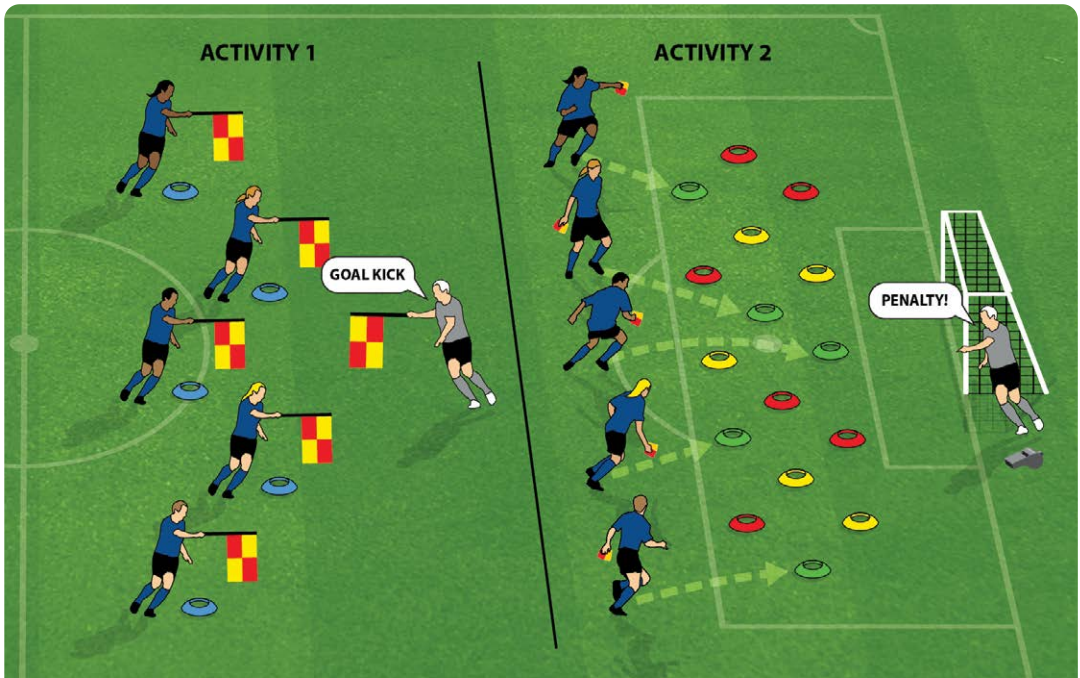


Assistant Referee Flags



Instructor Whistle





## McDONALD'S REFEREE DEVELOPMENT | FUN WITH FLAGS

### ACTIVITY 1 - FLAGS

1. Allow each group member to have a flag (emphasise safety aspects of holding the flag) and stand next to a blue cone.
2. On Instructor command each member will mirror the instructor's signal – Throw-ins, Offside (Far, middle, near), Free Kick, Substitute, Goal Kick, Corner and Penalty.

#### PROGRESSION

- Initially this is done stationary before allowing the members to "Crab" (moving side to side), again mirroring the instructor

### ACTIVITY 2 - RED & YELLOW CARDS

1. Allow each group member to have a Red and Yellow Card. Work inside a "Penalty Area" where there will be Red, Yellow and Green Cones randomly spread out.
2. Make the members move around freely the area. Then on the instructor's command "Red" the members run to the nearest red cone and show the red card in the air. "Yellow" the members run to the nearest yellow cone and show the yellow card in the air.

#### PROGRESSION

- Instructor uses whistle to give members understanding of Whistle Tone and length difference towards Red and Yellow Cards

# REFEREE DEVELOPMENT CONTACTS



For more information around Referee Development, please see contact details to your regional Referee Development Officer.



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