

REFEREE SEMINAR

July 10, 2004

REFEREE RESPONSIBILITIES

John Dienes
Brian Mahoney

AGENDA

- **Leadership and Wearing the White Hat** *(John - 2 slides)*
- **Game Preparation** *(Brian - 7 slides)*
- **Communication – Crew** *(John - 2 slide)*
- **Communication – Head Coach** *(John - 1 slide)*
- **Penalty Administration** *(Brian - 3 slides)*
- **Measurements** *(John - 2 slides)*
- **Minimum Playoff Criteria** *(Brian - 1 slide)*
- **Miscellaneous Suggestions** *(Brian - 2 slides)*
- **Wrap-up / Q&A** *(Brian & John - 1 slide)*

Leadership and Wearing the White Hat

“Good leadership involves responsibility to the welfare of the group” – General Colin Powell

- It is the REFEREE who is responsible to the welfare of his/her crew.
- Becoming a REFEREE just to wear the white hat is ill-conceived thinking and can only stifle the growth of the crew.
- The REFEREE is responsible for the continuous improvement of the crew - always striving to be better than the last game and preparing to be even better the next.
- Total commitment is required at all times, both in-season and off-season.

Leadership and Wearing the White Hat

“Leadership is motivating ordinary people to accomplish extraordinary deeds” – Anonymous

- All officials start out as ordinary people who seek the right leadership to make them extraordinary.
- Every Football Official wants to be a part of a quality crew and advance deep into the playoffs.
- The REFEREE’s leadership is the thread that binds his/her crew together, that instills the pride and motivation necessary to take an ordinary crew and propel them to extraordinary status.
- Being the White Hat is an extraordinary responsibility that should not be taken lightly.

Game Preparation

Pre-Season:

- Hold pre-season conference (if in a crew system).
Suggested agenda as follows:
 - Goals for the season and strategy for achieving the goals.
 - Reviewing the minimum criteria for becoming playoff eligible.
 - Rule changes for the upcoming season.
 - Key points of interest from NFHS Football Guide and other Football related periodicals .

Game Preparation

Pre-Game Duties (week prior to contest):

- Send letter to coaches and athletic director before each game (varsity only). Email is preferred communication media for letters.
- LINE JUDGE calls AD of home team on Tuesday of game week to confirm time and get the dressing facility location.
- Prepare “game cards” for Head Coaches/Clock Operator (game cards to include crew and position, as a minimum). Note: this is in addition to mandatory AIA card.
- Communicate to crew the expected arrival time at contest and manner of dress.

Game Preparation

Pre-Game Conference with Crew:

- Sets the tone for the crew. Have a scripted agenda.
- Each REFEREE will have a different approach to the pre-game conference; however, the overall discussion should always address the following general ideas: .
 - Reinforce concept of crew operating as a team
 - Pre-game discussion of teams and tendencies
 - Discussion of past unusual plays/situations encountered
 - Game coverage responsibilities
 - Penalty Enforcement
 - Crew Communications
 - Mechanics

Game Preparation

Pre-Game Conference with Head Coach:

- It is the REFEREE's preference to meet in the locker room or on the field. Address the following:
 - Ensure Head Coach is given a list of officials' names and positions
 - Notify them of the length of half-time intermission
 - Synchronize time
 - Confirm time and location for coin toss
 - Secure names and number of captains. Make note of speaking captain
 - In presence of the UMPIRE, ask the Head Coach to verify that all players are legally equipped and in compliance with NFHS rules

Game Preparation

Pre-Game Conference with Head Coach (cont.):

- Inquire if Head Coach has any unusual plays or formations
- Notify them of the length of half-time intermission
- Secure name of coaching staff personnel responsible for sideline control of team members
- Ask Head Coach his choice of options should his captain win the coin toss
- Ask for cooperation of remaining in team box during live-ball play
- Secure team ball/balls
- Conduct “sportsmanship” discussion – **PVWH**

Game Preparation

Playing Field Inspection:

- Have the game management correct any hazards on or near the field (*consider performing the field inspection upon arrival at the game site to allow greater time to correct hazards*)

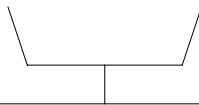
Game Preparation

Completion of Field Inspection:

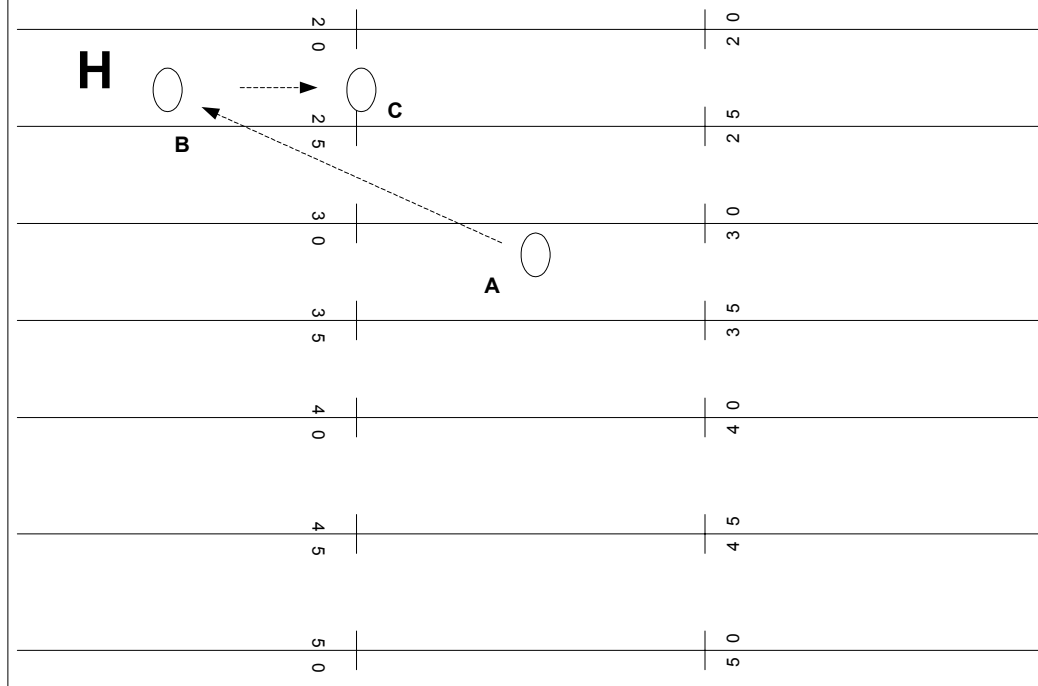
- Confirm with crew members that game will start on time
- LINESMAN: Confirm down-and-distance equipment in working order and that Chain Crew is ready
- BACK JUDGE: In the event of a timing error, how do we communicate the correction to the operator?
- LINE JUDGE: Confirm each teams footballs are secure and that ball-assist people are ready
- UMPIRE: Confirm teams are properly equipped

Communication - Crew

- Critically important that crew work as a cohesive unit instead of serving individual interests
- Must be open-minded when you are taken to task by fellow crew members (e.g., was it or was it not DPI, accepting additional information, did you see the whole play, etc.)
- Well executed non-verbal communication, coupled with proper mechanics, will make it appear that a crew is getting the coverage of 6 officials with a crew of 5
 - Cross-field spots (UMPIRE and WINGS – see example)
 - UMPIRE “turning” on passes beyond LOS
 - Substitution recognition before its too late
 - Eyes focused responsible areas – NOT THE BALL



U retrieves ball in side zone
and should take spot from L
instead of turning around and
taking spot from H



L



Communication – Head Coach

- Most Head Coaches have respect for what we do and respect us as equals, while a small minority see us as nothing more than a necessary evil.
- Regardless of our opinions relating to Head Coaches, it is incumbent upon us to treat each of them with dignity and respect.
- We have to be mindful that coaching directly affects their livelihoods, as coaching is a paid profession. They are passionate about being successful. As such, they view situations through a different set of lenses than we do.
- The question then becomes, what level of behavior will we tolerate from Head Coaches before the proverbial line is crossed and how should we react?

Penalty Administration

After Ball Becomes Dead:

- Obtain full information from calling official
 - Status of ball when penalty occurred
 - Type of Penalty
 - Offending team
 - Player number
 - Location of the foul
 - Recommended penalty enforcement
- EXAMPLE:
 - During the run, holding, offense, number 66, at my spot, 10-yards from the spot of the foul, repeat 3rd down.

Penalty Administration

Other Required Action:

- In the event two officials have flagged the same penalty and the two flags are in different spots on the field, determine which flag is the best spot for enforcement then ensure that the other flag is moved to that spot, as well.
- Have UMPIRE seek offended team's captain
- For 5-yard, dead ball fouls, unless you have information to give, do not move to where the ball is spotted. Instead, the UMPIRE will receive the penalty infraction from the wing officials
 - NOTE: Wing officials may give the penalty signal to the UMPIRE, who in turn will communicate to REFEREE
- Signal the penalty to the press box, ONLY ONCE, as the UMPIRE is marking off the yardage.

Penalty Administration

Other Required Action:

- For ALL other penalties, “clear” and give preliminary signal to press box side of field only
- Give captain the options. After choice, confirm with UMPIRE the spot where, and the distance of the penalty yardage, will be enforced
- After the acceptance of the penalty, “clear” and give final signal to the press box..
- The HEAD LINESMAN steps off the distance on his sideline (without ball), followed by the UMPIRE (with the ball)
- LINE JUDGE remains at the spot where the penalty is enforced until the ready for play is given. In the event there is a mistake made with the penalty enforcement, the LINE JUDGE has the original spot

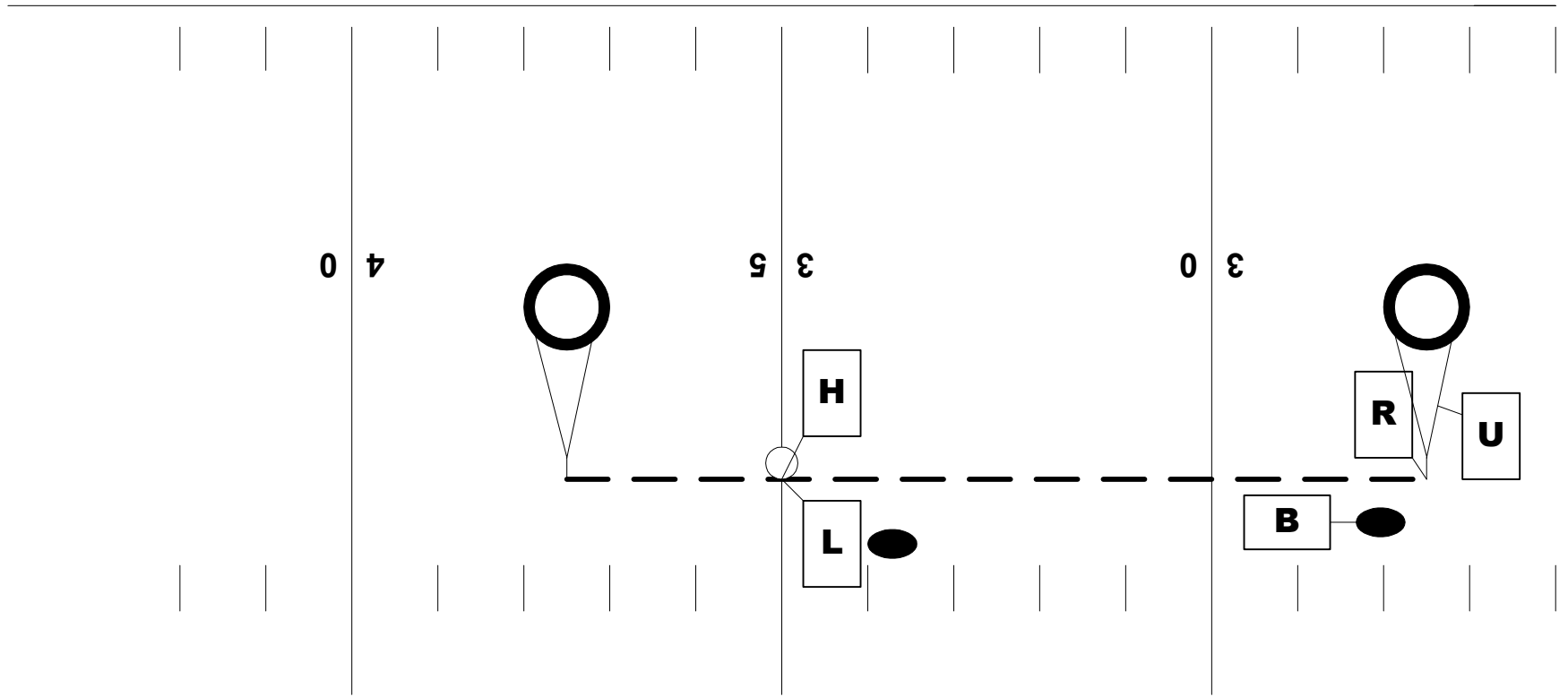
Measurements

Upon Decision to Measure for First Down:

- Clear, face the press box, give signal for official's timeout. Signal to LINESMAN to bring in the chains
- As chain crew and LINESMAN moves toward the ball, ensure all officials are in their appropriate position (see illustration)
- Face the Press Box
- UMPIRE to set chain on visiting team's side of ball. Never move the chain over the ball
- If short, step away from front rod to have a clear visual path to press box, and signal approximate distance needed for first down
- If line-to-gain is made, step away from front rod to have a clear visual path to press box, and give first down signal
- If you are using two ball mechanics, leave one ball on the field as you are moving the chains to the hash mark. The LINE JUDGE will give you the second ball to be placed at the hash mark. NOTE: count the number of links being held and communicate to the UMPIRE for reference purposes.

MEASUREMENT MECHANICS

VISITORS



HOME



Minimum Playoff Criteria

The following is minimum criteria that will qualify for the “playoff pool”:

- Attend the Pre-season General Meeting (Kick-off Meeting)
- Attend a minimum of three (3) Area Rules Sessions
- Participate in pre-season interschool scrimmage and/or sanctioned clinic (may include mechanics session in lieu of clinic)
- Achieve a score of 90% or greater on NFHS Test
- Must be registered prior to 1st assignment
- Must be recommended by Area Commissioner
- Must work a minimum of 7 varsity contests

Miscellaneous Suggestions

- Determine if both teams enter and leave the field at the same location. If so, ensure that there is an “officials’ presence” at that location when both teams come onto the field, or are leaving the field at the same time for precautionary measures (game management)
- At half time and end of game, crew meets at one end/corner of field and hustles off the field together
- At half time and end of game, crew meets at one end/corner of field and hustles off the field together
- Always hustle; don’t walk when you can run
- Don’t discuss game details until the crew is alone in the locker room. Don’t shake hands on the field
- Double stakes (not necessary for REFEREE to be involved)

Miscellaneous Suggestions

- Game flow – Keep the game moving along... a quick pace can eliminate trouble; however, take as much time as needed to get the call right. Don't change game flow late in the game
- Looking good is not as important as getting it right. All officials should keep from placing hands on hips, or folding arms in front of chest. Body language is very important to project a professional image.
- Make sure shoes are shinned before you arrive at game site
- Review rules 9 and 10 each week – Penalty enforcement is a crew responsibility that reflects your leadership

HAVE FUN!

Q & A

General Discussion