

Communication, End of Half & Penalty Enforcement

Todd Boyd

Pre-game Communication

- Referee
 - Notify crew (include clock operators) of schedule for the week
 - Travel plans
 - Arrival time
 - Pre-game meeting assignments
 - Contact school – FB Ops / Assistant / etc. (email or phone)
 - Check on parking, special situations (pre-game/halftime/etc.)
 - Contact coaches (as per supervisor) – email is generally best
 - Let coaches know what time R/U will meet them
 - Give them the names of the crew (prior to the game)
- Everybody
 - Review any bulletins/plays from CFO / Supervisor
 - If you have questions/issues then discuss with a crewmate, referee, director, etc.
 - Review any situations from the previous week
 - Talk to Crewmates or reach out to Referee – Conference Call?
 - “How could we (the crew) have handled this better” vs “You should have done this”
 - Scouting reports - Utilize the internet / check the teams stats
 - Do they run or pass
 - Who are the “stars” – this is who they will go to at the end of the game

Pre-game Conference

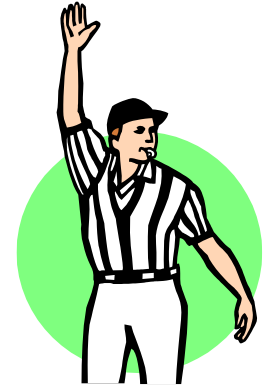
- Should not be a recitation –
 - Mix things up, especially late in the season
- Needs to be interactive – if you are not participating then you have probably NOT properly prepared
- Review plays from previous week – should be on-going during the week but discuss refining mechanics
 - “What could the crew have handled better”
- Review any bulletins/plays from CFO / Supervisor
 - Everyone needs to be on the same page
 - Remember the coaches see these bulletins so everyone needs to be prepared to answer any questions
- Should generally be a discussion of mechanics and how you will work on the field – if you are reviewing rules it is TOO LATE

Communication During the Game

- Communication starts with appearance!
 - Professionalism has NO Limits – Look the part, act the part!
- POISE – Never meet emotion with emotion
- PROPER – Make sure the
 - Proper people
 - Proper information at the proper time

Crew Communication – O2O and Signals

- Use O2O properly
 - Penalties – give penalty and number in conjunction with preliminary
 - First downs – important with new clock rules
 - Players on/off line
 - Short 5/Long 5 prior to the snap
 - H/L telling players to move up (or back) through the R/U/C
 - Timeouts remaining
 - ...
- Utilize approved signals
 - Players off/on the line
 - Preliminary signals on penalties
 - Everyone needs to know them
 - If you don't know it, don't give the wrong one
 - Punches on passes
 - Touching signal on tipped passes
 - Wind/Snap –always signal/tell the referee, even if he does not respond...it is the one time nobody tells the R that he needs it!!!
 - The clock is EVERYONE's responsibility – this is CREW MISS if we get it wrong
 - Iron Cross – H/L/S/F give it to the R, R signals and moves the U to hold the snap
 - Help on the late subs



Communication with Coaches



- Always be respectful – never meet emotion with emotion
- H/L/S/F – PROPER information at the PROPER time
 - Penalties – for and against
 - The coach makes the decision on accepting or declining
 - 10 second run-off – you need to understand this rule to help the coach with potential options
 - Time and Down/Distance
 - Who is leading
 - Time-outs remaining
- R if coach wants to talk to you
 - Do not talk in middle of field – get to the sideline, the coach will follow you
 - Never talk to coach alone (H/L/S/F should be with you)
 - If you need the calling official – get him there also

Referee Microphone



- Practice your signals, enunciation, and delivery, in front of a mirror.
- Coordinate your signals with the oral explanation.
- Pause appropriately to allow the stadium PA system to maintain clarity.
- Refine and develop your microphone skills, even in stadiums where there is no microphone available. Deliver the information orally in conjunction with your signal(s), as if you were using a microphone.
- Practice the pace of your signals. Pause between signals so they do not run into each other.
- Look out at playing field level; do not look up to the press box.
- Give preliminary signal (if someone else has not) as soon as possible. Step to an open area. Everyone is watching and waiting for your communication.

End of Half/Game



- Clock “Rule” changes @ 5 minutes (Officiating Standards Section 14-4)
 - Stopped to complete a penalty by the team ahead in the score or the score is tied, offended team has option of starting the clock on snap
- Clock Rule changes @ 2 minutes
 - Stop clock on 1st down – remind everyone
 - Stopped to complete a penalty by the team ahead in the score (or either team if the score is tied) and the clock would start by rule on the referee’s signal, offended team has option of starting the clock on snap
 - Instant Replay overturns a play then adjust the clock
- Clock Rule changes @ 1 minute
 - 10-second run-off
 - Accepted Fouls that stop the clock / inc. Illegal passes / ING / Bwd Pass OOB to stop clock
 - Helmets
 - Injuries
 - Instant replay changes to a running clock

It can be complicated

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 - Team B can take a TO and keep the clock at 0:14 and force A to punt to them

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 - Team A elects for 10 second runoff
 - Team B can take a TO and keep the clock at 0:14 and force A to punt to them
 - Team B decides they want to get to halftime so they elect to NOT take a timeout.
 - Clock is set to 0:04 and Referee announces it will start on his signal

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 - Team A elects for 10 second runoff
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 - Team B decides they want to get to halftime so they elect to NOT take a timeout.
 - Clock is set to 0:04 and Referee announces it will start on his signal
 - Team A now realizes they can take a timeout and throw a pass into the end zone

Penalty Enforcement

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Penalties



- Penalty enforcement – discuss in pre-game how you are going to relay to the Referee
 - If you use predetermined sequence, it will become a habit
- Everyone needs to know what the penalty is
 - Wings (H/L/F/S) need to let the coaches know (give all the news, all the time – good news and bad news)
 - U/H/L need to make sure of the enforcement
- Any official with pertinent information on a play (penalty, etc.) needs to bring it forward on the field
- On the field is not the time to critique – work to keep everyone in the game

Penalty Enforcement Overview

- People can always debate judgment BUT
 - Penalty enforcement is one thing that cannot be debated
 - If we get it wrong someone will realize it at some point!!!
- The CREW must get it right
 - Do not sit back and allow there to be mis-enforcement
 - Wrong starting/ending point
 - Live Ball Spots vs Dead Ball Spots
 - Wrong yardage

Enforcement Mechanics

- How are penalties relayed to Referee?
 - O20
 - Without O20
 - Every R and official is different
- Moving flags
 - Move with a purpose and for a reason (i.e. weak arm or flag bounced)
 - Pick it up and put it in the right spot
 - Move before reporting to the R
 - If there are 2 flags down for the same foul; move them to the same spot – communicate with your partners
- Conferences
 - If you call a foul involving another official's key you should talk to him/her
 - If someone calls a foul involving your key seek them out and talk
- Preliminary Signals
 - Calling official should give preliminary – if it is a DBF, bow and start signaling right away
- Multiple Fouls
 - Do not assume you have the same thing as your fellow official
 - A/B fouls
 - Live Ball/Dead Ball
- Enforcing – true team effort
 - R makes the announcement

Enforcement Mechanics

- Efficiency is key but do NOT RUSH
 - Knock out the easy ones...FST, DOF, DOG, etc.
 - Wing officials be cognizant that coach may want to decline a 5 yard DBF
 - DOG on Offense on 4th down at 50 yard line – some coaches do not want to give an angle for punts
 - DOF on try – moving the ball closer (3 to 1 ½) is not always preferable
- Enforcing the penalty is a true team effort
 - Calling official makes preliminary signal (especially if only 1 flag)
 - R gets penalty info and makes the announcement if obvious (Not obvious make a preliminary and get coaches choice)
 - H/L verify the yardage with the U
 - U marches it off (you HAVE to know the enforcements)
 - H/L on chains-side” walk off independently
 - H/L and U verify you are at the same spot
 - U puts the ball down
 - L/H hold previous spot until the ball is placed back down and mark off to verify
 - S/F help communicate with coaches if needed
 - B/F/S – all should be triple checking the U/H/L that they are in the right spot