Communication & 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
- 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 –Everyone needs to be involved
- 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
 - 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 get the proper information at the proper time

Crew Communication - Signals

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 up



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.

Penalties

Penalty enforcement – discuss in pre-game how y 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 a 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!!!

 - The CREW must get it right
 - Do not sit back and allow there to be mis-enforcement

 - Wrong starting point
 Live Ball Spots vs Dead Ball Spots
 Wrong yardage

Enforcement Mechanics

- How are penalties relayed to Referee?
 - 020 - Without O2O
 - 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

 - U marches it off (you have to know the enforcements)
 - H/L walk off and hold previous spot until done

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 $1\frac{1}{2}$) 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