

WORKING THE REFEREE POSITION
SCCFOA Referee Symposium
JULY 21, 2007

1. PREGAME CONFERENCE

Have a prepared outline. Lead, do not dominate, get others to participate.
Pregame meeting; not, pregame lecture.
Have deeps discuss pass / kick coverage; Umpire spotting the ball, etc.

2. PREGAME MEETING WITH COACHES

At least one-hour and 15 minutes before kickoff.
Introduce yourself and umpire. Have a card with the names of the officials who are working the game. Highlight the names of the officials on his sideline and point out which official (FJ/SJ) will be communicating with him.
Give current time of day, the time of the kick-off, and when we will come for Captains.
Get Captains names/numbers, special plays, special concerns.

3. COIN FLIP

Get 'call' from captain and announce his choice (heads or tails) before tossing the coin. No longer 'call it while it's in the air'.

4. BREAK FROM THE CENTER OF THE FIELD TO START THE GAME

5. POSITION AT THE KICKOFF

Start at the goal line, be ready to adjust if kick is deep and threatens the end line.
You have the goal line. HL / LJ that you turn your back to releases and goes up field

6. BEFORE THE READY FOR PLAY

"Box And Clocks".
Visual contact w/ HL as to down and distance.
Observe the game clock is it running / should it be?
If visible 25 second clock:
 Is it at 25 when you chop?
 Is it running after?

7. UMPIRE GET THE BALL ON THE GROUND

8. READY FOR PLAY – FROM AS CLOSE TO YOUR POSITION AS POSSIBLE.

Turn toward the huddle so you can count the offense and observe substitution process.

9. COUNT THE OFFENSE – RESPONSE FROM UMPIRE / WINGS

Referee counts 11 on offense. Then; flanks need only count the backfield

10. REFEREE INITIAL POSITION

Deep and wide
 At least 5 yds deeper than deepest back and wider than the tackle
 Then; drop at 45 degrees when ball is snapped
 Get deeper and wider

11. CLEAR THE SNAP – ALERT FOR FALSE START BY QB

12. CLEAR HANDOFF

You must know the status of the ball

Backward pass or fumble

Remember 4th down and try only fumbler can recover

13. IF RUN – GO TO POINT OF ATTACK – WATCH PULLING LINEMEN / TIGHT END

Stay put and observe blocks in front of runner.

Do not start up-field until the runner is beyond the LOS.

14. IF PASS – WATCH BLOCKS IN THE BACKFIELD BY TACKLES

Focus on blocking by tackle on the opposite side of the line until QB is threatened

Don't guard air.

15. STAY WITH THE QB AS LONG AS HE IS THREATENED

Stay with him wherever he goes, even out-of-bounds behind or near the LOS.

16. POSITION ON PUNTS

Two to three yards behind the punter; and, outside the 'tight-end'.

Better position to view rush up the middle.

After the kick is away, go to the spot of the kick and be ready to assist w/ lining up kick out-of-bounds.

17. POSITION ON FIELD GOALS AND TRIES

Be wide and line up on yard line between the kicker and the holder.

18. SIGNALS

Strong, clear signals convey confidence – work on body language.

19. STAY AWAY FROM THE SIDELINES

Avoid conversations with coaches except to explain an unusual situation.

Use the FJ / SJ to communicate.

If you do go to one coach, always go to the other.

20. WHEN GIVING OPTIONS TO PLAYERS

Use down and distance whenever possible.

“Captain, if you take the penalty it will be 2nd and 6; if you decline, it will be 3rd and 8.”

21. DON'T OFFICIATE BEYOND YOUR POSITION

You are primarily responsible for the Tackle on the opposite side of the line, the Passer, and the Kicker/Holder. Your primary calls are action by or against that Tackle, action by or against the Passer (illegal forward pass, roughing the passer, pass vs. fumble), and action by or against the kicker/holder (roughing/running into).

22. GAME CONTROL

You are responsible for overall game administration.

Tempo, pace, and flow. Keep it moving.

Be consistent with ready for play. (3 seconds after ball is placed on the ground.)