

PREGAME RESPONSIBILITIES



Football Rules Meeting

July 25, 2000

Dale K. Pleimann, MSHSAA

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PREGAME RESPONSIBILITIES



- Dale Pleimann
- Assistant Executive Director
- MSHSAA

FIRST IMPRESSIONS

- Prior To Arrival
- Upon Arrival
- Pregame Visit With Coaches
- Pregame On The Field

FIRST IMPRESSIONS - Prior To Arrival

- REFEREE - Call AD day before game & confirm:
 - Directions
 - Delays or construction
 - Time of arrival
 - Where to park
 - Cell Phone
 - Location of officials and team locker rooms
 - Security
 - Showers
 - 1/2 Time
 - Location during game
 - Administrators
 - Ambulance
 - Doctor or Trainer
 - Pregame ceremonies
 - Normal or extended 1/2 time for special occasions

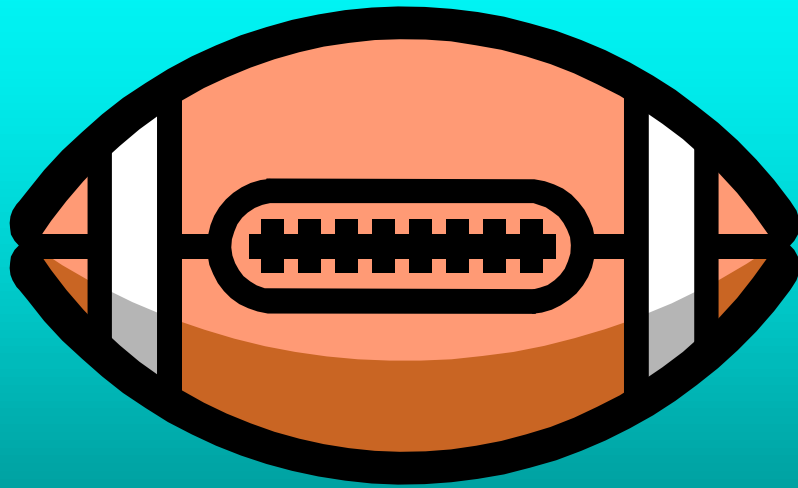
FIRST IMPRESSIONS - Prior To Arrival

- REFEREE - Call AD day before game & confirm:
 - Game time.
 - Chain crew and clock operator
 - When will they arrive?
 - Will they meet the officials in the locker room or on the field?
 - Are they experienced?
 - Clock, lights and line-to-gain equipment
 - Any problems last week?
 - If problems - who to contact and their location?
 - What time will home team arrive / take field?
 - What time will visiting team arrive / take field?
 - Any previous history between these two teams?
 - Any officiating problems last week?
 - What is the weather forecast?

FIRST IMPRESSIONS - Upon Arrival

- Officials should arrive at the site of the game at least 1 1/2 hours before the scheduled game time.
 - Lateness in arrival is intolerable in officiating.
 - Better to arrive early than to arrive late.
- Officials should report directly to the game management, thereby assuring them that the officials are present.
 - Present a professional appearance and take a business-like approach.
 - Inquire about any last minute changes since yesterday's phone call.
 - Ask that each head coach be notified of the time of the pregame conference.

PREGAME CONFERENCE



- Jerry Bovee
- Associate Director
- UHSAA

Pre-Game Conferences

What goes on in the
Locker Room before
you hit the field?

“If you don’t make a total commitment to whatever you’re doing, then you start looking to bail out the first time the boat starts leaking. It’s tough enough getting that boat to shore with everybody rowing, let alone when a guy stands up and starts putting his life jacket on.”

Lou Holtz

Do we think before we do?



Locker Room Topics

- Reinforce concept of crew team
- Pre-game discussion & Evaluation
- Game Coverage Responsibilities
- Penalty Enforcement Discussion
- Definition of Terms
- NFHS Football Game Signals

Crew/Team Concept

- Officials arrive 1½ hours before game: ride together!
- Pre-game should start after dressing
 - Use time to discuss & get comfortable with each other
- Communication is Key – discuss it
- Key Points to Begin With
 - Hustle don't hurry!
 - See it all, don't guess.
 - Each play lasts about 7 seconds-be sharp
 - Watch people, not the ball! Off-ball coverage
 - Dispense Character & integrity tonight
 - Point of Contact Officiating – Be Professional

Pre-game Discussion & Evaluation

- Self-Evaluation
 - Preparation
 - Personal Appearance
 - Judgment
 - Decisiveness (how was judgment exhibited?)
 - Poise or Reaction
 - Mechanics
 - Knowledge of Spots of Enforcement
 - Rules Knowledge
 - Teamwork
 - Game Sense/Common Sense
 - Concentration or Focus
 - Overall Evaluation

Pre-game Discussion & Evaluation

Other Issues

- Rules Changes/Differences NCAA
- Special Coverage
 - Hurry-up offenses
 - Weather
 - Suspended Play
 - Fights/Unsportsmanlike conduct
- Making the Call
 - Counting Players
 - Eye Contact
- Reporting Fouls to Referee
 - How to identify offending team?
 - Indicate status of ball: loose/dead
 - Play result
 - Wing officials communicate w/coach
- Time-Outs
 - Who's Timing
- Bench Decorum
- Injured Officials
- Halftime
- Post Game
- Game Expectations
 - Teams
 - Rivalries

Game Coverage

- Pre-game on the Field
- Coin Toss
- Free Kicks
- Scrimmage Plays
- Punts
- Field Goals/Try's
- General Duties
- End of Quarter
- Timeouts
- Measurements
- Fouls & Enforcements

Penalty Enforcement

- Definitions
 - Previous Spot
 - Succeeding Spot
 - Spot of Player Foul
- Basic Enforcement Spots
- “All-But-One” Principle
- Special Problems
- Double Fouls

Finally!!!!

- Definition of Terms
- Signals & Mechanics



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FIRST IMPRESSIONS - Pregame Visit With Coaches

- Referee:
 - Visit each head coach
 - Give coaches list of officials names, positions and registration number.
 - Notify them of length of intermission.
 - Confirm time and location of coin toss.
 - Synchronize time.
 - Ask head coach to verify that all players are legally equipped in compliance with NFHS rules.
 - Check with each head coach for any unusual plays or formations, including any that require prior notification.
 - Secure name of coaching staff personnel who will be responsible for sideline control of team members.
 - Secure name and numbers of captains.
- Umpire:
 - Accompany referee and examine and rule on any player equipment about which the coach has a question of legality.
 - Review any appropriate documentation for equipment and pads.

FIRST IMPRESSIONS - Pregame On The Field

- All Officials:
 - Enter field together at least 30 minutes before game time.
 - Perform duties in business-like manner.
 - Performance and tempo sets tone for way in which game will be officiated.
 - Inspect playing field and pylons.

- Referee:
 - Coordinate the inspection of playing field and pylons.
 - Direct game management to remove or repair any hazards on or near field.
 - Secure and approve game ball(s) with NFHS Authenticating Mark.

FIRST IMPRESSIONS - Pregame On The Field

- **Umpire:**
 - Check player equipment.
 - You are the final authority on legality of equipment.
 - Do not permit use of any illegal equipment.
 - Towels or streamers?

- **Linesman:**
 - Take care of game ball(s) after referee has approved.
 - Check line-to-gain equipment.
 - Ensure that chain is marked at halfway point with tape.
 - Meet crew and remind them of their duties and responsibilities.

FIRST IMPRESSIONS - Pregame On The Field

- **Line Judge:**
 - Check starting time.
 - Be sure an auxiliary stopwatch, which records accumulated time, is available.
 - Assist in getting game started on time.

- **Back Judge:**
 - Responsible for securing correct time and carrying an accurate watch.
 - Assist with securing sidelines.
 - Be responsible for all timing situations, including 25-second count.

FIRST IMPRESSIONS - Pregame On The Field

- The Coin Toss:
 - May be held early and off field if both coaches agree.
 - If coin toss is held off field, results may be simulated at center of field three minutes prior to start of game or as directed by state association.
 - About 5 minutes (or as directed by state association) before game time, escort to center of field captains and head coach of both teams.
 - The actual toss should be at the three minute mark.
 - Have captains and head coaches face each other with their backs to their sideline.
 - Star-Spangled Banner if played, shall be completed prior to the required coin toss (3 minutes prior to kickoff) and the area between the 40 yard lines must be vacated by all non-toss participants at the same time.

FIRST IMPRESSIONS - Pregame On The Field

- Toss Mechanics:
 - Referee and Judge escort captains from team whose team box is on sideline opposite line-to-gain equipment.
 - Judge remains at inbounds mark facing sideline.
 - Umpire and Back Judge escort captains from team whose team box is on sideline where line-to-gain equipment is located.
 - Back Judge remains at inbounds mark facing sideline.
 - Referee introduces captains and coaches to one another and gives them instructions while Umpire remains with group to listen and record decisions.
 - Linesman remains on sideline and completes instructions to line-to-gain crew.

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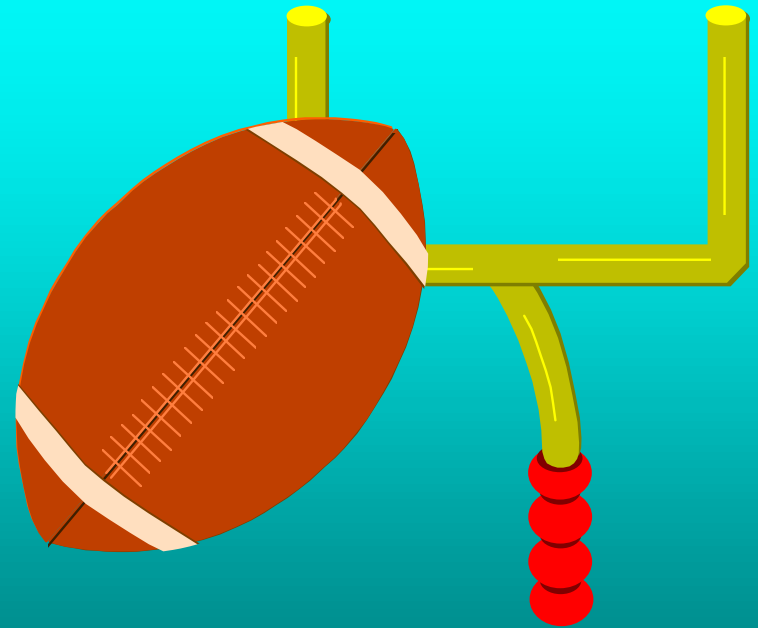
- Toss Instructions with Coaches:
 - Sportsmanship.
 - Taunting.
 - Baiting.
 - Sideline Management.
 - Leadership role of captains and communications.
 - Safety and use of helmet.
- Dismiss head coaches

FIRST IMPRESSIONS - Pregame On The Field

- Toss Instructions with Captains:
 - Instruct visiting captain to call toss while coin is in air.
 - Inform captains if coin is not caught, you will toss again.
 - Confirm visiting captain's call with home captain.
 - Determine winner of toss
 - Winner of toss may choose to kickoff, receive, defend a goal, or defer his choice to the second half.
 - Place captains in position facing each other with backs toward goal they will defend.
 - Signal the appropriate choices.
 - Dismiss captains.
- Officiating crew should gather in the center of the field to confirm and record captains choices and kickoff positions.
- Check clock and hustle to kickoff positions.

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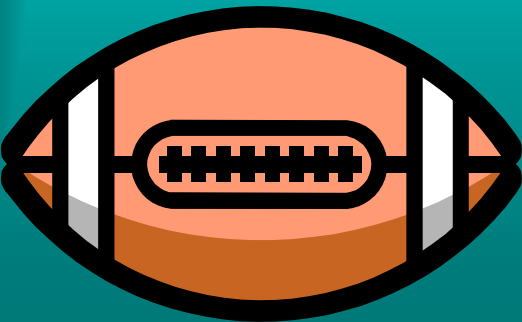
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