

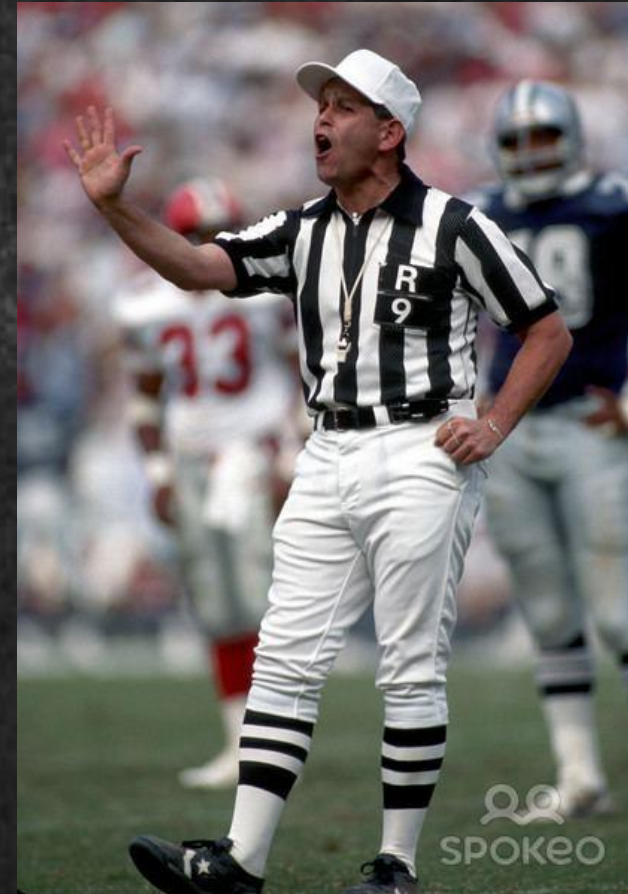
Crew Chief Discussion



Quotes From Jerry Markbreit

"There's no such thing as perfection. Mistakes happen. Officials are so hard on themselves. When they make a mistake, nobody feels worse than they do."

"I had several big-time mistakes. I felt at the time that it happened, 'Why am I here?' You're heartsick about a call that you made. You want everything to be perfect. But it's not a perfect science. There's nothing perfect."



TASO Mechanics Manual



2022

Football Officials Manual
For a Crew of 3 Officials

3

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Football Officials Manual
For a Crew of 4 Officials

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Football Officials Manual
For a Crew of 5 Officials

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Football Officials Manual
For a Crew of 7 Officials

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OFFICIATING REQUISITES

COURAGE, A WORKING KNOWLEDGE OF THE RULES AND MECHANICS, HUSTLE, AND TACT are indispensable to a good official, but none any more important than – **GOOD JUDGMENT!**

RULES AND MECHANICS: An overall familiarity with the rules and full understanding of mechanics are necessary for the proper conduct of a game. The intent of each rule must be kept in mind. Each official should seek the happy medium between strict adherence and undue laxity. Situations arise in a game which cannot be foreseen and which cannot be covered in a rule book or manual. Football "sense" must supersede the most technical application of the rules.

COURAGE: A smooth running game suddenly can get out of hand as a result of an overly officious attitude toward players and coaches, or an undue laxity of enforcement. Conversations with a coach or a player should always be courteous without sacrificing dignity. If something is said or done which warrants a penalty, penalization should be done unobtrusively and without dramatization. A game is kept under control by proper administration of the rules, which can be best accomplished if no impression of militant supervision is created.

HUSTLE, BUT DON'T HURRY: Hurry should not be mistaken for hustle. There are times it is proper to speed the tempo of the game in order to get the ball back in play after an incomplete pass, to take a position on a foul situation, to prepare for a measurement, etc. Never hurry an injured man off the field. Never rush to get another ball before the play is over. Don't move the ball to the inbounds line without first checking for the need of a measurement. Don't pressure a captain's decision on a difficult option. Precision and care should be exercised in all situations. Hustle is essential. HURRY is a hazard.

TACT, BUT NOT SUBMISSION: Tact is necessary but should never be a justification for retreat from a position properly taken or a decision correctly rendered.

POISE, BUT NOT INDIFFERENCE: Staying loose is an asset in officiating, as in any other phase of a sport where fast reflexes are required. A relaxed appearance is a great help if it gives the impression of confidence. Care, however, should be taken to avoid the appearance of indifference. The poised official is able to remain inconspicuous as he moves to the right place at the right time.



Being The Referee

- Your Name Is Associated With The Crew
- Jerry Marbreit once said, ***“90% of Being a Great Referee Takes Place Off The Field, Not On the Field.”***
- Calling Fouls Is Something We Can All Learn To Do, But Can We Become a Group That Has Trust?

Being The Referee

- Developing This Cohesiveness Can Help With Crew Trust.
- The Late Bill Leavy would say, ***“Complete Organization is the Key to Being A Referee.”***
- Being Organized Requires Discipline at the Highest Level.
- Have a Crew Mate that Will Be Your “Go To” Person.
- Hold Yourself and Your Crew Accountable for Quality vs Non-Quality Fouls

Pre-Season Preparation

- **Study Groups**
 - Rulebook
 - Case Book
 - ✓ Read A Play and Practice Your Announcement
 - ✓ Watch Games And Practice Your Announcement.
 - Philosophies
- **Test/Quizzes**
- **Mentor**
- **Be Mentored**
- **Set Personal Goals (3-4)**
- **Crew Goals**

Crew Expectations

- **Game Day**
 - Designate a Driver in a Comfortable Vehicle.
 - Try to Ride Together To Games If Possible
 - Have Someone Bring Snacks and Waters/Sports Drinks
 - Arrival at the Stadium **TASO Manual (At Least 1.5 Hrs Prior to Kickoff)*
 - Pregame Discussion **TASO 5-Man Manual (Pregame Outline Sample Pgs. 89-93)*
 - Be On Time To Everything

Crew Expectations

- Game Isn't About Officials, But The Game Cannot Be Played Without Us.
- Be Courteous To Game Administration.
- Please and Thank You Crew.
- When Water Is Brought To You On The Field. Say, *“Thank You”* or *“No Thank You.”*
- Thank The Chain Crew
- Thank The Ball Boys

Building The Crew

• Crew Expectations

- Have a Crew Mate that Will Be Your “Go To” Person.
- Understand Personalities.
- Know What Makes Each Crew Member Be Their Best.
- Assign Responsibilities to Each Crew Mate to be the Expert on the Crew.

Pregame Reminders: (Please be our Crew expert in these areas below) We will have these topics in our pregame. I'll be specific in the weekly pregame outline.

 In Game Under 2 Minute Reminder	Crew
 Game Clock & Timing Rules and 10 Second Runoff	SJ/LJ/R
 Play Clock	BJ/R
 Inside 2/5 minutes of 2nd/4th Qtr.	SJ/LJ/BJ
 Penalty Distance	U/DJ/LJ
 5 vs. 15 Fouls	BJ/DJ/R
 Fouls on free kicks plays	SJ/LJ
 Fouls on scrimmage kick plays	FJ/BJ
 Fouls after a change of possession/DBS in end-zone	DJ/BJ
 Fouls during backward pass/fumble	FJ/U
 Double foul with a change	U/SJ/DJ
 Double foul after change	U/SJ/DJ
 Double foul/double change	U/SJ/DJ
 Fouls before or at the Snap	LJ/DJ/R/U
 Fouls on running Plays	D/LJ
 Fouls on a run followed by a change of possession	BJ/SJ
 Fouls on pass plays	FJ/SJ
 Dead ball fouls	U/R
 Bridges – carry over foul's	DJ/U/R
 Fouls on Try Plays	LJ/FJ
 Extensions of Period	SJ/LJ
 Double and multiple fouls	U/DJ

Building The Crew

- **Fine System (For Fun)**

- Ball Hits The Ground
- Giving A Wrong Number To You
- Not Getting A Number
- Error Starting or Stopping the Clock
- Being Out of Position on a Play

All “Fines” are Self-Imposed and Could Be Collected and Donated to a Charity or Used for an End-of-Year Dinner etc.



Struggling Crew Member

- Never Embarrass a Crew Member in Front of Others.
- Go Over Game Video With the Official Involved Privately.
- Develop a Play List of Video Of Someone That Works the Position.
- Stress to Them That They are Responsible for Their Own Position.
- As the Referee, You MUST Set the Proper Tone For the Entire Crew.
- Recommend That Each Official Seek Honest Feedback on 2 or 3 plays Per Game From Someone They Trust That Will Be Honest With Them.




In Season Crew Incentives

- **Everyone Loves Recognition**

- Great Call/Difficult Call
- Assisting A Crewmate In Picking Up A Flag
- Noticing An Injured Player Trying To Stay In The Game.
- Clock Correction
- Correct A Wrong Spot (Hashmark etc)
- 10 Second Runoff Situation

In Season Crew Incentives

- **Fine System (For Fun)**
 - Ball Hits The Ground
 - Giving A Wrong Number To You
 - Not Getting A Number
 - Not Having Your Whistle 





Game Management

Working the Game

- Games Are Too Long
- Decisiveness
- Game Flow
- Professionalism

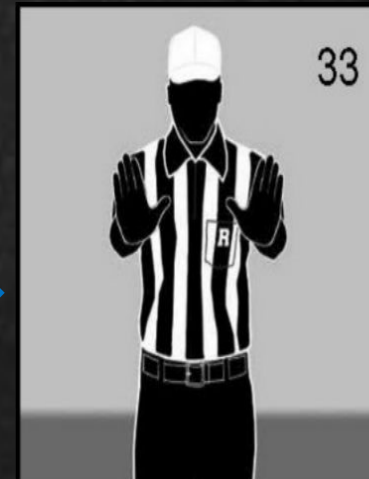
Preliminary Fouls



Offensive Holding



Pass Interference





Calling Officials

- Preliminary Signal
- If There Are Multiple Flags For The Same Foul, They Talk Quickly, Then One Gives A Signal
- Accurate Number
- Result Of The Play



What To Do When There is a Flag

- Make Decision For The Team If Obvious
- Preliminary Signal Only If Option From Team Or Crew Discussion Is Necessary
- Rarely More Than 3 Steps To “Clear”
- Stop, Then Talk

Announcement

- Speak To The Fan Sitting On Their Couch
- Don't Say More Than Necessary
- Speak In A Normal Tone Of Voice, Don't Raise Your Voice If The Crowd Is Loud
- Finish Speaking Before Turning Away

Umpire

- Must Be Able To Enforce Most Fouls With Minimal Referee Input
- Specific Yard Line Should Be Quickly Discussed On Half-The-Distance Penalties
- Communicate/Signal Distance With Wing Officials

HL

- Walks At About The Same Time As The Umpire
- CONFIRMATION #1

LJ

- Holds Spot, Then Steps It Off
- CONFIRMATION #3

Referee

- Do Not Rush The Ready For Play If The QB Is Communicating With The Coach
- Don't Delay Ready Too Much Either
- Find a Happy Medium That Won't Cost a DOG or Timeout.

Concepts

- The Goal Is ***Efficiency***
- Minimize The Time Two Or More Officials Are On TV Having A Discussion
- Ideal Situation Is When The Umpire Is Putting The Ball Down As Referee Completes The Announcement

Concepts

- If You Have a TV or Radio Break Coming Up After Foul, Make Your Announcement and Go To Commercial, THEN Deal With Any Enforcement Issues
- Most Pre-Snap Fouls Will Require No Discussion At All. Referee Should Easily Pick Up Obvious Numbers

Concepts

- Referee Fouls: Announce As Soon As Possible After The Play Is Over. If An Option Will Be Needed From The Team, Give Preliminary As Soon As Possible



**This Is Truly A Crew Effort
And Will Require Every Official
To Understand Their Role**

Results

- This Process Can Cut 30 Seconds Or More From The Dead Ball Period
- For An Average 15 Foul Game, That Is About 7 ½ Minutes
- All This Is Done Without Eliminating A Single Play From The Game

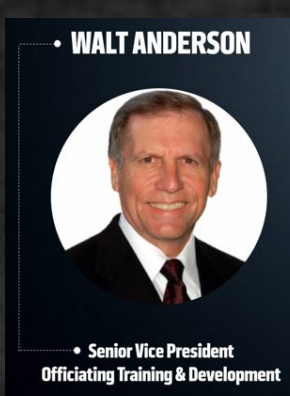
Timing Concepts

- Pre-snap Fouls-15 Seconds Or Less
- 1 Flag-30 Seconds or Less
- Multiple Flags-Get It Right

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- Pre-snap Fouls-15 Seconds Or Less
- 1 Flag-30 Seconds or Less
- Multiple Flags-Get It Right

5 Questions



1. Did we fairly and effectively manage the game?
2. Did we consistently apply the rules and philosophies of the game to that game?
3. Did we demonstrate sound and basic fundamentals? Were we looking in the correct areas?
4. Did we work together as a team? Did we work well together, did we communicate well together? Mechanics, Number, Hash Mark for penalty enforcement etc.
5. Was my individual performance up to the standard of my organization?



10 Commandments of Game Control



10 Commandments

1. Talk to Players Throughout the Game.
2. Be Professional in Your Conversation and Demeanor. Show Players Respect and Demand Respect in Return.
3. Be a Good Dead Ball Official – Keep Officiating Until ALL Players are Free of Foul
4. Understand Good Natured Banter and “In Your Face Trash Talk.”
5. Immediately Get Between Players who are in a Verbal Altercation to Prevent a Physical Altercation.

10 Commandments

6. Always be in Control of Your Emotions. Never Escalate Players and Coaches Level of Frustration or Temper.
7. Defuse Volatile Situations by Not Arguing. Be Assertive but be Professional at all Times.
8. Courteously Answer Players and Coaches Questions.
9. Congratulate Players When They Make a Good Play or Show Positive Sportsmanship.
0. Hustle to Pile-Ups Quickly at the End of a Play.