

Crew Development 2026 – New Registration Process

FIRST IMPRESSIONS

- You only get one chance at a first impression (Coach/Players/Fans/School Personnel)
- Understand that you must look, act, and dress professionally always.

We are responsible for our positive/respectful/cordial relationship with the coaches, players, fans, and fellow officials. We are responsible for fairly officiating the greatest game on earth week after week. We are protecting the game's integrity and representing all those who officiate in the SDCFOA and beyond. Therefore, we must prepare ourselves, not just on game days but throughout each week. And we must start now!

Here are some suggestions that will help us prepare for our scrimmage and our very first regular-season game. The suggestions are a culmination of what has worked well for current and former SDCFOA officials, especially the weekly routines that have helped them become highly successful officials and very successful crews. There are no original thoughts here, just ones that have proven to work.

QUALITIES OF AN EXCELLENT CREW MATE

- | | | | |
|----------------------|------------------------|---------------------|------------------------|
| • Prepared | • Team builder | • Selfless | • Patient |
| • Confident | • Giving | • Inspiring | • Compassionate |
| • Trusted | • Resourceful | • Efficient | • Innovative |
| • Accountable | • Flexible | • Motivating | • Responsible |
| • Supportive | • Understanding | • Committed | • Encouraging |
| • Nurturing | • Dedicated | • Trusting | • Positive |

GETTING TO KNOW EACH OTHER AS A CREW MEMBER

- Add all new crew members' phone numbers to your favorites list, email group, and texting group
- Home and work locations shared.
- The positions you worked last year and before.
- What crew duties are you comfortable accepting this year?
 - Foul Report - Derrick
 - Game cutups & video scouting of teams (offensive and defensive formations, offensive tendencies, blitzes, defensive coverages) - Steve
 - Logistics (game location and directions, parking, locker room and time we can access, name and phone number of the game administrator or athletic director) - Aaron
 - Wireless microphone setup - Steve
 - Game cards and equipment cards - Richard
 - General scouting (coaches, players, records, stats, game importance, info from other crews) – Derrick
 - 3-Minute Overtime - Aaron
 - Weekly rules questions - Richard
 - Drinks and nutrition - Richard
 - Post game dinner – Oscar
 - Time Management - Osscar
 - Radios - Steve

INDIVIDUAL AND CREW GOALS FOR THIS SEASON

- **Coover – Physical Fitness, Pregame, Mechanics**
- **Gastelum – Physical Fitness, Penalty Information, Visual Mechanics**
- **Vassar – Rules, Time Management, Crew Leadership**
- **Judd – 5-Minute & 2-Minute Drill, Physical Fitness, Crew Communication**
- **Trisby – Rules, Game Awareness, Visual Mechanics**

SATURDAY –

- Review your game video, be a HUDL expert yourself

SUNDAY –

- HUDL Expert (or Crew Chief) can break down the film.
- HUDL Expert and CC must include the great, the good, the bad, and the ugly.
- Video Review must be an honest and positive learning experience. We all make mistakes!

MONDAY -

- Develop and write down your own 'weekly goals.' Write down any specific plays, mechanics or rules that are challenging to you.
- Detail your personal expectations and where you are going to focus on your "improvements" for the week
- Work some cardio/weights training into your day
- Read The Weekly Bulletin
- Call a crewmate or fellow official to discuss games and situations

TUESDAY –

- Watch the Weekly Instructional Video and read the comments provided. Watch the Calibration Video the weeks that it is provided.
- Do some rules studying.
- Work some cardio/weights training into your day
- Participate in your Weekly Zoom Crew Meeting with your crew (held on Wednesday if there is no Association meeting.
 - Honestly discuss/evaluate everyone's judgement and mechanics, starting with your own!
 - Preliminary scouting of this week's teams (offensive and defensive formations, offensive tendencies, blitzes, defensive coverages)
 - Share personal goals for the week. Develop crew goals for the week.
 - Confirm your arrival times, locations, uniforms, positions for JV game, administration contact and phone number

WEDNESDAY –

- Work some cardio/weights training into your day
- Read a section of the Rule Book and/or Mechanics Manual
- Participate in your Weekly Zoom Crew Meeting if there is no Association meeting.
- If there is an Association meeting, be fully prepared to participate by having read the Weekly Bulletin, viewed the Instructional Video and read the comments, and carefully viewed the Calibration Video.

THURSDAY –

- Work some light cardio training into your day
- Read a section of the Rule Book and/or Mechanic Manual
- Pack your bag with uniform, check electronic equipment, prepare hydration and nutrition, place everything in your car.

FRIDAY –

- Friday Night Lights
- Review directions to the game site and constantly check traffic
- Review your Position Checklist and prepare yourself for your game assignment prior to the pre-game at the game site
- Double check any assignments given to you by your crew chief
- REFEREE - Go over penalties, and penalty signals.
- Arrive early to the game site.

STANDARD PRE-GAME

- Arrive in the locker room 1 ½ hours prior to kickoff
- Rules discussion while dressing (30 minutes)
- Dressing completed 1 hour prior to kickoff
- Scouting Report (5 minutes)
- Review of crew goals (5 minutes)
- Review of Overtime (5 minutes)
- Rules and/or mechanics presentation (10 minutes as time permits)
- Final uniform, equipment, and radio checks (5 minutes)
- Arrive on the field 30 minutes prior to kickoff

HALFTIME & DRESSING ROOM DEBRIEF

- How are/were your coaches?
- How are/were the sidelines?
- Chains?
- Timer?
- Game tempo?
- Conduct a review of all fouls (especially major fouls)
- Create a list of all unusual or controversial plays
- Add plays that might show an issue with mechanics
- Did we manage key players well?
- What haven't we seen yet this season?
- What does the 2nd half need? Running clock? Overtime? Other adjustments?
- Did we achieve our goals?

TIPS FOR HONEST SELF-EVALUATION

- View the film with an evaluator's eye.
- Learn as much from other crew members' plays as from your own
- Look for patterns within the game and week-to-week (both good and bad).
- Don't only look at the fouls.
- Don't obsess about the "grade" or dwell on your mistakes.
- Don't automatically change your philosophy or overall approach.
- Don't get offended or have hurt feelings. No one has it out for you.
- Don't dismiss comments without at least giving consideration.
- What should you be "seeing" on the video so you can see it on the field?
- Find and enjoy the Positives!
- Find the "Tweaks" – what can you learn to "tweak" in this week's game?
- Take your Medicine – mistakes are the best learning experience!
- Remember – It is what It is! The video doesn't lie, so accept what the truth is.
- The video doesn't give the off-field observer/evaluator any sense of what you are dealing with on the field.
- Relax, have fun, and remember – it's all on video!

STRIVE FOR PERFECTION, ACCEPT EXCELLENCE

- Excellence in-game timing
- Great dead-ball officiating
- Accuracy and efficiency of penalty enforcements
- Great crew communication
- First-class ball mechanics, and
- Outstanding game flow.

THERE MAY BE TIMES IN A GAME WHERE WE “RESET”

- The opening kickoff and the 2nd half kickoff;
- The opening scrimmage plays of the game or the 2nd half;
- After a turnover;
- 3rd down plays;
- Following an injury or other delay;
- New QB or center enters the game;
- Red zone plays;
- Plays inside of 2 minutes of each half

SOUP TO NUTS

- Uniform and Equipment – page 6
- Radio Protocol – page 9
- Referee Microphone Guidelines & Penalty – page 10-21
- Pregame Duties – page 22-29 (Clock page 25 and page 121-128) (Chains page 25 and page 128-134)
- Coin Toss – page 79
- Quarter Changes – page 79-80
- Halftime & Post Game – page 80 and page 166-170
- Free Kick – page 81-89
- Free Kick Following a Safety – page 84
- Scrimmage Plays – page 89-97
- Pass Mechanics – page 97-103
- Scrimmage Kick Mechanics – page 104-109
- Field Goals & PATs – page 110-115
- Approved Signals & Bean Bag – page 115-121