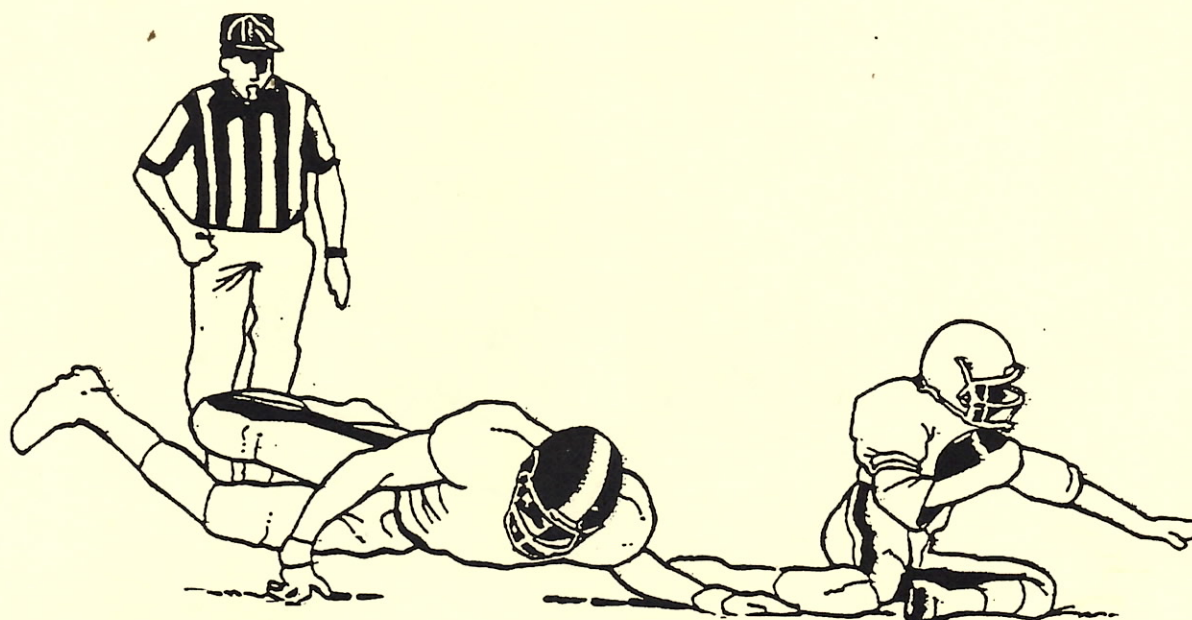


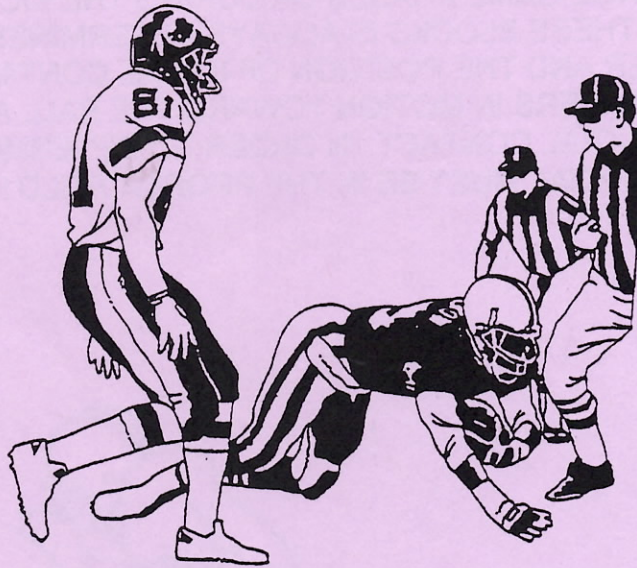
WORK A GOOD SIDELINE

DID YOU EVER STOP AND THINK OF THE NUMBER OF BIG PLAYS THAT ARE IN SOME WAY A PRODUCT OF HOW WE HANDLE OUR SIDELINES? THIS IS A GREAT COMMUNICATIONS STOP WHEN YOU ARE WORKING IN FRONT OF A BENCH (ESPECIALLY WHEN YOUR BACK IS TURNED). EVERY CLOSE CALL HAS A SPECIAL MEANING AND GENERATES A SPECIAL RESPONSE WHEN IT OCCURS AT A SIDELINE IN FRONT OF A BENCH. IN OR OUT... COMPLETE OR INCOMPLETE .. LATE HIT OR CLEAN SHOT.. YOU MISSED IT OR YOU SAW IT... FORWARD PROGRESS WAS CORRECT OR MISREAD BY A YARD. ALL OF THESE THINGS OCCUR ON A SIDELINE AND AGAIN DURING THE FILM REVIEW. HERE ARE SOME AREAS WE MAY WANT TO REFRESH:



- KEEP YOUR PERSPECTIVE WIDE; SEE EVERYTHING THAT HAPPENS AROUND THE CRUCIAL SPOT.
- USE CLEAR, CONCISE SIGNALS AND TIMELY COMMUNICATIONS
- ALWAYS LET THE CREW LEADER KNOW WHETHER WE ARE IN BOUNDS OR OUT OF BOUNDS.
- CONCENTRATE ON EVERY CALL AT THE SIDELINE ... IMPACT IS AWESOME.
- ALWAYS MAKE SURE YOU HAVE ROOM TO RETREAT OFF THE SIDELINE TO IMPROVE PERSPECTIVE.
- CONSIDER THE EMOTION GENERATED BY THE SIDELINES.

WORKING THE FRINGE AREA



Effective control of the fringe area is a shared responsibility. Wing officials [L, LJ] and their deep counterparts [SJ; FJ] require close coordination and communication to deliver quality officiating in this sensitive area. Overlapping coverage is a definite negative. Emphasis must be directed to observing "cheap shots" or deliberate late hits as a play is "winding down". Always be in a position to extract a player from an opponents bench area. This is a highly emotional area and requires maximum efficiency to retain game control.

- Work a coordinated sideline with close communication.
- Eliminate overlapping coverage.
- Keep a wide perspective.

Move immediately to protect players in an opponents bench area

- Hold spot if you are covering official and wait for help.
- Let the players and bench personnel know you are in the area.
(Eye contact and voice control)
- Penalize any unsportsmanlike act immediately. NO WARNINGS!

Eliminate taunting or other gestures that may lead to an escalation of emotions as the game progresses.