

**San Diego County  
Football Officials Association**

**Pop Warner Referee Clinic**

**Notes**

**July 13, 2016**

# Qualities Of An Excellent Crew Chief

**Prepared Team Builder Selfless**  
**Patient** Confident **Giving** Inspiring  
Compassionate **Trusted** Resourceful **Efficient**  
Innovative **Accountable** Flexible  
Motivating **Responsible** Supportive  
**Understanding** Embraces Change  
**Encouraging** Nurturing **Dedicated**  
Trusting **Positive** Committed

# *“Help us improve...”*

*“We need and expect a pregame before every game.”*

*“We expect and await post game comments.”*

*“During the game, instruct us without destroying our confidence and credibility.”*

*“Ask us what we saw”*

*“Rate us and comment, help us to improve.”*

All officials are taught to describe their fouls. If the description is not credible, act accordingly. You must do what is right for the game.

# Points of Emphasis

- **Player Safety**
- **Targeting**
- **Personal Fouls**
- **Dead Ball Officiating**
  - “Officiate until the colors separate”

## 2016 Changes

- **Legal and Illegal Blocks - Offensive Line play**
  - Legal Clipping Eliminated in the Free Blocking Zone
- **Legal Jerseys, Pants and Pads**
  - Jerseys are required to completely cover shoulder pads
  - Pants must completely cover the knee pads, knee pads must cover the knees

# Communication

- **Verbal Communication**
  - Offensive/Defense, kick team/receiving team, red team/white team
- **Non-Verbal Communication**
  - Strong, confident Signals
- **Crew Communication**
- **Communication with Coaches**
  - Always Professional and Respectful
  - Penalty enforcement options
- **Communication with Players**

# Coin Toss And Kick Off

- **Coin Toss**
- **Kick Off**
  - Kicking team formation
  - Wedge coverage
  - Fair Catch
  - Kickers Offside
- **Onside kicks**

# General Game Mechanics

- Down and Distance
- Game clock status
- Accordion mechanics
- Officiating Signals
  - Strong, confident signals
- Chain Crew Instruction
  - Communication between Referee and Head Linesman before any movement
- Timer's instructions
  - Game Clock Reset procedures and communication
- Sideline coordination and communication (Line Judge)
- Ball mechanics (Umpire)
- Measurements (Head Linesman)
- Timeouts (Back Judge)
  - Time outs
  - Half Time
- Crew Conferences (Referee)

# Game Timing

- **Crisp, Efficient Transitions**
  - Kickoff on time
  - Kickoffs to open each half, Changes of Possession, PAT to Kickoffs, Quarter Changes, Measurements, following injuries
- **Crew Timing Signals And Communication**
  - Under one minute communication of each quarter
- **Period Extensions (Line Judge)**
- **Game Pace And Tempo**
  - No huddle and Hurry-up Pace and Tempo



# Line Play

- **Free Blocking Zone**
  - Shotgun Formation – Ball out of Free Blocking zone “at the snap”
- **False Start And Snap Infractions**
  - Flag Placement
    - Offense or Defense side of the ball
- **Blocking, Holding, Illegal Use Of Hands (Umpire)**
  - Tackle, Pullover, Hook and Restrict, Grab and Restrict
    - “Demonstrated Restriction”
- **Clipping**
  - No Clipping in the Free Blocking Zone
- **Goal Line Communication (Umpire)**
- **The Line Of Scrimmage (Head Linesman)**

# The Running Game

- **Runner Down In Bounds**
  - Double action
- **Forward Progress**
  - “Progress Plus” - Give the runner all that he earns
- **Cross Field Mechanics** (Head Linesman)
- **First Down Communication**
  - Less than 5 yards for 1<sup>st</sup> Down
  - 4<sup>th</sup> to 1<sup>st</sup> Down – Stop the Clock when the ball is dead.
- **The Goal Line**
  - Reverse Goal Line

# The Passing Game

- **Passing Game Mechanics**
- **Defensive Pass Interference**
  - Not playing the ball, Playing through the back, Grabbing and restricting, Arm Bar, Cutting Off, Hooking and Restricting, Face guarding
- **Offensive Interference**
  - Creating Separation, Driving through a defender, Blocking Downfield
- **Catch - No Catch**
- **Intentional Grounding Communication (Line Judge)**
  - Flanks initiate discussion

# The Scrimmage Kicking Game

- **Scrimmage Kicks**
- **Punts (Back Judge)**
  - “Muff, Catch, Fumble”
  - Fair Catch
  - First Touching
  - Goal line coverage
  - Signaler of fair catch coverage
- **PATs and Field Goals**
  - Closing

# Penalty Enforcement

- **“Make it be BIG”**
- **“See the entire action”**
- **Crisp, Efficient Processing Of All Penalties**
- **Physical Signals**
  - Referee - Minimize use of preliminary signals
    - Give Enforcement Signal close to your Presnap position
- **Verbal Communication**
  - Offense - Defense, Kickers – Receivers, red team - white team
- **Double And Multiple Fouls**
  - Match flags
- **Flags, Bean Bags And The Ball**
- **Coach’s Options**

# “Big Play Downs”

- **3<sup>rd</sup> Down Plays**
- **Red Zone Plays**
  - Red Zones At Both Ends Of The Field
- **Plays Inside Of 2 Minutes Of Each Half**

**“Make it be BIG”**

# CREW CONSISTENCY

- **Communicate**
- **Concentrate**
  - **Pre-snap Routine**
- **Focus**
- **Anticipate**
  - Do Not Assume
- **“Trust what you see”**
- **Help Out**
- **“Step Up”**

# EXECUTE

# **CREW GOALS**

- **Excellence In Game Timing**
- **Great Dead Ball Officials**
- **Accurate And Efficient Penalty Enforcement**
- **First Class Ball Mechanics**
- **Outstanding Game Flow**