

CFOA Flag Football

Game Management



Game Management

Thoughts and Ideas to improve your “in game” experience



**Prior to the
game**



Pre-Game



**During the
game**



Post-Game



“”

“Don’t be fooled by the calendar. There are only as many days in the year as you make use of. One man gets only a week’s value out of a year while another man gets a full year’s value out of a week.”

Prior to the Game

Communication with the school

An email/phone call to the school/coach should be sent prior to the game.

- Date
- Time
- Location
- Special circumstances

Pre-game meeting planning

Many Referees you already know have spent years developing pre-game meeting notes that can be adapted to any game. Use the resources around you. Involve your fellow crew mates.

Communication with partners

An email/phone call to your partners should be sent prior to the game.

- Meeting time
- Meeting place
- Uniform
- Information from the school

Prepare for everything

Arrival at the school for afternoon games can be affected by school pick-up

Changing rooms may not be available

You are being paid for early arrival and pre-game time

Time Management

Prior the contest

If you are not 5 minutes early, you are late

It always takes more time that we plan for to park and walk to the meeting point

We hold to a strict time frame on the field

We must hold ourselves to the same standard off the field

Preparation is everything

Clean Uniforms?
Printed materials?
Pre-game planning?

Share you tips and tricks

Talk to your fellow officials about how you prepare. Be willing to listen to others.



Pre-Game

Coverage Areas

Discuss all officials responsibilities in uncommon situations

Movement of officials

Discuss how officials will move on the field in specific situations

Running plays

How does coverage change with the play is a run?

Signals

Discuss the signals that will be used for communication between the crew

Scoring Plays

How will scoring plays be covered? How will communication happen?

Line to gain

Who is responsible for the Line to gain in different situations?

Arrival on the field

Confer with Coaches

- Captains' #
- Legally equipped
- Ball personnel
- Restricted area
- Unusual plays
- Overtime procedures
- Will game film be available to officials after the contest?

Meet with timer & box person

It is imperative that timers and scoreboard operators know the differences between the two types of clock in flag contests. Ensure that they know the officials signals that will be used.

Be certain to identify the person responsible for the box and educate them.

Walk the field

The officials are responsible to confirm that the playing surface is safe and that all hazards have been removed. You put yourself at liability when players are allowed to compete in unsafe environments

Certify “legal footballs”

If a football that does not meet the legal standards enters a game, that is the fault of the officials. Officials must deem all balls to be legal before they enter the game. Meet the ball personnel and encourage teams to have more than 1-2 balls available to enter the game.

It will take longer than you think

Pre-game duties will take time. They should not take time away from your own physical and mental preparation for each contest. Officials should still participate in a physical and mental warm up to prepare for their duties. Get a warm-up jog and stretching in. Observe team warm-ups from your position on the field to prepare your mind. When your arrival time to the field is less than 20 minutes prior to the contest, your physical and mental warm-ups should have already happened.



Coin Toss

Pre-game duties will be finished prior to the coin toss to ensure all officials can participate

LF & FJ

Line captains up on the 35 yard line single file. Home team on the 35 opposite the scoreboard. Each should have a team ball in their hands.

Move to the center of the field

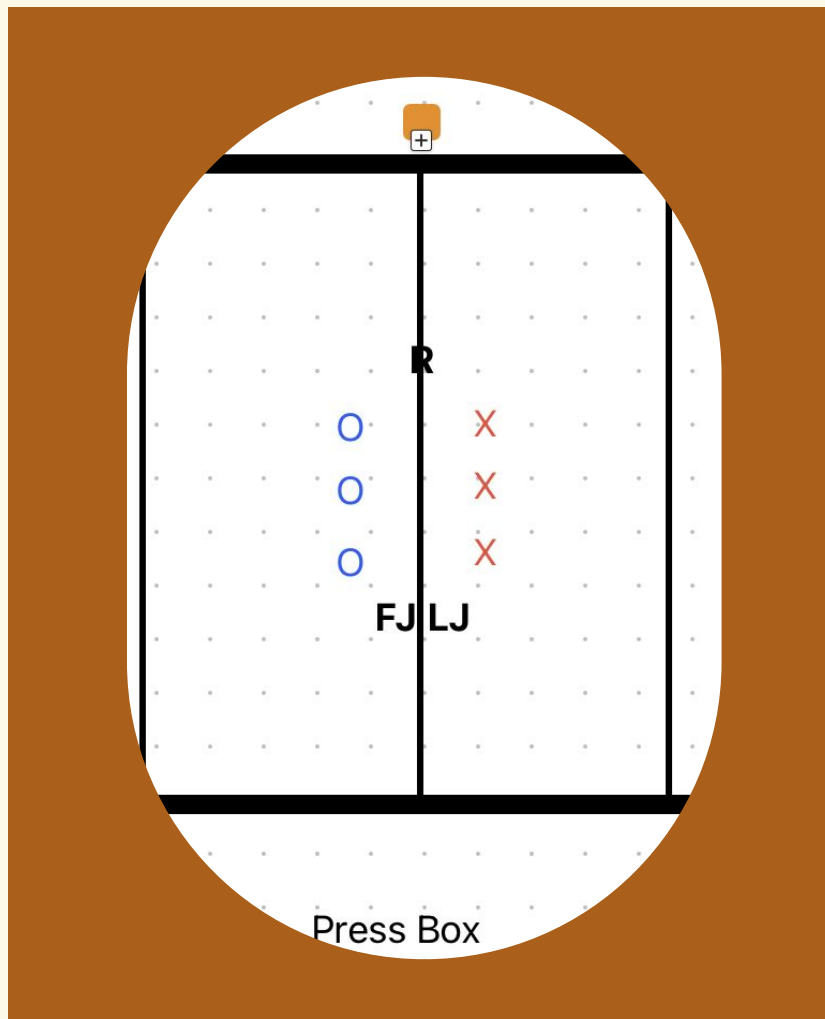
FJ will lead their captains to the center of the field. LJ will follow the line of captains along the 35 to the center of the field

Referee

Take a position on the 40 yard line, facing the press box in the center of the field

Position at the toss

R will continue to face the press box. LJ and FJ will have their backs to the press box. Home team will face the scoreboard until after the toss





Coin Toss

There are three choices for the winner of the coin toss

- Receive the ball or “Kick the ball”
- Choose the direction of play
- Defer their option to choose first to the second half

The loser of the toss will have second choice of the remaining choices

The loser of the toss will never have the option to defer. That choice is only for the winner of the toss. Should the winner choose “defer” then the loser will have choice of “receive or kick” and “direction of play”.

Each team will have a selection to make in each half of play.

During the game –

After the toss

Both FJ and LJ have a playing ball at the toss, all officials hustle to their spots on the field.

Ready for play

The Referee will immediately make the ball ready for play

New ball in -

Teams will have been instructed to have a second or third ball ready to enter the game on incomplete passes

Down box

The FJ will have already given instruction to the box personnel so they should be in position the same time as the officials

Running Clock

All officials will jog when moving to any spot on the field.

Old ball out -

Teams will have been instructed to move the ball on incomplete passes off the offensive teams sideline

Wasted Time

All officials must be ready to hustle. Walking to your position on the field will not be allowed.



It can take up to 30 seconds to retrieve an incomplete pass



It can take up to 20 seconds for an official to “walk” to their position for the next snap



It can take up to 40 seconds to for a penalty to be enforced



Interaction with coaches and players rather than focusing on game duties will delay a game

Wasted time – The largest complaint from coaches!

21 incomplete passes = 3:30 time lost

21 times officials walk to position = 3:30 time lost

Delayed or slow foul reporting = 5:00 time lost

Unnecessary interaction with coaches = 3:00 time lost

In total =

**Up to 15:00 of playing time taken
from players because we didn't
hustle**

How to move the game along

Be approachable, but not engaging

When answers to question are kept to a short, one sentence explanation, less time is wasted. You must know your rule book and practice giving one sentence explanations of your ruling on the field. If a coach continues to engage, ask them if they want a time out. If they say no, turn your attention to the field and continue to officiate.

When discussion between officials must happen

Do not take “game clock” away from the players when officials must confer about a foul call. At the discretion of the CREW, stop the game clock for the conference and then immediately start it after the conference, while the penalty is enforced.

Hustle, Hustle, Hustle

When officials move with a sense of urgency the players and coaching staffs will move quicker as well. Expect a 40/25 second play clock change (not confirmed, but perhaps). This means officials need to have a ball ready for play quicker than the past two years.

The speed of the game is determined by the officials

When we officiate at a pace similar to “hurry up” then when teams want to move to a “hurry up” we don’t change our pace. Coaches will be happier and less combative when our pace is consistent throughout the contest.

Post Game – This is when we “get better”

Leave time to talk

Be certain to have a 5-10 minute post game chat with your fellow officials. Cover unusual situations related to that game with the intention of helping each other get better

Spend time in the rule book

The only way to be able to quote the rule book is to be reading the rule book regularly. Perhaps, record yourself reading the rule book and listen to it on your drives to and from games.

The Referee Leads

While the Referee will lead the post game discussion, all officials will participate. Each official will have 2-3 things from the game that they want to talk about. Referee - do not berate or “call out” officials for missed calls or being out of position.

Each thing we do leads to the next

Your time spent prior to the contest makes you better during the contest. The time spent after the contest will make you better for the next contest. We cannot expect to simply learn by doing. Officials must spend time off the field developing their abilities.