

**General Meeting Minutes  
August 14<sup>th</sup> 2018**

**1. President**

- Please get registered and take the test we cannot assign until you do so
- Jamborees have gone out please accept you don't need to be certified in order to do them
- Heavy Dates
  - August 24<sup>th</sup> and 31,
  - September 7<sup>th</sup>, 21<sup>st</sup> and 28<sup>th</sup>
  - October 5<sup>th</sup> and 26<sup>th</sup>
- Please recruit we are low on numbers this year
- Get blocks set as Cliff will start assigning out for the remainder of the month and September
- Meeting Dates are posted online years 1-4 must be there at 6pm

**2. Treasurer**

Account Balances:

Operations: \$304.66

Payroll: \$651.26

Savings: \$4,487.80

Total = \$5,443.72

- Reminder we use AribterPay to pay officials. You need to sign up ASAP. If you want a paper check you will need to speak with Aaron.

**3. Training**

- As small groups went over a 10 rules questions sheet.
- Remember we have a website [www.mwfoa.com](http://www.mwfoa.com) and the training portal for videos and weekly updates
- Attached are the documents that were passed out during the meeting

11. The penalty for a player who is not properly equipped has changed from a distance penalty against the team to removal of that player for at least one down. T
12. The passer continues to be a defenseless play until the pass ends or the passer moves to participation in the play T
13. The signal for free kick infractions, other than encroachment of the neutral zone, has been changed from Signal 19 to Signal 18 F
14. A fumble is the touching of a loose ball by a player in an unsuccessful attempt to secure possession F
15. It is a foul for non-contact face guarding on a forward pass F
16. A receiver attempting to catch a pass who has not had time to clearly become a runner, is not considered a defenseless player? F
17. No player or nonplayer shall execute a blindside block outside of the free-blocking zone with forceful contact unless initiated with open hands. T
18. A pass thrown backward out of bounds to stop the clock is an illegal pass. F
19. A back may not wear a jersey with a number 50 through 79. F
20. If there was an inadvertent whistle during the last timed down of the period, the period is not extended by an untimed down. F

## Dead Ball Officiating

1. Three things ruin a football game: fights, excessive penalties and injuries.
2. Do whatever it takes to prevent problems from occurring. Preventing is the key to being a great Dead Ball Official (hustle, presence, voice, whistle).
3. Your primary responsibility is player safety. Personal fouls cause injuries and provoke other problems. All personal (player safety) fouls must be enforced (Zero Tolerance)
4. Do not tolerate taunting, baiting, and unsportsmanlike acts. Unsportsmanlike acts lead to more problems during the game ( Zero Tolerance)
5. Set standards early and be consistent. Active prevention starts with the first play of the game.
6. Be firm, but fair. Warn, but do not threaten.
7. Maintain your poise at all times, even when those around you are losing their composure.
8. Get into a flow, and maintain a consistent tempo. Follow a routine. Help move the game along.
9. Continue to officiate after you have thrown your flag.
10. Keep your eyes on the players. Do not look down at your progress spot (feet) Keep your head up. Continue to observe action around the ball carrier.
11. Work as a unit. Dead ball officiating is a team effort. Box-in players. Do not let player get behind you (accordion effect- pinch in-back out.)
12. Clean up the out-of-bounds. If you are covering a dead ball spot, stay at the spot, move into the bench area if necessary, look out-of-bounds, follow the action and be ready to drop your bean bag. Get there as quickly (usually straight down the sideline and then out of bounds) If you are covering a dead ball spot, drop your bean bag at the spot and move into the bench area or stay at the spot, look out of bounds and follow the action. Avoid being obstructed by players and coaches in the team bench area. Bring opponents out of the team area, visually and physically.

1. Play wide, pinch in as necessary, but do not lose your field of vision. Hustle, but do not hurry. Make your presence know when needed. Follow your keys (do not ball hawk) Officiate on-ball and off-ball fringe areas (hot spots) and behind the play as dictated by your keys and how the play develops.
2. Continue to officiate until players separate and the potential for problems no longer exists.
3. Do not be in a hurry to get the ball.
4. Sense trouble and take the necessary steps to prevent it. Be proactive. Expect the unexpected. Anticipate problems before they happen.
5. Maintain your concentration throughout the entire game. Do not let up! Focus totally on the game and your tasks. Remember, fatigue effects your concentration, effort and judgment.
6. Take pride in being a great Dead Ball Official.

### **Game Control Helpful Hints**

1. Game control needs to be maintained from the beginning of the game to the end of the game.
2. Be in the right position. Follow the manual, but be prepared to adapt for weather conditions, game dynamics, etc.
3. Body language says more than you think
4. The angle is sometimes more important than your closeness to the play. At times it is better to move laterally instead of toward the play.
5. If you are in the right position, coaches will be less inclined to challenge your judgment.
6. Use preventive officiating when talking to players and coaches regarding their conduct. Do something about every foul even if you do not throw the flag.
7. Throw as few flags as possible to maintain game control.
8. You get into more trouble for the calls you make, than for the ones you do not.
9. Tuck your flags in. Do not give the impression of being a "Gunslinger" or looking for trouble.
10. You are only as good as your next call.