

**Playoff Meeting Minutes  
November 5<sup>th</sup> 2019**

**1. Training**

- Power Point is attached from the trainers

**2. Commissioner**

- Let Cliff know on mileage split before Thursday of your games so he can put it into the OSAA Post Season account for payment.
- Two games in the second round possibly will know more early Sunday

Next Meeting Next Year!



# PLAYOFF OFFICIAL TRAINING

# POINTS OF EMPHASIS

- ▶ PROPER PROCEDURES FOR WEATHER DELAY
- ▶ FREE-BLOCKING ZONE AND LEGAL BLOCKING
- ▶ ILLEGAL CONTACT - RESPONSIBILITY ON THE PLAYERS
- ▶ ILLEGAL HELMET CONTACT
- ▶ SIDELINE MANAGEMENT
- ▶ PROPER ENFORCEMENT OF PENALTIES

# CLEAT RULE

- ▶ When illegal cleats are discovered after the game has started; the Head Coach is charged with an Unsportsmanlike Conduct penalty and any offending team member is disqualified whether or not that team member is participating.

# 45 POINT RULE

- ▶ When the 45 point differential has occurred at halftime or at any time thereafter, a running clock shall be used.
- ▶ The running clock shall start at the ready for play whistle at the ensuing kickoff and shall continue to run until stopped for the following reasons:
- ▶ For measurements; player who appears to be injured; coach - referee conference concerning the misapplication of a rule; TV/radio timeout; one minute intermission between the 3<sup>rd</sup> and 4<sup>th</sup> quarters and following a try, successful field goal, or a safety; delay of game violations, any unusual situations.
- ▶ The running clock shall be in effect for State Championship games, first round through the final site.

# 45 POINT RULE

- ▶ Once the 45 point is invoked, it shall not be rescinded for any reason, including when the 45 point margin is reduced by any subsequent scores.
- ▶ Basically the clock should continue to run until the completion of the try after a touchdown. At the completion of the try, the clock shall be stopped for the one minute transition. The clock will restart on the ready for play whistle for the ensuing kickoff.
- ▶ For all other scoring plays it will start on the ready for play whistle for the ensuing kickoff.

# OVERTIME

- ▶ When the score is tied at the end of the 4<sup>th</sup> period, the referee will instruct both teams to return to their respective team boxes. There will be a 3 minute intermission during which time both teams can confer with their coaches.
- ▶ Each team will be permitted one timeout for each period, cannot carryover timeouts from regulation.
- ▶ All game officials will assemble at the 50 yard line, review the overtime procedures and discuss how penalties, if any, including any carryover penalties from the regulation contest will be addressed to start the overtime procedure.
- ▶ At the end of the 3 minute intermission, the head linesman and the line judge will go to each respective sideline. They will inform the coaches of any special penalty enforcements that apply.

# OVERTIME

- ▶ At the coin toss in the center of the field the visiting team's captain will be given the option of heads or tails before the coin is tossed. The winner of the toss will be given the choice of defense or offense first; or if designating the end of the field at which the ball will be put in play for this set of downs. The loser will have the choice of the other options.
- ▶ The referee will indicate the winner of the toss by placing his hand on the shoulder of the captain. To indicate which team will go offense, the referee will have that captain face the goal toward which his team will advance and indicate with the first down signal. The other captain will face the offensive captain with his back toward the goal that he will defend.
- ▶ The first two series shall begin 1<sup>st</sup> and 10 on the 25 yard line unless moved by penalty.



# OVERTIME

- ▶ If the score remains the same after each team has been given one series in an overtime period, the losing team of the first coin toss will decide offense, defense or which end they will like to start. The loser will pick his remaining options. There will be an intermission of two minutes
- ▶ If the score remains the same after the 2<sup>nd</sup> overtime, all subsequent overtime period(s) shall begin 1<sup>st</sup> and goal at the 10 yard line. Note the line of gain shall always be the goal line. Only the down box shall be used in the third or subsequent overtime period(s). PSK IS NOT APPLICABLE IN OVERTIME.
- ▶ If the score is still tied after the 3<sup>rd</sup> overtime period then first options will be alternated with no coin toss.

# OFFICIATING PHILOSOPHIES/GUIDELINES

- ▶ BOXING IN - THE MOBILE BOX HALO RULE
- ▶ Running plays (short and long gainers, up the middle, into the side zones)
- ▶ Passing Plays (short, deep, down the middle, to the sidelines)
- ▶ Turnovers (interceptions, fumble returns, blocked kicks)
- ▶ Free kicks, scrimmage kicks and their returns
- ▶ Goal Line plays

# Changing a Call

- ▶ Work hard to get it right
- ▶ If it needs to be changed then change it if a error has been made
- ▶ If a rule has been misapplied step and give your two cents, it does not go on one person it goes on the whole crew

# Dead Ball Officiating

- ▶ Most of the football game occurs during the interval between downs,  
Therefore, to be a great official, you have to be a great Dead Ball Official.

# Philosophy

- ▶ Three things ruin a football game: fights, excessive penalties and injuries
- ▶ Preventive Officiating - Do whatever it takes to prevent problems from occurring - dead ball officiating (hustle, presence, voice, whistle)
- ▶ Player safety (Personal fouls causes injuries and provoke other problems)
- ▶ Do not tolerate taunting, baiting and unsportsmanlike behavior
- ▶ Set the standards and be consistent (it starts when the ready for play whistle is blown)
- ▶ Be firm, but fair, Warn but do not threaten
- ▶ Maintain your poise at all times, even when others do not
- ▶ Get into a flow and maintain a consistent tempo. Get the game going.

# PHILOSOPHY

- ▶ Keep your eyes on the players. Do not look down at your progress spot (feet)
- ▶ Work as a unit
- ▶ Clean up the out of bounds
- ▶ Continue to officiate until players separate and the potential for problems no longer exists.
- ▶ Do not be in a hurry to get to the ball
- ▶ Sense problems and take the necessary steps to prevent it.
- ▶ Maintain your concentration throughout the entire game. Do not let up Focus to beginning to end. When all else fails step back and take numbers.

# PHILOSOPHY

- ▶ Be in the right position
- ▶ Body language says more than you think
- ▶ Moving hesitantly towards a spot is a sign that you are unsure and need help.
- ▶ The angle is more important sometimes than the closeness.
- ▶ If you are in the right position, coaches will be less inclined to challenge your judgement.
- ▶ Throw as few flags as possible to maintain game control.
- ▶ Do not look for fouls. Let them jump out at you. Stay in your zone
- ▶ Adjust your style of calling fouls to the style of play. The game will dictate what needs to be called and what can be overlooked.

# PHILOSOPHY

- ▶ A good official will always acknowledge complaints from players and coaches when they reach this level of play. Be a good listener, talking too much can get you in trouble. Silence cannot be misquoted.
- ▶ Do not get into arguments. Radiate confidence, but also do not appear to be antagonistic, militaristic, or overbearing to players and coaches.
- ▶ Never Never throw your flag at a player. Throwing the flag should never convey your emotions.
- ▶ Continue to officiate after throwing a flag, pick up your flag if you realize the foul was not there. If you think you were wrong or mistaken or you had a bad call do not go into the tank, the crew needs you.
- ▶ Check on down and distance every play, do not miss a down. If it is in doubt the crew needs to talk about it immediately.



# Philosophy

Check the clock status and be alert and player actions that involve timing.

All officials should know penalty enforcements this is to help out the Referee.

Call what you see but see what you call.

You are only as good as your next call.