Flag Football Officials Clinic
September 26, 2016

Why We Will Zoon Tonight
- Threes
- Scoring vs. Quality Official
- Game Rules
- Positioning
- PreGame Assessments
- Methodology
- Hearts of Elephants

Under the Surface
- A LOT more to it.
Flag Football Officials Clinic
September 26, 2016

What We Will Cover Tonight
- Themes
- Becoming a Quality Official
- Game Basics
- Positioning
- Penalties/Assessments
- Mechanics
- Points of Emphasis

In order to focus, put cell phones away
Flag Football Officials Clinic
September 26, 2016

What You Will Learn
- Rules
- Scoring and Scoring Official
- Game Officials
- Positioning
- Pre-Game Procedures
- Mechanics
- Points of Emphasis

Under the Surface
- A LOT more to it.
Overarching Themes

- Campus Recreation Mission
- Customer Service
- Work Ethic/Life After UCI

Mission Statement of UCI Campus Rec: Campus Recreation serves as a vital and integral part of university life by offering diverse sports, recreational and fitness activities, and distinctive facilities and equipment that are fun, vigorous, healthy, and conducive to enhancing personal wellness. Campus Recreation supports the UC mission by seeking to create a climate that motivates individuals to embrace a healthy life-style, which can enhance their academic success, build friendships and social skills, develop leadership qualities, and cultivate a sense of community and Anteater pride.

*You never know what someone will take away from his/her experience.*
The Four Tenets of Officiating

- Stay in your primary (zone of coverage).
- Call the obvious.
- Officiate the defense.
- Don't guess.
Professionalism/Behaving Like a Referee

- This is your job, and it ain't easy. Own it.
- Know the situation when wearing different "hats."
- Refereeing is NOT like playing.
- Focus is imperative.
- You MUST know the rules and continue to expose yourself to the game.
What's Wrong With This Picture?

Who would you want reffing YOUR game?
What's Wrong With This Picture?

Who would you want reffing YOUR game?
How NOT to look as an official.
Focus on game

Shirt tucked

Flag ready, down indicator on
Game Basics

The Flag Belt

Legal Catch

By definition, a "catch" is the act of establishing player possession of a live ball which is in flight, and first contacting the ground inbounds while maintaining possession of the ball.
Game Basics

The Flag Belt

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Playing Field/Zone-to-Gain

- In Flag Football, the field is divided into four (4) 20-yard zones.
- The offensive team has four (4) downs to cross the next line to gain.
- Know that the next zone line to gain is not “set” until the ready for play signal is made by the referee.
- Always know where the next line to gain is.
- Play will begin with the ball on the 14-yard line, 20-yard line to gain.
Four (4) 20-yard zones
across the next line
get “set” until the
20-yard line,
20-yard line
Pre-Game

Once you have gotten to the field (on time, properly dressed), you will:
  • Check in with the supervisor and get field assignment.
  • Setup all parts of the field.
  • Check players in as they arrive.
    • Checking IDs
    • Checking equipment
    • T-Shirt Policy

Conduct a Captain’s Meeting:
  • Introduce yourself - take control (respect)
  • Discuss important rules/rule changes
  • Conduct rock-paper-scissors
Options:

- Receive
- Kick
- Choose Side
- Defer
Positioning & Coverage Areas

As the Referee - 7 yards back from LOS, 7 yards to QB throwing side. Mental checklist: Snap, Ball, QB, Rush, Pass. Primary - QB; "Ball is Away"

As the Line Judge - position opposite the "R" on the offensive LOS. Mental checklist: Snap, Players, Passer, Zone, Ball. Primary - Zone (Contact)**

As the Back Judge - position opposite "LJ," 17 yards from LOS and 5 yards from sideline. Mental checklist: Snap, Players, Passer, Zone, Ball. Primary - Zone

Remember - Work as a team, box-in, and STAY WIDE!
Positioning & Coverage Areas

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Remember - Work as a team, box-in, and STAY WIDE!
Positioning & Coverage Areas

**Reverse Mechanics** - When inside the 8-yard line of the offense, the "R" will move back at the snap to the goal line, and the LJ will remain closer to the LOS.

**Goalline Mechanics** - When inside the 10-yard line of the defense, the "LJ" will hustle to the goal line after the snap, and the "BJ" will remain positioned on the end line.
Penalties & Enforcement

YOU MUST START WITH THE 4 W’S OF A PENALTY: WHO, WHAT, WHERE, WHEN

Prior to the Snap, remember FIELD:
- False Start
- Illegal Snap
- Encroachment**
- Leaving the Field (to non-bench area)
- Delay of Game
(All 5 yard penalties from the succeeding spot)

10-yard penalties. These are all live ball fouls. Throw the flag and continue to officiate.
- Illegal use of the hands or arms/Illegal Block/Illegal Contact
- Defensive Pass Interference
  - This includes face guarding
  - "Uncatchable" is NOT a factor
- Offensive Pass Interference
  - Cannot "push off"
- Offensive/Defensive Holding
- Kick-Catch Interference
  - The receiving team must have the opportunity to catch a punt
- Flag Guarding
- Tripping
  - Includes tripping while attempting/diving to pull the flags
- Stripping the ball (incl. on QB pass)
- Holding or obstructing the ball carrier
- Roughing the Passer (special)
- Unfair Acts
- Unsportsmanlike Conduct (rare)**

Simultaneous with Snap, remember IMPASS:
- Illegal substitution (5 yards)
- Motion (5 yards)
- Participation* (touching/too many players) (10 yards)
- A player not within 15 yards of ball (5 yards)
- Shift (5 yards)
- Snap (5 yards)
(*All enforced from the previous spot)

Loss of Down Penalties:
- Illegal Forward Pass
- Illegal Backward Pass (time-wasting)
- Intentional Grounding
- Illegally Secured Flag Belt

Automatic First Down Penalties:
- Roughing the Passer
- Illegally Secured Flag Belt

Unsportsmanlike Conduct - Dead ball foul
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• Illegally Secured Flag Belt
• Automatic First Down Penalties:
  • Roughing the Passer
  • Illegally Secured Flag Belt

Unsportsmanlike Conduct - Dead ball foul
10 yards from previous spot or result of play
10 yards from previous spot
10 yards from the spot, or end of the run (All-But-One)
Conflict Resolution Exercise

- We will break off into groups of 2-4 people
- You will be given scenarios to react to
- Do not be afraid to be vulgar and/or offensive
- We will discuss results and thoughts

Scenario #1 - A third penalty for illegal contact (screen blocking) has gone against you and you do not understand the rule, nor why you keep getting flagged.

Scenario #2 - You get called for offensive pass interference with 15 seconds left in a tie game, and there has not been one PI call the whole game.

Scenario #3 - Your name doesn't appear on the team roster for your first playoff game, but you have checked in for every regular season game.

Scenario #4 - An official blows/misses their third call in a close game.
Basic Enforcement Spots - Live Ball Penalties

Loose Ball Plays (ie. punts, legal forward passes, backward passes and the run that precedes it)
- Basic spot of enforcement is the **previous spot** (spot of the snap)
- Exception: Roughing the Passer (think "tack it on")
- Example - On 1st down from the A 25-yard line, A1 throws a pass to A4 who commits offensive pass interference at the A 35-yard line, catches the pass, and is deflagged at the A 38. What is the enforcement?

Running Plays (ie. any action with a player in possession that is not a loose ball play)
- Basic spot of enforcement is the **end of the run** (or where the player loses possession on a fumble/pass)
- Example - On 2nd down, while A1 is running, A2 illegally contacts B2 at the A 25-yard line. A1 is deflagged at the A 20-yard line. What is the enforcement?
"All-but-One" Principle

States that all fouls are penalized from the basic spot of enforcement except for an offensive foul that occurs behind the basic spot of enforcement (including PSKs)

- In this case ONLY, the spot of enforcement is the spot of the foul
- Example: While A1 is scrambling, A3 contacts B2 illegally at the A 25-yard line. A1 then completes a pass to A5 for 20 yards to the B 35-yard line where A5 is deflagged. What is the enforcement, and where should the ball be placed?

"Clean Hands" Principle

States that on a down where there is a change of possession, the last team gaining possession may retain the ball, provided its foul is not prior to the final change of possession and it declined the penalty for its opponents foul(s).
Basic Spot of Enforcement Procedure

Running Play

- End of the Run
  - Yes: Spot of Foul
  - No: End of the Run

Loose Ball Play

- Previous Spot
  - Yes: Spot of Foul
  - No: Previous Spot

What kind of play was it?

What is the basic spot of enforcement for that type of play?

Was the foul by Team A behind the basic spot?

Where should we enforce the penalty from?
Special Enforcements/Situations

- Half the Distance (to the goal) Enforcements
- Roughing the Passer
- Illegal Forward Pass
  - Initial direction at release
- Fumble Forwards
  - In field of play
  - Into/from own endzone
  - Into opposing endzone
- Zone to Gain achieved, but penalty on play
- Momentum Rule
- Simultaneous Catch
- Post-Scrimmage Kick Fouls
- Force
  - On muffed punt
  - On backwards pass
- Inadvertent Whistle
- Onside Kick
### Stop Clock Procedures Quiz

<table>
<thead>
<tr>
<th>Scenario</th>
<th>Action</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Incomplete Pass</td>
<td>On the snap</td>
<td></td>
</tr>
<tr>
<td>Ball OOB</td>
<td>On the snap</td>
<td></td>
</tr>
<tr>
<td>Penalty and Admin</td>
<td>Depends on previous play (on what?)</td>
<td></td>
</tr>
<tr>
<td>Touchdown</td>
<td>On the snap (following the try)</td>
<td></td>
</tr>
<tr>
<td>Touchback</td>
<td>On the snap</td>
<td></td>
</tr>
<tr>
<td>First Down</td>
<td>On the ready whistle (in-bounds); on the snap (OOB)</td>
<td></td>
</tr>
<tr>
<td>Timeout</td>
<td>On the snap</td>
<td></td>
</tr>
<tr>
<td>Change in Possession</td>
<td>On the snap</td>
<td></td>
</tr>
</tbody>
</table>

What about if tackled in-bounds? Penalty?

2-Minute Mechanics...
Mechanics

Mechanics demonstrate confidence in game knowledge. When performing mechanics, remember:

- Everything out, up, and away from body.
- Be crisp - no floppy mechanics.
- Utilize proper mechanics at all times - don't be complacent.

We will now head to the Training Zone for mirror work.
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- Be crisp - no floppy mechanics.
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We will now head to the Training Zone for mirror work.
CoRec Modifications

- 8 players on the field (4 female); need 7 players to start (at least 3 females)
- Touchdown involving a female passer, receiver or runner is worth 9 points
- Teams must still only have the center on the line
- "Open" vs. "Closed" plays - during the offense's possession, there may not be two consecutive legal forward pass completions from a male passer to a male receiver
  - Each set of downs will begin as an "Open" play, meaning a forward pass may be completed by any player to any player.
  - Once there is a male-to-male completion, the next play becomes "Closed." This means a female must be involved as either the passer or as the receiver of a legal forward pass. Upon legal completion of a forward pass involving a female which results in positive yards gained, the next play becomes "Open."
- At no point can a male runner advance the ball through the line of scrimmage - Penalty: Illegal Advancement (5 yards from the previous spot)
- A forward pass completed from a male passer to a male receiver on a "Closed" play, or a forward pass completed from a female passer to a male receiver behind the line of scrimmage where the male advances the ball through the line of scrimmage, is illegal - penalty - Illegal Forward Pass (5 yards from the spot of the foul, Loss of Down)
Sportsmanship

• Following each game, you must rate each team's sportsmanship, and provide a detailed explanation for all ratings (good or bad).
• Utilize sound judgment, and take the whole game and all players into account. Having thick skin to a certain degree...
• Use the guideline statements to choose the best rating.
• Be sure to let the supervisor know about any unsportsmanlike conduct or incidents, and come to a decision as a team.
• Remember—teams START at a “2.5,” and have to earn a better/worse rating. NO HALF RATINGS!
• Do not be afraid to reward good behavior, and to punish bad behavior.
• Team starts after scheduled game time starts with a “2,” cannot get higher than a “3”.

(NOTE: These are merely guidelines, and by no means all-encompassing or defining what constitutes sportsmanship. Difficulties in rating include, but are not limited to: overall game conduct, race relations, and racial slurs or any other form of discrimination.
A rating of “2” indicates an excellent display of sportsmanship throughout the course of the game. A rating of “1” indicates a very poor display of sportsmanship. A rating of “3” indicates a poor display of sportsmanship. A rating of “4” indicates an excellent display of sportsmanship.
A rating of “5” indicates an outstanding display of sportsmanship.
A rating of “-1” indicates an excellent display of sportsmanship.
A rating of “-2” indicates an outstanding display of sportsmanship.
A rating of “-3” indicates an excellent display of sportsmanship.
A rating of “-4” indicates an outstanding display of sportsmanship.
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A rating of “-37” indicates an excellent display of sportsmanship.
A rating of “-38” indicates an outstanding display of sportsmanship.
A rating of “-39” indicates an excellent display of sportsmanship.
A rating of “-40” indicates an outstanding display of sportsmanship.)
(NOTE: These are merely guidelines, and by no means all-inclusive in determining a team’s overall sportsmanship. Officials are trained to judge individual situations and games without bias or favoritism, and the final rating is up to the discretion of the officials and IM supervisor on-site.)

4-Rating: “Excellent” Demonstrates excellent sportsmanship throughout the course of the game. Cooperates fully with officials and opponents. Utilizes encouraging words and helpful gestures (i.e. Picking up an opponent’s flags, helping an opponent off the ground, etc.). Cheers for opposing team.

3-Rating: “Above Average” A few complaints made during the course of the game, but no aggressive or confrontational acts apparent. Fully cooperative with IM Staff, engages in reasonable/rational conversations, and captain exhibits control over team. Overall, respect is shown to opposing team. Minimal warnings/infractions during gameplay.

2-Rating: “Below Average” A team fails to cooperate with Intramural officials and/or staff. Antagonizes opponents, engages in excessive rough play, and/or utilizes profanity when speaking. Repeated complaints/questioning of calls. Unsportsmanlike administration necessary. *NEW* Any team without the minimum amount of players required to participate at the scheduled game time will automatically start the game with a “2” rating. Teams may earn up to a “3” rating for the game in this situation.

1-Rating: “Poor” In addition to many or all instances of a “2” rating, the team demonstrates an overall disregard for all Intramural policies and rules regarding good sportsmanship. Multiple instances of profanity, constant or excessive number of fouls, and potentially a player ejection. Multiple unsportsmanlike administrations needed. Captain displays little to no control over team behavior and/or actions. Any instances of fighting will automatically result in a “1” rating. Rowdy/out of control fans. *NEW* If a team forfeits a game at any point during the regular season prior to the final game/playoffs.
Points Of Emphasis

- Screen Blocking
- Call Selection
- Effective Communication
- Pass Interference*

It is pass interference by either team when any player movement beyond the line of scrimmage significantly hinders the progress of an eligible player of such player’s opportunity to catch the ball. Offensive pass interference rules apply from the time the ball is snapped until the ball is touched. Defensive pass interference rules apply from the time the ball is thrown until the ball is touched.

Actions that constitute defensive pass interference include but are not limited to:
(a) Contact by a defender who is not playing the ball and such contact restricts the receiver’s opportunity to make the catch.
(b) Playing through the back of a receiver in an attempt to make a play on the ball.
(c) Grabbing a receiver’s arm(s) in such a manner that restricts his opportunity to catch a pass.
(d) Extending an arm across the body of a receiver thus restricting his ability to catch a pass, regardless of whether the defender is playing the ball.
(e) Cutting off the path of a receiver by making contact with him without playing the ball.
(f) Hooking a receiver in an attempt to get to the ball in such a manner that it causes the receiver’s body to turn prior to the ball arriving.

Actions that constitute offensive pass interference include but are not limited to:
(a) Blocking downfield by an offensive player prior to the ball being touched.
(b) Initiating contact with a defender by shoving or pushing off thus creating a separation in an attempt to catch a pass.
(c) Driving through a defender who has established a position on the field.
Screen Blocking
• Call Selection
• Effective Communication
• Pass Interference*

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Officiating Philosophies

- Confidence is key.
- Be prepared.
- When you are here, you are here to work.
- Don't be afraid.
- Don't listen to the chirping.
- Stay calm...don't escalate.
- Hustle.
- Use good common sense for the players' benefit.
- Finally...BLOW YOUR WHISTLE (not inadvertently).
Questions?

Do you have your hiring time/paperwork in order?

Upcoming Training Dates/Times:

- Wednesday, September 28 (7:00-10:00pm) - On-Field Training Stations (ARC Fields)
- Monday, October 3 (7:00-10:00pm) - Scrimmages (ARC Fields)
- SCIOA Clinic - Saturday, October 22 at 9:00am at Cal State Northridge

And last but not least...test time! If you have a smartphone (preferably an iPhone), open the website: www.kahoot.it
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What you will learn:
- Basics
- Scoring, Quality official
- GameRefs
- Positioning
- Penalty/Unpenalized
- Mechanics
- Points of Endzones

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