

CFOA 2014 STATE CLINIC

Referee Breakout

Point of Emphasis – Pace of the Game

- **Consistent Ready for play**
 - When to blow the ready for play?
 - Work to blow the ready for play within 15 seconds of the previous dead ball or 3-5 seconds after the ball is spotted.
 - Be in position when giving the ready for play in view of the ECO. (10-12 yards off the ball)
 - Crew in position and chains are set.
 - Ball relay to umpire / referee
 - Team readiness.
 - Do not let the offensive teams set the pace!
 - Some teams will huddle on sideline – this does not affect the ready for play whistle.
 - No huddle offense/ 2-minute drill.
 - Work with the Umpire to set the pace and not the teams.
 - Crew readiness.
 - Note: If the offense is ready and the defense is ready, the ready can be blown sooner as long as there is no disadvantage.
- ***Change of Possession / Post Kickoff***
 - Check for administrative duties.
 - Measurement, penalty enforcement, etc.
- **Dead Ball Stoppage – time wasting trouble points**
 - Consistent Ball relays
 - Pre-game conference – all 5 officials work on relays
 - When do you bring in a new ball?
 - Funnel the ball to the middle.

- Wet ball mechanics.
- Penalty Enforcement / Measurements
 - Information from the crew
 - Press box signals
 - Enforcement
 - Information to coaches
- Other Official's time out
 - Injury Time Outs – No time limit and get the player number.
 - Equipment Time Outs – Get the player off the field and a replacement in the game
 - Coach / Referee conference
 - Note: The coach referee conference is a charged team timeout for the purpose of reviewing misapplication of a rule, not judgment calls. If the ruling is changed, this becomes an official's time out. If a team is out of timeouts and the ruling is not changed, the team is assessed a Delay of Game penalty.
- Charged time outs / after a try / change of possession
 - Team timeout and after scores – Back Judge times both with 15 second warning.
 - Wings stay with their teams and get them ready at the 15 second warning.
 - Especially after a Try, get the teams ready. It's only one minute!
 - Change of Possession – Blow the ready when the crew is in position.