

# FOOTBALL 2022 MEETING #2

# WHO ARE WE?

RUDY BERGTHOLD - CHAIRMAN OF LEADERSHIP COMMITTEE

DR. RONNIE HIGGS - RULES INTERPRETER & COACH LIAISON

DAVE ANDERSON - ASSIGNER

TOM EMERY - PRESIDENT/OWNER PENINSULA SPORTS

# **CREW CHIEFS:**

DR. RONNIE HIGGS
JIM O'NEIL
BOBBY HOWELL
JON SILVA

JOHNNY CLIFTON
JONATHAN MIDDLETON
BILL BUNNER
RUDY BERGTHOLD

# PENINSULA SPORTS

TOM EMERY

**DUES & FEES** 

REBATE FOR 100% ATTENDANCE

2022 RULE & CASE BOOKS and 2022/2023 MECHANICS MANUALS

# PENINSULA SPORTS

# RECRUITMENT TRAINING RETENTION





There's an urgent need for sports officials in this nation. More people are needed to step up to do the tough job of making sure sports are fairly played, well-managed and safe environments for all participants and spectators.

Join us today: www.PSIrefs.com

# MEETING SCHEDULE

PRE-SEASON
JULY 13 @ PALMA
JULY 27 ON ZOOM
AUGUST 10 @ PALMA
AUGUST 24 ON ZOOM

IN-SEASON MEETINGS
SEPTEMBER 14 @ PALMA
OCTOBER 12 ON ZOOM
NOVEMBER 2 @ PALMA

# **PSI FOOTBALL 2022**

JUNE								
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NOVEMBER								
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27	28	29	30					

GAMES

PLAYOFF DATES

PALMA MEETINGS 6:30PM TO 8:30PM ZOOM MEETINGS 6:30PM TO 8:30PM

# TEST INFORMATION

DR RONNIE HIGGS

TEST AVAILABLE ON ARBITER CENTRAL HUB

COMPLETED TEST DUE AUGUST 10

# **Rudy Bergthold**

Select the account you would like to work in.



ArbiterOne About Contact Privacy Terms Reset Session Server: DV © 2022 ArbiterSports

Rudy Bergthold (Admin) ArbiterSports Group ID: 101441

MAII

REGISTRATION

ELIGIBILITY

TESTING

CONTACT

# NEWS AND ANNOUNCEMENTS

2/27/2020 Contact Tom Emery (President/Owner)

> Peninsula Sports, Inc. 1732 Fremont Boulevard, Suite #200 B Seaside, CA 93955

Cell: 831-241-1101 Email: tom@psirefs.com

2/27/2020 Welcome

Welcome to the new Central Hub for PSI 2020-21.

Officials will register and pay annual dues <u>in one step</u> <u>at one time</u> in the new Registration Dashboard of Arbiter. The all-inclusive amount is \$100, payable by credit or debit card. Insurance will be provided through Arbiter Officials Association.

You will also be able to manage your eligibility from the newMore...

# SELECT TESTING

J

Q

# **SPORTS**

Baseball

Basketball

Field Hockey

Football

Soccer

Softball

Volleyball

Water Polo

Wrestling

# IMPORTANT DOCUMENTS

PSI Independent Contractor Agreement

# **ASSIGNERS**

Fall Sports

Winter Sports

Spring Sports

# NASO INFORMATION

NASO Information

# **COVID-19 INFORMATION**

Guidance for State Associations to Consider in Re-Opening High School Athletics and Other Activities



CONTACT

Testing Help 🔞

Group ID: 101441

Pending Tests

Group Start Date Start Time Close Date

Open Tests

Group Close Date Max Attempts Status

2022 PSI Football Test Part A

Time Remaining: 32 Days, 08 Hours, 56 Minutes

psi 08-13-2022 3 Not Started Instructions

Take Test

**Completed Tests** 

Group Close Date Status

**Previous Tests** 

Group Close Date



Here are the parameters for 2022 PSI Football Test Part A:

- · Your test consists of 50 questions.
- · You must answer all questions before submitting your test.
- You are allowed 3 attempts at this guiz.
- . You will be able to review your quiz after you take it; return to the testing dashboard and select "Review Your Test."

The test expires at 8/13/2022 11:58:00 PM

# To answer questions:

- · You must answer all questions to submit your test.
- To answer a question, simply click on the circle next to the best answer.
- . Each answer is automatically saved after clicking, though you can change your answer until you submit the test.
- After answering a question, select "Back" (previous question) or "Next" (next question), or you can navigate to any question by using the vertical navigation bar on the left-hand side.
- The navigation bar on the left-hand side of the testing window indicates which questions have been answered.
  - A white circle indicates a question that has not been answered.
  - A blue circle indicates one that has been answered.
  - A yellow circle indicates the question currently being viewed.
- Note that you can click on any question number in the navigation bar to navigate directly to that question.

# To save your test and finish it later:

You have these options:

- . Simply exit the testing window. All of your completed answers will be saved.
- . Choose the "Save and Exit" option provided in the lower right corner of each question.

To resume the test, select "Continue" from the Testing Dashboard. The test will resume where you left previously.

# To submit your test:

Finish answering all questions and then:

- If your last question answered was the last question on the test: Click on "Next" and you will be taken to the "Summary" screen where the
  option to "Submit Test" is provided. Click "Submit Test."
- If your last question answered was NOT the last question in the test: Scroll down the left-side navigation bar and select "Summary." This
  screen tells you how many questions you have answered and provides the option to "Submit Test." To submit the test click on "Submit
  Test."

"Submit" turns in a completed test. Tests cannot be modified after they have been submitted.

# Results:

Upon successful submission of your test, you will receive a confirmation that your test was received.

You should print this screen as hardcopy evidence of submitting the test. You will also be sent a confirmation email containing the same information as the confirmation screen. Save both for your records. Please note that some tests do not have a passing grade.

# For more information:

Please email support@arbitersports.com - for any inquiries you may have about the purpose or content of a particular test or quiz.

50 QUESTIONS
WRITE DOWN YOUR ANSWERS
CAN START & STOP MULTIPLE TIMES
"SUBMIT" AFTER ALL ANSWERS COMPLETE
RETAKE THE TEST AND CORRECT YOUR ANSWERS

# **GAME ASSIGNMENTS**

# **DAVE ANDERSON**

MAKE SURE YOU ARE SIGNED UP IN ARBITER

BLOCK ANY DATES YOU ARE NOT AVAILABLE

DAVE'S CONTACT: (831) 998-3751 daveapm13@gmail.com

# RULE 5 - SERIES OF DOWNS NUMBER OF DOWN & TEAM POSSESSION AFTER PENALTY

**DEBBIE JOHNSON** 

# RULE 7 - SNAPPING, HANDLING & PASSING THE BALL

JON SILVA

# WHEN IN DOUBT

DR. RONNIE HIGGS

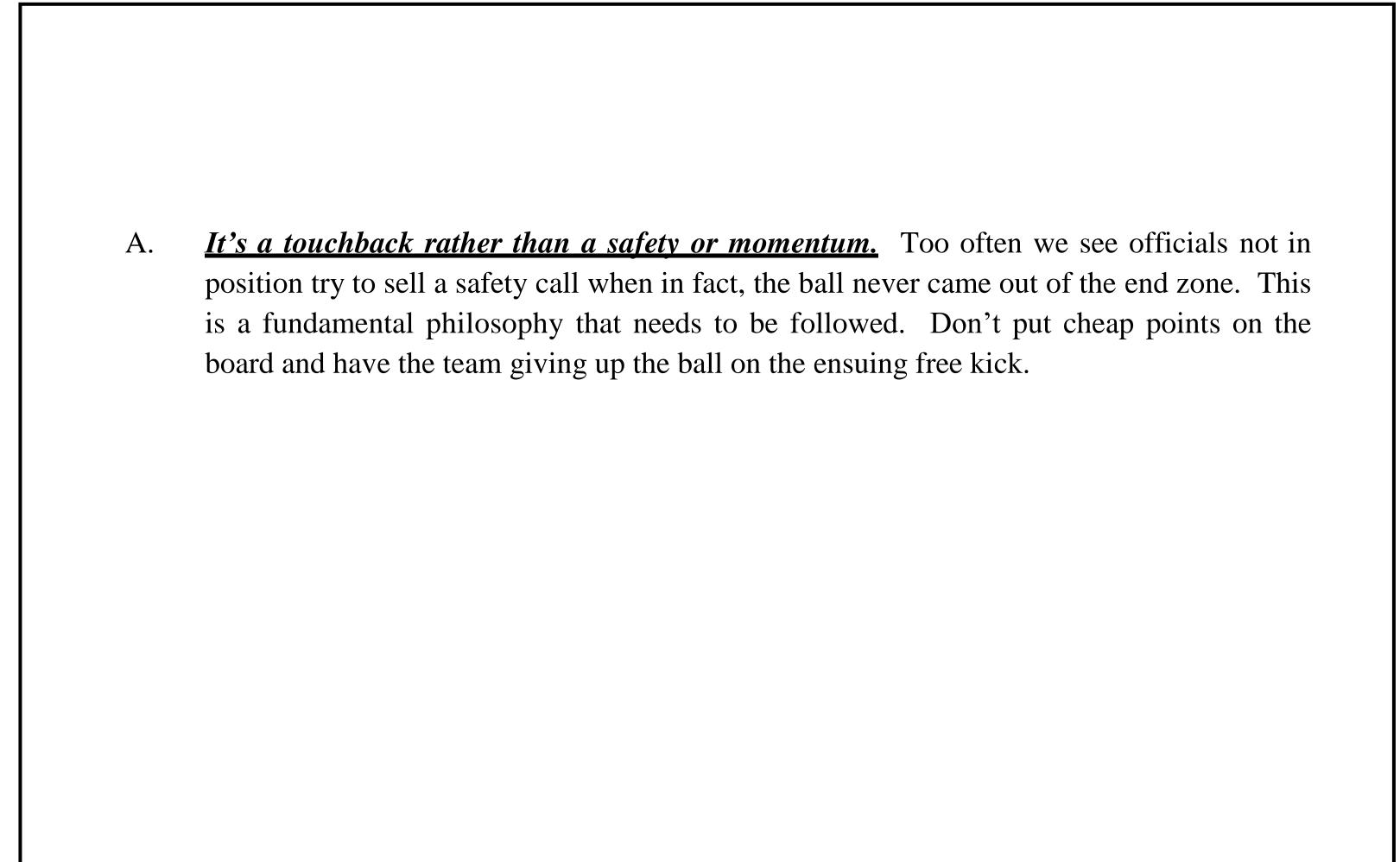
# Football Axioms... When In Doubt Principles: Know When They Apply!

# Introduction...

Let's look first at the difference between having a **call** and having **doubt**. When you have a call, you're in good position, you've seen the whole play and simply make the call. The Axioms do not apply. When you have primary responsibility and you didn't see the whole play... good mechanics or not, you need to use the Axioms to have a better shot at a correct call.

Now let's discuss when you are not the primary official covering a play. Emphatically, the "when in doubt principles" **DO NOT APPLY!!!** They are strictly for the covering official who has primary responsibility. Its fine to discuss the play, but the covering official has the call and should ask for help if needed. Players, coaches and fans would cringe if they knew we had doubt on a call. Few realize this happens more than we'd like to admit. That's precisely why the "when in doubt philosophy" of Football Officiating" were developed. These key principles if followed, allow us to get the call right more times than not. What has not been written or discussed is the mechanics of these Axioms, which officials get to apply "when in doubt".

Let's look at a few of the "when in doubt plays" that may occur in a game...



B. <u>The forward pass is incomplete rather than a fumble.</u> More times than not, the receiver never controlled the ball long enough to do something common to the game... run, pass or kick. Make sure that a receiver has tucked the ball away with control before ruling a fumble. Often, the receiver is outnumbered by the defense and has no chance to recover the ball. Make these plays incomplete!

C. <u>The ball is accidentally batted/kicked rather than intentionally batted/kicked.</u> I heard a veteran official say "I know a bat when I see it. The player usually hits it about 350 feet over the fence." An over simplification, but one we should consider. Make the bat or kick obvious and intentional for everyone to see, not some little swipe and nick of the ball.

D. The passer has thrown the ball forward rather than fumbling it and/or the pass is forward rather than backward behind the neutral zone. Any action by the QB's arm moving forward and the ball coming out should be ruled a forward pass. Even if the arm is going forward, untouched and the QB loses the ball as he tries to pull it back. Also, on forward/backward pass situations remember that we seldom have an official on the same yard line looking directly across to the passer to see which direction the pass was thrown. When the pass hits the ground the covering official needs to rule these incomplete. The human eye is not that good to see the full aspect of this motion or pass direction. Again, ruling these fumbles will result in more cheap turnovers than correct calls.

E. <u>It's a fumble rather than the runner down.</u> Over the years, replays show that nearly 90% of the fumble/down situations are fumbles. You take any chance of help from your crew away when you blow the whistle without seeing the ball dead by rule. Let the play continue and get help from a crewmate. Again, inadvertent whistles are tough to explain and usually a huge inequity occurs by rule when they happen.

F. <u>Stop the clock for potentially injured players.</u> Be vigilant at the end of a play for players who are injured and in need of assistance from trainers or medical personnel. Error on the side of safety. Many times the type of contact or hit will be a clue to the potential for injury. Officials should never attend to injured players. Leave that to the trainers and/or medical personnel. Your role is to officiate the game not provide medical services.

G. <u>Don't throw the flag... MIBT.</u> In most instances tight situations are not fouls. MIBT means Make It Be There! See the entire situation before throwing a flag. More errors are made from guessing and throwing than by holding the flag. Phantom fouls are less forgiving and lead to crew and individual inconsistency.

H. <u>Don't blow the whistle.</u> See leather! When you can't find the ball the last thing you want to do is blow your whistle. Be patient. What seems like an eternity is only a second longer. Find the ball in player possession when the runner goes down or is crossing the goal line before getting on the whistle. Once the whistle blows, you've taken all opportunity for help from your crew away. You have an inadvertent whistle.

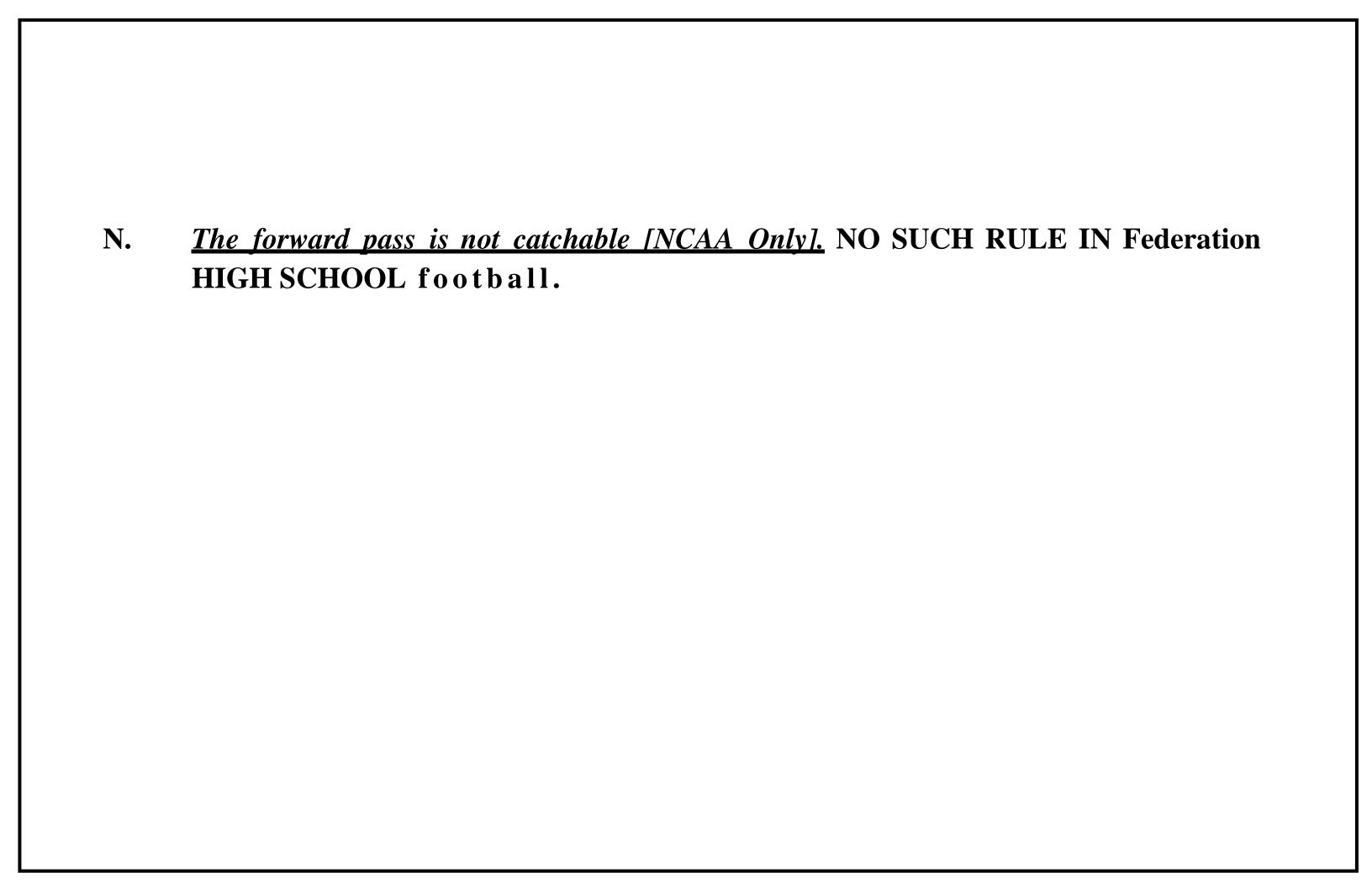
I. <u>The pass is backward rather than forward beyond the neutral zone.</u> Beyond the neutral zone the benefit of the doubt goes to the pass being backward. As mentioned before, seldom do we have an official right on the same yard line as the pass. Watch the release point of the passer and the touch point of the receiver to make your judgment. Tough plays to work but more times than not these will be backward. Remember if the pass is forward and it hits the ground, it becomes an incomplete illegal forward pass rather than a live loose ball.

J. <u>The passer has not grounded the ball.</u> Many times the passer's arm and throw are affected by contact by the defense. Other times the intended pass receiver has made the wrong cut on his route. Sometimes the passer who is not under duress just throws the ball away to end the down because of good defensive coverage. Grounding is a pretty severe penalty on the offense. Know the difference between a good throw away that even the defense is content with versus the passer who is avoiding a loss of yardage or trying to conserve time.

K. <u>Don't mirror signals.</u> Too often we see officials mirror another official's signal on an incomplete pass or a touchdown. If you weren't a primary covering official or did not have the same call, leave it alone. If your partner is wrong and you mirror that signal it makes it difficult to overrule this call. Not only is your partner wrong but you are too!

**L.** It is a block below the waist, clipping, or a chop block. Player safety is paramount to the game of football. Ruling these situations as fouls when you are "in doubt" is a forgivable mistake. Not calling these fouls, especially when a player is injured from the foul is not forgivable. Additionally this is one of the quickest ways to end your hopes of a long and successful career and invite expensive litigation from injured players.

M. The ball has not been touched on a kick or a forward pass. In kick situations, the last thing you want is a cheap turnover. Don't guess if the ball has been touched by either team. Watch for changes in direction of the football. Watch the player's initial reaction. If you don't see it clean and clear, the player did not touch the ball!



O. <u>It is roughing not running into the kicker</u>. The kicker is in a vulnerable position unable to protect himself. Give him the benefit of the doubt and go with roughing when the contact puts him at risk of injury. Save the running into the kicker for contact that needs to be called but never put the kicker at risk.

P. <u>It is a 15-yard facemask penalty versus a 5-yard penalty.</u> Years ago officials seemed reluctant to call a 15-yard facemask penalty. It seemed to be the avenue of least resistance in just calling the 5-yard foul. The fouling team was happy 15 wasn't called and the offended team was happy to get an extra 5 yards added to the run. Today the pendulum has swung the other way with officials calling more 15 yard fouls than ever before. Defenders rarely just grasp the mask. Most times they grab, yank, twist and pull. Go with the 15-yard foul whenever possible.

Q. Forward progress is stopped. Forward progress is a real art rather than a science. The official who can decide when to rule progress and when to let a run go is a master of this art. Remember something about progress and fumbles... If you decide progress, the runner cannot gain or lose yardage, nor can he fumble. If you decide the runner is free to run, then he can fumble too. You can't let him advance and maybe score unless you're willing to let him cough up the ball. What seems like an eternity is really only a one second pause to read the play and see if the runner is really wrapped up and under control. Like other axioms, don't let a cheap turnover occur when you have doubt.

R. <u>It is interference with the opportunity.</u> Have you recently tried catching a football that someone kicked 40-50 yards and 60 or more feet in the air? Have you had anyone running down toward you wanting to take your head off your shoulders just after you caught the ball? Most of us haven't done this for a while and are glad we don't have to do it for a living. It doesn't take much to district a kick receiver from focusing on the football/kick. When in doubt, put the burden on the kicking team to give the receiver a clean shot at catching the kick. A muffed punt will result in a turnover more times than not. Again, try and avoid cheap turnovers.

# **Conclusion**

One Axiom that needs some discussion and reconsideration is "When in doubt it is an incomplete pass/trap rather than a completed pass." If we haven't seen the ball touch the ground why would we call it incomplete? If you see it touch the ground, make the call... incomplete pass. If you aren't sure, look for help from another covering official, maybe even the umpire. Don't take a good athletic play away from a receiver.

Axioms can be game savers but they don't excuse us from the responsibility of why we're out there. Put yourself in position to make the call by using sound officiating mechanics, rule knowledge and good common sense. But never give up your responsibility to MAKE THE CALL!

# MECHANICS

PRE-SNAP KEYS STRENGTH OF FORMATION

PASS COVERAGE

### PART 4:

# PLAYS FROM SCRIMMAGE – STRENGTH OF FORMATION, RUNNING PLAYS, PASSING PLAYS, GOAL LINE

### PLAYS FROM SCRIMMAGE – STRENGTH OF FORMATION:

STRENGTH OF FORMATION: The strength of formation is determined by the number of eligible receivers on a particular side of the offensive formation. It has nothing to do with the number of linemen on each side of the snapper. If there is no strong side, the strength is declared to be the Line Judge's side.

BALANCED FORMATION: When there are the same number of eligible receivers outside the offensive tackles on each side of the formation.

- o The Back Judge will key on the widest receiver on the Line Judge's side.
- o The Line Judge will key on the next widest eligible receiver
- o Head Linesman will key on the eligible receivers on his/her side of the formation

UNBALANCED FORMATION: The strength of the formation is determined by the number of eligible receivers outside the offensive tackles. More receivers on one side than the other.

- The Back Judge will key on the widest receiver or receivers to the strength of the formation.
- o The wing to the strong side will key on the next widest eligible receiver to his/her side.
- The wing opposite the strength of the formation will key on the eligible receiver or receivers on his/her side.

MOTION: If motion occurs, the strength of formation is not determined until the snap. Keys may change with motion.

### ELIGIBLE RECEIVERS BY POSITION:

- Tight end The end man on the line of scrimmage lined up no more than four yards from the nearest offensive lineman
- Split end The end man on the line of scrimmage lined up more than four yards from the nearest offensive lineman
- Flanker Player in the backfield positioned outside the tight end
- Slot Back Player in the backfield lined up between the split end and the nearest offensive linemen
- Back in the backfield A player in the backfield between the tackles at the snap
- Trips: Three or more receivers outside the offensive tackles.

## PRIOR TO THE SNAP:

### REFEREE:

- Initial position about 10-15 yards from the line of scrimmage and 5 yards wide of the ball on the passing arm side of the quarterback.
- Check all officials in position and ready for the play
- Check the down marker
- Declare the ball ready for play and/or silent wind
- Count R players and signal Umpire for confirmation
- Be aware of one second count after huddle or shift
- Observe snap irregularities and/or movement of linemen (false start, dead ball foul)

### **UMPIRE:**

- Spot the ball and remain with the ball until the ready-for-play or released by the Referee
- Take a position 6 to 8 yards behind Team B line of scrimmage between the Team A tackles
- Keep the snap in view
- Vary your position to avoid becoming a predictable target or obstruction
- Count R players and signal Referee for confirmation
- Confirm five ineligible numbers (50-79) on the line of scrimmage
- Observe snap irregularities and/or movement of linemen (false start, dead ball foul)
- Be aware of Disconcerting signals by Team B (dead ball foul, 5 yard penalty)
- Note the position of the snap between the hash marks

### **HEAD LINESMAN & LINE JUDGE:**

- Straddle the line of scrimmage at least 1 yard outside the sideline
- Confirm the number of the next down
- Count Team B players and confirm with Back Judge
- Observe alignment of the players on the line of scrimmage and identify eligible receivers on your side.
- Identify any players lined up in an illegal formation
- Use extended are into offensive backfield to indicate the nearest player is off the line of scrimmage.
- Observe any player whose initial motion is away from you even if the player reverses direction.
- Be aware of any false start or of Team B crossing into the neutral zone. (dead ball foul)

## BACK JUDGE:

• Manage the play clock 25 or 40 seconds as appropriate.

- Take an initial position 20 to 25 yards beyond the defensive line of scrimmage and always deeper than the deepest defensive back.
- When the ball is on the hash mark, position no wider than the near upright.
- Count the Team B players and confirm with the HL and LJ.
- Provide a visual count of the last 5 second count of the play clock

### **AFTER THE SNAP – PASSING PLAYS:**

### REFEREE:

- Shift focus from the snap to the off-side tackle. Read pass based on player action
- The ball & runner/passer behind the line of scrimmage are your responsibility. Be prepared to follow the action to either side of the field.
- Do not focus on the passer until the defense threatens him
- After the ball is thrown continue to focus on the passer not the pass
- Determine, with help from the head linesman or line judge, if the pass is forward or backward.
- Be alert for an illegal forward pass more than one forward pass or, thrown from beyond the line or, intentionally incomplete. If illegal drop the flag and continue to officiate.
- Bean bag the spot of the pass if thrown near the line of scrimmage.
- When the ball is dead be positive of the position/location of the ball before sounding the whistle.
- Know the location of the line to gain and signal the number of the next down if the dead ball spot is behind the line to gain or the pass is incomplete
- If the dead ball spot is beyond the line to gain, give the time-out signal to stop the game clock and signal the 1st down.
- Assist in retrieving the ball and passing it to the Umpire
- After the ball is positioned ready for the next play if the game clock was stopped for the movement of the chain on 1st down, give the silent wind for the game clock to start.
- Mark any fumble with a bean bag and keep officiating. It is not necessary to bean bag a fumble behind the line of scrimmage however, the bean bag is a signal to the other officials that you have observed the ball lost from player possession. Other officials can take note.
- If you observe a foul and throw your flag be prepared to sound your whistle and stop the game clock at the end of the down.
- At the end of any fourth down play, sound your whistle and signal to stop the game clock

### **UMPIRE:**

• Key the center and the two guards. If they block pull back from the line of scrimmage read pass.

- Move forward to the edge of the expanded neutral zone (2 yards from the line of scrimmage) as
  the offensive blockers retreat. Moving forward will help you identify ineligible players down
  field before the pass is in flight
- In shotgun formation a block below the waist in the free blocking zone must be from three or four point stance on an opponent that is directly in front of the blocker.
- Watch for illegal use of the hands including the head slap, holding and takedown
- On low trajectory passes, turn and observe the pass from inside out. If you see incomplete, signal incomplete.
- Be aware of any touching of the pass by the defense. If the pass is touched, pass interference restrictions are ended. Speak up if there is a pass interference foul on the play.
- When the ball is dead be positive of the position/location of the ball before sounding the whistle.
- If the pass is complete, move to the dead ball spot observing action of players around the runner and make your presence known.
- Secure possession of the football and spot the ball for the next play
- Mark any fumble with a bean bag and keep officiating.
- If you observe a foul and throw your flag be prepared to sound your whistle and stop the game clock at the end of the down.
- At the end of any fourth down play, sound your whistle and signal to stop the game clock

## HEAD LINESMAN & LINE JUDGE:

- Be aware of the strength of the formation and which receiver(s) are your responsibility.
- Observe keys and read the tackle to determine run or pass.
- Observe the initial charge of the linemen.
- Stay on the line of scrimmage until the forward pass is thrown.
- Be ready to rule on forward or backward pass.
  - o If the pass is forward and incomplete sound the whistle and signal incomplete be decisive and signal swiftly to stop the action.
  - o If the pass is backward, DO NOT sound the whistle. No whistle and no signal means you have ruled the pass is backward.
- If the pass is thrown in your coverage area, move downfield observing the action between players, they will take you to the ball. Do not focus on the ball. The ball in flight will not commit a foul
- If the pass is incomplete, signal incomplete and keep officiating. Retrieving the ball can wait.
- If the pass is complete, forward progress is your responsibility when the ball is on your side of the field.
- When the receiver is on your side of the field follow the forward progress from behind while being aligned directly on, looking and working down the sideline.
- When the ball is dead be positive of the position/location of the ball before sounding the whistle.
- If the ball goes out of bounds sound your whistle and signal for the game clock to stop.
- Move to the dead ball spot observing action of players. Make your presence known.

- Observe your partner across the field and align yourself if you are the off side official for cross field mechanics by the Umpire in spotting the ball.
- Keep all of the players in front of you unless forward progress is near the line to gain or the goal line.
- When the ball goes to the opposite side, observe action behind the play and be prepared for the runner to cross the field and come to your side.
- Mark any fumble with a bean bag and keep officiating.
- If you observe a foul and throw your flag be prepared to sound your whistle and stop the game clock at the end of the down.
- At the end of any fourth down play, sound your whistle and signal to stop the game clock

### **BACK JUDGE:**

- Be aware of the strength of the formation and which receiver(s) are your responsibility.
- Read keys. Retreat as necessary to maintain position behind the deepest receiver
- Cover deep receivers down the middle and on each side and be ready to rule on the goal line and the end line
- Watch for illegal contact on or holding of eligible receivers or blocking by offensive receivers downfield prior to a pass being thrown. Pass interference restrictions for the offense begin at the snap.
- When the pass is thrown, be aware of the direction of the pass and focus on the target receiver. Do not focus on the flight of the ball. The ball cannot commit a foul.
- If the pass is incomplete, signal incomplete and keep officiating. Retrieving the ball can wait.
- If the pass is complete, move to the dead ball spot. If the spot is beyond the line-to-gain, stop the clock
- Keep the play boxed in.
- Maintain inside-out coverage while staying between the hash marks
- Be prepared to cover the runner if he breaks free to the goal line.
- Cover the goal line
- On out of bounds runs, move into the area of the dead ball and assist in maintaining order and/or retrieving the ball.
- Reset the 40 second play clock at the end of the down.
- Mark any fumble with a bean bag and keep officiating.
- If you observe a foul and throw your flag be prepared to sound your whistle and stop the game clock at the end of the down.
- At the end of any fourth down play, sound your whistle and signal to stop the game clock

# EXPECTATIONS

OFFICIALS UNIFORMS

**RADIOS** 

# **MECHANICS**

### **OFFICIALS**

Our authority for the contest begins 30 minutes prior to the scheduled starting time. We need to be there and be ready. Being late is stressful for you and all of your partners

### OUR UNIFORM:

- Black-and-white vertically striped, long or short-sleeved knit shirt with knit cuff & Byron collar. Stripes between 1" and 2-1/4" wide. In a given game, all are to wear the same type shirt.
- Standard white knickers overlapping the knee not more than 4"
- One-piece stockings with a modified northwestern stripe
- Black Football shoes with black laces, shined before the game. (some white accents are allowed)
- Black baseball style cap with white piping. Referee should wear a plain white baseball cap
- Black leather belt 1-1/4 to 2 inches wide with a plain buckle
- May wear full length black pants with 1-1/4 inch white stripe down the side. Must wear black socks with black pants. In a given game, all are to wear the same type pants

## OUR EQUIPMENT:

- Whistle Recommended to carry a spare
- Flag 15" x 15" Gold color, center weighted. Keep it out of sight
- Bean bag(s) white, blue or black. Crew should have same color. Back judge has two of different color
- Game card and pencil or pen Recommended to carry a spare
- Down tracking device rubber bands, elastic bands
- Head Linesman two clips for the chain

NO GAME OFFICIAL SHALL USE ALCOHOL ON THE DAY OF THE CONTEST OR ANY FORM OF TOBACCO PRODUCT (e-cigarette or similar item) BEGINNING WITH THE ARRIVAL AT THE COMPETITION SITE UNTIL DEPARTURE FOLLOWING COMPLETION OF THE CONTEST.

# Midland LXT500VP3 Two Way Radios With Charger

★★★★ 1 Review(s) | Add Your Review

# LICENSE FREE!!

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The LXT500VP3 two way radio supports all 22 FRS channels, Hi/Low power settings, channel scan, call alert, auto squelch, silent operation, keypad lock, is water resistant and is certified lead free.

Midland LXT500-VP3 comes with two radios, belt clips, desktop charger, AC wall adapter, rechargeable batteries and a three year warranty from Midland.

# NEXT MEETING

IN-PERSON MEETING WEDNESDAY, AUGUST 10, 2022 PALMA HIGH SCHOOL 6:30PM - 8:30PM