

SYF

FOUR-PERSON & THREE-PERSON MECHANICS

Game Management and Final Authority. The Crew Chief (CC) is responsible for game mgt., including making all final rulings on penalties, player safety, disqualification (often prudent--difficult issues--to confer with officials before ruling. Remember video is always watching, be professional at all times. Respect by all is important.

Keep Arbiter Information Current, Pre-Pregame. Each official shall keep arbiter information current and correct including listing best contact information first so it appears on game day list (eg. cell phone number not home number) must have home city and zip so arbiter can locate you for game assignments. Officials should check arbiter by Wed. To verify that week's games; CC shall confirm assignments with crew by Wed. of that week's games (email or phone). If an official is unable to work notify CC and B. Kruse ASAP for replacement.

Game Day Arrival and Pre-Game. Officials shall arrive at least 30 minutes before first scheduled game and conduct a pre-game as deemed appropriate by CC, but to include SYF Code of Conduct (Cof C). The CC shall check in with game site pres./adm and provide a written list and amounts for officials/clock operator for that days games as well as verify whether that person will be present all day (should issues arise). Time permitting, CC should check in and introduce himself to president/adm of opponent team (in case issues arise).

SYF Badging/Credentials. All adult non-players (coaches, adm/board) on a sideline shall have a SYF Badge fastened by lanyard around their neck visible at all times. No badge, they must be in the stands, no exceptions. (this includes adult "waterboy") Any "par-person" (not req'd in SYF) shall be on track or in stands. Badging is crucial as SYF has mandatory certification for all (including background checks) for liability around youth. Penalty is a max. one Uns against HC, try to catch persons before game starts to avoid penalty.

Site Issues/Water/Food. Field conditions including lack of a canopy or water for officials should be addressed to game site Pres./ Adm. CC to check with site Pres. on food privileges to inform crew, do not abuse food privileges.

Pre-Game Meeting with Head Coaches. Referee shall provide a written list of all officials at positions (R, U, LJ, HL) for that game. Two officials conduct pre-game, verify with HC all players are legally and properly equipped, other officials to check with chain crew and verify badges on sidelines.

Illegal Equipment. Maximum one UNS penalty against HC. If players do not have legal equipment they shall not participate (includes knee pads, butt pads), send them to sideline until corrected.

Unsportsmanlike/Sportsmanlike Conduct. The SYF Code of Conduct (CofC) and SYF Officials CofC are in effect at SYF events - mutual respect is important. SYF CofC (signed by all coaches, players and parents) provides a zero tolerance policy for cursing and profanity, it shall be enforced at all times by all involved including coaches, athletes, parents, and officials – it is the foundation which separates SYF from other leagues. Flagrant conduct results in automatic DQ, they include language and comments based upon race, sex, national origin, and age (if in doubt not flagrant-1 UNS). SYF CofC /Uns penalties to be enforced based upon the following guidelines: (1) For fan conduct issues stop game and get game site mgt/pres involved to correct issues (since all agreed to CofC, crew takes a water break before penalty); (2) inappropriate comments to an official, by players or nonplayers are assessed as one Uns penalty to that person, if an official does not know who said the comment then it goes against HC as they are responsible for all/fans on sideline, enforcing any such foul on HC as officials deal with HC, but game mgt. and experience can vary; (3) Officials shall be mindful that a delay of game penalty can be used, any DQ is better assessed if done by at least 2 officials, (4) Unless flagrant, a HC or other non-player must have two UNS fouls to be disqualified (at distinct periods of time is the preferred method to allow "cooling-off" - DISENGAGE. For non-player (e.g. coach) DQ means they must leave the stadium (give 3 min. to leave or inform game will be forfeited (cannot be in stands or communicate w/ team). DQ of a coach/player is significant as they cannot coach/play in All-Stars/ Shrine Bowl. CC Reports DQ to B. Kruse, via email with details.

Coin Toss. R (facing scoreboard) and U (opposite 5 yards apart) in middle of field, Flanks walking on 50 yard line bring captains and each HC in for coin toss and go over SYF Code of Conduct / Sportsmanship, etc.

Game Clock/Tempo/25-sec play clock (not 40)/ Time outs. Tempo controls a game. CC can vary who has 25-sec. clock. U - keeps 25-sec play clock counting down the last 5 seconds with arm in front of body then flag (in 3-person crew R has 25 sec.) Per SYF Rule, use “JV-Timing” in all games with good tempo. Make sure to provide teams enough time for hydration of all players/official for safety this may take longer than 1 min. (if needed take officials time-out). Have players go to sideline to more readily receive water and instruction v. middle of field.

Counting Players / Confirming Downs.

Flanks - count your sideline (A or B), inform coach as appropriate to count players.

U - if time assist by counting B players and signaling with arm/thumb facing team B players so flanks can see. If time, assist by counting A and confirming with R by facing R and signaling.

R - always counts A players and confirm by arm/thumb signal facing toward LOS.

All - Confirm down with crew prior to the start of each down by placing hand and fingers above head.

Running Plays.

Flanks - Always start on sideline, but pinch-in when appropriate to assist with game flow/spots for best angle and coverage (should not come in past top of numbers).

ALL - Signal down by putting finger(s) high above hand.

Passing Plays.

On long down and distance plays the R can signal to the flanks for L to play-off the line about 10 yards from the LOS – then HL with have whole LOS. HL will stay on LOS until the play is clearly beyond HL.

All - be a part of relay to keep the ball off the field until spotted by U/R (All- hustle)

Free Kicks.

R - Approx. middle of field on R side

U - Inspect ball, hand to kicker with instructions, confirm at least 4 on each side of kicker, confirm K within 5 yards of K restraining line, count K players and confirm with L, position about 7 yards behind K r-line approx in middle of field.

L - On K restraining line (usually 40), count K players confirm with U, confirm K within 5 yards of k restraining line

HL - on R restraining line, (usually 50) show R players their r-line, count R players confirm with R.

Onside kicks (or anticipation of) U takes K r-line and the L moves to Rs r-line across from HL.

ALL - hand up to signal ready, R to confirm before whistle to start kick, bean bag in hand.

Extra Points/ Field Goals.

R - Keys are holder and kicker for roughing

U - Under HL side goal post upright, key on snapper for roughing until ball kicked, check numbers

HL- Has complete LOS formations for both teams

L - Under upright, check and report number to U

3-PERSON CREW. Ref (25-sec), LJ (on sideline) and HL (on sideline) in triangle formation. LJ to adjust position on sideline depending on down/distance/play. For Free kicks HL has R line, LJ has K line (give ball to K go off field on K line), R in middle of field. Punts (HL has LOS, LJ off LOS on sideline 5 yards behind punt returner-bag end of kick). Adjust as needed by the crew (e.g. passing team LJ stays off LOS to assist on coverage). For EP/Field Goals, HL has LOS, Ref has K/holder/snapper, LJ is about 5 yards behind middle of goal post for ruling on kick.