

GREAT DEAD BALL OFFICIALS...

1. ...take charge and run the game. They know three things that can ruin a football game: (1) Fights, (2) Excessive penalties, and (3) Injuries.
2. ...do whatever it takes to prevent problems from occurring. GAME CONTROL + PREVENTIVE OFFICIATING are the keys to being a great DEAD BALL OFFICIAL.
3. ...use their hustle, presence, voice, and whistle to control the game
4. ...understand that their primary responsibility is player safety (and their own). Personal fouls cause injuries and provoke other problems like escalating 'chippiness.'
5. ...do not tolerate taunting, baiting, and unsportsmanlike acts. Unsportsmanlike acts lead to more problems during the game—personal fouls and fights (zero tolerance).
6. ...set standards early and are consistent. Active prevention starts on the first play of the game.
7. ...are firm, but fair. They warn—they don't threaten.
8. ...remember that: No pain/no gain = no foul. COMMON SENSE = advantage/disadvantage = Quality calls/no calls.
9. ...maintain their poise at all time, keeping their cool when all around them are losing their composure
10. ...get into a flow and maintain a tempo. They follow a routine. They move the game along.
11. ...continue to officiate after they've thrown a flag.
12. ...keep their eyes on players until they separate and begin to return to their huddles. They don't look down at the progress spot (feet). Covering officials keep their heads up, continuing to observe action around the ball carrier and dead ball spot. Other officials concentrate off-the-ball for continuing action.
13. ...work as a unit. Dead ball officiating is a team effort. They box in players. They don't let players get behind them (accordion effect). They communicate and cooperate with each other.
14. ...clean up out of bounds. They get there quickly, usually straight down the sideline and then out of bounds. They avoid getting obstructed by players and coaches in the bench area. They bring opponents out of the bench area, visually if not physically. The official ruling on progress should also be looking out of bounds, following the dead ball action.
15. ...pinch in, but don't lose their field of vision. They hustle, but don't hurry. They make their presence felt when needed. They are disciplined and follow their keys. They do not ball-watch. They see the big picture ("soft eyes"). They officiate on-ball and off-ball/fringe areas (hot spots) and behind the play as dictated by their keys and how the play develops.
16. ...continue to watch and officiate until players separate, and the potential for problems no longer exists.
17. ...sense trouble and take necessary steps to prevent it. They act so they don't have to react. They are proactive. They expect the unexpected, anticipating problems before they happen. They have the courage to step when they have to.
18. ...maintain their concentration throughout the entire game, never letting up. They are totally focused on their tasks and the game. Remember...fatigue affects concentration, focus, and judgment.
19. ...attempt to defuse the action when tempers flare. But when all else fails, they step back and take numbers.
20. ...are never in a hurry to get the ball—especially after punts, kicks, and changes of possession. Ball mechanics are a secondary priority. (see everything above)
21. ...take pride in being GREAT DEAD BALL OFFICIALS!