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Head Official Training



Winter 2020

Agenda

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- Responsibilities
- Roles
- Gameplay
- Interacting with Players and Captains
- Glitter Cards
- Penalties
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Introductions

Pit Crew

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Responsibilities

Head Official Responsibilities

The primary functions of the Head Official include:

- Ensuring player safety
- Scorekeeping
- Timekeeping
- Monitoring ball control
- Timely game resets
- Ensuring adherence to the rules of the game (monitoring the buffer line, ball control, players out-of-bounds, etc)
- Being a source of truth about game rules
- Being a final say in resolving on-court disputes

What We Do NOT Want To Do

- Bullying, vindictive behavior, or “playing favorites”
 - Treat all players on the court the way you would want to be treated.
 - We want to encourage players to follow the mantra of taking their outs and live by the creed: When in doubt, just go out.
- Engage in dialogue with or be swayed to make rulings by players.
 - Captains (or designated co-Captains in their absence) should be the only people on the court interacting with the Head Official. All other players should be ignored.
 - Any players that are found to be aggressive (yelling, cursing, etc) with any referee **should be yellow carded immediately.**
- Slow down, pause, or limit gameplay unnecessarily.
 - Referees should ensure that games get reset quickly
 - Referees should NOT pause the game to retrieve balls that have come over from the opposite side of the gym when they are not disruptive to the match (i.e. when there are less than 2 or not in their immediate vicinity).

Rules Knowledge

Head Officials are expected to know the Stonewall Dodgeball Rules through and through. To re-discuss all of them in this presentation would be a waste of everyone's time, but applicants will be evaluated on their knowledge of the rules when applying to be a Head Official.

If there are questions about the rules or if any of them require clarification, PLEASE bring it to the attention of the Head Referee or any other member of the Pit Crew.

Roles

Referee Placement & Line of Sight

Five (5) referees are represented on the court: Head Official and Line Referee (x4).

Head Official

The main referee for the current match positioned center of court. Monitors both sides of the court and handles on-court disputes with captains/co-captains only. Responsible to issue penalty cards when necessary.

Line Referee

Additional support for the Head Official positioned near the center line. Ensure players are adhering to the rules and reporting any misconduct to the Head Official. Monitors their side of the court only. CANNOT issue penalty cards.

Head Official

They are responsible for the following:

- Ensuring that players are not stepping over the center line.
- Ensuring that players are not throwing over the buffer line during the initial rush.
- Monitoring and enforcing ball control for *both* teams during gameplay.
- Retrieving and resetting balls between games.

Scorekeeping

Head Officials are responsible for:

- Ensuring that player count is accurate (both sides of the court). No more than 12 people per team may be on the court at a time.
- Ensuring that all players are valid (both sides also). Players should be in proper Stonewall Dodgeball attire with numbers on their shirts and confirming if the team is using substitutes for that match..
- Announcing the score between **EVERY** game loudly and clearly.
- Keeping track of any yellow or red cards distributed throughout the game (to whom they were given and for what). Consider recording these instances in the binder.
- Recording the final match score on the provided score sheets, numerically written and circled.

Timekeeping

Head Officials are responsible for:

- Determining *match* start by confirming that both teams are ready and confirming that player count is accurate.
- Announcing *game* start by loudly counting down “3, 2, 1, Dodgeball” and blowing their whistle.
- Announcing when teams should switch sides at the halfway point in the match. This happens between games at approximately the 20-minute mark.
- Announcing the 5-minute end of match warning.
- No new games are started when there are only 2 minutes left in the match.
- “Last game” is called when a new game starts after the 5-minute end of match warning but before when 2-minutes remain
- Announcing time-outs and keeping track of their duration.
- Announcing when sudden death is in effect by blowing their whistle and loudly calling “Sudden death! No blocking!”

Resolving On-Court Disputes

We will define an “on-court dispute” as any disagreement or misunderstanding by a captain regarding a particular call made by any referee.

Should an on-court dispute about gameplay or rules take place, you **may briefly** pause the current game (done sparingly as this does not pause the match clock) to either:

- Enforce a call made should a player not listen to any of the referees
- Quickly clarify to all players why a particular call was made
- Discuss an uncertain play with an applicable line referee(s)

When a captain calls for a time out to discuss or challenge a call, both captains and all line referees are brought into the discussion about the play, then enforce or explain a call.

Resolving On-Court Disputes (cont.)

If you are uncertain in a particular call or you did not see a play happen, enforce the call, if any, made by the Line Referee. If the Line Referee did not see the play or the Line Referees cannot agree on the facts, no call is made and gameplay resumes.

The Head Official has final say over all calls of a particular match, but if there is a disagreement between referees, cite the Official Rules. If there is still no clear answer, then the final say goes to the Pit Crew. In the event there is a tie between the Pit Crew or none are available, the original call stands.

Captains are not apart of this discussion when a Head Official deliberately pauses the current game for reasons previously mentioned. If captains wish to discuss and/or change a particular call, they must use their time out to then discuss the call with the Head Official.

Gameplay

Starting a Match

Meet with all Line Referees and remind them of their duties:

- act as your additional support
- encourage them to use their whistles
- disregard player interactions (including captains/co-captains)
- notify you of any player misconduct

At the beginning of the match, Captains and all referees should meet in the center and “rock, paper, scissor” for their starting ball count and court position.

The winner may pick either starting with 4 balls (instead of 3) or which side of the court they want. The loser gets the remaining option.

Game Resets / Keeping it Moving

After a game ends, referees are expected to get balls back on cones and they should be standing in their designated positions as soon as possible, barring any loss of balls. Teams may be given an additional 15 seconds to be lined up against the back line, but if there are no injuries the game should start regardless of team readiness.

Head Officials or Line Referees should NOT pause or disrupt the game to retrieve a *single* ball from the other side of the court. If the ball is within reachable distance they may retrieve it and send it back to the other court. If **multiple** balls have come from the other side of the court the whistle should be blown and the game paused to quickly return the balls.

Ball Control

As per our Official rules, ball control countdown start when the Head Official notices, or in other words has the ability to determine, which team has majority of the balls.

The Head Official is responsible for counting down ball control for both sides of the court. This means that they both need to be loud enough to be heard by all players on the court.

The Head Official should countdown silently from 15 to 10, then yell “ball control” pointing at their respective side, and finally count aloud (and loudly) from 10 to 0 until ball control is given up.

If ball control has not been relinquished, the Head Official should blow the whistle, pause the game and give all balls to the other team, then blow the whistle again to signal resume of gameplay.

Ball Control (cont.)

The ball control countdown is reset when ...

- The team or player gives up majority control of the balls.
- A ball goes outside the “realm of the court” (see Official Rulebook for definition).
- There is only one player remaining and they have given up a single ball.
- Any other reason defined in the Official Rulebook.

A *second* is most easily calculated as the length of time it takes to clearly say the word “Mississippi”. The Head Official should make sure they are consistent in their countdown pace throughout the game and for both teams.

Ending a Match

At the end of the match the Head Official should have wrap-up with both captains and all Line Referees to discuss any issues or concerns that might have gotten missed. This is an opportunity for everyone to leave on good terms, so it's important that our Head Officials do their best to facilitate this quick meeting especially after a tense match.

The Head Official is responsible for submitting the final score electronically after the game (link to be provided).

Any major concerns or issues that took place during the game should be brought to the attention of the Head Referee.

Interacting with Players and Captains

Captain Interaction

At the match mid-way point (when teams switch sides) captains and the Head Official should meet in the center of the court to discuss any grievances for no more than 60 seconds -- 30 seconds per captain.

Only captains may consult with the Head Official for rules clarification or call clarification throughout the match (such as between games), but it should be done respectfully, quickly, and infrequently. If this interaction becomes frequent or disruptive, they should be encouraged to use their time out if available or respectfully asked to remain silent.

Head Officials should never pause a game to directly discuss a play with a captain (that's what the time outs are for). See "Resolving On-Court Disputes".

A Good Player Is a Silent Player

Only Captains (or designated Co-Captains) may interact with Head Official during gameplay -- WITHOUT EXCEPTION. No one should be interacting with the Line Referees except the designated Head Official of that game.

Pit Crew members may NOT interact with referees during gameplay; unless their behavior needs guidance.

Violations to these guidelines should result in a yellow card.

Time-Outs

Captains are allowed to call one (1) time-out per match. It may be called up until there are two (2) minutes remaining in the match and may not exceed 30 seconds from the time the whistle is blown.

To do this a Captain only needs to yell “Time Out” and the Head Official will blow their whistle to announce it has been acknowledged.

When the whistle is blown all balls are immediately dead and will not result in an out or a valid catch.

The match clock is NOT stopped during time-outs so the Head Official should be mindful of this when timeouts occur.

Glitter Cards

It's All About the Team and Sportsmanship

Glitter Cards will be distributed by the Head Official (consider consulting with the Line Referees as well) and given to the Captain of the team deemed the most sportsmanly and that Captain will distribute it to a player of their choosing.

This criteria may include:

- Following the rules without needing to be (repeatedly) told
- Not needing to be told to go out when out
- Not yelling across the court
- Not yelling or arguing with the referees
- Being generally good sports and having positive attitudes

On occasion, the Head Official may find that neither team fits this criteria and are not obligated to give a glitter card to any Captain.

Penalties

Yellow Cards

Because this is our first season, first offenses can typically be given a warning to the offending player before issuing a penalty card. A yellow card may be issued for ...

- Not abiding by the rules of gameplay (typically after an initial warning)
- Not following referees' instructions, or arguing with or yelling at a Line Referee or the Head Official
- Disrupting gameplay (i.e. running across the court to get a ball, stalling the game, etc)

Players issued a yellow card are out and must sit the next game out as well. They cannot be replaced and the team must play with one fewer player for each yellow card issued. Two yellow cards = Red card.

Red Cards

A red card is issued for ...

- 2 yellow cards
- Discriminatory, rude, or insulting language
- Threats or violence
- Crossing the center line in an aggressive manner

Players are out for the entire match, cannot be replaced, and are subject to suspension or expulsion.

Purposefully violating or encouraging other players to violate any rules should result in a red card.

Officials Exam & Scheduling

Head Official Exam

Upon completion of training, prospective Head Officials must complete the [Head Official Exam](#) electronically.

It should take no more than 20 - 25 minutes and will evaluate your dodgeball and league experience, understanding of the expectations and rules, and your availability to officiate.

All exams are due by Friday, January 10 at 11:59 PM.

We Rely On You

During the exam, prospective Head Officials will be asked to enter their full season availability for officiating. We are relying on this information to determine the best schedule for coverage of all games throughout the season.

Officials are not expected to officiate a game that they are scheduled to play in.

During the season, we ask that all selected Head Officials notify the Head Referee of any changes to their schedule at least one week in advance of their scheduled absence.

We also understand that things can happen last minute, so if a Head Official can't make it, we ask that they try to get coverage from another Head Official or at the very least, let any Pit Crew member know ASAP.

Incentive Program

What Officials Get Out Of It

Officials will be offered one (1) discounted future season registration covering up to 100% of registration fees.

The percentage of the discount is determined by their honored commitment to their designated schedule (i.e. 6 out of 6 covered shifts = 100%, 3 out of 6 = 50%, etc).

Officials will also be recognized at our mid-season and end of season parties.

Questions & Answers