

CFOA Wireless Communication

CFOA approves the use of crew to crew in game wireless communication.

1. Each unit may designate equipment for such use.
2. Equipment should be one that needs to be activated and not permanently opened.
3. Used during dead ball action.

Based on above no other personnel other than active on field crew may use this communication with the exception of non-varsity games where a designated Instructor from the "Unit" may have direct communication with on field officials. Regulate to 1 or 2 officials. This communication may only be used for assistance with on field mechanics and positioning.

It may not be used to alter-change or otherwise rule on any playing action and includes correcting any on field rulings including penalties and enforcement of any penalties, and all official decisions.

All communication shall only be during dead ball action only.

Inform your CIF section office that your officials association will be using wireless communication on the field. (MDOA notified CIF-SS)

Inform your league representatives that your association will be using wireless communication on the field. (MDOA notified Golden League. Will notify other leagues before league play begins.)

Basic Radio Etiquette Rules

- Perform radio checks to ensure your radio is in good working condition.
- Ensure the battery is charged and the power is on.
- Keep the volume high enough to be able to hear calls.
- Regularly make radio checks to make sure everything is working and that you are still in range to receive signals
- When using a two-way radio you cannot speak and listen at the same time, as you can with a phone. Don't interrupt if you hear other people talking. Wait until their conversation is finished.
- Think before you speak. Decide what you are going say and to whom it is meant for. Decide what you are going say and to whom it is meant for.
 - If info is for one official call that person by name (figure out how to distinguish between officials with same name)
 - If it is penalty information. Start with "Penalty on..."

Make your conversations as concise, precise, and clear as possible. Avoid long and complicated sentences. If your message is long, divide it into separate shorter messages.

Do not use abbreviations unless they are well understood by your group.

- Wings means LJ & HL
- Deeps means FJ & SJ. Can include BJ but not always

4 Golden Rules of Radio Communication

1. Clarity: Your voice should be clear. Speak a little slower than normal. Speak in a normal tone, do not shout.
2. Simplicity: Keep your message simple enough for intended listeners to understand.
3. Brevity: Be precise and to the point.
4. Security: Do not transmit confidential information on a radio unless you know the proper security technology is in place.

Remember, frequencies are shared, you do not have exclusive use of the frequency.

MDOA Guidelines:

Referees should spend a portion of the pregame talking about what type of information should be shared. Remember, Talk button has a brief delay. Pause before speaking and hold a brief second after you finish.

Here is a brief, not exhaustive list of a few examples of acceptable communication:

- Penalty reporting to the R; Ball status, Color/O or D, foul, number.
 - During the pass, DPI, White #11.
- Communicating LOS to HL to place box and chains;
 - Ball is on the 24.
- Relaying the player who fouled number to the coaches. (see 1st bullet point)
- Clock status after penalty enforcement (BJ to R usually)
- In 7-man mechanics, deeps reminding each other where to line up inside the 30 yd line.
- To remind ourselves we are doing 7 man on a ball snapped from the 10. "Deeps have goal line"
- To remind ourselves we are doing 7 man on a ball snapped from the 6. "Deeps are on back line, wings have goal line".
- In 5 man when the BJ gives up goal line. "Wings have goal line"

Stick to football related items that help the crew focus and work as a team.

- Tee/punter is in.
- Field goals the ball is live.
- When the goal line is given up, when to do goal line and reverse goal line mechanics.
- When you talk to one coach about something, provide opposite wing with pertinent info to tell coach.
- Don't assume R & U know the ball was intercepted or fumbled. Make the announcement

Referees adjust as needed to meet your crew's needs