

FTW Kickball HEAD REF Instructional Manual

INTRODUCTION: In order to keep the games moving along efficiently and friendly we try to make sure we have consistent head refs that know the basic rules and stay clam & keep a fun environment.

Section1) Expectations & Conduct of Head-Refs:

- a) Read the rule book before each season.
- b) Acquire a refing app for your phone (we mainly use iRef-Kickball app for \$1)
- c) Refrain from swearing while talking with players/fans, it only escalates situations
- d) Remain consistent with your strike zones
- e) Confidence is important with every call, if there is a challenge it can be discussed
- f) You have the authority over the game, so there's no need to be angry
- g) The goal is always a healthy discussion of a potential ruling between the refs and coaches (ONLY).
- h) Refs should not be quick to rule an ejection, but rather should step away from the discussion and mention that you've met with your 1B&3B refs and that you've ruled to the best of your abilities. (example: I'm not perfect and I make mistakes, but we're doing the best we can.)

FTW Kickball Player Ejection Rule:

REMINDER: Only Coaches/Captains should be discussing calls with an umpire. Should the discussion turn into an aggressive and personal in nature argument, then the Head-Ref will issue a First Warning to the player/coach stating **"This is the first warning, we need to continue the game, a second notice will be an ejection."** A warning is specific to each individual, not applied across an entire team. If the ejected player is not a coach then both the player & coach will be ejected. If an ejection occurs after the 4th completed inning then the individual(s) are ineligible for the next game.

FTW Kickball Ejection Levels

- 1) First notice is a Warning.
- 2) Second Notice is an Ejection (player must leave the game field).

Section2) Game Responsibilities:

Pregame

- a) Call coaches over to play rock/paper/scissors to determine home/away
- b) Ask if they are using a substitute player this game
 - a) If so the sub must sign a waiver form & the team must pay the 1-time \$20 sub fee
- c) Check Line-ups as needed
- d) Instruct the Home Team to take the field

In-Game

- a) Announce the number of outs to the catcher & every new kicker
- b) Keep track of Balls, Strikes, Fouls, Outs
- c) Announce balls & use hand signals to explain why (Left, Right, High, Late 2nd bounce)
- d) Clearly point & announce fair/foul balls
- e) Announce the score at the end of each half inning
- f) Check with 1B & 3B refs on disputed calls

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Process for Challenging Calls:

Step 1) Player informs their coach of the question on a call.

Step 2) Coach asks the head-ref “Can I get Help on the rule at (fill in the blank) ?”

Step 3) Head Ref will:

a) explain the rule*

b) on judgment calls(safe/out, foul/fair, tag-up, etc) will gather with the 1B & 3B refs to go over what they saw

Step 4) Head Ref informs both coaches of the decision

Step 5) Head Ref Announces the final ruling to the field

*(rule books are on-line, in the equipment bags, and other refs are on adjacent fields)

Post-Game

e-mail scores from app or text final score to League Commissioner

Section 3) Positioning

