

# 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 (there is a Clickball 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 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 2<sup>nd</sup> 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

