

# **FERRIS STATE UNIVERSITY – INTRAMURAL SPORTS**

## **Solid Officiating**

### **Be professional.**

Do you look professional? Is your uniform properly worn and is it neat? If you can't get into position to make the call, it doesn't matter if the call is right or wrong. You need to be in the same area code as the call.

### **Know the rules.**

You can't be an official without knowing the rules. You must memorize the definitions and understand them. They are the basis for all judgments and interpretations.

### **Use your common sense.**

You need to officiate advantage/disadvantage. That comes from work, work, and more work. A rulebook official will only last so long and then the rulebook will get you. You need common sense and an understanding of the spirit of the rule. Know if you have a smooth game going where you can let them play or a difficult game that needs more control. Every game is different.

### **Practice your mechanics.**

You have made the call, now what? You have to communicate by what you say and do. Do your partner(s), players, captains and fans understand what you have called? How do you communicate with your partner?

### **Be consistent.**

What is good in the first minute is good in the last minute. Treat both ends of the field or court the same. Do not change tempo or calling philosophy as the game gets close and people holler. Tell them what you will call and then call it that way the whole game.

### **Exude confidence.**

You are in control, but not arrogant or cocky. Be pleasant and not abrasive or combative. A sense of humor never hurts matters when used appropriately and in the right place. An official must exude an "I'm in control" persona when on the field or court.

**This Is How We Do It**

**Pregame Communication**

- Humor
- Rigid
- Off-the-Cuff




The illustration shows four people in silhouette on a field. Two people on the left are facing each other, and two on the right are also facing each other, suggesting a conversation or communication between officials or players.

**Defensively Speaking**

*You're Wrong!*

*What did you see?*



*I got the best look possible ...*

*That's not what happened!*

The illustration shows two people in silhouette talking. The person on the left is gesturing with their hand, and the person on the right is looking at them. The text around the illustration is slanted and written in a casual, handwritten style.

