

A GOOD REFEREE

1. **NEVER TOUCH A LIVE DISC:** When players shoot for color choice you remove discs progressively. Meaning, after yellow and black have each shot a disc you remove both discs. Their fourth disc is left on court as they are live discs. **DO NOT TOUCH** - let players gather these discs. All other discs on court when game has started are live discs.
2. **STAND BETWEEN THE TWO DEAD LINES:** By standing here you will be out of the way of the players and not be hit by a clipped disc from court next to you. At times you will have to move up to check and see if disc is good or no count. When doing so, be sure you stop play by holding your referee stick over court, which means player is not to shoot.
3. **WATCH PLAYER AS HE OR SHE SHOOTS THEIR DISC:** Here is where the infraction of the rules are made and if you are watching the disc go down the court, you are not seeing what player is doing - like stepping on line, shooting off of side or center line, etc.
4. **USE YOUR FINGERS IN GIVING NUMBER OF DISCS GOOD ON COURT:** No need of calling if it's a good yellow or black and on what number it's on, like a seven or eight. Give circle motion with referee stick when disc is no count. Only point to discs when players are not sure which disc is good or no count. **EXAMPLE:** When player tries to double a disc on a line and only makes one good disc count. Inform player which one is good by pointing with referee stick to the good disc.
5. **REFEREES SHOULD KNOW THE RULES:** Players can tell if you know the rules. Enforcing them is what players want you to do and you'll be doing the job expected of you.
6. **WHEN YOU SEE AN INFRACTION OF THE RULES YOU MUST CALL A PENALTY:** If you are not sure of the points to take off, stop play and call a divisional. Inform him of the infraction and let him give the penalty.
7. **THE LESS MOVING AROUND YOU DO WHILE REFEREEING THE BETTER REFEREE YOU MAKE. ALSO, THE LESS NOISE YOU MAKE THE BETTER REFEREE YOU ARE:** Always remember you might be interfering with player on the next court to the one you are refereeing on and this could make a player miss a shot or interfere with their game.
8. **WHEN GIVING SCORE CALL OUT YELLOW DISCS FIRST (IF ANY) THEN BLACK TO SCOREKEEPER:** Never say final score and then give so many yellow or black discs, or no yellow 8 black, or 7 yellow and no black. **RIGHT WAY, EXAMPLE:** Yellow has a good 7 and black has a good 8. Your call to scorekeeper would be, 7 yellow - 8 black, or if black has only a score, say two good 7's, your call would be 14 black. Be sure to see that scorekeeper records scores as you give them.
9. **STARTING PLAY AFTER YOU HAVE GIVEN SCORE:** To speed up game you can motion to players that they may leave bench and start play, or call play. Inform players before game starts on what method you are going to use to let players know when they can start play. No need to inform players on what color is out. When yellow is out have referee stick with yellow side down. When black is out have black side of referee stick down. If players start out wrong in color lead, stop play and start over with right color.
10. **REFEREEING CAN BE FUN:** You have a chance to watch the good players closeup. You're part of the game. Your efforts might not always be appreciated, but in all sports someone has to be in charge to see that things are carried out according to the rules of the game. This is your job and doing it well will be appreciated by the officials as well as the players. So, a big **THANK YOU** for your efforts in refereeing the game of **SHUFFLEBOARD**.

By Willie Wolf