

REFEREE REFRESHER INFORMATION

By Wes Marousch

A good referee should have a thorough knowledge of the rules. One can read and digest the entire set of rules in a few hours of perusal. This won't make you an expert on the regulations but it will acquaint you with the basic fundamentals and supply a solid foundation to start with. Point penalties will at first seem quite involved but ordinary common sense consideration of the seriousness of any offense will generally indicate the size of the penalty, 10 Off for a major infraction, 5 Off for a lesser infraction.

It is important to realize that referees are not POLICEMEN! Their primary purpose is to aid and assist the players, insure a properly kept scoreboard and to keep the game running smoothly and under control. They add DIGNITY to the game as well. Quite naturally when an infraction does occur, they are duty bound to call the violator to task for the impropriety. It is a MUST for all F.S.A. approved referees to penalize ALL infractions and WITHOUT ANY PRELIMINARY WARNINGS. All players should be assumed to know the rules. However, keep a copy of the rules with you at all times to refer to if challenged on any point.

A referee should take complete charge of his court, always being firm while at the same time being fair and unbiased. He should keep in mind that a wrong call could cost a player a game. Therefore he should be sure as to which discs are good or no good, position of discs in relation to lines or other discs, discs in the kitchen area, etc., and readily offer information as correctly as possible when ASKED by a player.

No referee worth his salt is a mere DISC CALLER. Violations are made during and while the shot is en route to the scoring end of the court. Discs themselves cannot commit any violations — only PLAYERS can! Watch the shooter until he has completed his delivery.

Introduce yourself to the players at the start of a game and make sure you inform them of any differences in the manner in which you conduct the game. Keep track of the practice rounds, supervise the lagging for color remembering always to LEAVE THE FINAL TWO DISCS FOR THE PLAYERS INSPECTION should they be close and controversial.

Your proper and ideal position when refereeing is about midway between the center court drain and the lag line NEAREST the shooters. Whenever it is possible, keep the sun to your back so you can control your shadow. From the position indicated you can call 90% of the discs easily and accurately. Close discs require closer inspection from any position you might have assumed. Remove all "leaners" promptly as well as discs short of the deadline or less than 8" beyond the farthest deadline. Make sure all color leads are correct and NEVER assist players in gathering discs.

Never suggest an appeal. Let the PLAYERS ask to inspect close discs or for further calls. Making a decision as quickly as possible on close discs will eliminate many potential appeals. Never resent any appeals as it is the players right under the rules if he questions your decision. When calling scores, do not delay the game by waiting until all the scores are posted to call "play" as you can check the scorer's figures while discs are being gathered. Keep in mind that the "DO NOT WALK ON COURTS" signs DO NOT refer to the referee. To do your job properly and efficiently you MUST walk on the courts occasionally, but traffic thereon should be limited to as little as necessary.

Clearly indicate all good discs. Use the term DISC rather than BLOCK so this can not be mistaken for BLACK. Get into the habit of calling YELLOW scores first, then BLACK as this is the accepted procedure. Keep your color indicator stick properly extended, laying it across the court to halt play for any reason. Avoid hitting the court with your stick to indicate a good disc as you may disturb a live disc. Do not use the color indicator stick as a cane or a crutch as this impedes vision of it.

Remember — a referee must SEE a violation in order to call a penalty. And you MUST penalize ALL violations you do detect. With hard shooting, mounted discs sometimes occur — remember that each disc is considered individually as though the other did not exist. If a game becomes TIED at or over game point, from that point on TWO FULL ROUNDS must be played, in other words each player in singles and all four players in doubles must get a hammer.

In summation, the commonest violations you'll have to contend with are: DISCS NOT IN STARTING AREA, STEPPING ON OR OVER BASELINES and SHOOTING DISCS OFF LINES. The five earmarks of a GOOD REFEREE are: REASON, GOOD JUDGMENT, COURTESY, CONCENTRATION and IMPARTIALITY.

Good fellowship, enjoyable entertainment, keen but friendly competition and the betterment of shuffleboard in general are our ULTIMATE AIMS