

RCCFO

Official to Official (O2O) Communications Use Guidelines

First, **the O2Os are not to be used as a substitute for good mechanics.** Their use should be based on enhancing the efficiency of the game. **We cannot allow them to make us lazy,** especially regarding our signals.

Second, the O2O works on the assumption that the person on the other end heard what you said. Use it with caution. Fouls should still be reported directly to the referee, unless the play takes you a fair distance from the referee. We are able to use the O2O to tell the rest of the crew what the foul is after we have reported to the referee. Be deliberate, specific, and slow.

Finally, we should use the O2O after our primary responsibilities are complete. Let the calling official do his/her job first (finish officiating, control the clock, blow the whistle, report to the referee). Then, as we are enforcing the foul, we can get on the radio and get that information to the rest of the crew. If you don't have anything pertinent to add, do not speak on the O2O. If coaches are on you for an answer, let them know that you will get the information to them as soon as you hear it on the radio.

Helpful Tips

- Wait a beat after pressing the push to talk before we start speaking
- Speak slowly and clearly on the O2O
- Do not talk over each other
- Do not scream or yell on the radio – you're speaking into a microphone, it amplifies
- Assume what you say can be heard by the coaches/crowd
- Only use the O2O for necessary information, not superfluous chatter

Proper Uses for O2O

- Communicating clock status and adjusting the game clock
- Obtaining decisions from coaches regarding options for penalty enforcement
- Passing information on warnings to other officials

- Be specific as possible. For example, “tell 79 right tackle to move up on the line”, then let the covering official handle that
- If you issue a warning to a player on the opposite sideline, communicate that via O2O so the crew knows, and so the opposite sideline official can relay that to the coach
- Communicate penalty information to the crew so it can be relayed to coaches and sideline personnel
 - You can say “coach wants to know what you had on the DPI”
 - Be clear and concise, we don’t need commentary “grab and restrict, early contact, cut off”, etc.
- Communication amongst the crew to get someone’s attention to alert them of something unusual
- Informing the crew of an improper enforcement, egregious clock error, incorrect down, etc.

Improper Uses of O2O

- Any communication during a live ball, or while the referee is making an announcement
- Reporting penalties to referee unless delay of game or great distance from the referee
- Discussion of catch/no catch
- Disagreements between officials
- Complaints by coaches
- Non-football related communication
- Listening in to a game in which you are not officiating
- Speculation, not facts
- Profanity, sarcasm, insults, racial slurs, or any derogatory comments that would embarrass the crew and/or the RCCFO