



Wilton Flag Football Referee Game Day Policy

I. PURPOSE

This policy outlines the expectations, responsibilities, and procedures for all referees officiating Wilton Flag Football games. The goal is to maintain consistency, fairness, and professionalism on game day while ensuring a fun and safe environment for players, coaches, and spectators.

II. ARRIVAL & CHECK-IN

- Upon arrival, check in with a Field Manager to confirm your assignment.
- If not assigned for set-up, referees must arrive at least 15 minutes before their scheduled game.
- If assigned to setup, arrive one hour before game time, or at another designated time as determined by the Field Manager.

III. ATTIRE & EQUIPMENT

- Required attire: Referee jersey (or plain white shirt if no referee jersey is available) – WYF Administration will provide a referee jersey before or at the start of the season (if the referee does not already have one or has outgrown their current jersey).
- Bring the following to each game: Whistle, penalty flag(s) (Middlebrook trailer), timer or stopwatch, game scorecard and pencil.
- Optional but recommended: coin for coin toss, printed copy of rules.
- Cell phones are not permitted when officiating.

IV. FIELD SETUP & BREAKDOWN

- Some fields differ in size and markings; follow the instructions provided by the Field Manager.
- All referees must know how to assist with setup and breakdown.
- Setup and breakdown assignments are paid responsibilities.
- Report any field issues or hazards immediately to a Field Manager.

V. GAME PROCEDURES

A. Pre-Game Duties

- Set up portable scoreboard at midfield on the coaches' sideline.
- Introduce yourselves to both coaches and players at midfield.
- Inspect equipment (belts, uniforms, shorts, hats).
- Emphasize sportsmanship and avoiding contact.
- Conduct coin toss to determine possession (recommended).
- Remind coaches to update scoreboard after each scoring play.

B. Referee Roles

- Line Judge: Positioned on coaches' sideline, counts passes loudly.
- Rushing Judge: Positioned 7 yards off LOS on opposite sideline, tracks rush line, time, and score.
- Referee-in-Training: Assists with ball spotting and retrieving footballs.
- Blow the whistle with force and authority at the end of every play.

C. Game Flow & Conduct

- Loosely enforce 25-second play clock (mainly 2nd grade & lower).
- Announce score after each scoring play.
- Announce penalties clearly.
- Make judgment calls on contact (incidental vs. excessive).
- Communicate clearly and respectfully with coaches.

D. Conflict Management

- Do not engage with spectators except for score/time.
- Address rule issues or repeated infractions at halftime.
- Unsportsmanlike conduct: 1st = warning, 2nd = flag, egregious = possible ejection.
- Report all warnings/ejections to the Flag Committee by end of day.
- Immediately report hostile acts to Field Manager.

E. Post-Game Duties

- Thank both coaches and teams.
- Complete scorecard and use it to fill out timecard.
- Assist with field breakdown if assigned.

VI. ADDITIONAL NOTES

- Games are two 20-minute halves with three timeouts per team.
- Know and enforce division-specific rule changes.
- Be consistent, fair, and prioritize player safety.

VII. REMINDER

Your conduct reflects on the entire Wilton Flag Football program. Be professional, be alert, and lead on the field. Referees set the tone for each game — make it a positive one.