

Communication Best Practices

O2O Best Practices

Communication is essential aspect of working on field

Communicate with:

- on-field partner
- across-field partner
- entire crew
- coaches

O2O Best Practices

- O2O is a tool to help communication
- O2O is not a substitute for important face-to-face communication
- O2O is not a substitute for preliminary signals



O2O Best Practices

Radio Discipline is Essential

- Appropriate use of the frequency
- Listening before responding
- Use standard phraseology
- Message format and content
- Language/Tone/Brevity
- Speed and Timeliness of Communication

O2O Best Practices

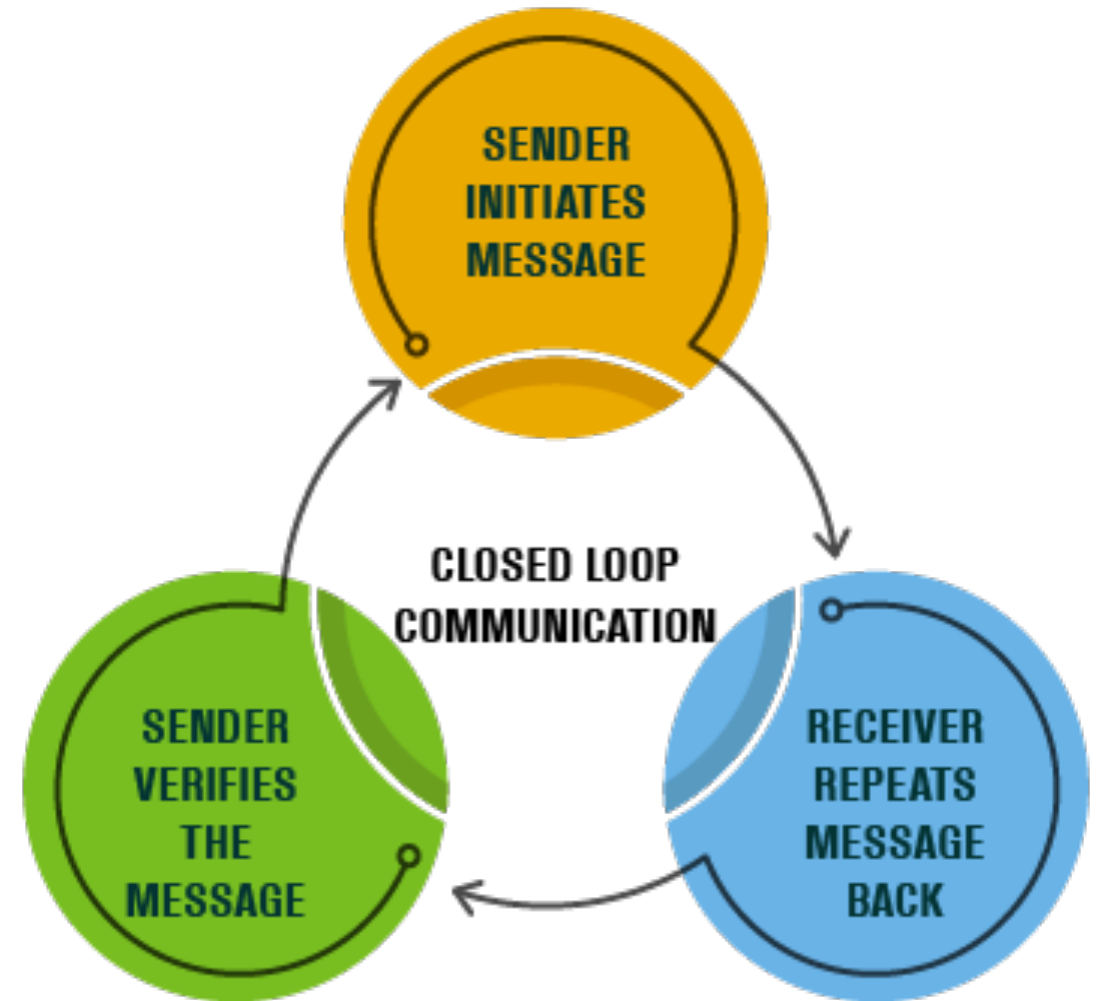
- Have crew rules for what discipline should be applied.
 - Different crews like hearing different things.
- Have crew rules on what information is important.
 - Different things are important to different crews.

O2O Best Practices

- Discipline
 - Wear your O2O properly
 - That way everyone can hear you clearly
 - Don't SHOUT
 - Your voice will distort
 - Don't repeat yourself
 - I heard you the first time
 - Don't repeat what others have said
 - I heard he/she said the first time
 - DON'T SHOUT
 - You have a microphone

O2O Best Practices

- Discipline
 - Close the communication loop
 - Call out
 - Repeat back
 - Confirm receipt of the information
 - Don't talk during penalty announcements
 - Keep your referee off training tapes
 - Don't make anonymous comments
 - Identify yourself when speaking
 - **DON'T SHOUT**
 - That's why you have the system



O2O Best Practices

- Information
 - Some information is essential
 - Some information is helpful
 - Some information is a waste
- What follows is not a comprehensive list

O2O Best Practices

- Information - Essential
 - Ball position after touchback
 - Team A earns first down
 - 4th Down/End of half plays
 - Kicker/holder – Points(Tee on)
 - End of half “all-clear” from replay
 - Replay results
 - Clock status
 - Under 2 minutes
 - Under 1 minute
 - Fouls under 2 minutes
 - After TD/before try

O2O Best Practices

- Information - Helpful
 - Result of punt when red hat is signaling
 - Determination of #3 receiver for keys
 - Reminder for preliminary signal on simple foul situations
 - Reminder to open O2O when discussing complicated or unusual foul situation
 - For explanation to benches
 - Yard line on ING or IFP

O2O Best Practices

- Information - Helpful
 - Uncovered tackle/Unbalanced line
 - Number of kicker at RFP for KOB announcement
 - KOB option choice
 - Yard line of short punt
 - Yard line of long run or pass
 - Cross field spot
 - Pass cross/not cross LOS
 - Confirmation of dead ball spot on kicks

O2O Best Practices

Suggested O2O Uses

Issue/Idea	Suggested Action
Scrimmage Kick (FG)	FJ after signal announces result of play
Scrimmage Kick (Punt)	BJ announces result of play
Repeating information - same person	Only say comment once. Speak clearly and don't yell.
Repetitive Information - multiple people	Once it is said, no need to repeat
Chatter during penalty announcement	Don't talk
Clock status following kill near sideline	Covering official (only) reports status
Long distance foul	Preliminary signal; use O2O to report number
Reporting Penalty	Calling official hit O2O when reporting foul with details so official by the coach has an explanation
Clock status inside of 2:00 of half when sideline is threatened	covering/calling official
Clock status when foul inside 2:00 by team ahead/tied	covering/calling official or All
Clock status inside of 1:00 when zap-10 may be in play	All
A substitutions	SI/FJ
# of injured player	BJ
Helmet off	Covering official kills and O2O the number
TE or other eligible player inside lineman (for count, double/double, trips, etc.)	BJ says, "84 is OUT"
Time on clock after score prior to try	SI says, "3:08"
Screen pass cross/not cross NZ (say when play ends)	LJ (could be confirmed or corrected by booth)
Replay results	R (or RC) states result before announcement for sideline communication with coach.
Yardline of short punt	L/H state yardline to F/S
Yardline of long pass/run	F/S state yardline for L/H (or hand signal)
Cross field spot from opposite short wing	Calls to partner "Look at me"
Ball position after kickoffs	Sideline official closest to Head Coach or offensive coordinator
Fouls with run-off options	All
Replay-give yard line on ING	Replay Communicator
Replay-communicate during long huddles	Replay Communicator
Communicate kicker # on free kicks for potential KOB announcement	C says "#37 is ready" while raising hand telling R to blow RFP
Replay confirms dead ball spot on punts/kicks	Replay Communicator "42 yard line is good dead ball spot"
DOF - lined up in NZ	H/L - prelim signal and say "#72 Lined up in Neutral Zone"
Offense earns First Down.	Covering Short Wing.
Trips to LJ for new LJ/HJL duties switch-B says Tight to put H/L on #3	BJ announces based on his formation read
Use Close Loop communication	1. Call out => 2. Check Back => 3. Close Loop
Starting/Stopping Goal Line Mechanics	"Goal line mechanics on/off"

Post Play - Pre Snap

- Snap
- Ball ruled dead
- Immediate Dead ball action
- Colors separate
- New ball/Ball spotted
- Box/Chains move
- A sub / B sub
- Snap imminent
- Snap

Game Action	R - Greg Sujack	U - Bobby Holcomb	H - Kris Loving	L - Jon Shelton	F - Nicole Randolph	S - John Masterson	B - Josh Dascher	C - Jason Gant
Ball is ruled dead	Clean up dead ball action near me	If in my zone. Hand goes up	Hand up, incomplete signal or kill clock for OOB or LTG	Ball Dead. Dead ball spot. Backside help. Line to gain. Clock stop/wind. OOB spot.	Immediate action around the play	Concentric circles; targets	Look for immediate after action	Immediately watch surrounding players for dead ball action
Immediate action following dead ball	Monitor players/Check for flags	Look around the pile	See players separate, check for flags	Check action around pile or off ball if backside. Clear any opposite jersey clusters.	Accordian in, seeking players against the grain, then, dispersing players	Look for "fish swimming upstream"	If no action, eyes to Game clock	If no action, proceed to hash to spot ball, or assist U with spotting ball if necessary
Colors Separate		Great point. Use your voice to get players seperated	Verify down & distance, clock, be aware of subs	Down box new spot/chains move signal. Check Down with Boxman.	DB Officiating, Check Clock status, coaches TOs (game situation)	Check clock status; if time is critical, this can move up a couple of spots	My presnap routine starts here with check if play clock is running	Check A sideline for subs
New ball is brought in	Check succeeding spot for award of first down	If play is in side zone. I will relay to C. Note the play clock.	Verify ball is marked & correct team, be aware of subs	Subs check and signal if A SL. Awareness of same if B SL.	Still deadball officiating, check subs	Help with relay if necessary	Count B	
New ball is spotted	Look for A subs	Spot ball if play ends in my zone or if QB rolls to left side zone. Note Play Clock	Verify correct spot and give down	Share next Down number with crew around the horn	Check clock, subs, down & distance, count defense		ID D & D - LOS/LTG	Look to R for sub signal
Box/Chains move to new position	Mentally confirm down, distance, line to gain	Look for down box.	Double check down & distance	Count A and signal to R/C/U and H.	Communicate down with Deep and LOS official, Count defense, Get 1yd (OPI) & 5yd Belt (BBW)	Get new LOS; find 5 yard belt		
A starts to sub	Iron Cross Up	Note sub signal by R. Look for CJ to move up	Iron cross signal to R; use O2O if a late sub or R doesn't acknowledge my signal; count A players	Wind for GC on First Down or OOB situations	Iron Cross and check for Def subs	Step out with cross if on A sideline	Look to B sideline	Assume position behind snapper, or if in huddle, one yard behind ball
B reacts to subs	Monitor B's actions	Watch R and CJ.	Be alert for B subs crossing the NZ	Visual cue - A Sub packages	Signal with BJ subs	Start count of B; physically show number on >11	Count & show number on & number off. Communicate & eye contact with DW on team B SL	Hold sub position
B has had reasonable time to sub	Iron Cross down		Be alert for B subs crossing the NZ	SNApshot A Formation ASAP.	Recount defense, check yd line I'm positioned at	Finishing B count and signaling to B & F	recount B & confirm with signal	Make eye contact with R
R waves out C/U	"Clear" Count A; confirm with U/C	Count offense. Give visual signal. Look at play clock.	Be more vigilant and locked in on snapper; verify count on A players	Visualize A OL alignment cues	Confirm defense count with Deep Three	Step back to sideline and lower cross if in agreement with R		Watch out for crossing WRs on way back to position!
A moves into formation	Determine backs in my area	Note A's formation and threat to my keys	Identify initial responsibility (key); determine legality of formation; note any defensive players crowding	Formation signals to H. Listen for BJ "Trips to LJ" O2O for coverage adjustments if not obvious.	Read formation, DB press or sag coverage, check T/TE hands	Recognize A formation, key, and B positioning (press or no)	ID key	Move down indicators to correct down and hash position. Count A players. Be alert for late subs.
Snap	Action by/on near side lineman; then to point of attack or back side coverage	Make sure snap is clean. Stay with keys and threats	clear a clean snap, read tackle, then go to initial responsibility	All A set awareness.	Read Defense, point of attack & only move with a purpose	Read and react	Read/ React. Work the play	Start w/ LT but switch to zone and front/back coverage as appropriate