

## 2008 Central Arizona Youth Football League Field Monitor Protocol

1. Monitor weigh-ins.
2. Make certain each team has sufficient water.
3. Watch for unauthorized substances at the field, and take appropriate action in the event of such. Drinking alcoholic beverages and Smoking around youth participants has no part of Youth Sports and will not be tolerated.
4. Make sure home teams have chain crews.
5. Make sure Game Fields are set up with field markers and appropriate crowd control barriers.
6. Make sure teams are ready to go on time so there is no delay of games.
7. Acquire Walkie/Talkie Radio from previous Monitor. Radio check with Medic to make sure radio is on correct channel
8. **Introduce yourself** to both Head Coaches and Referees to make them aware of who their field monitor will be
9. **Walk both sidelines to ensure everyone on the field side of the crowd control barrier is wearing an appropriate badge**. (Excluding players) the ONLY exception to this rule would be the chain gang on the home side of field, as well as **one** ball boy. They are not required to have a badge (4 people)
10. **INJURIES:** Notify medic, hustle over to down player, be sure the coaches/staff do not move the child until medic has assessed the situation. (Many coaches will want to get the kid up quick; it is your job to make sure the medic is the one who moves the player). No parents are allowed on the field unless the Medic requests their presence. If at anytime, an unauthorized parent comes on the field, the player of that parent is removed from playing the rest of the game.
11. **Mandatory plays: end of third (3<sup>rd</sup>) quarter** ref will stop the clock to have play checked. Call out MPR personnel to verify play sheets each team must be satisfied with opponents count. If players from either team are in need of plays they must be put into the game at that point, until minimum plays are satisfied. It is your job to make sure this is done, if a team does not comply request the referee to stop play until that team complies
12. Maintain respect on the field between both sidelines and referees
13. **If the Run up Score rule (30 points)** comes into effect it is your job to make the referees aware of the rule changes. Winning team must punt on 3<sup>rd</sup> down. Losing team receives the ball on the 50 yard line instead of a kick return. Winning team must do it's best to play all minimum (second string) players. No blitzing by the winning team will be allowed. Once the score dictates the rule to take effect the referee will at that point make the clock a "running clock" from that point forward no matter what the score change.