

# TSSAA MICROPHONE MECHANICS

## COIN TOSS

*Remember to obtain the choice from each head coach if their team wins the toss during the pregame coaches conference, so you can direct captains to the proper choice. If the coin toss is held during this conference, the following captains meeting must still be held prior to the game.*

Turn microphone on after both captains are in place (socially distanced).

**“Gentlemen, you are the designated captains for our game tonight. As captains, we ask that you encourage your teammates to show good sportsmanship throughout the game.”**

**“The coin we are using has heads and tails.”** (Show both sides of coin to each captain.)

**“(Visiting Team Name) is the visiting team and will call the toss, and (Home Team Name) will listen to the call.”**

**“(Visiting Team Name), what is your call?”**

Ask Home Team, **“Did you hear (tails/heads)?”**

**“If I drop the coin, it will be tossed again.”**

Make the toss and determine the winner.

Turn microphone off, place a hand near the winning captain’s shoulder and get the choice of the winning captain. It should be to defer or receive; do not let them choose to kick. Turn the microphone back on and continue as follows:

- If the choice is to defer:
  1. Step toward the press box, give the deferred signal (Signal #10) twice and declare **“(Winning Team Name) has won the toss and chosen to defer to the 2<sup>nd</sup> half.”**
  2. Ask the deferring captain, **“Which direction would you like to kick?”**
  3. Align the captains facing each other with their backs to the goal they will defend.
  4. Place a hand near the shoulder of the team that will receive, make a catch motion to simulate receiving, step toward the press box and declare **“(Team Name) will receive.”**
- If the choice is to receive:
  1. Ask the other captain, **“Which direction would you like to kick?”**
  2. Align the captains facing each other with their backs to the goal they will defend.
  3. Place a hand near the shoulder of the team that will receive, make a catch motion to simulate receiving, step toward the press box and declare **“(Team Name) will receive.”**

**“Gentlemen, have a great game!”** Then dismiss the captains.

Turn microphone off before verifying the results with other officials.

## TSSAA MICROPHONE MECHANICS (*continued*)

### PENALTY ANNOUNCEMENTS

| When               | What  | Team | Player | Penalty | Next Down |
|--------------------|---|------|--------|---------|-----------|
| <b>When –</b>      | Identify ONLY if it is relevant.<br>For a false start, say “Prior to the snap.”<br>For a dead ball foul, say “After the play” while giving the dead ball signal. Never say “Dead ball.”<br>If relevant, say “During the kick” or “During the return” or “Prior to the fumble/interception”. This is not relevant when the ball stays in A’s possession. |      |        |         |           |
| <b>What –</b>      | Always identify the foul.<br>Say “Holding”, “False start”, “Pass interference”, “Free kick out of bounds”, etc.   |      |        |         |           |
| <b>Team –</b>      | Always say a team while pointing in that team’s direction.<br>Say “Offense” or “Defense”, “Kicking team” or “Receiving team”.<br>Never announce color or team name.   |      |        |         |           |
| <b>Player –</b>    | Give number of the offending player.<br>Say while still pointing in team’s direction.<br>If you don’t have a number (do not guess) or it’s not relevant (e.g., illegal participation), skip this.   |      |        |         |           |
| <b>Penalty –</b>   | Always identify length of penalty and enforcement spot.<br>Say 5/10/15 yards “from the previous spot”, “from the succeeding spot”, “from the spot of the foul”, “from the end of the run”, etc.<br>Say “Half the distance”, when applicable.<br>Say “Penalty is declined”, if applicable.   |      |        |         |           |
| <b>Next Down –</b> | If applicable, say “Loss of down” while giving the related signal.<br>Always say “(Next) down”, while holding your upper arm parallel to the ground, your forearm straight up and your fingers signaling the number. Do not hold your hand in front of your face.<br>If it is a 1 <sup>st</sup> down, signal while announcing.                          |      |        |         |           |

#### **Examples:**

- “During the run, Holding, Offense #72, 10 yards from spot of the foul, Replay 2<sup>nd</sup> down.”
- “After the play, Personal foul, Defense #22, 15 yards, Result is a 1<sup>st</sup> down.”
- “Pass interference, Defense #14, 15 yards from the previous spot, Result is a 1<sup>st</sup> down.”
- “Roughing the passer, Defense #89, 15 yards from the previous spot, Automatic 1<sup>st</sup> down.”
- “During the return, Block in the back, Receiving team #44, 10 yards from the spot of the foul, 1<sup>st</sup> down.”
- “Illegal forward pass, Offense #12, 5 yards from the spot of the foul, Loss of down, 3<sup>rd</sup> down.”
- “Prior to the snap, False Start, #77, 5 yards, still 2<sup>nd</sup> down.”

## **TSSAA MICROPHONE MECHANICS (*continued*)**

### **PENALTY ANNOUNCEMENTS (*continued*)**

#### **Reminders for Referees:**

- Ask the calling official to give you the foul, team and number of offending player, penalty yardage and enforcement spot, live or dead ball, and in or out of bounds.
- For both the preliminary and final signal, come to a complete stop in an area clearly visible to and facing the press box away from any players. Stand still while announcing and look at press box during entire announcement.
- Keep your head level and stationary.
- Think before you speak. Do not turn the microphone on until you have all the information you need and the words in your head.
- “Rehearse” with the Umpire to ensure you have needed information before making the formal announcement.
- Speak in a clear, unhurried and conversational tone. Do not shout; this conveys anger.
- Coordinate statements with signals.
- Do not “over explain.” You run the risk of stumbling on words. When in doubt, say less.
- If anything is unusual, have the calling official remain close during the announcement to remind you of pertinent information.
- Use the word “correction” to change a previous announcement: “Holding, Offense #65, Correction, #56.”
- When announcing time outs, you can refer to the team name.
- When you are finished, turn the microphone off, pause, turn and jog to your next pre-snap position.
- Practice these principles in the following ways to improve and correct any mistakes:
  - Practice in front of a mirror, while talking out loud.
  - Watch replays of your games, when possible.
  - Say the words even in games you are not using a microphone.
  - Consider using a recorder during games to review later.