Program Topic Synopsis

Keynote (8 AM)

Jim Lapetina - NFL Replay Official & MFOA Division III Asst. Supervisor

Early Morning Sessions (8:40 AM)

That's Using Your Head (Sergio DeHoyos) [Auditorium]

Nothing can bring a stadium to its feet or a team to life like a big hit on the football field. With the speed and size of athletes increasing every year, the force of collisions and their cumulative effects are changing the way the game is played and officiated. We will review the philosophy, rules, and mechanics that will help us to properly officiate these plays and keep players safe.

Tick Tock Tick Tock (Greg Lindgren) [Cafetorium]

Be ready to synchronize your watches and talk about some of the different aspects of timing in the game; less time spent on mundane minutes & seconds but with more emphasis on how the clock is treated during different game situations and events.

When U Call Holding and When U hold off (Bart Newman) [Little Theater]

The holding call or no call is one of the biggest areas that need improvement in officiating. Our focus will be on the trenches but we will also incorporate perimeter and kick situations as well. We will discuss the call/no call philosophy. This is good for umpires but everyone will benefit from this discussion.

Mid-Morning Sessions (10 AM)

A "Wing" and a Prayer (Jim Wojcikiewicz) [Auditorium]

As attacking offenses become the norm it is crucial that we learn to officiate football as a downfield game. In this session we will discuss how to utilize cross field mechanics, key/zone switches, and scrimmage formation tendencies. These techniques will help your crew control the game from every position with the proper official making the correct call.

Scoring Plays (John Jakobsze) [Cafetorium]

One of the most important things we do as we administer a football game is to award points. In this session, we will get into Rule 8 and talk about concepts. While the awarding of points seems simple on its face, we will discuss the nuances and some potential issues on scoring plays.

Where is that in the Mechanics Manual? (Tom Hug) [Little Theater]

There are many things you can learn about officiating by reading the rule book and the mechanics manual. However, some things are learned through experience and from information that is passed from one generation to the next. In this session, Tom is going to talk about things that he and his crew have learned over the years that cannot be found in the mechanics manual.

Late Morning Sessions (11 AM)

Crew Dynamics (Tim Kiefer) [Auditorium]

Crew dynamics are an important part of the effectiveness of an officiating crew. We will look at three critical aspects of these dynamics: A) How does the crew chief relate and interact with the crew, B) How do crew members interact with each other, C) How does the crew relate to the outside influences (some crew members work college ball, crew member work commitments, School conflicts, etc.).

Chaos Theory and the Kicking Game (Patrick Schneider) [Cafetorium]

The Chaos Theory and the Kicking game reviews the portion of the game with the most likely chance for something new to happen. Discussion will focus on the kicking game in general, free kicks and scrimmage kicks and what can and will happen in this open field portion of the game.

Back Judge – 98% Boredom & 2% Terror... NOT! (Jeffrey Rutledge) [Little Theater]

Many crewmates all snicker that the back judge position is the easiest position on the field until the crazy kick situation occurs. We are going to discuss the scrimmage kick game, deep pass game, and a few other things to make sure you are on top of your calls.

Early Afternoon Sessions (1 PM)

Beyond the Basic Spot (Ted Lepucki) [Auditorium]

High school penalty enforcement is based on a few simple principles. But there are some situations that can challenge effective enforcement. This session will explore some of those situations and help keep your game effective through proper penalty enforcement.

Passing - What happened to "3 yards and a cloud of dust?" (Darrell Schrag) [Cafetorium]

The passing game is a much larger part of the high school game than it was a generation ago. In this presentation, we will examine the rules and mechanics involved in the passing game to get you ready for another season.

Dead or Alive (Tim King & Ed Bjes) [Little Theater]

This session will delve into Rule 4, including live ball, dead ball, and out of bounds. There are many facets of Rule 4 that affect not only the status of the ball but also how we spot the ball at the end of the play. After this session, you will be confident when teams have choices and whether your situation is "Dead or Alive."

What do I do Now? FOR NEW OFFICIALS (Laurie Jordan, et al.) [C146-C148]

Designed for the new official, this session will answer questions from the participants specific to officials just starting their careers, such as: how to work with assigners, what to do if you have to miss a game, what happens if I leave my uniform at home and many others. A panel of veteran officials will guide the discussion and offer timely and practical advice.

Mid Afternoon Session - MANDATORY (2 PM)

Professionalism and Conflict Resolution (Gary Grohovena) [Auditorium] MANDATORY

Most officials can be found at the intersection of controversy and competitiveness. Gary Grohovena is going to talk about how to minimize conflict and maintain a professional demeanor as an official.

Rules Interpretation Meeting (3 PM)

Rules Interpretation (Jim Glueckert) [Auditorium]

Yes it is true that you can perform your rules interpretation on-line with the IHSA, however, Jim Glueckert will be here to go over the new rule changes and you will have an opportunity to ask him questions. Take advantage of having an IHSA Rules Interpreter in the flesh.