



# Radio Communication

Chris Penso  
NCAA Championships Referee & MLS Referee

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# Communication Devices

2018 has seen a substantial increase of investment by both conferences and schools alike in the acquisition of communication sets.

These devices are a constant aid in our success as officials but only if we are adequately prepared for and proficient in their use.

# Guidelines for Communication Device Use

Tips for General Use and Care

Tips for Pre-Game

Tips for In-Game Use



# General Use and Care

- Be sure to always carry alcohol swabs in your referee kit and clean the pieces both prior to and after use.
- Consider carrying clear medical tape to help keep the unit tight to your face.
- Clean, inventory, and re-pack equipment into carrying case.
- If using the Vokkero devices, they offer a custom earpiece. This piece will improve your comfortability in using the system and also aid in the audio quality. Note: there is a cost associated with this and lead time may vary.

# Pre-Game

- Wear the unit during warm ups to ensure your comfortability with it while running
- Ensure that Unit 1 is powered on so that the entire crew can test the set prior to the game
- Adjust volume to your environment to ensure audio quality
- In cases where there is an alternate official, the alternate should use Unit #1. Unit #1 is required to be on for the system to function, so if there is a problem with this unit and the alternate has it, there is a better chance to rectify the issue.

# Pre-Game

- In cases where there is no alternate official, the extra radio unit shall not be given to anyone outside of the referee crew such as trainers, operations staff, etc. The communication between officials must be treated with the highest level of security. The only exception to this policy is if an assessor or Coordinator of Officials wishes to use the unit for coaching/training purposes.
- Referees should give adequate pre-games using his/her preferences from the tips below and frequency of desired communication

# In-Game Use

- When speaking, speak **slow and clearly** and use short phrases as much as possible
- Avoid negatives, with the exception of “No, no no” (I.e. “No foul.” If the first word doesn’t come through, it is an entirely different message)
- Repeat what you’re saying 3 times when using 1-word: “No, no, no” “foul, foul, foul.” (There is no need to say “Goal kick” three times)
- Only offer input when you are 100% sure: “Yellow card to #19” as opposed to “That looks yellow from where I’m at.”
- Referees should let ARs know when they are caught on a counter by saying “Help help help” when the referee is asking the AR to make a decision on potential foul and “I’m here” when the referee is back in a credible position.

# In-Game Use

- Avoid speaking at times when the referee is focused on something else.
- ARs should remove the piece if conversing with a coach at a stoppage in play.
- Referees should always acknowledge communication and vice versa.
- Communication device use does not replace basic practices. If there is a decision that requires an in-person conversation, such as a controversial goal, take the time to go over and have the conversation.