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| **POINTS OF EMPHASIS / RULE CHANGES / CREW REMINDERS** |
| • **SLOW DOWN! See the play.** | • Process the play – Then Decide | • **Clipping in Free Blocking Zone is now illegal [2-17 & 9-3-6]** |
| • **Make Fouls BIG & OBVIOUS** | • If you “think it’s a foul,” it’s NOT | • **White tooth / mouth protectors are now okay [1-5-1d[5]a** |
| • **Risk Minimization Critical [90]** | • 1st Step **IS NOT** back. Read Play! | • Line Up – 20 yards deep and always deeper than DB **[39]** |
| • Help R manage the game clock. | • Discuss pass keys with HL & LJ | • **ALL PASS PLAYS**: You should **NEVER** get beaten deep or to the G/L |
| • Sideline Control: Help L and J**SLI: 1st Warn / 2nd – 5 / 3rd - 15** | • Discuss how Preventative Officiate Players without coaching. Discuss foul philosophy. | • **25 Second Clock**: You are 100% responsible for this clock. Make sure you have a watch with a timer and a good battery. Have a backup. |
| • **Foul Information:** Get it to R, then to H, J or U for them to relay to other side as quick as possible. Be accurate with player # & foul. |
| • **Communication: B can help H & L communication with getting information to help the head coach on their sideline.** **Inform them of player with a UNS foul that the 2nd UNS foul = DQ. Help the coaches – to help themselves.**• **Officials are supposed to be the calming influence when a coach is upset and wants an answer. Work together to get it right.** |
| **ON FIELD PRE-GAME [Review Five-Official Crew Handout from MSHSAA]** |
| • Enter field as an entire crew ½ hour before game time. | • **Everyone Check** – Game Clock | • Assist R in knowing where location of security & game administration. Who has the Lightning meter? |
| • B - If possible, Introduce yourselves to both coaches & ball boys.  | • **B –Field Inspection –** If possible check the field for hazards. |
| • **Walk the sidelines:** R & LJ go together **… HL, U & B** go together. Do not congregate as a crew and stand there talking. Get to your positions. | • All officials - Work plays, talk to players only if needed. Don’t coach. |
| • All officials - Look for uniform infractions/issues. Inform Head Coach. | • Watch pre-game warm up. Watch receivers, punter and return men. |
| •B **– Know & Share Correct Time with Crew** \*Responsible for Captains on Linesman side of field for Coin Toss. \*Running plays outside numbers get a new ball from L or H or Ballboy \*Incomplete pass ball to sideline – umpire might want short side. | • When teams **Leave field** go to your position on the field. Stay loose. |
| • **Game Balls**: Help L secure balls from each team. Make sure R marks balls. DO NOT let players have game balls once marked. No such thing as a kicking ball.***(B have ball ready to bring in for opening kick)***  **[9]** |
| **PRE-SNAP RITUAL** |
| • **Clean up previous play** – DO NOT stay deep after a play. Keep players in front of you and be verbal. Make your presence known to players. | • All officials - Need to know number of the # of YOUR key. Have discussion with H and J to make sure understanding of keys. |
| • **Keys**: Know who your keys are in all formations. Help H and J if need be. Communicate with them on formations. **[28-34]** | • L, H & B - Count defensive players when in huddle **[37]** |
| • **Clock Status** – assist R in all timing, clock status, downs, & penalties | • DO NOT ever let yourself get caught inside a play. Players in front. |
| • **GOAL LINE PLAY**: Start on end line if ball snapped at 10 YL or in. | • **BALL MECHANICS**: You need to be involved in most all ball exchanges. |
| • **TD Signals**: ONLY signal TD is you personally see ball break plane of GL | • L, H & B - Locate keys @ snap – Take a Snap Shot at the snap |
| • All Officials - Know down, distance and situation (pass/run) | • All officials - Focus and concentrate |
| **Be a great dead ball official** | **Hustle – but don’t hurry** |
| **FREE KICKS** |
| •R @ G/L. L @ R’s line [50YL]. **B @ K’s line [40 YL].** H @ 30 YL. U @ 20YL | • **Pooch kick** – K cannot catch the kick as it would be KCI. **DEAD BALL** |
| • H & U count R players. **B** & L count K players. R counts all players. Anticipate a short kick with bag in hand. All signal R when ready. **[24]** | • **Free kick other sideline** – Backside officials help with progress.• **Free kick your zone –** Work toward ball until possessed. Watch for blocks in front of the runner.  |
| • **Before Kick**: Take charge of ball. **During Kick**: Watch K’s free kick line |
| • R has **Momentum RULE**– Inside the 5yd line and in-& carries the ball into EZ & ball is dead in EZ. It will be their ball at spot of recovery, mark with bean bag. **[8-5-2a]. B –** you’ll never have this call on Free Kick. | • L & **B: Responsible for the Goal Line on Long Runs**. **[27]**• L isprimary responsible for 1st touching by K. **B is secondary**. **[26]**• **All Officials:** Be alert to formation [4 players on each side of kicker] |
| • Kick in EZ: Untouched by R. Whistle & signal dead ball-touchback. | • When the kick & run is over – **ALWAYS** bring in a clean ball.  |
| • Kick in EZ: Touched by R in field of play, rolls into EZ. Dead ball when ball breaks plane of GL. Whistle & signal dead ball when covered by R. | • **Block Below Waist: [K or R] … IS NEVER ALLOWED on kick plays** **Live Ball – BBW (15 yards)** |
| • **Free Kick OOB – R catches ball with foot on sideline. Know Options.** | • **Block in Back ( K or R)** ***Live Ball – IBB (10 yards)*** |
| ***• Free Kick OOB* – 3 options: [Toss Flag in Air] [6-1-9]** |
| * 25 yards from kick [ normally 35 YL ]
 | • A ball kicked directly into the ground, once it has gone 10 yards is a free ball.• **If HOLDING by R – make sure it’s at POA [Point of Attack]** ***Live Ball – Hold [10 yards]*** |
| * Re-kick; ***5 yard penalty***
 |
| * Take ball @ OOB Spot
 |
| • Fair Catch – **Ball is DEAD** with any signal and only signaler protected, **he cannot block.** ***Live Ball – Illegal block (15 yards)*** |
| • **Onside kick. Always be alert**. Expect it! Bag the 1st touching by K [hold whistle] & ball remains live. If K recovers/catches free kick **= BALL IS DEAD** |
| • **K touching allowed: 1. After touching by R; or, 2. Touching something beyond B’s line; or 3. Ball Breaks B’s plan and remains there** |
| • **Forced touching – NO TOUCHING** (Ignore touching when opponent is blocked into ball, or ball is batted into opponent |
| **Be a great dead ball official** | **Check game clock & Note Time** |
| **RUNNING PLAY** |
| • **Fouls at the snap;** live ball fouls that offense & defense can correct until snap – these become fouls at the snap. H & L only.**DOF-ILS-ILF-ILM [5 yards]** | • B – Stay no more than 20 yards deep – adjust wide for formation. **[39]** |
| • B – Read the play but DO NOT bail out deep.  |
| • B – After the play – assist where need and be vocal in your presence. |
| • **Off Ball Fouls**: Watch for UNS and PF. Preventative Officiate. Talk! | • B - **Goal Line Mechanics** – You have End Line Responsibilities. Work inside to outside on coverage. **[39]** |
| • Fouls by defense – [**Face Mask. – 15 yard]** Be certain it’s not pads. |
| • **At the Snap**: Who is your key? Which WR? Strong Side of Field? | • B – Ball snapped outside of 10 yard line, adjust your position accordingly. Discuss ahead of game with entire crew. Consistent |
| • Keep plays boxed in. Be a good dead ball official. Be vocal. |
| • Pitchman on option – know what B can do:**B CANNOT: Hold – Cut – Personal Foul – Helmet Contact** | • **Ball Mechanics** – Get Involved and help L and J. |
| • **Run toward you:** Observe blocks in front of runner at POA. |
| **Before throwing a flag for HOLDING – Know Categories: Grab & Restrict \* Takedown \* Twist & Turn \* Grab & Jerk \* Tackle** |
| **Be a great dead ball official** | **Bring in new ball if play ends at sidelines.** | **Check game clock** |
| **PASS PLAY** |
| • L, H & B - Be aware of switches | • B - If pressed watch key only | • B - If not pressed, watch threats | •**DB holding RCVR – Make it BIG** |
| • **OPI - Watch for RCVR push off** | • **HOLDING OF RCVR: Before** pass *–* **Live Ball [Holding = 10 yards from previous spot]** |
| • Focus on players while ball is in the air. When receiver is @ sideline & ball is close to reception - **Watch FEET … then ball**. **[ Man – Zone – Ball) ]** |
| • **PASS INTERFERENCE [DPI]: Live Ball Foul – [15 yards & no automatic 1st down] *If they’re beat – They Cheat!*** **Requires (1) Interfering with opportunity to move toward the ball, (2) Physical Contact IS NOT Required [DB’s Cannot Face Guard!]**  |
| • **DPI** – **Know the 6 Categories:** DPI Begins with ball in the air **[Whether a ball is catchable in High School Makes No Difference = PF vs. DPI?]**1. Not playing the ball, **(2)** Playing through back, **(3)** Grab & restrict, **(4)** Arm bar, **(5)** Cut off, **(6)** Hook & turn
 |
| • **OPI** – **Know the 3 Categories:** OPI Begins at snap: **(1)** Blocking downfield, **(2)** Creating separation, **(3)** Driving through an established receiver. |
| • **WR Steps OOB on his own**: Put a Hat down, ….if he touches before B, or an official - **LIVE BALL – ILT [5 yards & LOD –[ 7-5-13]** *WR becomes* ***INELEGIBLE*** *and there can be NO DPI (if receiver is pushed out & returns quickly = WR IS eligible)* |
| • **BBW:** B **cannot cut** A Receiver anywhere. ***LIVE BALL – BBW (15 yards)*** | • **Ball Touched in Flight:** Official give signal. No OPI or DPI (can have PF) |
| • **ODD PLAYS**: H, L & B - Watch for these:  **Safety** – B intercepts, fumbles (provides impetus), ball inside 5yd line & ball becomes dead in or out of EZ **Offensive Pick Play** – Be especially aware inside 20yd line (read formations) **Bubble Screen** – No OPI if ball caught <1yd downfield> |
| • **CATCH:** Firm possession and contacting ground with any part of the body ***(he must complete the process!)*** DB cannot CARRY the WR out of bounds. If so = CATCH. Rare this happens. If receiver MIGHT have landed inbounds makes NO difference  |
| • **Incomplete Pass?** Give a good-crisp, clear signal. 2 Waves **[41]** | • Interception / Turnover / Change of Possession = Reverse Mechanics – [Cross-field mechanics for spot] **[41]****Momentum Rule** – Between 5 YL & GL (Catch or recovery – toss bean bag at spot of catch/recover) **[42]** |
| **Be a great dead ball official** | **Bring in new ball** | **Check game clock** |
| **SCRIMMAGE KICK** |
| • **At snap –** Position 10-12 yards wider than & 2-3 yards behind deepest receiver on Head Linesman side of the field **[45]*** **At snap –** Carry two bean bags of different colors to mark end of kick, fumble and/or momentum. **[45] -** Observer action behind ball.

 **Balls kicked beyond LOS are LIVE BALL fouls. *ILK – [15 yards]*** |
| • 1st Touching by K = Bean Bag | • **R in chase mode? = HOLD/IBB** | **• K recovers kick? NO ADVANCE**  | • **K can advance a FUMBLE** |
| • **Fair Catch** – You have 100% Responsibility for Fair Catch. Ball is dead. Signaler protected & cannot block **(LB – illegal block 15yds**) * B CANNOT advance after fair catch **(Dead ball – Delay of Game - 5 yards)**
 |
| • **Forced Touching is NO touching** (Ignore touching when opponent is blocked into ball or ball is batted into opponent |
| • **TOUCHBACK** – ball strikes ground in the EZ – untouched by B (dead ball) | • **K going OOB on own, cannot return [hat and flag – Live Ball 15 yard]** |
| • **It matters WHERE The ball is!!** | • **KCI - Interference with catch** – **[Spot – 15yds]** **K cannot obstruct R’s path to the ball** |
| • **HOLD:** A or B **[Live ball 10 yards]** | • **IBB:** A or B **[Live ball 10 yards]** | • **BBW*:*** Never allowed on Kicking Plays**[Live Ball 15 yards]** |
| • **ODD PLAYS – be prepared to help the crew on enforcement:** **KCI Foul Choices:** [a] R may accept results of play, or [b] 15 yards from awarded fair catch @ spot of foul, or [c] 15 yards @ P/Spot & Re-Kick**.** **Momentum Rule** – applies between 5 yard line and Goal Line (Catch or recovery inside the 5 – toss bean bag at spot of catch/recover) **Safety** – B fumbles ball (provides impetus) inside 5 yard line & ball becomes dead in EZ or our of EZ **B give “get away” signal any time during the kick** – Dead ball upon possession **K – 1st touching [ILT]** – consequences of touching are eliminated if there are offsetting fouls or an accepted penalty **Ball DOES NOT cross the NZ** - either team can recover and advance (K can still pass or kick it) **NOTE: KCI does not apply if ball does not cross** **Ball DOES cross the NZ** – K can touch, catch or recover but cannot advance a kick. |
| • **PSK Enforcement**: [a] Foul during the kick by B/R, [b] ball crosses NZ > 3 yards, [c] foul before end of kick, and [d] B/R in possession at end of kick |
| • **Field Goal / Try:** Whistle responsibility. If ball hits the cross bar or goal post and bounces back into field of play (A or B), the ball is dead. [47] |