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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** |
| • **SLI: 1st Warn / 2nd – 5 / 3rd - 15** | • Discuss progress behind LOS | • **QUICK PASS**: Have FWD/BWD pass *(R has this when H/L have GL)* **[41]** |
| • **Risk Minimization Critical [90]** | • Discuss pass keys with BJ | • **FWD Progress** MUST BE consistent between L & H entire game |
| • Measurements – L put foot where H will place the chain. | • Discuss how Preventative Officiate Players without coaching. Discuss foul philosophy. | • **GOAL LINE**: **Inside 10 YL** - L & H have G/L. **Inside the 5 YL** – 1st Step is to G/L immediately. Down & Distance dictates how quickly H & L will move to G/L. H & L - 100% responsible to OWN their $ Line. **Pinch In!** |
| • **Foul Information:** Get it to R, then to B or U for them to relay to other side as quick as possible. Be accurate with player # & foul. |
| • **Communication: H & L need to help head coach on the sideline in a professional and courteous manner.** **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 | • R to know location of security & game administration. Who has the Lighting meter? |
| • L & H – If possible, Introduce yourselves to both coaches | • **H - Cover mechanics with chain crew** & auxiliary box staff. [Bag / Tape] |
| • **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. | • L & H - Work sideline pass plays (catches) |
| •**L – Have Discussion with Ball Boys:** \*Change of Possession – Prefer Clean Ball coming from L side of field. \*Running plays outside numbers give new ball to B \*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**: L to 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** – Wings are to accordion in after each play, then move back from the bottom of #’s. DON’T turn back to the players. | • All officials - Need to know number of the # of YOUR key. H & L = Tackle & DE on your side. Also know WR # **[37]** |
| • H - Make sure down box has the correct down. L – You have to help. | • L, H & B - Count defensive players when in huddle **[37]** |
| • Status of clock – assist R in all timing, downs, penalties | • L & H - Remind yourself to **SQUARE OFF** after your get the spot. **[38]** |
| • L & H - Set & stay wide. Start with feet in the white 6’ white area. **[37]** | • Check legality of formation (count backs). Balanced or Unbalanced? |
| • L & H - make sure sideline is clear. Communicate with Get Back Coach | • 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. |
| • Officials: Wind clock when touched by R in field of play in your zone |
| • 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]** | • **L & B:** Responsible for the Goal Line on Long Runs. **[27]**• **L & B:** Primary 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** spot the ball on a yard line. |
| • 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**DOF-ILS-ILF-ILM [5 yards]** | • L & H – Start on the sideline – At least 1 yard in white area. **[37]** |
| • L & H – Have forward progress to the G/L. R & U have the backside. |
| • L & H - Responsible for spots behind LOS |
| • Fouls at the snap by offense – **Make False Start if possible** | • L & H – **Reverse Goal Line Mechanics** - Ball snapped inside the 5yd line going out. At Snap - Go to G/L and rule on forward progress. Help R |
| • Fouls by defense – **Encroachment** – but talk to players and help them. |
| • **At the Snap**: Who is your key? Tackle? – Tackles will determine if run | • L & H – **Cross-field Mechanics**: Help each other when forward progress at the sideline and runner has been pushed back by defense |
| • Runs to Opposite Sideline – Don’t take the play off. Backside! **[38]** |
| • Pitchman on option – know what B can do:**B CANNOT: Hold – Cut – Personal Foul – Helmet Contact** | • L & H – **Progress**: Square off & Mirror each other on all progress spots. |
| • L & H - **Run to your side**: 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 the 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]** |
| **Be a great dead ball official** | **Bring in new ball** | **Check game clock** |
| **SCRIMMAGE KICK** |
| • **After snap -** H stays on LOS until kick crosses NZ and help R if defensive player is illegally blocked into kicker. Then move slowly downfield. **[44]*** **After snap -** L releases to move downfield to cover your side field.Observe action of signaler when no fair catch is made. **[45]**

 **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** – 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:** If ball hits the cross bar or goal post and bounces back into field of play (A or B), the ball is dead. |