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| **POINTS OF EMPHASIS / RULE CHANGES / GAME MANAGEMENT** |
| • **You are the Game Manager** | • **Process each play** – Then decide if your foul affected it. | • **Clipping in Free Blocking Zone is now illegal [2-17 & 9-3-6]** |
| • **Manage Flow of the Game** | • If you “think it’s a foul,” it’s NOT | • **White tooth / mouth protectors are now okay [1-5-1d[5]a** |
| • **All Fouls – Make Big & Obvious** | • **Ready for Play = Game Rhythm** | • **Risk Minimization is Critical. Assist Crew to identify players. [90]** |
| • **Foul Philosophy**: Crew Discuss | • **Penalty Enforce**: **Rule 10!** | • **Pre-Game** – Make this a crew thing. Everyone participate! **[9-11]** |
| • **Preventative Officiate:** Have a crew discussion / Control game. | • **Official Signals –** Know all of these & have them down cold. | • **Line Up** – 10 yards deep & 5 yards wide of huddle. Passer arm. Make sure you are always visible to clock operator! **[35]** |
| • **Foul Reporting:** Instruct calling official to get information to you 1st – Give Preliminary Signal to Booth. Then relay foul information to both sidelines as quick as possible [to HL & LJ]. It is imperative officials are accurate with player # & foul. Otherwise, the entire crew loses credibility.  |
| • **Communication: Make sure to get foul information to HL & LJ, to help them communicate to the head coach on their sideline.** **Inform coaches of all players 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 is responsible** in knowing where location of security & game administration is located. Who has the Lightning meter? |
| • R - If possible, introduce yourselves to chain crew & ball boys. | • **R – Grass Field Inspection –** If possible check 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. | • **R** – Talk to crew about talking to players w/out coaching them. |
| • All officials - Look for uniform infractions/issues. Inform Head Coach. | • **R** - Watch pre-game warm up. Passer’s Arm? / Kicker & Punter Foot? |
| •**R –** Use your crew efficiently. Hold them accountable. Have their back. \*B – is your key man for clock management, kicking & passing game. \*HL & LJ – your key men for running & kicking game & Fwd. Progress. \*U – is your key man for penalty & game administration.  | • When teams **Leave field** go to your position on the field. Stay loose. |
| • **Coin Toss**: At 3 min. Review procedures with U. Have Back to Game Clock. Sportsmanship Speech. Share Toss Information w/ Crew. **[13 - 14]** |
| **PRE-SNAP RITUAL** |
| • **Each Play** – Keep players in front of you and be verbal. Make your presence known to players. Stay visible to press box. **Rhythm of game**. | • **Penalty Enforcement**: Confirm penalty with official. Signal to Press Box. Communicate with U for enforcement spot. Keep HL involved. |
| • **Keys**: R is 100% responsible for the safety of the QB. Stay on his passing arm. Go into bench to get him out, if required. He’s your guy. **[40]** | • **Keys**: Initial Key is the Opposite Side Tackle to read run or pass. Adjust your position to see the tackle, based upon formation. **[35]** |
| • **Game Clock /25 Second Clock** – Know clock status, down & distance. | • **DON’T** ever let you get caught inside a play. Keep players in front. |
| • **GOAL LINE PLAY**: Rely on your HL & LJ to make this call. Pinch In? | • **BALL MECHANICS**: Rarely do you need to touch the ball. You manage! |
| • **Signals**: Be crisp and sharp with your penalty signals. Voice Control.  | • **Safety Fouls** – Once play is past you observe for Safety Type Fouls |
| • **Ready For Play Signal** – Be consistent. **Manage the Flow of the Game**. | • **All officials** - Focus and concentrate on your keys. Don’t ball watch! |
| **Be a great dead ball official** | **Hustle – but don’t hurry. Move with a Purpose!** |
| **FREE KICKS** |
| •**R @ G/L**. LJ @ 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**. Crew to anticipate a short. Crew signals 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**: Ensure there are 4 players on each side of Kicker.  |
| • 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 isprimary responsible for 1st touching by K. B can assist. **[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 – **CREW 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 where ball OOB] [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 makes this call for LOS. Referee has this call for RB, FB & QB. **ILS / ILF / ILM [5 yards]** | • R – Setup at 10 yards deep & 5 yards wide of huddle. QB arm side **[36]** |
| • R – Initial key Is OFFSIDE TACKLE. Adjust for formation to see him. **[36]** |
| • R – After the play – Signal Next Down to HL. Be vocal in your presence. |
| • **Off Ball Fouls**: Watch for UNS and PF. Preventative Officiate. Talk! | • R - **Goal Line Mechanics** –Communicate with HL & LJ on ball breaking plane in the pile. Make sure they pinch-in and SEE THE BALL over G/L. |
| • Fouls by defense – [**Face Mask. – 15 yard]** Be certain it’s not pads. |
| • **At the Snap**: R should identify eligible backs. **[35] Count Offense!** | • R – **Goal Line Mechanics** – Review with Crew all Pylon Play situations. R & U should know ineligible receivers. **[36]** |
| • Keep plays boxed in. Be a good dead ball official. Be vocal after plays. |
| • **R** - 100% responsibility for **One Second Count after Huddle / Shift [35]** **R –** 100% responsible for runner until he crosses the NZ**. [36]** | • R – **Reverse G/L Mechanics** – Safety is 100% your call. Setup wider. |
| • **Signal Press Box on TD:** B, H or L will have this. Confirm 1st with them. |
| **Before throwing a flag for HOLDING – Know Categories: Grab & Restrict \* Takedown \* Twist & Turn \* Grab & Jerk \* Tackle** |
| **Be a great dead ball official** | **Keep Game Flowing / Ready for Play = Game Rhythm** | **Check game clock** |
| **PASS PLAY** |
| • Read Pass: Stay on the QB **[40]** | • **IFP** – Watch for Illegal Pass **[40]** | • **ILT** – Illegal Touching **[7-5-13**] | •**ING –** 100% responsible **[7-5-2]** |
| • Read Pass: Rule Fwd. / Back **[40]** | • **After Pass is Thrown: Be VERY LOUD & VERBAL** and **ALERT** Defense pass has been thrown. **[9-4-4]** |
| • Understand use of the bean bag and why. Continue to officiate action behind LOS before you leave players. Don’t Peek. Watch Stupid Stuff **[40]** |
| • **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. |
| • **HOLDING –** Make this foul meaningful. It has to affect the play. Before throwing a flag, process play in your mind. Did it affect play?**Know Categories: Grab & Restrict \* Takedown \* Twist & Turn \* Grab & Jerk \* Tackle** |
| • **After Pass Play**: Signal Next Down to HL. Be vocal in your presence. | • **Ball Touched in Flight:** **U / R** give signal. No OPI or DPI (can have PF) |
| • **ODD PLAYS**:  **Illegal Forward Pass [IFP]:** – [1] 2nd Pass by A, [2] Pass thrown beyond NZ, [3] Intentional Grounding, [4] Intentional to Save Time **Offensive Pick Play** **[OPI]**– Be especially aware inside 20yd line (Help Crew Learn to Read the Formation which lends itself to this) **Bubble Screen** – No OPI if ball caught (1 yard downfield = Don’t Split Hairs) |
| • Referee should **NEVER call OPI or DPI** – but you need to have understanding and conversation with B, HL & LJ about what to call, how to call it and what to look for. FOUL THRESHOLD & CONSISTENCY is what coaches rightly gripe about. As the Crew Leader – Teach & Demand Consistency. |
| • **Incomplete Pass Kills Clock?** Make sure Crew Signals This!  | • 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** | **Keep Game Flowing / Ready for Play = Game Rhythm** | **Check game clock** |
| **SCRIMMAGE KICK** |
| • **At snap –** Position 2 to 3 yards behind kicker [leg side] & 3 to 5 yards outside the TE **[43]** • **At snap –** Be able to see all backs [**43]** * **At snap –** Be alert blocked kick & rule on recovery. **[43] After Kick –** Line Up Covering Official for K.O.B. **[43]**
* **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** |
| • Referee needs to confirm with H that the ball crosses the neutral zone, when it’s a short kick. H & L will have G/L on Long Punt Returns **[43]**• Referee needs to be disciplined to stay alert to Players Swimming Up-Stream to Cherry Pick Defenseless Players. **[43]** |
| • **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) | • Keep all plays boxed in. Be vocal in these situations to stop UNS / PF. |
| • **Chop Block –** Watch - **Rule 9-3-6** | • **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 **Defense Pull [Hold] and Shoot Gap** – Usually this happens on scrimmage kick plays. [**Rule 9-2-3c = 10 yards]** **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:** Position same as scrimmage kick – [Kickers leg]. Count K players & confirm with U. Observe Kicker & Holder. **[46] [Rule 9-4-5]** |