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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** |
| • **Hustle to Get & Spot the Ball** | • Be **VOCAL** with Lineman. | • **Risk Minimization is Critical. Assist Crew to identify players. [90]** |
| • **Remain over ball & Face R [36]** | • **Penalty Enforce**: Assist R | • **Equipment Rules**: This is 100% your area. Know **Rule 1-5** down cold. |
| • **Play is Over** – Be a presence!  | • Discuss how Preventative Officiate Players without coaching. Discuss foul thresholds. | • **Line Up** – 4 to 7 yards deep, between tackles. Make sure you are always in a position to see the Snap! **[36]** |
| • **Foul Information:** Get it to R, then to H, J or B for them to relay to both sidelines as quick as possible. Be accurate with player # & foul. |
| • **Communication: U 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 Lighting meter? |
| • U - If possible, Introduce yourselves to both coaches & ball boys.  | • **U – Grass Field Inspection –** If possible check middle of 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 play & 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 interior lineman. Pulling Guards? |
| •**U –** Get Correct Time from B**.** \*Measure G/L to 3 Y/L to determine it is marked correctly. \*Running plays outside numbers get a new ball from B, L or H. \*Incomplete pass ball to sideline – Umpire work from short side. | • When teams **Leave field** go to your position on the field. Stay loose. |
| • **Coin Toss**: Review procedure with R. U to introduce captains to R. Record captain choices on scorecard. Share with Crew.  **[13]** |
| **PRE-SNAP RITUAL** |
| • **Clean up previous play** – Keep players in front of you and be verbal. Make your presence known to players. Separate colors and spot ball. | • All officials - Need to know number of the # of YOUR key.  |
| • **Keys**: Know who your keys at the snap. Communicate with H & L on formations such as unbalanced. **[28-34]** | • **Penalty Enforcement**: Confirm penalty with R. Communicate with H to know enforcement spot, and where the ball will be placed. Which hash? |
| • **Assist R** – Count A. Help R with clock status, downs, & penalties. | • DO NOT ever let yourself get caught inside a play. Players in front. |
| • **GOAL LINE PLAY**: DO NOT block view of H & L of the G/L – for a TD. | • **BALL MECHANICS**: You need to be involved in most all ball exchanges. |
| • **TD Signal**: It will be a COLD DAY in H---, when a U ever signals a TD.  | • **Safety Fouls** – Once play is past you observe for Safety Type Fouls |
| • **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. Get Ball Spotted Quickly!** |
| **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**: Clean up sideline. **During Kick**: Watch blocks in your area. |
| • 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]. U –** you’ll never have this call on Free Kick. | • **U** -**Responsible for spot of progress their side of field**. **[25]**• L isprimary responsible for 1st touching by K. **U 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 – **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]** | • U – Get set at 4 to 7 yards deep. **[36]** |
| • U – Vary your position so as to not be used as interference.  |
| • U – After the play – assist where needed & be vocal in your presence. |
| • **Off Ball Fouls**: Watch for UNS and PF. Preventative Officiate. Talk! | • U - **Goal Line Mechanics** – Don’t block G/L view for H or L. No secret communications with H & L on ball breaking plane in the pile. |
| • Fouls by defense – [**Face Mask. – 15 yard]** Be certain it’s not pads. |
| • **At the Snap**: Do not block the movement or view of DB’s **[36]** | • U – Ensure 5 players with #’s 50-79 are in the interior line. Know ineligible receivers. Alert to Defense disconcerting signals. **[36]** |
| • Keep plays boxed in. Be a good dead ball official. Be vocal. |
| • U has 100% responsibility for **Interference with the snap**. **[7-1-2 & 3]****B CANNOT: [1]** Disconcert Signals, [2] Touch / Slap at the ball | • **Ball Mechanics** – Get Involved. Help H, L and B. No balls on ground! |
| • **Run toward you:** Protect You. Observe blocks the POA. |
| **Before throwing a flag for HOLDING – Know Categories: Grab & Restrict \* Takedown \* Twist & Turn \* Grab & Jerk \* Tackle** |
| **Be a great dead ball official** | **Note Position of Ball between Hash Marks** | **Check game clock** |
| **PASS PLAY** |
| • Read Pass: Step toward NZ **[41]** | • **IFP** – Assist R if Illegal Pass **[41]** | • **ILT** – Illegal Touching **[7-5-13**] | •**DB holding RCVR – Make it BIG** |
| • **OPI - Watch for RCVR push off** | • **HOLDING OF RECEIVER: 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. |
| • **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** |
| • **Pass Plays**: U focus on short passes in the middle only. Don’t Fish! **[41]** | • **Ball Touched in Flight:** **U** gives 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 (read formation) **Bubble Screen** – No OPI if ball caught (1yd downfield = Don’t Split Hairs) |
| • Umpires once pass is thrown, pivot to help rule on short passes over the middle. Don’t go fishing in someone else’s pond, unless 100% certain. |
| • **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** | **Incomplete Pass: Bring ball back to previous spot/hash.** | **Check game clock** |
| **SCRIMMAGE KICK** |
| • **At snap –** Position 10 yards keeping the snap in view at all times **[43]** • **At snap –** Check for numbering exception [**44] Rule 7-2-5b[2]*** **At snap –** Be alert for illegal contact on the snapper. **[40] Rule 9-4-6 [Auto 1st Down]**

**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** |
| • Umpire needs to be ready to assist the H to determine if the ball crosses the neutral zone. **[44]**• Umpire should pivot toward LJ side of the field to observe block in the side zone, while observing players away from the ball. **[44]** |
| • **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:** Umpire should be 4 to 7 yards deep keeping the snap in full view. Check for numbering exception. **[47]** |