

2021 MSHSAA Position Checklist

Referee - Game Day & Pre-Game Responsibilities

You're the Game Manager. This starts by being organized. Make sure your crew is prepared, on time and ready to work a game.
 Hold Pre-Game (Game Officials Manual - p9) weekly, assign topics to crew members.
 Consider case plays, video review and scouting reports for Pre-Game.
 Preventive Officiating (p6); Managing the Flow of the Game; Philosophy; Foul Threshold (If you "Think it's a foul," it's Not a Foul);
 Sideline Management (9-4-8: S38-S29/15 yds) (9-8-3: S15; S7-29/5 yds; S7-S29-S27/15 yds)
 Follow MSHSAA Mechanics & Guidelines [not NCAA]. Work on Consistent Ready for Play Signal & Penalty Signal(s)
 R is responsible for knowing location of security & game administration.
 Any game official may join Referee at Pre-Game Meeting with Coaches. Review Wing Officials with Head Coach
 Walk the field with crew in professional manner. Perform duties per MSHSAA handout.
 R- Introduce Yourself to Chain Crew and Ball Boys. Thank them!
Coin Toss (p14): Referee's back is to the game clock.

Fouls / Penalties

CREW: Don't fish in someone else's pond. However, assist with information when necessary.
 Instruct the calling official to provide the results of the play, status of the ball when the foul occurred, foul, offending team & number. (020)
 Wing Officials: Convey Foul / Penalty information to both Head Coaches. Obtain penalty choice from the offended teams Head Coach.
 All officials have an obligation to enforce the penalty correctly. If it doesn't feel right, get together and discuss.
 Officials should verify clock is stopped during penalty enforcement.
 Each official on your crew MUST know the Rules. Know your foul expert.
 Consider writing fouls on Game Card. (BJ notate fouls called by R).
 Offended Teams Option to Start Clock on Snap on Accepted Penalty under 2 minutes (3-4-7); Consider assigning BJ as under 2 min expert.

Points of Emphasis

Intentional Grounding (7-5-2d); Legal / Illegal Formations (7-2-3, 7-2-5), Ineligible Downfield (7-5-12)

Recent Rule Changes

Halftime Intermission option following weather delay (3-1-6c); 40 sec play clock for Team B Equipment Repair (3-5-7e) OR Team B Injury (3-5-10);
 25 sec play clock following legal kick (2-24, 9-7-1); Blocking Below the Waist (2-17-2c, 2-17-4)

All Officials Duties During Game

BJ; Responsible for all timing situations, Kicking & Passing Game
 HL & LJ = Responsible for Forward Progress & Sideline Control
 U = Responsible for assisting R on Penalty Enforcement & Inside Game
Focus on Being a Great Dead Ball Official
 Always Hustle During the play
 All officials need to be aware of the play/game clock status
 Know your Key & his # before the snap

Referee Pre-Snap Position & Ritual

Be on the passing arm of QB
 Starting Position = 10-15 yds. deep / 5 yds. wide
 Know your QB's and his abilities & adjust
 Too Deep = You're not Involved in the play
 Too Short = Get caught inside / dangerous
 R => 100% responsible for QB safety
 KEY: Opposite Tackle/Backs

Free Kicks / Be Alert for Short Kick

Position:	Responsibility #1:	Responsibility #2:	Count:
R @ G/L	Ensure there are 4 players on each side of the kicker	Momentum Rule [Bag it] (8-5-2a)	R
U @ 20YL	Progress on your side of the field. Use cross field mechanics.	Watch for illegal blocks (BSB, BBW, IBB)	R
LJ @ 50YL	Encroachment by R & 1st touching by K	Goal Line on your side of field	K
B @ 40YL	Encroachment by K. Pop Up Kick	Goal Line on your side of field	K
HL @ 30YL	Progress on your side of the field. Use cross field mechanics.	Watch for illegal backside / low blocks	R

Forced Touching = No Touching = Ignore It (6-1-6)

When the kick is over - SPOT the ball on a yard line to start the series.

Probable Penalties:

Pop Up Kick (2-24-10) (6-1-11)		S7 - S19 - 5 yards
Block Below the Waist (BBW) (2-17) (9-3-2)		S40 - 15 yards
Block in the Back (IBB) (9-3-6)	Make sure it's from the back, not in the side	S43 - 10 yards
Blindside Block (BSB) (2-3-10) (9-4-3n)		S38 - S26 - 15 yards
Kick Catching Interference (KCI) (6-5-6)	S33: Result of Play, 15 yards from spot of foul, or 15 yards previous spot	
Holding (9-2-3c)	Make sure Holding is at the POA	S42 - 10 yards
Kick out of Bounds (KOB) (6-1-9)	Options: 1) 5 yds / Re-Kick; 2) 5 yds succeeding spot, or 3) 25 yds. from previous spot (S19)	
K initiating contact prior to kick traveling 10 yds; Eligible to recover FK; R initiates block in NZ (IBK) (9-3-7)		S43 - 10 yards (IBK)
Blocking after signaling valid or invalid Fair Catch Signal (IBS) (6-5-1)		S43 - 10 yards

2021 MSHSAA Position Checklist

Referee - Running Play		
Count Team A players; Confirm with U; identify Eligible Backs/Receivers One Second count following huddle or shift(7-2-6) Ball, runner, action around runner & blocks behind NZ Know Reverse G/L mechanics. R has G/L when Reverse Mechanics in Effet.		
Follow MSHSAA Mechanics & Guidelines [not NCAA]. Work on Consistent Ready for Play Signal & Penalty Signal(s)		
Holding on Offense (9-2-1)	Make sure Holding is at the POA	S42 - 10 yards
Grab & Restrict (OH-GR); Hook & Restrict (OH-HR); Takedown (OH-TD); Tackle (OH-TK)		
Facemask (9-4-3h)	Major Grasp & Turn (FMM) vs. Incidental	S38-S45 - 15 yds vs S45 - 5 yds
Blindside Block (BSB) (2-3-10) (9-4-3n)		S38 - S26 - 15 yards
Block in the Back (IBB) (9-3-6)	Make sure it's on the back, not the side	S43 - 10 yards
UNS (9-5) / Personal Foul (PF) (9-4)	Be Alert for Off Ball Type Fouls. Talk & Prevent!	S27 / S38 - 15 yards
Illegal Substitution (ILS) (3-7)/ Formation (ILF) (7-2)	This can be corrected before snap.	S22 / S19 - 5 yards
Illegal Motion (ILM) (7-2-7)/ Illegal Shift (ISH) (7-2-6)	This can be corrected before snap.	S20 - 5 yards
Referee - Passing Play		
Stay with / protect the QB; Rule on Illegal Forward Pass (7-5-2) Rule on Forward / Backward Pass behind LOS (2-31-2 / 2-31-5) Continue to officiate behind LOS before you leave players. Don't PEEK at the pass. After Pass is Thrown: Be Very LOUD / VOCAL. Alert the Defense the ball is gone / thrown.		
Probable Penalties:		
Intentional Grounding (ING) (7-5-2d, e)	Obtain help from wing officials when required	S36-S9 - 5 yards
Illegal Touching (ITP) (7-5-13)		S16-S9 - 5 yards
Holding on Offense (9-2-1)	Holding at the POA with visible restriction	S42 - 10 yards
Grab & Restrict (OH-GR); Hook & Restrict (OH-HR); Takedown (OH-TD); Tackle (OH-TK)		
DPI (Now Requires Contact) (7-5-10)	No DPI if ball touched in flight (7-5-9c)	S33 - 15 yards
Arm Bar (DPI/AB); Cutoff (DPI/CO); Grab & Restrict (DPI/GR); Hook & Turn (DPI/HT); Not Playing ball (DPI/NPB); Playing Thru Back (DPI/PTB)		
OPI (Starts at Snap) (7-5-10)	No OPI for eligible A if ball touched in flight (7-5-9a)	S33 - 15 yards
Blocking Downfield (OPI/BD); Creating Separation (OPI/CS); Driving Thru (OPI/DT); Pickoff (OPI/PO)		
Blindside Block (BSB) (2-3-10) (9-4-3n)		S38 - S26 - 15 yards
Contact on Defenseless Player (UNR/HDP) (2-32-16) (9-4-3g)		S38 - 15 yards
Roughing the Passer (RPS) (9-4-4)		S34-S8 - 15 yds
Referee - Scrimmage Kick Play		
Starting Position: 3-5 yds. O/S TE & 2-3 yds. Behind Kicker. Key: All backs! Primary Responsibility: Fouls on Kicker R/U communicate in 'scrimmage kick formation' Line up Covering Officials on a KOB; Stay alert for players <i>swimming upstream</i> and hits on Defenseless Players Help H cover goal line on long returns Any K player may advance scrimmage kick when it is in or behind the NZ (6-2-3) PSK Fouls (2-16-2h); (1) Ball crosses Expanded NZ; (2) Foul occurs beyond Expanded NZ; (3) Foul before end of kick; (4) K will not put ball in play. First Touching by K (6-2-5). Consequences of touching eliminated if offsetting fouls, or accepted foul.		
Probable Penalties:		
Roughing Kicker (RRK) / Holder (RFH) (9-4-5)		S38-S30-S8 - 15 yards
Running into Kicker (RNK) / Holder (RNH) (9-4-5)		S30 - 5 yards
Illegal Kick (KIK) (6-2-1)	Kicking ball beyond LOS	S31 - 15 yards
Blindside Block (BSB) (2-3-10) (9-4-3n)		S38 - S26 - 15 yards
Kick Catching Interference (KCI) (6-5-6)	S33: Result of Play, 15 yards from spot of foul, or 15 yards previous spot & Re-Kick	
Block Below the Waist (BBW) (2-17) (9-3-2)		S40 - 15 yards

2021 MSHSAA Position Checklist

Umpire - Pre-Game & Game Day Management Responsibilities			
Know the Player Equipment Rules (1-5)			
Assist R in knowing location of security & game administration.			
You're the #1 Assistant to the Referee in controlling the Tempo of the Game & Establishing the Ready for Play			
Follow MSHSAA Mechanics & Guidelines [not NCAA].			
Walk the field with crew in professional manner. Perform duties per MSHSAA handout.			
Follow MSHSAA Mechanics & Guidelines [not NCAA]. Work on Consistent Ball placement (set ball prior to 20 sec remaining on play clock)			
Fouls/ Penalties			
CREW: Don't fish in someone else's pond.			
If you "Think it's a foul," ... it's Not a Foul.		Be the official who helps R on all Foul Enforcements	
"See everything you call, but don't call everything you see"; "Make it Big"; "Make it be There"		Be R's - Foul Expert.	
Remember to Stop the Clock for fouls that prevent the snap.			
Provide the results of the play, status of the ball when the foul occurred, foul, offending team & number to R.			
ALL PENALTIES: Confirm with R & H. Communicate with H & L on Enforcement			
Points of Emphasis			
Intentional Grounding (7-5-2d); Legal / Illegal Formations (7-2-3, 7-2-5), Ineligible Downfield (7-5-12)			
Recent Rule Changes			
Halftime Intermission option following weather delay (3-1-6c); 40 sec play clock for Team B Equipment Repair (3-5-7e) OR Team B Injury (3-5-10); 25 sec play clock following legal kick (2-24, 9-7-1); Blocking Below the Waist (2-17-2c, 2-17-4)			
All Officials Duties During Game		Umpire Pre-Snap Position & Ritual	
BJ; Responsible for all timing situations (p9), Kicking & Passing Game		Starting Position = 4 to 7 yards deep off ball	
HL & LJ = Responsible for Forward Progress & Sideline Control		Move to position to see the ball	
U = Responsible for assisting R on Penalty Enforcement & Inside Game		Too Deep = You're not Involved in the play	
Focus on Being a Great Dead Ball Official		Too Short = Get caught inside / dangerous	
Always Hustle During the play		Confirm Count of Team A/K players with R	
All officials need to be aware of the play/game clock status		Five players #50-79; False Start	
Know your Key & his # before the snap		Note position of ball between hash marks	
		KEY(S): Guard/Center/Guard	
Free Kicks / Be Alert for Short Kick			
Position:	Responsibility #1:	Responsibility #2:	Count:
R @ G/L	Ensure there are 4 players on each side of the kicker	Momentum Rule [Bag it] (8-5-2a)	R
U @ 20YL	Progress on your side of the field. Use cross field mechanics.	Watch for illegal blocks (BSB, BBW, IBB)	R
LJ @ 50YL	Encroachment by R & 1st touching by K	Goal Line on your side of field	K
B @ 40YL	Encroachment by K. Pop Up Kick	Goal Line on your side of field	K
HL @ 30YL	Progress on your side of the field. Use cross field mechanics.	Watch for illegal backside / low blocks	R
Forced Touching = No Touching = Ignore It (6-1-6)			
When the kick is over - SPOT the ball on a yard line to start the series.			
Probable Penalties:			
Pop Up Kick (2-24-10) (6-1-11)		S7 - S19 - 5 yards	
Block Below the Waist (BBW) (2-17) (9-3-2)		S40 - 15 yards	
Block in the Back (IBB) (9-3-6)		Make sure it's from the back, not in the side	S43 - 10 yards
Blindside Block (BSB) (2-3-10) (9-4-3n)		S38 - S26 - 15 yards	
Kick Catching Interference (KCI) (6-5-6)		S33: Result of Play, 15 yards from spot of foul, or 15 yards previous spot	
Holding (9-2-3c)		Make sure Holding is at the POA	S42 - 10 yards
Kick out of Bounds (KOB) (6-1-9)		Options: 1) 5 yds / Re-Kick; 2) 5 yds succeeding spot, or 3) 25 yds. from previous spot (S19)	
K initiating contact prior to kick traveling 10 yds; Eligible to recover FK; R initiates block in NZ (IBK) (9-3-7)		S43 - 10 yards (IBK)	
Blocking after signaling valid or invalid Fair Catch Signal (IBS) (6-5-1)		S43 - 10 yards	

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Umpire - Running Play		
Primary Responsibility: Free Blocking Zones @ POA. Illegal Blocks		
When Play is Over: Become a presence with your voice (not your whistle)! Your job is to control the middle. Hustle to obtain the ball at the end of the play. Spot It. Stand over ball & face Referee until released by R.		
Goal Line Mechanics:		
DO NOT block the view of H & L J at the G/L. DO NOT give 'secret signal' for ball breaking plane.		
Follow MSHSAA Mechanics & Guidelines [not NCAA]. Work on Consistent Ready for Play Signal & Penalty Signal(s)		
Any Run toward you [Protect Yourself] and Observe Blocks at the POA		
Don't insert yourself into the game. Majority of your calls are HOLDING. Make sure these calls are BIG HOLDS.		
Probable Penalties:		
Holding on Offense (9-2-1)	Make sure Holding is at the POA	S42 - 10 yards
Grab & Restrict (OH-GR); Hook & Restrict (OH-HR); Takedown (OH-TD); Tackle (OH-TK)		
Chop Block (CHB) (2-3-8) (9-3-6)	High / Low - With or Without Delay	S41 - 15 yards
Facemask by Defense (9-4-3h)	Major Grasp & Turn (FMM) vs. Incidental	S38-S45 - 15 yds vs S45 - 5 yds
Blindside Block (BSB) (2-3-10) (9-4-3n)		S38 - S26 - 15 yards
Block in the Back (IBB) (9-3-6)	Make sure it's on the back, not the side	S43 - 10 yards
UNS (9-5) / Personal Foul (PF) (9-4)	Be Alert for Off Ball Type Fouls. Talk & Prevent!	S27 / S38 - 15 yards
Umpire - Passing Play		
Primary Responsibility: Free Blocking Zones @ POA. Illegal Blocks		
Read Pass - Move towards NZ; Cover short pass over middle; Know where forward pass touches anything		
Assist R on Illegal Forward Pass beyond NZ		
Probable Penalties:		
Illegal Touching (ITP) (7-5-13)		S16-S9 - 5 yards
Holding on Offense (9-2-1)	Holding at the POA with visible restriction	S42 - 10 yards
Grab & Restrict (OH-GR); Hook & Restrict (OH-HR); Takedown (OH-TD); Tackle (OH-TK)		
Blindside Block (BSB) (2-3-10) (9-4-3n)		S38 - S26 - 15 yards
Unnecessary contact on a defenseless player	(UNR/HDP) (2-32-16) (9-4-3g)	S38 - 15 yards
All officials need to be aware of the play/game clock status		
Umpire - Scrimmage Kick Play		
Starting Position: 10 yds deep keeping snap in view. Count K players. R/U communicate in 'Scrimmage Kick Formation'		
Primary Responsibility: Numbering Exceptions (7-2-5b1); Be alert to illegal contact on the snapper ("Snapper is Protected")		
All officials need to be aware of the play/game clock status		
Be alert to the Pull & Shoot by Defense. This is HOLDING		
Assist H in determining if the ball crosses the NZ. Any K player may advance scrimmage kick when it is in or behind the NZ (6-2-3)		
Stay disciplined & alert for players "swimming upstream" to Cherry Pick Defenseless Players		
Be alert for Hurdling by defensive players (2-22) (9-4-3d)		
PSK Fouls (2-16-2h): (1) Ball crosses Expanded NZ; (2) Foul occurs beyond Expanded NZ; (3) Foul before end of kick; (4) K will not put ball in play.		
First Touching by K (6-2-5) Consequences of touching eliminated if offsetting fouls, or accepted foul.		
Probable Penalties:		
Roughing the Snapper (RTS) (9-4-6)		S38-S8 - 15 yards
Chop Block (CHB) (2-3-8) (9-3-6)	High / Low - With or Without Delay	S41 - 15 yards
Block in the Back (IBB) (9-3-6)	Make sure it's on the back, not the side	S43 - 10 yards
Block Below the Waist (BBW) (2-17) (9-3-2)		S40 - 15 yards
Illegal Kick (KIK) (6-2-1)	Kicking ball beyond LOS	S31 - 15 yards
Holding on Offense (6-2-1)	Make sure Holding is at the POA	S42 - 10 yards
Grab & Restrict (OH-GR); Hook & Restrict (OH-HR); Takedown (OH-TD); Tackle (OH-TK)		
Blindside Block (BSB) (2-3-10) (9-4-3n)		S38 - S26 - 15 yards
Unnecessary contact on a defenseless player	(UNR/HDP) (2-32-16) (9-4-3g)	S38 - 15 yards

2021 MSHSAA Position Checklist

Back Judge - Pre-Game & Game Day Management Responsibilities			
Follow MSHSAA Mechanics & Guidelines [not NCAA]. Walk the field with crew in professional manner. Perform duties per MSHSAA handout. Coin Toss: Bring out Kicking Ball.			
Fouls / Penalties			
Follow MSHSAA Mechanics & Guidelines [not NCAA]. If you "Think it's a foul," ... it's Not a Foul. Was an Advantage Gained on DPI, OPI or KCI? Did it impact the play? "See everything you call, but don't call everything you see"; "Make it Big"; "Make it Be There"; Be Consistent in Judgement Provide the Results of the Play, Status of the Ball when the foul occurred, Foul, Offending Team & Number to R. Assist R on all UNS fouls - and remind them the 2nd UNS foul = DQ. Assist R with clock on penalties under two minutes (3-4-7)			
Points of Emphasis			
Intentional Grounding (7-5-2d) ; Legal / Illegal Formations (7-2-3, 7-2-5), Ineligible Downfield (7-5-12)			
Recent Rule Changes			
Halftime Intermission option following weather delay (3-1-6c) ; 40 sec play clock for Team B Equipment Repair (3-5-7e) OR Team B Injury (3-5-10) ; 25 sec play clock following legal kick (2-24, 9-7-1) ; Blocking Below the Waist (2-17-2c, 2-17-4)			
All Officials Duties During Game		Back Judge Pre-Snap Position & Ritual	
BJ; Responsible for all timing situations (p9), Kicking & Passing Game HL & LJ = Responsible for Forward Progress & Sideline Control U = Responsible for assisting R on Penalty Enforcement & Inside Game Focus on Being a Great Dead Ball Official Always Hustle During the play All officials need to be aware of the game clock status Know your Key & his # before the snap		B J must ALWAYS KNOW the Status of Clock Help R manage the Play/Game Clock. Starting Position = 20 yards deep. Count Defense, Confirm with H/LJ 1st Move = Read the Play. Don't BAIL OUT. Study QB's and their range, abilities & adjust. Too Deep = You're not Involved in the play Too Short = Get caught inside / dangerous NEVER Get Beat Deep	
BALL MECHANICS: Be Involved 99% of time. Learn and Use the Triangle Method for Ball.			
Free Kicks / Always be Alert for Short Kick			
Position:	Responsibility #1:	Responsibility #2:	Count:
R @ G/L	Ensure there are 4 players on each side of the kicker	Momentum Rule [Bag it] (8-5-2a)	R
U @ 20YL	Progress on your side of the field. Use cross field mechanics.	Watch for illegal blocks (BSB, BBW, IBB)	R
LJ @ 50YL	Encroachment by R & 1st touching by K	Goal Line on your side of field	K
B @ 40YL	Encroachment by K. Pop Up Kick	Goal Line on your side of field	K
HL @ 30YL	Progress on your side of the field. Use cross field mechanics.	Watch for illegal backside / low blocks	R
Officiate K's Free Kick Line as a Plane for Short Kicks Forced Touching = No Touching = Ignore It (6-1-6) When the kick is over - SPOT the ball on a yard line to start the series.			
Probable Penalties:			
Pop Up Kick (2-24-10) (6-1-11)			S7 - S19 - 5 yards
Block Below the Waist (BBW) (2-17) (9-3-2)			S40 - 15 yards
Block in the Back (IBB) (9-3-6)	Make sure it's from the back, not in the side		S43 - 10 yards
Blindside Block (BSB) (2-3-10) (9-4-3n)			S38 - S26 - 15 yards
Kick Catching Interference (KCI) (6-5-6)	S33: Result of Play, 15 yards from spot of foul, or 15 yards previous spot		
Holding (9-2-3c)	Make sure Holding is at the POA		S42 - 10 yards
Kick out of Bounds (KOB) (6-1-9)	Options: 1) 5 yds / Re-Kick; 2) 5 yds succeeding spot, or 3) 25 yds. from previous spot (S19)		
K initiating contact prior to kick traveling 10 yds; Eligible to recover FK; R initiates block in NZ (IBK) (9-3-7)			S43 - 10 yards (IBK)
Blocking after signaling valid or invalid Fair Catch Signal (IBS) (6-5-1)			S43 - 10 yards

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Back Judge - Running Play

Primary Responsibilities: Work Inside-Out Coverage. Keep play Boxed In.

Key: Widest Receiver(s) on Strong Side. Know receiver's #.

Counts defense / Confirm with H & L J

Check Play/Game Clock

Always stay behind deepest WR. After the play - BE VOCAL with players. Presence!

Follow MSHSAA Mechanics & Guidelines [not NCAA].

G/L Position: Ball @ 10 YL - Start @ End Line

Probable Penalties:

Holding on Offense (9-2-1) Grab & Restrict (OH-GR); Hook & Restrict (OH-HR); Takedown (OH-TD); Tackle (OH-TK)	Make sure Holding is at the POA	S42 - 10 yards
Facemask (9-4-3h)	Major Grasp & Turn (FMM) vs. Incidental	S38-S45 - 15 yds vs S45 - 5 yds
Blindside Block (BSB) (2-3-10) (9-4-3n)		S38 - S26 - 15 yards
Block in the Back (IBB) (9-3-6)	Make sure it's on the back, not the side	S43 - 10 yards
UNS (9-5) / Personal Foul (PF) (9-4)	Be Alert for Off Ball Type Fouls. Talk & Prevent!	S27 / S38 - 15 yards

Back Judge - Passing Play

Primary Responsibilities: Work Inside-Out Coverage. Keep play Boxed In.

The Passing / Kicking Game is where a B J earns their pay.

Know Momentum Rule (8-5-2a)

Man
Zone
Ball

Probable Penalties:

Intentional Grounding (ING) (7-5-2d, e)	Let R know if a receiver was in the area	S36-S9 - 5 yards
Illegal Touching (ITP) (7-5-13)		S16-S9 - 5 yards
Holding on Offense (9-2-1) Grab & Restrict (OH-GR); Hook & Restrict (OH-HR); Takedown (OH-TD); Tackle (OH-TK)	Holding at the POA with visible restriction	S42 - 10 yards
DPI (Now Requires Contact) (7-5-10) Arm Bar (DPI/AB); Cutoff (DPI/CO); Grab & Restrict (DPI/GR); Hook & Turn (DPI/HT); Not Playing ball (DPI/NPB); Playing Thru Back (DPI/PTB)	No DPI if ball touched in flight (7-5-9c)	S33 - 15 yards
OPI (Starts at Snap) (7-5-10) Blocking Downfield (OPI/BD); Creating Separation (OPI/CS); Driving Thru (OPI/DT); Pickoff (OPI/PO)	No OPI for eligible A if ball touched in flight (7-5-9a)	S33 - 15 yards
Blindside Block (BSB) (2-3-10) (9-4-3n)		S38 - S26 - 15 yards
Unnecessary contact on a defenseless player	(UNR/HDP) (2-32-16) (9-4-3g)	S38 - 15 yards

All officials need to be aware of the play/game clock status

Back Judge - Scrimmage Kick Play

Note to B J: If there is a chance something will go wrong, it'll happen on a Scrimmage Kick

Starting Position: 10-12 yds. wider & 2-3 yds than deepest receiver on H's side of field

After Snap: Step toward NZ.

Primary Responsibility: End of Kick (Bag) (2-24-2); 1st Touching (Bag) (2-12); KCI (6-5-6); Touchback (8-5-3); Safety (8-5-2)

Stay disciplined & alert for players "swimming upstream" to Cherry Pick Defenseless Players

Know Momentum Rule (8-5-2a)

Touchback = Ball Strikes ground in the EZ [dead ball] (8-5-3a)

PSK Fouls (2-16-2h): (1) Ball crosses Expanded NZ; (2) Foul occurs beyond Expanded NZ; (3) Foul before end of kick; (4) K will not put ball in play.

First Touching by K (6-2-5): Bean Bag. **Consequences of touching eliminated if offsetting fouls, or accepted foul.**

Probable Penalties:

Kick Catching Interference (KCI) (6-5-6)	S33: Result of Play, 15 yards from spot of foul, or 15 yards previous spot & Re-Kick
Block in the Back (IBB) (9-3-6)	Make sure it's on the back, not the side S43 - 10 yards
Block Below the Waist (BBW) (2-17) (9-3-2)	S40 - 15 yards
Blindside Block (BSB) (2-3-10) (9-4-3n)	S38 - S26 - 15 yards
Unnecessary contact on a defenseless player	(UNR/HDP) (2-32-16) (9-4-3g) S38 - 15 yards

2021 MSHSAA Position Checklist

HL & LJ - Pre-Game & Game Day Management Responsibilities			
Positions require focus and concentration the entire game - EVERY PLAY matters on Forward Progress!			
Sideline Management/Control is paramount throughout the game. Despite the heat, always be courteous with Head Coach.			
Sideline Management (9-4-8: S38-S29/15 yds) (9-8-3: S15; S7-S29/5 yds; S7-S29-S27/15 yds)			
Follow MSHSAA Mechanics & Guidelines [not NCAA].			
H - Provide Instructions to Chain Crew and Ball Boys on Your Side.			
Follow MSHSAA Mechanics & Guidelines [not NCAA]. Work on Consistent Ready for Play Signal & Penalty Signal(s)			
Coin Toss: LJ bring out Kicking ball			
Fouls / Penalties			
CREW: Don't fish in someone else's pond.			
If you "Think it's a foul," ... it's Not a Foul. Was an Advantage Gained on DPI or OPI? Did it impact the play?			
"See everything you call, but don't call everything you see"; "Make it Big"; "Make it be There"; Be Consistent in Judgement			
Provide the Results of the Play, Status of the Ball when the foul occurred, Foul, Offending Team & Number to R.			
Convey Foul / Penalty information to both Head Coaches. Obtain penalty choice from the offended teams Head Coach.			
Assist R on all UNS fouls - and remind them the 2nd UNS foul = DQ.			
Points of Emphasis			
Intentional Grounding (7-5-2d); Legal / Illegal Formations (7-2-3, 7-2-5), Ineligible Downfield (7-5-12)			
Recent Rule Changes			
Halftime Intermission option following weather delay (3-1-6c); 40 sec play clock for Team B Equipment Repair (3-5-7e) OR Team B Injury (3-5-10); 25 sec play clock following legal kick (2-24, 9-7-1); Blocking Below the Waist (2-17-2c, 2-17-4)			
All Officials Duties During Game		HL & LJ - Pre-Snap Position & Ritual	
BJ; Responsible for all timing situations (p9), Kicking & Passing Game		Count Defense / Confirm w/ B J	
HL & LJ = Responsible for Forward Progress & Sideline Control		Start at LOS 1 yard beyond the Sideline	
U = Responsible for assisting R on Penalty Enforcement & Inside Game		Read the Formation / Unbalanced Line	
Focus on Being a Great Dead Ball Official		Find your KEY: Tackle & I/S Receiver(s) & #'s	
Always Hustle During the play		Read the Play / Read Your Key: Go Slow!	
All officials need to be aware of the game clock status		Know where the Line to Gain is located	
Know your Key & his # before the snap		HL & LJ: Square off on Forward Progress	
Free Kicks / Always be Alert for Short Kick			
Position:	Responsibility #1:	Responsibility #2:	Count:
R @ G/L	Ensure there are 4 players on each side of the kicker	Momentum Rule [Bag it] (8-5-2a)	R
U @ 20YL	Progress on your side of the field. Use cross field mechanics.	Watch for illegal blocks (BSB, BBW, IBB)	R
LJ @ 50YL	Encroachment by R & 1st touching by K	Goal Line on your side of field	K
B @ 40YL	Encroachment by K. Pop Up Kick	Goal Line on your side of field	K
HL @ 30YL	Progress on your side of the field. Use cross field mechanics.	Watch for illegal backside / low blocks	R
Probable Penalties:			
Pop Up Kick (2-24-10) (6-1-11)		S7 - S19 - 5 yards	
Block Below the Waist (BBW) (2-17) (9-3-2)		S40 - 15 yards	
Block in the Back (IBB) (9-3-6)		Make sure it's from the back, not in the side	S43 - 10 yards
Blindside Block (BSB) (2-3-10) (9-4-3n)		S38 - S26 - 15 yards	
Kick Catching Interference (KCI) (6-5-6)		S33: Result of Play, 15 yards from spot of foul, or 15 yards previous spot	
Holding (9-2-3c)		Make sure Holding is at the POA	S42 - 10 yards
Kick out of Bounds (KOB) (6-1-9)		Options: 1) 5 yds / Re-Kick; 2) 5 yds succeeding spot, or 3) 25 yds. from previous spot (S19)	
K initiating contact prior to kick traveling 10 yds; Eligible to recover FK; R initiates block in NZ (IBK) (9-3-7)		S43 - 10 yards (IBK)	
Blocking after signaling valid or invalid Fair Catch Signal (IBS) (6-5-1)		S43 - 10 yards	

2021 MSHSAA Position Checklist

HL & LJ - Running Play		
<p>Primary Responsibilities: FST, ENC, Illegal Blocks, Forward Progress, Substitutions (3-7), IFL (No More than 4 in backfield) Use Cross-Field Mechanics for Forward Progress Run To Your Side: Observe blocks in front of runner; Run Away From Your Side: Watch backside Goal Line Mechanics: Wing Officials - At 10 YL - slowly release to G/L. Inside 5YL - 1st step is toward the G/L. Own the G/L - it's yours! Follow MSHSAA Mechanics & Guidelines [not NCAA]. Wing Officials - Pinch in on all G/L Plays. DO NOT get in a hurry. Don't signal TD until you have progress & ball. Wing Officials - Learn, Know & Apply REVERSE GOAL LINE MECHANICS - when ball is inside 5 - going out.</p>		
Probable Penalties:		
Holding on Offense (9-2-1)	Make sure Holding is at the POA	S42 - 10 yards
Grab & Restrict (OH-GR); Hook & Restrict (OH-HR); Takedown (OH-TD); Tackle (OH-TK)		
Illegal Participation (9-6-1, 9-6-2). Know if Receiver Steps OOBs on his own or is forced out?		S28 - 15 yards
Facemask (9-4-3h)	Major Grasp & Turn (FMM) vs. Incidental	S38-S45 - 15 yds vs S45 - 5 yds
Blindside Block (BSB) (2-3-10) (9-4-3n)		S38 - S26 - 15 yards
Block in the Back (IBB) (9-3-6)	Make sure it's on the back, not the side	S43 - 10 yards
UNS (9-5) / Personal Foul (PF) (9-4)	Be Alert for Off Ball Type Fouls. Talk & Prevent!	S27 / S38 - 15 yards
Illegal Substitution (ILS) (3-7)/ Formation (ILF) (7-2)	This can be corrected before snap.	S22 / S19 - 5 yards
Illegal Motion (ILM) (7-2-7)/ Illegal Shift (ISH) (7-2-6)	This can be corrected before snap.	S20 - 5 yards
HL & LJ - Passing Play		
<p>Primary Responsibilities: FST, ENC, Illegal Blocks, Forward Progress, Substitutions (3-7), DPI/OPI, ILF Read Pass: Stay on LOS until ball carrier crosses the LOS, or until receiver(s) on your side of field have gone at least 10-12 yards downfield Be ready to rule on direction of a quick pass (forward or backward)</p>		
Probable Penalties:		
Intentional Grounding (ING) (7-5-2d, e)	Let R know if a receiver was in the area	S36-S9 - 5 yards
Illegal Touching (ITP) (7-5-13)		S16-S9 - 5 yards
Holding on Offense (9-2-1)	Holding at the POA with visible restriction	S42 - 10 yards
Grab & Restrict (OH-GR); Hook & Restrict (OH-HR); Takedown (OH-TD); Tackle (OH-TK)		
DPI (Now Requires Contact) (7-5-10)	No DPI if ball touched in flight (7-5-9c)	S33 - 15 yards
Arm Bar (DPI/AB); Cutoff (DPI/CO); Grab & Restrict (DPI/GR); Hook & Turn (DPI/HT); Not Playing ball (DPI/NPB); Playing Thru Back (DPI/PTB)		
OPI (Starts at Snap) (7-5-10)	No OPI for eligible A if ball touched in flight (7-5-9a)	S33 - 15 yards
Blocking Downfield (OPI/BD); Creating Separation (OPI/CS); Driving Thru (OPI/DT); Pickoff (OPI/PO)		
All officials need to be aware of the play/game clock status		S38 - S26 - 15 yards
Unnecessary contact on a defenseless player	(UNR/HDP) (2-32-16) (9-4-3g)	S38 - 15 yards
HK & LJ - Scrimmage Kick Play		
<p>LJ: Release on the Snap H: Hold LOS at Snap. Move downfield after ball crosses Neutral Zone. Help determine if ball crosses Neutral Zone. Stay disciplined & alert for players "swimming upstream" to Cherry Pick Defenseless Players PSK Fouls (2-16-2h); (1) Ball crosses Expanded NZ; (2) Foul occurs beyond Expanded NZ; (3) Foul before end of kick; (4) K will not put ball in play. First Touching by K (6-2-5): Bean Bag. Consequences of touching eliminated if offsetting fouls, or accepted foul.</p>		
Probable Penalties:		
Kick Catching Interference (KCI) (6-5-6)		S33: Result of Play, 15 yards from spot of foul, or 15 yards previous spot & Re-Kick
Block in the Back (IBB) (9-3-6)	Make sure it's on the back, not the side	S43 - 10 yards
Block Below the Waist (BBW) (2-17) (9-3-2)		S40 - 15 yards
Blindside Block (BSB) (2-3-10) (9-4-3n)		S38 - S26 - 15 yards
Unnecessary contact on a defenseless player	(UNR/HDP) (2-32-16) (9-4-3g)	S38 - 15 yards