



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 (<i>R has this when H/L have GL</i>) [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 – 1 st 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. (<i>B have ball ready to bring in for opening kick</i>) [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 can catch kick provided there is no KCI by K. 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.
• Officials: Wind clock when touched by R in field of play in your zone	• Free kick your zone – Work toward ball until possessed. Watch for blocks in front of the runner.
• 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]
• Kick in EZ: Untouched by R. Whistle & signal dead ball-touchback.	• L & B: Primary responsible for 1 st touching by K. B is secondary. [26]
• 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.	• All Officials: Be alert to formation [4 players on each side of kicker]
• Free Kick OOB – R catches ball with foot on sideline. Know Options.	• When the kick & run is over – ALWAYS spot the ball on a yard line.
• Free Kick OOB – 3 options: [Toss Flag in Air] [6-1-9]	• Block Below Waist: [K or R] ... IS NEVER ALLOWED on kick plays Live Ball – BBW (15 yards)
- 25 yards from kick [normally 35 YL]	• Block in Back (K or R) Live Ball – IBB (10 yards)
- Re-kick; 5 yard penalty	• KCI by K. This can occur on kicks where ball is kicked directly into the ground and ball bounces high as to look like it was off the tee. Live Ball–KCI [15 yards]
- Take ball @ OOB Spot	• If HOLDING by R – make sure it’s at POA [Point of Attack] Live Ball – Hold [10 yards]
• 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	



<ul style="list-style-type: none"> • 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			
<ul style="list-style-type: none"> • 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] 		<ul style="list-style-type: none"> • 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 	
<ul style="list-style-type: none"> • Fouls at the snap by offense – Make False Start if possible • Fouls by defense – Encroachment – but talk to players and help them. 		<ul style="list-style-type: none"> • 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 	
<ul style="list-style-type: none"> • At the Snap: Who is your key? Tackle? – Tackles will determine if run 		<ul style="list-style-type: none"> • L & H – Cross-field Mechanics: Help each other when forward progress at the sideline and runner has been pushed back by defense 	
<ul style="list-style-type: none"> • Runs to Opposite Sideline – Don't take the play off. Backside! [38] 		<ul style="list-style-type: none"> • L & H – Progress: Square off & Mirror each other on all progress spots. 	
<ul style="list-style-type: none"> • Pitchman on option – know what B can do: B CANNOT: Hold – Cut – Personal Foul – Helmet Contact 		<ul style="list-style-type: none"> • 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			
<ul style="list-style-type: none"> • L, H & B - Be aware of switches 	<ul style="list-style-type: none"> • B - If pressed watch key only 	<ul style="list-style-type: none"> • B - If not pressed, watch threats 	<ul style="list-style-type: none"> • DB holding RCVR – Make it BIG
<ul style="list-style-type: none"> • OPI - Watch for RCVR push off 	<ul style="list-style-type: none"> • HOLDING OF RCVR: Before pass – Live Ball [Holding = 10 yards from previous spot] 		
<ul style="list-style-type: none"> • 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] 			
<ul style="list-style-type: none"> • 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!] 			
<ul style="list-style-type: none"> • 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 			
<ul style="list-style-type: none"> • OPI – Know the 3 Categories: OPI Begins at snap: (1) Blocking downfield, (2) Creating separation, (3) Driving through an established receiver. 			
<ul style="list-style-type: none"> • 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] <i>WR becomes INELEGIBLE and there can be NO DPI (if receiver is pushed out & returns quickly = WR IS eligible)</i> 			
<ul style="list-style-type: none"> • BBW: B cannot cut A Receiver anywhere. LIVE BALL – BBW (15 yards) 		<ul style="list-style-type: none"> • Ball Touched in Flight: Official give signal. No OPI or DPI (can have PF) 	
<ul style="list-style-type: none"> • 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> 			
<ul style="list-style-type: none"> • 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 			
<ul style="list-style-type: none"> • Incomplete Pass? Give a good-crisp, clear signal. 2 Waves [41] 	<ul style="list-style-type: none"> • 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			
<ul style="list-style-type: none"> • 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] 			
<ul style="list-style-type: none"> • 1st Touching by K = Bean Bag 	<ul style="list-style-type: none"> • R in chase mode? = HOLD/IBB 	<ul style="list-style-type: none"> • K recovers kick? NO ADVANCE 	<ul style="list-style-type: none"> • K can advance a FUMBLE
<ul style="list-style-type: none"> • 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) 			
<ul style="list-style-type: none"> • Forced Touching is NO touching (Ignore touching when opponent is blocked into ball or ball is batted into opponent) 			
<ul style="list-style-type: none"> • TOUCHBACK – ball strikes ground in the EZ – untouched by B (dead ball) 		<ul style="list-style-type: none"> • K going OOB on own, cannot return [hat and flag – Live Ball 15 yard] 	
<ul style="list-style-type: none"> • It matters WHERE The ball is!! 	<ul style="list-style-type: none"> • KCI - Interference with catch – [Spot – 15yds] K cannot obstruct R's path to the ball 		
<ul style="list-style-type: none"> • HOLD: A or B [Live ball 10 yards] 	<ul style="list-style-type: none"> • IBB: A or B [Live ball 10 yards] 	<ul style="list-style-type: none"> • 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.