



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]
<p>• 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.</p> <p>• 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.</p> <p>• Officials are supposed to be the calming influence when a coach is upset and wants an answer. Work together to get it right.</p>		
ON FIELD PRE-GAME [Review Five-Official Crew Handout from MSHSA]		
• 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 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. Crew to anticipate a short. Crew signals when ready. [24]		• Free kick other sideline – Backside officials help with progress.
• Before Kick: Ensure there are 4 players on each side of Kicker.		• 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 is primary responsible for 1 st touching by K. B can assist. [26]
• Kick in EZ: Untouched by R. Whistle & signal dead ball-touchback.		• All Officials: Be alert to formation [4 players on each side of kicker]
• 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.		• When the kick & run is over – CREW ALWAYS bring in a clean ball.
• Free Kick OOB – R catches ball with foot on sideline. Know Options.		• Block Below Waist: [K or R] ... IS NEVER ALLOWED on kick plays Live Ball – BBW (15 yards)
• Free Kick OOB – 3 options: [Toss Flag in Air where ball OOB] [6-1-9]		• Block in Back (K or R) Live Ball – IBB (10 yards)
- 25 yards from kick [normally 35 YL]		• 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]
- Re-kick; 5 yard penalty		• IF HOLDING by R – make sure it’s at POA [Point of Attack] Live Ball – Hold [10 yards]
- 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 1 st touching by K [hold whistle] & ball remains live. If K recovers/catches free kick = BALL IS DEAD		



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. H & L makes this call for LOS. Referee has this call for RB, FB & QB. ILS / ILF / ILM [5 yards] Off Ball Fouls: Watch for UNS and PF. Preventative Officiate. Talk! Fouls by defense – [Face Mask. – 15 yard] Be certain it's not pads. At the Snap: R should identify eligible backs. [35] Count Offense! 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] 		<ul style="list-style-type: none"> 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. 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. R – Goal Line Mechanics – Review with Crew all Pylon Play situations. R & U should know ineligible receivers. [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			
<ul style="list-style-type: none"> Read Pass: Stay on the QB [40] Read Pass: Rule Fwd. / Back [40] 		<ul style="list-style-type: none"> IFP – Watch for Illegal Pass [40] ILT – Illegal Touching [7-5-13] ING – 100% responsible [7-5-2] 	
<ul style="list-style-type: none"> 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] 			
<ul style="list-style-type: none"> PASS INTERFERENCE [DPI]: Live Ball Foul – [15 yards & no automatic 1st down] <i>If they're beat – They Cheat!</i> 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"> 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 			
<ul style="list-style-type: none"> After Pass Play: Signal Next Down to HL. Be vocal in your presence. 		<ul style="list-style-type: none"> Ball Touched in Flight: U / R give signal. No OPI or DPI (can have PF) 	
<ul style="list-style-type: none"> 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) 			
<ul style="list-style-type: none"> 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. 			
<ul style="list-style-type: none"> Incomplete Pass Kills Clock? Make sure Crew Signals This! 		<ul style="list-style-type: none"> 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			
<ul style="list-style-type: none"> At snap – Position 2 to 3 yards behind kicker [leg side] & 3 to 5 yards outside the TE [43] At snap – Be alert blocked kick & rule on recovery. [43] 		<ul style="list-style-type: none"> At snap – Be able to see all backs [43] After Kick – Line Up Covering Official for K.O.B. [43] 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 K recovers kick? NO ADVANCE K can advance a FUMBLE 	
<ul style="list-style-type: none"> 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] 			
<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"> Keep all plays boxed in. Be vocal in these situations to stop UNS / PF. 	
<ul style="list-style-type: none"> Chop Block – Watch - Rule 9-3-6 		<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] BBW: Never allowed on Kicking Plays [Live Ball 15 yards] 	
<ul style="list-style-type: none"> 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. 			

