



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 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.
• Before Kick: Clean up sideline. During Kick: Watch blocks in your area.	• 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]. U – you’ll never have this call on Free Kick.	• U -Responsible for spot of progress their side of field. [25]
• Kick in EZ: Untouched by R. Whistle & signal dead ball-touchback.	• L is primary responsible for 1 st touching by K. U can assist. [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 bring in a clean ball.
• 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	



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 only. DOF-ILS-ILF-ILM [5 yards] 		<ul style="list-style-type: none"> 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. 	
<ul style="list-style-type: none"> 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: Do not block the movement or view of DB's [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 		<ul style="list-style-type: none"> 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. U – Ensure 5 players with #'s 50-79 are in the interior line. Know ineligible receivers. Alert to Defense disconcerting signals. [36] 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		Check game clock	
PASS PLAY			
<ul style="list-style-type: none"> Read Pass: Step toward NZ [41] OPI - Watch for RCVR push off 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] <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!] 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 		<ul style="list-style-type: none"> IFP – Assist R if Illegal Pass [41] ILT – Illegal Touching [7-5-13] DB holding RCVR – Make it BIG HOLDING OF RECEIVER: Before pass – Live Ball [Holding = 10 yards from previous spot] 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) 	
<ul style="list-style-type: none"> 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. 			
<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] Momentum Rule – Between 5 YL & GL (Catch or recovery – toss bean bag at spot of catch/recover) [42] 	
Be a great dead ball official		Check game clock	
SCRIMMAGE KICK			
<ul style="list-style-type: none"> At snap – Position 10 yards keeping the snap in view at all times [43] 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] 			
<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"> Umpire needs to be ready to assist the H to determine if the ball crosses the neutral zone. [44] Umpire should pivot toward L 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) 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] 			
<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 out 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. 			

