



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
• Risk Minimization Critical [90]	• 1 st Step IS NOT back. Read Play!	• Line Up – 20 yards deep and always deeper than DB [39]
• Help R manage the game clock.	• Discuss pass keys with HL & LJ	• ALL PASS PLAYS: You should NEVER get beaten deep or to the G/L
• Sideline Control: Help L and J SLI: 1st Warn / 2nd – 5 / 3rd - 15	• Discuss how Preventative Officiate Players without coaching. Discuss foul philosophy.	• 25 Second Clock: You are 100% responsible for this clock. Make sure you have a watch with a timer and a good battery. Have a backup.
• Foul Information: Get it to R, then to H, J or U for them to relay to other side as quick as possible. Be accurate with player # & foul.		
• Communication: B 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 Lightning meter?
• B - If possible, Introduce yourselves to both coaches & ball boys.		• B –Field Inspection – If possible check the 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 plays, 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 receivers, punter and return men.
• B – Know & Share Correct Time with Crew *Responsible for Captains on Linesman side of field for Coin Toss. *Running plays outside numbers get a new ball from L or H or Ballboy *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: Help L 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. (B have ball ready to bring in for opening kick) [9]

PRE-SNAP RITUAL

• Clean up previous play – DO NOT stay deep after a play. Keep players in front of you and be verbal. Make your presence known to players.	• All officials - Need to know number of the # of YOUR key. Have discussion with H and J to make sure understanding of keys.
• Keys: Know who your keys are in all formations. Help H and J if need be. Communicate with them on formations. [28-34]	• L, H & B - Count defensive players when in huddle [37]
• Clock Status – assist R in all timing, clock status, downs, & penalties	• DO NOT ever let yourself get caught inside a play. Players in front.
• GOAL LINE PLAY: Start on end line if ball snapped at 10 YL or in.	• BALL MECHANICS: You need to be involved in most all ball exchanges.
• TD Signals: ONLY signal TD is you personally see ball break plane of GL	• 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.
• Before Kick: Take charge of ball. During Kick: Watch K’s free kick line	• 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]. B – you’ll never have this call on Free Kick.	• L & B: Responsible for the Goal Line on Long Runs. [27]
• Kick in EZ: Untouched by R. Whistle & signal dead ball-touchback.	• L is 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 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"> B – Stay no more than 20 yards deep – adjust wide for formation. [39] B – Read the play but DO NOT bail out deep. B – After the lay – assist where need and 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: Who is your key? Which WR? Strong Side of Field? Keep plays boxed in. Be a good dead ball official. Be vocal. Pitchman on option – know what B can do: B CANNOT: Hold – Cut – Personal Foul – Helmet Contact 		<ul style="list-style-type: none"> B - Goal Line Mechanics – You have End Line Responsibilities. Work inside to outside on coverage. [39] B – Ball snapped outside of 10 yard line, adjust your position accordingly. Discuss ahead of game with entire crew. Consistent Ball Mechanics – Get Involved and help L and J. Run toward you: 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 sidelines.		Check game clock
PASS PLAY			
<ul style="list-style-type: none"> L, H & B - Be aware of switches OPI - Watch for RCVR push off 	<ul style="list-style-type: none"> B - If pressed watch key only HOLDING OF RCVR: Before pass – Live Ball [Holding = 10 yards from previous spot] 	<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"> 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. 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> BBW: B cannot cut A Receiver anywhere. LIVE BALL – BBW (15 yards) 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> 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 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	Bring in new ball		Check game clock
SCRIMMAGE KICK			
<ul style="list-style-type: none"> At snap – Position 10-12 yards wider than & 2-3 yards behind deepest receiver on Head Linesman side of the field [45] <ul style="list-style-type: none"> At snap – Carry two bean bags of different colors to mark end of kick, fumble and/or momentum. [45] - Observer action behind ball. 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 Fair Catch – You have 100% Responsibility for Fair Catch. Ball is dead. Signaler protected & cannot block (LB – illegal block 15yds) <ul style="list-style-type: none"> B CANNOT advance after fair catch (Dead ball – Delay of Game - 5 yards) 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) K going OOB on own, cannot return [hat and flag – Live Ball 15 yard] It matters WHERE The ball is!! 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 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. DSK Enforcement: [a] Foul during the kick by R/P. [b] ball crosses NZ > 3 yards. [c] foul before end of kick. and [d] R/P in possession at end of kick 			