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| **POINTS OF EMPHASIS** |
|  **SLOW DOWN!! PROCESS THE PLAY** | **OWN YOUR POSITION** | **MAKE IT BIG!** |
| Dead Ball Officiate | Know Keys and Switches | If you THINK it is, it’s NOT |
| **Be sure there’s a foul, and then throw** | If you THINK it is, it’s NOT | Officiate players, not plays |
| **Know #’s of all eligible receivers information** | **Time the Time Out!** | Illegal Substitution: In formation – no attempt to leave – kill it, dead ball foul; if running off the field, live ball foul. |
| **Clocks – Be aware of clock status EVERY play** | **Know when under 2 minutes**  |
| Overtime timeouts - allow only one per team. Unused Timeouts do not carry over to the OT period. |
| Measurements: Stand with the box during measurements. Correctly reset the box when a measurement is completed |
| **PRE-GAME** |
| Check in with both teams and instruct ball boys (or how the game ball will be brought in) | Know where and how you will communicate with the press box  |
| Know the location of teams for halftime | Pre-walk the field and check for safety issues  |
| Meet and instruct Punt receivers on Fair Catch SignalSunny Day – Remind him of limitations on shading eyes. | Start watch on Countdown to Kick Off. Observe Kickers & Receivers |
| Game Balls from each team – Confirm balls are legal | Record Coin Toss Results. |
| **PRE-SNAP ROUTINE** |
| **BE A GREAT DEAD BALL OFFICIAL** | **HUSTLE – DON’T HURRY** |
| Know who is restricted and unrestricted on low blocks. | Check Play Clock – Make Sure it Started. Check the Game Clock for Status. Know the clock status every play |
| Set up 25 yds downfield – Shade slightly to your key’s side, being careful not to give up too much of the field.  | Read Pass – Backpedal, prepared to switch keys or zone upRead Run – Stop and focus in front of POA. |
| Ball On or Inside the 15 yd. line = Set up on the End line. | Always know down, distance, yard line, LTG  |
| Play-Clock at :00 - Look to see if Snap has Been Made – Whistle/Flag | Signals – Thumb Up = 11, Open Palms Below Waist < 11, Squirrel cage > 11 |
| **FREE KICKS** |
| • Ensure the Game Clock is Set at 15:00 for Opening & 2nd Half Kick Off. | • Illegal Touch - Bag. Illegal Block – Flag. |
| • (7) Instruct Kicker he has 25 seconds from when R makes ball RFP. | • On-Side Kick to my Side-Ball Responsibility-Illegal Touch by K Before Ball is Touched or Goes 10 Yards. |
| • (8) Hand ball to Center Judge, Remain on Sideline• (7) Hand Ball To Kicker, Run To Sideline, Raise Hand to Signal Referee. |
| • BJ @ K’s Restraining Line Press Box Side – Working Slightly in Front of Restraining Line to get a better Look – Mirroring With Umpire. Count K with U and C. Bean Bag in Hand. Always Think it is a Short Kick! | • Move to position above the numbers and ease downfield 10-15 Yds. from the kick line. Know spacing for 7 or 8-person mechanics. |
| • Kick Off –4 & 5 on your side. Be Alert for Chase Mode IBW. | • OFK-Soft Plane on Deep Kicks – Hard Plane on Short Free Kicks. |
| • Free Kick OB-(Untouched by R) Live Ball-KOB (5yds) R-Has 3 Choices- Re-Kick, Spot OB +5 yds, or 30yds > of the Kick. | • On-Side Kick to Other Side-Watch “K” Block Before They are Eligible to Touch – Who Initiates Block? |
| • K-Can Recover but K-Can’t Advance a Kick. K-Can Advance a Fumble. | • R-Gets protection if the kick is driven into the ground and pops up into the air. If the kick hits the ground a second time and then bounds up into the air, there is no protection for the receiving team. |
| • R-Has the Right to Complete the catch with a fair catch signal. If the ball is muffed, he still has the right to complete the catch. |
| • Fair catch – the ball is dead. Signaler gets protection; they can not block unless he touches the ball. | • Most common fouls once the free kick is made: Live Ball – (BBW) Block Below the Waist on R (15 yds). Live Ball – (IBB) Block in the Back & Holding (10 yds). Live Ball – (IBK) Illegal Block on Kick (5 yds) |
| • All Fouls by “K” during a free kick can be tacked on to the dead ball spot. (Except KCI) |
| • Blocking below the waist - Never allowed on any kick or change of possession play. |
| • Forced touching – No touching. Ignore touching when the opponent is blocked into the ball, or the ball is batted into the opponent. |
| • K-Touching Allowed: (1) After touching R, (2) Touching something beyond R’s line, (3) Breaks R’s plane & remains. |
| **Double Check All Penalty Enforcements** | **Kill the Clock at the End of the Play** |

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| **RUNNING PLAY** |
| •Check formation for restricted and unrestricted players in relationship to low blocks. If you read run, go to the POA while observing the action as it develops in and around it. | • Key – third receiver in a trips formation. |
| • Watch initial action on and by my key. Read the play – then react. |
| • Don’t bail out too quickly.  |
| • Running Play – Watch blocks in front of the runner and at POA. | • Before signaling TD, make eye contact with FJ or SJ to confirm.• Turnover-Watch for low blocks and clean up behind play. |
| • Be alert for players going to the ground and using their leg to trip or whip. |
| • Holding-Must have a visual restriction and have an effect on the play. | • Forward fumble OOB.-back to fumble spot & clock on the ready (snap if under 2 min in 2nd and 4th).• Fumble backward OOB-@ OOB spot and on the ready. |
| • Need to be at Goal Line when the runner crosses. . . if beat, get to where you can officiate. |
| • **4th Down Fumble Rule –** Only the fumbler (Team A) is allowed to advance the ball. Ball dead if any other team A player recovers. | • Never leave opposing players behind you! |
| • Talk to players and use preventive officiating. |
| **Focused Redundancy** | **Check Play Clock** | **Assist with Game Clock** |
| **PASS PLAY** |
| • Read initial action on and by-Key | **• Don’t Officiate Air!** | • B-may not cut Rec. beyond NZ. | **Complete The Process of a Catch!** |
| • When in doubt – it is catchable! | • Key inside receiver to strong side - Balance formation “L” is strong side **Be Aware of Switches** |
| **• Coordinate with H and L on Switches of keys in trips formation both in pre-game and throughout the game.** |
| • **PASS INTERFERENCE:** Requires (1) Obvious intent to impede, (2) Physical Contact, (3) Catchable ball**• Once the ball is in the air, think of both A and B as receivers, each with a right to the ball** |
| • **OPI** – Begins at snap (15yds): **(1)** Block downfield, **(2)** Creates separation, **(3)** Drives through an established receiver, **(4)** Pick play |
| • **DPI** – Live Ball with the ball in the air (auto 1st): You must place the action into one of six categories.**(1)** Not playing ball, **(2)** Playing through back, **(3)** Grab/restrict, **(4)** Arm bar, **(5)** Cut off, **(6)** Hook & turn |
| • **OTHER DPI FACTORS:** <15yd spot foul; >15yd 15 from PS; Snapped between 17 & 2 = ball @ 2 yard line*\*\* ½ distance* ***DOES NOT*** *apply to DPI* ***IF*** *the ball is snapped outside the 2 yard line (exception is on the PAT) \*\** |
| • Watch for the Receiver pushing off and creating separation. **Focus on Players (and their hands) While the Ball is in the Air. Airborne player toward SL – Look at feet/ball, Then check and see if the player completes the process of a catch. Bang, Bang, Plays = Incomplete – No DPI.** |
| • Once Key is NOT Threatened – Zone UP! | • Hustle but don’t hurry – Manage speed to accommodate situations. |
| • **ODD PLAYS: Safety** – B intercepts, fumbles (provides impetus), ball inside 5yd line, and the ball becomes dead in or out of the 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 the ground with any part of the body (must complete the process!) If the receiver goes to the ground, continue watching until they complete the process. **Blocking Below the Waist is Never Allowed on Change of Possession or Any Kick Play. Turnover = Be Alert for low Blocks and Clean up Behind the Play.** Pressed Coverage = Is Defined as the Defender Being Able to Reach Across the Line and Touch the Receiver – If the Receiver is 3 yds Off the LOS and the Defender is at the Line – This is Not Pressed!  |
| • BBW: Never allowed on COP | • Momentum Rule-Between 5yd line & GL. Catch or recovery inside the 5yd line. |
| **Be a great dead ball official** | **Play Clock Status** | **Assist With Game Clock** |
| **SCRIMMAGE KICK** |
| • **BJ has Responsibility for FC Signal. Initial Position-2 Steps outside and 7 yards behind “R” Shoulder to the Wide Side of Field to Enable you to get Wide Angle and with a few yards behind Receiver at Catch. Bean Bag in hand – Marks end of kick inbounds. Count “R” and Signal the FJ & SJ. Punts Inside the 50-yard line – line up on the GL. Illegal Touching by K – Bean Bag. Receiver has an Unimpeded Opportunity to Make the Catch With or Without FC** |
| • Illegal Touching by A – bean bag | • **B in chase mode? = HOLD/IBB** | • **A can recover – NO ADVANCE (DB)** | • **A can advance a FUMBLE** |
| • **Fair Catch** – ball is dead, signaler afforded protection, cannot block (LB – illegal block 15yds) &B CANNOT advance after fair catch (Dead ball – DOG 5 yards) |
| • **Forced Touching is NO touching** (ignore touching when the opponent is blocked into the ball or the ball is batted into an opponent |
| • **TOUCHBACK** – ball strikes ground in the EZ – untouched by B (dead ball) | • A **OOB on own,** cannot return (hat and flag – Live Ball 5yrds) |
| • **It matters WHERE The ball is!!** | • Interference with a catch – KCI (spot – 15yds); **B has right to complete catch with fair catch signal, even if muffed** |
| • **BBW: Live ball**, A or B, 15 yards | • **IBB: Live ball**, A or B, 10 yards | • **BBW: Never allowed on Kick plays** |
| • **ODD PLAYS:** **All fouls by A during kick can be tacked on to B’s deadball spot, except KCI (spot foul)** **Momentum Rule** – applies between 5-yard line and Goal Line (Catch or recovery inside the 5 – toss bean bag at spot (yd line) of catch/recover) **Safety** – B fumbles the ball (provides impetus) inside 5-yard line & ball becomes dead in EZ or out of EZ **B gives a “get away” signal any time during the kick** – Dead ball upon possession “R” – Can Not Advance After any Signal. **An illegal touching** – 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 (A can still pass or kick it) **NOTE: KCI does not apply if ball does not cross** **Ball DOES cross the NZ** – A can touch or recover but cannot advance |
| • **PSK:** Foul during the Kick by B, the ball crosses NZ, B in possession at the end of kick |
| • **Field Goal:** If the ball hits the crossbar or goal post and bounces back into the field of play (A or B), the ball is dead |
| **Be a great dead ball official** | **Communicate with F and S** | **Check game clock** |

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