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| **POINTS OF EMPHASIS – 8 MAN MECHANICS** |
| • **SLOW DOWN!!** | • **Process the play** | • **Be sure there is a foul, then throw the flag** |
| • Runs on OB on “Ready” | • FWD progress behind LOS | • **Philosophy**: If you think it’s a foul. Its not! Make **FOUL’s BIG** |
| • **SIDELINE INTERFERENCE:**  1st is warning, 2nd & 3rd = 5 yds, then = 15 yds. | • **CLOCKS**: Be aware of both clocks EVERY play & Clock Status |
| • **Use preliminary signals (ONLY IF ONE FLAG DOWN)** | • **Measurements**- **Keep chain away from ball, place chain on press box side** |
| • **Know** when under **2 mins** also, when under-**1 min.** Communicate this with crew |
| • **OT TEAM TIME OUTS:** Extra periods allow one time out per team. Unused timeouts – **Do Not** carryover to OT |
| • **Substitution:** Defense with 12 violates substitution rule. **DEAD BALL** – Illegal Substitution (5 yds) *\*\* Be aware of late substitution by* ***REFEREE*** *on offensive side. Defense must be allowed to match up \*\** |
| **PRE-GAME** |
| • **Check – All equipment**  | • Re-check casts on field | • Visit OL & DL Drills and Work / Talk to Big People |
| • **Observe long snapper for any unusual movements with CJ** | • **Review PAT & Hash mark locations when field has multiple set.** |
| • Review stop sign with center, CJ will discuss his sub mechanics as well | • Keep observation of both teams equal |
| • Find Leaders on Offensive & Defensive line work to establish rapport  | • Mentally start to think ball mechanics, working with CJ |
| • **Leave field with crew when teams exit** |
| **PRE-SNAP RITUAL** |
| • **Down & Distance – Ball Placement – Formation – Clock Status – Subs** | • **Key Football – Clean Snap** |
| • Know & Communicate when Clock is Under 2:00 in 2nd & 4th qtr  | • Know & Communicate under 1:00 in 2nd & 4th qtr for :10 sec. RO |
| • Position – 7 to 8 yds From LOS – Hold Position. | • KEY – Guard – Center – Guard for FST  |
| • Identify Blitzes/Immediate defensive threats. | **• Focus!! Tip – Can you remember what your keys did last play?** |
| • **Read Run – Immediate threats and transition to 2nd level quickly**  | • **Read pass – Stop & Watch** |
| • **READ THE PLAY – pass or run & know the situation** |
| **Be a great dead ball official** | **Hustle – but don’t hurry** |
| **FREE KICKS** |
| • **Every kick is onside until it is not!!** | • **Move Downfield 10 to 15 yds.** |
| • **Work Wide - Back of White/Move hard to Hash (Settle/ Illegal Touch /Bag)** | • **FJ & SJ Responsible for Ball Driven into Ground** |
| • **Illegal Block - Flag** | **• HL & LJ Responsible for Ball Driven into Ground on Short Free Kicks** |
| • **Talk with K players during dead ball period KOF/5yd belt/foot on 30** | • Count K With BJ |
| • KOF – Hard or soft plane. **A cannot block B until they are eligible to touch the ball** | **•** Help on Ball Kicked into Ground |
| • Communicate & confirm coverage in pre-game with crew  ***(#4 and #5 CJ has kicker)*** | • **Always think short kick!  Live Ball – K going out of bounds (5yds) when K returns** |
| • **Touchback – try to Keep Players on Feet – 25 yd. Line.** | • **A can advance a Fumble** |
| • Kick to “other side” = Watch A’s block before they are eligible to touch | • **Interference with catch**  |
| • **A can recover – but A cannot advance a kick (Ball is Dead)** | • **Spot Foul – KCI** on A (15 yds) |
| • Fair Catch = Ball is Dead  | • Live Ball – Illegal Block by A (5yds) before A can legally recover ball |
| • Signaler gets protection but cannot block unless he touches ball | • Pooch Kick – A can catch it provided there is no KCI by A |
| • Live Ball – Illegal low block by B = 15yds | **• All fouls by A during Free Kick can be tacked on – EXECPT KCI** |
| • **Free Kick OOB – 3 options: (untouched by B)** 30 yards from kick Re-kick; 5 yard penalty Spot OOB plus 5 yard tack-on | • **A Touching Allowed:** After touching B Touching something beyond B’s line. Breaks B’s plane & remain**s.** |
| • **Most Common Fouls – Once Free Kick is Made:****- Live ball –(BWW) Block below waist on A or B (15yds)****- Live ball – (IBB) Block in the Back on A or B (10yds)** | • **Illegal Touching by A and NO PENALTY is involved, A cannot get the football**  *\*\*If B has foul – A can get ball.* |
| **• Odd Things That Happen During Kicks:**  **Forward handing** **Forced Touching – No touching** *(Ignore touching when opponent*  *is blocked into ball, or ball is batted into opponent)*  | • B is afforded protection to complete catch if fair catch signal is given  or not – also if driven into ground *(one bounce)* |
| • **NO or SLOW WHISTLES ON FAIR CATCH SIGNALS** |
| • **Help with Game Clock** | • **New Ball from Press Box Side** |
| • **Blocking below the waist - NEVER ALLOWED on any kick or change of possession play** |
| **Be a great dead ball official** | **Check game clock** |
| **RUNNING PLAY** |
| • **Make sure Ball is legally snapped** | • **Keep eyes out of Offensive Backfield** |
| • Bean Bags = Problems – Slow or No Bean Bags. | • **Key Double Team Blocks for possible CHB/DH** |
| • **Slow flag, see the entire play before ruling Foul, MAKE IT BIG!!** | • **TALK, TALK, TALK, TALK, TALK - To The Players** |
| • **Immediate threats on keys, transition quickly to 2nd level blocks  Watch for action of defender creating advantage by holding** | • CJ will spot the ball every play unless it lands at your feet and can be  **Put down quickly** |
| • Tight plays make sure wing officials get into position to work  | • **Pick UP and Hand Dirty Ball to the Covering Official when the play ends at/near the Line to Gain!** |
| • **Have Field Presence:** Players **MUST** feel your Strength Around the Pile!! |
| • BWW is Illegal – know the exceptions. BWW toward own goal line beyond LOS by anyone is illegal (15yds) |
| **HOLDING CATEGORIES: Grab & Restrict \* Takedown \* Grab & Jerk \* Tackle** |
| **Be a great dead ball official** | **Bring in NEW BALL** | **Check GAME CLOCK** |
| **PASS PLAY** |
| • **Guard – Center – Guard & Associated Double Teams**  | • **Keep eyes out of Offensive Backfield** |
| • Point of Attach – LB or Safety Blitz Through A or B gap | • **Think Possible Pull & Shoot - DH** |
| • Hold Position, allow crossing receivers to go in front of you | • New ball From the side that incomplete pass went out on, get to CJ |
| • Turn on short and low passes to assist with ball hitting ground | • **U – Has LOS in passes if snapped inside the 5** |
| • **Communicate with the players that the ball is gone**  | • **Rule on lineman Downfield**  \*\* *Key pass play on HL side / LJ when behind the LOS* |
| **Be a great dead ball official** | **Ball Mechanics** | **Check GAME CLOCK** |
| **SCRIMMAGE KICK** |
| • **Fair catch = Ball is Dead**  | • **Illegal Block** – **Live ball by B (15yds) PSK** | • **A can advance a FUMBLE** | • Dead Ball Delay of Game (5yds) |
| • **ALERT:** **non-football moves by D (DOD)** | • **B in chase mode? = HOLD/IBB** | • **A can recover – NO ADVANCE (DB)** |
| • **IBB: Live ball** ( A or B) 10 yards | • **BBW: Live Ball** (A or B) 15yds | • **Field Goal:** 3 on 1 Illegal; No leaping from beyond one yard of LOS can’t land on anybody |
| • **Turn after second wave passes – Expect the Unexpected**  | • **B cannot advance ball after fair catch signal**  |
| • LOS on ball snapped over punters head  | • **TOUCHBACK** – ball strikes ground in the EZ – untouched by B (dead ball) |
| • **It matters WHERE The ball is!!** |  | • **A** **OOB on own,** cannot return (hat and flag – Live Ball 5yrds) |
| • **Forced Touching is NO touching** (ignore touching when opponent is blocked into ball or ball is batted into opponent) |
| • **Interference with catch – KCI** ***(spot – 15yds)*;** **B has right to complete catch with fair catch signal, even if muffed** |
| • **ODD PLAYS:** **All plays by A during kick can be tacked on to the dead ball 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 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 **A 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, ball crosses NZ >3 yards, B in possession at end of kick |
| • **BBW: Never allowed on Kick plays or change of possession** |
| • **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 |
| **Be a great dead ball official** | **Bring in new ball from press box side** | **Check game clock** |
| **PHILOSOPHY** |
| • **Be a Calming influence for your crew, players/coaches** | • **Help Keep Crew Communication clear for the Referee** | • **Keep track of UNS Fouls for the Crew**  |
| • **Make R look good by helping the Crew** | • **Try & Get Ball Spotted within 10 Seconds** | • ***Reminder:*** Two UNS = ejection |
| • Use the Media Timeouts and Dead Ball Periods to Communicate with the Players. **Listen to their Concerns. Diffuse Possible Conflicts**. |
| • **BALL MECHANICS – Clean up play. Think and Communicate one minute ball mechanics with Crew** | • **Clean Snap/Guard-Center-Guard** |
| • **Never Signal TD or Echo other officials TD Signal** | • Confirm Pen. Enf. with H & L with 1-2-3 | • **Numbers of Lineman/Numbering Exception** |
| • Work so hard that you don’t have a flag for game management. ***However, if they earn it – Flag it*** | • **BE A GREAT DEAD BALL OFFICIAL** |
| • **When in Hurry up Offense – CJ will spot every ball, Umpire can spot if it lands at feet and can be put down quickly** |
| • **Helmet Off:** Player leaves for 1 down, unless last play of the 1st half or caused by penalty ***(Cannot participate beyond immediate action: 15 yds. PF)***  ***\*\* Possible: 10 sec runoff or team TO can buy player back in.*** |