

Back Judge

Back Judge - Pre-Game & Game Day Management Responsibilities			
Follow MSHSAA Mechanics & Guidelines [not NCAA].			
Walk the field with crew in professional manner. Perform duties per MSHSAA handout.			
Coin Toss: Bring out Kicking Ball.			
Fouls / Penalties			
Follow MSHSAA Mechanics & Guidelines [not NCAA].			
If you "Think it's a foul," ... it's Not a Foul.		Was an Advantage Gained on DPI, OPI or KCI?	Did it impact the play?
"See everything you call, but don't call everything you see"; "Make it Big"; "Make it be There"; Be Consistent in Judgement			
Calling official to provide (1) Results of the play, (2) Status of the ball when the foul occurred, (3) Foul, O/D/K/R & number. (020)			
Assist R on all UNS fouls - and remind them the 2nd UNS foul = DQ.			
Assist R with clock on penalties under two minutes (3-4-7)			
Game Officials Manual Points of Emphasis			
Pregame Administration, Clock Management, Importance of Dead Ball Officiating			
Recent Rule Changes			
Player IB / OOBs [2-29-1], Defenseless Players [2-23-16d], Intentional Grounding Exception [7-5-2d EXC 2a, c], Basic Spot Penalty Enforcement [10-4],			
All Officials Duties During Game		Back Judge Pre-Snap Position & Ritual	
BJ; Responsible for all timing situations, Kicking & Passing Game		B J must ALWAYS KNOW the Status of Clock	
HL & LJ = Responsible for Forward Progress & Sideline Control		Help R manage the Play/Game Clock.	
U = Responsible for assisting R on Penalty Enforcement & Inside Game		Starting Position = 20- 25 yards deep.	
Focus on Being a Great Dead Ball Official		Count Defense, Confirm with H/LJ	
Always Hustle During the play		1st Move = Read the Play. Don't BAIL OUT.	
All officials need to be aware of the game clock status		Study QB's and their range, abilities & adjust.	
Know your Key & # before the snap		Too Deep = You're not Involved in the play	
		Too Short = Get caught inside / dangerous	
BALL MECHANICS: Be Involved 99% of time. Learn and Use the Triangle Method for Ball.		NEVER Get Beat Deep	
Free Kicks / Always be Alert for Short Kick			
Position:	Responsibility #1:	Responsibility #2:	Count:
R @ G/L	Ensure there are 4 players on each side of the kicker (6-1-4)	Momentum Rule [Bag it] (8-5-2a)	R
U @ 20YL	Progress on your side of the field. Use cross field mechanics.	Illegal blocks (BSB, BBW, IBB)	R
LJ @ 50YL	Encroachment by R & 1st touching by K	K's Goal Line on your side of field	K
B @ 40YL	Encroachment by K*. Pop Up Kick	Illegal blocks (BSB, BBW, IBB) & K's Goal Line	K
HL @ 30YL	Progress on your side of the field. Use cross field mechanics.	Illegal blocks (BSB, BBW, IBB)	R
*Officiate K's Free Kick Line as a Plane for Short Kicks			
Forced Touching = No Touching = Ignore It (6-1-6)			
Z			
Probable Penalties:			
Pop Up Kick (2-24-10) (6-1-11)		S7 - S19 - 5 yards	
Block Below the Waist (BBW) (2-17) (9-3-2)		S40 - 15 yards	
Block in the Back (IBB) (9-3-6)	Make sure it's from the back, not in the side	S43 - 10 yards	
Blindside Block (BSB) (2-3-10) (9-4-3n)		S38 - S26 - 15 yards	
Kick Catching Interference (KCI) (6-5-6)	S33: Options: Result of Play, 15 yards from spot of foul, OR 15 yards previous spot		
Holding (9-2-3c)	Make sure Holding is at the POA	S42 - 10 yards	
Kick out of Bounds (KOB) (6-1-9)	S19: Options: 5 yds / Re-Kick; 5 yds succeeding spot, OR 25 yds. from previous spot		
K initiating contact prior to kick traveling 10 yds; Eligible to recover FK; R initiates block in NZ (IBK) (9-3-7)		S43 - 10 yards (IBK)	
Blocking (6-5-1) after signaling Valid (2-9-3) or Invalid Fair Catch Signal (2-9-4)		S43 - 10 yards (IBS)	

Back Judge - Running Play

Primary Responsibilities: Work Inside-Out Coverage. Keep play Boxed In.

Key: Widest Receiver(s) on Strong Side. Know receiver's #.

Counts defense / Confirm with H & L J

Check Play/Game Clock

Always stay behind deepest WR. After the play - BE VOCAL with players. Presence!

Follow MSHSAA Mechanics & Guidelines [not NCAA].

G/L Position: Ball @ 10 YL - Start @ End Line

Probable Penalties:

Holding on Offense (9-2-1)	Make sure Holding is at the POA	S42 - 10 yards
Grab & Restrict (OH-GR); Hook & Restrict (OH-HR); Takedown (OH-TD); Tackle (OH-TK)		
Facemask (9-4-3h)	Major Grasp & Turn (FMM) vs. Incidental	S38-S45 - 15 yds vs S45 - 5 yds
Blindside Block (BSB) (2-3-10) (9-4-3n)		S38 - S26 - 15 yards
Block in the Back (IBB) (9-3-6)	Make sure it's on the back, not the side	S43 - 10 yards
UNS (9-5) / Personal Foul (PF) (9-4)	Be Alert for Off Ball Type Fouls. Talk & Prevent!	S27 / S38 - 15 yards

Back Judge - Passing Play

Primary Responsibilities: Work Inside-Out Coverage. Keep play Boxed In.

The Passing / Kicking Game is where a BJ earns their pay.

Know Momentum Rule (8-5-2a)

Man
Zone
Ball

Probable Penalties:

Intentional Grounding (ING) (7-5-2d, e)	Let R know if a receiver was in the area	S36-S9 - 5 yards & LOD
Illegal Touching (ITP) (7-5-13)		S16-S9 - 5 yards & LOD
Holding on Offense (9-2-1)	Holding at the POA with visible restriction	S42 - 10 yards
Grab & Restrict (OH-GR); Hook & Restrict (OH-HR); Takedown (OH-TD); Tackle (OH-TK)		
DPI (Requires Contact) (7-5-10)	No DPI if ball touched in flight (7-5-9c)	S33 - 15 yards
Arm Bar (DPI/AB); Cutoff (DPI/CO); Grab & Restrict (DPI/GR); Hook & Turn (DPI/HT); Not Playing ball (DPI/NPB); Playing Thru Back (DPI/PTB)		
OPI (Starts at Snap) (7-5-10)	No OPI for eligible A if ball touched in flight (7-5-9a)	S33 - 15 yards
Blocking Downfield (OPI/BD); Creating Separation (OPI/CS); Driving Thru (OPI/DT); Pickoff (OPI/PO)		
Blindside Block (BSB) (2-3-10) (9-4-3n)		S38 - S26 - 15 yards
Unnecessary contact on a defenseless player	(UNR/HDP) (2-32-16) (9-4-3g)	S38 - 15 yards
All officials need to be aware of the play/game clock status		

Back Judge - Scrimmage Kick Play

Z

Starting Position: 10-12 yds. wider & 2-3 yds than deepest receiver on H's side of field

Primary Responsibility: End of Kick (Bag) (2-24-2); 1st Touching (Bag) (2-12); KCI (6-5-6); Touchback (8-5-3); Safety (8-5-2)

Stay disciplined & alert for players "swimming upstream" to Cherry Pick Defenseless Players

Know Momentum Rule (8-5-2a)

Touchback = Kick breaks plane of R's Goal Line [dead ball] (4-2-2d) (8-5-3a)

PSK Fouls (2-16-2h): (1) Ball crosses Expanded NZ; (2) Foul occurs beyond Expanded NZ; (3) Foul before end of kick; (4) K will not put ball in play.

First Touching by K (6-2-5): Bean Bag. **Consequences of touching eliminated if offsetting fouls, or accepted foul.**

Probable Penalties:

Kick Catching Interference (KCI) (6-5-6)	S33: Result of Play, 15 yards from spot of foul, or 15 yards previous spot & Re-Kick
Block in the Back (IBB) (9-3-6)	Make sure it's on the back, not the side S43 - 10 yards
Block Below the Waist (BBW) (2-17) (9-3-2)	S40 - 15 yards
Blindside Block (BSB) (2-3-10) (9-4-3n)	S38 - S26 - 15 yards
Unnecessary contact on a defenseless player	(UNR/HDP) (2-32-16) (9-4-3g) S38 - 15 yards