

# Referee

## Referee - Game Day & Pre-Game Responsibilities

You're the Game Manager. This starts by being organized. Make sure your crew is prepared, on time and ready to work a game.

Hold Pre-Game (Game Officials Manual - **p12**) weekly, assign topics to crew members (case plays, video review and scouting reports, etc)

Preventive Officiating; Managing the Flow of the Game; Philosophy; Foul Threshold (If you "Think it's a foul," it's Not a Foul);

Sideline Management: **(9-4-8 Unintentional Contact: S38-S29/15 yds) (9-8-3 Restricted Area: S15; S7-29/5 yds; S7-S29-S27/15 yds)**

Follow MSHSAA Mechanics & Guidelines [*not NCAA* ]. Work on Consistent Ready for Play Signal & Penalty Signal(s)

R is responsible for knowing location of security & game administration.

Any game official may join Referee at Pre-Game Meeting with Coaches. Review Wing Officials with Head Coach

Walk the field with crew in professional manner. Perform duties per MSHSAA handout.

R- Introduce Yourself to Chain Crew and Ball Boys. Thank them!

**Coin Toss (p108):** Referee's back is to the game clock.

## Fouls / Penalties

CREW: Don't fish in someone else's pond. However, assist with information when necessary.

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)

Wing Officials: Convey Foul / Penalty information to both Head Coaches. Obtain penalty choice from the offended teams Head Coach.

All officials have an obligation to enforce the penalty correctly. If it doesn't feel right, get together and discuss.

Officials should verify clock is stopped during penalty enforcement.

Each official on your crew MUST know the Rules. Know your foul/penalty expert.

Consider writing fouls on Game Card. (BJ notate fouls called by R).

Offended Teams Option to Start Clock on Snap on Accepted Penalty under 2 minutes **(3-4-7)**; Consider assigning BJ as under 2 min expert.

## 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

BJ; Responsible for all timing situations, Kicking & Passing Game

HL & LJ = Responsible for Forward Progress & Sideline Control

U = Responsible for assisting R on Penalty Enforcement & Inside Game

Focus on Being a Great Dead Ball Official (**p6**)

Always Hustle During the play

All officials need to be aware of the play/game clock status

Know your Key & # before the snap

## Referee Pre-Snap Position & Ritual

Be on the passing arm of QB

Starting Position = 10-15 yds. deep / 5 yds. wide

Know your QB's and his abilities & adjust

Too Deep = You're not Involved in the play

Too Short = Get caught inside / dangerous

R => 100% responsible for QB safety

KEY: Opposite Tackle/Backs

## Free Kicks / Be Alert for Short Kick

Position:	Responsibility #1:	Responsibility #2:	Count:
Z	Ensure there are 4 players on each side of the kicker <b>(6-1-4)</b>	Momentum Rule [Bag it] <b>(8-5-2a)</b>	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)			
When the kick is over - SPOT the ball on a yard line to start the series.			

## Probable Penalties:

Pop Up Kick <b>(2-24-10) (6-1-11)</b>		<b>S7 - S19</b> - 5 yards
Block Below the Waist (BBW) <b>(2-17) (9-3-2)</b>		<b>S40</b> - 15 yards
Block in the Back (IBB) <b>(9-3-6)</b>	Make sure it's from the back, not in the side	<b>S43</b> - 10 yards
Blindside Block (BSB) <b>(2-3-10) (9-4-3n)</b>		<b>S38 - S26</b> - 15 yards
Kick Catching Interference (KCI) <b>(6-5-6)</b>	<b>S33:</b> Options: Result of Play, 15 yards from spot of foul, OR 15 yards previous spot	
Holding <b>(9-2-3c)</b>	Make sure Holding is at the POA	<b>S42</b> - 10 yards
Kick out of Bounds (KOB) <b>(6-1-9)</b>	<b>S19:</b> 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) <b>(9-3-7)</b>		<b>S43</b> - 10 yards (IBK)
Blocking <b>(6-5-1)</b> after signaling Valid <b>(2-9-3)</b> or Invalid Fair Catch Signal <b>(2-9-4)</b>		<b>S43</b> - 10 yards (IBS)

### Referee - Running Play

Count Team A players; Confirm with U; identify Eligible Backs/Receivers  
 One Second count following huddle or shift **(7-2-6)**  
 Ball, runner, action around runner & blocks behind NZ  
 Know Reverse G/L mechanics. R has G/L when Reverse Mechanics in Effect.

### Follow MSHSAA Mechanics & Guidelines [not NCAA]. Work on Consistent Ready for Play Signal & Penalty Signal(s)

Holding on Offense <b>(9-2-1)</b>	Make sure Holding is at the POA	<b>S42</b> - 10 yards
Grab & Restrict (OH-GR); Hook & Restrict (OH-HR); Takedown (OH-TD); Tackle (OH-TK)		
Facemask <b>(9-4-3h)</b>	Major Grasp & Turn (FMM) vs. Incidental	<b>S38-S45</b> - 15 yds vs <b>S45</b> - 5 yds
Blindside Block (BSB) <b>(2-3-10) (9-4-3n)</b>		<b>S38 - S26</b> - 15 yards
Block in the Back (IBB) <b>(9-3-6)</b>	Make sure it's on the back, not the side	<b>S43</b> - 10 yards
UNS <b>(9-5)</b> / Personal Foul (PF) <b>(9-4)</b>	Be Alert for Off Ball Type Fouls. Talk & Prevent!	<b>S27 / S38</b> - 15 yards
Illegal Substitution (ILS) <b>(3-7)</b> / Formation (ILF) <b>(7-2)</b>		<b>S22 / S19</b> - 5 yards
Illegal Motion (ILM) <b>(7-2-7)</b> / Illegal Shift (ISH) <b>(7-2-6)</b>		<b>S20</b> - 5 yards

### Referee - Passing Play

**Stay with / protect the QB**; Rule on Illegal Forward Pass **(7-5-2)**  
 Rule on Forward / Backward Pass behind LOS **(2-31-2 / 2-31-5)**  
**Continue to officiate behind LOS before you leave players. Don't PEEK at the pass.**  
**After Pass is Thrown:** Be Very LOUD / VOCAL. Alert the Defense the ball is gone / thrown. **Know where QB released ball - potential ING**

### Probable Penalties:

Intentional Grounding (ING) <b>(7-5-2d, e)</b>	Obtain help from wing officials when required	<b>S36-S9</b> - 5 yards & LOD
Illegal Touching (ITP) <b>(7-5-13)</b>		<b>S16-S9</b> - 5 yards & LOD
Holding on Offense <b>(9-2-1)</b>	Holding at the POA with visible restriction	<b>S42</b> - 10 yards
Grab & Restrict (OH-GR); Hook & Restrict (OH-HR); Takedown (OH-TD); Tackle (OH-TK)		
DPI (Requires Contact) <b>(7-5-10)</b>	No DPI if ball touched in flight <b>(7-5-9c)</b>	<b>S33</b> - 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) <b>(7-5-10)</b>	No OPI for eligible A if ball touched in flight <b>(7-5-9a)</b>	<b>S33</b> - 15 yards
Blocking Downfield (OPI/BD); Creating Separation (OPI/CS); Driving Thru (OPI/DT); Pickoff (OPI/PO)		
Blindside Block (BSB) <b>(2-3-10) (9-4-3n)</b>		<b>S38 - S26</b> - 15 yards
Contact on Defenseless Player (UNR/HDP) <b>(2-32-16) (9-4-3g)</b>		<b>S38</b> - 15 yards
Roughing the Passer (RPS) <b>(9-4-4)</b>	<b>S34-S8</b> - 15 yds/AFD from dead ball spot when beyond NZ, or 15 yds/AFD from Previous Spot	

### Referee - Scrimmage Kick Play

**Starting Position:** 3-5 yds. O/S TE & 2-3 yds. Behind Kicker. **Key:** All backs! **Primary Responsibility:** Fouls on Kicker  
 R/U communicate when K is in 'scrimmage kick formation'  
 Line up Covering Officials on a KOB; Stay alert for players *swimming upstream* and hits on Defenseless Players  
 Help H cover goal line on long returns  
 Any K player may advance scrimmage kick when it is in or behind the NZ **(6-2-3)**  
**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)**. **Consequences of touching eliminated if offsetting fouls, or accepted foul.**

### Probable Penalties:

Roughing Kicker (RRK) / Holder (RFH) <b>(9-4-5)</b>		<b>S38-S30-S8</b> - 15 yards & AFD
Running into Kicker (RNK) / Holder (RNH) <b>(9-4-5)</b>		<b>S30</b> - 5 yards
Illegal Kick (KIK) <b>(6-2-1)</b>	Kicking ball beyond LOS	<b>S31</b> - 15 yards
Blindside Block (BSB) <b>(2-3-10) (9-4-3n)</b>		<b>S38 - S26</b> - 15 yards
Kick Catching Interference (KCI) <b>(6-5-6)</b>	<b>S33:</b> Result of Play, 15 yards from spot of foul, OR 15 yards previous spot & Re-Kick	
Block Below the Waist (BBW) <b>(2-17) (9-3-2)</b>		<b>S40</b> - 15 yards