

Umpire

Umpire - Pre-Game & Game Day Management Responsibilities

Know the Player Equipment Rules (1-5)
 Assist R in knowing location of security & game administration.
 You're the #1 Assistant to the Referee in controlling the Tempo of the Game & Establishing the Ready for Play
 Walk the field with crew in professional manner. Perform duties per MSHSAA handout.
 Follow MSHSAA Mechanics & Guidelines [not NCAA]. Work on Consistent Ball placement (set ball prior to 20 sec remaining on play clock)

Fouls / Penalties

CREW: Don't fish in someone else's pond.
 If you "Think it's a foul," ... it's Not a Foul. Be the official who helps R on all Foul Enforcements Be R's - Foul Expert.
 "See everything you call, but don't call everything you see"; "Make it Big"; "Make it be There"
 Remember to Stop the Clock for fouls that prevent the snap.
 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)
ALL PENALTIES: Confirm with R. Communicate with H & L on Enforcement

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
 Always Hustle During the play
 All officials need to be aware of the play/game clock status
 Know your Key & # before the snap

Umpire Pre-Snap Position & Ritual

Starting Position = 5 to 10 yards deep off ball
 Move to position to see the ball
 Too Deep = You're not Involved in the play
 Too Short = Get caught inside / dangerous
 Confirm Count of Team A/K players with R
 Five players #50-79; False Start
 Note position of ball between hash marks
 KEY(S): Guard/Center/Guard

Free Kicks / Be Alert for Short Kick

| <u>Position:</u> | <u>Responsibility #1:</u> | <u>Responsibility #2:</u> | <u>Count:</u> |
|---|--|--|---------------|
| 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 | | | |
| Z | | | |
| When the kick is over - SPOT the ball on a yard line to start the series. | | | |

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 |
| Blindside Block (BSB) (2-3-10) (9-4-3n) | S43 - 10 yards |
| Kick Catching Interference (KCI) (6-5-6) | S38 - S26 - 15 yards |
| Holding (9-2-3c) | S33: Options: Result of Play, 15 yards from spot of foul, OR 15 yards previous spot |
| Kick out of Bounds (KOB) (6-1-9) | Make sure Holding is at the POA |
| K initiating contact prior to kick traveling 10 yds; Eligible to recover FK; R initiates block in NZ (IBK) (9-3-7) | S42 - 10 yards |
| Blocking (6-5-1) after signaling Valid (2-9-3) or Invalid Fair Catch Signal (2-9-4) | S19: Options: 5 yds / Re-Kick; 5 yds succeeding spot, OR 25 yds. from previous spot |
| | S43 - 10 yards (IBK) |
| | S43 - 10 yards (IBS) |

Umpire - Running Play

Primary Responsibility: Free Blocking Zone @ POA. Illegal Blocks

When Play is Over: Become a presence with your voice (not your whistle)! Your job is to control the middle. Hustle to obtain the ball at the end of the play. Spot It. Stand over ball & face Referee until released by R. Follow MSHSAA Mechanics & Guidelines [not NCAA]. Work on Consistent Ready for Play Signal & Penalty Signal(s) Any Run toward you [Protect Yourself] and Observe Blocks at the POA
Don't insert yourself into the game. Majority of your calls are HOLDING. Make sure these calls are BIG HOLDS.

Goal Line Mechanics:

DO NOT block the view of H & L J at the G/L. **DO NOT** give 'secret signal' for ball breaking plane.

Probable Penalties:

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|--|---|---|
| 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) | | |
| Chop Block (CHB) (2-3-8) (9-3-6) | High / Low - With or Without Delay | S41 - 15 yards |
| Facemask by Defense (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 |

Umpire - Passing Play

Primary Responsibility: Free Blocking Zones @ POA. Illegal Blocks

Read Pass - Move towards NZ; Cover short pass over middle; Know where forward pass touches anything, and if pass crosses NZ
Assist R on Illegal Forward Pass beyond NZ

Probable Penalties:

| | | |
|--|---|-------------------------------|
| 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) | | |
| 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 | | |

Umpire - Scrimmage Kick Play

Starting Position: 10 yds deep keeping snap in view. Count K players. R/U communicate **when K is** in 'Scrimmage Kick Formation'

Primary Responsibility: Numbering Exceptions (7-2-5b1); Be alert to illegal contact on the snapper ("Snapper is Protected")

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

Be alert to the Pull & Shoot by Defense. This is HOLDING

Z

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

Be alert for Hurdling by defensive players (2-22) (9-4-3d)

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:

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|--|--|--------------------------------|
| Roughing the Snapper (RTS) (9-4-6) | | S38-S8 - 15 yards & AFD |
| Chop Block (CHB) (2-3-8) (9-3-6) | High / Low - With or Without Delay | S41 - 15 yards |
| 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 |
| Illegal Kick (KIK) (6-2-1) | Kicking ball beyond LOS | S31 - 15 yards |
| Holding on Offense (6-2-1) | Make sure Holding is at the POA | S42 - 10 yards |
| Grab & Restrict (OH-GR); Hook & Restrict (OH-HR); Takedown (OH-TD); Tackle (OH-TK) | | |
| 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 |