

## 2022 PRE-GAME CHECKLIST – UMPIRE (5-Person)

### NFHS Rule Set with MSHSL Mechanics

#### *Points of Emphasis – 5 Person Mechanics*

<b>SLOW DOWN!!!</b>	<i>Process the Play</i>
Be sure there is a foul, then throw the flag. There must be material impact on the play and the ability to put it in a category/bucket.	Be aware of clock EVERY play and clock status
SIDELINE INTERFERENCE: 1st is warning, 2nd = 5yds, then = 15yds.	Measurements- Keep chain away from ball, place chain on press box side. You should be facing the press box.
Do not mirror clock stop signal on first down or 4th down	Know when under 2 mins left in half. Communicate this with crew either with signals or the O2O
OT TEAM TIME OUTS: Extra periods allow one time out per team. Unused timeouts – Do Not carryover to OT	OT AUTO FIRST DOWN: Penalties by the defense that carry an automatic first down reward the offense with a new series of downs plus the yardage of the penalty.  Remember in High School - Only Roughing is automatic first down. Roughing passer, center, holder, kicker

#### *Pre-Game*

A lot to do...try to hit the field no later than :45	Talk to each center and make sure they know you must be in position before the center snaps the ball. Referee should talk to QB, but you should also just in case. Try to get their names.  Let them know how you'll communicate to them when you're in position and what you'll do if you're not.
Observe long snapper for any unusual movements. Fix any issues NOW!	Review PAT & Hash mark locations when field has multiple sets.
Find Leaders on Offensive & Defensive line work to establish rapport	Keep observation of both teams equal
Mentally start to think ball mechanics	Check - All equipment

#### *PRE-SNAP RITUAL*

#### *Every Down - Every Time*

Position – Offensive backfield approximately 12-14 yards deep, left side of the QB with right foot in line with the tackle's left foot. This marks the edge of the free blocking zone to help rule on any potential intentional grounding.	KEY – Left Guard – Center – Left Tackle for FST  Low blocks must be during initial charge. No second action even if still in the FBZ
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Must be able to see the ball from the time the snapper handles the ball until the time it is snapped.	
Think Down & Distance – Ball Placement – Formation – Clock Status	Key Football – Clean Snap - Don't fly spec the snap. Talk to center if there is a problem before flagging unless it's egregious
Know & Communicate when Clock is Under 2:00 in 2nd & 4th qtr.	Determine POA for holds, CHB and other fouls
Read Run – Focus on blocks around the runner. Backside blocks if run goes opposite. If QB comes your side, let R keep him	Read pass – slowly retreat to allow room. Primary is now blocks near QB. The QB is the R's responsibility.
Identify Blitzes/Immediate defensive threats.	Focus!! Tip – Can you remember what your keys did last play?
Get your counts (offense) and signal 10,11, or 12 to R. If 10 or 12 vocalize this, so team can fix it.	READ THE PLAY – pass or run & know the situation. Think like a coach
<b>Be a great dead ball official</b> <b>Manage the big guys in the middle</b> <b>Be the Calming Influence</b> <b>Use your Captains</b>	<b>Hustle – but don't hurry</b> <b>Use your Captains</b> <b>USE YOUR VOICE!!!</b>

### *Free Kicks*

Free kick line is 40yd line or 20yd line after safety	Setup on 50 yd line 2 yards off, and watch K 3,4,5, then quickly transition to zone
Try to get to spot quickly so you can officiate. Ideally, the goal should be you're planted before the receiver gains possession	Clear the white on your sideline – Be stern but not a prick
Always be prepared for onside kick – review rules of touching/blocking	Onside Kick – Hard plane. A cannot block B until they are eligible to touch the
Everyone but Kicker must be within 5yds of kick line	Pooch Kick – <b>K cannot catch a free kick in HS, that's KCI whether anyone from R is positioned to catch it or not.</b>
<b>K can recover – but K cannot advance a kick (Ball is Dead)</b>	<b>K cannot advance a fumble/muff</b>
<b>Fair Catch = Ball is Dead</b>	<b>Signaler gets protection but cannot block unless he touches ball</b>
K Cannot <b>Interfere with catch</b>	<b>Spot Foul – KCI</b> on K (15 yds)
<ul style="list-style-type: none"> <li>• Free Kick OOB – 4 options: (untouched by B) <ul style="list-style-type: none"> <li>• Rekick is still an option</li> <li>• 5-yard penalty from succeeding spot (tack on)</li> <li>• Spot OOB</li> <li>• 25 yards from previous spot (usually the 40)</li> </ul> </li> </ul>	

<ul style="list-style-type: none"> <li>• <b>Most Common Fouls – Once Free Kick is Made:</b> <ul style="list-style-type: none"> <li>• <b>BWW - Block below waist on A or B (15yds spot)</b></li> <li>• <b>IBB – Illegal Block in the Back (10 yds spot)</b></li> <li>• <b>BSB – 15 yards</b></li> </ul> </li> </ul>	<ul style="list-style-type: none"> <li>• Blocking below the waist - NEVER ALLOWED on any kick or change of possession</li> </ul>
<ul style="list-style-type: none"> <li>• <b>Odd Things That Happen During Kicks:</b> <ul style="list-style-type: none"> <li>• <b>Forward handing</b></li> <li>• <b>Forced Touching – No touching</b> <i>(Ignore touching when opponents blocked into ball, or ball is batted into opponent)</i></li> </ul> </li> </ul>	<p>Help with Game Clock</p> <p>Once touched between goal lines, clock must start, even if the ball is immediately downed, at least 1 second should come off the clock</p>

### **Running Plays**

Make sure Ball is legally snapped – Don't flyspeck	Key Double Team Blocks for possible CHB/DH
Slow flag, see the entire play before ruling Foul, MAKE IT BIG!! "It's a Foul, It's a Foul, It's a Foul"	TALK, TALK, TALK, TALK, TALK - To the Players
Focus on ball. POA Blocks. Run to opposite side, backside blocks. Think POA, impact on play, safety.  Watch for action of defender creating advantage by holding	Use Crossfield mechanics for spots  Listen on the O2O if you're off or wings have different spots
Pin the ball on plays close to the goal line with piles. <b>NEVER SIGNAL or VOCALIZE</b>	BBW is Illegal – unless right at snap and on defender directly across from blocker.
Have Field Presence: Players MUST feel your Strength Around the Pile!!	Tight plays make sure wing officials get into position to work
If close to Line to Gain – Give ball to wing, let them spot it	

### **Passing Plays**

Make sure Ball is legally snapped – Don't flyspeck	<b>Think Possible Pull &amp; Shoot - DH</b>
Retreat to allow room	<b>R has QB, but U can help</b>

### **Scrimmage Kicks**

<b>Remind defense to stay off snapper</b>	Make sure Ball is legally snapped – Don't flyspeck  Observe action on snapper
<b>Illegal Block – Live ball by B (15yds) PSK Enforcement</b>	<b>K can advance a FUMBLE</b>
IBB: Live ball (K or R) 10 yards	BBW: Live Ball (K or R) 15yds
TOUCHBACK – ball crosses goal line	Forced Touching is NO touching

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### *Holding*

#### *Put the Foul in One of These Buckets*

<b>TACKLE</b>	<p>Just as a tackle needs little explanation, it doesn't happen very frequently. A tackle as a block is most likely to occur as part of a block below the waist at the line. On occasion, defensive linemen will tackle offensive guards to keep them from pulling. Snappers who have to take several steps to get to their targeted linebacker might also <b>convert their low block to a tackle</b> as might the lead blocker on a sweep.</p>
<b>PULLOVER</b>	<p>This type of hold almost always occurs on a pass play. The offensive lineman grabs his opponent at or near the arm pits and then pulls on top of himself, making it look like the defender ran over the blocker and fell down in the process. Some linemen may be clever enough <b>to grab the opponent's jersey</b> and then attempt to step on his feet. That technique will likely create the appearance that the blocker has been run over. That is also a tactic used by diminutive players.</p>
<b>HOOK AND RESTRICT</b>	<p>In order to hook an opponent, the blocker must allow his hands to get outside the frame of his body. That is usually easily discernable. For a foul to occur, that act must result in a restriction that affects the play. If the defender immediately blows through the extended arm, no holding has occurred. This technique is also referred to as an "armbar" and no actual holding takes place. If the armbar causes the opponent <b>to take a circuitous route</b>, then a restriction has taken place. One example is a pass rusher who is forced to add extra steps to his route to the quarterback.</p>
<b>GRAB AND RESTRICT</b>	<p>If the defender beats his blocker, the blocker may grab the defender's jersey as he is moving away. Again, the grab must result in a restriction for a foul to occur. Or the blocker may attempt to control the defender by putting his arms around the opponent and <b>grabbing onto the back of the jersey</b>.</p>

<b>TAKEDOWN</b>	A takedown is similar to a tackle, but not as obvious. It may <b>momentarily look like a wrestling match</b> . It is often preceded by the blocker manipulating his opponent. The takedown may occur in three general directions. A defender going down directly opposite the direction he wanted to advance is the easiest takedown to discern. Most often, the takedown occurs in the direction the defender wanted to go. At a glance that may appear to be a legitimate block. A size mismatch between blocker and rusher increases the probability of a takedown. A factor to keep in mind is that backfield pass blockers are often smaller than defensive linemen, making the need for an “equalizing” technique more probable. The takedown that is the most difficult to rule on is the pullover.
<b>JERK AND RESTRICT</b>	That type of hold begins with two hands on the opponent’s chest. After contact is made, the blocker slides his hands up under the opponent’s shoulder pads and grabs the jersey. With that firm grasp, the blocker <b>jerks the opponent aside</b> or moves him away from the point of attack, thus delaying his advance.

### *Philosophy*

<b>Be a calming influence for your crew, players/coaches</b>	Make R look good by helping the Crew
<b>Timeouts and Dead Ball Periods are not a break for you – preventive officiating!</b>	<b>When in Hurry up Offense – do not change your pace. Continue to spot the ball at 8-12 seconds</b>
<b>Never Signal TD or Echo another official’s TD Signal</b>	<b>Confirm Penalty Enforcement. with Linesman (the position not the side of the field)</b>

### *Other*

<b>Two Down indicators</b>	Keep track of UNS Fouls, and remind Referee if player has committed their second UNS
Current down and position on field (1,2,3,4,5)	<b>Reminder:</b> Two UNS = ejection
<b>Umpire should get new ball from wing</b>	<b><i>Good ball mechanics make the crew look smooth</i></b>
<b>BJ should remove old ball</b>	
<b>Practice under-hand throws</b>	<b>SLOW DOWN!!! And Enjoy the Night!</b>
<b>If spot is tight to LTG or GL, had ball to wing and let them spot the ball where they want it.</b>	