Pre-Game Duties-FJ & SJ

I. Duties begin **60 minutes** before Kick-Off
   a. At least two officials – combination varies from crew to crew; prefer first shift

II. Primary Purpose – pre-game warm-up supervision
   a. Conference procedures for designated warm-up areas; “no fly zone”
      i. First “official” job of the day--be visible, alert & proactive
   ii. **Try to keep people & balls away from opponents**
      1. Coach with stop watch timing snap to kick-intimidation
      2. Players can “socialize” after game
   iii. Address coaches’ questions
      1. Usually special teams coaches—**be careful**!

b. **Contest/field readiness** – ASAP before whole team arrives; handle before game time!
   i. Confirm field phone to timers in press box
   ii. **Location of game & play clocks** – visual issues from different locations?
   iii. Prep with clock operator to run a couple cycles while you are on field
   iv. Ball persons-who are they, how many, from which teams, etc
      1. Handle instructions at this time, if possible
   v. Pylons – number, type, etc
   vi. Yard line markers – distance from sideline especially at goal line
   vii. Kicking nets and other equipment, benches, etc – distance from sideline
   viii. Space available for chain crew & sideline personnel
   ix. Chains, down marker & auxiliary marker, etc
      1. Identify person handling penalty report; help with numbers on fouls
   x. Address player equipment and/or uniform issues

b. Public relations – game management, doctors, trainers, etc

III. Personal Game Preparation – **visualize game situations; mental imaging**; make notes
a. Kicking Game
   i. Weather conditions – check weather report
      1. Wind direction & strength
      2. Sun – will shading eyes be necessary for players & officials?
         a. If so, review mechanics & expectations with kick returners & special teams coaches
         b. Confirm with Head Coaches if possible
   ii. Punters right or left footed—it does make a difference!

b. Passing Game
   i. Will weather conditions have impact?
   ii. Watch receivers & DB’s drills if possible for techniques
   iii. Pass patterns & formations for both teams
   iv. Defensive coverages for both teams

c. Physical
   i. Warm-up from field position – light running, back peddling, stretching
   ii. Take some snaps from position for both teams, if possible

IV. Remain on field until relieved by crew mates or a team leaves the field
   a. Share any pertinent information with crew mates before leaving warm-up
   b. If in doubt, remain out there
   c. Leave field with crew mate(s) or whole crew

R. Ames: April 2010
Preparing for & Managing Adversity

Even with the best:

– trained & qualified crew
– mental & physical preparation
– crew communication

We all get our...

“turn in the barrel!”
Preparing for & Managing Adversity

What is the appropriate response when the inevitable happens?

a. Accept that we will mess up from time to time?
b. Let another official and/or the crew “sink or swim”?
c. Hope somebody else will get involved?
d. Ignore it and hope no one will notice?
e. None of the above!
Preparing for & Managing Adversity

Modern technology has created a fundamental expectation at all levels of football to... "Get It Right!"
Preparing for & Managing Adversity

Must prepare for adversity

• Can not anticipate every situation but can have process to deal with it
• Crew providing input & asking questions on the field must be valued and reinforced
• Reinforce “getting it right” on the field
Preparing for & Managing Adversity

Roles & Responsibilities

Official(s) directly involved in the play
- Under stress: remain clam, slow their world down

Adjacent officials to the play
- Different perspective, not under spotlight, Football IQ

Remaining members of the crew
- “Big Picture” perspective
Preparing for & Managing Adversity

Stressed Official’s Role – Don’t “check-out!”

• Swallow pride!
• Keep focus
• Take a Deep Breath & Relax
  – accept help
• Don’t over state or under state situation
• Listen, “replay” in mind & contribute
Preparing for & Managing Adversity

When Adjacent Officials Need to Get Involved:

- **Obvious problems**
  - Incapacitated or out of position official
  - Egregious mistake
  - Game determining or changing situation
  - Fight or spectators on field

- **Some times looking for an out**
Preparing for & Managing Adversity

Get Involved – When crew in distress, anything & everything is appreciated!

- What did you see?
  - Proximity v Angle
- Look for players body language
- Get other adjacent officials involved
  - Feedback & Reinforcement
- Ask a lot of questions
  - Determine level of concern, don’t underestimate
Preparing for & Managing Adversity

When to Stay Out of It

- **Nothing** to contribute – no clue
- When in doubt, **GET IN THERE**!
- When not involved still can help…
  - Remain alert – listen, watch body language & sneak a peek at the video board
  - Keep players away from conference
  - Manage sidelines – keep coaches off field
Preparing for & Managing Adversity

Gospel According to Jon (Bible)!

- Everyone involved initially
- Sort out all possible issues
- Give Referee all information or possible scenarios
- GET IT RIGHT!
- Don’t leave Referee too soon
- Referee’s Announcement
Preparing for & Managing Adversity

Decision Announced by Referee

- With mic, “The ruling on the field is ……” with appropriate signal(s) & make announcement as concise as possible.
- Without mic depending on the situation…..
  - ✓ Give appropriate signal
  - ✓ Go to each bench & provide a concise explanation
Preparing for & Managing Adversity

No one welcomes adversity BUT…..

(that’s a BIG butt!)

How well it’s handled separates crews.
Managing it & getting it right makes the game & our work more credible.
PASS INTERFERENCE

Defensive Pass Interference

Actions that constitute DPI include but are not limited to:

✓ *Early contact* by a defender who is not playing the ball is defensive pass interference provided the other requirements for DPI have been met, regardless of how close the pass is to the receiver.

✓ *Playing through the back* of a receiver in an attempt to make a play on the ball.

✓ *Grabbing and/or restricting* a receiver’s arm(s) in such a manner that inhibits his opportunity to catch a pass.

✓ Extending an arm across the body (*arm bar*) of a receiver thus restricting his ability to catch a pass, regardless of the fact of whether or not the defender is playing the ball.

✓ *Cutting off* or riding the receiver out of the path to the ball by making contact with him without playing the ball.

✓ *Hooking and turning* a receiver in an attempt to get to the ball in such a manner that causes the receiver’s body to rotate prior to the ball arriving.

✓ *Tangling of feet* (or tripping) from behind when a player has no chance of reaching or playing the ball.

Not Defensive Pass Interference

Actions that do not constitute DPI include but are not limited to:

✓ *Incidental contact* by a defender’s hands, arm or body when both players are competing for the ball or neither player is looking for the ball. If there is any question whether contact is incidental the ruling shall be no interference.

✓ Inadvertent *tangled feet* when both players are playing the ball or neither player is playing the ball.

✓ Contact that would normally be considered pass interference, but the pass is clearly *uncatchable*. (NCAA only)

✓ Laying a hand on a receiver that does not restrict the receiver in an attempt to make a play on the ball.

✓ On a “Hail Mary” pass, contact must be *clear and obvious* to rule pass interference.
**Offensive Pass Interference**

Actions that constitute OPI include but are not limited to:

- Initiating contact with a defender by shoving or *pushing off* thus creating a separation in an attempt to catch a pass.
- *Driving through* a defender who has established a position on the field.
- If the pass has not been thrown and the *block* occurs anywhere down field, call OPI if the pass subsequently crosses the line of scrimmage (except #4 below). **Exception:** If block occurs on the left and the pass is thrown quickly to the right.
- If the pass has been thrown and a block occurs in the overlapping third of the field where the ball is thrown, call OPI.
- OPI for blocking down field can be called even if the passer is legally grounding the ball. (NCAA only)
- A catchable pass is a requirement to have OPI on a thrown ball.
- Both feet of the offensive player must be beyond one yard of the LOS for OPI to be called if all other criteria are met.
- *Tangling of feet* (or tripping) from behind when a player has no chance of reaching or playing the ball is OPI.

**Not Offensive Pass Interference**

Actions that are not OPI include but are not limited to:

- *Incidental contact* by a receiver’s hands, arms or body when both players are competing for the ball or neither is looking for the ball.
- Inadvertent *tangled feet* when both players are playing the ball or neither player is playing the ball.
- Contact that would normally be considered pass interference, but the ball is *clearly uncatchable* by involved players.
- On a screen pass, the ball is overthrown behind the LOS but subsequently lands within 1 yard beyond the LOS and linemen are blocking downfield.
- On a look-in pass where contact is *shoulder to shoulder*.
- It is not OPI on a pick play if the defensive player is blocking the offensive player when the pick occurs.
Pass Interference Notes

✓ Both players have a right to the ball and there must be “an obvious intent to impede” to rule pass interference.
✓ If there is any question whether player contact is incidental, the ruling should be no interference.
✓ Defensive players have as much right to the path of the ball as eligible offensive players.
✓ Pass interference for both teams ends when the pass is touched.
✓ There can be no pass interference at or behind the line of scrimmage or if the pass does not cross the neutral zone, but defensive actions such as tackling a receiver can still result in a penalty for defensive holding.
1. Encroachment by A or B
2. Line-Up Restrictions by A
3. Team A Inside 9 Yd Marks
4. Ball Legally Kicked by Team A
5. Must Have 4 A Players On Each Side of Ball
6. Both Teams Must Be Inbounds
7. Team A May Not Voluntarily Go OB & Return
8. Blocking Restrictions
   All Must Be Above Waist
   Team A Eligible to Touch Kicker 5 Yds, Touched Player or the Ground
9. Clock Status
   A: Touch/Catch/Recovery
   B: Legal Touch/Catch/Recovery
10. Simultaneous Recovery
11. Kick at Rest
12. Illegal Touch by Team A
13. Forced Touching & Batting Situations
14. Kick Out Of Bounds
    Touched by Team B
    Untouched by Team B
15. Team B Opp to Catch
16. Team B Fair Catch
17. Team B Signals-Does Not Touch-Blocks
18. Wedge Blocking; Touchback
19. Momentum
20. Penalty Enforcement

Revised: July 2013
Holding by Tight End/Wide Out

Offensive Holding (9-3-4)

⇒ What is legal?

Hands:
  a. in advance of elbows
  b. inside frame of opponent’s body
  c. at or below shoulders
  d. apart and not in locked position
  e. open with palms facing opponent or closed/cupped with palms inward

⇒ What is not legal?

Hands/arms:
  a. to the face or head slap
  b. to hook, grasp, pull, or encircle to impede or obstruct

Classification of Holds

Bear Hug – arms surround opponent

Wrap/Grab and Turn – hands are outside of the shoulders and the opponent is actually turned

Shoulder Dip – hands inside on the chest or outside on the shoulder; there is noticeable shoulder dip
Jersey Stretch – hands are inside chest of opponent and at disengagement, there’s noticeable jersey stretch

Pullover – appears offensive player is being run over by defender, but offensive player grabbed jersey and pulled defender down on himself

Leg Grab – done when offensive player is on ground

Keys to Officiating Holding

MIBT
Point of Attack
Advantage/Disadvantage
Engagement/Disengagement

⇒ see the whole play
  a. make sure something happens
  b. if a player attempts to hold but the opponent runs right through him it is likely not a foul
⇒ the blocker must release when the defender:
  a. breaks the frame of the blocker
  b. overpowers the blocker
  c. changes direction for pursuit
**Touching/Illegal/Forced**

- A Team A player may legally touch a Free Kick:
  - After it touches a Team B player. Exception: forced touching
    - A Team A player who voluntarily goes out of bounds during a free kick down may not touch a free kick even though the ball touches a Team B player.
    - An inbounds player touched by a ball that was batted by an opponent is not deemed to have touched the ball.
    - An inbounds player blocked by an opponent into a Free Kick is not deemed to have touched the ball.
  - After it breaks the plane of and remains beyond Team B’s restraining line.
    - The Team A player may not interfere with Team B’s opportunity to catch the kick including kicks which are immediately driven into the ground.
  - After the kick touches any player, the ground, or an official beyond Team B’s restraining line.

- No inbounds Team A player shall touch a Scrimmage Kick that crossed the neutral zone before it touches an opponent.
  - An inbounds player blocked by an opponent into a scrimmage kick that has crossed the neutral zone is not deemed to have touched the kick.
  - An inbounds player touched by a ball batted by an opponent is not deemed to have touched the ball.
• If a Team A player bats a scrimmage kick in Team B’s end zone and it was untouched beyond the neutral zone after the kick crossed the neutral zone by Team B, it is a violation.

• No originally ineligible player while inbounds shall intentionally touch a legal forward pass until it has touched an opponent.

• No eligible offensive player who goes out of bounds voluntarily during a down shall touch a legal forward pass in the field of play, in the end zones, or while airborne until it has been touched by an opponent or official.
THE OREO COOKIE
Kick Catch Interference and Illegally Touching a Kick

EXAMPLE 1:
1. R1 (legally or illegally) blocks K1 into R2 – NO CONTACT INTERFERENCE FOUL ON K1.
2. R1 (legally or illegally) blocks K1 into the ball (in the air or on the ground) – K1 IS DEEMED NOT TO HAVE TOUCHED THE BALL.
3. R1 (legally or illegally) blocks K1 into R2 and the ball touched R2 or R1, LIVE BALL, K CAN RECOVER BUT NOT ADVANCE.

EXAMPLE 2:
1. K1 (legally or illegally) blocks R1 into R2 – NO FOUL.
2. K1 (legally or illegally) blocks R1 into the ball (in the air or on the ground) – R1 IS DEEMED NOT TO HAVE TOUCHED THE BALL.
3. K1 (legally or illegally) blocks R1 into R2 and the ball touches R2 – LIVE BALL.
4. K1 (legally or illegally) blocks R1 into R2 and the ball touches K1 – ILLEGAL TOUCHING.
1. Encroachment by A or B
2. Line-Up Restrictions by A
3. Team A Inside 9 Yd Marks
4. Ball Legally Kicked by Team A
5. Must Have 4 A Players On Each Side of Ball
6. Both Teams Must Be Inbounds
7. Team A May Not Voluntarily Go OB & Return
8. Blocking Restrictions
   All Must Be Above Waist
   Team A Eligible to Touch Kicker 5 Yds, Touched Player or the Ground
9. Clock Status
   A: Touch/Catch/Recovery
   B: Legal Touch/Catch/Recovery
10. Simultaneous Recovery
11. Kick at Rest
12. Illegal Touch by Team A
13. Forced Touching & Batting Situations
14. Kick Out Of Bounds
   Touched by Team B
   Untouched by Team B
15. Team B Opp to Catch
16. Team B Fair Catch
17. Team B Signals-Does Not Touch-Blocks
18. Penalty Enforcement

Revised: July 2013
AIRBORNE BALL CARRIER: EXTENDING THE GOAL-LINE PLANE

For a number of years we have made a distinction between a ball carrier who goes airborne voluntarily—e.g., he intentionally dives for the pylon—and one who is in the air because of contact by an opponent.

Effective in 2011, there is no distinction between the ball carrier who dives on his own and the one who goes into the air on contact by an opponent. They are both airborne players.

In addition, the concept of the goal-line plane is altered slightly, but significantly. For a ball carrier to score a touchdown, we know that the ball in his possession must break the plane of the goal line. But the interpretation of the plane of the goal line now is this:

The goal-line plane runs between the pylons and includes the entire pylon. This plane does not extend beyond the pylons except in two specific cases: when a ball carrier touches the pylon, and when a ball carrier touches the ground in the end zone. In the new 2011-12 rule book you will find this change in two places: Rule 2-12-2 (definition of goal line) and in Rule 8-2-1-a (how a touchdown is scored).

Previously we extended the goal-line plane if a ball carrier went into the air because of contact by an opponent, and we did not extend it if he dived on his own. But now it doesn’t matter how he got into the air. What does matter is whether he touches either the pylon or the ground in the end zone. If he doesn’t do either of these, the plane is not extended—no matter how he got into the air.

PLAY SITUATIONS

1. Ball carrier A22 dives for the goal line at the B-1. The ball in his possession (a) touches the pylon; (b) goes over the top of the pylon; (c) crosses the goal line inside the pylon. A22 then first contacts the ground out of bounds three yards beyond the goal line. RULING: (a), (b) and (c) Touchdown in all three. The ball in A22’s possession has broken the plane of the goal line in all three scenarios.
In Play 1 it is important to remember that the pylon is in the end zone out of bounds and the plane of the goal line includes the pylon, so these three situations satisfy the definition of a touchdown.

2. Ball carrier A22 heads for the right-hand pylon at the goal line. At the B-2 he dives or is blocked into the air by an opponent. The ball in A22’s right hand crosses the sideline at the B-1 and passes outside the pylon, and then A22 (a) touches the pylon with his foot or left hand; (b) first touches the ground out of bounds three yards beyond the goal line. **RULING:** (a) Touchdown. The goal-line plane is extended since A22 touches the pylon. (b) Not a touchdown. The goal-line plane is not extended because A22 did not touch either the pylon or the ground in the end zone. The ball is ruled out of bounds at the B-1.

In previous years A22 in (b) would have scored a touchdown **if he had been blocked into the air but not if he had dived on his own. Now there is no distinction between the two.**

3. Ball carrier A22 heads for the right-hand pylon at the goal line. The ball in his right hand crosses the extension of the goal line outside (i.e., to the right of) the pylon, and then A22 steps (a) on the goal line; (b) on the sideline inches short of the goal line. **RULING:** (a) Touchdown. The goal-line plane is extended because A22 touches the ground in the end zone. (b) Not a touchdown. The goal-line plane is not extended. The ball is ruled out of bounds at the crossing point.

4. Ball carrier A22 heads for the right-hand pylon at the goal line. The ball is in his right hand. His foot hits the pylon just before the ball crosses (a) the pylon or (b) the extension of the goal line just to the right (outside) of the pylon. **RULING:** (a) and (b) No touchdown in either case. Because the pylon is out of bounds the ball is dead when A22’s foot hits it. Thus in both cases the ball is dead before it crosses the goal line.
Interference with the Opportunity

Receiver has direct path but A player's very close without contact ALONG his route to the ball, but receiver still makes catch (No Foul)

Receiver avoids contact and continues to catch ball (Foul)

Receiver contacts A player on way to the ball (Spot Foul)

Receiver stops his route, avoids contact but does not continue – gives up (No Foul)

Receiver in position to make catch, A player within 1 yard of receiver as defined by his shoulders without contact (Spot Foul)

Spot Foul

Spot WHERE BALL IS TO BE CAUGHT

Revised: 08/05/15
Out of Bounds
B's ball - Spot of Fumble
Touchback if not a fumble

Out of Bounds
Safety

↑ B'S END ZONE

A's Ball  B's Ball  ↑  A's Ball  B's Ball  ↑
Touchdown  Touchback  ↑  Touchdown  Safety  ↑

A  A  A  B  B  B

Who has possession? Whose end zone? Who is responsible?

RESPONSIBILITY:
The team responsible for the ball being in an end zone is the team whose player carries the ball or imparts an impetus to it that forces it into the ez.

Impetus means force. What put the ball in the end zone? Impetus applies only when going into the end zone.

IMPETUS:
A player who kicks, passes, snaps, or fumbles the ball is responsible for the ball's progress in any direction (imparts an impetus) even if its direction is changed by touching the ground or a player.

A player is responsible for a new impetus if he:
1) Kicks a ball not in player possession.
2) Bats (legally or illegally) a loose ball that has touched the ground.
3) Touches a ball that has come to rest.

Remember, a kick or bat is an intentional act. Also, a ball rarely comes to rest.

MOMENTUM
1) B catches or recovers anything between his 5 yd line and goal line.
2) His original momentum carries him into the end zone.
3) The ball is declared dead in his team's possession in the end zone or it goes out of bounds from the end zone.

Ball belongs to B at the spot of the catch. (Also is the basic spot thereafter.)

A  A  A  B  B  B

↓  ↓  ↓  ↓  ↓  ↓
A's Ball  B's Ball  ↓  A's Ball  B's Ball  ↓
Safety  Touchdown  ↓  Touchback  Touchdown  ↓

↓ A'S END ZONE

Out of Bounds
Safety

Out of Bounds
Touchback

Steve Town - MCFOA Mtg - 10/9/95
TOUCHING & FORCED TOUCHING

I. Applicable Situations for Teams A & B
   - Free Kicks
   - Scrimmage Kicks

II. Applicable Rules & Approved Rulings
   - 2-10-4 Touching of a ball not in player possession denotes any contact with the ball (Exc: 6-1-4-a&b & 6-3-4-a&b). It may be intentional or unintentional, and always precedes possession & control. Intentional touching is deliberate or intended touching. When in question, ball hasn't been touched on kick or forward pass.

   - 6-1-4a A player blocked by opponent into free kick is not, while inbounds, deemed to have touched kick.
     b. An inbounds player touched by ball batted by opponent is not deemed to have touched ball.

   - 6-3-4a A player blocked by opponent into scrimmage kick that has crossed neutral zone shall not, while inbounds, be deemed to have touched kick (A.R. 6-3-4-I, II and IV).
     b. An inbounds player touched by ball batted by opponent is not deemed to have touched ball (A.R. 6-3-4-III).

   - AR 6-3-4
     o II. A kicks from its own 30-yard line. The untouched kick has come to rest @ B3 when A blocks B into ball, which is forced through end zone by B’s contact with ball. RULING: Touchback. Since Team A blocked B into ball, B isn’t deemed to have touched it. Impetus is not be charged to B (Rule 8-7-1).
     o III. A’s long field goal attempt is first touched when A1 legally bats rolling ball into nearby B1. RULING: Team B is not deemed to have touched ball (Rule 8-4-2-b).
     o IV. A’s untouched scrimmage kick is at rest on B3 when B blocks A into ball, forcing it into end zone where it touches ground. RULING: Touchback—Ignore touching by A. Neither team has touched the kicked ball (Rule 8-6-1-b).

III. Additional Considerations
   - Supervisor's Philosophy
   - Assistance from Other Officials

Rich Ames, MAC
April 2007