



1. Goal is to get it right

2. Rules/Interpretation/Applications:

- Goal post padding
- The ball
- Tie game
- Coach certifying equipment
- Lineman creating doubt
- Blocked ball through end zone
- Definition of screen pass
- Protection of centre
- Horse-collar: Part of tackle
- Hands-to-the-face
- Foul's in opponent's end zone – apply at 10

3. Play awareness – are we ready?

- FG: Onside player, holder
- Convert: 2-points, holder
- Quick-kick – onside player(s),
- Reverse – mis-direction
- Sleeper
- Short KO – last touched, interference

4. General mechanics

- In position to make the call
- Someone has to be on the goal line
- Goal line positions - 5 to goal line
- Goal line extended – player or ball inside pylon –
 - Established position/possession
- Overtime procedures
- Hurry-up offence procedures (Ref/Ump),
- Sticks Management: Downsbox moving and sticks moving on 3 – down (wait)
- Pre-game Field Check: What are we looking for and what are doing about it?

Things we take for granted:

- Don't leave players alone (runbacks during kick return/interception)
- Ball-hawking – too much else going on to all watch the ball
- Change of quarter: Take time, R/U/FJ, HL & sticks, others
- Clock Management– correctly running/stopped
- Counting players and down communication - every play
- How are we getting information from Head Coach: After FG/Safety/Time outs
- Routine & repetition
- Adjusting for play and speed of players



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- Stickcrew, Sticks, Ball, Field
 - Measurements are straightforward and done once – handling the clip
 - Time outs: communicate/record. Don't allow a team to take a T.O. if they don't have any.

How are we “dead ball officiating”?

- Awareness after the whistle has gone. One or two officials dealing with ball – rest watching “other players.”
- Dead-ball officiating (Open field hits)
- Soft eyes
- Watch just outside the pile

1. Kick off/Punting/Scrimmage/Passing

a) Kick-off

Regular: Signals
Sideline coverage
Kick OB, Steps OB (before/after) (in flight/bouncing)
EZ coverage/Hitting post
Points
Penalty – where's the ball (deep officials need to know point of possession each time)
Clock – Start/Stop
Blocking by A or B
Awareness of player's actions after whistle

How are we handling Short KO:

Talk to Partner: Closest player to ball has blocking, next has ball
On-side/offside players
First touched/Last touched
Clock – Start/Stop
Blocking by A: Illegal Interference and UR (if there)

b) Punts:

Ball across LOS
Blocked – Coverage/punter
Blocking on change of possession
Difference and consistency of “Push from Rear” and “Block from Rear”
Centre protection (U)
Counting players – taping of flags (3 officials)



Official's signals for coverage/responsibility
EZ coverage (points?)
Kicking from EZ – no whistle
Hits goal post
Into a group of players/Umpire
 Sides call it – when?
Linemen: Where are they? What are they doing?
Numbers/reporting
Open-field kick
 Restraining zone
Points
Restraining Zone:
 5/15 - consistency
 How did A-player get there (pushed)?
Return kick:
 Change of responsibility – yards have to be given
Sides moving downfield
 Watch outside players
Snap over punter's head

c) **FG:**

10 yard line – Inside: deep official(s) help on angle
35 yd line – kicked from outside: same spot if wide (HL)
Blocking
Blocked – Coverage/kicker/holder
Centre protection
Counting
EZ coverage
Sides - go to bench for instructions from Head Coach
Hits post
Holder/kicker protection (UR or Contact)
Linemen: Where are they? What are they doing?
LOS: Make sure ball crosses
 Snap over holder's head
 Ball across
 Sides moving downfield
 Watch outside players
Numbers/reporting
Restraining – 5/15
 How far is FJ covering
 Numbers
 How did A-player get there (pushed)?
Return kick
 Change of responsibilities – yards have to be given



Convert:

- 1 point (kicking a FG) – 2 points (scoring a TD by running/passing. A punt or offside kick is prohibited)
- Centre protection
- Holder/kicker protection – UR or Contact
- Applying penalties – KO option (except Time count)

d) Scrimmage:

- Where are we on field – ball placement – return ball to same spot if necessary
- Centre moving ball – each team gets one warning. Do it as earlier as possible
- Counting/numbers – every play
- Process for calling Illegal Procedure/Offside
- Backs into line
- Blocking below the waist
- Interior block (Tackle-to-tackle) square to line
- Wide receiver movement: Crackback criteria?
- Point of attack concentration – 1-2 officials, others watching “other things”
- Back side coverage from side officials
- QB coverage: To sideline, up field
- Tandem buck: Player not pile.

e) Pass:

- Initial coverage
- Wide receiver “covering-up” tight end (now ineligible)
- Umpire to turn
- LOS – Hold (Screen pass – intended) Signal
Blocking downfield
- No Call – incomplete
- Player MUST survive contact. Stay with play to make sure.
- Possession at sideline: One foot, pushed out by defender
- Interference:
Team A/B
15+/-, unrestricted
Screening Hands above shoulder interfering with receivers view. Turn at last second to look for ball is not included
- Receiver “pushing off”. How did the separation occur?
- Catchable:
Offer observation “It was uncatchable”, covering official decides whether relevant.
- Pick - IIFP – A – 15 yds – not running pattern, looking to block someone



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- Illegal contact: deliberate contact to interfere with pattern. Defence has 1 yard area. No bump-n-run
 - Screen pass signal: Leave up as long as necessary
 - Offside pass – Hand-off pass
 - Grounding: FOP/EZ
 - Can be called by most – absolutely sure
 - Looking through for help – take some time to get it right
 - Lateral
 - Interception coverage (U watches QB as required)
 - Linemen downfield – initial contact and maintain contact. Downfield and not doing anything
 - Sleeper: Awareness on 3D. Better to have a flag on the play and pick-it-up than no flag
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f) Miscellaneous:

- 3:00 or less. Hard stop at 3:00 if possible. Time out information to coaches
- Anticipation: being ready, letting the play unfold, read-n-react
- Assumptions – has ball, block illegal, made catch (prevents quick whistles). “Status of ball”
- Ball back to right spot – Umpire and Deep officials
- Bench control: 3 – steps process. Coaches and players too far on field
- Center moving ball – one team warning
- Change of quarter – do it right the first time
- Close to 1st down – (“It’s close”)
- Conference – What’s it about?
- Disqualification – Has to be the right guy (be sure!) Remember details for game report
- Dribbled ball = Offside pass
- Equipment – Awareness
- Forward progress
- Foul affecting play
 1. See foul
 2. Find ball
 3. Decide on call
- Getting players out with 3-minutes to go – after half time bring captains out (don’t come out unless you bring a captain)
- Have to have number of player when calling a penalty (position second best)
- Holding: impact on play, hands outside frame illegal, pull down inside illegal, see the whole thing. A player lying on top of another should be warned at time - if he doesn’t listen/react, then penalize.
- Hurry-up offence – U stay over the ball, check officials, sticks



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- Hustle and get ready for next play. Anticipate play, don't get caught flat-footed
 - If you warn someone, (loud enough that someone else heard it) you have to follow through.
 - If there's a problem don't let the ball be snapped for the next play
 - Keys help you with officiating the play, i.e. linemen blocking at snap
 - In bounds/out-of-bounds signals: Hold longer when less than 3:00
 - Last touched?
 - Measurements - getting it right the first time
 - Monitor your comments at all times – someone is listening
 - Not friendly with coaches/players – professional approach
 - Play kills itself - often
 - Player to wrong side of field - stop play and correct
 - Relevant information when reporting a penalty: Before 1st down, before possession, deadball, incomplete, interception.
 - Report all penalties – don't assume same penalty being called. Relieve official holding a spot – HL to check yardage – pick up flags (don't be in a hurry) – provide information to R for correct application (as if you are the R). Get R attention if you have a penalty. Has to affect the play, "foul, where's ball, call/no call". Give yourself time to evaluate it. It's still a penalty 3 seconds later. Be definite – no guessing ("I think ")
 - Routines – every play - to get you ready
 - Sides move in. Not "pinned" to sideline.
 - Snap down – Illegal procedure against A if B reacts
 - Sort out different calls quickly
 - Stay with application – everyone agrees
 - Substitution: Sides and deep work together: He's on or off. Follow through if warned
 - Taunting – nothing racial/no EZ celebrating (not embarrassing the opponent)
 - Verbal OC – Contact UR
 - Your flag – stop clock

GAME DAY IDEAS

Think about what you see and what will be happening next. Use your experience and knowledge of the game as a means of getting into position for each play. Know which formations teams use on passing plays and which alignments are most often used on running plays.



Observe what is happening as the play develops and what is going on in your zone. If the play is coming your way, get into position so you can see the blockers and the defenders. Watch for illegal blocks, holding and other infractions at the point of attack. Once the runner is contacted, stay alert for a fumble and determine the point of forward progress. If the play goes away for your zone, let the remaining players know you're there; this will help prevent a cheap shot or flare up.

See what you call, call what you see. Don't guess. As you turn your head you see a blocker contacting a defender below the waist. This is not the time to throw the flag. Why not? Because the blocker may have made initial contact above the waist and finished the block below, making this a legal block. Remember the "when in doubt" situations. For example, if you're unsure whether the receiver caught the ball or trapped it, you should rule the pass incomplete. You may guess correctly half the time, but that means you were incorrect the other half. That ratio is unacceptable.

Remember the ABC's

- Alert, ready and in position for the play
- Bench & sideline - clear for my movement/safety
- Count players
- Down & Distance
- Eligible & Ineligibles
- Formation. What is it telling me?
- Gain (where do they have to get to?)
- Help out when needed
- Inspection – everyone is checking something before the game
- Judgement on calls/situations
- Keep everyone boxed-in
- Leave your ego in the locker room
- Mechanics are there to get you started and get you into the right place the majority of the time
- No Calls are sometime the right calls
- Out of bounds – use it to your advantage
- Position and partners – look through for help
- Quarter change – get it right the first time
- Report all penalties
- Speed kills
- Team work and communications
- Unusual situations – are you ready?



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- Visualize and interpret what happened and make a decision
 - Whistle control – where is the ball?
 - Xtra time – take it when necessary
 - Yards to go?
 - Zero Tolerance on equipment (use good judgement)

Deadly Sins

1. Allow next play to go on if there is a problem
2. Assuming
3. Hurrying, not hustling
4. Inadvertent whistle
5. Letting game get away from you.
6. Not covering the goal line
7. Not evaluating how you did and making improvements
8. Not ready/prepared
9. Out-of-position
10. Speed kills
11. Thinking that you're over communicating
12. Third quarter let-down
13. Time Management
14. Wrong application

“It's better to know and not need it - than need it and not know it!”
“Don't be thinking – be knowing”

The Ideal Official

1. Perfect knowledge of the rules. (Knows what their intention is and how they are to be applied).
2. Uses common sense and good judgement rather than the letter of the law on technical rulings.
3. Is in the right position (at the right time) to make/sell the right call.
4. Keeps game moving/flowing.
5. Notices everything, but is not noticed.
6. Makes decisions clearly and does not walk away from a tough decision.
7. Complete knowledge and adherence to approved mechanics and signals.
8. Consistent calls.

Football Pre-game notes



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9. Intelligent and cooperative teamwork.
 10. 100% top physical condition and impeccable appearance.
 11. Demonstrates high personal integrity.