

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
 - c. 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

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**



Al Messerschmidt, Getty Images

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 is 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.**

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

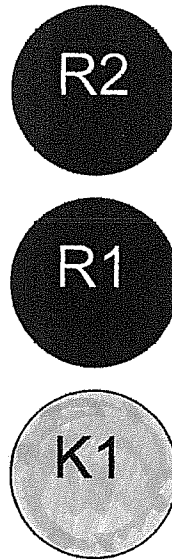
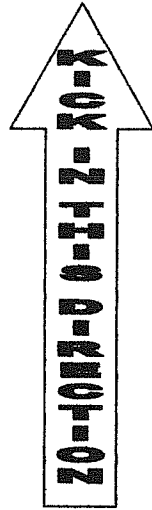
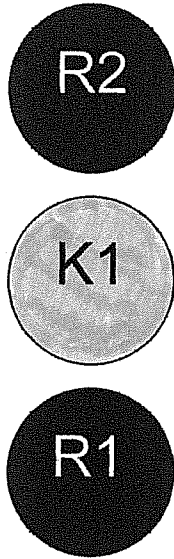
- **A Team A player may legally touch a Free Kick:**
 - **After it touches a Team B player. Exception: forced touching**
 - **A Team A player who voluntarily goes out of bounds during a free kick down may not touch a free kick even though the ball touches a Team B player.**
 - **An inbounds player touched 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

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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.



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.

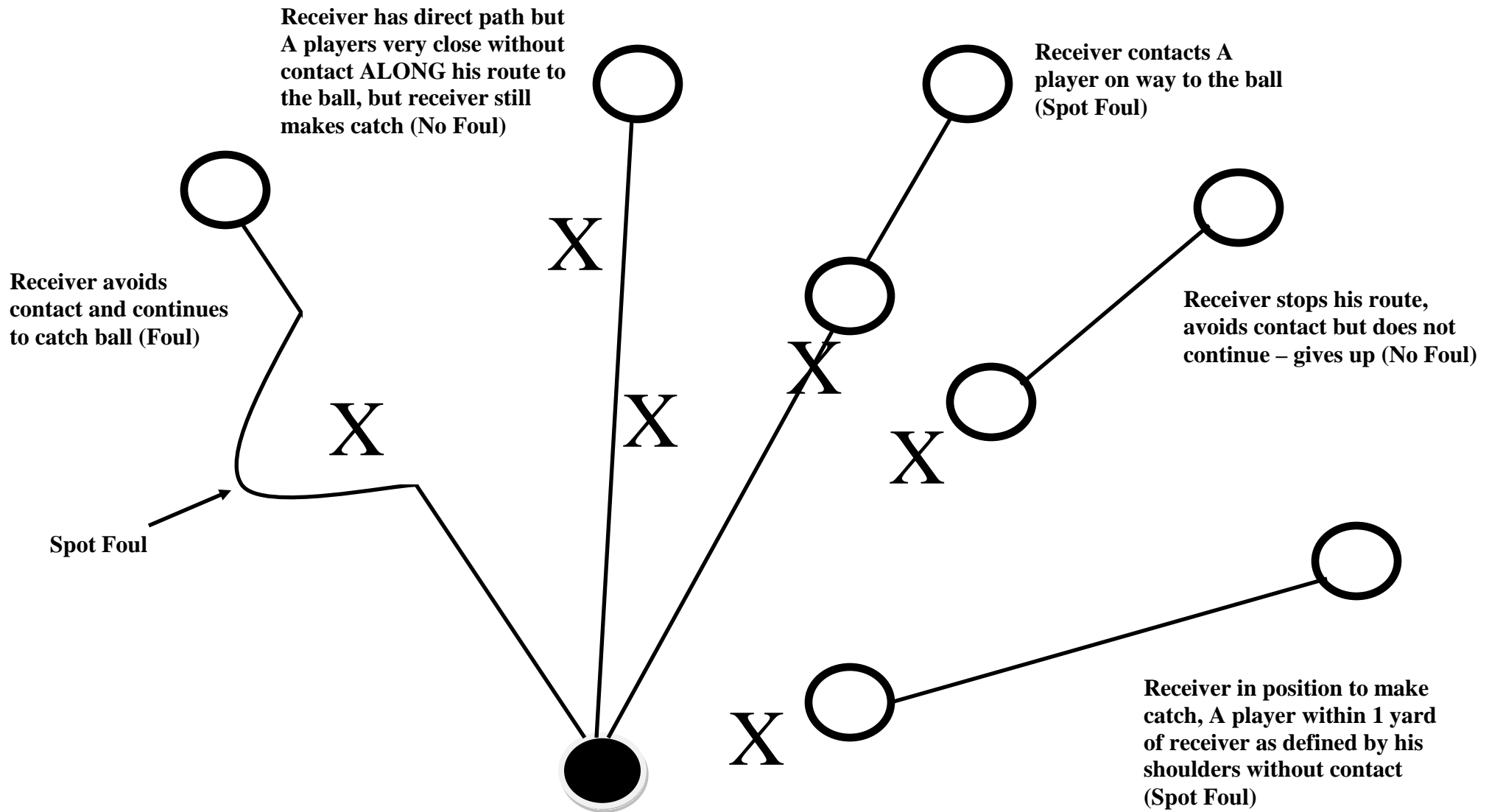
2. Ball carrier A22 heads for the right-hand pylon at the goal line. At the B-2 he dives or is blocked into the air by an opponent. The ball in A22's right hand crosses the sideline at the B-1 and passes outside the pylon, and then A22 (a) touches the pylon with his foot or left hand; (b) first touches 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

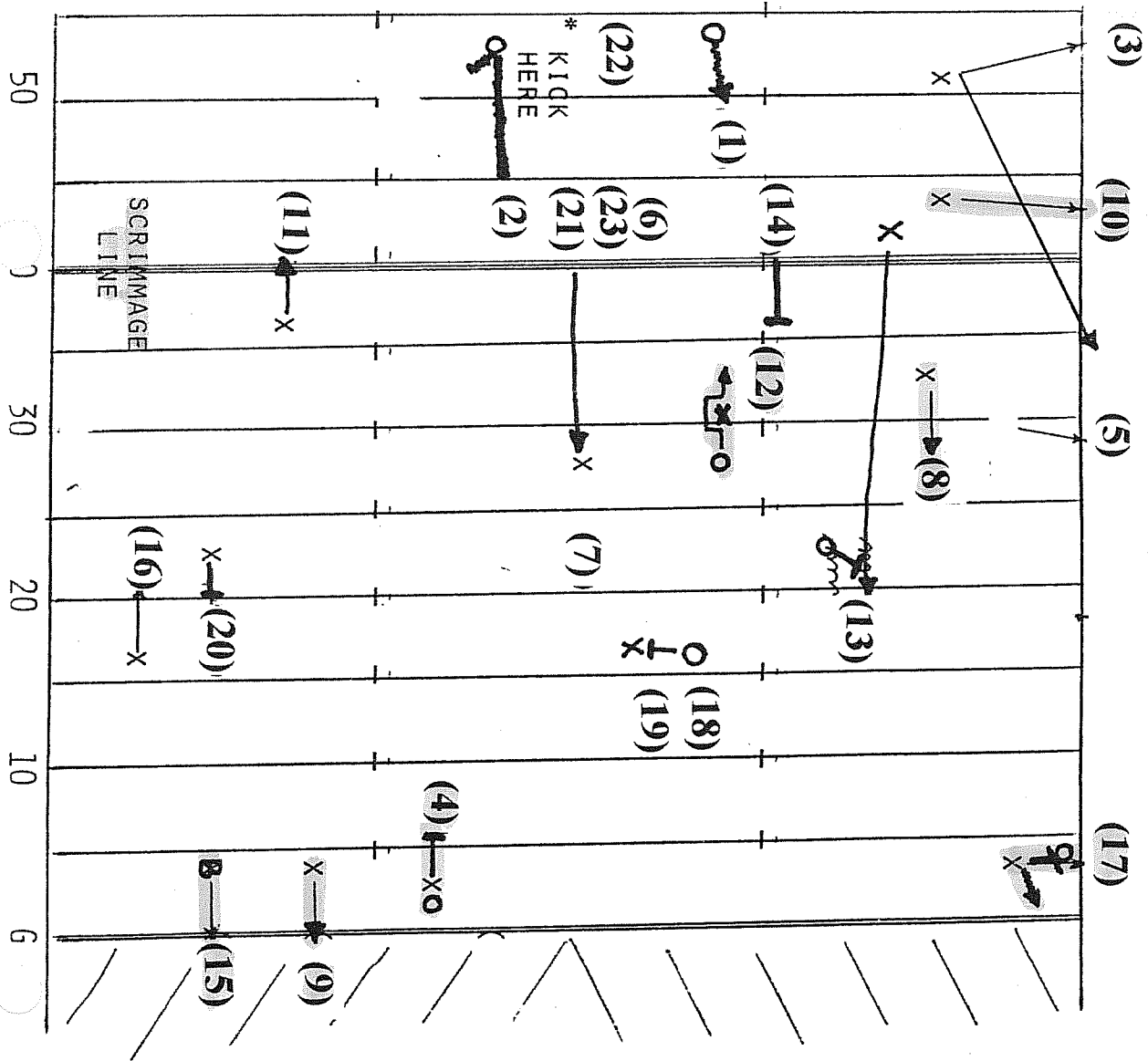


SPOT WHERE BALL IS TO BE CAUGHT

SCRIMMAGE KICKS

- Scrimmage Kick Formation
- Quick Kicks
- Field Goals & Extra Points

1. 4TH DOWN FUMBLES
2. SNAP: BACKWARD PASS
3. KICK OUT OF BOUNDS
4. FORCED TOUCHING
5. UNSUCCESSFUL FG
6. ELIGIBLE/INELIGIBLE RECEIVERS
7. INELIGIBLES DOWNFIELD
8. ILLEGAL TOUCHING BY A
9. GOAL LINE BATTING
10. A OUT OF BOUNDS
11. KICK BEYOND THE LINE
12. INTERFERENCE WITH OPPORTUNITY
13. SIMULATED KICK
14. EXPANDED NEUTRAL ZONE
15. MOMENTUM SITUATIONS
16. FAIR CATCH
17. SIGNAL-NO TOUCH-BLOCK
18. ILLEGAL BLOCKS
19. BLOCKS IN BACK
20. POST SCRIM KICK FOULS
21. FOULS AGAINST SNAPPER
22. RUNNING INTO/ROUGHING
23. LEAPING



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
 - 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).
 - 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).
 - 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