

The top ten list!!!

I have a two phase pregame one is more time consuming that each member or my crew can use on their own in the locker room to prepare themselves to work.

The other is my last 10 things we say to each other in a group before we leave to take the field. These 10 things take about 5 minutes to cover and really put all of us on the same wave length before we go to the field to officiate the ballgame. I wanted to share these 10 things with you and what they mean to me and my crew.

1. **Deal with coaches and players in a very professional manner!**
When we leave that locker room we all know each other will deal with coaches and players very professionally. If you're not sure what professional is, find out! This one thing has helped us so much and it will be appreciated by the coaches.
2. **Everyone should be counting players on every play**
This is something that is embarrassing to a crew so we emphasize it.
3. **Goal line situations and review.**
We cover responsibilities and any problems we have or have seen. It's important to get the touchdowns right so we spend extra time on it.
4. **Don't turn our back on the tough calls.**
No explanation needed.
5. **A mistake by one is a mistake by all!!!**
I don't want any excuses on the field we're all in this together.
6. Be in position to make all calls **Hustle** be alert.
7. **Anticipate the play not the call.**
Know the situation of the game is it 1st and 10 or is it 3rd and 15. I think we need to think about situations and how it pertains to being able to anticipate what may happen. We talk about each position and what the situations are that pertain to the game.
8. Make all your calls **100%** calls.
If you see a violation make sure you see it all, don't think I saw it, be sure that you saw the whole play. I won't allow people to guess on my crew and neither will my crew members. This is very important to our crew.
9. Use good **preventive officiating** and the game will go smooth.
When it's possible to help someone avoid a violation, we want to do so.
10. **REFEREE ONE PLAY AT A TIME!!!!!!!!!!!!!!!!!!!!!!**
This tells us to work each play as its own little game. Maybe we had a goofy play on 2nd and 5 and now it's 2nd and 20. We have to think about 2nd and 20 not worry about what happened previously.

I figured if David Letterman can have his top ten list so can I.

Tips to help make the game go smooooooth!!!!

1. Our #1 responsibility is that of player safety.
2. Know and concentrate on your keys every play.
3. Key the tight end or the strong side.
4. Key tackle on far side and be able to see the backs.
5. Key the tackle on your side.
6. Key the guard and center also be able to see the ball.
7. Know what can happen in the free blocking zone.
8. Watch for crack backs.
9. Do you **know** what the signal is for every penalty.
10. A whistle seldom kills the play, it's already dead.
11. **No** foul causes loss of the ball.
12. Towels must be plain white.
13. If the score could be 12 points or less try the extra point.
14. Relay a jersey change to both sidelines when it happens.
15. The same type ball **must** be used for a series of downs.
16. Only the receiver who gives a valid signal is afforded protection.
17. **Players and coaches** communicating near the sideline is not an unauthorized conference.
18. Start the clock on the snap when a delay or game penalty is accepted
19. Free kick on an awarded fair catch must be held on a **Tee** to score points.
20. A scrimmage kick recovered in or behind the neutral zone may be advanced by either **K** or **R**.

AXIOMS OF FOOTBALL OFFICIATING

WHEN IN QUESTION:

- The catch, recovery or interception is not completed. 2-2-7
- The contact is at the thigh or below and therefore a chop block. 2-3-3
- The contact is below the waist and therefore a clip. 2-3-4
- A ball has not been touched on a kick or forward pass. 2-10-4
- A ball is accidentally kicked rather than intentionally kicked. 2-15-1
- It is a forward pass rather than a backward pass when thrown in or behind the neutral zone. 2-19-2
- The ball is passed and not fumbled during an attempted forward pass. 2-19-2
- A legal forward pass is catchable. 2-19-4
- The clock shall be stopped for an injured player. 3-3-5
- The ball is dead (runner so held that forward progress is stopped). 4-1-3
- The ball is dead (runner loses possession as he contacts the ground). 4-1-3
- It is a contact foul (interference with the opportunity to catch). 6-4-1
- The team A played has a reasonable opportunity to catch the pass and it is not intentional grounding 7-3-2-d
- A legal forward pass is catchable. 7-3-8
- It is a touchback not a safety. 8-5-1
- It is twisting, turning or pulling the facemask. 9-1-2
- It is roughing rather than running into the kicker. 9-1-3

- It is legal use of hands rather than holding or illegal use of hands.
- A departing player has left the field prior to the snap.
- Offensive players are legally on the line.
- Offensive players are legally in the backfield.
- It is a block at the side rather than at the back.
- The passer has not intentionally grounded the ball.
- The defensive back has legally initiated contact.
- Defensive signals are legal
- Players are legally moving rather than in illegal motion.
- The pass is backward rather than forward beyond the neutral zone or when there is no neutral zone.
- The ball is dead in the field rather than out of bounds.
- A player is inbounds, rather than out of bounds.
- The one second pause has been violated.
- Kick team members have not been within two yards of a receiver prior to the catch (or touch).
- As to disintegration of the clipping zone, assume it is intact.
- Don't throw the flag.
- Don't blow the whistle.
- The Referee will not honor a crowd noise request.
- A player has been forced out of bounds by an opponent.
- A Team A player has met nine year mark requirements.

- It is a touchback rather than the ball belonging to Team B near the goal under original momentum rules.
- As to "caught or trapped?" the pass is incomplete.
- A ball has been muffed rather than caught.
- A player has attempted to focus attention upon himself by a delayed, excessive or prolonged act.

DO'S AND DO NOT'S OF FOOTBALL OFFICIATING

DO

Expect the unexpected.

Have a Clean Uniform, shined shoes, properly shaped hat, white pants and all equipment that complies with Manual National Uniform specifications

Have a spare flag, whistle, socks and a long sleeve shirt and a short sleeve shirt at each game

Participate and be totally involved in the Pregame Conference

Have knowledge of the rules and all mechanics procedures for your position

Be tactful to players, coaches, and co-officials

Know the correct signals for each penalty

Call time out for a player who is obviously injured

Keep players boxed in

Record all time outs

Record all fouls you call, number of offending player and time foul occurred

Relay number of offending player to head coaches and/or other officials

Help co-officials by knowing if ball was loose or in possession when foul occurred, if pass was caught cleanly or trapped, if ball was caught or was being juggled as player goes out of bounds, if dead ball contact was made on the line of scrimmage

Be alert for crack back blocks

Hold bean bag in your hand when required by mechanics, on-side kicks, kickoffs, scrimmage kick etc.

Get correct forward progress spot and out of bound spot accurately – Give the players all they deserve

Quickly signal possession after a fumble or loose ball

Dig ball out of pile ups when possession is not known

Cover the spot of a foul when called by a co-official

Continue to officiate after you call a foul

Mark the dead ball spot when co-official calls a foul

Drop flag on appropriate yard line, not necessarily on the spot

A good job with the ball boys, know and follow our ball mechanics and do a thorough pregame job with the ball boys

DO

Face and cover the action outside after marking out of bounds spot

Signal "keep the clock running" when ball becomes dead within five yards of sidelines at all times

Signal "Keep the clock running" when dead within five yards of sideline before signaling time out for a First down

Count players on every down and free kick situations

Instruct (chain crew, auxiliary bowman, ball boys, clock operator, 25-second operator) auxiliary personnel properly in your pregame duties

Wind the clock on all kick offs particularly on side attempts when the ball is legally touched or should be

started by rule

Repeat the down back to the Referee after he signals you

Coordinate signals (HL, LJ, FJ, BJ) relative to proper scrimmage alignment, proper number of players, unbalanced line, men in motion, catch or trap etc.

Acknowledge co-officials signals

Signal, by extended arm, forward or backward pass (R, HJ, LJ)

Signal (LJ) time out if close for a first down

Know and observe your initial player relative to pass situations. Continue this coverage for 6-8 yards then go to zone

Coordinate goal line coverage inside the 7 1/2 -yard line

Advise referee of your travel plans

Secure proper certification from head coach as to proper equipment

Carry out all Pregame assignments

Look sharp after entering field – No bull sessions, only proper actions as to Pregame Duties

Place your cap over your heart while you stand during the Star Spangled Banner

Stand with your cap off during school songs

Make sure Umpire has correct ball or kick-off (FJ – BJ)

Break from pre-kick off huddle with enthusiasm

Concentrate so as not to have an inadvertent whistle

Check each other on proper rule enforcement and proper yardage enforcement