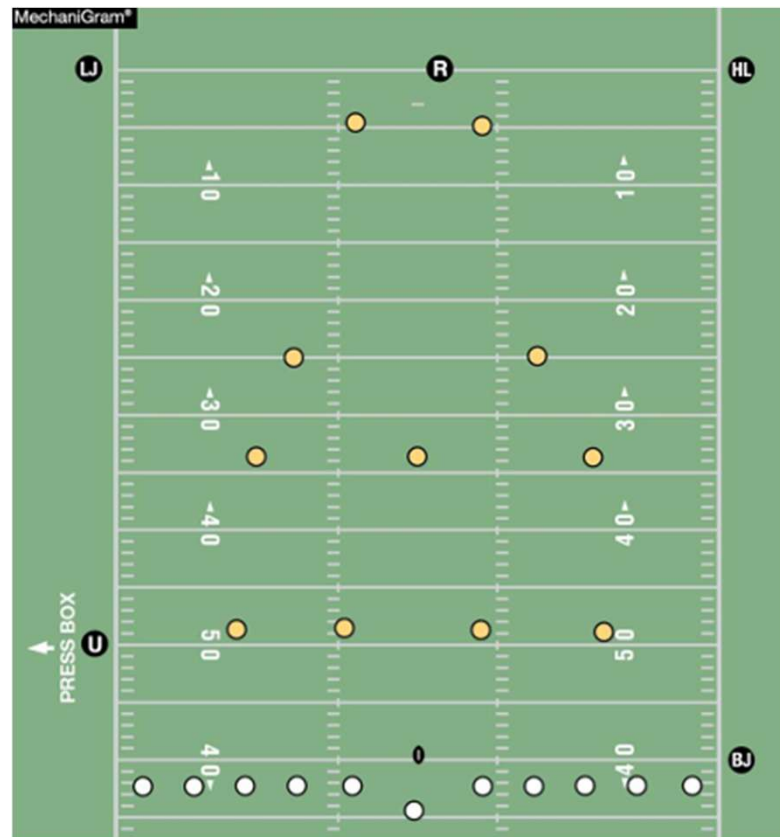


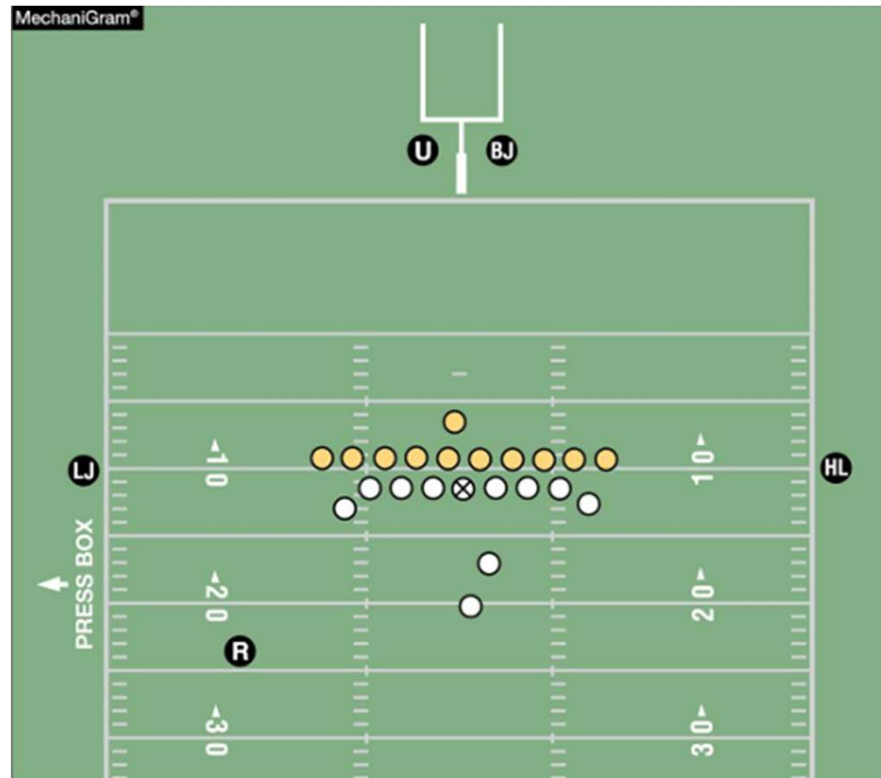
Statewide Mechanics - Kickoff Positions

- ▶ Swapping Umpire for Line Judge
- ▶ Ump/BJ move to Hashes to officiate
- ▶ Wings start at Goal Line
- ▶ Ability to “push” wings up the field but only as high as deepest receiver. Must be Parallel.
- ▶ Ability to Officiate in Natural Positions (similar to scrimmage play)
- ▶ Keys
 - ▶ Ump/BJ - Front Row of R
 - ▶ Wings - 2nd wave of R
 - ▶ R - Returner & Goal Line



Statewide Mechanics - Scoring Kick Positions

- ▶ Umpire now going under goal post
- ▶ Wings Hold Sideline
- ▶ Advantages
 - ▶ Better coverage on the LOS
 - ▶ Better coverage for busted plays
- ▶ Disadvantages
 - ▶ Lack of Presence in the Middle
 - ▶ Spotting the Ball.
 - ▶ Live Ball: Wings to Help
 - ▶ Who has the Snapper?
 - ▶ Primary: Umpire but Referee must be ready for Umpire to ask for help if he can't see



Statewide Mechanics - Referee Positioning

- ▶ Scrimmage Plays
 - ▶ Positioned on QB Throwing Arm Side
 - ▶ 14 yards Deep, Wider than Tackle/Tight End (Middle of Field)
 - ▶ Short Yardage coming out of End Zone. End Line 7 yards or closer. Goal Line Responsibility outside of the 7-yard line.
- ▶ Initial Keys
 - ▶ Pre-Snap: RB and QB actions
 - ▶ Discuss Near Side vs Far Side Tackle
- ▶ Responsibilities
 - ▶ Quarterback All Day!
 - ▶ Passer beyond the LOS (Primary)
- ▶ Scrimmage Kicks - FG/Try
 - ▶ Kicker Side, looking at the Holder
 - ▶ Remember to Push off Umpire, but delay Ready to Play
- ▶ Scrimmage Kicks - Punt
 - ▶ Kicking Leg Side

Statewide Mechanics - Umpire Positioning

- ▶ Scrimmage Plays
 - ▶ 7-8 yards depth, preferably between tackles
 - ▶ No requirement to adjust position due to passing play
 - ▶ Turn on passes when available/necessary
- ▶ Initial Keys
 - ▶ Guard-Center-Guard
 - ▶ Discuss Tackle Responsibility
- ▶ Responsibilities
 - ▶ Primary: Ineligible Downfield
 - ▶ Secondary on Passer beyond the LOS & Passes caught behind the LOS
- ▶ Scrimmage Kicks - FG/Try
 - ▶ Spot Ball & wait to get pushed back by the R. Move to Position under Goal Post to rule on Kick
 - ▶ Discuss Snapper Responsibility
- ▶ Scrimmage Kicks - Punt
 - ▶ Adjust Depth to 10 yards
 - ▶ Cheat to LJ side when available
 - ▶ Turn on 1st wave

Statewide Mechanics - Wing Positioning

- ▶ Scrimmage Plays
 - ▶ START & STAY ON SIDELINES!
- ▶ Initial Keys
 - ▶ Snap > Tackle > Key
 - ▶ Strong Side Wing - 2nd & 3rd Eligibles on Strong Side
 - ▶ Weak Side Wing - 1st & 2nd Eligibles on Weak Side
- ▶ Responsibilities
 - ▶ No Primary Responsibilities on LOS during a scrimmage play
 - ▶ Secondary - did ball cross NZ on a “dumped pass” - This is a Crew Call
 - ▶ Running Play - let the play pass
 - ▶ Potential Passing play - Drift & move to officiate. Don't stick to the LOS
 - ▶ Responsible for legality of motion man moving away from a wing official
- ▶ Scrimmage Kicks - FG/Try
 - ▶ Wings now hold natural position for scrimmage kick formations
 - ▶ Discuss LOS responsibilities including the Ball
- ▶ Scrimmage Kicks - Punt
 - ▶ Line Judge - Release at Possession of the Kicker. Move downfield and cover blocks
 - ▶ Head Linesman - Release when the ball passes the Neutral Zone. Secondary on Receiver

Statewide Mechanics - Back Judge Positioning

- ▶ Scrimmage Plays
 - ▶ Depth - 25 yards off the LOS (middle of the field). Deeper than Deepest Defender.
 - ▶ Know your TEAMS!
 - ▶ Start on Goal line - Ball at 30 yard line and in
 - ▶ Start on End Line - Ball at 20 yard line and in
 - ▶ Can Still Move to Goal Line on Running Plays to provide coverage
- ▶ Initial Keys
 - ▶ Strong side Widest Receivers (1 & 2)
 - ▶ Always has the active motion man
- ▶ Scrimmage Kicks - FG/Try
 - ▶ Under Goal Post
 - ▶ Responsible for numbering exception on swinging gate
- ▶ Scrimmage Kicks - Punt
 - ▶ Shaded towards Head Linesman side

Dead Ball Officiating - Sideline Behavior

- ▶ Navigating Coach Behavior (DISCUSSION)
 - ▶ For Coaches - let your wings handle the Coaches until they can't
 - ▶ Back Judges & Umpires throwing Sideline Behavior fouls is a Red Flag
- ▶ Sideline Warning vs Unsportsmanlike Fouls
 - ▶ Sideline Warnings are for Box Interference.....not Attitudes
- ▶ Managing the Team Box
 - ▶ IF Ball is Dead, ok for Coach to "leak" onto the field IF he's coaching
 - ▶ Once the snap is imminent, all Coaches need to be in the Team Box
- ▶ Assistant coaches contesting calls - Automatic Unsportsmanlike Penalty (15-yard)
 - ▶ Unsporting foul on the team bench - charged to the Head Coach
 - ▶ 1 of 2 unsporting fouls charged to the Head Coach
 - ▶ <https://www.nchsaa.org/officials/>
- ▶ Parent Behavior
 - ▶ Ignore when possible
 - ▶ We do not have authority to directly remove fans as an official
 - ▶ Let this live with Gameday Administrators. Can we avoid impacting the game?

Dead Ball Officiating - DQ vs. Ejection

- ▶ Disqualification only applies to a collection of 2 unsportsmanlike fouls (or the 2nd contact incident with a non-player in the restricted area) ***(no report needed)***
- ▶ Ejection applies to the following items ***(reporting required)***:
 - ▶ Fighting
 - ▶ Leaving the bench area
 - ▶ Flagrant contact
 - ▶ Biting
 - ▶ Taunting, baiting, spitting
 - ▶ Obscene Gestures
 - ▶ Disrespectfully addressing an official
 - ▶ Profanity
 - ▶ Tobacco Use

Dead Ball Officiating - Ball Boys

- ▶ Ball Boys on the Field
 - ▶ Know your personnel
 - ▶ Nobody on the field during sequence of downs
 - ▶ Ok to run the ball in after change of possessions ONLY
 - ▶ If a new ball is desired prior to punt or FG attempt, snapper or kicker needs to bring it directly to the Umpire. If previous ball is already placed and Umpire is in position....too late
 - ▶ New Position of the Umpire makes this tricky on scoring kicks. Low likelihood of a new ball on a last-minute scoring kick when the clock is running
 - ▶ For the TRY.....you kick the ball you score with (however, be willing to consider weather)

Dead Ball Officiating - Celebrations

- ▶ These actions should lead to Unsportsmanlike Fouls
 - ▶ Spinning the Ball
 - ▶ Spiking the Ball to draw attention to one's self
 - ▶ Pointing or Gesturing towards the opponent's sideline
 - ▶ Excessive Pointing or Gesturing in the face of the opponent
 - ▶ Excessive time standing over an opponent (can we verbally move them first)
 - ▶ Excessive Celebrations