

2019 Referee /Umpire Session

June 18, 2019

Session Discussion Topics

- ▶ 2019 NFHS Rule Changes (Quick Look)
- ▶ 2019 Hudl Video Info/Update
- ▶ Weekly Referee Responsibilities
- ▶ Pregame Consistency
- ▶ Meeting the Head Coaches
- ▶ Ref/Ump Pre-Snap Checklist, Positioning & Keys (w/video)
- ▶ Roughing the Passer, Kicker & Holder (w/video)
- ▶ Holding, Blocks below the Waist, Chop Blocks
- ▶ Targeting & Blind-Side-Block
(Indicators - questions for calling official)
- ▶ “Ball on the Tics” (w/video)
- ▶ 40”/25” Play Clock Change (w/video)

2019 New Rules (excluding 40/25 Play Clock)

- ▶ **BY STATE ASSOCIATION ADOPTION, USE OF VIDEO REVIEW ALLOWED FOR STATE POST-SEASON CONTESTS [1-3-7 NOTE (NEW), TABLE 1-7 - 1-3-7 NOTE (NEW)]**
 - ▶ Rationale: By state association adoption, instant replay may only be used during state postseason contests to review decisions by the on-field game officials. This adoption would allow state associations to develop protocols for use of video replay.
 - ▶ New York currently has not adopted use of video review for football.
- ▶ **IMPROVED VISIBILITY OF NUMBERS [1-5-1c, 1-5-1c(6) (NEW)]**
 - ▶ Rationale: This is the 83rd year in a row that the committee has changed the uniform rules. I think they're in cahoots with the jersey manufacturers. (I always wanted to sneak "cahoots" into a training session)
- ▶ **REDEFINED REQUIREMENTS FOR A LEGAL SCRIMMAGE FORMATION (2-14-1, 7-2-5a,b)**
 - ▶ Rationale: A legal scrimmage formation now requires at least five offensive players on their line of scrimmage with no more than four backs. This change will make it easier to identify legal and illegal offensive formations.
 - ▶ At the snap, at least five A players on their line of scrimmage must be numbered 50-79.

2019 New Rules (excluding 40/25 Play Clock)

- ▶ **PROHIBITION ON TRIPPING THE RUNNER [2-45, 9-4-3o (NEW), 9-4-3o PENALTY (NEW)]**
 - ▶ Rationale: In an effort to decrease risk, tripping the runner is now prohibited. It is now a foul to intentionally use the lower leg or foot to obstruct a runner below the knees.
- ▶ **ILLEGAL KICKING AND BATTING PENALTY REDUCED (6-2-1 PENALTY, 9-7 PENALTY)**
 - ▶ Rationale: The penalty for illegally kicking or batting the ball was reduced from 15 yards to 10 yards. This foul is not as severe as a Personal Foul.
- ▶ **HORSE-COLLAR TACKLE ADDITION (9-4-3k)**
 - ▶ Rationale: Grabbing the name plate area of the jersey of the runner, directly below the back collar, and pulling the runner to the ground is now an illegal personal contact foul.

2019 Hudl Video Info/Update

- ▶ For 2019, Rochester and Finger Lakes officials will have access to ALL Section Five games every week
- ▶ Ability to look at team video for your upcoming game
- ▶ Opportunity to share specific plays from your game with fellow officials for discussion and feedback
 - ▶ “Hey Fred - take a look at play #114 in the Fairport/Victor game and let me know what you think”
- ▶ Games will be available for 2 weeks prior to deletion
- ▶ All weekly coach play submissions will be available to everyone

Weekly Referee Responsibilities



Weekly Referee Responsibilities

- ▶ Review Team game videos for upcoming contest
- ▶ Contact game crew to confirm travel and arrival details for upcoming game
- ▶ Make sure crew knows where to park, which door to enter and where the crew will be dressing and conducting pre-game
- ▶ Especially important for newer officials that may not have had a game at this site
- ▶ Arrive at school for pregame at least 15 minutes prior to 90 minute meeting time

Weekly Referee Responsibilities

- ▶ Start pregame meeting on time
- ▶ On field at 30 minute mark
- ▶ Notify chapter assignor *ASAP* as to ejections or other major issues - have specific game times and officials involved available
- ▶ Fill out ejection paperwork and submit to chapter secretary

Pregame Crew Meeting

- ▶ Consistency week-to-week
- ▶ Keep the “You won’t believe what happened to me 3 years ago...” stories to a minimum
- ▶ Don’t get bogged down with minutiae - robotically reciting pre-snap position responsibilities is a waste of time
- ▶ * If there is a new Varsity official on the crew, it’s important to make sure they know where to line up and what their responsibilities are.
- ▶ New rules and mechanics changes should be discussed at least the first two to three weeks

Pregame Crew Meeting

- ▶ Get all crew members involved
- ▶ Talk about specific on-field situations
 - ▶ Examples:
 - ▶ Screen passes - who is responsible for IDP?
 - ▶ Quick pass to sideline - who is responsible for forward/backward?
 - ▶ IFP (Intentional Grounding) - what crew procedures are used to determine legal/illegal pass?
 - ▶ Short free kick situations - who has the ball, who has the blocks?

Pregame Crew Meeting

- ▶ Fouls / Penalties
- ▶ Measurements
- ▶ Team B has the ball
- ▶ Timing
- ▶ Time outs
- ▶ Onside Kicks
- ▶ Fumbles

Pregame Crew Meeting

- ▶ Inside the 20
- ▶ Targeting
- ▶ Substitutions
- ▶ Scrimmage Kicks
- ▶ Hurry up situations
- ▶ What are some other areas to address?

Crew Leadership

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Crew Leadership

- ▶ Above all else, the Referee must put forth an effort commensurate with becoming the **HIGHEST PERFORMING MEMBER** of the crew.

Crew Leadership

- ▶ Referees must embrace their role as the leader of the crew!
- ▶ All crew members look to the Referee for leadership regardless of experience level.
- ▶ On-field Crew Performance is largely the result of the environment established by the Crew Chief.

Crew Cohesiveness

- ▶ Building Chemistry
- ▶ Instilling Confidence
- ▶ Quality Communication

Crew Cohesiveness

▶ Chemistry

- ▶ **Camaraderie** - a positive environment for growth and enjoyment of sharing time together
- ▶ **Buy-in** - all “rowing” in the same direction while maintaining an ability to challenge the status quo

Crew Cohesiveness

▶ Confidence

- ▶ **Autonomy** - feeling empowered to act independently for the benefit of the crew, “own your position” and then help somebody else
- ▶ **Preparation** - utilization of resources for continuous improvement and seeking out challenges that always slightly exceed your current skills
- ▶ **Presence** - the “IT” factor... acting in a way that displays competence over and over again

Crew Cohesiveness

▶ Communication

- ▶ **Intentional and Relevant** - communication has a purpose and moves the needle of what we're trying to accomplish whether on or off the field
- ▶ **Growth Mindset** - single events are platforms for improvement, not definitions of identity or performance; transform “what is” into “what’s next”

Landmines to Avoid

- ▶ **Arrogance** → Complacency, Confidence Without Preparation
- ▶ **Complaining About Assignments, Crew Make-Up** → Fixed Mindset Approach
- ▶ **Gossip About Other Officials** → Irrelevant to What We're Trying to Accomplish
- ▶ **“3rd Domain” Communication** → Other Officials, Social Media

Meeting With Coaches

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Meeting With Coaches

- ▶ Know what you're going to talk about ahead of time
- ▶ Keep it brief, but cover the important things
- ▶ Umpire should step in if the Referee gets distracted by a coach question to make sure nothing is missed
- ▶ Balls, ball boys and chain crews are extremely important due to the new 40" play clock rule.

Meeting With Coaches - Topics

- ▶ Shake Hands - Introduce ourselves
 - ▶ Give crew card to coach
 - ▶ Explain who will be on his sideline
- ▶ Are players properly equipped?
- ▶ Injuries? Casts? Other coverings?
- ▶ Captains' numbers
 - ▶ “I will look to you (the coach) for choice on penalties”
- ▶ Confirm starting QB name and number
- ▶ Kickers - Right or left footed?

OFFICIATING CREW	
Date:	10/19/18
Victor <small>(VICTOR)</small>	Eastridge <small>(VICTOR)</small>
Referee	Ric Hamblin
Umpire	Jeff Phillips
Linesman	Greg George
Line Judge	Darrell Johnson
Back Judge	Paul Marsh

Meeting With Coaches - Topics

- ▶ If team is up-tempo remind them we will set the pace with the understanding they want to go quick
- ▶ Weather issues
 - If rainy ask if a dry ball is more important than getting it down quickly
 - Severe weather possible - where do teams and officials go?
- ▶ Points of emphasis
 - ▶ Sidelines
- ▶ You can come down to us for a TO.

Meeting With Coaches - Topics

- ▶ New rules questions? (early season games only)
- ▶ Any unusual formations or plays?
- ▶ Sync watches, give him starting time. Game clock is correct.
- ▶ Any questions for us?
- ▶ Good luck

Referee / Umpire Mechanics

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Referee / Umpire Mechanics

- ▶ Know the NFHS Manual
- ▶ Know the NY State “Variations”
- ▶ Focus on your area, trust your crewmates to focus on theirs

Referee Mechanics - Pre-snap Routine



Referee Mechanics - Pre-snap Routine

- ▶ Set Ball on right hash on Incomplete Pass if Umpire goes to left sideline for new ball
- ▶ Wind Game Clock if Necessary (First down, Admin stop)
 - ▶ Chop and wind for Admin stop)
- ▶ Check Down and Distance - long 5 or short 5?
- ▶ Get in Position - Are Others in Position?
- ▶ Manage Situations - Release Umpire from ball
- ▶ Clock Awareness
- ▶ Count Players and Confirm with Umpire
- ▶ You have Backs Pre-snap for FST
- ▶ Linemen - FST

Umpire Mechanics - Pre-snap Routine

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Umpire Mechanics - Pre-snap Routine

- ▶ Retrieve and Set new Ball from sideline if Incomplete Downfield Pass - relay to Referee if spotted on far hash
- ▶ Inform Referee - Wind/No Wind of Game Clock
- ▶ Check Down and Distance - long 5 or short 5?
- ▶ Get in Position Quickly after spotting ball unless the Referee tells you to stay on it - Are Others in Position?
- ▶ Manage Situations - Wait for Referee to Release you from the ball if he asked you to sit on it
- ▶ Clock Awareness
- ▶ Count Players and Confirm with Referee
- ▶ You have Center, Guards and Tackles (if possible) Pre-snap for FST

Referee Mechanics - Outline

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Referee Mechanics - Outline

Play Positioning

▶ Scrimmage Plays

- ▶ Right side of the QB, 12-15 yards back, 3-4 yards outside TE position (consistent)
- ▶ The QB is your guy - stay with him throughout a pass and beyond
- ▶ First step back on angle if necessary - keep your cushion
- ▶ Runs outside the tackles (sweeps for example)
 - ▶ R works frontside POA zone
 - ▶ Plays to the left require pursuit by the R to see this action

▶ Punts

- ▶ 8-10 yards wide of the kicker, right side
- ▶ Up to 4-5 yards deep of the kicker - “slightly behind”
- ▶ Wider on end line or goal line if deep in their own end

Referee Mechanics - Outline

▶ Field Goals

- ▶ 8-10 yards wide. 2-3 yards deeper than kicker and holder. Looking in at holder's face

▶ Free Kicks

- ▶ Blow RFP on the goal line - just inside the #s - you have the GL pylon
- ▶ Short free kick anticipated - move to the middle of the field
- ▶ Showmanship. Blow the whistle and pop it in
- ▶ Receiver momentum responsibility
- ▶ Move laterally to look past return man (looking over his shoulder) and seeing blocks in front

Umpire Mechanics - Outline

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Umpire Mechanics - Outline

Play Positioning

▶ Scrimmage Plays

- ▶ 5-7 yards deep, between the tackles - keep snap in view
- ▶ Don't line up in the same spot on every play
- ▶ As play develops, turn attention to observe POA
- ▶ Runs outside the tackles (sweeps for example)
 - ▶ U works back side of POA zone - crucial for plays OOB with blocks at the #s

▶ Passes

- ▶ Move to LOS as quickly as possible, turn with pass
- ▶ IDP and IFP on QB scramble

Umpire Mechanics - Outline

▶ Punts

- ▶ 10 yards deep keeping snap in view
- ▶ Protect yourself, turn to observe downfield blocking

▶ Field Goals

- ▶ 5-7 yards deep, snap in view, shaded to open side of field

▶ Free Kicks

- ▶ Home team side @ 20 yardline - you have the GL pylon, so if the kicker can reach the GL, you need to re-adjust your start position to the 5 yard line
- ▶ Short free kick anticipated - R's free kick line

Roughing the Passer, Kicker, and Holder

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Roughing the Passer, Kicker, and Holder

RPS

- ▶ Identify where the threat is coming from
- ▶ Move to be in a position to rule on the contact
- ▶ BE A PROTECTOR!!
- ▶ The QB is your guy - stay with him
- ▶ Note rule states “when it is obvious the ball has been thrown”.

Roughing the Passer, Kicker, and Holder

RNK, RRK Reminders:

- ▶ Incidental contact with a kicker or holder is not a foul.
- ▶ When a defensive player's contact against the kicker or holder is caused by an opponent's block (legal or illegal), there is no foul for running into or roughing.
- ▶ A player who makes contact with the kicker or holder after touching the kick is not charged with running into or roughing the kicker.
- ▶ When a player other than one who blocks a scrimmage kick runs into or roughs the kicker or holder, it is a foul.
- ▶ When in question whether the foul is running into or roughing, the foul is roughing.

Roughing the Passer, Kicker, and Holder

VIDEO

Holding, Blocks Below the Waist, Chop Block

Holding, Blocks Below the Waist, Chop Block

Discussion of criteria for a Hold

- ▶ Actions that constitute offensive holding include but are not limited to the following six categories:
 - ▶ Tackle. Usually part of a block below the waist. An act of desperation by an offensive lineman badly beaten by a defender.
 - ▶ Takedown. Often fairly obvious. It may momentarily look like a wrestling match. A size mismatch increases the probability of a takedown. Backfield pass blockers are often smaller than defensive linemen, making the need for an “equalizing” technique.

Holding, Blocks Below the Waist, Chop Block

- ▶ **Pullover**. The pullover almost always occurs on a pass play. The offensive lineman grabs his opponent at the armpits or chest plate of the shoulder pads and then pulls him over himself, making it look like the defender ran over his blocker and fell down in the process.
- ▶ **Hook and resist**. In order to hook an opponent, the blocker must allow his hands to get outside the frame of his body. That is usually easily discernible. For a foul to occur, that act must result in a restriction that affects the play. If the defender immediately blows through the extended arm, no holding has occurred.

Holding, Blocks Below the Waist, Chop Block

- ▶ **Grab and restrict**. If the defender beats his blocker, the blocker may grab the defender's jersey as he is moving away. The jersey grab can be subtle or patently obvious.
- ▶ **Jerk and restrict**. This type of hold begins with two hands on the opponent's chest. After contact is made, the blocker slides his hands up under the opponent's shoulder pads and grabs the jersey. With that firm grasp, the blocker jerks the opponent aside or moves him away from the point of attack, thus delaying his advance.

Holding, Blocks Below the Waist, Chop Block

- ▶ Defensive holding is generally limited to three types:
 - ▶ **Pull and shoot**. This tactic used by defensive players (usually linemen) is designed to create a gap in the offensive line. The defensive lineman grabs the offensive lineman and pulls him to one side, allowing a teammate to run through the opening and rush the quarterback or block a kick.
 - ▶ **Holding a pulling lineman**. In order to prevent the offense from setting up the blocking in front of a screen pass or sweep, a defensive player (usually a lineman) will hold a pulling lineman. It often shows up as a shirt-grab or outright tackle.

Holding, Blocks Below the Waist, Chop Block

- ▶ **Holding on a chip block.** This hold begins when an offensive lineman fires out at the snap and legally blocks the defensive lineman (usually but not always a nose guard) below the waist. An adjacent offensive lineman will either fire out or chip block the nose guard, trying to work his way to the second level of defense, usually a linebacker. If the defensive lineman holds the adjacent lineman, he prevents the lineman from getting to the linebacker.

Holding, Blocks Below the Waist, Chop Block

Holding Philosophies

- ▶ If there is a potential offensive holding but the action occurs clearly away from the point of attack and has no (or could have no) effect on the play, offensive holding should not be called.
- ▶ The runner hits the right side, makes it through the line and gains enough for a first down. But action that qualifies as holding occurs on the opposite side of the line, away from the point of attack.
 - ▶ Was there a rules violation? Should a flag be thrown? No - officials must embrace the advantage/disadvantage philosophy. Color that play gray.

Holding, Blocks Below the Waist, Chop Block

- ▶ When considering holding, if the offensive player's act cannot be described using one of the six categories of holding, think twice before throwing the flag. Likewise, if the questionable block is on a player who could not reasonably make the tackle, a verbal warning is in order.

Holding, Blocks Below the Waist, Chop Block

- ▶ **Watch the defender's feet to determine if there is a hold.**
 - ▶ Holding is as much a foul of omission as commission. A blocker who fails to move his feet often finds himself needing to grab the defender in order to prevent the defender's movement and advance.
 - ▶ At the snap, watch the initial charge of the defense and the reaction of the offense. If you observe an offensive player grasping an opponent, shift your focus to the blocker's feet. If he stops moving his feet, he likely is holding to compensate. If the defender is faster or stronger than the blocker, the blocker usually has no choice but to hold.
 - ▶ Blockers who have poor footwork or are out of position are going to hold because they get caught flat-footed. But if the blocker is able to keep his feet, keep his body between the defender and the runner and does not have to resort to leverage in order to repel the defender, the block is likely legal.

Holding, Blocks Below the Waist, Chop Block

- ▶ Holding can be called even if the quarterback is subsequently sacked as it may be the other half of an offset foul.
- ▶ Some officials think that calling holding when the quarterback is sacked or the runner is downed behind the line is “piling on,” or adding insult to injury. In fact, it is an insurance policy. If a different official has a flag down for a live-ball foul by the defense, the penalties will offset. If the hold is not called and the only flag is for a foul by the defense, the defense will not only be deprived of its great play but will be penalized.

Holding, Blocks Below the Waist, Chop Block

VIDEO

Targeting, Spearing, Blind Side Blocks

Targeting

▶ High School Definition of Targeting:

- ▶ *“Targeting is an act by any player who takes aim and initiates contact against an opponent above the shoulders with the helmet, forearm, hand, fist, elbow or shoulders.”*

▶ College Definition of Targeting:

- ▶ *“No player shall target and make forcible contact to the head or neck area of a defenseless opponent with the helmet, forearm, hand, fist, elbow or shoulder.”*

- ▶ This foul requires that there be at least one indicator of targeting. When in question, it is a foul.

Targeting

▶ Targeting indicators:

- ▶ Launch—a player leaving his feet to attack an opponent by an upward and forward thrust of the body to make forcible contact in the head or neck area
- ▶ A crouch followed by an upward and forward thrust to attack with forcible contact at the head or neck area, even though one or both feet are still on the ground
- ▶ Leading with helmet, shoulder, forearm, fist, hand or elbow to attack with forcible contact at the head or neck area
- ▶ Lowering the head before attacking by initiating forcible contact with the crown of the helmet

Spearing

- ▶ High School Definition of Spearing:

- ▶ *“Spearing is an act by any player who takes aim and initiates contact against an opponent at the shoulders or below with the crown (top portion) of his helmet”*

- ▶ College Definition of Spearing:

- ▶ *“No player shall target and make forcible contact against an opponent with the crown (top) of his helmet.”*
- ▶ This foul requires that there be at least one indicator of targeting. When in question, it is a foul.

Spearing

▶ Targeting indicators:

- ▶ Launch—a player leaving his feet to attack an opponent by an upward and forward thrust of the body to make forcible contact with his helmet
- ▶ A crouch followed by an upward and forward thrust to attack with forcible contact with the helmet even though one or both feet are still on the ground
- ▶ Leading with helmet to attack with forcible contact
- ▶ Lowering the head before attacking by initiating forcible contact with the crown of the helmet

Blind Side Blocks

▶ High School Definition of Blind Side Block:

- ▶ *“A blind side block is a block against an opponent, other than the runner, who does not see the blocker approaching, outside of the free-blocking zone, with forceful contact, unless initiated with open hands.”*

▶ College Definition of Blind Side Block:

- ▶ *“A blind-side block is an open field block against an opponent that is initiated from outside the opponent’s field of vision, or otherwise in such a manner that the opponent cannot reasonably defend himself against the block.”*

Blind Side Blocks

- ▶ College Definition of Blind Side Block (cont):
- ▶ **Exceptions:**
 - ▶ (1) the runner;
 - ▶ (2) a receiver in the act of attempting to make a catch
- ▶ *“No player shall deliver a blind-side block by attacking an opponent with forcible contact.”*

In addition, if this action meets all the elements of targeting, it is a blind-side block with targeting.

Targeting, Spearing, Blind Side Blocks

When the calling Official reports one of these fouls, what questions should the Referee ask?

Targeting, Spearing, Blind Side Blocks

VIDEO