

# 2023 NHSOA Football Clinic Outline

## Referee

- Reporting Signals:
  - o You are the primary source of information and communication.
  - o If your communication / signals are confusing that will lead to frustration.
  - o Be slow
  - o Be intentional
  - o Be clear
  - o Speak while announcing even if you do not have stadium microphone. Have signals match voice.
    - Holding (signal), Offense (point direction), #68, 10-yard penalty, remains 2<sup>nd</sup> down (hold up two fingers)
    - After the play (hold up open hand above head), personal foul (signal) offense (point direction) #44 continuing to block after the play, 15-yard penalty result of the play was a 1<sup>st</sup> down. (hold up one finger) First and 10 Team name (point first down)
  - o Stand clear of players when communicating
- Roughing the passer considerations
  - o Categorize - Avoidable late hit, avoidable high hit, avoidable low hit.
  - o When in doubt contact was avoidable
  - o If defender participates in normal tackling motion, give additional consideration
  - o Always communicate “balls away” –
- Stay with rollout, scramble, sweep to the sideline
- Have a consistent pace

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## Umpire

- Penalty Enforcement
  - Get information from Referee AND confirm information with Referee.
  - Communicate the foul and enforcement with entire crew through O2O if available.
  - Walk briskly with the Head Linesman (5, 10, 15 or half the distance)
  - Stop at final enforcement spot look at H, then look at L before placing ball down.
  - DO not look at H and L while walking briskly.
- Hard Spot versus Soft spot
  - When the distance does not matter start on a yard line.
  - Start every series on a yard line. 1<sup>st</sup> and 10 on 45 yard line NOT 1<sup>st</sup> and 10 on 45 ½ yard line.
  - Hard spot - place the ball at the exact spot the wing officials mark it when:
    - Inside the 10 going in
    - Inside the 5 going out
    - Over/under 5 yards for a first down.
- Offensive Holding
  - Did the hold have an impact on the opponent OR an impact on the play? (Was there a restriction?)
  - Categories:
    - Grab and restrict (Arms extends outside body frame)
    - Hook and turn (Hands start outside part of shoulder pads)
    - Take down (Throwing action)
    - Tackle (Wrapping action)
  - Overpower / pancake is not a foul
  - Do not be fooled when a defender is legally blocked / overpowered and pulls the offensive player down
    - This can be defensive holding if the offensive player is looking to get off that block
- Work with and communicate with your interior players, develop a positive relationship
- Get to the LOS on passes and punts. Stay with O-line. Turn to ball only on short passes

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## Head Linesman/Line Judge (Wings)

- Start on the sideline and remain on the sideline until the play is over.
  - o When you work on the field during live ball play you run the risk of interfering with the action
  - o When you leave the sideline, coaches tend to leave the restricted area
  - o When the play is over, get to the spot and enter the field at a 90 degree angl. LOOK SHARP!
- Know when to get ahead of the play or behind the play.
  - o Pass Read – Hold the sideline, slide up field as your WR keys go down field beyond 10 yards
  - o Run Read – Action is wide to your sideline, slide behind ball as needed to avoid contact
  - o Run Read – Action is in the middle of the formation, slide up field / stay behind the ball 1-3 yards.
  - o Run Read – Action is wide to the opposite side line, cross field mechanics stay even with ball, if tackled in bounds run hard onto field up to the hash communicating spot. If out of bounds opposite wing as spot.
- Encroachment.
  - o If the snapper has not addressed the ball
    - Get defenders behind the zone.
  - o If snapper has addressed the ball
    - Helmet touching the zone does not put them in the zone
      - Forward movement does.
  - o If defense starts legal and there is space between helmet and zone
    - Helmet has to go beyond zone for there to be a foul.
- False Start
  - o Movement that simulates the snap is a foul.
  - o Defensive reaction can be a good indicator if movement simulated snap.
- Dead ball foul or time out
  - o Hard loud whistle, high flag, and run toward referee (especially if the snap is imminent)
- Always be aware of the Line to Gain
- Out of bounds plays
  - o Face out of bounds (keep eyes on the action)
- Count the back field
  - o Max = 4 (Max = 3, eight and six player)
- Be alert for pick routes
  - o Especially in the red zone / goal line
- Know your goal line mechanics.
  - o Keep sideline personnel (ball boys, stats, media, etc...) away from the field (Behind the restricted line)
    - You need space to work
- Defensive Pass Interference
  - o Categories
    - Cutoff (physical contact that prevents the receiver from getting to the ball)
    - Grab and restrict
    - Hook and turn
    - Early contact playing through the back of the receiver. (not playing the ball)
  - o When in doubt:
    - Contact is incidental when playing the ball.
  - o Was the contact “BIG” ?
    - “BIG” = everyone in the stadium saw it
    - “BIG” = enough to restrict the receiver’s ability to catch the ball.
- Offensive Pass Interference
  - o Categories
    - Early blocking
    - Early contact / not playing the ball
    - Pick play

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## Back Judge

- Alignment - Starting position 20 yards from the line of scrimmage.
  - o Start between uprights, move to strength
  - o When the LOS is the 20-yard line or in
    - Start on the end line.
  - o When the LOS is between the 20 yard line - 10 yard line
    - Be ready to assist on goal line during long run plays / potential touch down
  - o When the LOS is the 10 yard line or in
    - Stay on end line
- When a positive yardage is gained, and the ball is declared dead at or outside the numbers
  - o Relay the ball from the wing to the umpire.
- Defensive Pass Interference
  - o Categories
    - Cutoff (physical contact that prevents the receiver from getting to the ball)
    - Grab and restrict
    - Hook and turn
    - Early contact playing through the back of the receiver. (not playing the ball)
  - o When in doubt:
    - Contact is incidental when playing the ball.
  - o Was the contact "BIG" ?
    - "BIG" = everyone in the stadium saw it
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- Offensive Pass Interference
  - o Categories
    - Early blocking
    - Early contact / not playing the ball
    - Pick play
- Timing
  - o Start the 40 second clock within two counts after the previous play is dead during normal timing situations.
  - o Run a tight 60 second timeout.
    - Start once field goal/PAT attempt is over.
    - Be on field looking for kicker with 15 seconds remaining. Be off the field at 0.
    - Start timing when Referee is done signaling/announcing timeout
    - "Funny" whistle at 15 seconds left. Point at Referee to put ball in play at 0.
- Bag all Punts
- Remind crew when the first half or game is under 2 minutes – clock options change

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## GENERAL

- FOUL THRESHOLD
  - First call of the game will set the expectation.
    - Be consistent through out game.
  - Don't go looking for something to call.
  - Safety Fouls are important
    - when it doubt – flag
  - Ejections – When in doubt – don't eject
- COMMUNICATE EXPECTATIONS IN THE RESTRICTED AREA
  - Don't "warn" until there is something worthy of a warning.
- POST FLAG & POST WHISTLE OFFICATING
  - Keep working - Have to see the extracurricular
- KNOW YOUR PRE-SNAP KEYS AND PROGRESSION
- USE PROPER MECHANICS
- BE HUMBLE
- WORK, WORK, WORK – EVERY GAME IS A BIG GAME
- LISTEN AND COMMUNICATE EFFECTIVELY
  - Review the "No Argument" information in your officials packet
- DON'T BE IN A BIG HURRY TO TRACK DOWN THE BALL.
  - Clean up the play first
- KEEP THE BALL OF THE GROUND DURING RELAY
- WINGS AND R
  - Decide who will make the call on backward / forward passes behind the LOS
    - Screen plays, options, etc....
- WORK THE FIELD DURING WARM UPS