

PIAA Football officials

Lancaster-Lebanon Chapter

REFEREE RESPONSIBILITIES

Weekend prior to the game reach out to the Athletic Director of the home team providing an introduction of you and your crew, an estimated time of arrival to the site. In this email you should also request information about where to park, where the locker room is located, whom your contact is once on site and ask for any other special instructions that the crew needs to be made aware of before the game.

It is also the responsibility of the Referee to email their crew with information about the upcoming game for that week. If you have a response from the AD include this information. Each crew does this differently but basics like game site, time to arrive and name of coaches of each team is a good start.

Before the Game:

On game day it is important to arrive at least 90 minutes before kickoff and check in with game manager. Game manager should take crew to the official's locker room and at that time it is good to verify location of team locker rooms and if anything has changed in regard to special events going on that night during the game. Some things to consider are halftime length, security of who is meeting officials at halftime and at end of game, where crew is going for halftime and any security or severe weather procedures if applicable. If there is a stadium mic make sure you know who controls it and how to turn on and off.

Sometime between 5:30 and 6 a pre-game discussion should be completed with the crew and during this time or during your time on the field pre-game meet with the clock operator to review clock instructions and review mercy-rule clock procedures.

Depending on the length of time to walk to the field the crew should leave to go out to conduct field inspection and team inspection at 6:00. Referee should assign each official a task to assign. At 6:15 the Referee and Umpire will meet with the home team coach and then the visiting team coach at 6:20. During each of these meeting confirm location of coin toss and time of coin toss.

At 6:30 Referee and Umpire will conduct the official coin toss. Prior to the coin toss the umpire or referee should read the PIAA sportsmanship message and get verbal legally equipped confirmation from each head coach. The Referee and Umpire will record the results of the official toss; winner, choice and which goal to defend. After the official coin

toss, the Referee and Umpire can return to the locker room with the other officials during this time it is important to discuss any concerns from either team with the crew and report the results of the coin toss.

The Referee, Umpire and Linesman return to the field at 6:45 and the Line Judge and Back Judge go to their team locker rooms to prepare to bring the teams out by 6:55.

Kickoff:

A. Before Kickoff

- a. Position on R's goal line in the middle of the field or shading to the HL side of the field.
- b. Count R's players and confirm that the HL and LJ both have 11 for R.
- c. Check to make sure there are 4 players on each side of the kicker.
- d. Once the kicker puts his hand up and the BJ gets to the sideline and puts his hand up, Referee blows whistle signaling the kick may be made

B. After Kick

- a. Depending on where the kick ends will depend on Referee's responsibility.
 - i. A deep kick it is the responsibility of the Referee to rule on if it is a touchback or if momentum comes into play. If touched in signal for clock to start and follow runner to they enter another official's zone than watch blocking.
 - ii. If it is a shorter kick down the middle or to a side zone be prepared to signal to start the clock and then watch the blocks around the runner and clean up behind the play.

Punt:

Position on the kicking leg side of the kicker, slightly behind and to the side of the kicker and count offensive players. Watch the ball from the snap to the kick while observing blockers and the kicker. If the kicker is near the end line, the Referee should straddle the end line and warn the kicker before the snap.

Basic Position and duties:

Referees should be about 12-15 yards behind the offensive line of scrimmage and as wide as the tackle on the line. Referee positions on the side of the QB's throwing arm. Prior to the snap the Referee checks the offensive formation and counts the number of offensive players and signals to the umpire with a closed fist when there are 11 players, if there is less than 11 players signals with an open hand. Prior to the snap the Referee should be looking for illegal motion and false starts by the backs and after the snap looking for any holding that occurs.

Running Plays:

When the Referee reads that the play is going to be a run the primary responsibility of the Referee is the runner to, he gets to the line of scrimmage or into one of the side zones of the LJ or HL. It is important to watch for illegal blocks while watching the runner and once the runner is in a side zone watch for illegal blocks behind the runner.

At the snap the Referee should move very minimally especially if the run is between the tackles. If the runner is going outside the tackles the Referee should move cautiously in case the running back cuts back across the field. It is important to keep the play in front of you. If the runner goes out of bounds watch for any late hits out of bounds or behind the play. Help relay the ball into the umpire/ assist with the end of the run spot.

If the play results in a first down and the runner were tackled in the field of play, the Referee will do a silent wind once the ball is spotted and the box is set. If the play ended out of bounds than the Referee will have to blow the ready for play if it resulted in a first down.

Passing Plays:

On Passing downs, as the passer retreats, stay outside of and deeper than the passer, moving backwards along an angle to maintain cushion if necessary. Observe drop back blockers in vision especially the opposite-side tackle, both tackles in an empty backfield formation, and any lineman potentially holding. After the pass is thrown, continue to observe action on and around the passer until there is no threat of a foul. Verbally alert defenders when the passer has released the ball. Assist the Line Judge on passes thrown in determining forwards or backwards. Responsible for all passes thrown behind the line of scrimmage when the ball is snapped within Team B's 5-yard line. The Referee is the sole judge for intentional grounding but will obtain information from other officials as to whether a forward pass was thrown into an area not occupied by an eligible receiver. The Referee must also determine if the QB is outside the free blocking zone. If QB is outside free blocking zone, then the ball must have gone past the neutral zone. If it is short of the neutral zone than there needs to be an eligible receiver in the vicinity of the ball.

Reverse Mechanics:

In reverse mechanics the Referee should move backwards toward team A's goal line while maintaining coverage of team A's QB or Kicker. Referee should work inside out to cover the play and should NOT turn his back on the play to get to team A's goal line.

First down Measurements:

Remain over the ball and announce down and distance. Rule if the line to gain has been made or not.

Penalty Administration:

Give a preliminary signal to the Press Box on all fouls other than false starts and/or encroachment infractions.

Once Referee receives the penalty information from the calling official, the options should be discussed with the offended captain and coach, and their decision should be given to the umpire before the penalty is walked off. While the foul is being walked off give the signal to the Press Box again to inform them as to the nature and result of the enforcement. If the penalty is refused inform the Press Box by signaling the foul to the Press Box and using signal 10.

Mark the ball ready for play and wind the clock when appropriate.

Field Goals/Trys:

Position facing the holder, approximately 10-12 yards wide on about a 45-degree angle from the holder. Referee is responsible for the action on the kicker and the holder.

Timeouts:

Give timeout signal & turn and point toward which team took the timeout. Stay in the middle of the field making sure to keep the BJ in view for when the timeout is over. Record timeout information on game card. When the BJ signals that the timeout is over or when both teams return to the field before the timeout is over, blow your whistle give the ready for play signal.