

PIAA Football officials

Lancaster-Lebanon Chapter

UMPIRE RESPONSIBILITIES

Arrive to the facility minimum of 90 minutes before the game.

Before the Game:

During your crews pregame be prepared to discuss your responsibilities on run, pass and kick coverages along with what signals are used to communicate with HL, LJ and Referee for unbalanced formations, backward pass and tight goal line plays. Also discuss with the BJ, coverage for pass plays over the middle of the field. The crew should discuss the mechanics when a runner or play goes out of bounds- who will follow the ball carrier out of bounds?

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. This is the opportunity to catch any illegal equipment: like tinted shields, wrist bands, players missing pads ect.. 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:

The Umpire positions themselves on the Press Box side of the field at the 50 yard line.
Count "K" players

Punt:

Umpire is responsible for numbering requirements and for protection of the snapper. Move toward the LOS after snap to watch for holding. Shade to the LJ side of the field, after kick is away rotate towards the LJ side of the field and slowly move downfield.

Basic Position and duties:

After each play if the ball is live the Umpire may spot the ball and go to their position about 7 yards off the ball. If coming out of a dead ball, Umpire should wait for the Referee to blow a whistle marking a ready for play. Umpires should position themselves about 7 yards behind the ball and should move where they are standing each play so the defensive and offensive players don't use the Umpire as a pick. Each play the Umpire and the Referee should count the number of offensive players, if there is 11 players a fist should be given, if there is less than 11 hold your arm out with a flat hand so the Referee and the wing officials know there is only 10 players for the offense. Umpire is responsible for making sure the offense doesn't snap the ball before they should, it is also the responsibility of the Umpire to make sure all the offensive line men are numbered correctly. It is important to remember the position of the ball on the field (left hash, left post, middle, right post, right hash). Used an additional wristband to track this if necessary. Umpires should blow a whistle very minimally.

Running Plays:

Take your position between the tackles about 7 yards behind the line. Key on Guards to determine if a run or pass play. If a run play watch for holding or other illegal blocks at the point of attack especially if run is between the tackles. Spot the ball using the spots of the HL or LJ. If having to go get a ball outside the hash marks used the soft spot from the opposite wing official.

Passing Plays:

On pass plays the Umpire should move forward toward the line to help determine if the QB was over the line. Remember if the QB has one foot over the line than it is an illegal forward pass. Similar to running plays the Umpire should be watching for holding or other illegal blocks. If a pass is across the middle of the field the Umpire should pivot to see if the pass is caught and help rule on if the pass was completed if needed. If a pass is tipped the Umpire should also signal that so that the rest of the crew is aware. The signal for a ball being tipped is similar to a foul tip sign in baseball.

Reverse Mechanics:

In reverse mechanics the Umpire will follow the play and stay in the middle of the field, looking for illegal blocks behind the play.

First down Measurements:

Take the front stake once the HL brings out the chains with the chain crew. Once the HL confirms they are ready for the umpire to pull the front stake the Umpire may do so and allow the Referee to make the determination if a first down should be awarded or not.

Penalty Administration:

When there is a penalty, the umpire is responsible for walking the yardage off. Before walking off the penalty the umpire should confirm the call with the Referee and HL so that the penalty can be enforced from the correct spot on the field and yardage is correctly marked off. Umpire and HL should be on the same yard line after walking off the penalty.

Field Goals/Trys:

On FG and Trys the umpire is behind the defense watching the offensive lineman are not locking legs and making sure the snapper is protected and no defensive player doesn't go directly over a lineman to block the kick.

Timeouts:

During timeouts the responsibility of the umpire is to stand over the ball until it is blown in for play by the referee. During the timeout the Umpire should record who called the timeout and verify with crew how many timeouts are remaining for each team.