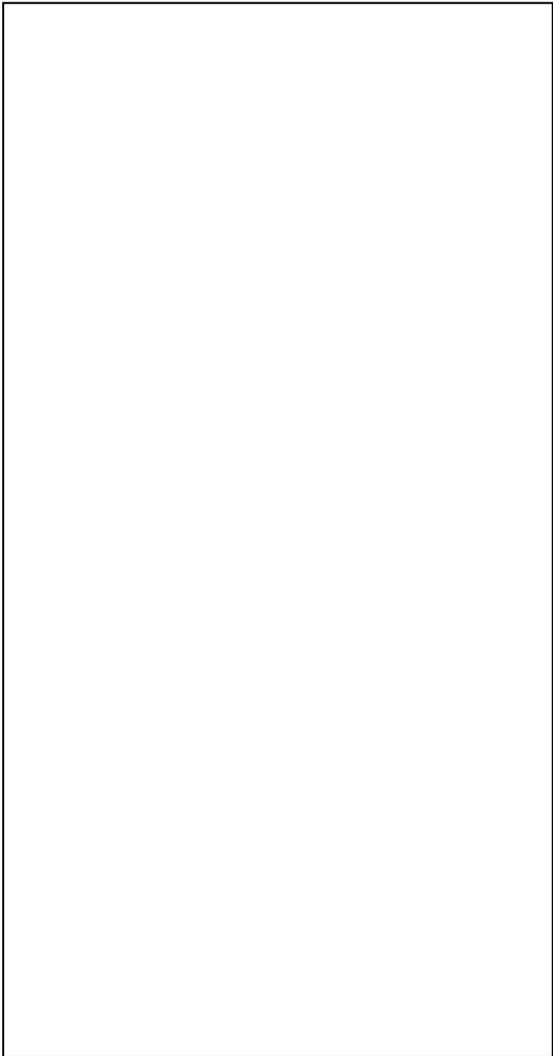


Umpire U! 2011

Be A Better Umpire

1) Pregame

- a) Coach Meeting
 - i) R is in charge and communicates with coach. U speak when spoken to
 - ii) Listen and make sure R covers all the topics and if topic missed speak up
 - iii) Be prepared for the question "what is your philosophy on holding" from the coach
- b) Equipment
 - i) Umpire rules on cast material coverage/safety (we no longer need a doctor's note for casts)
 - ii) During Warm-ups look for illegal equipment and get it fixed at that time
- c) Warmup
 - i) Observe both teams from U position for couple plays but stay out of way and don't chat with coaches
 - ii) **Do not stand in circle of officials - observe teams, inspect field, instruct chain/ball crews**
 - iii) Always look engaged, observant, athletic and under control(standing 'at attention' is effective)
ALL BUSINESS
- d) Coin Flip
 - i) Have captains ready for the coin toss on time; speaking captain next to R; raise hand when ready
 - ii) Focus during the coin toss to make sure that you hear the choices and WRITE DETAILS DOWN



2) Kickoff

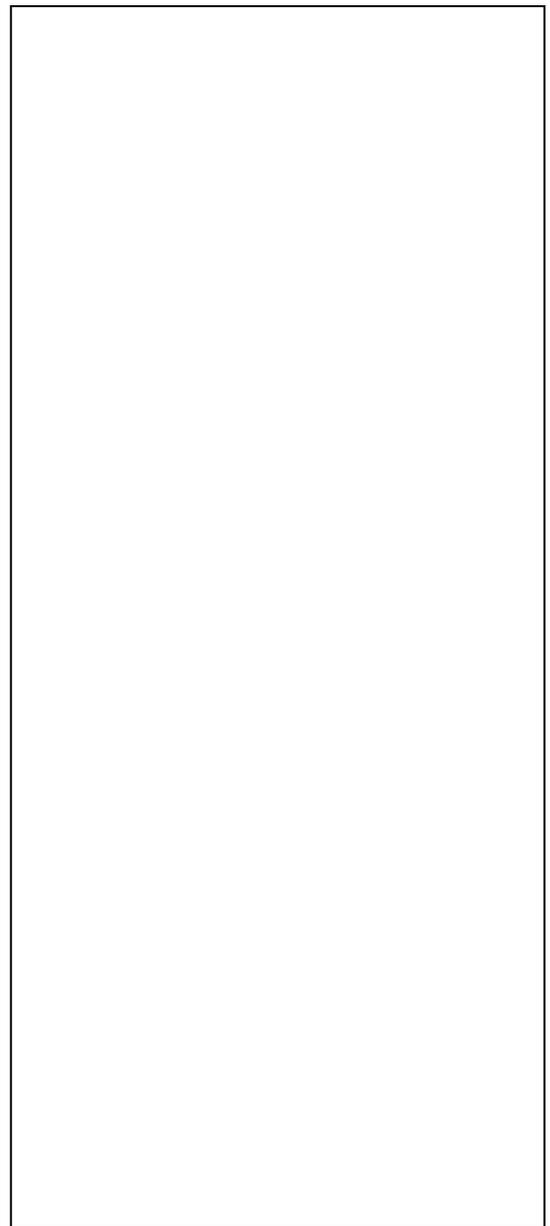
- a) Pre Kick
 - i) U confirm 11 players with arm/fist signal; clean up sideline; confirm clock is 12:00; raise arm when ready
 - ii) Look engaged at 20 yd line, stand 'at attention'
 - iii) Obvious onside Kick - U bumps LJ or pregame otherwise w/o being noticed (beanbag in hand)
- b) Kick
 - i) Be ready for: Fair catch, First touching, OOB but touched by R, Low blocks, Catch at sideline
 - ii) Kicked ball @ pylon, U move near pylon to rule if foul or touch back (note if touched by R)



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- iii) (P) U gives up the ball carrier at 35yd line (or?) LJ takes a breakaway ball carrier
- c) Post Kick
 - i) Kicks out of bounds, locate ball on hash nearest the sideline where the ball went out of bounds
 - ii) (*) Come in strong on Touchback to minimize unsportsmanlike acts
 - iii) Know which side new ball will be coming from, look for ball only after players are all clear
- 3) General
 - a) Pre Ready for Play (RFP)
 - i) Communicate down with R and take a look at box to confirm
 - ii) Communicate to R of clock status with signal; voice "wind it" or "on the snap" or use finger gesture
 - iii) Know clock status following a penalty and injury TO (verbalize clock status early)
 - iv) Countdown time for R when clock is under 30 seconds so RFP can be delayed till 25 seconds
 - b) Pre Snap
 - i) If team A is in a hurry-up offense, stay at the ball until signaled off by the R
 - ii) Move to pre-snap position; never don't turn back on ball if center is near ball
 - iii) Never go through the defense huddle; instead, go around or wait for them to break
 - iv) Know down/distance; face offense huddle to precount and to help with substitution infraction
 - v) (P) Know where the tape on the chain is any time LOS is 4 to 6 yards from 1st down (use signal 'in' or 'out')
 - vi) Position 5-8 yards off LOS, gen. opposite R with view of ball (know where strength is (TE))
 - vii) Alignment must be behind linebackers; try to position inside of hash mark (?)
 - viii) Confirm Team A players numbered 50-79. Know your ineligibleibles (especially on scrimmage kicks)
 - ix) U has G-C-G-T and R looks thru QB to watch the tackle on opposite side



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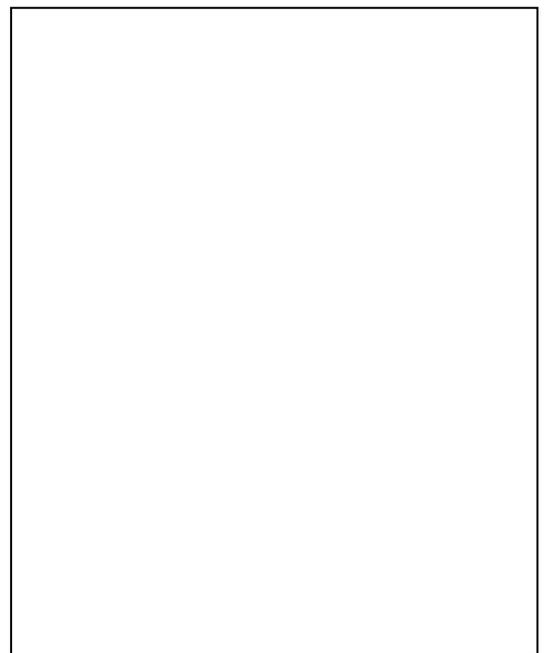
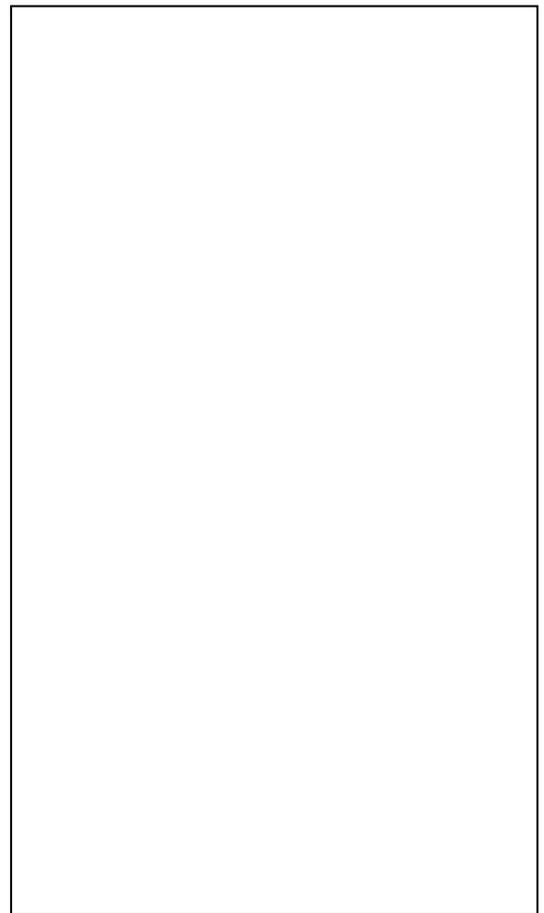
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- x) Know the down and distance to anticipate short yd dive or long yd pass
- c) Snap
 - i) Initial keys: key guard/center for run pass (pulling guard takes you to POA)
 - ii) Initial Keys: Let pass blocking draw you towards the LOS
 - iii) EMPHASIS: 1) False Start, 2) Illegal Snaps 3) Free blocking zone
- d) Live Ball
 - i) After reading initial blocks, shift focus to blocks at POA (know where runner is but not your primary focus)
 - ii) ANTICIPATE: 1) Holding, Clipping, Illegal blocks 2) Illegal use of hands or blocks
 - iii) Spit out whistle at snap to avoid IW (invest in finger whistle)
 - iv) If the POA is outside hash, shuffle to that side maintaining view of action in front of runner
 - v) Flow with action but avoid being too close (slow-hustle)
 - vi) If the POA is between the inbounds marks, pivot as the runner goes by focusing on blocks in front of runner
 - vii) Long plays up the middle - follow the action looking on defenseless players
- e) End Down
 - i) (*) Get to piles as quickly as possible to stop any unsportsmanlike actions from happening
 - ii) Stop the clock if obvious 1st down only (don't look behind yourself for stake) must DB officiate
 - iii) If ball is close to crossing LTG "take a look at it" "get a good spot" - delay stopping the clock
 - iv) (P) If LTG is threatened require LJ/wing to yell "its close" and hustle/hand the ball to him for placement
 - v) Minimize whistle use unless safety issue or ball at your feet
 - vi) Dead ball officiate knowing the off-play wing official, R and BJ have the players behind you

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- vii) (*) If the ball carrier goes OOB maintain wide view of DB action (watch for unsportsmanlike acts)
- viii) (P) Point at ball when in EZ to assist crashing wings looking for ball
- f) Passing
 - i) U briskly (not run) get to LOS to rule QB feet over LOS and illegal # downfield (2yd expanded NZ)
 - ii) ANTICIPATE: 1) Holding, Clipping, Illegal blocks 2) Ineligibles downfield 3) Illegal pass, grounding 4) Tipped pass
 - iii) (P) Rule on any ineligibles beyond expanded neutral zone. (Pregame assistance from wing on screen play)
 - iv) Communicate with players "Ball's Away" (Don't watch ball!)
 - v) Use tip ball signal if pass is touched in or behind neutral zone. Know if the pass crosses NZ
 - vi) Short passes eye level, U spins to assist w/trapped balls (**Move to make STRONG catch/incomplete signal if needed**)
 - vii) Use timeout signal after another official signals incomplete pass. May help the clock operator
- 4) Ball Handling
 - a) Spot
 - i) (P) Try to locate ball on a yard line to begin a new series of downs (Not "half" yard lines) unless close or inside 20
 - ii) Spot ball on wing's spot with shoulders square to sideline facing wing
 - iii) Know where it was last snapped after an incomplete pass. (use wrist indicator) Set up at location
 - iv) Never spot/move a ball on the ground with his feet, looks very bad & lazy
 - b) Relay
 - i) Preach early to have ball carriers to leave ball on the ground
 - ii) Retrieve the ball from the runner or other official (avoid ball boy toss - use wing to relay)



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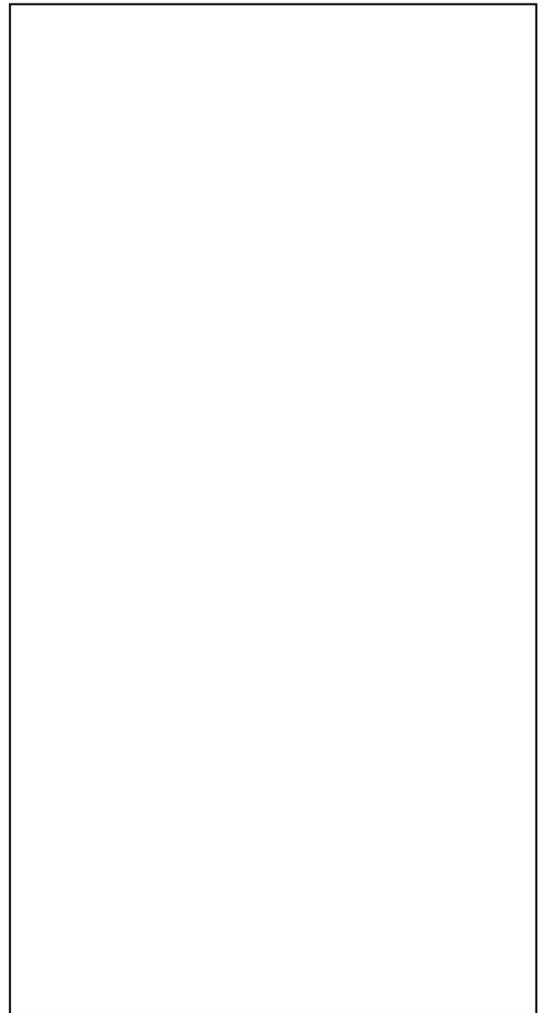
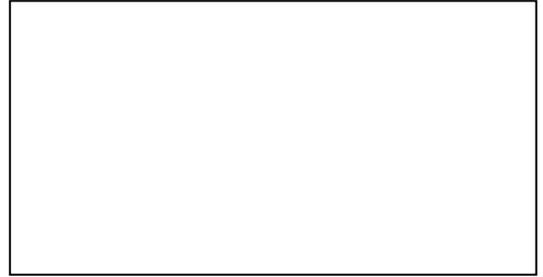
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- iii) Kicks and incomplete passes - know where new ball is coming from - look for new ball only after players clear
 - iv) Change of Possession - Short toss balls to BJ or wing after A's new ball is set (don't make officials look foolish)
 - v) (P) Last 2 min. of half or end of the game (if the clock is running) U should hustle/retrieve all balls (no ball tossing)
 - vi) (P)(Option) U fetch ball in side zone let R spot ball - especially to U side of field
 - vii) (P)(Option) U relay ball back from BJ to R from the middle of the field
- c) Ball Control
- i) If you hear a presnap whistle (TO or foul) charge towards ball with TO signal to avoid center snap and rough line play
 - ii) Stand over ball during time outs (foul weather cover with towel)
 - iii) If an injury occurs near the dead ball spot between the hashes, U beanbag spot and move ball wide of player
- d) Measurement
- i) U hold stick on Press Box side of ball, BJ hold the ball opposite of PB
 - ii) **Pull the chain tight w/ vertical rod 15 inches above the ground; don't drag (looks sloppy)**
- e) Penalty
- i) Find appropriate captain (if necessary) listen to R give the penalty enforcement options if it sounds incorrect "can you repeat that?"
 - ii) Inform R if a dead ball foul results in a first down
 - iii) March off penalty during R final foul signal to the press box (If WH approves)
 - iv) (P) Walk with HL for penalty enforcement; use 1-2-3 finger signal for 5-10-15, don't count or pace (LJ @ enforcement spot)
 - v) **Don't pace or count steps yard-by-yard - Do the math and move to spot**

Umpire U! 2011

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- vi) Point at five yard mark and confirm w/HL before placing ball on turf (double check)
 - vii) Communicate with the wing officials regarding the player who is charged with the foul on opposite side
 - viii) Live ball foul is followed by dead ball foul(s), each foul will be marched off after R's signal
- 5) Kicking
- a) Scrimmage Kick
 - i) Align to stay out of way, note ineligible, prepare for kick, pass, run
 - ii) After kick move up field on hash opposite of R (Let R clean up behind you)
 - b) Field Goal/PAT
 - i) Notice kicking tee and communicate to wings (pregame last sec FG coverage inside 10 - U covers?)
 - ii) Confirm HL/LJ are in place or 'soon to be' before moving off ball
 - iii) Position - shade to vacated wing side 5-7 yds off LOS
 - iv) Protect the snapper, voice "stay off center!" every time
 - v) Be ready to rule on goal line; move up middle of field if FG is becomes a turnover (R has SL)
 - c) PAT
 - i) (*) Move in quickly after PAT to diffuse aggressive players "its over! - its over!"
 - ii) After try hustle to KO position dont look at the crowd, coaches or cheerleaders, face fld 'ready pose'
 - iii) (P) Swinging gate play - U moves under the upright (Ask at Coaches Meeting)
- 6) WH Comments
- Be confident, know mechanics, rules, enforcements as if you are the WH (Kramer)
 - (*) Be in charge of middle, communicating with players/being a loud/firm voice to announce presence (Kramer)



Umpire U! 2011

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- Be prepared to answer R "what did you see", R may wave off a penalty if questionable (Kramer)
- U write down the time/quarter when R-Coach conference meeting was held (Kramer)
- Don't continue to stand over the ball when RFP whistle is blown - be ready to move off ball just before (Heuer)
- U's should not be too dictatorial with the players -don't boss or threaten - treat as near equal (Heuer)
- Take care of membership responsibilities - Dues paid by Dec 1; meetings req, subvarsity work, crew participation (AD Russell)



(*) Indicates situations that the Umpire can diffuse potential unsportsmanlike acts

{Bold} Indicates situations that the crowd, coaches, and players are focused on you so **Make it Look Good!**

(P) Indicates items that need to be discussed in the Official's Pregame