

2010 UMPIRE POSITION – OUTLINE GUIDE

1. PREP/PRE-GAME:

- A. Have complete uniform. (See page 3, 2003 CFOA Mechanic Book for Officials Uniform. Weather will dictate uniform to be worn. BRING BOTH UNIFORMS.
- B. Conduct pre-game conference if R is detained.
- C. Go with R to visit coaches and ask if all players are properly equipped. Make ruling on any player that is specially taped.
- D. In pre-game, discuss whether R wants you to mark penalty on fouls.

2. TOSS OF THE COIN:

- A. Have the ball of the team on your side of the field in a 3 or 4 man crew. BJ has this responsibility in 5 man. LJ will have the other team's ball.
- B. 5 man crew = ON THE FIELD WITH THE REFEREE 3 MINUTES PRIOR TO KICKOFF. You will bring in captains for the team opposite the press box
- C. 4 man crew – Be on sideline with the H.L. WITH GAME BALL OF THAT TEAM.
- D. Record the results of the coin toss and check for accuracy with crew.
- E. After toss go to 50 and meet with crew until everyone goes to positions.

3. KICKOFF:

- A. Your initial position will be at the receiver's appropriate yard line on the press box side of the field. This will be approximately the 20 yard line
- B. Once you have counted the receivers signal to the R that you are ready by extending your hand over your head.
- C. You will want to adjust your positioning depending on the length of the kick and as play dictates.
- D. Be prepared to rule on kicks at the sideline.
- E. You have your sideline from the goal line out to around the 25-yard line where the LJ will pick it up. You will be trailing the play with an inside-out look.
- F. Kicks into your 2/3 of the field that do not threaten your sideline require you to adjust your positioning to place yourself behind the play at an angle with the inside-out look. The ball carrier and action around him is your responsibility until he reaches the HL (around the 25-yard line) at which time the HL will pick up the runner and you will now switch to blocking around the ball and any late action.
- G. On-side kick situations, you will move up to the 50 yd line opposite the HL. Have bean bag in hand. Be prepared to rule on first touching, etc. LJ bumped?

4. UMPIRES'S POSITION ON SCRIMMAGE PLAYS:

- A. 5-Man Crew – Stay over the ball until the ready, then move about 10 yards deep while the team is in the huddle. Move forward right or left to a position 5 to 7 yards deep at the snap. Vary your position depending on the type of play. General rule: Away from the tight end. Favor the short side of the field. The general position is inside the offensive tackles at the snap. It is OK if the Umpire is on the same side of the ball as the BJ.
- B. 4-Man Crew = Same as 5-Man. The referee is over the ball for Try's and FG.
- C. Concentrate at the snap on three of the five interior offensive linemen and their actions, and those of their opponents. Trying to observe five offensive linemen at one time results in nothing being seen specifically!
- D. Count the offensive lineman numbered 50-79: make sure they have five. Exception: 5 not required on scrimmage kick formation. Know the ineligible for pass plays. Locate the tight end –the five players inside him are all ineligible. MOVE UP TO THE NEUTRAL ZONE WHEN YOU READ PASS, LOOKING FOR A RECEIVER RUNNING A CROSSING PATTERN (DON'T RUN INTO HIM). KNOW NUMBERING RULE EXCEPTIONS.
- E. YOU ARE RESPONSIBLE FOR COUNTING THE OFFENSE/KICKERS ON EACH PLAY. Confirm the count with R with a fist directed directly at the offensive team.
- F. Look for:
 - i. Look for holding, illegal use of hands – keep line play legal, let them know you are there.
 - ii. Know what "keys" are and how they will help direct your attention to what possible play action may be.

2010 UMPIRE POSITION – OUTLINE GUIDE

Example: Pulling guards normally lead you to the direction of a run or trap blocking, “off side” linemen going down field – a running play, pass protection blocking.

- iii. Observe center adjustment of the ball and check for illegal snaps or movement of the ball.
 - iv. Check out player complaints thoroughly and for several plays.
 - v. Check for legality of defensive signals and warn immediately if possible interference.
 - vi. Check for equipment that becomes illegal through play.
 - vii. Observe offensive linemen that are restricted with their hands for false starts.
- G. Use rubber band to note lateral placement of the ball between hash marks for a previous spot reference if an incomplete pass. Use of rubber band for downs on the other hand is optional for umpires.
- H. Be sure and stay at the ball on all plays when the offense is over the ball. Otherwise be in position as soon as you are ready.
- I. If lineman (punts) has their elbows on their knees, they may legally move. They are not restricted. (Watch for this on punts and shot gun formations).

5. FOLLOWING AND HELPING AS THE PLAY DEVELOPS:

- A. Be prepared to shift your eyes from original line play to action around runner on sweeps and QB pitchouts. Be alert for illegal crack back blocks and clips. Observe the fringe area behind and in front of runner.
- B. Know where the line of scrimmage is if option pass occurs. If down box is behind you on the opposite side, turn around and locate where it is.
- C. Responsibility is yours for blowing ball dead on plays up the middle of the field but never blow whistle until you see the ball.
- D. Spot the ball on most all plays during the game. (Cover this in pre-game). If you move into a side zone become the relay for the Referee to spot the ball.
- E. Make sure flanks don't move until you get their forward progress. Always spot the ball facing the official you are taking progress from.

6. RETRIEVING THE BALL – YOUR JOB AS RELAY MAN:

- A. Either you or the referee will always spot the ball. Key off of him.
- B. IN A 'HURRY UP' OFFENSE, WHEN THE BALL BECOMES DEAD IN THE SIDE ZONE, TAKE THE PROGRESS FROM THE CROSS FIELD OFFICIAL SO YOU DON'T HAVE TO TURN AROUND TO SPOT THE BALL. The Umpire will solely be responsible in a hurry up offense for spotting the ball.
- C. In getting the ball from the flank officials, it is not always best to get the ball in a straight line, step into either team's backfield so you can be seen.
- D. If referee goes into the side zone you should be at the hash mark to receive the ball, if he stays at the hash you should be in side zone.
- E. Acknowledge all flank officials' signals to start or not start the clock to the referee. Keep the referee informed.

7. INELIGIBLE LINEMAN DOWNFIELD:

- A. Any player with a number 50 to 79 is ineligible, regardless of position.
- B. Know all ineligible players on a scrimmage kick formation.
- C. Move up to the line on a pass play, and turn on a pass beyond the line to assist on trap passes. On long pass plays stay with lineman to observe any unnecessary action.

8. MEASUREMENTS:

- A. 5 and 4 Man Crews = Take forward stake.

9. DUTIES AT TIMEOUTS:

- A. 5 and 4 Man Crews = Standing over the ball.

10. PENALTIES:

- A. In pre-game, discuss whether referee wants you to march penalty yardage on fouls.
- B. Stand with referee to be sure options are given correctly.

11. BETWEEN QUARTERS:

- A. Record down and distance, position of ball, and team in possession.
- B. Make sure ball is spotted correctly to start the new quarter.

12. TRY AND FIELD GOAL:

- A. 4 and 5-MAN CREW

2010 UMPIRE POSITION – OUTLINE GUIDE

- B. At the snap the U watches the snapper and any infractions against. Line up opposite of the referee in a diamond formation
- C. In case of a fake/broken play if there is a running play to the open side of the field try to get to the goal line to help rule on a potential score.
- D. IF A TEAM IS GOING FOR A TWO POINT TRY, LINE UP IN YOUR NORMAL POSITION.

13. UMPIRE'S PREVENTIVE OFFICIATING METHODS:

- A. Talk to players but don't talk too much.
- B. Compliment a player for a good block or play in a NEUTRAL MANNER being certain that another official doesn't have a flag on the play.
- C. On punt plays make mention that if the punter is roughed it will be a first down.
- D. On scrimmage kick plays, make sure the nose guard is aware that any unnecessary roughness on the snapper is a foul.
- E. Officiate at the point of attack and be sure that the foul has an effect on the play. There is a lot of judgment involved in the calls that an umpire has to make. Many times your best call will be a no call.

14 SIGNALS AND COMMUNICATION

It is important that you pick up and signal all OBs, Incomplete passes, etc. Often yours signals in the middle are The only ones seen especially by the R who is not looking downfield on passes. Also communicate results of Plays to R.