

UMPIRE MECHANICS



2012

UMPIRE

1. Equipment – Players and Officials
2. Penalty Enforcement
3. KO – Count K (11)
4. FG/Punt/Try – Count A (11)
5. Run/Pass – Count A (11)
6. Pass – Ineligibles
7. Passer – Beyond/Behind LOS
8. Pass – Beyond/Behind LOS
9. Game Balls – Approve Them
10. Legal Snap
11. Try – Sound Whistle After Kicked
12. The Expert – Rules 1 & 10

1. Ball Handling Mechanics

CREW (Ball Exchange): On COP relay the “old” FB to the SL after there is no threat of a dead ball foul. Do not wait for a “new” FB to remove “old” FB to Ball Person.

Crew GOAL: 100% Completions. Take extra steps before the underhand only relay. Contenders watch Dead Ball Action while Pretenders are in a big hurry to secure a new FB. We cannot miss a Dead Ball Foul because we are looking for a new FB.

UMPIRE: Can hustle into SZ, grab FB, and spot off Back Side or Front Side **Wing**. You can stay at HM and have **R/BJ** relay the ball and spot off the near side **Wing**

CREW: decide what works best

UMPIRE: Hold & cover FB with a towel during Inclement Weather at DBS.

CREW: During hurry-up, play with 1 FB only as much as possible.

CREW: During Inclement Weather make shorter relays & run FB in when needed.

CREW: Do not throw FB toward SL so it hits the ground (Looks unprofessional). Ball Persons stay off field entire game.

H & V TEAMS: Each team keeps their own FB’s on their own SL.

2. Bean Bag Mechanics

2 BLUE Bean Bags

Fumble: Throw BB into the air at chest level. Throwing BB into air helps prevent inadvertent whistles. (When a crewmember sees a BB he knows ball is loose & will not sound his whistle.). Get BB on correct yard line but not at the spot of the fumble.

Momentum (Inside 5 YL): Drop BB at spot of catch or interception.

SL: No BB – OOB spot on SL (Exception: Fight breaks out down field or OOB)

UMPIRE: KO – BB in hand – “think onside kick”

UMPIRE BB in hand for Onside Kick Mechanics

3. **Change of Possession Mechanics (COPM)**

Covering Official: Signal New Direction first (2X), then signal TO (2X)

Non-Covering Officials: Signal TO (2X) immediately when crewmate signals COP.

4. **Coach/Referee Conference Mechanics (CRCM)**

A. **Definition:** HC wants to review a rule misapplication/misinterpretation (see Rule 3-5)

B. **CREW:** OHSAA **REQUIRES** NFHS Rule/Case Book and Gold Book (OT) is at the field

C. **CREW:** If HC disagrees with **R’s** ruling, then **CREW** must secure the 3 Books mentioned above, find the ruling in the book(s) and show the HC. Consequences for NOT following this mechanic is possible suspension of officials for a maximum of 2 years for weeks 1-15

5. **Coin Toss Mechanics (CTM):**

A. **UMPIRE/LM & LJ/BJ:** Escort captains and introduce them to the **R**.

B. **UMPIRE/LM/LJ/BJ:** Move to 45 YL with Backs to Scoreboard
Usually HT is PB SL & VT is opposite.

UMPIRE: Move to 45 YL with back to scoreboard.

UMPIRE: Step forward while **R** is talking to the captains. Repeat the Captains’ call (heads or tails)

2nd Half: Bring 1 Captain each to center of field, secure options, & signal PB.

OT: Toss, secure choices, turn captains, & signal PB by pointing to GL.

6. **Dead Ball Mechanics (DBM)**

ALL (Ball Becomes Dead): Swivel head (2X) & watch players in your area rather than stare at DBS. BE A GREAT DEAD BALL OFFICIAL. Talk to players on the “edge” of a late hit, but not late enough to call. Be assertive!

CREW: Immediately raise your arm/hand to indicate next down.

CREW: Referee dead ball action FIRST. Penalize first Dead Ball Hit; it usually stops it.

7. Field Goal Mechanics (FGM)

Definition: FG from any YL. (Assume Right Footed Kicker below)

NOTE: 4 Man: **UMPIRE** (GP Uprights).

Initial Position (IP): **UMPIRE:** GP Uprights

Read & React (R&R) Then Flow:

UMPIRE: U Communicates to Crew – NO WHISTLE. KEYS: Snap, Snapper, & NO FAKE. Watch action on Center once ball is snapped.

UMPIRE: If fake, stay on EL initially. If FG is short, get to the GL & rule on whether Kick breaks GL Plane. Sound whistle when kick is good or kick crosses GL.

UMPIRE: FG is good – Both signal & move 2 YDS into EZ; FG is not good & lands in EZ – Both officials move 2 YDS into EZ, signal no score ONLY (2X) & then signal TB (2X).

8.&9. Fight Mechanics: See the Gold Book for fight mechanics – Actual Fight, and Prevention (P.15)

10. First Down Mechanics (FDM)

Definition: Close to a first down

CREW: If CLOSE regarding first down MEASURE. There are many games where a Crew refused to measure, & then, in “eyes of coaches, they could do no right”. On synthetic fields & well-marked grass fields, if forward stake is beyond hash & DBS is behind same hash, we will not measure. Too many times we look across field & think “that is not even close”, and then we bring chains across field -- “Wow – that was close or is a first.

UMPIRE will “dig for FB” & “hand it” to Wing official – **do not throw or toss FB to Wing.**

11. Flag Mechanics

- a. Carry 1 or 2 flags. **Black ball flag optional for 2012**
- b. Recommend in front; however, wherever comfortable
- c. Must be tucked in
- d. Center-weighted flag only
- e. Throw flag overhand; never at a player.
- f. No Spot: Throw flag high into air.

- g. Spot: Throw flag to corresponding YL. Passer beyond LOS – Drop Flag at spot.
- h. Same Foul: Multiple flags – move flags to same spot. Confirm foul & player # & then 1 official signals Prelim to R.
- i. Unsportsmanlike/Dead ball Personal Foul: Throw flag **high** into air.
- j. A non calling official must cover a fellow official's flag on spot fouls.

12. Forward Progress Mechanics: See Ohio Mechanics Manual (The Gold Book)(P.16)

13. Free Kick After Fair Catch (FC)/Awarded FC (FKFC)

Initial Position (IP): **UMPIRE** (GP Uprights, Opposite PB side);

NOTE: 4 Man: **UMPIRE** (GP Uprights)

Read & React (R&R) Then Flow:

CREW: Once kicked identical to FGM.

14. Free Kick After Safety (FKS)

Initial Position (IP): **UMPIRE** (30 YL)

NOTE: 4 Man: **UMPIRE** (K's 20 YL)

Read & React (R&R) Then Flow: Once kicked identical to KOM.

15. Fumble Mechanics

Covering Officials immediately throw BB. R will stop game clock after 2 seconds if there is no signal from an official regarding possession. If A retains possession, covering official signals next down & R winds game clock immediately along with LJ. Large pileup & officials have to "dig". Covering official, who rules team possession, yells team color & closest official signals direction (2X) of team possession, after making sure of proper direction. Stop clock (2X) for COP.

16. Game Management Mechanics (GMM): See Gold Book for Crew Mechanics (P.16-17)

17. Goal Line Mechanics (GLM)

Use GLM for Try-Run (2 Pts.)

Definition: Ball is on or inside +10 YL.

Initial Position (IP): **UMPIRE:** 7 YDS off LOS inside TE's, irrespective of R's IP.

Read & React (R&R1 & 2) Then Flow:

UMPIRE: Same as Pass or Run Play. Do NOT spot the FB for Try until Captain indicates spot. Very Important to Pivot Fast on Pass Plays; NEVER signal TD.

18. Hat Mechanics (HM): See Gold Book (p.17)

19. Hurry-up Offense Mechanics (HUM)

UMPIRE: The “Sprinter” between downs, runs to grab FB & spot it off “back side” wing. Remember, clock becomes more important than exact DBS unless it is close to a 1st down. Spot FB & move to your IP as quickly as possible. Hustle, But Do Not Hurry.

CREW: When A catches or runs with FB, use 1 FB only when spotting for next down.

CREW: GOAL for every game is efficient, quick, & accurate FB spotting so A never has to wait for officials other than TO’s or 1st down measurements.

20. Kick Off Mechanics (KOM)

Definition: KO - score & time don’t indicate Onside KO (KO at 40 YL).

NOTE: 4 Man: **UMPIRE** (K’s 40 YL opposite PB SL). Adjust with K’s KO.

Initial Position (IP):

UMPIRE: 50 YL, 2 YDS OOB, & opposite PB with BB in hand (think onside kick).

Pre Kickoff:

UMPIRE: Jog up SL opposite PB & clear Restricted Area. Signal BJ when ready.

Read & React (R&R) Then Flow:

UMPIRE:

KEYS:

1. R Encroachment
2. Onside Kick
3. First Touching
4. K Initial Contact by R Front Line
5. Read & React.

Run to near hash on 50 YL then STOP-N-Watch K & R. If runner breaks it, you have inside/out responsibility & BJ has GL.

21. Microphone announcement Mechanics (MAM): See Gold Book (p.19)

22. Observer/Crew Meeting Mechanics: See Gold Book (p.19)

23. Onside Kick Off Mechanics (OKOM)

NOTE: 5 Man: BJ/**UMPIRE** (40 YL). 4 Man: **UMPIRE** (40 YL)

If in doubt, use OKOM. Discuss after Try—**R** makes Decision Only if disagreement.

Crew: HC indicates his team onside kicks a lot – use OKOM always when they KO.

Do **NOT** give signal regarding possible onside KO - - ready for onside KO every time.

BJ/LM/LJ/**UMPIRE**: All 2 YDS OOB, BB in Hand. Clear restricted area before raising hand.

UMPIRE/BJ: Hold at 40 YL & observe 1st touching, blocks by KT & RT, possession, etc.

UMPIRE/BJ/LM/LJ: Large pileup on onside kick - - dig out FB - - “survival of the fittest”.

LM/LJ/**UMPIRE**/BJ: Remind teams to stay behind their Free Kick Lines until ball is kicked.

24. Pass Mechanics (PM)

Definition: Ball between – 10YL & + 10YL. A Pass is thrown. **NOTE**: 4 Man: Wings have all receivers on their side & have coverage over middle of field (with no BJ).

Initial Position (IP): **UMPIRE**: 7 YDS off LOS inside the TE’s, irrespective of R’s IP.

Read & React (R&R1, 2, & 3) Then Flow:

UMPIRE:

KEYS:

1. Snap
2. Linemen
3. QB
4. Pass
5. Catch
6. Quick Pass – No time to get to LOS.
7. Delayed Pass – Get to LOS.

Check spot when Passer releases ball near LOS with R as he arrives. Be ready to rule on trapped pass behind/beyond LOS. Turn immediately when pass is thrown beyond LOS. Jog to DBS. Shoulders parallel to SL when spotting ball. Move off ball quickly after spotting. CREW GOAL: A **Never** has to wait for officials to spot ball & move to IP.

CREW: STOP-N-WATCH at moment of Judgment – You Can See Much Better!!

UMPIRE Square off at DBS, swiveling your head (2X) for dead ball action.

25. Penalty Enforcement Mechanics

CREW: Report foul as “A” & “B” since Offense/Defense change during down.

UMPIRE: Penalty Enforcement is yours. Turn to calling official when whistle is sounded.

Calling Official: Give Prelim Signal for foul you called after ball is dead. We look STRONG & DECISIVE by giving Prelim Signals ASAP!!! : If 2 officials have same foul, confer, & then 1 signals. After Prelim Signal, he describes to Wing what team did.

Calling Official: Be Descriptive – more than # 88 held; need info to “sell” call.

10 Sec. Rule: Simple 5 YD DB Foul – **Crew GOAL:** Mark ball ready w/in 10 seconds.

10 Sec. Rule: Assumes Center has FB & hands it to **UMPIRE** for 5 YD mark off.

UMPIRE: 98% of Penalties we enforce w/out asking because we know the game. The 2% we are not sure, we look at Coach (Wing by his side) to decide. Wing will tell Coach down & distance for both acceptance & declination of foul. Walk or jog off penalty yardage – your choice – but get it right!

UMPIRE: 5 YD walk off close to first down; ask LM to check tape on the chain.

NOTE: LM/LJ: Both walk off yardage since 1 can be distracted by Coach/Player question, etc.; **UMPIRE** check w/ them only after walk off. Do not look at them until you reach SS.

CREW: ASK questions **NOW**-- maybe wrong Pen. Enforcement; not in Locker Room.

26. Pre Snap Mechanics

CREW: Hustle to IP once the ball is spotted for next down.

UMPIRE: Count A 11 Players & Hold Signal for 2 seconds. Get eye contact.

UMPIRE: Count 5 Ineligible A Linemen.

NOTE: 4 Man: **UMPIRE** count B 11 Players & Hold Signal for 2 Seconds.

NOTE: 4 Man: **UMPIRE** is responsible for B substitutes in & out of huddle

27. Punt Mechanics

Definition: K lines up in punt formation.

NOTE: 4 Man: **UMPIRE** is downfield with R receivers the same as a 5 Man BJ.

Initial Position (IP):

UMPIRE: 7 YDS off LOS, inside the TE's; opposite **R** (ONLY applies on a punt play).

Read & React (R&R) Then Flow:

UMPIRE: KEYS – Snap, Snapper, Line Play, & then TURN-N-WATCH. If punted 30 YDS or less, Stand-N-Watch players. If punted more than 30 YDS, jog slowly downfield.

CREW: If punt is tipped, give the tip signal (2X).

28. Reverse Mechanics (RM)

Definition: Ball inside – 10YL.

Initial Position (IP): **UMPIRE:** 7 YDS off LOS inside TE's, irrespective of R's IP.

Read & React (R&R 1, 2 & 3) Then Flow:

29. Run Mechanics (RUM)

Definition: Ball between – 10YL & + 10YL. Run occurs from scrimmage.

Initial Position (IP):

UMPIRE: 7 YDS off LOS inside the TE's, irrespective of R's IP.

Read & React (R&R) Then Flow:

UMPIRE:

KEYS:

1. Snap
2. Linemen
3. POA Blocking
4. Runner

Watch interior line play with emphasis on blocking at POA. Action on runner when tackled. Strong voice once ball dead to prevent fouls. Action near runner after tackle. Shoulders parallel to SL when spotting the ball. Move off ball quickly after spotting.

30. Signaling Mechanics: All signaling mechanics can be found in the Ohio Mechanics Manual (p. 24)

31. Third & Fourth Down Mechanics: All third & fourth down mechanics can be found in the Ohio Mechanics Manual (p. 26)

32. Timing & TO Mechanics (TOM):

Crew: When scoreboard clock does not work or is turned off, announce time remaining at 9, 6, 4, & 2 minutes. Once inside 2 minutes attempt to announce the time remaining after every play. Use a very loud voice to communicate to benches.

UMPIRE: Official facing scoreboard rules on snap versus end of period.

CREW: Every official MIRRORS every TO (2X) signal every time.

CREW: TD, TB, Safety, & Incomplete Pass Signals automatically STOP clock – do **not** follow any of these signals with a TO signal.

CREW (Inside 2 Minutes & All TO's): Someone MUST visibly see scoreboard clock was stopped on OOB, incomplete passes, TO's, etc – it is that critical.

CREW (Team TO): When necessary for several officials to get together & talk, then DO IT. But still keep an eye on "your" team as needed.

CREW (Team TO): Calling official – Whistle, signal TO (2X), then point to the team (2X). R signals TO (2X) facing PB, then turns toward that team's GL & points in that direction (2X) with both arms.

CREW (Team TO): All 5 officials signal TO's REMAINING for each team to each other & records it. The **R** will give 2 "tugs on the steamboat whistle" & point to team when they are OUT of TO's.

CREW (Clock Stopped): Give "stop signal" to **R** unusual delays in marking ball ready.
R/UMPIRE/LJ (TV Games): LJ signals to **R/UMPIRE** with "stop signal" until TV Coordinator indicates to LJ that TV is ready. **UMPIRE** stays over Ball until LJ signals that TV is ready to go.

33. Try-Kick Mechanics (TRYM)

Definition: Try will probably be kicked. (Assume Right Footed Kicker below)

NOTE: 4 Man: **UMPIRE** (GP Uprights)

Initial Position (IP):

UMPIRE: GP Uprights opposite PB

Read & React (R&R) Then Flow:

UMPIRE:

KEYS:

1. Numbering Exception
2. Snap
3. Snapper
4. NO FAKE
5. Ball

Watch action on Center once the ball is snapped. Sound whistle when FB is airborne.

UMPIRE: If fake, stay on EL. Try good – Both signal & move 2 YDS straight ahead into EZ; Try not good – Both move 2 YDS straight ahead & signal no good (2X).

34. Whistle Mechanics (WM)

Sound whistle (SEE LEATHER), ball dead by Rule. Not more than 1 or 2 whistles; rarely 3. Who has primary coverage? Contending Crew has Great whistle Discipline.

Ball dead by Rule – **1 only** strong short blast of whistle; keep whistle in mouth until threat of a dead ball foul is over. Whistle on every play – NO Exceptions. Repeated blasts of whistle to indicate foul away from play; TO; HC Requests Info; Stop Play for Unusual; & "Fighting" or "Opponents talking with each other". Plastic whistle only, NO metal whistles. Whistle NOT in mouth prior to snap. Carry whistle in hand only until DB, **not** in mouth. Finger whistle – use NFHS & OHSA Approved Hand Signals with both arms, if needed.