



OFFICIATING YOUTH SPORTS FOOTBALL 2004

RULES, MECHANICS & TECHNIQUES

Prepared by the editors of Referee magazine

Definitions: Backbone of the Rules

An official can never underestimate the importance of definitions. They are a good place to start your preseason rules review. When you know the definitions, you'll find them creeping into your onfield speech. That's good because it means when you describe plays or situations to another official, you'll be talking the same language.

Here are some of the key definitions and a brief discussion of their impact.

Forward pass. A forward pass is a pass thrown with its initial direction toward the opponent's endline. A pass that is thrown parallel to the endlines is, by definition, backward, but a football game is not a time to display your knowledge of 10th grade geometry. If there is any doubt, the pass should be ruled forward.



JIM WHITE

Has the ball been fumbled or muffed? An official must know the difference in order to rule on the play correctly. That is why the definitions portion of the rulebook is a must-read.

Backward pass. Any player can throw a backward pass anywhere either before or after a change of possession at any time. Also remember, a snap is a backward pass. Get into the habit of using the phrase "backward pass" instead of "lateral." A pass thrown perpendicular to the line of scrimmage is indeed thrown "laterally," but for the purposes of officiating, a pass is either forward or backward. To prevent confusion, stick with those two terms.

Kick. A kick is the intentional striking of the ball with the knee, lower leg or foot. A legal scrimmage kick must be made from in or behind the neutral zone before team possession has changed. The kicking method can be either a punt, drop kick or placekick. A punt is used to (see Definitions p.3)

Help Your Crew Communicate

Because there is quite a bit of distance between officials, verbal communication is often difficult or impossible. Despite limitations, however, officials can and must communicate throughout a game.

All officials should confirm the down after each play. Officials who have player-counting responsibilities should confirm their count with officials who share that duty. An upraised thumb or fist is used to indicate a count of 11.



DALE BARNES

An upraised thumb is one way to indicate a count of 11 players and is one of many means of communicating with crewmates.

Any official who calls a foul should tell the referee the clock status in addition to the information relating to the foul. On plays that end at the sideline, covering officials must signal whether the clock should remain running or should be stopped. The line judge and umpire should confirm with the referee whether the clock should start on the ready or the snap. Suggested signals are a circular motion of the index finger at waist level to (see Communicating p.7)

Table of Contents

It's a Line! It's a Plane! There's a Difference.....	3
Punts: Common Plays Can Have Uncommon Results.....	4
Talking the Talk Makes Your Job Easier.....	5
Recovering From an Inadvertent Whistle.....	6
Signaling Sequence Quiz.....	8
Enforcing Fouls on Running Plays.....	10
Preventive Practices Produce Positive Performance.....	11



Dear Official,

It is hard to believe that another season is upon us and it is time to prepare ourselves both mentally and physically to be at our best.



In the National Football League, we deal every day with the issues of sportsmanship and respect. It is important that officials on all levels keep the integrity of the game intact and, at the same time, are treated in such a manner that being an official deserves.

Officiating is an integral part of each and every game; without officials, we have no game. The future of the game is in our hands. Along with our partners in the Officiating Developmental Alliance, we will strive to bring more respect to the job to which we devote ourselves. We must all work together to ensure that respect between coaches, players, officials and fans is our number-one priority.

I want to thank you on behalf of the NFL Youth Football Fund for your efforts in making the game of football as great as it is on all levels.

Best of luck this season.

Sincerely,

Mike Pereira
Director of Officiating



Dear Football Official,



Working youth football may be one of the most challenging of all officiating jobs. Football is an aggressive sport and the spectators can sometimes be even more aggressive than those on the field of play!

Serving as a youth sports official is to be commended. You may be just beginning your officiating career, or you may be a veteran who simply enjoys the experience. Regardless of your own level of expertise, know that you are appreciated by the members of the National Association of Sports Officials (NASO) for your commitment to making youth sports a safe and fun experience for all involved.

This publication is made possible because the NFL and NASO believe it is critical that we do a better job of training youth officials. It is important that those who play, and those who watch, enjoy the experience so they become lifelong fans of the game. We can help to make that possible by doing our job well.

Use this publication to improve your understanding of officiating. I guarantee that if you apply the tips and tools provided in this publication, your season will be better than you ever expected.

Sincerely,

Barry Mano
President

NFL Partners



It's a Line! It's a Plane! There's a Difference

In the leather helmet days of football, a football field included both parallel and perpendicular lines. The effect was something like a chessboard or a griddle for making waffles, which is why football is known as the gridiron sport.

Modern fields are marked with yardlines, sidelines and the endlines. For the purpose of the rules, those are always considered lines. The goalline, however, is actually a plane extending beyond the sidelines. The scrimmage or free-kick restraining lines are considered planes that are formed prior to and at the snap or free kick, extending from sideline to

sideline. The scrimmage line is also considered a plane for determining whether forward passes are thrown from behind or beyond the line.

The sideline is a line and never a plane. Thus, a pass receiver can lean far over the sideline and, with at least one foot making contact in the field of play prior to any other part of his body touching out of bounds, catch a pass.

The goalline is a plane for scoring plays as well. Hence, just as it's a touchdown when a ball in a runner's possession breaks the plane of the opponent's goalline, it is a safety if the ball is not completely beyond the

goalline when a runner is downed at his own goalline. If the ball is penetrating the goalline plane, it is considered to be in the end zone.

Many factors come into play on sideline situations such as when a runner tackled near the sideline is either pushed backward out of bounds or hits the ground near the sideline and slides out of bounds. Plays involving possession and sliding from the field of play into the end zone or from the field of play and out of bounds on the sidelines should be officiated the same. If the ball was possessed in the field of play and the player possessing the ball is on the ground, the subsequent sliding

should have no bearing on where the ball would be placed.

Other planes. The lines of scrimmage form the neutral zones and are also planes. If a team A or team B player is in the neutral zone at the snap, a foul has occurred.

Similarly, the restraining lines on a free kick are planes. A player who is not the kicker or holder is beyond his free kick line when the ball is kicked has fouled.

The line of scrimmage also comes into play when a forward pass is thrown. The position of the passer's feet determine whether the pass was thrown from behind or beyond the neutral zone. □

Definitions

continued from p. 1

improve field position giving possession of the ball to the opponents, and a placekick is used to score; a dropkick can be used for either.

Out of bounds. The field is bounded by sidelines and endlines four inches wide. The lines are out of bounds in their entirety. A player is out of bounds if he touches those lines or anything on or outside them, except another player or a game official. That includes the pylons. The pylons are all located on a sideline, except the endline pylons (those at the hashmarks) are placed three feet behind the endline.

Muff. Announcers and fans tend to refer to any ball

that a player fails to control as a fumble. Again, for the purposes of the rules, there is a huge difference between a fumble and a muff.

A muff is the unsuccessful attempt to gain possession of a live ball. In other words, the ball wasn't possessed by the player before he lost control of it. A muffed ball can, in almost all cases (an incomplete forward pass being one of them) be recovered by either team. However, a muffed kick that is recovered by the kicking team cannot be advanced.

Fumble. A fumble, on the other hand, is the loss of player possession of a live ball. It was possessed and in the control of a player who then lost his grasp of it. A fumble may be recovered and advanced by a player of either team. □

Get Interactive on NFLHS.COM

The National Football League's High School website, www.nflhs.com, has two shockwave applications produced by Sportvision that will help educate coaches, players, officials and fans about the ins and outs of the game.

The NFL Interactive Playbook features one play from each NFL team. The shockwave file includes a text description of the action as well as an animated view of the actual play in action. This gives coaches the opportunity to learn from the pros and add certain plays to their own playbook, while fans gain insight on some of their favorite teams' go-to plays.

The Official's Challenge lets

people try to make the right call on the field. There are six separate plays for both a four-man and a five-man officiating crew. The viewer's challenge is to decide which official is in position to make the call on a given play. Produced in conjunction with the National Association of Sports Officials (NASO), the Official's Challenge is an educational tool that will help educate and train all participants in the intricacies of football officiating.

The web address is www.nflhs.com. You can also visit NASO's website and obtain educational materials at www.naso.org. □

Important Note Regarding the Rules

Several columns in this newsletter include references to NFHS (high school) rules. Most youth football programs use NFHS rules as the basis for actual game play. However, many leagues have adopted special modifications. Consult with league officers regarding adaptations to the rules and follow the league edicts. □

Copyright © 2004 by Referee Enterprises. All rights reserved.
Not to be reproduced in any medium without written permission of Referee Enterprises, 2017 Lathrop Ave, Racine, Wis. 53405.
Telephone: 262/632-8855. Fax: 262/632-5460.
E-mail: referee@referee.com



Punts: Common Play Can Have Uncommon Results

There are two basic types of kicks: free and scrimmage. A punt is a specific type of scrimmage kick that is used to improve field position before turning possession of the ball over to the opponents. A punt can never score.

A typical punt scenario: Team K kicks the ball high into the air about 40 yards downfield. It is caught by a member of the receiving team, who runs about 10 yards before being tackled. It is now team R's ball, first and 10.

If that is all that ever happened, this column wouldn't be necessary. Let's take a look at two deviations from the routine — a punt that is blocked and a kick that is first touched.

First, some general rules that apply to all scrimmage kicks. A legal scrimmage kick must be made from in or behind the neutral zone before team possession has changed. Normally, any receiver may catch or recover a scrimmage kick and advance. Receivers may not advance after a fair catch signal (valid or invalid) is given and during a try or in overtime. The kickers may always catch or recover a kick in or behind the neutral zone and advance if it has not gone beyond the neutral zone. Beyond the neutral zone, team K can catch or recover, but not advance, a kick that has been touched by team R.

Blocked punts. When a punt is blocked and never crosses the neutral zone, it is simply a loose ball. It is treated the same as if it had been fumbled and never



BOB MESSINA

An official must be attentive even before the ball is snapped for a punt. It is imperative to know which players are eligible receivers in case of a fake or busted play. Because special teams plays are ripe for substitutions, officials must count to ensure each team has 11 players on the field. Reminding the defense about snapper protection is also a preventive technique.

kicked. Any member of the kicking team may catch or recover and advance the ball, but if it's fourth down, the kickers must reach the line-to-gain in order to retain possession.

If the kick crosses the neutral zone and returns to or behind the zone, any member of the kicking team may still catch or recover and advance the ball. Touching by team R beyond

the line is not a factor in determining whether the ball can be advanced. If a scrimmage kick is touched first by a member of the receiving team beyond the line, a new series is awarded to the kicking team at the dead-ball spot.

First touching. There are times when it is improper for team K to touch a ball that has been kicked. That's called "first touching."

For a punt, it is first touching if team K touches a kick in the field of play and beyond the neutral zone expanded before team R touches it or before the ball has come to rest. Remember: First touching applies only when team K touches the ball when it is not entitled to possession.

If first touching applies, after the ball is dead, the receiving team has the right to take the ball at the spot of the violation. That right is cancelled if team R touches the kick and thereafter during the down fouls, or if the penalty for any foul committed during the down is accepted. If the first touching spot is in the kicking team's end zone, it is a safety. □

Acknowledgments

This newsletter was written and edited by Jeffrey Stern, *Referee* associate editor. He is a veteran football official on the youth, high school and collegiate levels.

Also contributing:

George Demetriou has been a football official since 1968. He works for MCI and lives in Colorado Springs, Colo. Jerry Grunski was a football official for more than 40 years and is a frequent *Referee* contributor. A retired educator, he lives in Evergreen, Colo. Ron Doak is a high school and small college official from Pearland, Texas. Jerry Sulecki, from Concord Township, Ohio, has officiated football since 1973.

Graphics by Rob VanKammen, *Referee* graphic designer.

Talking the Talk Makes Your Job Easier

Some officials can't stop talking from the minute they hit the field to the final whistle. Others speak only when their job requires it. Truth is, an effective official finds a place in between those two extremes. Talking to players can help prevent unnecessary fouls and prevent a game from getting out of control.

Aligning the wideout.

Under some circumstances, the official can be helpful. For example, many players will line up, look at the official and say, "Am I OK?" Most of the time, they're asking if they're on the line. But many players don't understand the distinction between a back and a lineman. That youngster may well be asking if he's lined up in the neutral zone. If you say he's OK (telling

him he's not in the neutral zone) but then throw a flag for ineligible downfield, you will get static from the sideline.

To prevent possible miscommunication, when a player asks about his position, tell him something like, "You're on the line," or, "You're off the line." That puts the onus where it belongs — on the player — to know where he's supposed to be. However, if the player is over the line, tell him so and give him a chance to move back before you flag him.

Protecting players.

Yelling, "The ball is gone!" when a passer releases his throw helps several players. The pass blockers, who have their backs to the passer, will know a pass is airborne while the onrushing

defenders will let up rather than hit the passer.

Loud expressions by officials such as, "Don't hit! Don't hit!" are orders that can be voiced by officials as they collapse toward the line after killing the clock and flagging a false start.

Warnings to not hit opponents can be voiced at many other times: when a kick goes into the end zone for a touchback, as a kick runback or interception return ends, in the offensive backfield once a punt has been kicked and to blockers trailing the runner on a long gainer.

Upright but stopped runner. Often on a carry directly into the line, the runner is grasped but not tackled. Still upright, the runner is about to be flung backward onto the ground.

An official can sometimes prevent that by hollering, "Hold him! Keep him up!" after the whistle to notify tacklers that they should stop driving their legs. They've achieved their goal of stopping the runner.

A phrase such as, "Don't hit him!" has an unrestrained authenticity about it. It works after the quarterback carries out a fake after handing off the ball to a back. Remember, though, that if a quarterback hands the ball and carries out a bootleg-type fake, the quarterback is fair game to be tackled. You can't say anything at all out there to protect him; you simply have to follow him with your eyes. He can be tackled or otherwise legally contacted. □

Trick Plays Can Be Deceiving — and Illegal

When it comes to football, what is deception? Perhaps the better question is, how does an official separate legal deception from illegal acts?

A trick play that you can count on seeing is the, "Where's the tee?" ploy. That involves a team in formation to kick a field goal or extra point. The holder walks toward his bench asking for the tee, causing the defense to relax. The ball is then snapped to the kicker, who either runs or throws a pass to an open teammate. That play is considered deceptive and should draw a flag for unsportsmanlike conduct.

On the other hand, common plays are inside

kicks, play-action passes and fake punts. Aren't those deceptive? Well, yes. But those are legal.

The rules spell out some specific illegal acts, such as using substitutes to deceive and wearing uniforms that resemble the color of the football. But the rulebooks cannot possibly address every conceivable act.

For many years, substitution was the means for pulling a fast one. Sending in subs and delaying the departure of replaced players or having apparently replaced players stop a few feet from the sideline, ignored by defenders and left

open for easy pass receptions, were commonplace until the rules outlawed those practices.

Most coaches who attempt illegal trick plays are simply unaware of the rules or have seen them in NFL games. The tackle-eligible play is legal in the pros if the lineman reports his eligibility to the referee before the play. But in amateur football, nothing — not prior notification, not a letter from the President of the United States — can be used as an exception to the rules regarding eligibility of linemen.

Because of ploys such as the tackle-eligible, it's imperative that officials

speak to coaches before the game and ask if they have trick plays. If they describe one that you know is illegal, let them know. Many coaches will argue or will say something like, "We've used that play for years and it's never been illegal before." If that happens to you, a good reply might be, "Coach, all I can tell you is that if you run it today, we're going to flag it."

The best advice for officials to discern legal or illegal acts may be to remember that, if it feels like deception, looks like deception and works like deception, it probably is deception. □



Recovering From an Inadvertent Whistle

The inadvertent whistle is the most common and the most visible form of an officiating mistake. If you can't eliminate them, you'd better know how to "fix" them.

An inadvertent whistle is one of the few times a whistle kills the ball (it's usually already dead when the whistle is blown). When such an error occurs, it frequently places one of the teams at a disadvantage. Thus, the rule is designed to minimize the inequity since no rule can totally eliminate the injustice. The best thing that can happen to an official who blows his whistle prematurely is for a penalty to be accepted, because the whistle is ignored.

Play 1: First and 10 on team A's 20 yardline. A2 runs up the middle on a draw and is at team A's 25 yardline when a whistle is blown before his forward progress is stopped. At the snap, (a) A3 was flagged for illegal motion, or (b) no foul occurred. **Ruling 1:** In (a), if team B accepts the five-yard penalty (as is likely), the inadvertent whistle is ignored and it's team A's ball first and 15 at its 15 yardline. Whenever a penalty is accepted for a foul that occurred before the inadvertent whistle, the whistle is disregarded. If the penalty is declined, the result is the same as (b). In (b), team A has the choice of replaying the down or

letting the play stand. The latter choice would yield second and five at team A's 25 yardline.

Please remember the stopping of forward progress is a judgment call. Frequently, defenders will let up when they hear the whistle while the runner fights on, giving the appearance of a premature toot. Don't worry about those. If the ball is in possession of a player when the unthinkable occurs, his team can choose to replay the down or accept the play at the point the whistle was blown.

If the whistle is inadvertently blown during a legal kick or while a legal forward pass or snap is in

flight, there are no options: The down is replayed.

Play 2: Fourth and five on team K's 40 yardline. K1's punt is muffed by R1 at team R's 30 yardline following his fair catch signal. While the ball is loose, an official sounds his whistle inadvertently. **Ruling 2:** Since the inadvertent whistle was blown during a kick, the down must be replayed. The fact a scrimmage kick was touched first by team R is not a factor.

Play 3: Third and 10 on team B's 40 yardline. While a pass is in flight, there is an inadvertent whistle, after which B3 interferes with A3.

Ruling 3: The down is (see *Inadvertent Whistle p.11*)

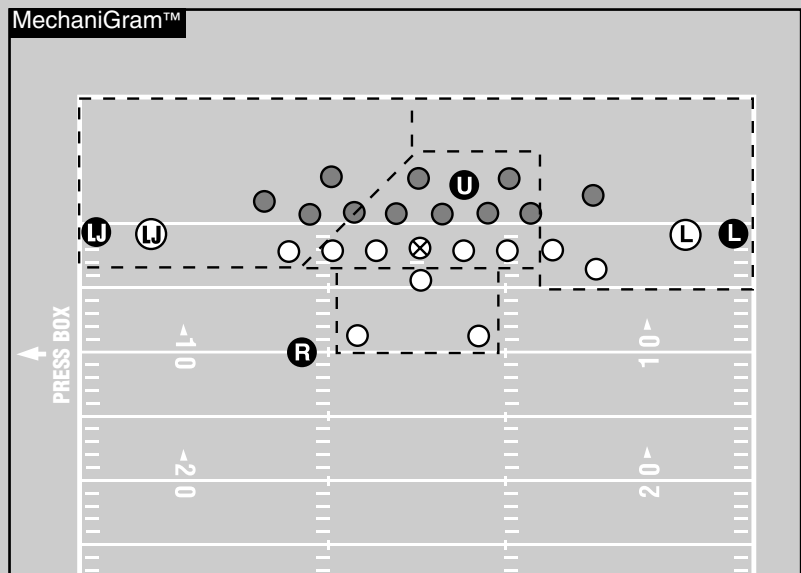
CHALK TALK

Covering the Goalline

In short-yardage or goalline situations, *Referee* recommends having the linesman and line judge pinch the ends rather than work on or near the sideline. The mechanic should be used only when the wings are quick and alert enough to avoid being trapped inside if team A runs wide or throws a screen or a pass in the flat. Also, a wing should never allow a player to line up behind the official's back.

When the snap is at or inside team B's five yardline, the wings move immediately to the goalline and work back toward the ball if the runner is downed short of the goalline. When the snap is between team B's 10 and five yardlines, wingmen should release slowly downfield at the snap and stay ahead of the runner to the goalline.

Whether the goalline or the line-to-gain is involved, the wings need to hustle toward the spot in order to sell their call. □



Ⓛ Ⓛ = Referee recommendation

Communicating

continued from p. 1

indicate the clock starts on the ready and snapping the fingers at waist level or crossed arms across the chest to indicate it will start on the snap.

On pass plays near the sidelines, wing officials can communicate before making their ruling. The officials need only make

eye contact and nod “yes” to indicate a legal catch. If either sees the ball dropped or the receiver fails to get a foot down inbounds, the incomplete pass signal should be given. If there is disagreement, both officials should give the stop-the-clock signal but no other signal. They then confer to share information before

arriving at a consensus.

Verbal communication is necessary if two officials throw penalty flags in the same area of the field. A brief conversation allows the officials to confirm what they’ve seen and ensure that the proper penalty is enforced.

The linesman and line judge can help other officials determine keys

by indicating when the widest receiver on their side is off the line. An outstretched arm with a closed fist toward the offensive backfield is used to inform the crew. The arm should remain raised until the snap. If a shift changes the formation so that the widest receiver moves to the line, the arm should be dropped. □

Changing Calls

Changing a call should be a rare occurrence. Excessive or long conferences among the officials will convey the message the crew is unsure or incompetent.

Only obvious mistakes — a call that everyone in the stadium knows is wrong — should be corrected. The helping official must be 100 percent certain the calling official is wrong before offering the suggested change. “I think” is not acceptable. The helping official must see the entire play clearly to offer an opinion. Ninety-nine percent confidence is not enough to change a call.

The change must have a positive impact on the game. Think about the long-term ramifications of changing the call. Is it good for the game or

will every judgment by any official from that moment forward be questioned by players and coaches who want an “overrule”?

Virtually any call can be discussed. Whether it’s a catch/no catch or facemask/no facemask, if an official who had a better angle can help his crew get the call right, the helping official owes it to his crewmate to initiate a discussion. Help is expected and commonly accepted.

Incorrect rule applications must be changed. Rules applications are different from judgment calls. If you know your crew is applying a rule incorrectly (like including a loss of down on an ineligible downfield penalty), step in immediately.

Omit the word “overrule” from your vocabulary. You are not overruling your crewmate; you are helping your crewmate get the call right. That’s a subtle yet critical difference. Officials who have an overruling attitude tend to make calls out of their area and try to dominate the game. Officials who help their crewmates do so only in very rare instances. Maintaining the proper attitude will help prevent over-officiating.

When an incorrect call is made and the calling official agrees to make the change, the calling official signals the correct decision, not the helping official.

Following correct procedure, the helping official blows the whistle and simultaneously uses the

stop-the-clock signal. The helping official then runs toward the calling official. That’s an obvious indicator to the calling official that something may be amiss.

The helping official then asks the calling official, “Did you get a good look at the play?” That initiates a quick conversation about what happened. The helping official then tells the calling official what the helping official saw. The calling official makes the decision on how to handle it.

When two officials cannot agree on what they saw or are unsure, the referee must become involved. The referee listens to each official in turn, the three arrive at a decision (the referee may be forced to break a tie vote) and the referee alone signals. □



Signaling Sequence Quiz

How's your signaling IQ? Here are nine game situations that require NFHS officiating signals. See if you can discern the proper signals and the order in which they should be presented. In each situation, team A is moving from your left to your right as you look at the page. In cases involving penalties, assume the clock has been properly stopped and preliminary signals have been given.

Situation 1: Team A's ball, third and four on its own 34 yardline. The runner is downed inbounds in the side zone opposite the chains, near the 38 yardline. The referee orders a measurement, which results in a new series for team A.

- 1.
- 2.
- 3.
- 4.

Situation 2: Third and 10 for team A on its own 30 yardline. Runner A1 is downed out of bounds at team A's 34 yardline by B2, who grasps and twists A1's facemask before the play ends.

- 1.
- 2.
- 3.
- 4.
- 5.

Situation 3: Fourth and 10 for team A on its own 30 yardline. Quarterback A1 scrambles and throws a pass at the feet of guard A2, who is blocking at team A's 25 yardline.

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.

Situation 4: First and 10 for team A on its own 20 yardline. Team A comes to the line and all players are set for at least one second. Back A2 then moves to a new position and stops. Immediately after A2 stops, the ball is snapped. Halfback A1 runs for a three-yard gain and is downed inbounds.

- 1.
- 2.
- 3.
- 4.

Situation 5: On a try, A1 throws a pass. After the pass is airborne but before it is caught by A2 in the end zone, B3 roughs A1.

- 1.
- 2.
- 3.
- 4.
- 5.

Situation 6: First and 10 for team A on its own 20 yardline. Halfback A1 gains three yards and is downed inbounds. A2 is flagged for an illegal shift and B1 is flagged for a live-ball incidental facemask foul.

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.
- 7.

Situation 7: First and 10 for team A on its own 10 yardline. During A1's run, B2 is flagged for an incidental facemask foul at team A's 30 yardline. A1 is downed inbounds at team A's 45 yardline. After the ball is dead, A1 taunts B3.

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.
- 7.

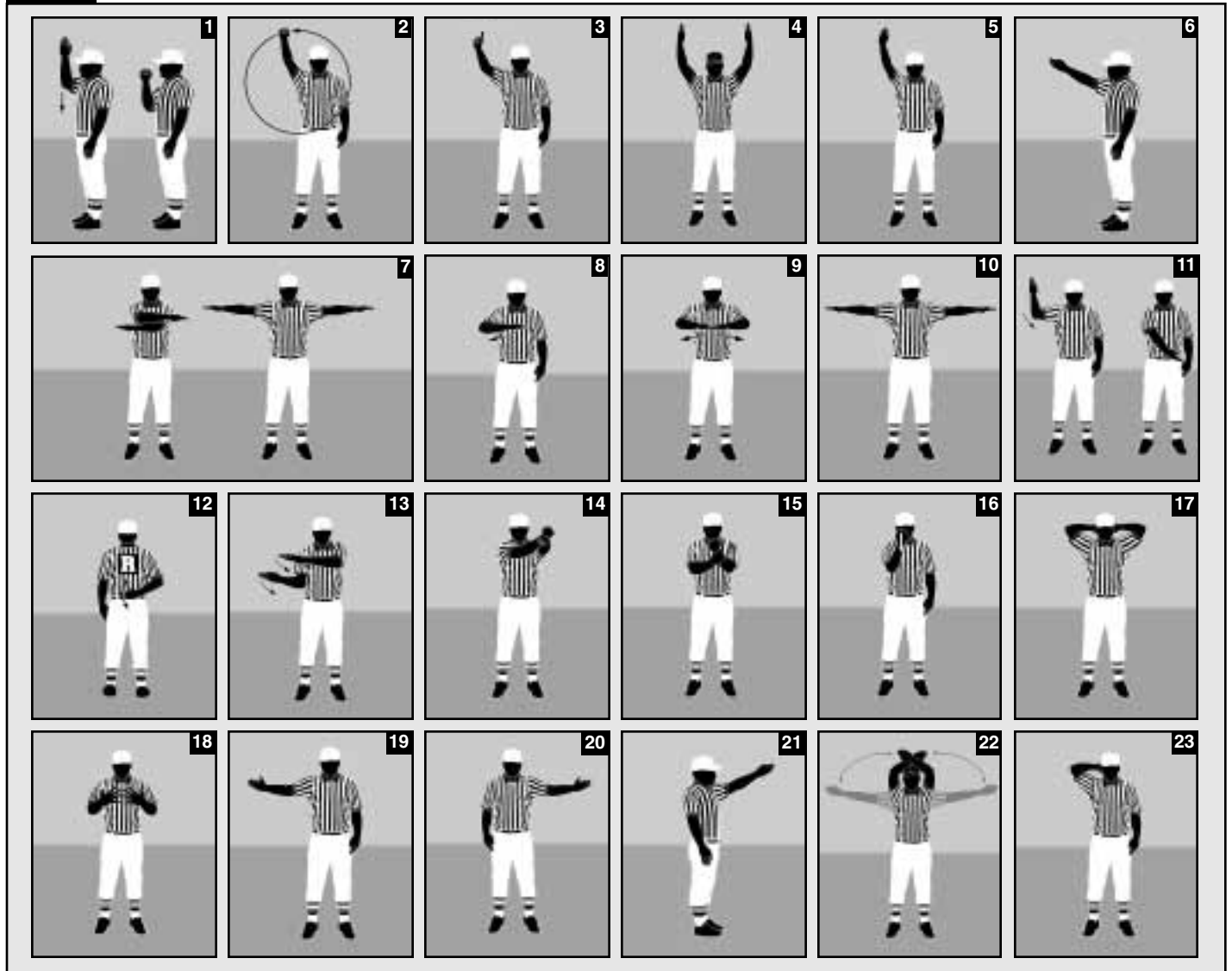
Situation 8: First and 10 for team A on its own 20 yardline. A1 is flagged for illegal motion as the ball is snapped. Halfback A2 is downed inbounds at team A's 35 yardline. After the ball is dead, A2 taunts B3.

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.
- 7.

Situation 9: First and 10 for team A on its own 40 yardline. A1 is flagged for illegal motion as the ball is snapped. Before halfback A2 is downed inbounds at team A's 35 yardline, A3 is flagged for holding at team A's 30 yardline.

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.
- 7.

PlayPic™



ANSWERS

(signal 8) and indicating the fouling team (signal 19), the penalty is enforced from the previous spot. The dead-ball foul (signal 5) for unsportsmanlike conduct (signal 10) is enforced after the referee indicates the fouling team (signal 19). The clock starts on the ready (signal 2).
Situation 9: Team A is guilty of multiple live-ball fouls. Team B will likely decline the foul for illegal motion (signal 8) because the holding foul will be more advantageous. After indicating the fouling team (signal 19), the referee signals the declaration (signal 7). The holding penalty (signal 15) is enforced after the referee indicates the fouling team (signal 19). The down is repeated (signal 3) and the clock starts on the ready (signal 2).

and the incidental facemask foul (signal 16) against team B (signal 20) are live-ball fouls. The result is a double foul. The fouls cancel (signal 3) and the clock starts on the ready (signal 2).
Situation 7: B2 is guilty of an incidental facemask foul (signal 16). The referee indicates the fouling team (signal 20). Team A will likely accept the penalty since it is added to the end of the run. A1 is guilty of a dead-ball foul (signal 5) for unsportsmanlike conduct (signal 10). The referee indicates the fouling team (signal 19). Despite the penalty, team A has earned a new series (signal 21). The clock starts on the ready (signal 1).
Situation 8: Team A is guilty of one live-ball foul and one dead-ball foul. Team B will likely accept both fouls. After signaling the motion foul

(signal 13). After indicating the fouling team (signal 19), the referee indicates the fouling team (signal 17). Since the previous down was fourth, team B is awarded a new series (signal 6). The clock does not start until the snap (signal 1).
Situation 4: A2 is guilty of an illegal shift (signal 9). After indicating the fouling team (signal 19), the referee indicates first down will be repeated (signal 3). The clock starts on the referee's ready (signal 2) since the runner was downed inbounds. **Situation 5:** B3 is guilty of a personal foul (signal 14), specifically roughing the passer (signal 11). The referee indicates the fouling team (signal 20). The penalty is automatically declined (signal 7) because team A scored on the try (signal 4).
Situation 6: The illegal shift (signal 9) against team A (signal 19)

(signal 13). Because the runner was downed inbounds, the referee must stop the clock (signal 22) and indicate it's an official's timeout (signal 18). When the measurement indicates that the line-to-gain has been reached, the referee signals the start-the-clock (signal 21) and gives the first down (signal 21) and gives the start-the-clock (signal 2).
Situation 2: The personal foul (signal 14) precedes the facemask signal (signal 16) to indicate the more severe penalty. The referee also indicates which team committed the foul (signal 20) and indicates the 15-yard penalty results in a new series for team A (signal 21). Because the runner was downed out of bounds, the referee gives the ready (signal 1) rather than the start-the-clock signal.
Situation 3: A1 is guilty of an illegal forward pass (signal 12), specifically intentional grounding



Enforcing Fouls on Running Plays

Running the ball is the basic premise of football and it's the easiest way to move the ball. If teams could gain just 3.4 yards on each carry, they would never have to put the ball in the air. A first down would be achieved without ever running a fourth-down play. Also, many coaches believe the best defense is a good offense. The likelihood of the opponents scoring is greatly reduced when a team controls the ball and exhausts the clock. To do that, a team must have a solid ground game. This column examines the fouls officials are most likely to see on a running play.

First, a quick review of basic penalty enforcement. Most live-ball fouls are enforced in accordance with the all-but-one principle. It requires penalties be administered from the basic spot unless the foul is by the offense behind the basic spot. In the latter case, the penalty is administered from the spot of the foul.

The basic spot is a point of reference used for penalty enforcement. The basic spot for enforcement of penalties that occur during running plays is always the end of the run (2-40-1, 10-4-3). A fumble or backward pass in or behind the neutral zone is termed a loose-ball play, and the basic spot for those plays is the previous spot.

Play 1: First and 10 on team A's 40 yardline. A1 takes the snap and pitches to A3, who is standing at team A's 35 yardline. A3 muffs the ball; A2 recovers and advances to team A's (a) 38 yardline, or (b) 44 yardline. While the ball was loose, A6 clipped B8 at team A's 42



BOB MESSINA

When a foul occurs on a running play, the calling official must be sure his flag winds up on the yardline on which the foul occurred. Depending on where the play ends, the spot of the foul may or may not be the place from which the penalty is enforced.

yardline. The penalty is accepted in both cases.

Ruling 1: In both (a) and (b), the foul occurred during a loose-ball play and the basic spot is the previous spot. A2's run is a running play, but the foul did not occur during that play.

Enforcement is from the basic spot, which yields first and 25 on team A's 25 yardline.

Here are a couple of plays that demonstrate how an official must apply the all-but-one principle in conjunction with the basic spot to determine proper enforcement.

Play 2: Third and five on team A's 40 yardline. Runner A2 is tackled at his 46 yardline. During the down, A7 blocked B9 below the waist at team A's (a) 42 yardline, or (b) 48 yardline.

Ruling 2: The basic spot is the end of the run, team A's 46 yardline. In (a), the foul is behind the basic spot and is

A3 is tackled at his 38 yardline. During the down, A7 held B8 at team A's 42 yardline. **Ruling 3:** The basic spot is the end of the run, team A's 38 yardline. The foul is beyond the basic spot and is enforced from the basic spot, team A's 38 yardline. The result is third and 17 on team A's 28 yardline.

The all-but-one principle is not used for team A fouls if the foul occurs in team A's end zone. Those fouls result in a safety.

Play 4: Third and five on team A's 40 yardline. Runner A3 is tackled at his 42 yardline. During the down, A7 illegally used his hands on B8 at team A's (a) 38 yardline, or (b) 44 yardline. **Ruling 4:** The basic spot is the end of the run, team A's 42 yardline. In (a), the foul is behind the basic spot and is enforced from the spot of the foul, team A's 38 yardline. That makes it third and 17 on team A's 28 yardline. In (b), the foul is beyond the basic spot and is enforced from the basic spot, team A's 42 yardline. Team A faces third and 13 on team A's 32 yardline. □

enforced from the spot of the foul, team A's 42 yardline. That makes it third and 18 on team A's 27 yardline. In (b), the foul is beyond the basic spot and is thus enforced from the basic spot, team A's 46 yardline. That yields third and 14 on team A's 31 yardline.

Play 3: Third and five on team A's 40 yardline. Runner

Quick Tip

Keeping Game Balls Dry

When working a game in wet conditions, be sure to tell the people who handle extra game balls not to wrap the ball up in a towel. By winding the towel around the ball, the entire surface will be exposed to moisture already on the towel. Time is also an issue; when you need a ball from the ballhandler, it will take more time to unwind it. There is also the chance the ball will roll out of the handler's grasp onto the ground, defeating the purpose of having the ball dried on the sidelines. □

Preventive Practices Produce Positive Performance

A familiar folksy adage goes, "An ounce of prevention is worth a pound of cure." An ounce is a mighty small measure, but not enough officials adopt preventive officiating practices.

Umpires must be adept at getting to the dead-ball spot as quickly as possible. That's not difficult, considering most pileups occur nearly within arm's reach of them. Wing officials should also be dedicated to the proposition. That means a wing official cannot afford to just stand there chomping on his whistle, a yard or so from a downed runner, staring mutely at a pile in his side zone. He should reach for the ball, requesting it from the runner, digging for it if necessary, telling players to disentangle themselves carefully, complimenting them if they've avoided late hits, all in soothing, level-pitched, positive tones. If he doesn't do that regularly and consistently, he is neglecting a supervisory role at his own peril.

Players can sense when they are being continually

observed. When that presence is established early in a game by every member of a crew, the chances for unseemly behavior are diminished or curtailed altogether, especially on out-of-bounds stuff as well as runbacks of kicks and interceptions.

It doesn't take a sage to figure out that if B7 scoops up A1's fumble on team B's five yardline and runs it out to the 50, a large number of A1's teammates are going to be upset. A smart official will anticipate that anger and be on the spot to defuse it.

When the ball is out of bounds (possessed by a runner or a receiver), get to that runner and talk. Do not come back to the field from a bench area alone. Bring the players back with you.

Player welfare is more important than retention of a spot. (It's slightly less important on a fourth-and-one play, but only slightly.)

All taunting should be dealt with. Often it's a simple, "Don't do that!" in a firm voice with direct eye contact. Don't point. In fact, don't use

gestures of any kind. That takes restraint. You have to train yourself to issue orders in a firm but non-antagonistic way. You want the players on your side. Fans and sideline personnel see your gestures and are likely to misinterpret them.

Sometimes caustic remarks by players can be dealt with by a tilt of the head, sometimes with a quiet pat on the shoulder pad, sometimes even with a soft admonition while you're moving parallel, without ever facing the culprit directly. Only you can decide the appropriateness of these moves, but try subtlety first, avoid overreacting, be direct — give orders, not threats ("You can't do that," as opposed to, "If you continue that, then I'll ..."). Under no circumstances ignore baiting of opponents. Deal with it.

Step between players who are bristling at the end of plays and keep them apart. Frantic screeching of the whistle has little effect. Talk to them, order them to desist and send them back to their huddles.

Be sure to acknowledge any sportsmanlike gesture. If tacklers vault over the pile, recognize their efforts. If rushers veer from hitting the passer after he's released the ball, show that you observed their actions. Don't exaggerate the compliments so that they lose their force and become empty, but be upfront about genuinely considerate behavior. Staunch athletes will respond positively to such conditioning.

One more clue about warding off inflammatory behavior. Watch the pros using two umpires on kicks from placement. Notice what they do once the kick is over. They converge on the line of scrimmage to forestall cheap shots and postplay aggression. You do the same. Umpires, don't turn and watch the kick; help the players unpile. Linesmen, rush in where others fail to tread. Don't just move upfield, away from the action. Assist the umpire in unpling and you'll both feel you've done a good job of supervision and surveillance. Keep your focus on the action until there is no action to focus on. □

Inadvertent Whistle

continued from p. 6

replayed because the whistle was blown while a legal forward pass was in flight. The penalty occurred while the ball was dead and is disregarded unless it is a personal foul.

If the ball is loose following a backward pass, fumble, illegal forward pass or illegal kick, the team last in possession may choose to count the play at the spot possession was lost or replay the down.

Play 4: First and 10 on team A's 30 yardline. A1 drops back and throws the ball laterally to his left to split end A5. A5 is standing slightly behind A1's release point. The referee believes the pass is backward, but when the ball hits the ground, the line judge blows his whistle and signals incomplete. **Ruling 4:** The whistle killed a live ball. The choices are a replay or counting the down at the spot A1 released the ball.

Most inadvertent whistles occur after a

fumble because the official who blows the whistle has lost sight of the ball and doesn't know it is loose.

Play 5: Second and five on team A's 40 yardline. A3 receives a delayed handoff at his 35 yardline and is immediately greeted by a committee of three defenders. As the referee blows his whistle, he notices the ball on the ground to A3's left. B3 dives and recovers after the whistle is blown. **Ruling 5:** Team A may choose a replay (probable choice) or have

the down count at its 35 yardline.

When should an official cover up an inadvertent whistle? *Referee* advises never, with one exception. Credibility is a necessary ally for all officials. To try to worm your way out of an inadvertent whistle is tantamount to lying. The one exception: When the whistle is blown as a player in the open is about to recover. The logic is it's easier to sell the recovery than to return the ball to the fumbling team. □



Want to Improve? Time to ROAR

Invariably, when the Cleveland (Ohio) Football Officials would attempt to answer a question or prove a point with their peers over the last several years, Fred Heinlen's remarks and interpretations would be quoted.

Fred was the association's mechanics interpreter. He would expect officials on his crew to be in the dressing room 90 minutes before the game. He would take out his notebook, go through positions on kickoff and other situations and review rule changes. But if an official thought Fred was going to do all the work, he was sadly mistaken. Fred would go over running, passing and kick plays and ask each official to tell the group what his responsibilities were on every type of play, where he was going to be and what he would be watching for. That

sly tactic made each official prepare for his position beforehand and made for a better-officiated game.

As for knowing the rules, Fred said, "Relax. You'll never know them totally. The fun is in the pursuit of trying to conquer the rules. The acronym ROAR should serve as a guide when attempting to master the rules." What did ROAR stand for?

Read and study the rulebook constantly. Every day, at least six months before your first game, spend at least 30 minutes a day reading all the books provided to help in your rules study. To do that effectively you must set a time each day to do your study. Fred suggests that you keep extra copies of the rulebook in your desk, your car or your favorite reading room. That will enable you, at any given moment, to

look up a rule or answer a question. Constantly write down questions that come to mind concerning play situations so that you don't forget them. Call someone knowledgeable who can answer those questions or who knows where to find the answer.

Officiate every chance you get. Take advantage of every opportunity, whether it is youth league, freshman, junior varsity or varsity games. Scrimmages also present opportunities. Work whenever and wherever regardless of the pay. No one will be able to understand and comprehend rules and mechanics unless they officiate. Only in that way will rules have meaning. Game situations are the only way to enable an official to apply rules and mechanics.

Ask questions. Write down the questions that you

find difficult to answer and seek help in finding it. The only dumb questions are the ones that aren't asked. Remember, we are all dumb about different things. To make your study come to life, seek help, talk to other officials and find answers by the simple method of asking questions.

Read your books again. Don't dismiss a single play illustration without a thorough understanding of the rule offered. One play situation may occupy your entire allotted time for that day's study. Just don't let the play ruling go by without understanding the rule and the reasons for it. Meet once a week with other officials to form a study group. What you don't know, the other officials might. It is through such a group that meaningful rules study can be accomplished. □

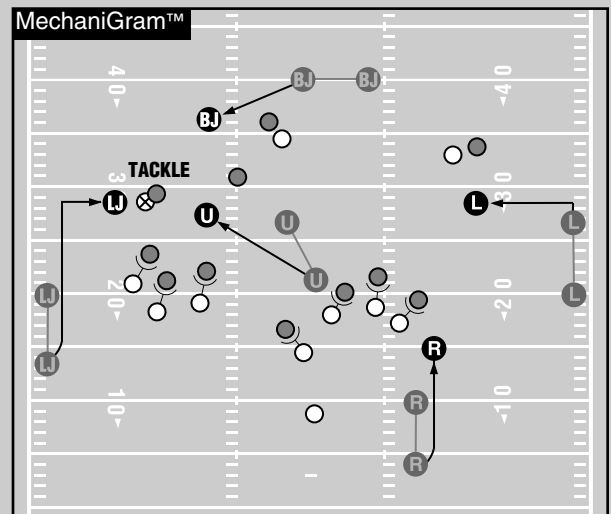
CHALK TALK

Anyone who studied basic geometry knows that a straight line is the shortest distance between two points. Football officiating doesn't rewrite the laws of geometry, but does have an adage about right angles: They lend credibility to calls. It's called squaring off to the spot.

In the MechaniGram, the runner has broken off a long run. The linesman and back judge have covered the play and determined the spot of forward progress and have squared off to mark the spot. The line judge,

who was cleaning up behind the play, also squared off in mirroring the spot. Once the play is over, the officials should set their feet to the spot but keep their heads on a swivel, making a visual sweep of the other players to watch for dead-ball fouls. Don't make the mistake of staring down at your feet; you're not going to lose the spot if you're standing on it. But casting your eyes toward the ground could cause you to miss a foul that might lead to more trouble. □

Squaring Off



It's What's Up Front That Counts

The job of offensive linemen is to protect the most hunted player on the field — the quarterback — and to open running lanes for the backs. Football is primarily a running game and no team can be effective on the ground if the offensive linemen cannot win the war at the line of scrimmage. This column will examine the rules affecting what offensive linemen can and cannot do.

False start. The false start is the most often called foul in football. After the ball is marked ready and before the snap, it is a false start by *any* team A player if a charge is feigned or there is any shift or movement that simulates action at the snap or any team A lineman, other than an end, moves his hand or hands after having placed a hand or hands on or near the ground. The latter point refers to a “restricted” lineman.

Play 1: Linebacker B5 fakes a blitz without entering the neutral zone. That causes interior lineman A9 to prematurely lift up from his three-point stance. **Ruling 1:** That is a false start by A9, a five-yard dead-ball foul.

Other examples of prohibited movement include: a lineman moving his foot, shoulder, arm, body or head in a quick, jerky movement; the snapper shifting or moving the ball or moving his thumb or fingers, flexing elbows, jerking his head or dipping his shoulders or buttocks; the quarterback chucking hands at the snapper, flexing elbows under the snapper or

dropping shoulders quickly just before the snap; any player starting in motion before the snap and simulating receiving the ball by chucking his hands toward the snapper or the quarterback; or making any other quick, jerky movement.

Encroachment. For the offense any player, other than the snapper, who lines up in the neutral zone following the ready and after the snapper has touched the ball, is guilty of encroachment. That is a five-yard, dead-ball foul. Both codes allow the snapper to be in the neutral zone. The snapper's hands may be beyond the foremost point of the ball if they are touching the ball (7-1-7c).

Play 2: Tackle A10 breaks from the huddle, moves to the line and positions himself in the middle of the neutral zone. At the time A10 took his position, the snapper (a) had, or (b) had not placed his hands on the ball. **Ruling 2:** In (a), the whistle is blown immediately, A10 has encroached. In (b), encroachment does not occur until the snapper touches the ball. If A10 gets back to his side of the neutral zone before the snapper touches the ball, there is no foul.

Holding. The offensive line is also essential to the passing game. Linemen must shield the quarterback for enough time to find an open receiver. Linemen sometimes overprotect by illegally restraining the defender.

There are two basic legal blocking positions — either with closed or cupped hands

and the forearms within 45 degrees of the body, or open hands with palms facing the opponent and arms extended from the body as far as the blocker wishes. The cupped hand technique requires that the palms not face the opponent and the elbows or forearms may not be thrown into the opponent faster than the blocker's shoulders at contact. The open-hand block requires the blocker's hands be inside his own frame and also within the opponent's frame on contact. The blocker is allowed to contact the back of the opponent if the opponent spins during the block or after the blocker is committed to his charge. Violations result in a holding penalty, 10 yards from the basic spot (2-3-2, 9-2-1a Pen).

Ineligible receiver downfield. Interior linemen are ineligible receivers. Team A players who are on the ends of their scrimmage line and are numbered 1-49 or

80-99 are eligible receivers. Interior linemen are restricted from going downfield on a play on which a legal forward pass crosses the neutral zone. The tackle-eligible play is illegal.

Ineligible team A linemen are not illegally downfield if they immediately contact a team B lineman and drive him back provided the contact does not continue beyond the two-yard expanded neutral zone (7-5-12).

Play 3: Third and five on team A's 30 yardline. A1 throws a forward pass well downfield. While the pass is in flight, guard A6 is blocking B3 at team A's: (a) 30 yardline, (b) 32 yardline, (c) 33 yardline, or (d) 35 yardline. A6 began contacting B3 right after the snap and on team A's 30 yardline and sustained the block. **Ruling 3:** Legal plays in (a) and (b); offensive pass interference (and ineligible illegally downfield) in (c) and (d). □

Quick Tip

Stay Away

The best pregame policy is to limit conversations with coaches to those that are necessary to your duties. If you stand near where the teams are warming up, many coaches view that as an invitation to chitchat or ask questions. Don't give a coach the chance to ask questions that can later be used against you. For example, if a coach before the game asks you about holding, then doesn't like your holding call in the game, the coach could bring up the pregame conversation by saying something like, “That's not how you said you were going to call it.” Don't give them the opportunity or satisfaction. □



Avoiding Conflicts of Interest

Most people recognize that officials must safeguard their integrity; however, few guidelines exist that tell officials what constitutes a conflict of interest. As with many aspects of officiating, a conflict of interest is more perception than reality and there are no absolute rules.

To begin, one guideline that transcends both categories: Don't work a game in which you are concerned that someone may question your integrity. The person you are most accountable to is the one you see in the mirror each morning. If your conscience is not clear, the game should

not be worked. The converse of that statement is not true. As you'll see from the following example, just because you are not concerned about being questioned, it doesn't mean working a particular game is a good idea.

In the locker room during halftime of a game, the officials were heard talking about the athletic savvy of one of the official's sons. He was asked, "Is your son playing in this game?" He replied, "Sure. This is the only way I get to see him play." He went on to explain that he had no conflict of interest concerns because he

could do his "thing," while his son did his thing, and he viewed those as totally separate. There are not many who would agree with that view. Certainly the opposing team members and their parents would feel cheated if they knew about the father-son relationship.

That brings us to relatives. We'll stop just short of saying you should never officiate a game coached by your brother or in which one of your children is playing. You are courting trouble by accepting such an assignment.

It's not correct to say never, because it may be

acceptable to work such a game in a scrimmage format or as a volunteer. In some areas, parents officiating their children's games is not only an accepted practice, it's required. If you do undertake such an endeavor, there should always be full disclosure so no one will feel misled.

The next echelon of relatives is cousins and nephews. The guidelines are fuzzier, but again, caution should be exercised. A relation beyond cousins and nephews is probably OK, unless the surname is the same or your connection is well known. □

Stick Up For Yourself

There are times when an official can and should change a call based on information provided by a crewmate. But sometimes such communication can cause an official to change a call that was initially correct.

Anyone who has officiated for any period of time has encountered a coach, team or crowd that is unsophisticated in the knowledge of a rule or interpretation that has produced a flag or a no-call. The immediate vocal reaction to such an occurrence can make even a well-seasoned official question what he has seen.

Basketball officials encounter that almost every time a player performs a high dribble but has his hand on top of the ball. You can expect the crowd to emit a collective moan that sometimes elicits a whistle and an unnecessary palming call from an official.

Football officials hear the crowd's "aahhs" when there is some contact on a pass play that is not pass interference. The fans are reacting to the contact but are not aware of the elements of pass interference. Again, if an official listens, it could cause some to throw a flag (or pick one up) due to the crowd's opinion and the official's lack of conviction.

Officials must train themselves to ignore uniformed opinions and crowd reactions. Although it is advantageous for crews to sometimes huddle and discuss a call or enforcement, the calling official must be strong enough to defend his call when he is certain, even if he's the only one in the stadium who knows he got it right. □

Point the Way



By pointing beyond or behind the line to gain, a wing official can help the referee determine whether or not a play has ended with a first down. If the ball is clearly short or obviously beyond the line to gain, the wing can give the standard stop-the-clock signal or indicate the next down. □

Staying Alert in the Red Zone

Although the term does not appear in any rulebook, the red zone is the area between the 20 yardline and the opponent's goalline. Some fields are marked with an additional red stripe on the 20 yardlines to signify that area. The red zone can make or break a team's performance. Once in that area, the offense should have a touchdown in sight. The defense can achieve a moral victory in the red zone by holding the opponents to a field goal.

Half the distance. When the ball is snapped within the red zone, most penalties on the defense will be enforced half the distance to the goalline. Once the 10 yardline is reached, just about every penalty will have such enforcement.

Note: In plays 1 and 2, A1's forward pass travels beyond the neutral zone, is incomplete and the penalty is accepted.

Play 1: Third and 12 on team B's 18 yardline. B4 is flagged for pass interference (a) at his 12 yardline, or (b) in his end zone. **Ruling 1:** The penalty is enforced half the distance from the previous spot. In each case, it's first and goal from team B's nine yardline.

Play 2: Fourth and 10 on team B's 12 yardline. B4 is flagged for pass interference (a) at his seven yardline, (b) at his one yardline, or (c) in his end zone. **Ruling 2:** The penalty is enforced half the distance from the previous spot. In each case, it's first and goal from team B's six yardline.

Fake field goal. A field goal is a scrimmage kick and in order to score, a placekick must be used. The ball must be controlled on the ground by a teammate of the kicker. The placekick holder has one of the toughest jobs on a football team, and there are

some restrictions on what he may do. It's important to understand the limitations placed on the holder during a fake, as well as on the ensuing run, pass or handoff.

The placekick holder, via an exception to the dead-ball rule, is allowed to have one or both knees on the ground when there is a teammate in kicking position. The holder must rise before he may advance, hand the ball to a teammate, kick the ball or pass it. If the holder has a knee on the ground when he does any of these things, the ball is immediately dead.

Also, if the holder fumbles or muffs the snap and recovers the ball after his knees have been off the ground, then touches the ground with any part of his body other than his hands or feet, the ball is immediately dead. If the holder rises to catch an errant snap and immediately returns one or both knees to the ground, and places the ball for a kick, or again rises to advance, hand, kick or pass, the ball remains live.

Play 3: Team A lines up as if to try a field goal and A1 is in kicking position. The snap goes to holder A2, who has his right knee on the ground when he grabs the snap. Without lifting the right knee, A2 (a) hands the ball to A1, (b) throws a forward pass to eligible A3, or (c) has the ball snatched from his grasp by B1.

Ruling 3: A2 must lift his right knee before handing off or passing. In (a) and (b), the ball is dead and the down is over. In (c), the ball remains live as that is treated the same as a fumble.

Momentum exception. When a player is responsible for carrying the ball into his own end zone and the ball becomes dead there, it is normally a safety. The momentum exception applies to a defensive player who intercepts his opponent's pass or fumble or catches a scrimmage or free kick between his five yardline and the goalline. When his original momentum carries him into the end zone where the ball is declared dead in his team's possession, including a subsequent fumble which goes out of bounds in the end zone, the ball belongs to that team at the spot of the catch.

Play 4: B1's original momentum carries him into his end zone after at his two yardline he (a) intercepted team A's forward pass, (b) intercepted team A's backward pass, (c) intercepted team A's fumble, or (d) recovered team A's fumble. In each case, after entering the end zone, B1 falls to the ground there. **Ruling 4:** The momentum exception applies only in (a), (b) and (c). In those cases, it's team B's ball on its two yardline. In (d), it is a safety. The exception doesn't apply to grounded balls. □

Quick Tip

Getting the Info You Need

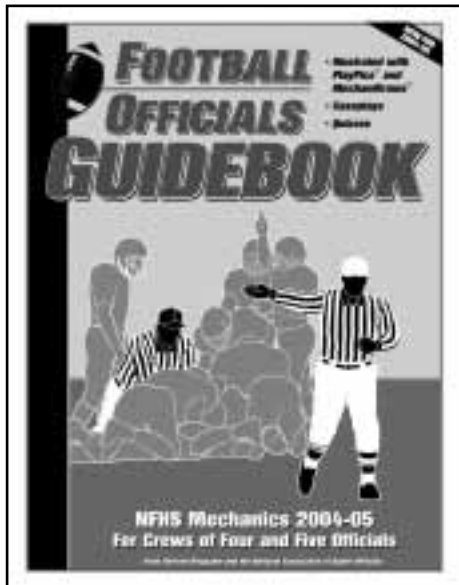
If you have officiated games involving certain coaches for several years, you can use previous experience to get accurate information. Asking, "In previous years you've used the wing-T; is that still your base offense, Coach?" will let the coach know you've done more than just show up to collect a paycheck all of those years. If the coach doesn't have time for an in-depth pregame conversation, watch the players warm up. You'll get at least an idea of what offense the team uses, how strong the quarterback's arm is, how far and accurately the kicker can kick, etc. □

THE Football Official's BOOKSTORE



FROM REFEREE BOOKS AND THE NATIONAL ASSOCIATION OF SPORTS OFFICIALS

Your source for the best officiating publications



FOOTBALL OFFICIALS GUIDEBOOK: Mechanics For Crews of Four and Five Officials

Updated for 2004-05! This essential guide is a must-have for any high school football official! *Referee's* exclusive PlayPic™ and MechaniGram™ illustrations — enhanced to allow you to see the action more precisely! The signals chart has also been improved with updated and more detailed illustrations!

New mechanics covered — officials' positions on free kicks; signals for the expiration of the 25-second clock; punt positioning in 4-official mechanics; and new procedures for reducing wasted time before free kicks. (paperback, 272 pages)

BFBG04, \$29.95; NASO-members: \$23.95

101 Tips For Youth Sports Officials

Tailored specifically to the needs of officials working youth sports. Includes chapters on: Mental toughness • Using self-evaluation to enhance your work • Climbing the ladder of officiating success • Dealing with coaches, players and fans • Mastering any sport's rulebook • Preparation for your big game • Officiating's "Golden Rules" • Preventing game explosions • and much more — all with a focus on applications in youth sports situations! Tips are highlighted throughout the book for easy reference and review! (paperback, 80 pages)

B101YS, \$9.95; NASO-members: \$7.95

JUDGMENT CALLS: A Football Officiating Philosophy

To flag or not to flag? That's a question football officials ask themselves several times during every game. This book offers practical, thoughtful guidance on many of the "gray areas" in football officiating. Written by George Demetriou and edited by Jerry Grunski, both veteran football officials and longtime *Referee* columnists, *Judgment Calls* addresses: Holding • Illegal blocks • Roughing the passer • Roughing the kicker • Intentional grounding • Pass interference • Dead-ball fouls • Forward progress and what to do when in doubt. It describes in simple terms the toughest situations in high school football and how to make distinctions in calling them. It's a reference you shouldn't be without. (paperback, 88 pages)

BFBJC, \$12.95, NASO-members: \$10.35



ORDER NOW!

Visa and MasterCard holders call toll free 800/733-6100 or order online at www.referee.com.

