

# Football 101

## Officials Fundamentals

### References:

- 1. NFHS Football Rules Book (rule-section-article)**
- 2. NFHS Football Officials Manual**
- 3. NFHS Football Case Book**
- 4. NFHS Football Rules Simplified and Illustrated**

1. Discuss the concept of the Officials Code of Ethics (app. G)
2. What is the objective of the game? (1-1-1)
3. The game is played on a rectangular field. What is the length and width? (1-1-2)
4. Who is responsible for the administration of the game? (1-1-4)
5. When do the game officials assume authority for the contest if the game start time is 7:30pm? (1-1-7)
6. How many players must a team have to begin the game? (1-1-3)
7. Who has the authority and decision responsibility to forfeit a game? (1-1-10)
8. Describe how the game is played. (1-1-2)
9. Describe how the end lines and sidelines and other dimension lines are marked. (1-2-3-c)
10. Describe the pylon and placement of the pylons. (1-2-4)
11. Describe the goal. (1-2-5-a)
12. Describe the crossbar. (1-2-5-b,c,d,e,f,g)
13. Describe the ball specifications. (1-3-1-a,b,c,d,e,f,g)
14. How many legal game balls should each team provide at the time the game officials assume authority for the contest? (1-3-2)
15. Describe the kicking tee. (1-3-4)
16. Describe the official line-to-gain equipment and use. (1-3-5-a,b,c,d)
17. What are the clock running times for High School? (3-1-1)
18. Explain all situations for starting and stopping the clock. (3-4)
19. Define the official's uniform: uniform items and equipment. (manual)
20. Know all penalty yardages and signals. (page 92-94)

## **Referee**

1. Define unsportsmanlike conduct by player or non-player. (1-5-2,3,5, 9-5, 9-8-1)
2. Define illegal personal contact. (8-4-3-a,b,c,d,e,f,g,h,l,j,k)
3. Define legally spiking the ball. (7-5-2)
4. Define illegal shift. (2-39, 7-1-7-a)
5. Define blood on the uniform. (3-5-10-c)
6. Define running into the kicker/holder. (9-4-5)
7. Define intentional grounding. (7-5-2-c,d)
8. Define roughing the kicker. (9-4-5)
9. Define a player in motion. (7-2-7)
10. Define scrimmage kick formation. (2-14-2)
11. Define unfair act. (9-9-1,2,3,4,5)
12. Define roughing the passer. (9-4-4)
13. Define when to use an untimed down. (3-3-3-a,b,c,d)
14. Define the options of an awarded fair catch. (6-5-4,6)
15. Define illegal participation. (9-6-4-a,b,c,d,e,f)
16. Define a place kick formation. (2-14-2-a)
17. Define passing. (2-31-1,2,3,4,5,6)
18. Define ready for play. (2-35, 3-6-1)
19. Define “the basic spot.” (10-4-1)
20. Define “helping the runner.” (9-1)
21. Define fouls. (2-16-1,2)

## **Umpire**

1. Define dead, live, loose ball. (2-1-1,2,3)
2. Define batting. (2-2)
3. Define the neutral zone. (2-28)
4. Define a chop block. (2-3-8)
5. Define blocking in the back. (2-5-2)
6. Define the legal blocking technique. (2-3-2)
7. Define the expanded neutral zone. (2-28-2)
8. Define fighting. (2-11)
9. Define fumble. (2-18)
10. Define the free blocking zone. (2-17-1)
11. Define legal blocking in the free blocking zone. (2-17)
12. Define first touching during a free kick. (2-12-1)
13. Define an ineligible receiver. (2-32-2)
14. Define when a player is on the line of scrimmage. (2-25)
15. Define the player numbering requirements. (1-5)
16. Define a false start. (7-1-7)
17. Define the legal actions of the snapper before the snap. (7-1)
18. Define a legal snap. (2-40)
19. Define tripping. (2-45)
20. Define when an ineligible is illegally downfield. (7-5-12)
21. Define numbering requirements on scrimmage kicks. (2-14-2)

## **Line Judges**

1. Define the free blocking zone. (2-17-1)
2. Define illegal formation. (2-32-3)
3. Define the neutral zone expanded. (2-28-1,2)
4. Define forward progress. (2-15)
5. Define an illegal snap. (7-1-2)
6. Define illegal substitution. (3-7-4)
7. Define the out of bounds spot. (4-3-3)
8. Define encroachment. (7-1-6, 6-1-3)
9. Define a player in motion. (7-2-7)
10. Define the restricted area. (9-8-3)
11. Define a false start. (7-1-7-a,b,c)
12. Define the offensive line requirements. (7-2-5-a,b)
13. Define an illegal shift. (7-2-6)
14. Define blocking in the frame. (2-3-2-b-2)
15. Define ineligible downfield. (7-5-12)
16. Define incidental facemask. (9-4-3)
17. Define out of bounds. (2-29-1)
18. Define passing. (2-31-1,2,3,4,5,6)
19. Define touchback. (6-3-1,2)
20. Define pass interference restrictions for "A" and "B". (7-5-7,8,9)
21. Define forward pass interference. (7-5-10)

## **Back Judges**

1. Define dead, live, loose ball. (2-1-1,2,3)
2. Define batting. (2-2)
3. Define a catch. (2-4-1)
4. Define clipping. (2-5-1)
5. Define blocking in the back. (2-5-2)
6. Define the two types of conferences. (2-6-2)
7. Define a fair catch signal. (2-9-1, 6-5-1,2,3)
8. Define an awarded fair catch signal. (2-9-2)
9. Define a valid fair catch signal. (2-9-3, 6-5-5)
10. Define an invalid fair catch signal. (2-9-5)
11. Define an illegal fair catch signal. (2-9-5)
12. Define first touching during a free kick. (2-12-1)
13. Define first touching during a scrimmage kick. (2-12-2)
14. Define force. (2-13-1)
15. Define muff. (2-27)
16. Define out of bounds. (2-29-1)
17. Define passing. (2-31-1,2,3,4,5,6)
18. Define touchback. (6-3-1,2)
19. Define pass interference restrictions for “A” and “B”. (7-5-7,8,9)
20. Define forward pass interference. (7-5-10)
21. Define momentum. (8-5-2-a-exception)
22. Define Post scrimmage kick – PSK. (2-16-2-h-1,2,3,4,5)