

Central U.P. Youth Football League

2022 Game Official Duties

Kickoff Formation

- Must have at least 4 players on each side of the football at the time of the kick.
- Cannot be more than 5 yards behind the free kick line, except the kicker. (35 yard line if kicking from the 40 yard line)
- A "pop-up" kick is illegal. A pop-up kick occurs when the kicker drives the ball immediately into the ground, the ball strikes the ground once, and goes into the air in the manner of a ball kicked directly off the tee. If K attempts a pop-up kick it is a free kick infraction, the ball is dead immediately, and K is penalized 5 yds.

Kickoff positions for 4 person crew

Referee - Towards the 20 yard line of the Home Team.

Umpire - On the 30 yard sideline of the Visiting Team.

Headlineman - Hand the ball to the kicker, instruct them not to kick the ball until the referee sounds the whistle, move to the sideline of the Visiting Team. Looks for K players crossing the 40 yard line before the ball is kicked.

Line Judge - On the 50 yard sideline of the Home Team. Looks for R players crossing the 50 before the ball is kicked.

Kickoff positions for 5 person crew

Back Judge - Hand the ball to the kicker, instruct them not to kick the ball until the referee sounds the whistle, move to the sideline of the Visiting Team. Looks for K players crossing the 40 yard line before the ball is kicked.

Umpire - On the 50 yard sideline of the Home Team. Looks for R players crossing the 50 before the ball is kicked.

Headlineman - On the 30 yard sideline of the Visiting Team.

Line Judge - On the 30 yard sideline of the Home Team.

Referee - Center of the field around the 10 yard line.

Referee - White Hat

- Play Clock - Keeps track of either the 25 second play clock or the 40 second play clock, with 10 seconds left, raises hand and gives the last 5 second countdown with motion.
- Player Counts - Counts the Offense, before every play.
- On running plays, look for blocks below the waist and holding by the exterior lineman.
- On passing plays, look for holding by the offense and a late hit on the quarterback.

- When the whistle is sounded to end a play, start the 40 second play clock.
- Ball Handling Rule - Keep track of who scores touchdowns. When the score difference is 18 or more points, any player who has 2 touchdowns or more, cannot intentionally handle the ball. If the score difference drops below 18 then any player can handle the ball.
- Continuous Running Clock Rule - When the score difference is 25 or more points in the second half the clock will run continuously.
- If the score difference reaches 35 or

Umpire

- Play Clock - When the Referee raises their hand the umpire will mirror the referees motion.
- Player Counts - Counts the Defense, before every play.
- On running plays, look for holding by interior lineman.
- On passing plays, look for ineligible players downfield.

Head Linesman - Chain Side - Visitor Team Side

- Player Counts - Counts the Visiting Team, before every play.
- Encroachment - Once the Center puts his/her hands on the ball to snap the ball, no player either on offense or defense may enter the neutral zone before the snap. Encroachment, 5 yard penalty. Blow the whistle as soon as the player enters the neutral zone.
- Spot the Ball - Primary job is to spot the ball. Mark forward progress with your foot. Forward progress is the position of the ball when any part of the body touches the ground except the hand.
- On sweep type running plays towards your side, look for holding and blocks below the waist.
- Blow your whistle hard to indicate that the play is over, spot the ball with your foot. Hold the spot until the Umpire spots the ball within the hash marks.

Line Judge - Home Team Side

- Player Counts - Counts the Home Team, before every play.
- Encroachment - Once the Center puts his/her hands on the ball to snap the ball, no player either on offense or defense may enter the neutral zone before the snap. Encroachment, 5 yard penalty. Blow the whistle as soon as the player enters the neutral zone.
- Spot the Ball - Primary job is to spot the ball. Mark forward progress with your foot. Forward progress is the position of the ball when any part of the body touches the ground except the hand.

- On sweep type running plays towards your side, look for holding and blocks below the waist.
- Blow your whistle hard to indicate that the play is over, spot the ball with your foot. Hold the spot until the Umpire spots the ball within the hash marks.

Offensive Formation

A legal offensive formation can only have a maximum of 4 players in the back field.

Defensive Formation

A legal defensive formation can have a maximum of 6 players on the line between the tight ends at the snap.

Kickoff Formation

Must have at least 4 players on each side of the kicker at the time of the kick.

Holding

In order for it to be a hold it must have prevented the player from making the tackle.