

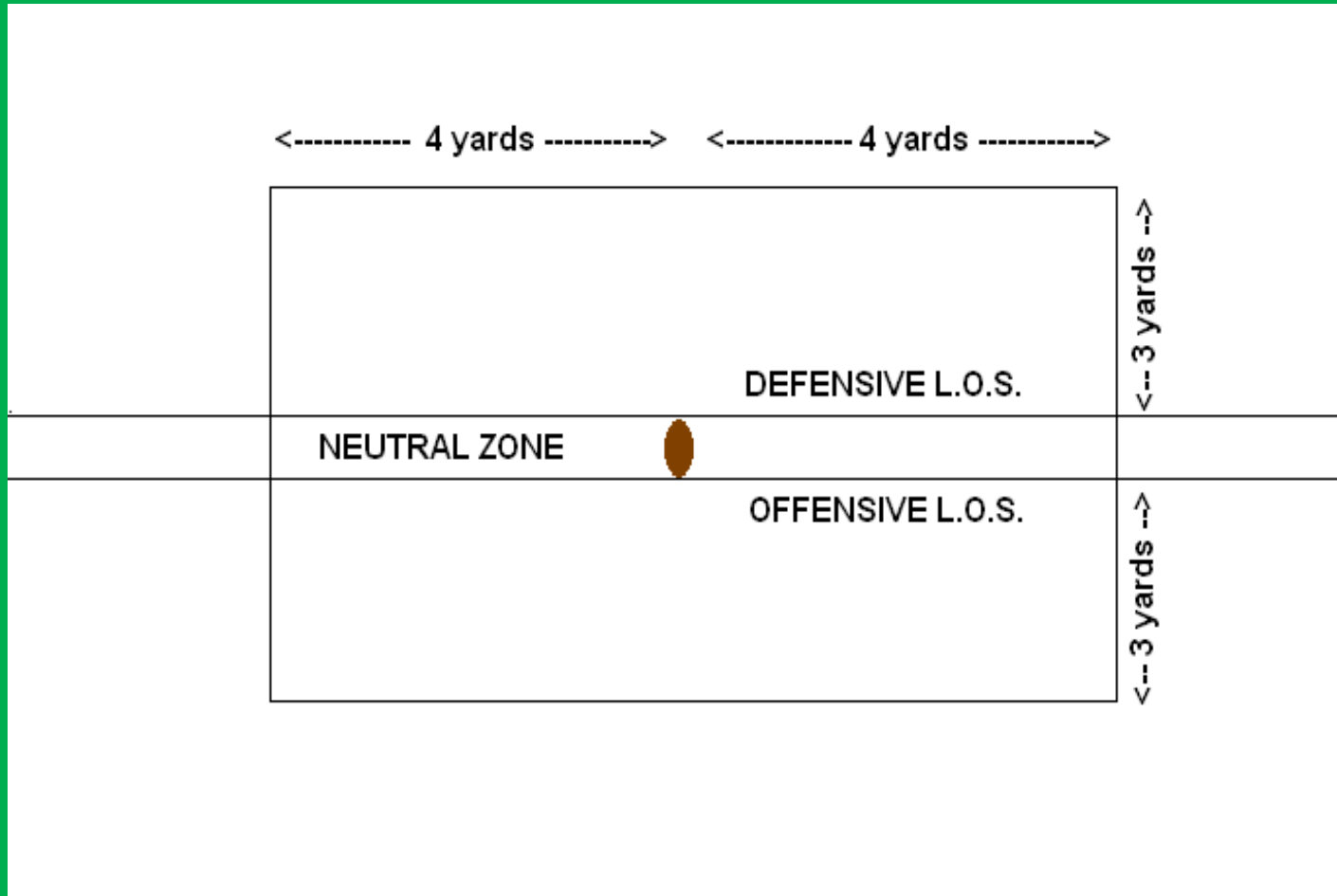
BLOCKING

INSIDE THE
FREE BLOCKING
ZONE

Rule 2-17-1

- The Free Blocking zone ONLY exists during a scrimmage down.
- The Free Blocking zone is a rectangular area extending 4 yards to either side of the ball and 3 yards behind each teams line of scrimmage.
- A player is considered in the zone if any part of his body is in the zone at the snap.

The Free Blocking Zone



What blocking rule exceptions may exist in this zone ?

- Blocking below the waist.
- Clipping.
- Blocking in the back.

What conditions allow for the blocking rule exceptions ?

- The contact must occur in the zone.
- The ball must be present in the zone.
- Rule 2-17-5 states “the free blocking zone disintegrates when the ball leaves the zone and the exception for players to block below the waist, clip, or block in the back **IS NOT** to continue.”

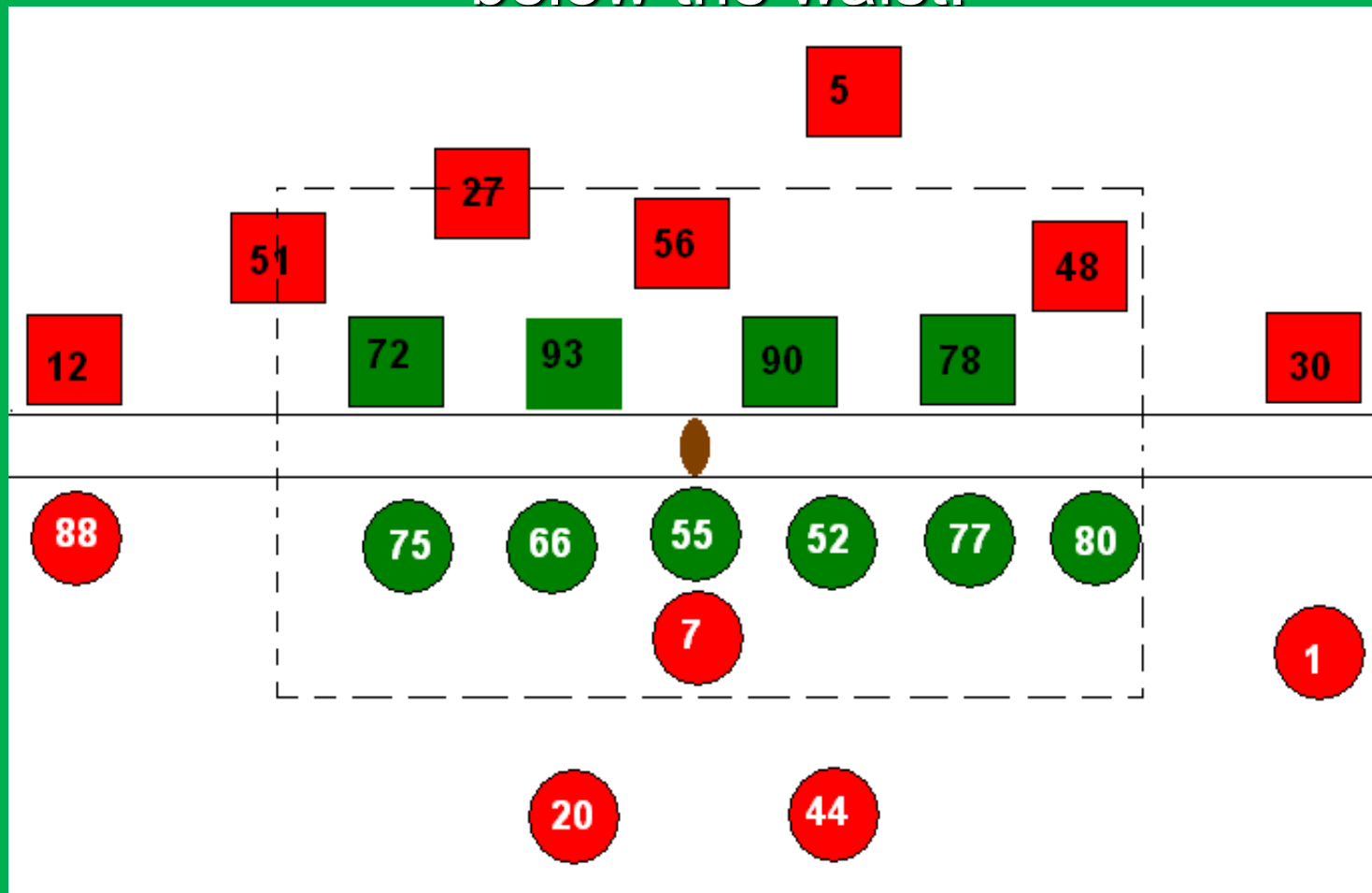
Which players are allowed to take advantage of these exceptions ?

- Any Offensive player that is on his line of scrimmage and inside the zone at the snap may block below the waist, clip, or block in the back.
- Any Defensive player that is on his line of scrimmage and inside the zone at the snap may block below the waist. (Rule 2-25-3: A defensive player is considered on the line if he is within 1 yard of his LOS at the snap).

Who may legally block Below the Waist ?

- Rule 2-17-2
- By a player (Offense or Defense) who was on his LOS and in the zone at the snap. (Against an opponent who was on his LOS and in the zone at the snap.)
- The contact was in the zone and prior to the ball leaving the zone.

Players shown in Green may block the opponents shown in Green below the waist.



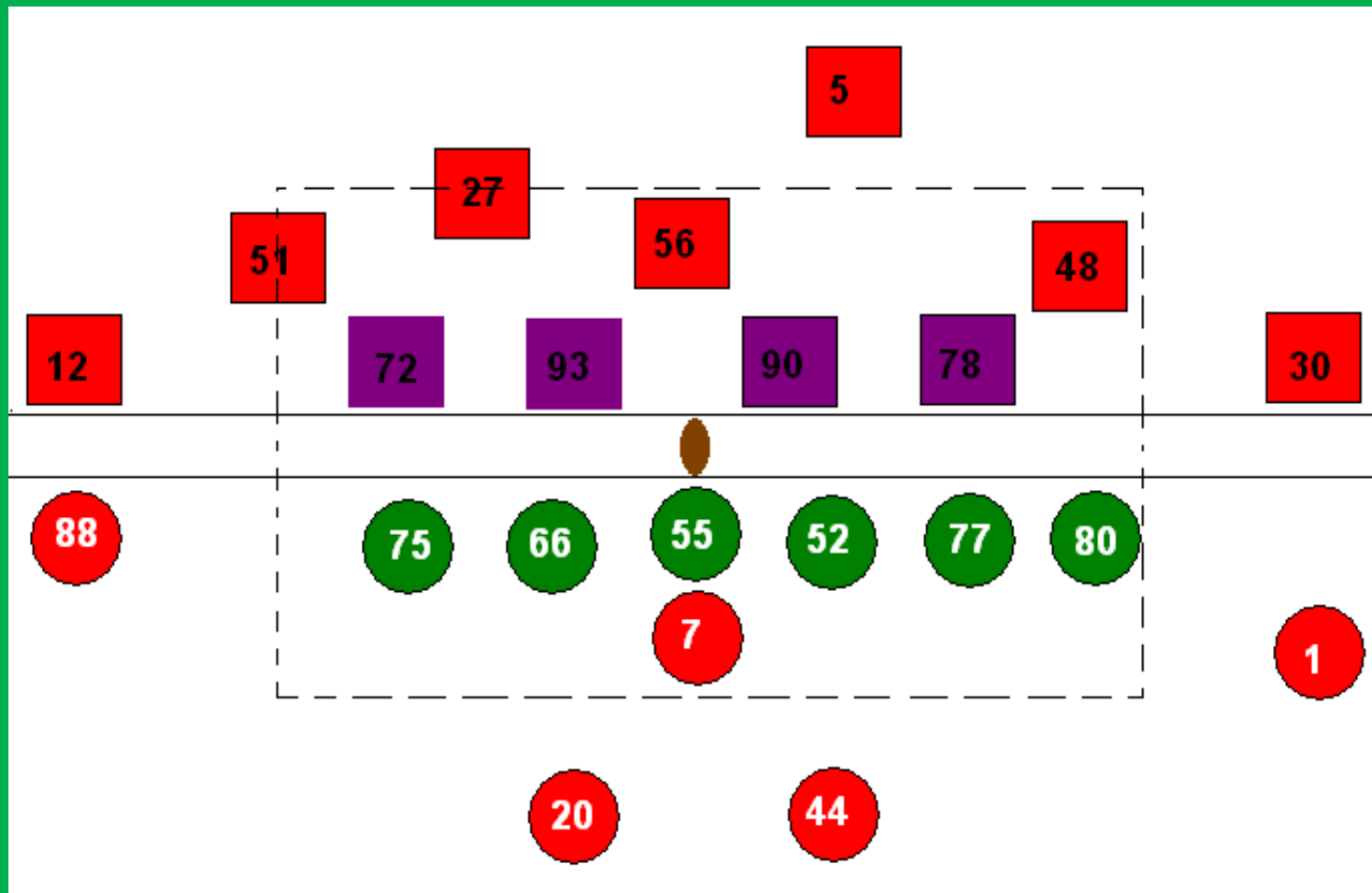
Cut Block vs. Chop Block

- A block below the waist from the front or side is often referred to as a “Cut Block”.
- A Chop Block is a completely different situation. **Rule 2-3-8:** it is a delayed block at or below the knees of an opponent who is in contact with a teammate of the player who is delivering the delayed low block in the free blocking zone.
- Penalty for a chop block is 15 yards.

Who may legally Clip ?

- Rule 2-17-3
- By any offensive player who was on his LOS and in the zone at the snap. (Against a defensive player who was on his LOS and in the zone at the snap).
- The contact was in the zone and prior to the ball leaving the zone.

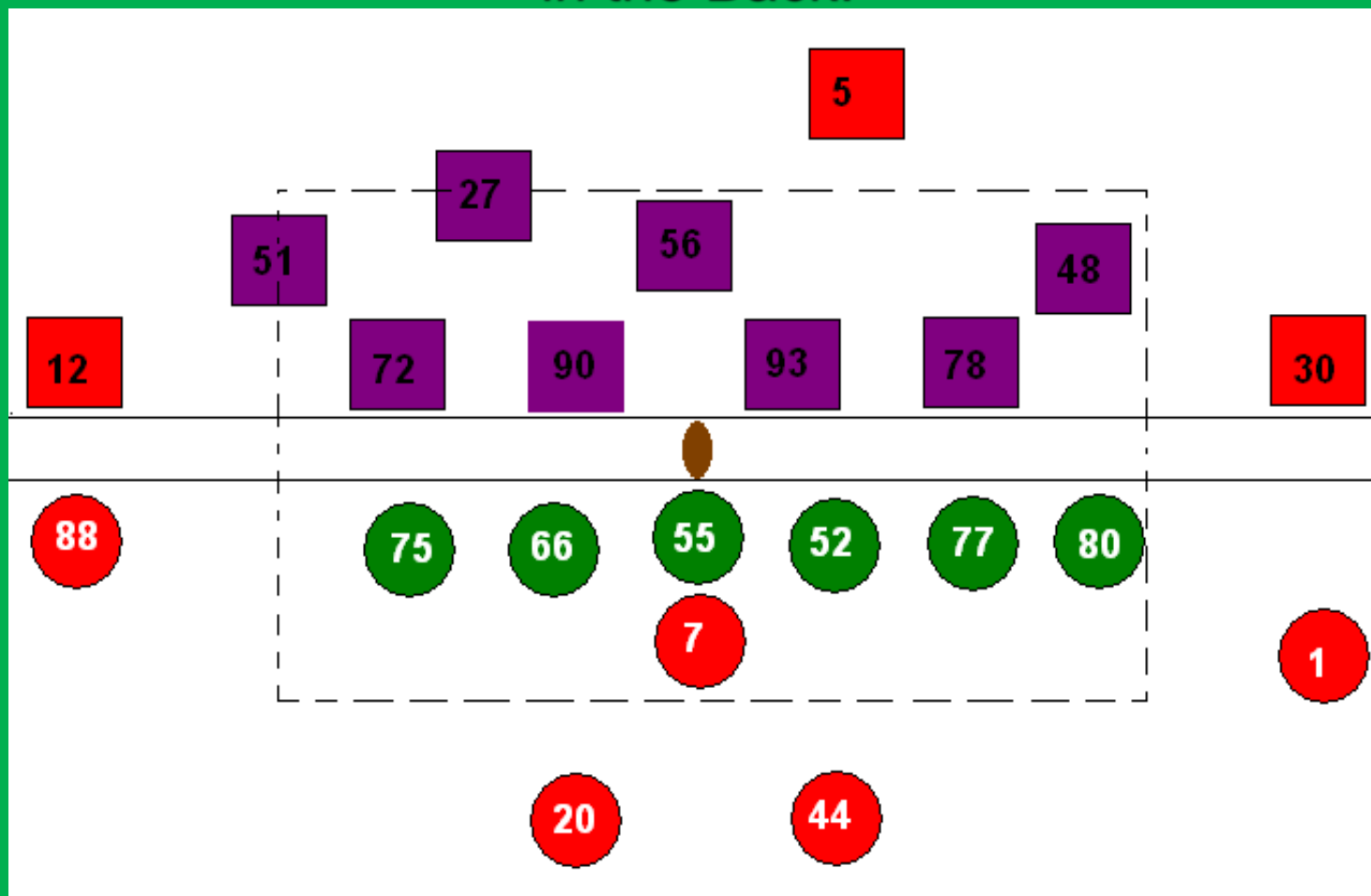
Players shown in Green may Clip the opponents shown in Purple.



Who may legally Block in the Back ?

- Rule 2-17-4
- By any offensive player who was on his LOS and in the zone at the snap. (Against any defensive player who was in the zone at the snap).
- The contact was in the zone and prior to the ball leaving the zone.

Players shown in Green may legally block the opponents shown in Purple, in the Back.



Shotgun or Scrimmage Kick Formations

- In order for the blocking rule exceptions to be legal in these situations, the blocks must occur immediately at the snap while the ball is still passing through the zone.

NOTE: Delayed blocks that are covered by the blocking rule exceptions would now be illegal blocks, as the ball will have left the zone prior to the block.

NOTES FOR UMPIRES

- Know where BOTH the offensive and defensive men are lining up prior to and at the snap.
(4 yards to each side of the ball)
- Remember that if any part of the player is in the zone he is considered to be in the zone.
- Except for Blocking in the back, the defensive player must have been on his LOS and in the zone for the block to be legal.

NOTES FOR WING OFFICIALS

- If the team is taking wide splits, the TE may or may not be inside the zone.
- Wide Receivers, Split Ends, Slot Backs or Flankers are never eligible for blocking rule exceptions, since they are either Not inside the zone or they are Not on the LOS at the snap.

CRACK BACK BLOCKS

- Although not a formal definition, this term is used to describe a block delivered by an offensive player coming back towards the the spot of the snap.

Comment: Since the player was not inside the zone at the snap, the contact must be made above the waist and in the front or from the side.

NOTES FOR REFEREES

- Running Backs and Quarter Backs are never eligible for blocking rule exceptions, since they are Not on their LOS at the snap.
- Know where the ball is- has it left the zone prior to the block?

ALL OFFICIALS

- **First-** need to see where the initial contact with the opponent is. (above/below the waist, in front/on the side/ from behind.)
- **Second-** determine if the contact is inside the free blocking zone.
- **Third-** determine if the free blocking zone still exists or has it disintegrated.

POINTS OF EMPHASIS CHOP BLOCKS

- Chop blocking is a very dangerous and illegal blocking technique in the free blocking zone.
- It does not matter whether the ball has left the zone or not.
- Officials simply need to know that there was a delayed second block at or below the knees, of a player that is already engaged by another blocker.

POINTS OF EMPHASIS

BLOCKS BELOW THE WAIST

- Only players (Offense or Defense) who are on their LOS and in the zone at the snap are eligible to block and be blocked below the waist.
- Officials should watch for backs, especially while in a scrimmage kick or shotgun formation, that may be blocking below the waist.
- Officials should also watch for defensive players “cutting” the lead blockers coming out of the backfield.

Off Setting Penalties

DOUBLE FOULS

Rule 2- Definitions of Playing Terms

Section 16- FOULS AND PENALTIES

Article 2... Types of Fouls

- b. Double- one or more live-ball fouls (other than nonplayer or unsportsmanlike) are committed by each team at such a time that the penalties offset.

Rule 5- Series of Downs, Number of Down and Team Possession After Penalty

Section 2- DOWN AND POSSESSION AFTER PENALTY

Article 1... When a penalty is declined, the number of the next down is the same as if the foul had not occurred. If a double foul occurs during a down, the number of the next down is the same as that of the down in which the foul occurred.....

Rule 10- Enforcement of Penalties

Section 1- PROCEDURE AFTER A FOUL

Article 1... The distance penalty for any foul may be declined. If the penalty is declined or if there is a double foul, there is no loss of distance. In case of a double foul, the captains are not consulted since the penalties offset.

Rule 10- Enforcement of Penalties

Section 2- DOUBLE AND MULTIPLE FOULS

Article 1... It is a double foul if both teams commit fouls, other than unsportsmanlike or nonplayer, during the same live-ball period in which:

- a. There is no change of team possession, unless all fouls committed by R are post-scrimmage kick fouls, or
- b. There is a change of team possession, and the team in possession at the end of the down fouls prior to final change of possession unless all fouls committed by R are post-scrimmage kick fouls, or
- c. There is a change of possession and the team in final possession accepts the penalty for its opponent's foul at any time during the down.

In (a), (b) or (c), the penalties cancel and the down is replayed.

Rule 10- Enforcement of Penalties

Section 2- DOUBLE AND MULTIPLE FOULS

Article 6... A foul during a try is not paired with a dead-ball foul to create a double or multiple foul.

FOOTBALL FUNDAMENTALS

IX. FOULS

5. A double foul results only when both teams commit fouls, other than unsportsmanlike or nonplayer, during the same live-ball period or if team possession changed during the down and the foul by the team in final possession was prior to the change or if there were a change of possession and the team in final possession accepted the penalty for its opponent's foul.

Play One- On first-and-10 from the opponent's 45-yard line, the offense puts a flanker in motion. He turns up field before the snap. On the play, the right guard holds at the 48-yard line. The pass is complete for a 9-yard gain. How do you enforce the penalties for these fouls?

Ruling- Only one live-ball foul can be penalized so the defensive captain must choose. He should decline the 5-yard illegal-motion penalty and accept the 10-yard holding penalty. Holding fouls from behind the line of scrimmage are walked off from the spot of the foul.

Play Two- Snapping the football on second and six from the opponent's 35-yard line, the running back carries for 7 yards. On the play, the right tackle holds at the 33-yard line, while the defensive safety grabs the running back's face mask during the tackle. How do you enforce these penalties?

Ruling- These two live-ball fouls offset. You replay second down at the 35-yard line.

Play Three- The same situation as in Play Two except the defensive foul is a late hit on the ball carrier. How do you enforce these fouls?

Ruling- This is a live-ball and a dead-ball foul situation. They do not offset. You penalize in the order of occurrence. The 10-yard holding penalty is walked off from the spot of the foul to the 43-yard line. The 15-yard personal foul penalty for the dead-ball late hit is then walked off to the 28-yard line. It will be a first down at the 28-yard line.

Play Four- Snapping the football from the opponent's 40-yard line on first-and-10, the quarterback drops back to pass. His right tackle holds at the 45-yard line. The pass is intercepted at the 23-yard line. During the return, a defensive team player blocks a potential tackler in the back at the 35-yard line. The tackle is made at the 31-yard line. What is the result of this play?

Ruling- Since the defensive team did not foul until after gaining possession of the football, its captain can decline offsetting penalties and keep the football with his team's foul enforced. The holding penalty is declined while the block-in-the-back penalty is enforced at the end of the run. It will be first-and-10 for the defensive team at its own 21-yard line.

Note: The penalty was not enforced from the spot of the foul because it occurred beyond the end of the interception return.

Play Five- During a run by A1, A2 is holding B1. Thereafter, a fumble by A1 is recovered by B2 who advances for a touchdown. While the ball was loose during the fumble, B3 clipped A3.

Ruling- Both fouls occurred before the change of team possession and the action thus constitutes a double foul. The penalties cancel and the down shall be replayed.

Play Six- K1 is in an illegal position and the scrimmage kick by K2 is caught by R1. During the return by R1, there is clipping by R2 and a subsequent fumble by R1 is recovered by K3.

Ruling- Even though there was a change of team possession during the down, the team gaining final possession had fouled before gaining possession. Both fouls occurred during the down and the result is a double foul. The penalties cancel and the down shall be replayed.

Play Seven- With fourth and 15 from midfield, K is called for illegal formation. R1 catches K1's punt, but is tackled by the face mask/helmet opening by K2. R2 knees K3 prior to the end of the run.

Ruling- If R accepts the penalty for either foul by K, it is a double foul. R may decline the penalties and retain possession following enforcement of the penalty for R2's foul. In either case, R2 shall be disqualified.

6-Man Football Mechanics

Mississippi High School
Activities Association

District 4

Reasons for the sixth man

- Expanded passing game
 - Deep pass plays are difficult to cover with five officials
- Increase number of “spread” offensive formations
- The new Side Judge (SJ) will assist the Head Linesmen (HL) and Back Judge (BJ).

Pre-Game Responsibilities

- All officials arrive no later than 60 minutes before kick off.
- 30 minutes before kickoff
 - R and U will talk to coaches
 - BJ, SJ, HL, and LJ will discuss downfield coverage, kicking mechanics, and officiating keys.

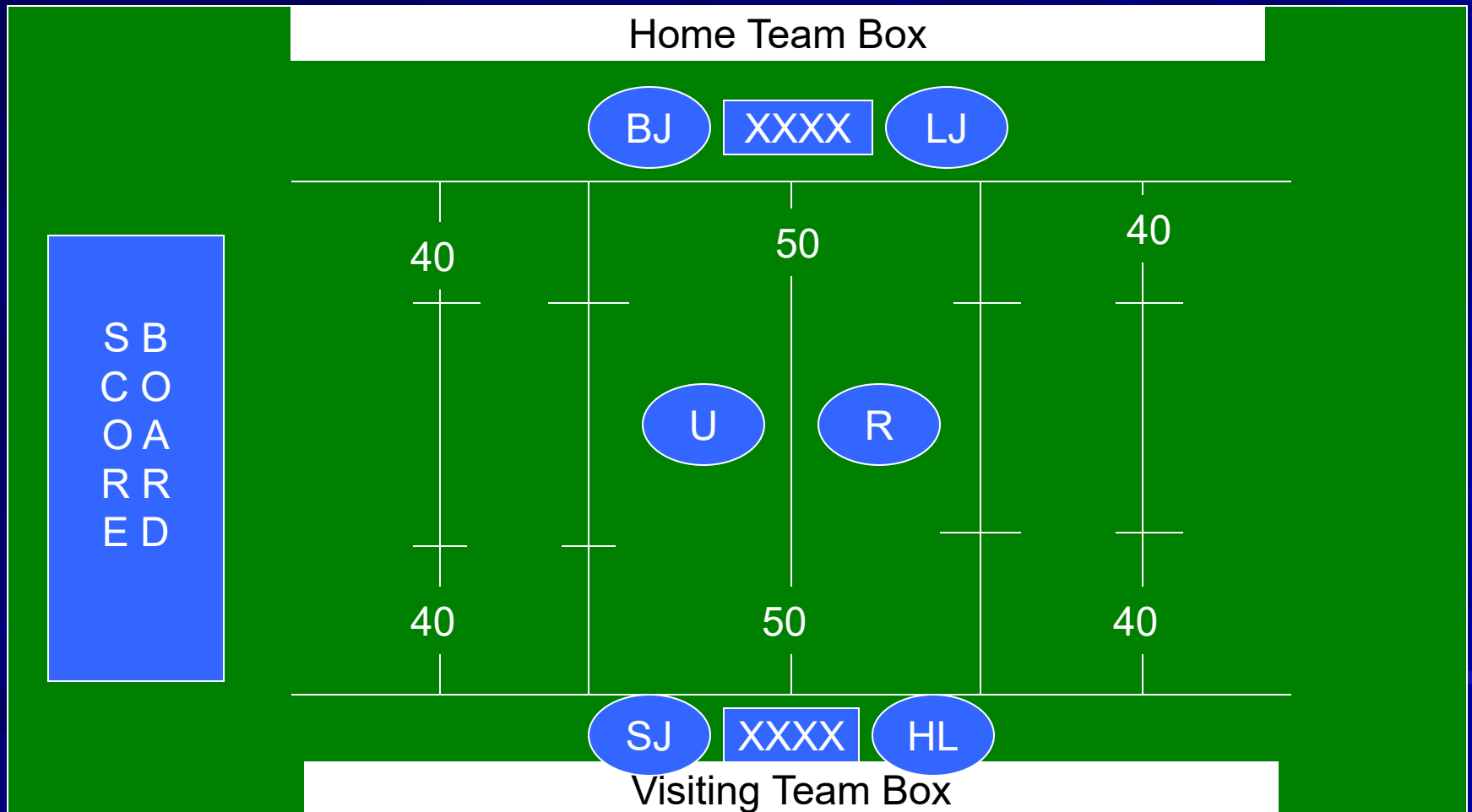
Pre-Game Responsibilities

- Pre-game continues until 15 minutes prior to kickoff.
- R and LJ walk the field
- U finds ball boys
- HL gives instructions to the chain crew

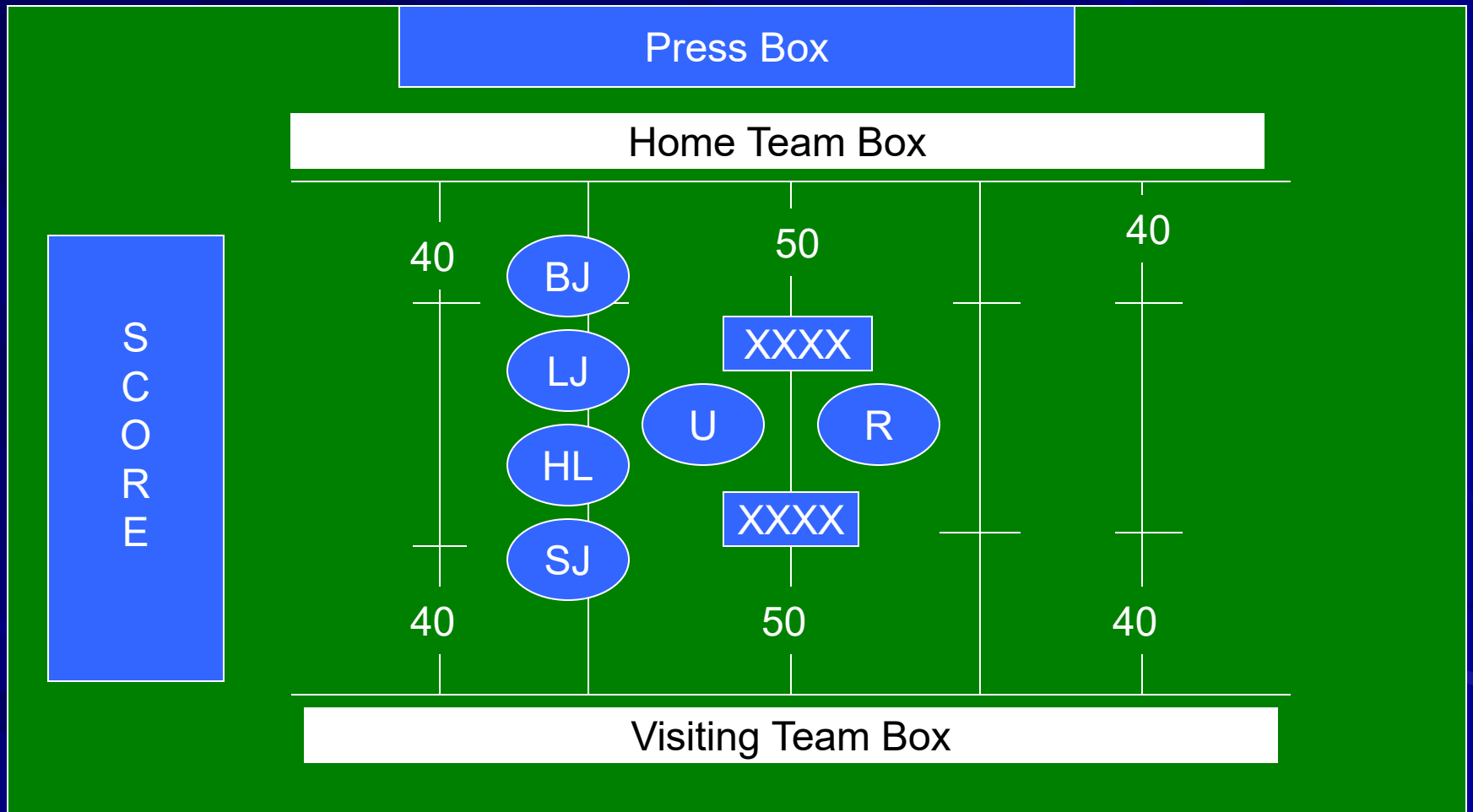
Pre-Game Responsibilities

- 5 minutes prior to kickoff
 - BJ and SJ arrive on field with their teams
- Coin toss begins three- four minutes prior to kickoff

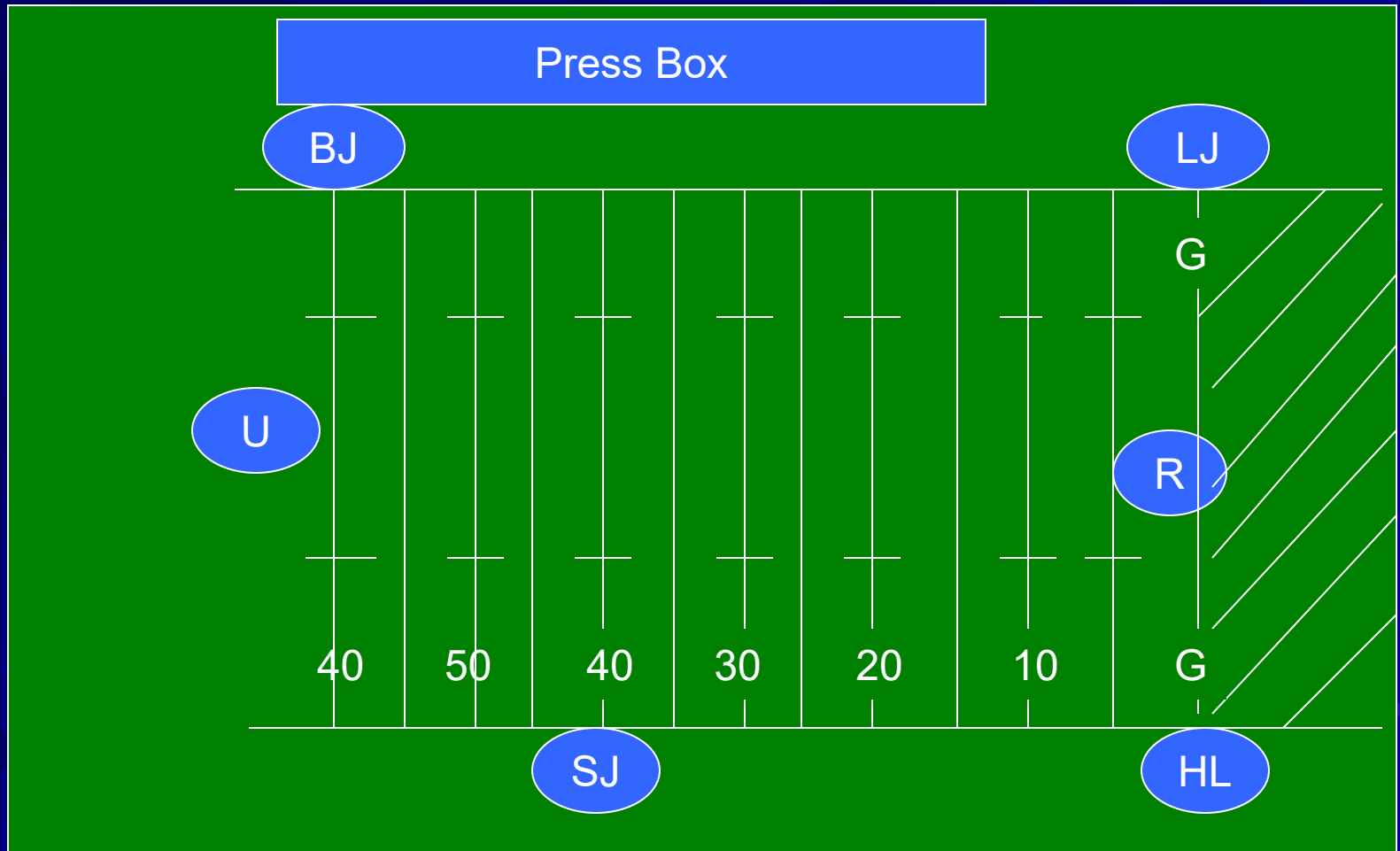
Escort Captains to Coin Toss



Coin Toss



Kick Offs and Free Kicks



Kickoff and Other Free Kicks

■ Referee

- Count the receiving team players and then give and acknowledge the extended first signal with the LJ and HL to indicate that eleven “R” players are on the field.

■ Back Judge & Side Judge

- Clear your sidelines
- Count R players

Kickoff and other Free Kicks

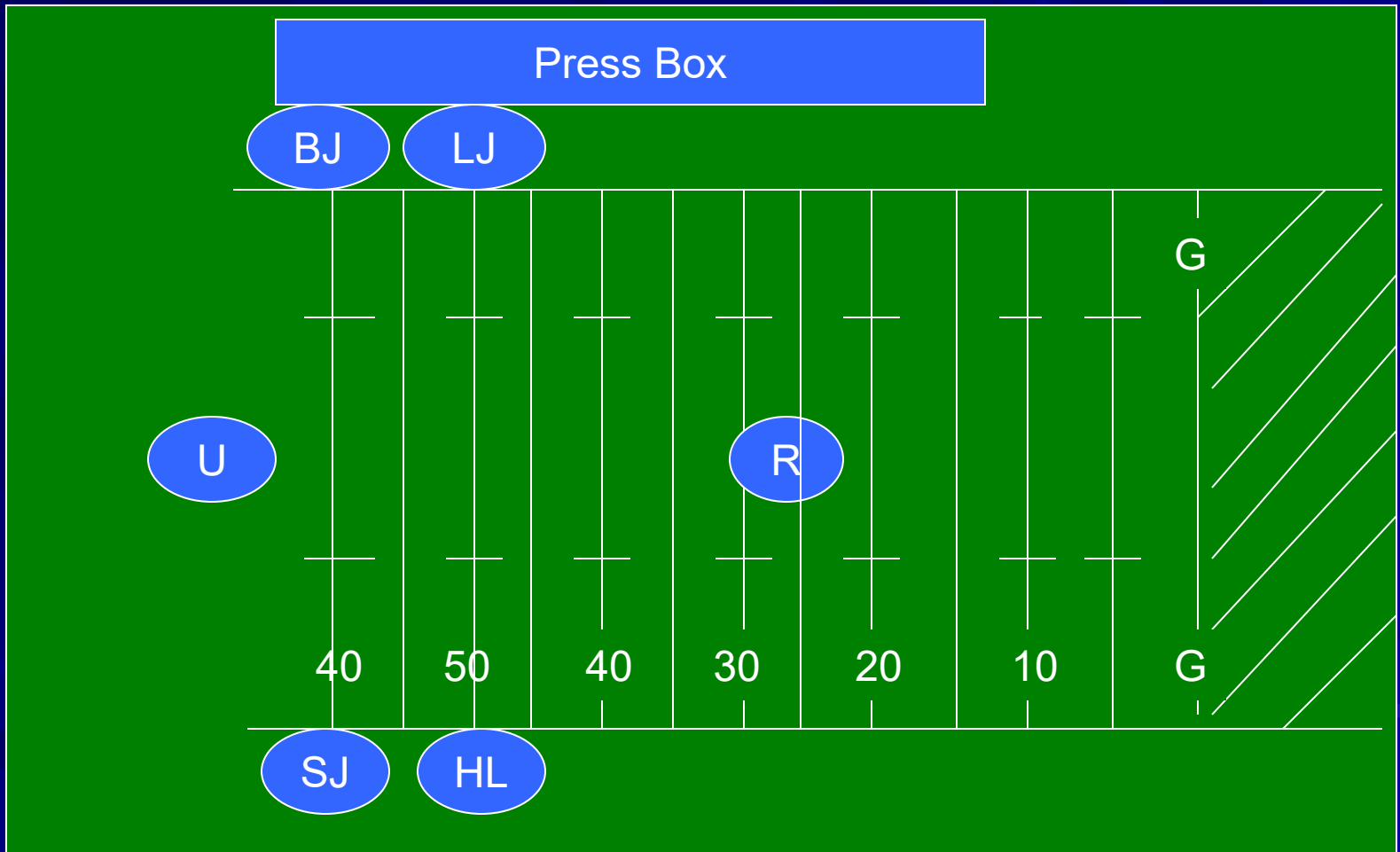
- Back Judge and Side Judge
 - Count K players
 - Make sure ball goes 10 yards
 - Watch R's free kick line
 - Keep an eye out for illegal blocks
 - Long runs; get to the goal line.

Kickoff and other Free Kicks

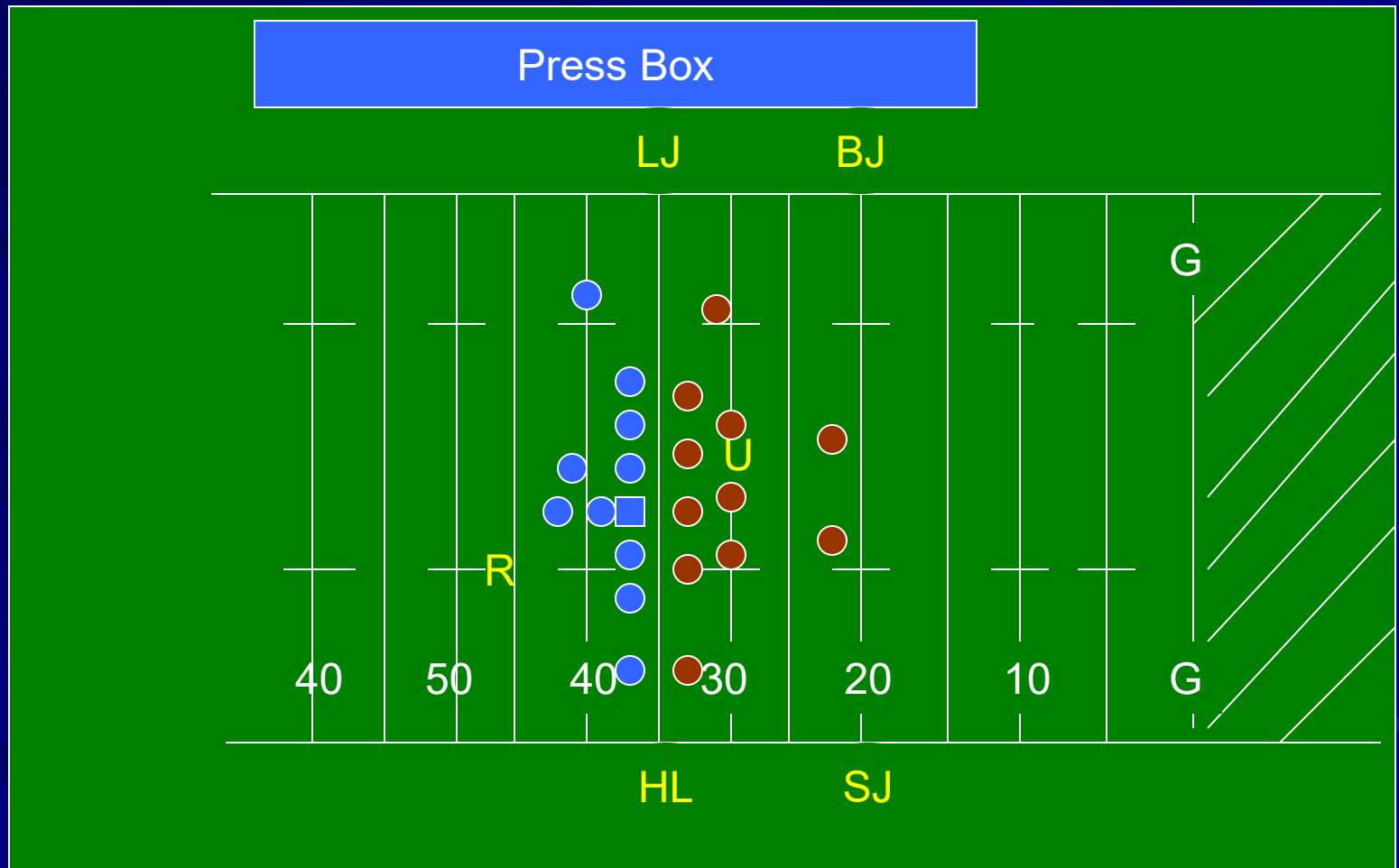
■ Umpire

- Secure game ball
- Count K players
- Time 25 second clock

On-Sides Kick



Scrimmage Downs



Plays from scrimmage

■ Referee

- Blow the ready for play
- Count A
- Protect QB

■ Umpire

- Cover ball prior to R ready to play
- Position 5-7 yards deep. Opposite side of R
- Come to the LOS on pass plays

Plays from scrimmage

- Head Linesmen and Line Judge
 - Rule on positioning of all eligible receivers
 - Observe all substitutions
 - Maintain sideline control
 - Rule false starts, encroachments
 - Keys => Snap, tackle, 2nd receiver inside
 - Rule on forward progress

Plays from scrimmage

■ Head Linesmen

- Hold LOS on passing plays
- Be prepared to move downfield and cover mid-range receivers

■ Line Judge

- Drift to mid-range position on pass plays
- Be more aggressive on downfield coverage

Plays from scrimmage

■ Side Judge

- 12 -15 yards downfield pre-snap
- Count B players
- Keep backup time
- Key the widest man in the formation on your side
- Take 3 steps backwards and read pass first

Plays from Scrimmage

■ Back Judge

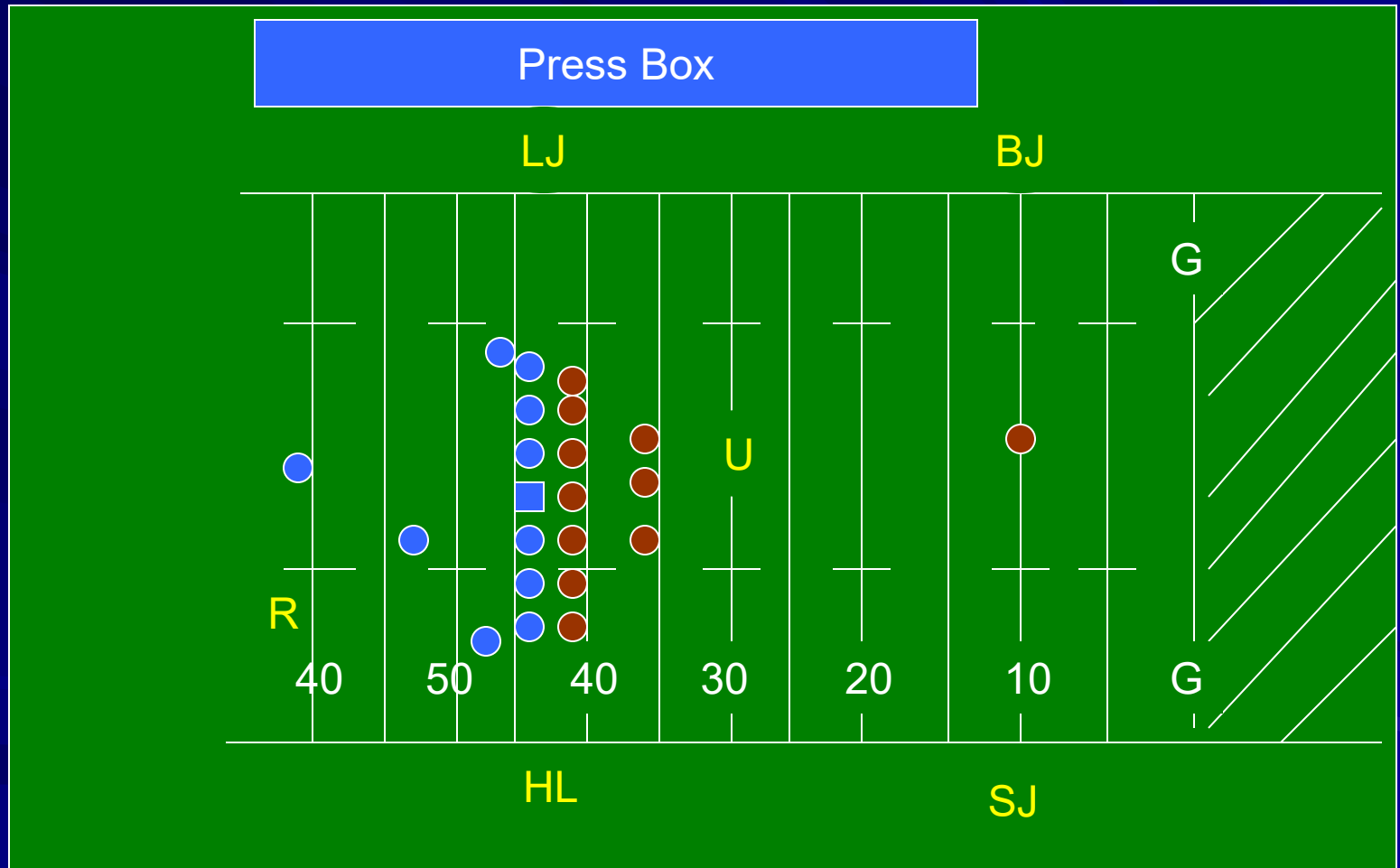
- Enforce 25 second clock
- Count B players
- Key the widest man on the LJ side
- Responsible for deep passes.
 - NEVER GET BEAT DEEP!!!

Scrimmage Kicks

■ Referee

- Position on kicker's foot side
- Always protect the kicker
- Be the last man downfield
- On long returns, work inside-out and get to the goaline

Scrimmage Kicks



Scrimmage Kicks

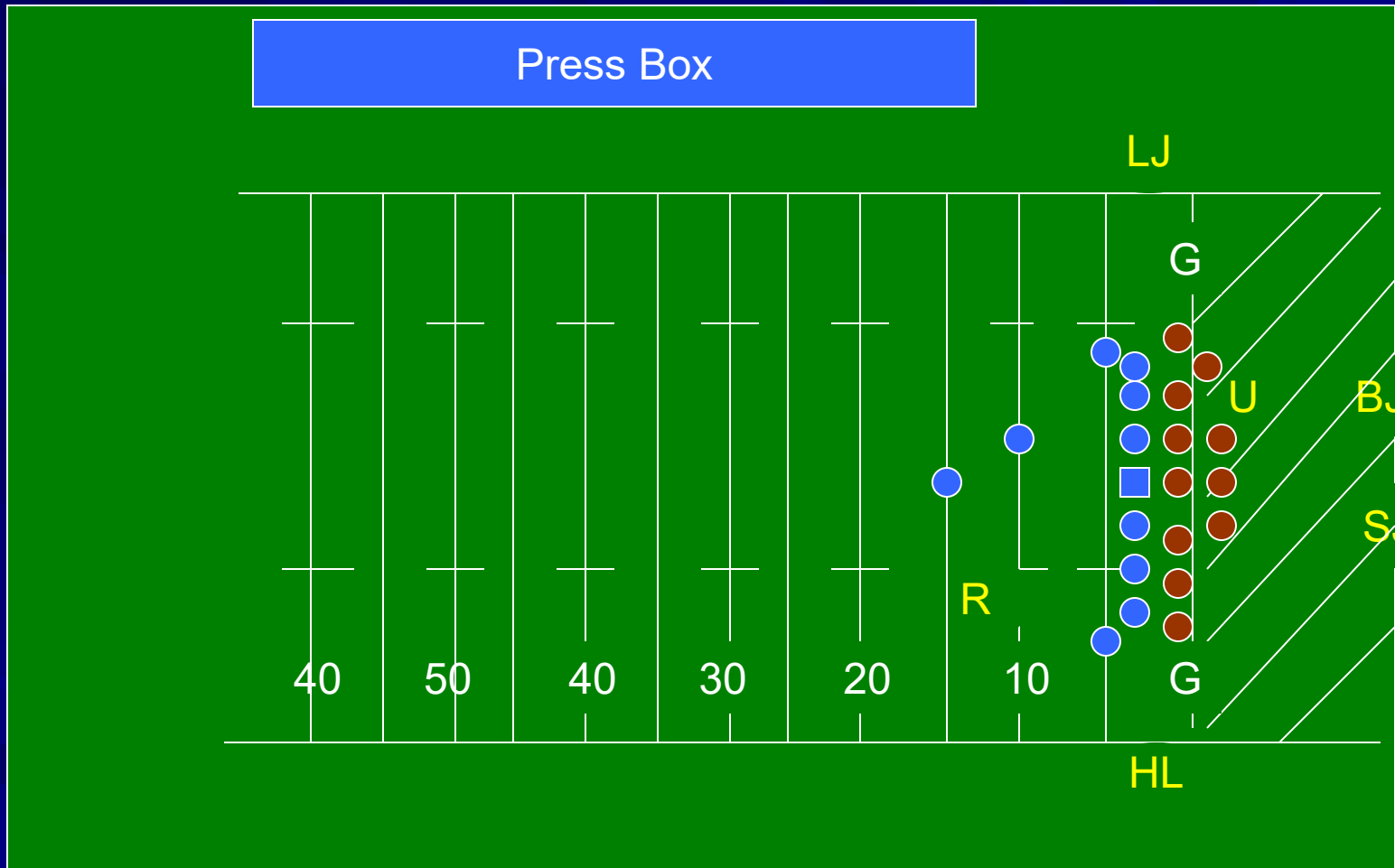
■ Umpire

- Position about 10 yards deep. Away from linebackers
- Protect the snapper
- Slowly move towards the deadball spot
- Watch illegal blocks around the ball carrier

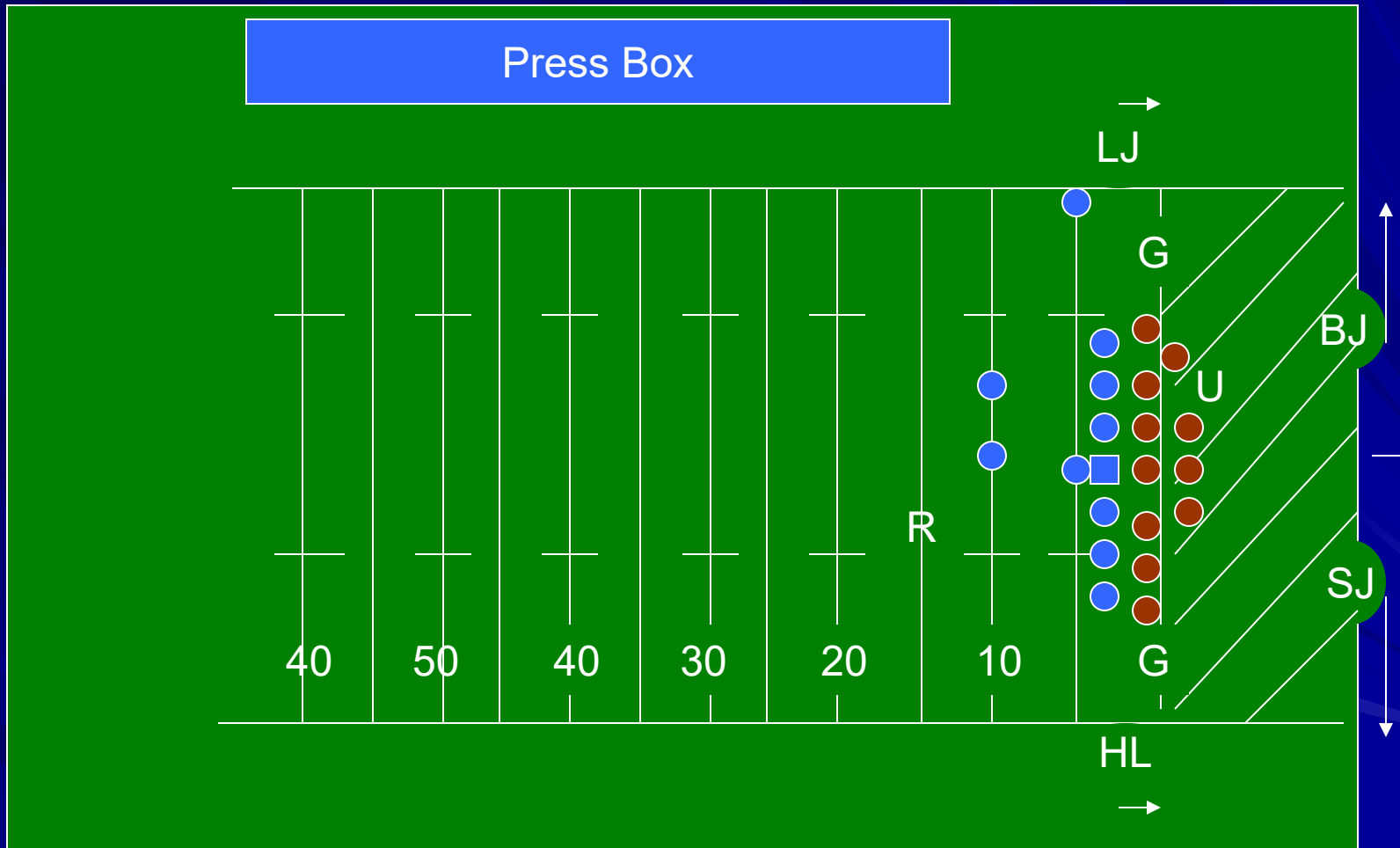
Scrimmage Kicks

- Head Linesman and Line Judge
 - Breakaway returns – get to the goal line before the runner does
 - If the kick is blocked, the officials opposite of R will retreat into the backfield

Field Goals and Extra Points



Goal Line Plays: 7 yards and closer

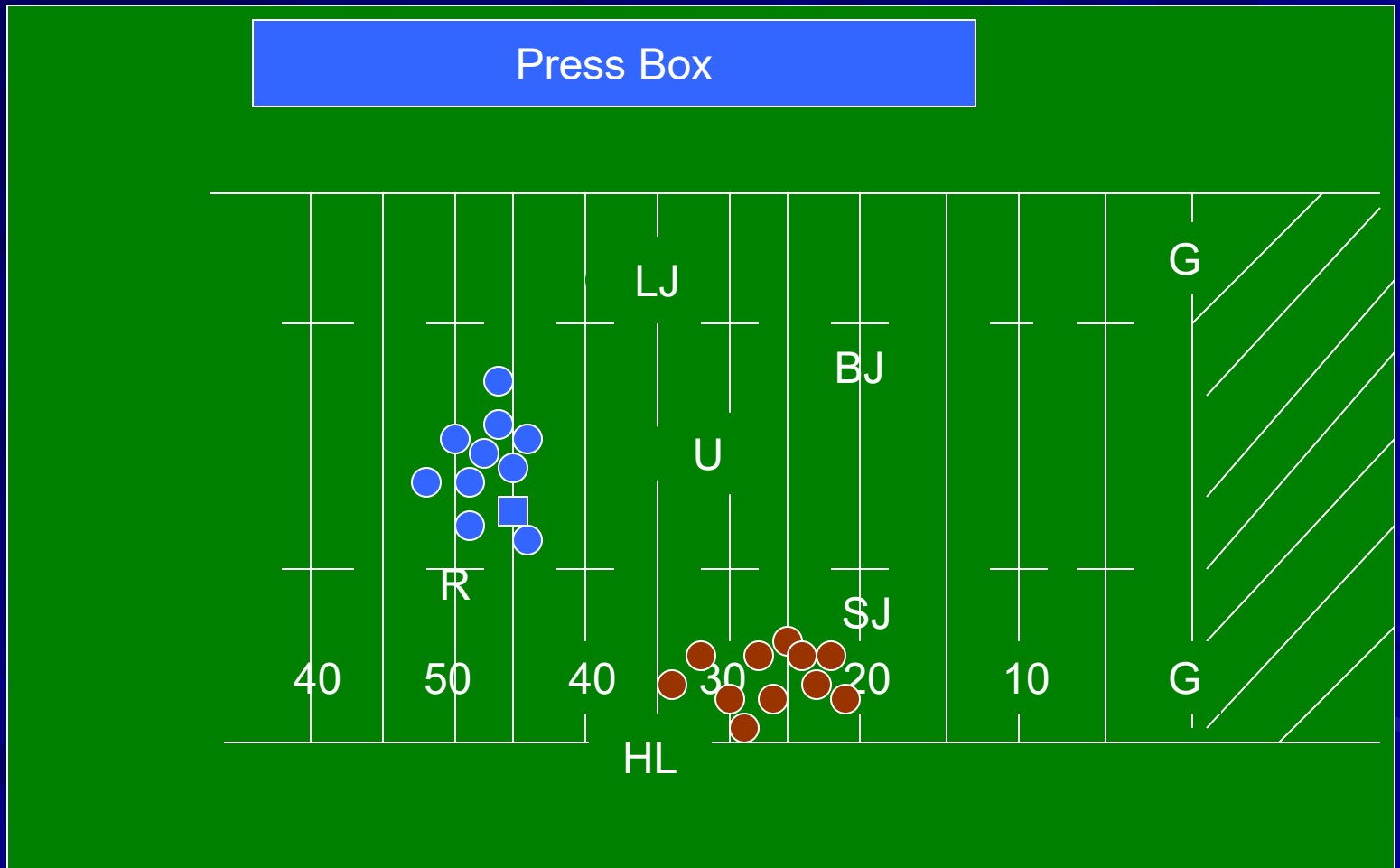


Goal Line plays within 7 yards

■ HL and LJ –

- Immediately at the snap move sharply to the goal line pylon and work from the goal line back to the field of play to mark forward progress spots.
- Beat any ball carrier and/or pass receiver to the goal line.

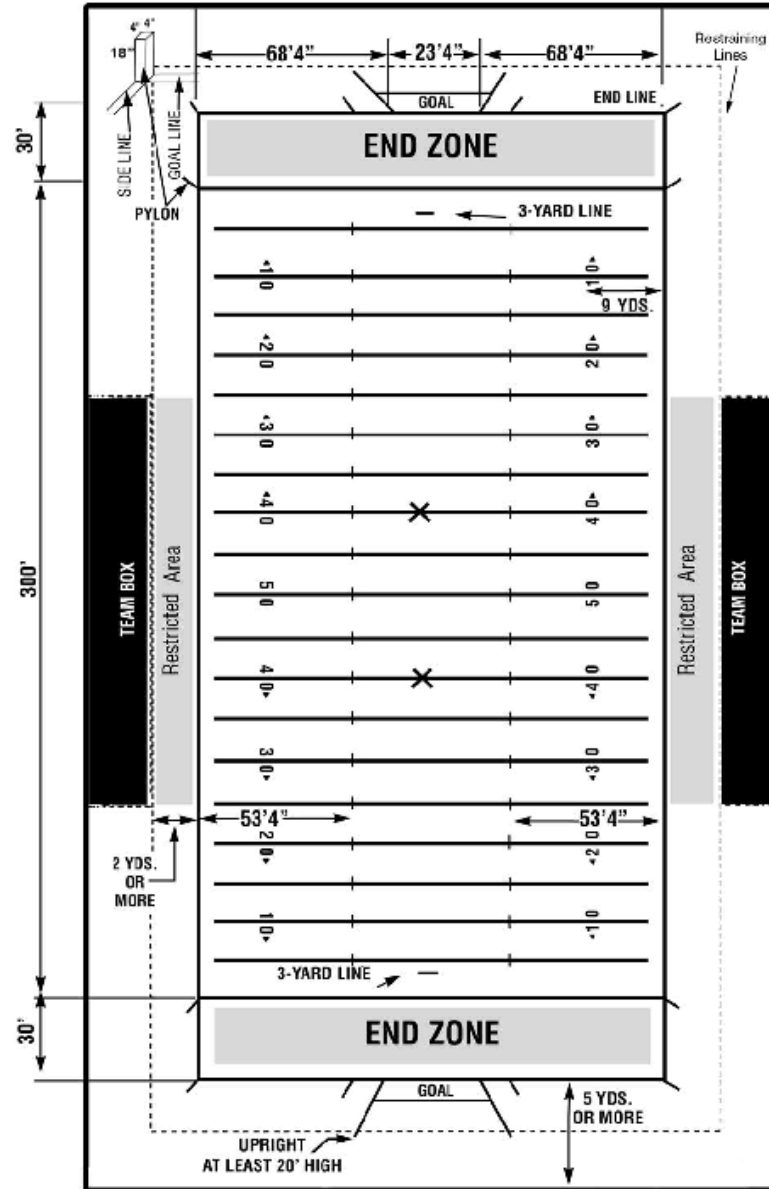
Time Outs



Measurements

- Referee – Give the appropriate signal to Press Box
- Umpire- Grab the front stake
- HL- Clip the chain
- LJ – Mark the spot for placement of clip
- SJ – Secure alternate game ball
- BJ- Hold the ball during measurement

11-player Football Field Diagram



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Browser address bar: <https://www.arbitersports.com/Official/Default.aspx>

Navigation: CENTRAL HUB SWITCH VIEWS SUPPORT MY ACCOUNT SIGN OUT

Mickey Allen (Official) | STOP ACTING
Mississippi High School Activities Assoc, Inc.
Group ID: 101547

ArbiterSports

MAIN SCHEDULE EVALUATIONS PAYMENTS BLOCKS LISTS MYREFEREE CONNECTED PROFILE

MHSAA

Ready To Be Assigned [Need Help?](#)

Mickey Allen

Announcements **Special Notices**

Posted by Robert Holloway 7/20/2012 - 1:13 PM • [How does the "Remember Me" setting function?](#)

The Metro Umpire Development Association will be holding an umpire camp Sept 14-16 at Hinds Community College in Raymond. Interested parties should contact Joe Smith at 601-750-3397 or email him at jsmithump22@aol.com for further information.

Posted by Robert Holloway 7/19/2012 - 10:06 AM • [Click HERE to learn more about your internet browser.](#)

State passes for officials with not be handled individually in the state office. You must go through your assigning secretary and pay him/her, who will then send that list into the state office for issuing of passes.

Posted by Ricky Neaves 7/18/2012 - 3:39 PM

Class III officials in basketball and football are not eligible to purchase a State Pass. All officials in our other sports with 5 years experience are eligible also. These have to be purchased through your assigning secretary.

Posted by Ricky Neaves 7/18/2012 - 3:32 PM

Because of the late notice and the shortage of volleyball officials across the state, one official may be used in tournament play.

Posted by JACKIE HATHORN 7/17/2012 - 7:26 AM • **A Special Announcement!**

Football Meeting on Wednesday July 18th @ 6:00 p.m. at the Farm Bureau Office in Laurel ms. I need to meet with the active Board members and Referees from the 2011 season at 5:45 p.m. If you have not paid your dues or updated your pay to \$80, please be prepared to due so at this meeting because the season is upon us now. Thanks

Posted by Roger Short 7/2/2012 - 12:48 PM

MHSAA DISTRICT 4 FOOTBALL OFFICIALS' MEETINGS- 1st Meeting- Thursday, July 12, 6:30PM at Starkville, Armstrong Middle School Dues of \$90.00 will be paid at this meeting (this fee includes your meal for the 2nd meeting) 2nd Meeting- Wednesday, July 25, 6:30PM at MSU Palmeiro Center (this meeting will be with the coaches and everyone will be fed) 3rd Meeting- Saturday- August 11 at NEW HOPE Football Stadium for the New Hope Jamboree (all officials will be required to work this jamboree).

Posted by FRED A JOHNSON 6/25/2012 - 8:03 AM

Northwest/Northeast volleyball Camp- July 14-15 Ole Miss Gillom Center. July 21st Newell-Grissom Facility-Mississippi State. For more information, Please call Fred Johnson 662-816-6394.

Posted by MARTY DIMAURO 6/7/2012 - 8:16 AM

The Gulf Coast Volleyball Officials Association will be holding it's first meeting, to collect dues and hand out rules books, 19 June 2012, 6:30pm at the Church Of The Nazarene, 14700 Big Ridge Road, Biloxi. Welcome new officials, especially in the Hattiesburg area. Contact Marty DiMauro, 228-806-2753

Posted by Paul Lyle 6/5/2012 - 8:09 PM

Miss State Referee Camp June 15 & 16 Camp cost \$75.00 call or email: plyleref@gmail.com 601-416-8115

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The screenshot shows a web browser window displaying the Mississippi High School Activities Association (MHSAA) website. The browser's address bar shows the URL <http://misshsaa.arbitersports.com/>. The website header features the MHSAA logo, the text "powered by ArbitersSports", and user information for "Mickey Allen (Official)" with a "STOP ACTING" link. A navigation menu includes "MAIN", "REGISTRATION", "TESTING", and "CONTACT US". A search bar is located at the top right of the main content area. The main content area displays a "Welcome" message dated "Tuesday, June 12, 2012", which instructs users to register as an official for the 2012-13 season. A large black arrow labeled "Click Here" points to the "REGISTRATION" link in the navigation menu.

1547/Site

Mississippi High School Act...

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Mickey Allen (Official) | [STOP ACTING](#)
Mississippi High School Activities
Group ID: 101547

MAIN REGISTRATION TESTING CONTACT US

Search

Welcome

Tuesday, June 12, 2012

Welcome to the new Central Hub created for Mississippi High School Activities. Please register as an official for the 2012-13 by clicking the Registration tab above and completing the short process. Throughout the year will ask you to return to this Central Hub to take tests, view training videos, and more.

1:11 PM
7/20/2012

http://misshsaa.arbitersports.com/front/101547/Registration

Registration Dashboard

BuziniSports ClarionLedger Arbitr WCBITV Legends CLRA Google Secure CableOne MSASA CDispatch Facebook DixieRoadRace MHSAA

MHSAA
Mississippi High School Activities Registration Inc.
Powered by Arbitersports

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Mississippi High School Activities
Group ID: 101547

MAIN REGISTRATION TESTING CONTACT US

Welcome To The Registration Dashboard

Current Registrations


	Opened/Started	Closes	Progress
<input type="checkbox"/> 2012-13 Football	7/16/2012	4/7/2060	
<input type="checkbox"/> 2012-13 Basketball	7/16/2012	4/7/2060	
<input type="checkbox"/> 2012-13 Slow Pitch	7/12/2012	4/7/2060	
<input type="checkbox"/> 2012-13 Fast Pitch	7/16/2012	4/7/2060	
<input type="checkbox"/> 2012-13 Soccer	7/16/2012	4/7/2060	
<input type="checkbox"/> 2012-13 Baseball	7/16/2012	4/7/2060	
<input type="checkbox"/> 2012-13 Volleyball	7/16/2012	4/7/2060	
<input type="button" value="Register"/>			


Completed Registrations

	Completed	Amount Paid
None at this time.		

Closed Registrations

	Closed
None at this time.	

Click Here 

Click Here 

Windows Taskbar: 1:11 PM 7/20/2012

- 2012-13 Football
- ✓ Welcome
- Personal Information
- Misc. Questions
- Felony/Misdemeanor

Welcome



Robert Holloway
Asst. Director of Athletics
MHSAA

Welcome to the 2012-13 online officials registration for the Mississippi High School Activities Association. We thank you for the service you provide our schools.

This online registration is only for officials that have already paid their MHSAA fees to their local association. Please DO NOT continue with this registration process unless your local association has received your registration fee.

The online registration is a quick process. Most of your personal information will be pre-populated for you because of your previous use of Arbitr. If you have any questions please feel free to reach out to us using the contact information to the left.

Have a great 2012-13 season!

Registration Support

Having problems? Let our support team assist you.

Phone
801-576-9436

Email
support@arbitersports.com

Support Hours
Monday - Friday, 7:00 am to 7:00 pm MT
Saturday, 9:00 am to 5:30 pm MT

Next  Click Here

- 2012-13 Football
- Welcome
- Personal Information**
- Misc. Questions
- Felony/Misdemeanor

Personal Information

This registration is restricted to current group members only.

Email: ?

Password: ?

First Name: *

Last Name: *

Address:

City:

State:

Country: ▾

Zip: *

Make Address Private ?

Date Of Birth: 📅

SSN: *

Phone Number(s): Ext. ▾ *

Ext. ▾

Ext. ▾

* Indicates required information.



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https://misshsaa.arbitersports.com/front/101547/Registration/ProcessMerge-849/Misc-Questions

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MAIN REGISTRATION TESTING CONTACT US

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MISSISSIPPI HIGH SCHOOL ACTIVITIES ASSOCIATION, INC.
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2012-13 Slow Pitch

- Welcome
- Personal Information
- Misc. Questions**
- Felony/Misdemeanor

Misc. Questions

Softball Association *

Secondary Softball Association *

How many years experience do you have for softball?:

* Indicates required information.

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- 2012-13 Slow Pitch
- ✓ Welcome
- ✓ Personal Information
- ✓ Misc. Questions
- Felony/Misdemeanor**

Felony/Misdemeanor

Have you ever been convicted of a felony or misdemeanor?

Felony/Misdemeanor *

* Indicates required information.



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