October 14, 2026 (CORRECTED)

Football Officials:

Chris Edwards is at the helm this week! Make sure to stay sharp and do well by the game. Take the time to review the below and watch the video. The kicking game seems to have all the challenging situations – and we need to be sharp in this phase of football.

1. Rules Knowledge
    a. Quiz link: https://forms.gle/5od4ueMWn5TLJG71A

2. Mechanics and Philosophy --- All about that Kicking Game!
    a. Free Kicks:
        i. 6-1-3: After the ball is marked ready for play, and until the ball is kicked, the following formation requirements must be met:
            1. No player, other than the kicker and the holder for a place kick, may beyond his free-kick line; and
            2. No K players, other than the kicker, may be more than 5 yards behind the kicking team's free-kick line. A player satisfies the rule when no foot is on or beyond the line 5 yards behind K's free-kick line. If one K player is more than 5 yards behind this restraining line and any other player kicks the ball, it is a foul.
        ii. 6-1-4…When the ball is kicked, at least 4 K players must be on each side of the kicker.
    b. Punt Coverage
        i. Back Judge – In addition to covering the punt receivers, it's important to maintain a wide angle and view of the whole kicking situation. A few reminders:
            1. Make sure you're still in view of the punter for play clock status
            2. Watch the gunners on the chains side of the field.
            3. Be mindful of the goal line (whether you're close to it, or if it's a distance away!)
        ii. Line Judge
            1. Signal to the HL that you're leaving early. Then move downfield, with urgency, after a clean snap. Don't wait for the play to develop first… Beat feet!
            2. You have the gunners on your side. Look for first threat.
            3. Stay wide. Be the crew saver on a bad/poor fair-catch signal.
        iii. Head Lines
            1. Stay home! You are the sole opinion on whether the kick crossed the neutral zone.
            2. Move downfield only after a clean kick, then move to the second level of threats.
            3. Look for head-hunters and be prepared for long return. Off-ball officiating.
        iv. Umpire
            1. The Snapper's protected! That's all you.
            2. Be sure to pivot after the kick (and when the masses go by you), your job is huge!
            3. Be the crew-saver! – If the kick is over the punt receiver's head and rolling towards the goal line, you have eyes on the punt receiver for possible foul. Just because he let the ball go, doesn't mean he's not still vulnerable…
        v. Referee
            1. Don't leave the punter too early.
            2. Think about reverse goal line – both for bad snap and for long return
            3. Your Back Judge is super busy here… think like your colleague and own the clock after things settle down.
            4. Be sure to find the result of the play as early as possible.
    c. Free Kick positioning
        i. Referee:
            1. Starting position is on the goal line; middle of the field.

2. The Referee is responsible for noting whether Team K has at least four players on either side of the kicker. Count R. Confirm count and play readiness with all officials before blowing RFP. Don't hang your back judge out to dry… allow him to complete all his duties.

ii. Umpire:
1. Ensures sideline personnel on their side are properly positioned.
2. Move to the middle of the field and instruct Team R on the restricted line. Remind R players to keep blocks up high and in front. Count K. Confirm count with Back Judge and then move to the sideline in unison with the BJ.
3. Starting position is outside the sideline on the 50 on the side opposite the chains.
4. Signal to the Referee when you are ready for the play to begin.

iii. Head linesman:
1. Ensures sideline personnel on their side are properly positioned.
2. Starting position is outside the sideline, on the pylon, on the Goal Line.
3. Count R. Confirm count and play readiness with Referee. Remind R players to keep blocks up high and in front.

iv. Line Judge
1. Ensures sideline personnel on their side are properly positioned.
2. Starting position is outside the sideline, on the pylon, on the Goal Line.
3. Count R. Confirm count and play readiness with Referee. Remind R players to keep blocks up high and in front.

v. Back Judge
1. Ensures sideline personnel on their side are properly positioned.
2. Move to the middle of the field and instruct Team K on the restricted line. Confirm legal tee and ball.
3. Count K. Confirm count with Umpire and then move to the sideline in unison with the U.
4. Starting position is outside the sidelines on the Team K 40-yard line on the same side as the chains.
5. Confirm all Team K players (other than the kicker) are within 5 yards of the free-kick line.
6. Signal to the Referee when you are ready for the play to begin.

3. Six- and Nine-player moment
   a. Make sure we adjust our FK mechanics to better cover the kicking game in these classifications!
   b. For six-man… start in onside mechanics, then adjust.

4. Film Room
   a. Video Link: https://youtu.be/t67V7FN8fi8
   b. Thanks to the officials and crews featured in this week's video. We appreciate your willingness to have film reviewed! It makes all of us better!

Thanks everyone; and have a great week!

Chris Edwards
WSOA State Representative for Football