

## ***THREE MAN CREW OFFICIATING***

In a 3-man crew, there is no umpire. The LJ has the option of playing On or Off the line, just as he would do in a 4 or 5 man crew. He will have sideline responsibility opposite the Head linesman throughout the game. The referee no longer will be responsible for the sideline on runs to that side. The LJ is the “guardian of his sideline” on all plays, therefore he has to be initially wide to stay on the outside of all receivers to keep them boxed in. From this wide position he can keep a good check on the line play and of ineligible pass receivers downfield. The referee can aid in watching the holding. The LJ is not afforded the luxury of the middle of the field coverage. On running plays away from him and pass plays and scrimmage kicks, the LJ literally does a lot of running. He must be mobile to do the job correctly.

### ***BEFORE THE GAME***

*SINCE NUMEROUS GAMES REQUIRING 3 OFFICIALS THE FIRST THING TO CHECK IS THE DEGREE OF SAFETY OF THE FIELD. IF YOU FEEL THERE IS A SAFETY FACTOR WHICH IS CAUSE FOR CONCERN TO ANY OF THE OFFICIALS ATTEMPT TO RECTIFY THE SITUATION BEFORE PLAY BEGINS.*

#### ***LJ***

- LJ instructs the game clock operator.
- Introduces the captain of the team who is on the sideline opposite the HL to the referee.

#### ***HL***

- *HL INSTRUCTS THE CHAIN CREW BEFORE THE GAME*
- *INTRODUCES THE CAPTAIN OF THE TEAM ON HIS SIDELINE*

### **COUNTING PLAYERS**

*R counts the Offense. HL & LJ count the players of the teams on their sideline.*

#### ***Kickoff Positioning***

#### ***R***

- Referee is in center of the field on 10-yard line.
- Covers receiver either way and boxes in the runner between himself and either the Linesman or the LJ, depending on whose side the run is on.

#### ***HL***

- Take positioning on the sideline of the field prior to the kickoff.
- LJ is on the free kick line of the kicking team, on the same side as the press box.
- HL stands on the 50 and motions five (or more) receiving team players up in front of the 45 and cautions them not to touch the 50. He then goes to the 50 on the sideline opposite the Line Judge.
- Both officials count to see if they have eleven players on their respective teams.
- Raise arms above head when on the sidelines and be ready to observe play.
- You should watch for short free kicks, touching of short free kicks, point of touching, etc.

## ***FIELD GOALS ATTEMPTS AND TRYS***

### ***R***

- Take a position in the offensive backfield opposite the chains.
- Before the snap, observe any illegal movement of ball.
- After the snap, shift your observation to the holder and kicker.
- Know whether the holder's knee was down when he received the snap.
- Call any roughing of the holder or kicker. **NOTE:** HL will have the responsibility if the referee chooses to rule on the kick. See LJ item #2 below.

### ***HL***

- You are watching the entire line for encroachment.
- If the kick is blocked you alone are responsible for determining if the kick crossed the neutral zone.
- If a fake field goal, move quickly at the goal line and the whole plane is your responsibility from sideline to sideline. **NOTE:** LJ will be responsible for his side of the field if referee is ruling on the kick. See LJ item #2 below.
- If a pass you are solely responsible for any ineligible linemen down field and for determining if the pass crossed the neutral zone.

### ***LJ***

- Take a position 6 feet or less beyond the end line.
- You alone will rule on the success or failure of the kick. **NOTE:** The referee has the option of ruling on the success or failure of the kick. If the referee chooses this option the LJ will stay on the line. The HL will be responsible for roughing the kicker and holder.
- In case of a broken play or a fake field goal attempt, the Linesman is the guardian of his sideline.
- The CFOA executive instructional committee believe that whenever you have only 3 officials, that having 2 men under the cross bar, leaves you only 1 official on the field to officiate 22 players. Therefore a sacrifice has to be made and that is having just one official under the cross bar. When it is not a kick, we do the best we can with lots of hustle.

## ***GOAL LINE PLAYS (On or Inside the 5 Yard Line)***

### ***LJ***

- Take a position before snap on the scrimmage line opposite the Head linesman
- Mark runner's progress from your position on the line.
- If a pass develops stay wide and cover the pass.
- You may change to goal line mechanics outside the five-yard line by moving onto the line before the snap if you think the situation warrants it. A good example would be if it was 4<sup>th</sup> and 1, and a team comes out of the huddle in a running situation.

## ***SCRIMMAGE PLAY POSITIONING***

### ***R***

- On all scrimmage kicks, ***always take a position deeper than the offensive backfield on the side opposite the Head Linesman, and facing the Head Linesman.*** On the running plays, the LJ and HL are the “guardians of their sidelines”.
- Play wider and deeper to cover greater area.
- Be inside and deeper than any flanker on your side.
- ***Assist in calling holding on the Linesman***
- Spot ball at inbounds spot on running plays into side zone of LJ and opposite Linesman.
- Be the “replay man” in passing the ball in from the linesman to the LJ at the inbounds spot on plays that went into the Linesman’s side zone. Hustle!
- Cover the ball during timeouts.

### ***LJ***

- Take a basic position 10-15 yards deep in the defensive backfield ***and on the same side of the field as the Referee opposite the HL.***
- ***You are responsible for the sideline on all plays.***
- ***The Referee is no longer responsible for the sideline on runs opposite the HL. The LJ is responsible.***
- On forward pass plays the Referee sticks with the passer, ***you have your sideline on all pass plays.***
- On completed forward passes the LJ becomes the Referee in covering the receiver and killing the play.
- Time the 25-second count, time-outs, and intermission between quarters.
- Cover the team ***ON YOUR SIDELINE*** for all time-outs.
- Be responsible for any movement by any flanker outside the Referee’s position as he will be inside.
- Cover man-in-motion going toward linesman if in ON mechanics. If in OFF mechanics the HL will have this responsibility.
- Cover sideline on running plays away from linesman, stay outside of runner and cover him all the way.
- Spot ball at inbounds spot on running play into Linesman side zone.
- Relay the ball to the Referee at inbounds spot on running plays into your side zone. The LJ is responsible for sideline coverage opposite the HL on all running plays and passes.

### ***HL***

- Cover the man in motion to the opposite side of the field.
- Cover the runner when he enters your side zone.
- Never go out on the field ***FURTHER THAN THE*** near inbounds hash mark.
- Since referee and LJ play wider and deeper, Linesman is in best position to mark forward progress spot as runner advances.
- Cover the ***THE TEAM ON YOUR SIDE LINE DURING*** time-outs.
- Personally mark the spot on the sidelines when a new first down occurs.
- Take charge of the chain crew and “clip your snap on the chains at a yard line before reversing the chains at the end of the 1<sup>st</sup> or 3<sup>rd</sup> quarters.

- Watch the flanker on the Referee's side and all backs and linemen for illegal motion before the snap.

### ***SCRIMMAGE KICKS***

#### ***R***

- Take a position opposite the Head Linesman 4 – 5 yards to the side of the kicker and one or two yards in front of him.
- Observe the tight group of backs for any illegal movement before or at the snap.
- Warn the potential kicker if he is on or outside the end line prior to the snap.
- At the snap, watch blocking and illegal action by players behind the snap. Observe action of (and against) the kicker. If no foul occurs, observe players while proceeding slowing downfield.
- Line up the Linesman and Line Judge on any kick going out of bounds on a sideline between the goal lines.

#### ***HL***

- Take your regular position on the line of scrimmage and officiate as if a scrimmage play.
- Hold in your area until the ball crosses the neutral zone.
- You are responsible for knowing whether the kick crossed the line of scrimmage or not.
- Watch the blocking of the near up offensive back with the on-rushing defensive lineman.
- After the kick crosses the line, watch the play in front of the kick receiver. Be alert for any clips and blocking below the waist.
- You are guardian of your sideline.
- Be ready to cover around the runner if he comes your way.
- Watch for short kicks, fair catch signals, and actions of man who signaled for a fair catch but didn't catch the ball.
- Be ready to take the Referee's signal for the spot where a kick out of bounds crossed a sideline. One arm above his head means advance towards him, whereas one arm straight out pointing at you means to back up. A chopping motion of the arm means to hold that spot. Move slowly

#### ***LJ***

- You are really the equivalent of a LJ in a 4-Man Crew in 3-Man mechanics on Scrimmage kicks.
- Take a position on the opposite side of the field from the linesman.
- Your position should be at least 10 yards wide of a potential receiver and 5 yards in back of him where you can observe him throughout the kick.
- Warn him before the kick to clearly indicate a fair catch signal by waving one arm from side to side above his head.
- Rule on validity of fair catch signal. You are responsible for following the ball if receiver fails to catch the kick.
- Be in a position to rule on hand-offs.
- Cover the runner until he goes into another official's zone.
- You are guardian of your sideline and have GOAL LINE responsibility as well.
- Be alert to mark the sideline spot (with the Referee's help) on a kick that goes out of bounds on your sideline.

## ***FOUR MAN CREW OFFICIATING***

***GENERAL:*** All mechanics stated in “Five-Man Crew” officiating in this manual will apply ***unless exceptions are specifically stated in this section of 4-Man Crew Mechanics. OFF or ON Mechanics will be used. The entire crew will share the duties that are normally given to the Back Judge in a 5-Man Crew.***

### ***PRE-GAME DUTIES***

#### ***R***

- Visit each dressing room with the umpire. Check official time and confirm starting time with each coach.
- Get the captain’s names and ask the coaches if they have any unusual plays the crew should be aware of.
- Turn over the game balls after full inspection to the Line Judge.

#### ***HL***

- Arrange to meet Captains on your sideline 3 minutes before kickoff and get game ball of your team. LJ gets the other teams captains and game ball for the toss.
- After completing the pre-duties, retire to the bench on your side with the umpire.

#### ***UMP***

- The Umpire instructs the ball boys, and has the ball of the team on the HL sideline for the toss.

### ***TIMING***

#### ***LJ***

- The LJ takes over all timing duties of the Back Judge, including the 25-second clock.
- Instruct the clock operator in pre-game duties on the field 15 minutes before kick-off.
- Time all charged time-outs, the one-minute intermission at the close of the 1<sup>st</sup> and 3<sup>rd</sup> quarters, and time the halftime intermission. Know the elapsed game time. It may be required in a commissioner’s report.

### ***COUNTING PLAYERS***

#### ***R/UMP***

- The Referee counts the offensive players.
- The Umpire counts the defensive players.

#### ***LJ/HL***

- The LJ and the HL count the players of the team on their sideline.

## ***TIME-OUTS***

### ***LJ***

- Take the team on your side of the field at timeouts.
- Standing by the huddle facing that team's sideline and locate the Captain for the Referee.
- Time the T.O. and notify the Referee when on minute has elapsed.

### ***HL***

- Take the team on your side of the field at timeouts.
- Standing by the huddle facing that team's sideline and locate the Captain for the Referee.

### ***UMP***

- Stay over the ball.

### ***R***

- Stand 5 to 10 yards away from the ball. During the timeouts inform the Captains of the down, distance, and the number of timeouts remaining.
- The LJ will inform the Referee when 1 minute of the timeout has elapsed.
- The Referee will then notify each team captain to get his team ready.
- The ball will then mark ready for play.

## ***KICKOFF COMMENTS***

Our association continues to approve two sets of mechanics for a 4-Man Crew on kickoff coverage. They are the Box and the Diamond mechanics. Box is our traditional mechanic with the Referee and the Umpire near their sidelines on the 5-yard line, the HL and the LJ handling the receiving and kicking teams' restraining lines. Box mechanics kickoff coverage is shown in the diagram below. The duties of the officials are listed here below and in the instructions that follow.

A diagram for "diamond mechanics" is shown bellow as well. The Referee is alone in the middle of the field at the 5-yard line. The Head Linesman is at the sideline of the receiving team's restraining lines. The Umpire is behind the ball with the kicker, in the middle of the field. Because the Umpire and Referee, with the two flank officials, form a diamond kickoff positioning, these mechanics are referred to as diamond kickoff mechanics.

***Either are approved mechanics for kickoffs and the Referee will determine at the Pre-Game Conference which mechanics will be used by his crew during the game. Both sets of mechanics have a great deal of merit.*** The duties of the officials in diamond mechanics are listed in the instructions that follow.

In the event that a short, or "on-sides" kickoff is anticipated a modification of both the box and diamond mechanics for kickoffs is recommended. ***The important thing is whether the kick crosses the 50-yard line or not!!*** Therefore, two officials are placed at the 50-yard line to judge the plane and the ball's progress as well as the 1<sup>st</sup> touching by any player. ***The Umpire takes a position at the 50 on the same side of the field as the Line Judge, who has the kicking team's restraining line. The Head Linesman is at the 50 on the sideline opposite the pressbox.*** They both immediately pinch in after the kickoff to judge the play.

## ***KICKOFF BOX MECHANICS***

### ***All***

- Keep unauthorized persons away from side and end lines.
- Signal readiness by extending one hand aloft overhead and keeping aloft until whistle blows.
- Responsible for all play situations (fumbles, muffs, laterals, runs, fouls) in own zone of coverage.
- Watch for kickoff going out of bounds.
- Nearest official covers ball until declared dead.
- Watch for players going out of bounds during play.
- Shift positions to keep ball and play well in view.

### ***R***

- Take position on 5-yard line approximately 5 yards in from the sideline opposite the Umpire. If a short free kick is anticipated, line up in the middle of the field at R's 25.
- Get ready to signal from other officials and captains.
- Blow your whistle and give chopping arm motion to indicate start of game and declare ball ready for play.

### ***LJ***

- Instruct kicker and then move the sideline.
- Take a position on the press box side opposite the Head Linesman, at the kicking team's free kick line (usually the 40) (35 NCAA).
- Count the kicking team for eleven players.
- Raise arm when ready.
- Review the positioning on page 60 for 4-man Crews.

### ***HL***

- ***Line up at 50. Remind Referee they are not to step forward on or over their Free Kick Line until ball is kicked.***
- Count receiving team for eleven players.
- Then move to the same sideline as the Referee and between the receivers' 45 and 50.
- Be prepared to move up to the 50 to rule whether the ball crossed this line on a short free kick.

### ***U***

- Take position on the press box side at the receiving team's 5-yard line five yards five yards in from the sidelines.
- Watch for kickoff going out of bounds behind goal line and deep near goal line.
- Raise your arm above your head when ready for play.

### ***LJ/HL***

- You both are guardians of your sidelines throughout any kickoff return. Remember, the Referee and the Umpire will be looking from the "inside to the outside".
- Watch restraining lines for encroachment or offside fouls.
- Be alert for short kicks, first touching, kicks going out of bounds, and whether the ball traveled far enough. Have bean bags in your hand.

## ***SHIFTING RESPONSIBILITIES OF OFFICIALS ON KICKOFF/RETURN BOX MECHANICS***

- Cooperate and coordinate with fellow officials. Shift position and duties according to movement of the ball. Keep play and runner well boxed in and sidelines covered at all times.
- On kickoff returns down the center of the field, both the Referee and Umpire should keep the runner and the play around the runner well boxed in between them, with the Head Linesman and Line Judge covering the sidelines and secondary zones for fouls.
- If the runner shifts into either sidezone, the two officials covering that side of the field (Referee and Line Judge, or Umpire and Linesman) will cover the play with the LJ or Head Linesman covering the sideline and the Referee or Umpire covering the inbounds line, depending on what sidezone the runner is in.
- If the kickoff return is in the Line Judge's sidezone, then both the LJ and Referee will cover runner and play around the runner, keeping the play well boxed in. The LJ covers the sideline and the Referee covers the inbounds line. The Head Linesman will then cover the play in front of the runner and the Umpire will cover the play to the side and behind the runner.
- If the kickoff return is in the Head Linesman's side zone, the Head Linesman and Referee will cover the play around the runner with the Referee and Line Judge covering the secondary zones.
- Official closest to the runner will whistle and declare ball dead and when the runner is tackled or downed.
- In any situation there should be two officials covering the secondary zones away from the ball carrier.

## ***DUTIES OF OFFICIALS IN DIAMOND KICKOFF MECHANICS***

- The Referee is in the middle of the field at R's 5.
- The LJ is out of bounds at K's 40 on the press box side.
- HL is out of bounds at R's 45-50 opposite the press box.
- ***If there is a possibility of an outside kick, the Referee moves up to the 25-30 staying in the middle of the field, the Umpire moves out of bounds at the Kicker's Free Kick line on the LJ side, the LJ moves to the 50 and the HL is at the 50.***

### ***All***

- Duties remain the same unless a difference is listed below.

### ***R***

- Take position in the middle of the field at the 5-yard line.
- Cover receiver either way, and box in the runner between himself and either the Linesman or the Line Judge, depending on whose side the return run is.
- Primarily responsible for any piling on of the runner.
- Take position in the middle of the field at the 30-yard line if you and your crew are expecting a short or onside kick because of the same score.

## **HL**

- Take position between receiving teams 45 and 50 on the sideline opposite the press box.
- Make sure five or more receiving team players are in front of the 45.
- Count the receiving team's players for eleven. Raise your arm to indicate you are ready.
- After the kickoff move down your sideline making sure to be guardian of your sideline at all times.
- Be alert for blocking below the waist fouls by the receivers and the kicking team player attempting to break up a wedge.
- Be alert to give progress to the Referee.
- If the runner is on your side of the field, you keep him boxed in with the Referee.
- If the runner is on the opposite half of the field, you should go in the field, but never inside the hash marks, and observe action to the front of the runner.

## **LJ**

- Take a position on the kicker's free kick line at the sideline... same side as the press box.
- Count kicking team's players for eleven. Raise your arm to indicate you are ready.
- You are "guardian of your sideline" at all times.
- On returns on your side, keep the play boxed in between the Referee and yourself.
- If the runner is on the opposite half of the field, go to but never inside your "hash marks" while observing action around and in front of the runner.

## **U**

- Take a position 2 or 3 yards behind the ball.
- Tell the kicker you will alert him when it is okay to kick off. Wait for the Referee to blow his whistle.
- Check both the Linesman and the Line Judge to see that their arms are raised, ***then, and only then, raise your arm if ready.***
- Alert the kicker and step a yard or so to the side.
- Observe action of the front five of the receivers if they come forward immediately attempting to block, otherwise move down the center of the field being alert for below the waist blocks from the side, commonly called blind side blocks, as well as any clips or other illegal play.
- If kick goes out of bounds on a sideline hand and arm signals to covering official as to out of bounds spot. One arm above your head means he comes toward you, arm pointing at shoulder height means he backs up, and a chopping motion means stop.

## **All**

- ***If an Onsides Kickoff is anticipated, the LJ takes an initial position at the receiving team's 50 on the side opposite the Head Linesman. After the ball is kicked, pinch in to help determine if it crossed the 50, 1<sup>ST</sup> Touching, and who recovered. The Umpire will be lined up at the kicker's Free Kick line, out of bounds on the Press Box side. The Referee is in the middle of the field at the 25-30 yard line.***

## SCRIMMAGE PLAYS

### **LJ/HL**

- In 4-Man Mechanics, the Line Judge and Head Linesman are usually on the line of scrimmage. However, in certain game situations they have the option of one of them playing off the line to provide better coverage. See above for 4 Man Crews.
- On kicking situations the Line Judge is the only one that will play OFF.
- ***Both flanks have to remember that without a Back Judge they will have to leave the line of scrimmage sooner than they would in a 5-Man Crew. This is especially true if they are using “ON” Mechanics.***

### **R**

- If OFF mechanics are used the Referee will adjust his position so that he could be on the same side of the field as the OFF official.

### **U**

- ***The Umpire will stay over the ball until the Referee marks it Ready For Play. In 4-Man Mechanics the Referee takes over his task on Field Goals and Trys as the Umpire has to be under the Cross Bar.***
- Move left or right 'till about seven yards deep.
- In passing situations be prepared to move up slowly to the line of scrimmage. Watch for receivers running crossing routes in front of you.
- Vary your routine, keep out of players' way.
- Check and know ineligible receivers on the line. A deeper position aids in keeping them all in view on pass plays.
- Check initial charge of all linemen for any illegal plays.
- Anytime with short yardage (e.g.: 3<sup>rd</sup> and 2<sup>nd</sup>) ***keep your eyes on the hand of the center and be alert for squeezing motions to draw offsides.***
- Check on all false starts.
- On punt formation take position head on with the ball and closer to the line (approximately 5 yards deep). Observe interior linemen and backs protecting for the kick on the kicker's strong side. Allow linemen to go by your position before turning to observe downfield play.
- Remember, the Umpire is in best position to keep the play clean. Sound off. Prevent piling on & unnecessary roughness if possible. Maintain game control.

### **SCRIMMAGE PLAYS - After the Snap**

### **All**

- ***The duties of the Line Judge, Head Lineman, Umpire and Referee are the same as those in 5-Man Mechanics except for the difference that have been noted.***

## **FORWARD PASSES**

### **HL/LJ**

- **Remember that without a Back Judge you are now responsible for ruling on passes at the Backline.**
- After initial play of linemen, drift side to side (at first) to cover play. After pass is thrown, run quickly to within 5 yards of where the ball will arrive.
- Watch for contact interference by either team downfield before and after the pass has been thrown and before touched by any player.
- You have complete charge of all forward passes thrown beyond the line. Referee stays with the passer.
- Know whether forward pass touches an eligible beyond or behind the line of scrimmage or neutral zone.
- If pass is intercepted and runner downed, sound whistle and give first down signal pointing in direction that team is going that intercepted the pass, so that other officials will know outcome of the play.
- If pass is incomplete and runner downed, sound whistle and give the incomplete pass signal followed by the time out signal. All other officials involved then will give the “time out” signal.
- Be aware if a pass is forward or backward. You might have to be the one to rule on it.

### **R**

- Stay with the passer, check on legality of the pass as to whether it is a forward or a lateral.
- Know whether or not forward pass was thrown on or behind the line of scrimmage.
- Watch for forward pass touching any ineligible receiver on or behind the line.
- You are responsible for any roughness against the passer.

### **U**

- Vary your movements. If you move up to the line of scrimmage on a pass play, be alert for the draw play and a runner coming your way.
- **On short, button-hook, or trap passes, the Umpire has to turn and be in position to assist the flank officials in ruling on the pass if needed.**
- On kicking situations, note the ineligible interior linemen, numbered other than 50 through 79.
- In being responsible for the five ineligible linemen, first locate the tight end and count quickly to the next five linemen inside the end – they are ineligible.
- Assist in whether the pass is beyond or behind the line. Both Flank Officials will also rule on this.

## **SCRIMMAGE KICKS**

### **R**

- **Prior to any scrimmage kick (not a try in Federation) all officials should remind themselves, by using the Illegal Procedure Signal #19, that the kick is alive, especially if blocked.**
- Stay with the kicker. Watch for roughing the kicker if kicker fakes being roughed and falls down at slight contact, which you do not consider a foul, give hand motion to kicker to get up. (This is a foul NCAA) Remain with the kicker, he is your responsibility.

- Remain behind the scrimmage line after the kick is made and until all players have moved out of the area. Then clean up by observing player action as you move downfield.
- If kick is going out of bounds, quickly get in line with flight of ball to signal to Linesman and Line Judge. Signals to use are:
  - a) Open hand straight above head – move towards you.
  - b) Arm pointing at shoulder level – move away.
  - c) Chopping motion from either (a) or (b) means STOP.
- Following any kick, check for penalty flags. If okay to move the chains, signal the Linesman by a full arm extension and a finger-pointing signal.

### ***U***

- After all the linemen have moved away from the line, turn and drift away cautiously downfield – alert for all open field fouls.
- On kicks out of bounds be prepared to spot the ball at the inbounds line, and cover the ball until released by the Referee.

### ***LJ***

- On long kicks (20 yards or more) and on all in-bound kicks inside the 20-yard line, take charge while the ball is in the air above the receiver. Follow receiver all the way to the goal, if required, in the runback.
- Short kicks (20 yards or less) will be covered by the Linesman. In that case, adjust to take over the duties of the official covering the ball and watch for illegal use of hands, arms, defensive holding, clipping, and other fouls.
- ***Be aware of action by and against the Fair Catch Signaler.***
- If receiver attempts to play ball on long kicks, be in position to cover both ball and receiver.

### ***HL/LJ***

- The LJ is the only flank official that will be off the line in obvious kick situations. ***Take a position 5 yards behind the punt receiver and 10 yards to the side, opposite the HL.***
- The HL stays at the line until the kick crosses the line, then move briskly downfield and cover the ball. Stay in front of and to the outside of the receiver.
- ***Should have two bean bags to mark spot of First Touching or end of kick. Keep whistle out of your mouth.***
- ***Be prepared to judge instantly whether kick crossed goal line or not.*** NCAA and Federation Rules differ as to whether it is a touchback or not.
- Following any kick, the HL doesn't move his chains until you have first received the Referee's okay. The "e" may be a reason he has not signaled you.

## ***GOAL LINE PLAYS***

### ***All***

- Remember, an official's touchdown signal does not always make it a touchdown. A foul may cause a replay, and if you called the ball dead because you blew the whistle short of the goal line or saw the runner's knee hit and the ball became dead. ***You should immediately mark the Dead Ball Spot and give progress to the Referee, as this is not a touchdown by rule even if another official gave the touchdown signal.*** Always remember: A dead ball cannot be fumbled or score a TD.

## **U**

- Play a little closer to the ball than you normally do in other parts of the field. Be four to five yards deep.

## **FIELD GOAL AND TRY COVERAGE**

## **R**

- **Prior to any scrimmage kick** (Not a try Federation) **all officials should remind themselves by using the Illegal Procedure Signal #19, that the kick is alive, especially if blocked.**
- Take a wide position, 10-15 yards from the potential kicker and 2 to 3 yards deeper, on the side opposite the Head Linesman.
- If a fake kick, be ready to assist in covering the sideline on your side of the field.
- You are solely responsible for roughing the place kicker and holder.
- After the kick and there is no roughing, shift your observation to the offensive line. This is an area where cheap shots and personal fouls may occur.
- After you have observed the Line Judge and Umpire's signal on the kick, sound your whistle to end all activity on the line of scrimmage. **Repeat their signal as to the success or failure of the attempt, facing the line of scrimmage to watch for any fouls that might occur while giving signal. Don't face the Press Box.**
- If a fake kick, run or pass, assist on your sideline. The Head Linesman is 100% in charge of the goal line.

## **LJ/UMP**

- Take a position 6 ft. or less beyond the end line where you can line up the upright with the ball holder.
- LJ is behind the goal post farthest from the HL.
- Orally communicate with each other as to success or failure of the kick.
- Both withhold any signal, but immediately run to the end line where you both simultaneously give the signal ruling on the kick. If it was unsuccessful, only the official on that side need follow up with arms pointing the direction of the kick that was wide. This follows the incomplete signal. Both officials are responsible to whistle the ball dead as soon as the try is over, and to continue to observe all players for any dead ball personal fouls.
- If the ball strikes the crossbar, the Line Judge is responsible for the ruling.
- On fake field goal attempts, be ready to cover passes on runs as usual.
- Be alert for illegal batting in the end zone.
- After giving signal, move in and continue officiating, watching the line play for any late hits after the whistle.

## **HL**

- Take your normal position on the line and observe the entire neutral zone from sideline to sideline.
- If it is not a kick, you are solely responsible for the goal line plane.
- If a pass, observe any ineligible lineman downfield.
- If the kick is blocked (Not a try in Fed.) you are responsible to determine if the kick crossed the line.

## ***TWO MAN CREW OFFICIATING***

Following the same pattern, duties and responsibilities as 4-Man Crew officiating, with the following exceptions.

### ***KICKOFF***

#### ***R***

- Line up on the 50 facing the receiving team.
- Call or motion at least five receivers to be in front of their 45 and not touching the 50.
- At a signal of readiness from the LJ, break from the center towards the sideline opposite the chains.
- If a short or onside kickoff is expected, remain in a position between the 45 and 50-yard line.
- If it is apparent that a normal kickoff downfield will occur, leave the 45 and go downfield approximately to the 25-yard line, observing the five linemen from that position.
- You are responsible for the sideline opposite the LJ. Count for eleven receiving team players.
- Sound your whistle and drop your arm giving the “ready for play” signal.

#### ***LJ***

- Count eleven players for the kicking team.
- Take a position on the kicking team’s free kick line and by the ball.
- When ready, indicate orally so that the Referee can tell you when to break for the sidelines on the side of the chain crew. Raise arm above head to show your readiness to begin play.
- Observe the kicking team for offsides.
- Cover your sideline throughout the kickoff.

### ***SCRIMMAGE PLAY POSITIONING***

#### ***R***

- Take position on line of scrimmage opposite chains and down marker. Stay wide allowing for end runs.
- Check for illegal play in the neutral zone, offsides, man-in-motion, illegal shift, illegal formation and illegal pass receivers.
- When the ball is snapped, move off the line into the offensive backfield. This permits you to observe the runner better. Stay with the passer or kicker for protection, and if a run into the sidezone on your side, you are in position to let them go by and observe your sideline.
- You are the ***guardian of your sideline and the end line behind the offensive team.***
- You blow the whistle and declare the ball dead for any runs up the middle or into your sidezone. Take progress from the LJ when give. Look for it!
- If a play goes into the LJ’s side zone, he’ll take over as the Referee. Hustle to the inbounds marker to receive the ball from him and spot it. Declare it ready-for-play.
- If the ball goes into your side zone, mark progress and relay the ball to the Umpire at the inbounds marker. Give the ready-for-play signal.
- You may request the LJ to use goal line mechanics: being on the line of scrimmage at the snap and out in the field if the situation (such as 4<sup>th</sup> and 1) indicates the team is going to try for it and not kick.

### ***LJ***

- Take a basic position 10 to 15 yards deep behind the defensive line and on the side of the field opposite that of the Referee on the line of scrimmage. Check for illegal use of hands and for ineligible linemen.
- Cover all passes and kicks beyond the line of scrimmage. You become the Referee for any receiver of a pass or kick. Follow them and declare the ball dead.
- LJ is ***guardian of his sideline and the end line behind the defensive team.***
- You are on the sideline of the chains. When a first down is made, personally locate the new first down mark for the chains. If a measurement is necessary, go to the sidelines and put your clip on the chains at the second yard line back from the ball. Have the down box man place his marker at the dead ball spot. If not a first down, release your clip and have the chains return to the point of down box marker on the sideline.
- For goal line mechanics on or inside the defensive team's 5 yard line, take a position on the scrimmage line opposite the Referee. Rule on or assist in giving progress. In the field of play, use goal line mechanics if the Referee orders you to do so.

### ***FIELD GOALS AND TRYS***

### ***R***

- Take a position before the snap on the scrimmage line opposite the LJ. Observe the neutral zone.
- After the snap turn your attention to the place kick holder and kicker, and observe for any roughness.

### ***LJ***

- Your position at snap is under the cross bar. You are the sole judge of the success of any field goal or try attempt.
- After the kick, give your ruling, successful or unsuccessful.

### ***TIME-OUTS***

### ***R/LJ***

- Remain with the offensive team huddle.

### ***DOUBLE TREE SYSTEM***

### ***R/LJ***

- If both officials are veterans then you may agree to this system before the game starts. One official takes all plays going in one direction from a basic Referee position on the line of scrimmage, using the mechanics just described. ***When there is a change of possession, the Referee now becomes the Line Judge and off the line on the same side of the field as he formerly was. The original Line Judge still carries the responsibility of the first down chains and marking the sideline personally, when any first down has been made.*** Hustle and alertness are keys to a well-officiated 2-Man game.