

PIAA FOOTBALL MECHANICS FOR 6 OFFICIALS



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2020 EDITION



Basic Mechanics for Crew of 6

This manual was adopted from the CCA Football Officiating Manual for a Crew of 6 and modified to assist PIAA football officials when officiating P.I.A.A. football games with a crew of 6 officials.

The mechanics within this manual are not all inclusive and not intended to be. The mechanics within this manual are basic in scope and based on the CCA Football Officiating Manual for a Crew of 6.

The 2020 basic mechanics manual edition was reviewed, updated and approved by Paul Sheehan, PIAA Statewide Football Rules Interpreter.



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Basic Mechanics for Crew of 6

PRE-GAME FIELD DUTIES

At least 45 minutes before kickoff the Referee and Umpire, or any other designated official, will visit each team's coach on the field. The Referee will confirm the official starting time with the coach, review any unusual game **situations and secure the name of the individual who will make penalty decisions**. The Umpire, or any other designated official, if asked by the coach, will inspect any player equipment. After visiting with both teams' coach has been completed, the coin toss shall be completed 30 minutes prior to kickoff, and the results recorded. After the coin toss return to the locker room and the Referee should share the information obtained during the coach's discussions and results of the coin toss, with the rest of the officiating crew.

At approximately 5 minutes after the Referee and Umpire, or any other designated official, have left to visit the teams, all other officials should leave to visit the field to perform their pre-game duties (such as inspect the field; inspect player equipment and advise them of any illegal equipment, record the number of the players as those players are to be re-checked when they come back onto the field; Linesman inspect chains; SJ and FJ inspect, test and mark game balls from each team and instruct ball retrievers on their duties also check the game and play clocks, etc.). After completing pre-game field duties return to the locker room (there is no need to wait for the Referee and Umpire). When the Referee and Umpire return any information obtained during the pre-game field duties should be discussed with them.

All officials will return to the field together, except the SJ and FJ who will escort their teams to the field. Teams shall be on the field 5 minutes before game time.

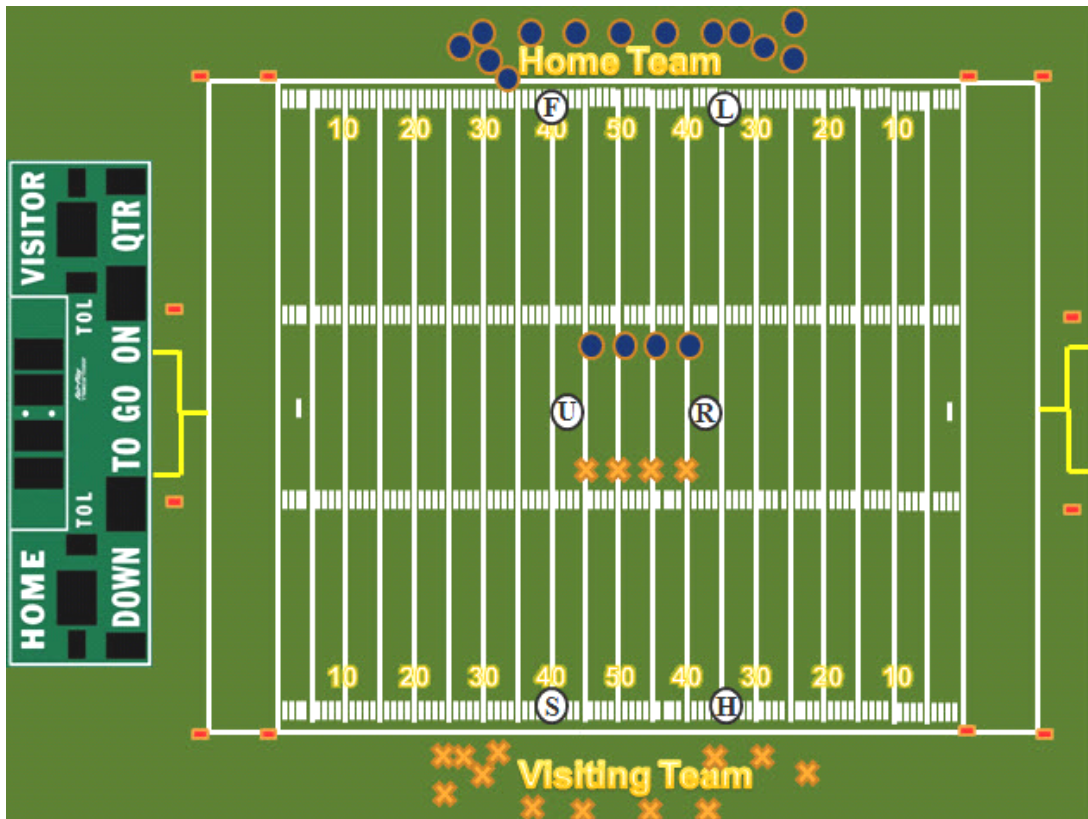
TIMING RESPONSIBILITIES

- The Field Judge is responsible for the game clock only.
- The Side Judge is responsible for all other timing (except the game clock), including the 25/40-second play clock (see mechanics on pages 38-39), one minute interval after scores and periods, timeouts, halftime, etc. If the visual 25/40-second play clocks become inoperable, time the interval yourself and raise one arm straight overhead during the last 10-seconds and countdown the last 5-seconds of the count.



Basic Mechanics for Crew of 6

Coin Toss / Halftime / Overtime Responsibilities



According to the PIAA, the official coin toss should be held prior to the game's ceremonial coin toss. The official coin toss will be held in either end zone or mid-field, 30 minutes prior to the scheduled kick-off time, with the Head Coaches and Captains of each team.

Timelines:

- The official toss will be done thirty minutes (30) before kick-off. Officials are to read the PIAA Sportsmanship Message at this time and get legally equipped confirmation from each head coach. The Referee & Umpire will write down the results of the official coin toss: winner, choice and direction of kick.
- The ceremonial/mock coin toss (see page 6) will be done at the center of field three (3) minutes prior to start of game.
- At least five minutes before game time the Side Judge and the Field Judge will escort the teams from locker rooms to the sidelines.



Basic Mechanics for Crew of 6

Mid-Field Ceremonial/Mock Coin Toss:

- The Referee and Umpire will move to the middle of the field 5 minutes prior to scheduled kickoff. They will assume a position at the opposite 45 yard lines facing the 50 yard line. The Referee will face the end zone scoreboard.
- With 4 minutes and 45 seconds on the clock, Head Linesman / Side Judge will instruct the visiting team players, coaches and personnel to remain off the playing field and within team box. The Side Judge will escort the visiting team captains toward the center of the field, stopping at the top of the numbers and then return to the sideline. The captains will continue to mid-field. The Head Linesman will remain on the sideline.
- The Line Judge / Field Judge will instruct the home team players, coaches and personnel to remain off the playing field and within team box. The Field Judge will escort the home team captains toward the center of the field, stopping at the top of the numbers and then return to the sideline. The captains will continue to mid-field. The Line Judge will remain on the sideline.
- The captains should face each other with their backs to their sidelines. The referee reintroduces himself to the captains and has them reintroduce each other. The referee will then review the results of the official coin toss.
- If the winner of the toss opted to defer their choice until the second half, the referee stands toward the press box clear of the captains, indicates the toss winner by placing his hand on the shoulder of the appropriate captain and gives the declined signal.
- The referee will instruct the captains of the team that will receive the kickoff to face the opponent's goal line. The other captains will face their opponent's goal line. The referee gives a catching motion to indicate the team that will receive. If the team chooses to kick, the referee indicates the choice by making a kicking motion. If the team chooses one end of the field, the referee points with both arms extended toward the appropriate goal line.
- The line judge or head linesman will take the kicking team's game ball to the center of the field and hand it to the umpire. The officials make a written record of the results of the toss and move to their kickoff positions simultaneously.

Second half choices:

- As the teams are being escorted to the field the Field Judge/Side Judge will get the choices from the head coaches and they will report them to the Referee.
- Hustle directly to kickoff positions after warm-up period. Linesmen and Judges clear sidelines before going to kickoff position.
- Referee must allow the 3:00 mandatory warm-up period to completely run down to :00. Do not start the 2nd half until the 3 minutes elapse even if both teams are ready to play.



Basic Mechanics for Crew of 6

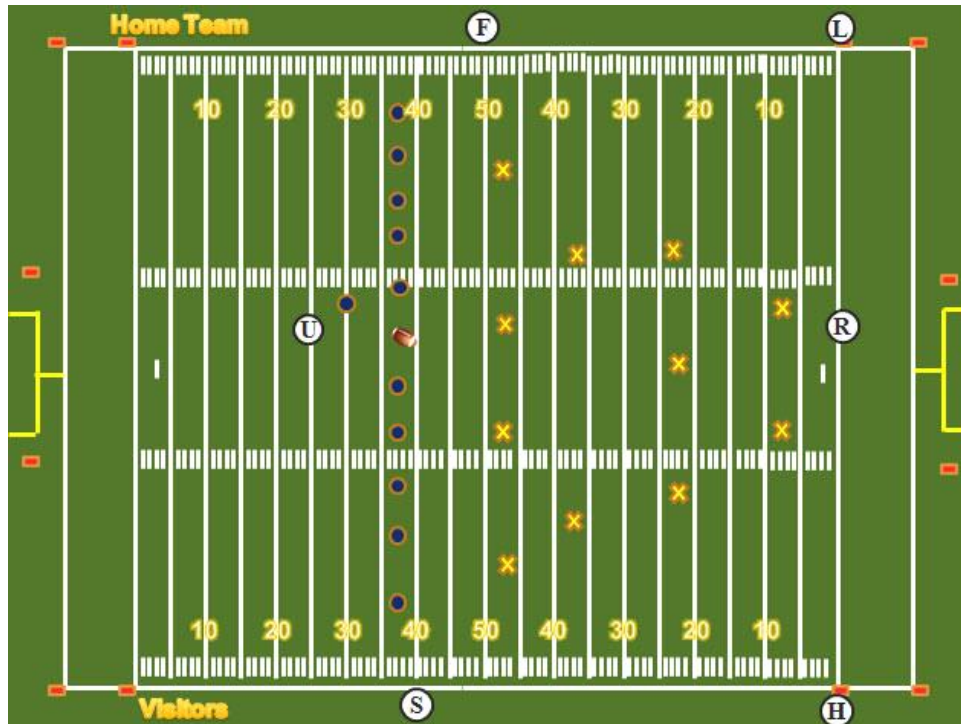
Overtime:

- NFHS / PIAA football-playing rules apply. (Page 85 of the 2020 NFHS Rules Book)
 - One coin toss
 - One time-out per overtime period
 - Penalty carryover
 - No clock
 - Line to gain is always the Goal Line.
 - No chains (only the box)
 - 10-yardline to begin series
 - Series ends when A scores or with B possession;
 - Try is attempted by A
 - Try attempted by B unless winner is determined.
 - If defense scores a safety, game is over.
 - Immediately after the conclusion of the fourth quarter, officials will instruct both teams to retire to their respective team areas. The officials will assemble at the 50-yard line and review the tiebreaker procedures.
 - Three minute intermission
 - The Head Linesman / Side Judge will instruct the visiting team players, coaches and personnel to remain off the playing field and within team box. The Side Judge will escort the visiting team captains toward the center of the field, stopping at the top of the numbers and then return to the sideline. The captains will continue to mid-field. The Head Linesman will remain on the sideline.
 - The Line Judge / Field Judge will instruct the home team players, coaches and personnel to remain off the playing field and within team box. The Field Judge will escort the home team captains toward the center of the field, stopping at the top of the numbers and then return to the sideline. The captains will continue to mid-field. The Line Judge will remain on the sideline.
 - The captains should face each other with their backs to their sidelines. The referee re-introduces himself to the captains, and has them introduce each other. The referee will then explain the overtime procedure. The visiting team captain calls the toss, telling the referee his choice before the referee flips the coin. The Umpire should audibly repeat the captain's choice prior to the flip.
 - The winner of the toss shall choose one of the following options:
 1. Offense or defense.
 2. Choice of end of field to put ball in play... only one end will be utilized during the two sets of downs to insure equal game condition and conserve time.
- Note:* The winner of the toss may not defer his choice.
- The Referee will indicate the winner of toss by placing a hand on his shoulder
 - Then position the offensive captain facing the goal toward which the ball will be advanced and defensive captain facing his opponent and opposite goal.
 - Then standing next to the offensive captain give the "First Down" Signal

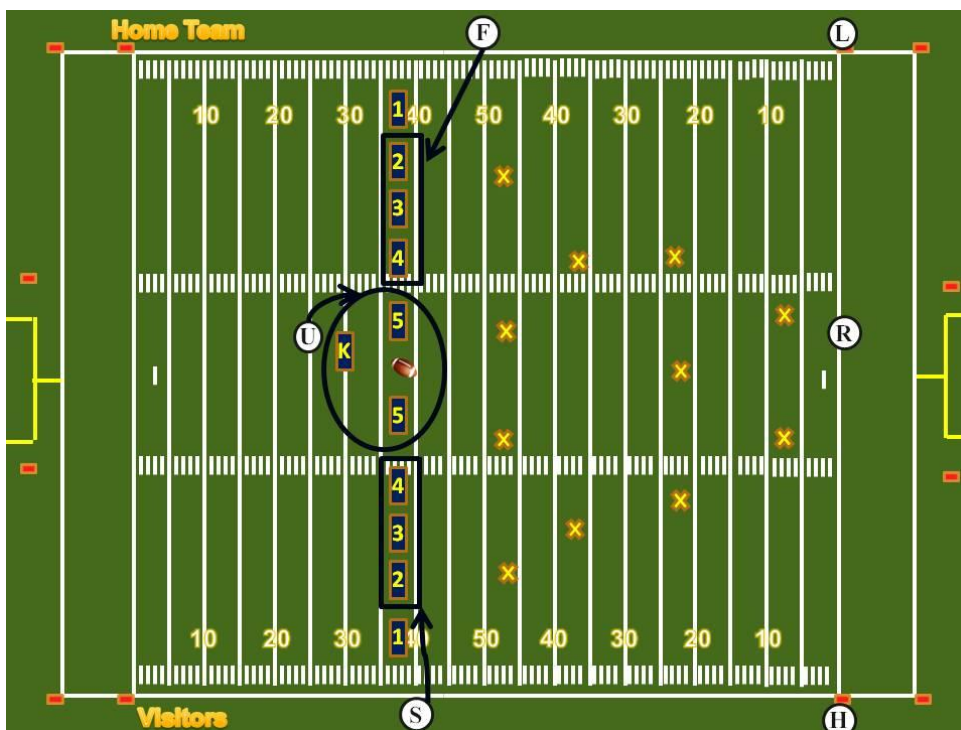


Basic Mechanics for Crew of 6

BASIC FREE KICK POSITION



BASIC FREE KICK KEYS





Basic Mechanics for Crew of 6

All Officials – Interval Prior To Free Kick:

The free kick following a PAT attempt or other scoring play should occur within one minute after the previous play. This is necessary to keep the pace of the game consistent. The following will occur:

1. The Side Judge is responsible for timing this one minute interval.
2. After the PAT or scoring play, the Side Judge will position himself on the 40 yard line. At the :40 second mark the Side Judge will provide a quick blast of his whistle, then move into the sideline huddle to bring his team on to the field.
3. The Field Judge should be monitoring the Side Judge, and when the Side Judge moves into the sideline to bring out his team, the Field Judge should do likewise.
4. At the same time, the umpire should move to the middle of the field to meet the kicking team.
5. The Head Linesman and Line Judge should move to their positions at the pylon and the Referee should move to his position on the goal-line in the middle of the field.
6. The umpire should hand the ball to the kicker as soon as he approaches. Point out the location of the Referee to the kicker and reminding him that the Referee will give the ready for play signal at which time the 25 second count begins.

NOTE: If both teams are on the field ready prior to the timelines above, the Referee shall proceed with the ready for play signal.

Referee:

Before Kick:

- Position at the goal line in the middle of the field.
- Count receiving team and confirm with visual signal with H and L.
- Check with Umpire and when he indicates players and other officials are ready, sound whistle and give ready-for-play signal to kicking team.
- Be alert to ensure that the kicking team has the proper number of players on either side of the kicker. At least 4 players must be on either side of the kicker when the ball is kicked. Dead ball foul.
- You are responsible for goal line from sideline to sideline. Be ready to rule on action at or near goal line (touchback, safety, momentum, etc.).

After kick:

- Kick down the middle (between the numbers):
 - Signal clock to start when kick is touched legally in the field of play or stop the clock if it crosses the goal line.
 - Pick up runner and follow until releasing to covering official.
- Kick deep:
 - Rule on touchback.
 - ❖ If kick caught inside five (5) yard line and player is downed in end zone or ball goes out-of-bounds there, rule on whether player's momentum took him into the end zone.
- Kick to either side zone:
 - Move cautiously with play.
 - Observe action of players in vicinity of runner.
 - Serve as clean-up behind, to side of, and around runner.



Basic Mechanics for Crew of 6

Umpire:

Before Kick:

- Initial position is with kicker.
- Count members of kicking team.
- Verify count with Side Judge and Field Judge.
- Hand the kicker the ball and remind him to wait for the Referee to sound his whistle and give the ready-for-play signal, before kicking the ball.
- Move to a position behind the kicker at approximately 15 yards behind the kickers restraining line and raise hand to signal the Referee to sound his whistle and declare ball ready for play.
- Be alert to ensure that all kicking team players, except the player that kicks the ball, are no more than 5 yards behind the kicking teams restraining line from the ready-for-play until the ball is kicked.
- Be alert to ensure that the kicking team has the proper number of players on either side of the kicker. At least 4 players must be on either side of the kicker when the ball is kicked. Dead ball foul.
- If there is a penalty that requires a re-kick, it is the Referee's responsibility to give the penalty signal to the press box then the Umpire will mark off the yardage.

After Kick:

- Key on team K players (5) on both sides and observe action on the kicker - protect Kicker, see diagram above.
- After the kick, watch for illegal action on the kicker, watch for illegal blocks and illegal touching. Move slowly down field and officiate from the inside out when the runner is in your area. If the runner breaks a long run, you have goal line responsibility.
- Umpire is primarily responsible for judging an illegal pop-up kick. If illegal pop-up kick is judged, blow the play dead immediately.



Basic Mechanics for Crew of 6

Head Linesman and Line Judge:

Before kick:

- Be certain all personnel are behind the limit lines.
- Move to your position at the goal line pylon on sideline opposite Line Judge or Head Linesman when Field Judge and Side Judge move to bring their teams off the sideline.
- Count R players and confirm count with Referee and Line Judge or Head Linesman.
- Be ready to mark out-of-bounds spot if kick goes out-of-bounds in your area.

After Kick:

- Kick to your side:
 - Signal clock to start when kick is touched legally in the field of play if the kick is touched in your area of coverage. (Note: Referee will kill the clock so the ball cannot come out of end zone.)
 - Stay on the pylon until kick has ended, especially if kick is directed toward your pylon. (May have to rule regarding out of bounds in the field of play or a touchback).
 - Pick up runner and follow.
- When kickoff goes inside the top of the numbers:
 - Move slowly up field along your sideline toward the play after the kick has ended and is in possession of R.
 - Observe blocks by R directly in front of the runner.
 - After observing the blocks by R directly in front of the runner, then observe action of other players in vicinity of runner.
 - Serve as clean up behind, to side of, and around runner.
 - Maintain position, enabling coverage of your sideline at all times. You have sideline responsibility from R's end line to K's two yard line.
 - You are responsible for progress on any play that goes to K's two yard line
- When kickoff goes to the other side of the field:
 - Move quickly up field along your sideline toward the play.
 - Observe blocks by R directly in front of the runner.
 - After observing the blocks by R directly in front of the runner, then observe action of other players in vicinity of runner.
 - Serve as clean up behind, to side of, and around runner.
 - Maintain position, enabling coverage of your sideline at all times. You have sideline responsibility from R's end line to K's two yard line.
 - You are responsible for progress on any play that goes to K's two yard line.
 - Be prepared to use cross-field mechanics to assist with progress spot (soft spot) if run ends on that side of the field.



Basic Mechanics for Crew of 6

Field Judge:

Before kick:

- Initial position is on the receiving team restraining line on the press box side of the field, outside the sideline.
- Count members of the kicking team and confirm count with Side Judge and Umpire.
- Be alert to short free kicks and possible fair catch signals.

After kick

- After the ball is kicked, move 10-15 yards towards the receiver's goal line.
- Key on Team K players (2-3-4) on your side of the field, see diagram above.
- Be alert to K going out of bounds.
- Officiate from the outside and ahead of the runner.
- You are responsible for blocking ahead of the runback.
- Be ready to pick up runner on long runbacks.
- Be on the goal line before runner crosses.
- You have progress from K's two yard line to K's goal line.

Side Judge:

Before kick:

- Responsible for timing interval and moving to bring team on your sideline at designated time
- Initial position is on the kicking team restraining line opposite the press box side of the field.
- Count members of the kicking team and confirm count with Field Judge and Umpire.
- Be alert to ensure that all kicking team players, except the player that kicks the ball, are no more than 5 yards behind the kicking teams restraining line from the ready-for-play until the ball is kicked.
- After the ready for play signal from the referee, time the 25 second count.
- Be alert to short free kicks and possible fair catch signals.

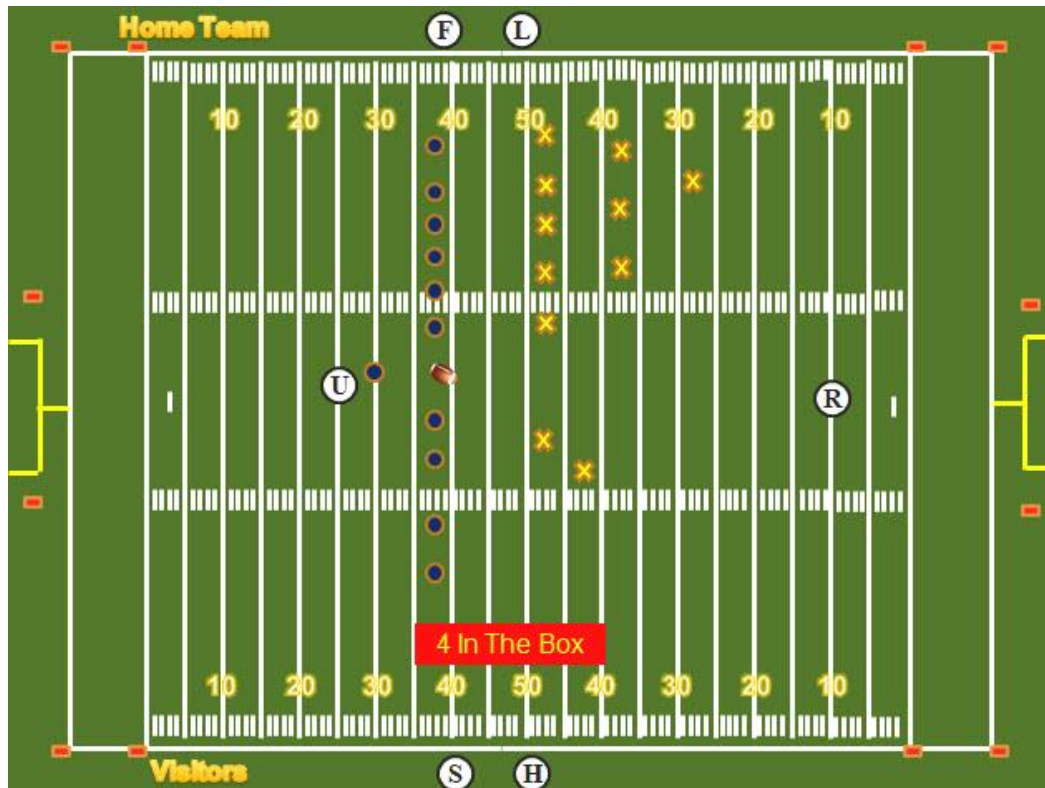
After kick:

- After the ball is kicked, move 10-15 yards towards the receiver's goal line.
- Key on Team K players (2-3-4) on your side of the field, see diagram above.
- Be alert to K going out of bounds.
- Officiate from the outside and ahead of the runner.
- You are responsible for blocking ahead of the runback.
- Be ready to pick up runner on long runbacks.
- Be on the goal line before runner crosses.
- You have progress from K's two yard line to K's goal line.
- Field Judge and Side Judge are secondarily responsible for judging an illegal pop-up kick. If an illegal pop-up kick is judged, whistle the play dead immediately.



Basic Mechanics for Crew of 6

SHORT FREE KICK POSITION



FOUR IN THE BOX

Referee:

Before the Kick:

- Initial positioning is at the 10-yard line in the middle of the field.
- Count receiving team.
- Check with Umpire. When he indicates players and other officials are ready, sound whistle and give ready-for-play signal to kicking team.
- Be alert to ensure that the kicking team has the proper number of players on either side of the kicker. At least 4 players must be on either side of the kicker when the ball is kicked. Dead ball foul.

After the ball is kicked:

- Be alert to possible fair-catch signals.
- Wind clock when ball is legally touched in the field of play.
- If ball is kicked deep follow runner and cover runback.



Basic Mechanics for Crew of 6

Umpire:

Before the Kick:

- Initial positioning is the same as for all free kicks, with kicker.
- Be alert to ensure that all kicking team players, except the player that kicks the ball, are no more than 5 yards behind the kicking teams restraining line from the ready-for-play until the ball is kicked.
- Be alert to ensure that the kicking team has the proper number of players on either side of the kicker. At least 4 players must be on either side of the kicker when the ball is kicked. Dead ball foul.

After the ball is kicked:

- Focus on kicker and action in center of field. Watch for illegal blocks and touches.
- Watch for illegal touching of kick in the middle of the field (hash mark to hash mark).
- Umpire is primarily responsible for judging an illegal pop-up kick. If illegal pop-up kick is judged, blow the play dead immediately.

Head Linesman and Line Judge:

Before the Kick:

- Head Linesman: Initial positioning is on receiving team's restraining line at sideline opposite press box. Count Receiving team.
- Line Judge: Initial positioning is on receiving team's restraining line at sideline on the press box side. Count Receiving team.

After the ball is kicked:

- If ball is kicked to your side of field, you are responsible for legality of touching and recovery/catch of the ball.
- If ball is kicked to the opposite side of the field, you are responsible for the legality of any blocking/contact between the kicking and receiving teams.

Field Judge and Side Judge:

Before the Kick:

- Field Judge: Initial positioning is on the kicking team restraining line on the press box side of the field.
- Side Judge: Initial positioning is on the kicking team restraining line opposite the press box.
- Count members of the kicking team.
- Be alert to ensure that all kicking team players, except the player that kicks the ball, are no more than 5 yards behind the kicking teams restraining line from the ready-for-play until the ball is kicked.
- Rule if K violates the restraining line prior to the kick.

After the ball is kicked:

- If ball is kicked to your side of field, you are responsible for legality of blocking/contact between the kicking and receiving teams.
- Responsibility to rule on K players stepping out of bounds during the down.
- If ball is kicked to the opposite side of the field, you are responsible for the legality of any blocking/contact between the kicking and receiving teams.
- Field Judge and Side Judge are secondarily responsible for judging an illegal pop-up kick. If an illegal pop-up kick is judged, whistle the play dead immediately.

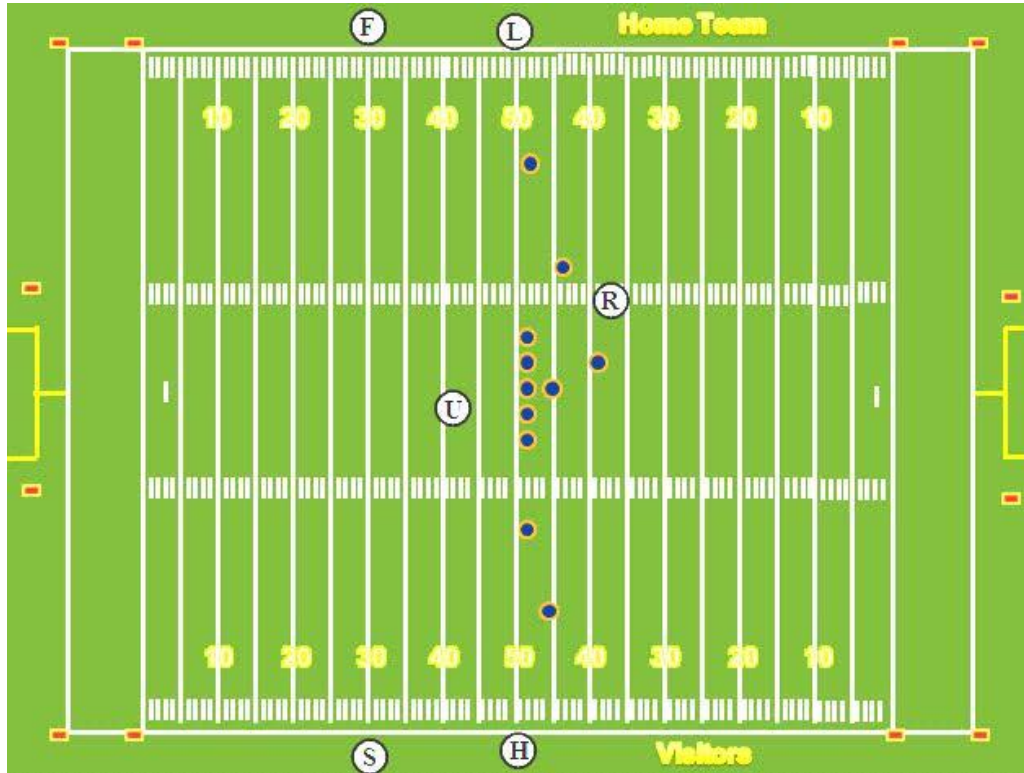
S - F - H - L:

- Determine legality of ball traveling 10 yards.
- If kick is toward you, wind clock to start when kick is legally touched other than first touching by K.
- Officials away from kick have responsibility to rule on legality of all blocks.
- Be aware of K stepping out of bounds and returning to the field of play.



Basic Mechanics for Crew of 6

BASIC SCRIMMAGE POSITION



The following are basic mechanics for normal scrimmage action prior to and after the snap.

Referee:

- Usual position is at least 5 to 7 yards deeper than the deepest back or backs (12-15 yards behind the LOS) and outside/wider than the normal tight end position.
- Always work on the throwing arm side of the quarterback.
 - Check the offensive formation and count the offensive players. Signal to Umpire with closed fist in front of you, toward the line of scrimmage, to confirm that the offense has 11 players as Team A leaves their huddle. Hold this signal until Team A reaches the line of scrimmage.
 - Monitor the substitution process and verify that replaced players leave the field immediately (3 seconds).
- You must be in position to view the quarterback's arms and hands prior to the snap, the legality of the snap, and interchange between the center-quarterback.
- Observe the Team A backs between the tackles (including the quarterback) for false starts, and assist the Umpire if there is movement of restricted lineman.
- Be in a position where you may be comfortable to see the football, backs, and the Team A tackle opposite your side, after the snap.



Basic Mechanics for Crew of 6

- Running plays:
 - Observe action behind the line of scrimmage and the runner while he is behind the line.
 - Observe action on the Quarterback on hand-offs and pitchout after the possession changes to another A player.
 - Observe runner behind the line of scrimmage until he goes out of bounds; coordinate sideline coverage with H and L.
 - If runner is the quarterback, follow the player out of bounds.
 - PROTECT THE QUARTERBACK AT ALL TIMES FROM FLAGRANT FOULS.
- Passing plays:
 - If pass is indicated drop at a 45-degree angle getting deeper and wider as Quarterback drops back into pocket.
 - Immediately following snap, watch the blocking technique of the Team A tackle on the opposite side of the formation.
 - As Quarterback drops back, observe action of assigned Team A tackle behind the line. Switch from the tackle and observe drop back blockers who are now near and around the Quarterback (your primary responsibility) until there is no threat of a foul.
 - Insure that the Quarterback is not roughed or thrown to the ground. Verbally alert the defenders when the passer has released the ball.
 - Rule on intentional grounding. (The Referee shall consult with other officials regarding positions of eligible receivers in the vicinity).
 - Rule on whether the quarterback was in the act of passing or if he fumbled.

Umpire:

- Position varies according to the formations of both teams; avoid position that will interfere with linebackers. Adjust distance behind the defensive line according to the width of Team A's formation and (except on goal line or try situations) be at least 6 but seldom more than 8 yards deep. Whenever possible, coordinate your position with the Referee for best coverage of the interior line play. Normal position is on side opposite the tight end.
- Count offensive players and signal to Referee as Team A breaks the huddle with an extended arm and closed fist in front of you, toward the line of scrimmage, if the offense has 11 players.
- Hold your signal until Team A reaches the line of scrimmage.
- Read offensive alignment and know 5 ineligible prior to the snap.
- Rule on false starts by restricted linemen prior to the snap and the legality of the snap.
- Be certain the defensive team does not use words or signals to disconcert the opponents.
- At the snap, primary keys are the center and two guards. If the play allows, observe the action of Team A tackle on referee's side of the formation.
- Running Plays:
 - Up the middle, read your primary keys which are the center and two guards. Watch lead blocks. Do not watch ball and runner.
 - ❖ Take progress from wing official.
 - Into either side zone, read keys. Watch lead blocks. Do not watch ball and runner.
 - ❖ Watch dead ball and action behind play.
 - ❖ Hustle to numbers to receive and spot new ball.



Basic Mechanics for Crew of 6

- Passing Plays:
 - Be alert to possible illegal snaps, false start by offense.
 - You can move up to the line when reading pass, you react to the drop of the linemen
 - Focus attention on action involving the center and guards. Watch for potential chop blocks and clipping.
 - Be aware of touching in or behind neutral zone.
 - Pivot and turn on passes over your head. Help out when possible on catch/no catch.
 - On interceptions and all change of possession plays, be alert for low blocks.

Head Linesman and Line Judge:

- Take original position on the line of scrimmage at the sideline/off the field.
- Read the offensive formation and know your eligible receiver responsibilities.
- Watch for illegal formations and false starts by offensive players.
- Watch for encroachment by the defense.
- Indicate the offensive line of scrimmage by extended foot, and then take final position straddling the neutral zone.
- Cover man in motion going away from you for illegal motion. This man continues to be your responsibility, even though he changes direction. (Does not relieve opposite official from making obvious call).
- If widest eligible receiver is off the line of scrimmage, hold arm extended towards the backfield until the signal is acknowledged by the flank official opposite from you. Drop signal if receiver goes and motion, and if the widest remaining receiver on your side of the formation is off the line, provide a new signal.
- The Head Linesman and Line Judge are responsible for the Team A legal scrimmage formation of at least 5 offensive players on their line of scrimmage with no more than 4 backs.
- Running Plays:
 - Up the middle - Blocks and ball carrier
 - Toward your side of field - Blocks in front of ball carrier, move to get progress at a 90 degree angle
 - Away from your side of field - Back side blocks, provide the covering official with a cross field progress spot (soft spots).
 - As you move up field, movement is a shuffle step until the play breaks downfield.
 - Use cross field mechanics (soft spots) whenever possible.
- Passing Plays:
 - 2nd receiver in from your sideline (2nd & 3rd receiver in if trips formation to your side).
 - Line Judge stays at line of scrimmage until the ball is thrown or at the latest when it crosses the line of scrimmage, and then gets progress.
 - Head Linesman slide down field 5 yards when you read pass.
 - Watch eligible receiver/defender then zone and ball.
 - Reverse mechanics on interceptions
 - ❖ Back pedal and give up progress to F/S.
 - ❖ Observe blocks in front of runner.
 - ❖ Get to goal line if necessary.
 - ❖ Clean up around dead ball spot and out-of-bounds.
 - ❖ Watch dead ball action



Basic Mechanics for Crew of 6

Side Judge and Field Judge:

- Take original position 20 yards from the line of scrimmage at the sideline/off the field.
 - Know down, distance, and clock status.
 - Field Judge knows status of game clock.
 - Side Judge observe start of the 25/40 second clock with the R's ready signal.
 - Side Judge check time consumed in snapping the ball and call play clock infractions. If there is not a visible play clock, with 10 seconds remaining step onto the field and raise arm to let the offense know status. Countdown last 5 seconds.
- Read the offensive formation and know your eligible receiver responsibilities.
- Responsible for counting defensive team.
 - Confirm count with each other using an extended fist extended toward the line of scrimmage; once in agreement, drop hand. Observe defensive substitution process and that replaced players leave the field immediately.
- Running Plays:
 - You are responsible for action on or by the widest receiver on your side of the field. Be alert to blocks below the waist, holding.
 - Toward your side of field:
 - ❖ Coordinate coverage with the H/L.
 - ❖ Maintain a 15-20 yard cushion. Be at the goal line when the runner crosses.
 - ❖ You are responsible for ruling on action in advance of the runner.
 - ❖ When the runner goes out of bounds, the H & L will mark the spot of forward progress; you are responsible for cleaning up the action around the play and in the team area if necessary. Have progress from B's two yard line to A's goal line.
 - Away from your side of field
 - ❖ Clean up behind the U.
 - ❖ Be alert to personal fouls, and piling on/dead ball fouls after the ball becomes dead.
 - ❖ Cover action between you and the area of the runner once the play crosses the line of scrimmage.
 - ❖ Assist with forward progress (soft spots).
- Passing Plays:
 - You are responsible for action on and by the widest receiver on your side of the formation.
 - The deep official in whose direction a forward pass is thrown has goal line responsibility and is to remain at the goal line pylon.
 - The deep official opposite the direction a forward pass is thrown has responsibility for the end line.



Basic Mechanics for Crew of 6

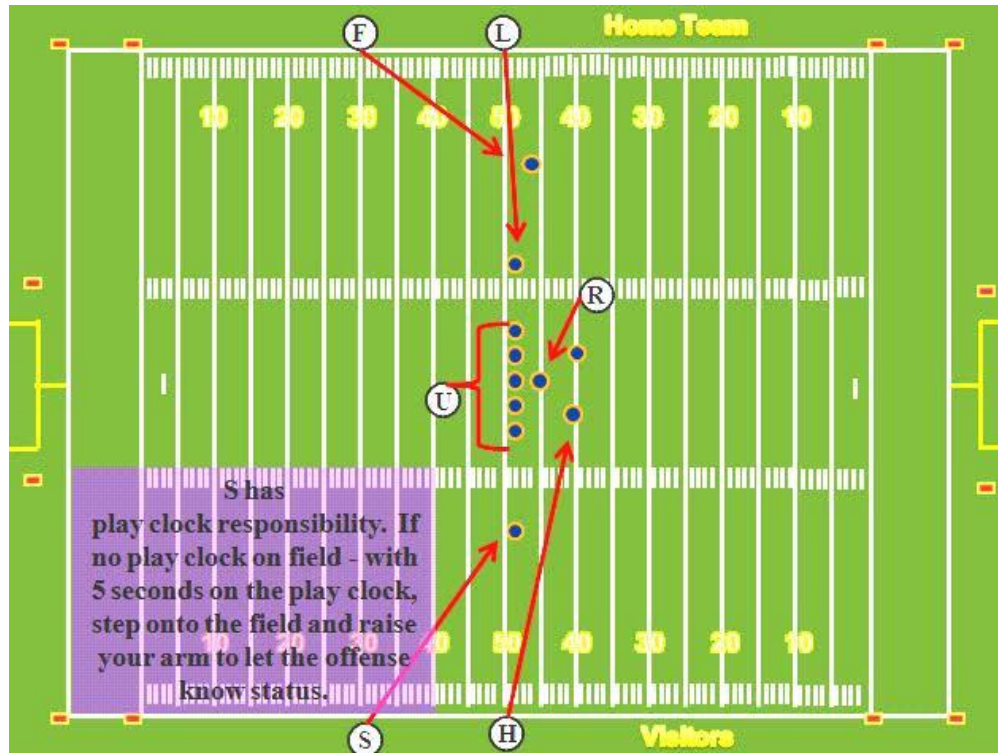
Counting Players – Scrimmage Plays:

- Referee and Umpire will count Team A (the offense).
- Head Linesman and Line Judge will count the number of Team A offensive backs.
- Side Judge and Field Judge will count Team B (the defense).
 - To confirm your count with your primary partner:
 - ❖ If you have 11 players, you will hold an arm extended with the hand in a fist, pointed toward the line of scrimmage;
 - ❖ If you have less than 11 players, you will hold your hands near your waist, with all fingers pointing toward the ground.
 - ❖ If you have more than 11 players, you will make a short circular motion with your hand near your waist and recount.
 - Excess B Players Prior To Scrimmage Down:
 - ❖ If you count more than 11 players on B, count again. If A is at the line of scrimmage and B is not attempting to remove the excess players from the field, sound the whistle and call a dead ball foul against B.
 - ❖ If A is at the line of scrimmage and Team B is attempting to remove the excess players from the field, give B that opportunity. If the excess players do not get off the field prior to the snap, the deep official on the offending team's side will have a live ball 5 yard illegal substitution penalty.



Basic Mechanics for Crew of 6

BASIC PASS COVERAGE RESPONSIBILITIES



General Terminology Regarding Keys For Deep and Short Wing Officials:

- The general rule is not to key the same player as another official.
- In determining keys, the following definitions are needed for clarification purposes:
 - Strength of the formation is determined by the number of eligible receivers on a particular side of the offensive formation. It has nothing to do with the number of linemen on each side of the center but rather the number of eligible receivers outside the tackles.
 - ❖ Tight End - the end man on the line of scrimmage lined up no more than two yards from the nearest offensive lineman.
 - ❖ Back In Backfield - a player in the backfield between the tackles at the snap.
 - ❖ Trips - three or more receivers outside an offensive tackle.
 - ❖ Quads - four or more receivers outside an offensive tackle.



Basic Mechanics for Crew of 6

ALL:

- **REMEMBER:** Your keys are determined by the relative position of the eligible receivers at the time of the snap. (The “snap-shot”)
- If A player is in motion at the snap, his position at the snap (a picture or “snap-shot”) indicates which official will cover the players.
- **CAUTION:** After the snap, do not release too quickly in assuming zone responsibility. Observe the actions of the players on whom you are keying.
- Stay with your key until the player has cleared any potential contact with an opponent, has moved into his pass route, or the evolving action of the play takes your focus to another part of the field.

Referee:

- Position is at least 5 to 7 yards deeper than the deepest back or backs (12-15 yards behind the LOS) and outside/wider than the normal tight end position.
- Always work on the throwing arm side of the quarterback.
- Retreat at a 45-degree angle, always working to get wider and deeper as the passer drops back in the pocket.
- Observe blocking by the Team A tackle on the opposite side of the formation (quarterbacks non passing arm).
- Stay behind and aside from passer - be deep enough and wide enough to be able to "see through" the passer, observing the blocking in and around the pocket.
- Observe backs illegally blocking below the waist; observe that backs and lineman are not clipping, holding, or chop blocking rushing defensive lineman.
- Do not release coverage too quickly - remain focused on the passer after the throw and observe action around the passer.
- Be ready to rule on forward pass vs. fumble, grounding and other illegal forward passes, and roughing the passer.

Umpire:

- Focus attention on action involving the center and guards.
- Watch for potential chop blocks.
- Make sure no lineman passes you prior to the forward pass being thrown.
- Be aware of touching in or behind neutral zone.
- On rollout passes, step forward to line of scrimmage and turn to observe blocking in front of the passer as he rolls-out.
- Pivot and turn on passes over your head. Help out when possible on catch/no catch.
- On interceptions and all change of possession plays, be alert for low blocks.
- In goal line mechanics (5 yard line & in), you have responsibility for passes crossing the line, and whether the passer is beyond the line prior to the pass.



Basic Mechanics for Crew of 6

Head Linesman and Line Judge:

- Responsible for the 2nd eligible receiver in from the sidelines to your side of the formation
- (2nd & 3rd receivers in from the sidelines to your side of the formation in trips).
- Line Judge hold the line of scrimmage and do not move downfield until after the ball has been thrown or at the latest crossed the line of scrimmage.
- Head Linesman slide down field 5 yards when you read pass.
- Observe action on your receivers - that the receiver is not held attempting to move downfield and that the receiver is not illegally blocking or clipping defensive players (especially linebackers).
- L will have responsibility to rule on whether a forward pass has crossed the line of scrimmage. (Exception: goal line mechanics – 5 yard line & in).
- On a quick pass thrown toward you, be prepared to rule if forward or backward. If the pass is backward and toward you, you should punch back.
- If the play ends inbounds, near the sideline and it is a first down, give stop the clock signal only.
- Reverse mechanics on interceptions



Basic Mechanics for Crew of 6

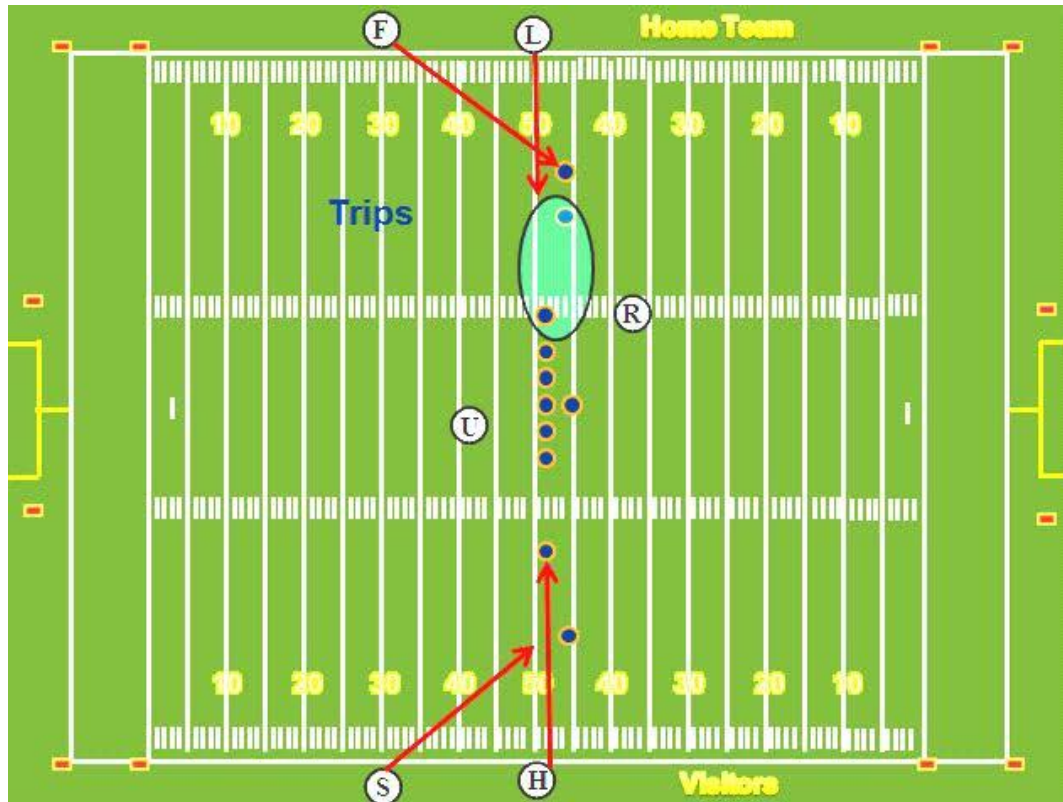
Side Judge and Field Judge:

- Responsible for the widest eligible receiver in the formation on your side of the field (motion towards trips 2 widest receivers).
- Observe action on your keys (receivers) - that the receiver is not held attempting to move downfield and that the receiver is not illegally blocking or clipping defensive players (especially linebackers).
- Initial positioning is at the sideline and off the field.
- Observe contact on your eligible receiver and the defensive back.
- Be alert to wide receiver going out of bounds.
 - Flag if player goes out-of-bounds and comes back in (unless blocked out).
- When the ball is snapped:
 - Read your keys as dictated by the formation at the snap.
 - Maintain deep positioning (cushion) between yourself and the players moving up field. Cover the play when ball is thrown into your area.
 - When pass is thrown into your area watch the defender's action on the receiver.
 - ❖ Be alert for eligible receivers out of bounds.
 - ❖ Flag if player goes out-of-bounds and comes back in (unless blocked out).
 - ❖ Watch for holding or illegal contacting of eligible receivers and all contact beyond the neutral zone both before and after the pass is thrown.
 - ❖ Focus on initial contact between the shoulders and waist of the players before and during the pass.
 - ❖ When ruling on a pass reception involving the sideline, watch foot and then ball. Give only incomplete signal if incomplete, timeout signal if complete. No other signal(s) are necessary or warranted!
 - The deep official in whose direction a forward pass is thrown has goal line responsibility and is to remain at the goal line pylon, unless the pass is thrown deep into the end zone on his side and the goal line is no longer threatened. The official can move toward the back of the end zone along his sideline.
 - The deep official opposite the direction of a forward pass that is thrown into the end zone has responsibility for the end line. He should move toward the middle of the end line if necessary on a play to the other side of the end zone.
- Reverse mechanics on interceptions
 - On interception run backs, switch responsibilities with the H/L.
 - You are responsible for the runner's forward progress, the H/L will rule on action in advance of the runner.
 - When the runner goes out of bounds, you will mark the spot of forward progress; the H/L is now responsible for cleaning up the action around the play and in the team area if necessary.



Basic Mechanics for Crew of 6

PASS COVERAGE RESPONSIBILITIES (TRIPS OR QUADS)



ALL:

CAUTION: After the snap, do not release focus from your keys too quickly in assuming zone responsibility.

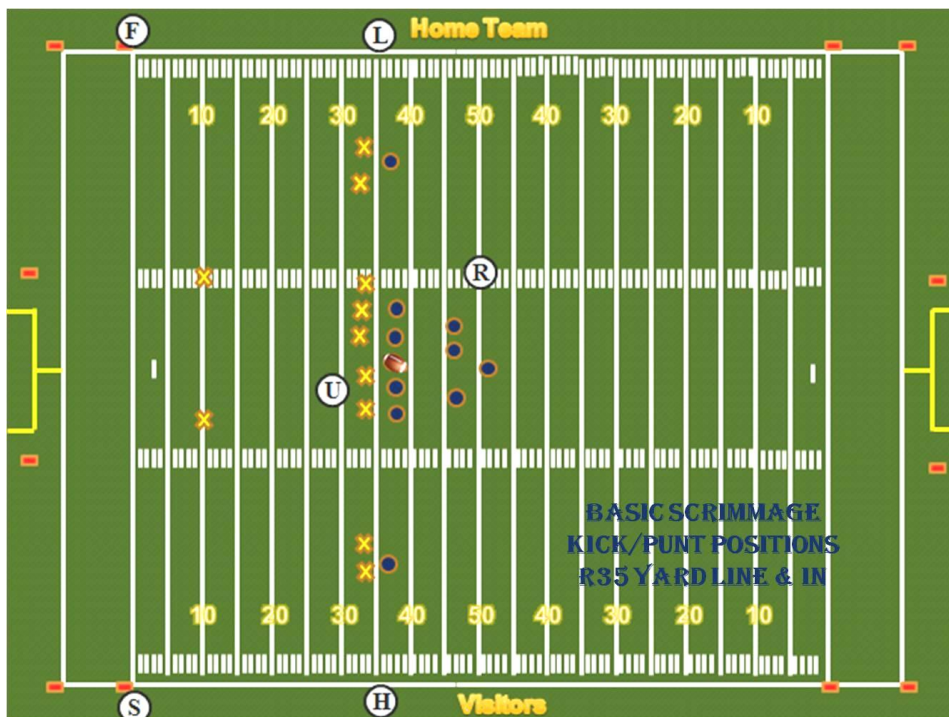
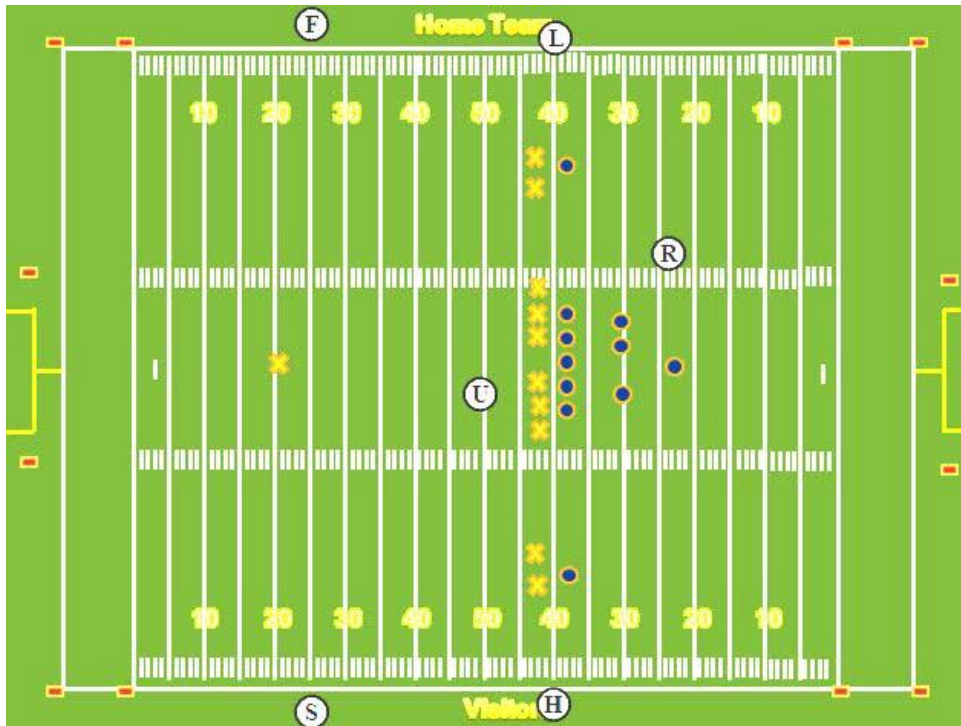
REMINDER: The terms “trips” or “quads” refer to the number of eligible receivers on one side of the offensive formation prior to the snap. To the trips (or stack) side of the field:

- In trips, the Field Judge or the Side Judge will cover the widest receivers.
- In quad receivers, the Field Judge or the Side Judge will have the two widest receivers.
- The Head Linesman or the Line Judge will cover the 2nd and 3rd receiver from the sideline (trips); or, the 3rd and 4th from the sideline in the quads.
- The side opposite trips or quads is covered in the normal manner.



Basic Mechanics for Crew of 6

BASIC SCRIMMAGE KICK / PUNT POSITION





Basic Mechanics for Crew of 6

Referee:

- Initial position is in front of the kicker and wider than the normal tight end position of the kicking foot side.
 - See the ball from snap to kick.
 - Be in position to see blockers, rushers, and kicker at the same time.
- Count the kicking team (offense) and signal prior to A approaching the line of scrimmage.
- Be alert to the kicking team's substitution process and timing.
- Warn kicker if he is near the end line prior to the snap.
- Watch blocking and action by players behind the line of scrimmage.
- Observe action of and against the kicker. (Give signal if ball is tipped.)
- If the snap is unsuccessful or the punt is blocked, Referee is responsible for A goal line, and the status of the football (recovery). Keep the ball boxed in with the L or H
- If the ball is loose near to or in A's / K's end zone due to a bad snap or blocked punt, anticipate A's / K's potential bat or kick of the loose ball out of A's / K's end zone in order to deny B / R the opportunity to recover the ball.
- After the ball is kicked, clear action behind the line of scrimmage; then, if kick remains in bounds, observe player's activity between your position and the umpire while proceeding down field.
- If the scrimmage kick lands inbounds, than goes out of bounds beyond the line of scrimmage, it is the responsibility of the deep officials to mark and sell the out of bounds spot. Continue to observe player activity for personal fouls or flagrant acts.
- If kick goes out of bounds in the air, it is your responsibility to raise your hand above your head and chop the FJ/SJ in at the spot
- If the kick is caught or recovered in bounds, be ready to use 'reverse mechanics' on return and be at the goal line when runner crosses.

Umpire:

- Count offensive players prior to A approaching the line of scrimmage.
- Know the ineligible and players with eligible numbers who are exceptions to the numbering requirement and are replacing numbers 50 to 79 on the line of scrimmage.
- If A (kicking team) leaves the sideline and goes directly to the line of scrimmage, stay over the football until the referee releases you.
- If the snap is mishandled or the punt blocked, move slowly toward A's goal line observing the action of the players around and in pursuit of the football. **DO NOT WATCH THE BALL.**
- Remind defense to avoid the snapper.
- Observe defensive man over center. (Avoid serious injury to the snapper. Know the rule).
- Once the kicked ball is beyond the line of scrimmage, turn and focus your attention towards the return areas, with particular attention to clips or illegal blocks in front of the runner who is returning the kick.



Basic Mechanics for Crew of 6

Head Linesman:

- Hold your positions until ball crosses the neutral zone.
- Observe action by and against the gunner immediately after the snap (and other members of the kicking team) as they attempt to move up field on your side of the field.
- Assist Referee in knowing if kick is tipped by a blocker.
- Rule on whether or not the kick has crossed neutral zone.
- If the snap is unsuccessful or the kick is blocked, and if the referee is facing you, move into A's backfield to assist the referee with action around the football. If the referee's back is facing you hold the LOS to rule on whether or not the kick has crossed neutral zone.
- On short line-drive kick, watch for ball being touched by K or R beyond the neutral zone expanded.
- If kick is caught or recovered in bounds, be ready to use 'reverse mechanics' on return and be at the goal line when runner crosses.
- Reverse mechanics on punt returns
 - Back pedal and give up progress to SJ.
 - Observe blocks in front of runner.
 - Get to goal line if necessary.
 - Clean up around dead ball spot and out-of-bounds.
 - Watch dead ball action
- Head Linesman is secondarily responsible for legality of fair catch signal by receivers.

Line Judge:

- Hold your positions until ball crosses the neutral zone.
- Observe action by and against the gunner immediately after the snap (and other members of the kicking team) as they attempt to move up field on your side of the field.
- Assist Referee in knowing if kick is tipped by a blocker.
- Rule on whether or not the kick has crossed neutral zone.
- If the snap is unsuccessful or the kick is blocked, and if the referee is facing you, move into A's backfield to assist the referee with action around the football. If the referee's back is facing you hold the LOS to rule on whether or not the kick has crossed neutral zone.
- On short line-drive kick, watch for ball being touched by K or R beyond the neutral zone expanded.
- If kick is caught or recovered in bounds, be ready to use 'reverse mechanics' on return and be at the goal line when runner crosses.
- Reverse mechanics on punt returns
 - Back pedal and give up progress to FJ.
 - Observe blocks in front of runner.
 - Get to goal line if necessary.
 - Clean up around dead ball spot and out-of-bounds.
 - Watch dead ball action



Basic Mechanics for Crew of 6

Field Judge:

- Initial Position with bean bag in hand, take a position on your sideline in line or slightly in front of receiver, on your side of the field
- Set up on goal line to cover the pylon for a kick going out of bounds when ball is snapped on or inside B's 35-yard line.
- Count Team B Players and confirm with Side Judge.
- Split the field in half with the Side Judge.
 - The Field Judge is responsible for 1/2 of the field, the Side Judge for 1/2.
 - **The FJ is the primary and if there is any question regarding who is the covering official it would be the FJ and the FJ should communicate that he is taking coverage by using the punch back signal; thereby alerting the SJ to take the coverage in front of the receiver. Make sure to discuss this in pre-game with the SJ.**
- Remind yourself of possibility of illegal touching, fair catch, and kick catching interference
- Remind yourself to mark spot where kick ends with beanbag.
- When it appears that the ball will land in your 1/2 of the field, you are responsible for the status of the ball and action of the receiver as he attempts to catch the kick. Primarily responsible for legality of fair catch signal by receivers.
- If kick is caught or recovered in bounds and the runback is away from your sideline, cover runner until he enters the Side Judge's 1/2 of the field.
- If kick is caught or recovered in bounds and the runback is to your sideline, be ready to use 'reverse mechanics' on return and rule on the runner's forward progress to the A's two-yard line.
- If the kick is not caught, be ready to take ball into end zone and rule on touchback, give up receiver.
- If the flight of the kick is toward a sideline, move quickly to the out-of-bounds spot.
 - Kick that is out of bounds in flight, the deep official on that side of the field is responsible raising hand and being chopped in at the out of bounds spot by Referee. If grounded first the deep official on that side of the field is responsible for and must sell the out of bounds spot.
- When it appears that the ball will not land in your 1/2 of the field, you are responsible for:
 - Covering the play in front of the receiver, especially the action by B / R against the first A / K players ("the gunners") at or near the catch.
 - Cover action behind the runner if the run back is away from you.
 - Being ready to take over runner if return is to your side.
 - If the kick is returned to your side of the field you have the sideline responsibility to A's / K's two yard line.
 - If the kick is returned to the SJ's side of the field, Watch the action of man who signaled fair catch and does not touch the ball (prohibited from blocking).



Basic Mechanics for Crew of 6

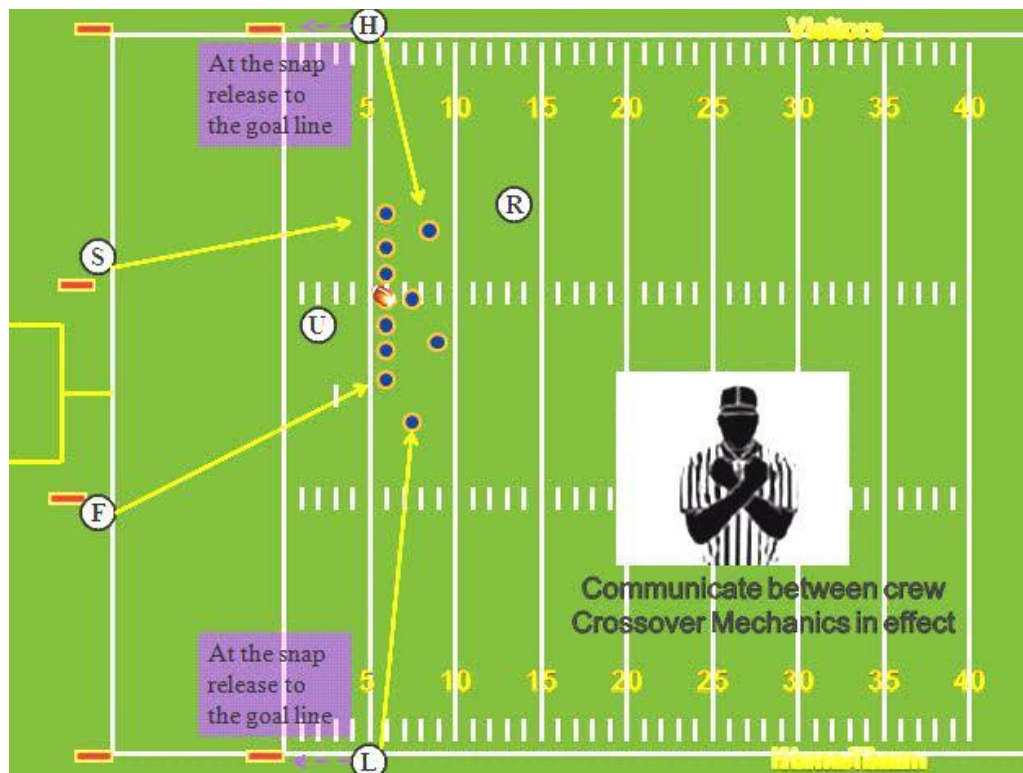
Side Judge:

- Initial Position with bean bag in hand is on the sideline and 5 yards in front of the deepest receiver on your side of the field.
- Set up on goal line to cover the pylon for a kick going out of bounds when ball is snapped on or inside B's 35-yard line.
- Count Team B Players and confirm with Field Judge.
- Split the field in half with the Field Judge.
 - The Side Judge is responsible for 1/2 of the field, the Field Judge for 1/2.
- Remind yourself of possibility of illegal touching, fair catch, kick catching interference
- Remind yourself to mark spot where kick ends with beanbag.
- When it is obvious the kicked ball will clearly land in your 1/2 of the field, immediately signal by extended arm towards B's goal line that you will take the ball. Once you have signaled that you have the ball, you must stay with the ball even if it lands in the Field Judge's territory. You are then responsible for:
 - Moving to a position so that when the receiver/runner catches the kick, you are positioned in front and to the side of the receiver at approximately a 45-degree angle and are able to rule on validity of catch or signal, ruling on kick catch interference, and following the ball if receiver fails to field kick.
 - Rule of legality of fair catch, kick catch interference and batting by kicking team. Primarily responsible for legality of fair catch signal by receivers.
 - Bean bag spot of illegal touching and/or spot where kick ends
- If kick is caught or recovered in bounds and the runback is away from your sideline, cover runner until he enters the Field Judge's 1/2 of the field.
- If kick is caught or recovered in bounds and the runback is to your sideline, be ready to use 'reverse mechanics' on return and rule on the runner's forward progress to the two-yard line.
- If the kick is not caught, be ready to take ball into end zone and rule on touchback, give up receiver.
- If the flight of the kick is toward your sideline, move quickly to the out-of-bounds spot
 - Kick that is out of bounds in flight, the deep official on that side of the field is responsible raising hand and being chopped in at the out of bounds spot by Referee. If grounded first the deep official on that side of the field is responsible for and must sell the out of bounds spot.
- When it appears that the ball will not land in your 1/2 of the field, you are responsible for:
 - Covering the play in front of the receiver, especially the action by B / R against the first A / K players ("the gunners") at or near the catch.
 - Cover action behind the runner if the run back is away from you.
 - Being ready to take over runner if return is to your side.
 - If the kick is returned to your side of the field you have the sideline responsibility to A's / K's two yard line.
 - If the kick is returned to the FJ's side of the field, Watch the action of man who signaled fair catch and does not touch the ball (prohibited from blocking).



Basic Mechanics for Crew of 6

GOAL LINE POSITION SNAP AT OR INSIDE THE 5-YARD LINE



Referee:

- Take normal basic scrimmage positions and officiate as you would any other scrimmage down.
- If necessary to stop clock to unpile players at the goal line only the Referee will stop the clock and then will wind as soon as the pile is cleared.

Umpire:

- Use basic scrimmage play mechanics, but may not need to be as deep.
- On pass plays, you have responsibility for passes crossing the line or the passer crossing the line prior to the pass being released.
- May need to assist wings with forward progress.
 - Discuss means of communication during pregame.



Basic Mechanics for Crew of 6

Head Linesman and Line Judge:

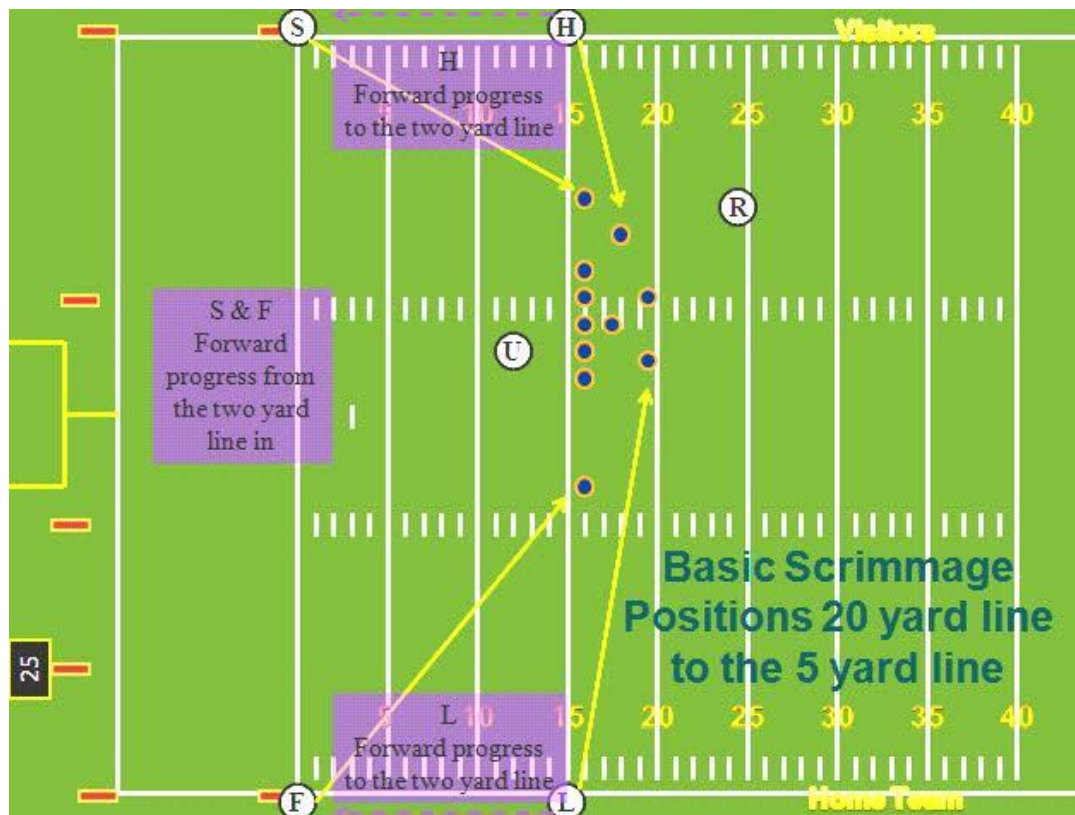
- Take regular position out of bounds at sideline.
- Keys change on or inside B's 5-yard line. Key is closest receiver
- When ball is snapped from on or inside the 5-yard line go immediately to the goal line as quick as possible.

Field Judge and Side Judge:

- When the ball is snapped outside B's 5-yard line, starting position is the same as for other scrimmage plays (see below).
- Keys change when the ball is snapped on or inside B's 5-yard line. Key is inside receiver.
- When the ball is snapped on or inside B's 5-yard line, the basic starting position is on the end line at the pylons denoting the hash marks.

You may have to adjust your position along the end line.

BASIC SCRIMMAGE POSITIONS SNAP 20-YARD LINE TO 5-YARD LINE





Basic Mechanics for Crew of 6

Reverse Goal Line Mechanics Ball snapped on or inside 5 yard line going out

Referee:

- Positioning is the same as for any other scrimmage plays.
- **COMMUNICATE AND THINK GOAL LINE.**
- Coverage is the same as for any other scrimmage plays.

Umpire:

- Coverage is the same as for any other scrimmage plays.
- On pass plays, you have responsibility for passes crossing the line or the passer crossing the line prior to the pass being released.

Head Linesman:

- Basic Positioning is same position as any scrimmage play
- Head Linesman has goal line responsibility when the ball is snapped at or inside 3 yard-line.
- Know down & distance, count offense, signal with L, identify formation, identify eligible receiver, ensure legal snap, watch tackle, see back and think “go to goal line”
- When ball is snapped at or inside the 3-yard line going out...
 - Get to goal line immediately and officiate the play / rule on progress from there.
 - Stay wide & see the ball
- When ball is snapped between the 3 and 5 yard lines read the play and retreat to the goal line if necessary

Line Judge:

- Basic Positioning is same as normal scrimmage play.
- Remind self that first move is back to goal line when ball is snapped at or inside 5 yd. line.
- Know down & distance, count offense, signal with H, identify formation, identify eligible receiver, ensure legal snap, watch tackle, see back and think “go to goal line”
- When ball is snapped at or inside the 5-yard line going out...
 - Get to goal line immediately and officiate the play / rule on progress from there.
 - Stay wide & see the ball

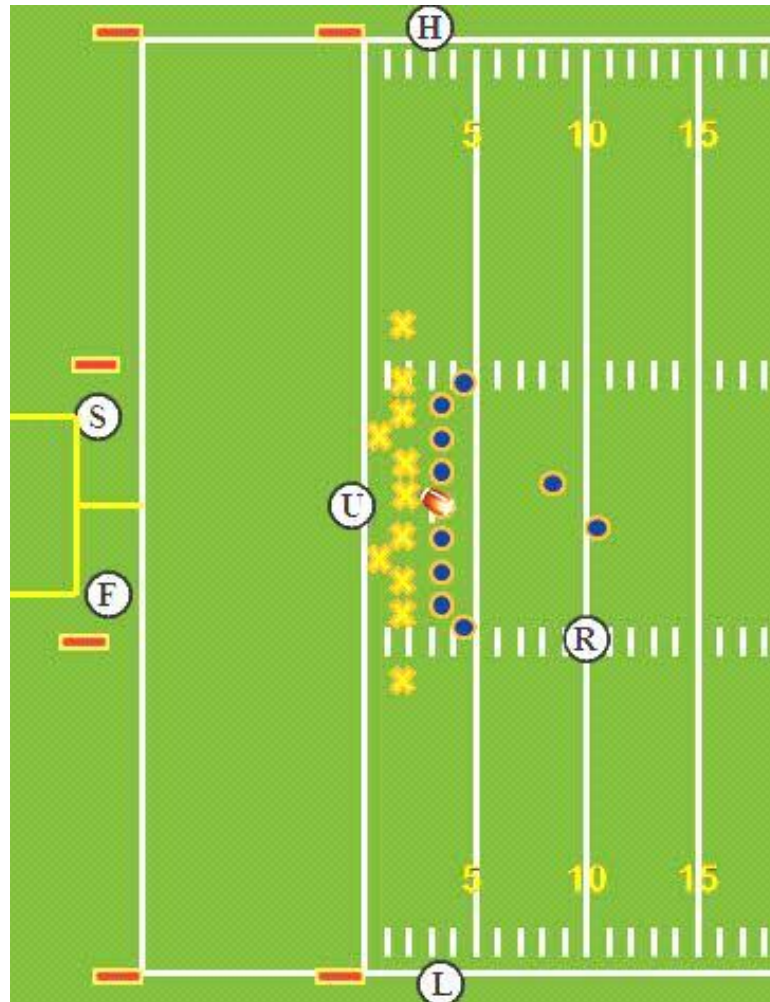
Field Judge and Side Judge:

- Coverage is the same as for any other scrimmage plays.



Basic Mechanics for Crew of 6

FIELD GOAL AND TRY FOR POINT POSITION



Referee:

- Starting position is one-three yards behind and at least five yards to the side of the potential kicker, facing the holder. See the ball from snap to kick. Be in position to see blockers, rushers, and kicker at the same time.
- Be alert to possible fakes and or bad snaps.
- Referee is responsible for action by and on kicker and holder.
- On fakes observe action behind the line of scrimmage and the runner while he is behind the neutral zone.
 - Cover passer if runner throws a legal forward pass.
- Reverse mechanics on kicks that are returned by B / R.
 - If kick is caught or recovered in bounds, be ready to use 'reverse mechanics' on return and be at the goal line when runner crosses.



Basic Mechanics for Crew of 6

Umpire:

- Basic positioning is same as for all scrimmage downs
 - Always be able to see the snapper's hands.
- Count kickers. Be alert to defense using words or signals to disconcert the opponents.
- After snap, watch for:
 - Immediate contact with snapper.
 - Holding and personal fouls.
 - Watch for defense using teammate or opponent to gain leverage to block kick.
- Close on pile after kick is away and clean up action.
- On fakes move to line of scrimmage.

Head Linesman and Line Judge:

- Basic Positioning is same as any scrimmage play
 - Know down & distance, count offense line, signal with opposite official to identify formation, identify eligible receiver, ensure legal snap, watch wing back, think kick rules (no low blocks).
- After snap watch blocking at the corner and wing back
- On fakes you have sideline responsibility to the end line. You also have goal line responsibility. Be at the goal line pylon and ready to rule on possible touchdown if necessary.
- Reverse mechanics on kicks that are returned by B / R
 - Back peddle & beat them to the goal line. H/L has responsibility for blocks in front of runner.

Field Judge and Side Judge:

- Take position behind the goal post to look up the upright of the goal on your side of the field.
- Count B players and verify count.
- Read the offensive formation and determine your player responsibility.
- Be alert for blocked or 'fake kick'.
- After the snap
 - Be ready to rule on success or failure of field goal/try attempt.
 - ❖ FJ has whistle on PAT kicks and field goal attempts
 - Be alert for fake field goal attempts; be ready to cover runs or passes.
 - Be alert for illegal touches or batting.
 - Be alert for ball striking an upright or crossbar.
 - ❖ If ball strikes crossbar FJ is responsible for ruling over under
 - Sideline and end line coverage.
 - Communicate before signaling.
- Reverse mechanics on kicks returned by B / R.
 - If the return is to your side of the field, you are responsible for his forward progress to the opponent's 2-yard line. The flank official will cover action in front of the runner and is responsible for cleaning up the action around the play and in the team area if necessary.



Basic Mechanics for Crew of 6

Field Goal Attempt By Free Kick After A Fair Catch or Awarded Fair Catch



Referee and Umpire:

- Take positions behind the goal post to look up the upright of the goal on your side of the field.
- Count B players.
- Be alert to ensure that the kicking team has the proper number of players on either side of the kicker. At least 4 players must be on either side of the kicker when the ball is kicked. Dead ball foul.
- Be ready to rule on success or failure of field goal attempt.
- Be alert for ball striking an upright or crossbar.
 - (If ball strikes crossbar R is responsible for ruling over / under.)
 - R sound whistle when successful kick passes upright
 - Communicate before signaling.
 - Both R & U, at the same time, move one yard into the end zone in front of their upright and signal score (S #5) or no score (S #10) twice while facing the line.

If try is short and returned:

- Trail play, officiate from the inside out. Cleanup around play as necessary.



Basic Mechanics for Crew of 6

Head Linesman and Line Judge:

- Take a position at the goal line pylon on your side of the field.
- Count B players.
- Be ready to rule on whether the ball has crossed the goal line.
- Be alert of possible fair catch signals.
- Mark first touching, fumble, momentum or end of kick

If try is short and returned:

- Signal clock to start when kick is touched legally in the field of play
- Officiate from the outside and behind the runner.
- You have progress from the goal line to K's two yard line.

Side Judge and Field Judge:

- SJ hand the ball to the kicker, point out the referee's location and remind him that the R will give the ready for play signal.
 - Position is on the kicking team restraining line opposite the press box side of the field.
 - Be alert to ensure that all kicking team players, except the player that kicks the ball, are no more than 5 yards behind the kicking teams restraining line from the ready-for-play until the ball is kicked.
 - Count K players and indicate to referee that you have counted the kicking team.
- FJ position is on the receiving team restraining line on the press box side of the field.
 - Count R players and indicate to referee that you have counted the receiving team. If try is short and returned:
- Officiate from the outside and ahead of the runner.
- Observe blocks by R and action of other players in vicinity of runner.
- Be ready to pick up runner on long runback.
- Be on goal line before runner crosses.
- You have progress from K's two yard line to K's goal line.



Basic Mechanics for Crew of 6

PENALTY ADMINISTRATION

R: Give a preliminary signal to the press box on all fouls other than false starts and/or encroachment infractions. **When using a field microphone the number of the player who committed the foul will be announced.**

- **Obtain the designated team representative's decision** and relay his choice of acceptance or refusal to the U before measurement of the foul.
- After the foul has been measured, signal the press box again to inform them as to the nature and result of the enforcement. If the penalty is refused, inform the press box by using the proper signal.
- Mark the ball ready for play and wind the clock when appropriate.

U: **When the R informs you of the foul and the offended team, mark off penalty as determined by the team representative's choice.**

- If necessary, measure the penalty from the proper enforcement spot and place the ball at the succeeding spot in order for it to be marked ready for play. Do not walk off the distance line by line, do the math in your head and walk directly to the proper yard line.
- Check with the H to ensure any measurement has been marked at the proper distance.

H: Move to the enforcement spot and measure the proper distance of the penalty at your sideline. Make eye contact with the U before he places the ball at the succeeding spot and ensure that he measured the proper distance.

L: Hold the enforcement spot until the measurement is completed to ensure proper enforcement.

S and F: One of you mark the dead ball spot and cover the game ball until an alternate ball has been placed by the U at the succeeding spot. The other of you cover the dropped flag and when measurement and enforcement have been completed, return it to the calling official.

H, L, S, and F: Communicate with head coach the nature of the foul, down and distance and the number of the player committing the foul.

If there is only one penalty marker on an obvious foul, the calling official may give a preliminary signal to the Referee to aid in timely administration of the penalty.



Basic Mechanics for Crew of 6

25/40 SECOND PLAY CLOCK MECHANICS

The play clock will start at 40 seconds unless there is an administrative stoppage. Below is a list of administrative stoppages - the play clock will reset to 25 seconds in these instances and will start on the Referee's ready for play signal (#1) and whistle. If the Referee is in doubt – reset to 25 seconds and start on the ready for play.

25 Second play clock (administrative stop):

1. Following a penalty administration or of an inadvertent whistle.
2. Following a score either on try or succeeding kickoff.
3. Following a touchback.
4. Following a measurement for a possible first down.
5. Following a charged timeout by either team or a media timeout.
6. **Following an official's timeout for an injury to an offensive player, or an equipment related issue with an offensive player.**
7. At the start of a period or overtime.
8. Following a change of possession.
9. **Following a legal kick, when either team is awarded a new series.**
10. Following an official's timeout for a measurement.
11. Following an official's timeout for any other reason.

40 Second play clock:

1. End of a running play, either inbounds or out of bounds.
2. End of a pass play, complete or incomplete.
3. **Following an officials' timeout for an injury to a defensive player, or an equipment related issue with a defensive player.**

The 40-second play clock shall start as soon as the play ends and the ball is dead. The covering official will raise one hand over head (#7) when the play ends in-bounds which indicates the ball is dead and the 40-second play clock should start. If there is an incomplete pass or the play ends out of bounds, the incomplete signal (#10) or the stop the clock signal (#3) by the covering official indicates the start of the 40-second play clock. There will be no ready for play signal nor whistle from the Referee. The clock operator will start the 40-second play clock, unless an administrative stop should occur that requires the 25-second play clock to reset (see above).

The 40-second play clock should be the most used reset following a normal play.



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If during the down a change of possession occurs, the 25-second play clock will be reset.

The signal to reset the 25-second play clock is one arm pumped in the air by the Referee.

The signal to reset the 40-second play clock is both arms pumped in the air by the Referee. This will be rarely done.

After a long play downfield, the “box man” on the chain crew must hustle (run) to the succeeding spot because once the ball is placed, and the Umpire steps away, the ball can be snapped because the 40-second play clock is already running. The Umpire must spot the ball as soon as possible. When the Umpire steps away into position, the ball is ready for play. As soon as the first down is signaled by the Referee, the “box man” must hustle to the succeeding spot. Stopping the clock to signal first down will not reset the play clock to 25 seconds, the 40-second play clock will be running as soon as the play is dead. If the “box man” is not in place and Team A is ready to snap the ball, the Head Linesman will drop a bean bag on the sideline to mark the yard line from where the play started. The 40-second play clock is NOT to be interrupted because the “box” is not in place.

When visible play clocks are NOT used, the play clock official (SJ in 6 man) at 10 seconds remaining in the count will raise one hand into the air. At 5 seconds that official will count down with a one arm swiping motion (i.e. basketball count).

When visible play clocks ARE used, the official will not use this mechanic.

If for some unusual reason through no fault of Team A, the official’s crew has not been able to place the ball ready in a timely fashion, and the running 40-second play clock gets down to around 20 seconds, the play clock should be reset to 25 seconds.

Rationale for change: The consistency of officiating crews marking the ball ready for play and starting a 25-second play clock is of concern to coaches and administrators. The time between plays, and the number of plays and length of games varies widely from crew to crew. This new timing procedure will allow a more consistent application of the interval between the end of a down and the ready for play for the next down.



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MEASUREMENTS

R: Observe the measurement and rule on whether the line to gain has or has not been reached. Remember that “Line-to-Line” is a first down and does not require any measurement.

- Give the appropriate signal to the Press Box indicating the result of the measurement.
- If the ball must be moved from a side zone to the inbounds line, leave the measured ball with the FJ and grasp the chain appropriately and then move to the hash mark and spot an alternate game ball at the succeeding spot.
- Mark the ball ready for play and wind the clock when appropriate.

U: Secure the front stake from the chain crew and stretch the chain to measure for the first down. If measuring in a side zone, move with the R to the inbounds line and again stretch the chain for placement of an alternate game ball.

H: Grasp the chain and clip at the point intersecting the 5 yard stripe closest to the rear stake and then move into the field of play to place the chain with the clip at the spot indicated by the L for measurement.

- If the line to gain is not reached, return the chain to the sideline using the clip for placement at the proper spot.

L: Mark the spot for the placement of the chain with the clip by the H. Ensure that this spot is perpendicular to the yard line at which the dead ball has been marked.

S: If measuring in a side zone, secure an alternate game ball for placement by the R at the inbounds spot if necessary. If the line to gain has been reached, place this alternate game ball at the proper inbounds spot or hand the ball to the U for such placement.

F: Hold the ball during the measurement and do not allow its position to be disturbed throughout this administration or until an alternate game ball has been placed at the inbounds line at the succeeding spot.