

# NORTHERN CALIFORNIA OFFICIALS ASSOCIATION SACRAMENTO

## FOOTBALL OFFICIATING MECHANICS Revised July ~~2005~~ June 20059

5 Person Crews

For use in games involving the rules of the  
NATIONAL FEDERATION OF STATE HIGH SCHOOL ASSOCIATIONS

**This is the official mechanic manual for our association.**

All officials will familiarize themselves with the contents of this manual.  
The four person and three person manuals are based upon this book.

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Material provided in this manual has come from the following sources:

California Football Officials Association  
National Federation Officials Manual  
Collegiate Officials Association 5 man mechanics  
Referee Magazine's Football Officials Guidebook

## **Forward A: General Officiating Principles**

The game of Football deserves the finest kind of officiating. Proper officiating demands not only the finest performance from each official, but also intelligent and cooperative teamwork from all. The essentials of good officiating include:

1. Ability to handle players in a firm, fair and friendly fashion, maintaining unchallenged control of the game and discipline of its players.
2. Letter perfect knowledge, understanding and application of the rules, and fair, fearless, intelligent enforcement.
3. Knowledge of and adherence to the approved mechanics with a thorough mastery of the assignments and duties of every position.

The football officials of this organization are reminded that this manual of mechanics is simply to place the official in the **RIGHT PLACE AT THE RIGHT TIME** to observe the action. However, it is mandatory that at top notch football official must realize that he must exercise discriminating judgment based upon the effect created by the players in a given situation and the application of the rules. There is not a need in football officiating for over technical officials, but rather those who use and exercise good common sense. John Bunn described it best when he wrote, "It is the purpose of the rules to penalize a player who by reason of an illegal act has placed his opponents at a disadvantage."

(1) Bunn, John. Art of Officiating Sports. Prentice-Hall, ISSO

**AS A FOOTBALL OFFICIAL, REMEMBER THIS: "IT IS NOT ONLY WHAT HAPPENS, BUT WHAT EFFECT IT HAS ON THE PLAY."**

**Certain sound officiating principles should be used by all officials and are applicable throughout this manual. Be it a 3, 4 and 5 Person crews, it would be well for all officials, inexperienced and veteran alike, to review these principles prior to every game.**

**These general principles are:**

1. Each official, being engaged solely for the purpose of efficient administration of a game, is morally obligated to appear well before the starting time and be prepared **MENTALLY** and **PHYSICALLY** for the work expected of him.
2. The basic objective of good officiating alignment is to **BOX THE PLAY IN AT ALL TIMES** with at least one official available for coverage of each sideline and to observe the play in the field of play as seen from the outside looking inward.
3. Observing everything while seldom being noticed is the ideal situation, and development of the observation of happenings away from the ball is essential.
4. Application of the rules to any given set of circumstances depends upon being at the most advantageous spot at the proper moment and, the **ABILITY TO THINK QUICKLY WHEN THE ACTION OCCURS**.
5. Never sacrifice accuracy for speed in making officiating decisions.
6. There is such a thing as the spirit of the rule, and while this is not much upon which to depend upon in a controversy, it is certainly worthy of consideration.
7. Knowing **WHAT TO LOOK FOR AND WHERE TO LOOK** is a requirement that must be met by every official who hopes to become a very competent official.
8. **ANY FOUL THAT HAS A MATERIAL EFFECT ON THE PLAY OR GIVES AN ADVANTAGE TO ONE TEAM SHOULD BE PROMPTLY CALLED, AS SHOULD ALL FOULS INVOLVING UNNECESSARY ROUGHNESS INVOLVING PLAYER SAFETY and UNSPORTSMANLIKE CONDUCT.**

9. Judgment, in the final analysis, is the application of common sense, and common sense tells us that extremes are not desirable in officiating.
10. NEVER FAIL TO CALL THEM AS YOU SEE THEM - YOU HAVE TO LIVE WITH YOURSELF.
11. In calling a foul, report the team to the Referee using the jersey color, number and offense-defense terminology. For example, "I have red defensive 42 for P. I. at this spot". Include in the report the status of the ball (i.e. foul was during live ball, dead ball, while the ball was loose, during the run back, during the kick, before/after change of possession, etc..)
12. Being positive in making a ruling is the surest way to avoid trouble.
13. EXPERIENCE IS OF VALUE ONLY WHEN IT RESULTS IN THE DEVELOPMENT OF THE MAN, AND ENHANCES THOSE QUALITIES SO NECESSARY TO BE A COMPETENT FOOTBALL OFFICIAL.
14. Efficiency in officiating depends entirely upon the cooperation and efforts of ALL OF THE OFFICIALS.
15. Cooperation means looking at the tough ones, and not away from them. It means being pleasant. It means quietly and privately questioning any doubtful ruling, not openly and loudly. It means that you go to the other official, giving desired information without waiting to be dragged in and questioned. It means that everyone helps the others in order to make the game the pleasant experience it should be.
16. If a fellow official questions your call, don't fence yourself in by saying, "Yes, he caught it!" or, "Yes, he had possession crossing the goal line plane." or, "Yes. he grabbed the face mask, not the pads.". If you do, you've ended the conversation! You might have been screened and you might be wrong.
17. The division of the many duties in modern officiating makes each position just as important as the others.
18. The stationing of officials working a game is based upon the position of the Linesman. He is always the fixed target, and the side of the field that he works (usually opposite the press box) must be known to the others so that they can station themselves accordingly.
19. BE CONSISTENT IN YOUR USE OF THE WHISTLE IN CALLING THE BALL DEAD.
20. Being sure of where the ball is ("seeing leather" before blowing your whistle), applies to all officials.
21. Keeping the game under control by being on the spot and letting the players know you are there and ready to act. If this should fail, be prompt to enforce the foul. Most players will be on their best behavior when they notice the officials are on the job.
22. Any official who marks the out-of-bounds spot, SHOULD ALWAYS BE SURE THAT NO MEASUREMENT IS NECESSARY FOR A FIRST DOWN BEFORE THE BALL IS MOVED. (If it looks close, hold the forward progress spot, and place the ball there.)
23. NEVER WAIT FOR ANOTHER OFFICIAL TO CALL A FOUL THAT YOU ARE SURE-SHOULD BE CALLED.
24. The official calling the foul should get the number of the offending player, as the Captain and the Coach will want to know who committed the foul. This Reporting to the coach is a secondary responsibility.
25. The best procedure when calling a foul is to drop the flag and continue to officiate, as the rest of the play must be covered. Report to the Referee only after the ball becomes dead.
26. Be pleasant, but firm and fearless.
27. Forward pass interference is basically and primarily a matter of judgment.
28. WHEN AN OFFICIAL HAS DEFINITELY DETERMINED THAT THERE HAS BEEN INTERFERENCE, IT IS FATAL FOR HIM TO WAIT FOR AN EXPRESSION FROM ANOTHER OFFICIAL.
29. Be felt, not heard, as much as possible.
30. An officiating SIN - to move the chains without the Referees consent.
31. The foremost duty of the Umpire is to promptly penalize unfair acts which may cause injury, and to curb to the greatest extent the less serious fouls which may lead to the development of more serious ones.

32. AN OFFICIAL SHOULD NEVER, NEVER. NEVER DROP HIS FLAG AND THEN STAND OVER IT, GUARDING IT! KEEP OFFICIATING!
33. He who hesitates loses control of the game.
34. Be in position to rule on a lateral pass. Keep in mind that unless a pass goes forward it is considered a backward pass, even though it may travel in a direction exactly parallel to the line of scrimmage. RULE LATERAL PASS PLAYS PROMPTLY. When in doubt the pass is forward.
35. All officials in a crew, be it 5, 4, or 3 are JOINTLY RESPONSIBLE for the enforcement of all rules and must cooperate closely in facilitating the orderly conduct of the game. ALL officials are part of the same team and are equally responsible if the game is well officiated or poorly officiated.
36. Officials who wear eye glasses off the field should use them on the field as well. It is a mistake to allow false pride to cause one to hide his need for glasses, and thus decrease his efficiency.
37. To be apologetic or hesitant conveys the feeling of uncertainty, whereas a movement which denotes sureness transmits a feeling of confidence to others.
38. The following should be noted whenever a foul is called:
  - a. WAS THE BALL LOOSE OR IN PLAYER POSSESSION?
  - b. WAS THE BALL A LIVE BALL OR A DEAD BALL?
  - c. WHERE WAS THE BALL WHEN THE FOUL WAS COMMITTED?
  - d. BE CONSISTENT. KNOW - DON'T GUESS!
39. Don't have rabbit ears. Your job is tough enough on the field without letting crowd or sideline remarks get to you. You will lose the respect of the fans if you answer their remarks. Be thick skinned and let criticism bounce off.
40. Do not smoke. If you have to smoke, you must do so before or after the game and off the school grounds.
41. Do not fraternize with coaches. or spectators before, during, or after the game.
42. Be professional, do not give any information that might be of value about a team that you have worked, to the coaches of a future opponent.
43. Seek the happy medium between excessive strictness and complete laxity with regards to rule enforcement. Football sense must supersede "a letter of the law" technical approach to rule enforcement.
44. Preventive officiating is your best weapon towards maintaining game control- A word of warning at the right time goes a long way. If a player is baiting, or having words with an opponent, warn the player **through and inform** his captain.
45. In handling player opponent complaints, ask him to be specific who and what. Observe for the foul, and if you see none, let the complaining player know you were watching.
46. Correct incorrect rulings on the field, not in the locker room.
47. Develop a complete impartial appearance with coaches.
48. REMEMBER: NO FAN EVER PAID TO SEE AN OFFICIAL OFFICIATE! You have done a good job if you have remained in the background, kept the game moving according to the rules, and the fans don't even know there were officials present, much less who they were.

## Chapter 1: Pre-Game Duties in the Dressing Room (Continued)

R

4. Responsibility for counting eleven players on each team.
5. Sideline control.
6. Review the momentum rule.
7. Method of re-checking each other on decisions.
8. Mandatory Communications between officials and key words to be used:
  - a. "Close, close".
  - b. "Dead ball, dead ball".
  - c. Foul during loose ball play.
  - d. Foul during a running play.
  - e. One-half distance penalty inside the 10 and inside the 30.
  - f. Umpire – signal that he has the ball in end zone.
  - g. Back Judge – when he gives up the goal line.
  - h. Back Judge – how he will cover a two tight end, no flanker formation.
  - i. Linesman and Line Judge should discuss hand signals and overall line of scrimmage communication.
9. If the Referee is late for the pre-game, than the next senior official will conduct the pre-game conference.
10. If, for any reason, the official assigned to Referee the varsity game **does not show up or is unable to continue to perform crew chief duties during** ~~to start or officiate that the~~ game(s), the next senior official (by years of service in the NCOA –Sacramento) will assume the duties of the crew chief. The next senior official will then assign the game officials to work the position he/she determines to be in the best interests of that game and the participating teams.
- ~~11. If, for any reason, the official assigned to Referee the varsity game is unable to officiate that game, the next senior official (by years of service in the NCOA –Sacramento) will assume the duties of the crew chief. The next senior official will then assign the game officials to work the position he/she determines to be in the best interests of that game and the participating teams.~~
- 11.** Leave the dressing room together so as to arrive on the field 30 minutes before game time.

## Chapter 2: Pre-Game Duties on the Field

ALL

1. Arrive on field as a unit 30 minutes before kickoff of the first game.
2. Split up into two groups and inspect the field for proper markings, game equipment (clock, chains, goal-post pads, etc.) and possible hazardous conditions.
3. Flanks to review their respective sidelines to the hash marks.
4. Back Judge and Umpire to inspect the center of the field between the hash marks.
5. Back Judge to inspect the goal post pads and the entire end zone at both ends of the field.

R

1. Remedy hazardous obstructions. Inform officials of any unusual situations.
2. Visit the coaches on the field twenty minutes prior to game time (or as soon thereafter as possible) with the Umpire.
3. Confirm the length of half time with the Home Team coach. Inform the Visiting Team coach of the same.
4. Obtain the names, numbers and positions of the captains and record the information.
5. Remind the Head Coach that he may now request a time-out himself. Emphasize that the calling official must clearly identify that it is the Head Coach making the request before it will be granted.
6. Ask about an unusual plays, formations, etc.
7. Have the Head Coach certify that all of the players are legally equipped.
8. Notify the Head Coach that the crew will not tolerate foul language, racial slurs and taunting and that this serves as the first warning.
9. Give the Head Coach a coach evaluation form with a card that has the crew and positions listed.
10. Find out who is the "get back" coach and remind the Head Coach to keep his sidelines clear for the official.
11. Secure legal game ball(s).
12. Ask about the availability of emergency/medical help from the game administrator or the home team Head Coach if they are ready to start the game.
13. Ask if they have any concerns or questions.
14. Arrange for meeting of captains and officials at center of the field for the toss 3 to 5 minutes before game time.

U

1. The Umpire is the final authority on all player equipment. Check player equipment as required prior to the start of the game.
2. Instruct ball boys. Have them bring the balls and hand them directly to you.
3. Check the 3-yard marks at (for placement of the ball on PAT's) at both ends of the field.
4. The Umpire will be with the Referee when the Referee talks to the Head Coach. The Umpire listens and verifies the information given to the Referee.
5. The Umpire will be present as a witness when the Referee asks the Head Coach if all the players are properly equipped.

## Chapter 2: Pre-Game Duties on the Field

(Continued)

BJ

1. Instruct the game clock operator on his duties. Instruct him as to when the clock should be started stopped, and the horn sounded ONLY when the play ends and not during the play.
2. Inspect pads on main goal post support
3. Review time-out and starting the clock signals.
4. Receive legal game balls from Referee.
5. Arrange to meet your captains 5 minutes before kickoff at the sideline.

All

1. After the Referee has met with both Head Coaches, all officials will meet with the Referee to receive game information from the Referee.
2. Record the names, numbers and positions of the team captains.
3. Discuss any unusual plays for formations received from the coaches.

## Chapter 6: Counting Players

R, U

1. The Referee and Umpire count the offensive players before each down.
2. On free kicks, the Referee and Umpire will count the Receiving Team.

L, LJ

BJ

1. The Line Judge, Back Judge and Linesman count the defensive players before each down
2. On free kicks, the Linesman counts the Receiving Team. The Linesman Line Judge and Back Judge will count the Kicking Team.

All

1. Officials are responsible for counting players before every play.
2. Official will confirm to each other that 11 players have been counted and are properly on the field when the offensive team breaks their huddle.
3. Confirmation of the count of 11 players will be by use of a closed fist signal. To be visible to the other officials, the closed fist will be extended forward by the Referee, Umpire, and Back Judge and extended toward the defensive team by the Linesman and Line Judge.
4. Officials will use a thumb-down signal ("Not enough players") for situations where 10 or less players are counted or properly on the field when the offensive huddle is broken.
5. Officials first will use a thumb-up signal ("Too many players"), followed by a "one handed" squirrel cage signal ("Count this team again") for situations where 12 or more players are counted or are on the field when the offensive huddle is broken.

## Chapter 26: "On" Mechanics for Officials - Scrimmage Plays

(Continued)

L

1. After each play, see that down box is properly placed to mark the balls forward point off your front foot and give the number of the down by hand signal to Referee.
2. When the ball becomes dead, mark progress, then indicate the next down to the Referee by holding up the appropriate number of fingers with your arm extended perpendicular to the ground in front of you.
3. When the Referee acknowledges the next down, turn and face downfield with one foot forward to mark the line of scrimmage. The box will be correctly set at the new spot by lining up on your foot and the foremost point of the ball.
4. After Referee signals **the first** down, return to sideline and personally locate the new spot for the down box. Check to see that the chains are six (6) feet off the line.
5. DO NOT ALLOW THE DOWN BOX TO MOVE UNTIL AFTER REFEREE **GIVES HIS SIGNAL TO SIGNALS** YOU TO DO SO.
6. Anticipate any call for measuring for 1st down.

L, LJ

1. Your position on the line in ON mechanics is: Start by lining up on or outside the sideline at the start of the play. When the play develops, adjust in toward the play or stay on the sideline depending on the action. You should never have to retreat toward the sideline at the start of the play.
2. Keep all flankers and man-in-motion inside of you.
3. Use hand and arm signals to communicate with your opposite flank official.
4. Point to the offensive backfield to indicate that the widest player on your side in the backfield. There is no signal if he is on the line of scrimmage.
5. Observe the other flank officials' signals and be alert for any changes in his signals.
6. If opposite official has same signal START COUNTING BACKS BEHIND THE CENTER. If you have more than four at snap, both Officials should throw penalty flags for either **an illegal formation (less than 7 players on the line of scrimmage) or illegal substitution (twelve players). If it is illegal formation throw the flag but do not blow the whistle. It is a live ball foul. Let the play go. If it is illegal substitution blow the whistle, throw the flag and do not let the play go. It is a dead ball foul.**
7. HOLD YOUR ARM SIGNAL UNTIL OPPOSITE OFFICIAL GIVES YOU A RECOGNITION SIGNAL BY POINTING AT YOU.
8. If after signaling, your man shifts up to the line, so indicate by placing your hand on the opposite shoulder meaning he no longer is in the backfield. IF THE OPPOSITE FLANK OFFICIAL HAS A PENALTY FLAG, MAKE SURE THAT HE KNOWS YOUR BACK HAD MOVED UP THE LINE AND YOU HAD SIGNALLED THIS WITH YOUR ARM ACROSS YOUR CHEST. IT MAY RESULT IN THAT OFFICIAL HAVING TO PICK UP HIS/HER PENALTY FLAG.

## Chapter 29: Running Plays Into The Side Zone - "On" Mechanics

(Continued)

L, LJ

1. As play moves into your side zone, give ground to A's goal line.
2. By starting every play **from on** the sideline, an official will never be forced to back peddle into a sideline.
3. Never turn your back on the play; always keep the play fully in view.
4. Be prepared to take over runner and ball all the way to the goal line.
5. As runner is down, blow whistle, move to mark forward progress spot and prevent piling on. HOLD THE PROGRESS SPOT WITH YOUR FOOT, FORGET THE BALL. The Umpire or Back Judge gets the ball and takes it into the Referee. If the runner was not out of bounds, indicate this by giving a small circular motion with the wrist and index finger in front of the waist until acknowledged by the Umpire and Referee.
6. If runner goes out of bounds, be ready to mark out of bounds spot with your foot. Indicate it was out of bounds with crossed wrist signal in front of the body until acknowledged by inbounds Umpire or Referee.
7. If a runner is tackled neat the sideline, the covering official should immediately give the start the clock signal (#2) - indicating that the clock is to remain running. If the play results in a 1<sup>st</sup> down - Signal #2 should immediately be followed by the stop the clock signal (#3).
8. If necessary to retrieve the ball, mark the out of bounds spot with your beanbag unless measurement is needed. **Marking the out of bounds spot with the beanbag is to be done when any player goes into the opposing teams' bench area (between the 25-yard lines). When a player leaves the field of play and enters the opposing team box area the covering official shall mark the out of bounds spot with a beanbag and move into the team box area to protect players and escort players back to the field of play.**
9. On running plays towards the opposite side of the field, square in towards the play and clean up BEHIND THE RUNNER and behind the line of scrimmage, watching for late blocks, tackles, and illegal play.
10. On a "pass-run option" type of play into your side zone, START DOWN THE FIELD IN A "SIDE-SIDE" FASHION BEFORE THE PASS IS THROWN. ("Side-Side" means looking in, chest facing the opposite sideline, while moving down the sideline.) The Flank Official's movement is governed by the "flow" of the play action. Things will happen within 3 to 4 seconds. That is, it will be a pass or a run. If a run develops and you are already downfield, do not attempt to come back to the line of scrimmage. Rather, continue to observe the player action in and around the runner, maintaining your position. You continue to be responsible for your sideline coverage.
11. The primary responsibility for, the legality of a crack block is given to the Flank Official on the side of the block.

BJ

1. If the ball goes out-of-bounds, keep your eyes on the area even after the ball is dead.
2. Go to the sideline and out of bounds if necessary, to officiate the action and help retrieve the ball.
3. Be alert for wide sweeps that end up with an optional forward pass.
4. You keep the play boxed in by looking from the inside out towards the sideline that are always covered by the Linesman and Line Judge.

## Chapter 38: Reverse Goal Line

(Ref: Position Diagrams 38-1 & 38-2)

R

1. When the ball is to be snapped at, or inside of, the five yardline, the Referee shall announce that the crew is in "reverse goal line" mechanic. Confirm specifically with both of the flanks (Linesman and the Line Judge) that the mechanic will be used.
- ~~2. The Referee will announce which flank official has the goal line and which official has the forward progress spot.~~
2. If the end of the play is near the goal line, give the offense the benefit of the doubt. The ball is in the field of play. When in question, the ball is in the field of play.
3. If you are positive the ball is dead in the end zone, go up slowly with the safety signal.
4. If the ball is visibly away from you, visually check with the opposite flank to see if he has the ball in the field of play or in the end zone.

LJ, L

1. When the ball is to be snapped at, or inside of, the five yardline, the Referee shall announce that the crew is in "reverse goal line" mechanic. If the Referee does not declare a "reverse goal line", prior to the teams coming to the line discretely ask the Referee if the crew is in a "reverse goal line" mechanic.
- ~~2. If the Referee designates you to be the official that covers the goal line, Your first movement at the snap will be toward the goal line. Do not leave the goal line until the ball is beyond the five yardline has clearly moved into the field of play. Mark progress as in standard scrimmage play.~~
3. If the end of the play is near the goal line, give the offense the benefit of the doubt. The ball is in the field of play. When in question, the ball is dead in the field of play.
- ~~4. If the ball is visibly away from you, visually check with the Referee.~~
- ~~5. If the Referee designates you to be the official that remains on the line of scrimmage do so until the ball goes beyond the line of scrimmage, and then proceed to mark progress as in standard scrimmage play coverage.~~
4. If you are the covering official and rule the result of the play is a safety give the safety signal (signal #6).

## Chapter 39: Field Goal and Try Coverage

(Continued)

BJ

1. Take a position one yard behind your goal post. You should be on the Linesman side of the field.
2. You are responsible for your upright and the cross bar. You have the whistle.
3. Know who the eligible receivers are by stating them out-loud to the Line Judge.
4. Back Judge is responsible to whistle the ball dead as soon as the attempt is over. Continue to observe all players for any dead ball personal fouls.
5. Orally communicate with each other as to success or failure of the kick using the words "Yes" and "No".
6. If the attempt is good, both officials will immediately step out together to a position in front of the goal post and use the Points after Touchdown signal (Signal #5 -"touchdown").
7. If the attempt is unsuccessful, both officials will immediately step out together to a position in front of the goal post and use the No Score signal (Signal #10 - "incomplete pass").
8. Hold the signal long enough for the Referee to know the result of the kick.
9. When the Lines Judge's post is threatened:
  - a. The Line Judge will notify the Back Judge of his ruling if the kick passed inside the upright extended using the words "Yes" or "No".
  - b. The Back Judge will rule if the kick passed above the crossbar using the words "Yes" or "No".
  - c. Both will withhold any signal until after they have confirmed their respective rulings to each other.
  - d. Both officials will then will step out together to a position in front of the goal post and simultaneously give either Signal #5 or #10.
10. If the ball strikes the crossbar, the Back Judge is responsible for the ruling.
- ~~11. When an attempt is unsuccessful, only the official on that side will follow the No Score signal (Signal #10 - "incomplete pass") with arms pointing the direction of the kick that was wide.~~
11. Know what the coverage of the Line Judge will be, and verbalize between yourselves on what would be happening in case of a broken play or a fake field goal:

If the snap occurs beyond the fifteen yard line, confirm with the Line Judge that on a broken play or a fake field goal, you will step up to the end line and officiate inside out, he will goal line and officiate from the inside out.

If the snap occurs inside the fifteen yardline, confirm with the Line Judge know that on a broken play or a fake field goal, you will both move laterally on the end line to the hash marks.

On a play that threatens the end line that both you and the Line Judge are covering, communicate with Line Judge prior to the ruling.

## Chapter 39: Field Goal and Try Coverage

(Continued)

LJ

1. Take a position one yard behind your goal post. You should be on your side of the field.
2. You are responsible for your upright. The Back Judge has the whistle.
3. Know who the eligible receivers are by stating them aloud to the Back Judge.
4. Orally communicate with each other as to success or failure of the kick.
5. If the attempt is good, both officials will immediately step out together to a position in front of the goal post and use the Points after Touchdown signal (Signal #5 -"touchdown").
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If the snap occurs inside the fifteen yardline, confirm with the Line Judge know that on a broken play or a fake field goal, you will both move laterally on the end line to the hash marks.

On a play that threatens the end line that both you and the Line Judge are covering, communicate with Line Judge prior to the ruling.

## Chapter 40: Spread Formation

ALL

1. Officials should ~~loosen up and~~ widen their position.
2. Referee is responsible for eligibility of backs directly behind the ball.
3. Linesman and Line Judge are responsible for eligibility of backs and ends spread to their side of the field.
4. The Umpire can loosen up as deep as 10 yards to be in a position to assist on some forward passes.
5. The Linesman and Line Judge will aide the Umpire by watching the 2<sup>nd</sup> man in on the offensive line.
6. The Back Judge moves about 5 yards deeper than normal, staying well behind the deepest back

## Chapter 41: Free Kick after a Safety

ALL

1. Each official takes same position and assumes same duties as on a kickoff.
2. Kickoff is normally the 20, unless there is a foul penalty.

## Chapter 42: Free Kick after a Fair Catch

ALL

1. Officials line up as though it was a kickoff using box mechanics.
2. The Referee and Umpire will rule on the kick.
3. The chains are used to establish the kickers and receivers free kick lines.

## Chapter 43: Procedures for an Emergency Situation

All

1. Have teams leave the field immediately.
2. If it is determined that it will take some time to correct the problem, then have the teams return to the ~~locker~~ locker room.
3. Record all pertinent information on your game card.