# MECHANICS – 3-official

## **COIN TOSS PROCEDURES**

1. The REFEREE will signal with his hands when the coin toss is to begin.
2. Following theREFEREE’s signal, the LINE JUDGE escort captains from the press box side to center. HEAD LINESMAN escorts captains from chains side to center.
3. Captains are introduced to REFEREE in the center of the field.
4. LINE JUDGE and HEAD LINESMAN ensure your team is either in their respective team box or their end zone during the coin toss.
5. After meeting in the center of the field, LINE JUDGE and HEAD LINESMAN will move to the 45-yard line. REFEREE will face the clock.
6. REFEREE will introduce the crew.
7. REFEREE instructs captains. Visiting captains will call the coin toss. The visiting captain is required to indicate heads or tails before the toss of the coin.
8. Once both teams have made the choices, move the captains so their backs are to the goal they’re defending. The REFEREE will indicate winning captains and choice or option deferred. If the captain’s choice is to defer, the REFEREE will give the proper signal (signal #10), then move to the other captains and give the signal for the appropriate choice.
9. After the toss, all meet and record results, then jog to kickoff positions

## **QUARTER**

REFEREE

1. Be aware of the last-minute of play. If the ball is not in play when the clock runs out, step in to prevent the snap
2. Announce the end of the quarter, properly record down, distance, yard line, and field position, then release the HEAD LINESMAN
3. Check to make certain the down, distance, and yard line is correct
4. Record the down, distance, yard line, and position of the ball, and release the HEAD LINESMAN and chain crew
5. When officials are ready, and the LINE JUDGE indicates the intermission is over, declare the ball ready for play

HEAD LINESMAN

1. Prepare the chains to move to the new location on the REFEREE’S signal.
2. Record the ball's down, distance, yard line, and position.
3. Make certain the clip is located appropriately on the nearest yard line and take note. Grab the clip and chain at the same time, reverse the chain crew, jog to the new position, and place the chain on the new spot
4. Place your heel at the front of the ball for the down box

LINE JUDGE

1. Verify that the ball placement is correct
2. Record the down, distance, yard line, and position of the ball.
3. Prepare to go to the spot where the ball should be put into play at the start of the next quarter
4. Time the one-minute intermission and notify REFEREE when 45 seconds have elapsed
5. Jog to the new spot where the ball should be put into play on the opposite side of the field and confirm the proper placement of the ball
6. Stay between the teams to show presence as you move to the new spot
7. Confirm that the REFEREE and HEAD LINESMAN have the ball and chains at the right spot

ALL

Verify that the placement of the ball, down, distance, and field position is correct before the “ready for play” signal

## **HALFTIME**

1. As soon as teams leave the field, the REFEREE will look at the timer and wind to start the half-time clock
2. All officials meet and review the first-half
3. Flank officials will extend a 5-minute courtesy call to each team
4. HEAD LINESMAN or LINE JUDGE will confer with the coach who has the second-half decision on which way they would like to kick the ball. Do this when you provide the 5-minute courtesy call. Provide the information to fellow officials during the mandatory three-minute warm-up period

## **FREE KICK MECHANICS – 3-official**

### **PRE-KICK MECHANICS**

ALL OFFICIALS

HUSTLE TO POSITION!

REFEREE

1. Take position at the goal line (or as appropriate, behind the deepest receivers) in the middle of the field
2. Count the receiving team (use eyes, not fingers). Signal accordingly for less than/greater than/equal to 11 players
3. Signal HEAD LINESMAN to confirm count by extending your arm with a closed fist
4. Upon the ready signal from LINE JUDGE, if the receiving team is in position, blow the ready-for-play whistle
5. On anticipated short free kicks, may cheat-up if possible
6. On a free-kick following a safety, take position five yards deeper than the receiver(s) and not further from the goal line than the 20-yard line

HEAD LINESMAN

1. Go to your position on the receiving team’s restraining line at the sideline. Have your team on the field within one minute following a score
2. Count the receiving team (use eyes, not fingers). Signal accordingly for less than/greater than/or equal to 11 players. Confirm with REFEREE
3. Hold bean bag in hand. Anticipate first touching
4. Provide a ready signal only when the count is correct, receiving team is in position, the sideline is clear, you are ready, and the LINE JUDGE signals he is ready

LINE JUDGE

1. Time the one-minute intermission following a score. Alert HEAD LINESMAN after 45 seconds. Have your team on the field within one minute following a score. Make certain the ball is inflated properly, has “pebble grain” and white stripes
2. Count the kicking team (use eyes, not fingers). Signal accordingly for less than/greater than/or equal to 11 players
3. Hand the ball to the kicker and tell him not to kick until the REFEREE blows his whistle.
4. Go to your position on the kicking team’s restraining line at the sideline
5. Signal ready to the HEAD LINESMAN, who will then raise arm for the ready signal
6. Upon the ready signal from HEAD LINESMAN, provide the ready signal to REFEREE (K may be in the huddle when you signal)
7. Hold bean bag in hand. Anticipate first touching
8. Provide a ready signal only when the count is correct, the kicking team is in position, the sideline is clear, you are ready, and the HEAD LINESMAN signals he is ready

### **FREE KICK FOLLOWING A FAIR CATCH**

REFEREE, position with the kicker.

HEAD LINESMAN, position on the kicking team’s restraining line.

LINE JUDGE, position under the goal post.

### **FREE-KICK MECHANICS**

REFEREE

1. Identify your keys, the nearest receivers
2. Consider your areas of protection; goal line
3. Quickly check the direction of the ball (short, long, left, or right). If it is a short kick, move up and provide dead-ball support. On a kick out of bounds, move toward the out-of-bounds spot and throw your flag if in your zone
4. When the ball is touched, start the clock (two winds)
5. When the kick breaks the goal line plane (touched or untouched), signal touchback.
6. Observe action around the receivers and watch the middle players of the receiving team moving down the field. Cover blocking and other action on and by your keys
7. As the runner moves further downfield, assume coverage in behind the ball carrier
8. Maintain an inside-out view of the action around the field

HEAD LINESMAN

1. Identify your keys, the nearest six players of the kicking team
2. Watch the receiver’s restraining line for encroachment by receiving team
3. Quickly check the direction of the ball (short, long, left, or right).
4. On short free kicks (during onside kick), when the ball is kicked to your side of the field, you have primary responsibility for the ball. Be prepared to rule on whether the ball has advanced beyond R’s restringing line or possible first touching and possession at the end of the play.
5. When the ball is kicked away on short free kicks, take a wide view and assist with blocks around the ball and blocks by K before the ball advances beyond R’s restraining line.
6. On short free kicks, when the ball is kicked forward in the center of the field, you will have joint responsibility, with the opposite flank, for the ball and the legality of blocks.
7. If it is a short kick, look for first touching by kicking team and use your bean bag as needed. On a kick out of bounds, throw the flag to the out-of-bounds spot. If the team on your sideline is the offended team, get the enforcement choice from the coach and advise the REFEREE
8. Observe action on the kicker: cover blocking and other action on and by your keys.
9. As the runner nears, assume coverage in front of the ball carrier. Be on the goal line before the runner. Maintain an inside-out view of the action around the ball carrier.
10. Drift down the field to assume coverage of the runner and take all the way to the goal line. You have progress
11. On plays to the opposite side, mirror LINE JUDGE movement downfield. With wide vision, watch blocking and look for illegal acts. Use cross-field mechanics where appropriate
12. When the runner is downed in your coverage zone, stop the clock. Place the ball at your feet until the incoming ball is spotted. Duplicate other official’s signals if the play does not end in your coverage zone

LINE JUDGE

1. Identify your keys, the nearest five players of the kicking team
2. Watch the kicker’s restraining line for encroachment by the kicking team
3. Quickly check the direction of the ball (short, long, left, or right). If it is a short kick, look for first touching by kicking team and use your bean bag as needed. On a kick out of bounds, throw the flag to the out-of-bounds spot. If the team on your sideline is the offended team, get the enforcement choice from the coach and advise the REFEREE
4. On short free kicks (during onside kick), when the ball is kicked to your side of the field, you have primary responsibility for the ball. Be prepared to rule on whether the ball has advanced beyond R’s restringing line or possible first touching and possession at the end of the play.
5. When the ball is kicked away on short free kicks, take a wide view and assist with blocks around the ball and blocks by K before the ball advances beyond R’s restraining line.
6. On short free kicks, when the ball is kicked forward in the center of the field, you will have joint responsibility, with the opposite flank, for the ball and the legality of blocks.
7. If it is a short kick, look for first touching by kicking team and use your bean bag as needed. On a kick out of bounds, throw the flag to the out-of-bounds spot. If the team on your sideline is the offended team, get the enforcement choice from the coach and advise the REFEREE

As the runner nears, assume coverage in front of the ball carrier. Be on the goal line before the runner. Maintain an inside-out view of the action around the ball carrier.

1. Drift down the field to assume coverage of the runner and take all the way to the goal line. You have progress
2. On plays to the opposite side, mirror HEAD LINESMAN movement down the field. With wide vision, watch blocking and look for illegal acts. Use cross-field mechanics where appropriate
3. When the runner is down in your coverage zone, stop the clock. Place the ball at your feet until the incoming ball is spotted. Duplicate other official’s signals if the play does not end in your coverage zone

### **FREE KICK COVERAGE MECHANICS**

ALL OFFICIALS

Keep play and runner boxed in and sidelines covered at all times.

RETURNS DOWN THE CENTER OF THE FIELD

1. REFEREE - Cover the secondary areas and view blocking and other illegal activity.
2. HEAD LINESMAN and LINE JUDGE - Keep the runner boxed in between you. View the action immediately around the runner.

RETURNS INTO THE HEAD LINESMAN SIDE ZONE

1. HEAD LINESMAN is responsible for the runner and action immediately surrounding the runner
2. LINE JUDGE will cover the action in front of the runner, viewing blocking and other illegal activity
3. REFEREE will cover behind and to the side of the runner, keeping a distance to view activity by other players, not around the play

RETURNS INTO THE LINE JUDGE SIDE ZONE

1. LINE JUDGE is responsible for the runner and action immediately surrounding the runner
2. HEAD LINESMAN will cover the action in front of the runner, viewing blocking and other illegal activity
3. REFEREE will cover behind and to the side of the runner, keeping a distance to view activity by other players, not around the play

RETURNS INTO THE LINE JUDGE SIDE ZONE

1. LINE JUDGE
2. When the ball is kicked to your side of the field, you have primary responsibility for the ball. Be prepared to rule on whether the ball has advanced beyond R’s restringing line or possible first touching and possession at the end of the play.
3. When the ball is kicked away, take a wide view and assist with blocks around the ball and blocks by K before the ball advances beyond R’s restraining line.
4. When the ball is kicked forward in the center of the field, you will have joint responsibility, with the opposite flank, for the ball and the legality of blocks

POINTS OF EMPHASIS

1. There should always be two officials covering the secondary areas away from the ball carrier
2. All officials should dead ball officiate after the play
3. All officials will hustle and efficiently prepare for the start of the next series

## SCRIMMAGE PLAY MECHANICS – 3-official

### **PRE-SNAP MECHANICS**

ALL OFFICIALS

1. HUSTLE and assist in obtaining the ball/a new ball for spotting
2. Note the status of the clock (running/stopped)
3. Note down, distance, and game situation
4. Back into position, keeping a wide view of all players and dead ball action

REFEREE

1. As the previous scrimmage play is signaled dead by you or other covering officials, start your 40-second play clock.
2. Retrieve the ball from the runner or obtain a new ball from another official or ball boy. Hustle outside the inbounds marks as needed to assist in retrieving the ball and spotting it.
3. Signal upcoming down to HEAD LINESMAN and then to LINE JUDGE. After confirming that all officials have the same down and that all officials are ready for the next down, Drop signal.
4. If the game clock was running and a first down was achieved inbounds, re-start the game clock with the use of a silent wind.
5. If the down requires the use of a 25-second play clock, make visual contact with all officials to determine if they are ready and. Indicate “Ready for Play” with a short whistle and hack or long whistle and wind (two times). Start your 25-second play clock. Be sure to stay in view of the press box when giving the signal.
6. Count Team A players (in the huddle, if possible) and signal
7. Count Team A players numbered 50-79. Know ineligible
8. Assume a position about 12-yards behind the neutral zone and outside the tackle on the quarterback’s throwing arm side
9. Identify formation and observe initial keys: snap, quarterback, false start, QB hard count and head bob, tackle on the opposite side
10. Provide a visible countdown for the final 5 seconds of the play clock.

HEAD LINESMAN

1. Signal upcoming down and confirm with REFEREE and LINE JUDGE. Drop the signal after the REFEREE drops their signal
2. Once the REFEREE confirms the next down, move box/chains as necessary for the correct down and distance
3. Assume a position straddling the neutral zone, outside the sideline opposite the LINE JUDGE
4. Be prepared to indicate Team A line to Team A wide receiver with your foot
5. Identify the formation and count no more than 4 players in the backfield
6. Signal status of eligible receivers on your side of snapper (crew decides if signals will be used)
7. Know eligible receivers on your side of snapper and identify your initial keys
8. Motion – if the motion man is going away from you, have primary responsibility for knowing if the motion is legal or illegal. If motion man is coming to your side and motion is forward, call it if you see it

LINE JUDGE

1. Signal upcoming down and confirm with HEAD LINESMAN and REFEREE. Drop the signal after the REFEREE drops their signal
2. Communicate with the REFEREE if necessary to indicate the status of the game clock (on the ready with wind signal at waist or, on the snap with arms crossed at the chest).
3. Assume a position straddling the neutral zone, outside the sideline opposite the HEAD LINESMAN.
4. Count team B players, signal when Team A breaks the huddle
5. Be prepared to indicate Team A line to Team A wide receiver with your foot
6. Identify the formation and count no more than 4 players in the backfield
7. Signal status of eligible receivers on your side of snapper (crew decides if signals will be used)
8. Know eligible receivers on your side of snapper and identify our initial keys
9. Motion – if the motion man is going away from you, have primary responsibility for knowing if the motion is legal or illegal. If motion man is coming to your side and motion is forward, call it if you see it

## RUN MECHANICS – 3-official

### **RESPONSIBILITIES AT THE SNAP**

ALL OFFICIALS

1. Concentrate on your area of responsibility. “Fish in your own pond”
2. Verify no false starts, encroachment, and legal snap

REFEREE

1. Observe the snap, then momentarily read the action of the quarterback to determine the type of play
2. Allow your reads to take your focus to the point of attack, while maintaining primary responsibility for action on and by the quarterback

HEAD LINESMAN

1. Observe the snap, then momentarily read run/pass by observing the block by the near tackle (block toward, pass block, pull, etc.)
2. Locate the ball and the point of attack but do not focus on it
3. On plays beginning at or within the five-yard line, going into the end zone, move to the goal line, and officiate back to the line of scrimmage
4. On plays beginning at or within the three-yard line, going out of the end zone, move back to the goal line and officiate forward to the line of scrimmage

LINE JUDGE

1. Observe the snap, then momentarily read run/pass by observing the block by the near tackle (block toward, pass block, pull, etc.)
2. Locate the ball and the point of attack but do not focus on it
3. On plays beginning at or within the five-yard line, going into the end zone, move to the goal line, and officiate back to the line of scrimmage
4. On plays beginning at or within the three-yard line, going out of the end zone, move back to the goal line and officiate forward to the line of scrimmage

### **RESPONSIBILITIES AFTER THE SNAP**

ALL OFFICIALS

1. Know when you have responsibility for the runner and progress and when you have responsibility for action away from the ball
2. Maintain separation from the players and other officials and keep a wide view, even when you have responsibility for the runner and progress

REFEREE

1. After reading the quarterback, shift your focus to the Team A blockers and action behind the point of attack. Know where the runner is, but he should not be your primary focus once he is beyond the line of scrimmage
2. If the point of attack is outside the inbounds marks, move to that side while maintaining your view of the action behind and around the runner
3. If the point of attack is between the inbounds marks, box in from the rear, again focusing on blocks behind at the point of attack and around the runner
4. After the runner is down, maintain a wide view of the dead ball action. If necessary, look for the appropriate signal from fellow officials indicating that the ball is dead and notifying you to start the 40-second play clock. Start the 40-second or 25-second play clock as dictated by rule. If the play ends out of bounds, hustle to the sideline and ensure players separate and return inbounds. Get the ball to the inbounds line
5. You are responsible for maintaining control around the pile. Talk to players as they un-pile, encouraging them to do so in a sportsmanlike manner
6. If you declare the ball dead, inbounds, well into the backfield, raise your arm to signal the start of the 40-second play clock and start your 40-second play clock. Spot the ball

HEAD LINESMAN AND LINE JUDGE

1. After reading the block of the near tackle, momentarily locate the point of attack, and the runner
2. You always have the progress spot all the way until the runner crosses the goal line. This includes an accurate spot when the runner goes out of bounds
3. On plays within the 10-yard line, if a play threatens the goal line, be prepared to be at the goal line to make the appropriate call
4. If the play is away or between the inbounds marks, maintain a wide view of the action while paralleling the progress spot, observing player conduct away from the play
5. If the play is toward your side, observe blocks in front of the runner until you take over responsibility for the runner. If the runner is headed toward your sideline, allow the play to go past you (move into the offensive backfield, if necessary), then trail the play. If the runner crosses the sideline, hustle to the spot and mark progress. Signal timeout while observing the out-of-bounds dead ball action. Do not look at the ground. If the runner crosses the goal line and continues out of bounds, signal touchdown while observing all dead ball action
6. After the ball is dead, close to the dead-ball spot. If the ball is declared dead inbounds, short of the line-to-gain, raise your arm to signal the start of the 40-second play clock to the REFEREE. Do not pass players and do not close beyond the near inbounds mark unless:
7. The line to gain is threatened
8. The goal line is threatened
9. The ball is loose then recovered
10. In these three cases, hustle to the dead-ball spot.

POINTS OF EMPHASIS

REFEREE

1. False starts
2. Illegal shifts
3. Motion
4. Free Blocking Zone
5. Blocking around the runner and by team A backs
6. Illegal acts around the runner
7. Reverses and trick plays
8. Free blocking zone

HEAD LINESMAN AND LINE JUDGE

1. Encroachment
2. False Starts
3. Illegal motion, shifts, formations
4. Clipping, blocks in the back, and use of hands

## PASS MECHANICS – 3-official

### **COVERAGE MECHANICS**

REFEREE

1. Observe the ball relay and spot the ball. Maintain wide vision, including a view of the clock, substitutions, movement of the box and chains, and the readiness of the crew to officiate the next play.
2. Accordion back out to your regular position.
3. View the legal cadence and movement of the QB.
4. Observe initial blocking of off-side tackle while determining the type and direction of the play.
5. Be alert for blocks by backs as you transition to “read/soft vision” and identify any threats (“bad color”)
6. On QB scrambles toward LOS, determine forward point where the ball is released
7. Announce “ball is away” and protect QB until immediate action is complete or QB moves to participate. You have all calls on QB behind the line of scrimmage
8. Use tip ball signal if pass is touched in or behind the neutral zone.
9. ANTICIPATE
   1. Forward or backward pass
   2. Pass attempt vs. fumble
   3. Roughing passer
   4. Illegal pass (beyond LOS or intentional grounding)
10. Continue to provide wide-vision of play until the ball is declared dead
11. If you declare the ball dead, inbounds, well into the backfield, raise your arm to signal the start of the 40-second play clock and start your 40-second play clock
12. Dead ball officiate

HEAD LINESMAN AND LINE JUDGE

1. Read through key receiver to nearest offensive lineman to read play
2. Rule on action by and on key receiver during initial action. Following initial action, shift to zone coverage- focus on short receiver
3. Remain near LOS until a pass is thrown unless all receivers are deep, stay underneath the shortest receiver (EXCEPTION: Snap from inside 5-yard line, move immediately to the goal line)
4. If a pass is thrown away from you, you have primary responsibility for knowing if the pass's initial direction was forward or backward. You will signal to the opposite flank by punching forward or backward accordingly
5. If the pass is to your side, you will relay the signal provided by the opposite flank
6. If the pass is to your side and you do not receive help from the opposite flank, you will rule forward or backward and signal accordingly
7. It is preferred that the flank official quickly identify that the QB is throwing a quick pass to the opposite away flank take one or two slide steps into the offensive backfield, giving a better view for the ruling on forward or backward and more visibility to your opposite flank.
8. Maintain Outside-in coverage, move parallel to sideline, responsible for sideline from end line to end line
9. On catch attempts near the end line or near the sideline, focus on feet then hands
10. If a pass is caught in bounds and then the player goes out of bounds, blow a whistle, stop the clock, mark the spot, continue to officiate
11. Do not mark the spot of passes caught out of bounds
12. Responsible for progress up to the goal line
13. Off-ball officiate on plays away. Come into the hash mark on plays into the opposite side zone
14. Dead ball officiate
15. Anticipate
    1. Holding
    2. Pass interference
    3. Catch/No-catch
    4. Unnecessary contact / Personal fouls
    5. Forward/backward pass
    6. Illegal participation

### **PASS RECEIVER COVERAGE KEYS**

Keys are established at the snap by taking a snapshot of the formation, regardless of changes in information prior to the snap.

Definitions

Receiver – End or back lined up outside of offensive tackles.

Strength of the formation – Determined by the number of eligible receivers on a particular side of the offensive formation. The strong side is the side with the most eligible receivers outside the tackles.

Tight end – The end man on the line of scrimmage lined up no more than 4 yards from the nearest offensive lineman. If he is lined up wider, then he is a split end.

Back in the backfield – A player in the backfield between the tackles at the snap.

Trips – Three or more receivers on one side of the offensive formation outside the tackles.

Widest receiver – If players are stacked one behind another, the one nearest the line of scrimmage is considered to be the widest.

The HEAD LINESMAN and LINE JUDGE key on the eligible players of the offensive formation on their side of the field.

Keys are established at the snap by taking a snapshot of the formation, regardless of changes in formation prior to the snap

## SCRIMMAGE KICK MECHANICS – 3-official

### **PRE-KICK MECHANICS**

ALL OFFICIALS

1. Observe substitutions as you hustle to your scrimmage kick positions
2. Strange things happen on kicks. Be mentally prepared for various scenarios by reviewing the Points of Emphasis for your position

REFEREE

1. Position to the LINE JUDGE side of the field and slightly behind the kicker (approximately 7 yards to the side and 5 yards deeper than the kicker)
2. Count the kicking team
3. Count the kicking team and confirm with the HEAD LINESMAN
4. View the lineman and know numbering exceptions
5. Observe the cadence and anticipate a hard count or a fake
6. Tell the receiving team lineman, “DO NOT HIT THE SNAPPER.” Look quickly to see if the snapper was hit at the start of the play

HEAD LINESMAN

1. Position on the line of scrimmage in front of the down marker
2. Count the kicking team and look for confirmation from REFEREE that he has eleven players
3. View the formation to see that there are no more than 4 kicking team players in the backfield
4. View the position of the outside kicking team players. Know who is eligible to catch a pass or go down field before the kick

LINE JUDGE

1. Position slightly behind and to the side of the deepest receiver on your side of the field (approximately 5-7 yards to the side and 3-5 yards behind the receiver). If two receivers, field position may require you to take a position between the receivers
2. On kicks from inside the receiving team’s 40-yard line, take a position on the goal line
3. Count the receiving team and confirm
4. View the position of the outside kicking team players. Know who is eligible to catch a pass or go downfield prior to the kick
5. Provide fair catch instructions to the receiver(s) if possible
6. Hold a beanbag in your hand

### **SCRIMMAGE KICK COVERAGE MECHANICS**

ALL OFFICIALS

Strange things happen on kicks. Be mentally prepared for various scenarios based on your position.

REFEREE

1. Watch the action on the snapper and watch for ineligible players downfield
2. Normal Kick –Watch blocking by the Team A backs and protect the kicker. Stay with the kicker until all is clear. Be the last official down the field and box in all players from behind with wide vision. If the return breaks through the defense, be prepared to take the runner all the way to the goal line
3. Bad Snap - When there is a bad snap on a scrimmage kick, and the play goes deep into the backfield, you will follow the ball back
4. Kick Out of Bounds – If the kick goes out of bounds in flight, line up the out-of-bounds spot with a covering official by signaling with a hack
5. After the Play - Indicate to HEAD LINESMAN when to move chains, hustle to the new spot, and indicate the first down and direction of the ball
6. At the end of the play, dead ball officiate. Spot the incoming ball to be ready for play

HEAD LINESMAN

1. Glance quickly at the kick to determine direction and distance. Do not continue to watch the ball
2. Determine if the ball has crossed the line of scrimmage.
3. Normal Kick – View the blocking and action around the kicking team’s eligible players (the widest players on your side) and view line action until the ball clears. After the ball has crossed the line of scrimmage, quickly release down the field and parallel the play from the outside with wide vision. Continue to watch the action as the players and ball move toward the receiver. Observe blocking down the field and in front of the runner. Mark first touching with a bean bag
4. Bad Snap – When there is a bad snap on a scrimmage kick, and the play goes deep into the backfield, continue to hold your position on the line of scrimmage with responsibility for determining if the kicked ball crosses the line of scrimmage.
5. Kick Out of Bounds – You are responsible for determining the out-of-bounds spot for all kicks out of bounds on your side of the field. You are responsible for obtaining the proper spot on your own when a kick bounces out-of-bounds or lands within two yards of the sideline out of bounds. On punts that are shanked well out of bounds, you should be prepared to line up deeper than where the ball went out of bounds on the sideline with your outside arm straight above your head. Make eye contact with the REFEREE and begin to walk toward the original line of scrimmage. The REFEREE will hack when you have reached the out-of-bounds spot. Signal the direction of the team in possession.
6. You are one of the covering officials, at the end of the play, spot progress and square up with the LINE JUDGE, stop the clock and signal the direction of the team in possession. Dead ball officiate. If you are holding the spot, cover the ball until you are relieved by another official
7. Look to the REFEREE for confirmation to move the chains

LINE JUDGE

1. Glance quickly at the kick to determine direction and distance. Do not continue to watch the ball.
2. Normal Kick – View the receiver and run up to be even with the receiver as he prepares to catch the ball. Your only view is the receiver, and stay to the side of him by 7-12 yards. Look to see that the receiver catches the ball cleanly and that there was no kick catch interference or to rule on a fair catch
3. Drop your beanbag where the kick ends. Remember that the kick ends when any player gains possession or when the ball becomes dead. If the kick crosses the goal line, blow your whistle and signal touchback.
4. Keep the runner between you and the flank official. You are responsible for the coverage of the runner from an inside-out view.
5. Fair Catch - View the receiver and run up to be even with the receiver as he prepares to catch the ball. View the fair catch signal (valid or invalid?). Make certain the receiver catches the ball cleanly and it does not go through his hands. With a confirmed catch, determine the spot of the fair catch and toss your bean bag to identify that spot. Signal to stop the clock, and you’re your whistle. Signal the direction of the team in possession.
6. First Touch Violation – Use a beanbag if there is a first touching violation by the kicking team. Note: there may be more than one spot of the first touching violation
7. If you are the covering official, stop the clock at the end of the play and signal the direction of the team in possession.
8. Kick Out of Bounds – Determine the out-of-bounds spot on medium or long kicks out of bounds that bounce out-of-bounds or land within two yards of the sideline. On medium or long kicks that are kicked well out of bounds, you should be prepared to line up deeper than where the ball went out of bounds on the sideline with your outside arm straight above your head. Make eye contact with the REFEREE and begin to walk toward the original line of scrimmage. The REFEREE will hack when you have reached the out-of-bounds spot. Signal the direction of the team in possession.
9. Dead ball officiate
10. Communicate possession and direction to the REFEREE

POINTS OF EMPHASIS

REFEREE

1. Fake kicks
2. Bad Snaps
3. Blocked Punt
4. Roughing or Running Into the Kicker; Incidental Contact
5. Illegal Blocks
6. Illegal Use of Hands
7. Clock Status before and after the play

HEAD LINESMAN

1. Blocking
2. Touching of the ball; beyond the line of scrimmage
3. Illegal Kicking
4. Interference
5. Muff and First Touching Violations
6. Ineligible players downfield

LINE JUDGE

1. Fair Catch Signals
2. Blocking
3. Goal Line
4. Illegal Batting or Forward Handing
5. Muff and First Touching Violations
6. Fair Catch or Kick Catch Interference
7. Ball Out of Bounds in Flight

## FIELD GOAL & PAT MECHANICS – 3-official

### **PRE-SNAP MECHANICS**

ALL OFFICIALS

Prior to all field goal attempts, all officials should remind themselves of the live ball by using the illegal procedure signal (#S19).

REFEREE

1. At the snap, observe the cadence of the holder with a wide vision of all kicking team members looking for any false starts.
2. Immediately following a successful snap, mentally rule if the holder’s knee was down upon receiving the snap.
3. Do not blow any blocked field goal dead as the ball is still live. If it is obvious that a PAT kick has been blocked and grounded, blow the play dead immediately.
4. You are NOT responsible for determining roughing of the kicker or holder.
5. Once the kick leaves the holder, you must follow the flight of the ball and judge if the ball travels between the uprights and not directly over the goal post.
6. If there is doubt about whether the kick traveled over or under the crossbar, look to the LINE JUDGE for his signal indicating it went over (thumbs up) or under (thumbs down).
7. After determining whether the kick was good or not, turn to the press box and provide the appropriate signal.
8. If a field goal is blocked, or a PAT or field goal is faked, or a bad snap causes the kicking team to abort the attempt, move so that all players are bracketed in and cover as you would any run or pass. You have primary responsibility for ruling on plays ending at the pylon opposite the chains. The HEAD LINESMAN and LINE JUDGE will hustle and provide support if possible.

LINE JUDGE

1. You always have sole responsibility for the protection of the snapper and holding by interior linemen by both offensive and defensive players (pull & shoot).
2. As the ball arrives at the goal, you must determine if the ball goes over or under the crossbar. Signal the referee thumbs up (if the ball goes over) and thumbs down (if the ball travels under) the crossbar.
3. Hold your signal until the referee turns to signal to the press box.
4. On fake plays or broken plays, be ready to cover passes or runs as usual. You are responsible for assisting the referee with calls at the goal line and your pylon.
5. Dead ball officiate after the play ends

ALL OFFICIALS – SWINGING GATE

All officials will be in their regular positions for a scrimmage down. If team A shifts to a formation normally used for a PAT or attempted field goal, then all officials will assume their appropriate position.