

Back Judge

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- Special thanks to Gary Gittelsohn for helping me with HUDL plays and back judge information

BACK JUDGE CONCENTRATION ROUTINES

Scrimmage Plays

- Before the snap
- After the snap
- After the play

• Kickoff Plays

- Before the kick
- During the kick
- After the play

• Punt Plays

- Before the snap
- After the play

• PAT & Field Goal Plays

- Before the snap
- At the snap
- After the play

BACK JUDGE CONCENTRATION ROUTINES

- SCRIMMAGE PLAY:

- Before the Snap:

- 1. Establish 20-25 yard position – typically between uprights (goal line exceptions)
- 2. Confirm clock status – signal Referee if to wind or RFP
- 3. Count Team B players – signal L as team A breaks the huddle or a prearranged time
- 4. Identify coverage – tight/loose, down/distance, run/pass/kick variances
- 5. Focus on formation – pick up proper key – note number of receiver & defender
- 6. Get in proper position to see action on your key – proper angle (rarely if ever outside goal post uprights)
- 7. DOG or not (if DOG: Zero, Ball, Whistle, Flag)

Scrimmage Play BJ Concentration Routine continued

- After the Snap:

- 1. Face initially & watch action on key - be aware of type of play developing
- 2. Read play & react
- 3. Pass: Keep a good cushion
- 4. Short pass – stop fade
- 5. Long pass – continue to fade
- 6. Officiate the play – Follow key - stay with initial receiver until they cross
- 7. Watch for picks (especially in red zone)
- 8. Crack-back block
- 9. Holding/Interference
- 10. Don't guard air –
- 11. Don't leave you key if threaten (if player can foul or be fouled)
- 12. Only leave your key to pick up another key
- 13. Goal line involvement – Slow and stop on goal line – think momentum
- 14. Most threatened line – move to end line if necessary
- 15. Ball in the air – go to the ball (point of attack) – watch players – not the ball!

- After the Play:

- 1. Dead ball officiating – Box the Play in
- 2. Check clock status
- 3. Clock reset or correction: Under 5 minutes in each half – be exact (or end of quarter if wind, etc. is a factor)
- 4. Confirm down and distance, communicate with other officials
- 5. Move to position for next play

BACK JUDGE CONCENTRATION ROUTINES (continued)

- **KICKOFF:**

- Before the Kick:

- 1. Clock management / control
- 2. At 30 seconds prior to ready for play get the KO team on the field and ready
- 3. Know game time remaining
- 4. Count Team K players (use your eyes, not your hand/finger/head) and confirm with L
- 5. Signal Referee that time is “up” – Hand in air
- 6. Which color kicking / Which color receiving
- 7. Anticipate on-side kick – Know on-side kick responsibilities

- During the Kick:

- 1. 10 yard zone (touching by K or R within zone, illegal blocks)
- 2. Initial blocks on / by K players – watch 2nd wave of blockers
- 3. Be ready for a long return
- 4. In case of on-side kick:
- 5. Ball kicked away – blocks
- 6. Ball kicked toward – ball

- After the Play:

- 1. Dead ball officiate
- 2. Check clock status
- 3. Ball mechanic – possibly need to relay ball off to the other side of the field
- 4. Move to scrimmage play position
- 5. Penalty – may need to get to head coach for decision (H/L)

Back Judge Concentration Routine (continued)

Punt Play:

- Before the Snap:
- 1. Set up wide and deep at a diagonal behind receiver to the H side of the field
- Pylon mechanics:
- Set up on the pylon at a diagonal just slightly behind the pylon
 - If the ball goes over inside shoulder, TB
 - If the ball goes over outside shoulder, out of bounds at the 1
- 2. Confirm proper clock status – signal Referee to wind or not
- 3. Know the time if clock is started on snap
- 4. Note wind conditions – bean bag in hand
- 6. Count B players and signal L @ huddle break (or sooner, if possible)
- 7. Who is receiving, who is kicking? Color (concentrate on receiver's color)
- 8. Check clock status
- 9. Visualize – “Interference with the opportunity”
- 10. Assume receiver will NOT catch the ball - MUFF

Back Judge Concentration Routine (continued)

Punt Play (continued):

- After the Snap:
 - 1. Beware for fake punt play
 - 2. Rotate if necessary to prevent from being forced into side zone
 - 3. 100% Ball Responsibility
 - 4. Fair catch signal
 - 5. Goal line (shared if in pylon mechanics)
 - 6. Momentum
 - 7. Receiver interference (Interference with the Opportunity)
 - 8. The ball side line to side line / touching / possession
 - 9. Bean bag (mark) end of kick – drop don't throw
 - 10. Read play & react – Officiate the play

- After the Play:
 - 1. Dead ball officiating
 - 2. Check clock status
 - 3. Clock reset or correction: Under 5 minutes in each half – be exact (or end of quarter if
 - wind, etc. is a factor)
 - 4. Signal – Time-out / Direction or Touchback
 - 5. Signal Illegal Touching – if appropriate – advise Referee if necessary
 - 6. Confirm down and distance, communicate with other officials
 - 7. Move to proper position for next play

Back Judge Concentration Routine (continued)

PAT & FIELD GOAL:

- Before the Snap:
 1. Set up behind goal post upright on proper side of field
 2. Count Team B, signal, and confirm
 3. Note if it's a 4th down field goal attempt
 4. Note and communicate eligible receivers' numbers on your side
 5. Note clock (aware of untimed down)

- At the Snap:
 1. Be aware for fake PAT or Field Goal
 2. Ball is alive on missed or blocked Field Goal kick, etc.
 3. Rule on try success / failure. Crossbar is BJ's
 4. Whistle
 5. Good tempo on ruling and signaling – Mirror other upright official
 6. End line responsibility on block, fake, and broken play situations

- After the Play:
 1. Dead ball officiating
 2. Check clock status
 3. Clock reset or correction: Under 5 minutes in each half – be exact (or end of quarter if wind, etc. is a factor)
 4. NO SCORE - Confirm down and distance, communicate with other officials
 5. SUCCESS KICK - Start dead ball timing for kickoff on R's signal
 6. Move to position for next play – Scrimmage play or Kickoff

Pre Game Check List – Back Judge

- Rule: 6, Timing rules for final minute of half related to play clock & game clock :
- PLAY CLOCK SUMMARY:
- Mechanics: Game & Play clock timing mechanics. Review signals for communication when 25 play clock should be reset or not used.
- B has primary play clock but R must also be aware. B could raise 1 arm straight up for 10 seconds left, extend arm parallel w/ 5 seconds left. 1 arm pump up for resetting play clock.
- TO's: B will time, B's hand straight up for 30 seconds, B will signal H & L w/ 15 seconds remaining (BOTH W/ FUNNY WHISTLE). Point @ R when 0 seconds.
- Philosophy: Timing:
 - TO precedes fouls that prevent the snap.
 - 5/5 axiom for game clock.
 - Dead ball clock changes.

Pre Game Check List – Back Judge, continued

- Clock Operator Instructions:
 - Written, Verbal, and Feedback
 - While in press box find out National Anthem protocol
 - Pre Game protocol/Half time protocol (12+3 or 15, etc.)
- Mechanics manual as a guide
 - Play Clock Situations
 - Coffin Corners, better safe than sorry

Back Judge nuggets.....

- Hustle, don't run
- Back out, don't turn and walk
- Ball is secondary, players/dead ball primary
- Between Quarters Role
- Banana In (Shows angles better)
- Pre Game routine.....back pedal
 - Pick a line for end line/side line
 - Remember numbers of key players
 - Look at location of laces on balls being caught
 - Remember numbers of receivers lined up
 - Back pedal to GL
 - Back pedal from GL to end line

Back Judge Preparation

- Film review of teams
- Film review of particular players
- Film review scrimmage kicks and free kicks
- Review and/or research penalties
- Contact past back judges/crews
- Review team/player stats
- Review your signals on film
- Review your dead ball action through a friend
- Review film of your back pedal

PRE-GAME – POINTS OF EMPHASIS BACK JUDGE CHECKLIST

- BJ/LJ Counting Defense , when? Signals (11 – 10 – 12)
- Counting in regular situations – scrimmage plays (break huddle) No Huddle
 - Counting on Scrimmage Kick plays Hurry Up Offense / 2 Minute Offense
 - Coverage on Kickoffs: Kickers vs Receivers
- Plays dead outside the numbers / Plays out of Bounds
- Goal line mechanics
- End zone catches – (Boxing the play in– Official facing ball / Catch)
- Ball Mechanics – COP / Incompletes / Plays Outside the Numbers / Plays OB
- DON'T GET BEAT DEEP – Fade cautiously at the Snap / Read & React
- Dead Ball Officiating
- Two Flag Penalties
- Other fouls – more than one flag
- Covering flags (drop yours and give theirs back)
- BE DELIBERATE! Don't be in too big a hurry . . .SEE THE BALL IN PLAYER POSSESSION WHEN THE PLAY IS OVER!
- PAT's & Field Goals (Long/Short, covering GL vs end line)
- Signal with other underneath official (“YES-YES” OR “NO-NO”)
- Back Judge – Whistle & Crossbar (Over/Under)
- Verbally announce the time on score board prior to PAT
- Punts - BJ has BALL sideline to sideline inbounds
- Fair Catch, signals, review prior to game
- Goal Line Coverage / Pylons

Fitness & Agility

- Agility Ladder Drills
- Bunny hop
- One leg bunny hop
- Lateral bunny hop
- Lateral one leg bunny hop
- Icky shuffle
- Crossover shuffle
- Lateral shuffle
- Quarter hops
- Reverse crossover shuffle
- Skiers
- Two forward 1 back bunny hop
- Step in, step out
- Snake drill
- Lateral plank walk
- Triple jump

Back Judge Specific Exercises:

- Agility Ladder exercises

Begin with warm up jogs and lots of stretching

Sit and reach test for back and hamstring flexibility

Jog forward, backward, each side with lots of starts and stops

Butt kickers, step & slides, jumps, leaps, external hip leaps.

40/35, line up on the goal line. Run up and touch the 20 yard line and return to the goal line. 10 seconds to return to the goal line. Take 35 seconds to rest and then do it again. Do this 4 times to represent the 1st quarter. Between quarters, you get 2 minutes rest. Do this for 4 quarters. It's pretty easy, but pace yourself so that you have enough left in the tank for the 4th quarter runs.

T-Drill, Run forward 10 yards to touch a cone, side step Left or Right, side stepping 5 yards to touch a cone, then turn and run 10 yards to touch the other Left/Right cone, side step back to touch the center cone, and back pedal back to the goal line. Try to complete it in 10 or under.

Jump rope for a minute at a time. Count the number of jumps. Try to improve your number of jumps.

Agility Ladder Drills

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