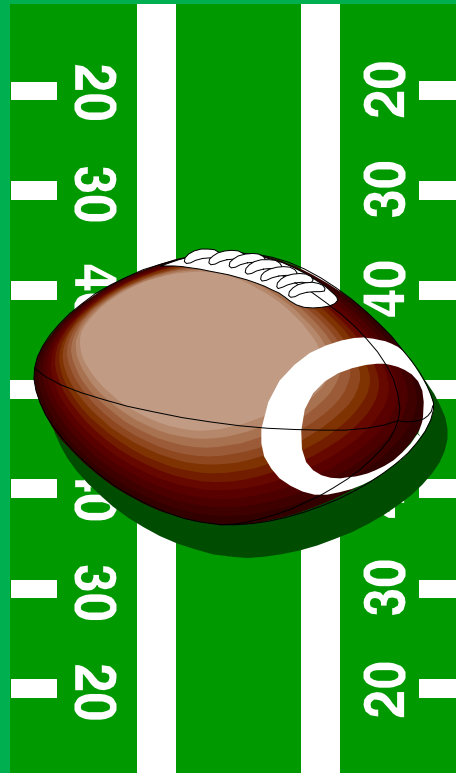


Lancaster Chapter Meeting

August 30, 2016

FOOTBALL



Suggested By-Law Amendment

Members may officiate only in those games assigned by those appointing authorities recognized by the Executive Board of Directors.

5 MAN MECHANICS

We are returning to the previous positions on kickoffs:

- **REFEREE:** Near goal line favoring the HL side
- **UMPIRE:** On 20 yard line on the press box side
- **HEAD LINESMAN:** on 30 yard line opposite the press box side
- **LINE JUDGE:** at 50 yard line on press box side
- **BACK JUDGE:** at K's free kick line opposite the press box side

Referee

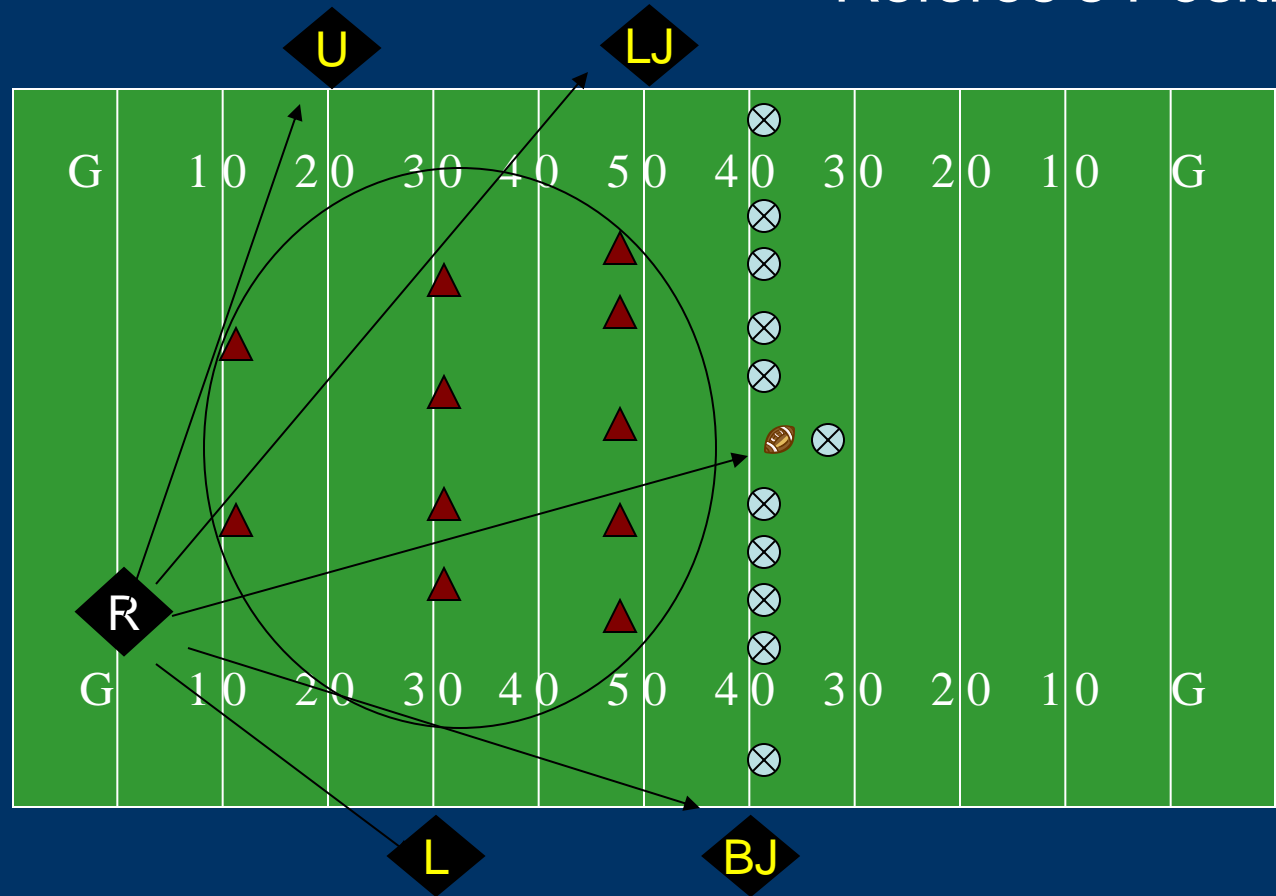
Position near R's goal line
Linesman's side

Count R Players

Check other officials in position and signal ball ready for play after other officials are ready

Hold bean bag in hand

Make sure there are at least 4 players on each side of the kicker when the ball is kicked.



Kickoff

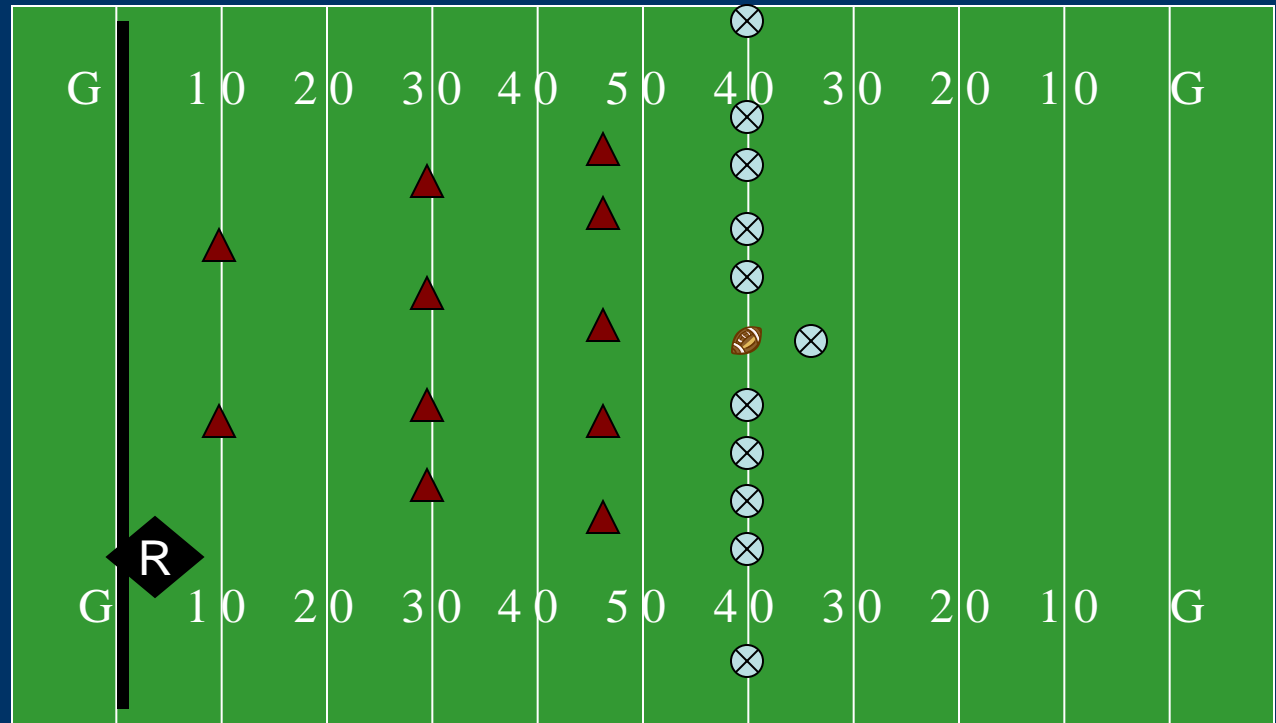
Referee's Position

Referee

Deep Kicks, Be ready to rule on touchback or player momentum

Start clock when kick is touched (other than first touching by K)

Pick up runner and follow until released to covering official



Kickoff

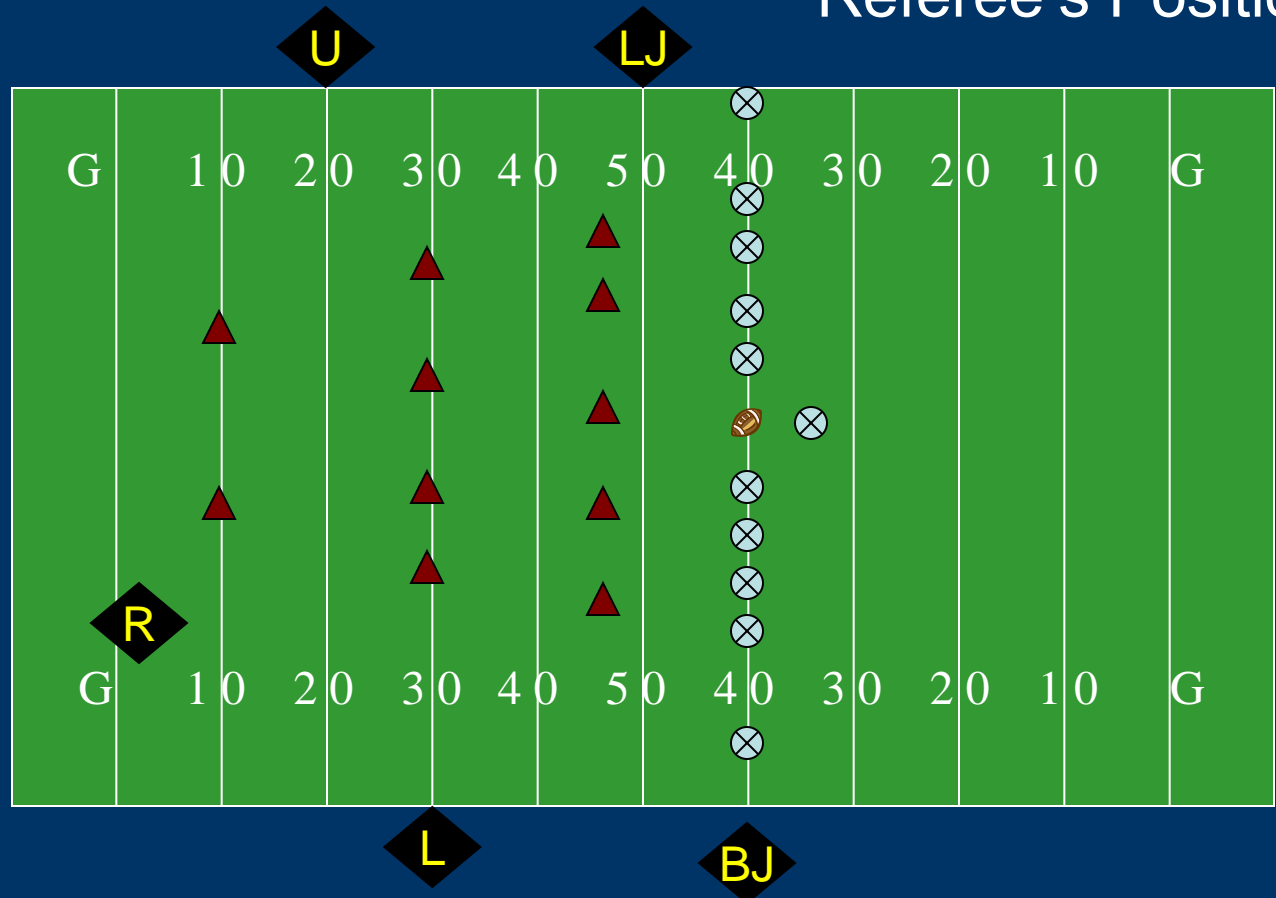
Referee's Position

Referee

If kick goes OOB
determine if touched
by R inbounds

Kicks outside
inbounds lines,
move cautiously
with play

Observe actions
behind play and
clean up



Kickoff

Umpire's Position

Umpire

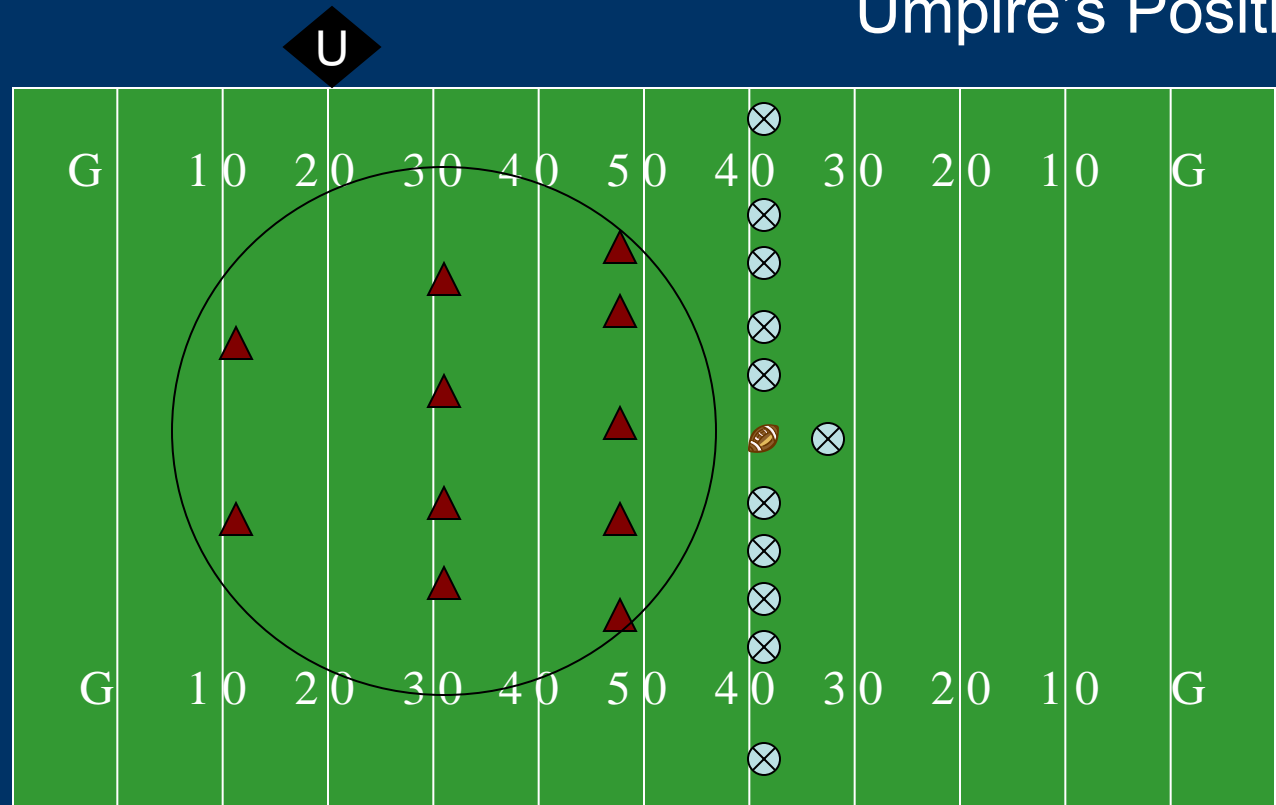
Position on R's 20 yard line opposite Linesman

Count R Players

Ensure coaches, players, substitutes in proper location

Hold hand in air to inform Referee ready

Hold bean bag in hand



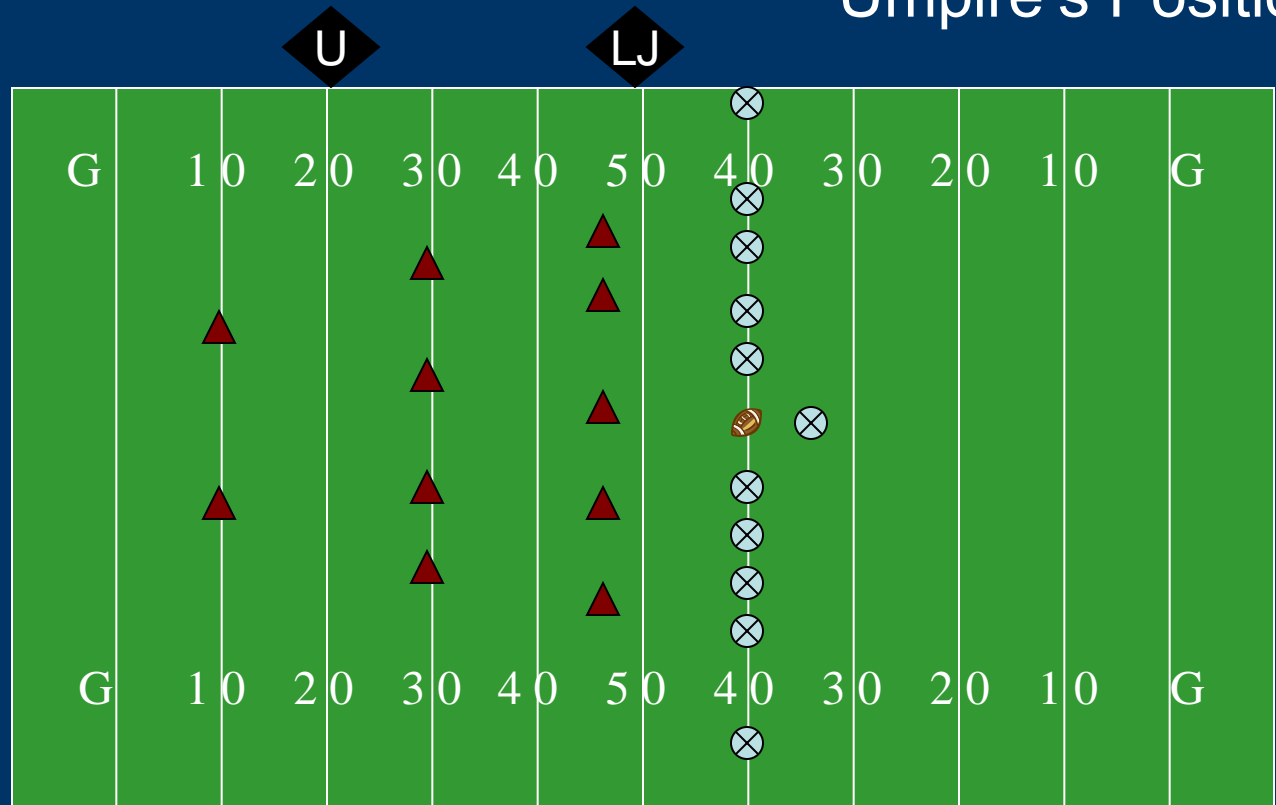
Kickoff

Umpire's Position

Umpire

On kicks middle or your side, start clock when kick is touched (other than first touching by K)

Pick up runner and follow until released to Line Judge



Kickoff

Umpire's Position

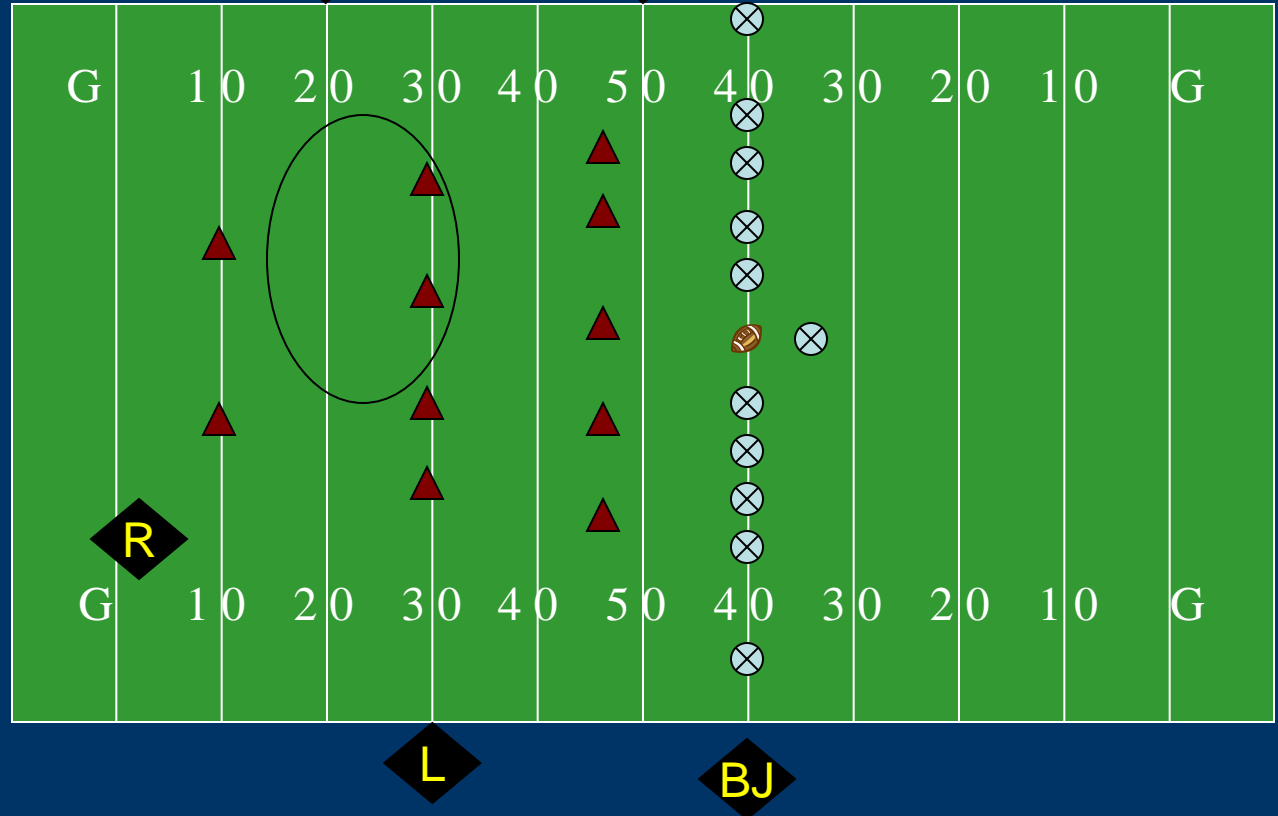


Umpire

Determine if kick goes OOB and flag if not touched by R

Kicks opposite side, move cautiously with play

Observe actions behind play and clean up



Kickoff

Linesman's Position

Linesman

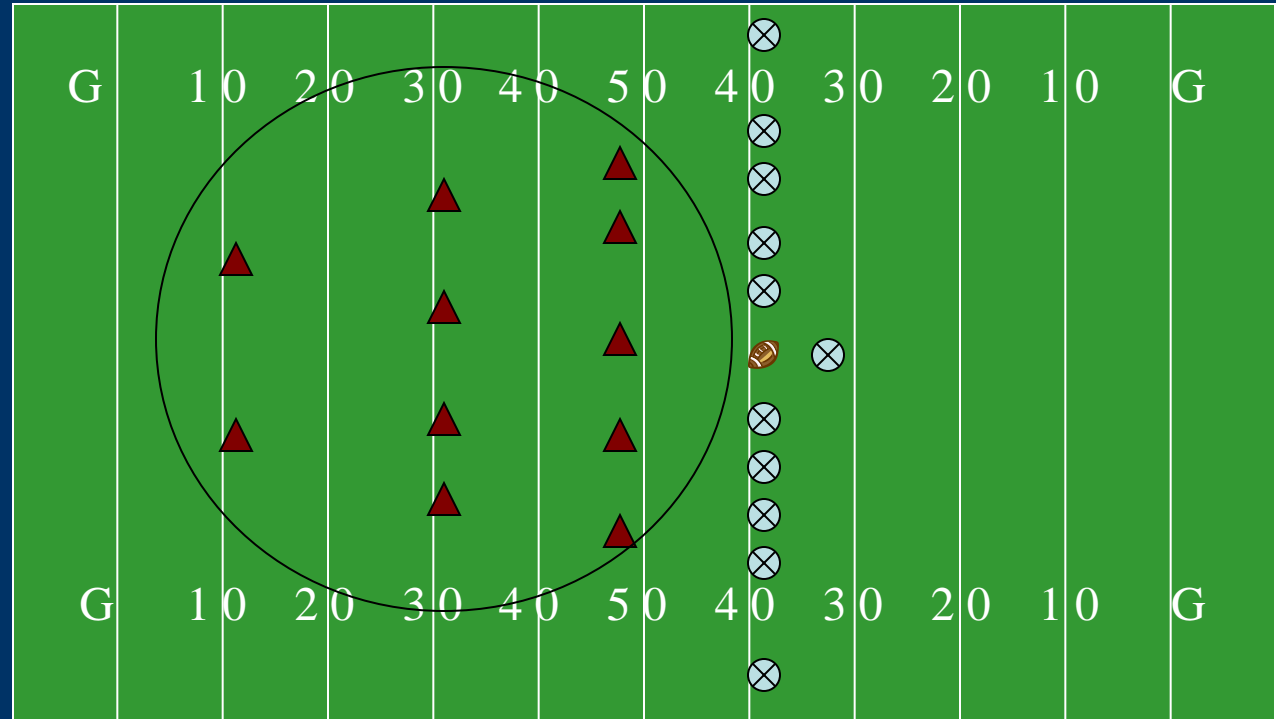
Position on R's 30 yard line with line-to-gain equipment

Monitor bench area

Count R Players

Hold hand in the air to inform Referee ready

Hold bean bag in hand



Kickoff

Linesman's Position

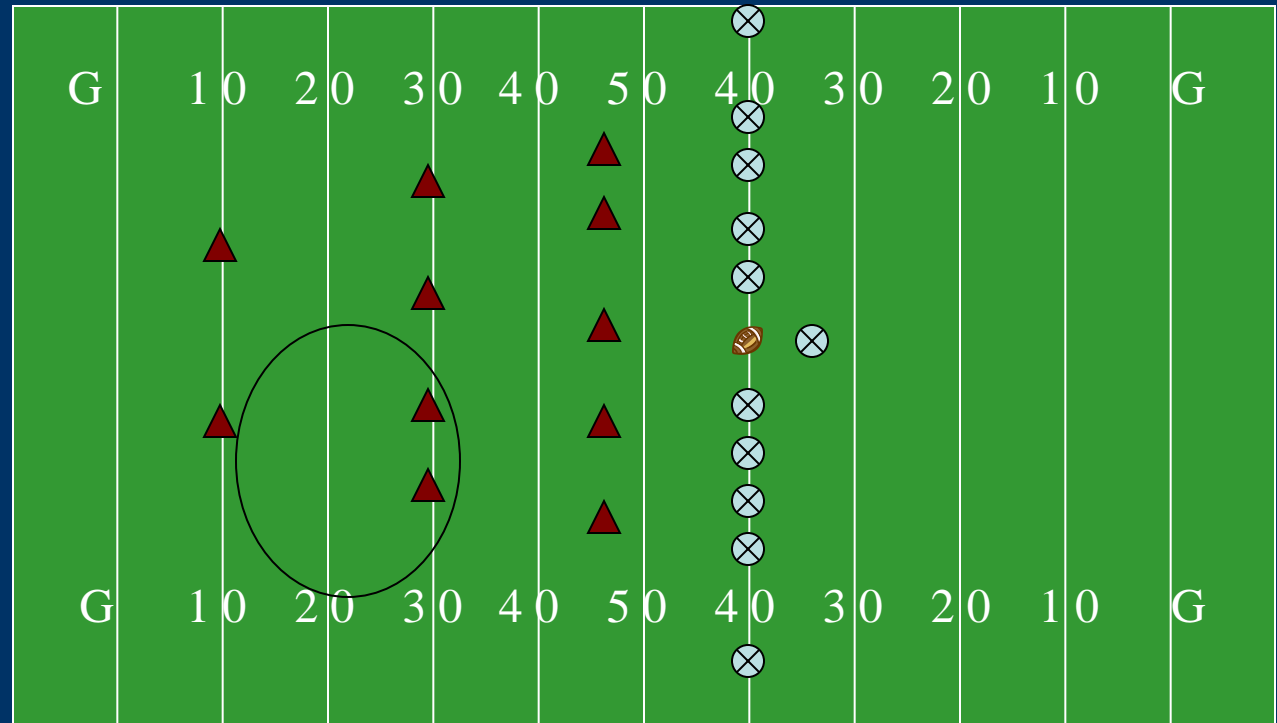
Linesman

Kicks your side,
start clock when kick
is touched by R
(other than first
touching by K)

Pick up runner and
follow until released
to Back Judge

Once you release
runner, observe
action behind play

Maintain
responsibility for
your sideline



L



BJ

Kickoff

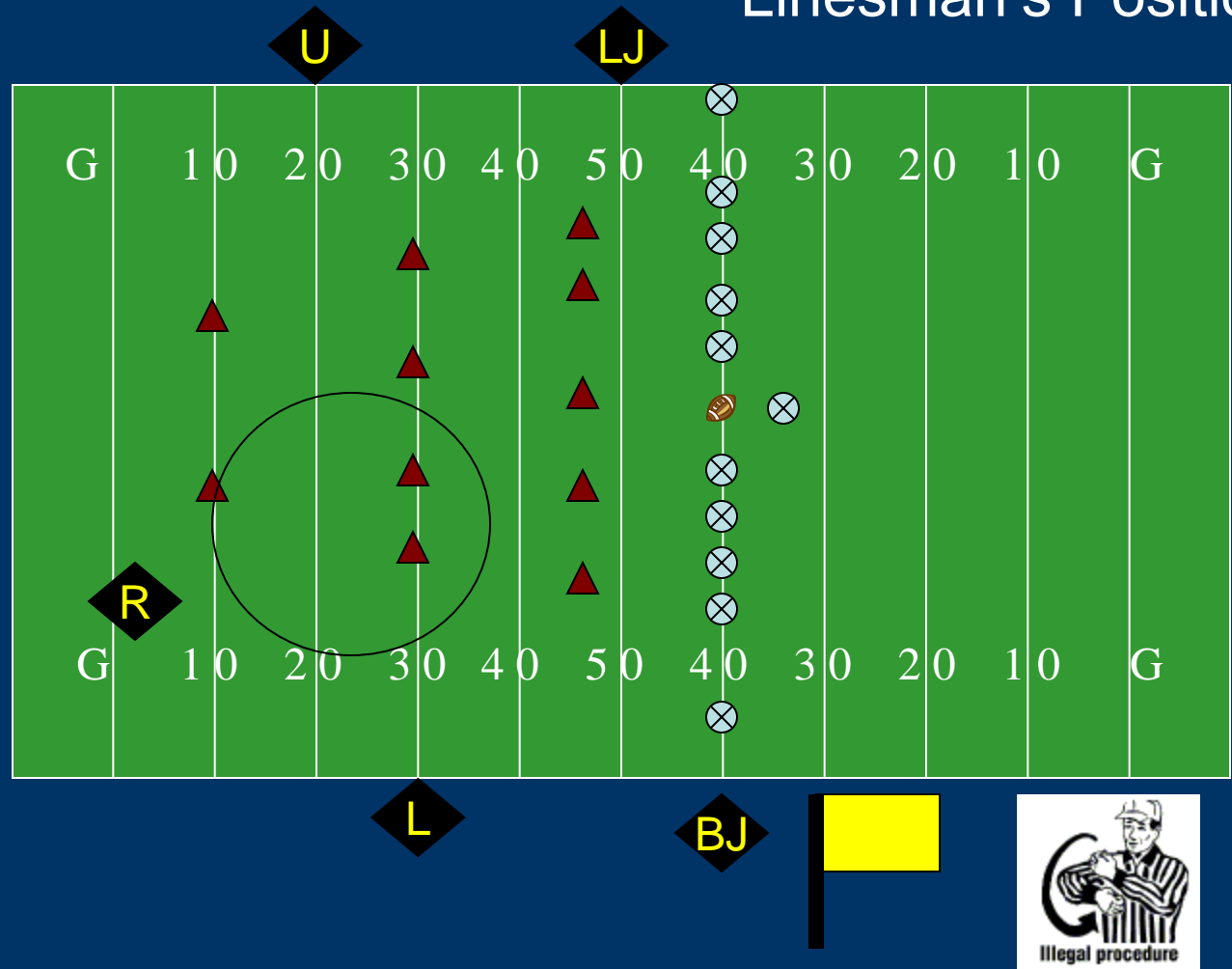
Linesman's Position

Linesman

Determine if kick goes OOB and flag if not touched by R

Kicks opposite side, move cautiously with play

Observe actions behind play and clean up



Kickoff

Line Judge's Position

Line Judge

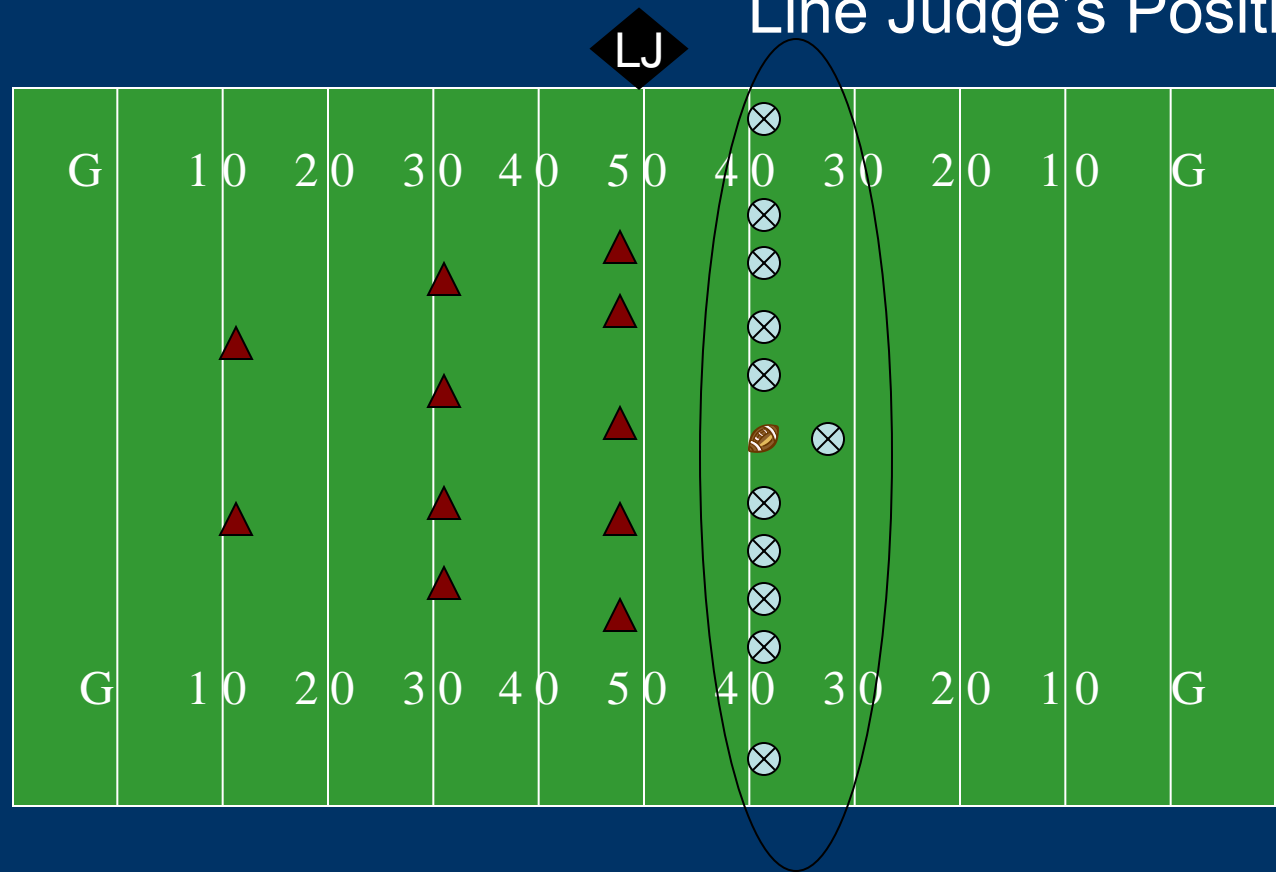
Position on R's Free Kick line, opposite Linesman

Ensure coaches, players, substitutes and others in proper location

Count K players

Hold arm in air to inform Referee ready

Hold bean bag in hand



Kickoff

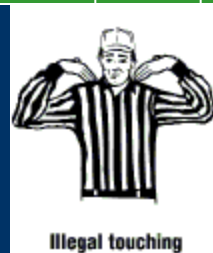
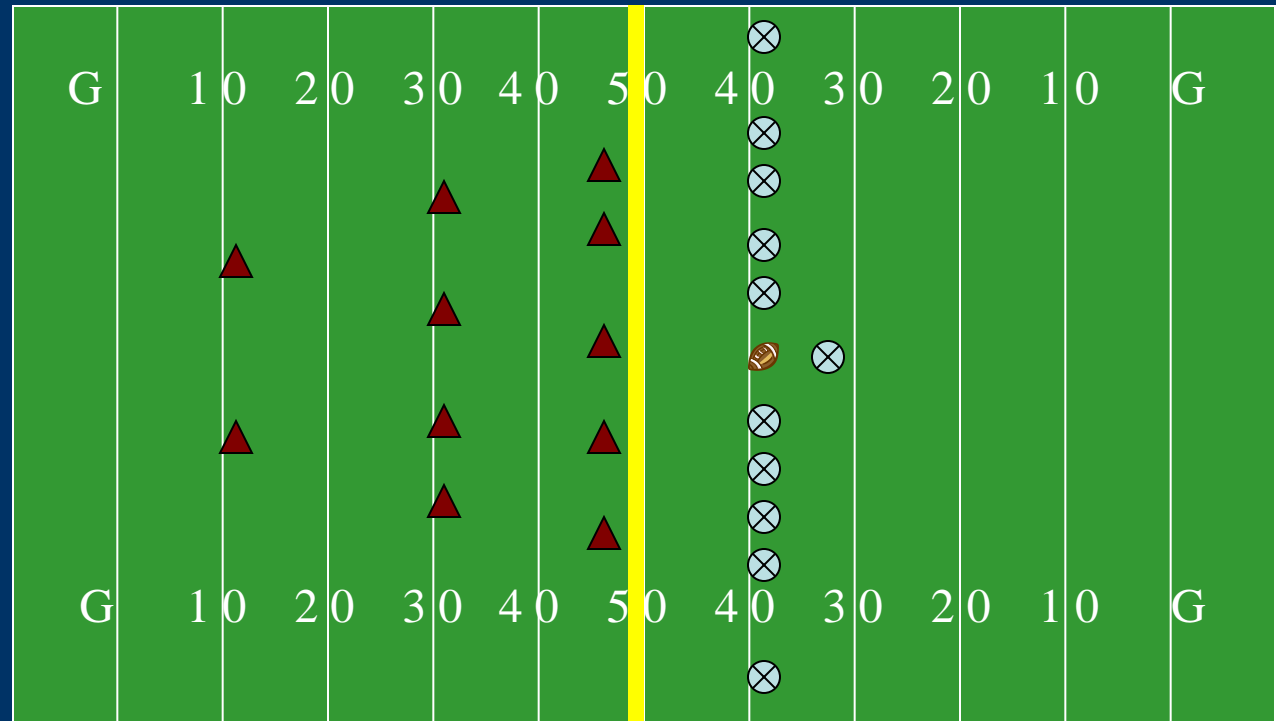
Line Judge's Position



Line Judge

Watch for free-kick line infractions

Be Alert for first touching by K prior to R's free-kick line and bean bag if necessary



Kickoff

Line Judge's Position



U



LJ

Line Judge

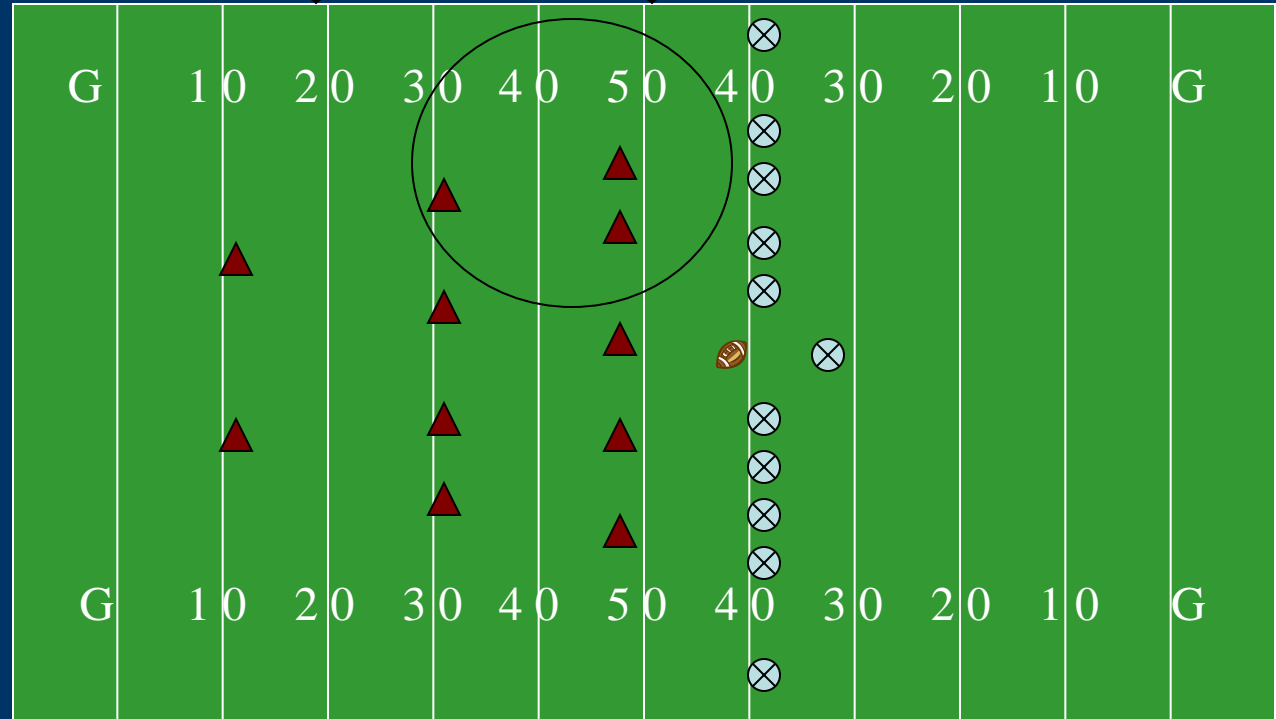
Kick to your side

Move down sideline while watching for fouls and to area best to officiate depending on the kick

Keep spacing with Umpire

Determine if kick goes OOB and flag if not touched by R

On long runs, pick up responsibility for the runner from Umpire and follow to goal line



Kickoff

Line Judge's Position

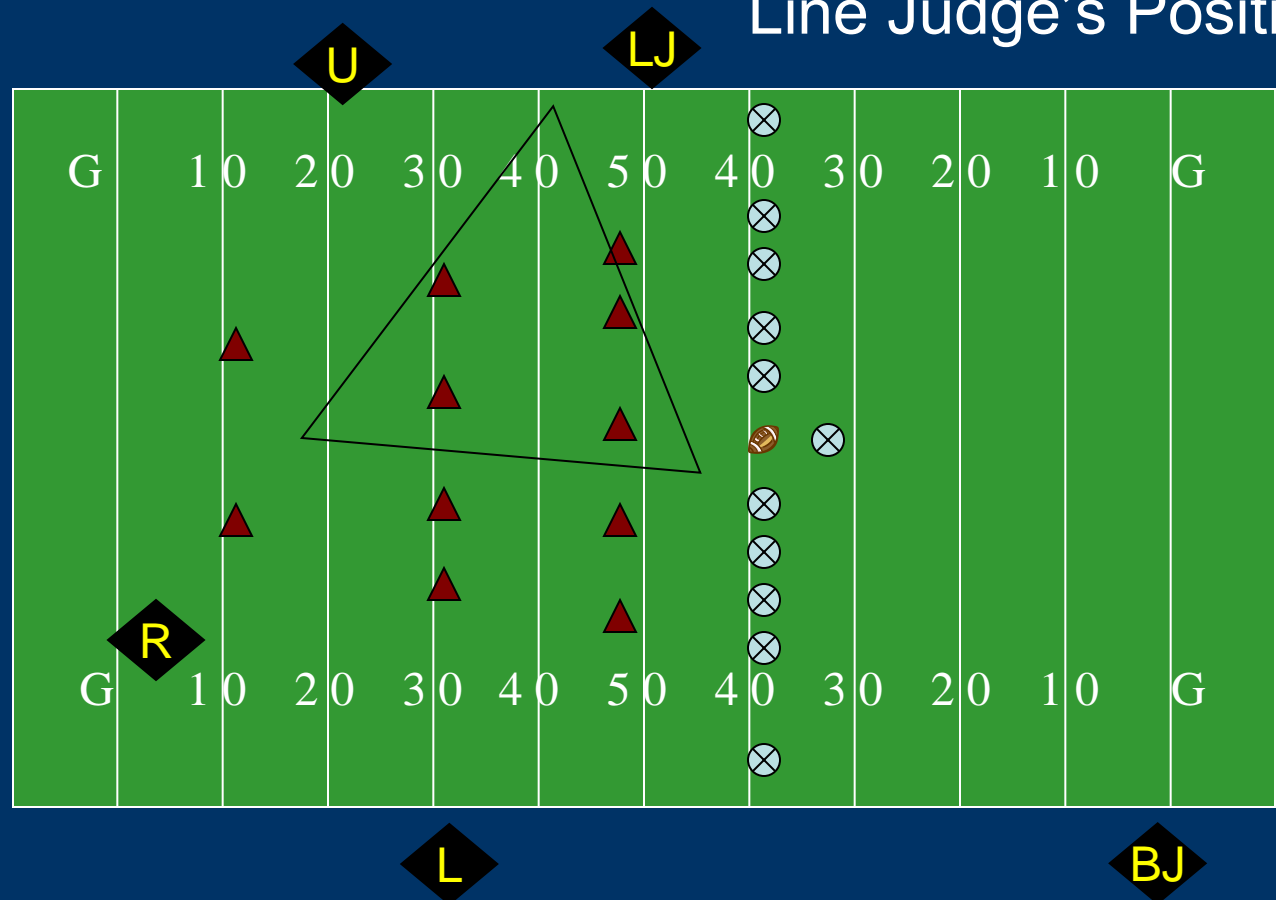
Line Judge

Kick Opposite Side

Move cautiously toward play being ready to rule on your sideline if play reverses

Observe action of player in vicinity of runner and watch for fouls away from the ball

Help Back Judge with goal line on long runs



Back Judge

Position on K free-kick line

Hand ball to kicker and advise Referee location.

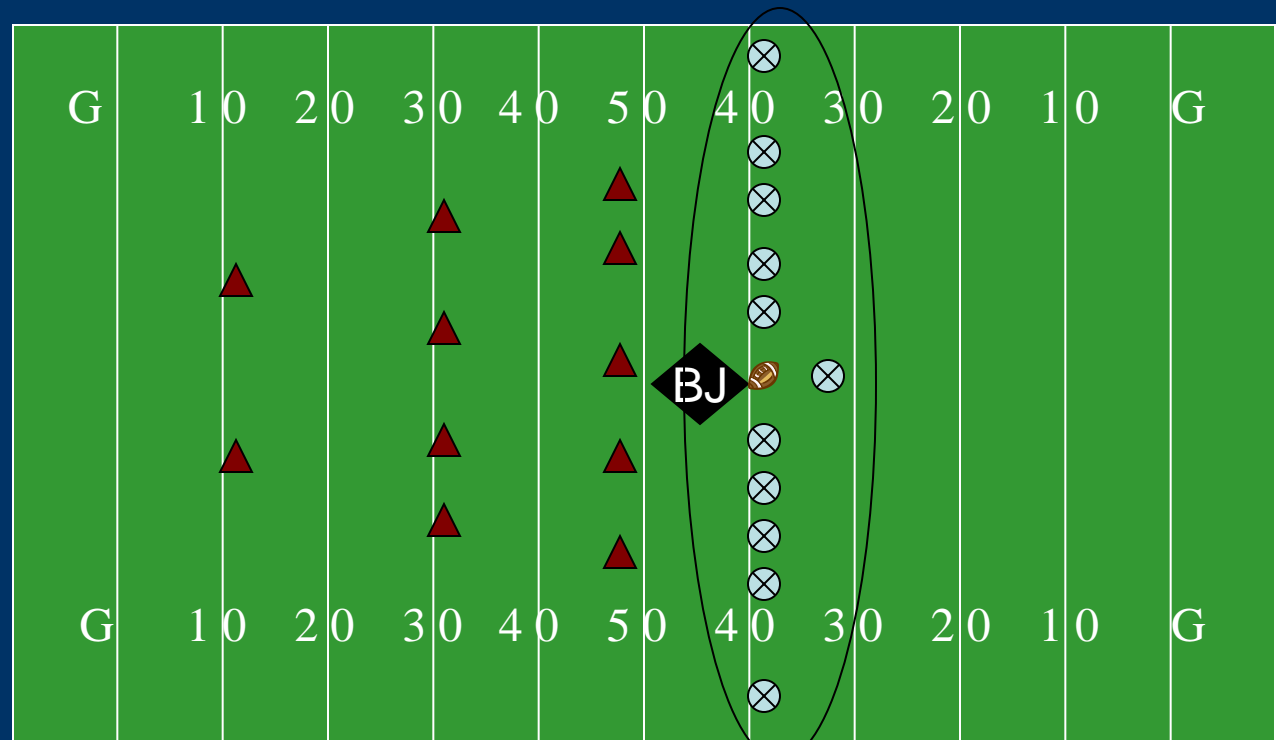
Inform K to wait for referee's signal

Count K Players

Move to sideline with line-to-gain equipment and hold hand in the air to inform Referee ready

Hold bean bag in hand

Back Judge's Position



Be ready to judge if a K player exceeds the 5 yard rule

Kickoff

Back Judge's Position

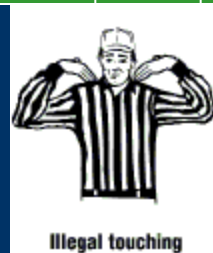
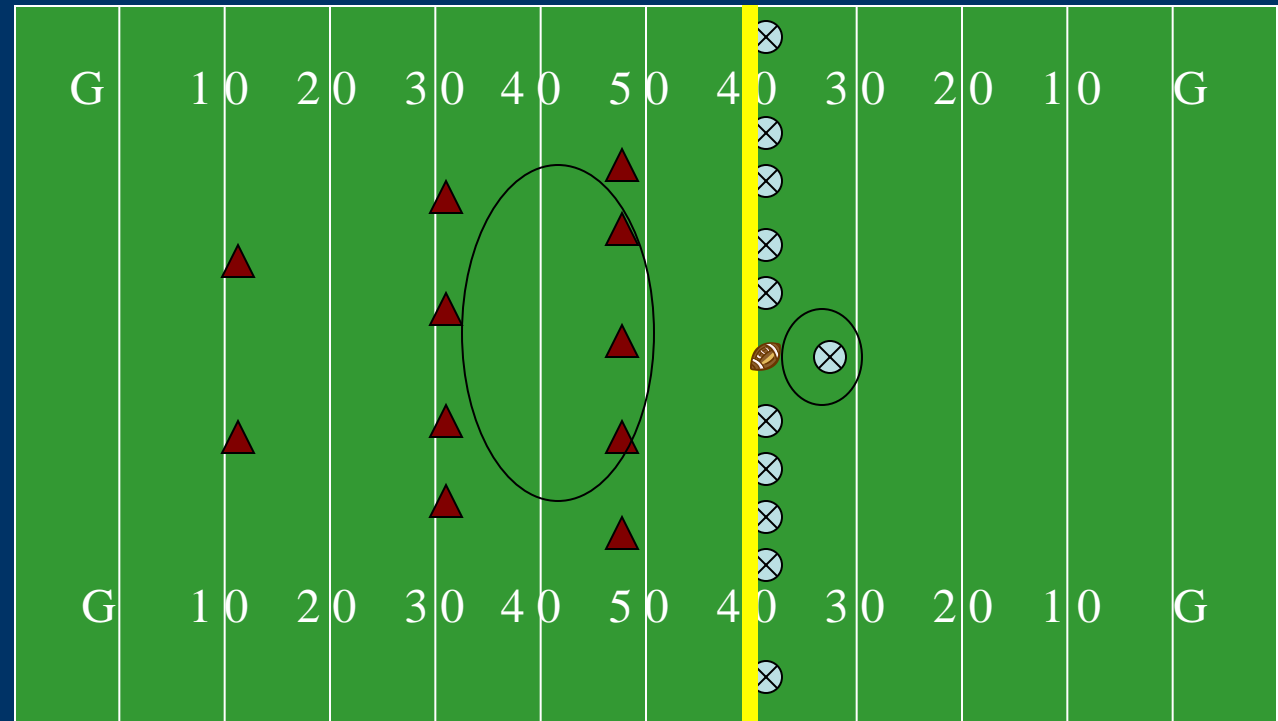
Back Judge

Watch for free-kick line infractions

Help LJ rule on first touching by K prior to R's free-kick line and bean bag if necessary

Watch initial blocks near R's free-kick line and blocks on kicker / holder

Administer fouls prior to kickoff



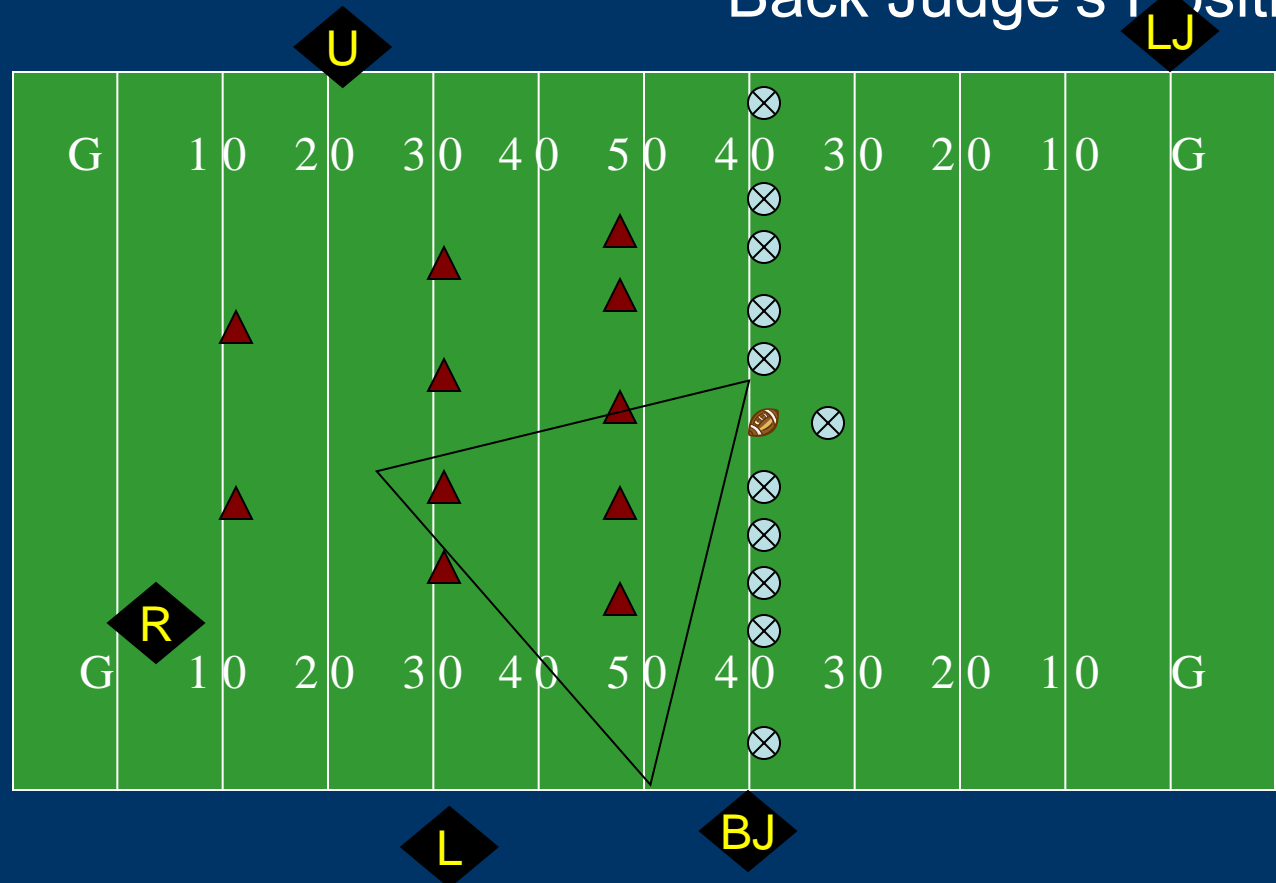
Back Judge

Kick Opposite side

Move cautiously toward play being ready to rule on your sideline if play reverses

Observe action of player in vicinity of runner and watch for fouls away from the ball

Assist Line Judge with goal line on long runs



Scrimmage Kick

Referee's Position

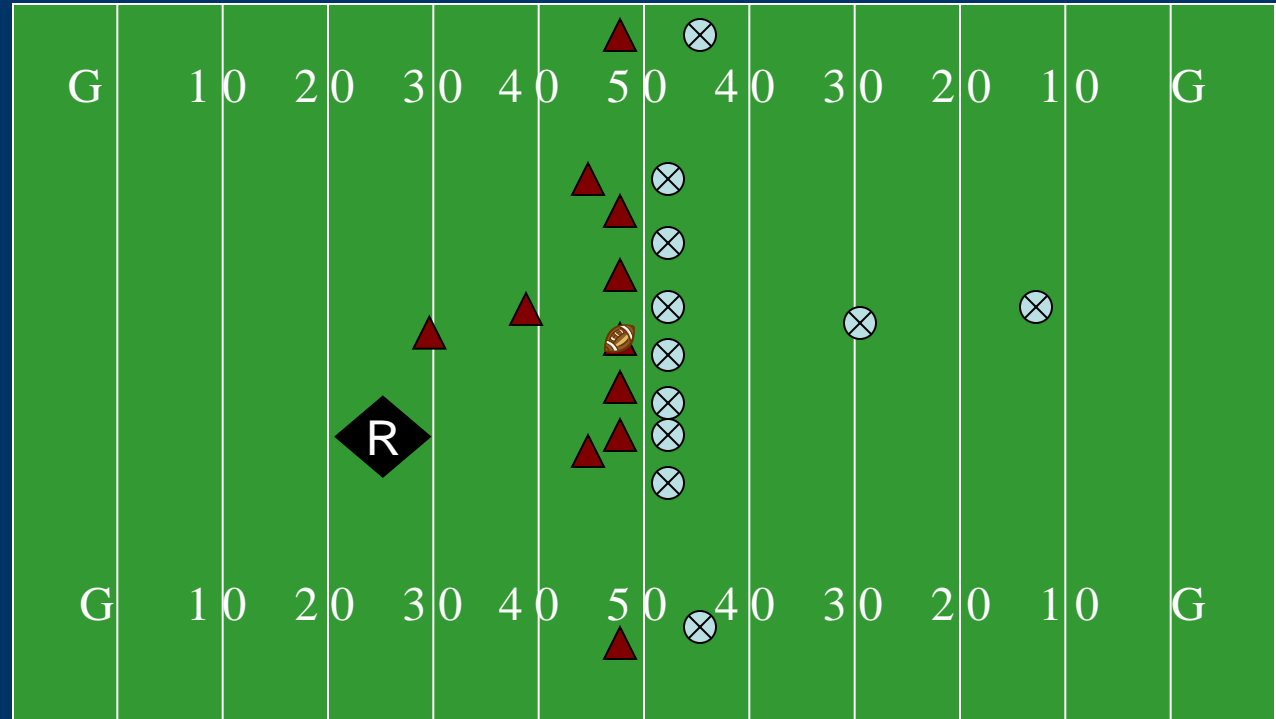
Referee

Position 3-5 yards outside the tight end and 2-3 yards behind the kicker on kicking leg side of kicker

Be able to see ball and all backs

Watch for fouls behind neutral zone and roughing / running into kicker

Be alert for blocked kicks and recovery



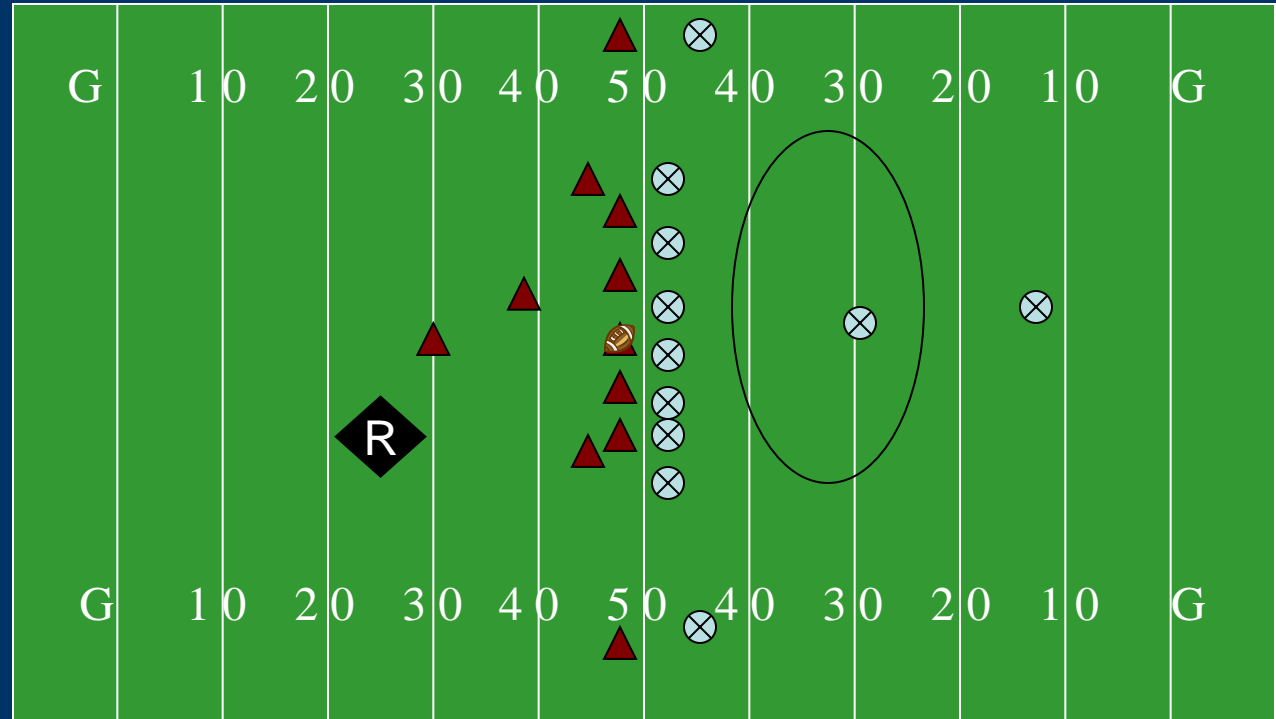
Scrimmage Kick

Referee's Position

Referee

After ball crosses neutral zone, observe line play and move down field slowly

Be ready to pick up runner on long run and continue with him to goal line



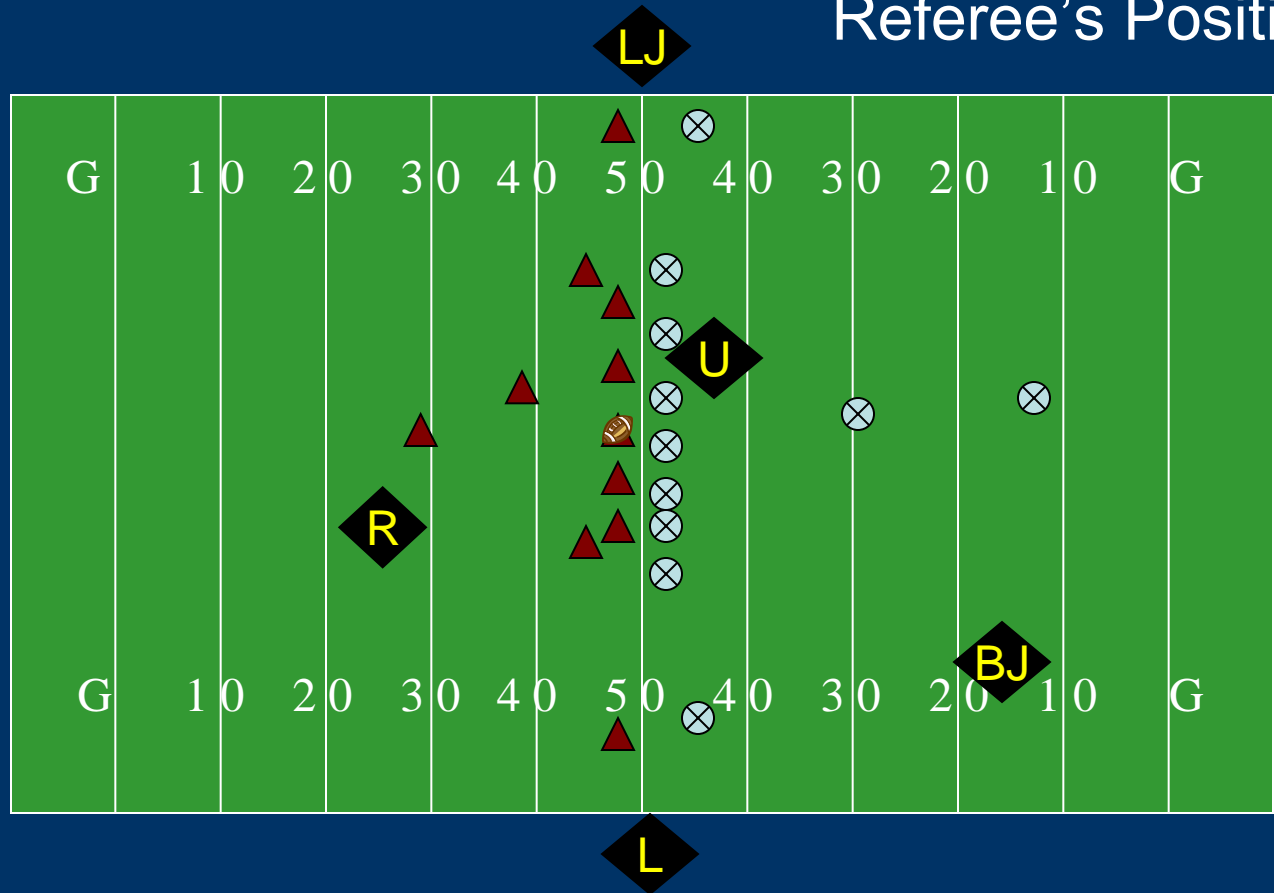
Scrimmage Kick

Referee's Position

Referee

If ball kicked out of bounds in flight, assist the covering official with spot

In no foul, signal linesmen and line-to-gain equipment into position for next play



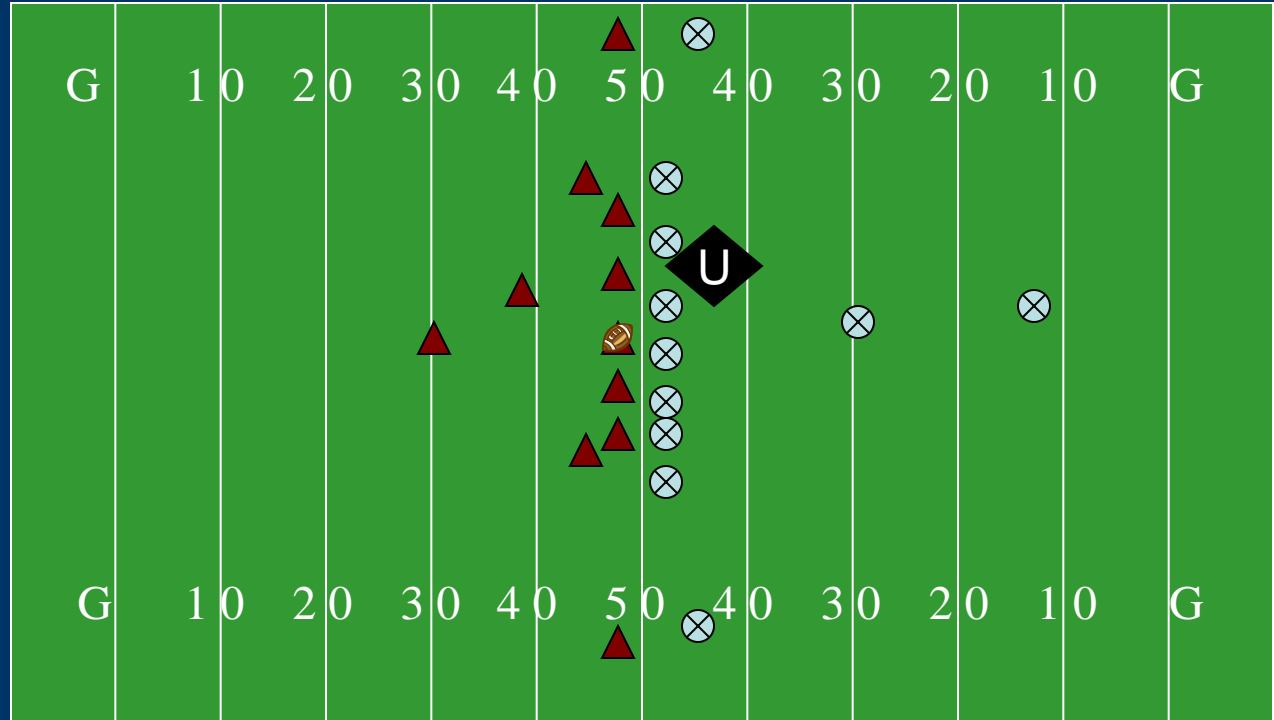
Scrimmage Kick

Umpire's Position

Umpire

Position 4 to 7 yards deep keeping snap in view

Check numbering exceptions



Scrimmage Kick

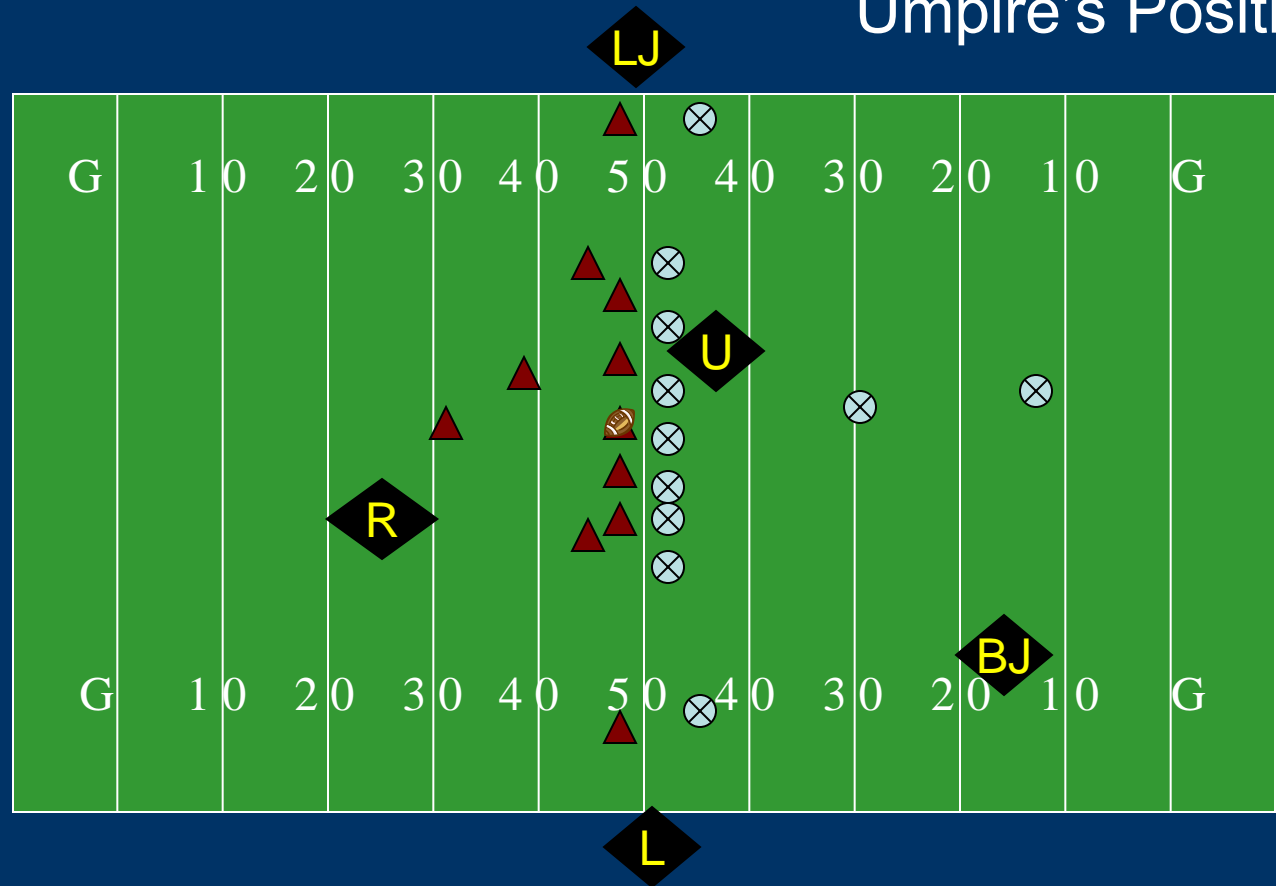
Umpire's Position

Umpire

After snap, step toward neutral zone watching for possible roughing of snapper, then shift to blocking action

Assist Referee with short or blocked kicks

Once kick crosses neutral zone, pivot and observe blocks downfield and players away from ball



Scrimmage Kick

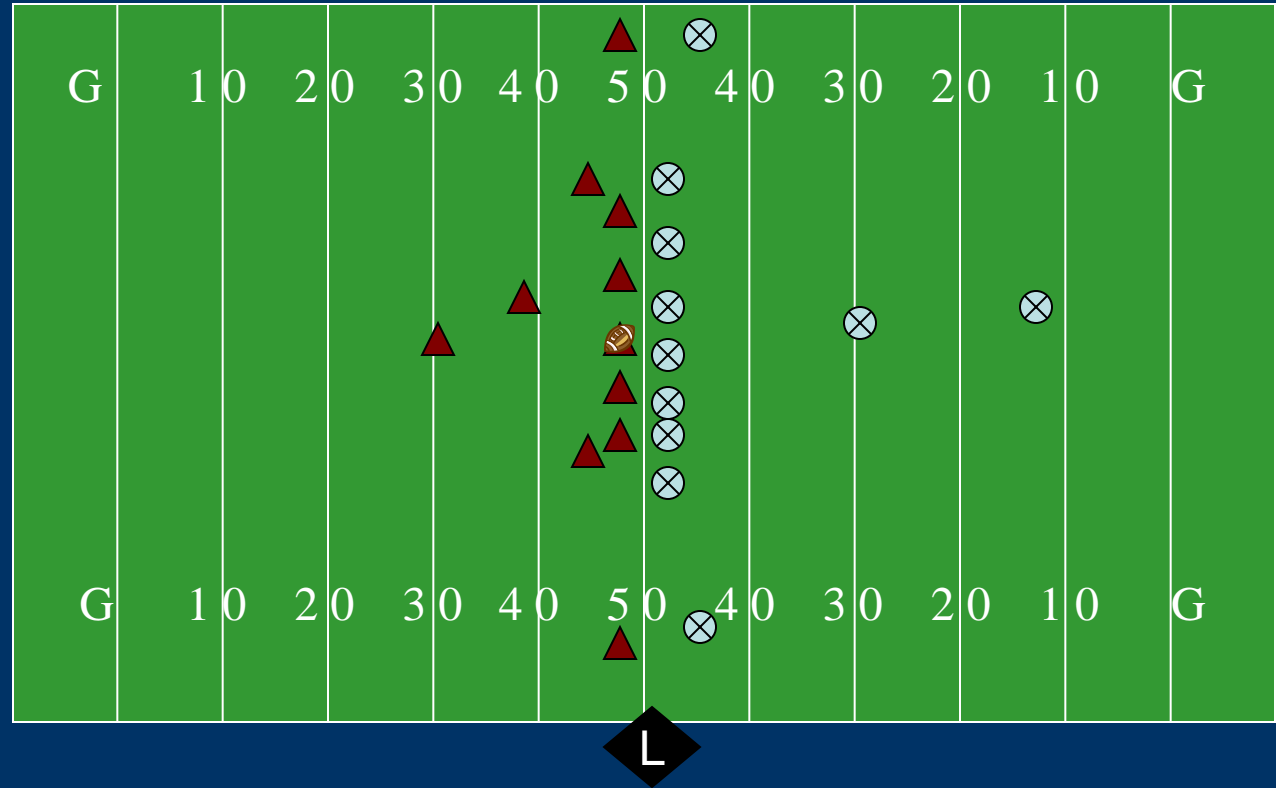
Linesman's Position

Linesman

Determine if kick crosses NZ

Hold line-of-scrimmage until ball crosses then move slowly down field and keep spacing with Back Judge

Grounded kicks out of bounds close to you, mark spot and observe action



Scrimmage Kick

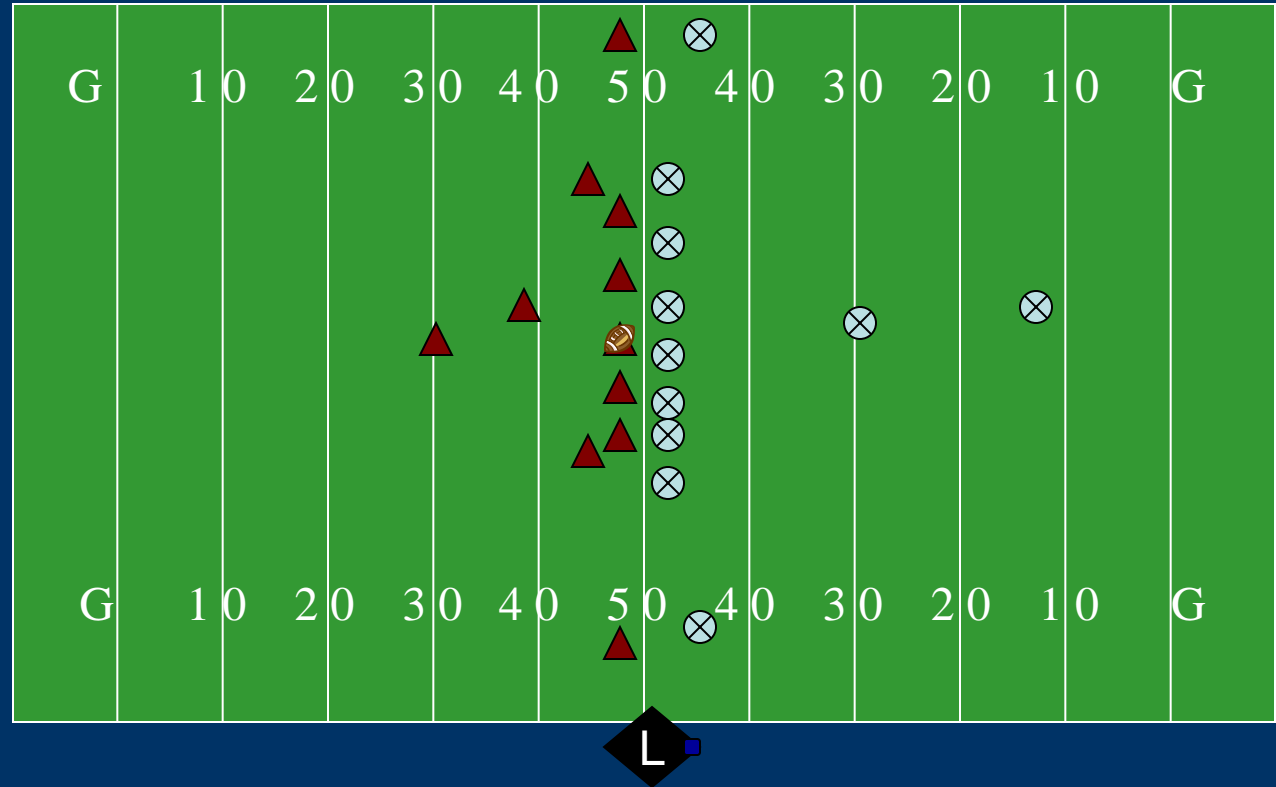
Linesman's Position

Linesman

Help Referee with short or blocked kicks and note spot of recovery

On short kicks to your side, bean bag spot of first touching and end of kick

Be ready for fair catch on short kicks to your side and blow whistle only after kick is secured



Scrimmage Kick

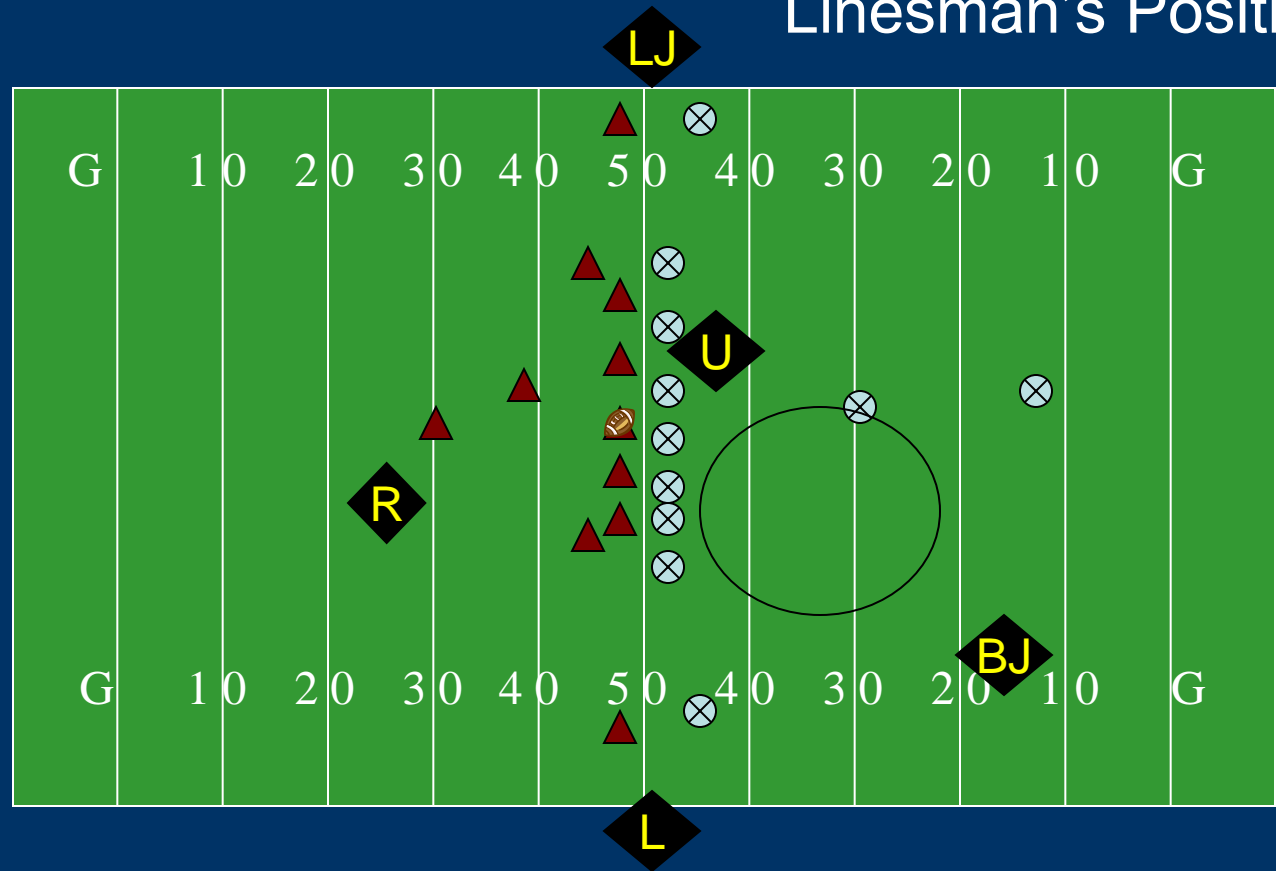
Linesman's Position

Linesman

Routine kick, move downfield cautiously observe action in front of ball carrier

Move with runner to your sideline and follow until goal line

Only move line to gain equipment when sure no foul on play and signaled by Referee



Scrimmage Kick

Line Judge's Position

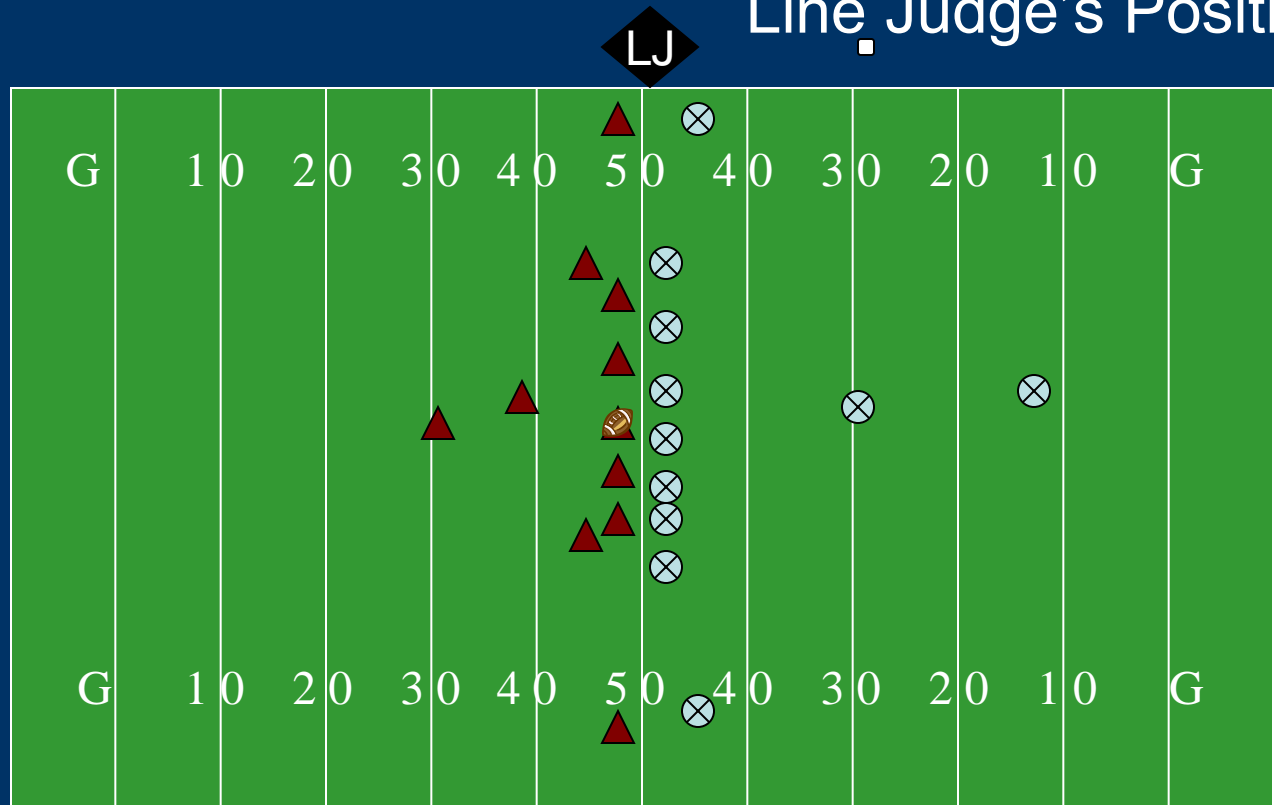
Line Judge

Position on line of scrimmage

Move down field after snap

Drop Bean Bag to mark end of short kicks to your side

Pick up responsibility for ball carrier from Back Judge on returns to your side



Scrimmage Kick

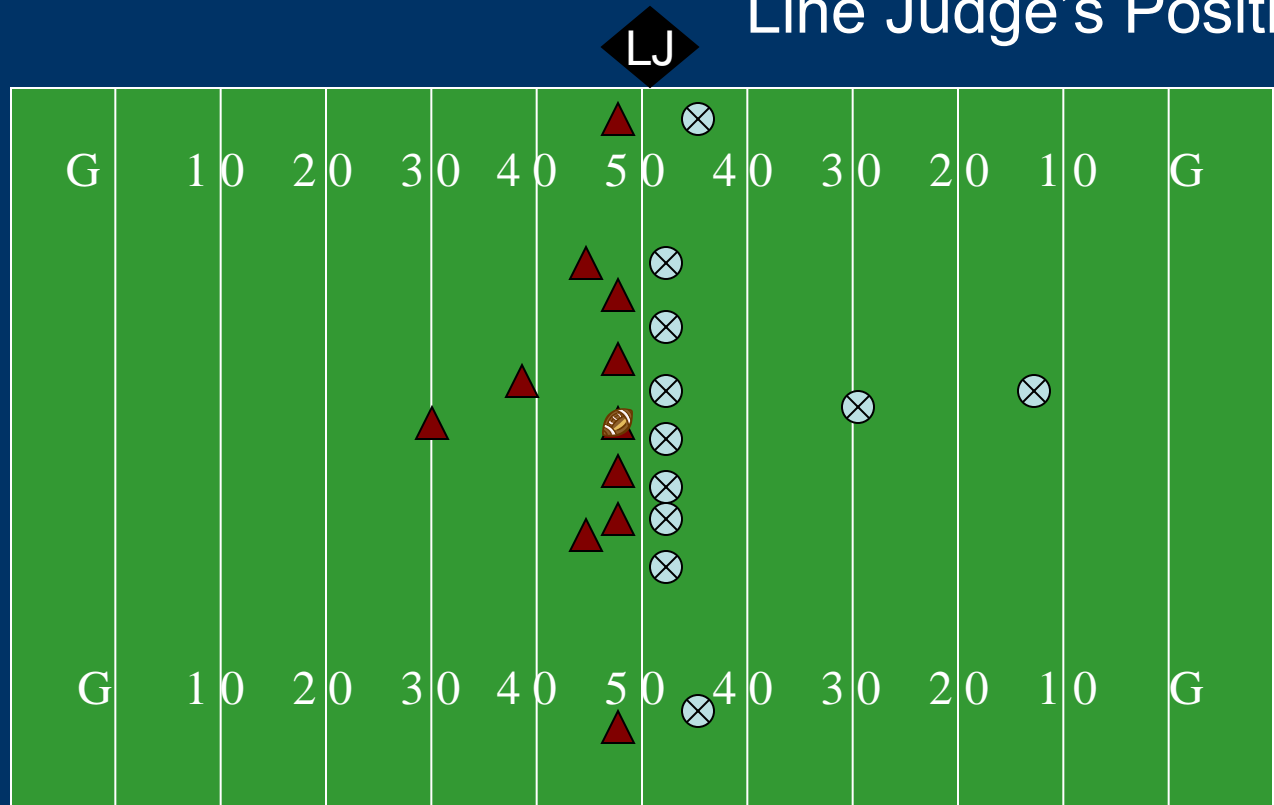
Line Judge's Position

Line Judge

If out of bounds in flight go to inbounds spot or, move past where ball went out and walk forward until Referee spots you

On grounded kicks out of bounds, mark spot and observe action

On return to Linesman side, move slowly behind play observe all action



Scrimmage Kick

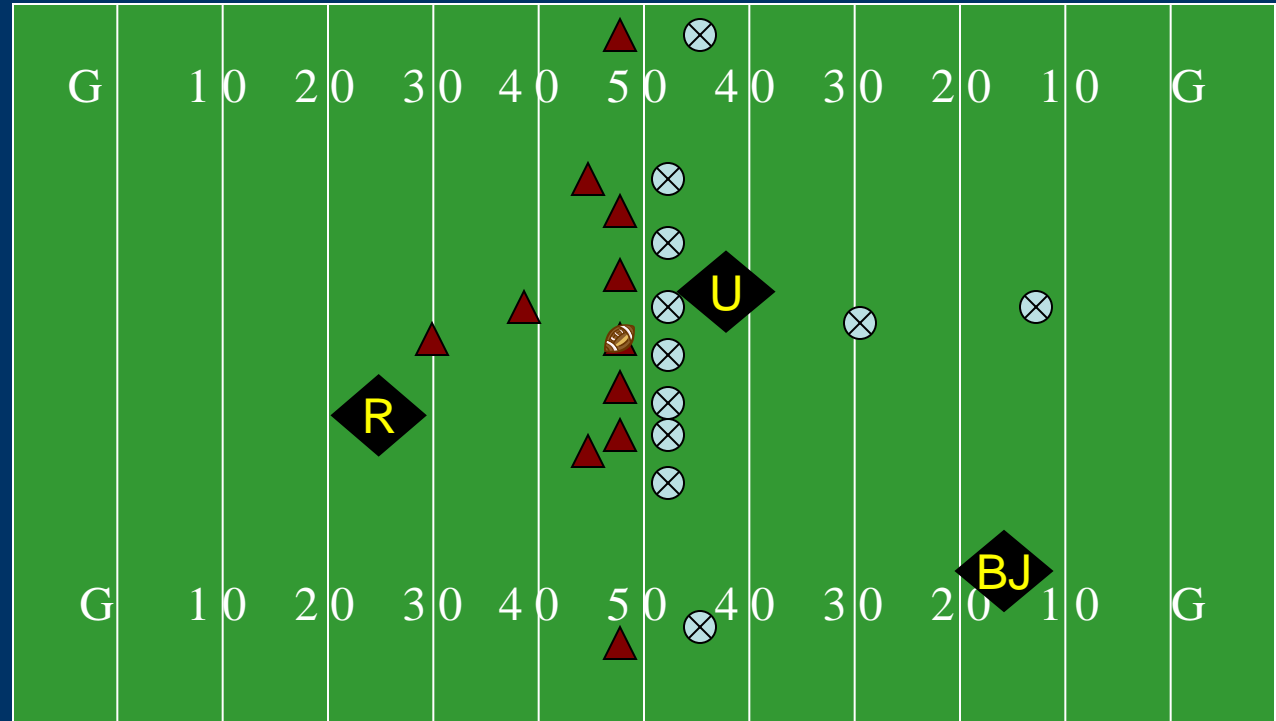
Line Judge's Position

Line Judge

If K first to touch, mark spot of first touching with bean bag

If fair catch is signaled on short kicks to your side, sound whistle after kick is complete (know when kick ends), and mark spot

Hold spot and communicate results to Referee



Scrimmage Kick

Back Judge's Position

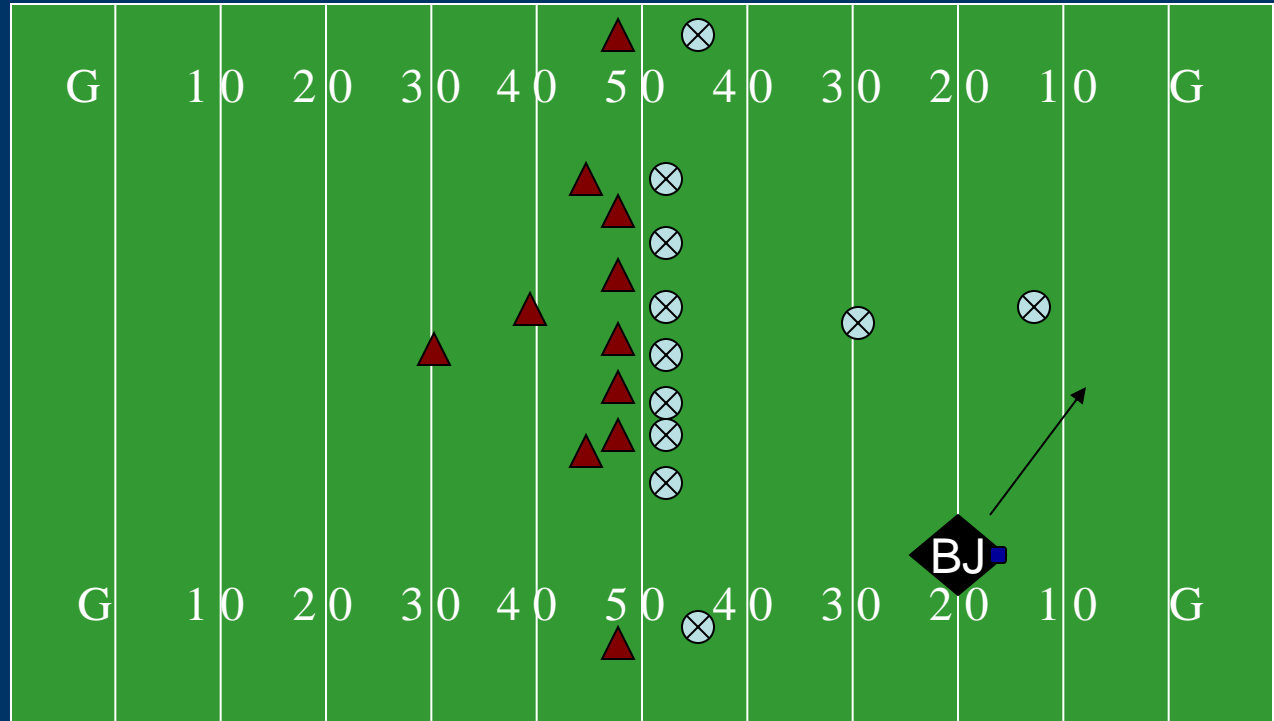
Back Judge

Position 10-12 yards wider than and 2-3 yards behind the deepest receiver on HL's side of field

Carry bean bag in hand

Be ready to rule on momentum inside 5 yard line

Observe initial action around receiver



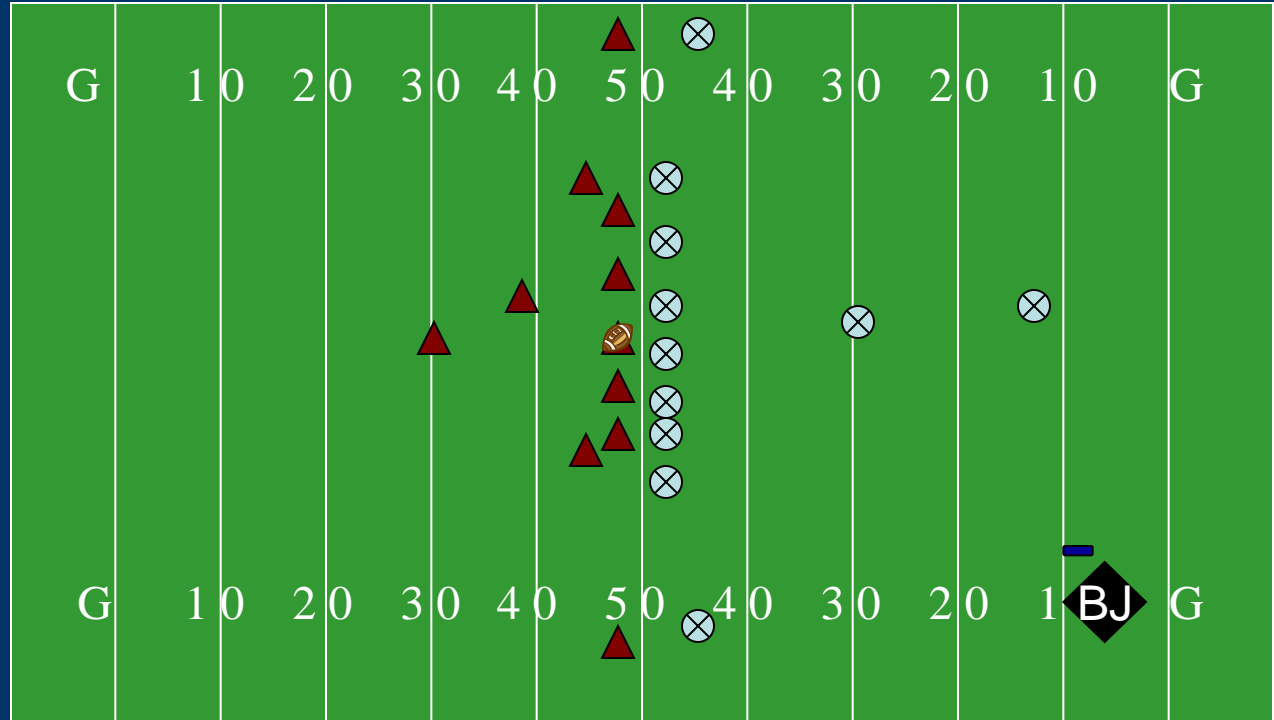
Scrimmage Kick

Back Judge's Position

Back Judge

Drop Bean Bag to mark end of kick

Maintain responsibility of ball carrier on returns up the middle and to your side until released to other official



Scrimmage Kick

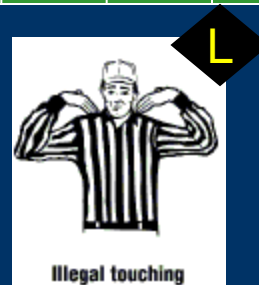
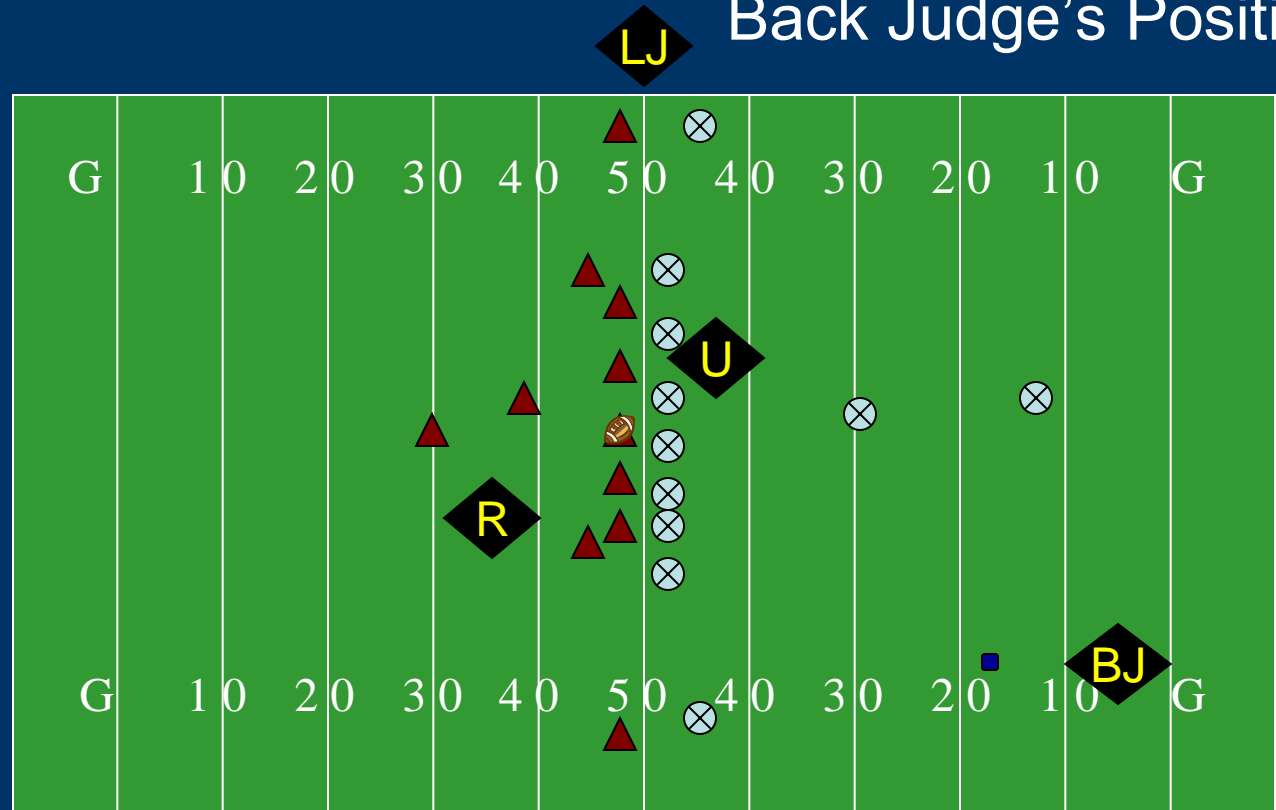
Back Judge's Position

Back Judge

If K first to touch, mark spot of first touching with bean bag

If fair catch is signaled on short kicks to your side, sound whistle after kick is complete (know when Kick ends), and mark spot

Hold spot and communicate results to Referee



Field Goal (Free Kick)

All Positions

Referee

Position behind Upright. Rule on Kick

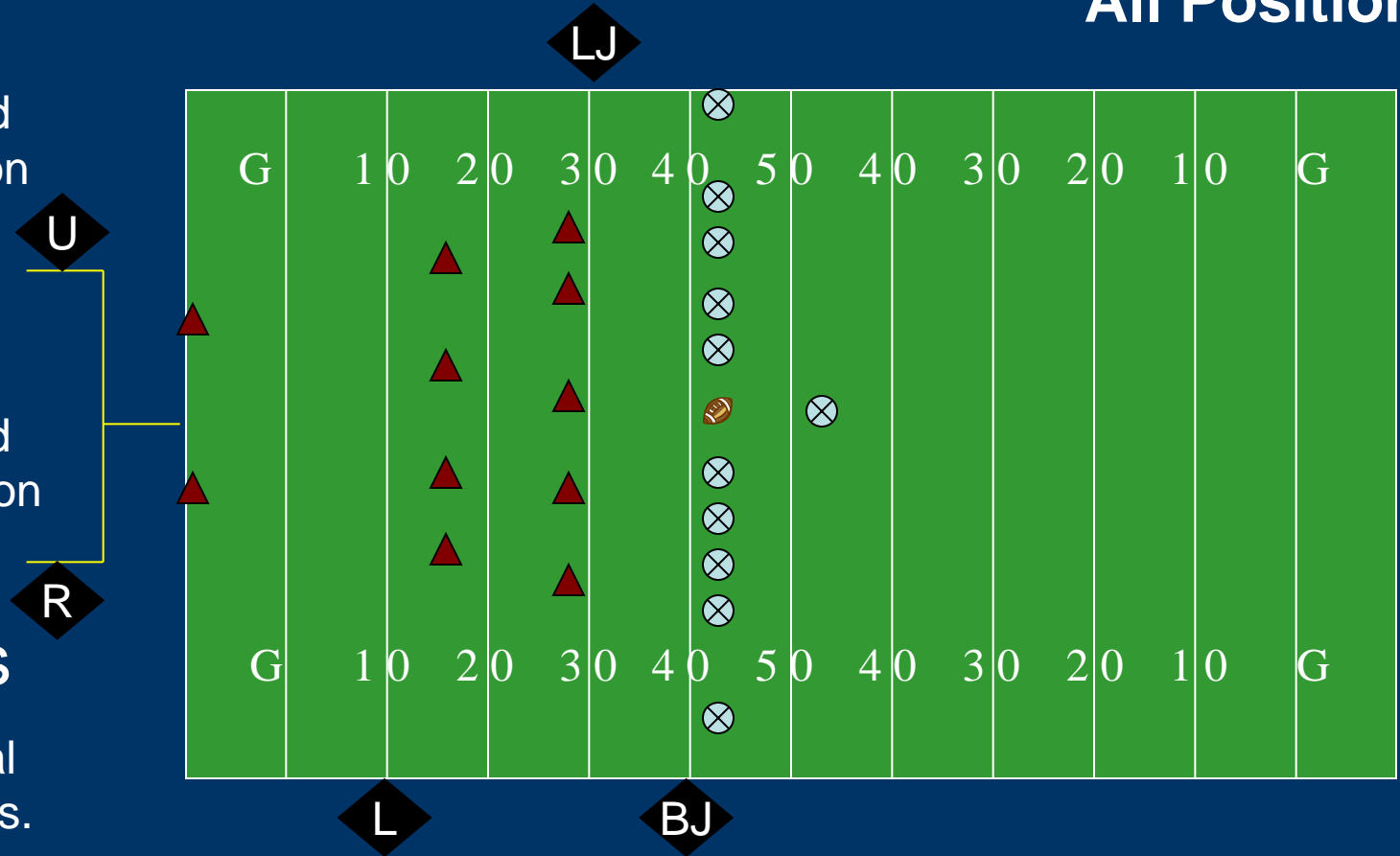
Umpire

Position behind Upright. Rule on Kick

All Others

Assume normal kickoff positions.

All other mechanics same as Free Kick



Field Goal and Try Attempts

Referee's Position

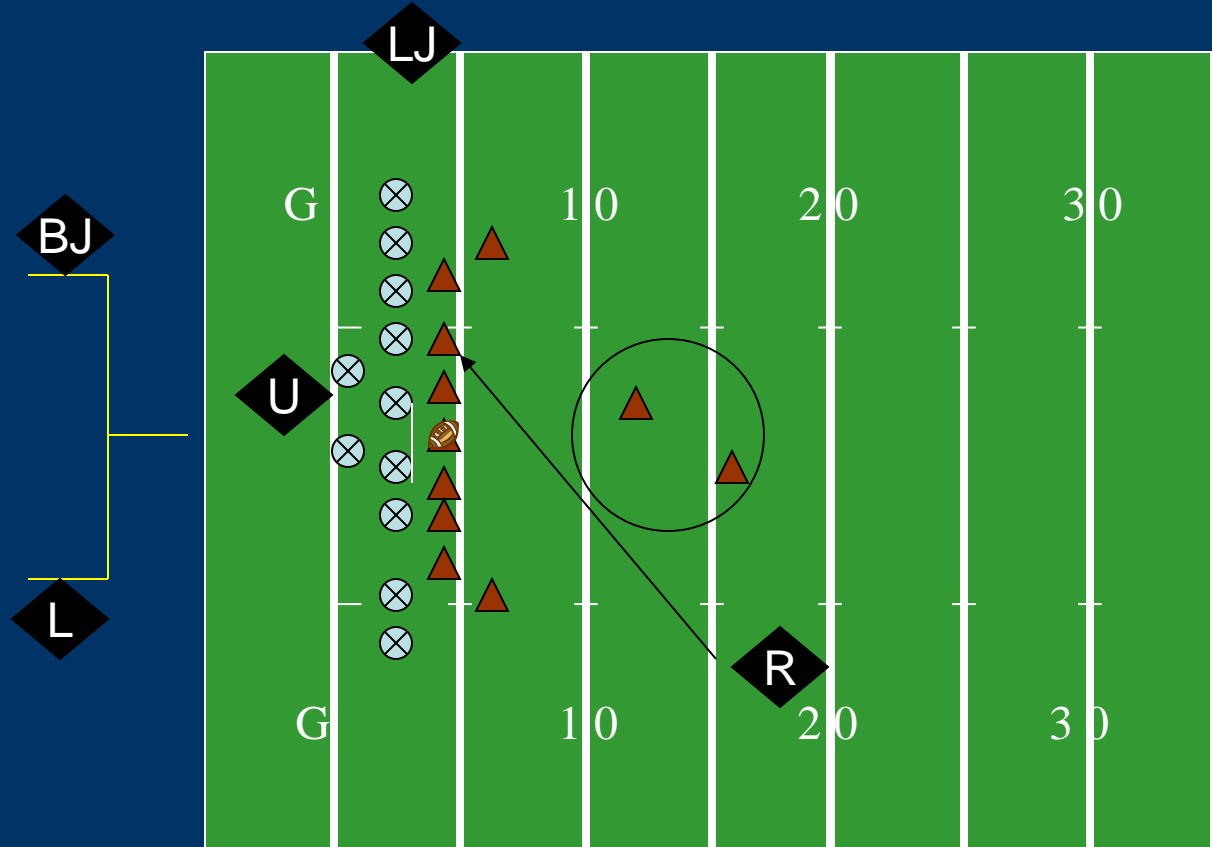
Referee

Position 2-3 yards to the rear and 3-5 yards to the side facing the holder

Observe Kicker, Holder, and opposite side tackle

Be ready for fumble or fake

Assist Line Judge / Linesman with side line if run develops



Field Goal and Try Attempts

Referee's Position

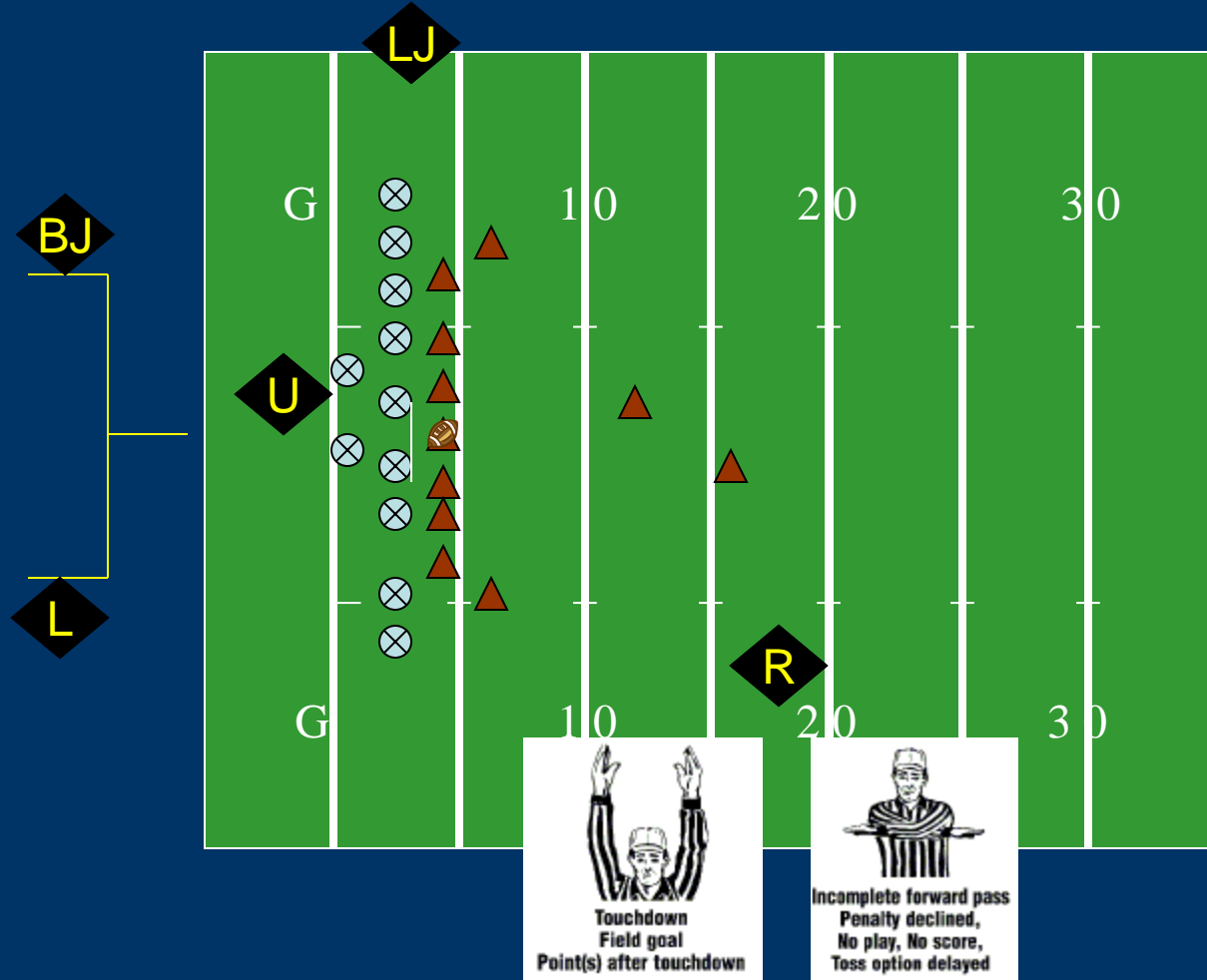
Referee

After ball is kicked, signal score or no score after receiving signal from Back Judge or Line Judge

Rule on roughing the kicker / holder

If try is blocked, sound whistle and give the no-score signal

If field goal is blocked, ball remains live.



Field Goal and Try Attempts

Umpire's Position

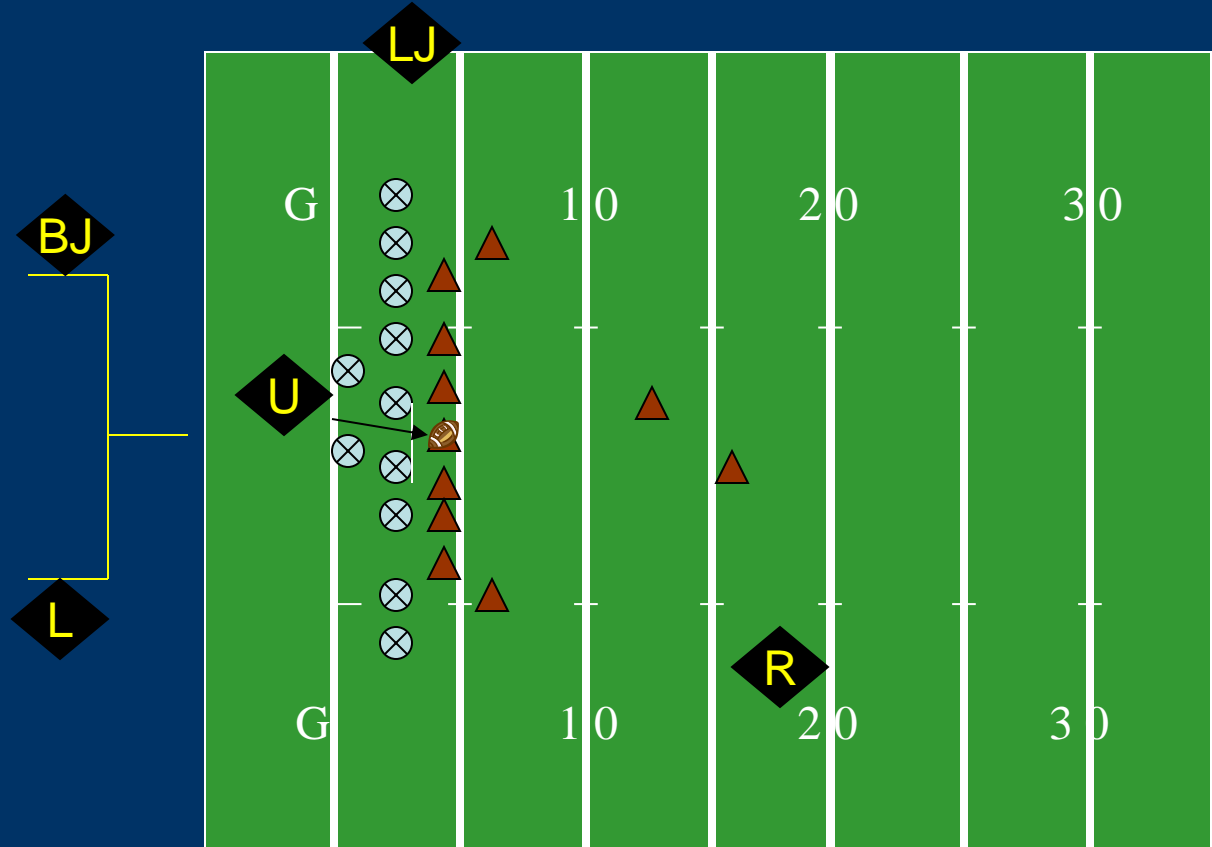
Umpire

Position 4-7 yards deep keeping ball in view

Check numbering exceptions

After snap, step toward neutral zone watching for roughing the snapper

After players pass your position, pivot to vacated side and assist with coverage



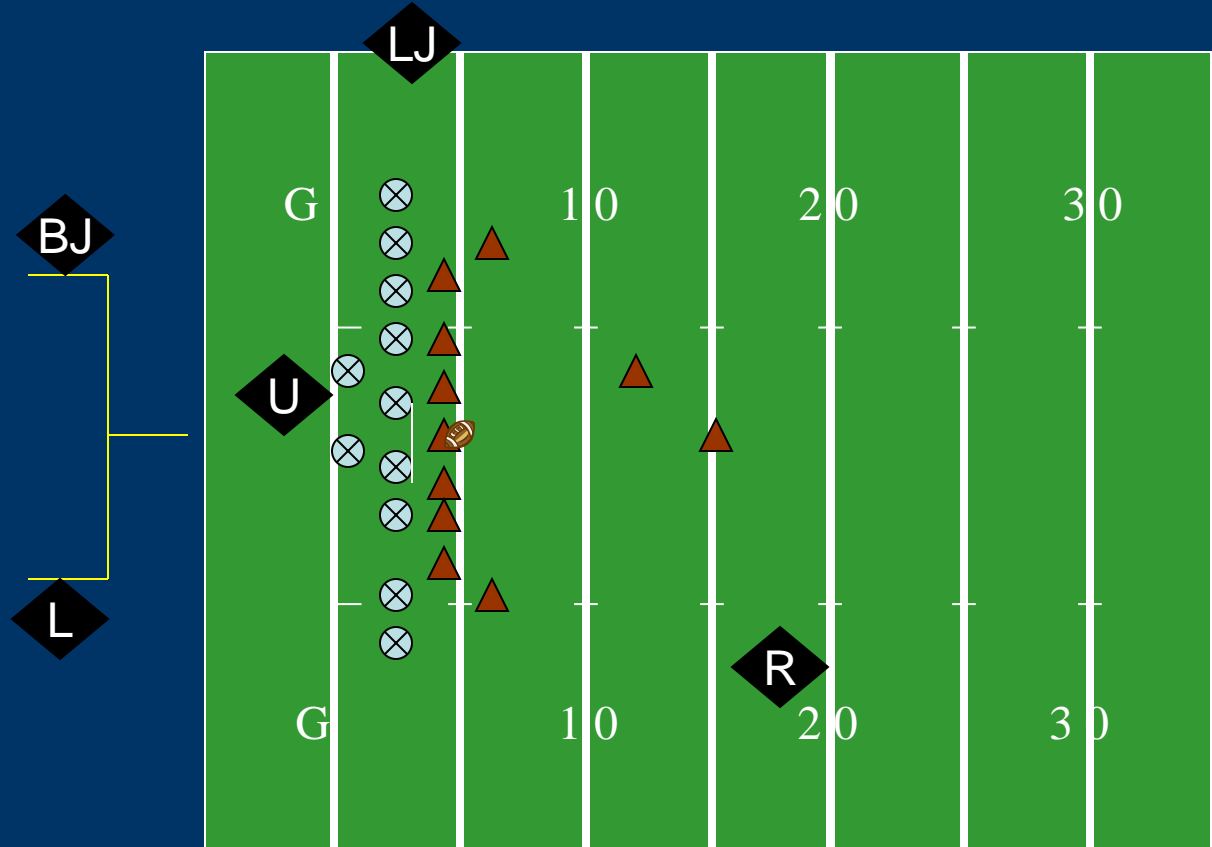
Field Goal and Try Attempts

Lineman's and Line Judge's Position

L/LJ

Position - Whoever is looking at the back of the holder line up on line of scrimmage

If run or pass move to the officiate the side line and goal line



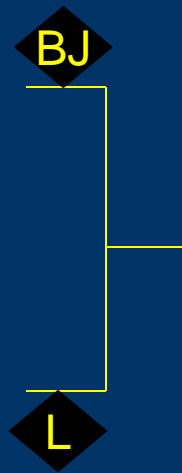
Back Judge

Position under uprights EITHER with L or LJ

Rule on upright and cross bar

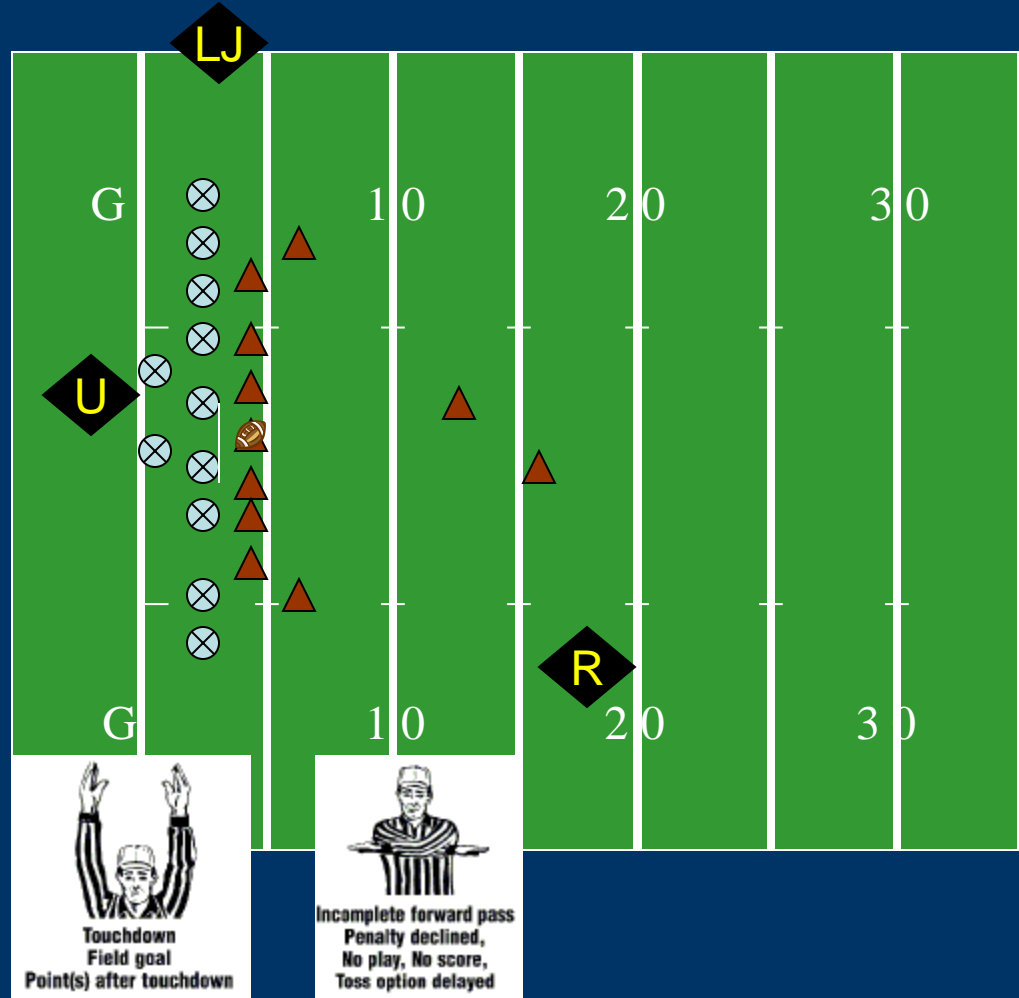
Try: Sound whistle when ball crosses cross bar or when unsuccessful. Signal score or no-score

Field Goal Attempt: Sound whistle when a grounded ball breaks the goal line or when a ball in flight crosses cross bar or when unsuccessful. If field goal does not cross goal line plane, the ball remains alive.



Field Goal and Try Attempts

Back Judge's Position



The Dynamic Duo – Plus Bob



Damn! I
peed myself!

One of us
smells funny.

I'm glad he's
over there!

Running / Passing Play

Referee's Position

Referee

A's backfield 10-12 yards behind LOS on passing arm side

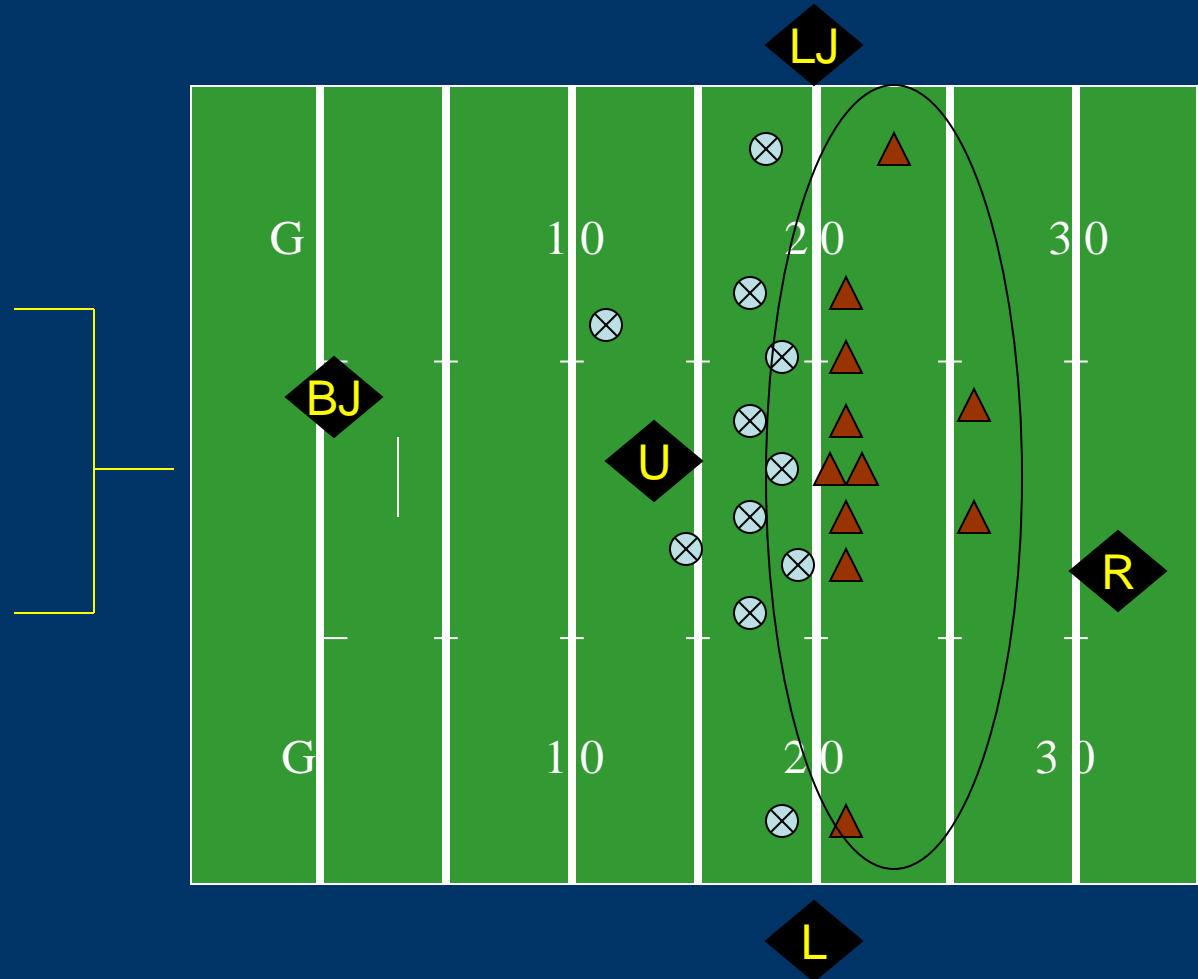
Key tackle on opposite side

Declare ball ready-for-play

Count A players

Check players set for one second prior to snap.

Watch for snap infractions, illegal shifts, and false starts



Running / Passing Play

Umpire's Position

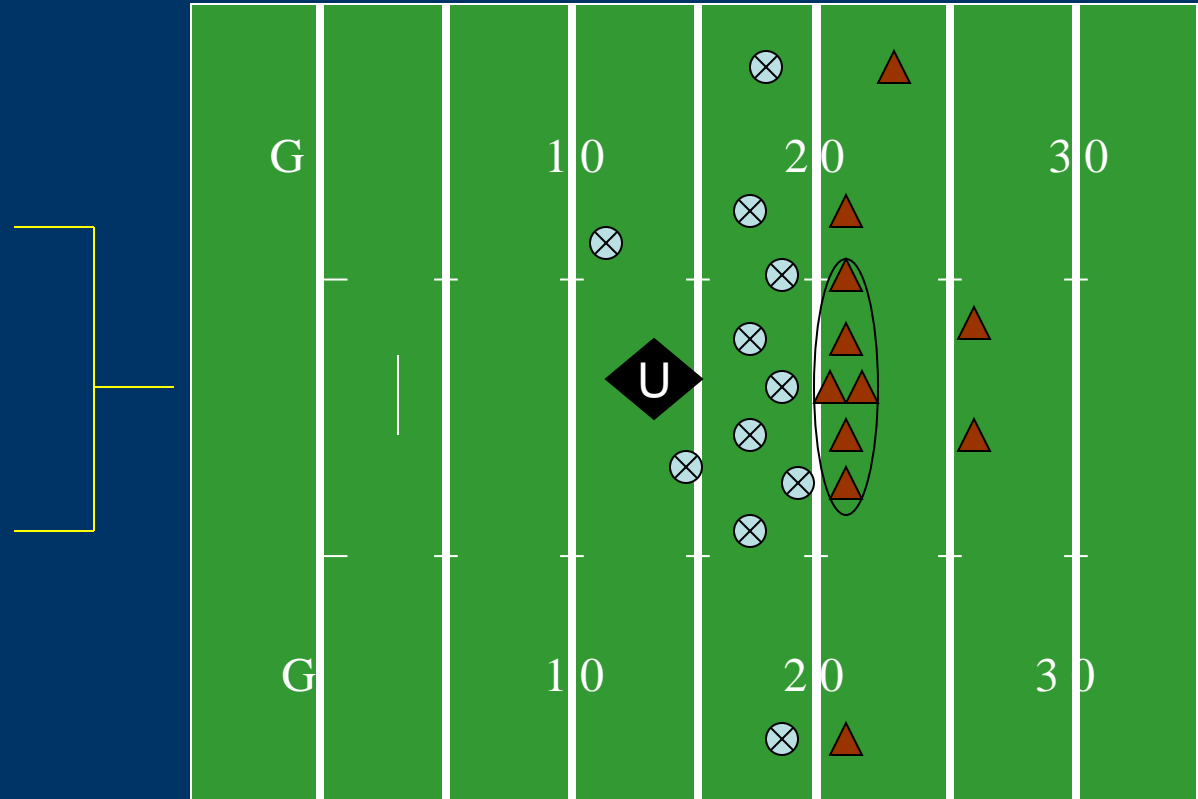
Umpire

4 to 7 yards off ball as to not interfere with movement of linebackers.

Vary position to not block view of B players or allow A to use you as interference

Count A Players

Check five players on line numbered 50-79

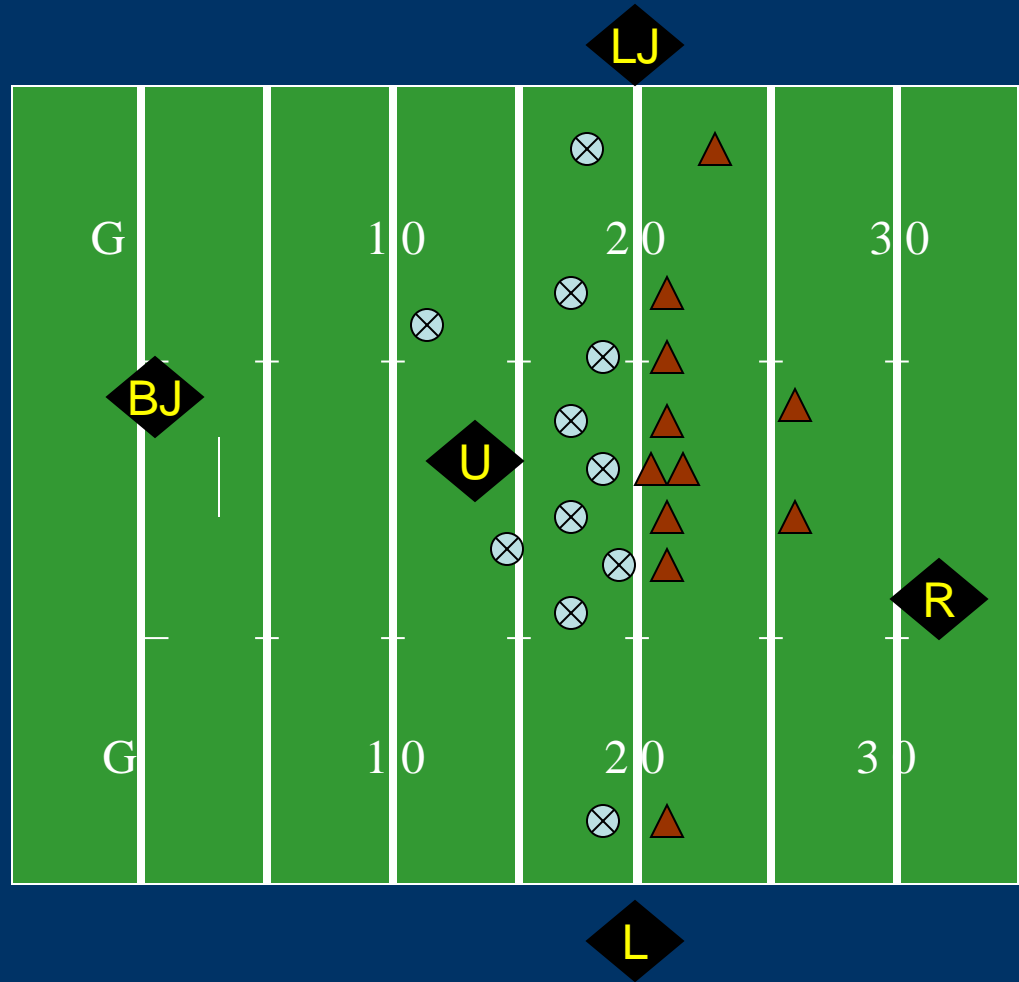
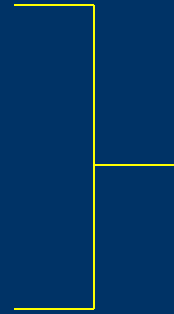


Running / Passing Play

Umpire's Position

Umpire

Be ready to rule on snap infractions, false starts, disconcerting signals by defense and be aware of which B players are in free blocking zone at the snap



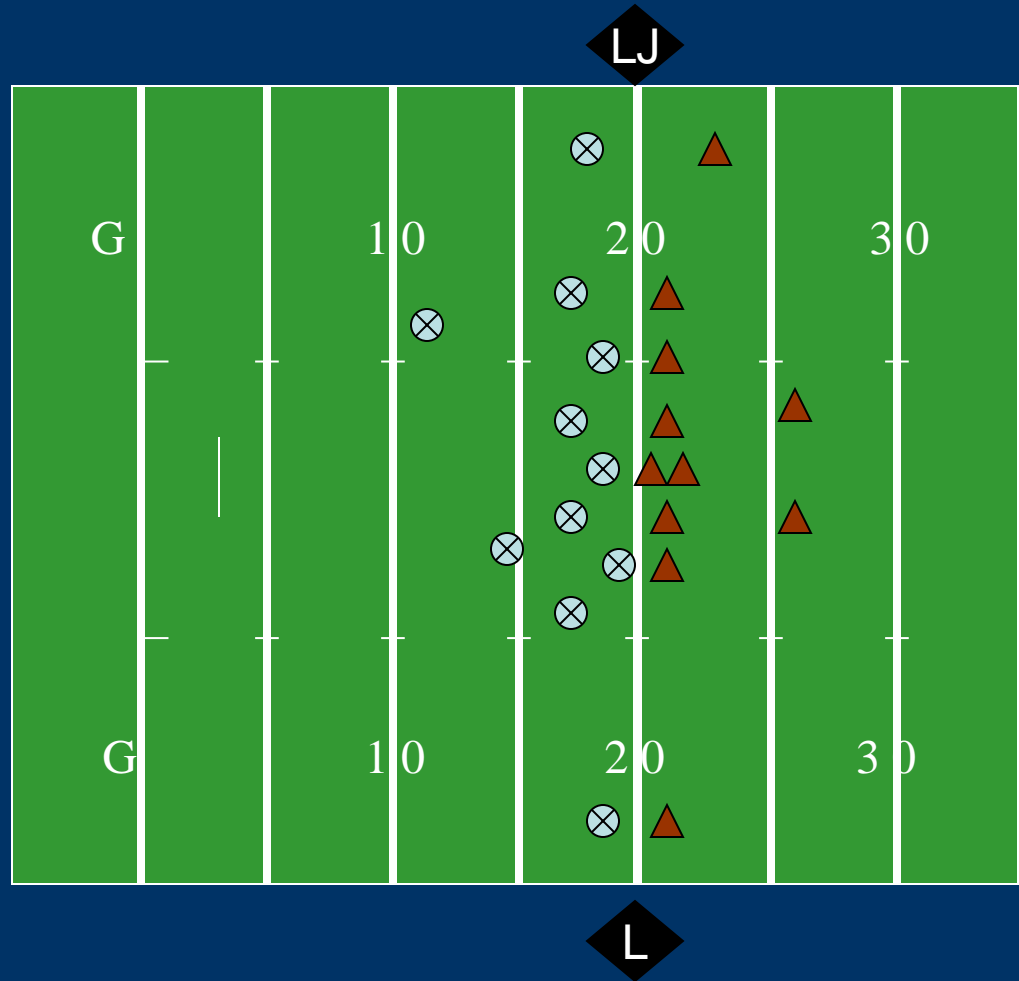
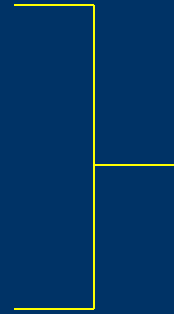
Running / Passing Play

Linesman's and Line Judge's Position

Linesman & Line Judge

Straddle the line of scrimmage 1 yard beyond the sideline

Check down number on box and signal down



Running / Passing Play

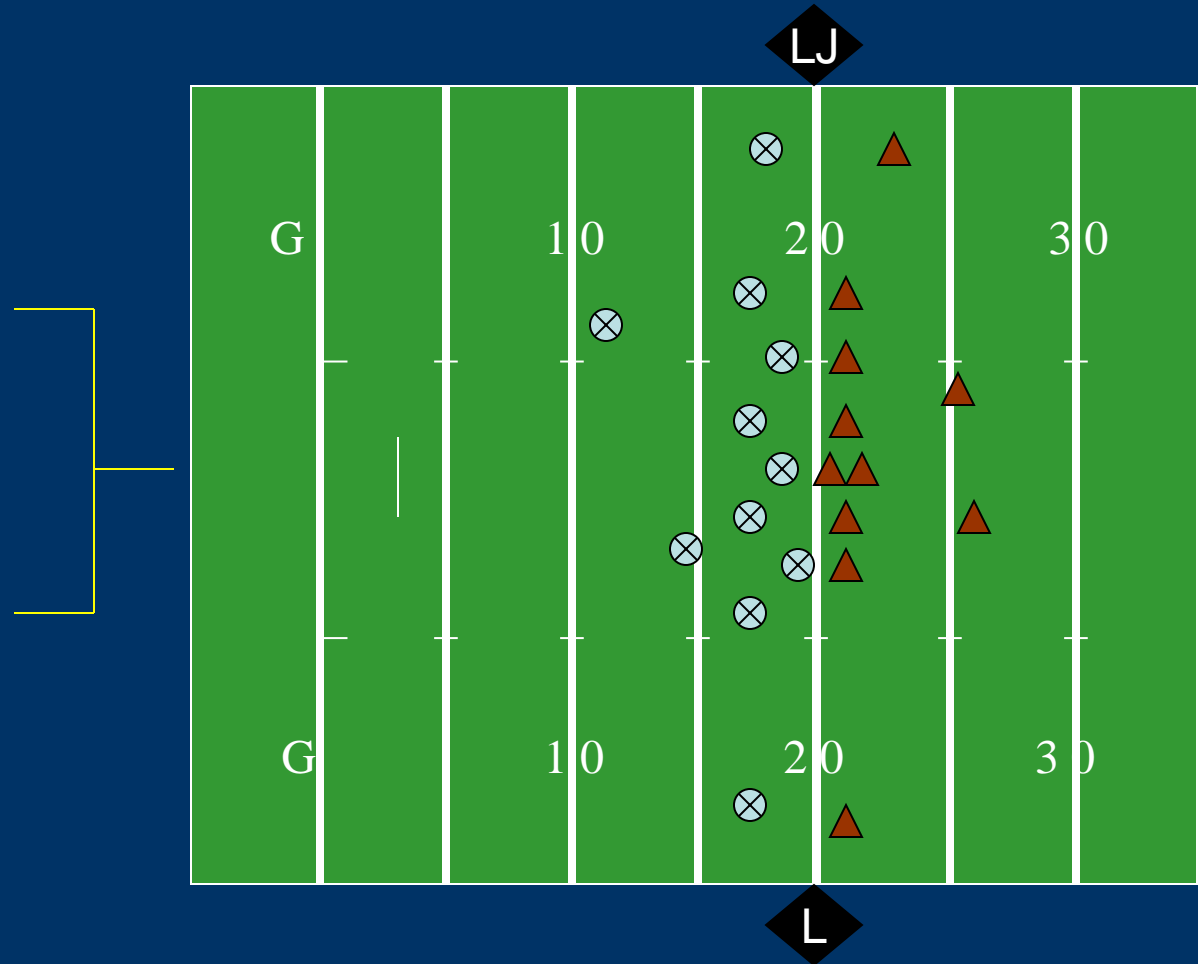
Linesman's and Line Judge's Position

Linesman & Line Judge

Use extended arm signal to indicate closest "A" player is off the LOS

Check to see if all backs, flankers, split ends in legal position and check eligibility

If initial motion is away from you, determine if player motion is legal at the snap



Running / Passing Play

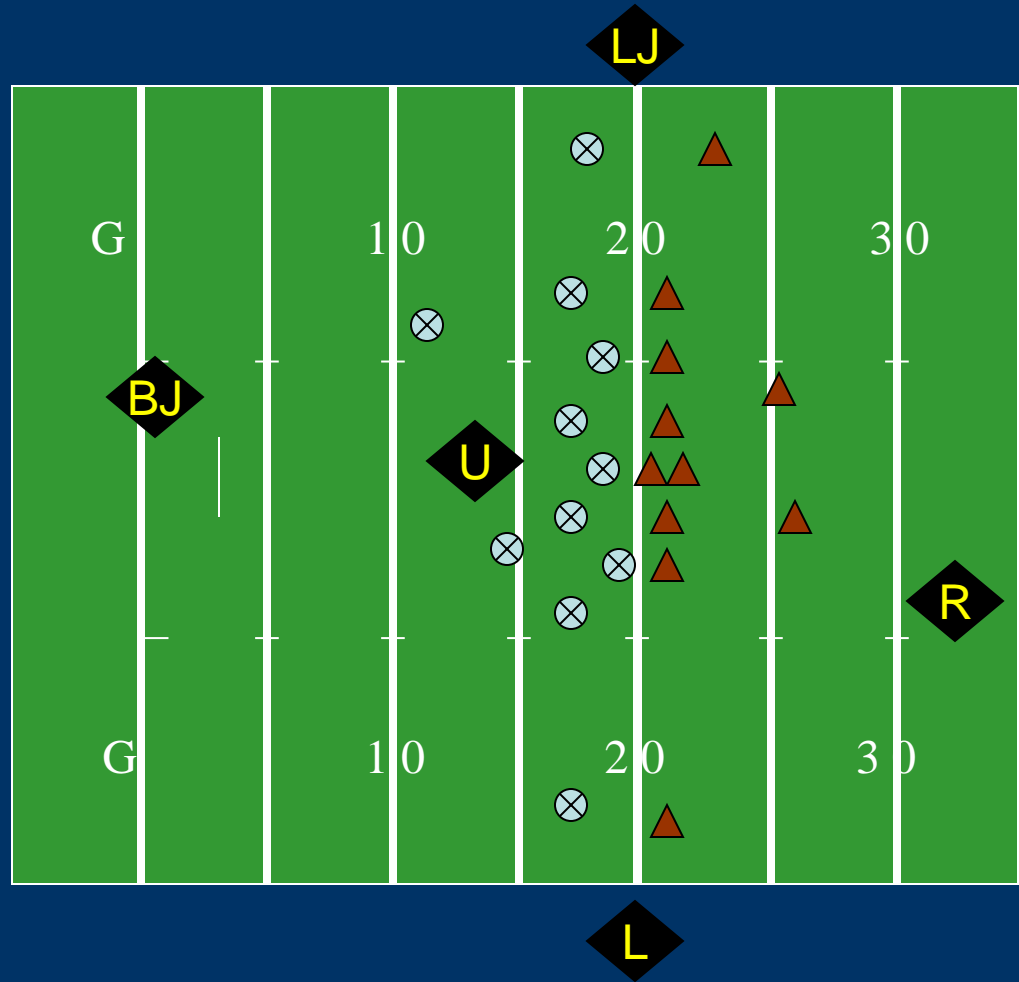
Linesman's and Line Judge's Position

Linesman & Line Judge

Check for seven "A" players on the line-of-scrimmage

Help in determining false start, encroachment, interference with snap

Count B players and be alert for illegal substitutes



Running / Passing Play

Back Judge's Position

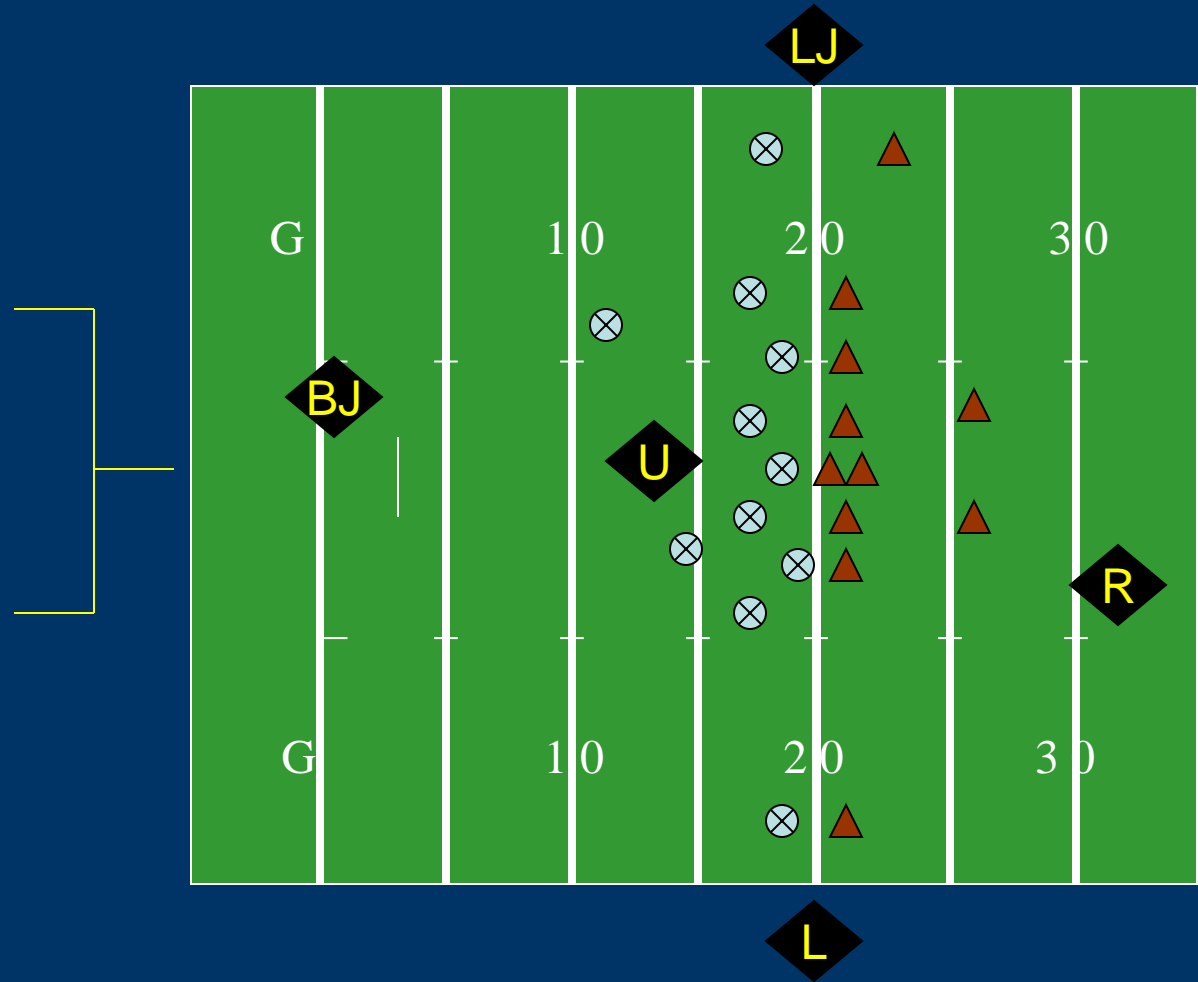
Back Judge

Approximately 20 yards off the ball AND always deeper than deepest back

Responsible for 25 second count

Raise arm to indicate the last 5 seconds of the 25 seconds

Count B players



Keys and Priorities

Strength determined by number of eligible receivers outside tackles

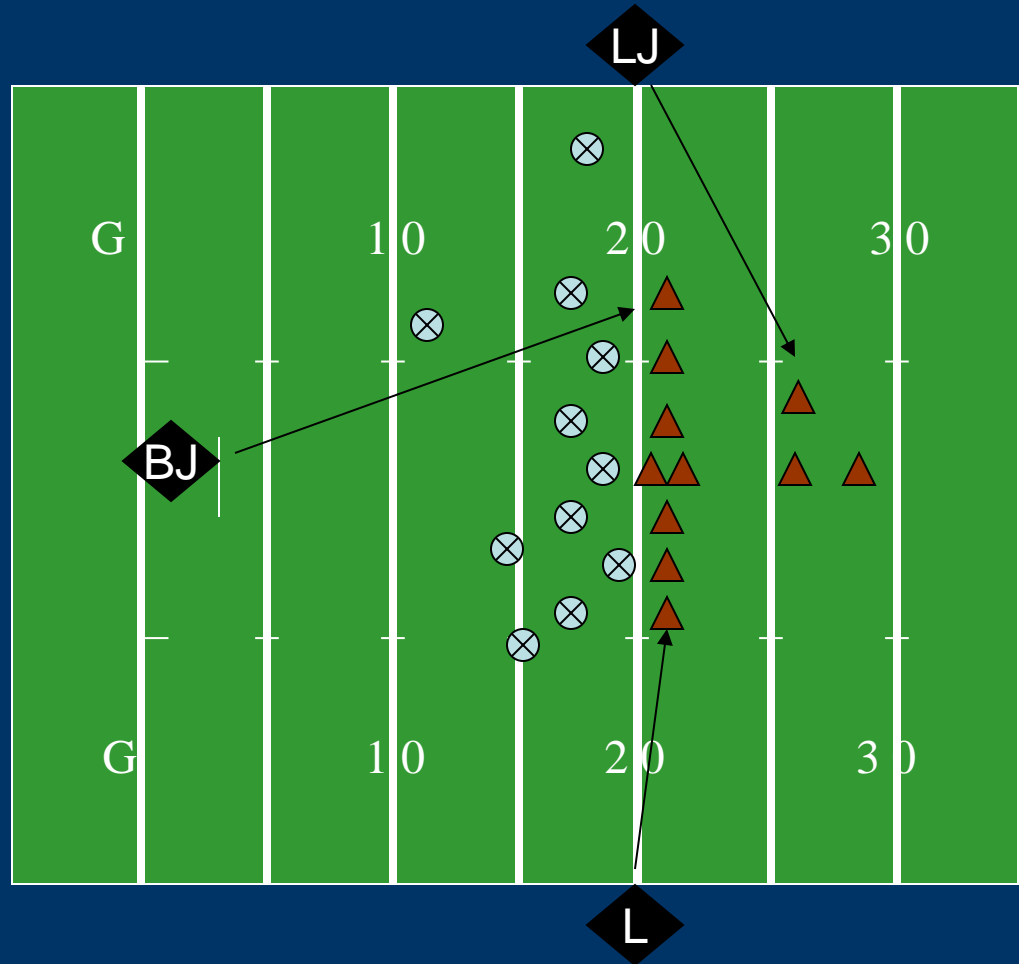
Balanced Formation

Strong side declared to Line Judge's side

Back Judge Key:
Widest eligible receiver on strong side

Linesman Key: End on your side

Line Judge Key: First back out your side



Keys and Priorities

Strength determined by number of eligible receivers outside tackles

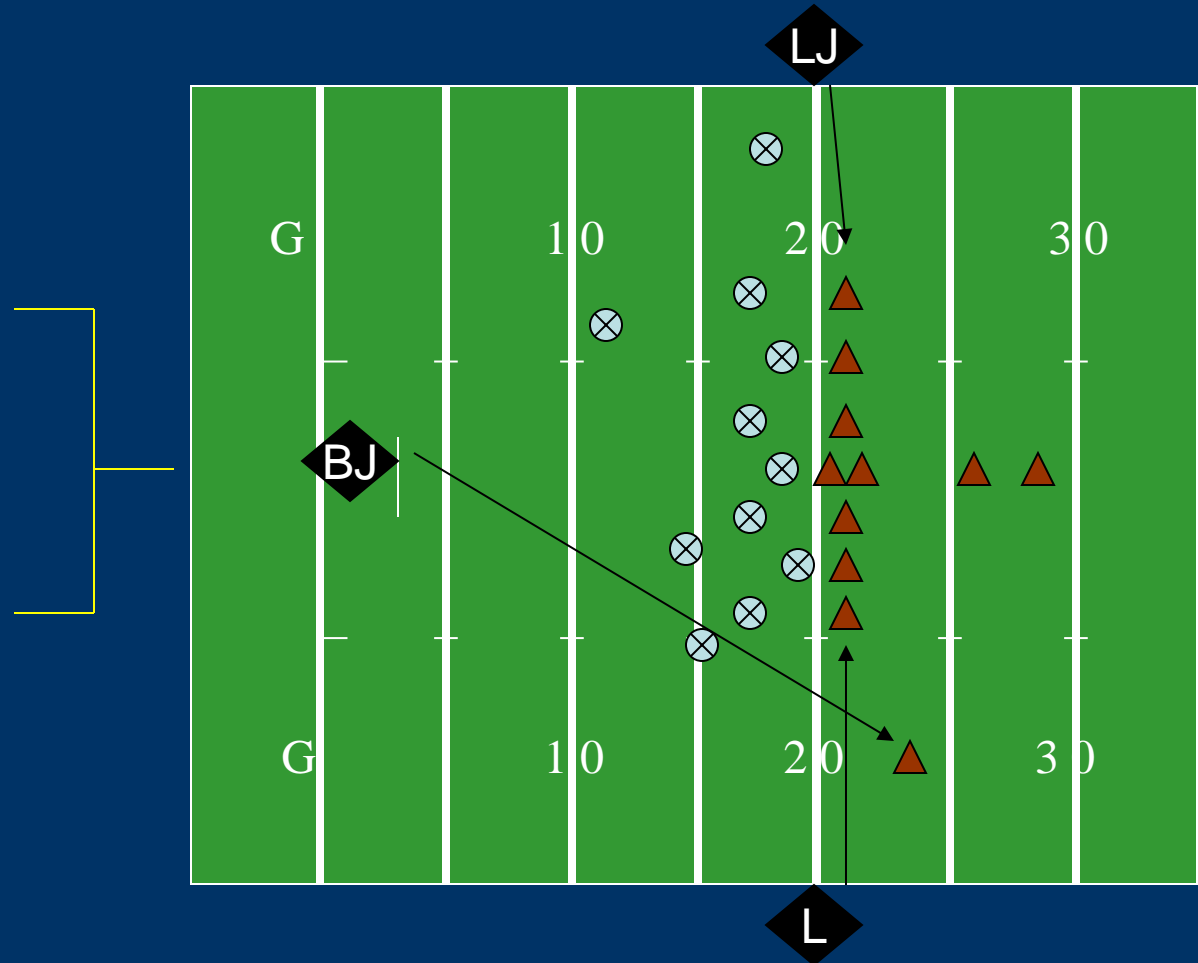
Unbalanced Formation

Strength declared to Linesman's side

Back Judge Key: Widest eligible receiver on strong side

Linesman Key: Next widest eligible receiver on your side

Line Judge Key: End your side



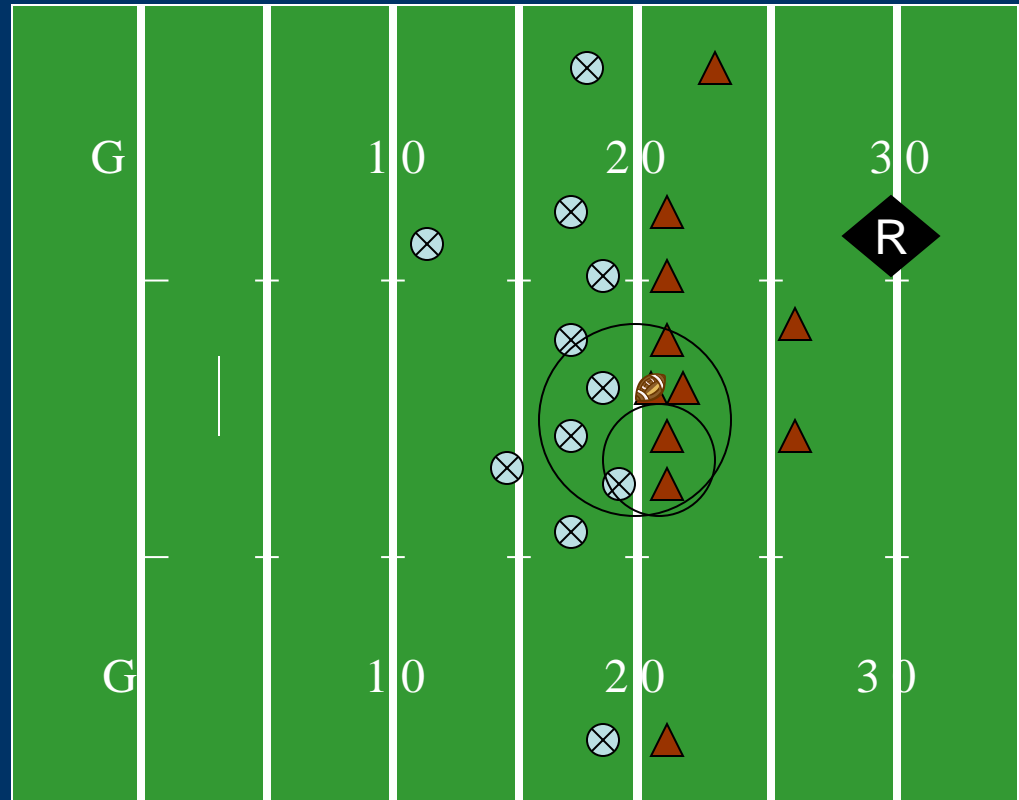
Running Play

Referee

Referee

Key opposite guard / tackle

Responsible for ball carrier and action around him to the neutral zone



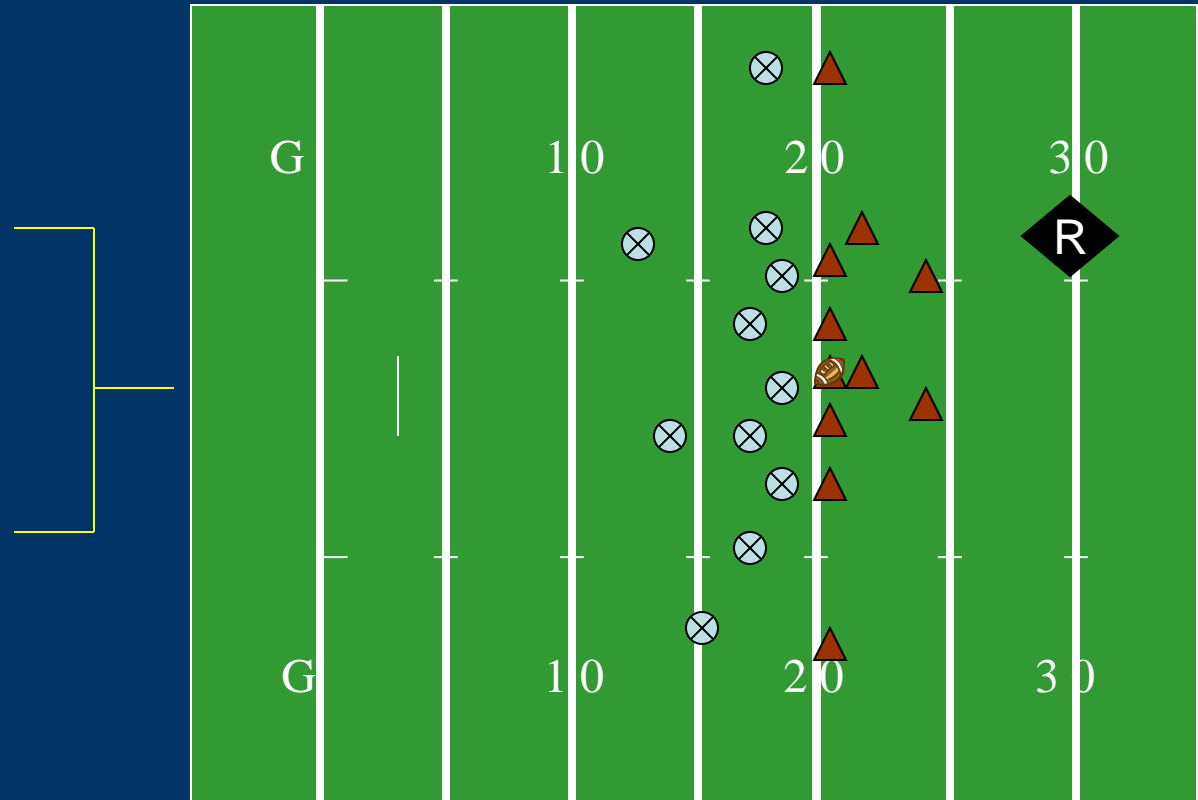
Running Play

Referee

Referee

Move behind play toward side of field where play advances and cover runner until reaching neutral zone or if down near line-of-scrimmage

Watch action behind ball and away from runner, action on quarterback, and backward or forward passes.



Running Play Referee

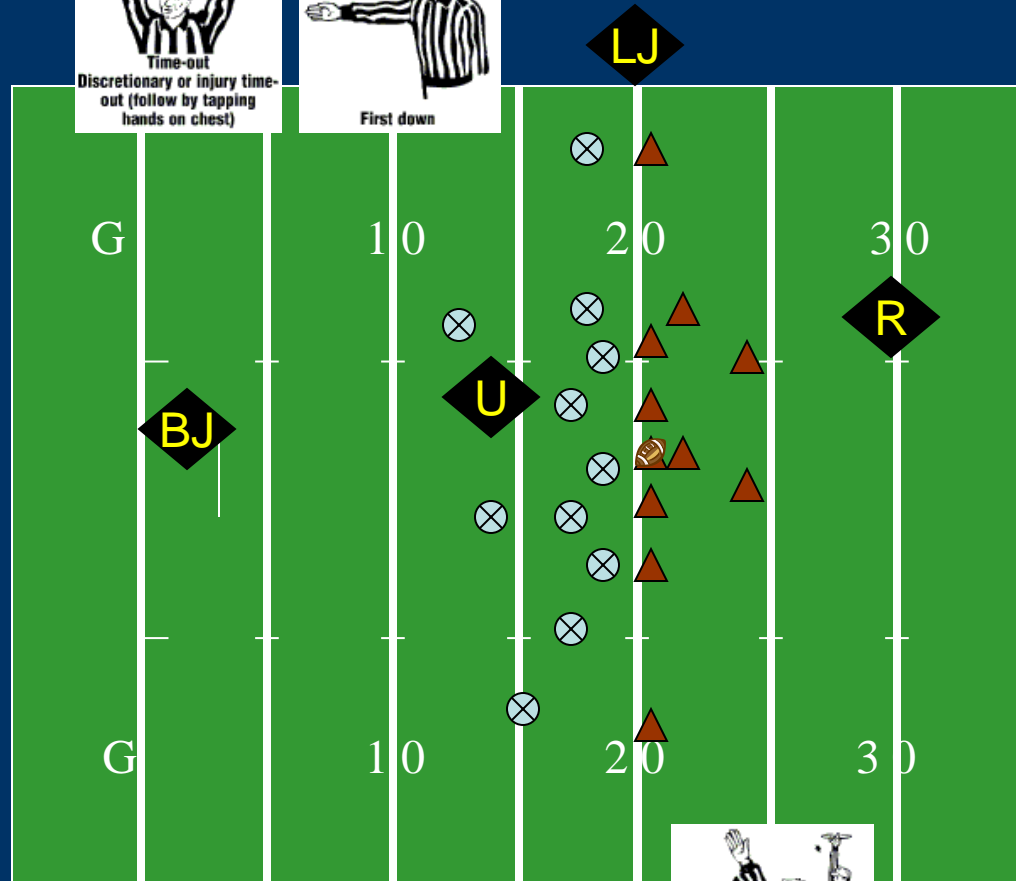
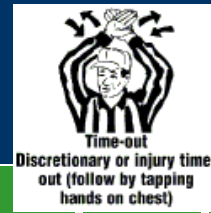
Referee

When ball is dead, move to location and signal next down

Help relay ball and assist umpire with spot

If first down, stop clock and signal

Make sure all officials ready to go before signal ball ready for play



Running Play

Umpire

Umpire

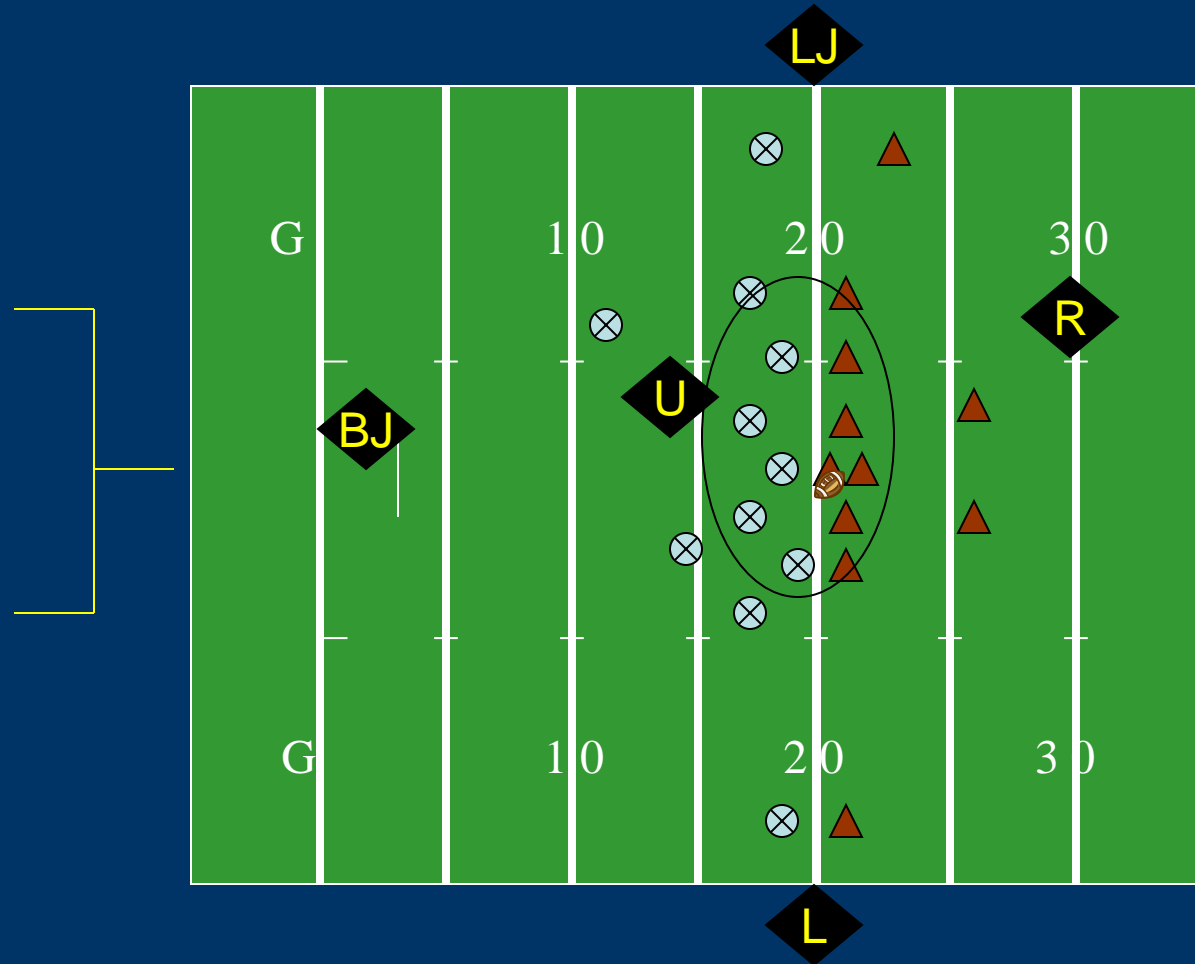
Read point of attack

Watch line play for illegal action around point of attack and in free blocking zone

Move accordingly depending on play working inside out

Be alert for fumbles beyond neutral zone and help determine who gains possession

After play spot ball



Running Play

Linesman



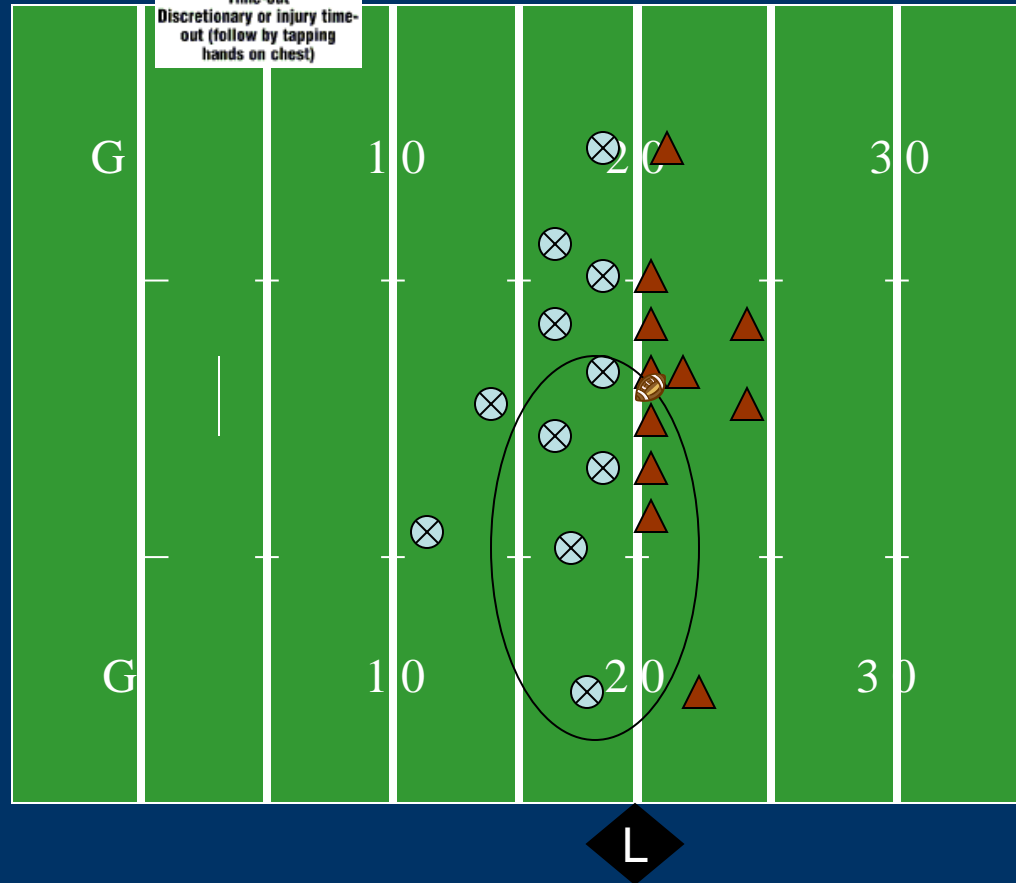
Linesman

Action toward you

Observe actions of linemen your side and blockers in front of ball carrier

Pick up responsibility of ball carrier, mark forward progress and stop clock if out of bounds

Stop clock if ball carrier crosses line to gain



Running Play

Linesman

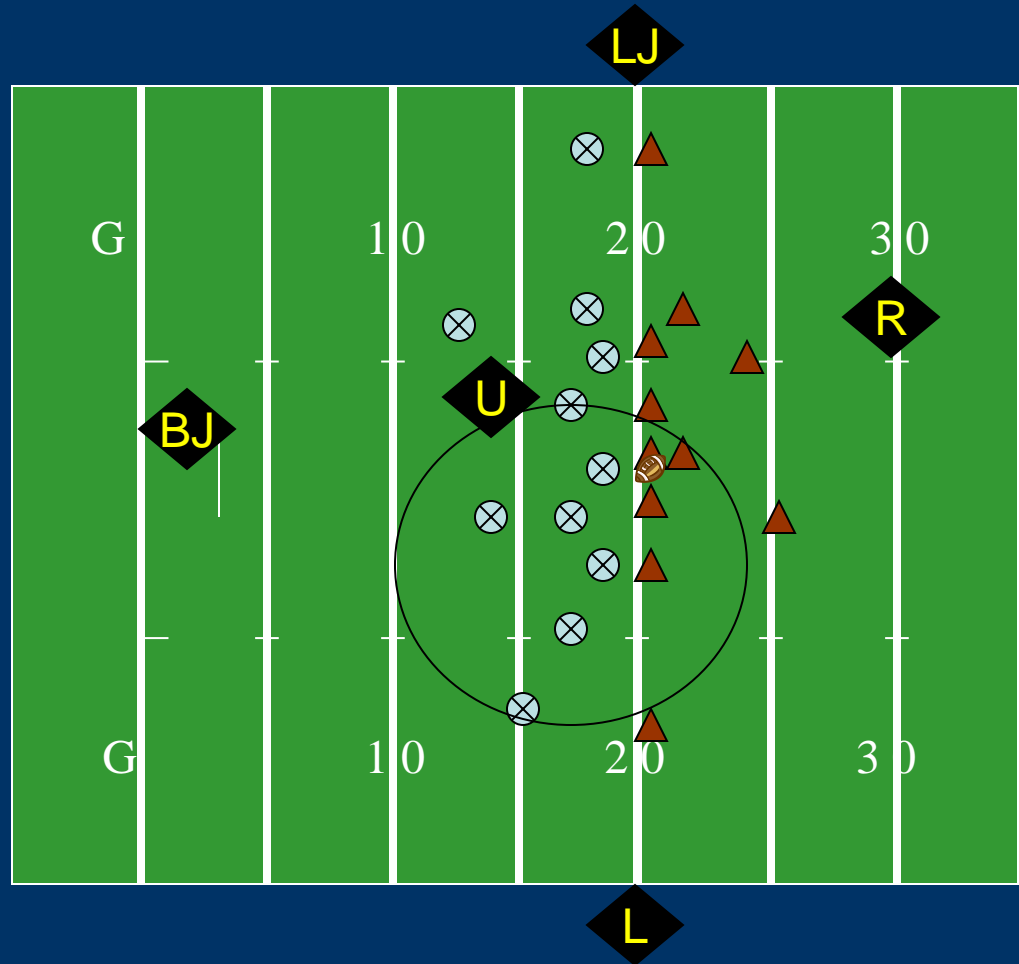
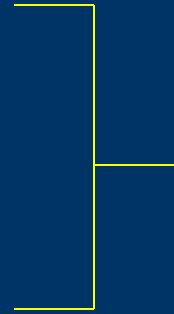
Linesman

Action away from you

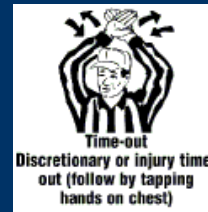
Move cautiously onto field. Be ready for reverse action

Observe action behind play

Be ready to help with forward progress spot



Running Play Line Judge



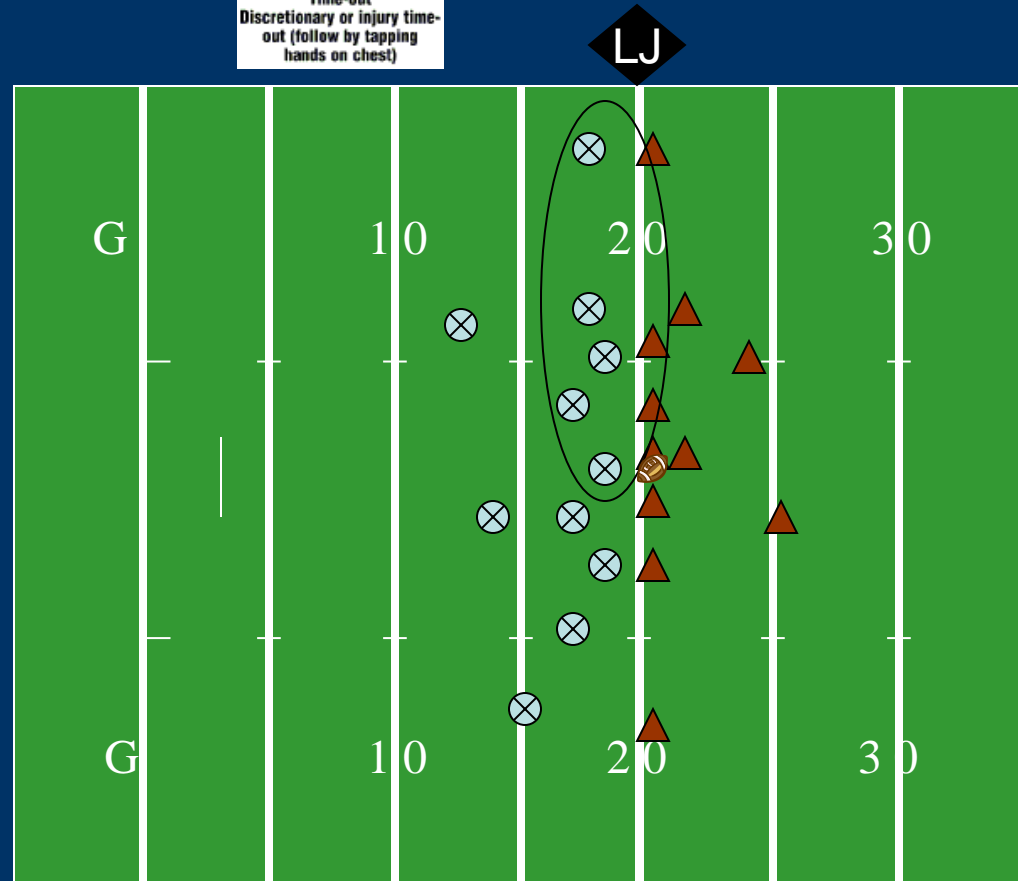
Line Judge

Action toward you

Observe actions of linemen your side and blockers in front of ball carrier

Pick up responsibility of ball carrier, mark forward progress and stop clock if out of bounds

Stop clock if ball carrier crosses line to gain



Running Play

Line Judge

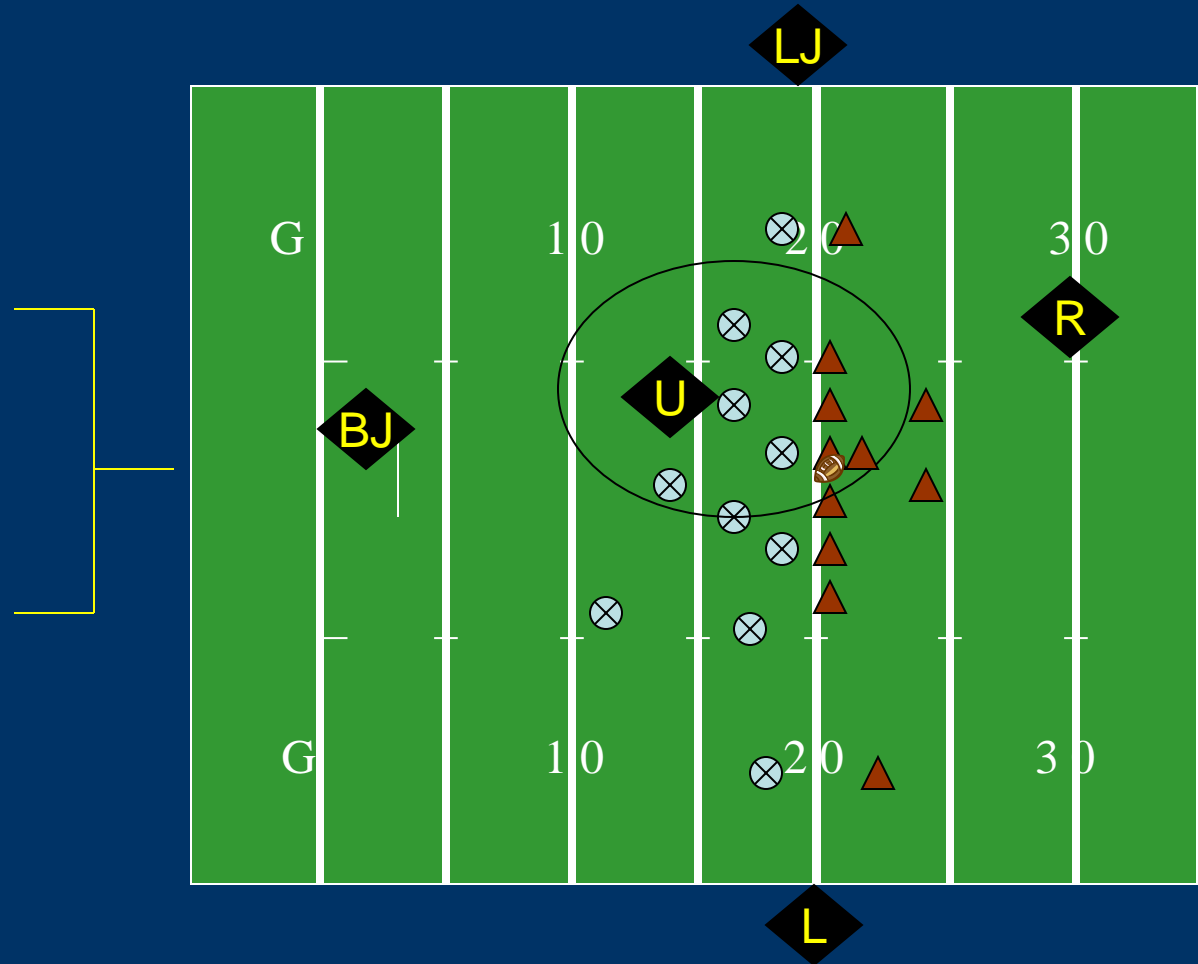
Line Judge

Action away from you

Move cautiously onto field. Be ready for reverse action

Observe action behind play

Be ready to help with forward progress



Running Play Backjudge

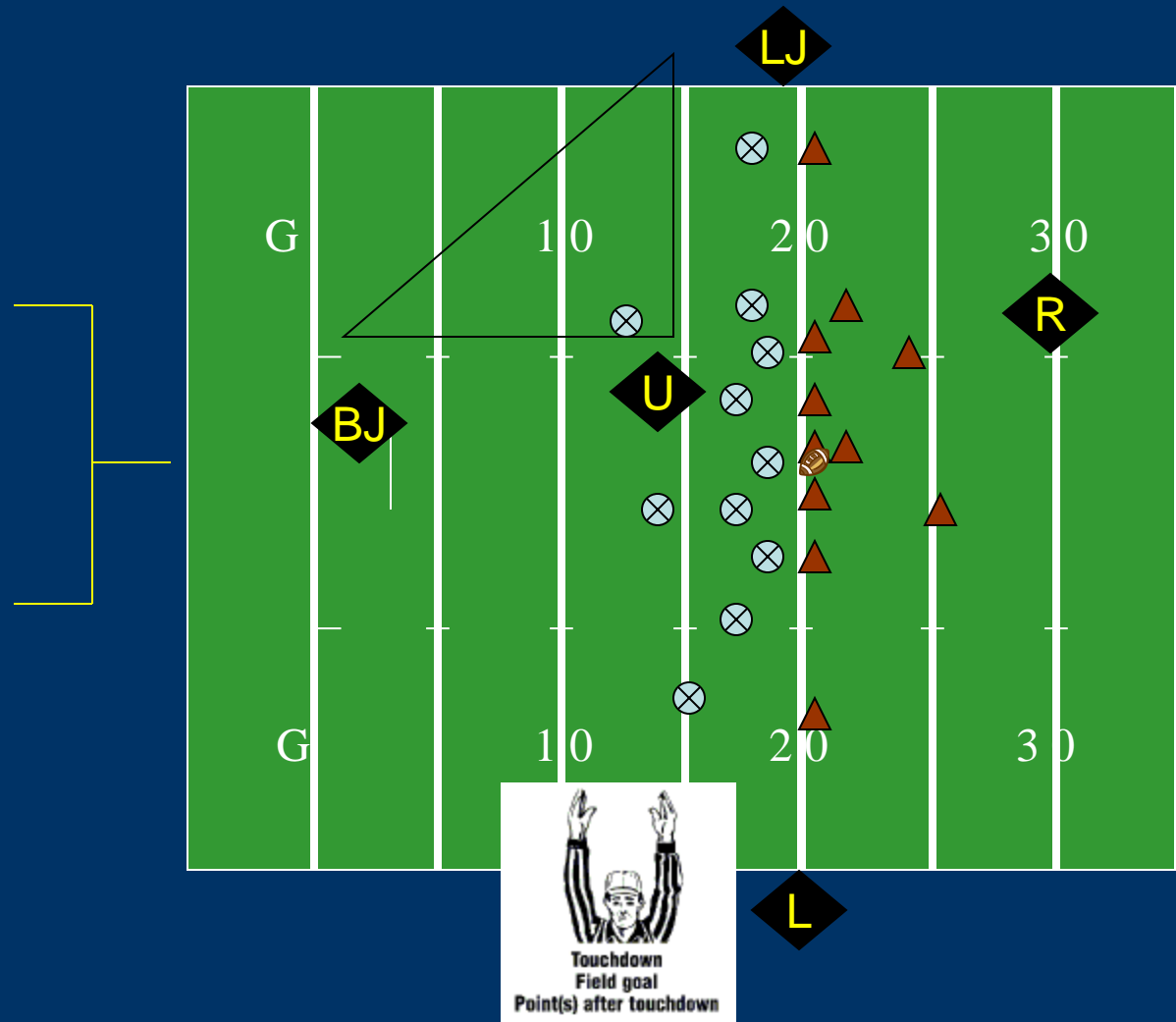
Back Judge

Work inside out

Move to maintain triangle coverage with Umpire, Linesman or Line Judge on runs to side zones

Trail play to sideline and move into dead ball area assisting covering official

Goal line responsibility on long runs



Passing Plays

Referee

Referee

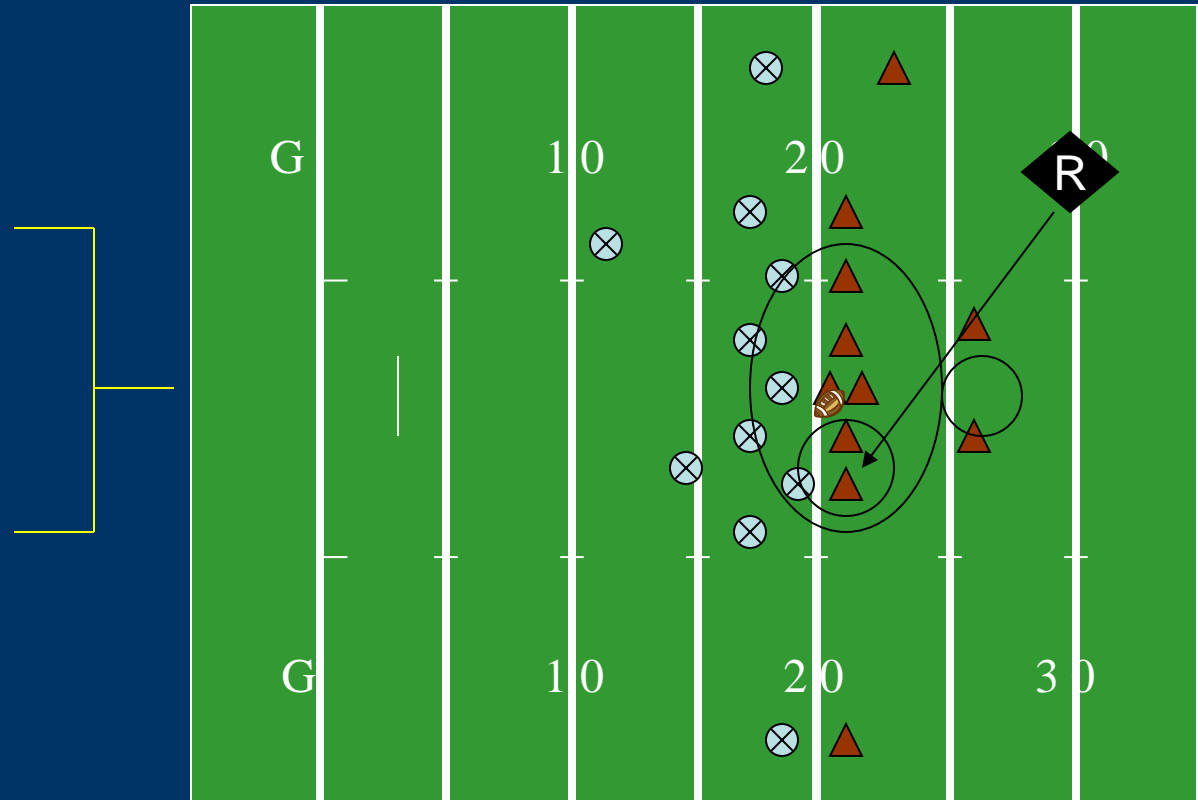
Key opposite guard / tackle

Watch blocking

Remain wider and deeper than passer

After pass released, verbally alert defenders and observe action on passer not ball

Determine pass forward or backward



Passing Plays

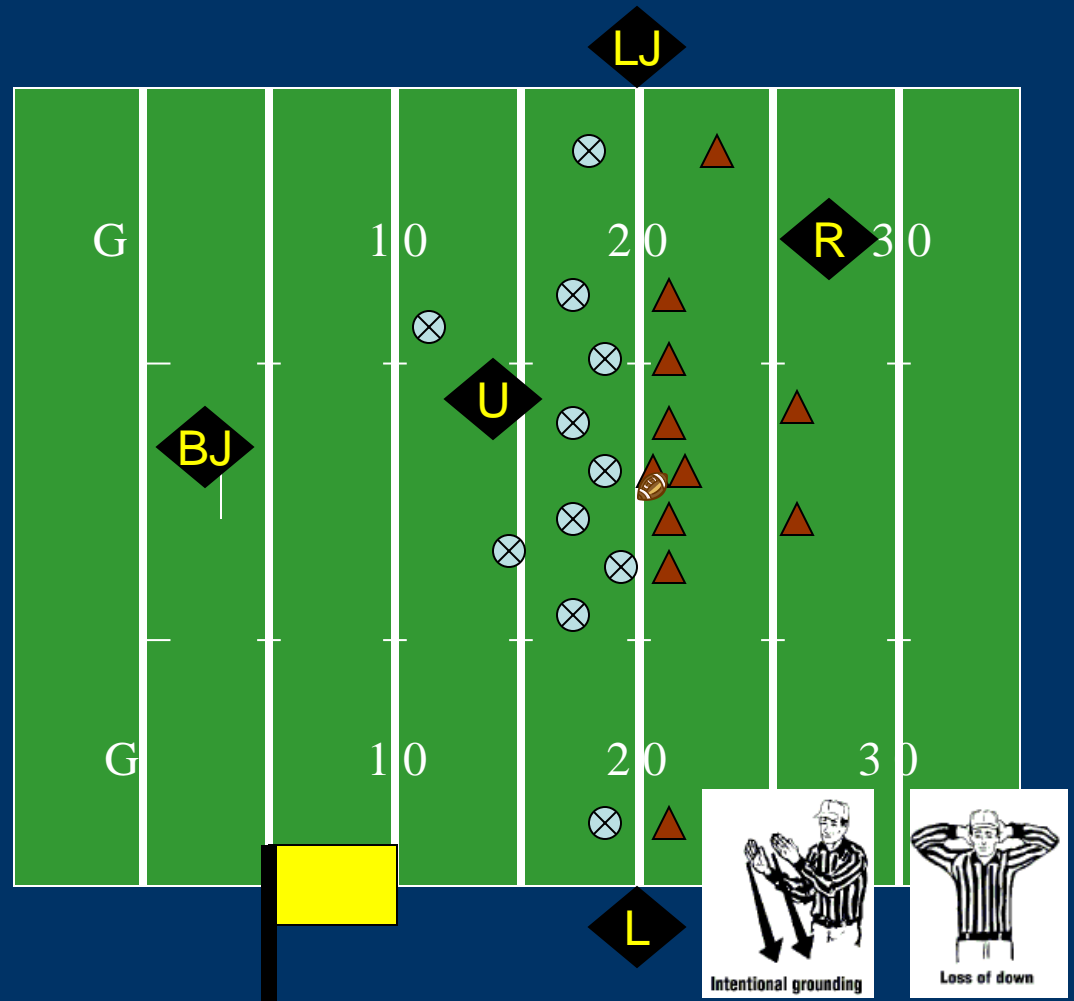
Referee

Referee

Sole responsibility for intentional grounding; however, can get assistance from covering official

Determine if passer crosses neutral zone (U will help on this)

Continue to observe action behind neutral zone before leaving



Passing Plays

Umpire

Umpire

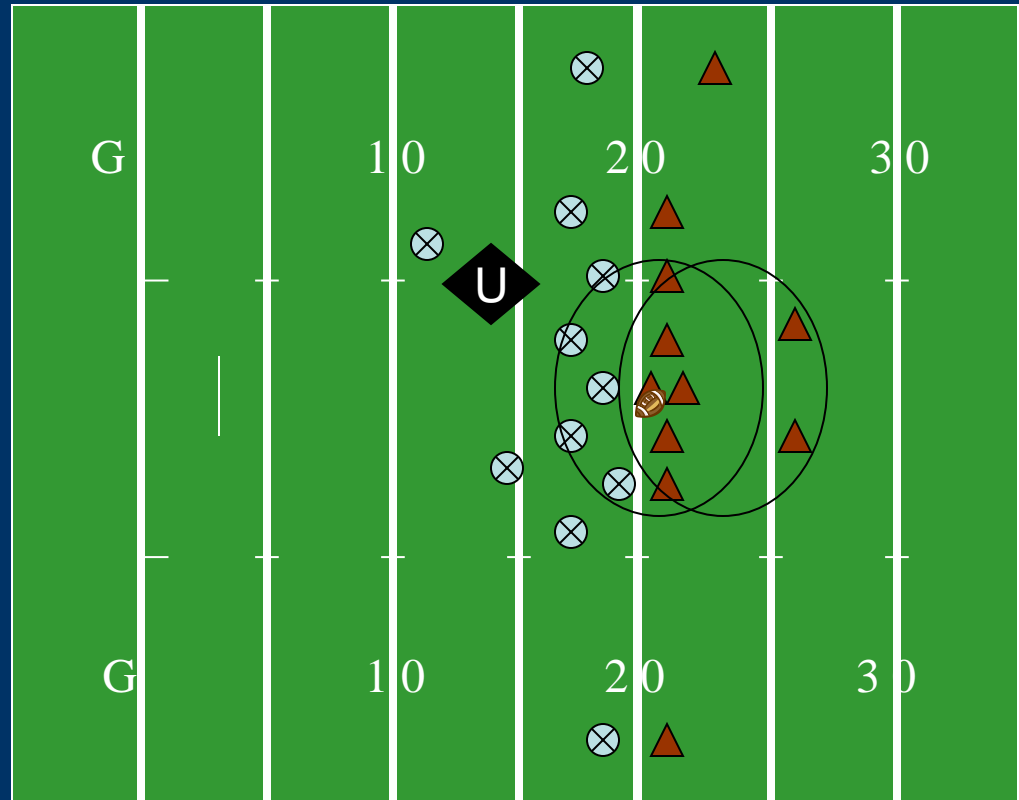
Watch for Illegal contact in free blocking zone

Move towards line-of-scrimmage (LOS)

Observe action of players in and just behind neutral zone

Rule on ineligible illegally downfield

Assist Referee in determining if forward pass released beyond neutral zone



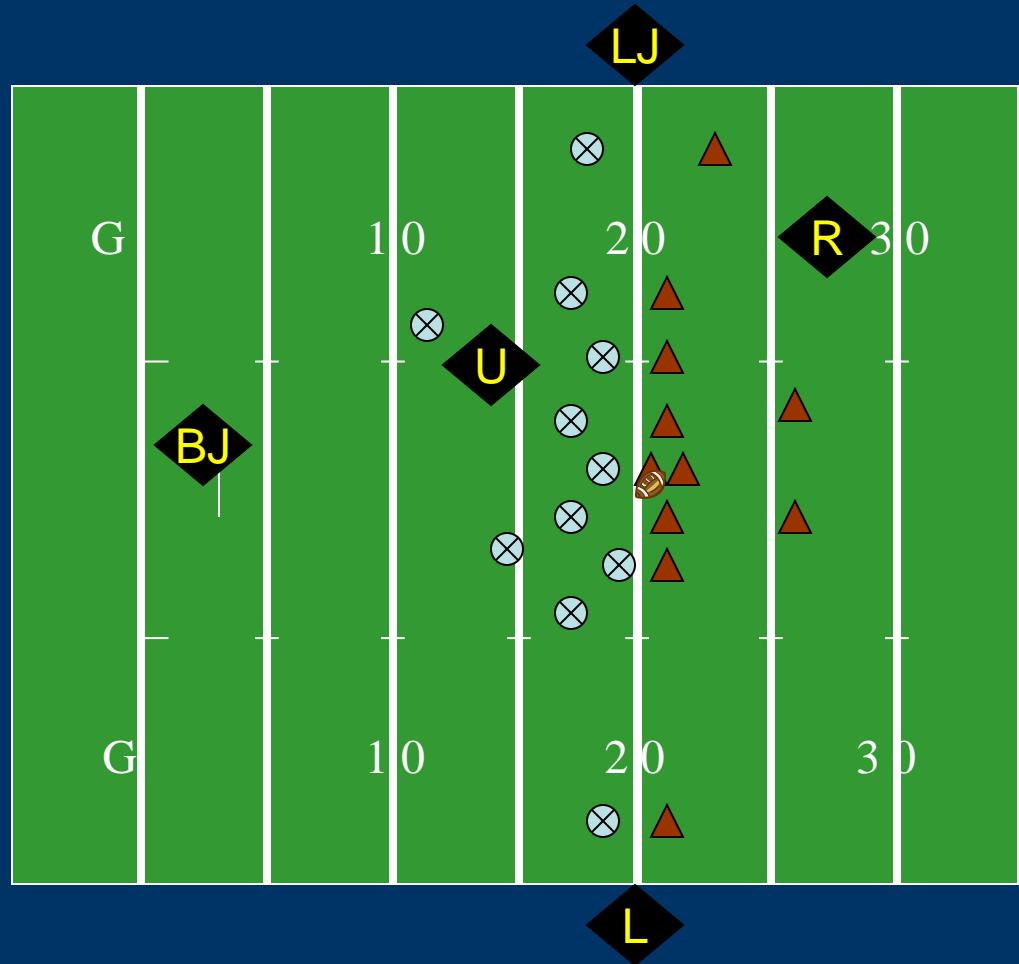
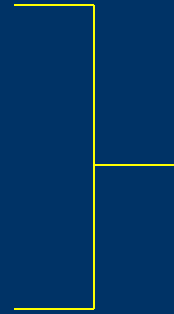
Passing Plays

Umpire

Umpire

Know if ball tipped at line-of-scrimmage (if so – give tipped signal)

Assist on determining catch or no catch on short passes



Passing Plays

Linesman and Line Judge

Linesman & Line Judge

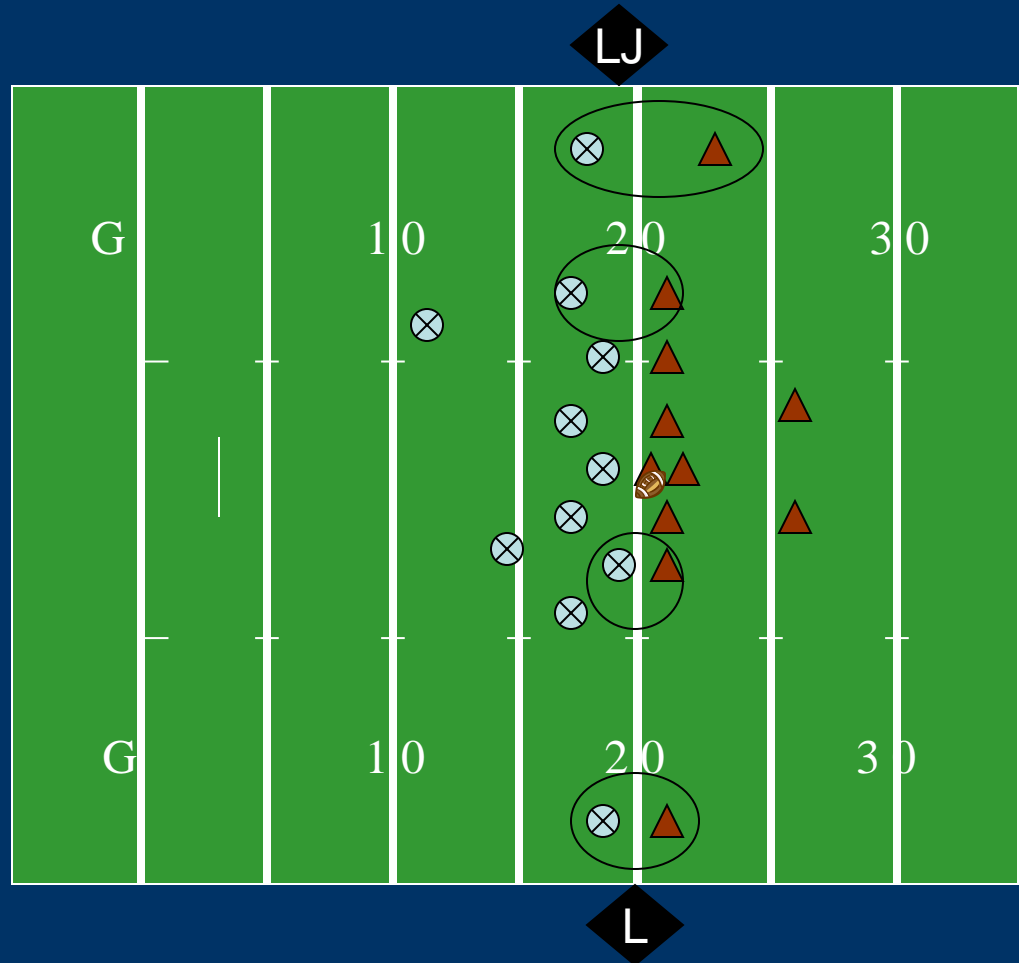
Watch initial action off line for defensive holding

Be ready to rule on direction of quick forward pass

Move down sideline as required to cover passes to your side

Be ready to adjust back for run

Be ready to rule on pass incomplete / complete and interference



Linesman & Line Judge

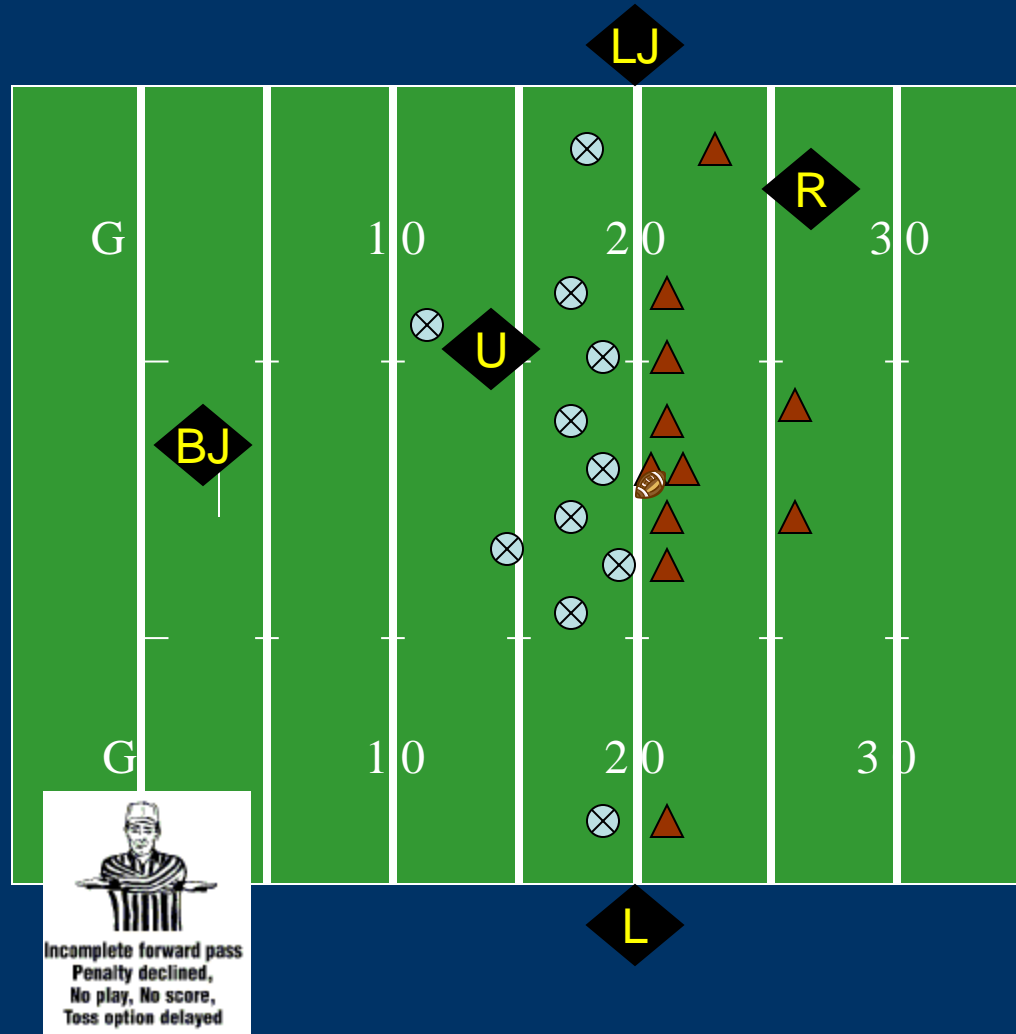
Observe action until ball is dead:

- If first down is obtained, stop clock
- If inside defensive 5 yard line, be ready to rule on momentum
- If incomplete pass in your area, sound whistle and signal
- If ball is intercepted and when ball becomes dead, stop clock and signal first down

Be alert for illegal passes

Rule on touching or catching by ineligible

Passing Plays Linesman and Line Judge



Passing Plays

Back Judge

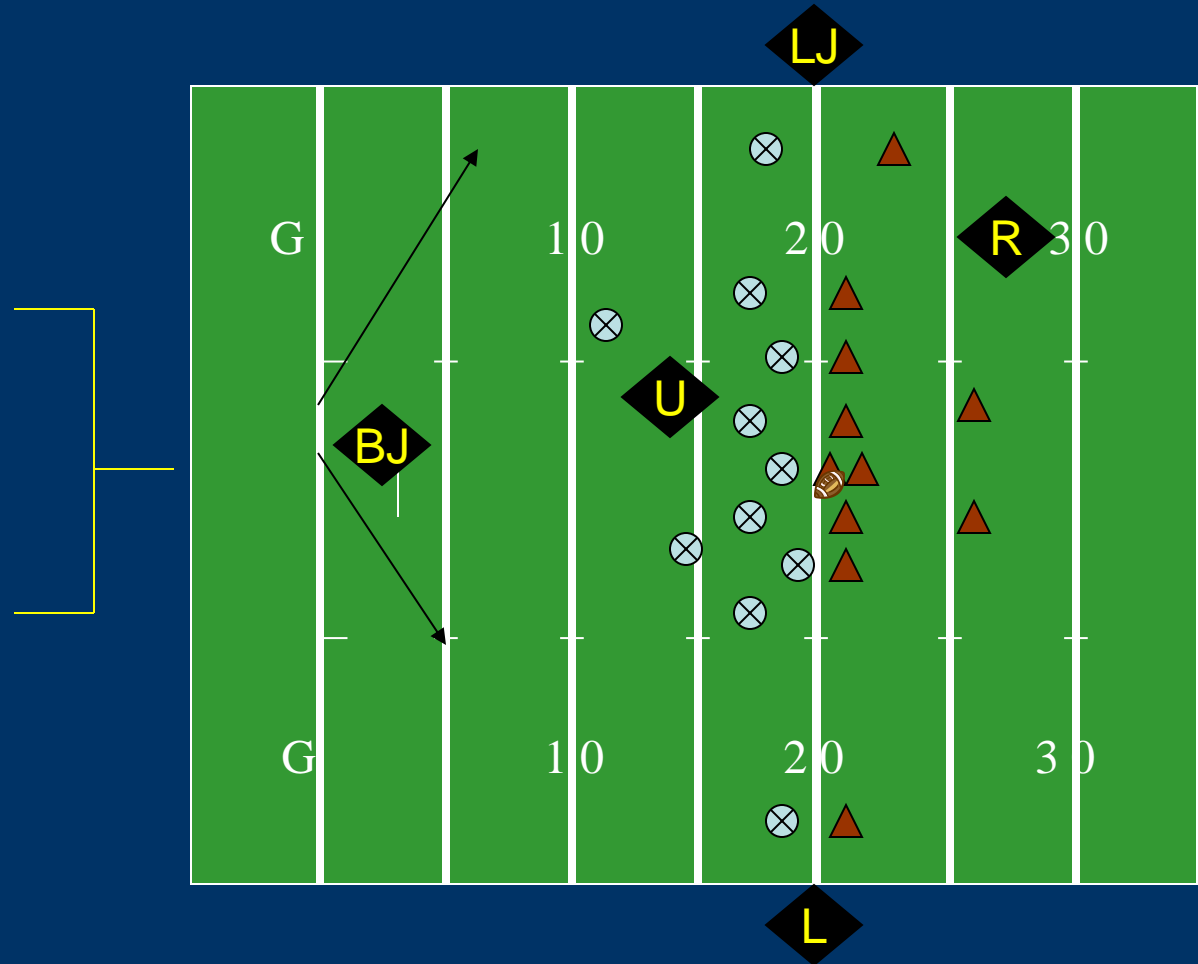
Back Judge

Retreat to be in position behind deepest receiver

Responsible for deep receivers

Be ready to rule on complete / incomplete pass and interference

Move to goal line or end line if either is threatened



Goal-Line Plays (Inside 10 yards)

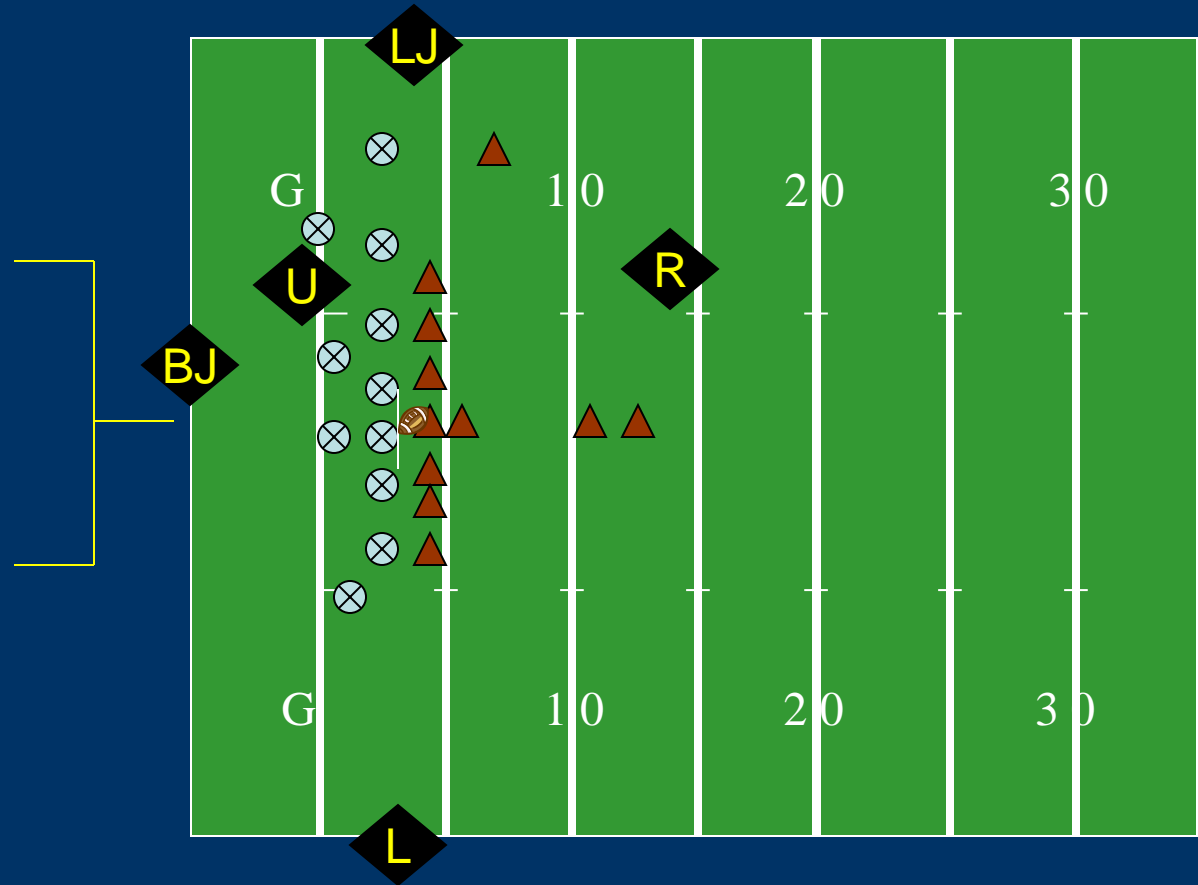
Referee

Referee

Same Coverage as
scrimmage plays

Do not give touchdown
signal from behind
runner unless obvious.

Give touchdown signal
if touchdown has been
signaled and no foul
has occurred



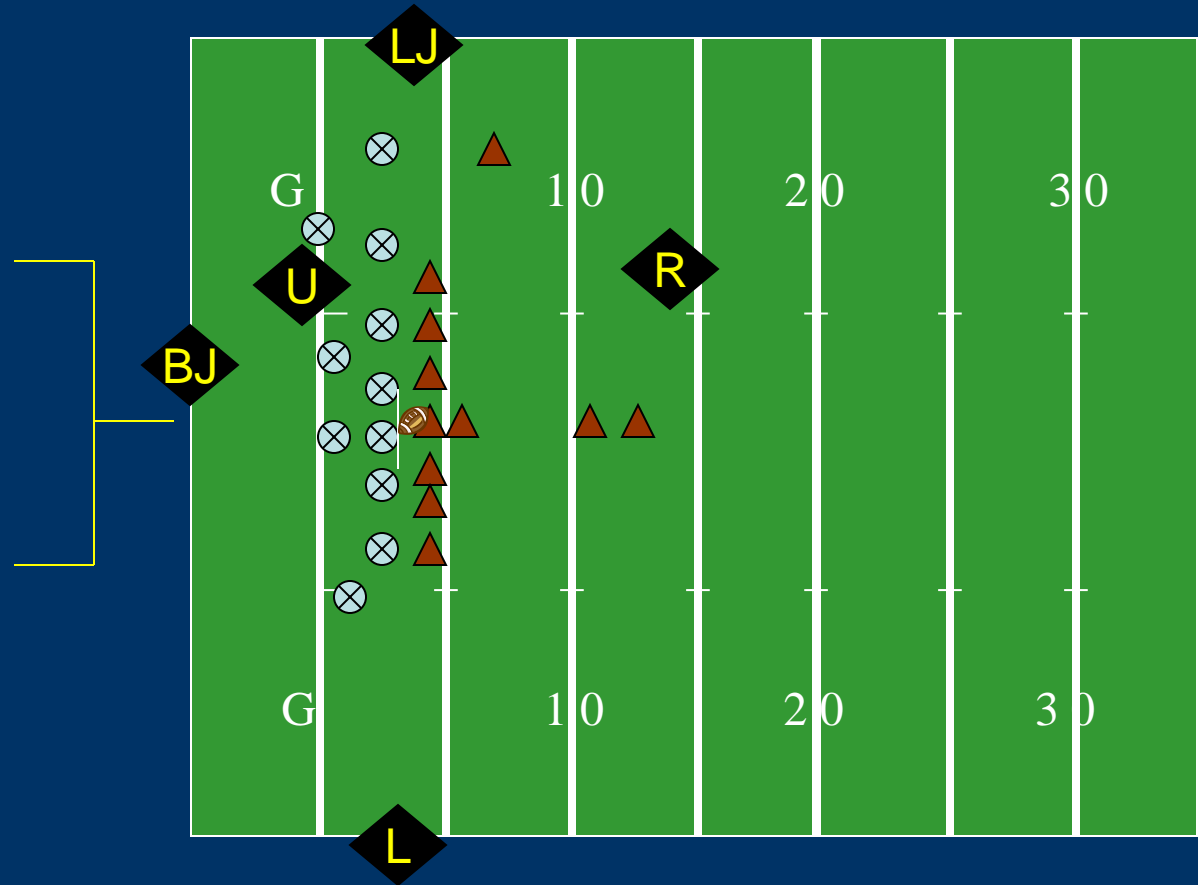
Goal-Line Plays (Inside 10 yards)

Umpire

Umpire

Position near goal line
and cover same as
scrimmage play

Watch runner for
moving ball forward
after it is declared
dead near goal line



Goal-Line Plays (Inside 10 yards)

Linesman and Line Judge

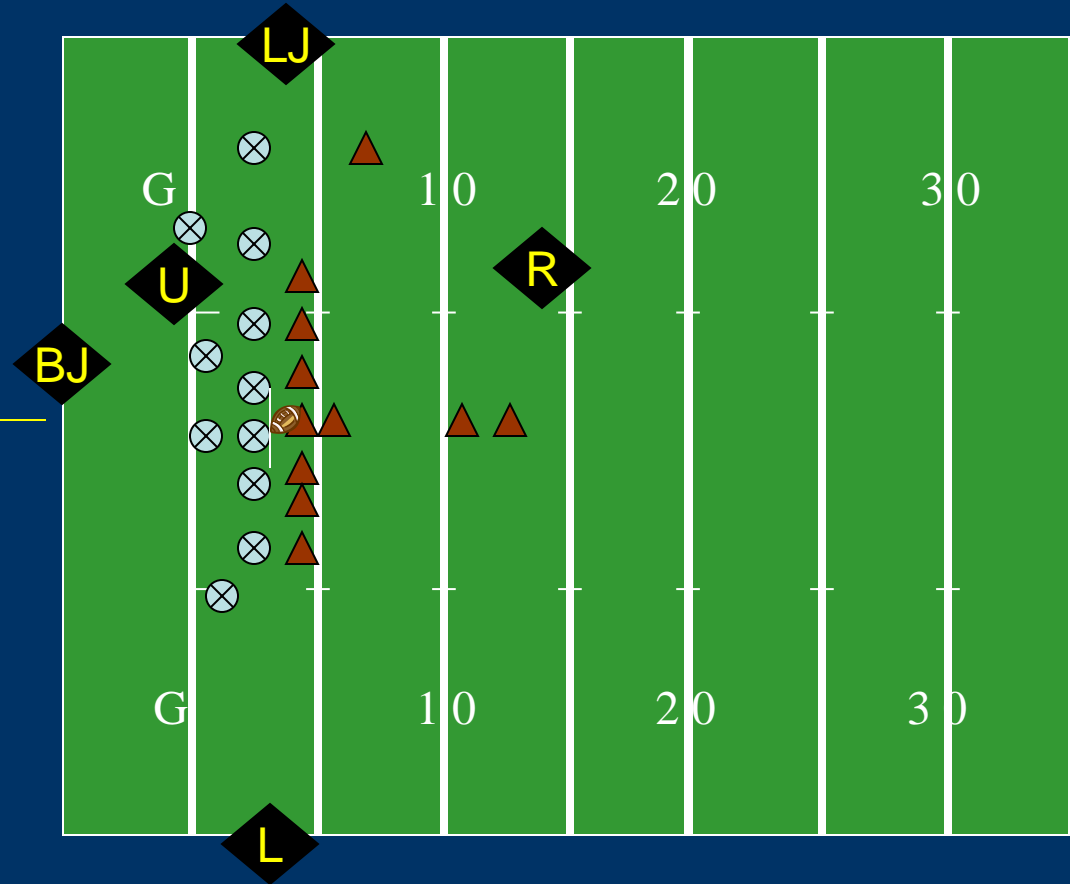
Linesman & Line Judge

Position same as scrimmage play

On snap between 10 and 5 yard line, release slowly downfield and stay ahead of runner

On snap inside 5 yard line, release to goal line and work back to ball

ONLY signal Touchdown if you see ball cross goal line



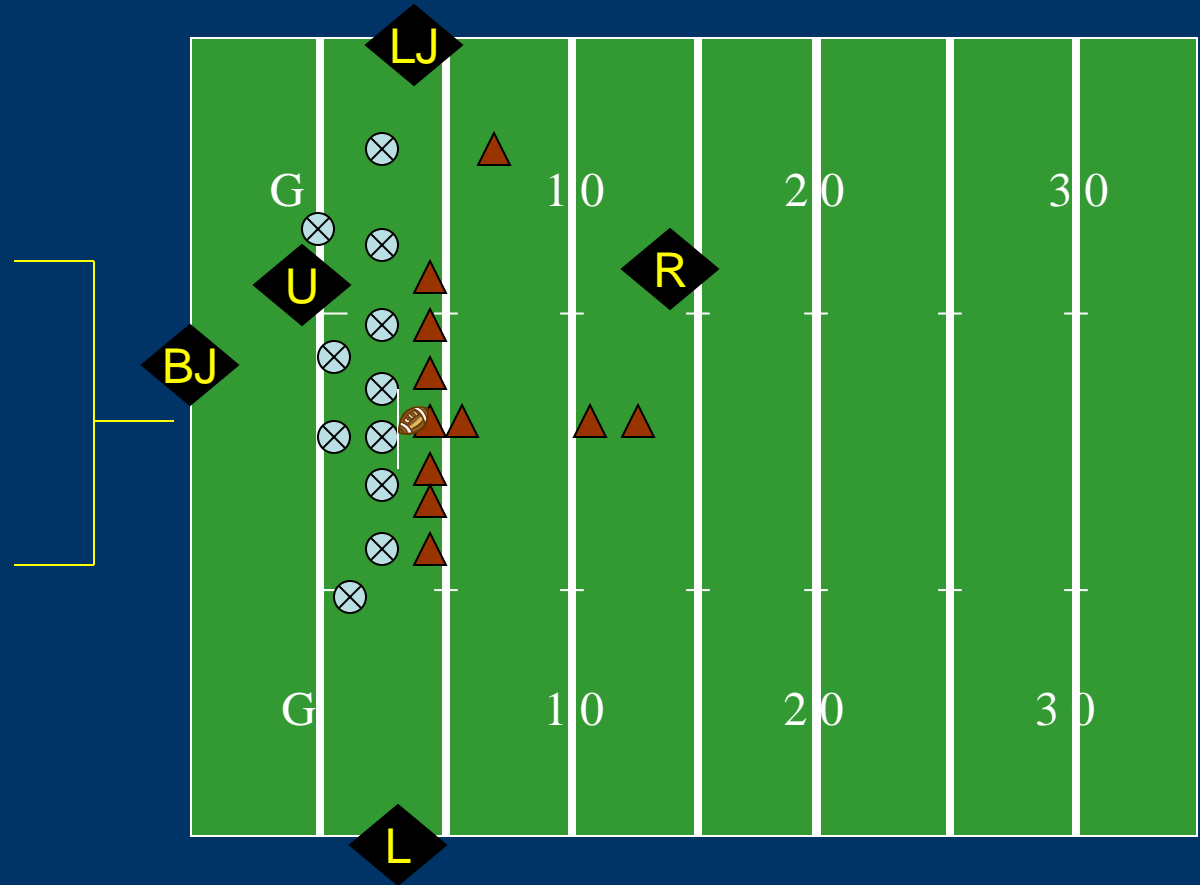
Goal-Line Plays (Inside 10 yards)

Back Judge

Back Judge

End line responsibility

Do NOT mirror signal



Measurements

Line Judge

Align Linesman up with line and ball

Back Judge

Goes to sideline and keeps down marker on present down

Linesman

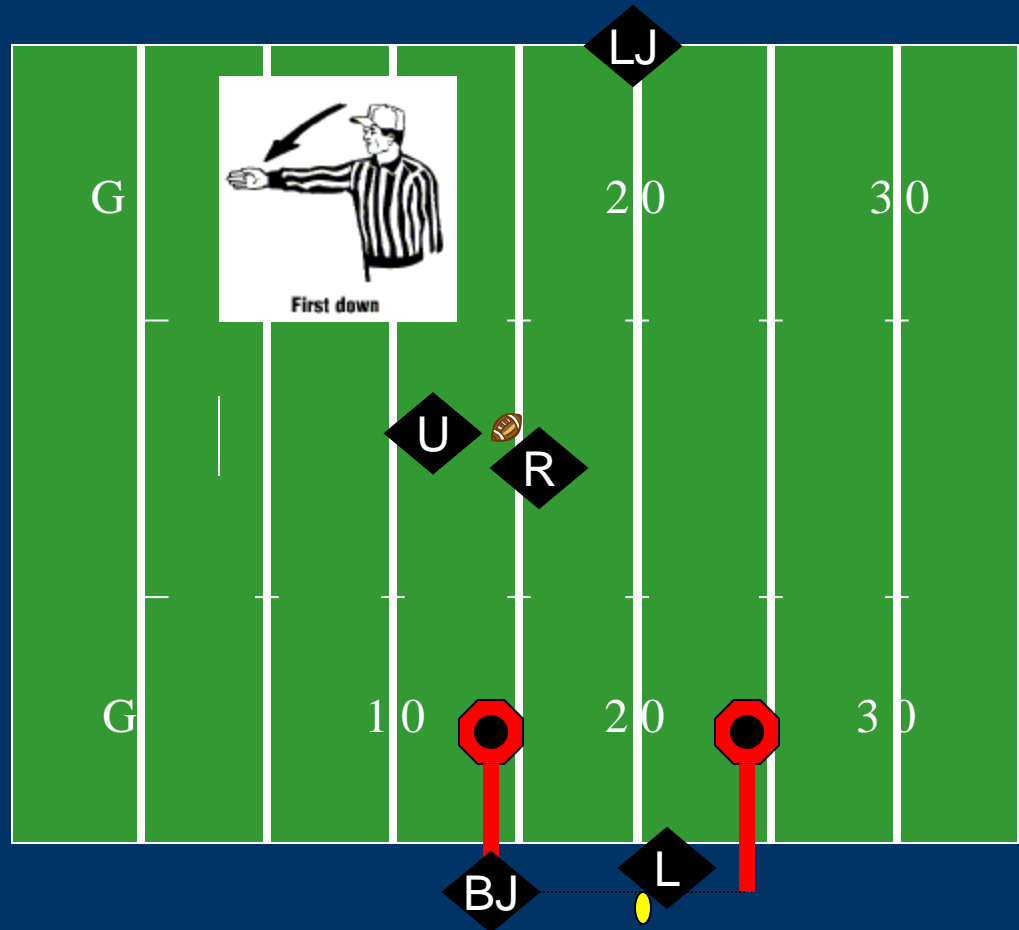
Walk chains out, place clip on line and hold

Umpire

After Linesman ready, pull chain

Referee

Determine if ball across line-to-gain



Penalty Administration

Referee

Flag thrown for Intentional Grounding

Referee

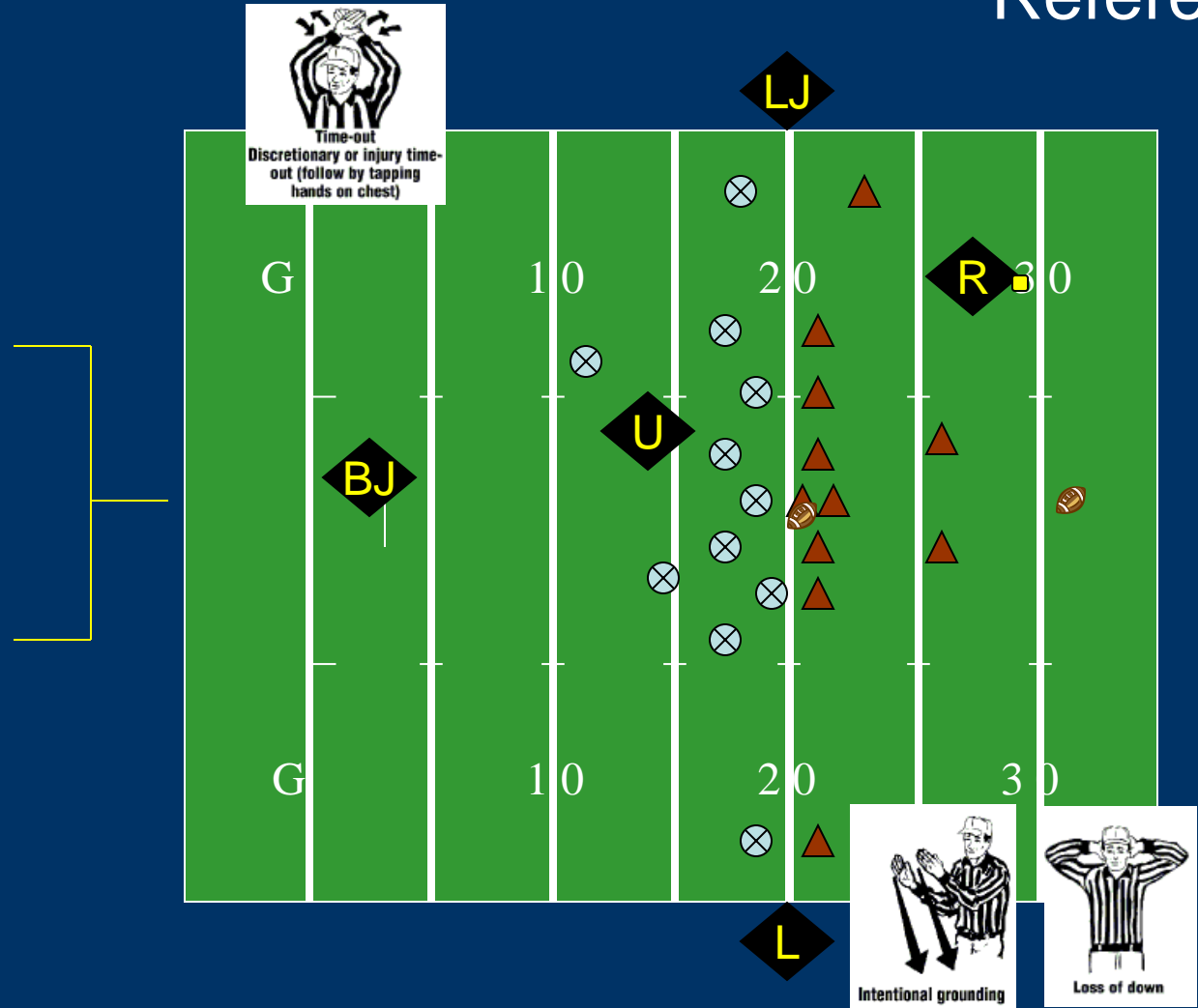
Stop Clock

Obtain penalty information from official

Give Preliminary Signal

Provide options to captain of offended team

After penalty has been enforced, provide final signal to press box side.



Penalty Administration

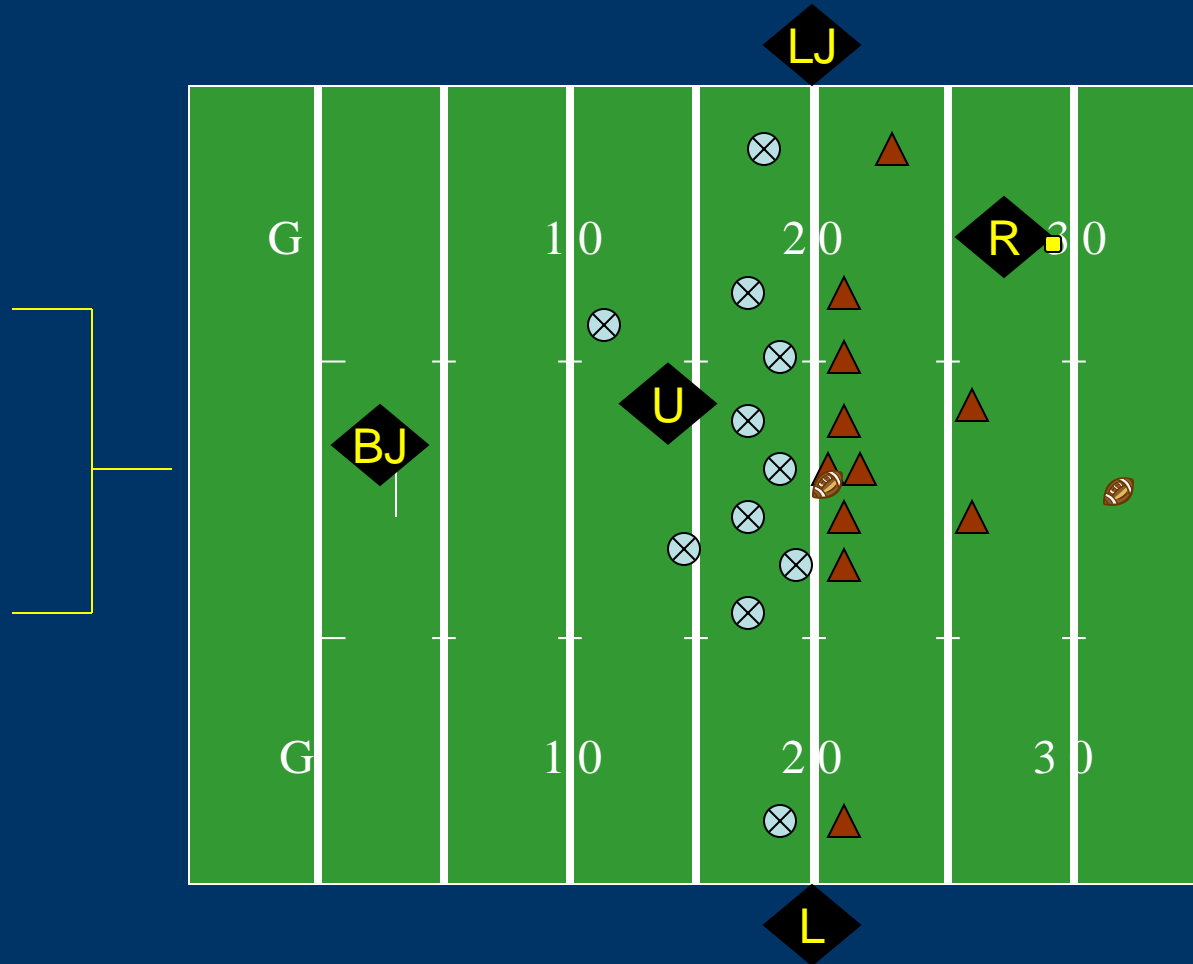
Back Judge

Flag thrown for Intentional Grounding

Back Judge

Help Obtain Ball

Assist in holding spot of foul or recovering penalty flag



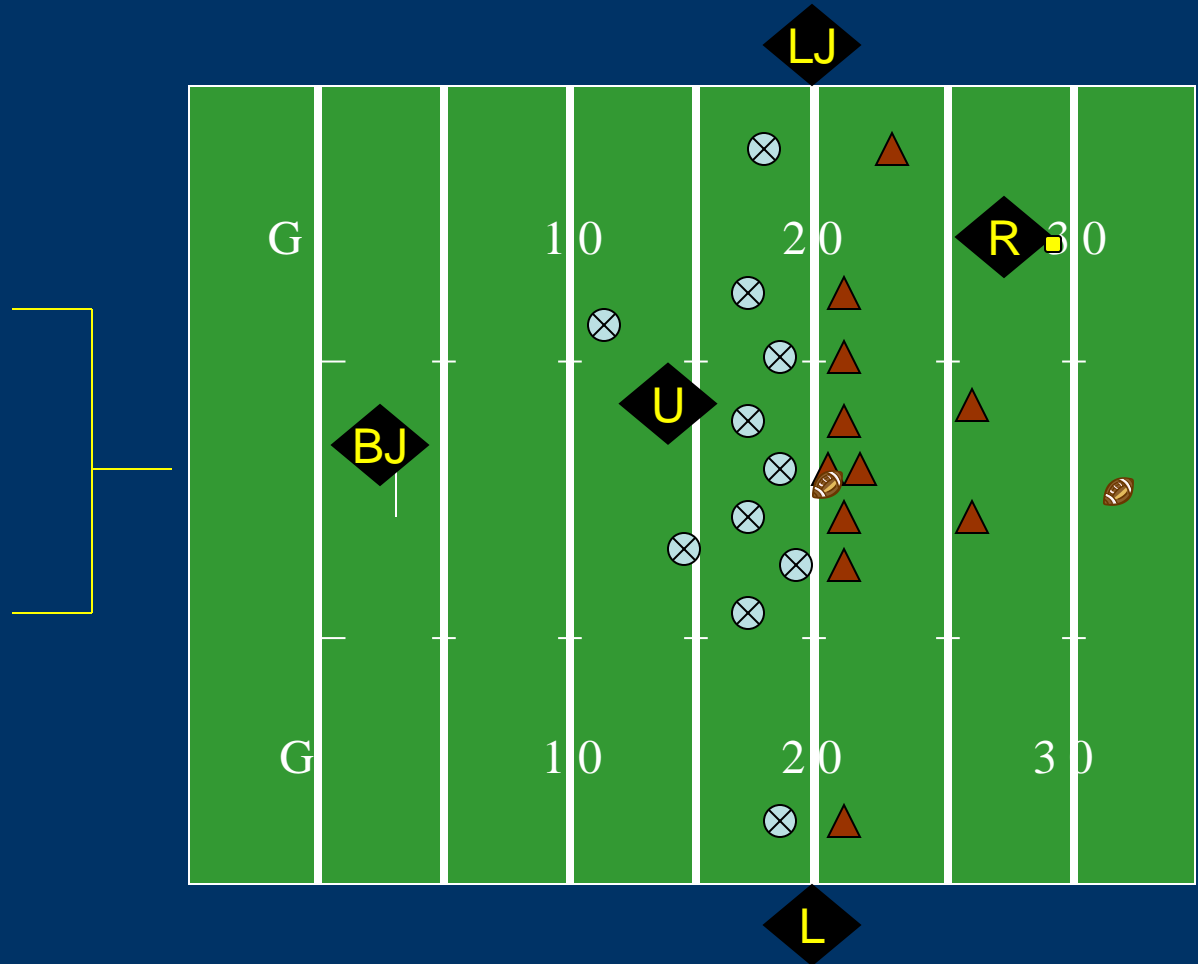
Penalty Administration

Flag thrown for Intentional Grounding

Line Judge

Line Judge

Hold enforcement spot



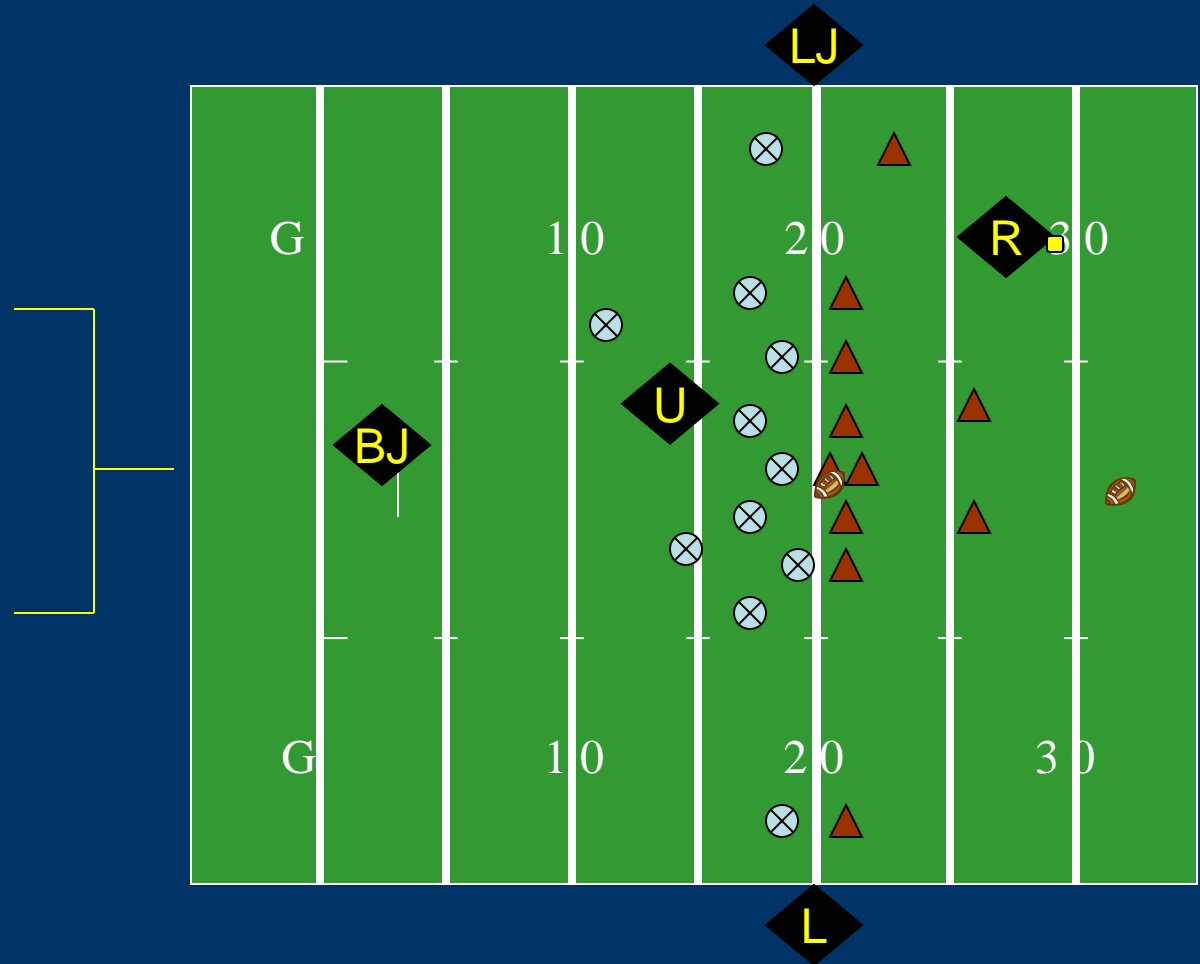
Penalty Administration

Flag thrown for Intentional Grounding

Linesman

Linesman

Proceed to succeeding spot



Penalty Administration

Umpire

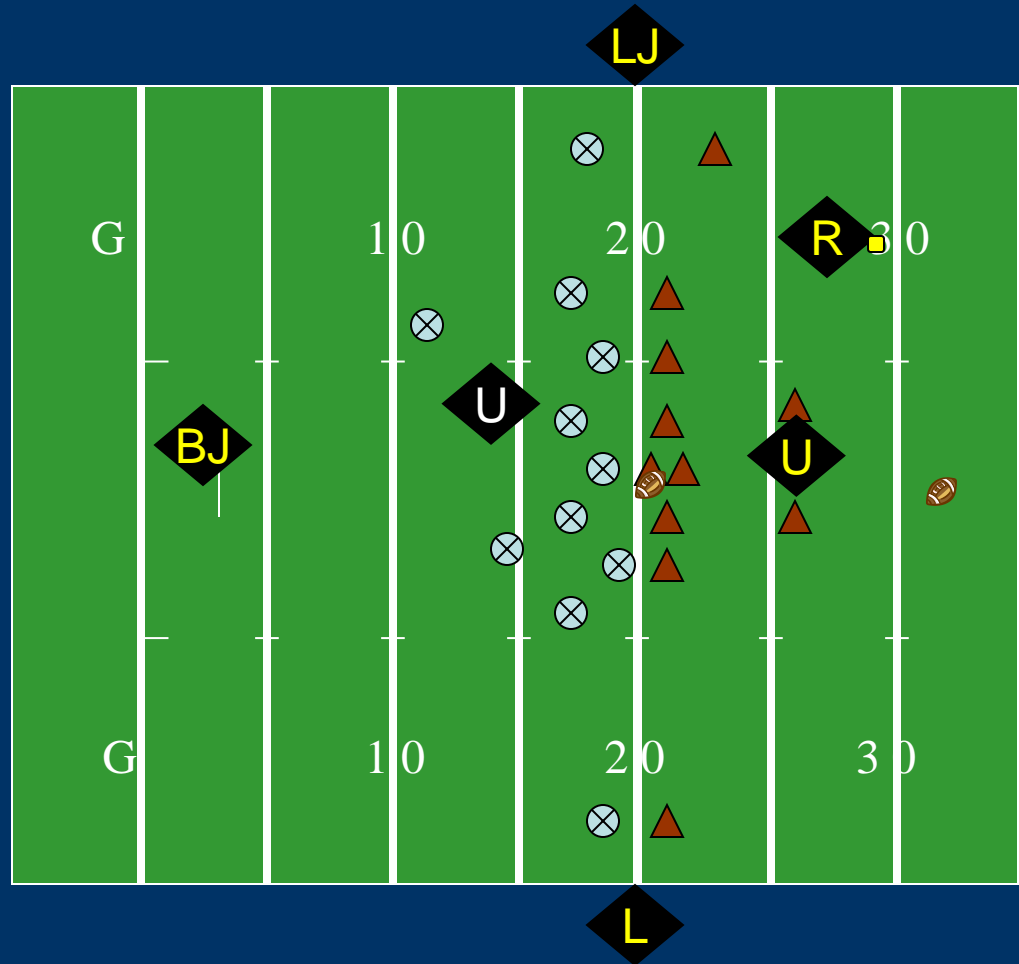
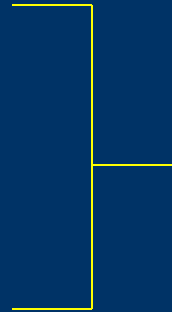
Flag thrown for Intentional Grounding

Umpire

Secure Ball

Enforce Penalty

Avoid stepping off distance between yard lines, except to the first and final yard



Time-Out Procedure

Referee

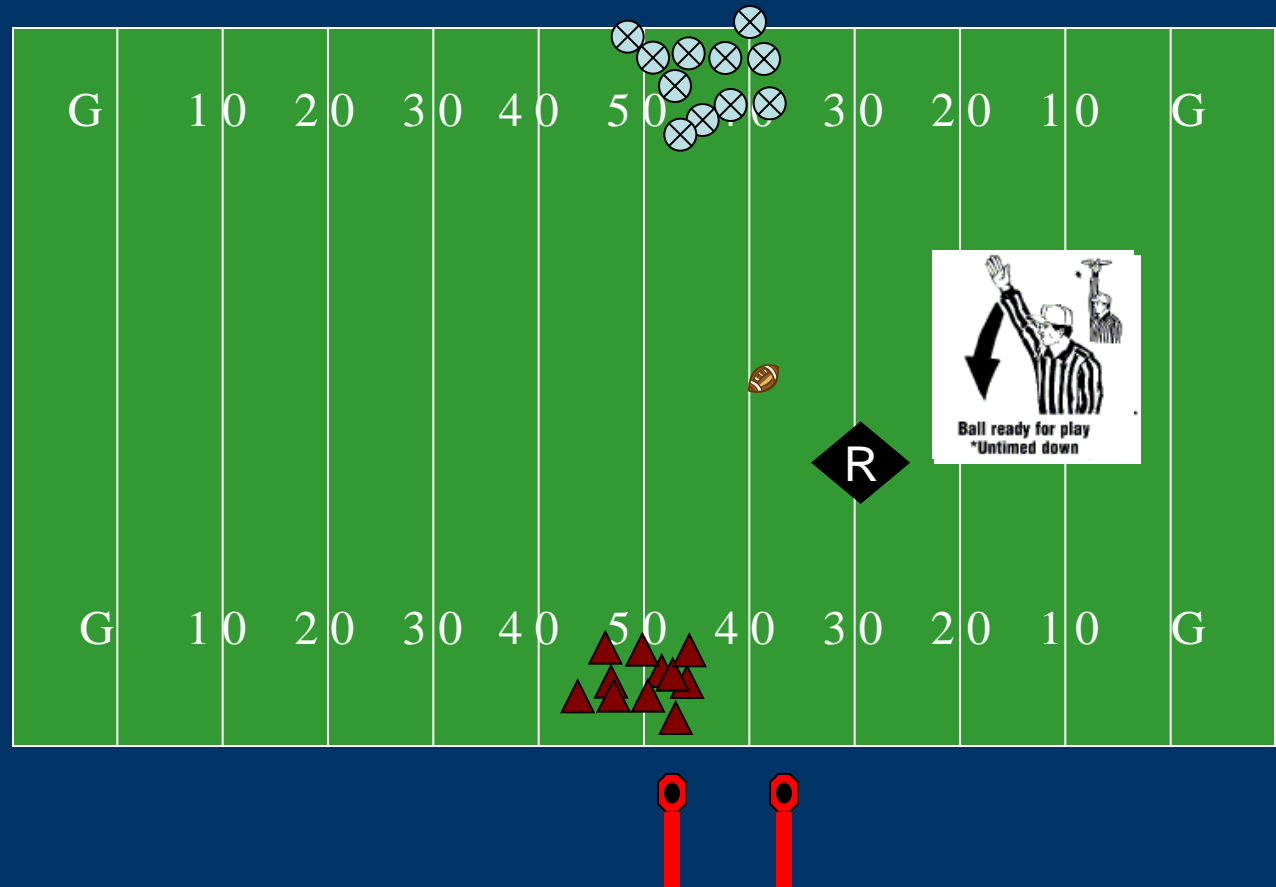
Sound Whistle and signal time-out

Verify number of time-outs remaining for each team

Verify number of next down

When notified that 45 sec have expired, signal Linesman and Line Judge to give 15 second warning

Declare ball ready for play



Time-Out Procedure

Umpire

Maintain position over ball

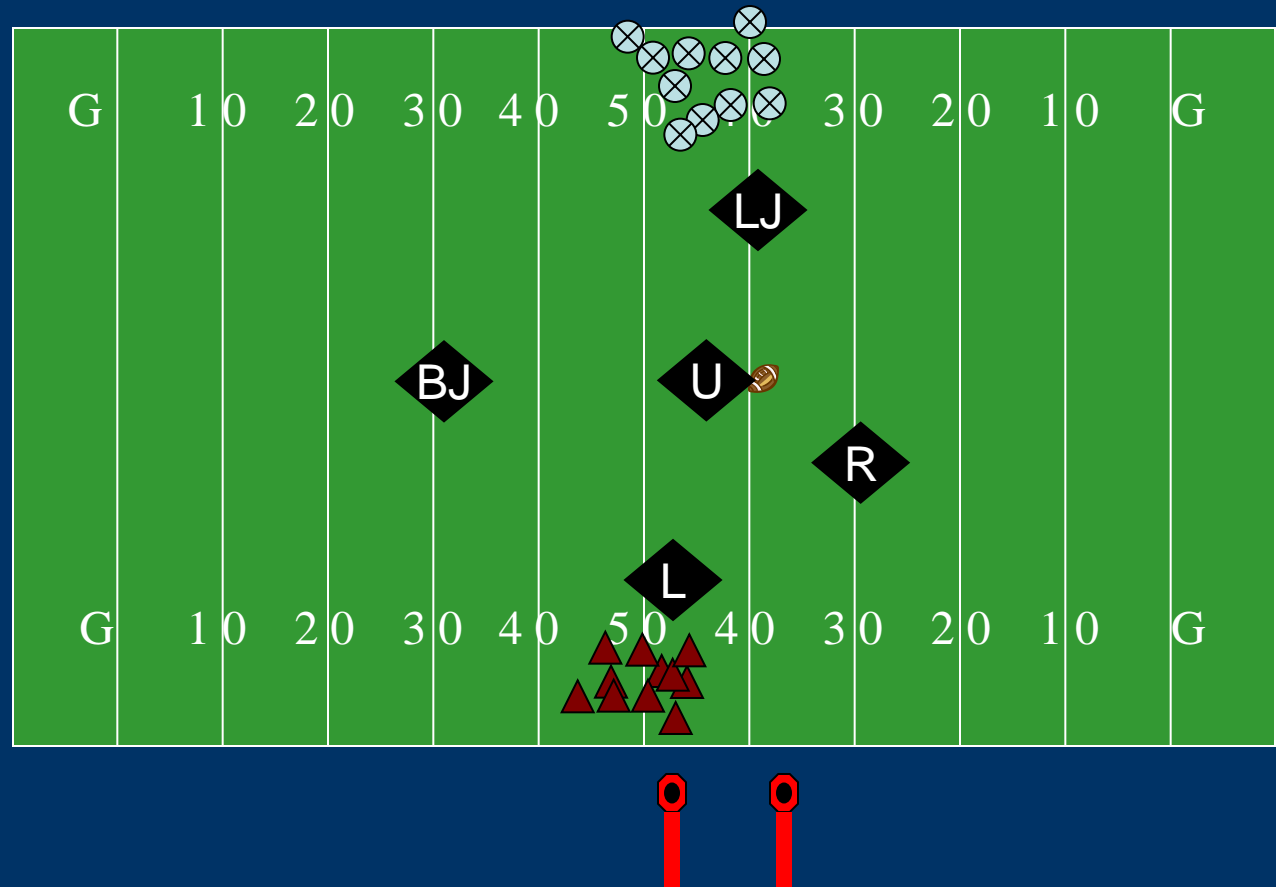
Observe Team A until referee is ready to start play

Linesman and Line Judge

Position between ball and your sideline

Back Judge

Time 60 second interval; notify referee at 45 seconds and again at 60 seconds



50/50