

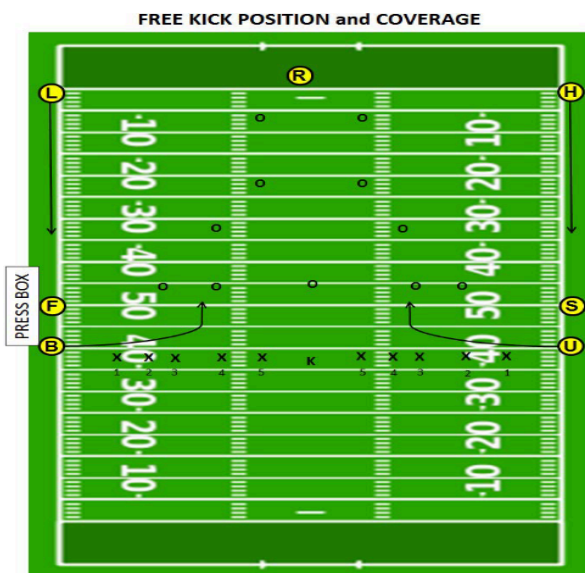
SIDE JUDGE (abbreviation designation: S)

Pregame Duties and Responsibilities

1. Give the crew the official time.
2. Have a watch capable of timing the game if the field clock malfunctions. Keep the game time during the game.
3. Leave the dressing room together at the predetermined time.
 - a. Discuss signals & communication with FJ and BJ. Pregame Duties on the Field
 - i. Instruct the game clock operator.
 - ii. Go with the R and inspect the entire field.
 - iii. Introduce yourself to the Head Coach on your sideline and determine who is to receive foul reports during the game.
 1. Who will handle most communication for the game?
 2. Who is the Get Back Coach?
 3. Assist the FJ with instruction of the ball boys.
 4. Have the Visiting captains at the sideline 5 minutes before kickoff.

Free Kick (Deep)

1. Starting position is on the sideline opposite the press box on R's restraining line.
2. Assist in clearing your sideline.
 - a. Side Judge keys on K's players #2 and #3 on his side of the field (see diagram).
 - b. You must know if the ball was kicked into the ground.
 - c. After the members of the kicking team have passed by, move no more than 10 yards toward R's goal line to provide better coverage in the critical area where contact occurs between the kicking and the receiving team.
 - d. You have sideline coverage to K's goal line on a runback.
 - i. Note: K's players #1 are not accounted for in the keys as he normally is not threatened until he reaches the Head Line Judge or Line Judge's zone (see diagram)

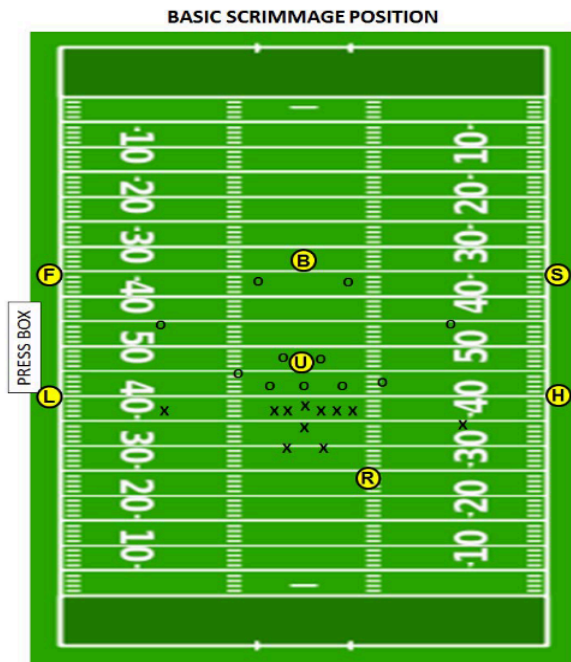


Free Kick (On-side)

1. Starting position is on the sideline opposite the press box at R's restraining line. Have a bean bag in hand.
 - a. You must know if the kick broke the plane of R's restraining line. You are primarily responsible for touching by either team.
 - b. Be alert for a fair-catch signal by R and be prepared to cover the play if a R player recovers the kick and attempts to advance the ball.

Plays from Scrimmage

1. Basic position is on the sideline opposite the press box side, 20-22 yards beyond the LOS.
2. Count the defense and verify count with BJ and FJ.
3. Observe the start of the game clock with the R's wind or ready signal.
4. Identify the receiver you will be responsible for at the snap. This will be the widest receiver on your side of the formation based on a snap-shot at the snap



Running Plays

1. You are responsible for action on or by the widest receiver on your side of the field. Be alert to crackback blocks, blocks below the waist and holding.
2. You have progress inside the 2 yard line.
3. Toward your side of the field i. Maintain a 10-15 yard cushion. Be at the goal line when the runner crosses.
 - a. You are responsible for ruling on action in advance of the runner.
 - b. When the runner goes out of bounds, the LJ will mark the spot of forward progress; you are responsible for cleaning up the action around the play and out of bounds.

4. Away from your side of field
 - a. Clean up behind the U.
 - b. Be alert to live ball personal fouls, and dead ball fouls.
 - c. Cover action between you and the area of the runner once the play crosses the line of scrimmage.

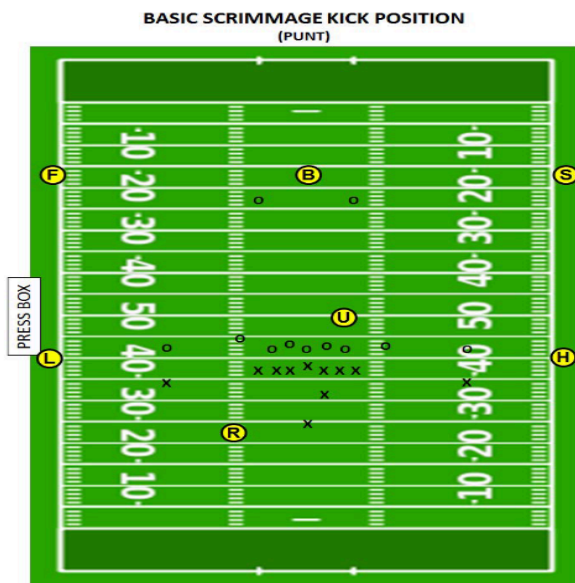
Passing Plays

1. You are responsible for action on and by the widest receiver on your side of the formation based on a snap-shot at the snap.
2. Hold your basic position at the snap and observe the type of play as it unfolds. Begin to fade when you read pass and maintain your 10-15 yard cushion at all times.
3. Be alert to the wide receiver voluntarily going out of bounds. Throw your hat to signify the receiver is voluntarily (or involuntarily) OB.
4. Cover sideline from your original position to the end line.
5. Use Modified Fade Mechanics and maintain a 10-15 yard cushion.
6. Watch for holding and illegal checking of eligible receivers and all contact beyond the neutral zone both before and after the pass is thrown.
7. Stay with your receiver as long as possible; until another receiver enters your area or the pass is thrown. Know where the ball is. Never guard air.
8. Once the pass is thrown, all eyes go to the ball.
9. When ruling on a pass reception involving the sideline, watch foot and then ball. Give only incomplete signal if incomplete, timeout signal if complete.
10. Coordinate close sideline plays with H
11. Reverse fade on interceptions.
 - a. On interception run backs, switch responsibilities with the HL.
 - b. You are responsible for the runner's forward progress to the opponent's 2 yard line, the HL will rule on action in advance of the runner.
 - c. When the runner goes out of bounds, you will mark the spot of forward progress; the HL is responsible for cleaning up the action around the play and in the team area

Punts

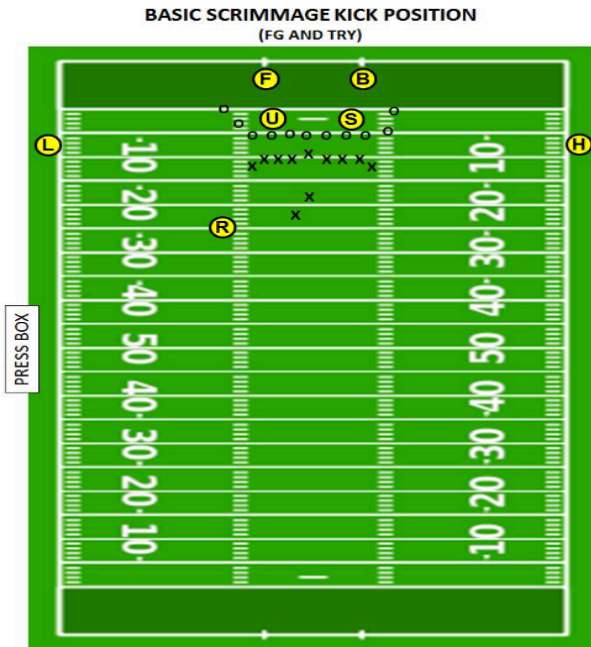
1. Take a position on the sideline on your side of the field no less than five yards behind the deepest receiver.
2. When the ball is snapped at approximately Team A's 45 yard-line, take an initial position at the goal line pylon.
3. You have responsibility for contact on or by your flyer(s).
4. Have a beanbag in your hand. e) Count Team B players and verify count with BJ and FJ.
5. Be alert for blocked or fake kick. You have the widest receiver.
6. Be alert to the kicker's 'flyers' voluntarily going out of bounds. Be ready to throw your flag at the spot of the player's return to the field and participation in the play.
7. You must see any illegal blocks on or by your flyer, especially blocks into the receiver.
8. Be alert for fair catch signals and the actions of players when a signal is given. The offside official is responsible for blocking by the fair catch signaler.

9. Be prepared to rule on interference with the catch opportunity by your gunner.
10. When it is obvious that the kicked ball will not land in your area of responsibility:
 - a. Hold fast in your original position while the ball is in the air.
 - b. Cover action in front of the receiver and then cover action around the runner if the play is away from you. Use crossfield mechanics to assist the FJ with progress.
 - c. Be ready to clean up and be alert for dead ball fouls.
11. If the return is to your side, take over the runner when he takes a step after catching the ball. You are responsible for his forward progress to the opponent's 2 yard line.
 - a. The HL will cover action in front of the runner and is responsible for cleaning up the action around the play and in the team area.
 - b. When the ball comes down near your sideline, be prepared to rule on the receiver's position when he first touches the ball; inbounds or out of bounds.
 - c. Be in position to rule on the legality of hand-offs on the kick return. iv. On a kick out of bounds in flight, look to the R hacking you in position to the out of bounds spot. You are responsible for the out of bounds spot on kicks that come down inbounds and then roll out of bounds on your sideline.



Field Goals and Tries

1. Take a position as a “double umpire” behind the defensive line.
2. The SJ should be on the strong side of the kicking team formation. Communicate your position with the U.
3. Count Team B players and verify count with FJ and BJ.
4. Observe line play on your side of the center.
5. Be alert for fake field goal attempts; be ready to cover runs or passes.
6. If there is a Swinging Gate Formation, start in your normal scrimmage play position then shift to the double umpire position if the offense shifts.



Goal Line Plays

1. When the ball is snapped outside the 25, assume your normal position. You are responsible for being at the goal line when the runner crosses.
2. When the ball is snapped from the 25 to the 7-yard line, your position is on the goal line at the pylon. WHEN THE PLAY TERMINATES ON OR NEAR THE GOAL LINE, YOU MUST BE ON THE GOAL LINE TO RULE ON PLAY. You are responsible for progress inside the last two yards. 98
3. When the ball is snapped from the 7-yard line in, take a position at the pylon at the intersection of your sideline and the end line.
4. Count Team B players and verify count with BJ and FJ.
5. Read the offensive formation and determine your player responsibility.
6. Concentrate your attention on the sideline in the end zone and the end line in your area.
7. Coordinate with BJ on plays that involve the end line.

General Game Duties

1. You have primary responsibility for the game clock. Know the status of the clock before and after every play. Keep the game clock during the game.
2. You are responsible for all other timing except for the 25-second play clock.
3. Be particularly aware of players and/or substitutes entering or leaving on your sideline. 99 d) Be aware of substitutions to deceive.
4. Must know down, distance and clock status every play.
5. Count B players before every down and confirm with BJ and FJ.

Penalty Enforcement

1. You are responsible for reporting the type of foul, number of player who fouled and a brief description of 'what he did' to the Head Coach on your sideline.
2. All officials are responsible to verify that the penalty has been properly enforced.