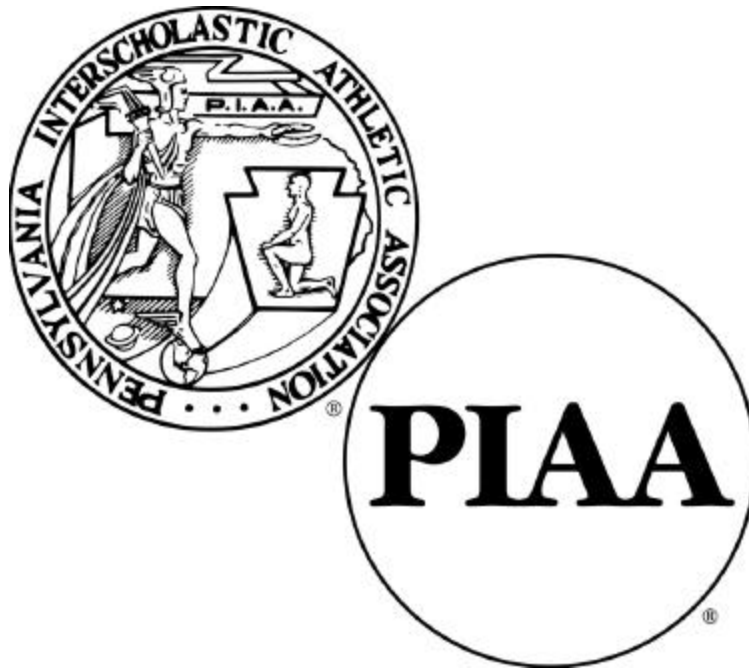


FOOTBALL **MECHANICS:** **7 OFFICIALS**



COMPILED BY: CHARLES H. CARR
PIAA STATEWIDE RULES INTERPRETER

EDITED BY: DR. ROBERT A. LOMBARDI
PIAA ASSOCIATE EXECUTIVE DIRECTOR

GENERAL REMINDERS

Communication with other members of the crew is essential. The smooth conduct of the game is dependent to a large extent upon how well the officiating crew on the field works with the timekeeper and members of the line-to-gain crew. The field-clock operator must attend the pregame conference with the field officials so that he is completely aware of and understands the signals. The procedures near the end of a period and the game shall be explained at this time. The linesman will meet with the line-to-gain crew prior to the game in order to review proper procedures. It is important to remember these assistant officials are part of the officiating team and add to smooth game administration.

The correct use of the official signals provides the only means for the crew of officials to communicate with coaches, assistant officials and fans. This important aspect of officiating is the only means through which decisions can be relayed. The signals, as adopted by the football rules committee, are dignified, informative and meaningful. They are the result of many years of study and experimentation. Poorly executed or unauthorized signals do nothing but confuse. The manner in which the signal is given determines, at least to a degree, acceptance by players, coaches and fans.

The officials' appearance will greatly affect the conduct of the game. A sloppily dressed official will find he has difficulty in having his decisions accepted on the field. On the other hand, the official who wears the proper uniform, which is neat, will foster proper attitudes from all concerned. The physical condition of an official is an important part of appearance. Officials who act in a professional manner, who move quickly from one position to another, and who have stamina to last throughout the game, will have more success than the official who does not possess these qualities. Officiating is strenuous, exhausting work. In order to meet the challenge, the official should have a thorough annual physical examination and be in good physical condition. Adjuncts to good condition are proper rest and care in eating prior to a game. Game officials should have an athletic appearance. That is to say the chest should protrude farther than the stomach and the official should be able to hustle as the situation necessitates. The individual who is out of condition, more often than not, does a poor job of officiating simply because of the inability to cover the play. The appearance of this type of official on the field detracts from the coaches' and players' confidence in the officiating team.

PREGAME RESPONSIBILITIES

Lateness in arrival is a cardinal sin in officiating. For playoffs officials should arrive at the site of the game at least two (2) hours before the scheduled game time. They should report directly to the game management thereby assuring them that the officials are present.

The electric field clock operator shall attend the pregame conference with officials 1½ hours before game time to review the signals and then check the operation of the scoreboard clock.

The game management is required to make available a competent crew of registered officials to operate the line-to-gain equipment and provide each member with distinctive vest or jackets so that they will be readily recognizable. When the line-to-gain is the goal line use only the down marker.

Distinctive marker may be used to mark the intersection of the yard lines with the chain in order to maintain its location. The assignment of an additional person to perform this task is recommended. The down marker operator must remain outside and within six (6) feet of the sideline and check with linesman following each down in order to display the proper number. This person is not to change the number of the down or move the marker until instructed to do so by the linesman. When the linesman signals the crew to change positions following a change of possession or a 1st down, the down marker will be placed at the foremost point of the ball first and the rear rod placed in an adjacent position. Where ever there is a request for a measurement, the down marker will be placed at the spot of the front rod with the previous down indicated. If a ball person is not available, the front rod operator is responsible for retrieving the ball following a kick try. If there is a dispute regarding the number of the down, the referee shall determine the official down number.

There are certain mechanics which become essential for officials to observe following a 1st down and before the line-to-gain and down markers are moved back from the sideline. It is imperative for officials to fasten a "clip" at the back of the yard line closeted to the rear line-to-gain rod. This will always give the officials an accurate point of reference should a measurement for a 1st down be required.

Auxiliary marker(s), which are unofficial line-to-gain ground markers may be positioned off the sideline on both sides of the field. Whether such auxiliary marker is to be used is a decision to be made by the game management. Such use is optional. When an auxiliary marker is used, it is unofficial. When used, they should be of the type which lie flat on the ground and made of materials that pose no danger to players. An unofficial auxiliary down indicate may be used on the sideline opposite the official chain and down marker. The person operating this auxiliary marker is considered to be a member of the chain crew and has the same restrictions as discussed in the foregoing paragraphs. The line judge will assist in placing the auxiliary marker.

Use of any replay or television monitoring equipment in making any decision related to the game is **prohibited**.

A pregame conference conducted by the referee shall be held before each game. The conference should start after the crew is dressed for the game at approximately one and

one half (1½) hours before the scheduled game starting time. Officials, should notify game management to have the clock operator and the chain crew attend this pre-game conference. The back judge will have the correct time and all officials will synchronize their watch accordingly. The pregame conference should follow a set outline to be most effective. The following checklist includes the major subjects to be covered.

PREGAME RESPONSIBILITIES:

I. Crew Assignments:

A. Referee:

1. Visit each dressing room, give the head coaches a list of officials and notify them of the length of intermission.
2. Ask head coach to verbally verify in presence of umpire, that all players are legally equipped in compliance with National Federation rules. Have R read the sportsmanship message.
3. Check with each head coach for any unusual plays or formations, including any that require prior notification.
4. Secure name of coaching staff personnel who will be responsible for sideline control of team members and report this information to all officials.

B. Umpire:

1. Accompany referee and examine any player equipment about which the coach has a question of legality.
2. Review any appropriate documentation for equipment and pads.

C. Linesman:

1. Check line-to-gain equipment and meet crew.

D. Line Judge:

1. Check auxiliary line-to-gain equipment (if available) and meet crew.

E. Field Judge:

1. Review starting time and be sure an auxiliary stopwatch, which records accumulated time, is available.

F. Back Judge:

1. Be responsible for all timing situations, including 25-second count.

G. Side Judge and Back Judge:

1. Instruct ball person to hold ball not in use moving up and down sideline on line judge side. When dead following change of possession hand ball to nearest official. Ball person should not enter field unless beckoned.

II. Review coin-toss mechanics.

III. Discuss free kicks reviewing positions and responsibilities.

IV. Review coverage during scrimmage plays:

- A. Running plays, position and coverage.
- B. Forward passes, eligibility of receivers and interference.
- C. Illegal forward passes.
- D. The umpire is responsible for checking numbering requirements.

V. Review positions and coverage during scrimmage kicks:

- A. First touching by K.
- B. Fair catch situations.
- C. Kicks out-of-bounds.
- D. Kick catching interference.
- E. Numbering requirements.

VI. Review "momentum" rule as it applies inside the 5-yard line on kicks and interceptions.

VII. Goal line play and try.

- A. Variation of positions near goal line.

VIII. Review the following:

- A. Substitution rule.
- B. Starting and stopping clock.
- C. Procedures during measurement.
- D. Duties during time-outs and intermission between periods.
- E. Penalizing personal and unsportsmanlike fouls.
- F. Penalty administration.
- G. Overtime procedure, if applicable.

IX. Responsibilities following conference:

A. All Officials:

1. Enter field together at least fifteen (15) minutes before game time.
2. Perform duties in business-like manner.
3. Performance and tempo sets tone for way in which game will be officiated.

B. Referee:

1. Inspect playing field and pylons.
2. Direct game management to remove any hazards on or near field.
3. Approve clock operator; either scoreboard or sideline; must know where he is.
4. Review signals for starting or stopping clock with operator and with public address announcer.
5. Inform coaches of starting time and where time will be kept.
6. Inform coaches of halftime intermission length (a maximum of 15 minutes).
7. Keep official score.
8. Instruct clock operator to time intermission - set at 15 minutes and start it when teams have left field - reset 3 minutes and time warm-ups once both teams have entered field.
9. Secure and approve game ball - use assigned ball person.

NOTES

C. Umpire:

1. Check player equipment when requested by head coach.
2. You are the final authority on legality of equipment.
3. Do not permit use of any illegal equipment.

D. Linesman:

1. Secure and check the line-to-gain equipment and down markers plus all auxiliary equipment.
2. Check whether game management has distinctive vests or jackets for the crew.
3. Remind crew of their duties and responsibilities.
4. Instruct crew that you will use your heel to mark at sideline where rear rod is to be placed for every first down.
5. Work on side nearest line-to-gain equipment, which is opposite press box, if there is one.
6. Ask game management to specify side if there is no press box.

E. Line Judge:

1. Inspect field with referee.
2. Field judge/line judge will notify head coach when to bring team onto field and remain with team to see it arrives on time at start of each half.

F. Field Judge:

1. Secure game balls from referee
2. Instruct ball personnel.
3. Line judge/field judge will notify head coach when to bring team onto field and remain with team to see it arrives on time at start of each half.
4. In case of field clock failure, time the game.

G. Side Judge:

1. Secure game balls from referee
2. Instruct ball personnel.
3. Back judge/side judge will notify head coach when to bring team onto field and remain with team to see it arrives on time at start of each half.

H. Back Judge:

1. Responsible for securing correct time and carrying an accurate watch.
2. Side judge/back judge will notify head coach when to bring team onto field and remain with team to see it arrives on time at start of each half.

THE COIN TOSS

I. Referee

- A. The game toss:
1. The coin toss will be held on the field thirty (30) minutes before kickoff and in the end zone near the official scoreboard.
 2. The results will be simulated at center of field three (3) minutes prior to start of game.
 3. Before game time Field Judge/Line Judge and Back Judge/ Side Judge are responsible to escort teams from locker rooms to field.

II. All Officials

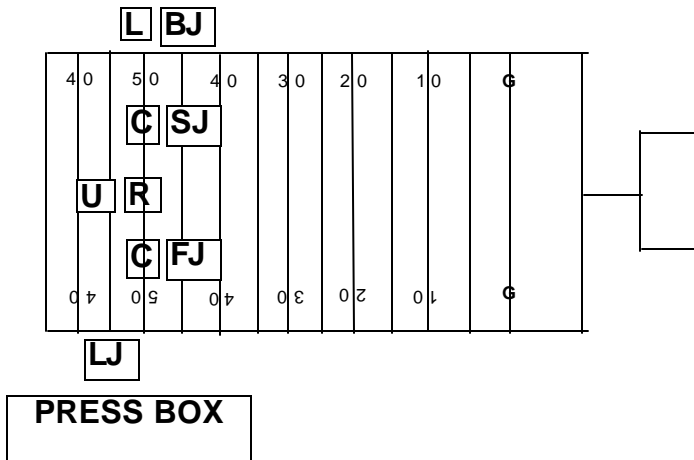
A. Pregame:

1. At conclusion of toss procedures and captains have been dismissed, move together for final instructions from referee.
2. Record which team has first choice for second half.
3. At referee's signal, hustle to kickoff positions. Linesman and judge(s) clear sidelines before going to kickoff position.

B. Second half choices:

1. After choices are completed come together at center of field for any final instructions.
2. Hustle to kickoff positions. Linesman and judge(s) clear sidelines before going to kickoff position.

COIN TOSS PROCEDURE



R,U Stand in the center of the field.

FJ,SJ On signal from R will escort their captains to the inbounds line and from there return to the vicinity of the team area.

LJ,BJ,L Remain at sideline. Restrict all other team personnel to their team box areas or well away from the vicinity of the toss.

END OF GAME PROCEDURE

III. ALL OFFICIALS

- A. Regulation game:
1. Leave field together.
 2. Neither avoid nor seek coaches.
 3. Do not discuss game on field or make any public statement about game to news media.
 4. Report any flagrant irregularity or disqualification(s) to state association office when applicable.
- B. Overtime, ten (10) yard line procedure:
1. Hold coin toss at center of field, using general coin toss mechanics.
 2. Toss winner shall choose end of field at which ball will be put in play, or to go on offense or defense.
 3. To start each new series, team may designate location of ball between in bounds lines.
 4. Referee will indicate winner of toss by placing a hand on his shoulder:
 - a. Then position offensive captain facing goal toward which ball will be advanced and defensive captain facing his opponent and opposite goal.
 - b. Give 1st down signal toward goal being used.
- C. Review the overtime procedure thoroughly with all crews members prior to each game. The overtime procedure is outlined in NF Football Rules Book pages 74 and 75. Each team will be permitted **one additional time-out during each overtime period** (a series for Team A and a series for Team B) plus any unused second half regulation game time-outs. The team scoring the greater number of points in the overtime shall be declared the winner. The final score shall be determined by totaling all points scored by each team during both regulation time and overtime periods.

IV. Proper Uniform:

- Cap - Black with white piping; Referee solid white cap
- Shirt - Black and white striped with black collar
- Belt - Black
- Knickers - White
- Stockings - One-piece modified northwestern stripe
- Shoes - Solid black with black shoe laces
- Turtleneck - Black (if needed)
- Gloves - Black (if needed)

NO JACKETS DURING GAME

KICKOFF

I. Referee

- A. Before kick:
 - 1. Position R's goal line in the middle of the field.
 - 2. Count R players.
 - 3. Check position of other officials.
 - 4. Hold arm above head to request ready sign from other officials and kicker.
 - 5. After ready signs have been received, drop arm and sound whistle to signal that kick be made.
 - 6. If short free kick is anticipated:
 - a. Take position near R's ten (10) yard line, in the middle of the field.
 - b. Be alert to assist other officials.
- B. After kick:
 - 1. Kick down the middle:
 - a. Signal clock to start when kick is touched other than first touching by K.
 - b. Pick up runner and follow until releasing to covering official.
 - 2. Kick deep:
 - a. Rule on touchback.
 - b. If kick caught inside five (5) yard line and player is downed in end zone, or ball goes out-of-bounds there, rule on whether player's momentum took him into end zone and mark spot of catch with bean bag.
 - 3. Kick to either side zone:
 - a. Move cautiously with play.
 - b. Observe action of players in vicinity of runner.
 - c. Serve as clean-up behind, to side of, and around runner.

II. Umpire

- A. Before kick:
 - 1. Be certain all non-team personnel are behind limit lines and substitutes are in team box.
 - 2. Position: R's free kick line, outside sideline opposite the side judge holding bean bag in hand.
 - 3. Count R players.
 - 4. Hold arm above head to indicate ready.
 - 5. Watch for any infractions involving free kick lines and cover twenty (20) yards down sideline to thirty (30) yard line.
 - 6. If short free kick is anticipated:
 - a. Position on R's free kick line.
 - b. Be alert for first touching by K or kick which does not cross R's free kick line.
- B. After kick:
 - 1. Be alert for first touching by K.
 - 2. Mark spot of first touching with bean bag.
 - 3. Watch initial blocks in five (5) yard zone.

- 4. If ball becomes dead in your area; sound whistle and give time-out signal.
- 5. Mark spot where kick goes out of bounds on your side of the field:
 - a. Bean bag if touched inbounds by R.
 - b. Penalty marker if untouched inbounds by R.
- 6. After ball has gone down field, move deliberately in that direction while watching for fouls away from ball maintaining coverage of your sideline to the end line at all times.

III. Linesman

- A. Before kick:
 - 1. Position: R's ten (10) yard line on sideline opposite the line judge and opposite the press box.
 - 2. Count R players
 - 3. Be certain all non-team personnel are behind the limit lines.
 - 4. Hold arm above head to indicate ready with bean bag in hand.
 - 5. If short free kick is anticipated, position on R's thirty (30) yard line.
- B. After kick:
 - 1. Kick to your side, pick up runner and follow.
 - 2. When kickoff goes outside opposite inbounds line
 - a. Move cautiously toward play.
 - b. Observe action of other players in vicinity of the runner.
 - c. Serve as clean up behind to side of, and around runner.
 - 3. Maintain position enabling coverage of the sideline at all times.
 - 4. Mark out-of-bounds spot if kick goes out-of-bounds in your area.
 - a. Bean bag if touched inbounds by R.
 - b. Penalty marker if untouched inbounds by R.
 - 5. Responsible for goal line pylon on your side of field (touchback).

IV. Line Judge

- A. Before kick:
 - 1. On R's ten (10) yard line on press box side of the field opposite the linesman.
 - 2. Count R players.
 - 3. Be certain all non team personnel are behind the limit lines.
 - 4. Hold arm above head to indicate ready with bean bag in hand.
 - 5. If short free kick is anticipated, position on R's thirty (30) yard line.
- B. After kick:
 - 1. Kick to your side, pick up runner and follow.
 - 2. When kickoff goes outside opposite inbounds line:

- a. Move cautiously toward play.
 - b. Observe action of other players in vicinity of runner.
 - c. Serve as clean-up behind, to side of, and around runner.
3. Maintain position enabling coverage of your sideline at all times.
 4. Mark out-of-bounds spot if kick goes out-of-bounds in your area.
 - a. Bean bag if touched inbounds by R.
 - b. Penalty marker if untouched inbounds by R.
 5. Responsible for goal line pylon on your side of field (touchback).

V. Side Judge

- A. Before kick:
 1. Position: R's fifty (50) yard line on sideline opposite the press box and umpire.
 2. Monitor bench area and assist receiving team in getting into position.
 3. Be certain all non-team personnel are behind the limit lines and coaches and substitutes are in team box.
 4. Count K players.
 5. Hold arm above head to indicate ready, with bean bag in hand.
 6. If short free kick is anticipated:
 - a. Position on R's free kick line.
 - b. Be alert for first touching by K or kick which does not cross R's free kick line.
- B. After kick:
 1. Be alert for first touching by K - mark spot with bean bag.
 2. Mark out-of-bounds spot if kick goes out-of-bounds:
 - a. Bean bag if touched inbounds by R.
 - b. Penalty marker if untouched inbounds by R.
 3. Be in position to take over coverage of runner in your area on long return. You have coverage of your sideline to end line at all times.
 4. Watch for any infractions involving free kick lines.
 5. Observe legality of blocks and action away from ball when not covering runner.
 6. Kick to opposite side of field:
 - a. Move cautiously toward play.
 - b. Observe action of other players in vicinity of runner.

VI. Field Judge

- A. Before Kick:
 1. Position: K's free kick line, on press box side of field and in side zone to monitor bench area and assist kicking team into position.
 2. Count K players.
 3. Obtain captain's ready signal.

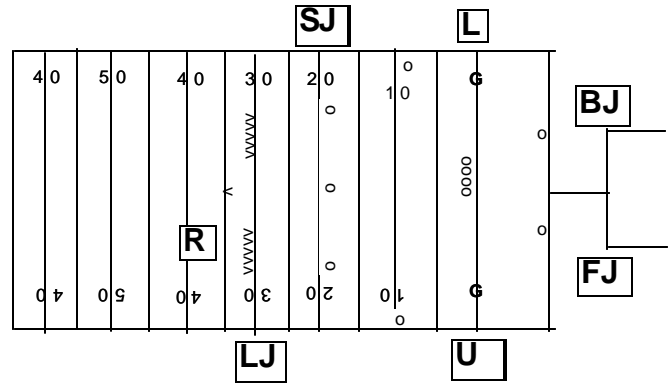
4. Be certain all non-team personnel are behind the limit lines and coaches and substitutes are in team box.
 5. Hold arm above head to indicate ready with bean bag in hand.
- B. After kick:
 1. Be alert for first touching by K - mark spot with bean bag.
 2. Be alert for kick which does not cross R's free kick line.
 3. Mark out-of-bounds spot if kick goes out-of-bounds in your area:
 - a. Bean bag if touched inbounds by R.
 - b. Penalty marker if untouched inbounds by R.
 4. Watch initial blocks by players in five (5) yard zone. Cover to R's forty-five (45) yard line.
 5. After ball has gone downfield, move deliberately to the hash mark while watching for fouls away from ball and officiating from inside of field out.
 6. Be in position to take over coverage of runner in your area on long return.
 7. Watch for any infractions involving free kick lines.

VII. Back Judge

- A. Before kick:
 1. Time twenty-five second count.
 2. After score, take charge of ball and move up sideline to place ball for kickoff.
 3. Position on K's free kick line opposite the press box in side zone to monitor bench area and assist kicking team in getting into position.
 4. Move on field to kicker and after checking legality of kicking tee, hand kicker ball, point out referee and instruct kicker to wait for referee's signal before kicking.
 5. Count K players.
 6. Obtain captain's ready sign.
 7. Move to a position just outside the sideline on K's free kick line opposite the press box.
 8. Be certain all non-team personnel are behind the limit lines and coaches and substitutes are in team box.
 9. Hold arm above head to indicate ready with bean bag in hand.
 10. If there is a dead ball foul, administer penalty and place ball ready for play.
 11. Time one (1) minute interval between score and kickoff.
- B. After kick:
 1. Be alert for first touching by K - mark spot with bean bag.
 2. Be alert for kick which does not cross R's free kick line.

3. If there is a penalty for a foul before kick ends requiring re-kick, administer penalty and place ball ready for play.
4. Mark out-of-bounds spot if kick goes out-of-bounds in your area:
 - a. Bean bag if touched inbounds by R.
 - b. Penalty marker if untouched inbounds by R.
5. Watch initial blocks by players in five (5) yard zone and action against kicker. Cover to opposite forty-five (45) yard line.
6. After ball has gone downfield, move deliberately to the hash mark while watch for fouls away from ball and officiating from inside of the field out.
7. Be in position to take over coverage of runner in your area on long return.
8. Watch for any infractions involving free kick lines.
9. Be sure kicking tee is off the field.

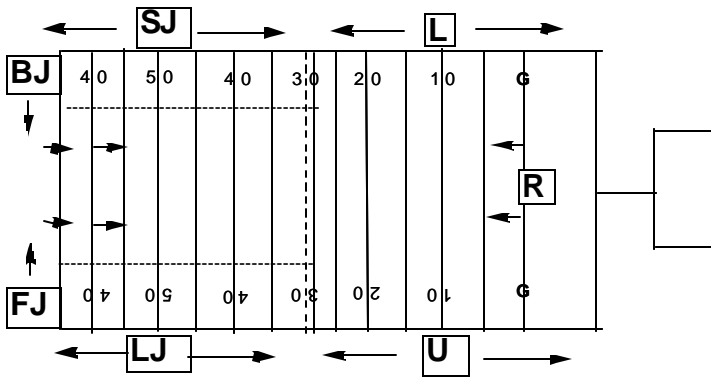
FIELD GOAL TRY AFTER FAIR CATCH



PRESS BOX

- R** Sound whistle and watch kicker to make sure he is not blocked in 5-yard zone.
- LJ** Take a position on sideline in line with point where kick is to be made. You are responsible for determining that kicking team is on side at time of kick.
- SJ** Take a position on sideline opposite Umpire in line with receiver's restraining line. You are responsible to see to it that receivers remain behind their restraining line until ball is kicked.
- L** Take your position down field on the Linesman's sideline.
- U** Take your position down field on the sideline opposite the Linesman.
- BJ,FJ** Each man will cover one of the two goal posts. Both men are responsible for indicating to the Referee whether or not goal has been made.
- BJ** Is responsible for sounding whistle when attempt is determined to be successful or unsuccessful.

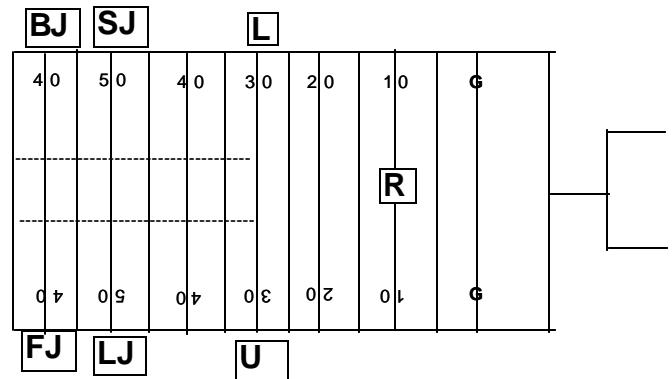
**NORMAL KICKOFF
BASIC FREE KICK AREA OF RESPONSIBILITY**



PRESS BOX

- R** Responsible for receivers goal line.
- BJ** Hand ball to the kicker, instruct kicker at the 40 yard line to kick only after R blows whistle if ball falls from tee, DO NOT KICK. Go to the side line opposite the press box side of the field. Watch illegal action on kicker.
- LJ** Responsible for receivers free kick line at 50 yard line.
- FJ** Responsible for kicking teams restraining line 40 yard line.
- FJ, BJ** Will move deliberately into hash mark watching for fouls away from ball and officiating from the inside of field out.
- L,U** Are responsible for receiver/runner when ball is kicked into their area. When ball is kicked to center of field or away, responsible for blocking ahead of runner. Also responsible for ball kicked near goal line pylon.
- SJ** R's 50 yard line opposite umpire. Monitor bench area and assist receiving team in getting into position.

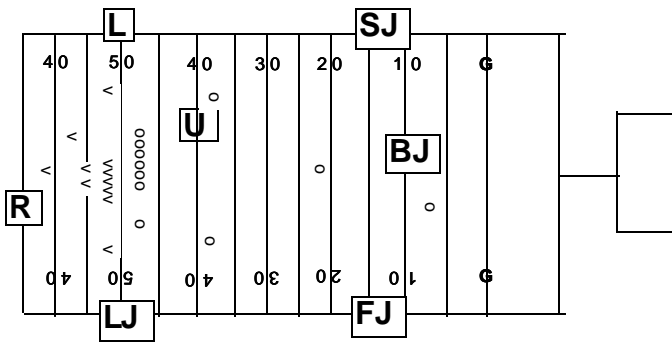
**SHORT FREE KICK
BASIC FREE KICK AREA OF RESPONSIBILITY**



PRESS BOX

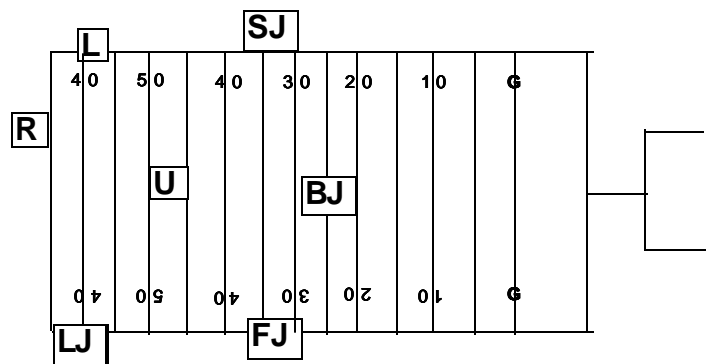
- BJ,FJ** Position will be at 40 yard line. BJ assume the duties of protecting the kicker.
- SJ,LJ** Position will be at 50 yard line and legality of kick traveling 10 yards. Officials away from kick have responsibility to legality of all blocks.

SCRIMMAGE KICKS



PRESS BOX

BASIC PUNT RESPONSIBILITIES



PRESS BOX

- R** Take position on the kicking leg side of the kicker and count offensive players.
- U** Count offensive players.
- L** Assist Referee in knowing if kick is tipped by a blocker.
- LJ** Hold your position until the ball crosses the neutral zone. When the ball is kicked, go slowly down field.

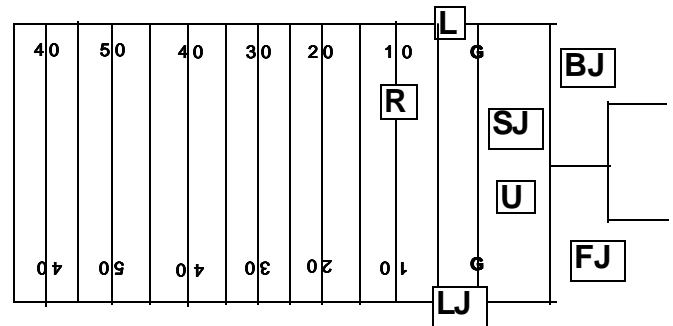
- L,LJ** In the case of a blocked kick or muffed snap, the official opposite the referee will retreat to assist the referee in coverage of the play.

- U** In the case of a blocked kick or muffed snap, the umpire will move to the line of scrimmage to assist the wing man in ruling on plays involving the Line.

- FJ,SJ** Take a basic position near sideline on your side of the field approximately 10 or 15 yards in front of the deepest receiver. Be aware of kicks traveling into the end zone and assist BJ with ruling on play on ball in end zone. If kicking team snaps ball from forty (40) yard line in toward R's goal line, SJ,FJ should take a position at the goal line pylon to rule on kicks going into end gone. Side Judge count Team B players.

- BJ** Counting Team B players. Rule on validity of catch. Covering the runner until he enters another official's zone. Ruling on play on ball in end zone. Watch for fair catch interference.

TRY, FIELD GOAL AND FREE KICK RESPONSIBILITIES

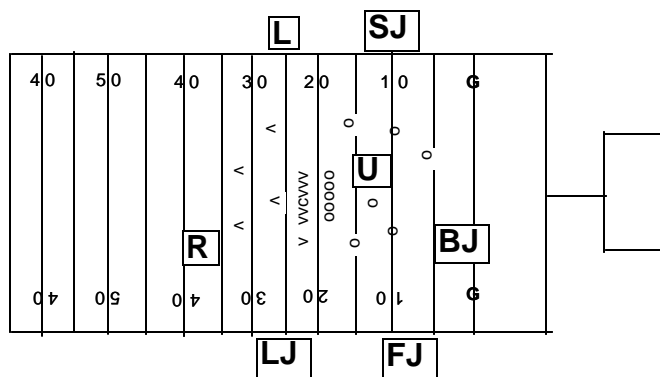


PRESS BOX

- R** Referee is responsible for action on the kicker and holder.
- U, SJ** Line up in a twin umpire position seven yards deep and cover all line of scrimmage action. U will have primary responsibility to protect snapper.
- L,LJ** Take regular position. LJ ready to cover sideline from line of scrimmage to end line.
- FJ,BJ** FJ and BJ take position inside the limit line. Ruling on success or failure of field goal attempts. Official nearest ball rules on play with other official reflecting ruling. Being alert for ball striking an upright or crossbar. If ball strikes the crossbar, the BJ is responsible for the ruling. FJ and BJ count defensive players.
- BJ** AFTER TRY - Moves up sideline with ball to place ball for kickoff.



BASIC POSITIONS AND DUTIES BEFORE SNAP



PRESS BOX

BASIC POSITIONS MAY VARY, DEPENDING UPON PLAY SITUATIONS, TEAM FORMATIONS, THE FIELD AND WEATHER CONDITIONS. Always box in the play. Avoid positions that may cause scrambling to avoid interference with players.

A. Determining and Priority of Keys:

- ALL**
- In determining keys, the following definitions are needed for clarification purposes:
 - Strength of the formation is determined by the number of eligible receivers on a particular side of the offensive formation. It has nothing to do with the number of linemen on each side of the center but rather the number of eligible receivers outside the tackles.
 - Tight End - the end man on the line of scrimmage lined up no more than four yards from the nearest offensive lineman.
 - Back In Backfield - a player in the backfield between the tackles at the snap.
 - Trips - three or more receivers outside an offensive tackle.
 - The priority of keys to determine initial assignments for each group of officials is as follows:
 - Field Judge and Side Judge.
 - Back Judge.
 - Line Judge and Linesman.
 - The general rule is not to key the same player as the group of officials ahead of you priority-wise. For example, the Line Judge or Linesman should not key the same player as the Back Judge and the Back Judge should not key the same player as the Field Judge or the Side Judge.
- R**
- Be in a position where you may be comfortable to see the ball and backs and tackle on your side, except flankers, or a man in motion toward you. Usual position, is behind and about 5-7 yards outside the deepest back or backs. R shall work on the throwing arm side of the quarterback.

- Check the offensive formation and **count the offensive players.**
- Check the setbacks and quarterback for illegal motion, the ball at the snap; and assist the Umpire if there is movement of restricted lineman.

U

- Position variable according to the formations of both teams, avoid position which will interfere with linebackers. Adjust distance behind the defensive line according to the width of Team A's formation and (except on goal line or try situations) be at least 5, but seldom more than 7 yards deep. Whenever possible, coordinate your position with the R for best coverage of the interior line play. Normal position is on side opposite the tight end.
- Read offensive alignment and know 5 ineligibles.
- Count offensive players.**
- Rule on illegal movement by restricted linemen prior to the snap.
- Be certain the defensive team does not use words or signals to disconcert opponents.

L,LJ

- Take original position on or near sideline and adjust to the spot of the snap. Read the offensive formation and know your eligible receiver responsibilities.
- Watch for illegal formations, including encroachment prior to the snap.
- False starts by offensive players.
- Indicate the offensive line of scrimmage by extended foot, then take final position straddling the neutral zone.
- Cover man in motion going away from you for illegal motion. This man continues to be your responsibility, even though he changes direction. (Does not relieve opposite official from making obvious call).
- If Team A has an unbalanced line, the flank official who has four (or more) linemen on his side should indicate by using a sign such as putting a open hand to the side of his face.

SJ,FJ

- Take original position approximate 15 yards deep on or near the sideline. Never at the hash marks.
- Know your eligible receiver responsibilities.
- FJ and SJ is responsible for **counting defensive players.**
- Be aware of violations of the restricted team area.

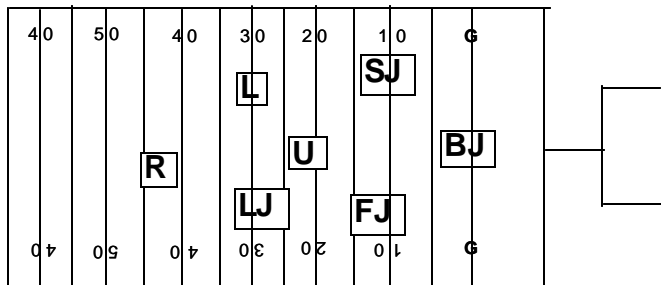
BJ

- BJ takes original position 20-25 yards deep favoring the tight end's side of the field. BJ must always be in position to cover from the inside (looking out) and is responsible for the end line. BJ is responsible for **counting defensive players.** Be aware of motion back, he is

your responsibility if in motion at the snap. Formation and player position should dictate the distance from the line of scrimmage. BJ should not be closer than 20 yards to the line of scrimmage and yet not too deep when both teams players are within 5 yards of the line of scrimmage.

2. BJ will place arm straight overhead with palm open to signify five (5) seconds left in twenty-five (25) second play clock.

BASIC SCRIMMAGE DOWN AREA OF RESPONSIBILITY

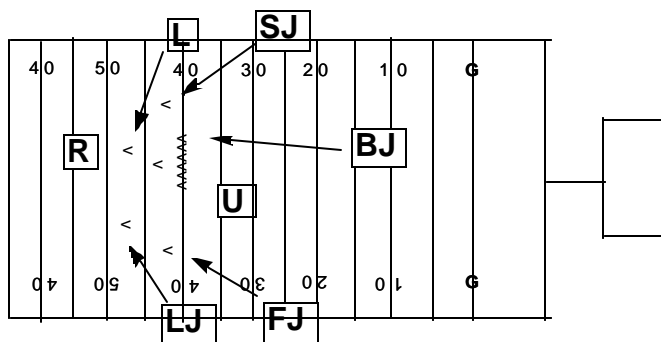


PRESS BOX

R,U,L Responsible for counting offensive team.

BJ,SJ, FJ Responsible for counting defensive team. Never more than **7 - 9 yards behind deepest defensive player**. Be aware of your position as game progresses. Do not allow yourself to get too deep.

PASS COVERAGE



PRESS BOX

ASSIGNMENTS AND BASIC KEYS

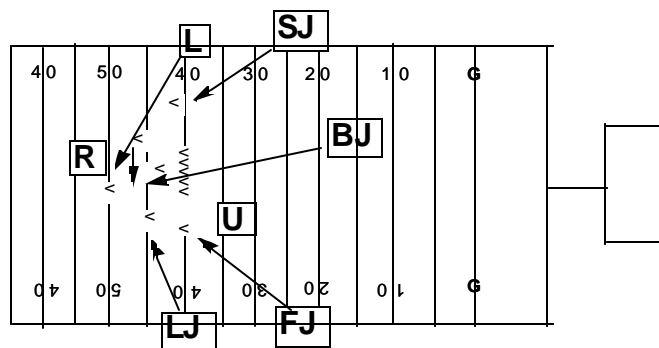
- R Watches Quarterback and helps with the tackle on his side.
- U Watches interior linemen.
- FJ, SJ Widest eligible receiver in the formation on your side of the field.

BJ Based on the strength of the formation, normal assignment would be the second eligible receiver on the strength side of the field. If there is no strength to the formation, work the first back out of the back field.

L, LJ Third eligible receiver from the sidelines to your side of the formation. Since the third eligible receiver would never be the widest receiver, your only concern is not to double cover the Back Judge's assignment (NOTE: In a regular pro formation with a split end to the press box side and a flanker and tight end on the other side, the Field Judge would key the split end, Linesman the nearest back in the backfield. The Side Judge would key the flanker and the Linesman would normally key the second man to his side of the formation or tight end; but since the Back Judge keys the tight end on the strength side of the formation, the Linesman would look into the backfield and pick up the nearest back to him).

ALL CAUTION: After the snap do not release too quickly in assuming zone responsibility.

PASS COVERAGE Man in Motion



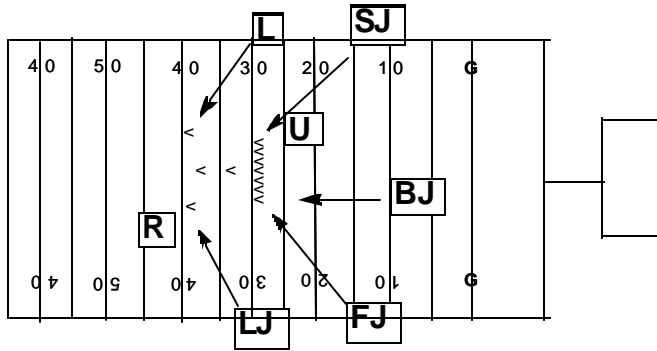
PRESS BOX

The Back Judge always takes the motion man in pass coverage. However, the legality of the man in motion remains the responsibility of Linesman and Line Judge. This could result in the other officials recounting the eligible receivers to their side of a formation which could change their assignment.

PIAA WEBSITE

www.piaa.org

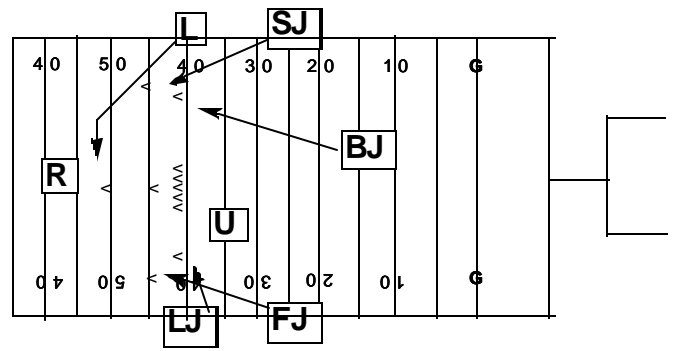
**PASS COVERAGE
DOUBLE TIGHT END AND BALANCED BACKFIELD**



PRESS BOX

- BJ** If there is no strength to the formation, work the first back out of the backfield.
- LJ,L** Near back.
- FJ,SJ** Near tight end.

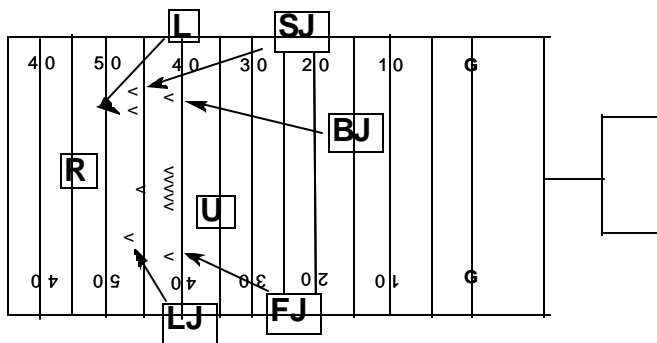
**PASS COVERAGE
DOUBLE WING**



PRESS BOX

With a Balanced Double Wing Formation as shown above, strength will be declared to L's side. FJ has widest receiver, BJ has second receiver in and L has the back in the backfield if he comes out.

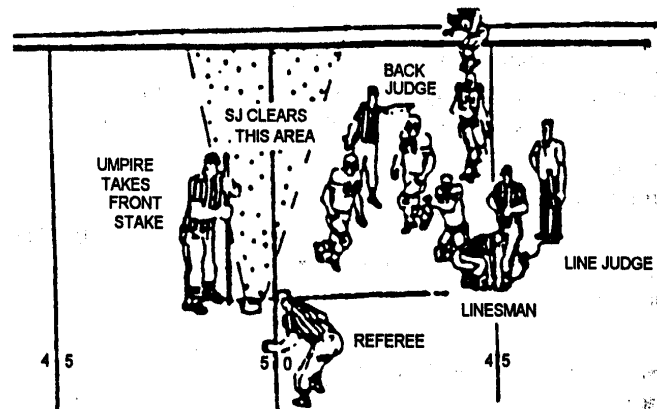
**PASS COVERAGE
TRIPS**



PRESS BOX

To the trips side of the field, the widest receiver will be covered by the Field Judge or Side Judge, the second receiver from the sideline will be covered by the Back Judge and the third receiver by the Linesman/Line Judge. The side opposite trips would be covered in the normal manner.

MEASUREMENTS

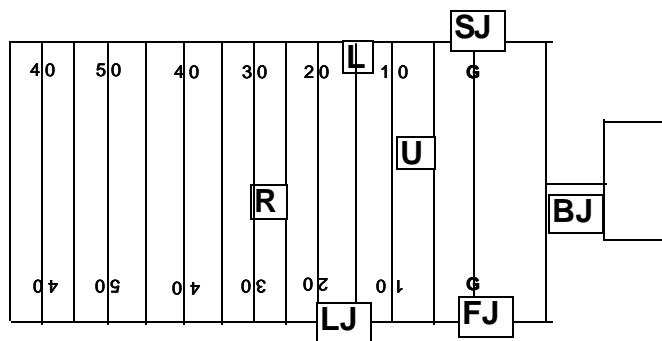


- R** Remain over the ball and announce down and distance.
- U** Take forward rod.
- L** Grasp chain at point of its intersection with back edge of the marked yardline nearest the rear rod.
- SJ** If it is first down, the Field Judge immediately "sets" the down box.
- LJ,FJ** Line Judge aide the Linesman in positioning the chain for an accurate measurement. Mark 90 degree spot for Linesman to set chain. Field Judge insures that players or officials do not block view of the ball from the press box.
- BJ** Responsible to see that the ball is not moved prior to measurement.



®

BASIC GOAL LINE RESPONSIBILITY BALL BETWEEN 5 & 15-YARD LINES



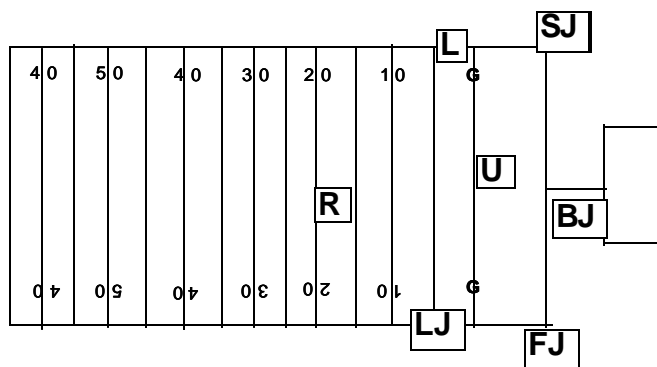
PRESS BOX

L,LJ Stay out of bounds on sideline. Close in towards the play and goal line when positive the play has gone into line or away from you. When the ball is dead on your side, mark forward point in your opinion. Don't give a signal (visual or verbal) unless you are positive you see a touchdown. Position yourself the same as running play, but emphasis is on forward progress. Concentrate more intently on your zone of coverage as you each have less territory to cover than ordinarily. Assist either Field Judge or Side Judge on all plays, especially passes into end zone.

FJ,SJ Goal line and sideline responsibility on all plays. Initial position is on the goal line. Be alert. Protect sideline on your side close to end line. Be ready to rule on loose ball plays and recovery in end zone in your area. Field Judge and Side Judge are responsible for goal line on a running play when line of scrimmage is beyond the 5 yard line (Linesman and Line judge responsible when line of scrimmage on or inside 5 yard line).

BJ Has end line responsibility. Assume a stance favoring the tight end's side. Be prepared for anything. Be in good position to rule on loose ball plays or recovery in end zone. Protect end line on pass plays. Stay back near end line to rule on any play along that line. On scrimmage down beginning on or inside 15 yard line, retreat close to end line. This is the responsibility assigned to Back Judge alone. Be able to determine whether catch of pass was in or outside of end line. From 20 yard line on in to goal most wing officials appreciate any help Back Judge can give them with two tight ends as these other officials might get screened off. Watch for eligible receivers going over end line before they catch pass.

BASIC GOAL LINE RESPONSIBILITY BALL FROM 5-YARD LINES



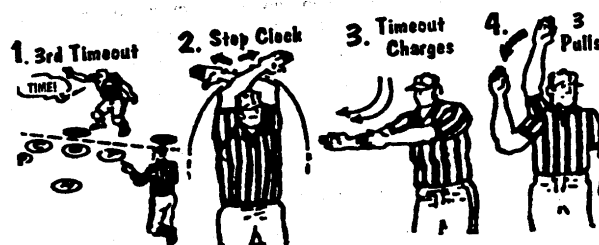
PRESS BOX

FJ,SJ Position at end line pylons.

LJ When ball is snapped from the 5 yard line, and in, the Line Judge will immediately go to the goal line.

L,LJ,SJ,FJ,BJ All keys remain unchanged. All be alert for pick plays.

TIMEOUTS



R Quickly take position, well clear of officials and players, and be ready to handle any emergency.

BJ Time each timeout interval.

U Take charge of the ball making sure it does not move.

L,LJ Linesman and Line Judge assume positions near team huddles on their side of field.

BJ,FJ Take position halfway between teams and its team area. If game clock malfunctions, FJ will keep game time on the field. BJ keeps his normal timing responsibilities.

SJ Take position to communicate with the TV Liaison.

L,LJ,FJ,BJ Are to be aware of substitution infractions.



10-YARD LINE OVERTIME PROCEDURE

An overtime period is untimed play after a regulation game has ended with the score tied. During an overtime period each team has an opportunity for an offensive series of downs. However, an overtime period may include only one offensive series of downs if the defensive team scores a safety or touchdown.

3-1: When the score is tied at the end of the fourth period, the referee will instruct both teams to return to their respective team boxes. There will be a three-minute intermission during which both teams may confer with their coaches. All officials will assemble at the 50-yard line, review the overtime procedure, determine the number of the second half time-outs remaining for each team, and discuss how penalties, if any, including any carry-over penalties from the regulation contest will be assessed to start the overtime procedure. (See 8-3-5,6) At the end of the intermission, the linesman will go to the team on the side of the field where the line to gain equipment is located and the line judge will go to the other team. They will inform the coaches of the number of time-outs each team has remaining and any special penalty enforcements that apply.

3-2-1: At the coin toss in the center of the field the visiting-team's captain shall be given the privilege of calling the coin while it is in the air. The winner of the toss shall be given his choice of defense or offense first, or of designating the end of the field at which the ball will be put in play for this set of downs. The loser will have his choice of the other options. The referee will indicate the winner of the toss by placing a hand on his shoulder. To indicate which team will go on offense, the referee will have that captain face the goal toward which his team will advance and indicate this with the first-down signal. The other team captain will face the offensive captain with his back toward the goal he will defend.

3-5-1: Each team shall be permitted one additional time-out during each overtime period (a series for A and a series for B) plus any unused second-half regulation game time-outs. The team scoring the greater number of points in the overtime shall be declared the winner. The final score shall be determined by totaling all points scored by each team during both regulation time and overtime periods.

5-1-1: To start the overtime, the offensive team shall put the ball in play, first and goal, on the defensive team's 10-yard line or succeeding spot if carry-over penalty has been administered (15-yard line for six-player football) anywhere between the inbounds lines. The first offensive team shall have a series of four downs. That series shall be terminated by any score by the offensive team or if the defensive team has possession of the ball.

If the team on offense scores a touchdown, it is entitled to the opportunity for a try unless the points would not affect the outcome of the game or playoff qualifying.

A field-goal attempt is permitted during any down.

If the defensive team gains possession, the ball becomes dead immediately and the offensive team's series of downs is ended.

After the first team on offense has completed its series of downs, the first team on defense will become the offensive team with the ball in its possession at the same 10-yard line anywhere between the inbounds lines. The same end of the field will be used for possessions by both teams during the two sets of downs to ensure equal game conditions and conserve time.

If the score remains tied after each team has been given one series of downs in an overtime period, then the procedure shall be repeated with other overtime periods until a game winner is determined. In this case, there shall be an intermission of two minutes. At the subsequent meeting of team captains, the loser of the overtime coin toss will be given first choice of the options. If additional overtime periods are required, then first options will be alternated with no coin toss.

5-1-2: If a safety is scored by the offensive team, the succeeding spot will be the 10-yard line in possession of the team that was on defense, provided the defensive team has not had its series of downs (the temporary overtime score is: Team A-2; Team B-0).

When the defensive team gains possession of the ball, the down and series immediately end for the offensive team.

5-2-1: The offensive team shall be awarded a new series of downs when any one of the following occurs:

- a. Penalty for defensive pass Interference is accepted.
- b. Offensive team recovers a scrimmage kick (field-goal attempt) between the goal lines after it has been touched first by the defensive team beyond the neutral zone.
- c. Defensive team is guilty of roughing the kicker, place-kick holder, snapper or passer.

5-3-1: The line to gain is always the goal line.

8-1: If the defensive team scores a safety or touchdown, the game is ended.

8-3: No try will be attempted if the winner of the game has been determined.

10-YARD LINE OVERTIME PROCEDURE INTERPRETATIONS

5.1.1A Play: On fourth down in overtime play, A scores a touchdown. After the score, but before the try, B1 commits an unsportsmanlike foul.

Ruling: The penalty is enforced from the succeeding spot on the try. Non-player fouls, non-player unsportsmanlike fouls and dead-ball fouls are penalized on the succeeding spot.

5.1.1B Play: During the last timed down of the fourth period A1 advances for a touchdown making the score B-22 and A-20. On the try A2 passes complete to A3 in the end zone. Following the try B1 commits an unsportsmanlike foul.

Ruling: The penalty for the foul by B1 after the successful try will be administered from the succeeding spot to begin overtime play.

5.1.1B & C Comment: In this situation the referee should explain to the captains at the time of the coin toss the fact the penalty will be administered on the first series of downs in the overtime. The place from which the ball will be put in play for each team could have an effect on the choice made by the winner of the toss.

5.1.1D Play: When the regulation game ends in a tie, the teams use the recommended tie-breaking procedure. A wins the toss and elects to take the ball. A1 scores on the third down. After A1 crosses the goal line: (a) A2 clips B1; or (b) B1 strikes A2.

Ruling: Dead-ball fouls in both (a) and (b). The score counts and the penalties in both (a) and (b) are enforced on the try, because that is the succeeding spot.

5.1.2A Play: On third and 4 in overtime play, B recovers a fumble or intercepts a pass.

Ruling: The down ends as soon as B1 recovers or intercepts. In both cases the series of downs is ended for A.

5.1.2B Play: On third and 6 in overtime play Team A attempts a field goal. The attempt is not successful and B recovers on the 1-yard line.

Ruling: The down ends when B1 recovers. The series is ended for A.

5.1.2C Play: The fourth quarter ends during a scoring play. During the successful 2-point try, B9 is called for pass interference. A accepts the result of the play, which ties the score and chooses to have the penalty assessed at the succeeding spot.

Ruling: This is correct. Since A, by rule, can choose succeeding spot enforcement, and the try was successful, A will likely take enforcement at the succeeding spot to begin overtime. Game officials must be certain to explain the options clearly, not only during penalty administration, but also during the overtime coin toss.

5.2.1A Play: In overtime play with third and goal from B's 4-yard line, B1 interferes during a forward pass.

Ruling: If the penalty is accepted it will be first and goal for A on B's 2-yard line.

5.2.1B Play: In overtime play on second down from the 8-yard line, B1 commits pass interference.

Ruling: First down for A on the 4-yard line if the penalty is accepted.

5.2.1C Play: (a) On second; or (b) fourth down and 9, A1 interferes on an incomplete forward pass.

Ruling: In (a) it is A's ball third down from its 24-yard line. In (b) B will decline the penalty and take the ball on the 10-yard line.

5.3.1 Play: At the end of the regulation game the score is tied, 7-7. It was previously announced that the recommended tie-breaking procedure would be followed. Immediately after the last down of the fourth period A1 strikes B1.

Ruling: A1 will be disqualified and may not participate during the overtime period. The penalty for A1's foul will be administered from the succeeding spot. If B is the first to put the ball in play it will be from the 5-yard line. If A is the first to put the ball in play it will be from the 25-yard line.

