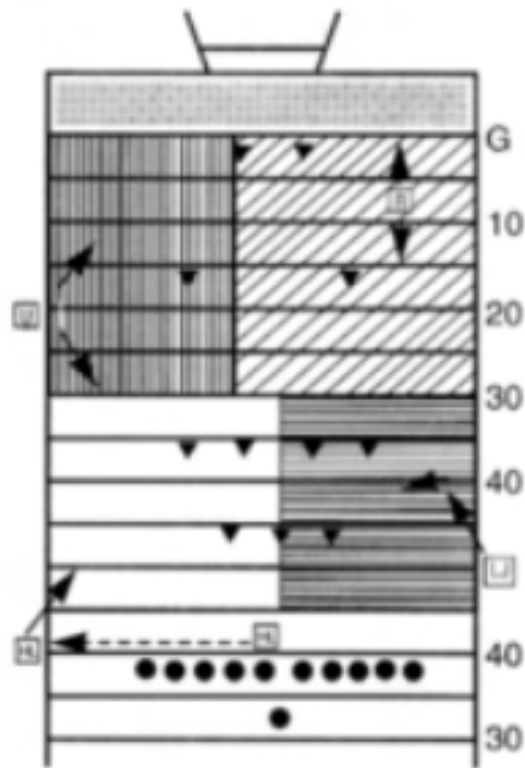


Four-Game Officials

FOUR-GAME OFFICIAL POSITIONS FOR KICKOFF



KICKOFF

I. REFEREE

A. Before kick:

1. Position: Near R's 5- or 10-yard line inside sideline opposite head linesman.
2. Count R players.
3. Check positions of other game officials.
4. After ready signs have been received from other game officials, declare the ball ready for play and sound whistle and verify that at least four K players must be on each side of the kicker until the ball is kicked.
5. If short free kick is anticipated:
 - a. Take position near R's 10-yard line near the 9-yard marks.
 - b. Be alert to assist other game officials.

B. After kick:

1. Kick down the middle:
 - a. Signal game clock to start (S #2) when kick is legally touched other than first touching by K.
 - b. Pick up runner and follow until releasing to covering official.
2. Deep kick:
 - a. Retreat to goal line to rule on touchback.

- b. If kick is caught inside 5-yard line and player is downed in end zone, or ball goes out of bounds there, mark spot of catch with bean bag and rule on whether player's momentum took him/her into end zone.
 3. Kick outside opposite hash mark:
 - a. Move cautiously with play.
 - b. Observe action of other players in vicinity of runner.
 - c. Serve as clean-up behind, to side of, and around runner.
 4. Kick out of bounds—determine if R had touched or last touched ball inbounds.

II. UMPIRE

A. Before kick:

1. Position: R's 20-yard line outside sideline opposite line judge.
2. Monitor bench area, then move to sideline opposite line judge.
3. Be certain coaches, players, substitutes and other individuals are in proper location.
4. Count R players.
5. Hold arm above head to indicate you are ready.
6. If short free kick is anticipated:
 - a. Position near R's 50-yard line.
 - b. Be alert for first touching by K or kick which does not cross R's free-kick line. Hold bean bag to mark first touching by K.
 - c. Observe legality of blocks and action away from the ball.

B. After kick:

1. Kick to your side:
 - a. Signal game clock to start when kick is touched, other than first touching by K only if ball is even or up field from you.
 - b. Pick up runner and follow.
 - c. When ball becomes dead, sound whistle and give time-out signal (S #3).
2. Be alert for first touching by K and mark spot with bean bag.
3. Mark spot where kick goes out of bounds on your side of field:
 - a. Drop penalty marker if untouched inbounds by R.
4. Maintain position enabling coverage of your sideline at all times.
5. Observe legality of blocks and action away from the ball when you are not covering the runner.
6. Kick to opposite side of field:
 - a. Move cautiously along sideline toward play.
 - b. Observe action of other players in vicinity of runner.

III. HEAD LINESMAN

A. Before kick:

1. Take charge of ball.
2. Position: K's free-kick line outside sideline to monitor bench area and assist kicking team in getting into position.
3. 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. If the kicker is not ready place the ball on the ground and then proceed to the sideline.

4. Count K players.
5. Move to position just outside the sideline on K's free-kick line on the line-to-gain indicator side.
6. Be certain coaches, players, substitutes and other individuals are in proper locations and no K players, with the exception of the kicker, may be more than 5 yards behind the kicking team's free-kick line.
7. Hold arm above head to indicate you are ready.
8. Watch for any infractions involving K's free-kick line.
9. If there is a dead-ball foul, administer penalty and place ball ready.

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 rekick, administer penalty and place ball ready.
4. Mark out-of-bounds spot if kick goes out of bounds in your area:
 - a. Bean bag spot if touched inbounds by R.
 - b. Drop penalty marker if untouched inbounds by R.
5. Observe the legality of blocks by players and action against kicker and holder. Cover to opposite 45-yard line.
6. After ball has gone downfield, move to the center of the field. Move downfield no more than 10-15 yards while maintaining inside-out coverage. Take responsibility for K's goal line.
7. Maintain position enabling coverage of sideline at all times.
8. Be in position to take over coverage of runner in your area on long return.

IV. LINE JUDGE

A. Before kick:

1. Be certain coaches, players, substitutes and other individuals are in proper locations.
2. Position: R's free-kick line outside sideline opposite head linesman.
3. Temporarily move to nine-yard marks (top of the numbers), then count K players and identify the free-kick line for the receiving team.
4. Hold arm above head to indicate you are ready.
5. Watch for any infractions involving R's free-kick 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. Hold bean bag to mark spot of first touching by K.
 - c. Observe legality of blocks and action away from the ball.

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 your area.

4. If ball becomes dead in your area, including prior to crossing R's free-kick line, sound whistle and give time-out signal.
 5. Mark spot where kick goes out of bounds in your area:
 - a. Drop penalty marker if untouched inbounds by R.
 6. After ball has gone downfield, move deliberately in that direction along sideline while watching for fouls away from ball. Cover approximately 15 yards downfield.
- V. ALL GAME OFFICIALS
- A. Covering official(s) signal game clock to start when kick is legally touched, other than first touching by K.
 - B. Kick out of bounds between goal lines:
 1. Sound whistle.
 2. Give time-out signal (S #3) twice and mark spot.
 3. Determine if R had touched ball inbounds.
 4. Toss penalty marker if R did not touch the ball.
 - C. Maintain position to cover sideline at all times.
 - D. Sound whistle when ball becomes dead in your area and give time-out signal.
 - E. Carry bean bag in hand.
 - F. Free kick following safety:
 1. Each game official assumes same relative position and has same duties as on kickoff.
 2. Ball put in play by drop kick, place kick or punt.

FIELD-GOAL ATTEMPT BY FREE KICK AFTER A FAIR CATCH OR AWARDED FAIR CATCH

- I. REFEREE
 - A. Position: Behind and directly between uprights.
 - B. Determine whether kick is successful.
- II. All other game officials' mechanics same as kickoff.
- III. Set the line-to-gain indicator to establish 10-yard neutral zone.

KEYS AND PRIORITY OF KEYS

These keys are intended to help determine coverage at the initial snap only. A game official must be prepared to react to the play as it develops. These do not necessarily determine coverage for the entire play, as constant adjustments are necessary.

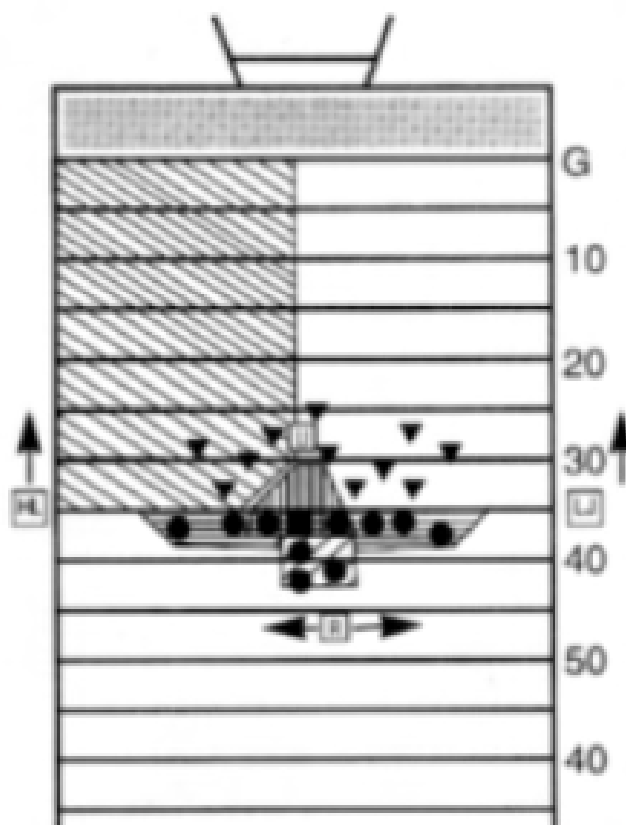
- I. In determining keys, several definitions are needed for clarification purposes:
 - A. **STRENGTH OF THE FORMATION** - determined by the number of eligible receivers on a particular side of the offensive formation. It has nothing to do with the number of linemen on each side of the center, but rather the number of eligible receivers outside the tackles. If there is no strong side, strength is declared to the LINE JUDGE'S side.
 - B. **TIGHT END** - The end man on the line of scrimmage lined up no more than four yards from the nearest offensive lineman.

- C. BACK IN BACKFIELD - A player in the backfield between the tackles at the snap.
- D. TRIPS (Three or more receivers outside the offensive tackles.)
- II. In four-person coverage, the keys are fairly straightforward. Each wing official is responsible for action by the players entering his/her zone. The key for each of these game officials would be the action of the first player into that zone.

RUNNING PLAY

- I. REFEREE
 - A. After ball is spotted:
 - 1. Declare ball ready-for-play by using established procedure.

FOUR-GAME OFFICIAL POSITIONS FOR RUNNING AND FORWARD-PASS PLAYS



- 2. Position: Behind Team A. (Distance back or to side varies with A's formation, usually 3 to 4 yards deeper than deepest back.)
 - a. On passing arm side of quarterback.
 - b. Able to view tackle on far side and backs.
- 3. Check following:
 - a. Play clock count and provide a visible count of the last five seconds when on-field play clocks are not utilized. (See signal on page 28)
 - b. One-second count after a huddle or shift.
 - c. Number of A players and eligible backs.
 - d. Snap irregularities and movement of linemen.
- 4. Be alert for illegal shift or player in motion.

- B. After snap:
 1. Areas of responsibility:
 - a. Key tackle on opposite side, unless formation dictates otherwise. If he/she blocks aggressively, read run. If he/she pass blocks, read pass.
 - b. Ball, runner and action around him/her to neutral zone.
 - c. If action is not in direction of original position, move toward or parallel to scrimmage line, maintaining position approximately in line with runner's progress.
 - d. Delay moving immediately toward line of scrimmage to avoid hindering reverse or delayed play and to assure maximum vision of play.
 - e. If there is a score and no foul, give touchdown signal and record score.
 2. Move behind play toward side of field to which play advances to cover runner if he/she is downed near neutral zone.
 3. Check following:
 - a. Illegal use of hands by players of A.
 - b. Action behind ball and away from runner near neutral zone.
 - c. Action on quarterback after handoff.
 - d. Signal from head linesman or line judge indicating foremost point of ball on quick line plays.
 - e. Backward or forward pass when ball is thrown.
 - f. Out-of-bounds spot behind neutral zone.
 4. Continue to observe action behind neutral zone before leaving area.
 5. Responsible for runner until he/she crosses neutral zone.
 6. When ball is dead:
 - a. Move quickly toward its location.
 - b. Be positive of ball location before sounding whistle.
 - c. Signal number of next down.
 7. Help spot ball, then give ready-for-play signal (S #1) and sound whistle if applicable.
 8. If first down has been made or change of team possession has occurred, give time-out signal to stop game clock unless already stopped by rule.

II. UMPIRE

- A. After ball is spotted:
 1. Position:
 - a. Usually will spot and remain over ball until referee releases you or gives ready-for-play.
 - b. Usually 5 to 10 yards behind Team B's line and between B's ends keeping snap in view.
 - c. Do not interfere with vision or movement of defensive backs.
 - d. Vary position so players cannot use you as interference.

2. Check following:
 - a. Number of A players.
 - b. Five players numbered 50 through 79 on offensive line.
 - c. Interference with snap, a false start or encroachment.
 - d. Disconcerting signals by B.
 - e. Note position of ball between hash marks.
 - f. Note B's players on the line of scrimmage in the free blocking zone.

B. After snap:

1. Areas of responsibility:
 - a. Key center and guards. If they block aggressively, read run. If they pass block, read pass.
 - b. Read point of attack, paying particular attention to free-blocking zone restrictions.
 - c. When play is wide to side:
 - (1) Move in that direction observing initial line play and action around runner (especially on short gains or losses in side zones).
 - (2) Remain on inside working out to maintain boxed-in coverage.
 - d. When hole opens directly in front of you:
 - (1) React and adjust according to play, possibly moving laterally (quick step) from hole and being alert for tight end cutting across.
 - (2) Cover action at point of attack and then behind runner.
2. Check for illegal use of hands or arms and other fouls near neutral zone.
3. Be alert for:
 - a. Quick kick or pass.
 - b. Ineligible receivers and point forward pass first strikes anything.
 - c. If fumble occurs beyond neutral zone, assist in determining who secures possession.
 - d. Illegal contact on snapper.
 - e. Action of players in and just behind neutral zone.
4. Do not sound whistle unless covering official is not in position.
5. Assist in spotting ball.
6. Assist with relay if ball goes out of bounds.

III. HEAD LINESMAN AND LINE JUDGE

A. After ball is spotted:

1. Position: Straddle the line of scrimmage 1 yard outside the sideline.
2. Check down indicator number. Signal number of down.
3. Use extended arm signal and hold until snap to indicate closest A player is off line of scrimmage.
4. Count B players and identify eligible receivers on your side. Be alert for illegal substitutions.

5. Check following:
 - a. Wingbacks, flankers, split ends and slot backs.
 - b. First two players in from your end of offensive line, including backs, as eligible pass receivers.
 - c. Player in motion away from you and maintain responsibility for him/her if he/she reverses direction.
 - d. Minimum of five offensive players on line-of-scrimmage.
 - e. Encroachment or false start.
- B. After snap:
 1. Areas of responsibility:
 - a. Key end and wide receiver if defender is covering him/her tightly. If end uncovered, look through to tackle to read run or pass.
 - b. Be alert for quick plays into line and assist in marking forward progress with downfield foot.
 - c. Watch initial charge of linemen.
 - d. On wide-end run to your side, observe blocking near neutral zone to tackle.
 - e. Check block on eligible receiver.
 - f. When ball comes to your side of field:
 - (1) Cover sideline and watch for crackback block.
 - (2) Sound whistle when ball becomes dead and move to spot of ball.
 - (3) If ball becomes dead in side zone, toss it to referee or umpire for spotting.
 - g. When ball goes to opposite side:
 - (1) Move down sideline until certain there will be no reverse or counter.
 - (2) Observe action on linebacker and back side pursuit.
 - h. On down-the-line option plays toward you, observe pitchman, loose ball, and pitchman as he/she becomes runner.
 - i. Observe late blocks and forearm blows away from runner.
 - j. Responsible for entire sideline. If ball goes out of bounds:
 - (1) Signal time-out immediately (S #3) twice.
 - (2) Hold out-of-bounds spot while another game official retrieves ball.
 2. While moving downfield with runner, watch for illegal forward pass or fumble.
 3. If play continues following illegal forward pass, drop penalty marker at spot of pass to indicate where run ended and at spot of any subsequent foul.
- IV. HEAD LINESMAN (Working with the line-to-gain indicator and crew):
 - A. Echo referee's signal verbally and with proper hand signal.
 - B. Repeat referee's time-out signal.
 - C. Do not turn back on field of play when having the indicator moved.
 - D. Authorize down marker to be moved only after referee's signal.

- E. When necessary to move the line-to-gain indicator:
 - 1. Spot foremost point of ball with downfield foot.
 - 2. Have down marker operator mark the spot, informing referee that the line-to-gain indicator is ready.
 - 3. Have line-to-gain crew set the indicator.
- F. When line-to-gain is goal line:
 - 1. Remove line-to-gain indicator from sideline.
 - 2. Provide down-marker operator with bean bag to mark line of scrimmage.
- V. LINE JUDGE
 - A. If obvious first down, signal game clock to stop.
- VI. ALL GAME OFFICIALS
 - A. Areas of responsibility:
 - 1. Keep play properly boxed in.
 - 2. Before sounding whistle:
 - a. Be certain ball is dead.
 - b. Be certain of location of ball.
 - c. Keep eyes on runner when you are covering.
 - 3. When ball becomes dead in your area, sound whistle promptly, and be alert for dead-ball fouls.
 - B. If there is a fumble, covering official should:
 - 1. Mark spot of fumble with bean bag.
 - 2. Rule on possession immediately.
 - 3. If defense recovers, covering official should immediately signal time-out (S #3) twice and then first down.
 - 4. If fumbling team recovers, covering official should indicate number of next down with finger(s) or fist if fourth down.
 - 5. If ball becomes dead before fumble, covering official sound whistle immediately to indicate down has ended.
 - C. If ball goes out of bounds:
 - 1. Covering official:
 - a. Give time-out signal immediately (S #3) twice.
 - b. Mark and hold spot.
 - c. Continue to observe action.
 - 2. Nearest free game official retrieve ball, unless covering official is in best position to do so.
 - 3. Other game officials:
 - a. Echo time-out signal (S #3) twice.
 - b. Move quickly into position to assist getting ball ready-for-play.
 - D. Be alert for substitution infractions.

FORWARD PASS

- I. REFEREE
 - A. After ball is spotted: Same as referee on Running Plays.
 - B. After snap:
 - 1. Read block of offensive tackle on opposite side.
 - 2. Observe all blocks behind the neutral zone.

3. As passer retreats, remain wide and deeper than passer.
4. Give special attention to contact with passer:
 - a. After ball is released, continue to observe passer, not flight of ball.
 - b. Verbally alert defenders when passer has released ball.
5. Determine whether pass is forward or backward.
6. Be alert to observe illegal pass:
 - a. Move to spot of pass to determine whether passer's feet were in or behind neutral zone when ball was released.
 - b. If illegal, drop penalty marker, continue to officiate.
 - c. If close, mark spot of pass with bean bag and continue to officiate.
7. Solely responsible for intentional grounding. May get assistance from covering official.
8. Continue to observe action behind neutral zone before leaving area.
9. Responsible for runner until he/she crosses neutral zone.

II. UMPIRE

- A. After ball is spotted: Same as umpire on Running Plays.
- B. After snap:
 1. Be alert for illegal contact on snapper.
 2. Watch for illegal contact and illegal use of hands.
 3. When you read forward pass, step toward neutral zone:
 - a. This removes you as target on shallow drag passes.
 - b. Puts you in position to rule whether ineligible is illegally downfield.
 4. Observe action of players in and just behind neutral zone.
 5. Assist referee to determine whether passer's feet were in or behind neutral zone when ball was released.
 6. Drop penalty marker at spot from which illegal pass is thrown.
 7. Cover short passes down middle.
 8. Know where forward pass first touches anything.
 9. Cover fumbled pass in your area and mark spot.

III. HEAD LINESMAN AND LINE JUDGE

- A. After ball is spotted: Same as head linesman and line judge on Running Plays.
- B. After snap:
 1. Key through end to read initial block of tackle.
 2. Move to position to check blocking and contact of eligible receivers and linebackers.
 3. Be ready to rule on direction of quick quarterback pass.
 4. Move cautiously downfield for first 5 to 7 yards, approximately halfway between that zone and deepest receiver:
 - a. Watch for interference by either team.
 - b. Be ready to rule on fumble or illegal pass after completion.
 5. If pass is incomplete in your area:
 - a. Sound whistle.

- b. Give incomplete-pass signal (S #10) twice.
- c. Retrieve ball and relay to game official nearest previous spot.
6. Be ready to adjust coverage if potential passer decides to run.
7. Be alert for sideline action.
8. Be alert for forward progress of runner.
9. Responsible for entire sideline.
10. Always be prepared to come back to rule on play near neutral zone in addition to sideline action.

IV. COVERING OFFICIALS

- A. Be alert for an illegal pass.
- B. Observe touching or catching by ineligible player.
- C. Watch for holding of eligible receivers and all contact beyond neutral zone both before and after pass is thrown.
- D. If ruling on pass reception involving sideline, only approved signals (S #3, or S #10) should be used.
- E. If pass intercepted inside defensive team's 5-yard line and player making interception is downed in end zone or ball goes out of bounds there:
 1. Be prepared to rule whether his/her momentum took him/her into end zone.
 2. Mark spot of interception with bean bag.

SCRIMMAGE KICK

I. REFEREE

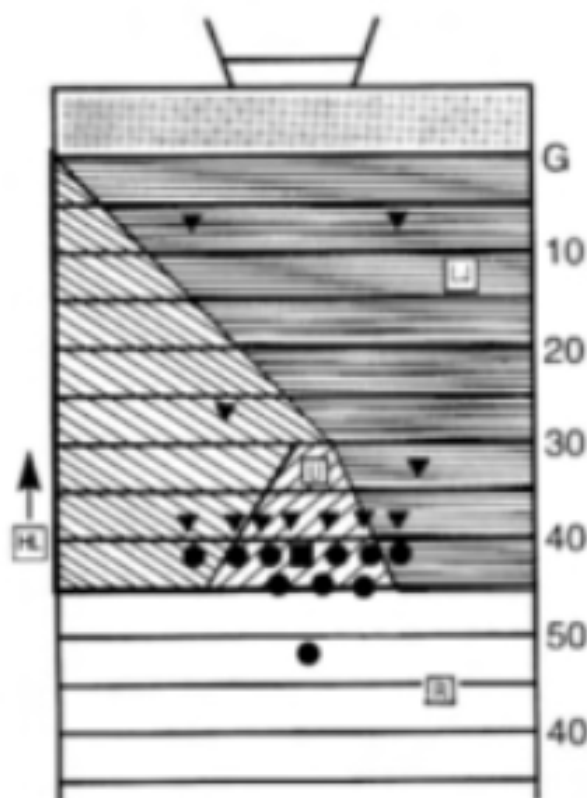
- A. After ball is spotted:
 1. Check down and distance with head linesman.
 2. Declare ball ready-for-play by using established procedure.
 3. Position: 3-5 yards outside the tight end and 2-3 yards behind the kicker, on line judge's side of the field.
 4. Count K players.
- B. After snap:
 1. Watch for fouls behind neutral zone especially near kicker.
 2. Be alert for blocked kick and be ready to rule on recovery.
 3. After ball crosses the neutral zone, observe line play.
 4. Move downfield slowly following kick.
 5. Watch for fouls and be ready to pick up runner if there is long return.
 6. Determine from covering official if ball was touched beyond neutral zone and by whom.
 7. Kick out of bounds in flight – line up covering official at the spot where the ball crossed the sideline by using an outstretched arm.
 8. Check with line judge for possible fair catch.
 9. If no foul, signal head linesman to move line-to-gain indicator.
 10. Confirm line-to-gain indicator is set before giving ready-for-play signal.

II. UMPIRE

- A. After ball is spotted:
 1. Position: 10 yards deep keeping ball in view.

2. Count K players.
 3. Check numbering exception.
 4. Key offensive guards and center.
- B. After snap:
1. Step toward neutral zone and be alert for roughing the snapper, then shift to action of offensive guards and backs behind neutral zone.
 2. Read play and be alert for run or pass.
 3. Be alert to assist referee in covering a short or blocked kick and be responsible for determining if the ball crosses neutral zone.
 4. Following kick, pivot to view line-judge side of field to observe blocks in side zone and move toward return area observing players away from ball.
 5. Be alert for fouls in secondary and move downfield slowly.
 6. When ball goes out of bounds, move to help relay ball to hash mark.

FOUR-GAME OFFICIAL POSITIONS FOR SCRIMMAGE KICK



III. HEAD LINESMAN

- A. After ball is spotted:
1. Position: Same as for run or pass.
 2. Check down number and count R players.
 3. After "Ready" responsible for neutral zone.
- B. After snap:
1. Cover all kicks to your side.
 2. Ball out of bounds in flight:
 - a. Sound whistle and give time-out signal (S #3) twice.
 - b. Move farther downfield than where it went out.
 - c. Walk upfield until referee spots you on sideline.

3. Ball rolls out of bounds:
 - a. Sound whistle and give time-out signal (S #3) twice.
 - b. Hold spot and continue to observe action.
 - c. Drop bean bag at spot if ball must be retrieved.
4. Assist referee in covering ball on short or blocked kick:
 - a. Note if kick is touched beyond neutral zone.
 - b. Note if recovered in or behind neutral zone.
 - c. Carry bean bag in hand during down to mark first touching, fumble, momentum or end of kick.
5. If fair-catch signal is made, observe if signaler blocks.
6. Routine kick:
 - a. Unless kick comes close to your side, delay move to sideline, cover clipping and other fouls in secondary.
 - b. Move with runner if he/she comes to your side.
 - c. Follow to goal line if run is broken.
 - d. When ball becomes dead:
 - (1) Sound whistle, give time-out signal (S #3) twice and mark spot.
 - (2) Make sure of possession on fair catch.
7. If there is foul, have free game official cover ball while game official who had foul reports information to referee.
8. Watch referee for signal to move line-to-gain indicator.

IV. LINE JUDGE

- A. After ball is spotted:
 1. Position: 7-10 yards wider than and in front of the deepest receiver, in position to cover sideline as well as kick.
 2. Count R players.
- B. After snap:
 1. Carry bean bag in hand during down to mark first touching, fumble, momentum or end of kick.
 2. Responsible for initial action on or by the end on your side.
 3. Cover all kicks down the middle and to your side.
 4. Ball rolls out of bounds:
 - a. Sound whistle and give time-out signal (S #3) twice.
 - b. Hold spot and continue to observe action.
 - c. Drop bean bag at spot if must retrieve ball.
 5. Ball out of bounds in flight:
 - a. Sound whistle and give time-out signal (S #3) twice.
 - b. Go deeper than the spot where the ball went out of bounds and walk back toward referee.
 - c. Have referee spot you on sideline and hold spot until ball has been spotted for next down.
 6. Ball stays inbounds:
 - a. Be ready to rule on whether kick is touched by either team.
 - b. If ball is muffed, be prepared to rule on possession.
 - c. Be alert for hand-off and reverse.

- d. If K is first to touch a kick which is moving, mark spot of first touching with bean bag and continue to cover play.
- e. If K is first to touch kick that is motionless beyond neutral zone, sound whistle, give time-out signal (S #3) twice and mark spot.
7. Following fair catch:
 - a. Sound whistle, give time-out signal (S #3) twice and mark spot.
 - b. Observe action of signaler when no fair catch is made.
 - c. Be prepared to rule on touchback or safety, or whether receiver's momentum took him/her into end zone.
8. When kick is returned:
 - a. Move with runner if he/she runs up the middle or to your side until another game official picks him/her up.
 - b. When this is done, delay and observe action behind ball.
9. When kick becomes dead:
 - a. Sound whistle immediately and give time-out signal (S #3) twice.
 - b. Inform referee of ball status before placing it for next play.
10. If kick is caught inside 5-yard line and player is downed in his/her end zone or ball goes out of bounds there, be prepared to rule on whether his/her momentum took him/her into end zone.
11. Mark spot of catch inside 5-yard line with bean bag.

FIELD-GOAL ATTEMPT OR TRY WHEN SNAP IS FROM 15-YARD LINE OR INSIDE

I. REFEREE

A. After ball is spotted:

1. Position: About 1 yard to the rear and 2 to 3 yards to side of potential kicker, facing potential holder and able to see holder receive ball.
2. Count K players.
3. Rule on motion of backs within line of vision.

B. After snap:

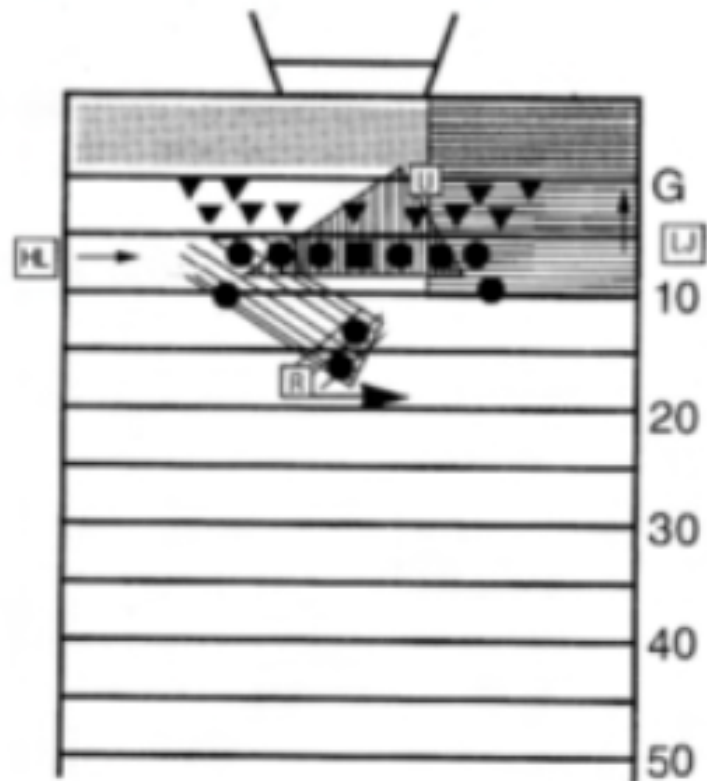
1. Watch for fumble by holder.
2. Be alert for run or pass and assist in sideline coverage if run develops to referee's side of field.
3. If ball is kicked, move quickly behind kicker into line of flight of ball.
4. Rule on kick passing through uprights and signal score (S #5) or no score (S #10) twice after getting signal from line judge who rules on whether ball passed over crossbar.
5. If try is blocked, immediately sound whistle and give the no-score signal (S #10) twice.
6. If field goal is blocked, ball remains live.

II. UMPIRE

A. After ball is spotted:

1. Position: 5 to 10 yards deep keeping snap in view.
2. Check for use of numbering exception.
3. Count kicking team players.
4. Key action of center and guards.

**FOUR-GAME OFFICIAL
POSITIONS FOR FIELD-GOAL
ATTEMPT OR TRY WHEN
SNAP IS FROM 15-YARD LINE
OR INSIDE**



- B. After snap:
1. Step toward neutral zone reading interior linemen.
 2. Check action on snapper.
 3. Be alert for kick crossing neutral zone and short or blocked kicks.
 4. Following kick, pivot to view line-judge side of field to observe blocks in side zone and move downfield watching action away from ball.

III. HEAD LINESMAN

- A. After ball is spotted:
1. Position: on sideline
 2. Observe neutral zone.
 3. Count receiving team players.
- B. After snap:
1. Read end and tackle—be alert for run or pass.
 2. If ball is kicked, watch for roughing kicker or holder.

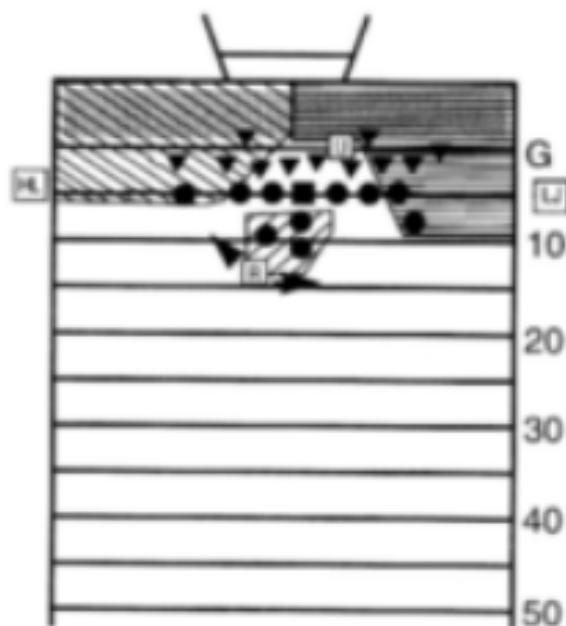
IV. LINE JUDGE

- A. After ball is spotted:
1. Position: on sideline.
 2. Count R players.
 3. Handle as any goal-line play.
- B. After snap:
1. Read offensive end.
 2. Move towards end line to determine if ball passes over or under crossbar—if ball passes under crossbar, immediately signal no score (S #10) twice.
 3. Sound whistle when successful kick passes uprights or when it is apparently unsuccessful after breaking goal-line plane.

FIELD-GOAL ATTEMPT OR TRY WHEN BALL IS SNAPPED OUTSIDE 15-YARD LINE

- I. REFEREE
 - A. Position: Same as inside 15-yard line.
 - B. Responsible for kicker and holder after snap.
 - C. Cover as any scrimmage kick.
- II. UMPIRE
 - A. Position: Same as inside 15-yard line.
 - B. Cover as any scrimmage kick.
- III. HEAD LINESMAN
 - A. Position: Move downfield as any scrimmage kick.
 - B. Cover line of scrimmage to end line.
- IV. LINE JUDGE
 - A. Position: 5 yards behind and directly between uprights.
 - B. Rule whether kick is successful or unsuccessful.
 - C. If unsuccessful, rule on a possible touchback.
 - D. Give appropriate signal (S #5 or S #10).
 - E. Responsible for your sideline and end line on runs and passes.

**FOUR-GAME
OFFICIAL POSITIONS FOR
GOAL-LINE PLAY**

**GOAL-LINE PLAY**

- I. REFEREE
 - A. Position and cover same as scrimmage play.
 - B. Do not give touchdown signal from behind runner unless obvious.
 - C. Give touchdown signal if touchdown has been signaled by another game official and no foul occurred.
- II. UMPIRE
 - A. Position: Near goal line with coverage same as scrimmage play.
 - B. Do not give touchdown signal from in front of runner unless obvious.
 - C. When runner has made quick thrust into line, be sure ball is not moved forward after it is declared dead. Assist wing official if he or she needs help.

III. HEAD LINESMAN AND LINE JUDGE

- A. Position as scrimmage play.
- B. On snap between 10- and 5-yard line, release downfield staying ahead of runner to goal line.
- C. On snap inside 5-yard line, release to goal line and officiate back to ball.
- D. Note farthest point to which ball is advanced:
 1. If short of goal line, move in quickly and help by marking point with downfield foot.
 2. If you see ball in possession of runner touch or cross goal-line plane, instantly give touchdown signal.
 3. If ball breaks goal-line plane, give touchdown signal.
- E. Head Linesman:
 1. Remove line-to-gain indicator from sideline.
 2. Provide down-marker operator with bean bag.

IV. ALL GAME OFFICIALS

- A. Only game official(s) who actually see touchdown should give touchdown signal (S #5).
- B. Game officials not observing touchdown do not mirror signal.
- C. Count your respective team.

AFTER A SAFETY, TRY OR FIELD GOAL

I. ALL GAME OFFICIALS

- A. Same as kickoff.
- B. Be alert for substitutions and any irregularities as to number of players.
- C. Reminder: On free kick following safety:
 1. Each game official assumes same relative position and has same duties as on kickoff.
 2. Ball may be put in play by drop kick, place kick or punt.
- D. Strive to put ball in play without delay.

ADMINISTERING PENALTIES

I. REFEREE

- A. When ball is dead following a foul:
 1. Give time-out signal (S #3) twice.
 2. Get full information from game official who called foul.
 3. Give preliminary signal to press-box side of field only.
 4. Give options to designated representative of offended team.
 5. When designated representative's most advantageous choice is obvious, quickly inform him/her.
 6. When designated representative does not respond, his/her silence shall be considered acceptance of obvious choice. Once made, it cannot be revoked.
 7. Make note of enforcement spot for penalty and confirm yardage with umpire.
 8. After ball has been spotted, give final signal for foul to press-box side of field only.

- B. When penalty is declined:
 - 1. Go to spot visible from press box.
 - 2. Give foul signal followed by penalty-declined signal (S #10) twice to press box.
- C. When there is a double foul:
 - 1. Signal each foul, facing press box.
 - 2. Follow this with penalty-declined signal (S #10) twice.
- D. When two penalties are enforced, give proper signals following each enforcement.
- E. When penalty is to be enforced on kickoff:
 - 1. Indicate proper foul signal.
 - 2. Point to offending team.
 - 3. Indicate scoring signal (S #5).
 - 4. Point toward succeeding spot.
- F. Accepted penalty for foul by either team during the last timed down of a period, play continues with an untimed down (S #1) except for fouls listed in Rule 3-3-4.
- G. When dead-ball fouls occur after fourth down:
 - 1. Signal any live-ball fouls.
 - 2. Signal first down.
 - 3. Signal dead ball.
 - 4. Signal the dead-ball foul(s).

II. UMPIRE

- A. Secure ball.
- B. Make note of enforcement spot for penalty.
- C. Proceed with measurement.
- D. On properly marked field, avoid stepping off distance between yard lines, except to the first and for the final yard line.
- E. Walk briskly, using an arm signal to point to each yard line you cross.

III. HEAD LINESMAN

- A. Be certain of down number.
- B. Proceed to succeed spot.
- C. Be ready to have line-to-gain indicator moved after penalty administration.
- D. Give final signal for foul to be enforced on kickoff to press-box side of field.

IV. LINE JUDGE

- A. Hold enforcement spot.

V. HEAD LINESMAN AND LINE JUDGE

- A. Check enforcement.
- B. Do not permit athletic trainers, attendants or coaches to come onto field.
- C. Relay penalty information to appropriate coach and to other game officials if necessary.

VI. ALL GAME OFFICIALS

- A. Observe live-ball foul:
 - 1. Withhold whistle.

2. Drop penalty marker at proper yard line and continue to observe play noting location of ball at time of foul.
3. When ball becomes dead:
 - a. Give time-out signal (S #3) twice.
 - b. Sound whistle.
 - c. Verbally report information to referee.
 - d. Give no visible signal.
 - e. Make mental note as to whether game clock should be started on ready or on snap.
- B. Observe dead-ball foul:
 1. Sound whistle, toss penalty marker into air and give time-out signal (S #3) twice immediately.
 2. Follow procedures outlined under A.
- C. See that umpire assesses penalty properly in all respects.
- D. Calling game official (umpire, head linesman, line judge):
 1. After calling foul and ball has been declared dead:
 - a. Sound whistle and give time-out signal (S #3) twice.
 - b. Get referee's attention by giving short blasts of whistle.
 - c. Make sure another game official is covering spot of foul.
 - d. Verbally report full information to referee:
 - (1) Identify foul.
 - (2) Identify offending team including jersey color and offense/defense or kicking/receiving team.
 - (3) Identify offending player's number or position.
 - (4) Indicate spot of foul, end of run or end of kick.
 - (5) Indicate status of ball when foul occurred.
- E. Assist with locating designated representative.
- F. Recover penalty markers and ball.
- G. Enforcement:
 1. Stay clear of spot of foul.
 2. If spot is different, go to enforcement spot.
 3. When umpire begins enforcement, check for correctness and distance.
 4. Avoid visiting while penalty is assessed.
- H. When a disqualifying foul is called:
 1. Game official who called foul shall inform offending player and report his/her number and type of infraction to referee, coach and other members of officiating crew.
 2. Emphasize disqualification is for remainder of game.
 3. If there are double disqualifying fouls, referee may designate another game official to assist in reporting foul to coaches.
 4. The game official shall not place a hand on offending player, nor accompany or escort him/her to sideline.
 5. All game officials:
 - a. Record player's number and name, if known.
 - b. Observe all other players.

6. Following contest, notify state association if applicable.
- I. Record unsportsmanlike penalties.

MEASURING FOR FIRST DOWN USING TRADITIONAL LINE-TO-GAIN INDICATORS

I. REFEREE

- A. Give time-out signal (S #3) twice – follow by tapping hands on chest.
- B. Signal head linesman to bring line-to-gain equipment onto field.
- C. Motion players away from ball.
- D. Rotate ball so the long axis is parallel to sideline.
- E. In side zone, measure before ball is taken inbounds.
- F. If line-to-gain not reached in side zone, use the line-to-gain indicator to accurately place ball at hash marks.
- G. If ball has gone out of bounds, measure to point where ball crossed sideline.
- H. Inside edge of forward indicator marks line-to-gain.
- I. When measurement is completed:
 1. Signal number of next down.
 2. Spot ball at proper place.
 3. Wait for line-to-gain crew to return to position.
- J. If new series awarded to opponent of team which was in possession when ball became dead:
 1. Place ball so that foremost point, when it became dead, becomes rear point when the direction is changed.
- K. After measurement:
 1. Declare ball ready-for-play (S #1) if ball was out of bounds.
 2. If not out of bounds, signal game clock to start with ready-for-play (S #1 and then S #2) twice.
 3. If first down for Team B (S #8), game clock will start on snap.

II. UMPIRE

- A. Take the forward indicator from crew members at place of measurement.
- B. When head linesman says "ready," tighten line-to-gain indicator and hold forward indicator near ball until referee reaches decision.

III. HEAD LINESMAN

- A. When a measurement is signaled by referee:
 1. Grasp line-to-gain indicator and clip at back edge of back-yard line (don't just grasp clip since clip could detach).
 2. Instruct down marker operator to mark front indicator spot and keep same down number.
 3. Bring line-to-gain indicator behind ball and place clipped part of indicator at back edge of back-yard line.
 4. Hold firmly and call "ready" to umpire to stretch indicator tight.
 5. Wait for referee's decision and signal.
 6. If not first down:
 - a. While holding indicator, accompany crew to sideline and reset in original position, 2 yards from sideline.
 - b. Have down marker operator move down marker indicator to next down.

7. If new series, set inside edge of rear indicator at foremost point of ball after spotted by referee. First down on down marker indicator.
 - B. Mark foremost point of ball for down indicator operator on all first downs.
- IV. LINE JUDGE
- A. Position: Place foot just behind yard line where clip is to be placed to align head linesman so that the chains are parallel to the sideline.
 - B. Do not permit team attendants to enter field.

TIME-OUT PROCEDURE

- I. REFEREE
- A. Sound whistle:
 1. Signal "time-out" (S #3) two times.
 2. If time-out is charged to a team, indicate by moving both arms two times in a horizontal motion toward that team.
 3. If official's time-out, indicate by tapping chest with both hands.
 - B. Duties:
 1. Check number of time-outs remaining for each team.
 2. Check time remaining with line judge.
 3. Check down with head linesman.
 4. Notify coach and captain after a third time-out has been charged.
 5. Take position away from other game officials, observe Team B.
 6. Time 60-second interval; at 45 seconds, signal head linesman and line judge by pointing directly at them to give their teams 15-second warning.
 7. Inform each team huddle of down and time remaining in period.
 8. Declare ball ready-for-play by using established procedure.
- II. UMPIRE
- A. Maintain position over ball.
 - B. Observe Team A until referee is ready to start play.
- III. HEAD LINESMAN AND LINE JUDGE
- A. Move to position halfway between ball and sideline and observe team.
 - B. Be alert for signal from referee to give your team 15-second warning; go to team huddle and say "Coach, ball will be ready-for-play in 15 seconds."
 - C. Be alert for substitutions by your sideline or attempts to use substitutes for purpose of deception, and maintain proper number of players/attendants in huddle when conferences are held between the 9-yard marks.
 - D. Inform captain and coach of time-outs remaining.
- IV. ALL GAME OFFICIALS
- A. Repeat time-out signal (S #3) twice.
 - B. Record time-out, number of player who called it, time on game clock and period.
 - C. Stand alertly erect.
 - D. Do not visit with players.
 - E. Restrict discussion to captain.
 - F. Do not huddle in group.
 - G. Confirm number of remaining time-outs.

INJURY TIME-OUT PROCEDURE

(Additional responsibilities beyond regular time-out.)

I. REFEREE

- A. Summon appropriate health-care professional(s) and/or coach(es) on field.
- B. Duties:
 1. Any player who exhibits signs, symptoms or behaviors consistent with a concussion (such as loss of consciousness, headache, dizziness, confusion or balance problems) shall be immediately removed from the game and shall not return to play until cleared by an appropriate health-care professional.
 2. Be ready to assist appropriate health-care professional(s) and/or coach(es) in securing additional medical help, if needed.
 3. Attempt to keep players a significant distance away from the seriously injured player(s). Direct players and coaches toward respective team bench area.
 4. Once the appropriate health-care professional(s) begins to work on an injured player, all members of the officiating crew should control the total playing field environment and team personnel and allow the appropriate health-care professional(s) to perform services without interruption or interference. Always ensure adequate lines of vision between the appropriate health-care professional(s) and all available emergency personnel.
 5. Players and coaches should be appropriately controlled to avoid dictating medical services to the appropriate health-care professional(s) on the time taken to perform such services.
 6. Confirm correct play clock time and declare the ball ready for play.

II. UMPIRE

- A. Make sure summoned appropriate health-care professional(s) and/or coach(es) are not on the field for coaching purposes.

END-OF-PERIOD PROCEDURE**I. REFEREE**

- A. If visible game clock is not used:
 1. Take official's time-out (S #3) twice – follow by tapping hands on chest with approximately four minutes remaining in second and fourth periods.
 2. Inform both captains of time remaining and see that both coaches are notified.
 3. When time expires and ball becomes dead, sound whistle and repeat time-out signal (S #3) twice.
- B. If visible game clock is used:
 1. When facing game clock, be responsible for knowing when time expires.
 2. If time expires prior to snap:
 - a. Sound your whistle to prevent snap, if possible.

- b. If ball is snapped immediately after time has expired, sound whistle loud and long, and give time-out signal (S #3) twice.
 - C. Following delay to ensure no foul, no obvious timing error, no request for coach-referee conference, and no other irregularity has occurred, hold ball in one hand over head to signal official end of period.
 - D. If play is in progress and time expires for the period, the horn should not be sounded.
- II. UMPIRE (If visible game clock is used):
 - A. When facing game clock, be responsible for knowing when time expires.
 - B. If time expires prior to snap:
 1. Sound whistle to prevent snap, if possible.
 2. If ball is snapped immediately after time expired, sound whistle loud and long, and give time-out signal (S #3) twice.
- III. LINE JUDGE (If visible game clock is not used, keep official time):
 - A. Notify referee approximately four minutes before the end of the second and fourth periods.
 - B. Notify referee approximately 30 seconds before time for period expires that time may expire during next down.
 - C. When time expires and ball becomes dead, signal referee by raising arm above head, sound whistle, and give time-out signal (S #3) twice.

BETWEEN-PERIODS PROCEDURE

- I. REFEREE
 - A. Time one-minute interval same as in time-out procedure, including signaling head linesman and line judge to give their teams 15-second warning.
 - B. Record down, distance and yard line nearest foremost point of ball while meeting with umpire and head linesman in center of field.
 - C. Measure distance from the nearest yard line to foremost point of ball and estimate distance from hash marks.
 - D. In spotting ball, check again with head linesman and umpire.
 - E. At end of 60 seconds while near ball, announce down and distance.
 - F. Declare ball ready for play (S #1).
- II. UMPIRE
 - A. Record down, distance and yard line nearest foremost point of ball.
 - B. Assist referee.
 - C. Quickly take ball to a corresponding point on the other half of field and reverse directions.
- III. LINE JUDGE
 - A. Observe teams while moving to corresponding spot on other end of field.
 - B. Assume responsibilities outlined for time-out including giving your team 15-second warning when directed by referee.
 - C. Check team box and huddle areas for appropriate conference procedure as during charged time-out.

IV. HEAD LINESMAN

- A. Record down, distance and yard line nearest foremost point of ball.
- B. Confirm information with referee.
- C. Clip line-to-gain indicator at back edge of back-yard line.
- D. Call down and distance to assistants.
- E. Reverse ends of line-to-gain indicator and two crew members.
- F. Set down marker indicator after referee has spotted ball.
- G. Check number of down and distance to gain.
- H. Assume responsibilities outlined for time-out including giving your team 15-second warning when directed by referee.
- I. Indicate to referee you are ready by signaling number of down with finger(s), or fist for fourth down.

V. ALL GAME OFFICIALS

- A. Limit of three team attendants are permitted on field.
- B. Either legal type of coach-player conferences may be held.

BETWEEN-HALVES PROCEDURE

I. REFEREE

- A. Signal time to start game clock to time intermission.
- B. Responsible for seeing that three minutes is placed on the game clock for the mandatory warm-up period prior to start of second half after the intermission time has elapsed.
- C. Discuss situations in dressing room or other private place.
- D. Determine which team has choice for second half.

II. ALL GAME OFFICIALS

- A. Assist referee with halftime intermission responsibilities.
- B. Leave field together.
- C. Assemble in dressing room or other private place.
- D. Discuss the overtime procedure, if applicable.
- E. Return to field at least five minutes before the second half is to begin.
- F. Start second half on time.