



CANADIAN FOOTBALL LEAGUE

OFFICIATING DEPARTMENT

OFFICIALS' HANDBOOK

(As adapted for use by the CIS)

"The official who through the influence of his presence causes players to avoid rule violations has attained the perfect relationship to the game."

T. H. Shouldice, June 1969



FIELD MECHANICS – PLAYS FROM SCRIMMAGE

POSITIONAL RESPONSIBILITIES PRIOR TO THE SNAP

NOTE: Please see *Diagram One* at the end of this section for basic *pre-snap crew alignment*.

REFEREE

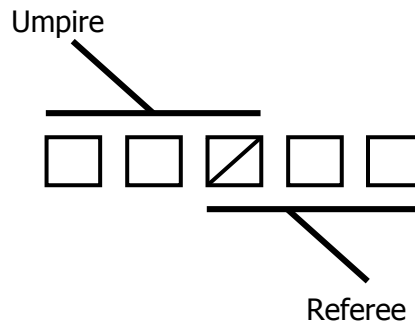
Prior to each down, the Referee shall:

1. Check and agree with the Head Linesman regarding the down count.
2. Ensure the correct operation of the game and twenty second clocks.
3. Establish a position on the passing arm side of the quarterback.
4. Establish a position behind the line of scrimmage that provides a reasonable depth while at the same time ensures that you can observe the ball.
5. Ensure that the offensive team has five correctly numbered players in the interior block. Be alert and establish situations when the offensive team has players with eligible numbers in the interior block. Players occupying these positions must be duly registered with the game officials.
6. Split the line with the Umpire and observe the tactics and movement of the centre, the guard and offensive tackle on the side of the line of scrimmage where he (the Referee) is positioned. **(See diagrams following.)** Be sure the offensive linemen under your observation have a proper pause and that, once set, do not move until the snap.
7. Count the number of players on the Offensive team.
8. The Quarterback is the responsibility of the Referee – key on him.
9. Control “Hurry-up” or “No Huddle” offensive plays:
 - a) Hold the field clock and/or the twenty-second clock.
 - b) Check the position and readiness of the sticks, downs box and other officials.
 - c) Confirm the alignment of Team A, the number of players, the numbering of the interior block.
 - d) Signal the Umpire to assume his normal position.
 - e) When, and only when, the Umpire is set signal “Time In” and allow the play to commence.

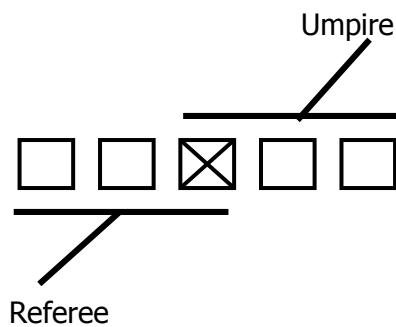
REFEREE – Continued

10. On kicking plays the Referee is responsible for the kicker, his coverage, and any on-side players and knowing their respective jersey numbers.

**Diagram – Referee and Umpire Pre-Snap Offensive Line Responsibilities
(Referee on Quarterbacks Right Side)**



**Diagram – Referee and Umpire Pre-Snap Offensive Line Responsibilities
(Referee on Quarterbacks Left Side)**



UMPIRE

Prior to each down, the Umpire shall:

1. Ensure that the down count is correct.
2. Count the number of players on the offensive team.
3. Assume a position that allows coverage of interior line play from tackle to tackle.
4. Establish a depth that prevents, as much as possible, interference with the players in your area of responsibility.
5. In conjunction with the Referee, control the "Hurry-up" or "No Huddle" offensive plays:
 - a) The Umpire must be alert for the possibility that Team A will attempt to scrimmage the ball without a huddle.
 - b) Should such a "No Huddle" situation arise, you must assume a position over the ball that prevents the Centre from snapping the ball. Straddle the ball with your feet and do not allow the Centre to get set. Be firm and be sure the play is not going to commence until the Referee has declared the ball ready for play.
 - c) Talk to the Centre and the Quarterback. Advise both players that they must wait for the Referee's whistle. Be calm and deliberate.
 - d) When signaled by the Referee, assume your normal position as quickly as possible and be prepared for the up-coming play.
6. Split the line with the Referee and observe the tactics and movement of the centre, the guard and offensive tackle on the side of the line of scrimmage where he (the Umpire) is positioned. **(See preceding diagrams at end of Referee section.)** Be sure the offensive linemen under your observation have a proper pause and that, once set, do not move until the snap.
7. Ensure that the offensive team has five correctly numbered players in the interior block. Be alert and establish situations when the offensive team has players with eligible numbers in the interior block. Players occupying these positions must be duly registered with the game officials.

SIDELINE OFFICIALS

Prior to each down, the Head Linesman and Line Judge shall:

1. Establish a position that allows a full view of the line of scrimmage, team bench(s) and the substitution procedures of the team(s) on your side of the field.
2. Under the direction of the Referee control substitutions from your sideline.
3. Be alert for "sleeper" plays.
4. Ensure that the down count is correct.
5. Ensure that the offensive team has an eligible end on your side of the line of scrimmage.
6. Rule on the eligibility of slot backs and backs moving toward the line of scrimmage on your side of the field.
7. Establish a position that ensures that you will retain full outside control on all plays toward your sideline. Retain outside control – never be forced to turn away from the play.
8. Establish a position that affords a view of the ball and provides the opportunity to rule on the tactics along the line of scrimmage.
9. Control the team bench(s) on your sideline.
10. As outlined in the General Positional Responsibilities section, the Sideline Officials shall determine the **"held"** sideman and he shall signal the rest of the crew by pointing to the line of scrimmage.
11. In the event of a "Hurry Up" or "No Huddle" offensive play:
 - a) Be aware of substitution proceedings and alert for a potential "sleeper" play.
 - b) When the Referee signals the Umpire to clear the ball, immediately raise your arms to close the gates and terminate substitution.



DOWNFIELD SIDELINE OFFICIALS

Prior to each down, the Side Judge and Back Judge shall:

1. Count the players of the defensive team.
2. Assist your sideline partner with the control of substitutions from your sideline.
3. Ensure the down count is correct.
4. Be alert for "sleeper" plays on your side of the field. From your down field position this coverage should be relatively easy.
5. Control the team bench(s) on your sideline.
6. Establish the offensive alignment on your side of the offensive set.
7. Be alert for "Hurry-up" offensive tactics.
8. Establish a position which best provides coverage of the active lines on your side.
9. Establish a position that ensures outside control on your sideline.



FIELD JUDGE

Prior to each down, the Field Judge shall:

1. Be responsible for the **twenty-second clocks**.
2. Ensure that the down count is correct.
3. Count the players of the **defensive** team.
4. Observe the offensive formation and **assume a position that favours the "loaded" side** of the field. Should the offense be balanced, you should establish your position, taking into consideration other relative factors.
5. Establish a position that provides a clear view of the pass receivers assigned to you.
6. Establish a position that ensures complete coverage of the **deepest active line**.

Basic Officiating Alignment – Seven Man Coverage

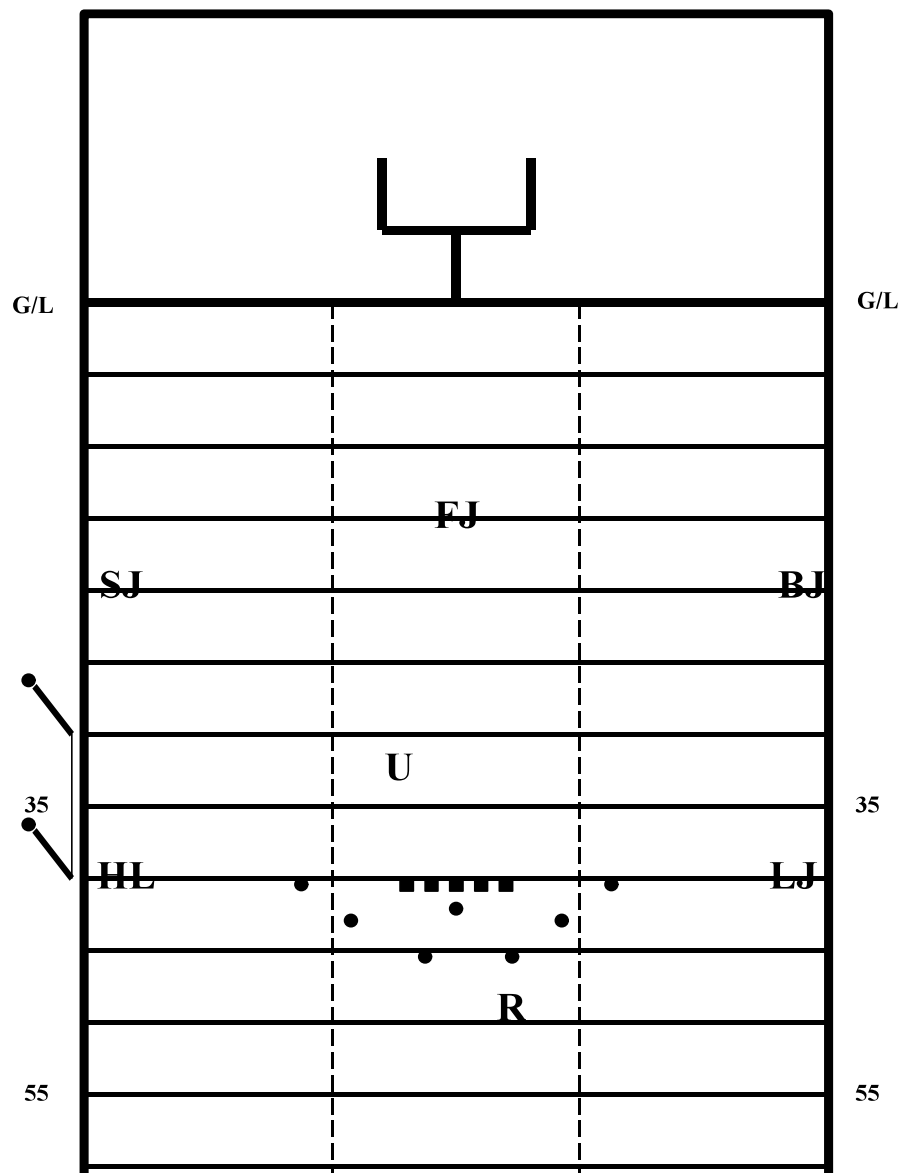


Diagram One

ASSIGNMENT OF PASS RECEIVERS

COVERAGE OF RECEIVERS

Primary Receivers

As the offensive team breaks the huddle it is the responsibility of each official to identify the potential pass receivers for whom he will be responsible at the snap. Each of the downfield and sideline officials is assigned a specific pass receiver (or in some cases, two or more receivers) to cover during the initial movement of the receiver once the ball is snapped. The position occupied by the receiver at the time the ball is snapped is the factor that determines the responsibility.

Each official is expected to monitor the progress of and observe the tactics, both by and against, the receiver or receivers assigned to him for the first 8 to 10 yards of advance beyond the line of scrimmage.

Secondary Coverage

In addition to the primary coverage noted above, officials are expected to provide coverage on all pass receivers in their respective zones. Obviously, if one zone becomes overloaded, the officials in adjacent zones should assist by affording backup coverage.

GENERAL RULES OF RECEIVER COVERAGE

1. **Back Judge and Side Judge** will be responsible for the **widest receiver** on their side of the field.
2. **Sideline Officials** will be responsible for:
 - a) **Primary** – the **second receiver** from the outside on his side of the field.
 - b) **Secondary** – the third and possibly fourth receivers on his side of the field.
3. **Field Judge** will be responsible for:
 - a) **Primary** – the **third receiver on both sides** of the field.
 - b) **Secondary** – the fourth and fifth receiver on both sides of the field. These coverages are in conjunction with the sideline officials.

For the diagrams on the following pages, please note the following conventions:

Primary Responsibility will be designated by a line " — — — — — — — ".

Secondary Responsibility will be designated by a line " — . . — . . — . . — . . ".

Diagram Three - E

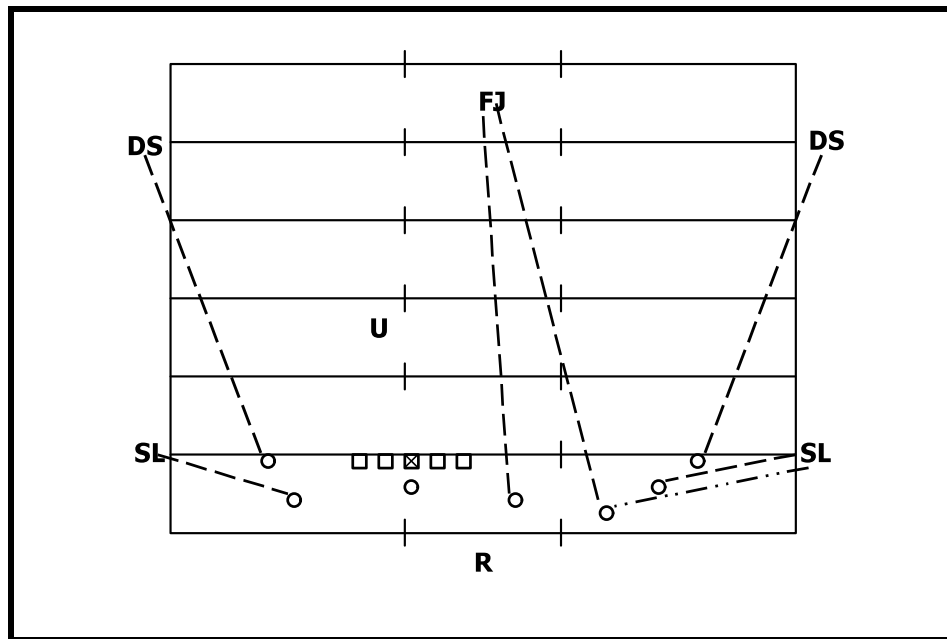


Diagram Three - F

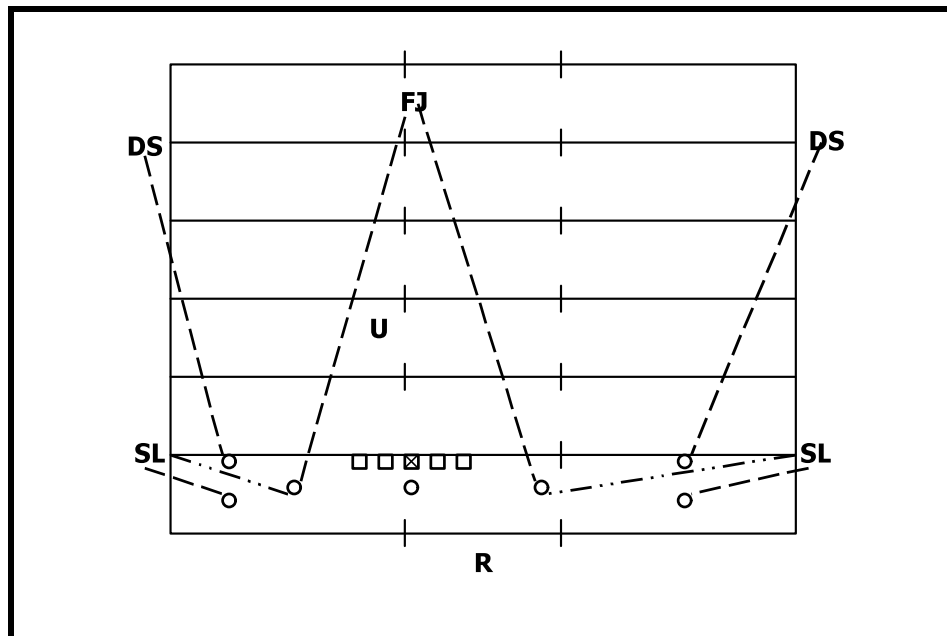


Diagram Three - G

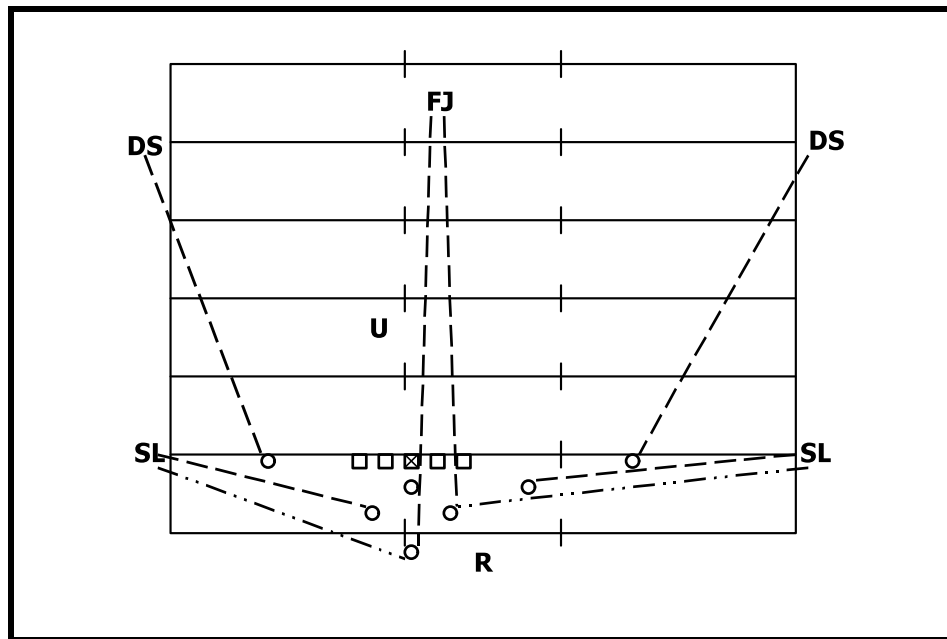
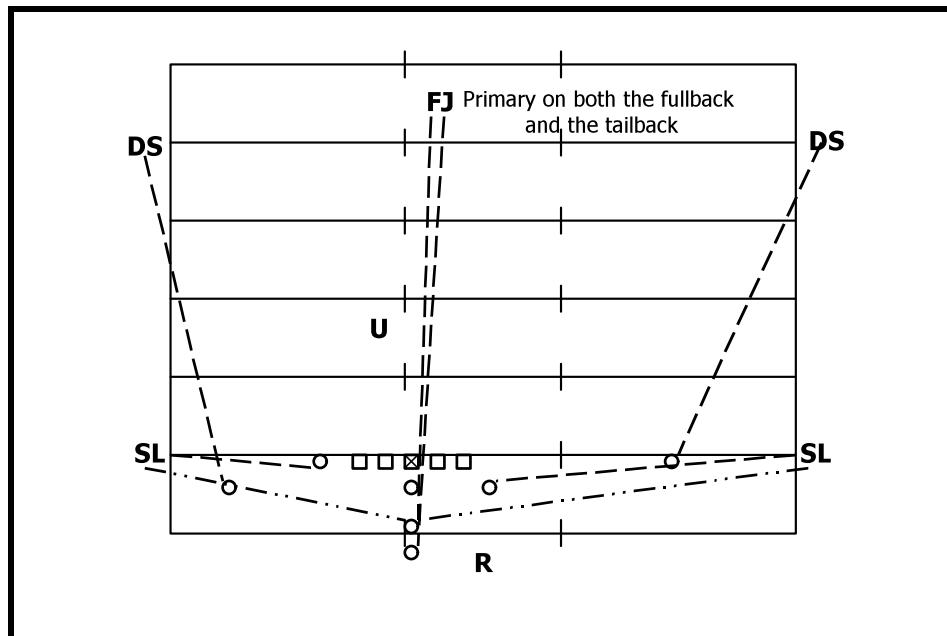


Diagram Three - H



POSITIONAL RESPONSIBILITIES FOLLOWING THE SNAP

ZONES OF COVERAGE

Primary Zones

Once the ball has been snapped each game official has a specific zone of the field to cover. **Please refer to Diagram Two following.** The majority of the zones have an overlap with the adjacent official(s). These zones are not finite but are general guidelines only. Each official is responsible for the ball when it is in his primary coverage zone **and in the seam areas** of his zone and that of adjacent colleagues. Each official is expected to take an aggressive stance on rulings in all areas of play when he is **certain of the facts**.

General Points to Remember

1. Plays should be whistled dead by an official who has a clear view of the ball.
2. Don't "ball hawk" when the ball is a considerable distance from your zone.
3. Don't guess on fumbles. There are times when it is necessary for the officiating crew to "dig" in to a pile to establish which player has possession.

Secondary Coverage

1. Always provide back up coverage to officials occupying zones adjacent to you. Remember plays do occur when the closest official cannot see the ball or the play action. Be prepared to step in and assist. In addition to their primary zone of coverage, all officials must be ware of the need to assist with coverage any where on the playing field.
2. Referees must remember that the Quarterback is theirs and they are responsible for his well being on every play. Don't leave him on interceptions, following pass plays if there is pressure from the defense. Ensure that you extend your coverage on rollouts and play out-of-bounds.
3. All officials must ensure that they provide "back side" coverage and out-of-bounds coverage on plays terminated by a fellow official.

Primary Zones of Coverage

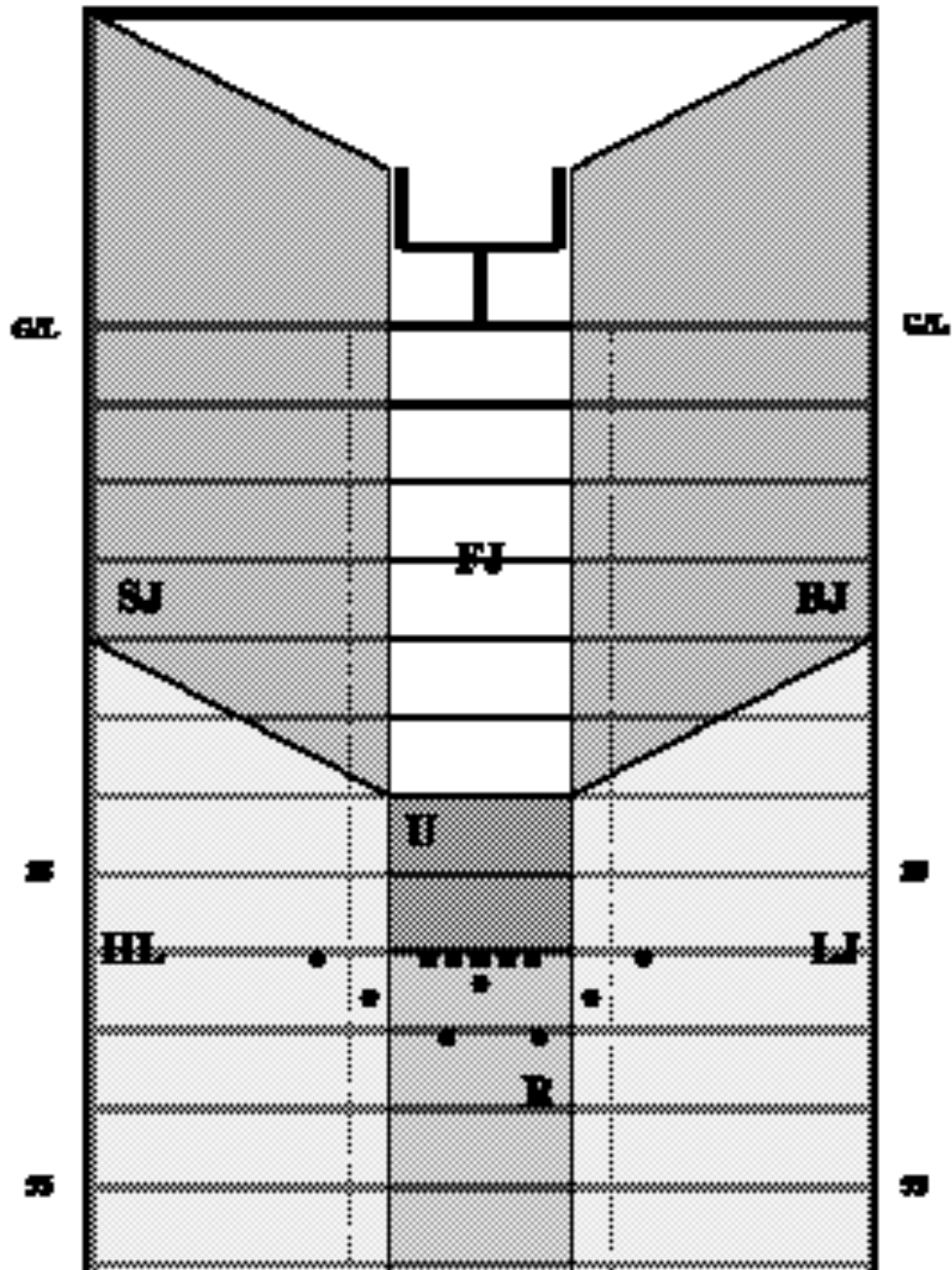


Diagram Number Two

REFEREE

At and following the snap, the Referee shall:

1. Ensure that the ball is legally snapped.
2. Be responsible for the ball while it is in your primary zone of coverage. See Diagram Two.
3. Be responsible for coverage of hand-off passes and, with the assistance of the sideline officials, for quick swing passes (forward laterals).
4. Be responsible for the Quarterback at all times. You must retain coverage of the QB even after he has left your primary coverage zone:
 - a) If the QB crosses the line of scrimmage, the official who is responsible for that zone covers the point of play termination. The Referee must cover the QB. Don't allow him out of your sight, but retain a controlled distance, thus providing full coverage of all the action.
 - b) Should the QB go out-of-bounds, the Referee must work with the covering sideline official. The Referee must read the situation as he approaches the sideline; if the sideman has the out-of-bounds spot, the Referee should carry through to the players in touch. If the sideline official is covering the out-of-bounds action, the Referee should take the out-of-bounds spot. At all times, be sure to cover the QB.
5. Be alert for and rule on intentional grounding situations.
6. Cover your side of the offensive line for holding, chop blocks and similar action.
7. On kicking downs, be responsible for protection of the kicker, illegal contact on the kicker as he proceeds downfield and similar coverage of any on-side players of Team "A".
8. On kicking downs, be responsible for the flight of the ball should it be kicked out bounds in flight.
9. On kicking downs, be alert for and rule on on-side players at the time the ball is kicked.
10. On kicking downs, be alert for and rule on all aspects of blocked kicks, their recovery and any advancement following recovery.



11. Be responsible for:
- a) The blocking action of the fullback lined up to the right and QB rollout to the right up to the line of scrimmage.
 - b) Contact at the point of attack on the right side of the line on running plays up to the line of scrimmage.
 - c) The action between the first rusher to reach the QB and the blocker.
 - d) The action of the FB on running plays to the left inside the tackle and behind the line of scrimmage.

UMPIRE

At and following the snap, the Umpire shall:

1. Ensure that the ball is legally snapped.
2. Be responsible for the ball when it is in your primary zone of coverage. See Diagram Two.
3. Be responsible for the tactics along the line of scrimmage between the tackles. Rule on holding, chop blocks, unnecessary roughness and similar close line play.
4. “Key” the guards and attempt to read the play.
5. Be alert to cover short forward passes in your primary zone. Turn with the ball on pass plays that will terminate in your area.
6. Don’t over react to apparent pass interference situations. In most cases, you are turning late and it is possible that you haven’t seen all of the play. Use a great deal of caution in these situations and only call if you have had a full look at the infraction.
7. Be alert to spot dead ball situations in your area. In all cases, you must work very closely with the outside officials. Remember, **we prefer to spot from the outside in** as much as possible.
8. Following the development of the play, concentrate on the point of attack, holding and clipping on the corners on outside runs; holding, clipping and unnecessary roughness in the offensive backfield and action behind the play.
9. Be responsible for:
 - a) Holding at the point of attack and beyond the line of scrimmage on all running plays inside the numbers.
 - b) The action of the FB at the point of attack outside the right tackle and beyond the line of scrimmage.
 - c) Blocking tactics of the Left Guard, Centre, Right Guard and Right Tackle from the snap of the ball.

SIDELINE OFFICIALS

At and following the snap, a Sideline Official shall:

1. Have primary responsibility for ruling on defensive encroachment, offensive offside and illegal procedure on his side of the line of scrimmage and secondary responsibility for assisting the sideline official opposite with these same rulings, if necessary.
2. Be alert for illegal tactics by offensive ends, flankers and backs covering the area between you, the Referee and the Umpire.
3. Provide coverage of the receiver assigned to you to a point eight to ten yards beyond the line of scrimmage.
4. Retain outside control in relation to the play and never place yourself in a position that forces you to turn away from the play.
5. Be responsible for the ball when it is in your primary zone of coverage. See Diagram Two. Remember, your zone of coverage extends from you to your downfield sideline partner.
6. Mark all dead ball spots with your foot parallel to the sideline – toe at the forward point of advance.
7. Rule on sideline completions remembering to correctly control the time clock in all instances. In the **last three minutes of a half**, clearly indicate to the Referee by extending both arms in toward the field of play that the ball was dead in-bounds or by pointing back over both shoulders that the ball was ruled dead out-of-bounds. **Hold the signal for 15-20 seconds to provide the QB's and coaches an opportunity to be made aware of the clock implications for the subsequent play.**
8. Be prepared to offer backup coverage to your downfield sideline partner on situations when he is covering the sideline and there is action out-of-bounds.
9. Be prepared to cover backfield plays especially situations where the ball is carried to the outside. Remember, the Referee may not have a view of the ball under this circumstance and he will be expecting your assistance.
10. Be prepared to cover the Goal Line both going in and coming out.
11. Be prepared for pick plays when the ball is scrimmaged inside the fifteen-yard line going in.

DOWNFIELD SIDELINE OFFICIALS

At and following the snap, a Downfield Sideline Official shall:

1. Be responsible for the ball when it is in your primary zone of coverage. See Diagram Two. Remember, your zone of coverage extends from the Dead Ball Line to the seam of the coverage zone of your sideline partner.
2. Assume a position approximately 18 – 20 yards off the line of scrimmage. If possible, back-pedal to retain a full view of the line of scrimmage and avoid a one-on-one foot race with receivers. As the play develops, try to retain your starting “cushion” with your sideline partner.
3. Cover the initial movement of the receiver assigned to you in a zone up to ten yards beyond the line of scrimmage. As the play develops or the receiver moves beyond the initial ten-yard limit, retain coverage on your assigned player and, in addition, provide coverage of other receivers who proceed in to your primary zone. When possible, retain downfield position relative to the deepest offensive player in your zone. By “looking through” your designated receiver, gain an idea of the play progression.
4. Be alert for offensive pick plays and offensive blocking on forward passes in advance of the line of scrimmage prior to completion of the pass.
5. “Feel out” plays as they develop. Key the offensive guards and tackles.
6. Retain outside control in relation to the play and never place yourself in a position that forces you to turn away from the play.
7. Be prepared to offer backup coverage to your sideline partner on situations when he is covering the sideline and action occurs out-of-bounds.
8. Rule on sideline completions that are at or beyond you, remembering to correctly control the time clock in all instances. In the **last three minutes of a half**, clearly indicate to the Referee by extending both arms in toward the field of play that the ball was dead in-bounds or by pointing back over both shoulders that the ball was ruled dead out-of-bounds. **Hold the signal for 15-20 seconds to provide the QB’s and coaches an opportunity to be made aware of the clock implications for the subsequent play.**
9. Survey the field for action and fouls on plays away from your zone toward the centre of the field. Also observe the action between the Umpire and the Field Judge.



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10. On running plays, observe player action between the Umpire, your sideline partner and your position. Do not move too fast – let the play come to you. Be ready to pick up the runner when he overruns the zone of the Umpire and/or your sideline partner. Be prepared to cover the ball and the termination of the play.
 11. On passes inside, be prepared to offer “other side” coverage to the catch and the following play.
 12. Remember the goal. Whenever reasonable, line up on the Goal Line as plays near the end zone. Naturally, on plays originating from inside the ten-yard line, this is not possible. However, retain Goal Line control.



FIELD JUDGE

At and following the snap, the Field Judge shall:

1. Be responsible for the ball when it is in your primary zone of coverage. See Diagram Two.
2. Cover the progress of and the tactics by and against the receiver (s) assigned to you.
3. Move to retain a position that allows you to “look through” the play thus keeping the complete action in view.
4. Remember, **you are responsible for the deepest line!**
5. Provide inside-out coverage on all pass plays thrown in to the primary zones of the Back Judge and the Side Judge. **Once a pass is thrown, you must go to the ball and provide coverage.**
6. Provide back up coverage for the other downfield officials and the Umpire.
7. Be alert for offensive pick plays and blocking by the offensive team in advance of the line of scrimmage prior to completion of forward passes.
8. Remember that, in essence, the entire “downfield” is yours. You are responsible for all deep action down the middle. Retain a position that allows full field coverage.

PLAYS NEAR THE GOAL LINE

PLAYS GOING IN

General Guidelines

The following guidelines will apply on any play that originates inside the fifteen-yard line:

1. Be alert that all types of plays may be involved during close in plays.
2. Never predetermine in your mind the upcoming play situation.
3. **Expect the unexpected.**
4. Obviously the Goal Line is the key concern and all officials should concentrate on its importance and be prepared to afford coverage when the Goal Line is in their zone.
5. Once again, the reminder that only officials who see the ball break the plane of the Goal Line while in the possession of a player shall signal a Touchdown. The Referee following termination of play can then relay the signal.
6. Be sure you see the ball. Provide a deliberate and clear signal. Slow whistles are better than rushed blasts on Goal Line plays.
7. The duties of all seven officials prior to the snap remain the same as other plays from scrimmage. Some basic differences exist due to the reduced area of coverage zones.
8. **No signal should be given on UNSUCCESSFUL Goal Line attempts.**

Individual Responsibilities

REFEREE:

1. Be certain all officials are correctly positioned.
 2. Assume your normal pre-snap position that allows a full view of the ball and the players for whom you are responsible.
 3. Following the snap, do not close too quickly. Be alert for fumbles.
 4. If a Touchdown is scored the Referee should give a confirming signal when the play action is complete and the score confirmed.
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UMPIRE:

1. Depending upon the actual line of scrimmage, take a position close to, on, or inside the Goal Line.
2. Position yourself on the **wide** side of the field thus boxing the play between yourself and the **short** sideline official.
3. Be alert for possible fumbles – and the recovery.
4. The line of scrimmage can become very congested. Key on the ball – it is the game! Work closely with and defer to the sideline officials if screened.
Concentration and cooperation are the keys.

SIDELINE OFFICIALS:

1. Retain strong outside control. Don't pinch in. Retain a view of the full scope of your area.
2. This is "**pick play**" territory. Cover your receivers and the defensive backs.
3. The **short side** sideline official shall:
 - a) Following the snap move toward the Goal Line.
 - b) On close in situations move immediately to the Goal Line, boxing the play **between yourself and the Umpire.**
 - c) Be prepared to move **back to the line of scrimmage** if the play develops to the **wide side.**
4. The **wide side** sideline official shall:
 - a) Retain the line of scrimmage until the ball crosses. Don't be too concerned with the offensive backfield.
 - b) Move to the Goal Line with the ball and afford outside position.
 - c) Be prepared to move to the **Goal Line** if the play develops to the **wide side.**

SIDE JUDGE AND BACK JUDGE:

1. Attempt to retain your position on the Goal Line on all play situations. Hold this spot until forced off by either:
 - a) the proximity of the line of scrimmage or
 - b) the ball crossing the Goal Line.
2. This is "**pick play**" territory. Cover your receivers and the defensive backs.



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3. Be prepared to cover your sideline in to the end zone corner. The outside coverage is yours. The FJ will cover the Dead Ball Line.

FIELD JUDGE:

1. This is “**pick play**” territory. Cover your receivers and the defensive backs. Be alert.
2. **The Dead Ball Line is yours from sideline to sideline.**

PLAYS COMING OUT OF GOAL

The following guidelines will apply on any play that originates near the Goal Line of the team in possession of the ball and will apply on situations when the Goal Line may be threatened by the ball carrier.

REFEREE:

1. Retain a position on the passing arm of the Quarterback.
2. Set up slightly wider and as close to the Goal Line as player positions allow.

UMPIRE:

1. Assume a position on the wide side of the field and closer to the line of scrimmage.
2. Should the Goal Line be threatened as the lay develops move up toward the Goal Line and afford coverage.

SIDELINE OFFICIALS:

1. "Short side" official (opposite the Umpire) may slide on to the Goal Line following the snap should the Goal Line be threatened.
2. "Wide side" official must retain the line of scrimmage until the ball has crossed or the ball carrier threatens the Goal Line outside the position occupied by the Umpire.

SIDE JUDGE, BACK JUDGE, FIELD JUDGE:

1. Assume normal positioning.
2. Be aware that the line of scrimmage officials will be assisting at the Goal Line and that the area between sideline pairings may therefore be expanded to some degree.

THIRD DOWN “GAMBLING” SITUATIONS

The following guideline will apply on **third down and long yardage** where teams attempt to gain first down. One of our prime responsibilities is to accurately mark forward progress and the following applies:

REFEREE:

Normal position but must also be prepared to rule if the passer crosses the line of scrimmage.

UMPIRE:

Assume a normal or slightly deeper position and be prepared to mark forward progress if the ball is in your area.

SIDE LINE OFFICIALS:

“Wide Side” Official – Hold until the ball crosses the line of scrimmage unless the play develops to your side in which event you release downfield to cover your designated responsibility.

“Short Side” Official – Be prepared to move downfield after the snap, and if so designated, be responsible for marking forward progress at the first down marker. If the play moves to the wide side, be prepared to move back to the line of scrimmage to assist with the passer.

SIDE JUDGE, BACK JUDGE:

Designate whether you or your sideline partner is responsible for marking forward progress at the first down marker and position yourself accordingly.

FIELD JUDGE:

In addition to your normal duties, be prepared to mark forward progress in your area.

THIRD DOWN AND SHORT YARDAGE

General Guidelines

The following guidelines will apply on any play that involves a **third down and two or less yards** to go:

1. Be alert that all types of plays may be involved during short yardage situations.
2. Never predetermine in your mind the upcoming play situation.
3. **Expect the unexpected.**
4. Obviously the **line of first down yardage** is the key concern and all officials should concentrate on its importance and be prepared to afford coverage.
5. Be sure you see the ball. Provide a deliberate and clear mark of the forward progress.
6. The duties of all seven officials prior to the snap remain the same as other plays from scrimmage. Some basic differences exist due to the reduced area of coverage zones.

Individual Responsibilities

REFEREE:

1. Be certain all officials are correctly positioned.
2. Assume a pre-snap position on the side of the centre **opposite** that of the Umpire and that allows a **full view of the ball** and the line players **on your side of the ball**.
3. Be alert for any illegal actions by the offensive linemen **in front of you** who may attempt to draw the defense offside. **Do not allow the Centre to advance the ball in the process of adjusting it for the snap.**
4. Following the snap, do not close too quickly. Be alert for fumbles.

UMPIRE:

1. Position yourself **slightly behind and outside the widest defensive player on the line** and on the **wide** side of the field thus boxing the play between yourself and the **short** sideline official.

2. Be alert for possible fumbles – and the recovery.
3. Be alert for any illegal actions by the offensive linemen **in front of you** who may attempt to draw the defense offside. **Do not allow the Centre to advance the ball in the process of adjusting it for the snap.**
4. The line of scrimmage can become very congested. Key on the ball – it is the game! Work closely with and defer to the sideline officials if screened. **Concentration and cooperation are the keys.**

SIDELINE OFFICIALS:

1. Do not pinch in. A broken play may come wide.
2. Be alert to the actions of the Centre as he takes the ball. **Do not allow the Centre to advance the ball in the process of adjusting it for the snap.**
3. Be sure that the defense gives a full yard.
4. Be alert for offensive procedure calls.
5. If you see the ball, provide a decisive spot.

DEEP SIDELINE OFFICIALS AND FIELD JUDGE:

1. Be prepared to cover in the event that the play breaks through and goes for a longer gain.
2. Be prepared to assume your measurement duties should one be necessary.

FIELD MECHANICS FOLLOWING TERMINATION OF A PLAY

GENERAL RESPONSIBILITIES

Following termination of a play by the covering official:

1. The official who terminated the play shall stop the field clock if necessary for:
 - a) A play terminating out of bounds
 - b) A play terminating after the three-minute warning has been given
 - c) A play resulting in a score (Note: in this circumstance, the only signal needed is the signal for the score)
2. Should the play result in a touchdown being scored, the official(s) who saw the ball in possession of an offensive player break the plane of the Goal Line shall give the Touchdown signal. Other officials must not echo the call. **If you personally did not see the ball in the end zone DO NOT signal.**
3. When the play ends, the official **declaring the ball dead** must mark the point of forward progression and retain this spot. All officials are reminded that when marking the dead ball spot you must stand with your **foot parallel to the sidelines with your toes at the forward point of advancement**. The Head Linesman may be required to carry out this procedure to assist the yardstick crew as they locate the sticks and down box.
4. Officials should be alert not to move the ball after declaring a play dead. If there is any doubt there could be a measurement. The Referee will make that decision.
5. Officials providing “back-up” coverage should be alert and remind the covering officials when a measurement may be necessary.
6. Officials not covering the ball must provide outside coverage for late hits, piling, and other unnecessary acts by players not involved with the dead ball spot.
7. Once all the action has ceased the covering officials should be prepared to bring a ball into the hash marks, if necessary. Throw the ball underhand and look sharp.
8. Once the play is dead the **Referee** must immediately determine if a measurement is required. If in his opinion a stoppage is necessary, he should declare “Time Out” immediately and call in the sticks. Please ensure you are familiar with your responsibility in the event of a measurement.

MEASURING FOR A FIRST DOWN

When a measurement is deemed to be necessary, the following positional responsibilities apply:

Referee:

1. If it is a windy day, the Referee should take over holding the ball in place from the covering official.
2. When measuring, it must be remembered that any part of the ball touching the front picket is a first down.
3. If the measurement takes place between the sidelines and the hash marks and a **first down has not been made**, the Referee must replace the ball at the hash marks **with the aid of the chain**.

Head Linesman:

1. As soon as the ball has been ruled dead:
 - a) If the Head Linesman is at the dead ball spot he should proceed to the sideline **as soon as another official relieves him**.
 - b) Otherwise he should proceed directly to the sideline.
2. At the sideline he should proceed to the forward picket and accurately mark the location of the front yardstick. Ensure that the rear picket holder **holds the clip in his hand** as he carries the chain in to the dead ball spot.
3. He will remain at this spot until the Referee has determined the results of the measurement and the chains have been returned to the sideline and properly located.

Side Judge:

1. When a measurement is necessary, the Side Judge should proceed immediately to the dead ball spot **if it is between his sideline and the far hash marks**.
 - a) When the chains arrive, place the clip at the **rear edge** of the proper line stripe, ensuring that the chains will be at a 90° angle to the stripe (precisely parallel to the sideline) when placed to the ball.
 - b) Should first down not be achieved, ensure that the rear picket holder **holds the clip in his hand** as the chains are returned to the sideline.
2. If the dead ball spot is **on or outside the far hash marks**, you have **traffic control**.

Back Judge:

1. When a measurement is necessary, the Back Judge should proceed immediately to the dead ball spot **if it is from his sideline to the near hash marks**.
 - a) When the chains arrive, place the clip at the **rear edge** of the proper line stripe, ensuring that the chains will be at a 90° angle to the stripe (precisely parallel to the sideline) when placed to the ball.
 - b) Should first down not be achieved, ensure that the rear picket holder **holds the clip in his hand** as the chains are returned to the sideline.
2. If the dead ball spot is from **inside the near hash marks to the far sideline**, you have **traffic control**.

Umpire:

1. When a measurement is necessary, proceed to the dead ball spot
2. When the chain crew arrives the Umpire will take control of the forward picket and be prepared to stretch the chain and place it close to the football. Be sure there are no kinks in the chain then hold the picket vertically at the basic spot until the Referee has determined the outcome of the measurement.
3. If it is necessary to move the ball into the hash marks, control the front picket until the Referee completes the process of using the chains to move the ball.
4. Return the chain to the yardstick crew.
5. Take control of the football and ensure that it is not inadvertently moved or snapped until the chains are properly set and the Referee declares it ready for play.

Line Judge and Field Judge:

1. You have **traffic control**!
2. You are expected to keep the area clear of players except for one captain of each team. This is a dramatic part of the game for the fans and TV and your assistance will ensure complete coverage.
3. The Field Judge will be responsible for having a new ball at the hash marks when a measurement is made outside the hash marks.

FIELD MECHANICS – KICKING PLAYS

KICKOFFS

General Application

Prior to any kickoff, all officials should assume their assigned positions. The **Referee** and **Umpire** will position themselves on the line of kickoff and the **Head Linesman and Line Judge** will be ten yards downfield from the line of kickoff. The **Side Judge, Back Judge and Field Judge** will position themselves **as detailed in Diagrams Four-A and Four-B** following in this section. The Referee must always assume a position on the sideline occupied by the Assistant Timekeeper. The Head Linesman and Side Judge will always be on the same sideline as the yardsticks and the Line Judge and Back Judge will always be on the sideline away from the yardsticks.

Having assumed their positions, all officials must be prepared to signal to the Referee that their area of responsibility is clear and that they are personally ready for the kickoff. After receiving clearance from the Assistant Timekeeper, the Referee will check that the other officials are ready for the kickoff, signal the ball attendant to clear the field, indicate to the kicker by signal and whistle that the ball is ready for play and then start the twenty-second clock (**Refer to Kickoff – Page 7 “Use Of The 20 Second Clock On Kickoffs”**).

While awaiting the kickoff, the three downfield officials should analyze wind conditions, the tendencies of the kicker and other relative factors, and adjust their positioning to suit.

Regular Kickoffs

Positional Responsibility

REFEREE:

1. Assume a position on the field that provides a clear view of the timer's bench and the Communications Coordinator, to receive the signal to start play. Check the number of players on the kicking team.
2. Check with the other members of the crew, and when cleared with the timekeeper, release the ball attendant, indicate to the kicker by signal and whistle that the ball is ready for the kickoff and start the 20 second clock. **(Refer to Kickoff – Page 7 "Use Of The 20 Second Clock On Kickoffs")**.
3. Rule on offside by the kicking team.
4. Your **initial primary zone of coverage** after the kick is the **fifth and sixth** members of the kicking team. Move slowly in toward the hash marks as you move downfield. Cover the blocking tactics of the receiving team, being alert for low and illegal blocks, clipping and other related fouls. Concentrate on the area from the hash mark in towards the centre of the field.
5. If the play breaks outside the hash marks keep it boxed between yourself and the sideline official.

UMPIRE:

1. Count the number of players on the kicking team.
2. Rule on offside by the kicking team.
3. Following the kick, assist the Referee with coverage of the kicker as he moves down field.
4. Your **initial primary zone of coverage** after the kick is the **fifth and sixth** members of the kicking team. Move slowly in toward the hash marks as you move downfield. Cover the blocking tactics of the receiving team, being alert for low and illegal blocks, clipping and other related fouls. Concentrate on the area from the hash mark in towards the centre of the field.
5. If the play breaks outside the hash marks keep it boxed between yourself and the sideline official.

SIDELINE OFFICIALS:

1. Check the number of players on the kicking team.
2. Ensure that players of the receiving team remain at least ten yards from the line of kickoff until the ball is contacted.
3. Be prepared to signal "Time In" upon touching by the receiving team in the event the kick is short, held by the wind or squibbed and does not carry into the zones of the downfield officials.
4. Do not pinch in. Proceed downfield slowly, retaining full outside position, and observing the **initial** blocking tactics against the **third and fourth** members of the kicking team as they move downfield.
5. Provide coverage in front of the ball carrier relating to the tactics of the receiving team. Be alert for low and illegal blocks, clipping and other related fouls. Always be aware that your **zone of coverage** extends from your sideline to the hash marks.

SIDE JUDGE and BACK JUDGE:

1. Count the number of players on the receiving team.
2. Assume a position on your sideline approximately 30 – 35 yards from the **line of kickoff**. Maintain this 30 – 35 yard cushion as the players move downfield under the kick.
3. Signal "Time In" if a player in your coverage zone touches the ball.
4. You are responsible for the initial blocking tactics against the **first and second** members of the kicking team as they proceed downfield and are generally responsible for the blocking tactics in **a zone from your sideline to the hash marks in front of the ball carrier**.
5. On kickoffs toward your sideline you may have to assume responsibility for coverage of the ball and kick returner should the kick or the kick return show you the ball in your coverage zone.
6. Be prepared to provide Goal Line coverage in the event the ball is kicked or carried into the end zone.
7. On expected short kickoff attempts, pinch up slightly and provide assistance to the up field officials.

FIELD JUDGE:

1. Assume an initial position five to six yards deeper than the kick return player(s) and in the middle of the field. Count the number of players on the receiving team.
2. **You are responsible for twenty-second clock violations.**
3. Be alert for the kicked ball striking the goal post assembly in flight.
4. As soon as the ball is kicked move aggressively to a position that will allow you to rule on the touch (time in) and possession. The kick return is yours until intervening players or the direction of the return cause you to lose sight of the ball.
5. You are responsible for the **deepest active line** (Goal Line or Dead Ball Line), coverage of the ball, and signaling "Time In".

DEEP OFFICIALS:

If a ball is kicked off and is ruled out-of-bounds in the end zone without being touched, the covering official will wave timeout and point in to the field-of-play and then proceed directly to the twenty-five yard line or to the Referee if there was an infraction on the play.

Please note that for Diagram Four – A, Diagram Four – B and Diagram Four – C on the following pages, the conventions shown below apply:

"—————>" represents the movement pattern of an official.

"—————●" represents the path of the kickoff.

"- - - ->" represents the primary coverage of the official.

Regular Kickoff

Kickoff Coverage – Alignment Prior To The Kick

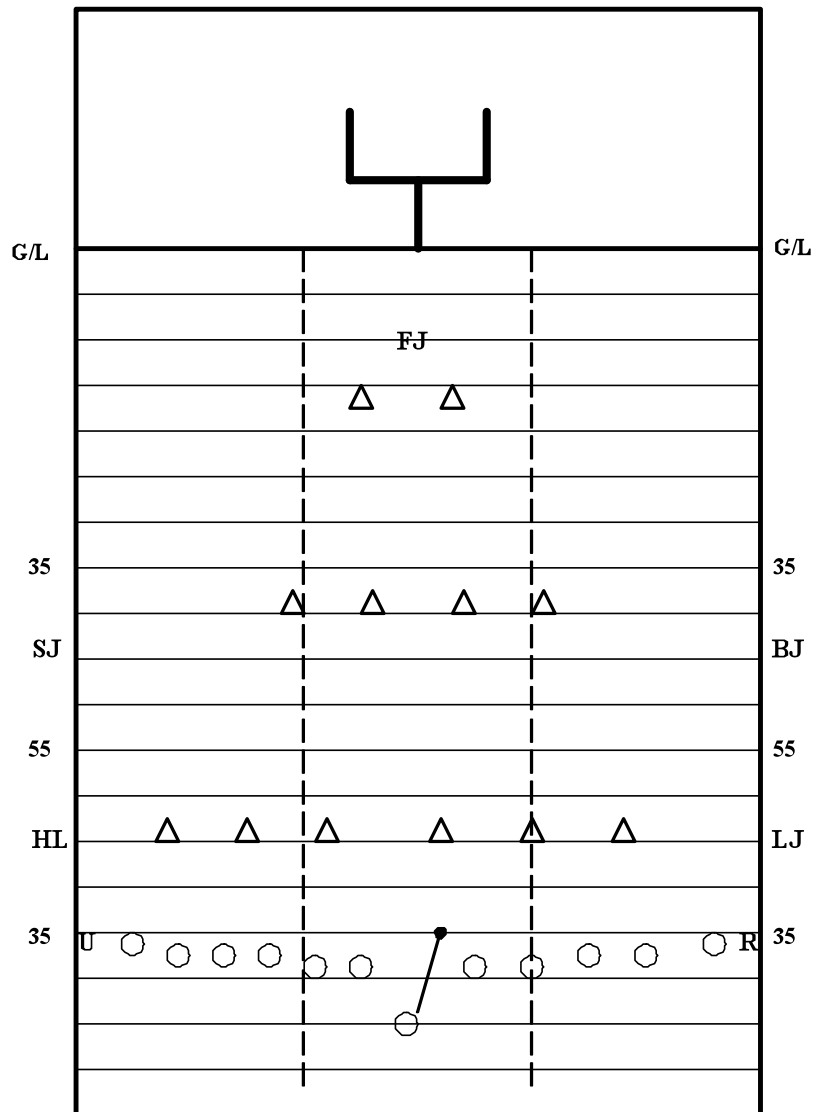


DIAGRAM FOUR-A

Regular Kickoff

Kickoff Coverage – Following The Kick

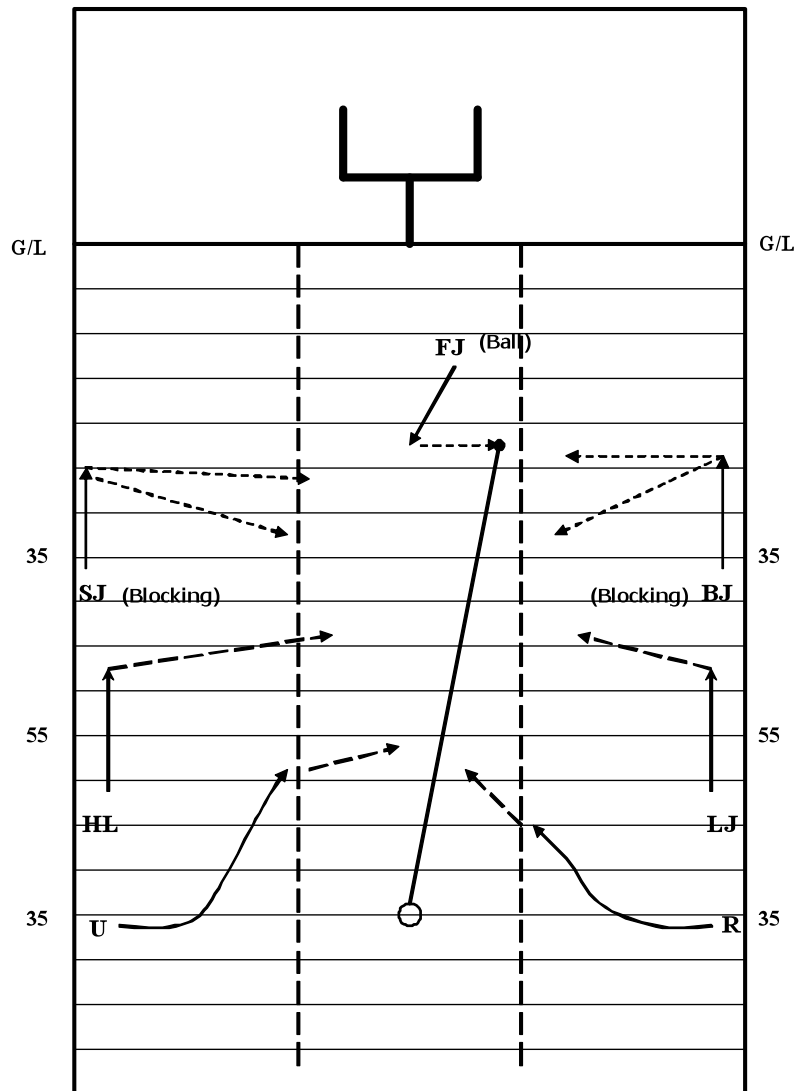


Diagram Four–B

Use Of The Twenty-Second Clock On Kickoffs

The twenty-second clock will be used on all kickoffs and failure of the kicking team to meet this limitation will result in a 10-yard **Delay of Game Penalty**.

Application

1. Prior to each kickoff a member of the sideline support crew will proceed on to the field and present the kicking tee and game ball to the kicker. He will then take up a position in front of the ball on the line of kickoff and wait for the Referee to signal him to move behind the kicking team and back to a sideline. See **Diagram Four – C** below.

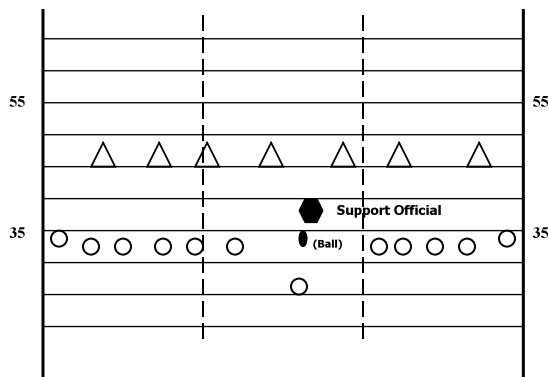


Diagram Four–C

2. With **ten seconds** remaining in the time-out or when cleared by the Assistant Timekeeper, the Referee will "go around the field", i.e. visually check with each of the other crew members that they are ready for the kickoff.
3. After receiving positive confirmation from the balance of the crew the Referee will signal the support official away from the ball.
4. Once the support official is clear, the Referee will check the kicker and then will blast his whistle and use an arm signal to start the twenty-second clock.
5. The kickoff must take place prior to the completion of the twenty-second countdown cycle. The **Field Judge** is responsible for the twenty-second clock and making the call if a **Delay of Game penalty** is necessary.

Short Kickoffs

The four up front officials should be alert for potential short or on-side kickoffs with special attention and communication taking place on obvious late game situations. Be sure your sideline partner is aware of the possibility of an on-side kick. Also, ensure that you have your coverages straight. Short kickoff mechanics are covered later in this section.

The Line Judge and Head Linesman – are responsible for:

1. The distance the ball travels prior to being touched or going into touch.
2. The first player to touch the ball following the kickoff and signaling “Time In” when the ball is first touched.
3. The last player to touch the ball prior to going out of bounds and waving “Time Out” when the ball goes out-of-bounds or the play terminates.
4. Following termination provide a clear, sharp signal indicating which team has possession. If you are not sure, look for help from an adjacent official before making any signal.

The Referee and Umpire – are responsible for:

1. Interference by the kicking team and fouls by the receiving team prior to the ball being touched.
2. To assist the sideline official with the coverage of the kick, the first and last touching and other relative matters.

The **Field Judge, Side Judge and Back Judge** should move up appropriate to the deployment of the receiving team. The **Field Judge** must continue to provide coverage of the **deepest challenged line** while the **Side Judge and Back Judge** can attempt to provide an extra set of eyes for illegal blocking tactics, first and last touching and other relevant matters.

Following the kickoff, all officials assume responsibility for the ball when it is in their coverage zone and visible to him. Once the ball carrier clears an official’s zone, he must turn the ball over to his crewmate and then afford coverage on the tactics of the teams as the ball proceeds up field. **DO NOT BALL HAWK.**

PUNTS

General Application

Refer to Diagrams Five-A and Five-B for positioning and coverage.

1. All officials will count and be responsible for the number of players on the field consistent with the teams assigned during other plays from scrimmage.
2. **The Field Judge will be responsible for the twenty-second countdown clock.**
3. Coverage of balls kicked out of bounds in flight is detailed later in this section – please review the pages titled “**Kicks To Touch In Flight**” commencing on Punts – Page 7.

Positional Responsibilities

REFEREE

1. Prior to the snap:
 - a) In conjunction with the sideline officials, determine the number of players of Team “A” on the line of scrimmage when the ball is snapped.
 - b) Observe the offensive line-up and establish whether or not Team “A” is using eligibly numbered players at interior line positions. If so, are they listed?
 - c) At the instant the ball is kicked, be even with the kicker- and approximately 5 yards outside the position occupied by the kicker.
2. At the snap:
 - a) Assume a position favouring the wide side of the field as detailed in diagram number Five-A.
 - b) Ensure the ball is legally put into play.
3. As the ball is kicked:
 - a) Be in a position to retain a clear view of the ball.
 - b) You are responsible for the kicker and contact following the kick. Remember, players blocked into the kicker and players who have contacted the ball shall not be penalized.
 - c) Check for, and identify, players of the kicking team who are “onside” relative to the kicker when the ball is kicked.
 - d) Be alert for blocked kicks.

Referee continued:

4. Following the kick:
 - a) Be prepared to determine the flight of the ball if it appears directed toward the sidelines.
 - b) Retain your coverage of the kicker (and onside players) and ensure they are **not blocked illegally** prior to crossing the line of scrimmage.
 - c) Once cleared of kicker responsibilities, move slowly downfield and afford coverage of the blocking tactics of the return team in your **zone of coverage** (roughly the centre third of the field).
 - d) Should the returner break through, be prepared to pick up the ball and the ball carrier.
5. Should the play develop into a passing situation, ensure a **listed** eligibly numbered receiver of Team "A" does not catch the ball.

UMPIRE

1. Assume a position as indicated on diagram Five-A, slightly either side of centre and 8-10 yards behind the line of scrimmage. **Do not retreat from this position until members of the kicking team have passed.**
2. Prior to the snap, check the numbering of the offensive interior linemen. Are they using eligibly numbered players in these positions? If so, are they listed?
3. Ensure the ball is legally put into play.
4. Be alert for short or deflected kicks - you may be required to cover "No Yards" situations.
5. You are responsible for the tactics of both the receiving team and the kicking team with special attention for Holding between the tackles.
6. Do not back out of your position until the majority of the kicking team have passed, then turn and cover the blocking tactics in your **zone of coverage** (the centre third of the field) in front of the ball-carrier.
7. Should the returner break through, be prepared to pick up the ball and the ball carrier.
8. Should the play develop into a passing situation, ensure a **listed** eligibly numbered receiver of Team "A" does not catch the ball.

SIDELINE OFFICIALS

1. Assume positions as indicated on diagram number Five-A. **Stay outside. Do not pinch in.**
2. Ensure that the ball is put into play legally.
3. In conjunction with the Referee and Umpire ensure that Team "A" has seven men on the line of scrimmage by ensuring that you have an eligible receiver on your end of the line.
4. Be alert for short or deflected kicks. You may be required to rule on "No Yards".
5. Following the kick:
 - a) **Both** Sideline Officials will **remain** on the line of scrimmage until the **ball crosses**.
 - b) On an obvious **short punt**, the **Line Judge will hold the line of scrimmage** to assist the Referee with the coverage of the kicker and any other onside players until they cross the line of scrimmage. However, if the ball is kicked in to his area, the Head Linesman will hold the line of scrimmage and assume responsibility for the kicker and onside players.
6. The line of scrimmage officials are responsible for the initial blocking tactics against the **third and fourth members** of the kicking team. Be alert for "Holding" and "Illegal Blocks" within your **zone of coverage** from your sideline to the hash marks.
7. The sideline officials must be alert for, and assist the Referee on, blocked kicks and the recovery of the ball.
8. Following the kick, proceed downfield and observe the tactics of the receiving team as they block for the ball carrier. Retain **out-side control** and do not drift into the field of play. **Never allow players behind you** and **never be forced to turn your back to the play** as you attempt to recover your position.
9. Be alert to offer coverage on the ball and the ball carrier should the return out strip the coverage of the downfield officials.
10. Should the kick proceed into the end zone be prepared to cover down to the Goal Line and provide coverage on the ball at the Goal Line as it is advanced.
11. Be prepared should the play develop into a run or pass. **Expect the unexpected.**

SIDE JUDGE and BACK JUDGE

1. Count the players on the receiving team.
2. Assume a position on your sideline approximately 20 – 25 yards from the line of scrimmage. Maintain this cushion as the players move downfield under the punt.
3. You are responsible for the initial blocking tactics against the **first and second** members of the kicking team as they proceed downfield and are generally responsible for the blocking tactics in a **zone of coverage** from your sideline to the area just in front of the ball carrier.
4. On punts toward your sideline you may have to assume responsibility for covering “No Yards” and the progress of the punt returner.
5. Be prepared to provide Goal Line coverage in the event the ball is punted or carried in to the end zone.

FIELD JUDGE

1. Assume an initial position five to six yards deeper than the punt returner(s) and in the middle of the field.
2. Count the players on the receiving team.
3. As soon as the ball is kicked, move aggressively to a position that will allow you to rule on “No Yards” and possession. The punt return is yours until intervening players or the direction of the return cause you to lose sight of the ball.
4. On punts toward the sideline (hash marks out to sideline) you may have to take the blocking if you lose your view of the ball.

Please note that for Diagram Five–A and Diagram Five–B on the following pages, the conventions shown below apply:

- “—————→” represents the movement pattern of an official.
“—————●” represents the path of the punt.
“———▶” represents the primary coverage of the official.

Punt Plays

Alignment Prior To The Punt

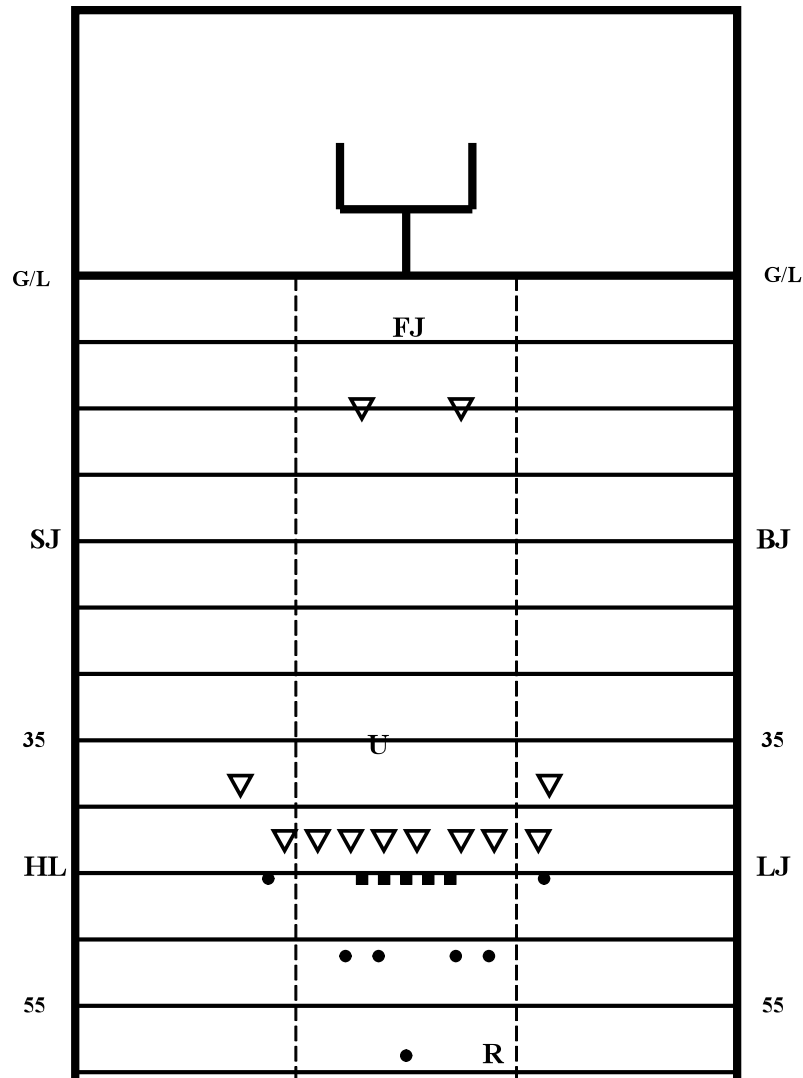


DIAGRAM FIVE-A

Coverage Following The Punt

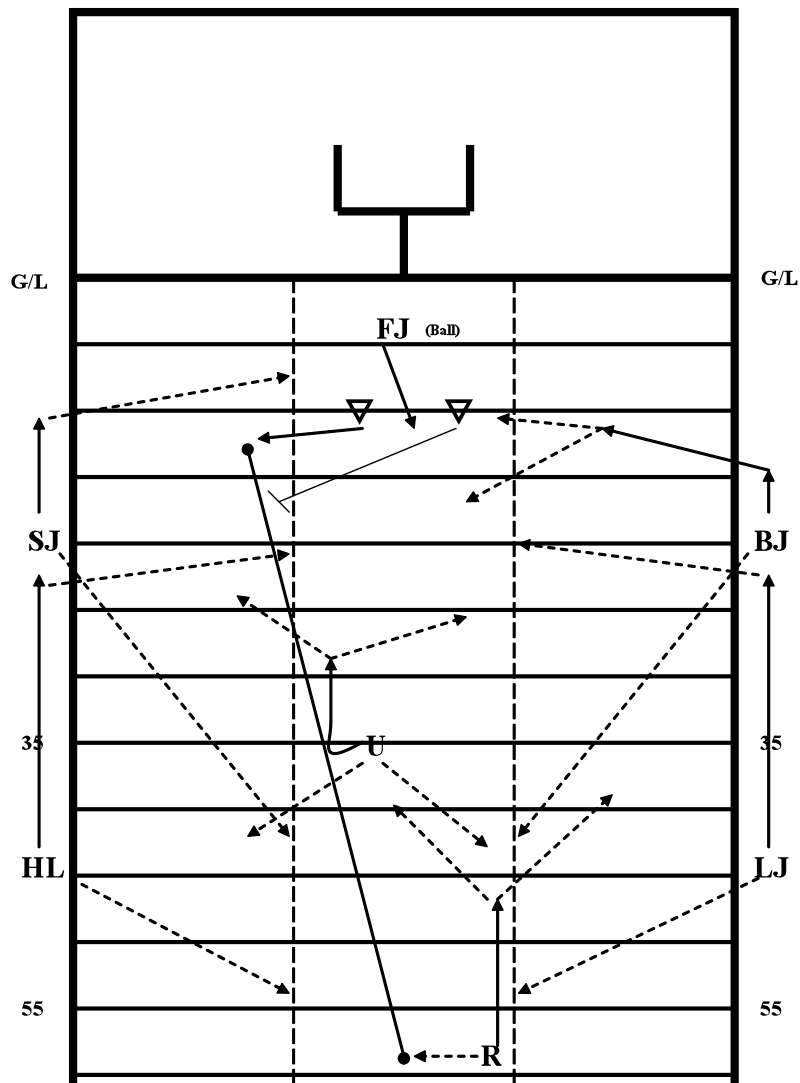


DIAGRAM FIVE-B

Kicks To Touch In Flight

Kicks from scrimmage to touch in flight, including both punts and wide field goal attempts, will be covered in the following manner:

1. If, following the kick, the Referee deems that the ball may be kicked directly to touch in flight, he will aggressively take a position that provides a view of **the line of flight** of the kicked ball.
2. The deep sideline or sideline official covering the kick will aggressively proceed to the point he deems the ball went over the sideline in to touch and declare "Time Out".
3. After placing himself in line with the path of the ball the Referee will signal to the covering official by indicating the direction the official should move to accurately mark the out-of-bounds spot. Once the correct location has been established the Referee will signal to the covering official with a crisp thrusting motion.
4. Should the ball cross the sideline-in-goal the covering official will withhold the one point score signal until the Referee has confirmed the spot.
5. Should the ball roll out-of-bounds or cross the sideline at a low elevation, the covering official will obviously take full responsibility for the out-of-bounds spotting.

FIELD GOALS AND CONVERTS

Long Field Goals

This section covers field goal attempts on plays when the line of scrimmage is **on or outside the ten-yard line**. Field goals originating from inside the ten-yard line and converts are covered later in this section. **The ten-yard line cut-off may vary at the discretion of the Referee.**

General Application

Refer to diagrams Six-A, Six-B and Six-C for positioning and assigned coverage.

1. All Officials will count and be responsible for the number of players on the field consistent with the teams assigned during other plays from scrimmage.
2. **The Field Judge will be responsible for the twenty-second countdown clock.**
3. Coverage of ball kicked **out of bounds in flight** was detailed in **Punts - Page 7**. Please review.
4. On field goals **originating outside the 35-yard line** it is the responsibility of the Referee, Umpire, Head Linesman and Line Judge to **note and remember the line of scrimmage** in case the attempt scores a rouge.

Positional Responsibilities

REFEREE:

1. Assume a position as detailed in diagram number Six-A:
 - a) that provides a clear view of the ball prior to the snap
 - b) eight to ten yards outside and slightly behind the kicker on the "open" side
2. Prior to the snap:
 - a) Observe the offensive line-up and establish whether or not Team "A" is using eligible receivers at interior line positions. If so, are they listed?
 - b) In conjunction with the sideline officials, determine the number of players of Team "A" on the line of scrimmage when the ball is snapped.
 - c) You must be aware of the blocking tactics of the backs and outside line players of the kicking team. Pay special attention to the offensive ends and the up back positioned behind him. Be alert for holding, pushing which could carry a potential blocker in the kicker and unnecessary roughness.

Long Field Goals/Referee – continued:

3. Ensure the ball is legally put into play. This includes primary coverage for the actions of the centre and early movement by the guard and tackle on your side of the line.
4. You are responsible for the kicker and holder, also for contact following the kick, remember:
 - a) Players blocked into the kicker and holder, also players who have contacted the ball shall not be penalized.
 - b) Be alert for blocked kicks and trick plays.
 - c) Check for and identify players of the kicking team who are “onside” relative to the kicker when the ball is contacted.
5. Following the kick:
 - a) Be prepared to determine the flight of the ball if it appears directed toward the sidelines.
 - b) Retain your coverage of the kicker and any onside players and ensure they are not blocked illegally blocked prior to crossing the line of scrimmage.
6. Once the kicker is clear, move slowly downfield and afford coverage of the blocking tactics in your **zone of coverage** (the centre third of the field).
7. Should the returner break through, be prepared to pick up the ball and the ball carrier.
8. Should the play develop into a passing situation, ensure a listed eligible receiver of Team “A” does not catch the ball.

UMPIRE:

1. Assume a position as indicated on diagram Six-A, slightly either side of centre and eight to ten yards behind the line of scrimmage. Do not retreat from this position until members of the kicking team have passed.
2. Prior to the snap, check the numbering of the offensive interior linemen. Are they using eligible receivers in these positions? Are they listed?
3. Ensure the ball is legally put into play – including any illegal or early movement by the centre or the guard and tackle on your side of the line. You are responsible for the action along the line, with special attention to holding in the **zone** between the tackles.
4. Be alert for short or deflected kicks – you may be required to rule on “No Yards” situations.

Long Field Goals /Umpire – continued:

5. Do not back out of your position until the majority of the kicking team has passed, then turn and cover the blocking tactics in the centre of the field in front of the return ball carrier.
6. In the event the returner breaks through, be prepared to pick up the ball and the ball carrier.
7. Should the play develop into a passing situation, ensure a listed eligible receiver of Team "A" does not catch the ball.

SIDELINE OFFICIALS:

1. Assume positions as indicated on diagram number Six-A. Stay outside – do not pinch in.
2. Ensure the ball is legally put into play.
3. In conjunction with the Referee and Umpire, ensure that Team "A" has seven men on the line of scrimmage and that you have an eligible receiver on your end of the line.
4. Be alert for short or deflected kicks. You may be required to rule on "No Yards".
5. Following the kick, **both sideline officials must remain on the line of scrimmage until the ball has crossed the line.**
6. The sideline officials are responsible for the initial tactics by and against the player(s) of the kicking team between your sideline and the hash marks (your **zone of coverage**). Be alert for holding, with special attention to the wide side of the field.
7. The sideline officials must be alert for and assist the Referee on blocked kicks and the recovery of the ball.
8. Following the kick proceed downfield and observe the tactics of the receiving teams as they block for the ball carrier. Retain out-side control and do not drift into the field of play. Never allow players behind you and never be forced to turn your back to the play as you attempt to recover your position.
9. Be alert to offer coverage on the ball and the ball carrier should the return out strip the coverage of the downfield officials.

Long Field Goals/Sideline Officials – continued:

- 10) Should the kick be wide and proceed into the goal area be prepared to cover down to the Goal Line and provide outside coverage on the forward progress of the ball.
- 11) Be prepared! The play could develop into a run or pass. Expect the unexpected.

SIDE JUDGE and BACK JUDGE:

1. Assume positions under the goal post uprights as indicated on diagram number Six-A:
2. If the field goal attempt is **successful** – signal and terminate the play.
3. Be alert for the ball striking the goal post and its subsequent flight. If it goes through the kick is successful, if not, the play is dead with out score.
4. If the kick is **not successful** – you must adapt quickly:
 - a) **Official ruling on the field goal attempt** (the SJ in the example in Diagram Six-B):
 - i) Hold your position under the post until you rule the attempt “Good” or “Wide”.
 - ii) If the kick is “Wide”, be prepared to move back and toward the goal post for protection.
 - iii) Be prepared to rule on “No Yards” if the kick is short and in front of or beside you.
 - iv) Be prepared to observe and rule on the blocking tactics of the receiving team.
 - v) Be prepared to rule on the progress of the ball carrier with special attention to **plays at or near the Goal Line**.
 - b) **Official not held to a post** (the BJ in the example in Diagram Six-B):
 - i) Immediately when it is obvious that the attempted field goal will be tight to, or wide of the **far post**, hold your ground but be prepared to move back toward the goal post for protection in the event of an attempted run back.
 - ii) If the Official who ruled on the field goal attempt is caught in traffic, be prepared to assist in marking the forward progress of the ball carrier with special attention to **plays at or near the Goal Line**.
 - iii) If a return develops across the end zone coming to your side, use the goal post for protection and attempt to assist in marking the forward progress of the ball carrier with special attention to **plays at or near the Goal Line**.

FIELD JUDGE:

1. Assume a position as indicated on diagram Six-A. Remember you are responsible for the **Dead Ball Line from sideline to sideline**.
2. Should the attempt be **successful**, obviously the play is terminated and no further action is required.
3. Should the kick **not be successful**, you must be prepared to:
 - a) Rule on possession and catches **at or near the Dead Ball Line**.
 - b) **"No Yards" in goal is your responsibility!**
 - c) Be prepared to cover the ball and ball carrier remembering to retain full control of the deepest line, in this case the Dead Ball Line.
 - d) If the ball recovery is covered by your crewmates, your coverage will resort to a normal kicking play with you concentrating on the block in the area adjacent to and in front of the ball carrier.

Please note that for Diagram Six-A, Diagram Six-B and Diagram Six-C on the following pages, the conventions shown below apply:

"—————→" represents the movement pattern of an official.

"—————●" represents the path of the kick.

"- - - - -▶" represents the primary coverage of the official.

LONG FIELD GOALS

Alignment Prior To The Kick

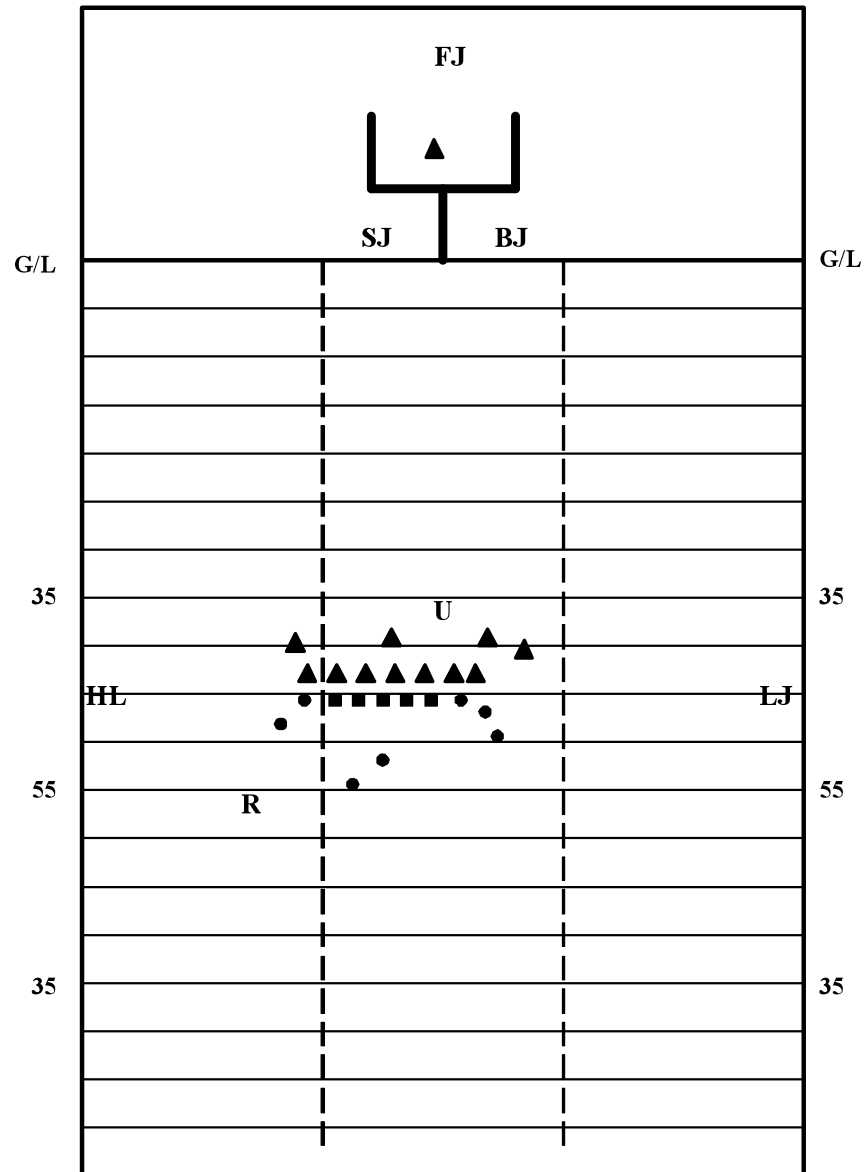


DIAGRAM SIX-A

Unsuccessful Attempts

Wide In Goal

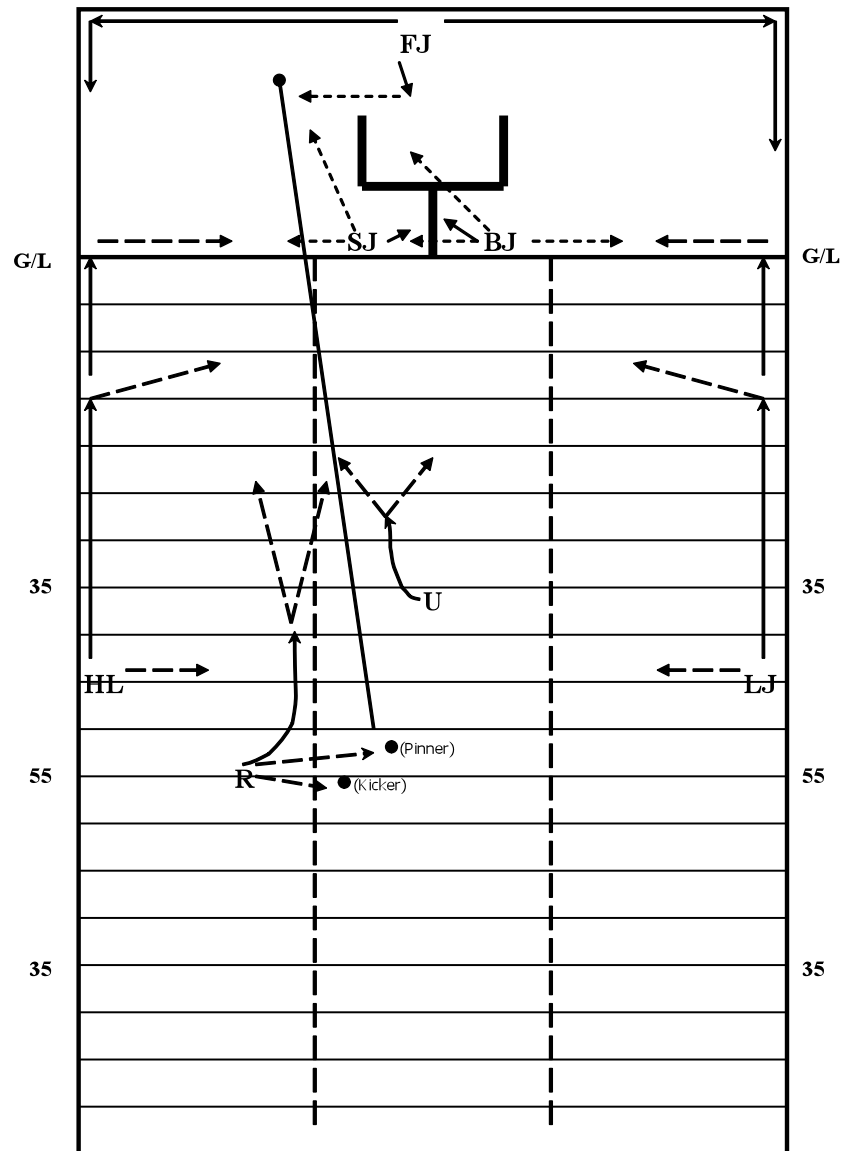


DIAGRAM SIX-B

Wide And Short In The Field Of Play

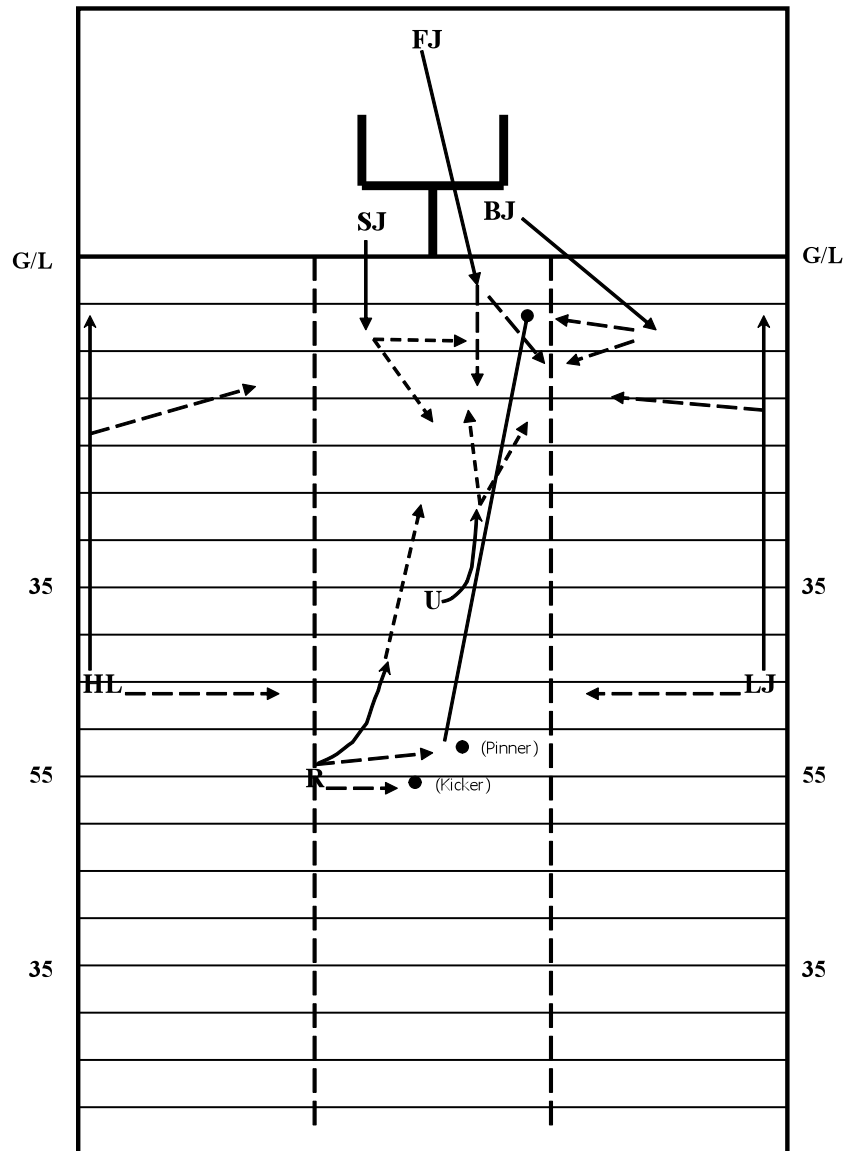


DIAGRAM SIX-C

Short Field Goals And Converts

General Application

This section covers Field Goal attempts when the line of scrimmage is **inside the ten-yard line** and **Convert Attempts**. The ten-yard line break point is for general guidance only and this coverage may be adopted outside the ten-yard line at the discretion of the **Referee**.

Refer to Diagrams Seven-A, Seven-B and Seven-C for positioning and coverage assignments.

Remember, a Convert attempt is in fact a Field Goal. The play is not terminated until all action has ceased. A wide kick may be returned, a fumble can be advanced and an interception is a live ball. Be alert!

Positional Responsibilities

REFEREE:

1. You are responsible for the ball and ruling on the success or failure of the kick.
2. Prior to the snap:
 - a) Assume a position as detailed diagram number Seven-A
 - i) That provides a clear view of the ball and your assigned players on the line of scrimmage
 - ii) Behind the kicker to provide full coverage of the flight of the ball.
 - b) Observe the offensive line-up and establish whether or not Team "A" is using eligibly numbered players at interior line positions. If so, are they "listed"?
 - c) In conjunction with the Sideline Officials, determine the number of players of Team "A" on the line of scrimmage when the ball is snapped.
3. At the snap, ensure the ball is legally put in to play
4. Following the snap:
 - a) Be alert for blocked kicks and trick plays
 - b) Check for and identify players of the kicking team who are "onside" relative to the kicker when the ball is contacted
 - c) If the kick is successful, signal and terminate the play
 - d) If the kick is not successful, is blocked or evolves into a running or passing play, be prepared to:
 - i) Cover and rule on the ball in your zone

Short Field Goals and Converts / Referee continued:

- ii) Ensure that onside players are not blocked illegally prior to crossing the line of scrimmage if the kick is wide
- iii) Cover the ball and ball carrier to termination of play if a wide kick is returned
- iv) Ensure that a “listed” eligible receiver of Team “A” does not catch the ball should the play develop in to a passing situation.

UMPIRE:

1. Prior to the snap:
 - a) Assume a position at or near the Goal Line as shown in Diagram Seven-A.
 - b) Check the numbering of the offensive interior linemen. Are there eligibly numbered players in these positions? If so, are they listed?
2. At the snap, ensure that the ball is legally put in to play.
3. Following the snap:
 - a) Be alert for partially blocked kicks or kicks touching or deflecting off the post assembly. The Referee may require your assistance.
 - b) If the play evolves in to a running or passing situation you must cover the Goal Line.
 - c) Should the play develop in to a passing situation, ensure that a listed eligible receiver of Team “A” does not catch the ball.

SIDELINE OFFICIALS:

For this section, the following terminology will apply:

Open Side Official – the Sideline Official looking at the face of the holder/pinner.

Closed Side Official – the Sideline Official looking at the back of the holder/pinner.

1. Prior to the snap:
 - a) Assume positions as shown on Diagram Seven-A. Stay outside. **Don’t pinch in.**
 - b) In conjunction with the Referee and Umpire, ensure that Team “A” has seven men on the line of scrimmage and that an eligible receiver is positioned on your end of the line.
2. At the snap, ensure that the ball is legally put in to play.

Short Field Goals and Converts / Sideline Officials continued:

3. Following the snap:
 - a) The **Closed Side Official** will **hold** on the line of scrimmage until the **ball crosses**.
 - b) The **Open Side Official** will provide coverage of the **kicker**, the **holder and other backfield action**.
 - c) The **holding** (Closed Side Official) must be alert to assist the Referee on blocked kicks, backfield fumbles and the following play.
 - d) Following the kick or the progress of other play action, become sideline and Goal Line conscious. You could be required to rule on the ball going in or coming out and also the sideline in to the Dead-Ball-Line corner.
 - e) Be prepared. The play could develop in to a run or a pass. **Expect the unexpected.**

SIDE JUDGE AND BACK JUDGE:

1. Prior to the snap:
 - a) Assume positions as indicated in Diagram Seven-A.
2. Following the snap:
 - a) If the kick is **successful**, no further action is required.
 - b) Be alert to assist the Referee on kicks touching or deflecting off the post assembly. He may require your assistance.
 - c) If the kick is **not successful**, or the play develops in to a running or passing situation, you must adapt quickly:
 - i) Be prepared to rule on "No Yards".
 - ii) Be prepared to observe and rule on the blocking tactics of the receiving team.
 - iii) Be prepared to rule on the progress of the ball carrier with special attention to plays at or near the Goal Line.
 - iv) If possible, retain full outside control and coverage of the Sideline-In-Goal.

FIELD JUDGE:

1. Prior to the snap:
 - a) Assume a position as indicated in Diagram Seven-A.
 - b) You are responsible for the **twenty-second clock**.
 - c) Remember, you are responsible for the Dead-Ball-Line from sideline to sideline.
2. Following the snap:
 - a) If the attempted kick is **successful** obviously the play is terminated and no further action is required.

Short Field Goals and Converts / Field Judge continued:

- b) If the kick is **not successful**, or the play develops in to a running or passing situation, you must adapt quickly:
 - i) Be prepared to rule on possession or catches at or near the Dead-Ball-Line.
 - ii) Be prepared to cover the ball and ball carrier, remembering to retain full control of the Dead-Ball-Line.
 - iii) Be alert that your assistance may be required on the Sideline-In-Goal. Roll with the ball carrier and retain outside control as necessary.

Please note that for Diagram Seven–A, Diagram Seven–B and Diagram Seven–C on the following pages, the conventions shown below apply:

"—————→" represents the movement pattern of an official.

"—————●" represents the path of the kick.

"- - - - -▶" represents the primary coverage of the official.

SHORT FIELD GOALS AND CONVERTS

Alignment Prior To The Kick

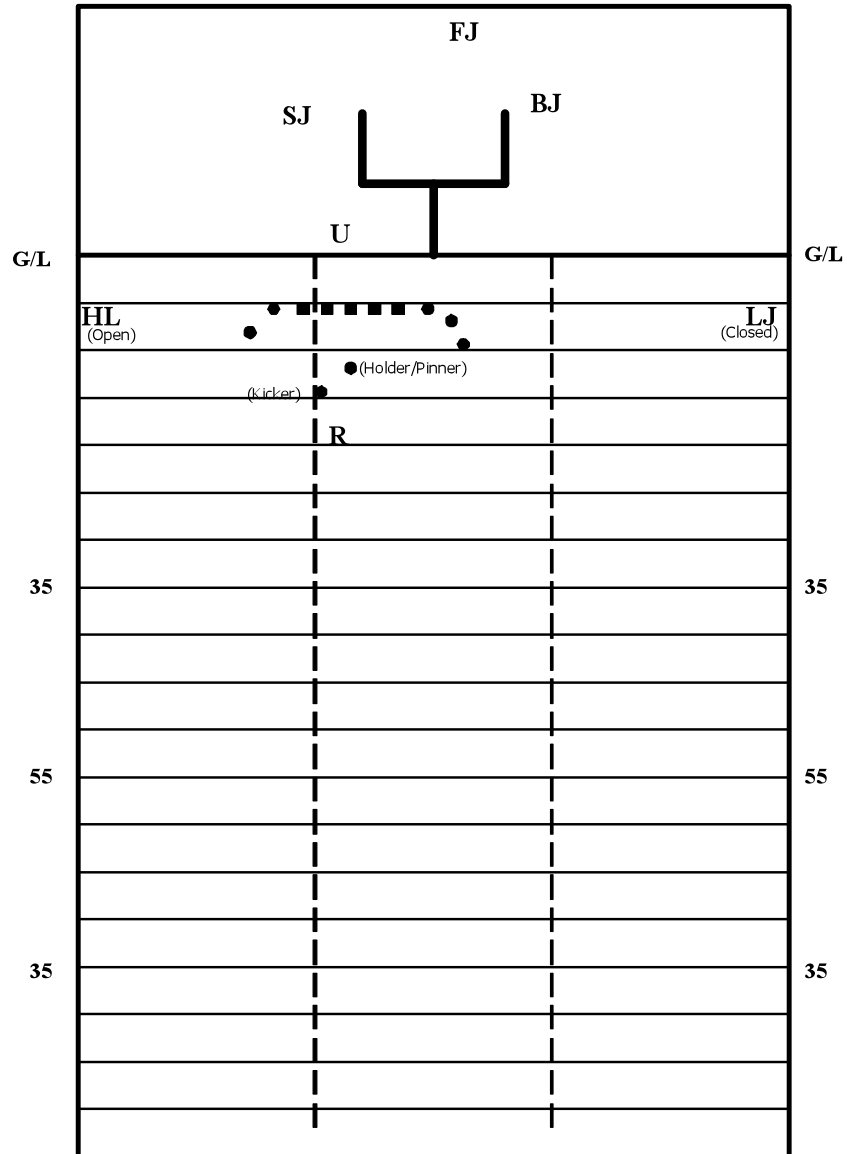


DIAGRAM SEVEN-A

Fumbled or Blocked

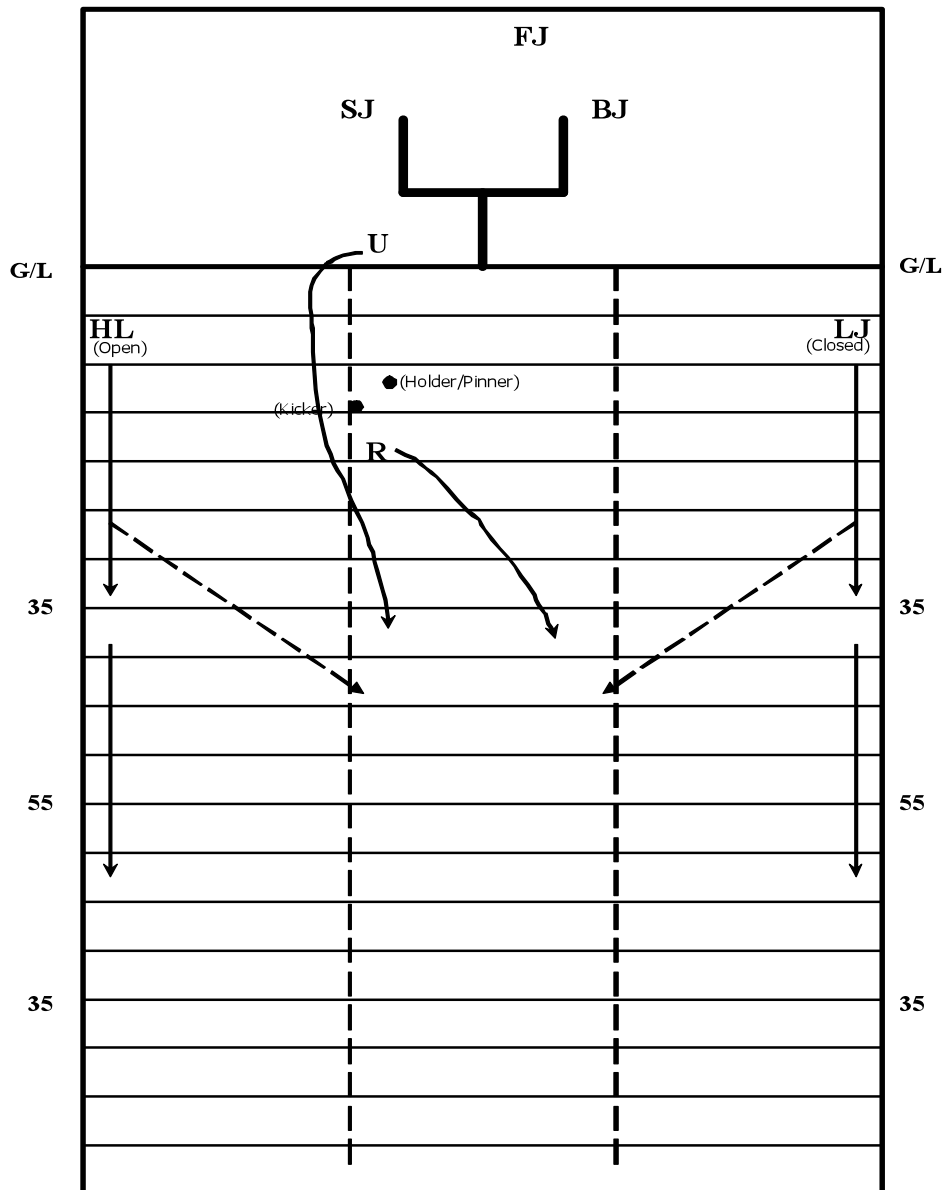


DIAGRAM SEVEN-B

Wide Attempt

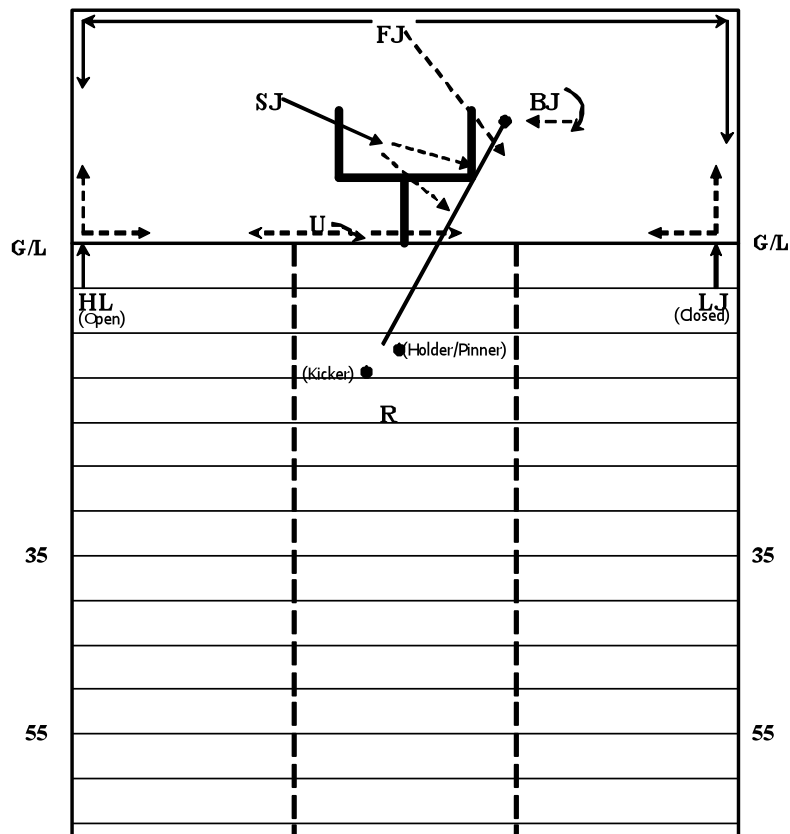


DIAGRAM SEVEN-C

