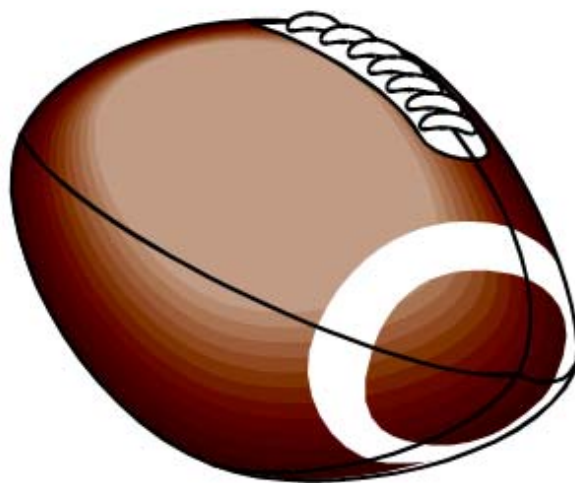


**Southern California
Collegiate Football Officials Association
(SCCFOA)**

**Crew-of-Seven
Officiating Mechanics Manual**



2011

2011 SCCFOA Football Officiating Mechanics Changes

CHANGES FROM 2011 MANUAL

- **Signal for dead-ball foul reserved for fouls that occur after the play**

The dead-ball foul signal is now reserved for fouls that occur *after* the play and should not be used for pre-snap fouls. The language ‘prior to the snap’ for pre-snap fouls should not be used unless there is doubt as to whether the ball became alive and it is necessary for clarification.

- **When unsportsmanlike foul negates a touchdown, referee should announce that foul occurred before runner scored**

If a player who scores a touchdown commits an unsportsmanlike conduct foul before he crosses the goal line (live-ball foul), the referee should announce that fact. If the foul occurs after the player has scored and the ball is dead, the referee should announce that fact as well.

- **Officiating philosophies altered and / or clarified.**

See 2011 Officiating Philosophies section in this manual for **highlighted** changes.

- **Officiating uniform changed**

JERSEY

NEW:

2-inch stripe

Position letter on left front pocket. Letter will be white against the black fitted within the stripe that runs down the pocket. NOTE: The pocket is NOT solid black!

NO CHANGE:

American Flag patch—above left pocket

CFO Patch—left sleeve

Position letter on back

PANTS

NEW:

Full length black pants with 1-1/4 inch white stripe (last year was optional for cold-weather wear). To be worn in all games.

CAP

NO CHANGE:

REFEREE—Fitted solid white cap

ALL OTHERS—Fitted black cap with white piping

SHOES

NO CHANGE:

Predominately black shoes, intended for officiating use.

Amount of white will vary with manufacturer but should be minimal.

- **Pre-snap keys altered and/ or clarified**

In 'Pro-Set' formations, the Field Judge /Side Judge have widest Team A player in formation to their side of field. The Back Judge has second man inside. The Linesman and Line Judge have the third man on their side of the formation. In Multiple Receiver formations (trips / four receivers, etc.) the Linesman and Line Judge will now take second man inside and the Back Judge now takes the third receiver inside. Responsibility for the motion man depends on the motion man's position at snap. Double tight ends, strength will be to the Line Judge side of field for determining Back Judge's key.

- **Referee, Linesman, Line Judge Free Kick Mechanics changed**

After declaring the ball ready for play at the goal line, the referee will move to a position in the middle of the end zone. After the ball is kicked, and it is apparent the end line will not be threatened, he will focus his attention on the middle of the field and will be responsible for possible wedge formation and the legality of all blocks in middle of field on runbacks. If the kick is deep into the end zone, the referee will retreat to near the end line and be prepared to rule if it is threatened. The referee will no longer wind the clock; he no longer has goal line.

The Linesman and Line Judge will now have goal line responsibility side line-to-side line and will wind the clock either when the ball is touched in the field of play; or, when it is carried from the end zone. They will no longer be responsible for the wedge. Rather they will focus their attention on the ball carrier and blocks in the side zones.

- **Referee and Side Judge Field Goal and Try for Point Mechanics changed.**

Side Judge will go to 'overload side' and focus on the end-tackle-guard on that side of the snapper. He will be there to watch for pull and shoot, etc. The referee will focus on the point of attack at the corner on the overload side. Also looking for pull and shoot, etc.

- **Crew Duties Before the Game added.**

- **NCAA / CCA 10-Second Subtraction Procedure added.**

- **NCAA / CCA Substitution Procedures added**

2011 Officiating Philosophies

Line of Scrimmage

1. Officials will work to keep offensive linemen legal and will call only when obvious or when a warning to the player and a subsequent warning to the coach are ignored. Don't wait till the 4th qtr to enforce rule.
2. If the offensive player is lined up with his head clearly behind the rear end of the snapper, a foul will be called without a warning.
3. Don't be technical on an offensive player who is a wide receiver or slot back in determining if he is off the line of scrimmage. When in question, it is NOT a foul.
4. Wide receivers or slot backs lined up outside a tight end will be ruled on the line of scrimmage and covering the tight end if there is no stagger between their alignments. If in question, he is not covered up.
5. When in question regarding player position on movement by the defense into the neutral zone which causes the offense to move, a player is moving toward the offensive player. This protects both that player and the two adjacent offensive players.
6. Anytime a defensive player shoots the gap, and there is a question as to contact, err on the side of offside and shut the play down to avoid a free shot on the QB.
7. Formations during the execution of a trick or unusual play have the highest degree of scrutiny and should be completely legal.

Pass Interference

Defensive Pass Interference

Actions that constitute defensive pass interference include but are not limited to the following six categories:

1. Early contact by a defender who is Not Playing the Ball is defensive pass interference provided the other requirements for DPI have been met, regardless of how deep the pass is thrown to the receiver.
2. Playing Through the Back of a receiver in an attempt to make a play on the ball.
3. Grabbing and Restricting a receiver's arm(s) or body in such a manner that restricts his opportunity to catch a pass.
4. Extending an arm across the body (Arm Bar) of a receiver thus restricting his ability to catch a pass, regardless of the fact of whether or not the defender is looking for the ball.
5. Cutting Off or riding the receiver out of the path to the ball by making contact with him without playing the ball.
6. Hooking and Restricting a receiver in an attempt to get to the ball in such a manner that causes the receiver's body to turn prior to the ball arriving.

Offensive Pass Interference

Actions that constitute offensive pass interference include but are not limited to the following three categories:

1. Initiating contact with a defender by shoving or pushing off thus Creating Separation in an attempt to catch a pass.
2. Driving thru a defender who has established a position on the field.
3. OPI for Blocking Downfield will not be called if the passer is legally grounding the ball out of bounds or into an area where there is no player.

Not Offensive Pass Interference

Actions that do not constitute offensive pass interference include but are not limited to:

1. OPI will not be called on a screen pass where the ball is overthrown behind the LOS but subsequently lands beyond the expanded LOS (up to 3 yds) and linemen are blocking downfield, unless such blocking prevents a defensive player from catching the ball.
2. It is not OPI on a pick play if the defensive player is blocking the offensive player when the contact occurs and the offensive player doesn't make a separate action.

Passing Situations

1. Neutral zone will be expanded one yard when determining if a pass (untouched) is beyond the line.
2. Neutral zone will be expanded one yard when determining ineligible receivers.
3. When in question on action against the passer, it is roughing the passer if the defender's intent is to punish.
4. The quarterback can throw the ball anywhere if he is not under duress, except spiking the ball straight down. The clock is not a factor. Exception: Rule 7-3-2-d allows the QB to spike the ball to stop clock.
5. If the quarterback is outside the tackle box and is throwing the ball away to avoid a sack, when in question as to whether the ball is beyond the neutral zone, it is. Don't be technical.
6. If an interception is near the goal line (inside the 1-yard line) and there is a question as to whether possession is gained in the field of play or end zone, make the play a touchback.
7. If the passer is legally throwing the ball away out of bounds, do not penalize the offense for having ineligible players downfield.
8. If the passer is legally throwing the ball away anywhere in the field of play, do not penalize the offense for having ineligible players downfield within the expanded LOS (up to 3 yds.).

Blocking

1. Takedowns at the POA, those in the open field, within the tackle box, and affecting the result of the play create special focus and should be called in these situations.
2. If there is a potential offensive holding but the action occurs clearly away from the point of attack and has no (or could have no) effect on the play, offensive holding should not be called.
3. If there is a potential for defensive holding but the action occurs clearly away from the point of attack and has no (or could have no) effect on the play, defensive holding should not be called.
Example: A defensive back on the opposite side of the field holding a wide receiver on a designed run play to the other side.
4. For blocks in the back, if one hand is on the number and the other hand is on the side and the initial force is on the number, it is a block in the back. The force of the block could be slight and still a foul if the contact propels the player past the runner or prevents him from making the play. If the force is clearly on the side, it is not a foul. If the blocker is in a “chase mode” all the action must be on the side.
5. A grab of the receiver’s jersey that restricts the receiver and takes away his feet should be defensive holding if other criteria are met, and could also be DPI.
6. Holding can be called even if the quarterback is subsequently sacked as it may be the other half of an offset foul.
7. Illegal block in the back can still be called on fair catches, but not if the illegal block occurs away from the play as the fair catch is being made or the touchback occurs and contact is slight (personal foul type actions should always be called).
8. Blocks in the back that are personal foul in nature should be called regardless of their timing relative to a fair catch or runner being tackled.
9. Rarely should you have a hold on a double team block unless there is a takedown or the defender breaks the double team and is pulled back.
10. When in question if an illegal block occurs in the EZ or field of play, it occurs in the field of play.

Kicking

1. The kicker’s restraining line on onside and short pooch kick-offs should be officiated as a plane and any player (other than the kicker or holder) breaking the plane before the ball is kicked should be called for offside. For deep kick-offs, we will also use a plane, but do not be technical.

Runner Down

1. When in question, the runner fumbled the ball and was NOT down.
2. When in question, it is **not** a touchdown.
3. If legal contact occurs before the runner has a foot down out-of-bounds, legal hit.
4. Runner continuing down sideline: If whistle has blown and player has eased up then this is a foul. Be alert and be sure any action is not part of the initial play before calling a foul.

5. A non-airborne runner crossing the goal inside the pylon with the ball crossing the goal line extended is a touchdown.
6. When in question, the runner did not step out of bounds.

Personal Fouls

1. If action is deemed to be “fighting”, the player must be disqualified. **When in question if an act is a flagrant personal foul or fighting, the player is not fighting.**
2. For late hits away from the ball near the end of the play, when in question lean towards dead-ball foul rather than live-ball foul.
3. Spitting on an opponent requires disqualification.

Unsportsmanlike Conduct

1. **Do not be overly technical in applying Rule 9-2-1.**
2. **Allow for brief, spontaneous, emotional reactions at the end of a play.**
3. **Beyond the brief, spontaneous bursts of energy, officials should flag those acts that are clearly prolonged, self-congratulatory, and that make a mockery of the game.**
4. **A list of specifically prohibited acts is in Rule 9-2-1 (a) thru (h). That list is intended to be illustrative and not exhaustive. All agree that when those acts are clearly intended to taunt or demean, they should be penalized.**

Miscellaneous

1. The ball can be placed on a yard line to begin the next possession. At all other times, the ball is placed where it is. (Exception: If the change of possession occurs on a 4th down, running or passing play, the ball will be left at the dead ball spot to begin the next series.)
2. When in question on QB pass/fumble, we will rule pass, not fumble.
3. 5/5 axiom: In order to adjust the game clock when it has been running, there must be more than a 5 second differential if there is more than 5 minutes remaining in either half. Any time loss due to the clock being started erroneously, such as when a dead ball foul is called, the clock must be adjusted.
4. **As a guideline, referees should consider invoking Rule 3-4-3 when the game clock is under four minutes of each half.**

**2011
SCCFOA
Crew-of-Seven Position Outline
Referee**

- 1) Pregame Duties and Responsibilities
 - a) Pregame Conference Responsibilities
 - i) Contact other game officials during the week prior to the game and notify them of starting time and location of pregame conference.
 - ii) Conduct a thorough meeting using a prepared outline.
 - b) Before Entering the Field
 - i) Visit each dressing room (with Umpire) at least one hour and fifteen minutes before kickoff. Give Head Coach or his designated representative a card listing the names of the officials who will be working the game. Get names and numbers of Captains. Confirm current time and schedule time for start of game. Review any special plays and/or concerns.
 - c) Pregame Duties on the Field
 - i) Go with SJ and inspect entire field. Note unusual markings or irregularities. Work with home management to correct any hazardous conditions within or near the boundary lines.
 - ii) Observe Quarterbacks and Kickers during their warm-ups and note hand/foot used to throw/kick ball.
 - iii) Spot check equipment and report any irregularities to Umpire who will work with trainer(s) to correct.
- 2) Coin Toss Procedure and Responsibilities
 - a) Three minutes before kickoff, stand with Umpire at center of field.
 - b) Introduce self to captains; and, have captains introduce themselves to each other.
 - c) Have captains face each other with backs to their sidelines.
 - d) Ask visiting captain to announce his choice.
 - e) Toss coin and let the coin hit the ground. Leave coin on ground until captains leave the coin toss.
 - f) Ask winning captain if he wishes to choose now or defer his choice.
 - i) If he chooses to defer, place hand on his shoulder indicating he has won toss, then signal "choice declined" (S10) to indicated his decision to defer.
 - ii) Ask losing captain for his choice, ask winning captain for remaining choice.
 - g) Place captains with back to goals they will defend.
 - h) Indicate choice of first choosing captain and then give appropriate signal for the choice of the other captain.
 - i) When toss is completed, meeting with other officials and record results of the toss.
 - j) Run to kickoff position.
 - k) Start game at the scheduled time.
- 3) Kickoffs and other Free Kick Plays
 - a) Normal Free Kick
 - i) Basic Positioning
 - (1) Starting position is in the middle of the field at the receiving team's goal line.
 - ii) Pre-Kick Concentration Routine
 - (1) Count receiving team; and, confirm with visual signal with HL and LJ.
 - (2) Check with Back Judge.
 - (3) When players and officials are ready and once the Back Judge has reached the sideline after handing the ball to the kicker, sound your whistle and give the ready signal (S1).
 - (4) You are responsible for knowing if the kicking team had at least four players on both sides of the kicker.
 - (5) Be alert for a touchback or a kick beyond the end line.
 - (6) You are primarily responsible for ruling on wedge formations on free kicks.

- (7) HL/LJ will have responsibility for the goal line side line to sideline and will wind the runner coming out.
- (8) You are responsible for the end line.
- iii) Area of focus after ball is kicked
 - (1) R will have responsibility for ruling on wedge formations on K/O. HL/LJ will have secondary responsibility. HL/LJ will have primary responsibility for the ball sideline to sideline with respect to GL and will wind the runner out of the EZ if necessary.
 - (2) Follow the play and observe action in front of the runner. You are responsible for ruling on the legality of all block in the middle of the field.
 - (3) Be alert for a handoff and a reverse.
- b) Short Free Kick
 - i) Basic Positioning
 - (1) Starting position is in the middle of the field at the receiving team's goal line.
 - ii) Pre-Kick Concentration Routine
 - (1) Count receiving team.
 - (2) Check with Back Judge.
 - (3) When players and officials are ready and once the Back Judge has reached the sideline after handing the ball to the kicker, sound your whistle and give the ready signal (S1).
 - (4) You are responsible for knowing if the kicking team had at least four players on both sides of the kicker.
 - iii) Area of focus after ball is kicked
 - (1) Be prepared if team A kicks deep instead of onside
 - (2) Be alert to possible fair-catch signals.
 - (3) Wind clock when the ball is touched in the field of play or enters the field after being legally touched in the end zone.
 - (4) You are now responsible for both the end line and goal line on a deep kick
- c) Free Kick after Safety
 - i) Basic Positioning
 - (1) In center of field, 5 to 10 yards behind the deepest receiver.
 - ii) Pre-Kick Concentration Routine
 - (1) Same as for normal free kick.
 - iii) Area of focus while ball is alive
 - (1) Same as for normal free kick.
- 4) Plays from Scrimmage
 - a) Basic Position, duties, and responsibilities before the snap
 - i) Basic Positioning
 - (1) Stand clear of the huddle – at about 17 yards – as you count the offense and observe the substitution process. Be cognizant of the huddle’s formation – is it a huddle?
 - (2) As the huddle breaks, walk in to your basic position, always on the QB’s throwing hand side, outside the normal tight end position and approximately 15 yards off line of scrimmage.
 - (3) Check off your count with the Umpire.
 - (4) If the offense begins a substitution after the huddle has broken, or at any time between then and the snap, raise your arms to indicate a substitution is in process. The defense now has 3 seconds to begin a substitution of their own. It is important that the Umpire see this and immediately stand over the ball. (*See NCAA / CCA Substitution Procedures in this manual*).
 - ii) Pre-snap Concentration Routine
 - (1) Position yourself such that you can clearly and completely view both backs, the quarterback, and the football.
 - (2) Check offensive formation and observe Quarterback and other backs for possible false start(s), illegal motion, etc.

- (3) Be aware of which hash the ball is snapped from, for purposes of the pocket as related to intentional grounding.
 - (4) You are responsible for initial position for all backs with respect to legality of blocking (i.e. being lined up in the tackle box for potential Illegal Blocks)
 - (a) Determine initial formation – “tight” or “spread”
 - (b) Determine position of back on your side of snapper
 - (c) Signal (arm extender to sideline w/ palm open) if back on your side of snapper is not completely inside tackle box
- b) Running Plays
- i) Responsibilities on running plays:
 - (1) At the snap, read the QB initial movement – if he turns to hand off, your focus should go immediately to the lead block – you no longer have tackle responsibility. Always stay ahead of the runner with your eyes and observe the block that gets him through the hole, or around the corner.
 - (2) If the run is to your side, hold your position and evaluate the lead block
 - (3) If the run is to the opposite side, hold your position until you feel the runner break outside the tackle box, then proceed in that direction, maintaining your depth until the runner progresses beyond the LOS.
 - (4) When the runner has crossed the LOS, begin a slow jog up-field to follow the play and observe action behind the runner and any dead ball action. Be aware of ‘false hustle’
 - (5) Always maintain a cushion behind the runner, including when he is behind the LOS, as the HL/LJ *always* have forward progress – including around the offensive goal line.
 - (6) If there is a pileup or delay, get on top of it. Otherwise, stay back and observe at the conclusion of the play, about 7 yards to the side and 5 yards behind the play. Help the Umpire spot the ball when necessary.
 - (7) Signal the next down, or signal first down. If it is close, get to the line of scrimmage and rule first down, the next down, or timeout for measurement.
 - (8) Upon signaling first down, wind the clock, and hustle back to your original position – observing the huddle as you return.
- c) Passing Plays
- i) Basic Keys and assignments.
 - (1) At the snap, read the QB initial movement – if pass is indicated drop at a 45-degree angle getting deeper and wider as Quarterback drops back into pocket. Maintain a 12- to 14-yard cushion.
 - (2) Immediately following snap, watch tackle on the HL side. If trips were initially formed on the LJ side, you still have HL tackle responsibility, but will help with the LJ tackle if possible.
 - (3) If there is no threat to your tackle, observe action on other tackle or closest potential fouler.
 - (4) Focus your concentration above the waist, as this will help you recognize illegal hands to the face, the existence of a ‘RIP’ technique block, reverse takedown, or other type of holds.
 - (5) Remember to use the concept of the need for the blocker to be ‘beat with his feet’ in order for a hold to exist.
 - (6) Be cognizant of the blocking action by any back. If he goes low, let your eyes go to him, as the greater potential exists for a chop block or leg whip. Keep in mind to let your eyes go to action when you feel a player going low on a defender.
 - (7) As you feel the pocket close around the QB, or a defender gets free and nears the QB, immediately divert your attention to the QB. Your main focus becomes protecting him from illegal hits.
 - (8) If the QB scrambles, do not give away your depth as you trail him. Follow him all the way to the sideline, as he is your primary responsibility.

- (9) Insure that the Quarterback is not roughed or thrown to the ground. Verbally alert the defenders when the passer has released the ball. Stay with him at length, and do not peek downfield. Your crew will alert you as to the result of the play. If there is an interception, you will feel it!
 - (10) Rule on intentional grounding; you must consult with other officials regarding positions of eligible receivers with an opportunity to catch the pass or pass reaching the line of scrimmage.
 - (11) Move downfield as per a running play, observing action behind the play, and dead ball action. Help the Umpire spot the ball when necessary, and move according b-i-3 through b-i-6 above.
- d) Punts
- i) Basic Positioning
 - (1) Take position 2 to 3 yards behind the kicker and wider than the normal tight end position of the kicking foot side. See the ball from snap to kick. Be in position to see blockers, rushers, and kicker at the same time.
 - ii) Pre-Kick Concentration Routine
 - (1) Count the kicking team (offense).
 - (2) Be alert to the kicking team's substitution process and timing.
 - (3) Be alert for delay by the kicking team to confuse the opponent.
 - (4) Warn kicker if he is near the end line prior to the snap.
 - iii) Area of focus while ball is alive
 - (1) Watch blocking and action by players behind the line of scrimmage.
 - (a) Prior to, and immediately after the snap, ensure that all action by the 'personal protector' is legal.
 - (b) Observe the blocking action around the edge on your side.
 - (c) Observe the blocking action that most threatens the kicker.
 - (2) Observer action of and against the kicker. Give signal #11 if ball is tipped.
 - (3) If kick goes toward sideline, move to the spot of the kick, observe the flight of the ball, and use arm signals to assist covering official (FJ / SJ) in determining the out of bounds spot.
 - (4) If kick remains in bounds, observe players (especially the kicker) while proceeding down field.
 - (a) Be aware of blocking action by B – becoming the offense – in not allowing A downfield. Watch for the 'spin' or 'takedown' of an A player trying to release downfield.
 - (5) If kick is caught or recovered in bounds, be ready to use 'reverse fade' on return and be at the goal line when runner crosses.
- e) Field Goals and Trys
- i) Basic Positioning
 - (1) Take position mid-way between holder and kicker outside the normal tight end position and facing the holder. See the ball from snap to kick. Be in position to see blockers, rushers, and kicker at the same time.
 - ii) Pre-Kick Concentration Routine
 - (1) Be alert to possible fakes and or bad snaps.
 - (2) Determine the 'overload' side – which is the side of strength and where the potential block of the kick will come from. The SJ will be lined up to this side.
 - iii) Area of focus while ball is alive.
 - (1) Your main responsibility is the block by the widest man (wing) on the overload side.
 - (2) Referee is responsible for action by and on kicker and holder.
 - iv) Adjustments on fakes
 - (1) Observe action behind the line of scrimmage and the runner while he is behind the neutral zone.
 - (2) Cover passer if runner throws a legal forward pass.

- v) Reverse fade on short kicks run back
 - (1) If kick is caught or recovered in bounds, be ready to use 'reverse fade' on return and be at the goal line when runner crosses.
- f) Goal Line Plays
 - i) Goal Line Mechanics (5-yard line and in)
 - (1) Basic Positioning
 - (a) Positioning is the same as for any other scrimmage plays.
 - (2) Pre-snap Concentration Routine
 - (a) COMMUNICATE AND THINK GOAL LINE.
 - (3) Area of focus while ball is alive
 - (a) Coverage is the same as for any other scrimmage plays.
 - ii) Reverse Goal Line Mechanics (Goal line to 3-yard line going out)
 - (1) Basic Positioning
 - (a) Positioning is the same as for any other scrimmage plays.
 - (2) Pre-snap Concentration Routine
 - (a) COMMUNICATE AND THINK GOAL LINE.
 - (3) Area of focus while ball is alive
 - (a) Coverage is the same as for any other scrimmage plays.
- 5) General Game Duties
 - a) Substitutions and Counting Players
 - i) R (and U) is primarily responsible for counting offense.
 - (1) Count offense while in their huddle; observe their substitution process, note location of replaced players when offense breaks their huddle.
 - (2) Give visual signal to confirm count with Umpire and notify HL/LJ.
 - b) Down, distance and clock status
 - i) At the end of the down, communicate with and signal HL the next down.
 - ii) Observe both 25- or 40/25-second play clock and game clock status.
 - iii) Be prepared to spot the ball if Umpire is involved in relay from side zones.
 - c) Penalty Enforcement
 - i) When a foul or fouls are reported, the calling official should give a preliminary signal as he approaches. Give a preliminary signal only if the choice is not obvious and a coach's decision is needed.
 - ii) If choice is obvious, make announcement and proceed with enforcement or declination.
 - iii) If choice is not obvious, Look to your deep flanks (and wings) to explain foul or fouls and options to the coach and get coach's decision.
 - iv) When there are multiple fouls or double fouls, have the calling official(s) stay near to give you the numbers as you announce the fouls.
 - v) When penalty is to be enforced, instruct Umpire as to point of enforcement and yardage.
 - vi) If the foul carries a potential 10-subtraction, slowly and carefully discuss the options. **First, be sure the stadium game is set to the correct time when the foul cause the clock to be stopped occurred.** Then go to the coach (ideally, your deep flank is there and knows what to ask) to first decide if he wants the foul and the subtraction. If so, then go to the other coach to see if he wants to use a timeout to avoid the subtraction. (*See 10 Second Subtraction Mechanics in this manual*).
 - vii) While Umpire is marking off yardage, take position in the clear and signal foul, team; and acceptance, declination, or offset to press box.
 - viii) The referee may use the personal foul signal in conjunction with the foul signal if the foul has its own signal. The signal for an illegal forward pass need not precede the grounding signal. The dead-ball foul signal is now reserved for fouls that occur after the play and should not be used for pre-snap fouls. The language 'prior to the snap' for pre-snap fouls should not be used unless there is doubt as to whether the ball became alive and it is necessary for clarification.
 - d) Measurements

- i) When spotting the ball after each play be alert to the possible need for a measure. Avoid unnecessary measurements; however, if in doubt, measure.
 - ii) When the ball becomes dead in the side zone or out of bounds, the measurement should be from at the dead ball spot. Following the measurement the ball will be left in the side zone and an alternate ball will be placed at the inbounds spot.
 - iii) After Linesman and Umpire are ready, observe the relative position of the ball and the line to gain; then, announce your ruling and signal first down if indicated.
 - iv) Remain near the ball and announce down and distance. Get ready signals from captains and Linesman. Once Linesman is ready, signal ball ready for play.
- e) Timeouts
- i) Indicate a full-length charged timeout by prolonged pointing to the requesting team; both arms extended shoulder high giving three chucks in its direction.
 - ii) For thirty-second time out, indicate by taping hands on shoulders.
 - iii) Check with Umpire the number of time outs charged to each team.
 - iv) Notify head coach when his team timeouts are exhausted.
 - v) For referee's time out, indicate by tapping chest with hands.
- f) End of Quarter
- i) When time expires, sound whistle only if ball is dead. Indicate the end of a period by holding the ball overhead in one hand.
 - ii) At close of the first and third periods, note yard line, field position, down, distance. Then move ball to exact position at opposite end of the field.
 - iii) Do not resume play until one minute has elapsed. Check with Side Judge for timing.
- g) End of Half
- i) When time expires, sound whistle only if ball is dead. Indicate the end of a period by holding the ball overhead in one hand.
 - ii) From the end zone give clear signal to start the clock for the halftime intermission as soon as the second period ends.
 - iii) At close of the second period, turn ball over to Back Judge.
 - iv) A formal second half coin toss procedure is not necessary—have the BJ or FJ receive the choice and kicking direction from the head coach prior to returning to the field for the second half.
- h) End of Game
- i) When time expires, sound whistle only if ball is dead.
 - ii) Indicate the end of a period by holding the ball overhead in one hand.
 - iii) Leave field as a group and retire to the dressing room without stopping for conversation.

**2011
SCCFOA
Crew-of-Seven Position Outline
Umpire**

- 1) Pregame Duties and Responsibilities
 - a) Pregame Conference Responsibilities
 - i) Always participate. Participation is mandatory.
 - ii) Discuss team tendencies and how this may affect blocking patterns.
 - iii) Go with Referee to meet w/ Head Coaches.
 - (1) Ask Head Coach to verify player compliance w/ mandatory illegal equipment rules.
 - (2) Get numbers of interior lineman on scrimmage kick. Know exemption rules.
 - (3) See trainer regards bandages, wraps, and other possible equipment questions.
 - b) Pregame Duties on the Field
 - i) Spot-check equipment.
 - ii) Observe offensive linemen as they warm up.
 - iii) Stay mentally prepared.
- 2) Coin Toss Procedure and Responsibilities
 - a) Walk to midfield 3 minutes prior to kickoff.
 - b) Greet captains.
 - c) Observe and verify toss.
- 3) Kickoffs and other Free Kick Plays
 - a) Normal Free Kick
 - i) Basic Positioning
 - (1) Starting position is on the sideline opposite the pressbox on the kicking team's restraining line.
 - (2) You are responsible for your sideline to kicking team's endline.
 - ii) Pre-Kick Concentration Routine
 - (1) Count kickers and verify with BJ.
 - (2) Think 'short free kick' to avoid being surprised.
 - iii) Area of focus while ball is alive
 - (1) Kicked outside the hashmarks:
 - (a) Watch illegal action on the kicker.
 - (b) Move at a 45 degree angle from your initial position to the hash mark as quickly as possible after the ball is kicked on a free kick. No more "looping" or "banana" route to the new position.
 - (c) Move downfield no more than 10 to 15 yards.
 - (d) Observe action mainly toward the center of the field, observing off-ball action.
 - (e) Observe dead ball action around pile.
 - (2) Kicked to the middle of the field:
 - (a) Watch illegal action on the kicker.
 - (b) Move to the hashmark on your side. Move downfield no more than 10 to 15 yards. Observe action mainly toward the center of the field, observing off-ball action.
 - (c) Observe dead ball action around pile
 - b) Short Free Kick
 - i) Basic Positioning
 - (1) Starting position is on the sideline opposite the pressbox on kicking team's restraining line.

- ii) Pre-Kick Concentration Routine
 - (1) Count kickers and confirm with Back Judge.
 - (2) Think kicking team restraining line, touching, and blocking.
 - (3) Lots of potential action up close. Be aware and alert.
- iii) Area of focus while ball is alive
 - (1) Treat kicking team's restraining line as a plane.
 - (a) Any player (other than the kicker or holder) breaking the plane before the ball is kicked should be called for offside.
 - (2) If the kick is to your side, you are responsible for touching by either team.
 - (3) If the kick is to the opposite side, you are responsible for blocking.
 - (4) Be prepared to cover the play if a receiving team player recovers the kick and attempts to advance the ball.
- c) Free Kick after Safety
 - i) Basic Positioning
 - (1) Same for all free kicks, with kicker.
 - ii) Pre-Kick Concentration Routine
 - (1) Same for all free kicks.
 - iii) Area of focus while ball is alive
 - (1) Same for all free kicks.
- 4) Plays from Scrimmage
 - a) Basic Position, duties, and responsibilities before the snap
 - i) Basic Positioning
 - (1) The starting position is on the side opposite the tight end, generally five to seven yards, but not more than eight yards, off the ball.
 - ii) Pre-snap Concentration Routine
 - (1) Count offense. Signal to Referee (hand closed, extended toward offense) only when sure.
 - (2) Watch snapper for illegal movements. Be alert to possible illegal snaps, false start by offense, defense offside by contact.
 - (3) Key on guard-center-guard.
 - (4) Be alert to sound and cadence of defensive captain's signals.
 - (5) Always be aware of lateral position of the ball – use rubber band.
 - b) Running Plays
 - i) Responsibilities on running plays:
 - (1) Up the middle
 - (a) Watch lead blocks. Get out of the way.
 - (b) Take progress from wing official.
 - (2) Into either side zone
 - (a) Read keys. Watch lead blocks.
 - (b) Watch dead ball and action behind play.
 - (c) Hustle to numbers to receive and spot new ball.
 - c) Passing Plays
 - i) Basic Keys and assignments
 - (1) Always key guards and center. Watch for potential chop blocks.
 - ii) Pre-snap Concentration Routine
 - (1) Be alert to possible illegal snaps, false start by offense, defense offside by contact.
 - iii) Responsibilities during a forward pass play
 - (1) Area of focus while ball is alive
 - (a) Move up to line when reading pass.
 - (b) Focus attention on action involving the center and guards. Watch for potential chop blocks.
 - (c) Be aware of touching in or behind neutral zone.
 - (d) Pivot and turn on passes. Help out when possible on catch/no catch.
 - (e) On interceptions and all change of possession plays, be alert for low blocks.

- d) Punts
 - i) Basic Positioning
 - (1) A little deeper (8-10 yards) than normal position.
 - (2) Always able to see the snapper's hands.
 - ii) Pre-Kick Concentration Routine
 - (1) Stay over ball a little longer while teams change personnel.
 - (2) Count kickers.
 - (3) Remind defense to avoid the snapper.
 - iii) Area of focus while ball is alive
 - (1) Watch for illegal blocks and holding by both teams.
 - (2) Pay particular attention to the team B player over the snapper.
 - (3) Pivot once ball passes overhead and watch action ahead of runner.
 - (4) If kick is short or partially blocked, assist in determining if the ball crosses the neutral zone.
 - iv) Adjustments on fakes
 - (1) Read keys.
 - (2) Read play. Move up to line if pass is read.
 - e) Field Goals and Trys
 - (1) Basic Positioning
 - (a) Behind defense.
 - (b) When the double umpire is used on scoring kicks, the starting position for the umpire and side judge is generally five to seven yards, but not more than eight yards, off the ball.
 - (c) Always able to see the snapper's hands.
 - (2) Pre-Kick Concentration Routine
 - (a) Snapper. Count kickers. Defensive delays.
 - (3) Area of focus while ball is alive
 - (a) Watch for holding, pull-and-shoot, and personal fouls.
 - (b) Watch for defense using teammate or opponent to gain leverage to block kick.
 - (c) Close after ruling and clean up action.
 - (4) Adjustments on fakes
 - (a) Move to scrimmage.
 - (b) Play mechanics.
 - (c) Reverse fade on short kicks run back.
 - f) Goal Line Plays
 - i) Use basic scrimmage play mechanics.
 - ii) The umpire will have passer beyond the NZ responsibility when the crew is in goal line and reverse goal line mechanics
 - iii) May need to assist wings with forward progress.
 - (1) Discuss means of communication during pregame.
 - (2) Never signal touchdown.
- 5) General Game Duties
- a) Substitutions and Counting Players
 - i) Always count offense or kickers.
 - b) Down, distance and clock status
 - i) Use wristbands.
 - ii) Spot ball on runs up the middle; and, on change of possessions, fourth downs, hurry up or no huddle offense.
 - iii) Referee will assist in spotting if you are involved in relaying the ball.
 - iv) Also, know ball location; and, be ready to tell Referee correct position on the field.
 - c) Penalty Enforcement
 - i) After option is accepted, step off penalty.
 - ii) Verify proper enforcement with Head Linesman and Line Judge.

- d) Measurements
 - i) Take forward stake from chain crew.
 - (1) Wait until clip is ready.
 - (2) Extend chain.
 - (3) Stay clear of press box.
- e) Timeouts
 - i) Record on card. Keep track. Stay over ball until R is ready to signal ready for play.
- f) End of Quarter
 - i) Record down, distance, yard line and ball location.
 - ii) Relocate ball at opposite end of field with Referee.
 - iii) Verify with Head Linesman.
- g) End of Half
 - i) Discuss any problems or concerns with crew.
 - ii) Stay mentally prepared.
- h) End of Game
 - i) Leave field as a group and retire to the dressing room without stopping for conversation.
 - ii) Have a post game conference. Listen to advice and critique from observers. Discuss game.
Now you can relax. Start preparing for next week!!!

**2011
SCCFOA
Crew-of-Seven Position Outline
Linesman**

- 1) Pregame Duties and Responsibilities
 - a) Pregame Conference Responsibilities
 - i) Attendance at the pre-game conference is mandatory.
 - ii) Responsible for pre-game conference if R is not present.
 - b) Pregame Duties on the Field
 - i) Check chain crew equipment. Tape in middle of chain.
 - c) Pregame Instructions to Assistants
 - i) Indicate all 1st downs with heel. Clip on backside of nearest 5-yd-line. When chains are set everyone retreats 6 ft. “Don’t move until I tell you to move, then hustle.” Drop chains whenever play comes in our direction. Lay chains down – Down box only inside the 10-yard line. Make eye contact with box-man after every down/before changing down on down box.
- 2) Coin Toss Procedure and Responsibilities
 - a) Stay on sideline opposite the press box at the 50-yd-line. (SJ will be at the numbers to keep players back).
- 3) Kickoffs and other Free Kick Plays
 - a) Normal Free Kick
 - i) Basic Positioning
 - (1) Starting position is on the sideline opposite the pressbox at the receiving team’s goal line.
 - (2) Count receiving team and signal LJ and R.
 - (3) You are responsible for your sideline to receiving team’s endline.
 - ii) Pre-Kick Concentration Routine
 - (1) Count receiving team, think kick rules (no low blocks)
 - (2) Be alert to possible balls kicked into the end zone and touchbacks.
 - iii) Area of focus while ball is alive
 - (1) Wind the clock when the ball is legally touched in the field of play, unless the ball is caught or recovered by a player who is legally down. The clock will start when the ball crosses the goal line after being first touched by the receivers in the end zone. The HL and LJ will be responsible to wind the clock for the runner or ball coming out of the end zone
 - b) Onside Short Free Kick
 - i) Basic Positioning
 - (1) Starting position is on the sideline opposite the pressbox, midway between the two restraining lines.
 - ii) Pre-Kick Concentration Routine
 - (1) Think kick rules, ball kicked into ground, blocking and touching of kick.
 - iii) Area of focus while ball is alive
 - (1) You must know if the ball was kicked into the ground before becoming airborne.
 - (2) If the kick is to your side, you are responsible for touching by either team.
 - (3) If the kick is to the opposite side, you are responsible for blocking.
 - (4) Be prepared to cover the play if a receiving team player recovers the kick and attempts to advance the ball.

- c) Free Kick after Safety
 - i) Basic Positioning
 - (1) Line up on sideline on same yard line as R & LJ.
 - ii) Pre-Kick Concentration Routine
 - (1) Count receiving team.
 - (2) Think kicking rules (wind when legally touched, no blocking below the waist).
 - iii) Area of focus while ball is alive
 - (1) Blocks in front of the ball
- 4) Plays from Scrimmage
 - a) Basic Position, duties, and responsibilities before the snap
 - i) Basic Positioning
 - (1) On line of scrimmage, off the sideline opposite the press box
 - ii) Pre-snap Concentration Routine
 - (1) Down & distance, count offense, signal with LJ, identify formation, identify your eligible receiver, identify which players can block low anywhere and which are limited, indicate Line of Scrimmage by extended foot, you have man in motion going away. Ensure legal snap, watch immediate action of offensive tackle on your side until free from foul and then shift to your receiver.
 - (2) You are responsible for the man in motion while he is on your side of the snapper. You need to rule on whether or not his motion is legal (not toward his opponents goal line) and determine the direction in which he can legally block below the waist. (If he is on your side of the snapper, he is your man and can only block below the waist in a north-south direction or toward you.) If he stops moving away from you (either becomes stationary or continues his motion 'in place') before crossing behind the snapper he remains your responsibility. If he is in motion near the snapper and continuing to move away from you, the Line Judge will assume this responsibility.
 - b) Running Plays
 - i) Responsibilities on running plays:
 - (1) Up the middle
 - (a) Blocks and ball carrier
 - (2) Toward your side of field
 - (a) Blocks in front of ball carrier, progress, 90 degree angle
 - (b) How did they turn the corner?
 - (c) If it becomes necessary for the LJ/HL to leave a progress spot to assist with OB action, they are to drop a bean bag and go. The offside official should provide cross-field assistance with the spot and come in as far as the middle of the field to indicate that he has help if needed.
 - (3) Away from your side of field
 - (a) Back side blocks, cross field spot for LJ
 - c) Passing Plays
 - i) Basic Keys and assignments.
 - (1) If two backs HL has back, if balanced HL has 2nd receiver, if trips HL has 3rd receiver.
 - (2) When Linesman reads pass, move slowly and deliberately beyond the line of scrimmage to maintain focus on receivers in his coverage area.
 - ii) Responsibilities during a forward pass play
 - (1) Basic responsibility for preliminary action on the line of scrimmage is the same as during a running play:
 - (a) After the snap, read point of attack and observe initial action on or by interior lineman nearest you and by the offensive player who is your designated responsibility.
 - (b) When you read a forward pass your primary responsibility is to your receiver.
 - (c) Be prepared to move downfield along your sideline at a pace that allows you to stay in control. HL will go downfield 3-5 yards when reading pass and provide primary

coverage sideline to sideline for receivers in the area between the line of scrimmage and 10-15 yards downfield. Rarely will you drift more than five yards downfield prior to the pass being thrown.

- (2) Area of focus while ball is alive
 - (a) Watch eligible receiver/defender then zone and ball
 - (3) Reverse fade on interceptions
 - (a) Back pedal and give up progress to SJ.
 - (b) Observe blocks in front of runner.
 - (c) Get to goal line if necessary.
 - (d) Clean up around dead ball spot and out-of-bounds.
 - (i) Watch dead ball action
- d) Punts
- i) Basic Positioning
 - (1) Same position as any scrimmage play
 - (2) Who's facing R to help with blocked kick? Officiate the play.
 - ii) Area of focus while ball is alive
 - (1) Clear action on flier, stay at LINE OF SCRIMMAGE until ball crosses, then move downfield.
 - iii) Reverse fade on punt returns
 - (1) Back pedal and give up progress to SJ.
 - (2) Observe blocks in front of runner.
 - (3) Get to goal line if necessary.
 - (4) Clean up around dead ball spot and out-of-bounds.
 - (a) Watch dead ball action
 - iv) Adjustments on fakes
 - (1) Officiate like any other scrimmage play.
 - (2) Know eligible receivers.
- e) Field Goals and Trys
- (1) Basic Positioning
 - (a) Same position as any scrimmage play
 - (2) Who's facing R to help with blocked kick? Officiate the play.
 - (3) Area of focus while ball is alive
 - (a) Watch wing back
 - (4) Adjustments on fakes
 - (a) You have sideline responsibility to the end line. You also have goal line responsibility. Be at the goal line pylon and ready to rule on possible touchdown if necessary.
 - (5) Reverse fade on short kicks run back
 - (a) Back peddle & beat them to the goal line. HL has responsibility for block in front of runner.
- f) Goal Line Plays
- i) Goal Line Mechanics
 - (1) HL has goal line responsibility when the ball is snapped from the 5 yard-line and in.
 - (2) Basic Positioning
 - (a) Same position as any scrimmage play
 - (3) Area of focus while ball is alive
 - (a) Get to goal line immediately and officiate the play / rule on progress from there.
 - (b) Stay wide & see the ball – start wide and adjust (get wider) as necessary

- ii) Reverse Goal Line Mechanics
 - (1) When Team A snaps the ball from on or inside its own five yard line, both flanks will go back to the GL at the snap.
 - (2) Basic Positioning
 - (a) Same position as any scrimmage play
 - (3) Area of focus while ball is alive
 - (a) Get to goal line immediately and officiate the play / rule on progress from there.
 - (b) Stay wide & see the ball

- 5) General Game Duties
 - a) Substitutions and Counting Players
 - i) See substitutes and count offense.
 - ii) All officials are responsible for the legality of substitutions.
 - iii) Be particularly aware of player and/or substitutes entering or leaving on your sideline.
 - iv) Be aware of substitutions to deceive
 - v) Signal referee if offense substitutes after ball is ready for play.
 - b) Down, distance and clock status
 - i) Know these every play
 - c) Penalty Enforcement
 - i) Mark off all penalties with the U. Verify accuracy.
 - ii) All officials are responsible to check and verify that the penalty has been properly enforced.
 - d) Measurements
 - i) Take the clip into the field.
 - ii) Box is at forward stake with old down
 - iii) If not a first down personally reset the chains.
 - e) Timeouts
 - i) Record time out, notify coach, watch huddle near sideline
 - f) End of Quarter
 - i) Record down & distance, move chains.
 - ii) Verify that ball has been relocated correctly.
 - g) End of Half
 - i) Update fouls.
 - ii) Make certain chain crew will meet you at the 50-yard line at the beginning of the second half.
 - h) End of Game
 - i) Leave field as a group and retire to the dressing room without stopping for conversation.
 - ii) Complete Game Reports in dressing room.

**2011
SCCFOA
Crew-of-Seven Position Outline
Line Judge**

- 1) Pregame Duties and Responsibilities
 - a) Pregame Conference Responsibilities
 - i) Discuss signals & communications with HL and FJ.
 - b) Pregame Duties on the Field
 - i) Introduce yourself to the head coach and see if they have a get back to assist with sideline control. Notify coach 5 minutes prior to kickoff and bring team onto the field.
 - c) Pregame Instructions to Assistants
 - i) If auxiliary boxes are used, check equipment and communicate with crew.
- 2) Coin Toss Procedure and Responsibilities
 - a) Stay on your sideline at 50-yard line. (FJ will be at the numbers to keep players back.)
 - b) Meet with other officials at center of field, record results of toss.
- 3) Kickoffs and other Free Kick Plays
 - a) Normal Free Kick
 - i) Basic Positioning
 - (1) Starting position is on the sideline on the pressbox side at the receiving team's goal line.
 - (2) Count receiving team and signal HL and R.
 - (3) You are responsible for your sideline to receiving team's endline.
 - ii) Pre-Kick Concentration Routine
 - (1) Think kick rules (wind when legally touched, no blocking below the waist)
 - (2) Be alert to possible balls kicked into the end zone and touchbacks.
 - iii) Area of focus while ball is alive
 - (1) Wind the clock when the ball is legally touched in the field of play, unless the ball is caught or recovered by a player who is legally down. The clock will start when the ball crosses the goal line after being first touched by the receivers in the end zone. The HL and LJ will be responsible to wind the clock for the runner or ball coming out of the end zone
 - b) Short Free Kick
 - i) Basic Positioning
 - (1) Starting position is on the sideline on the pressbox side, midway between the two restraining lines.
 - ii) Pre-Kick Concentration Routine
 - (1) Think kick rules, ball kicked into ground, blocking and touching of kick.
 - iii) Area of focus while ball is alive
 - (1) You must know if the ball was kicked into the ground before becoming airborne.
 - (2) If the kick is to your side, you are responsible for touching by either team.
 - (3) If the kick is to the opposite side, you are responsible for blocking.
 - (4) Be prepared to cover the play if a receiving team player recovers the kick and attempts to advance the ball.
 - c) Free Kick after Safety
 - i) Basic Positioning
 - (1) Line up on sideline on same yard line as R & HL.
 - ii) Pre-Kick Concentration Routine
 - (1) Count receiving team.
 - (2) Think kicking rules (wind when legally touched, no blocking below the waist).

- iii) Area of focus while ball is alive
 - (1) Watch blocking immediately in front of runner.
 - (2) Get progress.
- 4) Plays from Scrimmage
 - a) Basic Position, duties, and responsibilities before the snap
 - i) Basic Positioning
 - (1) On line of scrimmage, off the sideline on the pressbox side of the field.
 - ii) Pre-snap Concentration Routine
 - (1) Know down and distance.
 - (2) Count the offense.
 - (3) Locate keys.
 - (4) Identify crack back zone.
 - (5) Indicate Line of Scrimmage by extended foot, watch offensive tackle on your side
 - (6) Confirm legal formation, shifts and motion.
 - (7) You are responsible for the man in motion while he is on your side of the snapper. You need to rule on whether or not his motion is legal (not toward his opponents goal line) and determine the direction in which he can legally block below the waist. (If he is on your side of the snapper, he is your man and can only block below the waist in a north-south direction or toward you.) If he stops moving away from you (either becomes stationary or continues his motion 'in place') before crossing behind the snapper he remains your responsibility. If he is in motion near the snapper and continuing to move away from you, the Linesman will assume this responsibility. .
 - (8) Shut down false starts, illegal snaps, defensive infractions, and ensure legal snap.
 - b) Running Plays
 - i) Responsibilities on running plays:
 - (1) Up the middle
 - (a) Shuffle along sideline keeping even with runner.
 - (b) Pinch in and mark progress only when play is dead.
 - (c) Stop clock if first down.
 - (2) Toward your side of field
 - (a) How did they turn the corner?
 - (i) Stay with your key early (crack backs, holding etc.)
 - (ii) Locate the lead blocker and observe his blocks.
 - (b) Take runner when he crosses line and get progress.
 - (c) If it becomes necessary for the LJ/HL to leave a progress spot to assist with OB action, they are to drop a bean bag and go. The offside official should provide cross-field assistance with the spot and come in as far as the middle of the field to indicate that he has help if needed.
 - (3) Away from your side of field.
 - (a) Observe action behind referee.
 - (b) Move downfield as runner progresses downfield.
 - (c) Get progress, watch dead ball action, and stop clock on first down.
 - c) Passing Plays
 - i) Basic Keys and assignments.
 - (1) Key is normally third receiver in (usually the backfield player) in an even formation. In trips formation we now have **second** receiver in.
 - (2) SNAP-TACKLE-BACK.
 - ii) Pre-snap Concentration Routine
 - (1) Identify your receiver.
 - (2) Know down and distance.
 - (3) Confirm legal formation, shifts and motion.

- (4) You are primarily responsible for knowing if a pass or pitch behind the line of scrimmage is thrown forward or backward, whether the passer was or was not completely beyond the line of scrimmage when he threw a forward pass, and whether a forward pass was touched behind or beyond the line of scrimmage.
 - (a) When ruling on passes behind the NZ as to fwd or backward, you may take 1-2 steps into the backfield (These passes are the primary responsibility of the LJ and secondary to the HL when thrown to his side). Passes that are backward either to your side or away give the punch back signal. Forward passes away from you behind NZ punch forward and give HL first opportunity to rule, otherwise pinch in and rule incomplete.
- iii) Responsibilities during a forward pass play
 - (1) 'Modified Fade Mechanics'
 - (a) Stay at initial position until ball is thrown.
 - (b) Be prepared to get progress when play is dead.
 - (2) Area of focus while ball is alive
 - (a) Snap, tackle, back.
 - (b) Observe key until zone coverage is appropriate.
 - (c) Be aware of quarterback's action and get progress if sacked.
 - (3) Reverse fade on interceptions.
 - (a) Back pedal and give up progress to FJ.
 - (b) Observe blocks in front of runner.
 - (c) Get to goal line/pylon if necessary.
 - (d) Clean up around dead ball spot and out-of-bounds.
 - (i) Watch dead ball action
- d) Punts
 - i) Basic Positioning
 - (1) Same initial positioning as normal scrimmage play.
 - ii) Pre-Kick Concentration Routine
 - (1) Check referee's signal for eleven.
 - (2) Signal to HL the number of players on your side of snapper.
 - (3) Identify eligible receivers on your side.
 - (4) Confirm legal formation, shifts and motion.
 - iii) Area of focus while ball is alive
 - (1) Watch action of widest blocker on LOS.
 - (2) Take a quick peek at the gunner as he releases off of the LOS to assist FJ.
 - (3) Help referee if rusher is illegally blocked into kicker.
 - (4) Precede downfield approx ten yards, watch blocking coming toward you.
 - iv) Reverse fade on punt returns
 - (1) Back pedal as runner approaches you, FJ has progress.
 - (2) Observe blocks in front of runner.
 - (3) Close and watch dead ball action when ball is dead.
 - (4) Get to goal line/pylon if necessary.
 - v) Adjustments on fakes
 - (1) Watch for illegal blocks and help with ineligible players downfield.
- e) Field Goals and Trys
 - i) Basic Positioning
 - (1) Same initial positioning as normal scrimmage play.
 - ii) Pre-Kick Concentration Routine
 - (1) Check referee's signal for eleven.
 - (2) Signal to HL the number of players on your side of snapper.
 - (3) Identify eligible receivers on your side.
 - iii) Area of focus while ball is alive
 - (1) Watch action of widest blocker on LOS.

- (2) Help referee if rusher is illegally blocker into kicker.
- iv) Adjustments on fakes and blocked kicks
 - (1) Watch for illegal blocks and ineligible downfield.
 - (2) When the ball is snapped outside the 20-yard line:
 - (a) Hold your position at the line of scrimmage. FJ has goal line responsibility.
 - (3) When the ball is snapped on or inside the 20-yard line:
 - (a) You have sideline responsibility to the end line. You also have goal line responsibility. Be at the goal line pylon and ready to rule on possible touchdown if necessary.
- v) Reverse fade on short kicks run back
 - (1) Back pedal as runner approaches you, FJ has progress.
 - (2) Close and watch dead ball action when play is dead.
 - (3) Get to pylon if necessary.
- f) Goal Line Plays
 - i) Goal Line Mechanics
 - (1) Basic Positioning
 - (a) Same as normal scrimmage play.
 - (2) Pre-snap Concentration Routine
 - (a) Communicate with FJ as to goal line responsibility.
 - (b) Remind self that first move is to goal line (if 5 yard line or closer).
 - (3) Area of focus while ball is alive
 - (a) Same keys as normal play.
 - (b) Work wide off field if runner approaches you and stay on goal line.
 - ii) Reverse Goal Line Mechanics
 - (1) When Team A snaps the ball from on or inside its own five yard line, both flanks will go back to the GL at the snap.
 - (2) Between the 5 and 10 yard lines the LJ is responsible for the GL, but must read the play and go back only if the GL is likely to become threatened.
 - (3) Basic Positioning
 - (a) Same as normal scrimmage play.
 - (4) Pre-snap Concentration Routine
 - (a) Remind self that first move is back to goal line (5 yd line or closer)
 - (5) Area of focus while ball is alive
 - (a) Get back to goal line if necessary when ball is snapped between the 3 and 5-yard line.
- 5) General Game Duties
 - a) Substitutions and Counting Players
 - i) Count offense and help with twelve in the huddle.
 - ii) Be particularly aware of player and/or substitutes entering or leaving on your sideline.
 - iii) Be aware of substitutions to deceive.
 - iv) Signal referee if offense substitutes after they break the huddle.
 - b) Down, distance and clock status
 - i) Primarily responsible for stopping clock on first downs.
 - ii) Communicate with referee when close.
 - c) Penalty Enforcement
 - i) Stay at spot of enforcement until march off and correct ball placement.
 - ii) All officials are responsible to check and verify that the penalty has been properly enforced.
 - d) Measurements
 - i) Place foot at spot for HL to place clip.
 - e) Timeouts
 - i) Record quarter, time and number of player who called T.O.
 - ii) Prepare to notify coach when T.O. complete.
 - iii) Notify coach of timeouts remaining.
 - f) End of Quarter

- i) Record yard line, down and distance.
 - ii) Proceed downfield and confirm proper ball placement.
- g) End of Half
 - i) Proceed off field with team and watch for confrontation with opponent.
- h) End of Game
 - i) Leave field as a group and retire to the dressing room without stopping for conversation

**2011
SCCFOA
Crew-of-Seven Position Outline
Field Judge**

- 1) Pregame Duties and Responsibilities
 - a) Pregame Conference Responsibilities
 - i) Attendance at the pre-game conference is mandatory.
 - ii) Leave the dressing room together at least 20 minutes before game time.
 - b) Pregame Duties on the Field
 - i) Introduce yourself to the Head Coach on your sideline and determine who is to receive foul reports during the game.
 - ii) Get visiting team Captains at 4 minutes and bring them to the 50-yard line on the sideline at their team area three minutes before game time.
 - c) Pregame Instructions to Assistants
 - i) Be sure the approved game balls are available and instruct ball boys on game duties.
- 2) Coin Toss Procedure and Responsibilities
 - a) On a signal from the Referee escort captains to the inbounds line, from there send them to the Referee.
 - b) After sending captains to the Referee, return to the vicinity of the team area. Stay between team members not involved in the coin toss and the 9-yard marks.
 - c) Insure that players are ready to take their kickoff positions promptly.
- 3) Kickoffs and other Free Kick Plays
 - a) Normal Free Kick
 - i) Basic Positioning
 - (1) Starting position is on the backside of the 6 foot barrier on the pressbox side at receiving team's restraining line.
 - ii) Pre-Kick Concentration Routine
 - (1) Count members of the receiving team and signal Side Judge.
 - (2) Identify members of the receiving that you will be responsible for after the ball is kicked.
 - (3) Be alert to short free kicks and possible fair catch signals.
 - iii) Area of focus while ball is alive
 - (1) You must know if the ball was kicked into the ground before becoming airborne (surprise onside kick).
 - (2) Remain stationary on free kicks until after the kickers have passed your position. Then run briskly down the sideline until the kick has ended and stop and prepare to begin fading if necessary.
 - (a) That action will give better coverage in the critical area where contact occurs between the kicking and receiving team.
 - (3) Be alert to kickers voluntarily going out of bounds.
 - (a) Throw hat to signify kicker OB.
 - (b) A flag will be thrown if the receiver went ob on his own and returned or did not immediately return after being blocked ob.
 - (4) Focus on critical area where contact will occur between the kicking and receiving team.
 - (5) Officiate from the outside and ahead of the runner.
 - (6) You are responsible for blocking ahead of the runback.
 - (7) Be ready to pick up runner on long runbacks. Be on the goal line when runner crosses.
 - b) Short Free Kick
 - i) Basic Positioning
 - (1) Starting position is on the backside of the 6 foot barrier sideline on the pressbox side at receiving team's restraining line.

- ii) Pre-Kick Concentration Routine
 - (1) Count members of the receiving team and signal the side judge.
 - (2) Identify members of the kicking that you will be responsible for after the ball is kicked.
- iii) Area of focus while ball is alive
 - (1) Stay stationary, you must know if the kick broke the plane of the receiving team's restraining line.
 - (2) You are responsible for touching by either team.
 - (3) Be prepared to cover the play if a receiving team player recovers the kick and attempts to advance the ball.
 - (4) Do not leave r's free kick line until the ball is legally touched or breaks the plane
- c) Free Kick after Safety
 - i) Basic Positioning
 - (1) Same as normal free kick.
 - ii) Pre-Kick Concentration Routine
 - (1) Same as normal free kick.
 - iii) Area of focus while ball is alive
 - (1) Same as normal free kick.
- 4) Plays from Scrimmage
 - a) Basic Position, duties, and responsibilities before the snap
 - i) Basic Positioning
 - (1) On the sideline on the press box side of field 18-20 yards beyond the line of scrimmage.
 - ii) Pre-snap Concentration Routine
 - (1) Know down, distance, and clock status.
 - (2) Count the defense and verify count with BJ and SJ.
 - (3) Be aware of the legality of substitutions. Be particularly aware of player and/or substitutes entering or leaving on your sideline.
 - (4) Identify the receiver you will be responsible for at the snap. This will be the widest receiver on your side of the formation.
 - (5) Identify players restricted in blocking below the waist.
 - b) Running Plays
 - i) Responsibilities on running plays:
 - (1) You are responsible for action on or by the widest receiver on your side of the field. Be alert to illegal blocks below the waist, holding.
 - (2) Toward your side of field
 - (a) Coordinate coverage with the LJ.
 - (b) Maintain a 10-15 yard cushion. Be at the goal line when the runner crosses.
 - (c) You are responsible for ruling on action in advance of the runner.
 - (d) When the runner goes out of bounds, the LJ will mark the spot of forward progress; you are responsible for cleaning up the action around the play and in the team area if necessary.
 - (3) Away from your side of field
 - (a) Clean up behind the U and BJ.
 - (b) Be alert to personal fouls, and piling on/dead ball fouls after the ball becomes dead.
 - (c) Cover action between you and the area of the runner once the play crosses the line of scrimmage.
 - (d) Assist with forward progress (cross-field mechanics).
 - c) Passing Plays
 - i) Basic Keys and assignments.
 - (1) You are responsible for action on and by the widest receiver on your side of the formation.
 - ii) Pre-snap Concentration Routine / Identify your receiver
 - (1) Know down, distance, and clock status.
 - (2) Count the defense and verify count with BJ and SJ.

- (3) Identify the widest receiver on your side of the formation.
- (4) Identify players restricted in blocking below the waist
- iii) Responsibilities during a forward pass play
 - (1) Area of focus while ball is alive
 - (a) Observe contact on your eligible receiver and the defensive back.
 - (b) Cover sideline from your original position to the end line.
 - (c) Using 'Modified Fade Mechanics' maintain deep positioning. Cover the play when ball is thrown into your area.
 - (d) When pass is thrown into your area, watch the defender's action on the receiver.
 - (e) Be alert for eligible receivers out of bounds. Throw your hat to signal an eligible receiver voluntarily out of bounds.
 - (f) Watch for holding or illegal contact on or by eligible receivers and all contact beyond the neutral zone both before and after the pass is thrown.
 - (g) When contact occurs on a pass that is deemed uncatchable, only the covering official will give the uncatchable pass signal (after giving the incomplete pass signal).
 - (h) When ruling on a pass reception involving the sideline watch foot and then ball. Give only incomplete signal if incomplete, timeout signal if complete.
 - (2) 'Modified Fade Mechanics'
 - (a) Hold your basic position at the snap and observe the type of play as it unfolds. Get your momentum moving backward but begin to 'fade' only when your 10-15 yard cushion is threatened. If your receiver's pattern dictates or the runner breaks free, immediately turn and run, keeping your eyes toward the field of play and action on your keys – Maintain your cushion at all times and Do NOT get beat to the goal line!
 - (3) Reverse fade on interceptions
 - (a) On interception run backs, switch responsibilities with the LJ.
 - (b) You are responsible for the runner's forward progress, the LJ will rule on action in advance of the runner.
 - (c) When the runner goes out of bounds, you will mark the spot of forward progress; the LJ is now responsible for cleaning up the action around the play and in the team area if necessary.
- d) Punts
 - i) Basic Positioning
 - (1) Take a position on sideline on your side of field in line with the BJ 5-7 yards behind the deepest receiver.
 - (2) When ball is snapped at approximately Team B's 45-yard line (or when BJ determines), take your initial position at the goal line pylon.
 - (3) Pylon mechanics
 - (a) FJ/SJ will start at GL (see above) and BJ will take normal position with relation to receiver (approximately 5 yards behind and 6-8 yards to the wide side of the receiver).
 - (b) Once the ball is kicked the BJ will determine which direction he is going to face.
 - (c) The deep flank that he faces will be the "bracketing" official and the deep flank he turns his back to will be the "backside" or "offside" official.
 - (d) The bracketing official will stay on the GL until the kick ends. He continues to have responsibility for blocks and also shares responsibility for the ball in relation to the GL with the BJ.
 - (e) Once the backside official has determined that the ball will no longer threaten his pylon, move off of the pylon and up the field (distance up the field will be determined by depth of the kick). He will continue to be responsible for blocks and will have the added responsibility of the potential block by a fair catch signaler.

- (f) After the play has ended, communicate to the BJ whether the receiver blocked or not. BJ will then determine if the receiver signalled for a fair catch and has therefore fouled
 - (4) On punts when in pylon mechanics, FJ/SJ have discretion to line up directly on the GL pylon or approximately 1 yard deep behind GL and about 1 yard into the white area to rule on an airborne kick that passes over the pylon.
- ii) Pre-Kick Concentration Routine
 - (1) Have beanbag in your hand.
 - (2) Count Team B players and verify count with BJ and SJ.
 - (3) Be aware of the legality of substitutions. Be particularly aware of player and/or substitutes entering or leaving on your sideline
 - (4) Read the offensive formation and determine your player responsibility.
 - (5) Be alert for blocked or 'fake kick'.
- iii) Area of focus during the kick
 - (1) Be alert to kickers 'flyers' voluntarily going out of bounds.
 - (a) Throw hat to signify kicker OB.
 - (2) Hold fast in the original position while the ball is in the air.
 - (3) Cover play in front of the receiver and then cover action around the runner if play is away from you.
 - (4) Be ready to clean up and be alert for dead ball fouls around the dead ball spot.
 - (5) If return is to your side, take over the runner when he reaches your original position BUT continue to watch key blocks. You are responsible for his forward progress to the opponent's goal line. The LJ will cover action in front of the runner and is responsible for cleaning up the action around the play and in the team area if necessary
 - (6) Be alert to the R waving you in position to the out of bounds spot on a kick in flight but you should have a basic idea of where the ball went OB in case R doesn't position you,. You are responsible for the out of bounds spot on kicks that first hit in bounds and then go out of bounds on your sideline.
- iv) Reverse fade on punt returns
 - (1) If the return is to your side of the field, you are responsible for his forward progress to the opponent's goal line. The LJ will cover action in front of the runner and is responsible for cleaning up the action around the play and in the team area if necessary.
- v) Adjustments on fakes
 - (1) You are responsible for the widest eligible receiver on your side of the field.
 - (2) Cover as you would on any other play from scrimmage.
- e) Field Goals and Trys
 - (1) Basic Positioning
 - (a) Take position inside the limit line to look up the upright of the goal on your side of the field.
 - (2) Pre-Kick Concentration Routine
 - (a) Count Team B players and verify count with BJ and SJ.
 - (b) Read the offensive formation and determine your player responsibility.
 - (c) Be alert for blocked or 'fake kick'.
 - (3) Area of focus while ball is alive
 - (a) Be ready to rule on success or failure of field goal/try attempt.
 - (b) Be alert for fake field goal attempts; be ready to cover runs or passes.
 - (c) Be alert for illegal touches or batting.
 - (d) Be alert for ball striking an upright or crossbar. (If ball strikes crossbar BJ is responsible for the ruling.)
 - (e) Sideline and end line coverage.
 - (4) Adjustments on fakes and blocked kicks:
 - (a) When the ball is snapped outside the 20-yard line:

- (i) Move at a 45-degree angle to the intersection of the goal line and sideline on your side of the field. Be at the pylon. FJ has goal line responsibility.
 - (b) When the ball is snapped on or inside the 20-yard line:
 - (i) Move to the goal line. Officiate from the inside out and assist on plays at the goal line.
 - (5) Reverse fade on short kicks run back
 - (a) If the return is to your side of the field, you are responsible for his forward progress to the opponent's goal line. The LJ will cover action in front of the runner and is responsible for cleaning up the action around the play and in the team area if necessary.
 - f) Goal Line Plays
 - i) Goal Line Mechanics
 - (1) Basic Positioning
 - (a) When the ball is snapped outside the 20, assume your normal position. You are responsible for being at the goal line when the runner crosses.
 - (b) When the ball is snapped from the 20- to the 5-yard line, assume your preliminary position on the goal line at the pylon. **WHEN THE PLAY TERMINATES ON OR NEAR THE GOAL LINE, YOU MUST BE ON THE GOAL LINE TO RULE ON PLAY.** You are responsible for progress inside the last two yards.
 - (c) When the ball is snapped from on or inside the 5-yard line, take position off the pylon at the intersection of your sideline and the end line.
 - (a) You have discretion for initial position in GL mechanics to be:
 - (i) Sideline extended;
 - (ii) End line extended; or,
 - (iii) 45 degree angle off of the pylon.
 - (d) In all cases you should be at least 2 yards off the field of play. Regardless of initial position you must be ready to adjust to cover either line that becomes threatened
 - (2) Pre-snap Concentration Routine
 - (a) Count Team B players and verify count with BJ and SJ.
 - (b) Be aware of the legality of substitutions. Be particularly aware of player and/or substitutes entering or leaving on your sideline
 - (c) Read the offensive formation and determine your player responsibility.
 - (3) Area of focus while ball is alive
 - (a) Concentrate your attention on the sideline in the end zone and the end line in your area.
 - (b) Be alert to the 'fade' pattern to your deep corner of the end zone.
 - ii) Reverse Goal Line Mechanics
 - (1) Basic Positioning
 - (a) Same as normal scrimmage plays.
 - (2) Pre-snap Concentration Routine
 - (a) Same as normal scrimmage plays
 - (3) Area of focus while ball is alive
 - (a) Same as normal scrimmage plays.
- 5) General Game Duties
 - a) Substitutions and Counting Players
 - i) All official are responsible for the legality of substitutions. Be particularly aware of player and/or substitutes entering or leaving on your sideline.
 - ii) Count players before every free kick and scrimmage down. You (and the BJ) are primarily responsible for counting the defense. Confirm your count with the BJ and SJ.
 - b) Down, distance and clock status
 - i) Be alert to the correct down, distance, and clock status at the end of each down and prior to every snap.
 - c) Penalty Enforcement

- i) You are responsible for reporting the type of foul, number of player who fouled, and a brief description of 'What he did' to the Head Coach on your sideline.
- ii) You are responsible to assist in getting the coaches decision on penalty or timing rule enforcements.
- iii) All officials are responsible to check and verify that the penalty has been properly enforced.
- d) Measurements
 - i) During a measurement, insure that player and/or officials do not block a view of the ball from the press box.
- e) Timeouts
 - i) Confirm the time out and verify the number of time outs remaining with the other officials.
 - ii) Relay the number of time outs remaining to the Head Coach on your sideline.
 - iii) Take a position half way between your team and the team area. Be ready to call the team captain/players back to the huddle when signaled to do so.
- f) End of Quarter
 - i) Record down, distance, and location of the ball on the field.
 - ii) Verify that ball has been relocated correctly.
- g) End of Half
 - i) Leave field quickly, so R/SJ can start 20-minute intermission.
 - ii) Alert Head Coach 5 minutes prior to the second half kickoff.
 - iii) Obtain captains and escort them to 50-yard line.
 - iv) Bring captain to 9-yard marks. Wait at 9-yard mark for coin toss.
- h) End of Game
 - i) Join other officials and leave the field as a group.
 - ii) Leave field as a group and retire to the dressing room without stopping for conversation.

**2011
SCCFOA
Crew-of-Seven Position Outline
Side Judge**

- 2) Pregame Duties and Responsibilities
 - a) Pregame Conference Responsibilities
 - i) Attendance at the pre-game conference is mandatory.
 - ii) Give crew official time.
 - iii) Have watch capable of timing game if field clock breaks.
 - iv) Tell Referee and Umpire when to break pregame meeting to meet with coaches
 - v) Leave the dressing room together at least 20 minutes before game time.
 - b) Pregame Duties on the Field
 - i) Go with Referee and inspect entire field.
 - ii) Introduce yourself to the Head Coach on your sideline and determine who is to receive foul reports during the game.
 - iii) Get home team Captains at 4 minutes and bring them to the 50-yard line on the sideline at their team area three minutes before game time.
 - c) Pregame Instructions to Assistants
 - i) Instruct game clock operator.
 - ii) Be sure the approved game balls are available and assist with instructing ball boys on game duties.
- 3) Coin Toss Procedure and Responsibilities
 - a) On a signal from the Referee escort captains to the inbounds line, from there send them to the Referee.
 - b) After sending captains to the Referee, return to the vicinity of the team area. Stay between team members not involved in the coin toss and the 9-yard marks.
 - c) Insure that players are ready to take their kick off positions promptly.
- 4) Kickoffs and other Free Kick Plays
 - a) Normal Free Kick
 - i) Basic Positioning
 - (1) Starting position is on the backside of the 6 foot barrier sideline opposite the pressbox on the receiving team's restraining line.
 - ii) Pre-Kick Concentration Routine
 - (1) Count members of receiving team and signal the field judge.
 - (2) Identify members of the kicking team that you will be responsible for after the ball is kicked.
 - (3) Be alert to short free kicks and possible fair catch signals
 - (4) If short free kick and ball kicked towards you or in the middle of the field, you have primary responsibility for starting the game clock when the ball is legally touched.
 - iii) Area of focus while ball is alive
 - (1) You must know if the ball was kicked into the ground before becoming airborne (surprise onside kick).
 - (2) Remain stationary on free kicks until after the kickers have passed your position. Then run briskly down the sideline until the kick has ended and stop and prepare to begin fading if necessary.
 - (a) That action will give better coverage in the critical area where contact occurs between the kicking and receiving team.
 - (3) Be alert to kickers voluntarily going out of bounds.
 - (a) Throw hat to signify kicker voluntarily OB.
 - (4) Focus on critical area where contact will occur between the kicking and receiving team.

- (5) Officiate from the outside and ahead of the runner.
- (6) You are responsible for blocking ahead of the runback.
- (7) Be ready to pick up runner on long runbacks. Be on the goal line when runner crosses.
- b) Short Free Kick
 - i) Basic Positioning
 - (1) Starting position is on the backside of the 6 foot barrier sideline opposite the pressbox on the receiving team's restraining line.
 - ii) Pre-Kick Concentration Routine
 - (1) Count members of receiving team and signal the field judge.
 - (2) Identify members of the kicking team that you will be responsible for after the ball is kicked.
 - (3) Be alert to short free kicks and possible fair catch signals.
 - (4) If short free kick and ball kicked towards you or in the middle of the field, you have primary responsibility for starting the game clock when the ball is legally touched.
 - iii) Area of focus while ball is alive
 - (1) Stay stationary, you must know if the kick broke the plane of the receiving team's restraining line.
 - (2) You are responsible for touching by either team.
 - (3) Be prepared to cover the play if a receiving team player recovers the kick and attempts to advance the ball.
 - (4) Do not leave r's free kick line until the ball is legally touched or breaks the plane
- c) Free Kick after Safety
 - i) Basic Positioning
 - (1) Same as normal free kick.
 - ii) Pre-Kick Concentration Routine
 - (1) Same as normal free kick.
 - iii) Area of focus while ball is alive
 - (1) Same as normal free kick.
- 5) Plays from Scrimmage
 - a) Basic Position, duties, and responsibilities before the snap
 - i) Basic Positioning
 - (1) On the sideline on the press box side of field 18-20 yards beyond the line of scrimmage.
 - ii) Pre-snap Concentration Routine
 - (1) Know down, distance, and game clock status.
 - (2) Observe start of the game clock with the R's wind-the-clock or ready signal.
 - (3) Count the defense and verify count with BJ and FJ.
 - (4) Be aware of the legality of substitutions. Be particularly aware of player and/or substitutes entering or leaving on your sideline.
 - (5) Identify the receiver(s) you will be responsible for at the snap. This will be the widest receiver on your side of the formation.
 - (6) Identify players restricted in blocking below the waist.
 - b) Running Plays
 - i) Responsibilities on running plays:
 - (1) You are responsible for action on or by the widest receiver on your side of the field. Be alert to crackback block, blocks below the waist, holding.
 - (2) Toward your side of field
 - (a) Coordinate coverage with the HL.
 - (b) Maintain a 10-15 yard cushion. Be at the goal line when the runner crosses.
 - (c) You are responsible for ruling on action in advance of the runner.
 - (d) When the runner goes out of bounds, the HL will mark the spot of forward progress; you are responsible for cleaning up the action around the play and in the team area if necessary.
 - (3) Away from your side of field

- (a) Clean up behind the U and BJ.
 - (b) Be alert to personal fouls, and piling on/dead ball fouls after the ball becomes dead.
 - (c) Cover action between you and the area of the runner once the play crosses the line of scrimmage.
 - (d) Assist with forward progress (cross-field mechanics).
- c) Passing Plays
- i) Basic Keys and assignments.
 - (1) You are responsible for action on and by the widest receiver on your side of the formation.
 - ii) Pre-snap Concentration Routine / Identify your receiver
 - (1) Know down, distance, and game clock status.
 - (2) Count the defense and verify count with BJ and FJ.
 - (3) Identify the widest receiver on your side of the formation.
 - (4) Identify players restricted in blocking below the waist.
 - iii) Responsibilities during a forward pass play
 - (1) Area of focus while ball is alive
 - (a) Observe contact on your eligible receiver and the defensive back.
 - (i) Be alert to wide receiver voluntarily going out of bounds.
 - (ii) Throw hat to signify receiver voluntarily OB.
 - (b) Cover sideline from your original position to the end line.
 - (c) Using 'Modified Fade Mechanics' maintain deep positioning. Cover the play when ball is thrown into your area.
 - (d) When pass is thrown into your area, watch the defender's action on the receiver.
 - (e) Be alert for eligible receivers out of bounds. Throw your hat to signal an eligible receiver voluntarily out of bounds.
 - (f) Watch for holding or illegal contact on or by eligible receivers and all contact beyond the neutral zone both before and after the pass is thrown.
 - (g) When contact occurs on a pass that is deemed uncatchable, only the covering official will give the uncatchable pass signal (after giving the incomplete pass signal).
 - (h) When ruling on a pass reception involving the sideline, watch foot and then ball. Give only incomplete signal if incomplete, timeout signal if complete.
 - (2) 'Modified Fade Mechanics'
 - (a) Hold your basic position at the snap, and observe the type of play as it unfolds. Get your momentum moving backward but begin to 'fade' only when your 10-15 yard cushion is threatened. If your receiver's pattern dictates or the runner breaks free, immediately turn and run, keeping your eyes toward the field of play and action on your keys – Maintain your cushion at all times and Do NOT get beat to the goal line!
 - (3) Reverse fade on interceptions
 - (a) On interception run backs, switch responsibilities with the HL.
 - (b) You are responsible for the runner's forward progress, the HL will rule on action in advance of the runner.
 - (c) When the runner goes out of bounds, you will mark the spot of forward progress; the HL is now responsible for cleaning up the action around the play and in the team area if necessary.
- d) Punts
- i) Basic Positioning
 - (1) Take a position on sideline on your side of field in line with the BJ 5-7 yards behind the deepest receiver.
 - (2) When ball is snapped at approximately Team B's 45-yard line (or when BJ determines), take your initial position at the goal line pylon.
 - (3) Pylon mechanics

- (a) FJ/SJ will start at GL (see above) and BJ will take normal position with relation to receiver (approximately 5 yards behind and 6-8 yards to the wide side of the receiver).
 - (b) Once the ball is kicked the BJ will determine which direction he is going to face.
 - (c) The deep flank that he faces will be the "bracketing" official and the deep flank he turns his back to will be the "backside" or "offside" official.
 - (d) The bracketing official will stay on the GL until the kick ends. He continues to have responsibility for blocks and also shares responsibility for the ball in relation to the GL with the BJ.
 - (e) Once the backside official has determined that the ball will no longer threaten his pylon, move off of the pylon and up the field (distance up the field will be determined by depth of the kick). He will continue to be responsible for blocks and will have the added responsibility of the potential block by a fair catch signaler.
 - (f) After the play has ended, communicate to the BJ whether the receiver blocked or not. BJ will then determine if the receiver signaled for a fair catch and has therefore fouled.
- (4) On punts when in pylon mechanics, FJ/SJ have discretion to line up directly on the GL pylon or approximately 1 yard deep behind GL and about 1 yard into the white area to rule on an airborne kick that passes over the pylon.
- ii) Pre-Kick Concentration Routine
- (1) Have beanbag in your hand.
 - (2) Count Team B players and verify count with BJ and FJ.
 - (3) Be aware of the legality of substitutions. Be particularly aware of player and/or substitutes entering or leaving on your sideline.
 - (4) Read the offensive formation and determine your player responsibility.
 - (5) Be alert for blocked or 'fake kick'.
- iii) Area of focus during the kick
- (1) Be alert to kickers 'flyers' voluntarily going out of bounds.
 - (a) Throw hat to signify kicker voluntarily OB.
 - (2) Hold fast in the original position while the ball is in the air.
 - (3) Cover play in front of the receiver and then cover action around the runner if play is away from you.
 - (4) Be ready to clean up and be alert for dead ball fouls around the dead ball spot.
 - (5) If return is to your side, take over the runner when he reaches your original position BUT continue to watch key blocks. You are responsible for his forward progress to the opponent's goal line. The HL will cover action in front of the runner and is responsible for cleaning up the action around the play and in the team area if necessary.
 - (6) Be alert to the R waving you in position to the out of bounds spot on a kick in flight but you should have a basic idea of where the ball went OB in case R doesn't position you, you are responsible for the out of bounds spot on rolling kicks that go out of bounds on your sideline.
- iv) Reverse fade on punt returns
- (1) If the return is to your side of the field, you are responsible for his forward progress to the opponent's goal line. The HL will cover action in front of the runner and is responsible for cleaning up the action around the play and in the team area if necessary.
- v) Adjustments on fakes
- (1) You are responsible for the widest eligible receiver on your side of the field.
 - (2) Cover as you would on any other play from scrimmage.
- e) Field Goals and Trys
- (1) Basic Positioning
 - (a) On all Kick Trys for PAT and field goal attempts, the SJ will be positioned beyond the neutral zone and will be responsible for assisting the U with his assigned duties. He will work as a 'DOUBLE UMPIRE'.

- (2) When the double umpire is used on scoring kicks, the starting position for the SJ is about seven yards off the ball but may vary depending on the defense. You don't have to be lined up with the Umpire. If the defense overloads one side of the formation, the SJ should be on that side of the formation watching for pull and shoot and other fouls.
 - (3) Pre-Kick Concentration Routine
 - (a) Count Team B players and verify count with BJ and FJ.
 - (b) Be alert for blocked or 'fake kick'.
 - (4) Area of focus while ball is alive
 - (a) Observe line play.
 - (5) Adjustments on fakes
 - (6) Reverse fade on short kicks run back
 - f) Goal Line Plays
 - i) Goal Line Mechanics
 - (1) Basic Positioning
 - (a) When the ball is snapped outside the 20, assume your normal position. You are responsible for being at the goal line when the runner crosses.
 - (b) When the ball is snapped from the 20- to the 5-yard line, assume your preliminary position on the goal line. Your proximity to the pylon will depend on where the ball is snapped – the closer to the goal line, the further back you should be from pylon. WHEN THE PLAY TERMINATES ON OR NEAR THE GOAL LINE, YOU MUST BE ON THE GOAL LINE TO RULE ON PLAY. You are responsible for progress inside the last two yards.
 - (c) When the ball is snapped from on or inside the 5-yard line, take position at the pylon at the intersection of your sideline and the end line.
 - (d) You have discretion for initial position with in GL mechanics to be:
 - (i) Sideline extended;
 - (ii) 45 degree angle off of the pylon.
 - (e) In all cases you should be at least 2 yards off the field of play. Regardless of initial position you must be ready to adjust to cover either line that becomes threatened.
 - (2) Pre-snap Concentration Routine
 - (a) Count Team B players and verify count with BJ and FJ.
 - (b) Be aware of the legality of substitutions. Be particularly aware of player and/or substitutes entering or leaving on your sideline.
 - (c) Read the offensive formation and determine your player responsibility.
 - (3) Area of focus while ball is alive
 - (a) Concentrate your attention on the sideline in the end zone and the end line in your area.
 - (b) Be alert to the 'fade' pattern to your deep corner of the end zone.
 - ii) Reverse Goal Line Mechanics
 - (1) Basic Positioning
 - (a) Same as normal scrimmage plays.
 - (2) Pre-snap Concentration Routine
 - (a) Same as normal scrimmage plays
 - (3) Area of focus while ball is alive
 - (a) Same as normal scrimmage plays.
- 6) General Game Duties
 - a) Substitutions and Counting Players
 - i) All officials are responsible for the legality of substitutions. Be particularly aware of player and/or substitutes entering or leaving on your sideline.
 - ii) Count players before every free kick and scrimmage down. Count the defense and confirm your count with the BJ and FJ.
 - b) Down, distance and clock status

- i) Be alert to the correct down, distance and game clock status at the end of each down and prior to every snap.
- ii) Be ready to assist referee with correct clock status.
- iii) Remember 5/5 axiom (see philosophies) regards correcting clock errors.
- c) Penalty Enforcement
 - i) You are responsible for reporting the type of foul, number of player who fouled, and a brief description of ‘What he did’ to the Head Coach on your sideline.
 - ii) All officials are responsible to check and verify that the penalty has been properly enforced.
- d) Measurements
 - i) During a measurement, remain near your sideline and if a first down is indicated set the down box.
- e) Timeouts
 - i) Time the time out
 - ii) Confirm the time out and verify the number of time outs remaining with the other officials.
 - iii) Relay the number of time outs remaining to the Head Coach on your sideline.
 - iv) Take a position half way between your team and the team area. Be ready to call the team captain/players back to the huddle when signaled to do so.
- f) End of Quarter
 - i) Make sure play does not start if game clock runs to “00” before snap.
 - ii) Time the one-minute intermission between quarters.
 - iii) Record down, distance, and location of the ball on the field.
 - iv) Verify that ball has been relocated correctly.
- g) End of Half
 - i) Time half time, start when Referee gives wind-the-clock signal.
 - ii) Alert Head Coach 5 minutes prior to the second half kickoff.
 - iii) Obtain captains and escort them to 50-yard line.
 - iv) Bring captain to 9-yard marks. Wait at 9-yard mark for coin toss.
- h) End of Game
 - i) Join other officials and leave the field as a group.
 - ii) Leave field as a group and retire to the dressing room without stopping for conversation.

**2011
SCCFOA
Crew-of-Seven Position Outline
Back Judge**

- 1) Pregame Duties and Responsibilities
 - a) Pregame Conference Responsibilities
 - i) Have watch capable of replacing 25- or 40/25-second play clock if play clock breaks.
 - ii) Receive, test, certify and mark game balls.
 - iii) Discuss pass and kick coverage with FJ and SJ
 - b) Pregame Duties on the Field
 - i) Talk to and instruct 25- or 40/25-second play clock operator.
 - ii) Observe punts being caught, observe pass receiver's routes of both teams
 - iii) Bring home team onto field
- 2) Coin Toss Procedure and Responsibilities
 - a) Stand with HL on sidelines
 - b) Record coin toss options on game card, meet with crew at mid-field after toss
- 3) Kickoffs and other Free Kick Plays
 - a) Normal Free Kick
 - i) Basic Positioning
 - (1) After handing the ball to the kicker, starting position is on the sideline on the pressbox side at kicking team's restraining line.
 - (2) You are responsible for kicking team's goal line on any long return.
 - ii) Pre-Kick Concentration Routine
 - (1) Count kicking team, confirm with Umpire
 - (2) Insure all kicking team players are inside numbers prior to ready-for-play signal
 - (3) Signal Referee when time to kick off.
 - iii) Area of Focus While Ball is Alive
 - (1) Move at a 45 degree angle from your initial position to the hash mark as quickly as possible after the ball is kicked on a free kick. No more "looping" or "banana" route to the new position
 - (2) Observe action mainly toward the center of the field, observing off-ball action.
 - b) Short Free Kick
 - i) Basic Positioning
 - (1) After handing the ball to the kicker, starting position is on the sideline on the pressbox side at kicking team's restraining line.
 - ii) Pre-Kick Concentration Routine
 - (1) Same as for normal free kick
 - iii) Area of Focus While Ball is Alive
 - (1) Treat kicking team's restraining line as a plane.
 - (2) Any player (other than the kicker or holder) breaking the plane before the ball is kicked should be called for offside.
 - (3) If the kick is to your side, you are responsible for touching by either team.
 - (4) If the kick is to the opposite side, you are responsible for blocking.
 - (5) Be prepared to cover the play if a receiving team player recovers the kick and attempts to advance the ball.
 - c) Free Kick After Safety
 - i) Basic Positioning
 - (1) On sideline at kicking team's restraining line (20 yard line)
 - ii) Pre-Kick Concentration Routine
 - (1) Same as for normal free kicks
 - (2) Be aware free kick may be a punt

- iii) Area of Focus While Ball is Alive
 - (1) Same as for normal free kicks, except run at 45 degree angle to hash mark at kicking team's 30-yard line.
- 4) Plays from Scrimmage
 - a) Basic Position, duties and responsibilities before the snap
 - i) Basic Positioning
 - (1) In middle of field, 25 yards deep, between goal post uprights.
 - (2) Start on Goal Line when snap is inside B30 yard line
 - (3) On end line if ball snapped inside 25 yard line
 - ii) Pre-snap Concentration Routine
 - (1) Are 25- or 40/25-second play clock started and running properly?
 - (2) Count defense and confirm first with FJ, then SJ when "A" huddle breaks/ ASAP if no huddle
 - (3) Read offensive formation, anticipate type of play to be run based on formation/situation
 - (4) Identify strength side of formation, identify your receiver to watch at snap; know adjacent receivers in case you switch and need to rule on low blocking.
 - b) Running Plays
 - i) Responsibilities on running plays
 - (1) Up the middle
 - (a) Watch for crack back blocks by your receiver
 - (b) Once he is clear, watch for blocks ahead of runner
 - (c) When ball is dead, close to dead ball and observe dead ball action
 - (2) Towards sidelines
 - (a) Same as "Up the middle" coverage, except flow towards play while observing
 - (b) Help cover runner who goes out of bounds; be aware of substitutions in hurry up situation
 - c) Passing Plays
 - i) Basic Keys and Assignments
 - (1) Take second receiver on strength side
 - (2) If balanced formation, take second receiver on LJ side
 - (3) Take third receiver in trip formations; Take third and fourth in four receiver sets.
 - d) Responsibilities during a forward pass play
 - i) 'Modified Fade Mechanics'
 - (1) At snap move backwards, stop if run play, observe, continue fading if long run
 - (2) At snap move backwards, continue fading if a pass
 - ii) Area of focus while ball is alive
 - (1) Watch your receiver for 8 to 10 yards, go to zone coverage when ball is in the air
 - (2) Watch your receiver for crack back block
 - (3) Primary coverage for PI when pass is in middle of field
 - (4) Secondary coverage for PI when pass near side lines
 - (5) Assist FJ and SJ with uncatchable passes
 - (6) If interception, remain between hash marks, allow action to precede you downfield
 - e) Punts
 - i) Basic positioning
 - (1) 5 to 7 yards behind deepest punt receiver, favoring wide side, always inside hash marks
 - (2) Set up on goal line if ball is inside 45 to 50 yard line
 - (3) Pylon mechanics
 - (a) FJ/SJ and BJ will start at GL; BJ may slide on goal line to get wide and create an angle.
 - (b) Once the ball is kicked the BJ will determine which direction he is going to face.
 - (c) The deep flank that he faces will be the "bracketing" official and the deep flank he turns his back to will be the "backside" or "offside" official.

- (d) The bracketing official will stay on the GL until the kick ends. He continues to have responsibility for blocks and also shares responsibility for the ball in relation to the GL with the BJ.
 - (e) The backside official will move up the field (distance up the field will be determined by depth of the kick) at least to the 5 yard line. He will continue to be responsible for blocks and will have the added responsibility of the potential block by a fair catch signaler.
 - (f) After the play, the “backside” official will communicate on a grounded ball if the BJ’s receiver blocked on the play and will know the yard line. The BJ will know if the receiver signaled and determine if a foul has occurred.
- ii) Pre-Kick Concentration Routine
 - (1) Bean bag in hand
 - (2) Count defense and confirm with FJ first, then SJ
 - (3) Remind yourself of possibility of illegal touching, fair catch, fair catch interference
 - (4) Remind yourself to mark spot where kick ends with bean bag **only if ball is returned**
 - iii) Areas of focus while ball is alive
 - (1) Find path of punt, move with receiver
 - (2) Take ball into end zone and rule on touchback, give up receiver
 - (3) Rule of legality of fair catch, kick catch interference and batting by kicking team
 - (4) Bean bag spot of illegal touching and/or spot where kick ends
 - (5) If punt lands near sideline, watch action in front of receiver
 - iv) Reverse fade on punt returns
 - (1) After catch, the BJ will maintain responsibility for punt receiver who has become a runner until after the runner has cleared the first wave of blockers/tacklers.
 - (2) Cover runner, observe action while remaining between hash marks
 - (3) Adjustments on fakes and blocked punts
 - (4) Move towards line of scrimmage to assist with action around play
- f) Field Goals and Trys
- i) Basic Positioning
 - (1) Under goal post on SJ side, opposite FJ
 - ii) Pre-Kick Concentration Routine
 - (1) Watch for kicker/holder coming onto field for kick possibility
 - (2) Make sure FJ is under goal posts with you
 - (3) Give illegal procedure signal to remind you and other officials that ball is alive during kick
 - (4) Count defensive players and confirm with FJ
 - iii) Areas of focus while ball is alive
 - (1) If kick made, rule on success or failure of try or field goal attempt
 - (2) You have cross bar responsibility
 - iv) Adjustments of fakes and blocked kick
 - (1) Stay on end line, rule on passes into end zone and plays that involve end line
 - (2) If long field goal attempt and kick is short, be ready to rule on **touching by A or B**
 - v) After the Field Goal or Try
 - (1) Go to the sideline on the Line Judge’s side of the field to get a ball for the next kickoff if you have split balls. Otherwise run down the scoring team sideline. Meet the ball person at the 15-yard line to complete this exchange as you jog to your position.
- g) Goal Line Plays
- i) Goal Line Mechanics
 - (1) Basic Positioning
 - (a) Standing on end line
 - (2) Pre-snap Concentration Routine
 - (a) Same routine as for normal plays
 - (3) Area of focus while ball is alive

- (a) Same coverage of receivers as for normal plays
 - (b) Be aware of potential pick plays and try to stay with your receiver a bit longer
- 5) General Game Duties
- a) Substitutions and Counting Players
 - i) Count defense and confirm with FJ first, then SJ
 - (1) If 11 players – extended fist pointed in front of body
 - (2) If 10 players – open hands down at waist level
 - (3) If more than 11 players – winding finger signal at waist level, then recount
 - (4) Kill play (blow whistle) and throw flag if you confirm more than 11 on defense before snap
 - b) Down, distance and clock status
 - i) Confirm down with FJ and SJ
 - ii) Give cross wrist signal if line to gain is more than ten yards
 - iii) Verify correct starting of the 25- or 40/25-second play clock.
 - (1) When there is an official's timeout for an injured player, the play clock will be set at 40 seconds for injury to a player of team B or 25 seconds for injury to a player of team A. The play clock will start on the referee's signal when the ball is declared ready for play. That applies regardless of the status of the game clock when the official's timeout for the injury occurs.
 - iv) Check time consumed in snapping the ball and call delay of game (if ball is still on the ground after observing the play clock reading '00').
 - c) Penalty Enforcement
 - i) If you have a penalty, report it to Referee
 - ii) Cover flag or ball if not involved with penalty
 - d) Measurements
 - i) Place hand on ball to make sure it is not moved during measurement. Back is facing defensive GL
 - e) Timeouts
 - i) Record time out information on game card
 - ii) Confirm time outs each team has remaining with FJ and SJ
 - f) End of Quarter
 - i) Move to approximate new spot for team reference where next snap will occur.
 - ii) You must be aware of the 22 players transitioning to other end of field. Stay in between.
 - g) End of half
 - i) Monitor teams leaving field.
 - ii) Synchronize watch with game clock and inform crew when to go back onto field for second half
 - h) End of Game
 - i) Ensure players leave field without problems
 - ii) Note and write down time game ended
 - iii) Leave field as a group and retire to the dressing room without stopping for conversation.

**SCCFOA Crew Duties
45 Minutes Prior to Kickoff
For Community College Games**

| Game Clock | Position | Activity |
|-------------------|-----------------|---|
| 45:00-30:00 | R-U-LJ | Position yourself at mid-field in the area between the 45 yard lines and from this position observe the pre-game warm-up alert to any language, gestures or acts that provoke ill will. |
| | U | From your position at mid-field, spot check equipment (bandages, tape, casts, etc). To the extent possible observe blocking drills. |
| | R | From your position at mid-field, spot check player equipment. To the extent possible observe QBs and kickers as they warm up. |
| | HL-SJ | Inspect Sideline area. Discuss sideline coverage – goal line plays – out of bounds coverage. Observe teams passing game and formations. Spot check player equipment. |
| | FJ | Inspect Sideline area. Observe teams passing game and formations. Spot check player equipment. |
| | BJ | Observe punts being caught – Evaluate kicking game conditions / position of sun, need to shade eyes. Spot check player equipment. |
| 30:00-20:00 | R-U-LJ | Remain at mid-field in the area between the 45 yard lines and continue to observe the pre-game warm-up. |
| | FJ-SJ-BJ | Discuss kick and pass coverage – goal line – counting players. |
| | HL | Meet w/ LJ at mid-field to discuss formations, responsibilities, coordination of forward progress – cross filed mechanics and signals. |
| | R-U | While in your position at mid-field, discuss hurry-up offense, penalty enforcement – other R&U communication Counting offense. |
| 20:00-7:00 | R-U-LJ | Remain at mid-field until teams have left for their locker rooms. Assist in escorting teams off the field in order to prevent any last minute language, gestures or acts that provoke ill will. |
| | HL | Instruct chain crew and auxiliary down box personnel. |
| | SJ-FJ | Instruct ball persons – Check w/ coach who receives foul reports. |
| | SJ | Inspect field 25-second clock. |
| | BJ | Check game clock and phones to timers. |
| 7:00* | FJ-LJ | To locker room on FJ-LJ side of the field. |
| | SJ-BJ | To locker room on SJ side of the field. |
| 5:00* | SJ-FJ | Captains to field. |
| 3:00* | BJ-LJ | Teams to field. |
| 3:00 | R-U | Coin Toss |
| 0:00 | | Kickoff. |

*Varies depending on distance to field.

**SCCFOA Crew Duties
One Hour Prior to Kickoff
For NCAA Division 1-AA and Division III**

| Game Clock | Position | Activity |
|-------------------|-----------------|---|
| 60:00-45:00 | L-SJ | Inspect Sideline area. Discuss sideline coverage – goal line – out of bounds. Observe teas passing game and formations. Spot check player equipment. |
| | L-FJ | Same as above. |
| | BJ | Observe punts being caught – Evaluate kicking game conditions / position of sun, need to shade eyes. Spot check player equipment. |
| | U | Spot check equipment (bandages, tape, casts, etc). Observe blocking drills. |
| | R | Observe QBs and kickers. (right hand/foot – left hand/foot). Spot check player equipment. |
| 45:00-30:00 | FJ-SJ-BJ | Discuss kick and pass coverage – goal line – counting players. |
| | L-LJ | Discuss formations, responsibilities, coordination of forward progress – cross filed mechanics and signals. |
| | R-U | Discuss hurry-up offense, penalty enforcement – other R&U communication Counting offense. |
| 30:00-20:00 | L | Instruct Chain crew. |
| | LJ | Instruct auxiliary down box personnel. |
| | SJ-FJ | Instruct ball persons – Check w/ coach who receives foul reports. |
| | SJ | Inspect field 25-second clock. |
| | BJ | Check game clock and phones to timers. |
| | U | Final equipment check. |
| 20:00 | ALL | Leave field with teams. |
| 8:00* | R-U-L | Return to field for coin-toss. |
| 7:00* | FJ-LJ | To visiting team locker room. |
| | SJ-BJ | To home team locker room. |
| 5:00* | SJ-FJ | Captains to field. |
| 3:00* | BJ-LJ | Teams to field. |
| 3:00 | R-U | Coin Toss |
| 0:00 | | Kickoff. |

*Varies depending on distance to field.

SCCFOA

‘Modified Fade Mechanics’

FJ / BJ / SJ will use a ‘modified version’ of the ‘fade’ mechanic. At the snap the FJ / BJ / SJ are to read their keys and the play and react accordingly.

If their receiver’s action at the snap indicates a run or short pass pattern they are to maintain their initial position until their cushion (at least 7 to 10 yards from their receiver) is threatened. At that time they are to begin to fade, remaining at least 7 to 10 yards in front of their receiver; and, if necessary being at the goal line when the receiver/runner crosses the goal.

If their receiver’s action at the snap indicates a deep pass pattern they are to begin to fade immediately in order to maintain their cushion (at least 7 to 10 yards from their receiver). Again, they are to fade, remaining at least 7 to 10 yards in front of their receiver; and, if necessary be at the goal line when the receiver/runner crosses the goal.

The key is to **read the receivers initial action at the snap and work to be in the best position to cover the play that is indicated.**

2011
NCAA / SCCFOA
10-Second Subtraction Mechanics

Note: Before beginning the process detailed below it is critical that the time on the stadium clock be set to the correct time at which the foul that caused the clock to stop occurred. If necessary, communicate the correct time to be shown on the stadium game clock before beginning the 10-Second Subtraction process.

-

1. Fouling team has no time-outs remaining and it is obvious the opponent would want the 10-second subtraction:

When more than 10 seconds remain on the game clock:

Enforce the penalty.
Set the game clock to "xx" seconds
Start the game clock on the ready for play.

When 10 seconds or fewer remain on the game clock:

By rule, the game (or half) is over.

2. Fouling team has time-outs remaining and it is obvious the opponent would want the 10-second subtraction:

Ask the head coach of the fouling team if he would like to use a time-out to avoid the 10-second subtraction.

- 1) IF NO...

When more than 10 seconds remain on the game clock:

Enforce the penalty
Set the game clock to "xx" seconds
Start the game clock on the ready for play.

When 10 seconds or fewer remain on the game clock:

By rule, the game (or half) is over."

B. IF YES...

Enforce the penalty
Charge the fouling team with a charged team timeout.
Start the game clock on the snap.

3. Fouling team has no time-outs remaining and it is not obvious the opponent would want the 10-second subtraction (e.g., foul occurs on 3rd or 4th down in the 1st half):

Ask the head coach of the offended team if he wants the 10-second subtraction.

A. IF NO...

Enforce the penalty
Start the game clock on the snap.

B. IF YES, proceed as in 1.

When more than 10 seconds remain on the game clock:

Enforce the penalty.
Set the game clock to "xx" seconds.
Start the game clock on the ready for play

When 10 seconds or fewer remain on the game clock:

By rule, the game (or half) is over."

4. Fouling team has time-outs remaining and it is not obvious the opponent would want the 10-second subtraction (e.g., foul occurs on 3rd or 4th down in the 1st half):

Ask the head coach of the offended team if he wants the 10-second subtraction.

A. IF NO, then

Enforce the penalty.
Start the game clock on the snap.

B. IF YES...

Ask the head coach of the fouling team if he would like to use a time-out to avoid the 10-second subtraction.

a. IF NO...

When more than 10 seconds remain on the game clock:

Enforce the penalty
Set the game clock to "xx" seconds
Start the game clock on the ready for play."

When 10 seconds or fewer remain on the game clock:

By rule, the game (or half) is over."

b. IF YES...

Enforce the penalty.
Charge the fouling team with a charged team timeout.
Start the game clock on the snap.

The situation in 4B will require a decision by both head coaches. It will be crucial that sideline officials recognize when it arises. They should get the appropriate information to each head coach so that the proper decisions can be made with as little delay as possible.

Thanks to Terry McAulay, Coordinator of Football Officiating, Big East Conference, for developing and presenting these mechanics.

Substitution Procedures

(Source: 2011 CCA Football Officiating Manual Pages; 80 and 81)

To help simplify the application of rules regarding substitution, consider that the elements for team A involve either a huddle or no-huddle. If team A is in a huddle and sends in a substitution, team B must be alert and be prepared to react promptly.

In the absence of team A breaking the huddle quickly and rushing to the line, team B is not afforded any additional time to match up. If team A breaks the huddle with 12, it is an immediate foul; if team A fails to send the replaced player out of the huddle more than three seconds after the substitute enters the huddle, it is an immediate foul. If the replaced player clearly leaves the huddle first, and then the huddle breaks and is not hurrying to the line of scrimmage before the substitute leaves the field, team A has met its requirements and team B must be prepared to play in a normal manner.

If team A is in a no-huddle formation and sends in substitutes, or if team A has already broken the huddle and a substitute then enters the field, Rule 3-S-2 goes into effect: Team A is prohibited from rushing quickly to the line of scrimmage with the obvious attempt of creating a defensive disadvantage.

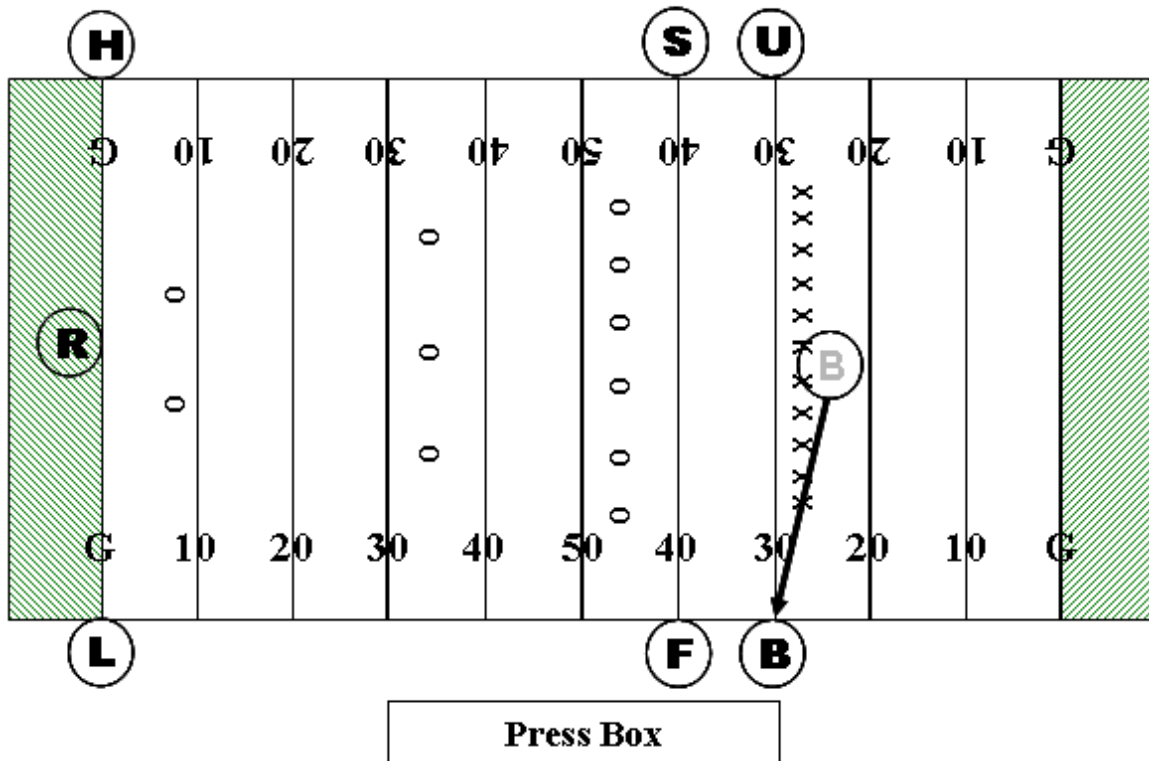
If the ball is ready for play, the game officials will not permit the ball to be snapped until team B has placed substitutes in position and replaced players have left the field of play. Team B must react promptly with its substitutes.

If team A does not substitute and is in hurry-up mode, team B must be prepared to react promptly and is not afforded any match-up provisions. The following mechanics we will be used:

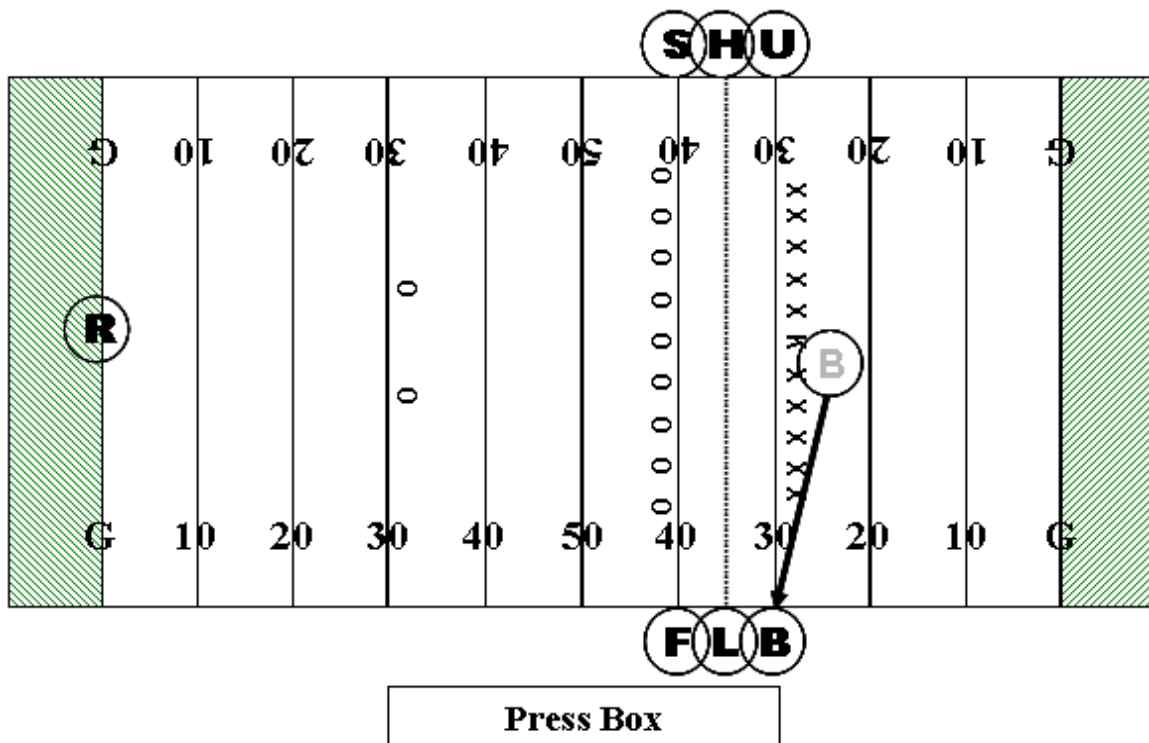
- The referee is primarily responsible to signal with extended hands/arms with closed fists straight out to his side when team A is substituting and team B is allowed a match-up opportunity.
- The flank officials on the team A sideline should also be aware of and signal when team A substitutes in match-up situations, as can officials on the opposite side to assist in recognition by the referee. Because of his position deep in the middle, the back judge can also assist greatly in recognizing substitutions and signal to assist the referee.
- The umpire should make a habit of quickly glancing at the referee as he is coming off the ball after placement. Should he notice the referee with extended hands at any point, he should get back over or stay over the ball until the referee clears him by dropping his extended hands and pointing at him. While waiting for the signal, the umpires should make note, of the best exit route to be clear of players when the ball is snapped.
- Once the referee activates the substitution rule by extending his hands, he should monitor the defense to allow it reasonable time to match up, position its players and allow substitutes to leave the field.

- If team A substitutes so late that the play clock expires while team B, reacting promptly, was not in position prior to the play clock expiring, a delay of game penalty on the offense is warranted.
- The umpire should be alert to look back at the referee regularly after he has spotted the ball and moved to his position to notice when the referee has extended his hands, which will happen when late substitutes come in. At that time, the umpire should move quickly back up to the ball and hold his position until cleared by the referee. Because the umpire is most often looking toward the offense (and the referee), he is the person who must step in and prevent the snap.
- If the officials are delayed in getting to the ball to prevent a snap, the officials will stop the game and give team A a warning that it must allow team B to match up. Further attempts by team A to create a defensive disadvantage in that manner will result in a 15-yard penalty for unsportsmanlike conduct,
- Any official should be prepared to step in and shut down a play that he notices falls within the substitution rule. That is especially true in hurry up situations, when dead-ball actions involving the previous play often prevent covering officials from being fully aware that conditions have been created that trigger the procedure.

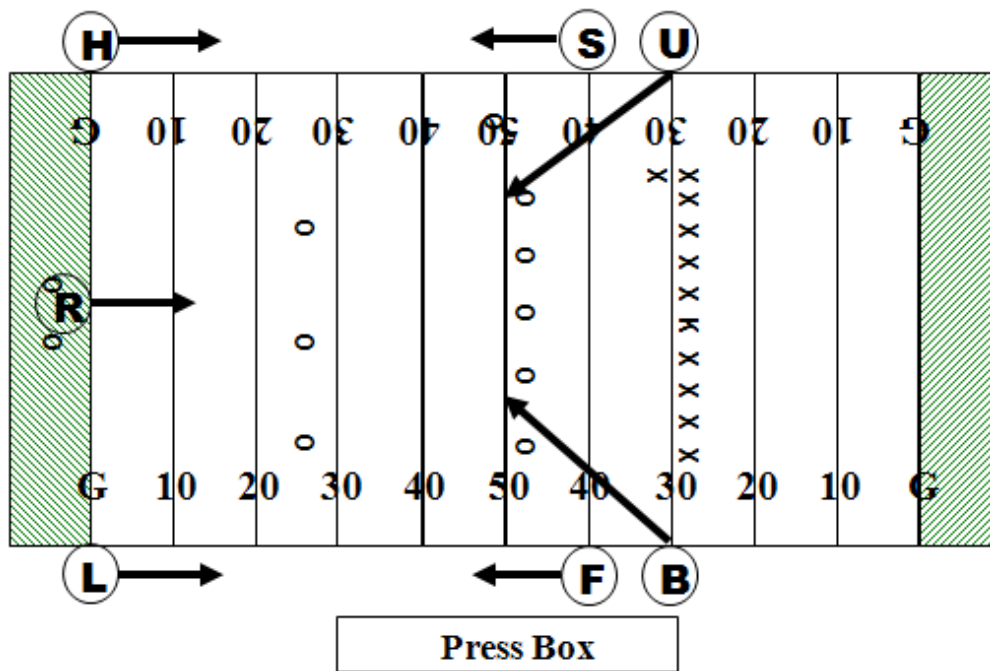
BASIC FREE KICK POSITION



SHORT FREE KICK POSITION



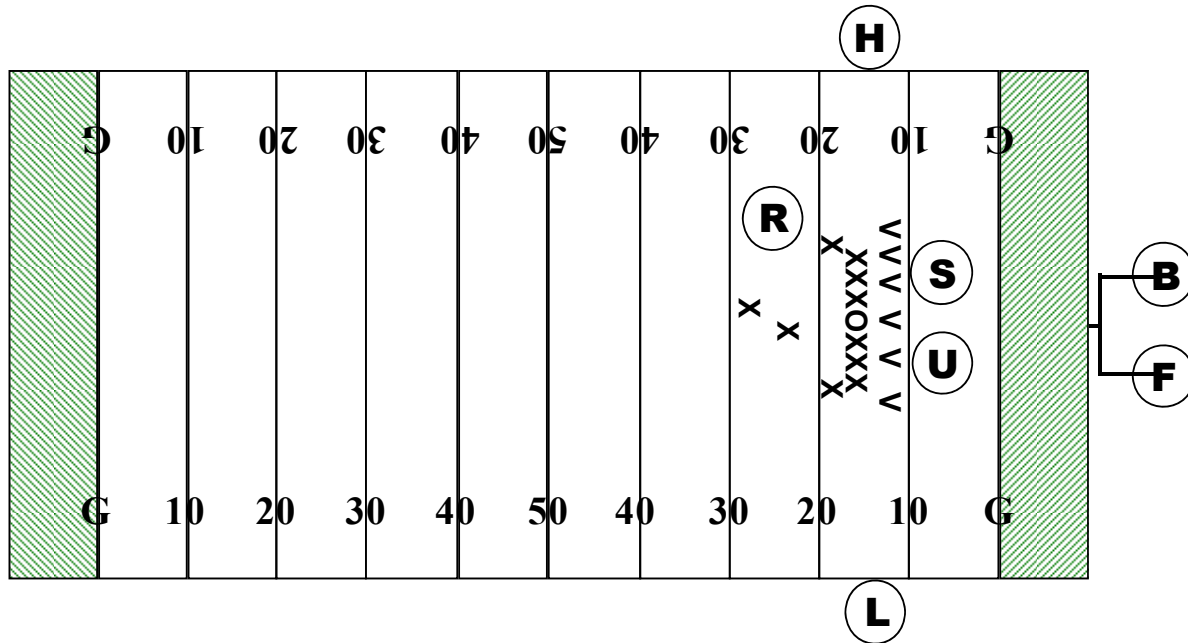
FREE KICK COVERAGE



After declaring the ball ready for play at the goal line, the referee will move to a position in the middle of the end zone. After the ball is kicked, and it is apparent the end line will not be threatened, he will focus his attention on the middle of the field and will be responsible for possible wedge formation and the legality of all blocks in middle of field on runbacks. If the kick is deep into the end zone, the referee will retreat to near the end line and be prepared to rule if it is threatened. The referee will no longer wind the clock, he no longer has goal line.

The Linesman and Line Judge will now have goal line responsibility side line-to-side line and will wind the clock either when the ball is touched in the field of play; or , when it is carried from the end zone. They will no longer be responsible for the wedge. Rather they will focus their attention on the ball carrier and blocks in the side zones.

FIELD GOAL and TRY FOR POINT POSITION



Side Judge will go to ‘overload side’ and focus on the end-tackle-guard on that side of the snapper.

He will be there to watch for pull and shoot, etc.

The referee will focus on the point of attack at the corner on the overload side.

Also looking for pull and shoot, etc.

SCCFOA - CHAIN CREW PROCEDURES

The following standard set of instructions to down box operator and chain crews has been adopted so that all crews will operate under the same set of procedures in SCCFOA football games. Top performances by down box operator and chain crew members are essential to the administration and conduct of games, and all shall carefully observe these instructions.

PRE-GAME DUTIES

1. Home management is to appoint the down box operator and chain crews. They will wear uniforms designated by the home school; with contrasting slip over jackets or vests to distinguish them from game officials and other sideline occupants.
2. Chain crew personnel shall report to the Linesman on the field no later than thirty (30) minutes before game time. He will discuss this set of instructions thoroughly with the chain crew. The Linesman shall then make certain the chains and the official down box have been placed on the sideline opposite the press box, with the auxiliary box on the other side of the field, and that all are in good working condition. If available, a spare set of chains should be located on the Linesman's side of the field.
3. Chainmen and down box operator shall meet the Linesman on the sideline opposite the press box five (5) minutes before game time and also five (5) minutes before the end of halftime intermission.

GAME PROCEDURES

1. Members of the chain crew must act only on the Linesman's instructions, not moving until signaled to do so by the Linesman, and then quickly to new positions. Exception: The chain crew will be instructed to remain in place if they see a flag even though signaled to move.
2. When a runner or pass receiver is going out of bounds and in his (their) immediate vicinity, the involved chainman (and/or down box operator) should move backward taking the stake (or box) out of the area to prevent possible injury to players. The chainman away from the play should hold his spot if possible.
3. The Linesman will personally set the spot of all first downs by going to the sideline and marking, while facing the field of play, the exact spot where the rear stake will be set. The forward chainman will then be sure the chain is extended to its full length before setting his stake.
4. The down box operator (chain side) on every new series of downs will set the box at, and in front of, the rear chain stake. The clip person will place a clip on the chain at the point where the nearest five (5) yard line intersects the chain. The box must be held in an upright position at all times with the down correctly shown. The entire crew will back away from the sideline to the six-foot reference points (or six feet) and reset the chains and box. The clip person will set the chain and allow each stake person to pull the chain tight. The Linesman must impress upon the crew the importance of accurately setting the chains straight back off the sideline.
5. The down box operator is to show the number of the down just completed and shall not indicate the new down until so notified by the Linesman. On instruction from the Linesman, he will move the box to the new position (six feet away from the sideline) with the marker placed at the forward point of the ball and then change to the correct down.

6. On all measurements for a first down, when the chains are moved onto the field, the down box operator (chain side) is to place his box in the spot of the front stake until a new series of downs has been declared or the chain is returned to its previous position. Exception: If a penalty was called on the previous play, the box must remain at the previous spot.
7. The position of the alternate down box operator on the press box side of the field is not official and he will set his auxiliary box (six feet of the sideline) so that his position agrees with the official indicator. The alternate down box operator is to delay moving until after the chains have been set and the ready for play signal on the succeeding down is given by the Referee. It is important that the down box operator on the side opposite the chain crew hold the previous spot on all long passes, runs and kicks so that this spot will be available in case of need to return to it. The chain crew will, therefore, move immediately on the Linesman's signal, with the down box operator on the opposite side of the field delaying until the ready for play signal is given and he is sure no foul has been called on the previous play.
8. In addition to the chain and down indicator on the side away from the press box, NCAA institutions may use a ground target marker. The ground target marker will be placed approximately 6 inches in front of the forward stake, perpendicular and adjacent to the sideline by the member of the chain crew carrying the front "stake" of the chain. On the press box side, in addition to the auxiliary box at the line of scrimmage, a ground target marker will be operated. The sideline crew member operating the auxiliary box or another person will also be equipped with a ground target marker which will be placed on the ground approximately 6 inches in front of the forward stake, perpendicular and adjacent to the sideline. The auxiliary box and ground target markers will be unofficial. No additional field markings are needed for this procedure.
9. The down box operator will place the down indicator the line of scrimmage (six feet off the sideline) on all try for point situations. This will aid players and officials in determining the line of scrimmage on plays toward the sidelines. The chains are to be laid down outside the limit line.
10. Whenever a first down is established inside the opponents' ten-yard line, the chains are to be laid down outside the limit line and only the down indicator will be used. A clip should be attached to the chain for the first down should it become necessary to return to that spot.
11. If the sideline becomes crowded and the chain crew does not have room to efficiently discharge its duties, the crew is to notify the Linesman immediately so that he may call a timeout and clear the sidelines before allowing the game to proceed.
12. If the game is delayed for any reason, the chain crew will remain with the officials.
13. Football is a game of "inches" and complete concentration of the chain crew is absolutely necessary if it is to discharge its duties effectively. The chain crew must refrain from showing any reaction to the events taking place on the playing field. It must be prepared to act immediately on the instructions of the Linesman so that players, coaches, writers, commentators and statisticians will know the exact situation concerning down and line to gain.

SCCFOA - CHAIN CREW INSTRUCTIONS

1. Act only on the Linesman's instructions. Do not move until signaled to do so by the Linesman, and then move quickly to new positions unless you see a flag.
2. When a runner or pass receiver is going out of bounds in your immediate vicinity, move backward taking the stake (or box) out of the area to prevent possible injury to players. The chainman away from the play should hold his spot if possible.
3. The Linesman will personally set the spot of the rear chain stake on all first downs. The forward chainman will be sure the chain is extended to its full length before setting his stake.
4. The down box operator (chain side) on every new series of downs will set the box at, and in front of, the rear chain stake. The clip person will place a clip on the chain at the point where the nearest five (5) yard line intersects the chain. The box must be held in an upright position at all time with the down correctly shown.
5. The entire crew will back six feet away from the sideline and reset the chains and box. The clip person will set the chain and allow each stake person to pull the chain tight. Accurately setting the chains straight back off the sideline is critical.
6. The down box operator is to show the number of the down just completed. Do not indicate the new down until so notified by the Linesman; then, move the box to the new position with the marker placed at the forward point of the ball and then change to the correct down.
7. On all measurements for a first down, when the chains are moved onto the field, the down box operator (chain side) is to place his box in the spot of the front stake until a new series of downs has been declared or the chain is returned to its previous position. Exception: If a penalty was called on the previous play, the box must remain at the previous spot.
8. The alternate down box operator will set his box, six feet off the sideline, so that his position agrees with the official indicator. The alternate down box operator is to delay moving until after the ready for play signal for the succeeding down has been given by the Referee. The alternate down box operator must hold the previous spot on all long passes, runs, kicks, and at the end of the first and third quarters so that this spot will be available in case of need to return to it.
9. A ground target marker will be placed approximately 6 inches in front of the forward stake adjacent to the sideline by the member of the chain crew carrying the front "stake" of the chain. The auxiliary down box operator or another person will also place a ground target marker adjacent to the sideline at the line to gain.
10. The down box operator will place the down indicator on the line of scrimmage (six feet off the sideline) on all try for point situations. The chains are to be laid down outside the limit line.
11. Whenever a first down is established inside the opponents' ten-yard line, the chains are to be laid down outside the limit line and only the down indicator will be used.
12. If the sideline becomes crowded and the chain crew does not have room, notify the Linesman immediately so that he may call a timeout and clear the sidelines.
13. If the game is delayed for any reason, the chain crew will remain with the officials.
14. Refrain from talking with players, coaches or other persons on the sidelines and from showing any reaction to the events taking place on the playing field. Be prepared to act immediately on the instructions of the Linesman.

SCCFOA - BALL PERSONS PROCEDURE

It is important that each SCCFOA crew instructs and work with Ball Persons uniformly throughout the season. Consistency from all our officials is an expected mechanic. The FJ will instruct the Ball Persons at their pregame meeting. The SJ shall participate if not attending to other pregame duties.

The meeting with Ball Persons shall take place either in (or near) the officials' dressing room or on the field. This should occur about 20 minutes before kick off. The Ball Persons should be in a uniform (e.g., pull over vest in orange or red, etc.) that distinguishes them from other game administration persons.

Content of meeting with Ball Persons (by FJ):

- 1) Introduce yourself and record first names of Ball Persons on your game card. Specify which side of the field you will be working. Introduce the SJ to them and indicate which side of the field the SJ will be working.
- 2) Hand over game balls to Ball Persons in team bags. Tell them how to distinguish balls of each team using team markings on the ball.
- 3) Assign them to side of field they will be working. Try to pair an experienced person with one with less experience. If you have more than four Ball Persons, assign extra(s) to be 'shuttle' runners.
- 4) 'Pep Talk' to Ball Persons about their importance to the orderly flow and administration of the game. Make them feel important to the game's success. Be sure they understand the need to focus on the game with their undivided attention without being distracted or expressing partiality to either team.
- 5) Give a copy of the 'Ball Persons Instructions' to Ball Persons if appropriate.
- 6) If raining or wet field conditions, make sure they have enough towels to aid in drying balls. Also, we may need a new dry ball for each down when we are using 'wet ball' mechanics.
- 7) Give instructions to Ball Persons:
 - a) Prior to game, the FJ will need a ball of each team for the coin toss. Before the second half kickoff, FJ will need a ball of the kicking team.
 - b) For normal scrimmage plays, one Ball Person positioned slightly ahead of the line of scrimmage, another Ball Person positioned about 10 yards down field. Stay away from players and coaches when possible and stay at least 6 feet from the sideline when the ball is in play.
 - c) For free kicks, position Ball Persons near 30-yard line of receiving team for normal kickoffs (at about the 50 yard line for a free kick after a safety). Adjust their position if there is a penalty to be enforced on the kickoff.
 - d) Ball Persons shall carry one ball from each team with them. Keep a ball of the team in possession in their throwing hand.
 - e) When play ends on your side, come to sideline holding correct ball up and in front so official can see it. DO NOT come onto field. Relay or hand ball to official only upon their request.

- f) A new ball will be required when a play ends between the numbers and sideline. If ball or runner goes out of bounds, we will need any ball to spot at sideline. The correct ball will then be relayed onto the field of play for spotting at the hash mark for the next play.
- g) If ball goes out of bounds on a pass or run, we will bring in a new ball from that sideline. The other Ball Person should retrieve the old ball if necessary.
- h) Ball Persons retrieve all balls out of bounds and some long passes away from all players and after the play is over.
- i) Ball mechanics will be 50/50 in all cases except after scores when the BJ gets a new ball from the LJ side.
- j) After any try or successful field goal, BJ will come to the sideline on the Line Judge's side of the field to get a ball for the next kickoff. Be at 15-yard line to complete this exchange. Give BJ a ball of the team that will next kick off.
- k) Try to keep at least two balls of each team on both sides of field. Use 'shuttle' persons, if available, to keep this balance. Extra Ball Person(s) can assist in retrieving kicked balls after field goals and a kick try, even if the ball goes into the stands.
- l) Give last used ball to Ball Persons before leaving field when the first half and game ends.
- m) Ball Persons will be responsible for balls at halftime. Keep balls in team bags and be ready when officials come back onto field for 2nd half (5 minutes before 2nd half kick off). FJ will get a ball from Ball Persons for the 2nd half kick off.
- n) Instruct Ball Persons to make sure all balls are returned to each team in their team bags after the game is over.

We should be consistently thorough in our meetings with the Ball Persons throughout the season. Even with an experienced set of people, avoid rushing instructions. For new Ball people, be patient and do not leave a point until it is understood. It is a good idea to provide newer people with a Ball Persons Instruction Sheet for them to study.

SCCFOA - BALL PERSONS INSTRUCTIONS

- 1) Prior to game, Field Judge will need a ball from each team for the coin toss. Before the second half kickoff, Field Judge will need a ball for the team kicking off.
- 2) For normal scrimmage plays, one person positioned just ahead of line of scrimmage, other person positioned about 10 yards down field. Stay away from players and coaches and stay about 6 feet from the sideline when the ball is in play.
- 3) For free kicks, position yourselves at about the 30-yard line of the receiving team for normal kickoffs (at about 50 yard line for free kick after a safety). Adjust position if there is a penalty to be enforced on the kickoff.
- 4) Carry one ball from each team with you at all times. Keep a ball of the team in possession in your throwing hand.
- 5) When play ends on your side, come to sideline holding correct ball up and in front so an official can see it. DO NOT come onto field. Relay or hand ball to official only upon their request.
- 6) A new ball will be needed when play ends between the numbers and sideline. If ball goes out of bounds, we will need any ball to spot at sideline. The correct ball will then be relayed onto the field for spotting for the next play.
- 7) If ball goes out of bounds on a pass or run we will bring in a new ball from that sideline. The other Ball Person retrieves old ball if necessary.
- 8) Retrieve all balls out of bounds and some long incomplete passes away from all players after the play has ended.
- 9) Ball mechanics will be 50/50 in all cases except after scores when the BJ gets a new ball from the LJ side.
- 10) After a try or field goal, the BJ will come to the sideline on the Line Judge's side of the field to get a ball for next kickoff. Be at 15-yard line to complete this exchange. Give the BJ a ball of the team about to kick off.
- 11) Try to keep at least two balls of each team on both sides of field. Use 'shuttle' persons, if available, to keep such balance. Extra Ball Persons can assist in retrieving kicked balls following field goal and try kicks, even if the ball goes into the stands.
- 12) You will be responsible for balls at halftime. Keep balls in team bags and be ready when officials return for second half (5 minutes before 2nd half kick off).
- 13) At the end of game, make sure all balls are returned to each team in the team bags given to you at the start of the game.

SCCFOA - 25 SECOND CLOCK PROCEDURES
(For use in Community College Games only)

The 25-second field clocks are the official delay of game timepieces. The 25-second clock operator will work under the supervision of the BJ and will report to him before the game for instructions in or near the officials' dressing room. Discuss with them the procedures for field to press box communications (coordinate with SJ). You may give a copy of the '25 Second Clock Operator Instructions' sheet to this person if appropriate.

The 25 Second Clock Operator will be instructed to:

- 1) Set the clock display to 25 seconds before the game starts.
- 2) Start 25-second clock on the Referee's Ready-for-Play signal or Wind-the-Clock signal, whichever comes first.
- 3) Leave display at '00' seconds if there is a delay of game penalty called until Referee has completed his signals to the press box after enforcing the delay of game penalty.
- 4) Reset display immediately to 25 seconds when ball is put in play (snapped) if there is no delay foul called.
- 5) Reset display to 25 seconds anytime Referee interrupts 25-second count and gives the reset signal (palm up with pumping arm motion).
- 6) Turn off both displays should either 25 second clock malfunction or become inoperative. Both 25-second clocks will not operate again until the problem is corrected and both 25-second clocks are working. Both coaches will be notified immediately if the 25-second clock is no longer official. The 25-second count will then be kept on the field by the BJ on his watch. When doing this, BJ raises his hand when 10 seconds remain in the 25-second count.
- 7) Do not use 25-second clock when less than 25 seconds remain in any period if the game clock IS running. If 25-second clock is mistakenly started in this situation, DO NOT stop game or game clock to correct. If the game clock is not running when less than 25 seconds remaining in any period, then the 25-second clock is used.
- 8) NOTE: If the 25-second clock is erroneously started, it shall be stopped immediately. The BJ may be asked to help the Referee determine the amount of time lost when the clock is stopped for reasons beyond the circumstances of either team. The amount of time run off the 25-second clock can be used to determine the amount of lost time.

SCCFOA - 25 SECOND CLOCK OPERATOR INSTRUCTIONS

- 1) Set the clock display to 25 seconds before the game starts.
- 2) Start 25-second clock on Referee's Ready-for-Play signal or Wind-the-Clock signal, whichever comes first.
- 3) Leave clock at '00' seconds if there is a delay of game penalty called until Referee has completed his signals to press box and the delay of game penalty has been enforced.
- 4) Reset clock immediately to 25 seconds when ball is put in play (snapped) if there is no delay of game foul called.
- 5) Reset clock to 25 seconds anytime Referee interrupts 25 second count and gives the reset signal (palm up with a pumping arm motion).
- 6) Turn off both 25 second clocks should either one malfunction or become inoperative. Both 25-second clocks will not operate again until the problem is corrected and both field clocks are working. The 25 second count will then be kept on the field by the Back Judge.
- 7) Do not use 25-second clock when there is less than 25 seconds remaining in any period if the clock IS running. If the game clock IS NOT running, when less than 25 seconds left in a quarter, operate the 25 second clock in the normal manner.
- 8) Look to the Referee to get a signal to start 25 second clock near the goal line for kickoffs
- 9) The Back Judge will discuss with you how to communicate with officials on the field should a problem arise.
- 10) NOTE: If 25-second clock is erroneously started, stop it immediately.

SCCFOA – 40/25 SECOND CLOCK PROCEDURES

The 40/25-second field clocks are the official delay of game timepieces. The 40/25-second clock operator will work under the supervision of the BJ and will report to him before the game for instructions in or near the officials' dressing room. Discuss with them the procedures for field to press box communications (coordinate with SJ). You may give a copy of the '40/25 Second Clock Operator Instructions' sheet to this person if appropriate.

The 40/25 Second Clock Operator will be instructed to:

- 9) Set the clock display to 25 seconds before the game and second half starts (first play is a kickoff).
- 10) For kickoff, start the 25-second clock when signaled to do so by the Referee.
- 11) The play clock will **automatically reset to 40 seconds** at the end of each play.
- 12) The covering official's signal will designate when to start the play clock.
- 13) Start 40-second clock when the official signals:
 - a) **The ball is dead in field of play:**
Play clock starts when covering official raises his arm or gives a wind signal if near the sideline.
 - b) **Incomplete pass:**
Play clock starts when covering official signals incomplete pass.
 - c) **Ball dead out of bounds:**
Play clock starts when covering official signals to stop the game clock.
- 14) **Manually set the play clock to 25 seconds** when any official signals to stop the game clock for: a penalty, a charged team timeout, media or injury timeout, measurement, change of possession, after any kick down, any score, first play of a quarter, or first play of a team's series in overtime. Then start the play clock when the Referee next gives the wind the clock or ready for play signal.
 - a) When there is an official's timeout for an injured player, the play clock will be set at 40 seconds for injury to a player of team B or 25 seconds for injury to a player of team A. and will start on the referee's signal when the ball is declared ready for play. That applies regardless of the status of the game clock when the official's timeout for the injury occurs.
- 15) The play clock will also be set to **25 seconds** if signal to do so by the Referee (one hand pump above the head or the Referee's ready for play signal). Under no circumstances should the play clock be reset to 25 seconds upon a signal by any official other than the referee. It is common practice for officials to communicate to the referee to "ask" if he wants to consider resetting by making the pumping signal. Resetting is the sole discretion of the referee.
- 16) Leave display at '00' seconds if there is a delay of game penalty called until the Referee has completed his signals to the press box after enforcing the delay of game penalty. After a delay of game penalty has been enforced, set play clock to **25 seconds**.
- 17) If the 40-second count is interrupted or stopped due to a play clock problem, the referee shall stop the game clock and then give a signal (both palms open in an over-the-head pumping motion). This means that the play clock should be re-set to **40 seconds** and started immediately.

If the 40-second clock is running and the ball is not ready to be snapped after 20 seconds into the count, the referee shall call timeout and signal that the play clock be set to **25 seconds**. When play is to be resumed, the referee will give the ready-for-play signal and the play clock will begin the 25-second count.

- 18) Turn off both displays should either 40/25-second clock malfunction or become inoperative.
 - a) Both 40/25-second clocks will not operate again until the problem is corrected and both 40/25-second clocks are working.
 - b) Both coaches will be notified immediately if the 40/25-second clock is no longer official.
 - c) The 40-second count will then be kept on the field by the BJ on his watch. When doing this, BJ raises hand when 10 seconds remain in the 40-second count.
- 19) Do not use 40-second clock when less than 40 seconds remain in any period if the game clock is running. If the 40-second clock is mistakenly started in this situation, **DO NOT** stop the game or game clock to correct. If the game clock is not running when less than 40 seconds remaining in any period, then the 40-second clock is used.
- 20) **NOTE:** If the 40-second clock is erroneously started, it shall be stopped immediately. The BJ may be asked to help the Referee determine the amount of time lost when the clock is stopped for reasons beyond the circumstances of either team. The amount of time run off the 40-second clock can be used to determine the amount of lost time.

SCCFOA - 40/25 SECOND CLOCK OPERATOR INSTRUCTIONS

The 40/25 Second Clock Operator will be instructed to:

- 1) Set the clock display to **25 seconds** before the game and second half starts (first play is a kickoff).
- 2) For kickoff, start the 25-second clock when signaled to do so by the Referee.
- 3) The play clock will **automatically reset to 40 seconds** at the end of each play.
- 4) The covering official's signal will designate when to start the play clock.
- 5) Start 40-second clock when the official signals:
 - a) **The ball is dead in field of play:**
Play clock starts when covering official raises his arm or gives a wind signal if near the sideline.
 - b) **Incomplete pass:**
Play clock starts when covering official signals incomplete pass.
 - c) **Ball dead out of bounds:**
Play clock starts when covering official signals to stop the game clock.
- 6) **Manually set the play clock to 25 seconds** when any official signals to stop the game clock for: a penalty, a charged team timeout, media or injury timeout, measurement, change of possession, after any kick down, any score, first play of a quarter, or first play of a team's series in overtime. Then start the play clock when the Referee next gives the wind the clock or ready for play signal.
 - a) When there is an official's timeout for an injured player, the play clock will be set at 40 seconds for injury to a player of team B or 25 seconds for injury to a player of team A. and will start on the referee's signal when the ball is declared ready for play. That applies regardless of the status of the game clock when the official's timeout for the injury occurs.
- 7) Also set the play clock to **25 seconds** if signal to do so by the Referee (one hand pump above the head or the Referee's ready for play signal). Under no circumstances should the play clock be reset to 25 seconds upon a signal by any official other than the referee. Resetting is the sole discretion of the referee.
- 8) Leave display at '00' seconds if there is a delay of game penalty called until the Referee has completed his signals to the press box after enforcing the delay of game penalty. After a delay of game penalty has been enforced, set play clock to **25 seconds**.
- 9) If the 40-second count is interrupted or stopped due to a play clock problem, the referee shall stop the game clock and then give a signal (both palms open in an over-the-head pumping motion). This means that the play clock should be re-set to **40 seconds** and started immediately.
- 10) If the 40-second clock is running and the ball is not ready to be snapped after 20 seconds into the count, the referee shall call timeout and signal that the play clock be set to **25 seconds**. When play is to be resumed, the referee will give the ready-for-play signal and the play clock will begin the 25-second count.

- 11) Turn off both displays should either 40/25-second clock malfunction or become inoperative.
 - a) Both 40/25-second clocks will not operate again until the problem is corrected and both 40/25-second clocks are working.
 - b) Both coaches will be notified immediately if the 40/25-second clock is no longer official.
 - c) The 40-second count will then be kept on the field by the BJ on his watch. When doing this, BJ raises hand when 10 seconds remain in the 40-second count.
- 12) Do not use 40-second clock when less than 40 seconds remain in any period if the game clock is running. If the 40-second clock is mistakenly started in this situation, DO NOT stop the game or game clock to correct. If the game clock is not running when less than 40 seconds remaining in any period, then the 40-second clock is used.
- 13) NOTE: If the 40-second clock is erroneously started, it shall be stopped immediately. The BJ may be asked to help the Referee determine the amount of time lost when the clock is stopped for reasons beyond the circumstances of either team. The amount of time run off the 40-second clock can be used to determine the amount of lost time.

SCCFOA - CLOCK OPERATOR PROCEDURES

The game clock is the official game timepiece. The assigned game clock operator (Timer) will work under supervision of the SJ. Timer will report to SJ before game for instructions in or near official's dressing room. Discuss with them procedures for field to press box communications. This includes location of Timer in press box and location of field phones for press box communication. Tell BJ of these arrangements should there be a concern with 25-second clock and BJ needs to talk to 25-second clock operator.

1. Synchronize SJ's watch with Timer's watch. SJ should have Western Union time - obtained before game. Make sure Timer has an extra timing device or stopwatch if Timer needs to hand time the game if the game clock breaks.
2. Find out if the clock is working properly. Note any problems or situations (e.g., parts of clock not working, Timer cannot wind clock up - only down, blind spots on field, etc.). Tell Timer a horn or buzzer should not sound when clock runs down to '00' and a play is still in progress. Horn or buzzer should only go off after last play of a quarter is over. It may be necessary to turn off the horn or buzzer function (if possible) to prevent it from going off prematurely.
3. Field clock is to start running down 60 minutes before game start. Just prior to 60 minutes, stand at midfield and give 'wind' signal to Timer in Press Box to start 60-minute countdown. When it reaches 1 minute, have Timer reset to 15 minutes – normal time for a quarter. SJ times the one minute before the kickoff for each half.
4. Give Timer a copy of 'Clock Operator Instructions' sheet if appropriate.
5. Discuss with Timer the standard official's signals that affect the clock (when to start or stop clock, adding or subtracting time from clock based on Referee's hand signals, officials winding on kickoffs after a legal touch, wind signal near a sideline, etc.).
6. When first and third quarter ends, reset clock to 15 minutes when Referee signals end of quarter (ball held over head).
7. Reset clock to 20 minutes for halftime and start the clock when the Referee gives the Wind-the-Clock. Game clock is the official timing device for keeping track of the halftime period.
8. Discuss how Timer will communicate to field officials when there is a clock problem. This could be done via public address announcement.
9. If clock is no longer official game timepiece:
 - a. Have the Timer come down to the field to time game.
 - b. Both coaches are to be notified immediately when the game clock breaks and time is to be kept on the field.
 - c. When there are 2 minutes remaining in either half, Timer shall tell SJ who then becomes official Timer using his watch. This signals the Referee to give a 2-minute notification to both teams.
 - d. With less than 2 minutes remaining in each half, when clock stops by rule, SJ gives remaining time to other officials so that this information can be relayed to each team. A team

representative may leave their team area along the limit line to get timing information to relay it back to their team area.

10. Should game clock become operative after a malfunction, SJ shall give timing duties back to Timer (except when less than 2 minutes remain in either half). This includes telling Timer of time remaining in the half.
11. When SJ gets onto field before start of game, test to see if field phones are working and that SJ can communicate with the Timer in the press box.
12. Be aware of potential 10-second subtraction situations. Whenever, in the last minute of either the second or fourth quarter, either team commits a foul that cause the game clock to stop, there is a potential for a 10-second subtraction from the time remaining on the game clock when the foul occurred. Be alert to instructions from the Referee regards the correct time to place on the game clock after the penalty is enforced. If the foul occurs with less than 10 second of the game clock, there is a possibility the half or game will be over.
13. Write down time the game ended and give to Referee at post game meeting for game report.

SCCFOA - CLOCK OPERATOR INSTRUCTIONS

- 1) Synchronize your time with Side Judge's time. Carry extra timing device or stop watch in case you need to hand time game if game clock fails to work.
- 2) Insure game clock is working before game. Note any problems or situations and give this information to the Side Judge before the game. If the clock has a horn or buzzer feature, make sure it does not go off during action of the last play of a quarter. Horn or buzzer should only sound after all action of the last play of a quarter is over and the ball is dead. It may be necessary to turn off the horn or buzzer function, if possible, to prevent it from sounding while the last play of a quarter is in progress.
- 3) Start game clock running down 60 minutes before kickoff. Be ready to start this count down on Side Judge's signal. He should be standing near midfield about an hour before the game. He will give a 'wind' signal when you should start the 60-minute count down. When clock reaches 1 minute, reset it to 15 minutes - normal time for first quarter. The Side Judge will time the minute before kickoff to start each half.
- 4) Make sure you understand official signals that indicate the starting and stopping of clock. Make sure you also understand when clock should start or stop (for example, a touchdown, the snap, NEVER use clock on a try, etc.).
- 5) Ask the Side Judge if you are unsure. DO NOT anticipate clock stopping or starting. Wait to get proper signals from field officials. Be alert for officials giving wind signal on kickoffs.
- 6) At the end of the first and third quarters, reset clock to 15 minutes when Referee signals end of quarter by holding ball over his head after time runs out in a quarter and all action has stopped.
- 7) Reset clock to 20 minutes for halftime and start the clock when the Referee gives the Wind-the-Clock signal. Game clock is the official time for timing halftime period. Again, when the clock reaches 1 minute, reset it to 15 minutes before start of the second half.
- 8) During pregame meeting tell Side Judge how you will contact him should a clock problem arise.
 - a) Be prepared to come down to the field to hand time the game if game clock becomes inoperative.
 - b) When there are 2 minutes remaining in either half, tell Side Judge of this fact - he then becomes the official Timer of the game. At this point, give the Side Judge the time remaining in the half.
- 9) If game clock becomes operative after a malfunction, Side Judge will give timing duties back to you (except when less than 2 minutes remain in either half). This includes telling you of the time remaining in the half.
- 10) Be prepared for Side Judge trying to talk to you in the press box before game starts. This is to see if field phones are working properly and the two of you can communicate during the game should a timing problem arise.
- 11) Be aware of potential 10-second subtraction situations. Whenever, in the last minute of either the second or fourth quarter, either team commits a foul that cause the game clock to stop, there is a potential for a 10-second subtraction from the time remaining on the game clock when the foul occurred. Be alert to instructions from the Referee regards the correct time to place on the game clock after the penalty is enforced. If the foul occurs with less than 10 second of the game clock, there is a possibility the half or game will be over.