


Pre-Snap Referee:

- Set the ball spotters to create the neutral zone  Spot ball in middle of field **Recommended**
- Announce down/distance/ LTG, mark the ball 'Ready for Play' by blowing it in with signal
- 'Ready for Play' procedure should not prevent a Team from snapping the ball quickly
- Start the timing of the play clock (Take or delegate to LJ)
- Initial position should be approximately 7 yards wide and 7 yards deep from the deepest offensive back and on the opposite side of the field as the Line Judge and same side as the Back Judge
- Positioning should be able to see the center, players near the center and backs in your sightlines. Alert to false starts and illegal shifts
- Communicate to the offense when play clock gets to 15 & 10 seconds with singular and verbal countdown from 5,4,3,2,1 **Optional or mandatory with 2-man**



Pre-Snap Line judge:

- Finishing previous play. Mark forward progress spot with downfield foot and signal next down. Upon giving the R the spot communicate down and distance to the down box
- Take initial position between the neutral zone on the boundary opposite the R and BJ. Widen position as players press the boundary in their pre-snap alignment
- Communicate to the offense when play clock gets to 15 & 10 seconds with singular and verbal countdown from 5,4,3,2,1 **Optional**
- Sightlines: neutral zone, players on both sides of the LOS. Alert for players entering and exiting
- Alerts: encroachment, false starts, illegal snaps, illegal formations, illegal shifts, illegal motions. Take responsibility for players in motion

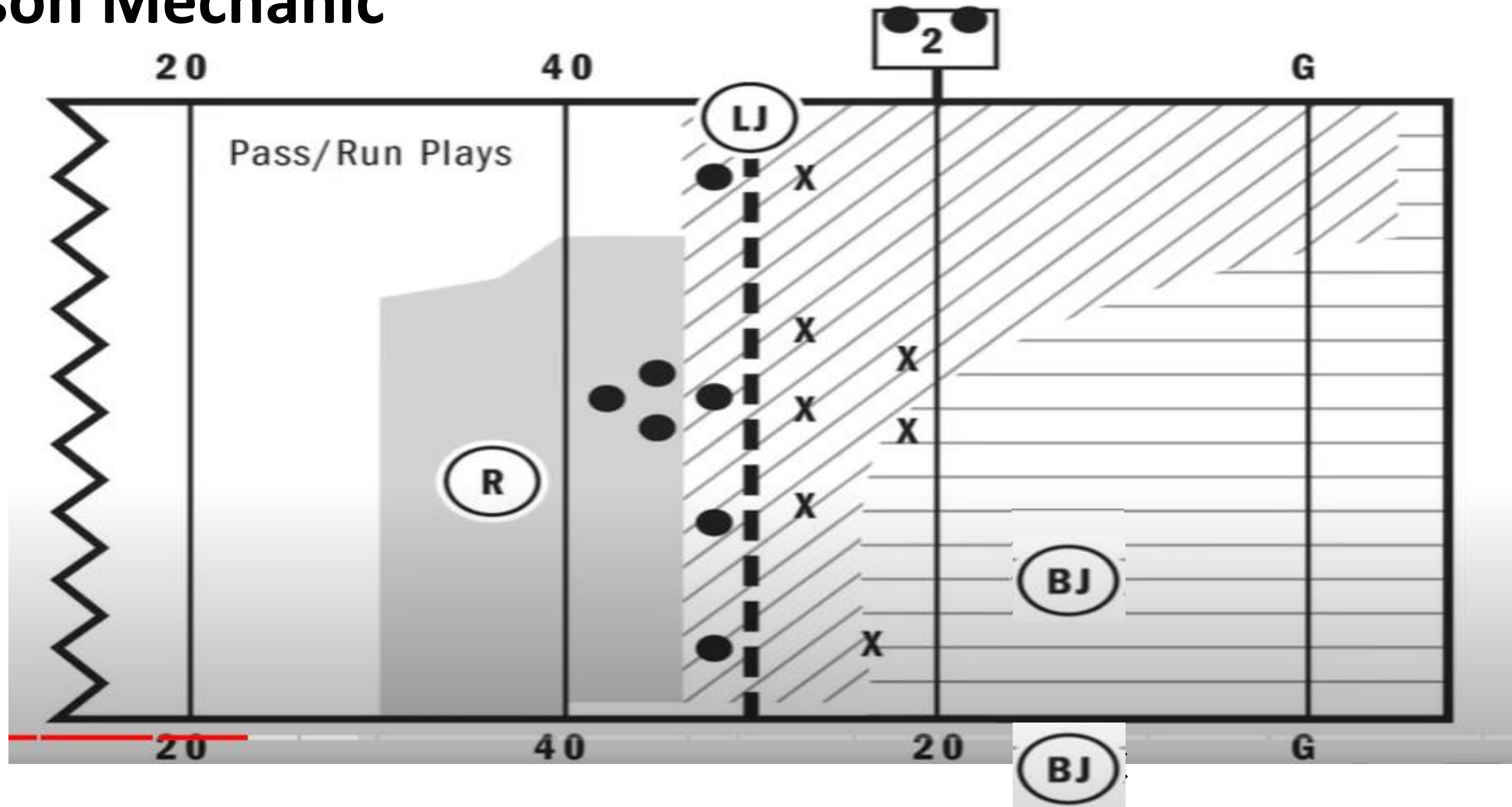


Pre-Snap Back Judge:

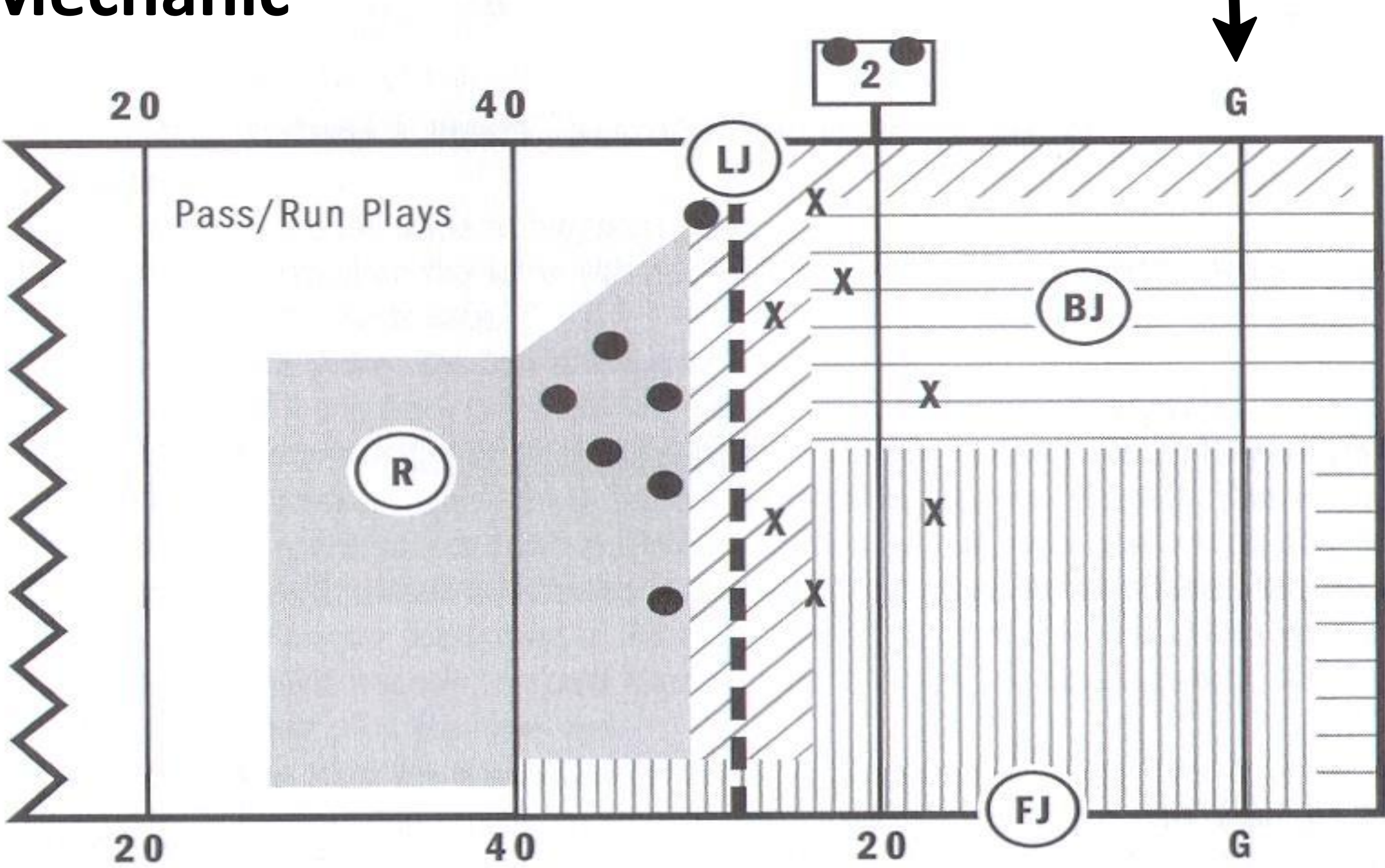
- Upon conclusion of the previous play, if necessary, mark the forward progress spot and pass on to the LJ for the next LOS
- Initial position is opposite boundary of the LJ at least 20 yards downfield and 5 yards deeper than the deepest defender.
- On the boundary NOT 5 yards on the field of play unless 'Regulation' field
Wider is better and can press the play as it dictates following your reads
- Be aware of substitutes and communicate the clock status when needed



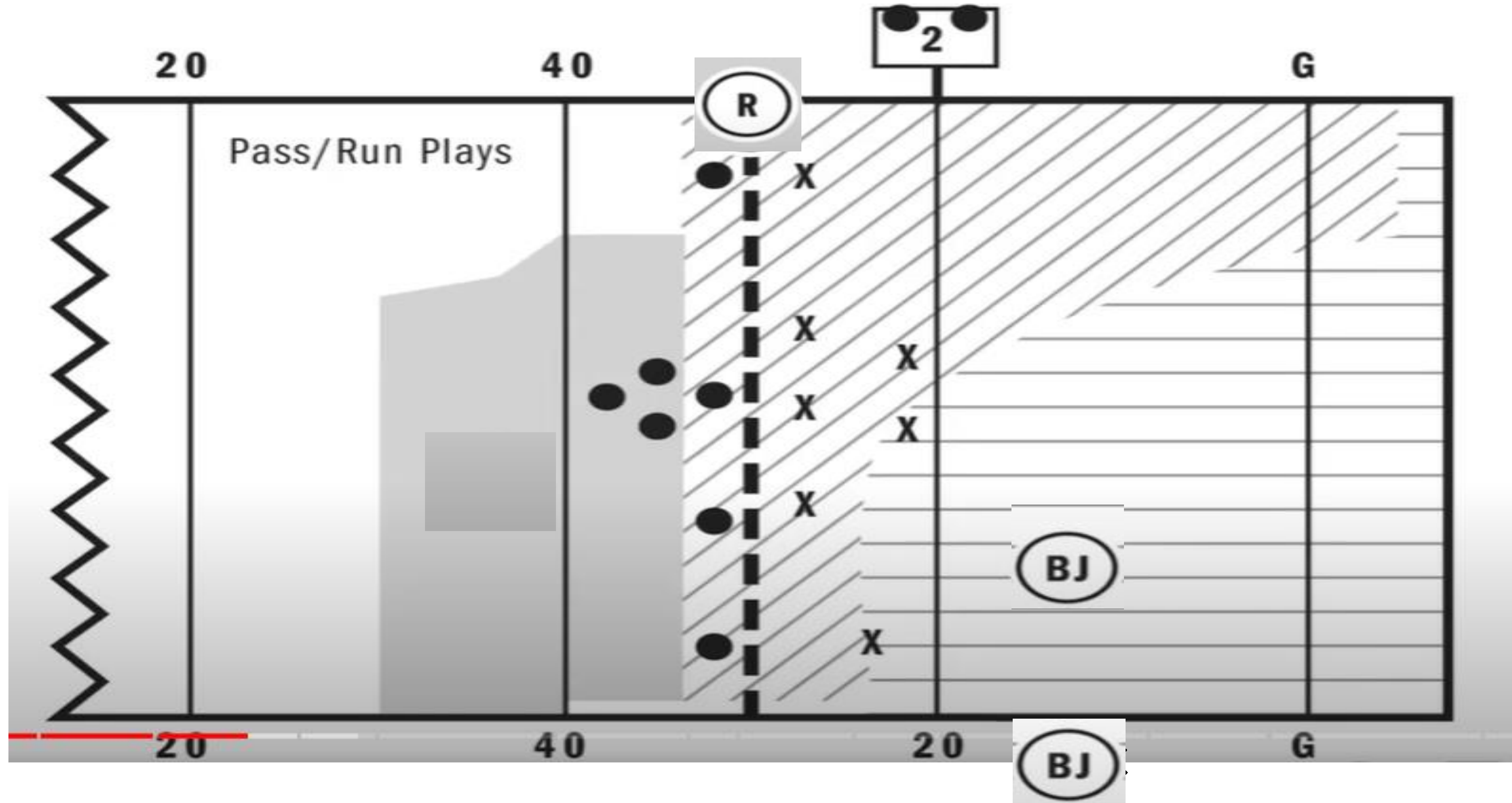
3 Person Mechanic



4 Person Mechanic



2 Person Mechanic / Allow players to spot ball off your mark



Reading and understanding initial keys:

Referee:

- QB, players and blockers in the backfield

Line judge:

- Snapper, all players lined up on their respective LOS and receivers on your boundary

Back Judge:

- Receivers on your boundary and field side of the snapper



Passing and Running Plays Referee:

- Ready to rule on snap if it strikes the ground. After the snap observe action behind the neutral zone eyes on the QB and blockers around the QB/ runner
- Mark forward progress if play ends behind the LOS
- Assist the BJ with runners going out of bounds on your boundary
- Once ball is advanced beyond the LOS remain near the neutral zone to rule on plays from trailing position behind the ball
- Remain wider and deeper than the QB aware of potential backward passes to another passer. If pass is not thrown immediately, responsible for ruling on all passes behind the LOS. If in doubt, the pass is backward
- When forward pass is thrown announce “Balls Away” with eyes on the passer until no threat of a foul
- Primarily responsible for roughing the passer and intentional grounding
- Press the LOS with the passer to rule on the legality of the pass. If in doubt, the pass is legal



Passing and Running Plays Line Judge:

- **Post snap, hold your position for 1 count to observe initial charge of the line players to rule on contact created by either team.**
- **Run read: Hold at the neutral zone and observe blockers and defenders around the ball. If pass is thrown immediately rule on the direction.**
- **Pass read: Move downfield 3-5 yards with eyes on the middle of the field and receivers pressing your boundary**
- **Once the forward pass is thrown work to position between the receiver and defender keeping 'outside in' look of the play**
- **As the runner crosses the LOS stay parallel with the runner to rule on all backward passes beyond the LOS. Mark forward progress past the neutral zone and responsible for your sideline from end line to end line**



Passing and Running Plays Back Judge:

- After the snap hold your position for a 1 count to observe movement of initial keys
- Run read: Observe blockers around runner and retreat to boundary as the ball presses your sideline **Note: Refer to your chosen mechanic recommended or otherwise**
- Pass Read: Retreat as receivers establish patterns. Don't allow players to get behind you. Once the pass is thrown work to get in position between the receiver and the defender

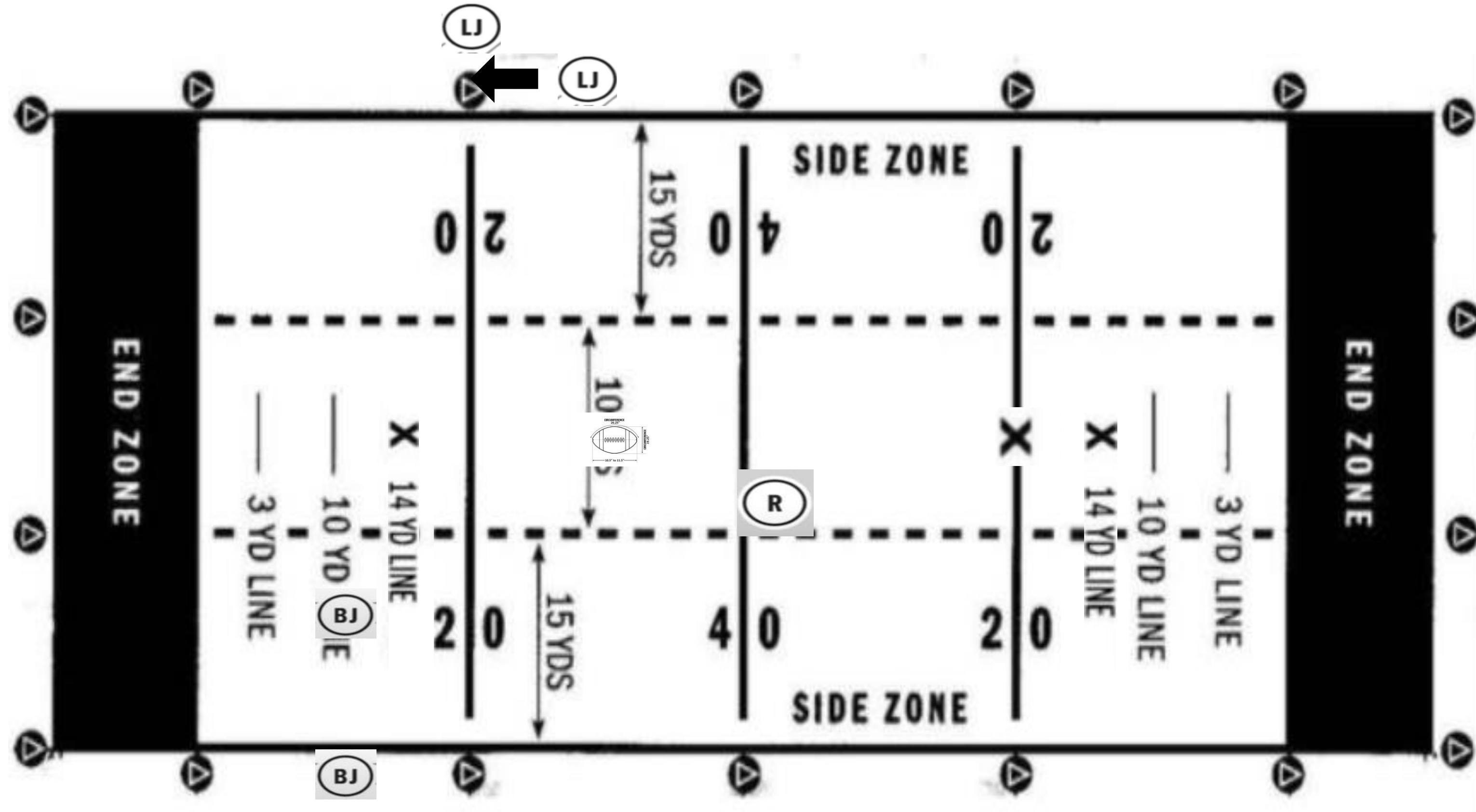


3rd and 4th Down Line to gain coverage:

- **Referee: Position, coverage and responsibilities are the same as other scrimmage plays**
- **Line Judge: Pre-snap position and keys remain the same. If the ball is snapped 10 yards or less from the line-to-gain move quickly to LTG. Hold there to rule of 1st down or forward progress short. Travel as the runner travels beyond the LTG to dead ball.**
- **Back Judge: Position, coverage and responsibilities are the same as other scrimmage plays**



Line to Gain

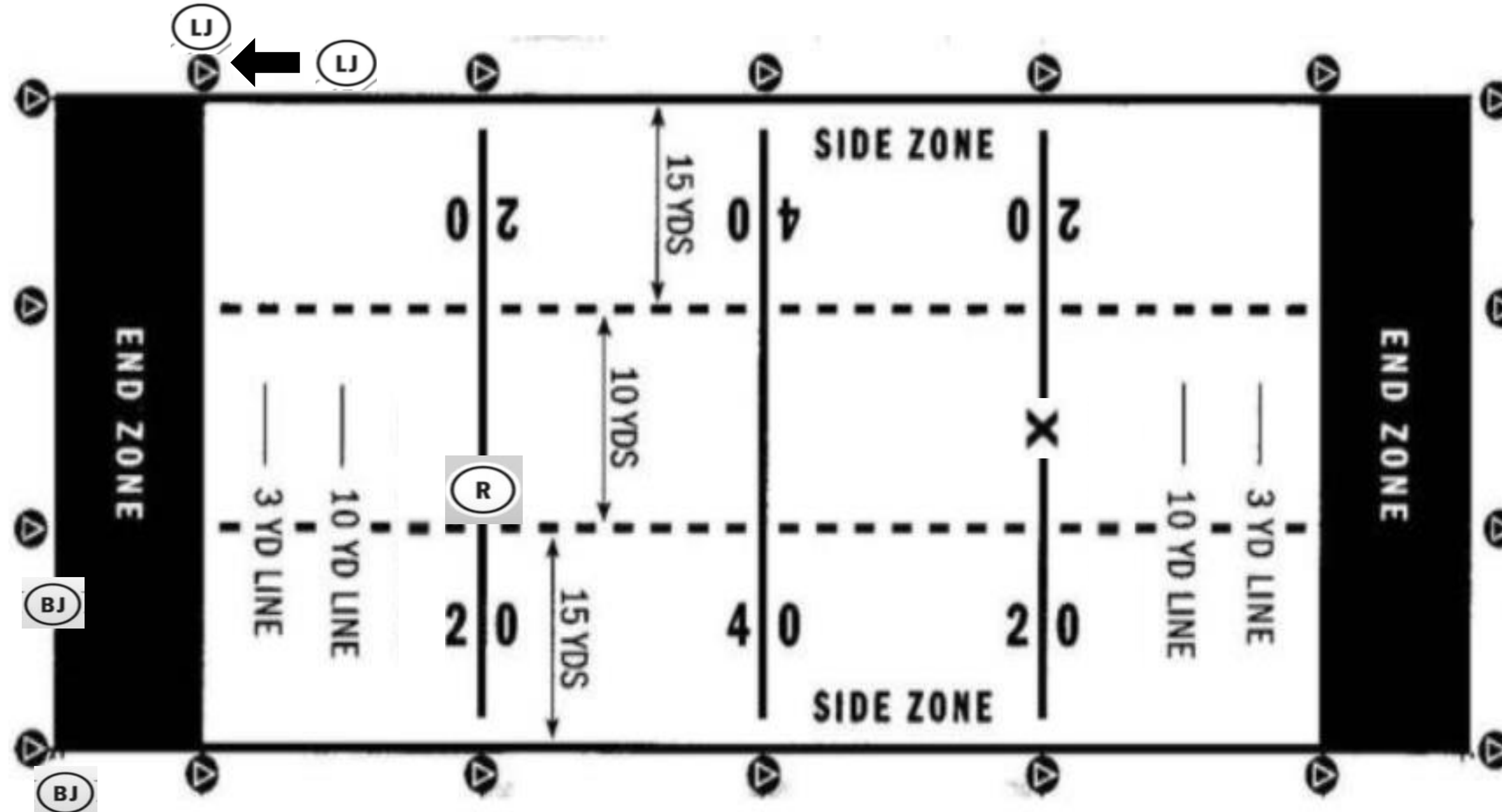


Goal line and conversion coverage:

- **Referee:** Pre-snap position, keys and coverage responsibilities are the same
- **Line Judge:** Pre-snap position and keys remain the same. If the ball is snapped on the 10 yard-line or inside move to the goal line immediately to rule on plays from there.
- **Back Judge:** Pre-snap position remains the same. If the ball is snapped on the 10 yard-line or in position on the end line and off the boundary. Hold position until dead ball or change of possession.

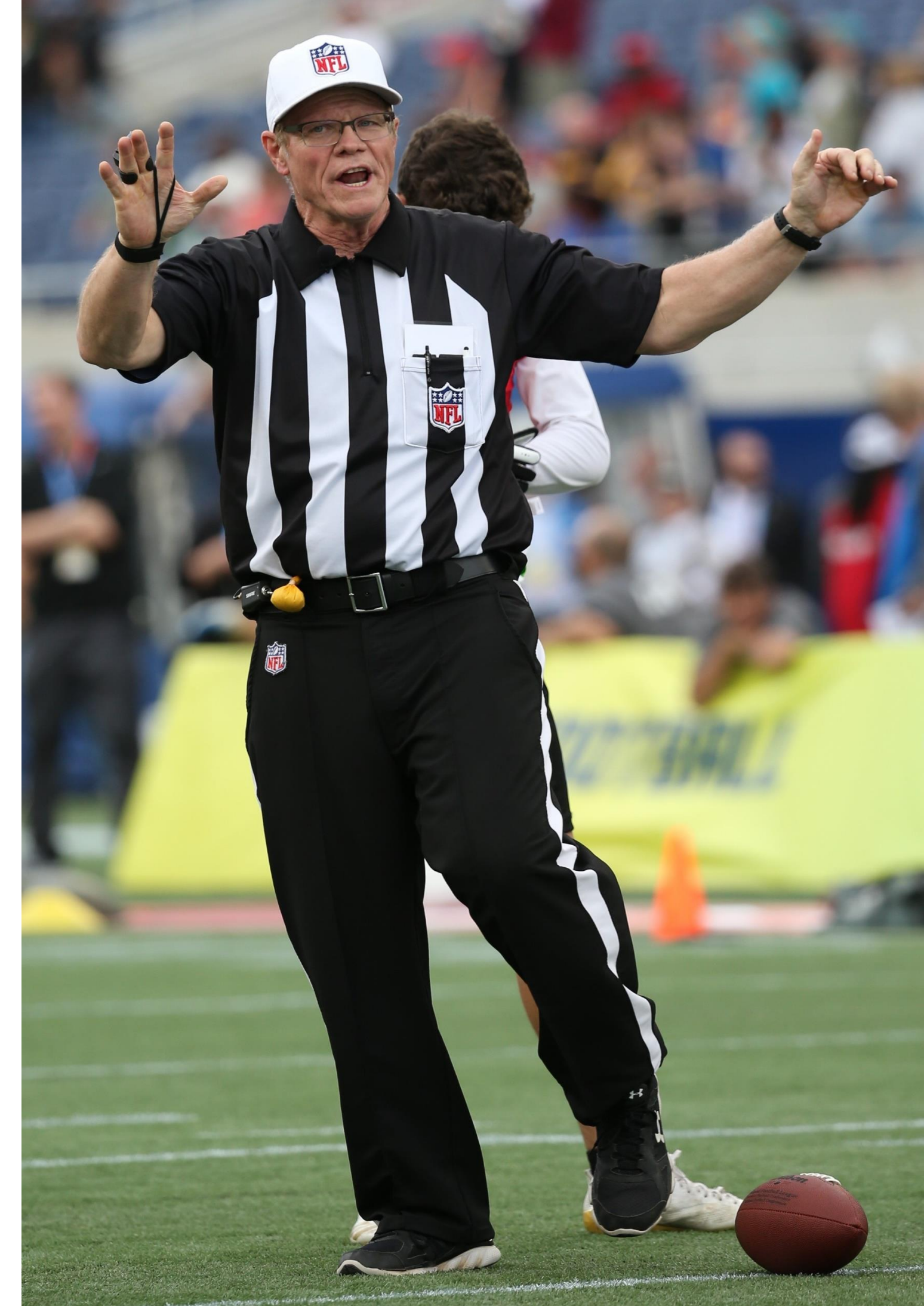


Goal Line and Conversion



Communication Reminders:

- Be respectful and speak in an even tone
- Make eye contact and be aware of poor body language
- In game, you must focus on the game.
- Answer questions, not statements.
- If you don't know the answer, tell them so.
- Provide answers as game allows
- When conflict arises, stay calm and maintain professionalism.
- If complaints continue, alert coaches and players of possible penalty or even ejection.



Penalties

























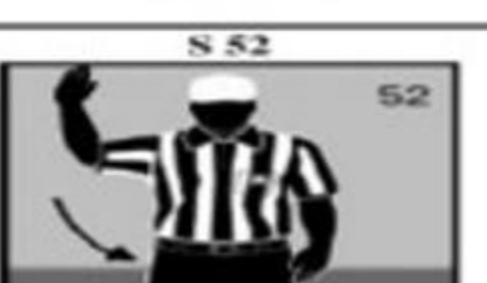
- A runner shall not charge into nor contact an opponent in their path or attempt to run between 2 opponents **Stay in front of rough play don't chase it**
- It is illegal to pull flags from an offensive player who does not have possession of the ball
- All fouls committed by the defense are automatic first downs
- All fouls committed by the offense are loss of down
- No 15 yard penalties
- All personal fouls are 10 yards

Disqualification

- Flagrant unsportsmanlike conduct: Fighting, leaving the box to enter the field during fight, intentionally contacting an official
- Flagrant personal foul: tackling a ballcarrier, fighting an opponent, leaving the sideline to participate while the play is live (Nonplayer)



Penalty Signal Chart

<p>S 1</p>  <p>Ready for play</p>	<p>S 3</p>  <p>Stop the clock</p>	<p>S 5</p>  <p>Touchdown</p>	<p>S 6</p>  <p>Safety</p>	<p>S 8</p>  <p>First Down</p>
<p>S 9</p>  <p>Charging</p>	<p>S 10</p>  <p>Incomplete pass</p>	<p>S 11</p>  <p>Stripping</p>	<p>S 14</p>  <p>End of period</p>	<p>S 18</p>  <p>Offside Defense Illegal Blitz</p>
<p>S 19</p>  <p>False start Illegal procedure Impeding the rusher</p>	<p>S 20</p>  <p>Illegal shift (2 hands) Illegal motion (1 hand)</p>	<p>S 21</p>  <p>Delay of game Delay of pass</p>	<p>S 22</p>  <p>Illegal participation Illegal substitution</p>	<p>S 27</p>  <p>Unsportsmanlike conduct</p>
<p>S 31</p>  <p>Illegal batting/kicking (Followed by pointing toward toe for kicking)</p>	<p>S 33</p>  <p>Pass Interference</p>	<p>S 34</p>  <p>Roughing passer</p>	<p>S 35</p>  <p>Illegal forward pass Illegal backward pass</p>	<p>S 38</p>  <p>Illegal contact</p>
<p>S 42</p>  <p>Holding/obstruction Illegal use of</p>	<p>S 43</p>  <p>Illegal block</p>	<p>S 47</p>  <p>Disqualification</p>	<p>S 51</p>  <p>Jumping Diving</p>	<p>S 52</p>  <p>Flag guarding Illegal Flag pull</p>

