

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

T. H. Shouldice, June 1969

OFFICIATING MECHANICS FOR FOOTBALL CREWS WITH 7 OFFICIALS

FOREWORD

This manual describes specific positioning and mechanics for crews with 7 officials. Positioning and mechanics that are common for crews with 6 or 7 officials are contained in the General Officiating Mechanics for Elite Football.

Some mechanics have been developed specifically for rules or game administration that only apply to the CFL. These are identified by **yellow highlighting** in the version published for use in the CFL but are hidden in the version published for use in Amateur Football.

The content related to crews with 6 officials has been extracted from this manual in preparation for revised content in 2020.

Darryl Baron
Editor, Officiating Mechanics for Elite Football
May, 2023

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CHAPTER 1 – OFFICIATING BASICS

SECTION 1 – GENERAL INFORMATION

1. General Comments

- 1.1. The Mechanics provide descriptions of responsibilities and guidance for positioning. Officials are expected to be able to read coverages and plays, and to adjust their positioning in order to be in a good position to see the action you are responsible for covering or need to see on any given play.

CHAPTER 2 – FIELD MECHANICS

SECTION 1 – GENERAL INFORMATION

1. On-Field Officials

1.1. Identification of Field Officials

1.1.1. Crew members will be identified as:

- Referee (R)
- Umpire (U)
- Down Judge (DJ)
- Line Judge (LJ)
- Side Judge (SJ)
- Back Judge (BJ)
- Field Judge (FJ)

1.2. Positional Deployment

1.2.1. REFEREE – Initial position is in the Team A backfield. UMPIRE – Initial position is in the Team A backfield opposite the Referee.

1.2.3. DOWN JUDGE – Initial position on the line of scrimmage on the same side of the field as the Side Judge.

1.2.4. LINE JUDGE – Initial position on the line of scrimmage immediately opposite the Down Judge, on the same side of the field as the Back Judge.

1.2.5. SIDE JUDGE – Initial position on or near the sideline 18 - 23 yards in advance of the line of scrimmage on the same side of the field as the Down Judge.

1.2.6. BACK JUDGE – Initial position on or near the sideline 18 - 23 yards in advance of the line of scrimmage on the same side of the field as the Line Judge.

1.2.7. FIELD JUDGE – Assume an initial position behind the defensive backfield and in a position of sufficient depth to cover all down field action and the deepest line.

2. Positional Responsibilities

2.1. General

- 2.1.1. General positional responsibilities are outlined in the General Mechanics document.
- 2.1.2. Exceptions or additions to those responsibilities are described here.

2.2. Referee

- 2.2.1. Content for this section is in the General Mechanics manual.

2.3. Deep Side Officials

- 2.3.1. On diagrams the Deep Side position will be denoted by the symbol “DS” or, more specifically as “BJ” (Back Judge) or “SJ” (Side Judge).
- 2.3.2. Deep Side Officials are responsible for their respective sideline picking up the coverage from the end of their sideline partner’s coverage and extending to the Team B Dead Ball Line.
- 2.3.3. Provide Goal Line coverage when it is active to the play.

2.4. Field Judge

- 2.4.1. On diagrams the Field Judge position will be denoted by the symbol “FJ”.
- 2.4.2. The Field Judge is responsible for the offensive and defensive tactics that take place beyond the line scrimmage to the depth of the Dead Ball Line up to the limits of the zones covered by the Deep Side officials.
- 2.4.3. In conjunction with the Deep Side officials, count the number of players on the defensive team.
- 2.4.4. The Field Judge is responsible for the Play Clock on kick-offs and all plays from scrimmage.
- 2.4.5. The Field Judge is responsible for coverage at the deepest active line.

SECTION 2 - PREGAME DUTIES

1. Prior to Pre-game Walk

1.1. Pregame Meeting & Stadium Arrival

1.1.1. Content for this section is in the General Mechanics manual.

1.2. Referee

1.2.1. Content for this section is in the General Mechanics manual.

1.3. Umpire

1.3.1. Content for this section is in the General Mechanics manual.

1.4. Sideline Officials

1.4.1. Content for this section is in the General Mechanics manual.

1.5. Deep Officials

1.5.1. Content for this section is in the General Mechanics manual.

2. Pre-Game Walk

2.1. General

2.1.1. Content for this section is in the General Mechanics manual.

2.2. Referee and Umpire

2.2.1. Content for this section is in the General Mechanics manual.

2.3. Sideline Pairings

2.3.1. Content for this section is in the General Mechanics manual.

SECTION 3 - PLAYS FROM SCRIMMAGE

1. Positioning

1.1. General

1.1.1. Initial positioning is shown in Figure 3.1

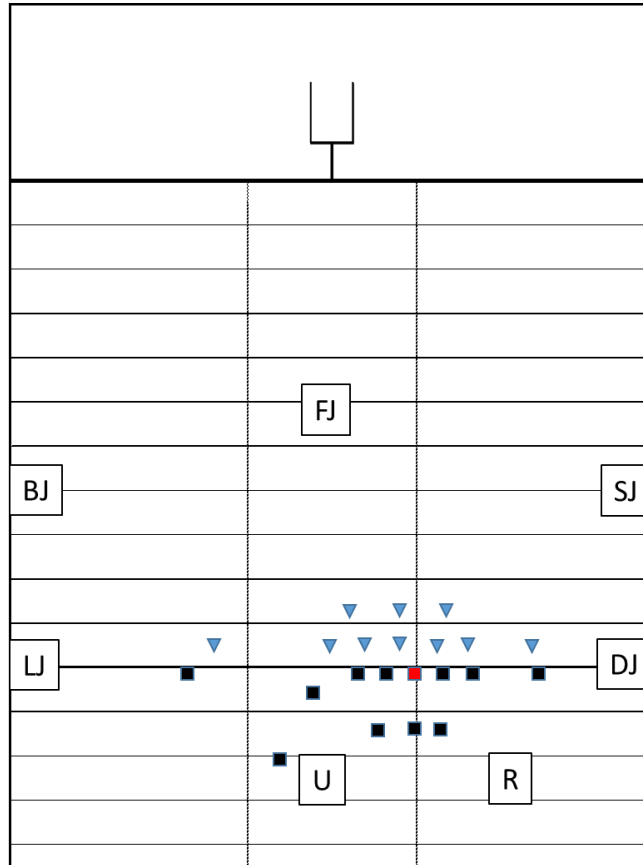


Figure 3.1 Basic Officiating Alignment – 7 Officials

1.1. Referee

1.1.1. Assume a position that provides a clear view of the offensive centre and the snap of the ball at a depth of 12 - 15 yards behind the line of scrimmage outside the offensive tackle’s position in a location that will not interfere with the movement of the offensive backfield players, while at the same time providing a clear view of the action behind the line of scrimmage.

- a. Assuming an initial position on the outside shoulder of the tight end, or where that would be if a tight end is not in the formation provides a visual reference for defining the box for Blocking Below the Waist.
- b. Amateur – initial position is on the side of the Quarterback’s passing arm

1.2. Umpire

- 1.2.1. Assume initial position in the Team A backfield, at a depth of 12 – 15 yards from the line of scrimmage, not more than 2 yards outside the offensive tackle on your side of the field that allows you to see the ball snapped.
 - a. Assuming an initial position on the outside shoulder of the tight end, or where that would be if a tight end is not in the formation provides a visual reference for defining the box for Blocking Below the Waist.
- 1.2.2. For 3rd & short plays, and where the Line of Scrimmage is inside the Team B 10-yard line, see Section 8, Third Down and Short Yardage and Section 9, Plays Near the Goal Line – Going In for more information.

1.3. Sideline Officials

- 1.3.1. Assume a position on or near your sideline with the back foot on the line of scrimmage, allowing a full view of the ball, the line of scrimmage, team benches and the substitution procedures of the teams on your side of the field.

1.4. Deep Side Officials

- 1.4.1. Assume a position on or near your sideline, 18 - 25 yards off the line of scrimmage which best provides coverage of the active lines on your side and that ensures outside control on your sideline.

1.5. Field Judge

- 1.5.1. Assume a position near the middle of the field at approximately 25 – 30 yards off of the line of scrimmage which best provides coverage of your primary receivers, being aware of the positioning of the defense.
- 1.5.2. Establish a position that provides a clear view of the pass receivers assigned to you and that enables you to provide coverage of the deepest active line.

2. Prior to the Snap

2.1. Referee

2.1.1. Content for this section is in the General Mechanics manual.

2.2. Umpire

2.2.1. Split the line with the Referee and observe the tactics and movement of the centre, the guard and offensive tackle on the side of the line of scrimmage where the Umpire is positioned. (Figure 3.2) Be sure the offensive line players under your observation have a proper pause and that, once set, do not move until the snap.

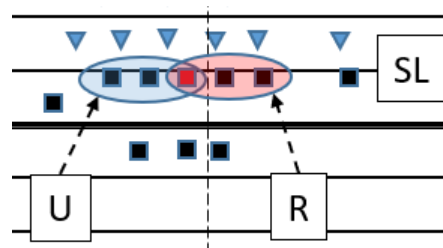


Figure 3.2 – Referee and Umpire Pre-Snap Offensive Line Responsibilities

2.3. Sideline Officials

2.3.1. Content for this section is in the General Mechanics manual.

2.4. Down Judge

2.4.1. Content for this section is in the General Mechanics manual.

2.5. Deep Side Officials

2.5.1. Count the players of the defensive team. Confirm with FJ.

2.5.2. After the 3-minute warning in each half assist with game clock

2.6. Field Judge

2.6.1. Be responsible for the Play Clocks.

- a. After the 3-minute warning in each half, responsibility extends to assisting the Referee with the management of both the game clock and the Play Clock.

2.6.2. Ensure that the down count is correct.

- 2.6.3. Count the players of the defensive team. Confirm with the Deep Side officials.

3. Ball Setup

- 3.1. Content for this section is in the General Mechanics manual.

4. Line of Scrimmage

- 4.1. Content for this section is in the General Mechanics manual.

5. Eligible Ineligibles

- 5.1. Content for this section is in the General Mechanics manual.

6. After the Snap

6.1. General Points

- 6.1.1. Referee
- a. Content for this section is in the General Mechanics manual.
- 6.1.2. Umpire
- a. Content for this section is in the General Mechanics manual.
- 6.1.3. Sideline Officials
- a. Content for this section is in the General Mechanics manual.
- 6.1.4. Deep Officials
- a. Content for this section is in the General Mechanics manual.

6.2. Primary Responsibilities

- 6.2.1. Sideline Officials
- a. Sideline Officials will initially be responsible for the second receiver from the outside on their side of the field.
- 6.2.2. Deep Side Officials
- a. Deep Side Officials will initially be responsible for the widest receiver on their side of the field.
 - b. Retain outside control in relation to the play and never place yourself in a position that forces you to turn away from the play.

6.2.3. Field Judge

- a. Have primary responsibility for ruling on the actions of receivers and defensive backs in your zone of responsibility on running and passing plays.
- b. Field Judge will be initially responsible for the 3rd and 4th receivers on both sides of the field.
- c. Be responsible for the ball when it is in your primary zone of coverage, which is the middle of the field extending from the deepest active line (goal line, dead ball line) to the seam of coverage of the Sideline and Deep Side officials.
- d. Move to retain a position that allows you to “look through” the play thus keeping the complete action in view.
- e. Provide back-up coverage for the Sideline and Deep Side officials.
- f. When covering a long run or deep pass check for pursuing defensive players & adjust positioning or line to avoid collisions.
- g. Be prepared to assist in setting the ball on long runs or completions.
- h. React to the play action and move to the projected point of completion on all pass plays providing an inside-out look on all plays and back-up on out-of-bounds plays to assist in the clean-up behind and after play termination.

6.2.4. Zone Coverage

- a. As the play progresses, coverage reverts to zone coverage. Officials are required to provide coverage on all pass receivers in their respective zones. See Figure 3.3.

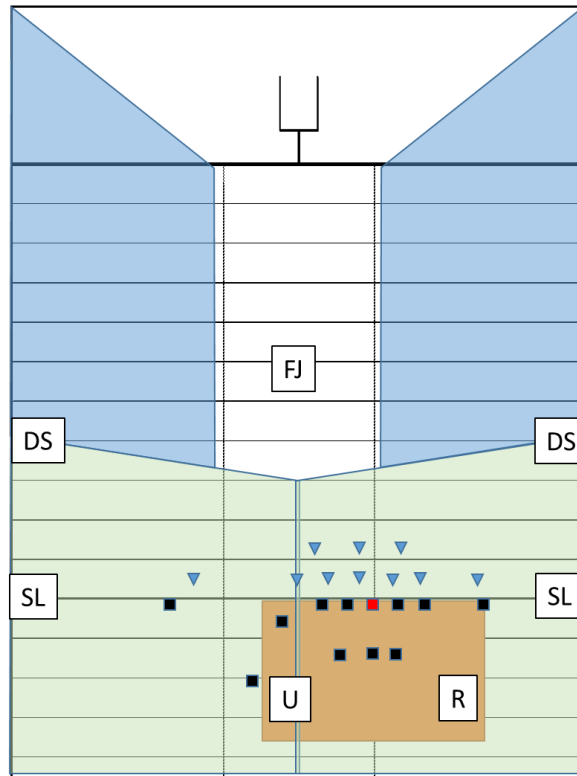


Figure 3.3a – Coverage Zones

6.3. Secondary Coverage

6.3.1. Content for this section is in the General Mechanics manual.

6.4. Scrimmage Run (not Quarterback)

6.4.1. Referee

- a. The following does not lessen your responsibility to clear the Quarterback after a handoff. On these plays, always ensure the Quarterback is not being threatened in any way before shifting coverage.
- b. If the run goes toward the Umpire's side, Referee focuses on backside blocking by Centre, Guard, and Tackle, and potentially the other Guard.
- c. Widen your focus to cover entire back side area of line play that is going away from you, and around the dead ball area as appropriate.
- d. If the run goes towards Referee, slide your focus to the point of attack ahead of the ball carrier on corner to the Tackle, running backs, or Slot back that is blocking.

- e. If the run goes up the middle and is downed a short distance over the LOS or in the backfield, widen focus to cover entire line and backfield area and around the dead ball area for extracurricular activities. The forward progress spot will be covered by the Sideline Officials with assistance from the Umpire.

6.4.2. Umpire

- a. If the run goes toward the Referee's side, Umpire focuses on backside blocking by centre, guard and tackle on your side, and potentially the other guard. Widen your focus to cover the entire back side area of line play that is going away from you, and around the dead ball area as appropriate.
- b. If the run goes towards Umpire, slide your focus to the point of attack ahead of the ball carrier on corner to the tackle, running backs, or slot back that is blocking. Box the play in with LS official.
- c. If the run goes up the middle and is downed a short distance over the LOS or in the backfield, monitor point of attack blocking on your side, and when safe to do so assist with forward progress spot or dead ball spot. The Sideline Officials have primary responsibility for all spots past the line of scrimmage.
- d. If the run play is a longer run up the middle, as ball moves up-field maintain a boundary position to the line players, safely outside of traffic and assist with blocking action in your immediate area and help with the point of attack blocking if possible, and eventually action around the dead ball. When safe to do so, assist with dead ball spot.
- e. Once the play is dead, take a position near the PBD or hash mark to set up for the next play.

6.4.3. Sideline Officials

- a. If run goes towards your side be prepared to box the play in with the Referee or Umpire. Adjust your focus to blocking at the point of attack ahead of the ball carrier.
- b. If the run goes away from you, move in off the sideline and pick up coverage on the actions of players behind the Referee or Umpire.
- c. If the run play goes up the middle and is downed a short distance over the LOS or in the backfield, the official to whom the ball is facing when it goes dead has primary responsibility for the spot.

- d. If the run play is a longer run up the middle, maintain outside position as ball moves up-field to stay outside. On long run plays, coverage should eventually be turned over to the deep officials and you switch to blocking.
- e. Sideline Officials have primary responsibility for the spot on their side of the field up to their downfield partner. Deep Side officials will have primary responsibility for the spot once the ball carrier has passed their position.

6.4.4. Deep Officials

- a. If you read run to the middle or your side of the field:
 - Do not retreat from your starting position until the play forces you to. Focus on the blocking actions of your primary key or other players immediately in front of the ball carrier.
 - Be prepared to shift coverage to the ball when there is no longer a blocking threat in front of the ball carrier.
 - Once the ball carrier has drawn even with your position you have primary responsibility for the ball and spot.
- b. If you read run to the far side of the field:
 - Move off the sideline as required to stay engaged with the play, keeping all players in front of you as the play progresses.
 - Be aware of actions of players towards the middle of the field, off the ball.
 - Be prepared to provide secondary coverage on the spot of the ball, if needed.

6.4.5. Field Judge

- a. Maintain coverage on primary keys for blocking actions in front of the ball carrier.

6.5. Quarterback Run or Rollout:

6.5.1. General

- a. The offensive backfield is divided into 3 coverage zones:

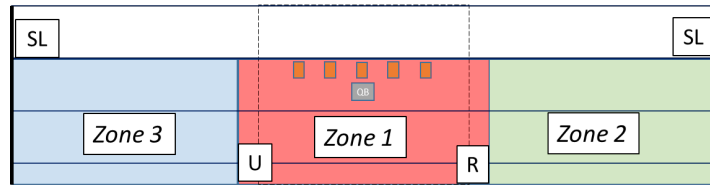


Fig. 3.3 – Quarterback Coverage Zones

- The lateral limits of Zone 1 are approximately the same as the Blocking Below the Waist Zone.

1.1.2. Positioning and Coverage

- a. In Zone 1 or Straight ahead from Zone 1:
 - The Referee has primary responsibility for covering the Quarterback in Zone 1.
 - When the Quarterback runs forward and stays between the Umpire and Referee, coverage does not change – the Referee has primary responsibility for the Quarterback.
- b. Into Zone 2:
 - The Referee has primary responsibility for covering the Quarterback in Zone 2.
 - When the Quarterback moves out of Zone 1 into Zone 2, the Referee maintains coverage on the Quarterback and moves to the outside to maintain an angle on the actions of any player threatening the Quarterback.
 - The Umpire may drift towards the Referee, but do not leave engaged players behind you and be aware of the Quarterback doubling back.
- c. Into Zone 3:
 - The Umpire has primary responsibility for covering the Quarterback in Zone 3.
 - When the Quarterback moves out of Zone 1 and into Zone 3, the Umpire shifts focus from blocking to the Quarterback, and starts to move towards the outside to maintain and an angle on the actions of any player threatening the Quarterback.
 - The Referee still moves with the Quarterback, but does not have to try and keep up. Work to maintain the separation with the Umpire as the Umpire moves outside, and shift focus to the actions in front of the Quarterback.

- d. If the Quarterback crosses the line of scrimmage, the official who is responsible for that zone covers the point of play termination. The Referee must work to maintain line-of-sight coverage on the Quarterback, but retain a controlled distance, thus providing full coverage of all the action.
- e. See Section 8 Quarterback Out of Bounds.

6.5.2. Sideline Officials

- a. Content for this section is in the General Mechanics manual.

6.6. Pass

6.6.1. Referee

- a. Responsible for intentional grounding situations when the Quarterback is in your coverage zone.
- b. If the Quarterback is sacked in Zone 1:
 - The Referee is responsible for determining if forward progress has been stopped and for killing the play.
 - If the Quarterback is driven back the Referee is to go directly to the pile and allow the Sideline Officials or Umpire to take the dead-ball spot. The Referee should have an idea of the dead ball spot (use a major line as reference), and once the Quarterback is cleared adjust the spot if necessary. This is not a critical spot, with greater tolerance here than on a dead ball spot across the line of scrimmage.

6.6.2. Umpire

- a. Be prepared to shift coverage to the Quarterback when the Quarterback moves out of Zone 1 and into your coverage zone.
- b. Responsible for intentional grounding situations when the Quarterback is in your coverage zone.
- c. Secondary coverage for low hits or high hits in Zone 1 is provided by the Umpire.

6.6.3. Sideline Officials

- a. If Quarterback scrambles or rolls to either side, retain the Line of Scrimmage with primary responsibility for ruling on whether or not a pass is thrown across the line of scrimmage.

- b. Sideline Official provides secondary coverage only for low hits and high hits on the Passer outside the offensive tackles. Sideline Officials have no responsibility for “late hits” on the Quarterback with respect to Roughing the Passer.
- c. Be alert for line players blocking downfield before a forward pass is thrown.

NOTE – with the Umpire no longer in the defensive backfield, judging on line players being downfield is the primary responsibility of the Sideline Officials.

- d. Sideline officials have primary responsibility for almost all spots up to the position of their DS partner.
 - Deep Side officials can take responsibility for the spot when a pass is caught within 2 yards of their position and the play goes dead immediately.
- e. On passes caught deep downfield, assist with dead ball action around the catch and safely hustle to participate in setting up for the next play.
- f. Along with your Sideline partner, rule on completions between you at the sideline. Remember to correctly control the clock. See the Section on Catch Near the Sideline.
- g. Be primarily responsible for coverage of laterals and shovel passes. Referee and Umpire may be able to provide assistance. Look through to the far side before signalling. If there is any doubt, let the play continue and then discuss after the play.

6.6.4. Deep Side Officials

- a. Work yourself into the best position to see separation or restricting actions of receivers and defenders.
 - Preferred position is to be upfield of the receivers. This allows a minimum of 2 and possibly 3 officials to support on the completion.
 - Stationary or at least breaking down rather than full sprint, and 8-12 yards away from the target area, generally provides the best view and ability to rule on the actions of players.
 - Parallel is seldom a good place to be, unless you are ruling on the goal line or a line-to-gain.

- Being in a trail position on deep passes is acceptable but not preferred.
- b. Sideline officials have primary responsibility almost all spots up to the position of their DS partner.
 - Deep Side officials can take responsibility for the spot when a pass is caught within 2 yards of their position and the play goes dead immediately.
- c. Be alert for offensive pick plays and offensive blocking on forward passes in advance of the line of scrimmage prior to completion of the pass.
- d. Rule on sideline completions that are at or beyond you, remembering to correctly control the time clock in all instances.
- e. On passes inside, be prepared to offer “other side” coverage to the catch and the ensuing action on the play.
- f. Along with your Sideline partner, rule on completions between you at the sideline. See the Section on Catch Near the Sideline.

6.6.5. Field Judge

- a. Be alert for offensive pick plays and blocking by the offensive team in advance of the line of scrimmage prior to completion of forward passes.
- b. Provide inside-out coverage on all pass plays thrown into the primary zones of the Deep Side. Once a pass is thrown, you must go to the ball and provide coverage.
- c. On deep passes to the sideline read the positioning and coverage of the Deep Side Official. It may be necessary to provide assistance on the completion if the Deep Side Official is in a trail position and the players prevent a clear view of the ball.
- d. Be prepared to cover the action of defensive line players on offensive receivers who are in the backfield.

7. Initial Assignment of Pass Receivers

7.1. General Rules of Receiver Coverage

- 7.1.1. Each official has initial responsibility for a specific pass receiver (or in some cases, two or more receivers) during the initial movement of the receiver once the ball is snapped. The position occupied by the receiver

at the time the ball is snapped is the factor that determines the responsibility.

- 7.1.2. Side officials (DS & SL) are responsible for the receivers on their side. The Field Judge has the middle of the field, and may or may not be able to help with outside coverage.
- 7.1.3. Receivers are designated by their position at the snap, counting from the sideline towards the ball.
 - Deep Side - #1
 - Sideline - #2
 - Field Judge - #3 & #4

7.2. Spread Formations

- #1 – Deep Side Official
- #2 – Line of Scrimmage Official
- #3, 4 & 5 – Field Judge

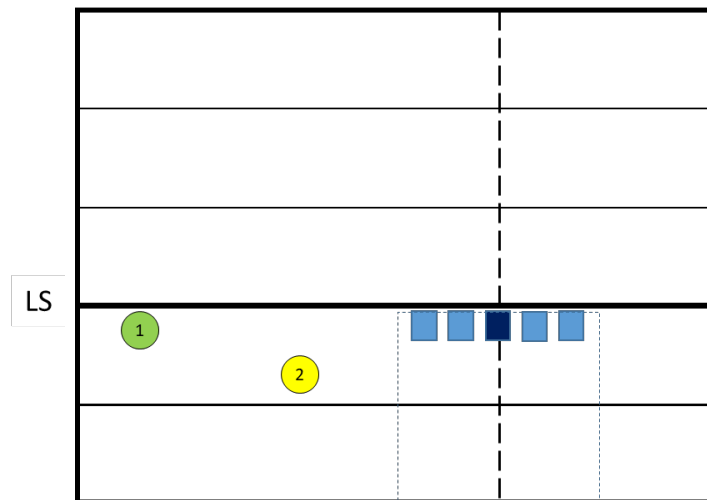


Figure 3.4 – 2-Receiver

- #1 – Deep Side Official
- #2 – Line of Scrimmage Official
- #3, 4 & 5 – Field Judge

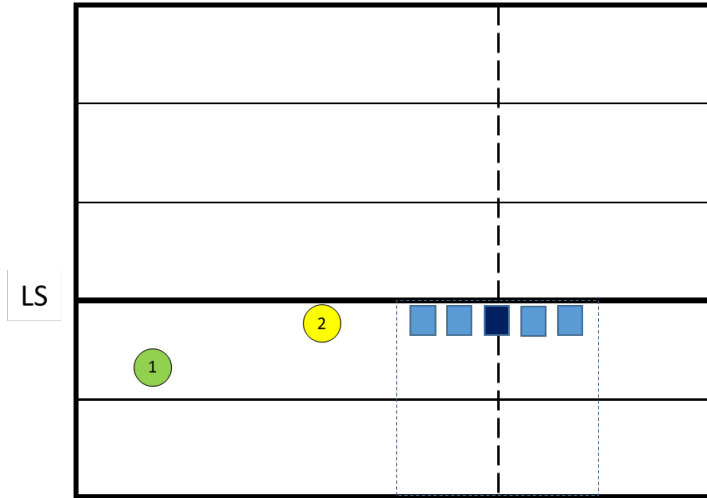


Figure 3.5 – 2-Receiver

- #1 – Deep Side Official
- #2 – Line of Scrimmage Official
- #3, 4 & 5 – Field Judge

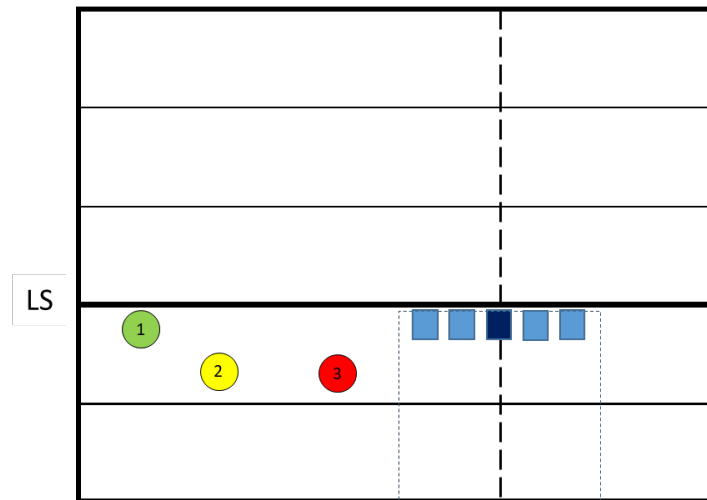


Figure 3.6 – 3-Receiver

- #1 – Deep Side Official
- #2 – Line of Scrimmage Official
- #3, 4 & 5 – Field Judge

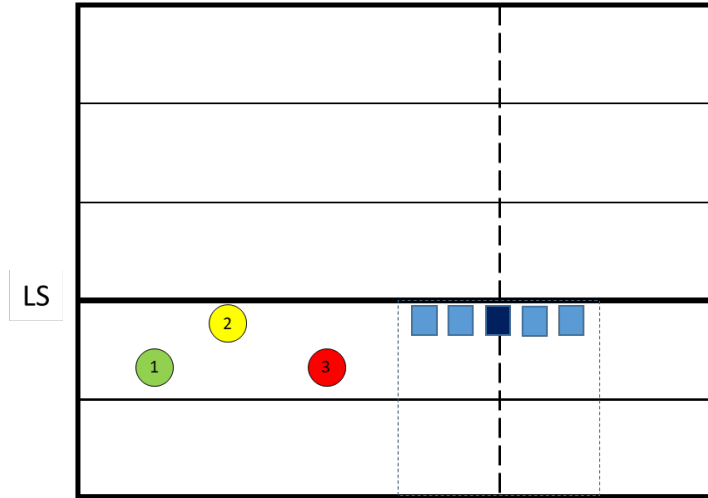


Figure 3.7 – 3-Receiver

- #1 – Deep Side Official
- #2 – Line of Scrimmage Official
- #3, 4 & 5 – Field Judge

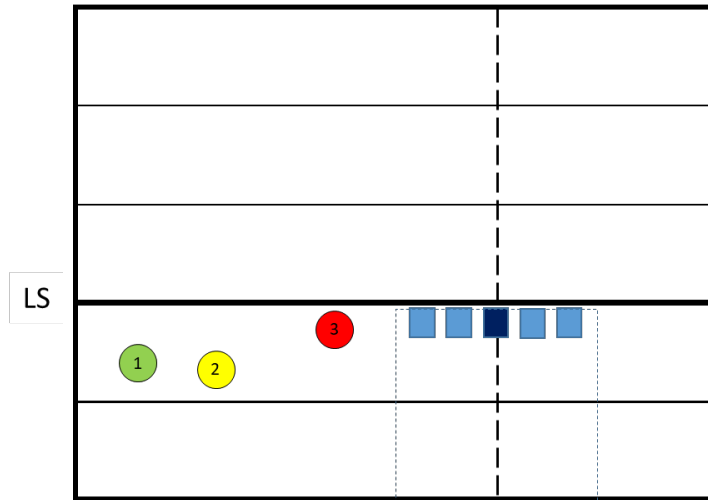


Figure 3.8 – 3-Receiver

#1 – Deep Side Official
 #2 – Line of Scrimmage Official
 #3, & #4 – Field Judge

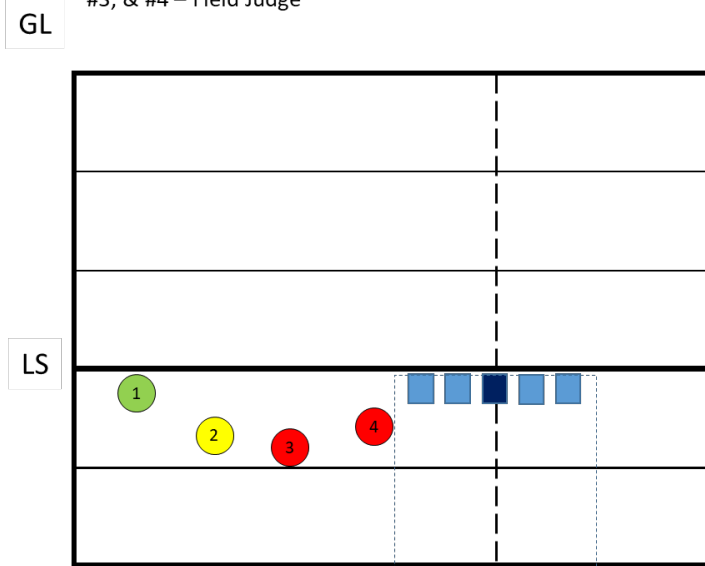


Figure 3.9 – 4-Receiver

#1 – Deep Side Official
 #2 – Line of Scrimmage Official
 #3, 4 & 5 – Field Judge

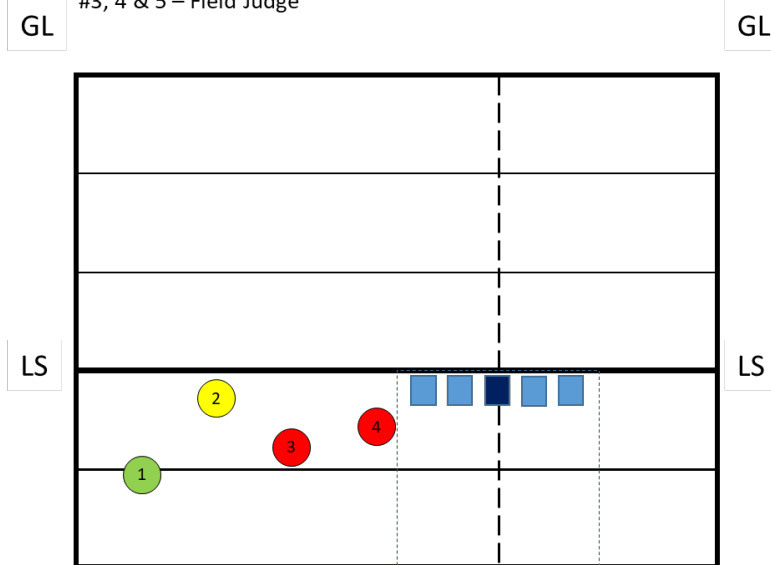


Figure 3.10 – 4-Receiver

#1 – Deep Side Official
 #2 – Line of Scrimmage Official
 #3, 4 & 5 – Field Judge

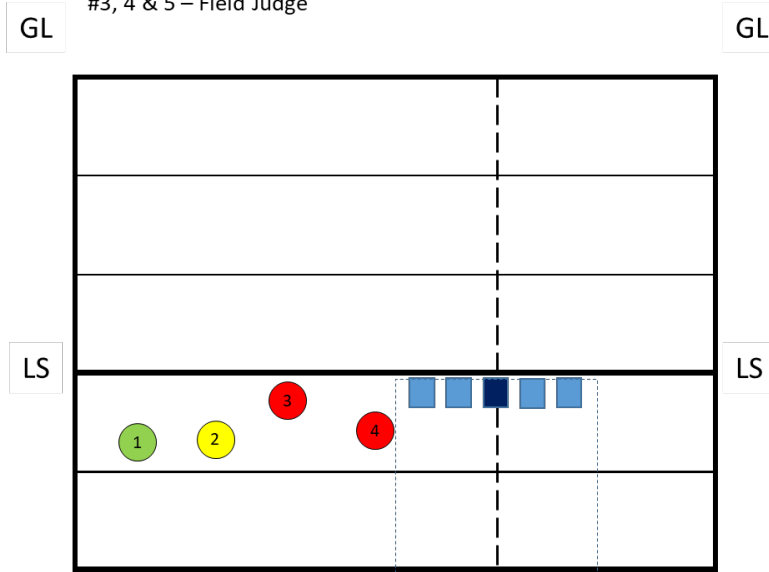


Figure 3.11 – 4-Receiver

#1 – Deep Side Official
 #2 – Line of Scrimmage Official
 #3, 4 & 5 – Field Judge

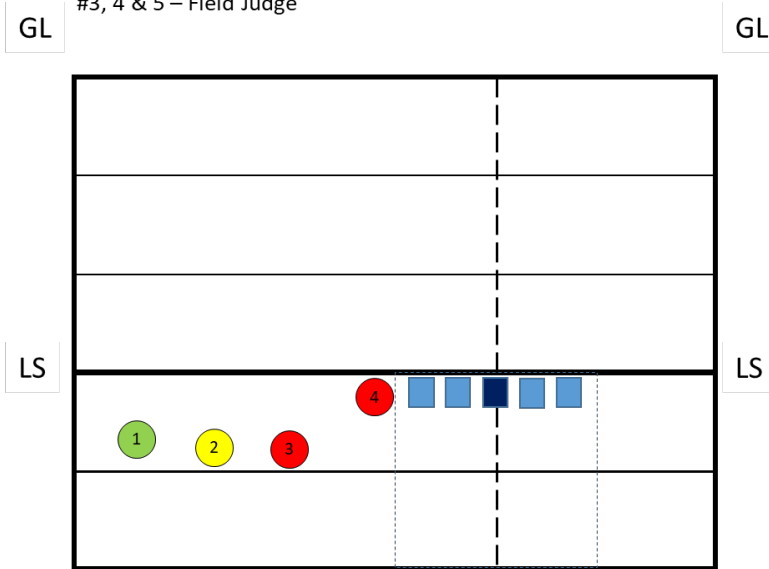


Figure 3.12 – 4-Receiver

7.3. Stack Formations

- 7.3.1. A stack or bunch occurs when 2 or more players are in a position in close proximity without clear lateral separation, either stationary or in motion.
- 7.3.2. Determine receiver assignment first based on vertical position, and second based on lateral position.
 - a. In a 2-Level stack where there is no obvious lateral separation between receivers, the front receiver is assumed to be outside the back receiver.:
 - Front receiver = #1 and belongs to DS official.
 - Second row receiver = #2 and belongs to the SL official.
 - b. Three- or four-receiver stack or bunch:
 - Front receiver = #1 and belongs to DS official.
 - If there are 2 or more receivers in second row, then the outside receiver is #2 and the inside receivers are #3 and #4.
 - The third-row receiver = #3 or #4, depending on how many are in the second row.

#1 – Deep Side Official
 #2 – Line of Scrimmage Official
 #3, 4 & 5 – Field Judge

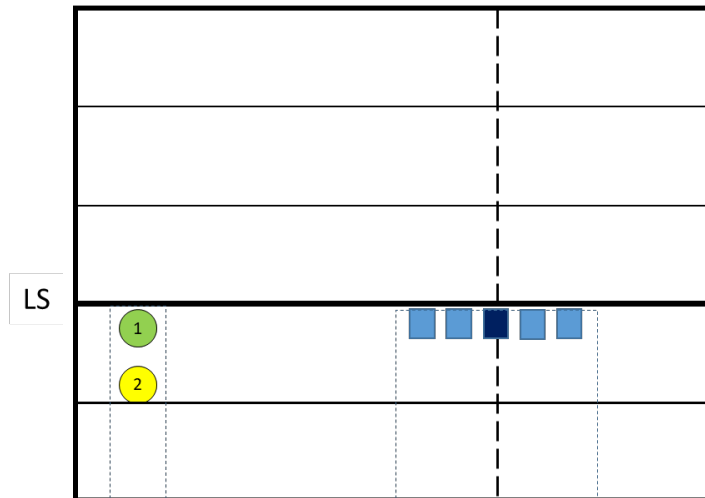


Figure 3.13 – 2-Receiver Stack

- #1 – Deep Side Official
- #2 – Line of Scrimmage Official
- #3, 4 & 5 – Field Judge

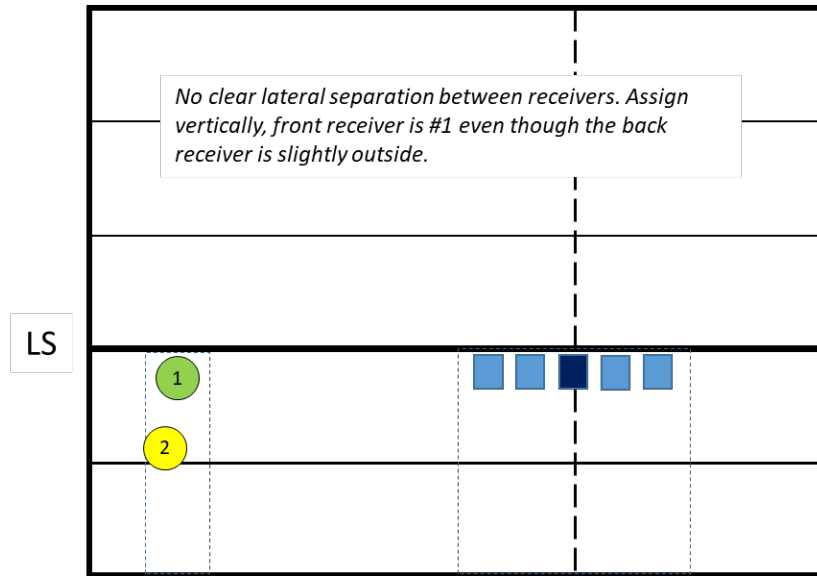


Figure 3.14 – 2-Receiver Stack

- #1 – Deep Side Official
- #2 – Line of Scrimmage Official
- #3, 4 & 5 – Field Judge

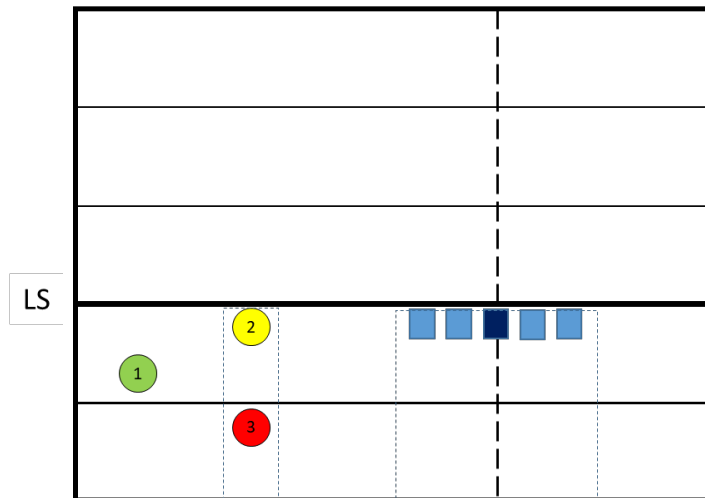


Figure 3.15 – 3-Receiver, 2-Level Stack

- #1 – Deep Side Official
- #2 – Line of Scrimmage Official
- #3, 4 & 5 – Field Judge

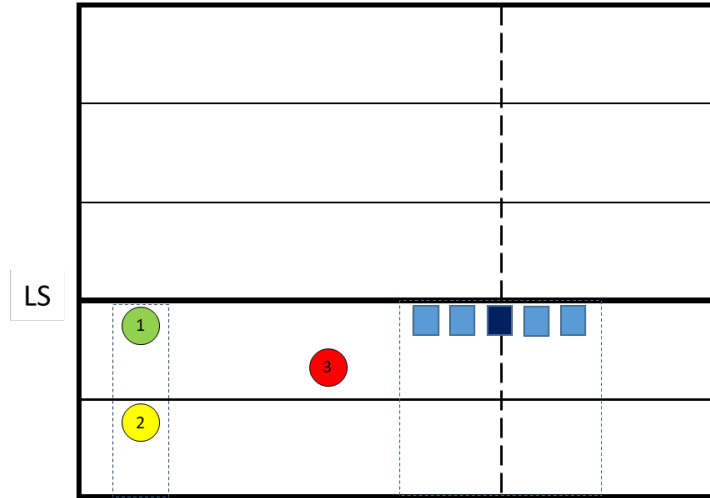


Figure 3.16 – 3-Receiver, 2-Level Stack

- #1 – Deep Side Official
- #2 – Line of Scrimmage Official
- #3, 4 & 5 – Field Judge

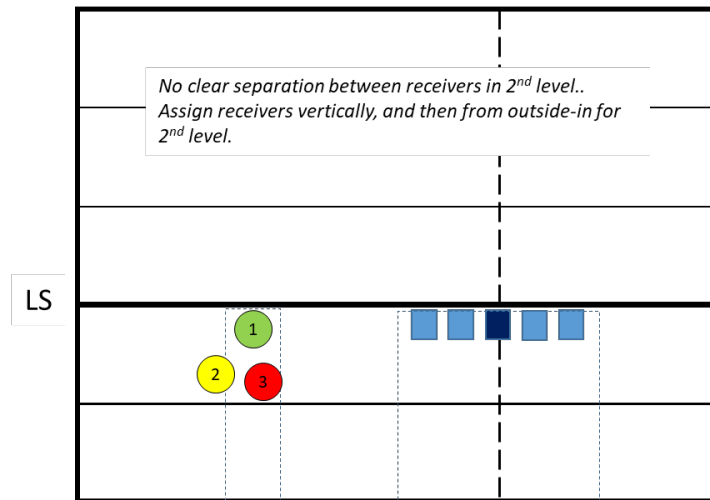


Figure 3.17 – 3-Receiver, 2-Level Stack

#1 – Deep Side Official
 #2 – Line of Scrimmage Official
 #3, 4 & 5 – Field Judge

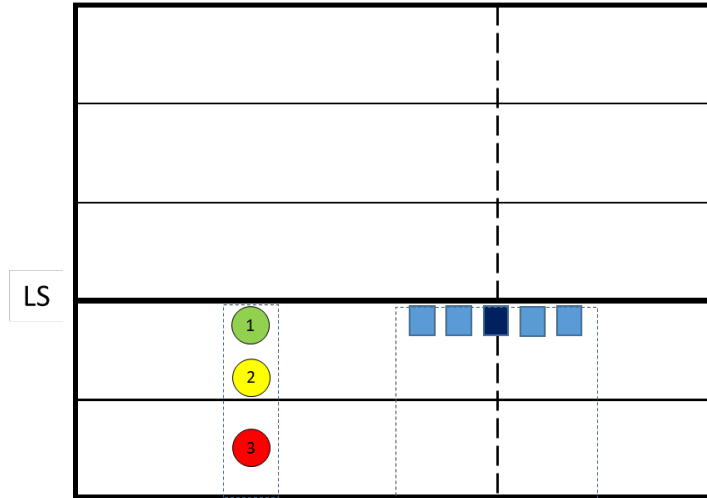


Figure 3.18 – 3-Receiver, 3-Level Stack

#1 – Deep Side Official
 #2 – Line of Scrimmage Official
 #3, 4 & 5 – Field Judge

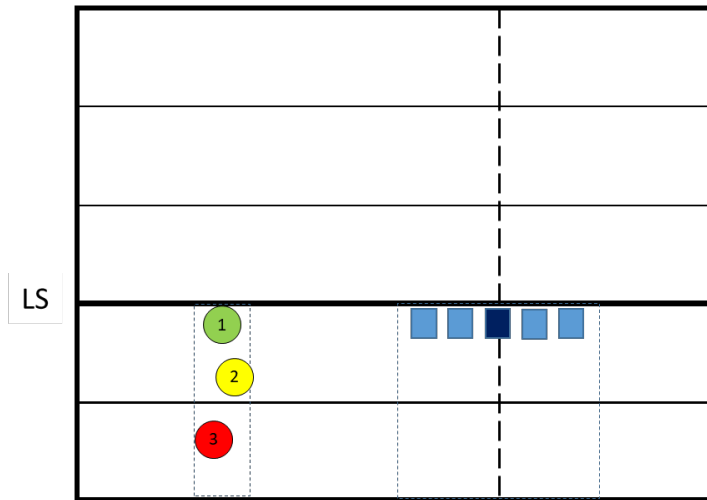


Figure 3.19 – 3-Receiver, 3-Level Stack

#1 – Deep Side Official
 #2 – Line of Scrimmage Official
 #3, 4 & 5 – Field Judge

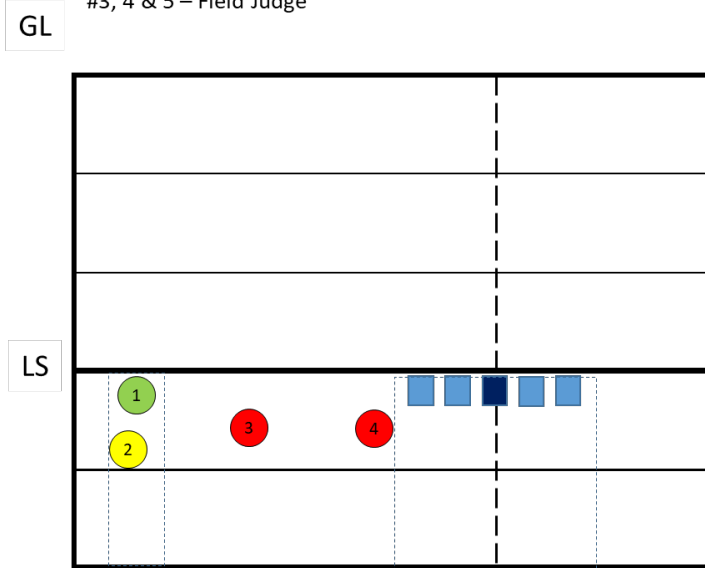


Figure 3.20 – 4-Receiver, 2-Level Stack

#1 – Deep Side Official
 #2 – Line of Scrimmage Official
 #3, 4 & 5 – Field Judge

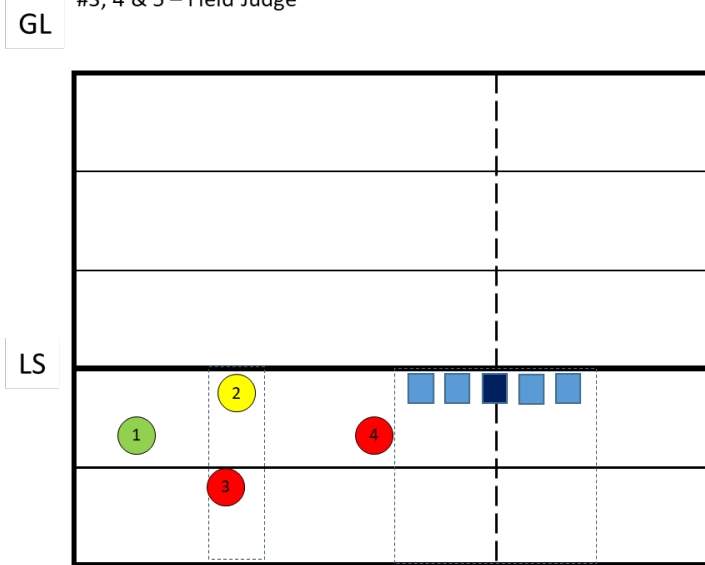


Figure 3.21 – 4-Receiver, 2-Level Stack

#1 – Deep Side Official
 #2 – Line of Scrimmage Official
 #3, 4 & 5 – Field Judge

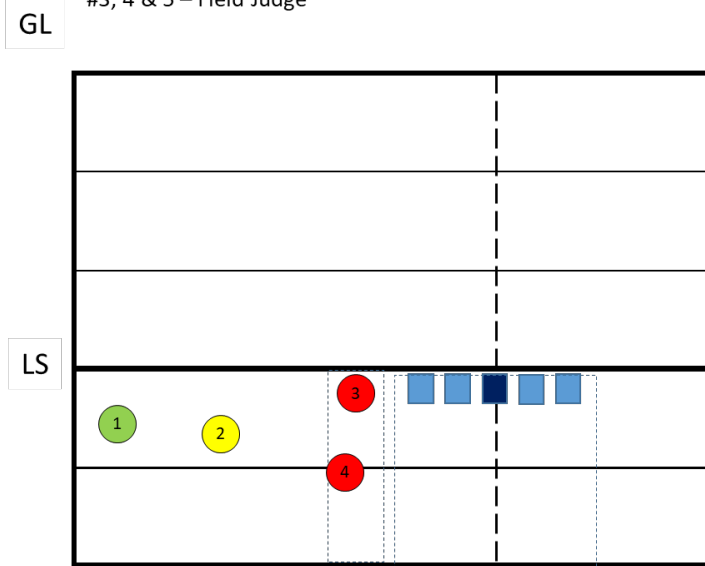


Figure 3.22 – 4-Receiver, 2-Level Stack

#1 – Deep Side Official
 #2 – Line of Scrimmage Official
 #3, 4 & 5 – Field Judge

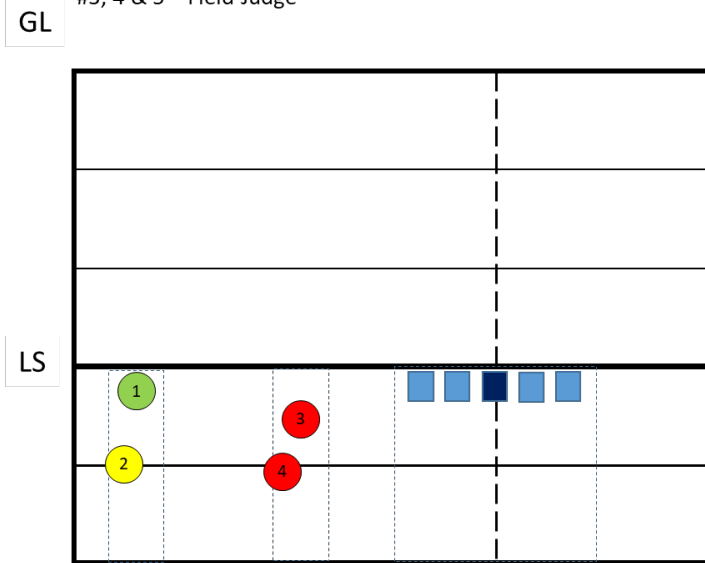


Figure 3.23 – 4-Receiver, 2-Level Stack

#1 – Deep Side Official
 #2 – Line of Scrimmage Official
 #3, 4 & 5 – Field Judge

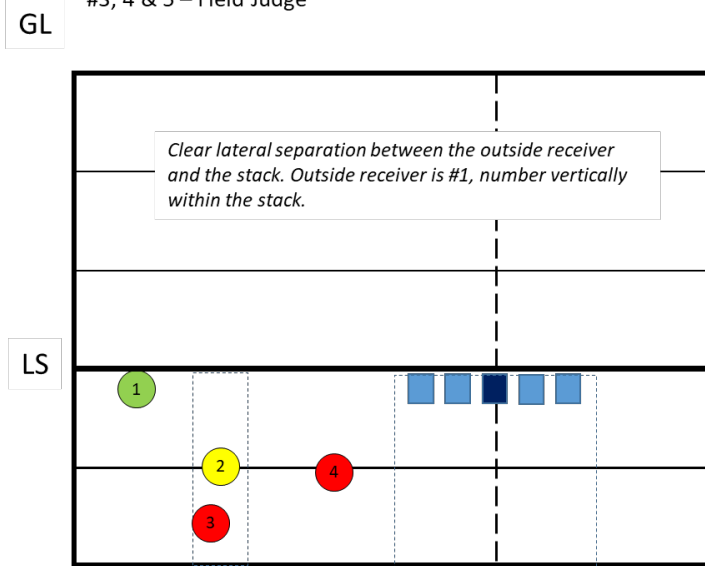


Figure 3.24 – 4-Receiver, 3-Level Stack

#1 – Deep Side Official
 #2 – Line of Scrimmage Official
 #3, 4 & 5 – Field Judge

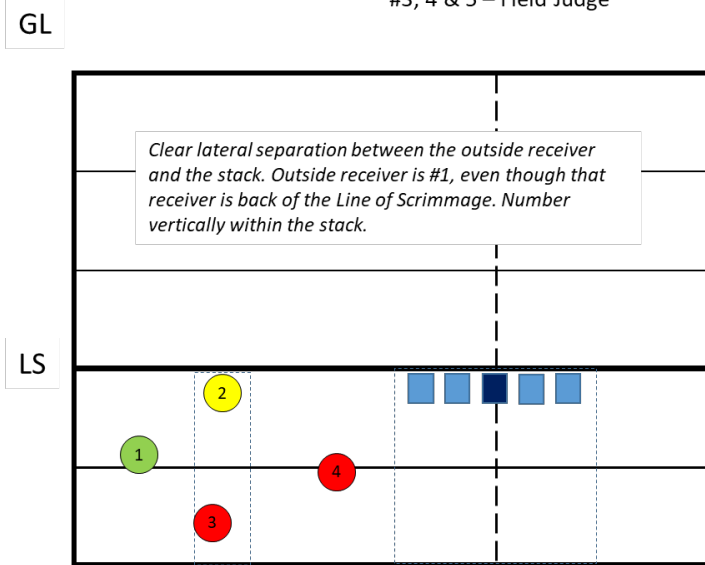


Figure 3.25 – 4-Receiver, 3-Level Stack

#1 – Deep Side Official
 #2 – Line of Scrimmage Official
 #3, 4 & 5 – Field Judge

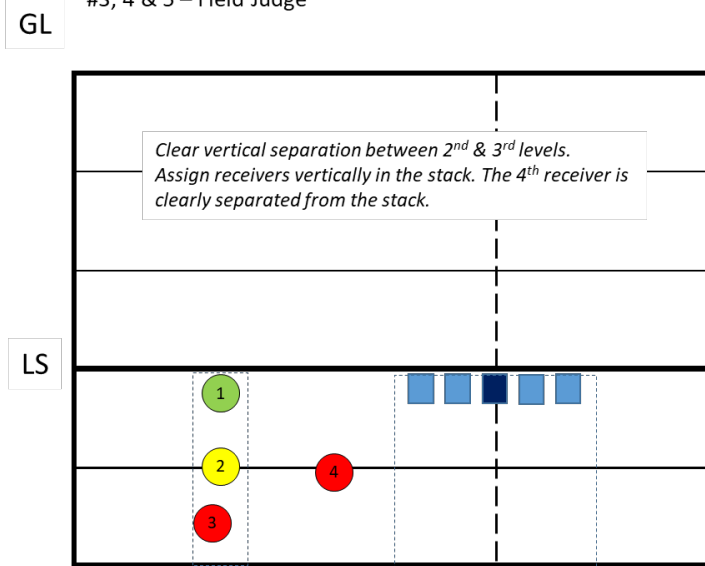


Figure 3.26 – 4-Receiver, 3-Level Stack

#1 – Deep Side Official
 #2 – Line of Scrimmage Official
 #3, 4 & 5 – Field Judge

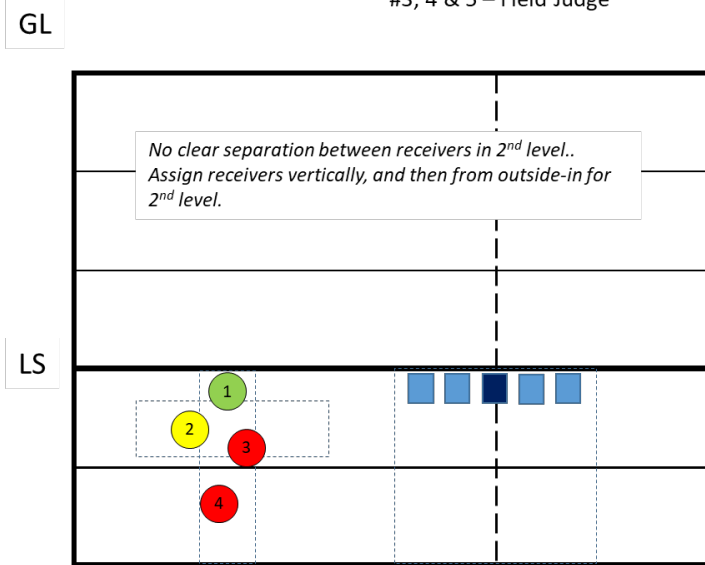


Figure 3.27 – 4-Receiver, 3-Level Stack

#1 – Deep Side Official
 #2 – Line of Scrimmage Official
 #3, 4 & 5 – Field Judge

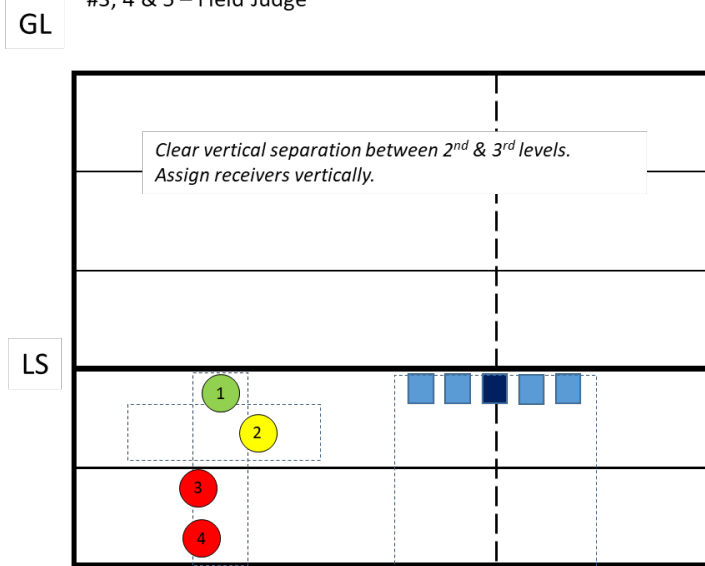


Figure 3.28 – 4-Receiver, 3-Level Stack

#1 – Deep Side Official
 #2 – Line of Scrimmage Official
 #3, 4 & 5 – Field Judge

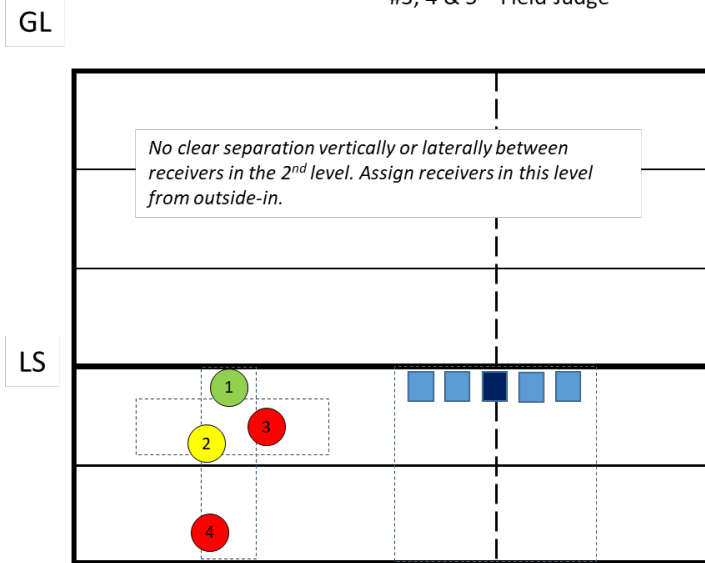


Figure 3.29 – 4-Receiver, 3-Level Stack

7.4. Receivers in the Backfield

#1 – Deep Side Official
#2 – Line of Scrimmage Official
#3, 4 & 5 – Field Judge

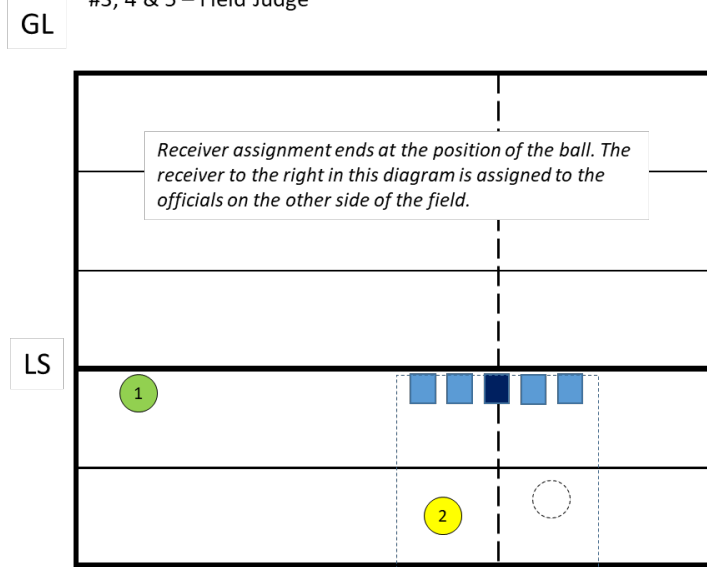


Figure 3.30 – Backfield Coverage

#1 – Deep Side Official
#2 – Line of Scrimmage Official
#3, 4 & 5 – Field Judge

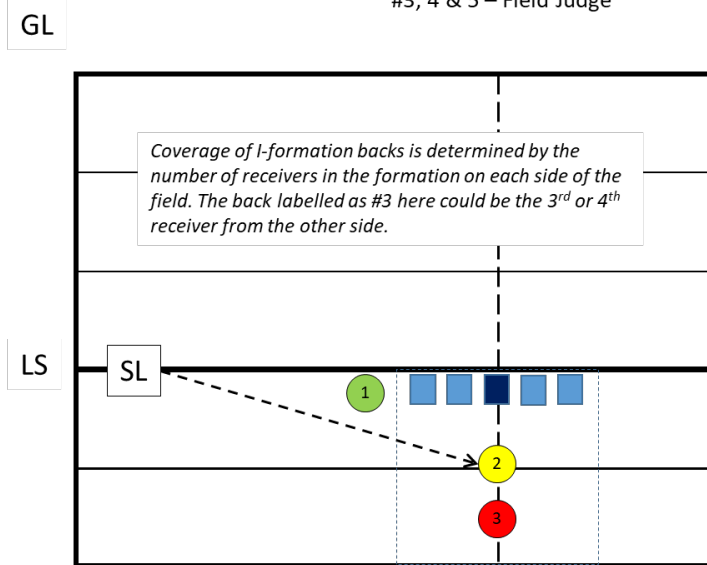


Figure 3.31 – Backfield Coverage

- #1 – Deep Side Official
- #2 – Line of Scrimmage Official
- #3, 4 & 5 – Field Judge

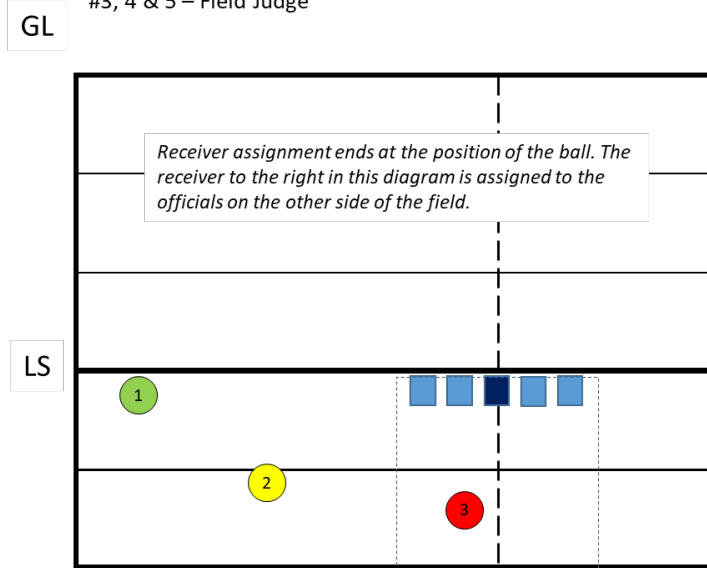


Figure 3.32 – Backfield Coverage

8. Quarterback Running Out-of-Bounds

8.1. Content for this section is in the General Mechanics manual.

9. Third Down and Short Yardage

9.1. Referee

9.1.1. Content for this section is in the General Mechanics manual.

9.2. Umpire

9.2.1. Content for this section is in the General Mechanics manual.

9.3. Sideline Officials

9.3.1. Content for this section is in the General Mechanics manual.

9.4. Deep Officials

9.4.1. Content for this section is in the General Mechanics manual.

10. Plays Near the Goal Line – Going In

10.1. General Guidelines

10.1.1. These mechanics apply on any play that originates from the 10-yard line in.

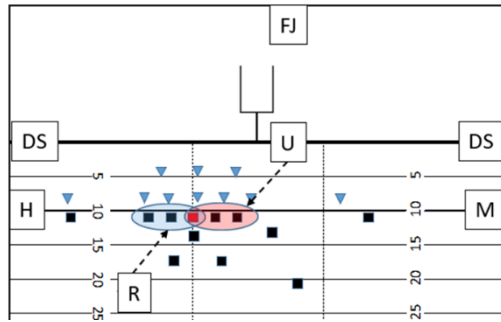


Figure 3.33a – Amateur Goal Line Coverage

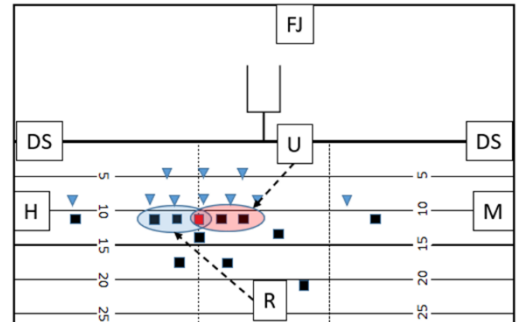


Figure 3.33b – CFL Goal Line Coverage

Figure 3-33 Goal Line Coverage

10.2. Referee

10.2.1. Assume an initial position on the opposite side of the field of the Umpire that allows a full view of the ball and the line players on your side of the ball.

10.2.2. Responsible for the actions of the Team A line players from Centre to Tackle on your side of the line.

10.3. Umpire

10.3.1. Content for this section is in the General Mechanics manual.

10.4. Sideline Officials

10.4.1. When Wide Side, declare by pointing to LS

- a. Retain the line of scrimmage until the ball crosses. Don't be too concerned with the offensive backfield.
- b. Move to the Goal Line with the ball and afford outside position.
- c. Be prepared to move to the Goal Line if the play develops to the wide side. When Short Side, declare by pointing downfield.

10.4.2. When Short Side, declare by pointing downfield.

- a. When the ball is scrimmaged from the 5-yard line in, move to the Goal Line at the snap.
 - b. On close in situations move immediately to the Goal Line, boxing the play between yourself and the Umpire.
 - c. Be prepared to move back to the line of scrimmage if the play develops to the wide side.
- 10.4.3. When the ball is scrimmaged inside the 8-yard line, the SL officials and their deep sideline partner will communicate who will be responsible for goal line coverage.
- a. If the Deep Side official has initial position on the goal line, the Sideline official has primary responsibility for spotting the ball up to the 1-yard line.

10.5. Deep Side Officials

- 10.5.1. When the line of scrimmage is inside the 25-yard line, assume an initial position on the Goal Line.
- 10.5.2. When the ball is scrimmaged inside the 8-yard line, the SL officials and their Deep Side partner will communicate who will be responsible for goal line coverage.
- a. If the Deep Side official is responsible for the Goal Line then assume an initial position on the Goal Line.
 - b. If the deep Sideline Official has initial position on the goal line, maintain that position UNTIL signaling a score OR FORCED OFF by covering a deeper pass in the EZ (in this instance, do not leave until the ball has crossed the goal line in flight)". The Deep Side official has primary responsibility for spotting the ball inside the 1-yard line
 - c. If the SL official has the goal line, the Deep Side Official on that side should assume a position at or near the intersection of the Dead Ball Line and the Sideline in-goal.
- 10.5.3. This is "pick play" territory. Cover your receivers and the defensive backs.

10.6. Field Judge

- 10.6.1. This is "pick play" territory. Cover your receivers and the defensive backs. Be alert.

10.6.2. Assume an initial position at or near Dead Ball Line. The Dead Ball Line is yours from sideline to sideline.

10.6.3. Be prepared to provide downfield look for completion.

11. Plays Near the Goal Line – Coming Out

11.1. General Guidelines

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

11.2. Referee

11.2.1. Content for this section is in the General Mechanics manual.

11.3. Umpire

11.3.1. Content for this section is in the General Mechanics manual.

11.4. Sideline Officials

11.4.1. “Short side” official MAY slide back to the Goal Line following the snap should the Goal Line be threatened.

11.4.2. “Wide side” official must retain the line of scrimmage until the ball has crossed or the ball carrier threatens the Goal Line outside the position occupied by the Umpire.

11.5. Deep Officials

11.5.1. Content for this section is in the General Mechanics manual.

12. Third Down Gambling Situations

12.1. General Guidelines

12.1.1. The following guideline will apply on third down and long yardage where teams attempt to gain first down.

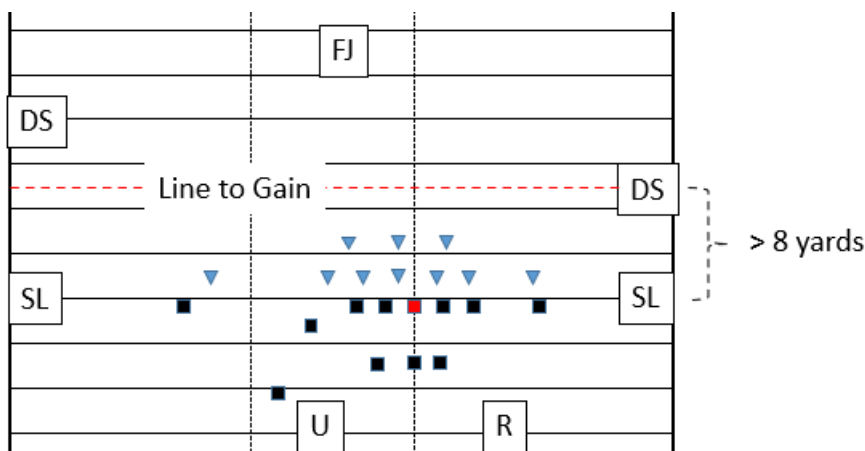


Figure 3-34 – 3rd Down Gambling Positioning (Amateur Only)

12.2. Referee

12.2.1. Normal position and responsibilities.

12.3. Umpire

12.3.1. Normal position and responsibilities.

12.4. Sideline Officials

12.4.1. "Wide Side" Official – Hold until the ball crosses the line of scrimmage unless the play develops to your side in which event you release downfield to cover your designated responsibility. HL signal to LJ "Hold and Go" in these circumstances.

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

12.4.3. Third down gamble – communicate with your downfield partner

12.5. Deep Side Officials

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

- a. Short Side – start on the forward picket when the distance to gain is 8 yards or more.

- b. Wide Side – normal position but be prepared to start on the forward picket when the distance to gain is 10 yards or more.
- c. Treat the same as goal line – do not leave forward picket until the ball has passed you.

12.6. Field Judge

- 12.6.1. In addition to your normal duties, be prepared to mark forward progress in your area.
- 12.6.2. be aware of DS position at first down marker and adjust coverage if necessary, to cover deep pass on that side

12.7. Command Centre

Not applicable to Amateur football.

13. Catch Near the Sideline

- 13.1. When the ball is caught near the sideline, the Sideline and Deep Side Officials may share the responsibility for determining if the pass is completed.
 - 13.1.1. The official to whom the ball is facing is responsible for the complete/incomplete ruling. The other official on the sideline should be prepared to assist with the feet.
- 13.2. If the pass is caught beyond the Deep Side official, then the Sideline Official is likely blocked out and too far away to be of assistance.
 - 13.2.1. The Deep Side official should be prepared to assume the responsibilities of the Sideline Official and the Field Judge should be prepared to help with possession of the ball if the play is exposed to him.

14. Catch and Force Out

- 14.1. Content for this section is in the General Mechanics manual.

15. Intentional Grounding

- 15.1. Content for this section is in the General Mechanics manual.

16. After the Play

- 16.1. Content for this section is in the General Mechanics manual.

17. Penalty Administration

- 17.1. Content for this section is in the General Mechanics manual.

18. Measuring for A First Down

18.1. General

18.1.1. Content for this section is in the General Mechanics manual.

18.2. Referee

18.2.1. Content for this section is in the General Mechanics manual.

18.3. Umpire

18.3.1. Content for this section is in the General Mechanics manual.

18.4. Down Judge

18.4.1. Content for this section is in the General Mechanics manual.

18.5. Line Judge

18.5.1. Content for this section is in the General Mechanics manual.

18.6. Deep Officials

18.6.1. The Side Judge is responsible for the clip when the ball goes dead between the sideline and the far hash marks.

18.6.2. The Field Judge is responsible for traffic control and having a new ball at the hash marks when a measurement is made outside the hashmarks.

19. Substitutions

19.1. Team A Huddle:

19.1.1. Content for this section is in the General Mechanics manual.

19.2. Team A “No Huddle”:

19.2.1. Content for this section is in the General Mechanics manual.

19.3. Team B:

19.3.1. Downfield officials are responsible for counting the players of Team B.

19.3.2. The Field Judge is in charge.

19.3.3. Confirm the number of players with each Deep Side official:

- a. If Team B has 12 players, touch your cap in a “salute”

- b. If Team B has 13 or more players, touch your flag
 - c. If Team B has 11 or fewer players, point to the ground
- 19.3.4. Deep Side Officials return the Field Judge’s signal based on their own count of Team B.
- 19.3.5. If a Team B player is leaving the field, the Field Judge will determine if the player’s actions meet the standard for being off the field and communicate directly with the Deep Side official on the side of the field to which the player is exiting.

20. Tempo Offense

Not applicable to Amateur football

20.1.

21. End of Game

21.1. Quarterback Kneeling in the Field of Play

21.1.1. Content for this section is in the General Mechanics manual.

21.2. Ball Carrier in the Field of Play

Not applicable to Amateur football.

SECTION 4 - KICKOFFS

1. General Guidelines

- 1.1. Positioning and responsibilities for kickoffs are shown in Figures 4.1 – 4.4.
- 1.2. Having assumed their positions, all officials must be prepared to signal to the Referee that their area of responsibility is clear and that they are personally ready for the kickoff.

2. Support Crew

- 2.1. Content for this section is in the General Mechanics manual.

3. Regular Kickoffs

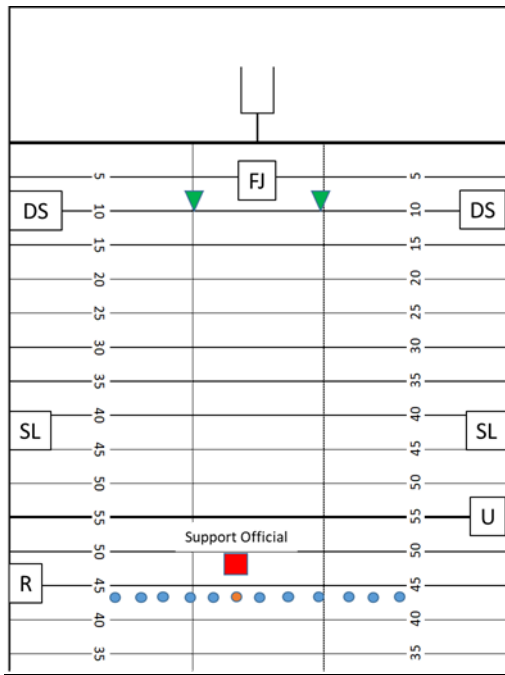


Figure 4.1a – Amateur Regular Kickoff Initial Positions

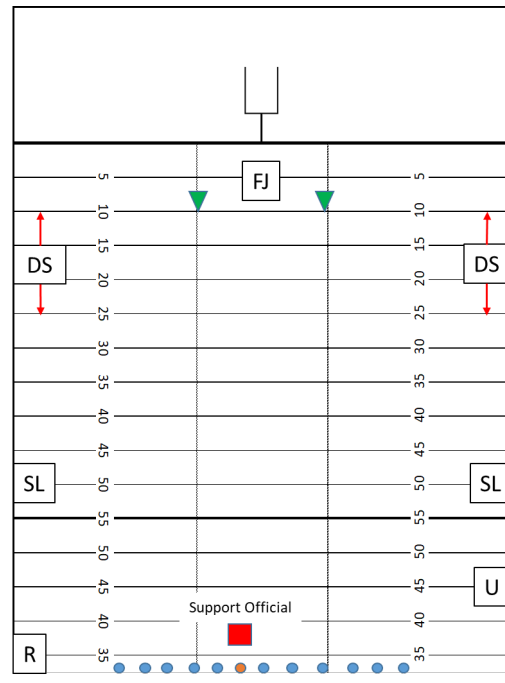


Figure 4.1b – CFL Regular Kickoff Initial Positions

Figure 4.1 – Initial Positions

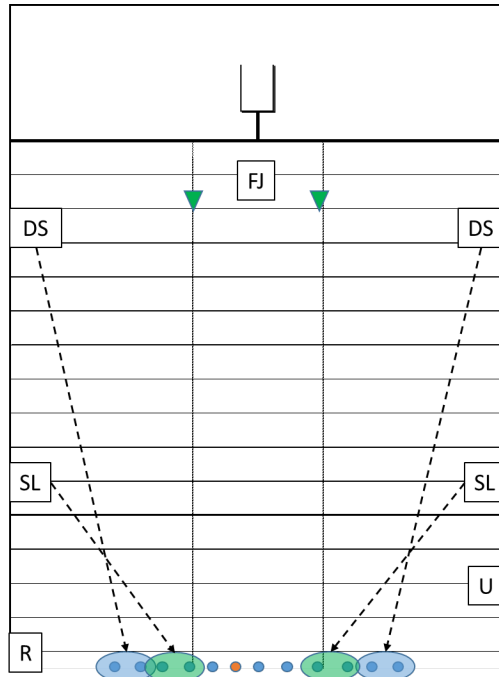


Figure 4.2 – Initial Responsibilities

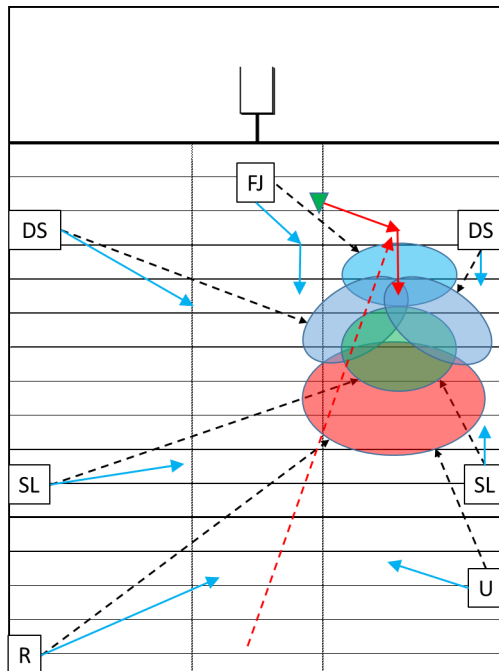


Figure 4.3 – Coverage Zones

3.1. Referee

- 3.1.1. Your initial responsibilities after the kick are the 5th and 6th members of the kicking team on your side of the field. Move slowly in toward the hash marks as you move downfield, covering the area from the hash mark in towards the centre of the field.
- 3.1.2. If the play breaks outside the hash marks, keep it boxed between yourself and the Sideline Official.

3.2. Umpire

- 3.2.1. Your initial responsibilities after the kick are the 5th and 6th members of the kicking team. Move slowly in toward the hash marks as you move downfield, covering the area from the hash mark in towards the centre of the field.
- 3.2.2. If the play breaks outside the hash marks, keep it boxed between yourself and the Sideline Official.

3.3. Sideline Officials

- 3.3.1. The Down Judge and Side Judge will always be on the same sideline as the yardsticks and the Line Judge and Back Judge will always be on the sideline away from the yardsticks.
- 3.3.2. Your initial responsibilities after the kick are the 3rd and 4th members of the kicking team on your side of the field.
- 3.3.3. Signal "Time In" if a player in your coverage zone touches the ball.
- 3.3.4. Do not pinch in. Proceed downfield slowly, retaining full outside position, and observing the initial blocking tactics your initial responsibilities as they move downfield. If no concerns switch to the area immediately in front of the ball carrier.

3.4. Deep Side Officials

- 3.4.1. Assume a position on your sideline approximately even with the deepest receiver. This allows you to watch the progress of the cover team without moving or turning as players pass, and facilitates boxing in the play with your SL partner.
 - a. If there is a reasonable possibility that the ball could be kicked into the end zone then the initial position should be on the goal line.
- 3.4.2. Count the number of players on the receiving team. Confirm with the FJ.

- 3.4.3. Your initial responsibilities after the kick are the 1st and 2nd members of the kicking team as they proceed downfield, then switching to the first threat to the ball carrier.
 - a. If the blocker is trailing a potential tackler then the most likely illegal action will be a block from behind.
 - b. If the blocker and potential tackler are side by side, then the most likely illegal action will be a Hold. Be aware of the blocker steering the tackler past the ball carrier by contact on the back of the tackler.
- 3.4.4. Deleted
- 3.4.5. Move upfield with the return, maintaining coverage on the blocking until the return outstrips the Field Judge or the ball carrier turns towards you and the ball is no longer visible to the Field Judge. Maintain coverage on developing blocks until the ball carrier is directly threatened or the block has been cleared.
- 3.4.6. On kickoffs toward your sideline, you may have to assume responsibility for coverage of the ball and kick returner should the kick or the kick returner be in your coverage zone. You are responsible for flagging a kick that goes directly out of bounds without being touched.
- 3.4.7. Be prepared to provide Goal Line coverage if the ball is kicked or carried into the goal area.
- 3.4.8. Deleted
- 3.4.9. If the ball is kicked to the far side of the field move into the field of play as far as necessary to maintain contact with the players. Do not move past the hash marks.

3.5. Field Judge

- 3.5.1. Assume an initial position in the middle of the field, approximately 5 yards deeper than the deepest return player.
- 3.5.2. Count the number of players on the receiving team. Confirm with the Deep Side Officials.
- 3.5.3. Look to the Referee and be prepared to acknowledge the “ready” signal.
- 3.5.4. You are responsible for Play Clock violations.
- 3.5.5. As soon as the ball is kicked move aggressively to a position that will allow you to rule on the touch (time in) and possession. The kick return

is yours until intervening players or the direction of the return cause you to lose sight of the ball.

- 3.5.6. You are responsible for the deepest active line (Goal Line or Dead Ball Line), coverage of the ball, and signaling “Time In” if a player in your coverage zone touches the ball.
- 3.5.7. Provide initial coverage of the movements of Team B players directly in front of the ball to rule on whether illegal Wedge Blocking tactics are being employed.
- 3.5.8. Retain coverage on the ball carrier until the ball is no longer visible, the ball carrier moves outside the numbers, or breaks past the tacklers in the middle of the field.

3.6. Out of Bounds

- 3.6.1. Deep Side officials are responsible for flagging a kick that goes directly out of bounds in the field of play without being touched.
 - a. Immediately after the ball is kicked, determine the flight of the ball and whether or not the sideline may be threatened. Adjust positioning accordingly.

4. Short Kickoffs

4.1. General

- 4.1.1. Content for this section is in the General Mechanics manual.

4.2. Obvious Short Kick Situations

- 4.2.1. When there is a possibility of a short kickoff, the crew will revert to the positioning shown in Figure 4.4.
- 4.2.2. Field Judge remains with the deepest receiving team player. If possible, provide support on the action around the ball, and be prepared to revert to normal coverage if the ball is kicked past the position of the DS officials.

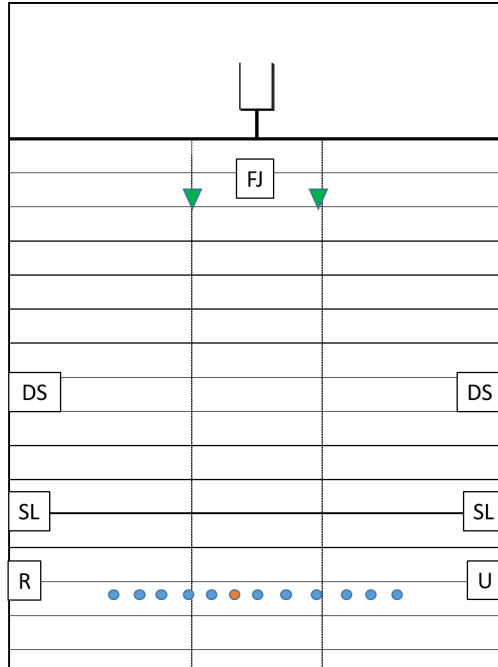


Figure 4.4 – Short Kickoff Initial Alignment for 7 Officials

4.3. Short Kick Coverage from Normal Positioning

4.3.1. Content for this section is in the General Mechanics manual.

SECTION 5 - PUNT PLAYS

1. Prior to the Snap

1.1. General

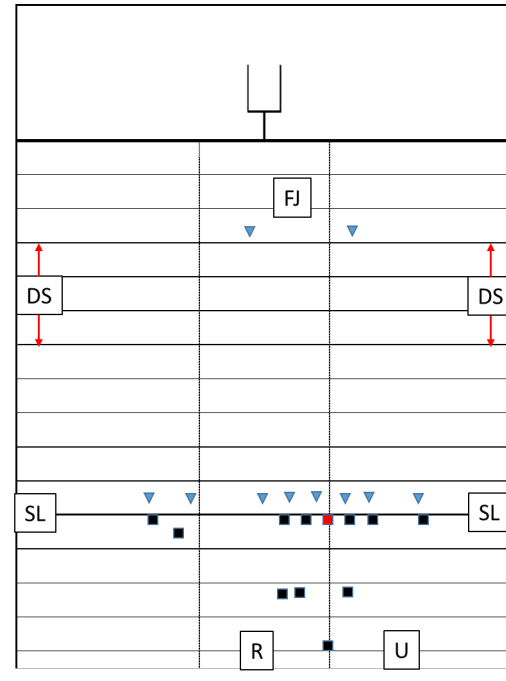
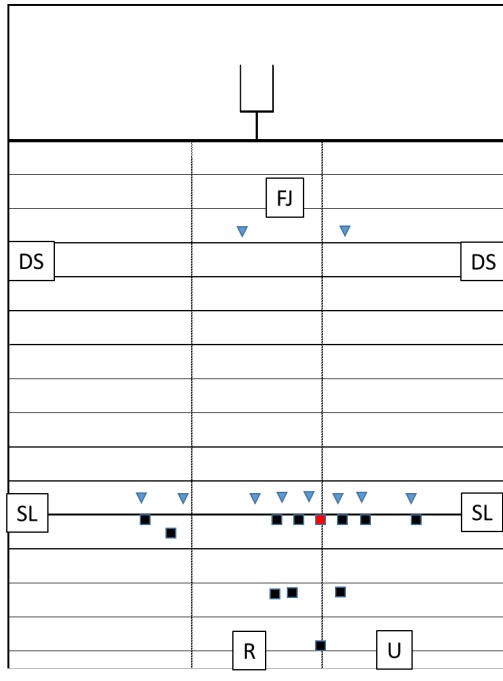


Figure 5.1a – Amateur Punt Initial Positions

Figure 5.1b – CFL Punt Initial Positions

Figure 5.1 – Initial Positioning

1.2. Referee

1.2.1. Content for this section is in the General Mechanics manual.

1.3. Umpire

1.3.1. Content for this section is in the General Mechanics manual.

1.4. Sideline Officials

1.4.1. Content for this section is in the General Mechanics manual.

1.5. Deep Side Officials

4.3.2. Assume a position on your sideline even with the deepest receiver at or near the sideline depending on game circumstances, kicker abilities, and weather conditions. This allows you to watch the progress of the cover

team without moving or turning as players pass, and facilitates boxing in the play with your SL partner.

- a. If there is a reasonable possibility that the ball could be kicked into the end zone then the initial position should be on the goal line.

1.5.2. Count the players on the receiving team. Confirm with FJ.

1.6. Field Judge

1.6.1. Assume an initial position in the middle of the field approximately 5 yards behind the punt returner(s).

1.6.2. Count the players on the receiving team. Confirm with Deep Side Officials.

1.6.3. The Field Judge is responsible for the Play Clock.

2. After the Snap

2.1. Referee

2.1.1. Content for this section is in the General Mechanics manual.

2.2. Umpire

2.2.1. Content for this section is in the General Mechanics manual.

2.3. Sideline Officials

2.3.1. Content for this section is in the General Mechanics manual.

2.4. Deep Side Officials

2.4.1. Read the flight of the ball as it is kicked to determine whether or not the kick is short or if your sideline may be threatened. This is a quick look and then immediate return to blocking responsibilities.

- a. If it appears that your sideline may be threatened, be prepared to rule on the spot if the ball lands on the sideline or in the field of play and goes out of bounds.
- b. Be prepared to provide Goal Line coverage in the event the ball is punted or carried in to the end zone.

2.4.2. You are responsible PRIMARILY for the initial blocking tactics against the wide receivers and possibly the outside blocking back of the kicking team as they proceed downfield. Shift to coverage of the first threat on the ball carrier.

- a. If the blocker is trailing a potential tackler then the most likely illegal action will be a block from behind.
 - b. If the blocker and potential tackler are side by side, then the most likely illegal action will be a Hold. Be aware of the blocker steering the tackler past the ball carrier by contact on the back of the tackler.
- 2.4.3. If exposed to the call, and you know that a member of the kicking team is within the 5-yard restraining zone, you have secondary responsibility for NO YARDS. You should not be making this call inside the numbers for a ball caught in-flight unless you are aware that the Field Judge has been taken out of the play.
- 2.4.4. When the ball hits the ground, read the play and react accordingly. It may not always be necessary to immediately shift coverage to the ball, unless the ball bounces towards the sideline or into a group of players.
- 2.4.5. Be aware of players who go out of bounds and then return to participate in the play.
- 2.4.6. If the ball is kicked to the far side of the field move into the field of play as far as necessary to maintain contact with the players. Do not move past the hash marks.
- 2.4.7. Move upfield with the return, maintaining coverage on the blocking until the return outstrips the Field Judge or the ball carrier turns towards you and the ball is no longer visible to the Field Judge. Maintain coverage on developing blocks until the ball carrier is directly threatened or the block has been cleared.

2.5. Field Judge

- 2.5.1. As soon as the ball is kicked, determine the flight of the ball and move aggressively to a position that will allow you to rule on “No Yards” and possession, maintaining inside-out coverage on the receiver.
- 2.5.2. Field Judge has primary responsibility for No Yards from sideline to sideline. The Deep Side officials will be focusing on their blocking coverage. Only shift to cover blocking after the ball has been caught and you have lost contact with the receiver.
- 2.5.3. Drop a bean bag to mark the Point Possession Gained on punts. Try to make a mental note of the exact yard line in case the bean bag does not go to the correct spot.
- 2.5.4. Maintain coverage on the receiver until intervening players or the direction of the return cause you to lose sight of the ball.

2.6. Coverage Zones

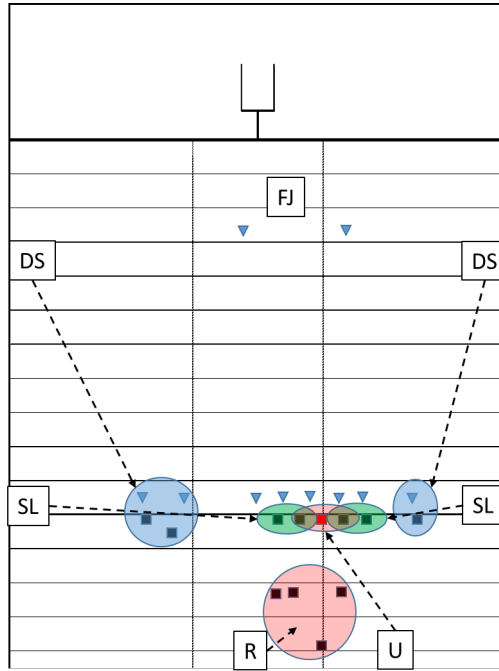


Figure 5.2 – Initial Responsibilities After the Snap

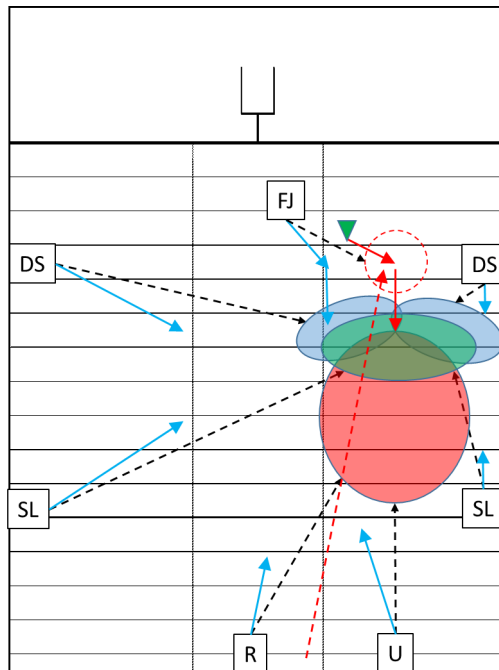


Figure 5.3 – Coverage Zones After the Kick.

3. Kicks into Touch in Flight

3.1. General

3.1.1. Content for this section is in the General Mechanics manual.

3.2. Referee

3.2.1. Content for this section is in the General Mechanics manual.

3.3. Deep Side Officials

3.3.1. The Deep Side Official has primary responsibility for marking the out of bound spot.

4. Short Punts

4.1. General

4.1.1. This section describes adjustments to coverages for punts that cross the line of scrimmage but do not pass the initial position of the Deep Side officials, including deliberate short kicks and kicks that are shanked or deflected.

NOTE – for Amateur football, the responsibility for deciding if a scrimmage kick should be blown dead per Rule 5.4.2.a and 5.4.2.b is shared between the Sideline Officials, Deep Side Officials, and Field Judge.

4.2. Referee

4.2.1. Content for this section is in the General Mechanics manual.

4.3. Umpire

4.3.1. Content for this section is in the General Mechanics manual.

4.4. Sideline Officials

4.4.1. Content for this section is in the General Mechanics manual.

4.5. Deep Side Officials

4.5.1. If the ball is kicked to your side of the field, primary responsibility is NO YARDS.

4.5.2. If the ball is kicked to the opposite side of the field, provide backside support.

4.6. Field Judge

- 4.6.1. Primary responsibility is the action around the ball, with secondary responsibility for NO YARDS if exposed to the call.

5. Line Players Downfield Before the Kick

Not applicable to Amateur Football

SECTION 6 - LONG FIELD GOALS

1. General

1.1. Refer to Figures 6.1 – 6.3 for positioning and assigned coverage.

2. Prior to the Snap

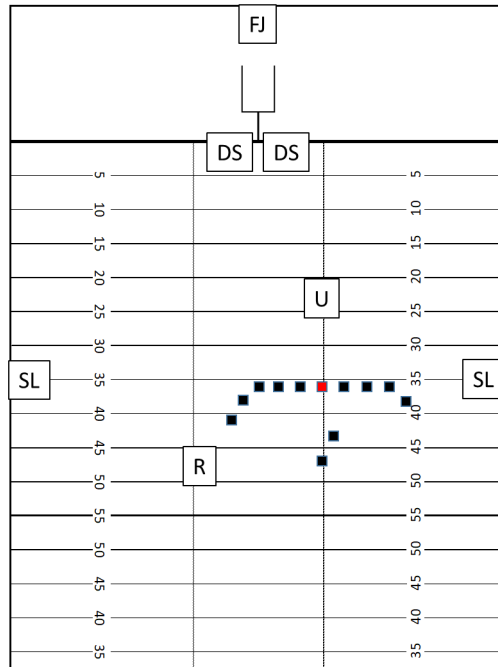


Figure 6.1 – Initial Positioning for Long Field Goals

2.1. Referee

2.1.1. Content for this section is in the General Mechanics manual.

2.2. Umpire

2.2.1. Content for this section is in the General Mechanics manual.

2.3. Sideline Officials

2.3.1. Content for this section is in the General Mechanics manual.

2.4. Deep Side Officials:

2.4.1. Assume positions under goal post uprights as indicated on Figure 6.1.

2.4.2. Count the number of players on the receiving team. Confirm with FJ.

2.5. Field Judge

- 2.5.1. Assume a position as indicated on Figure 6.1.
- 2.5.2. Count the number of players on the receiving team. Confirm with SJ & BJ.
- 2.5.3. The Field Judge is responsible for the Play Clock.

3. After the Snap

3.1. Referee

- 3.1.1. Content for this section is in the General Mechanics manual.

3.2. Umpire

- 3.2.1. Content for this section is in the General Mechanics manual.

3.3. Sideline Officials

- 3.3.1. Content for this section is in the General Mechanics manual.

4. After the Kick

4.1. Referee

- 4.1.1. Content for this section is in the General Mechanics manual.

4.2. Umpire

- 4.2.1. Sideline officials have primary responsibility for the blocking at the point of attack. See Figures 6.3 – 6.6.
- 4.2.2. Should the kick be wide and proceed into the goal area be prepared to cover the Goal Line if it is threatened AND the Deep Side official in the end zone is not in a position to provide coverage.
- 4.2.3. If the goal line is clearly not threatened on the return, there is no need to move up field to the goal line. Read the play and adjust positioning to maintain coverage on the blocking ahead of the return.

4.3. Deep Officials

- 4.3.1. When the kick is obviously down the middle and not threatening a goal post:
 - a. Both officials signal and terminate the play.

- 4.3.2. If there is any doubt as to which official is responsible for ruling on the score, stay under your post until the ball crosses the goal post assembly and be prepared to signal the result of the play.
- 4.3.3. When the kick is clearly threatening one post:
- The official whose post is threatened is responsible for signaling and terminating the play.
 - Be alert for the ball striking the goal post and its subsequent flight. If the ball goes through uprights after contact, the kick is successful; if not, the play is dead without score. Terminate the play and use either the “touchdown” signal to indicate that the attempt was successful or the “incomplete pass” signal to indicate that the attempt was unsuccessful.
- 4.3.4. If the field goal attempt is wide:
- The objective is to reposition the downfield officials and cover the return similar to how a punt is covered, with one official in the middle of the field and two officials providing outside-in coverage.
 - The official responsible for ruling shall point to the sideline with one hand. Retreat to the goal post assembly while maintaining visual coverage on the actions of the cover team and blocking. Do not terminate the play.
 - Cover action on the kicking team players as they proceed downfield, focusing on the likely first threat on the ball carrier.
 - The official who remains under the post has primary responsibility for blocking immediately in front of the ball carrier, and secondary responsibility for the Goal Line if it is threatened. This official is not required to provide coverage on the ball once the goal line is no longer threatened and may advance up the field as required to stay engaged with the play. Provide back-side coverage as the play progresses upfield.
- 4.3.5. The Deep Side Official not ruling on Goal Post:
- Retreats into the end zone on an angle approximately toward the dead ball pylon on that official’s side of the field. This retreat should not be initiated until positive that the post will not be threatened.
 - The angle of retreat route into the end zone will be determined by the trajectory of the ball toward the short side of the field.
 - Cover action on the kicking team players as they proceed downfield, focusing on the likely first threat on the ball carrier.

- d. On relatively short field goal attempts or if the ball goes immediately through the back of the end zone, the official whose post is not threatened may remain at the post, providing coverage on the actions of the cover team and blocks until the play is terminated.
- 4.3.6. If the kick is wide and the ball goes into the end zone:
- a. The Field Judge moves to the side of the field that the ball is kicked to.
 - b. The Field Judge is always responsible for the Dead Ball Line.
 - c. The two covering officials in the end zone share responsibility for coverage on the ball, with primary responsibility for NO YARDS belonging to the official whose zone the ball is in.
 - d. These officials are responsible for covering the sideline in goal and in the field of play on their respective sides of the field, but are not required to stay on the sideline.
 - e. Be prepared to provide coverage on the goal line if the return comes your way, maintaining outside-in coverage.
 - f. Move up field and maintain coverage on the ball carrier as long as possible, then switch to blocking.
 - g. If the ball is returned to the other side move towards the middle of the field to provide inside-out coverage on the ball for as long as possible, then switch to blocking. The official whose side the ball is on provides outside-in coverage on the ball until the return reaches the Line of Scrimmage official on that side.
 - h. The official who remains under the post has primary responsibility for blocking, and secondary responsibility for the goal line if it is threatened. This official is not required to provide coverage on the ball once the goal line is no longer threatened and may advance up the field as required to stay engaged with the play. Provide back-side coverage as the play progresses upfield.
 - i. See Figures 6.3 – 6.6 for coverage on wide field goals in the end zone.
- 4.3.7. If the kick is short and the ball remains in the field of play, the official to whose side the ball is on:
- a. Goes to goal post.
 - b. Is responsible for blocking by Team B players as they move downfield to cover the return.

- c. Be prepared to provide coverage on the goal line, maintaining an inside-out look.
 - d. Proceed up field as the ball moves out of the end zone viewing actions of the players left behind in the return. See Figure 6.7.
- 4.3.8. If the kick is short and the ball remains in the field of play, the official on the opposite side to where the ball is:
- a. Moves into a position near the middle of the field to be able to rule on No Yards. This move can be initiated once it is certain that post will not be threatened. Positioning and coverage are similar to that of the Field Judge on a punt
 - b. Move up field and maintains coverage on the ball carrier until intervening players or the direction of the return cause you to lose sight of the ball, then switch to blocking. See Figure 6.7.

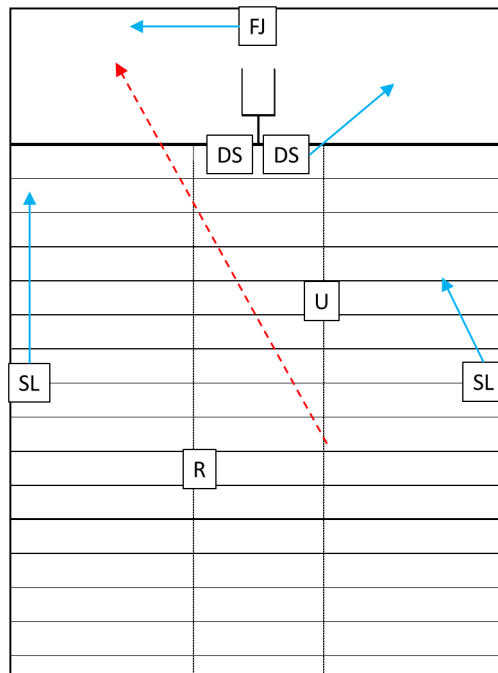


FIGURE 6.2 Long Field Goal – Wide to Wide Side; Initial Movement

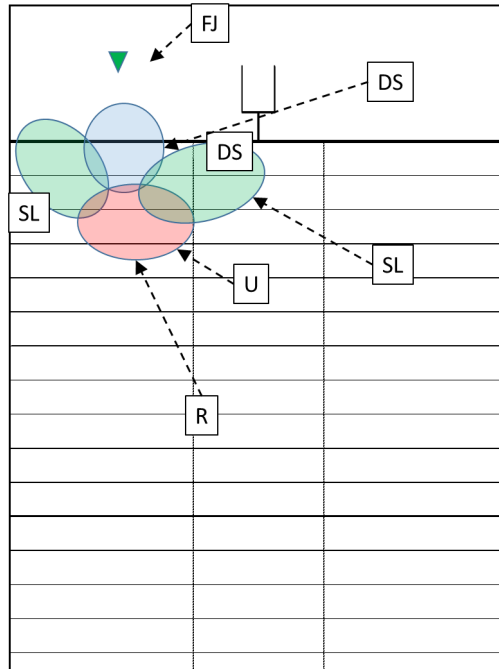


FIGURE 6.3 Long Field Goal – Return to Wide Side; Coverage With Ball In End Zone

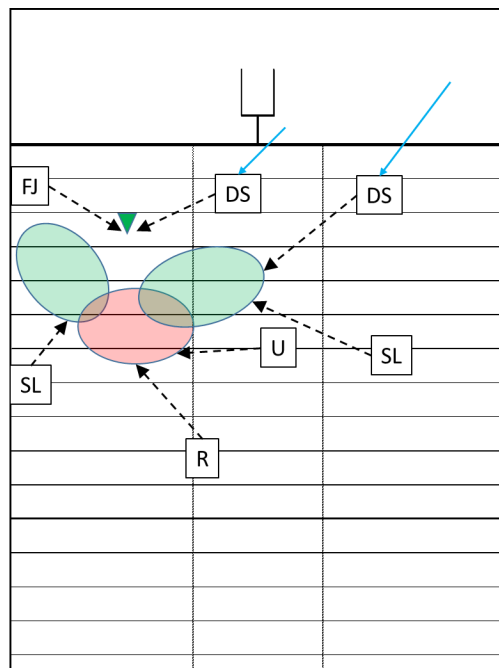


FIGURE 6.4 Long Field Goal – Return to Wide Side; Coverage With Ball In Field of Play

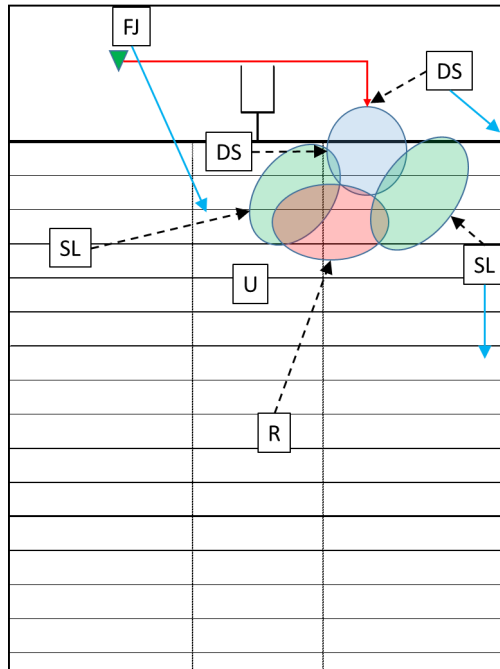


FIGURE 6.5 Long Field Goal – Return to Short Side; Coverage With Ball In End Zone

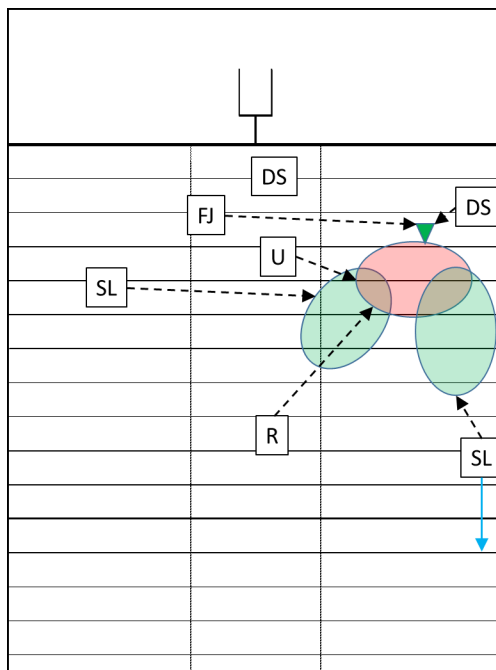


FIGURE 6.6 Long Field Goal – Return to Short Side; Coverage With Ball In Field of Play

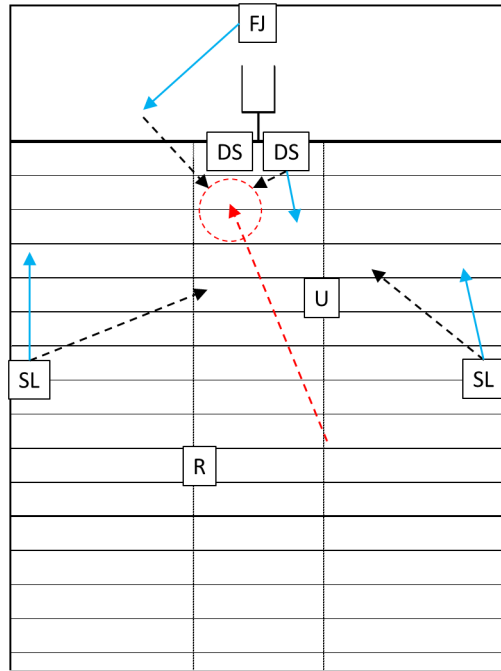


FIGURE 6.7 Long Field Goal - Wide and Short in The Field Of Play

SECTION 7 –SHORT FIELD GOALS

1. General

1.1. This section covers Converts and Field Goal attempts when the line of scrimmage is inside the 10-yard line. The 10-yard line break point is for general guidance only and this coverage may be adopted outside the 10-yard line at the discretion of the Referee.

1.2. Refer to Figures 7.1 – 7.3 for positioning and coverage assignments.

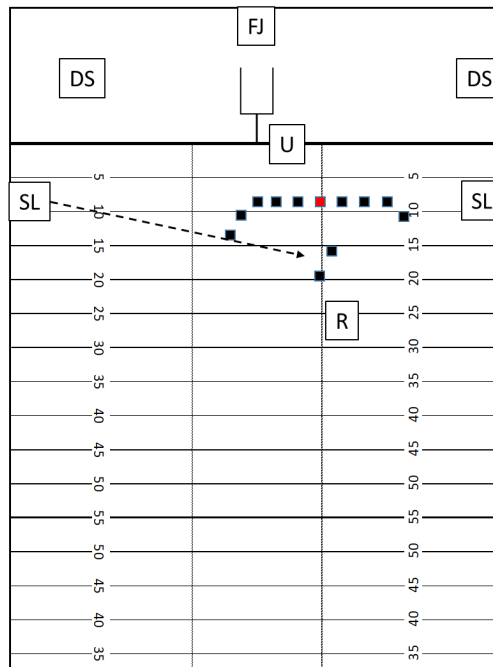


Figure 7.1 – Short Field Goal & Convert Initial Positioning

2. Prior to the Snap

2.1. Referee

2.1.1. Content for this section is in the General Mechanics manual.

2.2. Umpire

2.2.1. Content for this section is in the General Mechanics manual.

2.3. Sideline Officials

2.3.1. Content for this section is in the General Mechanics manual.

2.4. Deep Side Officials

- 2.4.1. The Deep Side Official on the wide side of the field assumes an initial position approximately $\frac{1}{2}$ way into the end zone, in the area of the numbers.
- 2.4.2. The Deep Side Official on the narrow side of the field assumes an initial position approximately $\frac{1}{2}$ way into the end zone, on the sideline.
- 2.4.3. In stadiums where the end zone has rounded corners the Deep Side Officials are to line up at the closed corner and adjust if necessary.

2.5. Field Judge

- 2.5.1. Assume a position at the Dead Ball Line.
- 2.5.2. You are responsible for the Play Clock.
- 2.5.3. Be prepared to assist the Referee with the flight of the ball by lining up at or near the post towards the middle of field.

3. After the Kick**3.1. Referee**

- 3.1.1. Content for this section is in the General Mechanics manual.

3.2. Umpire

- 3.2.1. Content for this section is in the General Mechanics manual.

3.3. Sideline Officials

- 3.3.1. Content for this section is in the General Mechanics manual.

3.4. Deep Side Officials

- 3.4.1. Be alert for illegal blocking tactics by outside players on the kicking team, specifically holding, clotheslining a rushing defender, or Blocking Below the Waist by players positioned outside the Tight End at the snap.
 - a. The Deep Side Official on the wide side of the field provides coverage on the actions of the players during and after the play, as the Sideline Official on this side will be leaving that zone to cover the kicker and holder.

3.4.2. If the kick is not successful you must adapt quickly:

- a. The Field Judge has primary responsibility for ruling on No Yards. Be prepared to provide secondary coverage on this if the ball is short or in your immediate area.

3.5. Field Judge

3.5.1. You are responsible for the Dead-Ball-Line from sideline to sideline.

3.5.2. Be prepared to provide assistance to the Referee on kicks near a goalpost, or on kicks that deflect off the goal post assembly or goal post ribbon.

3.5.3. If the kick is not successful, you must adapt quickly:

- a. Apply basic principles for punt coverage with respect to positioning and coverage responsibilities.
- b. Be prepared to rule on possession or catches at or near the Dead-Ball-Line.
- c. Field Judge has primary responsibility for ruling on No Yards. Move aggressively into a position to do this, being prepared to retain full control of the Dead-Ball-Line.
- d. If the field goal is short in the field of play, the FJ follows normal mechanic of watching the blocking.

3.6. Short Field Goal Coverage

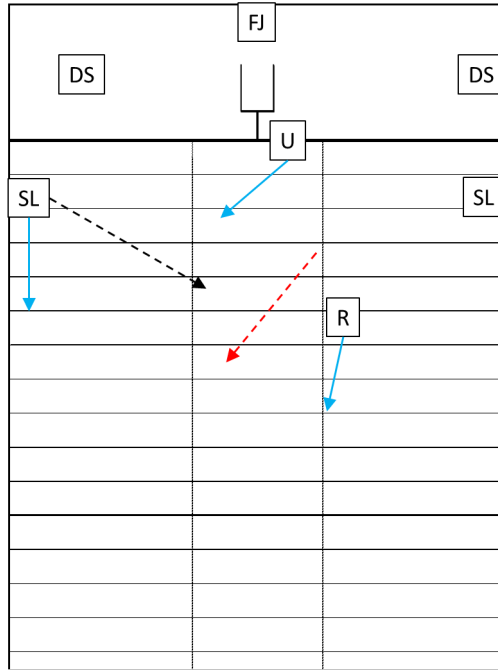


Figure 7.2 – Short Field Goal Blocked or Fumbled

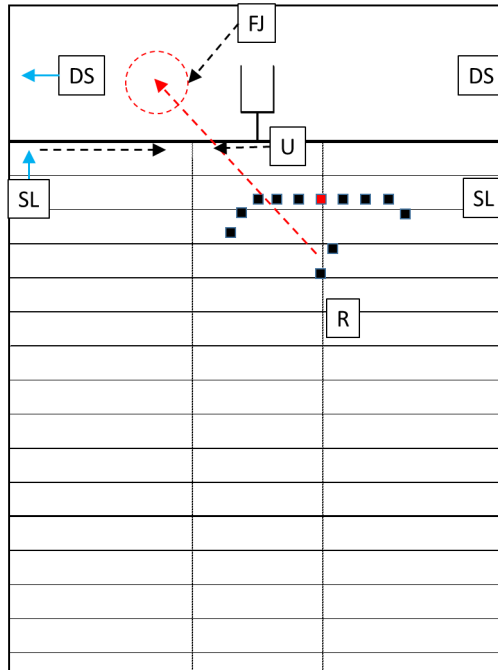


Figure 7.3 – Short Field Goal Wide in Goals