



# **CREW OF 7 OFFICIALS MECHANICS MANUAL**

**ALL OFFICIALS MUST USE THE APPROVED SDCFOA MECHANICS AS DETAILED IN THIS MANUAL. ANY OTHER MECHANICS MUST BE APPROVED BY THE SDCFOA BOARD OF DIRECTORS BEFORE BEING USED ON THE FIELD.**

The San Diego County Football Officials Association (SDCFOA) Mechanics are based on a crew of 5 officials. Mechanics for a 5-official crew are used for all high school varsity games except those for playoffs or any other games determined by the SDCFOA Assignment Secretary to use an alternate number of officials.

Games that are not high school varsity, such as most youth games, high school freshman games, high school junior varsity games and some high school playoff games, a crew of three, four and seven officials are used.

It is intended that the 3, 4 and 7 officials' manuals are used as a supplement to the 5-officials manual and will designate the differences between them. It is mandatory that each member of the association recognize and know the differences in these mechanics so that they can fulfill the responsibilities assigned to them for each of the variations.

# **SDCFOA**

## **Crew-of-Seven Position Outline**

### **Referee**

#### **Pregame Duties on the Field**

- a. Go with the Umpire to meet with the Head Coaches.
- b. Ask the Head Coach to certify player compliance to mandatory equipment rules.
- c. Inspect the entire field with the SJ. Note unusual markings or irregularities. Work with home management to correct any hazardous conditions within or near the boundary lines.
- d. Observe Quarterbacks and Kickers during their warm-ups and note hand/foot used to throw/kick ball.
- e. Spot check equipment and report any irregularities to the Umpire who will work with the trainer to correct.

#### **Coin Toss Procedures and Responsibilities**

- a. 5 minutes before kickoff, go with the U to the middle of the field, R faces the clock.
- b. 5 minutes before kickoff, FJ and SJ send captains for the coin toss.
- c. All officials meet and review toss results. Then jog to kickoff positions.

#### **Free Kicks-Deep**

- a. Assume a position on R's goal line on the HL side of the field.
- b. Count R and confirm with the U.
- c. Once the BJ indicates the other officials are ready, sound your whistle and give the ready for play signal.
- d. 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. Be alert to a touchback.
- e. You have coverage of progress to about the 30 yard line.
- f. Follow the play and observe action around the runner. Be alert to a handoff or reverse.

#### **Free Kicks-Onside**

- a. Same position and responsibility as for deep kicks. Be prepared for a deep kick.

#### **Plays from Scrimmage**

- a. Assume a basic position, always on the QB's throwing arm side, outside the normal tight end position and at least five yards deeper than the deepest back (12-14 yards off the line of scrimmage).
- b. Count the offensive team in the huddle and observe their substitution process. Use visual signal to confirm count with Umpire and alert HL/LJ as to number of players on offense.
- c. Check the offensive formation and observe the QB and other backs for possible false start, illegal motion, illegal shift, etc.

#### **Running Plays**

- a. At the snap watch the tackle on opposite side of field.
- b. Action behind the line of scrimmage and the QB while he is behind the line.
- c. Action on the ball and the QB on hand-offs and pitch-outs. Protect the QB.

**LAST REVISION: APRIL 2014**

### **Passing Plays**

- a. If pass is indicated drop at a 45-degree angle getting deeper and wider as the QB drops back into the pocket. Maintain a 12-14-yard cushion.
- b. As the QB drops back, observe action behind the line. Observe blockers and the QB (your primary responsibility) until there is no threat of a foul.
- c. Insure that the QB is not roughed or thrown to the ground. Verbally alert the defenders when the passer has released the ball.
- d. Rule on intentional grounding; may consult with other officials regards positions of eligible receivers in the area of the pass.

### **Punts**

- a. Take position 3 to 5 yards behind the kicker and wider than the normal tight end position on the plant leg side. See the ball from snap to kick. Be in position to see blockers, rushers, and kicker at the same time.
- b. Count the kicking team.
- c. Be alert to the kicking team's substitution process and timing.
- d. Warn the kicker if he is near the end line prior to the snap.
- e. Watch blocking and action by players behind the line of scrimmage.
- f. Observe action by and against the kicker. Give signal #11 if ball is tipped.
- g. If the kick goes toward the 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. Protecting the kicker is your first responsibility.
- h. If the kick remains in bounds, observe players (especially the kicker) while proceeding down field.
- i. If the kick is caught or recovered inbounds, be ready to use reverse fade on the return and be at the goal line when the runner crosses.

### **Field Goals and Trys**

- a. Take position mid-way between the 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.
- b. Referee is responsible for action by and on the kicker and holder.
- c. Be alert to possible fakes and/or bad snaps. Holder must rise to hand, pitch or pass.
- d. On broken plays and fakes, observe action behind the line of scrimmage and the runner while he is behind the neutral zone.
- e. Cover passer if runner throws a legal forward pass.
- f. If the kick is caught or recovered inbounds, be ready to use reverse fade on the return and be at the goal line when runner crosses.

### **Goal Line Plays (5-yard line and in)**

- a. Positioning is the same as for any other scrimmage play.
- b. COMMUNICATE AND THINK GOAL LINE.
- c. Reverse Goal Line Mechanics (Goal line to 3-yard line going out)
- d. Start on a position on or near the end line.
- e. ~~COMMUNICATE AND THINK GOAL LINE.~~

### **General Game Duties**

- a. Substitutions and counting players
- b. R (and U) is primarily responsible for counting offense and kickers. Count offense while in their huddle; observe their substitution process.
- c. Give visual signal to confirm count with Umpire and notify HL/LJ.
- d. Must know down, distance and clock status every play.
- e. At the end of the down, communicate with and signal HL the next down.
- f. R may spot the ball on 2nd and 3rd downs if it helps the flow of the game.

### **Measurements**

- a. When spotting the ball after each play, be alert to the possible need for a measurement.
- b. Avoid unnecessary measurements; however, if in doubt, measure.
- c. 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 in bounds spot.

## **SDCFOA Crew-of-Seven Position Outline Umpire**

### **Pregame Duties and Responsibilities**

- a. Go with the Referee to meet with the Head Coaches.
- b. [Verify](#) Head Coach certification of player compliance to mandatory equipment rules.
- c. See trainer regarding bandages, wraps, and other possible equipment questions.
- d. [Discuss with the flanks how to communicate position of the ball.](#)

### **Pregame Duties on the Field**

- a. Spot-check equipment.
- b. Observe offensive linemen as they warm up.

### **Coin Toss Procedures and Responsibilities**

- a. 5 minutes before kickoff, go with the R to the middle of the field, R faces the clock.
- b. 5 minutes before kickoff, FJ and SJ send captains for the coin toss.
- c. Listen and verify captain's choices and R's options.
- d. All officials meet and review toss results. Then jog to kickoff positions.

### **Free Kicks-Deep**

- a. Take a position on the goal line opposite the Referee.
- b. Count R and confirm with the R.
- c. 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. Be alert to a touchback.
- d. You have coverage of progress to about the 30 yard line.
- e. Follow the play and observe action around the runner. Be alert to a handoff or reverse.

### **Free Kicks-Onside**

- a. Same starting position as for deep kicks.

### **Plays from Scrimmage**

- a. Line up five to seven yards off the ball, between the linebackers, inside tackles and always able to see the snap clearly.
- b. Count offense. Signal to Referee (hand closed, extended toward offense) only when sure.
- c. Key on guard-center-guard.
- d. Watch the snapper for illegal movements. Be alert to possible illegal snap and false start by the offense. HL and LJ will call neutral zone infractions.
- e. Be alert to the sound and cadence of the defensive captain's signals.

### **Running Plays**

- a. Up the middle
  - i. Watch lead blocks. Get out of the way.
  - ii. Take progress from wing officials.
- b. Into either side zone
  - i. Read keys. Watch lead blocks.
  - ii. Watch dead ball and action behind the play.
  - iii. Hustle to the number to receive and spot the new ball.

### **Passing Plays**

- a. Move up to line when reading pass.
- b. Focus attention on action involving the center and guards. Watch for potential chop blocks, illegal blocks, clips and holds.
- c. Be aware of B touching the pass in or behind the neutral zone.
- d. Pivot and turn on passes. Help out when possible on catch-no catch.

### **Punts**

- a. Line up a little deeper (7-9 yards) than normal position.
- b. Always able to see the snapper's hands.
- c. Stay over ball a little longer while teams change personnel.
- d. Count kickers and signal to R and flanks.
- e. [Get numbers of interior lineman. Know exception rules.](#)
- f. Remind defense to avoid the snapper.
- g. Watch for illegal blocks and holding by both teams.
- h. Pay particular attention to the team B player over the snapper.
- i. Pivot once the ball passes overhead and watch action ahead of the runner.
- j. [On a fake or broken play, move to the line of scrimmage and cover play.](#)

### **Field Goals and Trys**

- a. Line up behind the defense, always able to see the snapper's hands.
- b. Focus is on the snapper.
- c. Count kickers.
- d. [Get numbers of interior lineman. Know exception rules.](#)
- e. Watch for holding, pull-and-shoot, and personal fouls.
- f. Watch for the defense using a teammate or opponent to gain leverage to block the kick.

- g. Hustle to the end of the kick and clean up action.
- h. On a fake or broken play, move to the line of scrimmage and cover play.

### **Goal Line Plays**

- a. Use basic scrimmage play mechanics.
- b. In the pregame, discuss with the flanks how to communicate position of the ball.
- c. Never signal touchdown.

### **General Game Duties**

- a. Substitutions and counting players
- b. Always count offense or kickers.
- c. Use wristbands for lateral position of the ball on the field.
- d. Spot the ball on runs up the middle, on change of possession, fourth down, hurry-up or no-huddle offense.
- e. R may help spot the ball on normal 2nd and 3rd downs.
- f. Know ball location and be ready to advise R of the position when he spots the ball.

### **Measurements**

- a. Hold the ball. Your back should be to the defensive side of the field.
- b. Ensure the ball is visible to the press box.

## **SDCFOA Crew-of-Seven Position Outline Head Linesman**

### **Pregame Duties and Responsibilities**

- a. Discuss signals & communications with LJ.

### **Pregame Duties on the Field**

- a. Check chain crew equipment. Tape in middle of chain.
- b. Have pregame conference with the chain crew.

### **Coin Toss Procedures and Responsibilities**

- a. Stay on your sideline at the 50-yard line (SJ will be at the numbers).
- b. Meet with other officials at the center of the field, then jog to kickoff positions.

### **Free Kicks Deep**

- a. Go to your position on the receiving team's restraining line at the sideline. Have your team on the field within one minute following a score.
- b. Count the receiving team (use eyes not fingers). Signal accordingly for less than/greater than/or equal to 11 players.
- c. Hold bean bag in hand. Anticipate first touching.
- d. Provide ready signal only when count is correct, receiving team is in position, sideline is clear, you are ready, and the BACK JUDGE signals he is ready. Be ready before the whistle.

- e. When ball is kicked, move no more than 20-25 yards towards R's goal line and observe action between kicking and receiving teams (coordinate coverage with B, L, S and F).

### Free Kicks Onside

- a. Same position as regular Free Kicks
- b. You must know if the kick broke the plane of R's restraining line.
- c. If the kick is to your side, you are responsible for the ball and touching by either team.
- d. If the kick is to the opposite side, you are responsible for blocking. Be prepared to cover the play if a team R player recovers the kick and attempts to advance.

### Running Plays

- a. Up the middle focus on blocks and the ball carrier.
- b. Toward your side of the field focus on blocks in front of the ball carrier, how did he turn the corner, forward progress. Close at a 90-degree angle.
- c. Away from your side of the field focus on back-side blocks (protect behind the R and U) and cross field spot for LJ.
- d. You have progress to the B's 2-yard line.

### Passing Plays

- a. Identify the receiver you will be responsible for based on a snap-shot at the snap of the ball.
  - If balanced formation (2 rec on each side), your key is the 2<sup>nd</sup> receiver in.
  - If balanced formation (1 rec on each side), your key is a back.
  - If un-balanced formation and your side is weak side, your key is the back or 2<sup>nd</sup> receiver in.
  - If un-balanced formation and your side is strong side with 2 receivers, your key is the back.
  - If un-balanced formation and your side is strong side with 3-4 receivers, your key is the 2<sup>nd</sup> receiver in.
  - If quads to your side, let them declare after the snap.
- ~~b. Key is normally the third receiver in (usually the back). If the formation is balanced, HL has 2nd receiver, if trips HL has 3rd receiver.~~
- c. SNAP-TACKLE-BACK.
- ~~d. Stay at the line of scrimmage until the ball crosses. (Repeated on h.)~~
- e. Is the pass behind the line of scrimmage thrown forward or backward?
- f. Must know if the pass is thrown from beyond the neutral zone.
- g. Must know if the pass crosses the line of scrimmage.
- h. Stay at line of scrimmage until the ball crosses, then move to get progress.
- i. Stay with your receiver as long as possible; until another receiver enters your area or the pass is thrown. Know where the ball is. Never guard air.
- j. You have progress to the B's 2-yard line.
- k. Reverse fade on interception. Back pedal and give up progress to the SJ. Observe blocks in front of the runner. Get to the goal line if necessary. You have progress inside the 2 yard line. Clean up around the dead ball spot and out-of-bounds. Watch dead ball action.

### Punts

- a. Same position as any scrimmage play.

- b. Stay at the line of scrimmage until the ball crosses, move downfield, watch the fair catch signaler for blocking if he does not touch the ball.
- c. Reverse fade on punt returns. Back pedal and give up progress to the SJ. Observe blocks in front of the runner. Get to the goal line if necessary. **You have progress inside the 2 yard line.** Clean up around the dead ball spot and out-of-bounds. Watch dead ball action.
- d. Look for legal and illegal blocks into the kicker.
- e. On a bad snap, bracket the ball with the R if you are facing him. LJ has the LOS.
- f. On fakes, know eligible receivers.

### **Field Goals and Trys**

- a. Same position as any scrimmage play.
- b. Know down & distance, count offense, signal with LJ, identify formation, identify eligible receivers, ensure legal snap, watch wing back, think kick rules, who's facing R to help with blocked kick?
- c. Watch action of widest blocker on LOS.
- d. Help Referee if rusher is illegally blocked into the kicker.
- e. Adjustments on fakes and blocked kicks.
- f. You have sideline responsibility to the end line on a runback. SJ has progress.
- g. You have the goal line and must be at the pylon and ready to rule on a possible touchdown.

### **Goal Line Plays**

- a. Goal line responsibility when the ball is snapped from the 5 yard-line and in.
- b. Same position as any scrimmage play.
- c. Get to the goal line immediately and officiate the play-rule on progress from there.
- d. Stay wide & know the location of the ball when it crosses the goal line.

### **Reverse Goal Line Mechanics**

- a. Goal line responsibility when the ball is snapped from the 3 yard-line back.
- b. Same position as any scrimmage play.
- c. Get to the goal line immediately and officiate the play, rule on progress from there.

### **General Game Duties**

- a. Be particularly aware of player and/or substitutes entering or leaving on your sideline.
- b. Be aware of substitutions to deceive.
- c. Must know down, distance and clock status every play.

### **Penalty Enforcement**

- a. Mark off all penalties with the U. Verify accuracy.
- b. All officials are responsible to verify that the penalty has been properly enforced.

### **Measurements**

- a. Box is at the forward stake with the old down. Take the clip into the field.
- b. If not a first down, personally reset the chains.



# **SDCFOA**

## **Crew-of-Seven Position Outline**

### **Line Judge**

#### **Pregame Duties and Responsibilities**

- a. Discuss signals & communications with HL.

#### **Pregame Duties on the Field**

- a. Notify the home coach 5 minutes prior to kickoff and bring the home team onto the field.

#### **Coin Toss Procedures and Responsibilities**

- a. Stay on your sideline at the 50-yard line (FJ will be at the numbers).
- b. Meet with other officials at the center of the field, then jog to kickoff positions.

#### **Free Kicks-Deep**

- a. Go to your position on the receiving team's restraining line at the sideline. Have your team on the field within one minute following a score.
- b. Count the receiving team (use eyes not fingers). Signal accordingly for less than/greater than/or equal to 11 players.
- c. Hold bean bag in hand. Anticipate first touching.
- d. Provide ready signal only when count is correct, receiving team is in position, sideline is clear, you are ready, and the BACK JUDGE signals he is ready. Be ready before the whistle.
- e. When ball is kicked, move no more than 20-25 yards towards R's goal line and observe action between kicking and receiving teams (coordinate coverage with B, H, S and F).

#### **Free Kicks-Onside**

- a. Same position as normal Free Kicks
- b. You must know if the kick broke the plane of R's restraining line.
- c. If the kick is to your side, you are responsible for the ball and touching by either team.
- d. If the kick is to the opposite side, you are responsible for blocking. Be prepared to cover the play if a team R player recovers the kick and attempts to advance.

#### **Running Plays**

- a. Up the middle focus on blocks and the ball carrier.
- b. Toward your side of the field focus on blocks in front of the ball carrier, how did he turn the corner, forward progress. Close at a 90-degree angle.
- c. Away from your side of field focus on back-side blocks (protect behind the R and U) and crossfield spot for HL.

#### **Passing Plays**

- a. Identify the receiver you will be responsible for based on a snap-shot at the snap of the ball.
  - If balanced formation, your key is the back.
  - If un-balanced formation and your side is weak side, your key is the back or 2<sup>nd</sup> receiver in.

- If un-balanced formation and your side is strong side with 2 receivers, your key is the back.
  - If un-balanced formation and your side is strong side with 3-4 receivers, your key is the 2<sup>nd</sup> receiver in.
  - If quads to your side, let them declare after the snap.
- ~~b. Key is normally the third receiver in (usually the back). If the formation is balanced, HL has 2nd receiver, if trips HL has 3rd receiver.~~
- c. SNAP-TACKLE-BACK.
  - d. ~~Stay at the line of scrimmage until the ball crosses.~~ (repeated on h.)
  - e. Is the pass behind the line of scrimmage thrown forward or backward?
  - f. Must know if the pass is thrown from beyond the neutral zone.
  - g. Must know if the pass crosses the line of scrimmage.
  - h. Stay at line of scrimmage until the ball crosses, then move to get progress.
  - i. Stay with your receiver as long as possible; until another receiver enters your area or the pass is thrown. Know where the ball is. Never guard air.
  - j. You have progress to the B's 2-yard line.
  - k. Reverse fade on interception. Back pedal and give up progress to FJ. Observe blocks in front of the runner. Get to the goal line if necessary. You have progress inside the 2 yard line. Clean up around the dead ball spot and out-of-bounds. Watch dead ball action.

### **Punts**

- a. Same position as any scrimmage play.
- b. Stay at the line of scrimmage until the ball crosses, then move slowly downfield.
- c. Reverse fade on punt returns. Back pedal and give up progress to the SJ. Observe blocks in front of the runner. Get to the goal line if necessary. You have progress inside the 2 yard line. Clean up around the dead ball spot and out-of-bounds. Watch dead ball action.
- d. Look for legal and illegal blocks into the kicker.
- e. On a bad snap, bracket the ball with the R if you are facing him. HL has the LOS.
- f. On fakes, know eligible receivers.

### **Field Goals and Trys**

- a. Same position as any scrimmage play.
- b. Know down & distance, count offense, signal with HL, identify formation, identify eligible receiver, ensure legal snap, watch wing back, think kick rules, who's facing R to help with blocked kick?
- c. Watch action of widest blocker on LOS.
- d. Help Referee if rusher is illegally blocked into the kicker.
- e. Adjustments on fakes and blocked kicks.
- f. You have sideline responsibility to the end line on a runback. FJ has progress.
- g. You have the goal line and must be at the pylon and ready to rule on a possible touchdown.

### **Goal Line Plays**

- a. Goal line responsibility when the ball is snapped from the 5 yard-line and in.
- b. Same position as any scrimmage play.
- c. Get to the goal line immediately and officiate the play-rule on progress from there.
- d. Stay wide & know the location of the ball when it crosses the goal line.

### **Reverse Goal Line Mechanics**

- a. Goal line responsibility when the ball is snapped from the 3 yard-line back.
- b. Same position as any scrimmage play.
- c. Get to the goal line immediately and officiate the play, rule on progress from there.

### **General Game Duties**

- a. Be particularly aware of player and/or substitutes entering or leaving on your sideline.
- b. Be aware of substitutions to deceive.
- c. Must know down, distance and clock status every play.

### **Penalty Enforcement**

- a. Stay at the enforcement spot until the march-off is complete, then verify accuracy.
- b. All officials are responsible to verify that the penalty has been properly enforced.

### **Measurements**

- a. Pull the forward stake.

## **SDCFOA Crew-of-Seven Position Outline Field Judge**

### **Pregame Duties and Responsibilities**

- a. Discuss signals & communication with SJ and BJ.

### **Pregame Duties on the Field**

- a. Introduce yourself to the Head Coach on your sideline and determine who is to receive foul reports during the game. Will handle most communication for the game.
- b. Who is the Get Back Coach?
- c. Instruct the ball boys. SJ will assist.
- d. Have the [Home](#) captains at the sideline 4 5 minutes before kickoff.

### **Coin Toss Procedures and Responsibilities**

- a. On a signal from the R, escort the captains to the numbers and send them to the R.
- b. Meet with other officials at the center of the field, then jog to kickoff positions.

### **Free Kicks-Deep**

- a. Take a position on the sideline on the press box side on K's restraining line.
- b. Think onside and pooch kick on each kickoff.
- c. You must know if the ball was kicked into the ground.
- d. When the ball is kicked deep, move no more than 10-15 yards toward R's goal line and observe action between the kicking and receiving teams. [Coordinate coverage with B, S, H, L.](#)
- e. You have sideline coverage to K's goal line on a runback.

### **Free Kicks-Onside**

- a. Same starting position as for deep kicks.
- b. Look for encroachment by K

- c. If the kick is to your side, you are responsible for the ball and touching by either team.
- d. If the kick is to the opposite side, you are responsible for blocking. Be prepared to cover the play if a team R player recovers the kick and attempts to advance.

### **Plays from Scrimmage**

- a. Basic position is on the sideline on the press box side, 20-22 yards beyond the LOS.
- b. Count the defense and verify count with BJ and SJ.
- c. Identify the receiver you will be responsible for at the snap. This will be the widest receiver on your side of the formation based on a snap-shot at the snap.

### **Running Plays**

- a. You are responsible for action on or by the widest receiver on your side of the field. Be alert to crackback blocks, blocks below the waist and holding.
- b. You have progress inside the 2 yard line.
- c. Toward your side of field
  - i. Maintain a 10-15 yard cushion. Be at the goal line when the runner crosses.
  - ii. You are responsible for ruling on action in advance of the runner.
  - iii. 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 out of bounds.
- d. Away from your side of field
  - i. Clean up behind the U.
  - ii. Be alert to live ball personal fouls, and dead ball fouls.
  - iii. Cover action between you and the area of the runner once the play crosses the line of scrimmage.
  - iv. ~~Assist with forward progress (cross-field mechanics).~~

### **Passing Plays**

- a. You are responsible for action on and by the widest receiver on your side of the formation based on a snap-shot at the snap.
- b. Hold your basic position at the snap and observe the type of play as it unfolds. Begin to fade only when your 10-15 yard cushion is threatened.
- c. Be alert to the wide receiver voluntarily going out of bounds. Throw your hat to signify the receiver is voluntarily (or involuntarily) OB.
- d. Cover sideline from your original position to the end line.
- e. Use Modified Fade Mechanics and maintain a 10-15 yard cushion.
- f. Watch for holding and illegal checking of eligible receivers and all contact beyond the neutral zone both before and after the pass is thrown.
- g. Stay with your receiver as long as possible; until another receiver enters your area or the pass is thrown. Know where the ball is. Never guard air.
- h. Once the pass is thrown, all eyes go to the ball.
- i. When ruling on a pass reception involving the sideline, watch foot and then ball. Give only incomplete signal if incomplete, timeout signal if complete.
- j. Coordinate close sideline plays with L.
- k. Reverse fade on interceptions
  - i. On interception run backs, switch responsibilities with the LJ.

- ii. You are responsible for the runner's forward progress to the opponent's 2 yard line, the LJ will rule on action in advance of the runner.
- iii. When the runner goes out of bounds, you will mark the spot of forward progress; the LJ is responsible for cleaning up the action around the play and in the team area.

### Punts

- a. Take a position on the sideline on your side of field in line with or slightly behind ~~in front of~~ the deepest receiver.
- b. When the deep punt returner is on the 10-yard line, take your initial position at the goal line pylon.
- c. You have responsibility for contact on or by your flyer(s).
- d. Have a beanbag in your hand.
- e. Count Team B players and verify count with BJ and SJ.
- f. Be alert for blocked or fake kick. You have the widest receiver.
- g. Be alert to kicker's 'flyers' voluntarily going out of bounds. Be ready to throw your flag at the spot of the player's return to the field and participation in the play. ~~Throw your hat to signify a kicker voluntarily (or involuntarily) OB.~~
- h. You must see any illegal blocks on or by your flyer, especially blocks into the receiver.
- i. When it is obvious that the kicked ball will not land in your area of responsibility:
  - i. Hold fast in your original position while the ball is in the air.
  - ii. Cover action in front of the receiver and then cover action around the runner if the play is away from you. Use cross field mechanics to assist the SJ with progress.
  - iii. Be ready to clean up and be alert for dead ball fouls.
- j. If the return is to your side, take over the runner when he takes a step after catching the ball. You are responsible for his forward progress to the opponent's 2 yard line ~~goal line~~.
  - i. 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.
  - ii. When the ball comes down near your sideline, be prepared to rule on the receiver's position when he first touches the ball; inbounds or out of bounds.
  - iii. Be in position to rule on the legality of hand-offs on the kick return.
  - iv. On a kick out of bounds in flight, look to the R ~~hacking waving~~ you in position to the out of bounds spot. You are responsible for the out of bounds spot on kicks that come down inbounds and then roll out of bounds on your sideline.

### Field Goals and Trys

- a. Take a position just behind the upright of the goal on your side of the field.
- b. Count Team B players and verify count with the BJ and SJ.
- c. Read the offensive formation and determine your player responsibility/eligibility.
- d. Be ready to rule on success or failure of field goal/try attempt.
- e. Be alert for fake field goal attempts; be ready to cover runs or passes.
- f. Be alert for the ball striking an upright or crossbar. If the ball strikes ~~your the~~ upright ~~or crossbar, the BJ is you are~~ responsible for the ruling.
- g. ~~Adjustments Coordinate with BJ~~ on fakes and blocked kicks
  - i. When the ball is snapped outside the 20-yard line:

- 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. You have goal line responsibility.
- ii. When the ball is snapped on or inside the 20-yard line:
  - Move to the intersection of the end line and sideline on your side of the field. Be at the pylon. LJ has goal line responsibility.
  - If the return is to your side of the field, you are responsible for 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.

### **Goal Line Plays**

- 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, your position is 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 the 5-yard line in, take a position at the pylon at the intersection of your sideline and the end line.
- d. Count Team B players and verify count with BJ and SJ.
- e. Read the offensive formation and determine your player responsibility.
- f. Concentrate your attention on the sideline in the end zone and the end line in your area.
- g. Coordinate with BJ on plays that involve the end line.

### **General Game Duties**

- a. Be particularly aware of player and/or substitutes entering or leaving on your sideline.
- b. Be aware of substitutions to deceive.
- c. Must know down, distance and clock status every play.
- d. Count B players before every down and confirm with BJ and SJ.

### **Penalty Enforcement**

- a. 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.
- b. All officials are responsible to verify that the penalty has been properly enforced.

### **Measurements**

- a. Ensure that players and/or officials do not block a view of the ball from the press box.

# **SDCFOA**

## **Crew-of-Seven Position Outline**

### **Side Judge**

#### **Pregame Duties and Responsibilities**

- a) Give crew the official time.
- b) Have a watch capable of timing the game if the field clock malfunctions. Keep the game time during the game.
- c) Leave the dressing room together at the pre-determined time.
- d) Discuss signals & communication with FJ and BJ.

#### **Pregame Duties on the Field**

- a) Instruct the game clock operator.
- b) Go with the R and inspect the entire field.
- c) Introduce yourself to the Head Coach on your sideline and determine who is to receive foul reports during the game. Will handle most communication for the game.
- d) Who is the Get Back Coach?
- e) Assist the FJ with instruction of the ball boys.
- f) Have the [Visiting](#) captains at the sideline **4 5** minutes before kickoff.

#### **Coin Toss Procedures and Responsibilities**

- a) On a signal from the R, escort the captains to the numbers and send them to the R.
- b) Meet with other officials at the center of the field, then jog to kickoff positions.

#### **Free Kicks-Deep**

- a) Take a position on the sideline opposite the press box side on K's restraining line.
- b) Think onside and pooch kick on each kickoff.
- c) You must know if the ball was kicked into the ground.
- d) When the ball is kicked deep, move no more than 10-15 yards toward R's goal line and observe action between the kicking and receiving teams. [Coordinate coverage with B, F, H, L.](#)
- e) You have sideline coverage to K's goal line on a runback.

#### **Free Kicks-Onside**

- a) Same starting position as for deep kicks.
- b) Look for encroachment by K
- c) If the kick is to your side, you are responsible for the ball and touching by either team.
- d) If the kick is to the opposite side, you are responsible for blocking. Be prepared to cover the play if a team R player recovers the kick and attempts to advance.

#### **Plays from Scrimmage**

- a) Basic position is on the sideline opposite the press box side, 20-22 yards beyond the LOS.
- b) Count the defense and verify count with BJ and FJ.
- c) Observe the start of the game clock with the R's wind or ready signal.
- d) Identify the receiver you will be responsible for at the snap. This will be the widest receiver on your side of the formation based on a snap-shot at the snap.

## Running Plays

- a) You are responsible for action on or by the widest receiver on your side of the field. Be alert to crackback blocks, blocks below the waist and holding.
- b) You have progress inside the 2 yard line.
- c) Toward your side of field
  - i. Maintain a 10-15 yard cushion. Be at the goal line when the runner crosses.
  - ii. You are responsible for ruling on action in advance of the runner.
  - iii. 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 out of bounds.
- d) Away from your side of field
  - i. Clean up behind the U.
  - ii. Be alert to live ball personal fouls, and dead ball fouls.
  - iii. Cover action between you and the area of the runner once the play crosses the line of scrimmage.
  - iv. ~~Assist with forward progress (cross-field mechanics).~~

## Passing Plays

- a) You are responsible for action on and by the widest receiver on your side of the formation based on a snap-shot at the snap.
- b) Hold your basic position at the snap and observe the type of play as it unfolds. Begin to fade only when your 10-15 yard cushion is threatened.
- c) Be alert to the wide receiver voluntarily going out of bounds. Throw your hat to signify the receiver is voluntarily (or involuntarily) OB.
- d) Cover sideline from your original position to the end line.
- e) Use Modified Fade Mechanics and maintain a 10-15 yard cushion.
- f) Watch for holding and illegal checking of eligible receivers and all contact beyond the neutral zone both before and after the pass is thrown.
- g) Stay with your receiver as long as possible; until another receiver enters your area or the pass is thrown. Know where the ball is. Never guard air.
- h) Once the pass is thrown, all eyes go to the ball.
- i) When ruling on a pass reception involving the sideline, watch foot and then ball. Give only incomplete signal if incomplete, timeout signal if complete.
- j) Coordinate close sideline plays with H.
- k) Reverse fade on interceptions.
  - i. On interception run backs, switch responsibilities with the HL.
  - ii. You are responsible for the runner's forward progress to the opponent's 2 yard line, the HL will rule on action in advance of the runner.
  - iii. When the runner goes out of bounds, you will mark the spot of forward progress; the HL is responsible for cleaning up the action around the play and in the team area.

## Punts

- a) Take a position on the sideline on your side of field in line with or slightly behind ~~in front of~~ the deepest receiver.
- b) When the deep punt returner is on the 10-yard line, take your initial position at the goal line pylon.
- c) You have responsibility for contact on or by your flyer(s).
- d) Have a beanbag in your hand.
- e) Count Team B players and verify count with BJ and FJ.
- f) Be alert for blocked or fake kick. You have the widest receiver.



- g) Be alert to kicker's 'flyers' voluntarily going out of bounds. **Be ready to throw your flag at the spot of the player's return to the field and participation in the play. ~~Throw your hat to signify a kicker voluntarily (or involuntarily) OB.~~**
- h) You must see any illegal blocks on or by your flyer, especially blocks into the receiver.
- i) When it is obvious that the kicked ball will not land in your area of responsibility:
  - i. Hold fast in your original position while the ball is in the air.
  - ii. Cover action in front of the receiver and then cover action around the runner if the play is away from you. Use crossfield mechanics to assist the FJ with progress.
  - iii. Be ready to clean up and be alert for dead ball fouls.
- k. If the return is to your side, take over the runner when he takes a step after catching the ball. You are responsible for his forward progress to the opponent's **2 yard line goal-line.**
  - i. 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.
  - ii. When the ball comes down near your sideline, be prepared to rule on the receiver's position when he first touches the ball; inbounds or out of bounds.
  - iii. Be in position to rule on the legality of hand-offs on the kick return.
  - iv. On a kick out of bounds in flight, look to the R **hacking waving** you in position to the out of bounds spot. You are responsible for the out of bounds spot on kicks that come down inbounds and then roll out of bounds on your sideline.

### Field Goals and Trys

- a) Take a position as a "double umpire" behind the defensive line.
- b) The SJ should be on the strong side of the kicking team formation. Communicate your position with the U.
- c) Count Team B players and verify count with FJ and BJ.
- d) Observe line play on your side of the center.
- e) Be alert for fake field goal attempts; **be ready to cover runs or passes.**
- f) If there is a Swinging Gate Formation, **remain start** in your normal scrimmage play position **then shift to the double umpire position if the offense shifts. ~~Do not move on the shift.~~**

### Goal Line Plays

- 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, your position is 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 the 5-yard line in, take a position at the pylon at the intersection of your sideline and the end line.
- d) Count Team B players and verify count with BJ and FJ.
- e) Read the offensive formation and determine your player responsibility.
- f) Concentrate your attention on the sideline in the end zone and the end line in your area.
- g) **Coordinate with BJ on plays that involve the end line.**

### General Game Duties

- a) You have primary responsibility for the game clock. Know status of the clock before and after every play. Keep the game clock during the game.

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- b) You are responsible for all other timing except for the 25-second play clock.
- c) Be particularly aware of player and/or substitutes entering or leaving on your sideline.
- d) Be aware of substitutions to deceive.
- e) Must know down, distance and clock status every play.
- f) Count B players before every down and confirm with BJ and FJ.

### **Penalty Enforcement**

- a) 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.
- b) All officials are responsible to verify that the penalty has been properly enforced.

### **Measurements**

- a) Ensure that players and/or officials do not block a view of the ball from the press box.

## **SDCFOA Crew-of-Seven Position Outline Back Judge**

### **Pregame Duties and Responsibilities**

- a) Have a watch capable of timing the 25-second play clock.
- b) Discuss signals & communication with FJ and SJ.

### **Pregame Duties on the Field**

- a) Instruct the play clock operator.
- b) Notify the visiting coach 5 minutes prior to kickoff and bring the visiting team onto the field.

### **Coin Toss Procedures and Responsibilities**

- a) Stay on your sideline at the 50-yard line (SJ will be at the numbers).
- b) Meet with other officials at the center of the field, then jog to kickoff positions.

### **Free Kicks Deep**

- a) 30 seconds before kickoff, take the ball to the kicker and instruct him to wait for the Referee's whistle before kicking. Count K and confirm with the SJ/FJ/LJ/HL.
- b) Jog to your position in the middle of the field to the side of the kicker. Raise your arm to signal the Referee you are ready.
- c) Think onside and pooch kick on each kickoff.
- d) Watch illegal action on the kicker.
- e) Observe off-ball action mainly toward the center of the field.
- f) Coordinate coverage with F, S, H, L.
- g) Be on the goal line before the runner on a long runback.

### **Free Kicks-Onside**

- a) Same starting position as for deep kicks.
- b) Treat K's restraining line as a plane.

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- c) Watch illegal action on the kicker.
- d) Be prepared to rule on the ball hitting the ground and touches in the middle of the field.

### Plays from Scrimmage

- a) Basic position is in the middle of the field 25 yards from the LOS.
- b) When the ball is snapped between the 20-25 yard lines, start on goal line.
- c) When the snap is from the 20-yard line in, your position is on the end line.
- d) Count the defense and confirm with FJ and SJ.
- e) Identify the receiver you will be responsible for based on a snap-shot at the snap.
  - i. If a balanced formation, your key is the second receiver on the LJ side.
  - ii. If an unbalanced formation, your key is the second receiver on the strong side.
  - iii. If trips, your key is the ~~second~~ **third** receiver on the trips side.
  - iv. If quads, your keys are the ~~second and third~~ **third and fourth** receivers on the quads side **at the snap, then let them declare if they are bunched or stacked.**

### Running Plays

- a) You are responsible for action on or by your receiver. Be alert to crackback blocks, blocks below the waist and holding.
- 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) If the run ends between the numbers, hold your position and observe dead ball action.
- e) If the run ends near a sideline, move towards the play and observe dead ball action.
- f) Be alert to live ball fouls and dead ball personal fouls.

### Passing Plays

- a) Identify the receiver you will be responsible for at the snap based on a snap-shot at the snap.
  - i. If a balanced formation, your key is the second receiver on the LJ side.
  - ii. If an unbalanced formation, your key is the second receiver on the strong side.
  - iii. If trips, your key is the ~~second~~ **third** receiver on the trips side.
  - iv. If quads, your keys are the ~~second and third~~ **third and fourth** receivers on the quads side **at the snap, then let them declare if they are bunched or stacked.**
- b) Hold your basic position at the snap and observe the type of play as it unfolds. Begin to fade only when your 10-15 yard cushion is threatened.
- c) You are responsible for action on or by your receiver. Be alert to crackback blocks, blocks below the waist and holding.
- d) Watch for holding or illegal checking of eligible receivers and all contact beyond the neutral zone both before and after the pass is thrown.
- e) Stay with your receiver as long as possible; until another receiver enters your area or the pass is thrown. Know where the ball is. Never guard air.
- f) Once the pass is thrown, all eyes go to the ball.
- g) When ruling on a pass reception involving the end line, watch foot and then ball. **Give only incomplete signal if incomplete, timeout signal if complete. Ensure receiver/defender controls the ball throughout the process, even if out of bounds.**

- h) Coordinate with S, F on plays that involve the side line/end line and plays snapped from 5 yard line and in.

### **Punts**

- a) Basic position is ~~slightly~~ 7-10 yards behind and ~~on the wide side just outside shoulder~~ of the deepest punt receiver, always inside the hash marks. Have a bean bag in your hand.
- b) Count defense and confirm with FJ and SJ.
- c) You are responsible for the receiver and the ball from sideline to sideline with help from the FJ and SJ when the ball comes down outside the numbers.
- d) Find the path of the ball and move with the receiver **to maintain a 45° viewing angle when ball is caught.**
- e) Rule touchback if the kick crosses R's goal line.
- f) Rule on legality of a fair catch signal, validity of the catch, kick catch interference, first touching and batting by the kicking team.
- g) Follow the ball if it is not caught.
- h) Bean bag the spot of ~~illegal first~~ touching **and or** the spot where the kick ends.
- i) After the catch, cover the runner until he takes the first step and then observe blocks around the runner.
- j) On the return, observe action around the runner while remaining between the hash marks. FJ and SJ have coverage of the runner and forward progress.
- k) **Adjustments** Coordinate with F, S on fakes and blocked punts.

### **Field Goals and Trys**

- a) Take a position just behind the upright of the goal **post** on the HL side opposite the FJ.
- b) Make sure FJ is under the goal post with you.
- c) Give the illegal procedure signal to remind you and other officials that the ball is live during kick on a "field goal" attempt.
- d) Count Team B players and confirm with FJ **and SJ.**
- e) Read the offensive formation and determine your player responsibility/**eligibility.**
- f) Be ready to rule on success or failure of field goal/try attempt. **Whistle at the end of play when appropriate.**
- g) Be alert for fake field goal or try attempts; be ready to cover runs or passes. You are responsible for the end line
- h) Be alert for the ball striking an upright or crossbar. If the ball strikes ~~an upright or~~ the crossbar or upright, you are responsible for the ruling.
- i) If a long field goal attempt ~~and kick~~ is short, you may need to **move to the goal line and rule on possible touch back rule on the goal line.**
- j) **Coordinate with F on fakes and blocked kicks.**

### **Goal Line Plays**

- a) Start on the end line near the middle of the field.
- b) Same coverage of receivers as for normal plays.

### **General Game Duties**

- a) You are responsible for the 25-second play clock. Call delay of game penalty if the ball is still on the ground after observing the play clock reading "00".
- b) Know status of the game clock before and after every play.
- c) Be aware of substitutions to deceive.

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- d) Must know down, distance and clock status every play.

### **Penalty Enforcement**

- a) Cover the dead ball spot and/or flags thrown by other officials if you are not involved.
- b) All officials are responsible to verify that the penalty has been properly enforced.

### **Measurements**

- a) Provide the spot on the appropriate line to place the clip.
- b) Substitutions and Counting Players
- c) Count the defense and confirm with FJ and SJ.

## **SDCFOA Crew-of-Seven Position Outline '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.

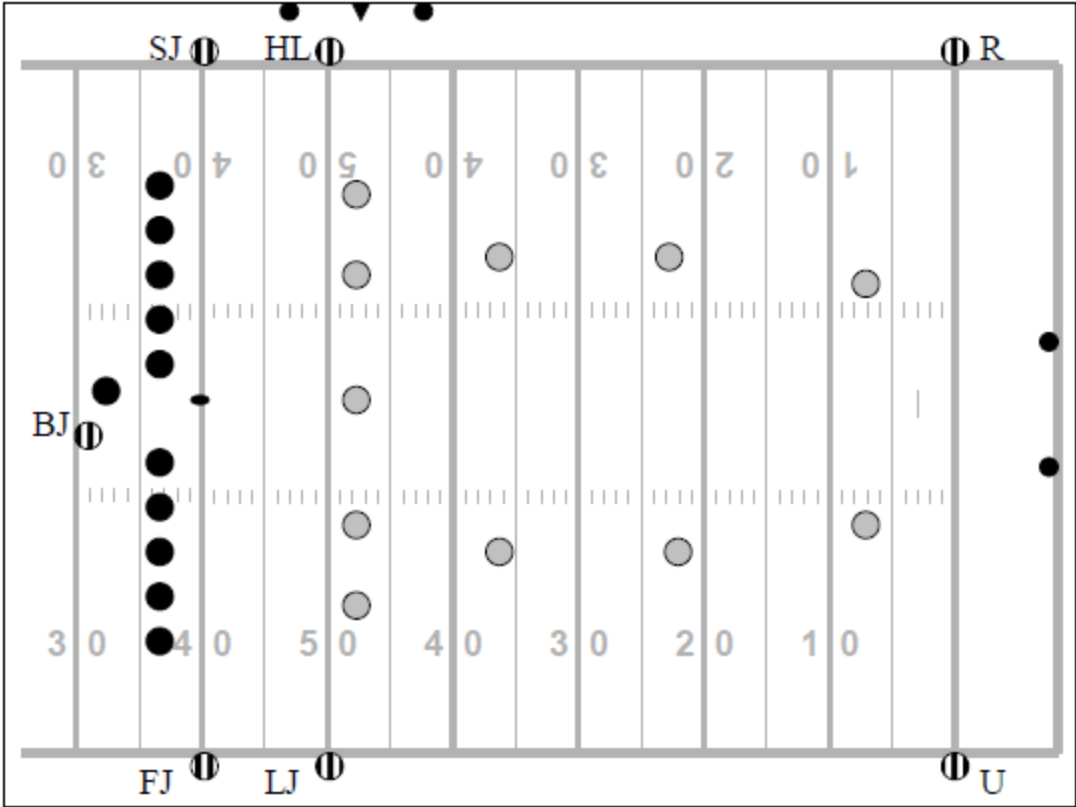
### **If the receiver's action at the snap indicates a run or short pass pattern**

- a) Maintain initial position until cushion (at least 7 to 10 yards from the receiver) is threatened. At that time, begin 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.

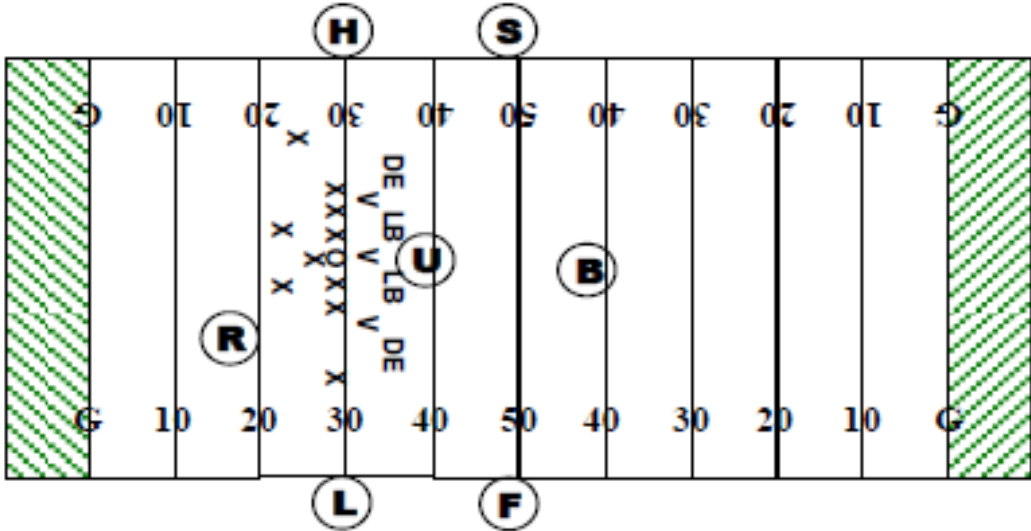
### **If their receiver's action at the snap indicates a deep pass pattern**

- a) Begin to fade immediately in order to maintain cushion of at least 7 to 10 yards from the receiver and, if necessary, be at the goal line when the receiver/runner crosses the goal.
- b) 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.**

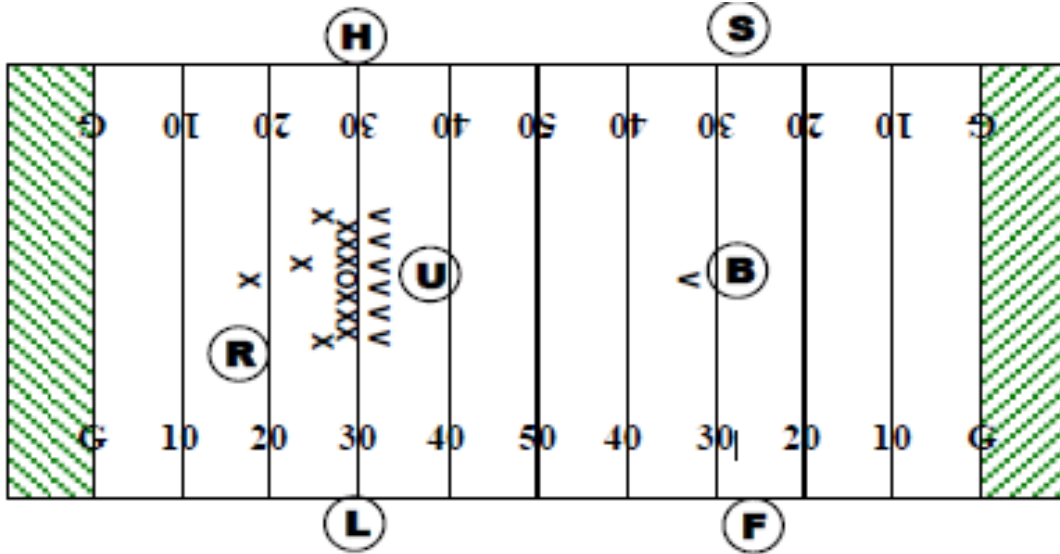
## BASIC FREE KICK and ANTICIPATED SHORT FREE KICK POSITIONS



## BASIC SCRIMMAGE PLAY POSITIONS



**BASIC SCRIMMAGE KICK POSITIONS  
(PUNT)**



**BASIC SCRIMMAGE KICK POSITIONS  
(FIELD GOAL AND TRY)**

