**Five Man Mechanics from Manual – Umpire**

**Pregame Conference**

1. Crew Assignments
	1. 1. Accompany referee as he/she visits with each head coach, examine and rule on any player equipment about which the coach has a question of legality.
	2. Review any appropriate documentation for equipment and pads.

IX. GAME OFFICIALS DUTIES AND CREW RESPONSISBILITIESF FOLLOWING PREGAME CONFERENCE.

1. All Game Officials:
	* 1. Enter field together at least 30 minutes before game time or at an earlier time if required by the state association.
		2. Perform duties in business-like manner.
		3. Performance and tempo sets tone for way in which game will be officiated.
		4. Inspect playing field and pylons.
		5. Assist the umpire in identifying illegal equipment.
2. Umpire:
3. Check player equipment when requested by head coach.
4. You are the final authority on legality of equipment
5. Do not permit use of any illegal equipment.
6. 1) Pregame Equipment Inspection: (suggest locating on first page, IX/A. ‘All Game Officials’,
7. as #5:
8. Crew enters field 45 mins before game; LJ checks Home players, U checks Visiting players;
9. both record on 3 x 5 index card the numbers of all players:
10. a) failing to properly wear required equipment(1-5-1)—eg.: jerseys above pants and/or
11. not covering back pad, untucked, or failing to fully cover shoulder pads; kneepads
12. not covering knees when player makes a football-related move(eg, bends knees to 45-
13. 60 degrees); playcards not worn on wrist or arm; eye shadow other than black,
14. solid(no symbols), & confined to lower lid area;
15. b) wearing illegal equipment or missing required equipment(1-5-3)—eg.: adornments,
16. except for proper small towel; jewelry except medical/religions medals(tucked into
17. jersey collar); arm or leg bands except 3” wide or less worn from base of thumb;
18. hard, un-padded devices on forearm/elbow/arm; tinted eyeshields. No mouthguard
19. (can now be clear/white); no tailpad.
20. List any/all violations of a), b) for each player number on index card, give to appropriate
21. head coach at time of referee/crew conference, ask for corrections, advise coach to return
22. card to U prior to start of game, inform coaches that uncorrected violations during game
23. may result in 5 yd (delay of game) penalty (on player) or 15 yd penalty (USC) on coach.
24. 1) Pregame Equipment Inspection: (suggest locating on first page, IX/A. ‘All Game Officials’,
25. as #5:
26. Crew enters field 45 mins before game; LJ checks Home players, U checks Visiting players;
27. both record on 3 x 5 index card the numbers of all players:
28. a) failing to properly wear required equipment(1-5-1)—eg.: jerseys above pants and/or
29. not covering back pad, untucked, or failing to fully cover shoulder pads; kneepads
30. not covering knees when player makes a football-related move(eg, bends knees to 45-
31. 60 degrees); playcards not worn on wrist or arm; eye shadow other than black,
32. solid(no symbols), & confined to lower lid area;
33. b) wearing illegal equipment or missing required equipment(1-5-3)—eg.: adornments,
34. except for proper small towel; jewelry except medical/religions medals(tucked into
35. jersey collar); arm or leg bands except 3” wide or less worn from base of thumb;
36. hard, un-padded devices on forearm/elbow/arm; tinted eyeshields. No mouthguard
37. (can now be clear/white); no tailpad.
38. List any/all violations of a), b) for each player number on index card, give to appropriate
39. head coach at time of referee/crew conference, ask for corrections, advise coach to return
40. card to U prior to start of game, inform coaches that uncorrected violations during game
41. may result in 5 yd (delay of game) penalty (on player) or 15 yd penalty (USC) on coach.
42. **Pregame Equipment Inspection:**

**Crew enters field 30 mins before game; LJ checks Home players, U checks Visiting players; both record on 3 x 5 index card the numbers of all players:**

1. **failing to properly wear required equipment(1-5-1)—eg.: jerseys above pants and/or not covering back pad, untucked, or failing to fully cover shoulder pads; kneepads not covering knees when player makes a football-related move(eg, bends knees to 45-60 degrees); playcards not worn on wrist or arm; eye shadow other than black, solid(no symbols), & confined to lower eye lid area;**
2. **wearing illegal equipment or missing required equipment(1-5-3)—eg.: adornments, except for proper small towel; jewelry except medical/religions medals(tucked into jersey collar); arm or leg bands except 3” wide or less worn from base of thumb; hard, un-padded devices on forearm/elbow/arm; tinted eyeshields. No mouthguard (can now be clear/white); no tailpad.**

**List any/all violations of a), b) for each player number on index card, give to appropriate head coach at time of referee/crew conference, ask for corrections, advise coach to return card to U prior to start of game, inform coaches that uncorrected violations during game may result in 5 yd (delay of game) penalty (on player) or 15 yd penalty (USC) on coach.**

**Coin Toss:**

1. Pregame
2. About five minutes before game time, escort to center of field the captain(s) of team whose team box is o side where line to gain indicator is located.
3. After introducing captains to referee, remain with referee to listen to instructions and record toss options.

**IV. ALL GAME OFFICIALS**

A. Pregame:

1. At conclusion of the coin-toss procedures and after the captains have been dismissed, move together for final instructions from referee.

2. Record which team has first choice for second half.

3. At referee's signal, hustle to kickoff positions.

Head linesman, umpire and judge(s) clear sidelines before going to kickoff position.

B. Second-half choices:

1. The game official escorting the team with the second-half choice obtains from that team's head coach its second-half choice and communicates same to the referee.

2. The referee then obtains the opposing team's response to the second­ half team's choice from the game official escorting that team.

3. Hustle to kickoff positions. Head linesman, umpire and judge(s) clear sidelines before going to kickoff position.

4. Following the mandatory three-minute warm-up period after the halftime intermission expires, both teams assume their respective free-kick formations.

**SOUNDING WHISTLE**

I. GAME OFFICIAL COVERING RUNNER

A. Find ball before sounding whistle.

B. When ball becomes dead, sound whistle quickly and loudly.

C. Move in quickly to be certain all action stops on whistle.

II. ALL GAME OFFICIALS

A. Player safety is first responsibility.

B. Find ball before sounding whistle.

C. Actually see ball in possession of runner who is down or forward progress stopped-this prevents early whistle.

D. When sounding whistle, do it quickly and loudly.

E. Be alert and in position to keep ball in view.

F. Be ready to assist covering official after whistle has sounded.

G. Use bean bag to mark spot of end of the run if whistle is sounded inadvertently.

H. Inadvertent whistle:

1 Ball becomes dead immediately

2. Location at which ball will be put in play and number of next down determined by location and status of ball when whistle was sounded.

**STOPPING, STARTING AND WINDING THE CLOCK**

1. Stopping the clock

A. Stop clock (S#3) twice when:

1. The down ends following a foul

2. An official's time-out is taken.

3. A charged or TV/radio time-out is granted.

4. The period ends.

5. The ball is out of bounds.

6. A fair catch is made or awarded.

7. An obvious first down has occurred.

B. Official’s time-out - requires clock be stopped when ball becomes dead. Stop Clock (S #3) twice, followed by tapping hands on chest twice:

1. For measurement of possible first down.

2. Before first down is declared.

3. Following change of team possession.

4. When captains and coaches are notified of time remaining.

5. For player who appears injured.

6. For player in need of equipment repair.

7. To dry or change ball.

8. For unusual heat or humidity which may create a health risk to players.

9. When coach-referee conference concerning misapplication of a rule results in referee altering ruling.

10. After a foul to administer the penalty.

11. For unusual delays in getting ball ready for play.

12. A TV/radio time-out.

13. One minute between periods and following a try, successful field goal or safety.

C. Other reasons:

1. As provided by rule.

2. Team attempts to consume time.

3. Covering official determines ball reaches line-to-gain.

**II. STARTING CLOCK**

A. On ready-for-play-signal (S #1) followed by (S #2) - two different signals - if clock was stopped:

1. For an official's time-out other than a new series for Team B or a new series following a legal kick.

2. For dead ball after foul if:

a. There was no charged time-out during dead-ball interval.

b. The down is not extension of period or try.

c. There was no abuse of timing rule, or a delay-of-game penalty.

d. Action th.at caused down to end did not also cause clock to stop.

**Ill. WINDING CLOCK**

A. If ball becomes dead inbounds near sideline (within 2 yards) behind the line­ to-gain:

. Covering official shall use normal coverage.

2. After determining ball is dead, give the start-clock signal (S #2) twice.

B. If ball becomes dead near sideline and first down is gained:

1. Covering official shall use normal coverage.

2. After determining ball is dead, stop the clock with the time-out signal (S#3) twice.

**SHORTENING PERIODS**

I. PROCEDURES

A. If procedures have been adopted by state associations, referee confers with opposing coaches to confirm the decision and provide any necessary instructions.

B. Referee notifies all other game officials when period-shortening procedures are in effect.

C. Referee holds the ball up to indicate the end of the shortened period.

**USE OF THE PENALTY MARKER**

I. ALL GAME OFFICIALS

A. Penalty marker should be tucked out of sight.

B. The penalty marker shall be used to mark the appropriate yard line on which a game official has observed an infraction.

C. Discretion, officiating position and game situation should determine whether the marker is dropped or tossed following an infraction. However, as a general rule, throw the penalty marker in the air on a dead ball foul and throw the penalty marker out to a location or spot on a live ball foul.

**USE OF THE BEAN BAG**

I. ALL GAME OFFICIALS

A. The bean bag is to be dropped on the appropriate yard line in accordance with the situations calling for such action in this manual.

B. The bean bag is to serve as an aid to enforcement and not an absolute reference point.

**DECLARING BALL READY-FOR-PLAY**

A, Umpire stands over ball until the ready for play chop or the referee signals him/her to move.

II. ALL GAME OFFICIALS

A. Hustle to proper positions.

B. Teamwork is essential to prevent delay.

C. Establish and maintain the same tempo throughout the game.

**AFTER A SCORE OR TRY - PRIOR TO FREE KICK**

Umpire

* + 1. Count R (B) players
		2. Be sure sideline is clear before giving ready sign to referee.

VI. ALL GAME OFFICIALS

A. Observe action.

B. Prevent unnecessary delays when possible.

C. Encourage both teams to take free-kick positions quickly.

D. Hustle to free-kick position by jogging first to the sideline and then proceeding up the sideline.

E. Fill out game cards upon reaching free kick position.

**CORRECTING OBVIOUS ERRORS IN TIMING I.**

REQUISITES FOR CORRECTING TIMING ERRORS

A. Must be readily evident and have resulted in acknowledged discrepancy.

B. Must not involve judgment, but from failure, either human or mechanical, to correctly administer timing rule.

Ill. ALL GAME OFFICIALS

A. Note time on clock in dead-ball intervals when clock is stopped.

B. Monitor closely if problems arise with the operation of the clock.

C. Assist referee as much as possible.

**COACH-REFEREE CONFERENCE**

I. PURPOSE

A. Allows review of possible misapplication or misinterpretation of rules by game officials.

B. Allows corrections when error has been made.

II. PROCEDURES

A. Request for conference must be made prior to ball becoming live following the play which is to be reviewed unless period has officially ended.

B. Coach directs player to request time-out to confer with referee regarding possible misapplication of a rule.

C. Time out granted- charged to requesting team

D. Referee (accompanied by the head linesman/line judge) and coach confer at sideline directly in front of team box in the field of play.

E. Rule determined to have been applied correctly:

 1. time-out remains charged to team

 2. Foul for delay of game if permissible time-outs have been used

F. Rule determined to have been applied incorrectly:

 1. Correction made immediately

 2. Time out previously charged to team becomes an official’s time out

 3. Referee will review and explain situation to opposing coach before continuing the game

**COACH-DISQUALIFICAT ION PROCEDURE**

I. OTHER GAME OFFICIALS

A. Line judge or head linesman accompany referee to sideline.

B. Assist referee if necessary.

C. Observe all players.

D. Notify opposing coach of disqualification.

 Il. REMINDER

A. Imperative coach is notified by referee or calling game official of all unsportsmanlike fouls against him/her, such as:

1. Improper conduct toward a game official.

2. A player not wearing required equipment.

3. More than three coaches in 2-yard area between sideline and team-box area prior to ball becoming live.

4. Having anyone in the restricted area when the ball is live.

B. Mandatory that any coach receiving two unsportsmanlike fouls carrying 15- yard penalties, vacate stadium area.

C. If severe enough, can be disqualified on first foul.

**CONTROLLING THE SIDELINE AND TEAM BOX**

I. ALL GAME OFFICIALS

A. Consistently administer enforced so that all game officials have enough room to work. .

B. Be firm and professional, ensuring that restrictions are enforced so that all game officials have enough room to work.

II. First Violation by team

1. Results in sideline warning
2. Covering official sound whistle drop penalty marker give proper signal, then report infraction to referee.
3. Referee will give proper signal and indicate offending sideline
4. Covering official echo signal (S#15) whistle verbally informing coach of warning. Communication also should include reminder of distance penalties for further violations.
5. All game officials record time and period warning is given. Ill.

**SECOND AND SUBSEQUENT VIOLATIONS BY TEAM**

A. Covering official will drop penalty marker, sound whistle, and report infraction to referee.

B. Referee will give approved signals and umpire will assess distance penalty.

C. Covering official will verbally inform and remind coach that each subsequent offense will result in 15-yard penalty.

D. All game officials record time and period penalty is assessed.

**CONTROLLING TEAM PERSONNEL ALTERCATIONS**

I. ALL GAME OFFICIALS

A. If altercation is in your area, attempt to stop initial confrontation.

B. If unable to stop altercation, step back and record the uniform number of each player involved and other team personnel.

END-OF-GAME AND OVERTIME PROCEDURE

I. ALL GAME OFFICIALS

A. Regulation game:

1. Referee-Indicate end of fourth period (S #14).

2. Leave field together immediately.

3. Neither avoid nor seek coaches.

4. Do not discuss game on field or make any public statement about game to news media.

5. Report any flagrant irregularity or disqualification(s) to state association office. when applicable.

6. If your state association has additional penalty for fighting, follow reporting procedure.

B. Overtime, 10-yard line procedure:

1. Hold coin toss at center of field, using general coin-toss mechanics.

2. Toss winner shall choose whether to be on offense or defense or choose the end of field at which ball will be put in play.

**Five-Game Official Positions for Kickoff**

**KICK OFF**

Umpire

1. Before Kick
2. Be certain coaches, player, substitutions and other individuals are in proper locations.
3. Position: On R’s GOAL line, outside the pylon on the press box side.
4. Count R players, confirm with referee.
5. Hold arm above head to indicate you are ready, bean bag in hand
6. If onside kick is anticipated, check with referee before moving to R’s free kick line (usually the 50 yard line)
	1. Be alert for first touching by K or kick which does not cross R’s free kick line (usually the 50 yard line).
	2. Hold bean bag to mark first touching by K
	3. Observe legality of blocks and action away from the ball.

B After the kick

1. Kick to your side
2. Signal clock to start when kick is legally touched
3. Pick up runner and follow along sideline
4. When ball becomes dead, sound whistle and give time out signal (S#3)
5. When kickoff goes outside opposite hash mark
	1. Move cautiously with play along sideline
	2. Observe action of other player in vicinity of runner (big picture)
	3. Serve as clean up behind, to side, and around runner.
6. Maintain position enabling coverage of your sideline at all times.
7. Mark out of bound spot if kick goes out of bounds in your area..
	1. Throw penalty marker high, if untouched inbounds by R, note spot where ball went out of bounds (if kick goes less than 25 yards it is important)

VI. ALL GAME OFFICIALS

. A. Covering official(s) signal clock to start (S #2) when kick is touched, other than first touching by K.

B. Kick out of bounds between goal lines:

1'. Sound whistle.

2. Give time-out signal (S #3) twice and mark spot.

3. Determine if R had touched.

4. Toss penalty marker if R did not touch the ball.

C. Maintain position on sideline at all times except for referee.

D. Sound whistle when ball becomes dead in your area and give time-out signal.

E. Carry bean bag in hand.

F. Free kick following safety:

1. Each game official assumes same relative position and has same duties as on kickoff.

2. Ball put in play by drop kick, place kick, or punt.

**FIELD-GOAL ATTEMPT BY FREE KICK**

AFTER A FAIR CATCH OR AWARDED FAIR CATCH

1. POSITIONS
	* 1. Umpire behind upright rule on crossbar

**Running Play**

Umpire

1. After ball is spotted
2. Position
3. Spot and remain over ball, facing referee until ready for play signal or released by referee.
4. Usually 6 to 9 yards behind Team B’s line (always behind linebackers) and between A’s tackles keeping ball in view
5. Do not interfere with vision or movement of defensive backs or linebackers
6. Check following:
7. Number of players and indicate to referee that you have counted the offense
8. Five players numbered 50 – 79 on offensive line
9. Interference with snap, false start or encroachment
10. Disconcerting signals by B
11. Note position of ball between hash marks using lateral ball marker
12. Note B’s players on the line of scrimmage in the free blocking zone.
13. After the snap
14. Area of responsibility:
	1. Key center and guards. If they block aggressively read run if they pass block read pass
	2. Read point of attack paying particular attention to free-blocking zone.
	3. When play goes wide:
15. Move in that direction, observing initial line play and action around runner (especially on short gains or losses in side zones).

Ii. Remain on inside working out to maintain boxed in coverage

* 1. When hole opens, directly in front of you:

i. React and adjust according to play, possibly move laterally from hole being alert for tight end cutting across.

ii. Cover actions at point of attack and then behind runner

1. Check for illegal use of hands or arms and other fouls at point of attack.
2. Be alert to:
3. If fumble occurs beyond neutral zone, assist in determining who secures possession
4. Illegal contact on snapper
5. Actions of players in and just behind neutral zone
6. Do not sound whistle unless player is down with the ball
7. Spot ball for next down.

VI. ALL GAME OFFICIALS

.A. Areas of Responsibilities

* + 1. Keep play properly boxed in
		2. Before sounding whistle:
			1. See the ball and be certain ball is dead
			2. Be certain of location of ball
			3. Keep eyes on runner when you are covering

.B. If there is a fumble, covering officials should:

1. Mark yard line of fumble with bean bag if beyond line of scrimmage
2. Rule on possession immediately
3. If defense recovers, covering official should immediately signal time out (S#3) twice and then indicate direction the recovering tea in going
4. If fumbling team recovers, covering official should indicate number of next down with finger or first if fourth down.
5. If ball becomes dead before fumble, covering officials sound whistle
6. Immediately to indicate down had ended.

.C. If ball goes out of bounds:

1. Covering officials
2. Give time out signal immediately (S#3) twice
3. Mark and hold spot, monitoring players out of bounds
4. Continue to observe action.
5. Referee or back judge retrieve ball, unless cornering official is in best position to do so.
6. Other game officials:
7. Each Time Out signal
8. Move quickly into positions to assist getting ball ready for play

. D. Be alert for substitutions infractions

When line to gain has been reached give time out signals twice.

When ball is blown dead after fourth down, give time out signal twice.

**Forward Pass**

Umpire

1. After ball is spotted, same position as in running play
2. After snap:

1. Be alert for illegal contact on snapper

2. Watch for illegal contact and illegal use of hands by other linemen

3. When you read pass, be alert to possible ineligible receivers down field

1. Observe action of player in and just behind neutral zone.
2. Cover short, quick passes and get inside out look
3. Be alert for tipped balls at line of scrimmage and give proper signal

**Scrimmage Kick**

Umpire

1. After ball is spotted
2. Position 10 yards deep keeping snap in view (stand upright)
3. Count K players and indicate to referee that you have counted the kicking team
4. Check numbering exceptions and give live ball signal (squirrel cage)
5. Key offensive guard and center: instruct defense not to interfere with center until he can protect himself
6. After Snap
7. Be alert for roughing the snapper then shift to action of offensive guards and backs beyond the neutral zone.
8. Read play. Be alert to run, pass or busted play
9. Be alert to assist referee in covering a short or blocked kick and determining if the ball crosses neutral zone.
10. Following kick, pivot to observe players moving downfield.
11. Be alert for fouls in secondary and move down field
12. When ball goes out of bounds, move to help relay ball to inbounds spot

FIELD GOAL ATTEMPT OR TRY FROM ANY DISTANCE

Umpire

1. After ball is sported
2. Position 4 yards (try) and up to 9 yards deep (Field Goal) keeping ball in view
3. Count K players and indicate to referee that you have counted the kicking team
4. Be aware of numbering exceptions
5. After snap
6. Check action on snapper
7. PAT only, step toward neutral zone verbally announcing “play is over”
8. Shift observation to contact between defensive players and blockers behind line
9. PAT, be aware of goal line coverage

V. ALL GAME OFFICIALS

A. Take positions for field-goal or try attempt if the kicking tee is brought onto field.

B. Be alert for runback of an unsuccessful field-goal attempt which is caught or recovered in field of play.

**GOAL-LINE PLAY**

 Umpire

1. Position closer to goal line keying on position of linebackers
2. **Do not give touchdown signal, EVER**
3. When runner has made quick thrust into line, be sure ball is not moved forward after it is declared dead. Assist wing official if he needs help.

V. ALL GAME OFFICIALS

A. Only game officials who actually see touchdown should give touchdown signal (S #5).

B. Game officials not observing touchdown do not mirror signal.

**AFTER A SAFETY, TRY OR FIELD GOAL**

I. ALL GAME OFFICIALS

A. Same as kickoff.

B. Be alert for substitutions and any irregularities as to number of players.

C. Reminder-on free kick following safety:

1. Each game official assumes same relative position and has same duties as on kickoff.

2. Ball may be put in play by drop kick, place kick or punt.

D. Back judge begin timing one minute interval after referee signals score or no score (S#5, S#6 or S#10).

E. Game officials hustle up sidelines to free-kick position and then fill out game cards.

F. Be ready and in position to mark ball ready-for-play within the one minute interval.

**ADMINISTERING PENALTIES**

Umpire

1. Determine the dead ball spot and the penalty sport (where the flag is)
2. Secure ball
3. Make note of penalty enforcement spot (flag, dead ball spot or previous spot)
4. Proceed with measurement coordinating with the head linesman
5. Walk briskly, noting 5 yard increments

VII. ALL GAME OFFICIALS

A. Observe live-ball foul:

1. Withhold whistle.

2. Drop penalty marker at proper yard line and continue to observe play, noting location of ball at time of foul.

3. When ball becomes dead:

a. Give time-out signal (S #3) twice.

b. Sound whistle.

c. Verbally report information to referee.

d. Give no visible signal.

e. Make mental note as to whether clock should be started on ready or on snap.

B. Observe dead-ball foul:

1. Sound whistle, toss penalty marker into air and give time-out signal (S#3) twice immediately.

2. Follow procedures outlined under A.

C. See that umpire assesses penalty properly in all respects.

D. Calling game official (umpire, head linesman, line judge, back judge):

1. After calling foul and ball has been declared dead:

a. Sound whistle and give time-out signal (S #3) twice.

b. Get referee's attention by giving short blasts of whistle.

c. Make sure another game official is covering spot of foul.

d. Verbally report all information fully to referee:

(1) Identify foul.

(2) Identify offending team including jersey color and offense/ defense or kicking/receiving team.

(3) Identify offending player's number or position.

(4) Indicate spot of foul, end of run or end of kick.

(5) Indicate status of ball when foul occurred.

E. Assist with locating captains.

F. Recover penalty markers and ball.

G. Enforcement:

1. Stay clear of spot of foul.

2. If spot is different, go to enforcement spot.

3. When umpire begins enforcement, check for correctness and distance.

4. Avoid visiting while penalty is assessed.

H. When a disqualifying foul is called:

1. Game official who called foul shall inform offending player and report his/her number and type of infraction to referee, coach and other members of officiating crew.

2. Emphasize disqualification is for remainder of game.

3. It there are double disqualifying fouls, referee may designate another game official to assist in reporting foul to coaches.

4. The game official shall not place a hand on offending player, nor accompany or escort him/her to sideline.

5. All game officials:

a. Record player's number and name if known.

b. Observe all other players.

6. Notify state association office, if applicable. I. Record unsportsmanlike penalties.

**MEASURING FOR FIRST DOWN USING TRADITIONAL LINE-TO-GAIN INDICATORS**

II> Umpire

1. Take the forward indicator from chain crew members at place of measurement
2. When head linesman says “ready”, tighten the line to gain indicator, making sure it is visible from the press box and hold forward indicator near ball until referee reaches decision.

**Time out Procedure**

II> Umpire

1. Maintain position over ball
2. Observe Team A until referee is ready to start play

V. ALL GAME OFFICIALS

A. Repeat time-out signal (S #3) twice.

B. Record time-out, number of player who called it, time on clock and period.

C. Stand alertly erect.

D. Do not visit with players.

E. Restrict discussion to captain.

F. Do not huddle in a group.

G. Confirm number of remaining time-outs.

**INJURY TIME-OUT PROCEDURE**

(Additional responsibilities beyond regular time-out.)

ii> umpire

1. Make sure summoned appropriate health care professional(s) and/or coach(es) are not on the field for coaching purposes
2. Maintain the integrity of the dead ball spot

**Between Periods Procedures**

Umpire

1. Record down, distance and yard line nearest foremost point of ball
2. Assist referee
3. Quickly take ball to the corresponding point on the other half of field
4. Check with line judge for verification

V. ALL GAME OFFICIALS

A. Limit of three team attendants are permitted on field.

B. Either legal type coach-player conferences may be held.

**BETWEEN-HALVES PROCEDURE**

II. ALL GAME OFFICIALS

A. Assist referee with halftime intermission responsibilities.

B. Leave field together.

C. Assemble in dressing room or other private place.

D. Discuss the overtime procedure, if applicable.

E. Return to field at least five minutes before the second half is to begin.

F. Start second half on time.