

3-man mechanics

THE SIMPLIFIED OVERVIEW:

ABOUT 18 YEARS AGO, THE CALIFORNIA FOOTBALL OFFICIALS ASSOCIATION DECIDED TO SCRAP THE TRIANGLE AND GO TO A LINEAR METHOD. THUS, FOR THE PAST 18 YEARS OR SO, ALL NEW OFFICIALS HAVE BEEN INSTRUCTED ON THE LINEAR METHOD AND HAVE RECEIVED NO OR LITTLE TRAINING REGARDING THE TRIANGLE METHOD.

THIS TUTORIAL IS TO ENABLE EVERYONE, BOTH VETERANS AND NEWER OFFICIALS, TO REVIEW 3 MAN MECHANICS UTILIZING THE LINEAR METHOD AS OPPOSED TO THE OLD TRIANGLE METHOD. OLDER OFFICIALS WILL BE HAPPY TO KNOW THAT THE AMOUNT OF AREA TO BE COVERED IS GREATLY REDUCED.

THE PROPER WAY TO OPERATE THE 3 MAN LINEAR METHOD IS TO DIVIDE THE FIELD INTO 3 SEGMENTS.

THE HEADLINESMAN COVERS FROM HIS SIDELINE TO HIS HASH.

THE REFEREE COVERS FROM HASH TO HASH.

THE LINE JUDGE COVERS FROM HIS SIDELINE TO HIS HASH.

EACH FLANK OFFICIAL IS RESPONSIBLE FOR HIS SIDELINE ON ALL PLAYS.

THE REFEREE

THE REFEREE ALWAYS TRIES TO SET HIMSELF UP AS CLOSE TO THE CENTER OF THE FIELD AS POSSIBLE.

HE WILL ALWAYS TRY TO BE TO THE WIDE SIDE OF THE BALL.

On Runs to either sideline

THE REFEREE COVERS FROM HASH TO HASH AND PICKS UP THE SPOT FROM EITHER OFFICIAL.

THE FLANK OFFICIAL MARKS PROGRESS, RETRIEVES THE BALL AND UNDERHANDS IT TO THE REFEREE AT THE HASH.

THE REFEREE PLACES THE BALL AT HIS FEET AND PROCEEDS TO GIVE ALL THE PROPER SIGNALS BEFITTING A REFEREE.

THE REFEREE ONLY GOES TO THE SIDELINE WHEN AN ALTERCATION OCCURS OR SOME OTHER UNUSUAL OCCURRENCE DEMANDS HIS PRESENCE.

On Runs within the hash marks

THE REFEREE ADVANCES TO THE BALL AND PLACES IT WHERE THE NEAREST FLANK OFFICIAL HAS MARKED PROGRESS.

FLANK OFFICIALS

FLANK OFFICIALS SET UP AT THE SIDELINE PARALLEL TO THE BALL. *(IF THE BALL IS AT THE FAR HASH, YOU MAY SET-UP HALF WAY BETWEEN THE SIDELINE AND THE HASH (TOP OF THE NUMBERS), BUT NEVER BEYOND A WIDE OUT.)*

On Runs toward the opposite sideline

ALWAYS RUN PARALLEL TO THE SIDELINE; NEVER ON AN ANGLE.

WHEN MARKING PROGRESS AWAY FROM YOUR THIRD OF THE FIELD, ONLY COME IN HALF WAY TO THE HASH.

THERE IS NO NEED FOR FALSE HUSTLE. DO NOT RUN FROM THE SIDELINE TO THE MIDDLE OF THE FIELD.

YOUR JOB FROM THIS POSITION IS TO TAKE THE "BIG VIEW" WHILE THE OTHER 2 OFFICIALS HANDLE THE DETAILS OF THE PLAY.

IF THE REFEREE GOES TO THE OPPOSITE SIDELINE, ONLY THEN DOES THE FLANK NEED TO COME INTO THE FAR HASH TO SPOT THE BALL WHILE MAINTAINING THE "BIG VIEW".

On Runs into your side zone

RUN PARALLEL TO THE SIDELINE AS PREVIOUSLY MENTIONED AND MARK PROGRESS.

WAIT FOR THE REFEREE TO PICK UP YOUR SPOT AT THE HASH OR DROP YOUR BEAN BAG AT THE SPOT AND RETRIEVE THE BALL. UNDERHAND IT TO THE REFEREE FOR PLACEMENT.

IF THE RUNNER GOES OUT-OF-BOUNDS, THE FLANK WILL DROP THE BEAN BAG AT THE OUT-OF-BOUNDS SPOT AND CONTINUE OUT-OF-BOUNDS TO PROTECT THE PLAYER. THE REFEREE WILL WATCH PLAYERS, AND PICK UP THE SPOT OF THE BEAN BAG FROM HIS POSITION AT THE HASH.

Placing the ball at the hash yourself

IF A TACKLE IS MADE WITHIN A FEW STEPS OF THE HASH, RETRIEVE THE BALL AND PLACE IT AT THE HASH SO THAT THE REFEREE MAY START THE CLOCK QUICKLY.

ON LONG GAINS, PICK UP THE BALL AND MOVE IT TO THE HASH. BY THE TIME THE REFEREE ARRIVES, THE BALL WILL BE READY FOR HIS WHISTLE, AND IF YOU ARE WORKING THE CHAINS YOU WILL HAVE RETURNED TO THE SIDELINE TO DIRECT THEM.

Passes

WHEN FLANKS READ PASS (LINEMEN RISING UP TO BLOCK INSTEAD OF FLARING OUT), THEY MUST MOVE DOWN THE SIDELINES KEEPING THE RECEIVERS ON THEIR SIDE AND IN THE MIDDLE OF THE FIELD IN VIEW, LOOKING FOR INFRACTIONS. WHILE IN MOTION, THEY SHOULD SCAN THE MIDDLE OF THE FIELD FOR INELIGIBLES.

IF THE PASS IS COMPLETE TO YOUR SIDE, RUN IT TO THE HASH SO THAT THE REFEREE, WHEN HE ARRIVES, CAN START THE CLOCK ASAP.

IF THE PASS IS INCOMPLETE, WHOEVER'S SIDE IT IS THROWN TO RETRIEVES THE BALL. THE OTHER FLANK OFFICIAL MAY CUT ACROSS THE FIELD TO RELAY IT TO THE REFEREE AT THE L-O-S.

IF THE PASS IS INCOMPLETE DOWN THE MIDDLE OF THE FIELD, THE FLANK CLOSEST RETRIEVES AND THE OTHER FLANK HELPS RELAY.

THE REFEREE WILL PICK UP THE LINE OF SCRIMMAGE AND WAIT FOR THE FLANK OFFICIAL TO RELAY THE BALL TO HIM FOR PLACEMENT OR HE CAN MOVE TOWARD THE FLANK FOR A RELAY AND THEN RELAY TO THE OTHER FLANK WHO HAS COME TO THE L-O-S WHEN HE SEES THE REFEREE GO OUT.

Off mechanics

ON OBVIOUS PASSING DOWNS, AT THE START OF THE PLAY, THE LINE JUDGE MAY POSITION HIMSELF 10-20 YDS DOWNFIELD AT THE SIDELINE OR, IF THE BALL IS ON THE FAR HASH, NO FARTHER IN THAN THE NUMBERS OR THE WIDEST RECEIVER.

THE LINE JUDGE DOES NOT ENTER THE FIELD TO ASSUME A NORMAL 5-MAN UMPIRE POSITION.

AT TIMES, THE REFEREE MAY SEND BOTH FLANKS OFF WHILE HE ASSUMES THE SHORT SIDE OF THE FIELD AT THE SCRIMMAGE LINE (e.g.: *LAST SERIES OF HALF OR GAME, QB THROWING 40 YD. BOMBS*).

FIELD GOALS AND TRYS

THE REFEREE HAS THE PREFERRED OPTION OF CALLING KICKS. IF HE DOES, HE MUST ALSO WATCH ACTION ON THE CENTER AT THE SNAP.

THIS LEAVES BOTH FLANKS ON THE LINE. BESIDES THEIR NORMAL SNAP DUTIES, THE LINE JUDGE MUST WATCH THE KICKER/HOLDER FOR ROUGHING CALLS WHILE THE HEADLINESMAN CAN HELP ON LOW KICKS NEAR THE CROSSBAR BY GIVING A THUMBS UP OR DOWN TO THE REFEREE.

AFTER THE TRY, THE HEADLINESMAN SHOULD ADVANCE TO THE LINE PLAYERS TELLING THEM TO "GET UP EASY" SO THAT NO EXTRACURRICULAR ILLEGAL ACTION OCCURS. REMEMBER, THE DEFENSE IS PROBABLY UPSET THAT THEY GOT SCORED UPON. YOUR VOICE WILL DETER PROBLEMS.

THIS ALLOWS FOR BETTER COVERAGE AT THE GOAL LINE ON BUSTED PLAYS THAT FREQUENTLY OCCUR AT THE NON-VARSITY LEVEL.

PENALTIES

THE FLAGGING OFFICIAL WILL APPROACH THE REFEREE AND EXPLAIN THE TYPE OF FOUL, THE PLAYER'S NUMBER AND OFFENSE OR DEFENSE. THE REFEREE WILL SIGNAL THE FOUL.

THE LINE JUDGE WILL RUN OFF THE PENALTY IF THE SPOT IS WITHIN HIS 2/3'S OF THE FIELD. THE HEADLINESMAN WILL RUN OFF PENALTIES WITHIN HIS 1/3 OF THE FIELD.

WHICHEVER FLANK IS RUNNING OFF THE PENALTY WILL OBTAIN THE BALL AND, IF NECESSARY, CALL THE CAPTAIN TO HIMSELF. IF THE REFEREE NEEDS TO APPROACH AND GIVE OPTIONS, LISTEN FOR A POSSIBLE ERROR.

AFTER THE TEAM REPLIES, THE FLANK WILL PLACE THE BALL WHERE NECESSARY. THIS KEEPS THE BALL OUT OF THE REFEREE'S HANDS AND ALLOWS HIM TO QUICKLY GIVE A POSSIBLE FINAL SIGNAL AND/OR ADMINISTER THE CLOCK WITH THE APPROPRIATE SIGNAL.

THE NON-ADMINISTERING FLANK WILL GO TO THE END OF THE FOUL SPOT OBSERVING THE CORRECTNESS OF THE YARDAGE STEP-OFF, PLAYERS, AND ANY INCORRECT MOVEMENT OF DOWN MARKER OR CHAINS.

IF THE PENALTY IS AGAINST THE TEAM ON YOUR SIDELINE, ASK THE REFEREE WHAT THE INFRACTION WAS & THE PLAYER'S NUMBER. RELAY IT TO YOUR COACH WHEN YOU RETURN TO THE SIDELINE. HE WILL APPRECIATE THAT HE DIDN'T HAVE TO ASK FOR THE INFORMATION, SINCE IT ALLOWS HIM TO COACH BETTER.

3-MAN OFFICIATING

PREGAME

REFEREE

Meet with each head coach and have him:
verify that players are legally equipped,
relate any unusual plays or formations.

LINE JUDGE

Accompany referee to coaches' meetings.
Meet with timer.
Check game balls.

LINESMAN

Meet with and instruct line-to-gain equipment crew.

KICKS

KICKOFF

REFEREE

Prekick

Establish position near R's goal line and adjust accordingly.
Count R players.
Check positions of other officials.
Hold arm above head with bean bag in hand, ready to elicit ready signals from officials and kicker.
After receiving ready signals, drop arm and sound whistle.
If anticipating a short kick,
assume regular position,
be ready to assist other officials.

Postkick

Deep kick

Be ready to rule on touchback.
If kick is caught inside the 5-yard line and player is downed in the end zone, or ball goes out of bounds there, mark the spot of catch with bean bag and rule on whether player's momentum carried him into the end zone.
Kick in front, down the middle
Signal clock to start when kick is touched by R,
Pick up runner and follow until releasing to flank official.

Kick to side zones

Move cautiously with play.

Observe action of players in vicinity of runner.

Clean-up behind, to side of, and around runner.

Kick out of bounds

Determine if R had been last to touch ball inbounds.

LINE JUDGE

Prekick

Take charge of the ball.

Take a position at K's free-kick line in side zone in order to monitor the bench area and assist K in getting into position.

Move to the kicker, check the legality of the tee, hand kicker the ball, identify the REFEREE to the kicker and instruct him to wait for the REFEREE's signal.

Count K players.

When the kicker indicates he is ready, move to the sideline on K's free-kick line, opposite the line-to-gain equipment.

Be certain that coaches, players and others are in proper locations.

Hold arm above head with bean bag in hand to indicate you are ready.

Watch for any infractions involving K's free-kick line.

Administer any dead ball fouls and place ball ready.

Postkick

Short kicks

Watch for first touching by K and mark the spot.

Watch for kick which does not cross R's free-kick line.

Watch initial blocks near R's free-kick line and action against kicker.

Administer penalties and place ball ready on any fouls requiring re-kick.

If kick goes out of bounds:

bean bag spot if last touched inbounds by R,

drop penalty marker if untouched by R, or not last touched inbounds by R.

Kicks to opposite side of field

Move cautiously toward play.

Observe actions of players in vicinity of runner.

Long kicks

Maintain coverage of the sideline at all times.

Move down sideline, watching for fouls away from the ball.

Take coverage of runner in your area on long returns.

LINESMAN

Prekick

Be certain that coaches, players and others are in proper locations and chains are at 20-25 yard line.

Identify the free-kick line for the receiving team.

Quickly establish position on R's free-kick line opposite Line Judge.

Count R players.

Hold arm above head with bean bag in hand to indicate you are ready.

Watch for any infractions involving R's free-kick line.

Postkick

Short kicks

Watch for first touching by K and mark the spot.

Watch for kick which does not cross R's free-kick line.

If kick goes out of bounds

bean bag spot if last touched inbounds by R,

drop penalty marker if untouched by R, or not last touched inbounds by R.

Kicks to opposite side of field

Move cautiously toward play.

Observe actions of players in vicinity of runner.

Long kicks

Maintain coverage of the sideline at all times.

Move down sideline, watching for fouls away from the ball.

Take coverage of runner in your area on long returns.

Fair catch

Sound whistle as soon as ball is caught.

Give time-out signal.

Mark spot.

SCRIMMAGE KICK

REFEREE

Prekick

Check down and distance with linesman.

Declare ball ready using established procedure.

Take a position 3-4 yards behind, and 5-7 yards outside, kicker on his kicking leg side, from where the ball can be seen.

Count K players.

Postkick

Watch for roughing the snapper.

Watch for fouls behind the neutral zone, especially near the kicker.

Watch for blocked kicks and be ready to rule on recovery.

After the ball crosses the neutral zone:

move downfield slowly, following kick,

watch for fouls and be ready to pick up runner on a long return.

Kick out of bounds in flight

Long kick

Line up covering official with spot where ball crossed sideline, using an outstretched arm.

Short kick

Go directly to out of bounds spot.

After kick, if no foul, signal LINESMAN to move chains.

LINE JUDGE

Prekick

Take a position 5 yards to the rear and 10 yards wide of the receiver.

Check numbering exception.

Count R players.

Carry bean bag in hand.

Postkick

Kick down middle or to your side

Cover action around ball. Rule on fair catch signal and kick catching interference.

Follow runner if kick is returned.

Kick caught inside 5-yard line and player downed in end zone

Mark spot of catch with bean bag.

Determine if momentum carried runner into end zone.

Kick rolls out of bounds along your sideline

Sound whistle.

Give time-out signal.

Mark spot.

Continue to observe play until all action stops.

If necessary, drop bean bag and retrieve ball and toss to nearer official at inbounds spot.

Kick is to LINESMAN'S side

Move slowly downfield watching action around ball.

If out of bounds, help retrieve ball and go to hash.

Spot the ball.

All kicks

If K first touches kick beyond line

Mark the spot with a bean bag.

If ball at rest, sound whistle.

If a foul occurs, calling official reports to REFEREE while other official covers the ball.

LINESMAN

Prekick

Assume position same as for regular scrimmage down.

Check down number.

Be prepared to see that ball crosses neutral zone.

Count players of team on your side of field.

Postkick

Short or blocked kicks

See if kick is touched beyond neutral zone.

See if kick is recovered in or behind neutral zone.

Kicks out of bounds

In flight

Sound whistle and give time out signal.

Move farther downfield than where ball went out.

Walk upfield along sideline until you receive REFEREE'S signal.

Rolls out

Sound whistle and give timeout signal.

Hold spot and continue to observe action.

Drop bean bag at spot if ball must be retrieved.

Routine kicks

Delay your move along sideline, watch for fouls and fair catch signals.
If runner comes to your side follow him all the way to the goal line if necessary.

If a foul occurs, calling official reports to REFEREE while other official covers the ball.

Watch REFEREE for signal to move line-to-gain equipment.

Other kicks

TRY

REFEREE

Count K players and check for numbering exceptions.

Stand 7 yards behind holder.

Watch for fouls against snapper and for holder violations.

Determine if ball passes above crossbar and between uprights.

If try is blocked, sound whistle immediately.

LINE JUDGE

Count players of team on your side of field.

Line up on line of scrimmage, watch for roughing of kicker or holder.

Sound whistle when kick breaks goal line plane.

LINESMAN

Count players of team on your side of field.

Line up on line of scrimmage.

Signal REFEREE if low kicks pass above crossbar.

Pinch in after kick verbalizing to linemen that play is over.

ALL

{On any try the crew has the option of using Field Goal mechanics.}

FIELD GOAL

REFEREE

Short

Same as try.

Long

Count K players.

Stand toward LINE JUDGE side, 7 yards wider than, and 3 yards behind, kicker.

Do not blow whistle if kick is blocked or if it falls short of the end zone.

LINE JUDGE

Count R players.

Line up under goal posts.

Sound whistle when kick breaks goal line plane.

Determine if ball passes above crossbar and between uprights.

LINESMAN

Count R players.

Determines if kick crosses the neutral zone.

FREE KICK FOLLOWING SAFETY OR AWARDED FAIR CATCH

ALL

Assume same duties as on kickoff.

Allow ball to be put into play by drop kick, place kick or punt.

If a field goal attempt:

REFEREE

Line up on sideline on K's free-kick line, opposite
LINESMAN.

LINE JUDGE

Behind goal posts to determine success or failure.

LINESMAN

Line up on sideline on R's free-kick line.

RUNNING PLAY

REFEREE

Before snap

Spot the ball and declare it ready for play using the established procedure.

Start 25-second count.

Line up close to the center of field, which should be the wide side. You are now equidistant from each hash mark at the start of each play from where you will be able to call the bulk of holding calls in the line.

Count A players.

Note eligible backs and be alert for motion.

Be alert for snap irregularities, illegal shifts and false starts.

After snap

Key opposite tackle for run/pass.

Areas of responsibility:

Follow runner and surrounding action to neutral zone and between hash marks.

When action is toward a flank official:

move parallel to scrimmage line, behind runner,

do not follow too closely to avoid interfering with a reverse or other delayed play.

maintain responsibility for runner until he crosses neutral zone or turns upfield,

continue to observe action behind neutral zone before leaving area.

Watch for:

illegal use of hands by A players,

action on quarterback after handoff,

action behind ball and away from runner near neutral zone,

blocks on your side of ball outside free-blocking zone, toward ball,

fouls behind runner after he crosses neutral zone.

When ball becomes dead:

move quickly to spot ball,

be positive of ball location before sounding whistle,

if a first down has been made or there has been a change of team possession, stop the clock if it has not been already stopped.

LINE JUDGE

Before snap

Check game clock before and after play.

Position yourself straddling the line of scrimmage near the sideline.

Check the down marker and signal the down number.

If closest A player is off the line of scrimmage, signal and hold until LINESMAN responds.

Check:

number of players on the offensive line,

numbers of eligible pass receivers on your side,

wingbacks, flankers, split ends and slot backs are in legal positions,

man in motion away from you; maintain responsibility for him even if he reverses direction,

be alert for encroachment, false starts, snap infractions.

After snap

Areas of responsibility:

observing initial charge of linemen; key near tackle for run/pass,
observing action by blockers on end and linebackers on your side,
on quick plays into line assist REFEREE in marking forward progress,
be prepared to move quickly downfield on quick kick or pass,
pinch in on short yardage for first down or on plays inside the 10-yard line,
on plays into your side zone take runner and ball to goal line.

Linesman

Before snap

Position yourself straddling the line of scrimmage near the sideline.

Check the down marker and signal the down number.

If closest A player is off the line of scrimmage, signal and hold until LINE JUDGE responds.

Check:

number of players on the offensive line,
numbers of eligible pass receivers on your side,
wingbacks, flankers, split ends and slot backs are in legal positions,
man in motion away from you; maintain responsibility for him even if he reverses direction,
be alert for encroachment, false starts, snap infractions.

After snap

Areas of responsibility:

observing initial charge of linemen; key near tackle for run/pass,
observing action by blockers on end and linebackers on your side,
on quick plays into line assist REFEREE in marking forward progress,
be prepared to move quickly downfield on quick kick or pass,
pinch in on short yardage for first down or on plays inside the 10-yard line.

On plays into your side zone take runner and ball to goal line.

Working with line-to-gain equipment and crew

Echo REFEREE'S down number signals verbally and with proper hand signals.

Authorize down marker to be moved only on your, or REFEREE'S, signal.

When moving the line-to-gain equipment:

spot foremost point of ball with downfield foot,

have down-marker operator mark the spot; inform referee that line-to-gain equipment is ready,
have line-to-gain crew set the remaining line-to-gain equipment,
do not turn your back to the field when working with equipment.
When line-to-gain is goal line, remove line-to-gain equipment from sideline.

ALL

Keep play properly boxed in.

Before sounding whistle:

be certain ball is dead,
be certain of ball location,
keep eyes on runner you are covering,
be alert for surprise plays or fumbles.

If a fumble occurs:

mark spot of fumble with bean bag,
rule on possession immediately,
if defense recovers, covering official should immediately signal time out, then first down,
if fumbling team recovers, covering official should indicate number of next down,
if ball becomes dead before fumble, covering official sound whistle immediately to indicate down has ended.

When ball becomes dead in your area, sound whistle promptly and be alert for dead ball fouls.

If ball goes out of bounds:

covering official:

give time out signal immediately,
mark and hold spot
continue to observe action.

nearest free official retrieve ball, unless covering official in better position to do so.

other officials:

echo time out signal,
move quickly into position to assist in getting ball ready-for-play.

GOAL LINE PLAY

REFEREE

Position and coverage same as any other scrimmage play.
Be alert for farthest point of advance of ball.

Give touchdown signal only if:
obvious,
signaled first by another official and no fouls have occurred.

LINE JUDGE AND LINESMAN

Positioning and coverage same as scrimmage play.
At 5-yard line or closer, move to goal line at snap and work back if runner short.
Mark farthest point to which ball is advanced by extending foot or placing ball.
Be certain that ball is not advanced after it has become dead.
If you see ball in possession cross or touch goal line, INSTANTLY give touchdown signal.
Be alert for passes into end zone.

LINESMAN

When line-to-gain is goal line, remove line-to-gain equipment from sideline.

PASSING PLAYS

REFEREE

Before snap

Spot the ball and declare it ready for play using the established procedure.
Start 25-second count.
Line up close to the center of field, which should be the wide side. You are now equidistant from each hash mark at the start of each play from where you will be able to call the bulk of holding calls in the line.
Count A players.
Note eligible backs and be alert for motion.
Be alert for snap irregularities, illegal shifts and false starts.
{On obvious passing plays REFEREE may send one or both flank officials downfield, along the sideline. If both go downfield, REFEREE lines up on line of scrimmage on short side of field.}

After snap

Key opposite tackle for run/pass.
Observe all blocks behind the neutral zone.
Remain wider and deeper of passer as he retreats.
Give special attention to contact with passer:
after ball is released continue to observe passer, not flight of ball,
verbally alert defenders when passer has released ball.
Determine if pass is forward or backward.

Be alert for possible illegal passes:

move to spot of pass to judge whether passer's feet were in or behind neutral zone when ball was thrown. Keep officiating, bean bag spot and decide after play,
if illegal, drop penalty marker.

Be solely responsible for intentional grounding.

Continue to observe player action behind neutral zone before leaving area.

LINE JUDGE AND LINESMAN

Before snap

Position same as for running play.

Check down marker number.

Identify eligible receivers on your end of line.

Be alert for shifts which may change the eligibility of players.

Check player in motion away from you and maintain responsibility for him if he reverses direction.

After snap

Key near tackle for run/pass.

Move downfield to cover passes on your side and the middle of the field , and assist with all deep passes.

Be alert for:

holding of eligible receiver and all contact beyond neutral zone before and after pass is thrown,
touching or catching by ineligible receiver,
interference by either team,
illegal pass after completion.

Be ready to adjust coverage if passer decides to run.

When ball is dead after a completion, mark spot and check for first down.

After incomplection:

sound whistle and give incomplete signal,
relay ball to REFEREE,
on long passes, retrieve the ball or assist other flank official by receiving the ball halfway.

After interception:

observe action until ball is dead,
signal timeout and mark dead ball spot,
signal direction ball will be put into play.

If pass is completed inside the 5-yard line and player making interception is downed in end zone or ball goes out of bounds there:

mark spot of interception with bean bag,

be prepared to rule on momentum.

Be prepared to help REFEREE determine if there were receivers in the area on possible intentional grounding.

FIRST DOWN MEASUREMENT

REFEREE

Give time out signal.

Signal LINESMAN to bring line-to-gain equipment onto field.

Motion players away from ball.

Rotate ball so that long axis is parallel to sideline.

Place one hand vertically on ground at foremost point of ball and place ball against your hand.

Measure; if in side zone or out of bounds, measure before moving ball inbounds.

Use inside edge of forward rod to mark line-to-gain.

If line-to-gain not reached in side zone, use chain to place ball accurately at inbound spot.

When measurement is complete:

spot ball at proper place,

signal number of next down,

wait for line-to-gain crew to return to position.

If new series is awarded to opponent of team in possession when ball became dead:

place ball so that what was the foremost point of the ball when it became dead, becomes the rear point when the direction is changed,

make the former front rod the new back rod with its inside edge at new front point of ball and the line-to-gain 10 yards in advance of this point.

After measurement:

Be sure both teams are ready,

mark ball ready for play by using established procedure,

if ball not out of bounds, signal clock to start with the ready signal,

start clock on snap if first down for Team B.

LINE JUDGE

Take forward rod from chainman at place of measurement.

When LINESMAN says "ready," tighten chain and hold forward rod near ball until REFEREE reaches decision.

LINESMAN

Instruct down-box operator to mark spot of front rod and keep the same down number.

Grasp chain and clip at back edge of back-yard line (not just clip, which could easily detach).

Bring chain behind ball and place clip at back edge of back-yard line.

Hold firmly and call "ready" for LINE JUDGE to stretch chain.

Wait for REFEREE'S decision .

If not first down:

while holding chain and clip accompany crew to sideline and reset in original position.

instruct down-box operator to move indicator to next down.

If new series :

set inside edge of rear rod at foremost point of ball,

instruct down-box operator to move indicator to first down.

PENALTY ENFORCEMENT

REFEREE

When ball is dead following a foul:

give time-out signal,

get full information from official who called foul,

give preliminary signal to press-box side of field only,

give options to captain of offended team,

when captain's more advantageous choice is obvious, quickly inform him,

if a captain does not respond, his silence shall be considered acceptance of obvious choice,

once made, a choice cannot be revoked,

make note of enforcement spot; on occasion may march off penalty,

after ball has been spotted, give final signal to press-box side of field only.

When penalty is declined:

go to an open area where you can be clearly seen by both benches,

give foul signal followed by penalty declined signal to press-box side.

When two penalties are enforced:

give proper signals following each enforcement.

When there is a double foul:

signal each foul, facing press-box,

follow both signals with penalty-declined signal.

When penalty is to be enforced on kickoff:

give scoring signal followed by foul signal,
point to offending team,
point toward succeeding spot.

LINE JUDGE

Secure ball if within your $\frac{2}{3}$ of the field.

Make note of enforcement spot of penalty.

Proceed with measurement on REFEREE'S command. Walk briskly, pointing as you cross each marked yard line.

Check against Linesman's enforcement spot.

Relay penalty information to your sideline coach when it is his team being penalized.

LINESMAN

Secure ball if within your $\frac{1}{3}$ of the field.

Make note of enforcement spot of penalty.

Proceed with measurement on REFEREE'S command. Walk briskly, pointing as you cross each marked yard line.

Check against LINE JUDGE'S enforcement spot.

Relay penalty information to your sideline coach when it is his team being penalized.

Have line-to-gain equipment ready to move after enforcement.

Check down number.

ALL

Be certain that all aspects of penalty assessment are properly carried out.

Observing a live-ball foul

Withhold whistle.

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

When ball becomes dead:

sound whistle using short blasts to get REFEREE'S attention,

give time-out signal,

be sure another official is covering the spot of foul or end of run,

verbally and/or visibly, signal information to REFEREE:

offending team—jersey color, or O or D, or K or R,

offending player—number or position,

spot of foul, end of run, end of kick,

status of ball at time of foul—live, dead,

make mental decision whether clock should start on ready or snap.

Observing a dead-ball foul

Sound whistle, toss penalty marker into the air and signal time-out immediately.

Verbally, and/or visibly, signal information to Referee

Make mental decision whether clock should start on ready or snap.

Assist with locating captains.

Make a written note of all unsportsmanlike penalties.

When a disqualifying foul is called:

Official who called foul shall inform offending player and report his number and type of infraction to REFEREE and other crew member,

The reporting official shall not place a hand on offending player, nor accompany or escort him to the sideline. REFEREE, or an official designated by him, shall personally notify the head coach of the disqualification,

REFEREE should emphasize to coach and offending player that the disqualification is for the remainder of the game,

All officials should record the number and the name, if known, of the disqualified player,

Following contest, REFEREE will notify CIF-SS Office and the Instructional Chairman.

INJURIES

(Serious injuries beyond regular time-out)

REFEREE

Summon appropriate health-care professionals and/or coaches onto field.

Any player exhibiting signs, symptoms or behavior consistent with a concussion shall be immediately removed from the game and shall not return to play.

Be ready to assist appropriate health-care professionals and/or coaches in securing additional medical help if needed.

Attempt to keep players a significant distance away from the injured player.

Control the area around the injured player, giving adequate space for the health-care professionals to carry out their work.

LINE JUDGE AND LINESMAN

Ensure that health-care professionals are given adequate space to carry out their work.

Ensure that no coaching occurs on the field; players may go to the sidelines.

DEAD BALL PERIODS

Between downs

REFEREE

Spot ball, move to position,

Ensure that flank officials are ready,
Chop,
Count offense.

LINE JUDGE AND LINESMAN

Go to sideline position.
Count players of team on your side of field.
Scan for legality of on-field equipment.
Signal if widest player is off the line.
Check down marker.

Timeouts

REFEREE

Sound whistle and give time-out signal.
If official time-out, tap chest with both hands.
If charged to a team, chop both arms horizontally three times toward that team.
Check with crew the number of timeouts remaining, time remaining and down.
Notify coach and captain after third timeout has been charged.
Stand at ball.
Time 60-second interval; Signal flank officials when 45 seconds have expired.
When 60 seconds have expired mark ball ready according to established procedure.

LINE JUDGE AND LINESMAN

Repeat timeout signal.
Record period, time on clock, number of player who called timeout.
If team meets between the hashes, stand halfway between team and sideline,
be sure no more than three attendants are on the field.
If team meets in the side zone, stand approximately 5 yards from the huddle.
After receiving the signal from the referee, call team out.
Inform coach and captain of timeouts remaining.
Confirm time out status with each other.

Between periods

REFEREE

Time 60-second period as in other timeouts.
Record down, distance and yard line and confirm details with crew members.
Estimate distance ball is from nearer sideline.
Take ball to corresponding point in opposite end of field and reverse directions.

Check position with other crew members.

Declare ball ready.

LINE JUDGE

Treat as other timeouts.

Record down, distance and yard line.

Observe both teams as you move to opposite end of field.

LINESMAN

Record down, distance and yard line.

Clip chain at back edge of back-yard chain.

Reverse ends of chain and set in proper location at opposite end of field.

Set down marker after Referee has spotted ball.

Indicate your readiness to Referee by signaling the down.

Between halves

REFEREE

Signal timer to start clock to time intermission.

Discuss situations from first half.

Determine which team will kick/receive to start the second half.

Be certain that the mandatory 3-minute warmup period is timed after regular halftime timing.

LINE JUDGE

If your team is on defense to start the second half, determine the direction it wishes to kick.

Secure ball and follow kickoff procedure used to begin game.

LINESMAN

Discuss with chain crew any aspects of its duties which could be improved.

If your team is on defense to start the second half, determine the direction it wishes to kick.

Follow kickoff procedure used to begin game.