



**Addendum to CFOA Mechanics Manual
7-Person High School Crew**

February 22, 2021

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INTRODUCTION

Welcome to the first edition of the Colorado Football Officials Association (CFOA) Mechanics Manual Addendum for seven-person mechanics.

The mechanics in this manual either supplement or modify those in the CFOA Mechanics Manual Third Edition. Responsibilities outlined for 5-person mechanics apply unless stated otherwise.

The CFOA Board of Directors has approved the use of this manual. It is to be followed by all football officials and local associations in Colorado when a seven-person crew is utilized.

ACKNOWLEDGEMENTS

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DEFINITIONS (Chapter 2)

Deep or deep official — The Side Judge (SJ) or Field Judge (FJ) which are only used in seven-person crews. The Side Judge lines up opposite the press box with the Linesman and the Field Judge lines up on the press box side with the Line Judge.

Flanker — A wide receiver who lines up in the backfield outside the tight end.

Press coverage or pressed – When a defensive player is lined up on the line of scrimmage directly in front of a receiver.

Stacking or stacked — When a receiver is lined up directly behind a teammate or in close proximity to his rear.

Wing or wing official — The Linesman (L) or Line Judge (LJ).

PREGAME MEETING (Chapter 4)

Injured Officials

One of the deep official positions will be left vacant.

ON-FIELD PREGAME DUTIES and RESPONSIBILITIES (Chapter 5)

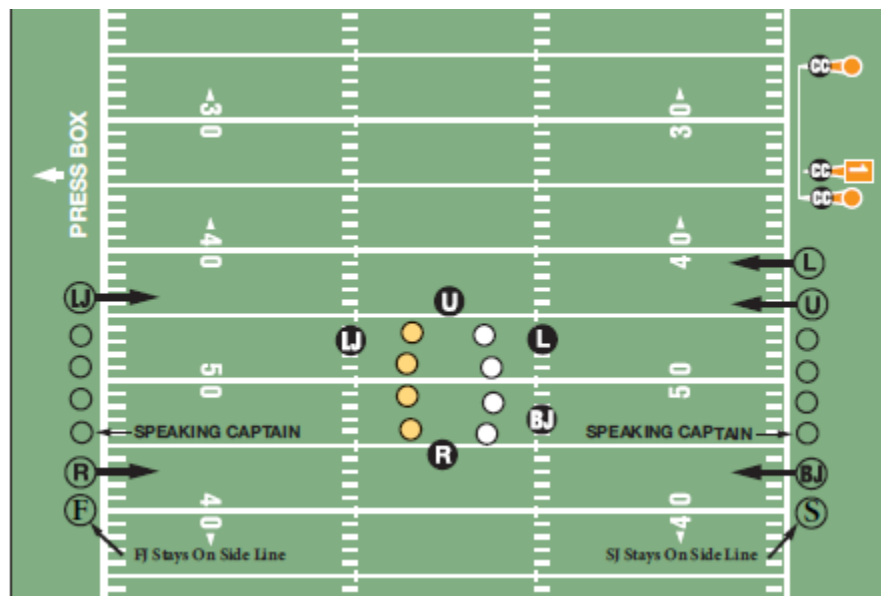
Side Judge: Along with the Back Judge, meet with the official game timer. Along with Linesman, briefs ball personnel on procedures. Responsible for game clock if scoreboard becomes inoperative

Field Judge: During pregame warm-ups, primary on "Guard Duty" at 50-yard line ensuring teams remain on their side of the field. Along with Line Judge, briefs ball personnel on procedures

MEASUREMENTS (Chapter 7)

The deep from the offensive side will bring in a new ball and the other deep will assist in keeping players back.

COIN TOSS (Chapter 9)



Side Judge: Assist the Linesman in gathering captains for the coin toss. Line up to the left of the Back Judge on the side of the field opposite the press box. Remain on the sideline and keep players back.

Field Judge: Assist the Line Judge in gathering captains for the coin toss. Line up to the right of the Referee on the press box side of the field. Remain on the sideline and keep players back.

BALL HANDLING (Chapter 10)

The deeps and wings will jointly brief the ball personnel for their sideline prior to the game. The wing official remains responsible for bringing in the new ball and the deep official is responsible for removing the old ball.

FLAGS AND PENALTIES (Chapter 13)

Enforcing the Penalty

The deeps will stand on the sideline at the succeeding spot. They will assist in explaining the enforcement to the coaches.

TIMEOUTS (Chapter 16)

Side Judge and Field Judge: Observe team on your side of the field and be ready to assist your wing in getting teams back to the field promptly once the timeout expires. If a team huddles near the sideline, all players and coaches must remain outside the numbers and in front of the team area.

FORWARD PROGRESS (Chapter 18)

Side Judge and Field Judge: When positioned on the goal line, responsible for forward progress inside the two-yard line.

BETWEEN DOWNS (Chapter 21)

Counting Players

The Referee and Umpire count the offense. The deeps and the Back Judge count the defense. The wings count only the backfield and that is not signaled.

INTERMISSIONS (Chapter 23)

Between Quarters

The Side Judge will assist the Linesman in reversing the chains. The Field Judge will go to the new spot on the other side of the field and hold the spot for the Umpire. All officials must record the data on their game card.

KEYS (Chapter 28)

General

Keys are designated to provide for a set of eyes on each receiver so that rulings on contact by Team A against Team B (clips, block in back, block below waist, holding, pass interference, etc.) and contact by Team B on Team A (pass interference, illegal use of hands, holding etc.) are more easily detected. Keys are for every play, not just pass plays.

The offensive formation determines the keys. The strong side is the side on which there are more eligible receivers outside of the tackle. If the formation is balanced, strength is considered to be on the Line Judge's side. When determining keys, it doesn't matter if a player is on or off the line of scrimmage. However, if players are stacked, the player nearest the line of scrimmage is considered to be the widest. For example, if a flanker is stacked directly behind the tight end, the tight end is considered the widest and is considered receiver number one. With five eligible receivers (excluding the quarterback) and five officials who can observe receivers, each official normally has one receiver to key on.

There are exceptions where an official may have two keys, but a wing official never has a key on the opposite side of the field. When an official has multiple keys, the highest priority should be given to receivers who are pressed, either ends on the line of scrimmage or flankers who are close to the line. The lowest priority goes to backs who are well behind the line and the most likely to serve as blockers rather than as a receiver. Thus, they are the least likely to be involved in a foul in the vicinity of the neutral zone.

The deep officials have the priority in determining keys; their key is always the widest eligible receiver on their side of the formation and they always have only one key. That will usually be a split end or a flanker. It does not matter whether the player is a flanker (a back usually positioned wider than the tight end) or a wide out (split end outside the tackle).

The Back Judge will normally have the first inside receiver (number 2) and has priority for having multiple keys, but the wing on the same side of the formation as the Referee will always have the near tackle either as his primary or secondary key. The wing officials will key on a back if that player runs a pass route toward him. Otherwise they can continue to focus on their tackle while maintaining responsibility for the initial blocks by backs on their side of the field.

Numbering receivers

A numbering system is used to help identify initial keys. The widest receiver is number 1, next widest is number 2, etc. Stacked receivers are when a receiver is lined up directly behind a teammate or in close proximity. For those, the receiver on or closest to the line gets the lower number. Width takes precedence over depth. The numbers are shown on the diagrams.

Switching Keys and Motion

Although the keys are mostly determined from the initial formation, a player in motion can change the keys for up to two officials even if the strength of the formation is not changed. If a receiver goes in motion, the Back Judge will take that player as key and the affected official (probably a deep) will take the Back Judge's key. Say Team A lines up strong to the Linesman's side, but the flanker on the Linesman's side goes in motion toward the Line Judge. That flanker becomes the Back Judge's key and unless that player was already the Back Judge's key, the official who originally had the flanker as his key will pick up the Back Judge's original key. It does not matter if the motion man gets to the Line Judge's side of the ball at the snap and changes the strength of the formation to the Line Judge's side. If the motion man does not get to the opposite side of the formation before the snap, the keys have already changed and there are no further changes even though the strength of the formation has not changed. Although the Back Judge is keying on the motion man's action after the snap, the Linesman is responsible for watching to ensure the motion man does not cut downfield before the snap. Legality of motion is always the responsibility of the wing official away from whom the player originally moved.

Coverage

Identifying and observing the key at the snap is only the beginning of the process. The key must be observed at least until he makes it away from the line of scrimmage without fouling or being fouled. Once an official has observed the

actions of his key receiver, he must be prepared to shift his focus at least one more time. If that player moves into another official's coverage area – his zone, the official shifts his attention to players who have entered his zone.

A good understanding of what to look for when observing a key gives insight to how long an official should stay with his key – until he is out of the aforementioned “critical moment.” On most plays that translates to the time the receiver gets at least three yards beyond the line. The time to change focus is not an exact science and officials will develop their own technique as they gain experience.

When a pass is thrown, all covering officials in the area must focus on the spot of the catch. That is especially important for the Umpire, who must immediately turn in the direction of the pass if the play dictates. Judging whether or not a catch was made and the legality of the contact on the receiver are paramount. If the pass is caught, officials resume watching players in their zone. If there is a question on the catch, the officials away from the pass may be able to help rule on the play.

Formations

A balanced formation is one in which there are the same number of eligible receivers outside the tackles on both sides of the formation. An unbalanced formation is when one side has more eligible receivers on one side than the other. As mentioned, in a balanced formation, strength is always considered to be on the Line Judge's side. The deep official keys on the widest receiver (usually a split end). The Back Judge keys on the number two receiver on the Line Judge's side. As mentioned, the wing officials key on any backs who move toward them at the snap. The double wing and wishbone formations are examples of a balanced formation. In an unbalanced formation, the Back Judge keys on the number two official on the strong side.

The following detailed diagrams are grouped into three categories. The formations are generally arranged from the least to the most complex.

BALANCED FORMATIONS

STANDARD BALANCED FORMATION
DOUBLE TIGHT ENDS
DOUBLE WING, DOUBLE TIGHT ENDS
STRAIGHT T
WISHBONE

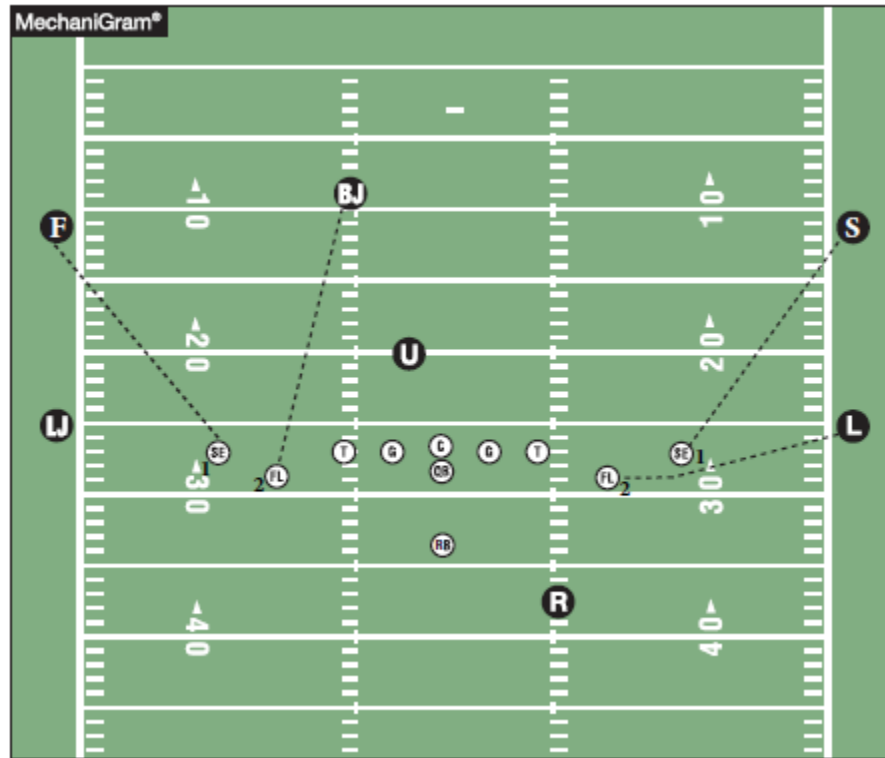
UNBALANCED FORMATIONS

UNBALANCED FORMATION, STRENGTH TO LINE JUDGE'S SIDE
STRENGTH TO LINESMAN'S SIDE, WEAK SIDE SPLIT END
STRENGTH TO LINESMAN'S SIDE, WEAK SIDE TIGHT END
VEER
TRIPS TO LINESMAN'S SIDE
FOUR RECEIVERS, STACKED

FORMATIONS WITH MOTION

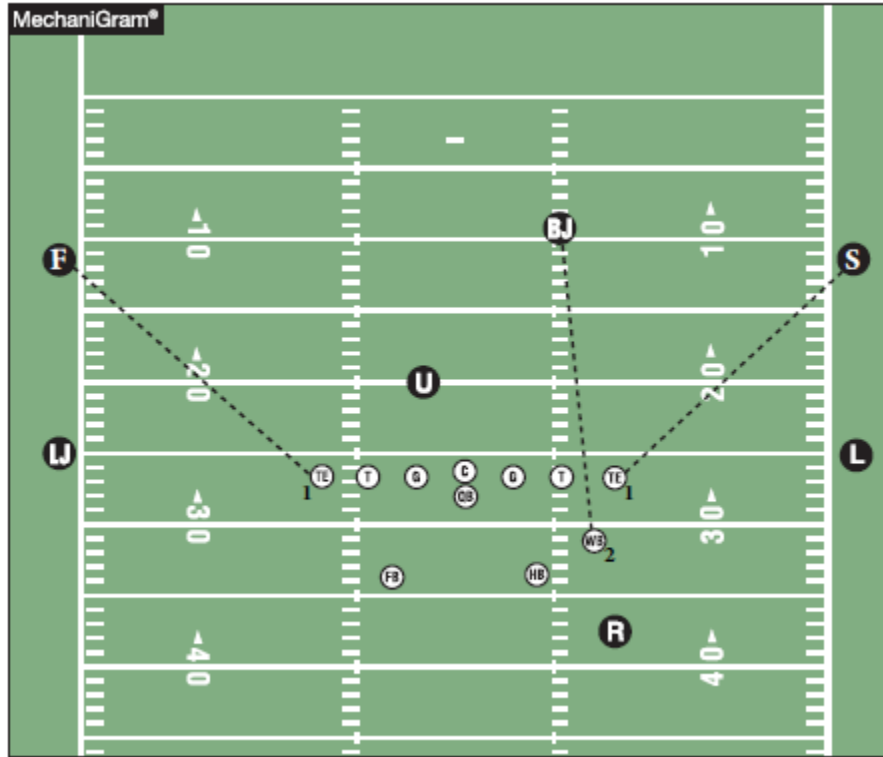
MOTION CHANGES KEYS
MOTION INTO TRIPS -PART A
MOTION INTO TRIPS -PART B
MOTION CHANGES FORMATION FROM TRIPS TO BALANCED
MOTION BY DEEP BACKS

STANDARD BALANCED FORMATION



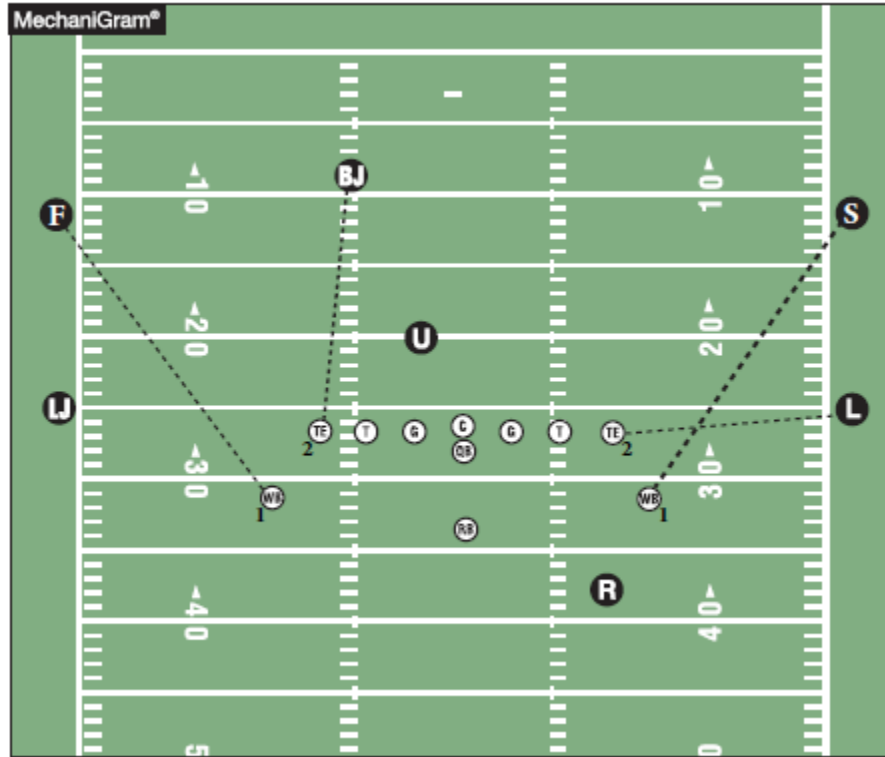
In a balanced formation, strength is always considered to be on the Line Judge's side. The deeps key on the split ends, the widest receivers on their side. The Back Judge keys on the flanker, the first inside receiver on the strong side. The Linesman keys on the flanker on his side. Either wing official may pick up a back if that player runs a pass route toward him.

DOUBLE TIGHT ENDS



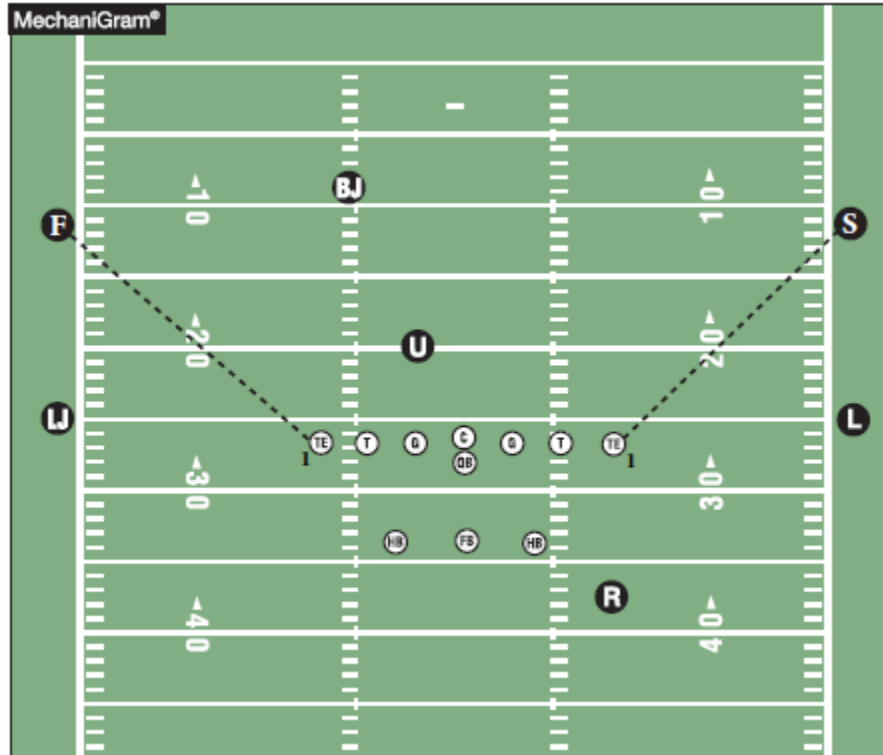
This is primarily a running formation used on short yardage, but teams sometimes throw quick passes out of this formation. The deeps key on the tight ends, the widest receivers on their side. The Back Judge keys on the wingback, the first inside receiver on the strong side. Either wing official may pick up a back if that player runs a pass route toward him.

DOUBLE WING, DOUBLE TIGHT ENDS



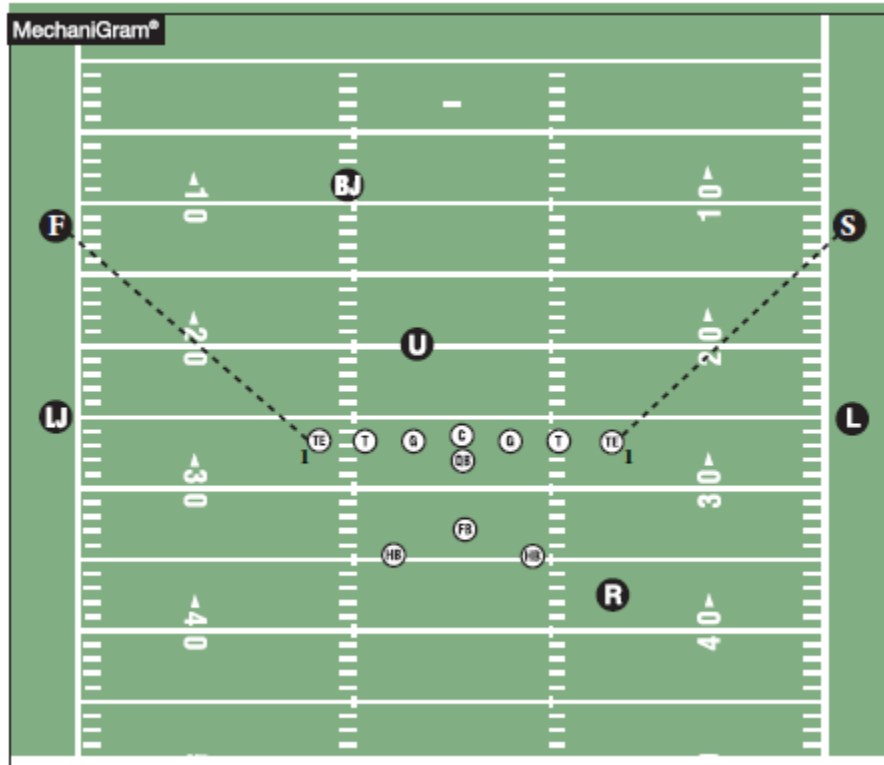
Strength is declared to the Line Judge's side. The deeps key on the wing backs, the widest receivers on their side. The Back Judge keys on the tight end, the first inside receiver on the strong (Line Judge's) side. The Linesman keys on the tight end on his side. The Line Judge may pick up the wide receiver on the opposite side (Side Judge's key) if that player runs a pass route toward him. The same goes for the Linesman with the Field Judge's key.

STRAIGHT T



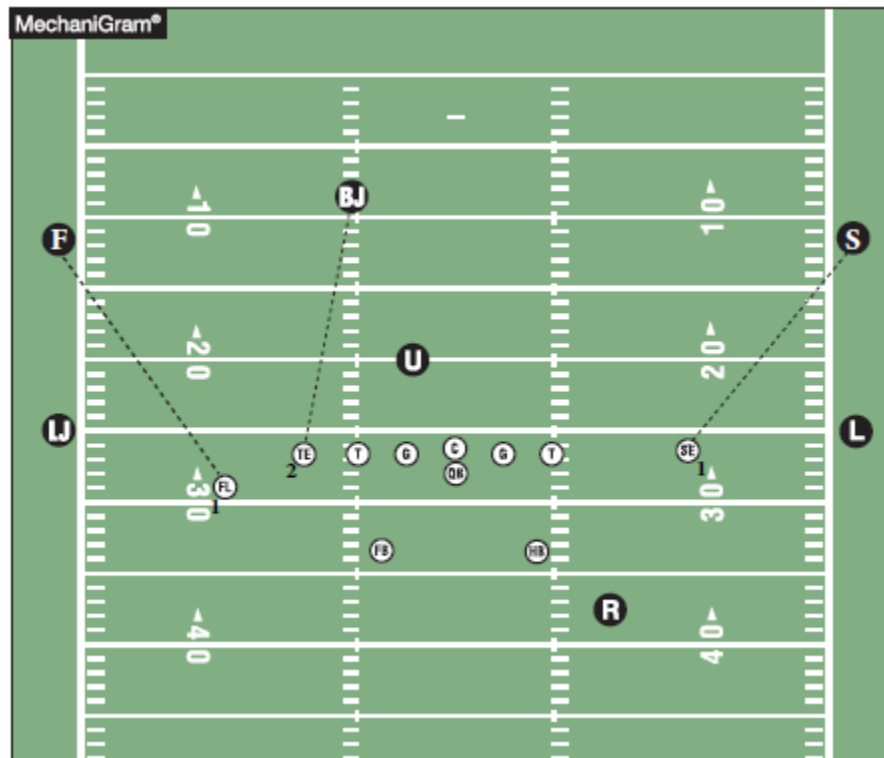
This is primarily a running formation, but on passing downs teams sometimes move a tight end to split end. It's a balanced formation, so strength is declared to the Line Judge's side. The deeps key on the Tight Ends, the widest receivers on their side of the formation. The Back Judge keys on the leftmost halfback (Line Judge's side). Either wing official may pick up one of the backs if that player runs a pass route toward him.

WISHBONE



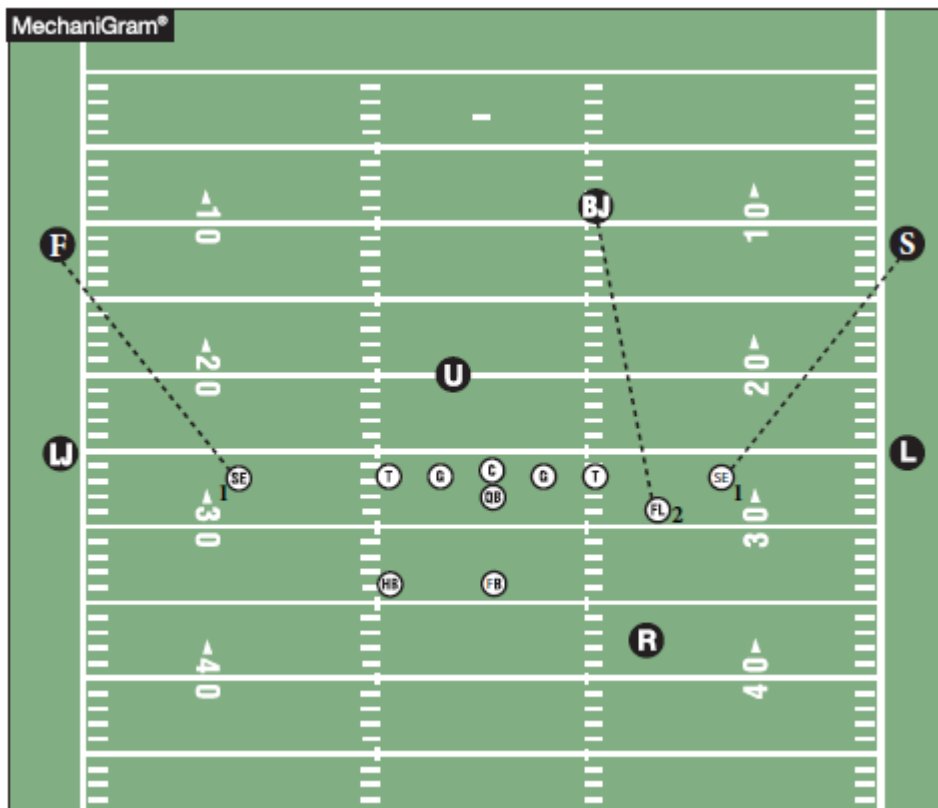
A balanced formation which means strength is declared to Line Judge's side. The deeps key on the tight ends, the widest receivers on their side. The Back Judge keys on the halfback on to Line Judge's side. Either wing official may pick up one of the backs if that player runs a pass route toward him.

UNBALANCED FORMATION, STRENGTH TO LINE JUDGE'S SIDE



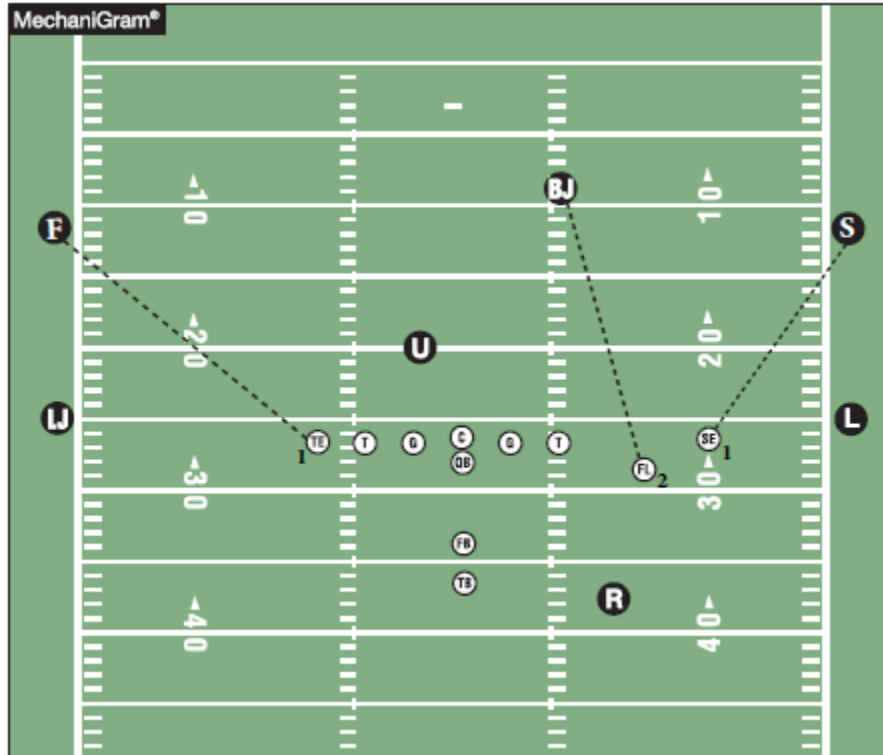
The Field Judge keys on the flanker while the Side Judge keys on the split end; those are the widest receivers on their side. The Back Judge keys on the tight end which is the number two receiver on the strong side. Either wing official may pick up a back if that player runs a pass route toward him.

STRENGTH TO LINESMAN'S SIDE, WEAK SIDE SPLIT END



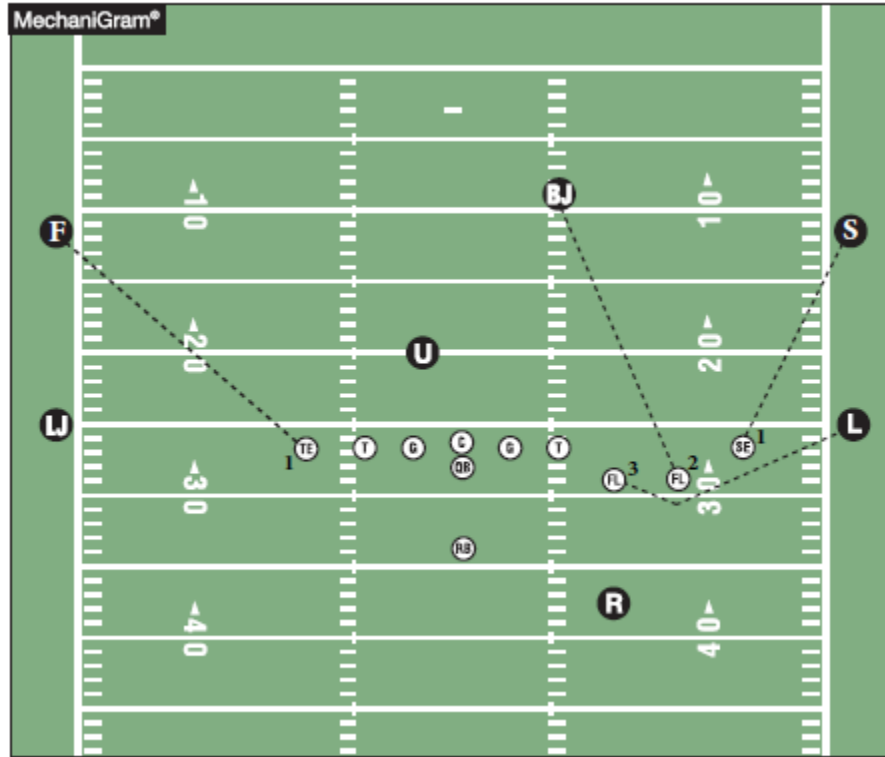
This formation is technically balanced but functionally the strength is to the Linesman's side and it should be treated as such. The Field Judge keys on the tight end while the Side Judge keys on the split end; those are the widest receivers on their side. The Back Judge keys on the flanker, the number two receiver on the strong side. The fullback will likely stay in the backfield for pass protection, but the halfback may run a pass route. If the route is to the Linesman's side, the Linesman observes him.

STRENGTH TO LINESMAN'S SIDE, WEAK SIDE TIGHT END



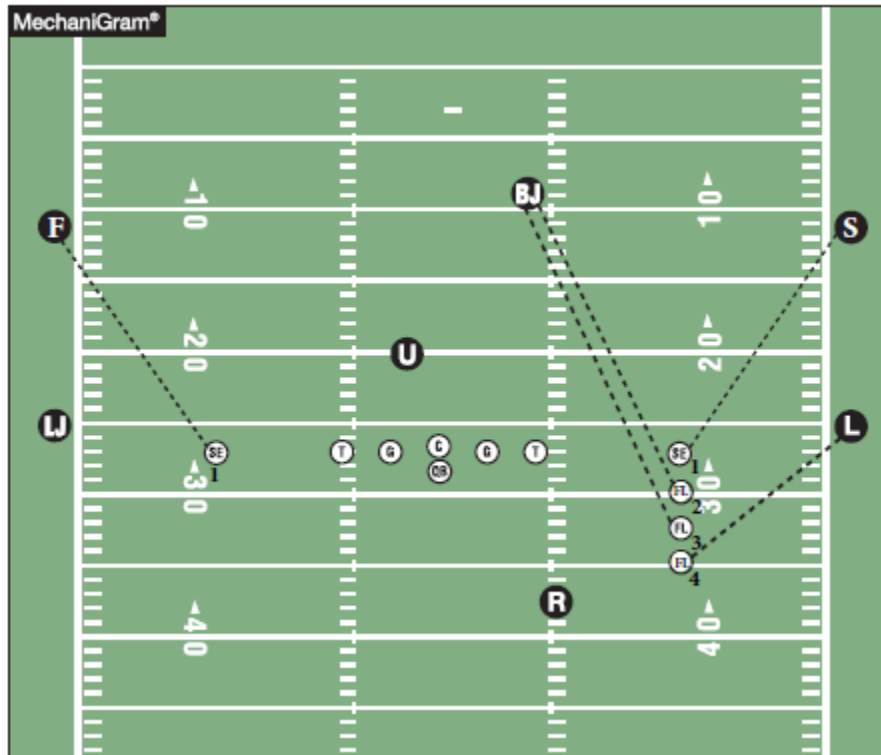
The Field Judge keys on the tight end while the Side Judge keys on the split end; those are the widest receivers on their side. The Back Judge keys on the flanker which is the number two receiver on the strong side. The fullback will likely stay in the backfield for pass protection, but the tailback may run a pass route. If the route is to the Linesman's side, the Linesman takes him.

TRIPS TO LINESMAN'S SIDE



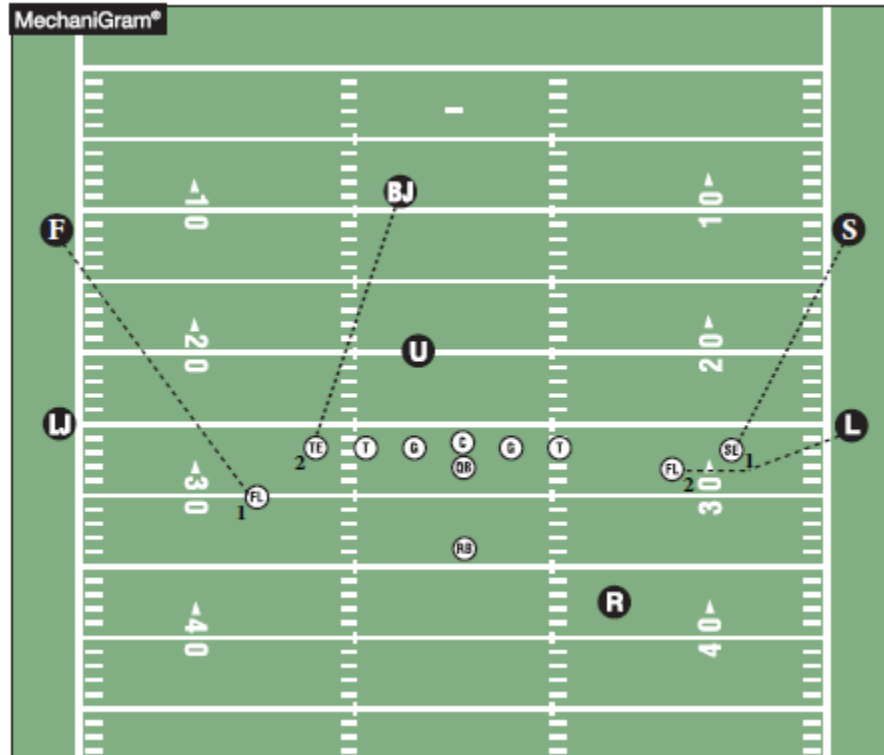
The Field Judge keys on the tight end while the Side Judge keys on the split end; those are the widest receivers on their side. The Back Judge keys on the right most flanker which is the number two receiver on the strong side. The Linesman has the number three receiver on the strong side.

FOUR RECEIVERS, STACKED



This is an unusual formation for high school football. The deeps key on the split ends, the widest receivers on their side. The Back Judge keys on the number two and three receivers in the stack, while the Linesman keys on the remaining receiver. The Line Judge does not have a primary key, but as an option, the wings can coordinate with the Referee and have him switch from the opposite side tackle to the near side tackle. That gives the Line Judge a primary key and avoids having the Linesman with two keys.

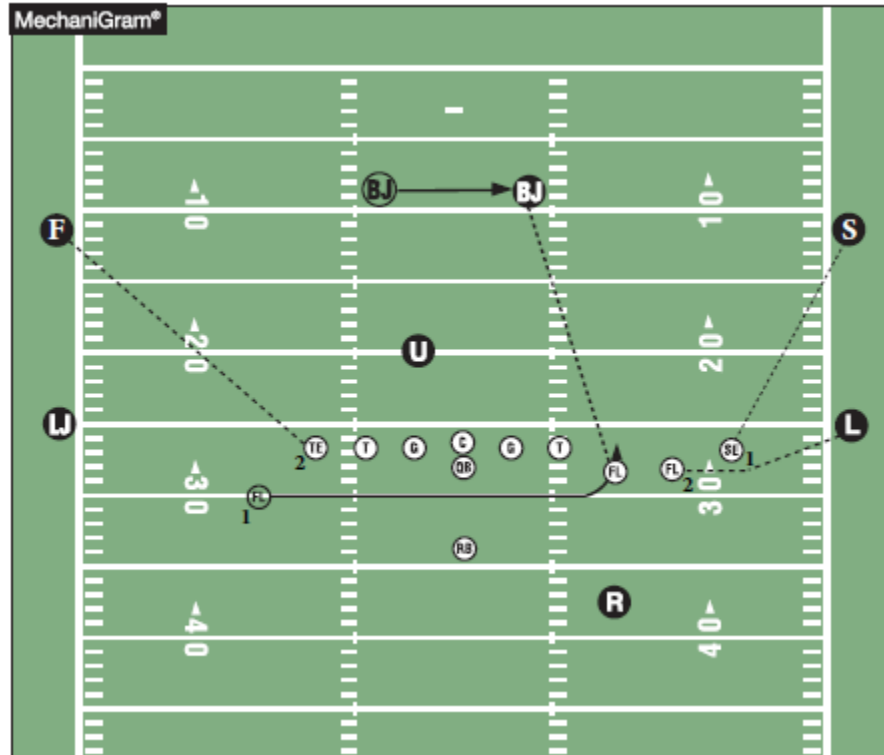
MOTION INTO TRIPS – PART A



In the initial formation, the Field Judge keys on the flanker while the Side Judge keys on the split end; those are the widest receivers on their side. The Back Judge keys on the tight end which is the number two receiver on the strong side. The Linesman keys on the flanker which is the number two receiver on his side.

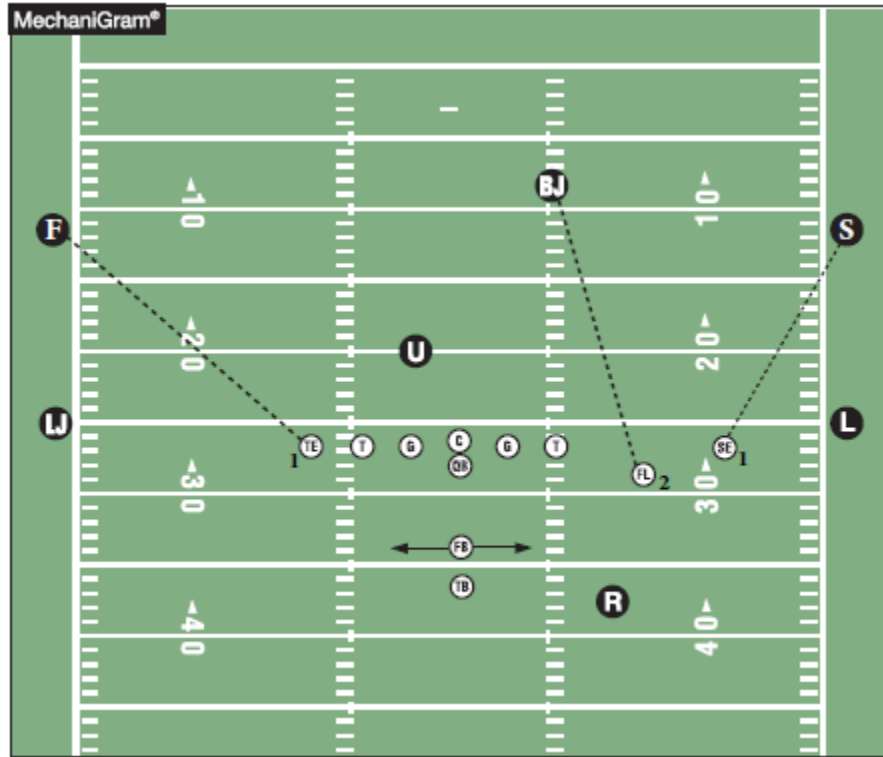
Please see Part B on the following page for the impact of motion by the flanker turned a balanced formation into a trips formation on the Linesman's side.

MOTION INTO TRIPS – PART B



The initial keys for this formation are on the previous page. When flanker whom the Field Judge is keying on goes into motion, the Back Judge and Field Judge trade keys. The tight end is now the widest receiver on the Line Judge's side, so he becomes the Field Judge's key. The Back Judge keys on the flanker whom has gone in motion and will move laterally as necessary to maintain an optimum view of that player. It does not matter where the flanker ends up on the Linesman's side with regard to the width of the formation. Likewise, no other keys change. The Line Judge is responsible for watching to ensure the motion man does not cut upfield before the snap. Legality of motion is always the responsibility of the wing official away from whom the player is moving. If at the snap, the running back runs a pass route toward the Linesman, he would become a secondary key for that official.

MOTION BY DEEP BACKS



In this configuration, motion by either the fullback or tailback is not likely to be for pass reception purposes. The motion will either be a ruse or to position the back to block on a sweep. There is no reason for the keys on the primary pass receivers to change.

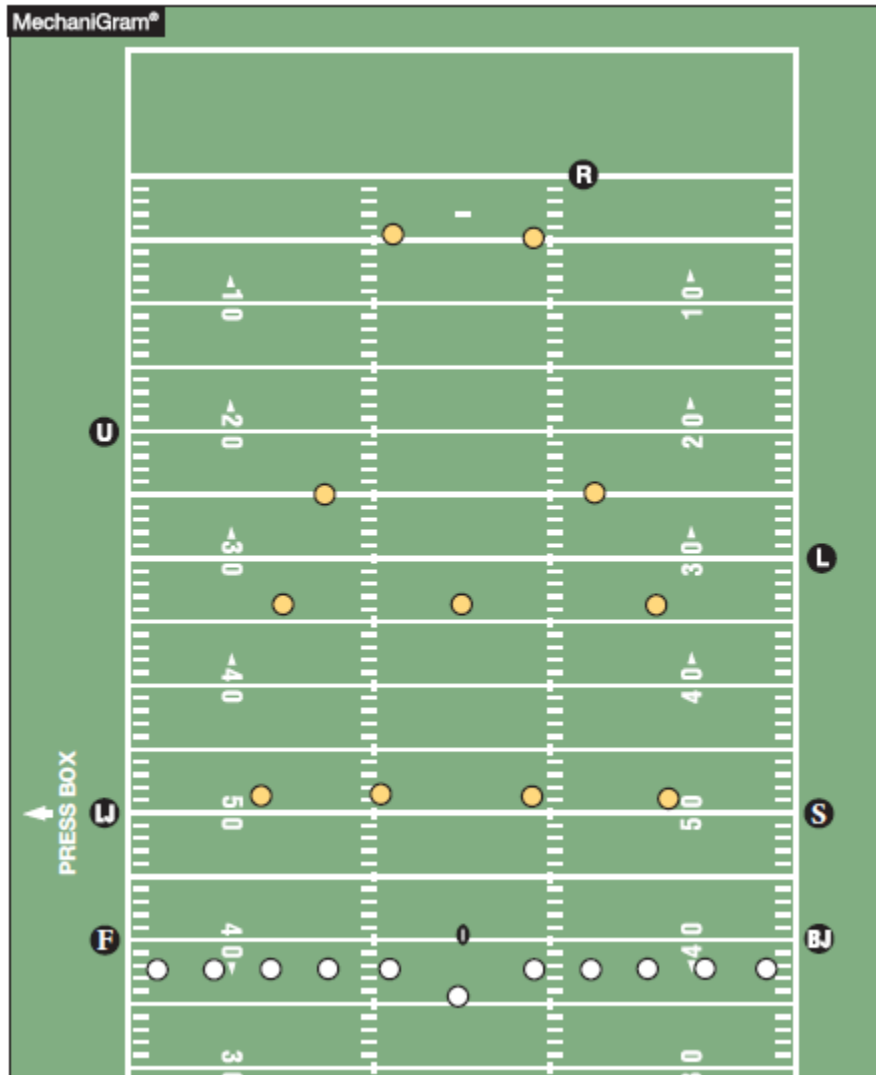
The Field Judge keys on the tight end while the Side Judge keys on the split end; those are the widest receivers on their side. The Back Judge keys on the flanker which is the number two receiver on the strong side.

If either one of the deep backs goes into motion, either wing official may pick up that player if he runs a pass route toward him. The wing which the motion is run away from is responsible for watching to ensure the motion man does not cut downfield before the snap. Legality of motion is always the responsibility of the official away from whom the player is moving.

POSITIONING and COVERAGE - FREE KICK PLAYS (Chapter 29)

Kickoffs

KICKOFF POSITIONING

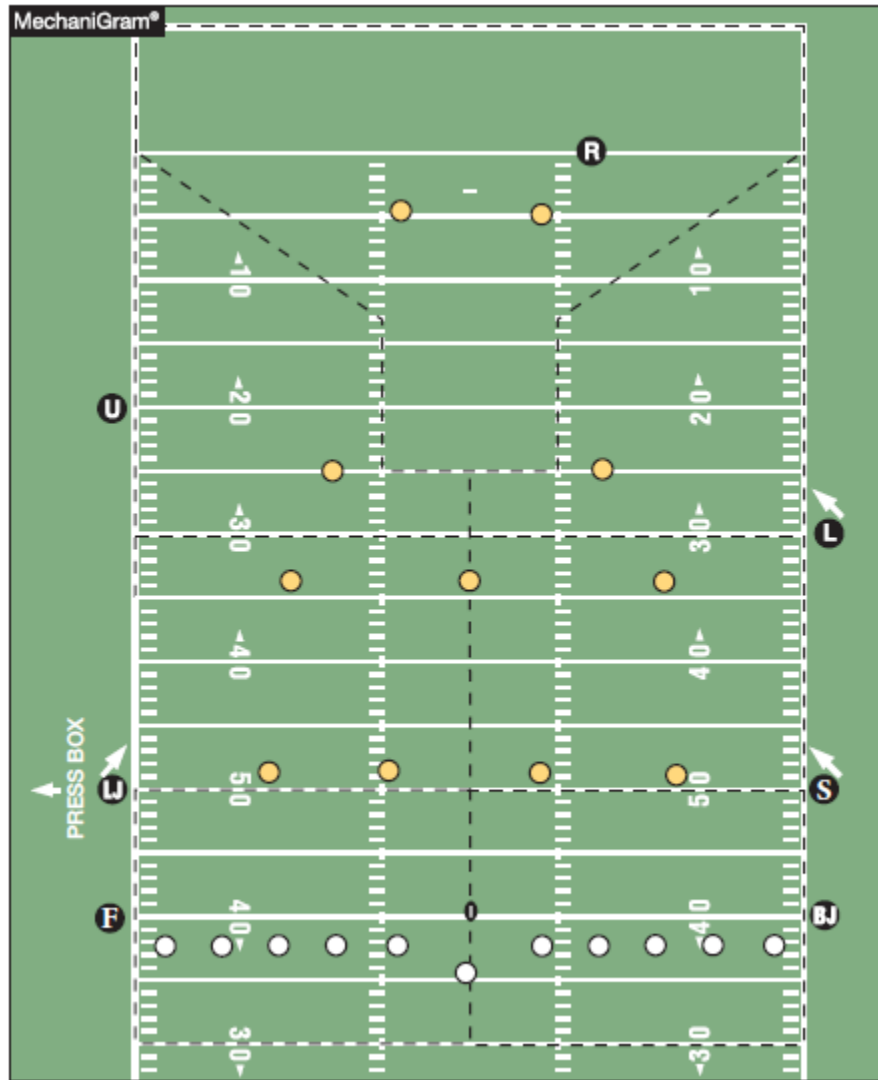


Positioning

Side Judge: The Side Judge is on Team R's free kick line (usually the 50 yard line) on the side of the field opposite the press box and opposite the Line Judge. He should assist Team R players who are lining up, if necessary. The Side Judge does not go out onto the field, but may do so to get a player's attention. When in position and ready for the kick after counting players from his sideline and clearing the restricted area of coaches and nonplayers, the Side Judge should raise an arm as a ready signal for the Referee.

Field Judge: The Field Judge is on Team K's free kick line (usually Team K's 40 yard line) on the press box side and opposite the Back Judge. He should assist Team K players who are lining up, if necessary. The Field Judge does not go out onto the field, but may do so to get a player's attention. When in position and ready for the kick after counting players from his sideline and clearing the restricted area of coaches and nonplayers, the Field Judge should raise an arm as a ready signal for the Referee.

FREE KICK COVERAGE ZONES



Coverage

The coverage of a runner advancing from one official's area to another depends on the imminence of contact when the runner reaches the transition line. Transitioning coverage from the Umpire's (Linesman's) area into the Line Judge's (Field Judge's) area and then into the Side Judge's (Back Judge's) coverage area is generally guided by the yard lines shown on the above diagram and discussed below. The key is the first official cannot shift his focus on the runner if the runner is being contacted or is about to be contacted. As an example, if the runner is moving through the Umpire's coverage area the Umpire will maintain coverage on such a runner until the runner has separated from would be tacklers and is in breakaway status at which time the Line Judge will take over coverage.

Umpire: If the kick is deep and near the Umpire's sideline, he should move towards the pylon in case it becomes threatened. If the ball is advanced from or has moved into the Umpire's coverage area he stays with the runner to approximately Team R's 30 yard line, where the Line Judge takes over. He winds the clock only if the kick is touched by Team R in his coverage area. When the Umpire is responsible for the initial coverage of the runner, he can count on the Referee to clean up behind the play. When the kick is outside the Umpire's coverage area, his initial responsibility is the legality of the blocks in front of the runner (initial wedge of blockers at about the 20–25 yard line). The Umpire shall avoid watching the ball in flight but sense its location based on player reactions and peripheral vision. He must dead-ball officiate and allow players to clear before retrieving a new ball.

Linesman: The Linesman’s initial blocking/contact coverage is the four Team K players nearest his sideline. If the kick is to the Linesman’s side and as wide as the hash mark, the Linesman takes up the coverage at about Team R’s 25 yard line and stays with the runner to about Team R’s 35 yard line, where he gives up coverage to the Side Judge. If the kick is short and the Linesman is responsible for the initial coverage of the runner, he can count on the Referee to clean up behind the play. If the kick goes to the opposite side, the Linesman watches for legality of blocks in front of the runner (initial wedge of blockers at about the 25 yard line) and action away from the ball. The Linesman shall not watch the ball in flight but sense its location based on player reactions and peripheral vision. He must dead-ball officiate and allow players to clear before obtaining the new ball.

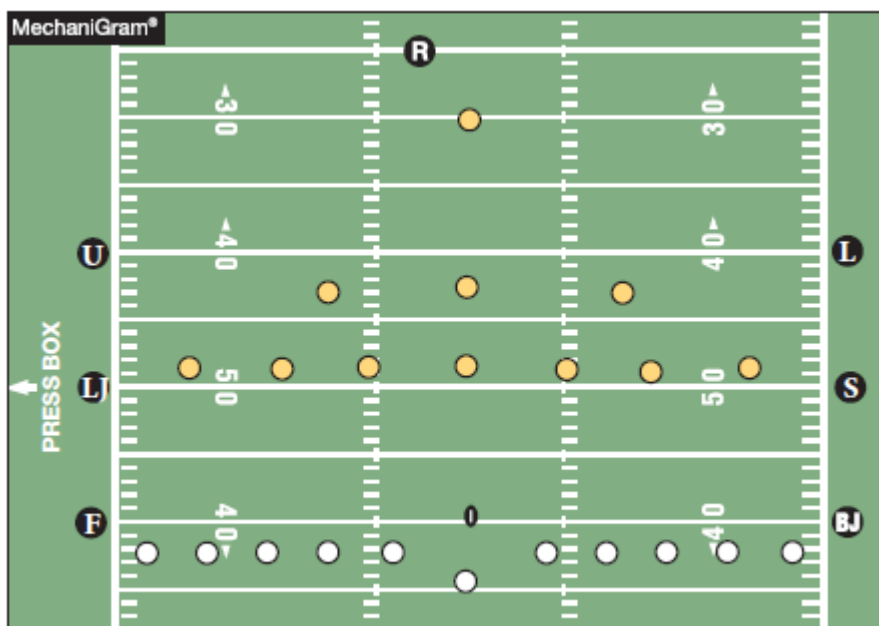
Line Judge and Side Judge: When the ball is kicked, the Line Judge and Side Judge have the secondary responsibility for determining whether or not a pop-up kick is attempted. After the ball is kicked, they move with intent about 10 yards downfield, while watching the blocks on the four Team K players nearest their sideline. They should go no farther than Team R’s 35 yard line in case the runner breaks off a long return and enters their coverage area.

Back Judge and Field Judge: The Back Judge and Field Judge have primary responsibility for determining whether or not a pop-up kick is attempted. After the ball is kicked, they move with intent about 10 yards downfield, while watching the initial blocks on the three middle Team K players and the Back Judge maintains special protection of the kicker until he participates in the action. The Back Judge and Field Judge should not go beyond the 50 yard line in case the runner breaks off a long return and enters their coverage area. They have responsibility for the goal line on their side of the field.

Anticipated Onside Kicks

The following is the procedure for an anticipated onside kick. The Referee may direct this positioning at any time depending on the game situation and team tendencies. This positioning should also be used for teams who always attempt an onside kick. During an onside kick, officials must assert additional scrutiny regarding encroachment. Team K’s free kick line is treated as a plane. The crew must be especially vigilant for contact by Team K before they are eligible to do so.

ANTICIPATED ONSIDE KICK POSITIONING



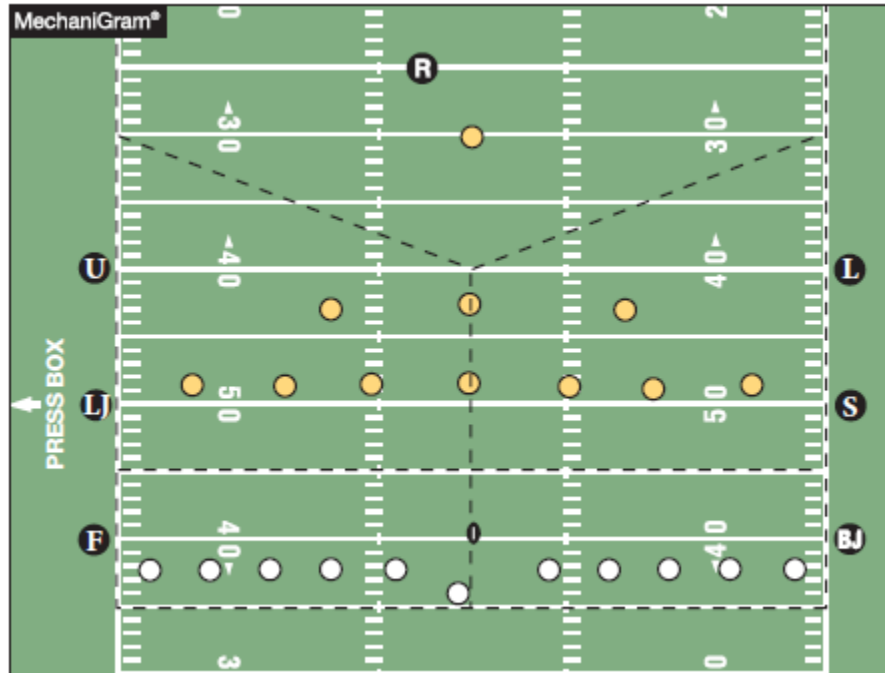
Positioning

Umpire: The Umpire's starting position is on Team R's 40 yard line, on the press box side and opposite the Linesman.

Linesman: The Linesman's starting position is on Team R's 40 yard line, on the side of the field opposite the press box side and opposite the Umpire.

Line Judge, Side Judge, Field Judge and Back Judge: All are in the same position as for a regular kickoff.

ANTICIPATED ONSIDE KICK COVERAGE ZONES



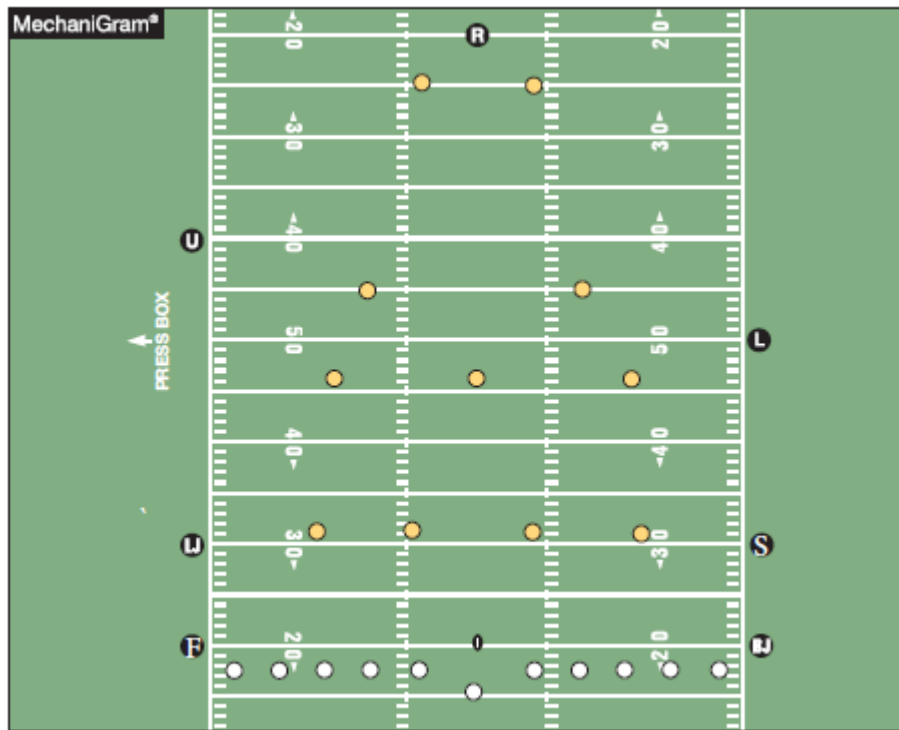
Coverage

Line Judge, Side Judge, Field Judge and Back Judge: Each official will have his bean bag in his hand to mark the spot if Team K touches the kick before it goes 10 yards and will be prepared to blow the ball dead if a prone player from either team recovers the kick, regardless of whether it has traveled 10 yards. They have ball responsibility if the kick comes their way. If the kick goes to the other side, they must watch for action away from the ball. The officials on the receiver's free kick line are in the best position to confirm the ball was "topped" and traveled 10 yards. Be alert for fair catch signal.

Field Judge and Back Judge: Treat free kick line as a tight plane. The Back Judge must also be alert for illegal action on the kicker.

Free Kick after Safety

FREE KICK AFTER SAFETY POSITIONING

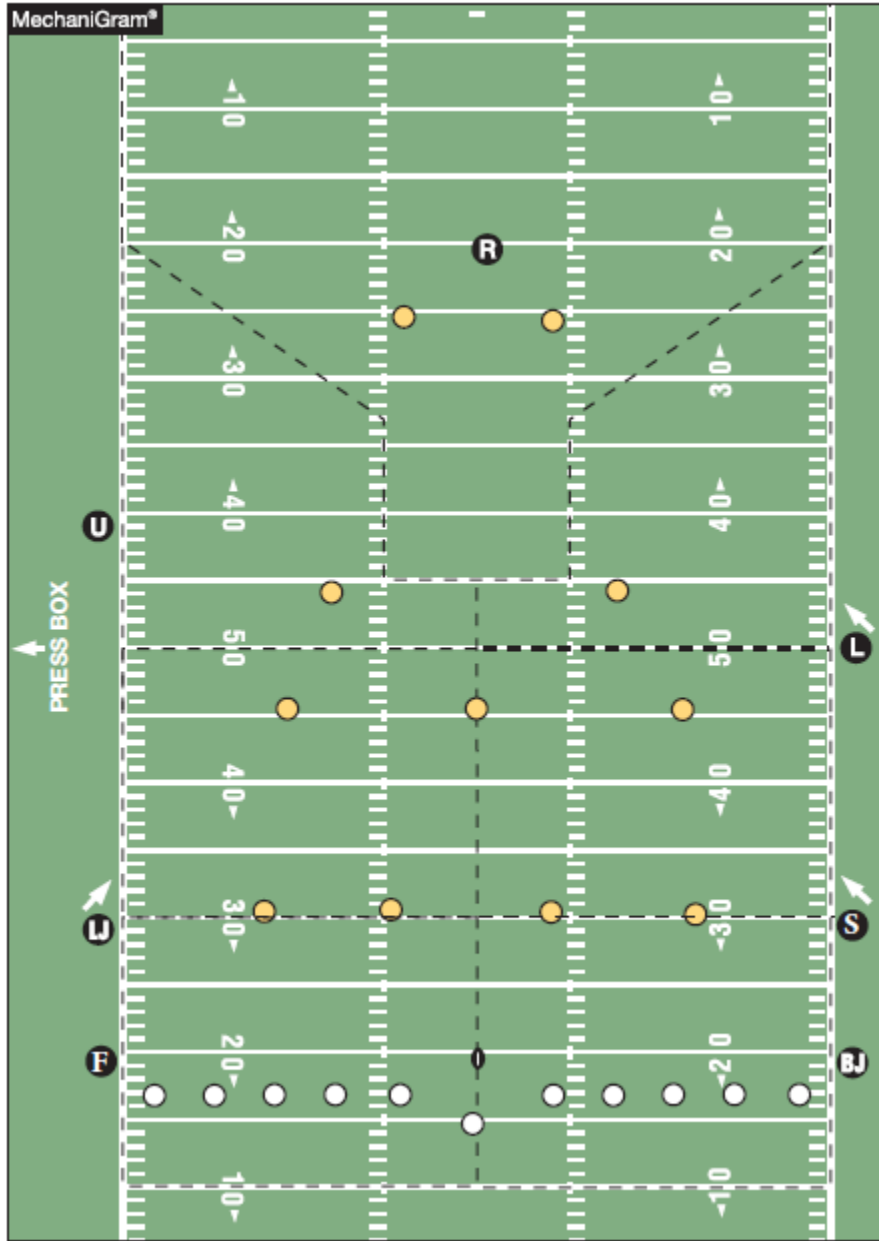


Positioning

Side Judge: The Side Judge is on Team R's free kick line on the side of the field opposite the press box and opposite the Line Judge. It may be necessary for him to enter the field to align Team R players with their free kick line. When in position and ready for the kick, after counting the players for the team on his sideline, the Side Judge should raise an arm as a ready signal for the Referee.

Field Judge: The Field Judge is on Team K's free kick line (usually Team K's 20 yard line) on the press box side and opposite the Back Judge. He should assist Team K players who are lining up, if necessary. The Field Judge does not go out onto the field, but may do so to get a player's attention. When in position and ready for the kick after counting players from his sideline and clearing the restricted area of coaches and nonplayers, the Field Judge should raise an arm as a ready signal for the Referee.

FREE KICK AFTER SAFETY COVERAGE ZONES



Coverage

Coverage for a free kick that follows a safety is the same as that for a free kick except for the yard lines where the action occurs. See the Free Kick Coverage section earlier in this addendum.

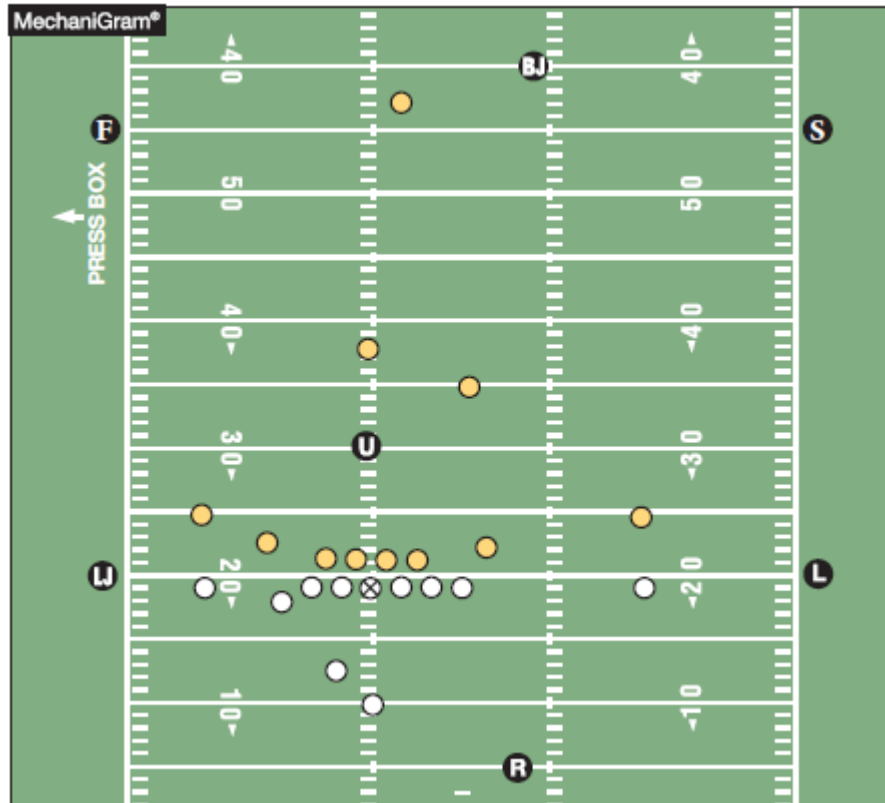
Free Kick after Fair Catch

Coverage for a free kick that follows a fair catch or awarded fair catch is the same as that shown in the Manual except the Side Judge and Field Judge will be in their normal free kick positions.

POSITIONING and COVERAGE – SCRIMAGE KICK PLAYS (NON-SCORING) (Chapter 30)

Punt Plays

SCRIMAGE KICK POSITIONING



Positioning

Line Judge: Hold the line of scrimmage until the ball crosses the line.

Side Judge and Field Judge: Take a position on the sideline even with the deepest receiver. Adjust position depending on weather and kicker's ability.

Back Judge: Line up 5-10 yards behind and at a slight angle to the deepest receiver, favoring the wide side. If this position takes you inside the 10-yard line, line up on the goal line. Maintain a 45-degree angle when the ball is in flight.

Coverage

Linesman and Line Judge: Hold line of scrimmage until ball crosses. Look for action in front of the runner if the deep has the runner. Goal line responsibility on long returns. If the kick is blocked or there is a high snap, the Wing official on same side as Referee will hold the line of scrimmage until no longer threatened. Wing official the Referee is facing will retreat and box in the play.

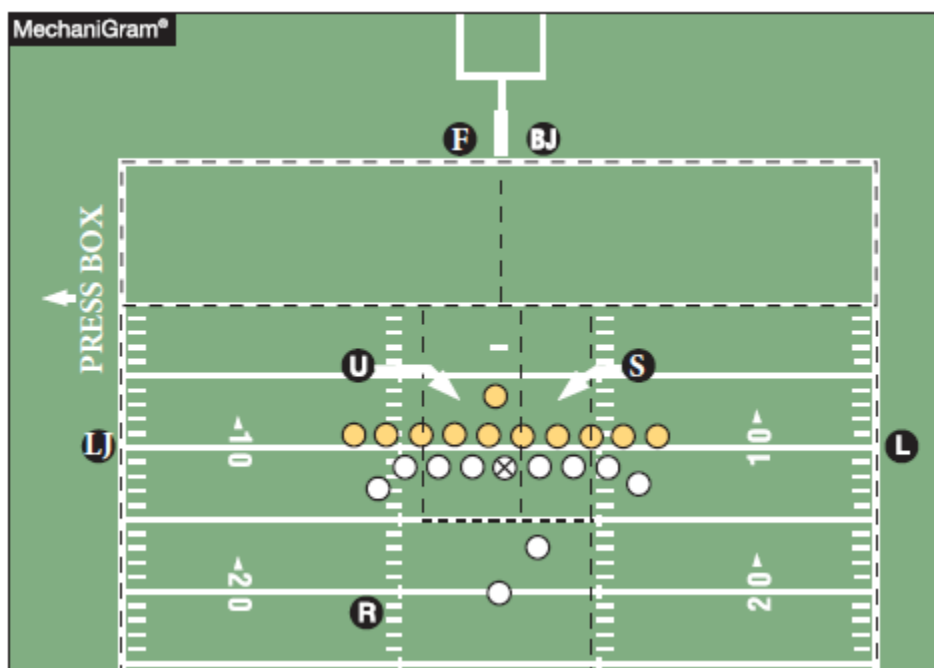
Side Judge and Field Judge: Primary responsibility of the gunner on your side of the field. When it becomes obvious that the ball is not landing in your side zone, observe action in front of the receiver. If return is to your side, take over the runner as soon as he starts to advance. Offside official is responsible for blocking by fair catch signaler. Follow the ball if receiver fails to field the kick in your area. If starting position was on goal line, remain there until it is not threatened. If the kick is blocked or there is a high snap, watch for illegal blocks beyond the line of scrimmage. If the kick goes out of bounds, responsible for marking the out-of-bounds spot.

Back Judge: Maintain 45-degree angle with the receiver. Be prepared to rule on status of ball into end zone and validity of fair catch signal. Primary responsibility for kick-catch interference and legality of handoffs. Beanbag the spot of the end of the kick, anywhere, sideline-to-sideline. If all deep officials are lined up on the goal line and the kick is short, you are primary for the ball and must leave the goal line if necessary. If the kick is blocked or there is a high snap, watch for illegal blocks beyond the line of scrimmage.

POSITIONING AND COVERAGE - SCORING KICK PLAYS (Chapter 31)

Field Goals and Tries

FIELD GOALS AND TRIES POSITIONING AND COVERAGE ZONES



Positioning and Coverage

Umpire: Move back 5-7 yards off the ball on the other side of the Side Judge, keeping the Center in view. Primary for action on the snapper, guard and tackle on your side of the field. Remind the defense to stay off the snapper.

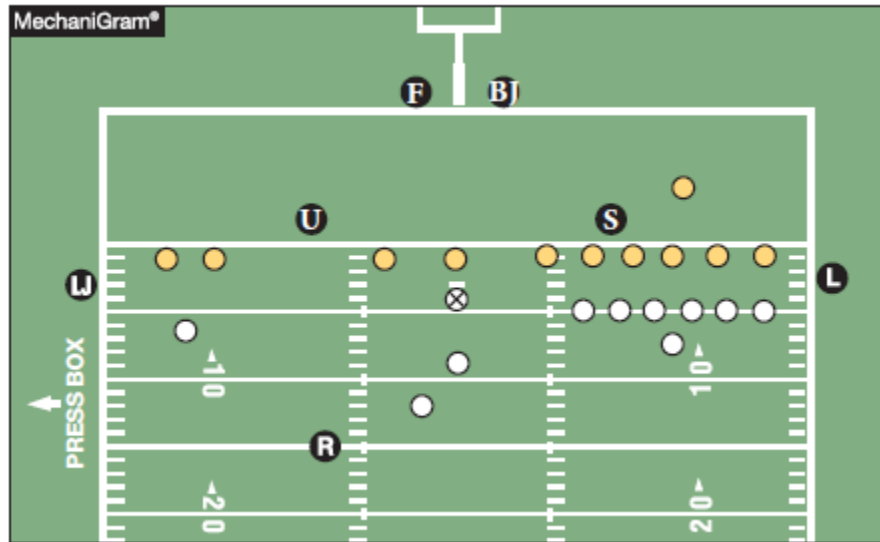
Linesman and Line Judge: Take regular scrimmage position. Observe action by/against tight end and wing back on your side. Be prepared to cover from line of scrimmage to end line on your side. Responsible for covering the play on short field goal attempts and trick/broken plays. Responsible for goal line on snaps inside Team R' 10 yard line, when applicable. Do not leave line of scrimmage until ball has

crossed the neutral zone.

Side Judge: Positioned 5-7 yards off the ball on the defensive side of the formation on your side of the field opposite the Umpire. Observe the action on/against the guard and tackle on your side of the field.

Field Judge: Take position directly under the upright of the goal on your side of the field. Be prepared to move out into position to cover a play in the end zone on short field goal attempt.

Swinging Gate Formation



Positioning

Referee: Take usual scoring kick position.

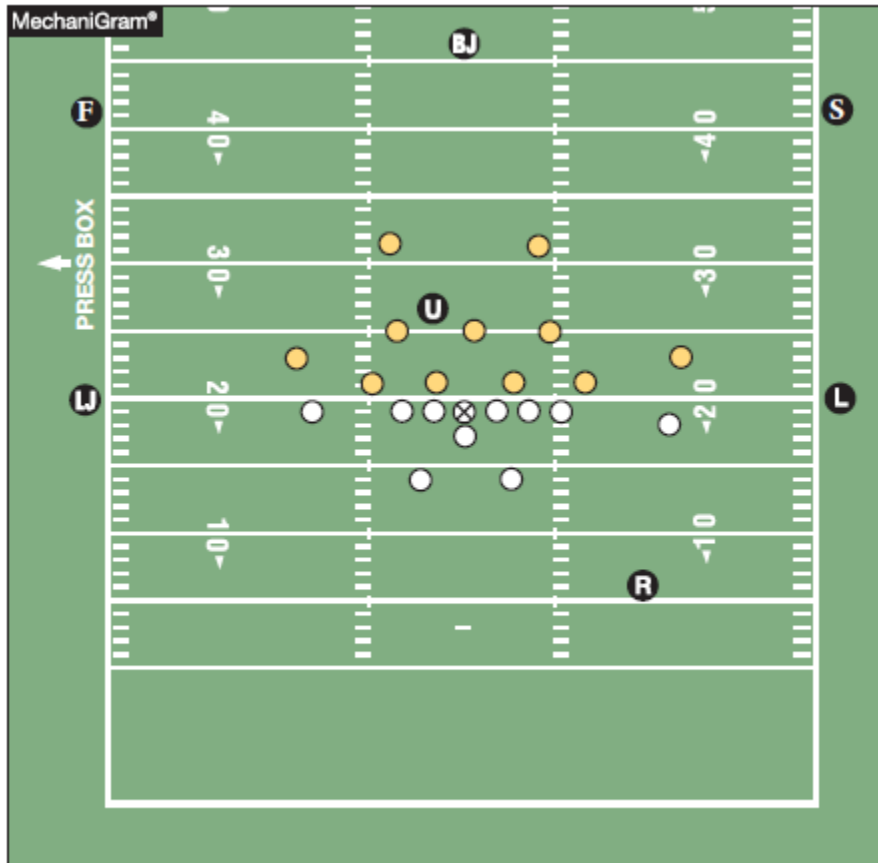
Umpire: Usual scoring kick responsibilities. Shade toward offset linemen to watch blocks after the snap. Look for ineligible.

Linesman and Line Judge: Take usual scoring kick position.

Side Judge, Field Judge and Back Judge: Take usual scoring kick position with the Side Judge adjusting to a wider position in front of the gate on their side.

POSITIONING and COVERAGE – SCRIMMAGE PLAYS (Chapter 32)

Run and Pass Plays



Positioning

Referee: Line up on passing arm of quarterback, at least as wide as half the distance between the Tight End and the sideline, and 12-15 yards deep. Count Team A and communicate with Umpire, Linesman, and Line Judge. Watch for Illegal Motion and False Starts by the quarterback or other backs. Identify the location of the backs. Take note of the play clock.

Umpire: Count the offense and confirm with Referee. Note the lateral position of the ball. Know the five ineligible and their numbers. Rule on illegal movement by center and both guards before the snap. Set up in a safe spot where you can see areas of responsibilities.

Linesman and Line Judge: Start just outside the sideline on the line of scrimmage. May pinch in depending on game situation. Rule on movement by linemen, with primary responsibility for the tackle on your side of the ball. Indicate the line of scrimmage by extending the foot, then straddle the line. Observe motion man if motion is away from you. The Line Judge assists the Referee with game clock status.

Side Judge and Field Judge: Count the defense and confirm with Back Judge. Basic starting position is approximately 22 yards from line of scrimmage on the sideline. If ball is snapped on or inside Team

B's 25 to the eight-yard line, position on the pylon and maintain responsibility for goal line throughout play. From the seven-yard line to the two-yard line, you have the end line. Monitor substitutions.

Back Judge: Count the defense and confirm with Side Judge and Field Judge. Basic starting position is 25 yards from the line of scrimmage in the middle of the field, never between Team B's five-yard line and the goal line. Either start on the goal line or the five-yard line. Start and monitor all 25/40-second count.

Coverage – Run Plays

Referee: Observe action behind the line and the runner to the neutral zone. Watch action on the ball and the quarterback on handoffs and backwards passes. Focus on point of attack blocks. Assist on spotting ball on plays into side zone. Stay with runner behind the line of scrimmage. If the quarterback pitches the ball, stay with the quarterback. Be alert for action on the quarterback after a change of possession.

Umpire: On plays between the tackles, focus on the point of attack around runner. On plays outside the tackles, slowly turn and watch the backside blocking for the runner. Watch for late action on the pile. It is okay to move outside the hashes to assist and retrieve the ball from the deep wing. Moving inside the hashes, banana out in front of the end of the play away from players to get ball and see action around the pile.

Linesman and Line Judge: Know if your key is in press coverage. Observe point of attack blocking behind the line of scrimmage on runs to your side. Attempt to maintain a 5-10 yard separation from the runner. When the play is away from your side, clean up behind the play.

Side Judge and Field Judge: Know if your key is in press coverage. Watch the widest receiver to your side of the offensive formation. Watch for crack back blocks. Try to maintain 15–20-yard separation to goal line. Responsible for spots inside Team B's two-yard line and the goal line. Watch the blocks on the second level. When play ends, pinch-in to the numbers toward the players. If play ends anywhere in your side zone, assist in getting existing or new ball to the Umpire for spotting. If play goes out of bounds on your side, Linesman or Line Judge will have the dead ball spot. Go into out of bounds area and clean up or get opposing players back onto the field before retrieving a football.

Back Judge: Know if your key is in press coverage. Observe actions of players around the runner. Assist Umpire with second level blocking. Be prepared for breakaway runs. On runs out of bounds, cover the area around the runner. Be prepared to rule on goal line on long runs.

Coverage – Pass Plays

Referee: Primary for the passer; officiate the biggest threat to quarterback. Primary key is opposite side tackle. Assist wing official with pass thrown behind/beyond the line of scrimmage. On plays when the wings are required to move immediately at the snap (goal line or reverse goal coverage), the Referee becomes the primary official and can be assisted by the Umpire.

Umpire: Be alert for incoming pass receivers. Assist wing official with pass behind/beyond the line of scrimmage by moving up to the line as usual. Pivot to assist with short "trapped" passes. Primary responsibility for ineligibles downfield. On long passes, stay on the line action a little longer, then spin to see result of play. Let Referee know result of the play every play.

Linesman: When a pass is read, primary responsibility is to your receiver. Be prepared to move downfield only if your key takes you downfield, no preset distance. Rarely drift more than five yards downfield on passes. Responsible for near tackle if on same side of Referee in addition to key receiver; however, if your primary key is not threatened, assist with the tackle on your side regardless of Referee's position or the receivers in the 10-yard belt area. Responsible for covering pass receptions between line of scrimmage and deep officials. Assist the Umpire with ineligibles downfield on passes thrown out of your area. Have goal line responsibility when the ball is snapped on or inside the seven-yard line. If there is a change of possession during the down, you have the reverse goal line and the deep will have the spot to the two-yard line.

Line Judge: When a pass is read, primary responsibility is to your receiver or other receiver in the 10 yard belt. If your receiver goes downfield, he has priority over your tackle. Primary responsibility for forward/backward pass ruling and on whether pass was thrown behind/beyond the line of scrimmage. Provide information whether the pass reached the line of scrimmage. Assist the Umpire with ineligibles downfield on passes thrown out of your area. Have goal line responsibility when the ball is snapped inside Team B's seven-yard line. If there is a change of possession during the down, you have the reverse goal line and the deep will have the spot to the two-yard line.

Side Judge and Field Judge: Key is the widest receiver on your side of the field. Cover sideline from original position to end line. When play ends, pinch-in to the numbers toward the players. If play ends anywhere in your side zone, assist in getting the ball off the field, if applicable. If play goes out of bounds on your side, the wing will have the dead ball spot. Go into the out of bounds area and clean up or get opposing players back onto the field before retrieving a football.

Back Judge: Responsible for your key from snap until you must release him to cover action in your area of responsibility. Player in motion becomes your key.

Goal Line Plays

Offense Going In

Referee: Same positioning as any scrimmage play. If ball is snapped inside Team B's seven-yard line, responsible for knowing backward/forward pass.

Umpire: Stay off the goal line. Primary for knowing if passer was beyond the line of scrimmage. Primary for whether ball crossed the line of scrimmage or not. As an exception, the Umpire must move up to the line when he reads pass.

Linesman and Line Judge: Responsible for the goal line if the ball is snapped on or inside Team B's seven-yard line, but does not go immediately to the goal at the snap unless the ball is snapped on or inside Team B's five-yard line. Be alert when the line-to-gain is before goal line.

Side Judge and Field Judge: Starting position on the goal line if the ball is snapped between Team B's 25 to the seven-yard line and responsible for forward progress inside Team B's two yard line. If the ball is snapped on or inside Team B's seven-yard line, position is on the back corner pylon. Never take a starting position between Team B's five-yard line and the goal line.

Back Judge: If the ball is snapped on or inside Team B's 25 yard line, starting position is on the end line.

	Starting Position		
Ball on Yard Line	FJ/SJ	BJ	GL Coverage
Outside 25	22 yds off the ball	25 yds off the ball	BJ
25-7	Goal Line	End Line	FJ/SJ
Inside 7	End Line	End Line	Wing

Offense Coming Out (Reverse Goal Line)

Referee: Be alert for positioning and coverage with the end line and awareness of goal line as snap location moves outside the 10-yard line.

Umpire: Primary for knowing if passer was beyond the line of scrimmage. Primary for whether ball crossed the line of scrimmage or not.

Linesman: If snapped on or inside Team A's three-yard line, move immediately to the goal line at the snap. If snapped between Team A's three-yard line and the 10-yard line, read the play and react to the goal line if necessary.

Line Judge: If snapped on or inside Team A's three-yard line, move immediately to the goal line at the snap. If snapped between Team A's three-yard line and the 10-yard line, hold the line of scrimmage.

	Reverse Goal Line Movement		
Ball on Yard Line	L	UJ	GL Coverage
Inside 3	Goal Line	Goal Line	L/UJ
3-10	Goal Line	Hold	L
Outside 10	Normal	Normal	R