

FOUR MAN OFFICIATING CREW POSITIONING

RUNNING PLAY

- Referee
 - ❖ 3 to 4 yds. deeper than deepest back.
 - ❖ Usually no wider than tight end. Will vary with formations.
 - ❖ On passing arm of quarterback.
 - ❖ Be alert for illegal shift or player in motion.
 - ❖ Be able to view tackle on far side & backs.
 - ❖ Move behind play towards side of field to which play advances.
 - ❖ When ball is dead move quickly to its location.
 - ❖ When 1st down is made give TO signal & stop clock unless already stopped
- * Count A players
- Umpire
 - ❖ Usually will spot ball and remain over the ball until R gives ready signal.
 - ❖ Usually 3 to 8 yds. behind LOS & between end
 - ❖ Keep ball (snap) in view.
 - ❖ Do not interfere with vision or movement of defensive backs.
 - ❖ Vary positioning.
 - ❖ Note position of ball between inbounds lines.
 - ❖ Note B players on LOS in the free blocking zone.
 - ❖ Count A players.
- Linesman & Line Judge
 - ❖ Straddle the LOS on the sideline.
 - ❖ Signal number of down.
 - ❖ Use extended arm & hold for closest A player off LOS.
 - ❖ Count B players.
 - ❖ Stay on LOS until ball carrier crosses LOS – move back towards offensive back field is necessary.
 - ❖ On snaps between 10 & 5 yd. line, release down field staying ahead of runner to goal line.
 - ❖ On snaps inside the 5 yd. line, release to goal line & work back to ball.
 - ❖ Mark forward progress with down field foot.

AFTER THE SNAP

- Referee
 - ❖ Key opposite tackle for run or pass.
 - ❖ Watch ball, runner and action around him to neutral zone.
 - ❖ Don't move towards LOS in quickly.
 - ❖ Move behind the play towards side of field to which play is advancing to cover runner.
 - ❖ Responsible for runner until he crosses the neutral zone.
 - ❖ Solely responsible for intentional grounding.
 - ❖ Move to spot of pass to determine if pass was legal.
 - ❖ When ball is dead.
 - Move quickly to its location.
 - Be positive of ball location before sounding whistle.
 - Signal number of next down.
 - ❖ Help spot ball, then give ready for play signal & sound whistle (3 seconds should be maximum to mark ball ready for play – OM page 19 I.A.3.)

- Umpire
 - ❖ Key center & guards for run or pass. On pass move to LOS. Assist R to determine illegal forward pass.
 - ❖ Cover short passes down middle.
 - ❖ Read POA and pay attention to free blocking zone.
 - ❖ When play is wide move in that direction. Remain on inside working out.
 - ❖ When hole open directly in front of you react accordingly (may move laterally from hole). Cover action at POA & then behind runner.
 - ❖ Do not sound whistle unless covering official is not in position and you see the ball.
 - ❖ Assist in spotting the ball & relaying the ball.

- Linesman and Line Judge
 - ❖ Key end & wide receiver if covered tightly.
 - ❖ Be alert for quick pass.
 - ❖ Watch initial charge of linemen.
 - ❖ On wide-end runs to your side, observe blocking near neutral zone to tackle.
 - ❖ Cover sideline & watch for crackback blocks.
 - ❖ Sound whistle when ball is dead in your zone and move to mark the spot of the ball.
 - ❖ Ball dead in side zone relay to R or U.
 - ❖ Ball goes to opposite zone.
 - Move cautiously into general area until certain there will be no reverse or counter.
 - Observe action behind the play (linebackers and pursuit).
 - ❖ Responsible for entire sideline. Signal time out when out of bounds and hold spot.
 - ❖ When moving downfield with runner watch for illegal forward pass or fumble.

- Linesman
 - ❖ Do not turn your back on field of play when having the indicator moved.
 - ❖ Do not move down marker until R signals.
 - ❖ Spot foremost point of the ball with down field foot.
 - ❖ On incomplete 4th down pass reset the down marker so U can set the ball (ball is in same place but down indicator moves the length of the ball).

- Line Judge
 - ❖ When K is almost certain, be positioned behind B's line.
 - ❖ If obvious 1st. down, signal clock to stop.

- All Officials
 - ❖ Bean bag fumbles.
 - ❖ Rule on possession immediately.
 - ❖ If defense recovers, covering official should immediately signal time-out and then 1st. down.
 - ❖ If fumbling team recovers give next down.

SCRIMMAGE KICKS

- Referee
 - ❖ Outside tight end and even with the kicker.
 - ❖ Move down field slowly.
 - ❖ Kick out of bounds in flight.
 - Long kick – Line up covering official.
 - Short kick – go directly to spot.

- Umpire
 - ❖ 4 to 7 yds. deep keeping ball in view.
 - ❖ Count K and number exceptions.
 - ❖ After snap step towards LOS and watch for roughing the snapper.
 - ❖ Following kick pivot towards LJ side and observe play.

- Linesman
 - ❖ Cover all kick your sideline.
 - ❖ Assist R with short or blocked kicks.

- Line Judge
 - ❖ 7-10 yds. wider & in front of deepest receiver.
 - ❖ Count R players.
 - ❖ Cover all kick down middle & to your side.

FIELD GOALS

- Referee
 - ❖ 1 yd. to the rear and 2 to 3 yds. to side of kicker, facing holder.
 - ❖ Signal score or no score.

- Umpire
 - ❖ 5 to 7 yds. deep and observe snap.
 - ❖ After snap step toward neutral zone and watch for roughing the snapper.

- Linesman
 - ❖ If ball is kicked, watched for roughing kicker & holder.
 - ❖ Read run, pass or kick.

- Line Judge
 - ❖ Position 5 yds. behind & directly between uprights.
 - ❖ Outside 15 yd. line signal if kick is good. If inside 15 yd. line review procedure with R.