

Gulf Coast Football Officials Association

Pre-Game

Updated: November 10, 2009

Arrival Times

Varsity: 75 minutes prior to game time. Dress 30 minutes prior to game.

J.V. and Freshman: 45 minutes prior to game time. Dress 30 minutes prior to game.

Uniform and Equipment

It is important to look professional. Be prepared.

Pants	Whistles
Shirts (with FHSAA patch on pocket and Flag 3” from collar on back)	Flags
Shoes (All black and shined)	Bean Bags (Blue)
Northwestern Striped Socks	Down Counter
Belt (Black)	Scorecard
Hat (Black with white piping or white for R)	Pencils
Clip (HL)	Coin
Officials Card (3)	Watch (BJ and LJ)

Inspect Field

Referee: Hash mark on Press Box side. (5-Man)
Middle of Field (4-man)

Umpire: Hash mark on chain side. (5-Man)
Sideline on chain side. (4-Man)

Line Sideline opposite the chains.

Judge:
Back Sideline of chains. (5-Man)

Judge:

Note: Lineman goes directly to inspect chains and speak with chain crew. Get names and give instructions. (4 & 5-man crew)

Pre-Game Duties

- Referee and Umpire:
- Meet with home team Coaches and Captains first and read FHSAA pre-game card and give each coach a GCFOA Game Card with officials names.
 - Verify that players are properly equipped. Umpire inspects.
 - Ask for Captains names and numbers.
 - Discuss any unusual plays.

See the Ball! See the Ball! See the Ball!

- Ask if K and QB are R or L.
- Alert coaches on time for captains to be present and half time (17 min. & 3 min.).
- Teams MUST now be on field for halftime 3 min. warm up.
- Inform Coaches of sideline requirements and ask for name of coaching staff.
- Identify who will be responsible for sideline control a.k.a. “Get Back Coach.”
- Verify game balls.
- Identify who will call Time Outs?

Linesman	Meets with Chain Crew.
Line Judge	Meet with ball boys. Get names and give instructions.
Back Judge	Fill out three GCFOA Officials Cards. Meet with Band Director and have National Anthem played 10 minutes prior to kickoff and discuss halftime procedure.

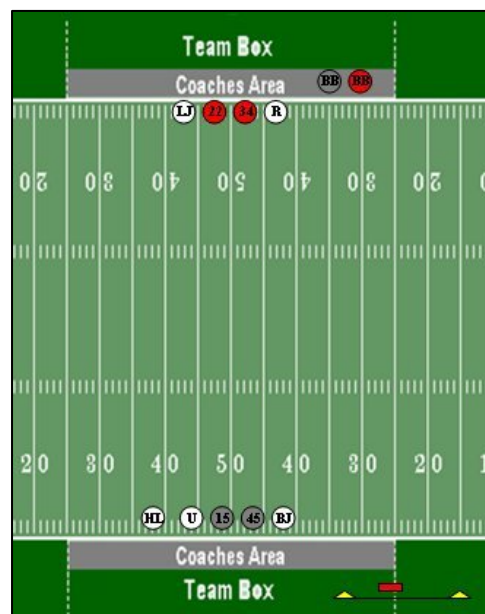
Note: Move pylons on End Line back, even with goal post.

Watch for uniform and equipment violations. Practice preventative officiating!

Coin Toss

Following coin toss all officials meet at midfield to verify toss winner options, quick pep talk. Then HUSTLE to positions.

Referee	Opposite chains. Set up to face the clock. Speaking Captain next to R. <u>Prior to Coin Toss</u> : ask the speaking captain: “If the other team wins and defers, do you know what your coach wants you to do?” Ask the visiting captain to make his call BEFORE the coin toss. Toss the coin and reveal the results. If the coin is dropped, toss it again. Explain all options to the winning captain and ask for his choice.
Line Judge	Opposite chains with R. Escort to hash and remain at Parade Rest.
Umpire	Chains side, facing away from Clock. <u>Prior to Coin Toss</u> : ask the speaking captain: “If the other team wins and defers, do you know what your coach wants you to do?”



See the Ball! See the Ball! See the Ball!

Linesman Chains side with U. Escort to hash and remain at Parade Rest. Speaking Captain next to HL.

Back Judge Chains side with U. Escort to hash and remain at Parade Rest.

Kick Off

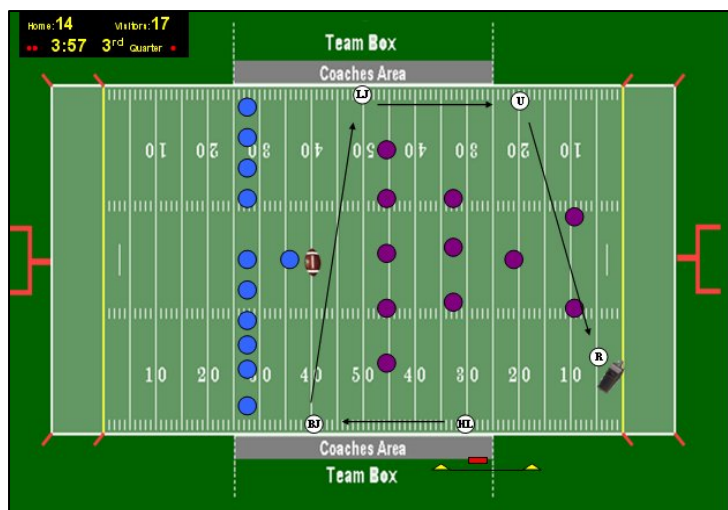
Referee On the Goal Line chain side. (5-man)
R's 5-10 yd line opposite chains. (4-man)

Umpire R's 20 yd line opposite chains. (5-man)
R's 20 yd line chain side. (4-man)

Linesman R's 30 yd line chain side. (5-man)
Set up K's Kick Line, move to hash, salute and move to chain side. (4-man)

Line Judge Set up R's Kick Line, move to hash, salute, move to sideline opposite chains. (4 & 5-man)

Back Judge Set up K's Kick Line, move to hash, salute and move to chain side. (5-man)



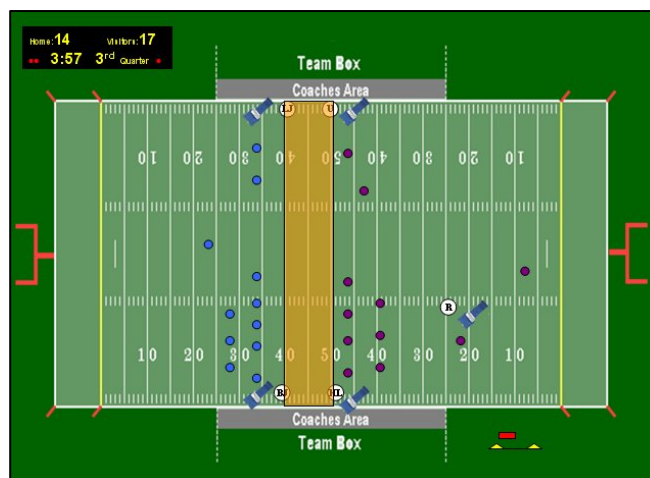
HL is first to signal ready.

When HL is in position, he raises his hand and points up the sideline to BJ, who then repeats, pointing to LJ, onto the U and finally the R, who will then signal the ball ready for play. Keep you hand raised until Ready for Play whistle.

Ball kicked OB: mark spot with flag.
Know your options: R can take ball where it went OB, 5 yards and rekick or take ball on 25 yards from where the ball was kicked (usually the 35 yd. line).

On-Sides Kick

If it is apparent that an on-side kick is about to occur, HL should move to R's kick line, BJ moves to K's kick line, U moves to R's kick line. Bean bags in hand. Look for first touching and illegal blocking of R's. Bean Bags in hand.
Watch for first touching, ball out of bounds, fair catch signals.



See the Ball! See the Ball! See the Ball!

Counting Players

- Count your side on EVERY play.
- R and U count Offensive player.
- BJ, LJ and HL count Defensive players.
- Indicate by punching for 11 and with fingers pointing down is fewer than 11.
- It is the coaches' responsibility to have the proper number of players.
- Better to flag teams for illegal substitution than illegal participation.

Scrimmage Plays

- | | |
|---------------------|--|
| Referee | <ul style="list-style-type: none">• Set up: behind deepest back on QB's passing arm side. Count A players and signal U.• Watch for: False starts on backs, inside tackles and deep receivers, holding, late hits, roughing, backward/forward pass, grounding, etc... |
| Umpire | <ul style="list-style-type: none">• Set up: 3-8 yards behind B's line, opposite Referee.• Count offensive players and signal R.• Count interior lineman of A and verify numbers.• Watch for: holding at POA, snap infractions, false starts, disconcerting signals by B, ineligible downfield on pass plays. |
| Linesman/Line Judge | <ul style="list-style-type: none">• Set up: <u>on LOS until snap</u>. Signal down. Count defensive players of team on your sideline and signal to BJ. Punch back if widest player is off LOS. Signal unbalanced line.• Manage your sideline.• Move downfield on pass 7-10 yd. Plays inside the 10, move to Goal Line at snap and work back to the ball. Press inside until you meet resistance and keep coverage.• Watch for: 6-man lines, encroachment, false starts, interference, holding, substitutions, forward/backward pass (punch back if QB makes quick throw).• On long runs, indicate to BJ that player is inbounds by pointing or kill clock and blow whistle. |
| Back Judge | <ul style="list-style-type: none">• Set up: 15-20 yards behind B's LOS. Deeper than deepest B. Count B players and signal sideline official. Time 25 second count between downs and Time Outs. Responsible for Goal Line and End Line.• Watch for: ineligible, holding on ends, interference, delay of game. |

See the Ball! See the Ball! See the Ball!

Passing Keys

Passing keys determine what BJ and wings should be looking at the snap.

BJ has widest receiver to strong side.

Strength is determined by number of eligible receivers on either side of the ball.

Motion that changes strength, changes keys.

Wing then takes next R or looks through to tackle and has backs out of backfield.

If balanced formation, strength defaults to the LJ side.

If Trips Formation, BJ has widest two receivers to strong side.

Goal Line Plays

Wings inside 10 yd line, 3-5 yards towards Goal Line at snap. Work your way back to the play.

Inside 5 yards, immediately move to Goal Line at snap.

Wings: stay 2 yards off pylon to give yourself a good angle.

Wings crash in to the play and look to your partner before signaling TD.

SEE THE BALL.

Wings have Sideline, BJ has End Line.

U will signal with punched fist if ball is in End Zone.

U does NOT signal TD.

Be Decisive!

Scrimmage Kicks

Referee

- Set up: 3 yards in front and 5-7 yards to the side of kicker on leg side. Count players and give signal. Acknowledge with Umpire Roughing the Snapper signal.
- Watch for: holding on rushers, blocked kicks, touching by R, when ruling on roughing kicker/holder.

Umpire

- Set up: 4-7 yards behind R's line with snapper in view.
- Check K players for numbering exceptions.
- Watch for: Roughing the snapper, holding on interior line, be alert for blocked and short kicks.

Linesman/Line Judge

- Set up: HL responsible for entire LOS (4-man). Signal down. Count players of team on your sideline and signal to either R of BJ. Manage your sideline. Punch back if widest player is off LOS. Signal unbalanced line.
- Watch for: 6-man lines, encroachment, false starts, interference, holding on outside players, substitutions, illegal block during return, cover sideline during return on kicks going OB. If grounded, your spot, if in flight, R's spot.
- LJ releases downfield on kick.
- HL stays on LOS UNTIL ball crosses the expanded Neutral Zone!
- Ignore first touching behind expanded NZ.

See the Ball! See the Ball! See the Ball!

Back Judge/Line Judge

- Set up: 7-10 yards wider and in front of deepest R player (LJ in 4-man). Bean bag in hand. Count players and signal. Instruct players to give a good fair catch signal.
- Watch for: muffs, touchbacks, momentum, fair catch, interference, holding on outside players, blocking after FC signal.
- Cover sidelines on kick OB. If grounded, your spot, if in flight, R's spot. R will chop you in. if R's bottom hand is out and down, he is relying on you for spot (stop and he will chop you in)

Field Goals/Trys (5-man)

Referee

- Set up: 1 yd behind, 2-3 outside facing holder. Count players and signal.
- Watch for: roughing holder/kicker.

Umpire

- Set up: 4-7 yards off the line with snapper in view. Check for numbering exceptions.
- Watch for: roughing the snapper, inter-locking, holding, and hurdling.

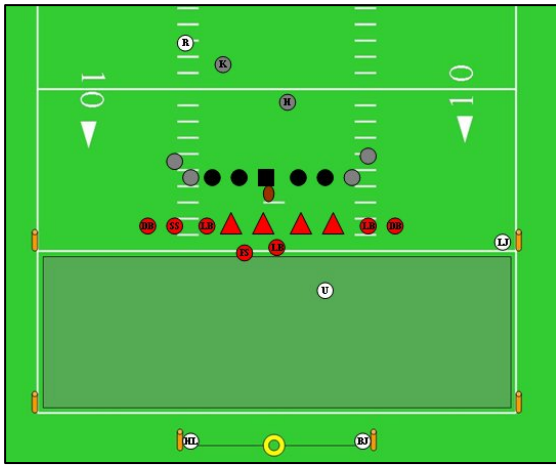
Linesman/Line Judge

- Set up: 5-7 yards outside of A's end. Responsible for entire LOS.
- Check with R to see if K has 11 players.
- Watch for: 6-man lines, encroachment, false starts, interference, holding on outside players, substitutions.

Back Judge and HL or LJ

- Wingman with R's back to him sets up under uprights.
- Set up: Position under uprights. Note the numbers of eligible receivers on your side.
- BJ has whistle.
- Communicate step out and signal: No good, good, touchback.

See the Ball! See the Ball! See the Ball!



TRY is blocked: Ball is DEAD. FG is blocked; ball is LIVE.

NOTE: In the 4-man mechanic: R watches to see if ball is between post, LJ stands at base of goal post and indicates with thumbs up/down if ball made it over the cross bar.

Free Kick after Safety

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

Free Kick after Awarded Fair Catch



- R and U under uprights. R has whistle and crossbar.
- All other officials' mechanics will be the same as a kickoff.

Time Outs/Between Periods/ Water Breaks

Referee	Responsible for timing T.O.s (4-man).
Umpire	Covers ball and secures spot. Resets spot between periods.
Linesman/Line Judge	Remain at Parade Rest and manage your sideline.
Back Judge	Responsible for timing T.O. (5-man)

See the Ball! See the Ball! See the Ball!

ALL Officials: confer number of T.O. each time has remaining and time on game clock each occurred.
Only Head Coach, designated Head Coach or players may call T.O.
During Water Breaks a coach MUST come out and attend to team.
1 coach/11 players between hashes. Unlimited coaches and players within 9 yards of sideline.

Injury Time Outs

- Entire Team may go to sideline but MUST stay on field.
- Coaches allowed on field ONLY to attend to injured player.
- Players must leave for one play before returning unless quarter ends or halftime.
Time Out. DOES NOT buy player back in.
- Referee determines if a player is unconscious and he must have a Dr.'s release to re-enter game.

Inadvertent Whistle

If you do not see the ball, DO NOT BLOW YOUR WHISTLE!

Fundamental III.1 The official's whistle seldom kills the ball. It is already dead by rule.

- Focus on your area of responsibility. If the ball is not in your area, DO NOT BLOW YOUR WHISTLE!
Live up to it and blow play dead.
- Determine possession at time of whistle.
- If LOOSE ball: it may be put into play at spot lost or replay the down.
- If ball is IN FLIGHT during a forward pass, snap or kick REPLAY is AUTOMATIC.
- An accepted penalty cancels replay option.
- Ball is in possession of team that last possessed it and can choose to take the spot or replay the down.

Penalties

Did the foul affect the play; was it at the point of attack?

Practice preventative officiating.

- Mark the spot of the foul with your flag or throw the flag straight up in the air.
- STOP the clock once the ball becomes dead. Use REPEATED whistles!
- Hustle to R to report foul.
Do not give preliminary signal.
- R will move to meet reporting official.
- Non-calling Official closest to the flag stands over your flag.
- Report to Referee:
- Player number and Jersey Color

Report to Referee:

- Player number and Jersey Color.
- Type of Foul Committed.
- Status of the ball (live or dead)

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- For PSK where the ball was at the time the foul was committed.

Referee will do the following:

- Give Preliminary Signal.
- Confer with Captains.
- Inform Umpire of decision and instruct him to administer penalty.
- Give Actual Signal.
- Indicate status of next down to be played.
- Confer with coaches (if necessary).

Note: ALL OFFICIALS should be aware of distance marked in order to verify that penalties are administered correctly.

It is everyone responsibility to GET IT RIGHT!

Measurements

On plays, which are CLOSE to first downs; place ball on your spot and call for R to take a look. Only kill the clock if it is definitely a first down!

Referee	Stop clock and signal to HL to bring out the chains.
Linesman	Grasp the clip on the chain and bring crew out for measurement.
Line Judge	Set up 90 from ball and line so that HL can set clip.
Back Judge	Move both teams back and secure ball for measurement.
Umpire	Take foremost stake and pull tight for measurement. Make sure Press Box has view.

Be sure to FACE THE PRESSBOX!

Mercy Rule

35 point differential in second half.

3rd Qt. at the discretion of the losing coach.

4th Qt mandatory.

One running clock begins it only stops for time outs (team, official, and injury), USC penalties, scores and the period between quarters.

Overtime Procedure

- Three minute intermission.
- Inform coaches of any penalties that carry over into OT.

See the Ball! See the Ball! See the Ball!

- Coin Toss: Visiting Team Captain calls the coin toss. Winner chooses Offense or Defense, Loser chooses end of field to be used throughout OT.
- One Time Out per team per period. Unused Time Outs DO NOT carryover
- Periods are untimed. Play clock is used.
- Offense puts ball in play on 10 yard line, 1st & goal (unless penalty carries over).
- In the event of subsequent OT periods, two minute intermission is followed by meeting of captains; loser of toss gets first choice.

2009 Rules Changes

- Scrimmage kick numbering exceptions limited.
- Teams must be on field for 3 min. warm up at halftime.
- Penalty resulting in a safety on last timed down does not extend period
- Penalty options for dead-ball non-player or USC foul during or after TD can now be enforced on Kick Off.
- Illegal to grasp chin-strap.
- Horse Collar: It is illegal to grasp the inside back or side opening of the collar of the jersey or shoulder pads of the runner and subsequently pull the runner to the ground.
- The kicking team cannot bat a scrimmage kick that has not yet been grounded unless it is toward its own goal line. Scrimmage kicks may only be batted by the kicking team towards its own goal line.
- The coaches must move into the team box before the ball becomes live.

2009 Points of Emphasis

- NFHS Guidelines on Handling Contests During Lightning Disturbances
- Illegal Personal Contact
- Blocking and Illegal Blocks
- Helmet and Face Mask
- Uniforms
- Sportsmanship

Think Between Downs/React during The Down

<ul style="list-style-type: none"> • Down and distance • Player count • Yard line at L.O.S. • Yard line of line to gain • Status of clock (running or stopped) • Amount of time left in quarter • Number of time outs remaining 	<ul style="list-style-type: none"> • Jersey numbers of in-coming subs • Check for player agitation • Let players feel your presence • Proper coverage in special situations (goal line - Hail Mary) • A reminder to give yourself an extra split second before blowing the whistle, throwing the flag, or giving a signal.
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See the Ball! See the Ball! See the Ball!