

BACK JUDGE MECHANICS



2012

Back Judge

1. Play Clock & 25 Second to Snap/Kick: Time TO's
2. Signal R to Start Clock or not when stopped
3. KO – Count K (11)
4. FG/Punt/Try – Count R (11)
5. Run/Pass – Count B (11)
6. Pass Coverages – Coordinate with LM/LJ
7. Extension of Period
8. Game Stopped – Concussions, DQ & UNSC
9. Punt – Any Signals by Team R
10. Substitutions for Team B, & Team R on FG/Punt/Try
11. Next KO – Time 30 seconds, then jog to K
12. The Expert – Rules 6 & 8

1. Ball Handling Mechanics (BHM)

CREW (Ball Exchange): On COP relay the “old” FB to the SL after there is no threat of a DBF. Do not wait for a “new” FB to remove “old” FB to Ball Person.

CREW GOAL: 100% Completions. Take extra steps before underhand only relay. Contenders watch DB Action while Pretenders are in a big hurry to secure a new FB. We cannot miss a DBF because we are looking for a new FB.

CREW: During hurry-up, play with 1 FB only as much as possible.

CREW: During Inclement Weather make shorter relays & run FB in when needed.

CREW: Do not throw FB toward SL so it hits the ground (Looks unprofessional).

BJ: Relay new or current FB on plays that gain approximately 10 YDS. You are part of the triangle from Wing to U. R does same on plays that gain less than 10 YDS.

BJ: On deep incomplete passes, hustle & relay FB off field. Wings get new FB.

BJ: After TD have Ball Person place new FB behind GP Upright.

Ball Persons stay off field entire game.

HT & VT TEAMS: Each team keeps their own FB's on their own SL.

2. Bean Bag Mechanics (BBM)

Fumble: Throw blue BB into air at chest level. Throwing BB into air helps prevent inadvertent whistles. When a crew member sees a BB he knows ball is loose & will not sound his whistle. Get BB on correct YL but not at the spot of the fumble. BB's are NOT thrown for interceptions or backward passes.

BJ: Mark end of scrimmage kick (PSK) & first touching. Need 2 BB's.

Momentum (Inside - 5 YL): Drop BB at spot of catch or interception.

SL: No BB at OOB spot on SL (Exception: Fight breaks out down field or OOB).

BJ/U: KO (BB in hand) – “think onside kick”. BJ/U/LM/LJ: BB in hand for OKOM.

3. **Change of Possession Mechanics (COPM)**

Covering Official: Signal New Direction first (2X), then signal TO (2X).

Non-Covering Officials: Signal TO (2X) immediately when crewmate signals COP.

4. **Coach/Referee Conference Mechanics (CRCM): See Gold Book (p. 13-14)**

5. **Coin Toss Mechanics (CTM)**

LJ/BJ: PB SL.

LM/U & LJ/BJ: Escort Captains & Introduce to R. LJ/BJ will delay walking until the LM/U is at Field #'s. Usually HT is PB SL & VT is opposite PB.

U/LM/LJ/BJ: Move to 45 YL with backs to scoreboard.

2nd Half: Bring 1 Captain each to center of field, secure options, & signal PB.

OT: Toss, secure choices, turn captains, & signal PB by pointing to GL.

6. **Dead Ball Mechanics (DBM)**

BJ (Player in Opponent's Bench): Go into Team Box & escort player(s) back to field.

ALL (Ball Dead): Swivel head (2X) & watch players in your area rather than stare at DBS.

BE A GREAT DB OFFICIAL.

CREW: Immediately raise arm/hand to indicate next down. BE A GREAT DB OFFICIAL!

CREW: Referee DB action FIRST. Penalize first DB Hit; it usually stops it.

7. **Field Goal Mechanics (FGM)**

Definition: FG from any YL. (Assume Right Footed Kicker below)

Initial Position (IP):

U/BJ: GP Uprights (choice as to which post to cover – based upon distance).

Read & React (R&R) Then Flow:

U/BJ: If fake, stay on EL initially. If FG is short, get to the GL & rule on whether Kick breaks GL Plane. Sound whistle when kick is good or kick crosses GL.

U/BJ: Good – Both signal & move 2 YDS into EZ; Not good & lands in EZ – Both officials move 2 YDS into EZ, **signal no score ONLY** (2X) & then signal TB (2X).

8. **Fight Mechanics – Actual Fight (FMA): See Gold Book (p. 15)**

9. **Fight Mechanics – Prevention (FMP): See Gold Book (p. 15)**

10. **First Down Mechanics (FDM)**

Definition: Close to a first down

CREW: If CLOSE regarding first down MEASURE. There are many games where a Crew refused to measure, & then, in “eyes of coaches, they could do no right”. On synthetic & well-marked grass fields, if forward stake is beyond hash & DBS is behind same hash, we will not measure. Too many times we look across field & think “that is not even close”, and then we bring chains across field -- “Wow – that was close or is a first.

11. Flag Mechanics (FLM)

Recommend in front; however, where comfortable. Must be tucked in.

Carry 1 or 2 center-weighted flags. **Black ball Flag is optional for 2012.**

Never throw a flag at a player; No Spot: Throw flag high into air. Spot: Throw flag to corresponding YL. Passer beyond LOS – Drop Flag at spot.

Same Foul: Multiple flags – move flags to same spot. Confirm foul & player # & then 1 official signals Prelim to R. UNS/DB Personal Foul: Throw flag high into the air.

A non calling official must cover a fellow official's flag on spot fouls.

12. Forward Progress Mechanics (FWPM)

Place downfield foot in front of backfield foot to mark FWP. Square Off. No angle in.

Cross-field mechanics (button-hook passes) (runner driven back near SL) – look across field for help & an accurate FWP spot. Important for back side **Wing** to move into field toward hash so your partner can see you.

LM/LJ mark FWP most unless R marks FWP behind LOS or **BJ** marks FWP down field

Player hit/driven back between field #'s & SL – wind (2X) & move in, not past players.

Once official sounds whistle for FWP swivel your head (2X) & watch for DB action.

Trapped pass – catch or no catch – do not move in to mark FWP until you know it is a catch. If you square off & move in you are indicating Catch. Swivel your head & see if other officials signaled incomplete pass. Key is: Go SLOW here!!

13. Free Kick After Fair Catch (FC)/Awarded FC (FKFC)

Initial Position (IP): **BJ** (GP Upright, PB)

Read & React (R&R) Then Flow:

R: Ask **BJ** if there was a FC. If so, ask Coach Where to spot the FB.

CREW: Once kicked identical to FGM.

14. Free Kick After Safety (FKS)

Initial Position (IP): **BJ** (KT 20 YL).

Read & React (R&R) Then Flow: KOM. **BJ/U**: Run to KT 30 YL HM after kick/punt.

15. Fumble Mechanics (FUM)

Covering Officials throw BB. R will stop game clock (no whistle) after 2 seconds if there is no signal from an official regarding possession. If A retains possession, covering official signals next down & R winds game clock immediately along with LJ. Large pileup & officials have to “dig”. Covering official, who rules team possession, yells team color & closest official signals direction (2X) of team possession, after making sure of proper direction. Stop clock (2X) for COP.

16. Game Management Mechanics (GMM): See Gold Book (p. 16-17)

17. Goal Line Mechanics (GLM)

Use GLM for Try-Run/Pass (2 Pts.)

Definition: Snap is on or inside +10 YL. Initial Position (IP):

BJ: EL between GP Uprights.

Read & React (R&R1 & 2) Then Flow:

BJ: Stay on EL during live ball. Hustle down EL, maintaining a 5 YD cushion with receiver. Straddle EL on tight catch/no catch. Observe A Players near SL for touching EL. **BJ** signals incomplete pass on EL only, not Wings.

LM/LJ/BJ: EZ Corner –Eye Contact with Wing Prior to TD Signal; if someone sees Incomplete Pass, signal immediately (2X); Pass –Wait several seconds before signaling TD – It is Better to be Late & Right. Signal TD (hold 2 seconds) only if you see it. STOP at GL, Signal TD, **Pivot 90 Degrees, & WATCH/FOLLOW** Runner & other players after TD – Be GREAT DB Officials.

18. Hat Mechanics (HM)

LM/LJ/BJ: Throw hat if any A/K Player goes OOB w/o being blocked prior to a COP or when there is no COP. Muddy Field: Save hat & YELL the player's number loudly!!!!

19. Hurry-up Offense Mechanics (HUM)

CREW: When A catches or runs with FB, use 1 FB only when spotting for next down.

CREW: GOAL for every game is efficient, quick, & accurate FB spotting so A never has to wait for officials other than for TO's or 1st down measurements.

20. Kick Off Mechanics (KOM)

Definition: KO at 40 YL. Score & time don't indicate Onside KO.

Initial Position (IP):

BJ: 40 YL, 2 YDS OOB & on PB SL with BB in hand (think onside kick).

Pre Kickoff:

BJ: After Try, secure new FB behind GP, time 60 seconds & jog up PB SL. Jog out to Kicker at 30 seconds. Check tee & hand kicker FB. STRONGLY REMIND K to stay behind Line until kick. After clearing Restricted Area, secure ready from U & signal R. If FB falls off tee sound whistle (2X) & jog to kicker.

U: Jog up SL opposite PB & clear Restricted Area. Signal **BJ** when ready.

Read & React (R&R) Then Flow:

BJ: KEYS – Kicker, KT Encroachment, Onside Kick, First Touching, KT Initial Contact by RT Front Line, & R&R. Watch RT running forward to block Kicker, &

then run to near HM at 50 YL. STOP-N-Watch KT players. Use peripheral vision to check runner. Be ready to lead runner to GL. Arrive at GL prior to runner.

21. Microphone Announcements Mechanics (MAM): See Gold Book (p. 19)

22. Observer/Crew Meeting Mechanics: See Gold Book (p.19)

23. Onside Kick Off Mechanics (OKOM)

NOTE: 5 Man: **BJ/U** (40 YL).

If in doubt, use OKOM. Discuss after Try—**R** makes Decision Only if disagreement.

Crew: HC indicates his team onside kicks a lot – use OKOM always when they KO.

Do **NOT** give signal regarding possible onside KO - - ready for onside KO every time.

BJ/LM/LJ/U: All 2 YDS OOB, BB in Hand. Clear restricted area before raising hand.

U/BJ: Hold at 40 YL & observe 1st touching, blocks by KT & RT, possession, etc.

U/BJ/LM/LJ: Large pileup on onside kick - - dig out FB - - “survival of the fittest”.

LM/LJ/U/BJ: Remind teams to stay behind their Free Kick Lines until ball is kicked.

24. Pass Mechanics (PM)

Definition: Snap is between – 10 YL & + 10 YL. A Pass is thrown.

Initial Position (IP):

BJ: 17 YDS off LOS between the GP Uprights. Stay at 17 YDS (10 YDS beyond the U’s IP) until ball is snapped on or inside the + 10 YL (GLM);

Read & React (R&R1, 2, & 3) Then Flow:

LM/LJ/BJ (COVERAGES): DBL/DBL—**BJ** has inside receiver on LJ side. TRIPS – **BJ** has 2 inside receivers. Go to zone coverage once A moves past B initially.

LM/LJ/BJ: Watch the FEET FIRST, & then catch on EL/SL Plays. FEET/BALL!

LM/LJ/BJ: Watch the initial trajectory of the pass & then watch players, not ball.

CREW: STOP-N-WATCH at moment of Judgment – You Can See Much Better!!

BJ: KEYS – Snap/Player(s)/QB/Zone/Ball. Read G/T for Run or Pass Play. Inside receiver(s) is yours. Read passer’s eyes – where is he looking? If R&R1 occurs, move back slowly. There is no need to back pedal fast unless you read that it is a deep pass (R&R3). Do NOT take yourself out of play by being in a hurry to back pedal too quickly. “Lock Down” on receiver/defender when you know where the pass is going. Maintain a 5 YD separation by “crossing” the receiver if he comes towards you. Move in the opposite direction the receiver is moving, thus not trying to outrun him. Lead the runner to GL, and then stop at GL to rule on TD. Only go back into EZ toward EL when receivers dictate it.

Commit sideways only when pass is airborne. Do not move past the HM until ball is dead. Move to SL under control – the ball can wait. Move similar to a windshield wiper, SL to SL, as needed to support Wings. DB – swivel your head (2X). No need to run to DBS on plays of 10 YDS or less.

25. Penalty Enforcement Mechanics (PEM)

Calling Official: Give Prelim Signal for foul called after ball is dead. We look STRONG & DECISIVE by giving Prelim Signals ASAP!! If 2 officials have same foul, confer, & then 1 signals. After Prelim Signal, he describes to **Wing** what team did.
Calling Official: Be Descriptive – more than # 88 held; need info to “sell” call.
10 Sec. Rule: Simple 5 YD DB Foul – **Crew** GOAL: Mark ball ready w/in 10 seconds.
10 Sec. Rule: Assumes Center has FB & hands it to **U** for 5 YD mark off.
BJ: Helps with half distance, automatic first down, & loss of down info – important.
CREW: ASK questions **NOW**-- maybe wrong Pen. Enforcement; not in Locker Room.
LJ/BJ: Signal Clock Status to R while he signals PB.

26. **Pre Snap Mechanics (PSM)**

CREW: Hustle to IP once the ball is spotted for next down.
BJ: Count B 11 Players & Hold Signal for 2 Seconds.
BJ: Responsible for B substitutes in & out of huddle.
BJ (Play Clock): Signal 5 seconds (with/without a play clock), count down with hand; reset clock if needed.

27. **Punt Mechanics (PUM)**

Definition: KT lines up in punt formation.

Initial Position (IP):

BJ: 5 YDS wide & 5 YDS deeper than receiver. If 1 receiver, favor the wide side of the field. If ball is snapped in middle of field with 1 receiver, then favor LJ side. If 2 receivers, “split them”. Receivers on/inside – 10 YL, be on GL. When Receiver(S) has his heels on or inside -10 YL, stand on GL.

Read & React (R&R) Then Flow:

LM/LJ/BJ: Punt rolls OOB deep – look to **BJ** as needed due to his angle. The **BJ** will NOT move to the SL on any OOB punt in flight.

BJ: KEYS – Snap, Outside Receiver(s) on LJ side, Signals, 1st Touch, & RT Catch.

BJ: Drop BB at PSK. Maintain 5 YD cushion with receiver initially watching blocks. If receiver “crosses your vision” let him go so you are not straight lined. If IP is GL, stay there until RT runs decisively up the field. The GL is yours. Once ball is dead help with DBS & swivel your head, then relay new ball.

28. **Reverse Mechanics (RM)**

Definition: Snap will be inside – 10YL.

Initial Position (IP):

BJ: 17 YDS off LOS & between GP Uprights.

29. **Run Mechanics (RUM)**

Definition: Snap is between – 10YL & + 10YL. Run occurs from scrimmage.

Initial Position (IP):

BJ: 17 YDS off LOS between GP Uprights. Stay at 17 YDS until the ball is snapped on or inside + 10 YL (GLM).

Read & React (R&R) Then Flow:

BJ: KEYS: Snap/TE & Tackle/Receivers/Line Play Beyond POA/RB. Read G/T for Run/Pass Play. R&R1: Stay “home”. Don’t back pedal if you read run. R&R2: Move backwards if runner breaks LOS. Check receivers for blocks, hands, & crack backs. Check blocks ahead of POA. Check action on RB when tackled. Swivel head (2X) after RB is tackled for late hits. Talk to “borderline” players.

30. Signaling Mechanics (SIM): See Gold Book (p. 24-26)

31. Third & Fourth Down Mechanics (TFM): See Gold Book (p. 26-27)

32. Timing & TO Mechanics (TOM)

Crew: When scoreboard clock does not work or turned off, announce remaining time at 9, 6, 4, & 2 minutes. Once inside 2 minutes attempt to announce the time remaining after every play. Use a very loud voice to communicate to benches.

BJ (Clock is stopped): **BJ** signals R whether clock started on ready/snap. Due to LJ talking with HC or walking off penalty. “Top Contending” Crew: Most officials signaling R on most plays. Ask your R -- He will tell you how much he appreciates it.

CREW: Every official MIRRORS every TO (2X) signal on every play.

CREW: TD, TB, Safety, & Incomplete Pass Signals automatically STOP clock – do **not** follow any of these signals with a TO signal.

CREW (Inside 2 Minutes & All TO’s): Someone **MUST** visibly see scoreboard clock was stopped on OOB, incomplete passes, TO’s, etc – it is that critical.

CREW (Team TO): When necessary for several officials to get together & talk, then DO IT. But still keep an eye on “your” team as needed.

CREW (Team TO): Calling official – Whistle, signal TO (2X), point to team (2X). R signals TO (2X) facing PB, & turns to team’s GL & points that way (2X), both arms.

CREW (Team TO): All 5 officials signal TO’s REMAINING for each team to each other & records it. The R will give 2 “tugs on the steamboat whistle” & point to the team’s GL while facing PB when they are OUT of time-outs.

CREW (Clock Stopped): Give “stop signal” to R unusual delays in marking ball ready.

33. Try-Kick Mechanics (TRYM)

Definition: Try will probably be kicked. (Assume Right Footed Kicker below)

Initial Position (IP):

BJ: GP Upright on PB Side

Read & React (R&R) Then Flow:

U/**BJ:** Fake-- stays on EL. Good – Both signal & move 2 YDS straight ahead into EZ; Not good – Both move 2 YDS straight ahead & **signal no score ONLY** (2X).

CREW: Huddle after Try only if absolutely necessary.

34. Whistle Mechanics (WM)

Sound whistle (SEE LEATHER), ball dead by Rule. Not more than 1 or 2 whistles; rarely 3. Who has primary coverage? Contending Crew has Great whistle Discipline.

Ball dead by Rule – **1 only** strong short blast of whistle; keep whistle in mouth until threat of a dead ball foul is over. Whistle on every play – NO Exceptions.

Repeated blasts of whistle to indicate foul away from play; TO; HC Requests Info; Stop Play for Unusual; & “Fighting” or “Opponents talking with each other”.

Plastic whistle only, NO metal whistles. Whistle NOT in mouth prior to snap.

Carry whistle in hand only until DB, **not** in mouth. Finger whistle – use NFHS & OHSAA Approved Hand Signals with both arms, if needed.