

# LINE JUDGE MECHANICS



2012

## Line Judge

1. Game Clock & Talk with Timer
2. ENFORCE Restricted Area
3. KO – Count R (11)
4. Pass/Punt/Run – Count 7 on LOS – A/K
5. Pass/Punt/Run – eligible A/K Receivers
6. Player in Motion – Your side of the center
7. First Down or Not – Your Call
8. Time Half Time & Interrupted Game Interval
9. Backward Pass – Punch & Yell
10. Double Check Yardage by U on Penalties
11. Ball Person – Your Side
<b>12. The Expert – Rules 3 &amp; 4</b>

### **1. Ball Handling Mechanics**

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

**Crew GOAL:** 100% Completions. Take extra steps before the underhand only relay. Contenders watch Dead Ball Action while Pretenders are in a big hurry to secure a new FB. We cannot miss a Dead Ball Foul because we are looking for a new FB.

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

**LINE JUDGE/LM:** Do NOT spot FB in SZ. Use your downfield foot. If possible use same ball.

**LINE JUDGE:** Measurements – secure new FB after marking spot with foot for **LM** & chains.

**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).

Ball Persons stay off field entire game.

H & V TEAMS: Each team keeps their own FB’s on their own SL.

### **2. Bean Bag Mechanics**

Fumble: Throw BB into the air at chest level. Throwing BB into air helps prevent inadvertent whistles. (When a crewmember sees a BB he knows ball is loose & will not sound his whistle.). Get BB on correct yard line but not at the spot of the fumble.

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

Blue Bean Bag Only

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

**LINE JUDGE/BJ/U/LM:** BB in hand for Onside Kick Mechanics

### 3. **Change of Possession Mechanics**

**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): IMPORTANT! See page 13 of Gold Book**

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

**LINE JUDGE/BJ:** PB SL.

**LINE JUDGE/BJ & LM/U:** Escort Captains & Introduce to R. **LINE JUDGE/BJ** will delay walking until the LM/U is at Field Numbers. Usually HT is PB SL & VT is opposite.

**LINE JUDGE/U/LM/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**

**LINE JUDGE/LM (OOB Runner):** Stop clock (2X) immediately when runner goes OOB, then TURN-N-WATCH OOB. Swivel head, watching runner & other players return inbounds.

**ALL (Ball Becomes Dead):** Swivel head (2X) & watch players in your area rather than stare at DBS. BE A GREAT DEAD BALL OFFICIAL. Talk to players on the “edge” of a late hit, but not late enough to call. Be assertive!

**CREW:** Immediately raise your arm/hand to indicate next down.

**CREW:** Referee dead ball action FIRST. Penalize first Dead Ball Hit; it usually stops it.

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

Definition: FG from any YL. (Assume Right Footed Kicker below) **NOTE:** 4 Man: **Wing** who looks at R's back goes to EL. **U/Wing** (GP Uprights).

Initial Position (IP):

**LINE JUDGE/LM:** Stand on Field Numbers at LOS

Read & React (R&R) Then Flow:

**LINE JUDGE/LM:**

**KEYS:**

1. Snap
2. FAKE
3. Near TE
4. WB Block.

Long FG: Move downfield when kicked.

Short FG Made: Hustle in toward linemen.

8. **Fight Mechanics – Actual Fight (FMA)**- See Gold Book (p15)

9. **Fight Mechanics – Prevention (FMP)** – See Gold Book (p15)

**10. First Down Mechanics**

Definition: Close to a first down

**LINE JUDGE:** Primary Responsibility to decide whether it is a 1st down. If close, stop clock & look. If not, start clock. We do not have to measure because we stopped the clock.

Note: **LINE JUDGE** has best look from across field & is usually downfield. With today's spread offenses & number of passes, the **R** is usually too far away.

**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 fields & 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.

**LINE JUDGE/LM** (Close to 1<sup>st</sup> down): Both sprint in until they meet resistance. **Wing** official who can "see leather" yells for FB. **U** will "dig for FB" & "hand it" to **Wing** official – do not throw or toss FB to Wing.

**11. Flag Mechanics**

- A. Carry 1 or 2 flags: **Black Ball Flag is optional for 2012.**
- B. Recommend in front; however, wherever comfortable
- C. Must be tucked in
- D. Center-weighted flag only
- E. Throw flag overhand; never at a player.
- F. No Spot: Throw flag high into air.
- G. Spot: Throw flag to corresponding YL. Passer beyond LOS – Drop Flag at spot.
- H. Same Foul: Multiple flags – move flags to same spot. Confirm foul & player # & then 1 official signals Prelim to R.

- I. Unsportsmanlike/Dead ball Personal Foul: Throw flag **high** into air.
- J. A non calling official must cover a fellow official's flag on spot fouls.

## **12. Forward Progress Mechanics**

Place downfield foot in front of backfield foot to mark forward progress.

Square off. Do not "angle in", "round the corner", or "banana".

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

Close to 1<sup>st</sup> down – LM/**LINE JUDGE** sprint in until they meet resistance; **Wing** official who can "see leather;" yells for FB; U will "dig for FB" & "hand it" to **Wing** official – do **not** throw or toss FB.

The LM/**LINE JUDGE** mark forward progress most often unless R marks forward progress behind LOS or BJ marks progress down field  
Player hit & driven back between field numbers & SL – wind (2X) & move in, but not past players.

Once an official sounds his/her whistle for forward progress, **swivel** your head (2X), watching for any dead ball action.

Trapped pass – catch or no catch – do not move in to mark forward progress 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 SLOWER here!!

## **13. Free Kick After Fair Catch/Awarded FC**

Initial Position (IP): **LINE JUDGE** (Team R Line);

**NOTE:** **Wing** (R Line); **Wing/U** (GP Uprights)

Read & React (R&R) Then Flow: **CREW:** Once kicked identical to FGM.

## **14. Free Kick After Safety**

Initial Position (IP): **LINE JUDGE/LM** (R's 30 YL)

**NOTE:** 4 Man: **LINE JUDGE** (30 YL)

Read & React (R&R) Then Flow: Once kicked identical to KOM.

## **15. Fumble Mechanics**

Covering Officials immediately throw BB. **R** will stop game clock 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 **U**.

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 (p16-17)**

**17. Goal Line Mechanics (GLM)**

Use GLM for Try-Run (2 Pts.)

Definition: Ball is on or inside +10 YL.

**NOTE:** 4 Man: **Wings** must move into EZ to see catch near EL.

Initial Position (IP):

**LINE JUDGE/LM:** 2 Yards outside SL (Heels on Restraining Line).

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

**LINE JUDGE/LM:** MUST be at GL before FB arrives at GL.

R&R1: (+10YL & + 5YL) – Move toward GL, 2 YDS outside the pylon under control.

R&R2: (+ 5YL & GL) – Hustle immediately to GL, 2 YDS outside pylon before FB arrives at GL.

Stay beyond FB & then come back when necessary.

Runner dives at pylon – back out to see entire play.

TD – TURN-N-WATCH runner in EZ.

Pinch in hard & fast on CLOSE Play at GL. Dig for FB as necessary. Know it is a

TD – Run in on GL. Not Sure –Run in Short of GL. It is IMPORTANT TO SELL THIS.

Be PATIENT –find the FB first!! Better to be Late & Right. Runner runs hard to opposite pylon – backside wing will pinch in. NEVER MIRROR A TD SIGNAL!!

**NOTE:** R&R3 -- If time & score dictate it, move to GL immediately at the snap.

**LINE JUDGE/LM/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 only if you see it. Hold TD Signal for 2 seconds. **Pivot 90 degrees, WATCH/FOLLOW** Runner & other players after TD – Be GREAT Dead Ball Officials.

**18. Hat Mechanics**

**LINE JUDGE/LM/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)**

**LINE JUDGE/R/LM:** Adjust position by not moving in as far when FB is dead.

**LINE JUDGE/LM:** Both hold DBS for the **U** as he might use either backside or front side **Wing**.

**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 TO's or 1<sup>st</sup> down measurements.

**20. Kick Off Mechanics (KOM)**

Definition: KO - score & time don't indicate Onside KO (KO at 40 YL). Same IP. if KO at 35YL.

**NOTE:** 4 Man: **LINE JUDGE** (50 YL on PB SL); Adjust with K's KO.

Initial Position (IP):

**LINE JUDGE/LM:** GL on SL. **LINE JUDGE** on PB SL. If 1<sup>st</sup> KO for a team is short of the -15 YL, then move to -10YL for next KO for that team. If kicked between -15yl and GL, stay at GL. The GOAL is to trail the Receiver, NOT to be even with him/

Pre Kickoff:

**LINE JUDGE:** Stand at Field #'s with "stop" signal pointed to **R** until clock is set at 12:00 for 1<sup>st</sup> & 3<sup>rd</sup> quarters.

**LINE JUDGE/R/LM:** Count R & secure "ready" signal from **LM/LJ/BJ**.

Read & React (R&R) Then Flow:

**LINE JUDGE/LM:**

KEYS:

1. R Touching Kick
2. Wind
3. K OOB
4. Blocks Immediately ahead of Kick Returner
5. Read & React.

Stay on SL until kick ends. Be aware of any FC signal by R. Wind clock if kick is caught/touched in your side zone only. Move up field deliberately, trailing the runner & watching blocks.

Do NOT hurry to get to DBS. Blocking is more important ahead of runner. The SL is yours, GL to GL.

**LINE JUDGE/LM:** When starting at 10 YL, if the kick goes toward the GL hustle back to GL outside the pylon. Be ready to rule TB or OOB if the kick is near your pylon.

**LINE JUDGE/LM:** OOB Kick – Throw flag at spot then hustle to Coach for penalty choice.

**LINE JUDGE/R/LM:** When **R** signals TB, LM/**LINE JUDGE** run toward the 10 YL field numbers at a 45 degree angle, sounding their whistles loud (2X) to help prevent dead ball fouls. **R** jogs up field & sounds whistle loud (2X).

**21. Microphone Announcement Mechanics (MAM) – See Gold Book (p19)**

**22. Observer/Crew Mechanics – See Gold Book (p19)**

**23. Onside Kick Off Mechanics (OKOM)**

**NOTE:** 4 Man: **LINE JUDGE/LM** at 50 YL.

If in doubt, use OKOM. Discuss after Try—**R** makes Final Decision if disagreement. Do NOT give signal regarding possible onside KO - - be ready for onside KO every time.

**CREW:** If HC indicates his team onside kicks a lot – use OKOM always when they KO

**LINE JUDGE/LM** straddle **R**'s restraining line – BB in hand;

**LINE JUDGE/BJ/LM/U:** All 2 YDS OOB. Clear restricted area.

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

**LINE JUDGE/LM:** Remind **R** players to stay behind their **R** Free Kick Line until kick.

**24. Pass Mechanics (PM)**

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

**NOTE:** 4 Man: **Wings** have all receivers on their side & have coverage over middle of field (with no BJ).

Initial Position (IP):

**LINE JUDGE/LM:** 10 YDS outside widest **A** Player; Never inside Field Numbers. If **A** is near SL take 1 or 2 steps OOB.

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



**LINE JUDGE/LM/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.

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

**LINE JUDGE/LM/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!!

**LINE JUDGE/LM:**

KEYS:

1. Snap
2. Player(s)
3. QB/
4. Zone
5. Ball

**LINE JUDGE/LM**

(R&R1) (Passes in the Flat, Bubble Screens): Read Guard/Tackle for Run or Pass Play then backs moving wide or receivers dropping back. Also, read passer's eyes – first look is usually where pass is going. If so, "stay home ". Be ready to "open the door" if runner is close to you. If you rule BP -- signal and yell "back". It is usually easiest for "back side" **Wing** to signal. However, a "contending" crew will have both **Wings** signal.

**LINE JUDGE/LM**

(R&R2) (Quick short & medium passes): When **Wings** read no flat or screen pass; move downfield 5 YDS keeping shoulders parallel to SL, then stop. (Over 75% of the passes are 15 YDS or less). The outside receiver(s) is yours. Read receivers in your area. Look back & read passer's eyes—where is he looking? Adjust position for a 5 YD cushion from receiver making catch. "STOP-N-WATCH at moment of judgment. Straddle SL on SL catch/no catches. Give "catch" signal (2X) on tight SL catch after signaling TO (2X). DO NOT signal "catch" into the field, only on SL.

**LINE JUDGE/LM**

(R&R3) (Long Pass): Key Phrase is "Turn & Burn". Read receiver who runs hard downfield or a "stop & go" pattern. Check QB eyes. Ready to go!

**LINE JUDGE/LM (Progression):**

The 3 R&R's are a "progression" that **Wings** must go thru on each play once

they read pass. It is very important that **Wings** “read” the play first, then react & flow as dictated by the play. DO NOT MOVE until you have completed R&R1!!

**LINE JUDGE/LM:** When the runner moves into the opposite side zone, hustle downfield & move into the field to the hash as needed. Referee players & action behind R/U/BJ. Square off at DBS, swiveling your head (2X) for dead ball action.

## **25. Penalty Enforcement Mechanics**

**CREW:** Report foul as “A” & “B” since Offense/Defense change during down.

**Calling Official:** Give Prelim Signal for foul you 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.

**LINE JUDGE/LM:** Both walk off yardage since 1 can be distracted by Coach/Player question, etc.; **U** check w/ them only after walk off. Do not look at them until you reach SS.

**CREW:** ASK questions **NOW**-- maybe wrong Pen. Enforcement; not in Locker Room.

## **26. Pre Snap Mechanics**

**CREW:** Hustle to IP once the ball is spotted for next down.

**LINE JUDGE/LM:** Memorize LTG prior to snap for greater awareness on 1<sup>st</sup> down.

**LINE JUDGE/LM:** Responsible for substitutes getting off field prior to snap on correct SL.

**LINE JUDGE/LM:** Move backfield foot forward to “show” A players where LOS is. Once A is lined up then place your feet parallel to each other, shoulder width apart, so you can move quickly in any direction. Stand up straight to see players better.

**LINE JUDGE/LM (Balanced Line – 7 Players):** Count # of players on LOS on your side of Center. Signal each other with both hands & hold for 2 seconds or signal with 1 hand & the other hand/arm used to indicate player closest is off the LOS.

**LINE JUDGE/LM (Unbalanced Line – 7 Players):** Count the # of players on LOS on your side of the Center, & then Use “2” & “4” fingers to indicate it, & hold for 2 seconds.

**LINE JUDGE/LM (Closest Player(s) is Off LOS):** Punch him off at a 90 degree angle & hold until snap. If he goes in motion, & now closest player is on, then drop your

arm. If 2 closest players are off LOS, punch them off with 2 fingers in a waving motion to a 90 degree angle. NO signal given for nearest A player on LOS.

**LINE JUDGE/LM (Motion Man):** Responsible when MM moves on your side of Center.

**LINE JUDGE (Down Box # is wrong):** Point to Down Box repeatedly to get LM's attention. If not, sound your whistle softly & jog in to center of field. BE PROFESSIONAL by not drawing attention to yourself or **LM**.

**LINE JUDGE/LM/BJ (Pass Coverage):** Based upon formation, know your receiver(s). Check Signaling Mechanics for more info.

## **27. Punt Mechanics**

Definition: K lines up in punt formation.

**NOTE:** 4 Man: **LINE JUDGE/LM** on LOS.

Initial Position (IP):

**LINE JUDGE/LM:** On SL (Due to possible OOB Punt)

**LINE JUDGE** side. If 2 receivers, "split them". Receivers on/inside – 10 YL, be on GL. When R has his heels on or inside -10 YL, stand on GL.

Read & React (R&R) Then Flow:

**LINE JUDGE:**

KEYS:

1. Snap
2. Line Play
3. Blocking Backs
4. Punt Cross LOS
5. Blocking.

**LINE JUDGE (R&R1):** Straddle LOS until Punt crosses LOS (Use down box as reference).

**CREW:** If punt is tipped, give the tip signal (2X).

**LINE JUDGE/LM (R&R2):** Punt 30 YDS or less jogs downfield 10 YDS, STOP-N-WATCH K/R.

**LINE JUDGE/LM (R&R3):** Punt more than 30 YDS jog downfield watching K/R.

**LINE JUDGE/LM:** Do NOT "overrun" the play; concentrate on blocks ahead of receiver.

**LINE JUDGE/LM:** Punt OOB -- jog beyond spot, turn w/ arm up & jog back.

Once you get to the area where you think it went out, WALK SLOWLY, & look for **R** to chop.

**LINE JUDGE/LM/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.

## **28. Reverse Mechanics (RM)**

Definition: Ball inside – 10YL.

Initial Position (IP):

**LINE JUDGE/LM:** 10 YDS outside widest A Player; Never inside Numbers.

Pre Snap: **R** will signal both **Wings** that they have GL by pointing at them & then at GL. **Wings** confirm this by pointing at themselves & then at GL. Eye contact between **R** & **Wings** is a MUST as to GL responsibility.

Read & React (R&R 1, 2 & 3) Then Flow:

**Wings (R&R1)** (Between – 10YL & - 5YL): Pause, reading QB, RB, & B rushers. If B rushers threaten the QB & RB at GL, then move to GL quickly.

**Wings (R&R2)** (Between – 5YL & - 2YL): Slide toward GL & read QB & RB. If either is threatened at GL, hustle to GL immediately.

**Wings (R&R3)** (Between the – 2YL & GL): Move to GL immediately.

**NO LONGER IN RM:** Once the ball touches - 10YL, **R** has responsibility for GL. The **R** will point to himself & then to GL, signaling to **Wings** that the GL is his. **Wings** will point to the GL & then to the **R** confirming that **R** has GL. If ball is on – 10 YL or close to it, **R (IP)** straddles GL & move wider than 8 YDS to avoid players after snap.

## **29. Run Mechanics (RUM)**

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

Initial Position (IP):

**LM/LJ:** 10 YDS outside widest A Player; Never inside the Numbers.

Read & React (R&R) Then Flow:

**LINE JUDGE/LM:**

KEYS:

1. Snap
2. Line Play
3. Blocks Downfield

4. Runner.
5. Read Guard
6. Tackle for Run or Pass Play.

Watch line play at POA & receivers ahead of the POA. When possible move off SL to mark forward progress as long as you do not run past players. When runner moves to opposite side zone/SL, move into the field to the near hash at a 45 degree angle to “clean up” behind the U & BJ. During the early run keep shoulders parallel with the SL to maintain peripheral vision. The SL is yours so be ready to “turn & burn” as needed. Check action on runner when tackled. Swivel head (2X) after runner is tackled for late hits. Mark forward progress with downfield foot RATHER than staring down at the DBS with our eyes. **Wings** that hug the SL & never move off the SL are “pretenders” rather than “contenders.” Get off SL without running through & around players. Square off at DBS & swivel your head (2X) for dead ball action.

**30. Signaling Mechanics: All signaling mechanics can be found in the Ohio Mechanics manual (The Gold Book) (p24-25)**

**31. Third & Fourth Down Mechanics**

**LINE JUDGE/LM:** Know here the line to gain is. Point to LTG to inform other **Wing**. Know where LTG is – this is crucial!

**LINE JUDGE/LM:** Similar to GLM, move to LTG immediately at snap if LTG is 5 YDS or less. It is imperative to be stationary at LTG prior to FB arriving.

**32. Timing & TO Mechanics**

**Crew:** When scoreboard clock does not work or is turned off, announce time remaining 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.

**LINE JUDGE:** Primary Responsibility for Game Clock. He talks with Timer before game, times half time, interrupted game interval (lightning & thunder), & interval between end of regulation game & OT. Make sure scoreboard clock starts, when stopped, after **R/LJ** signal start clock. If it does not start, ALL officials signal start clock.

**LINE JUDGE/LM:** Signal TO (2X) when runner is OOB, not when you reach DBS. Wind clock (2X) when DBS is inbounds between numbers & SL, unless it is an obvious 1<sup>st</sup> down.

**CREW:** Every official MIRRORS every TO (2X) signal every time.

**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.

**LINE JUDGE/R/LM** (KO & Start Clock): Kick touches player/caught between hashes – **R** only signals. Kick touches player/caught in side zone – **R & near Wing** Only signal.

**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), then point to the team (2X). **R** signals TO (2X) facing PB, then turns toward that team’s GL & points in that direction (2X) with 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 team when they are OUT of TO’s.

**LINE JUDGE/LM**: When team is out of TO’s, **Wing** informs Head Coach only. **R** signals to PB.

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

**LINE JUDGE/U/R** (TV Games): **LINE JUDGE** signals R/U ith “stop signal” until TV Coordinator indicates to **LINE JUDGE** that TV is ready. U will stay over the ball until **LINE JUDGE** signals that TV is ready to go.

### 33. Try-Kick Mechanics (TRYM)

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

**NOTE**: 4 Man: **Wing** who looks at **R**’s back will go to EL. **U/WING** (GP Uprights)

Initial Position (IP):

**LINE JUDGE/LM**: Stand on Field Numbers at LOS

Read & React (R&R) Then Flow:

**LINE JUDGE/LM**: KEYS: Snap, FAKE, and Near TE/WB Block. Try Good or No Good/Blocked: Hustle in toward players with Strong whistle & voice. If fake, move immediately to GL, 2 YDS outside the Pylon.

**LINE JUDGE/LM** (Muddle Huddle): Hustle to Field #’s if K shifts to Try-Kick

**LINE JUDGE/LM**: If fake Try is short of GL, **Wings** mark forward progress ONLY.

### 34. Whistle Mechanics

R – Mark ball ready when clear of any players

Sound whistle when ball becomes dead by Rule: Most cases no more than 2 whistles, rarely 3. Who has primary coverage? A Contending Crew has Great whistle discipline

See leather, ball dead in possession by Rule before sounding whistle

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

Short repeated blasts of whistle to indicate:

1. Signifying foul – away from play; out of sight.
2. Time-outs
3. Coach request for information.
4. Stop play for unusual situation.
5. “Chicken fighting” – Break up – “opponents talking to each other”

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

Carry whistle in your hand only until the ball becomes dead by Rule; **not** in your mouth.

Finger whistle – use NFHS & OHSAA approved hand signals with both arms, if needed.

Sound whistle when Runner is near & you SEE LEATHER ONLY.