

# LINESMAN MECHANICS



**2012**

## LINESMAN

1. Correct Down Number & Yardage
2. ENFORCE Restricted Area
3. KO – Count Team 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. Measurement and initiate double stakes
8. Chain Gang – Lead them
9. Backward Pass – Punch & Yell
10. Double Check Yardage by U on Penalties
11. Ball Person – Your Side
<b>The Expert – Rules 5&amp;7</b>

### **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.

**LINESMAN/LJ:** Do NOT spot FB in SZ. Use your downfield foot. If possible use same ball.

**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.

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/**LINESMAN**/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)**

**Definition:** HC wants to Review a Rule Misapplication/ Misinterpretation (Rule 3-5)

**CREW:** OHSAA Requires NFHS Rule/Case Book & Gold Book (OT) is at the Field.

**R/Wing:** Meet HC at SL & listen to him. Judgment calls do not apply.

R will explain Ruling to HC. R can meet with **CREW** to discuss the ruling. It is imperative that all CREW members have an opportunity to talk. R must facilitate talk so an overly aggressive official is **NOT** allowed to dominate the discussion.

**CREW:** If HC Disagrees with R's Ruling, then **CREW** Must Secure 3 Books, Find Ruling in the Book (s) & Show the HC. Consequences for NOT Following this Mechanic is Officials could be suspended a maximum of 2 years for Weeks 1 – 15.

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

**LINESMAN/U:** Opposite PB SL.

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

**U/LINESMAN/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)**

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

**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) **NOTE:** 4 Man:

**Wing** who looks at R's back goes to EL. **U/Wing** (GP Uprights).

**Initial Position (IP):**

**LINEMAN/LJ:** Stand on Field Numbers at LOS

**Read & React (R&R) Then Flow:**

**LM/LJ:** KEYS: Snap, FAKE, & Near TE/WB Block. Long FG: Move downfield when kicked. Short FG Made: Hustle in toward linemen.

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

**LM:** Do not look over your shoulder.

**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.

**LINESMAN/LJ** (Close to 1<sup>st</sup> down): Sprint in until meet resistance. **Wing** who can “see leather” yells for FB. U will “dig for FB” & “hand it” to **Wing**. Do not throw FB to Wing.

**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.

Close to 1<sup>st</sup> down – **LINESMAN/LJ** sprint in until meet resistance; **Wing** who can “see leather;” yells for FB; **U** will “dig for FB” & “hand it” to **Wing**. Do **not** throw or toss FB.

**LINESMAN/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): LINESMAN** (KT Line); **NOTE:** 4 Man: **Wing** (R Line); **Wing/U** (GP Uprights)

**Read & React (R&R) Then Flow:**

**CREW:** Once kicked identical to FGM.

#### 14. Free Kick After Safety (FKS)

Initial Position (IP): **LINESMAN/LJ** (RT 30 YL) **NOTE:** 4 Man: R/**LINESMAN** (RT 30 YL);

#### 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)

R (Meetings with HC's): Inform HC that **Crew** will send players to SL who is approaching “fouling status”. **CREW:** Record player's numbers on game cards who are sent off field. Player can reenter when HC thinks he is ready to play & behave appropriately. Send any player out who is talking to an opponent.

**CREW** (Halftime): R winds Game Clock then TEAM Jogs Off the field together.

**CREW** (End of Game): R signals End of Period & Crew gets together as a TEAM & RUNS OFF the Field to the Locker Room. Don't Stay to Visit – Preventive Officiating.

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

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

Definition: Snap is on or inside +10 YL. **NOTE:** 4 Man: **Wings** move in EZ to see catch near EL.

Initial Position (IP):

**LINESMAN/LJ:** 2 Yards outside SL (Heels on Restraining Line).

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

**LINESMAN/LJ:** MUST be at GL before FB arrives at GL.

R&R1: (+10YL & + 5YL) – Start moving immediately 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.

**LINESMAN/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)**

**LINESMAN/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)**

R/**LINESMAN/LJ:** Adjust position by not moving in as far when FB is dead.

**LINESMAN/LJ:** 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 for TO's or 1<sup>st</sup> down measurements.

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

Definition: KO at 40 YL. Score & time don't indicate Onside KO. Same IP for R/**LINESMAN/LJ** if KO is at 35 YL.

**NOTE:** 4 Man: **LINESMAN** (10 YL opposite PB SL)

Initial Position (IP):

**LINESMAN/LJ:** GL on SL. **LINESMAN** opposite PB.

If 1st KO for a team is short of the - 15 YL, move to the - 10 YL for the next KO for that team. If kicked between the - 15 YL & GL, stay at the GL. The GOAL is to trail the Receiver, NOT be even with him.

Pre Kickoff:

R/**LINESMAN/LJ:** Count RT & secure "ready" signal from **LINESMAN/LJ/BJ**.

Read & React (R&R) Then Flow:

**LINESMAN/LJ:**

KEYS – RT Touching Kick, Wind, KT OOB, Blocks Immediately ahead of Kick Returner & R&R. Stay on SL until kick ends. Be aware of any FC signal by RT. 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.

**LINESMAN/LJ:** 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.

**LINESMAN/LJ:** OOB Kick – Throw flag at spot then hustle to Coach for penalty choice.

R/**LINESMAN**/LJ: When R signals TB, **LINESMAN**/LJ run toward the 10 YL field numbers at a 45 degree angle, sounding their whistles loud & repeatedly to help prevent dead ball fouls. R jogs up field & sounds whistle loud & repeatedly.

**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: **LINESMAN**/LJ (50 YL),

4 Man: **LINESMAN**/LJ (50 YL).

If in doubt, use OKOM. Discuss after Try—Referee 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/**LINESMAN**/LJ/U: All 2 YDS OOB, BB in Hand. Clear restricted area before raising hand.

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

**LINESMAN**/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.

**NOTE:** 4 Man: **Wings** have all receivers on their side & dual coverage over middle of field.

Initial Position (IP):

**LINESMAN**/LJ: 10 YDS outside widest A Player; Never inside Field #'s. If A is near SL take 1 or 2 steps OOB.

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

**LINESMAN**/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.

**LINESMAN**/LJ/BJ: Watch the FEET FIRST, & then catch on EL/SL Plays.

FEET/BALL!

**LINESMAN**/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!!

**LINESMAN**/LJ: KEYS – Snap/Player(s)/QB/Zone/Ball.

**LINESMAN**/LJ (R&R1) (Pass in the Flat, Bubble Screen): Read Run or Pass Play -- Do the Guard/Tackle stand up? Then do the backs move wide or receivers drop 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 & yell "back". It is usually easiest for "back side" **Wing** to signal. However, a "contending" crew will have both **Wings** signal.

**LINESMAN/LJ (R&R2)** (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.

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

**LINESMAN/LJ**: The 3 R&R's are a "progression" that **Wings** must do on each play once they read pass. It is very important that **Wings** "read" the play first, then R&R, & flow as dictated by the play. DO NOT MOVE until you have completed R&R1!

**LINESMAN/LJ**: When the runner moves into the opposite SZ, hustle downfield & move into the field to the HM as needed. Referee players & action behind.

## **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.

**U/LINESMAN**: 5 YD walk off close to first down; ask **LINESMAN** to check tape on the chain.

**LINESMAN/LJ**: 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 (PSM)**

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

**LINESMAN/LJ**: Memorize LTG prior to snap for greater awareness of 1<sup>st</sup> down.

**LINESMAN/LJ**: Responsible for substitutes getting off field prior to snap on correct SL.

**LINESMAN/LJ**: Move backfield foot forward to "show" A players where LOS is. Once A is lined up then place your feet parallel, shoulder width apart, so you can move quickly in any direction. Stand up straight to see players better.



**LINESMAN/LJ** (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(s) closest is off the LOS.

**LINESMAN/LJ** (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.

**LINESMAN/LJ** (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.

**LINESMAN/LJ** (Motion Man): Responsible when MM moves on your side of Center.

**LINESMAN/LJ/BJ** (Pass Coverage): Based upon formation, know your receiver(s).

## **27. Punt Mechanics (PUM)**

Definition: KT lines up in punt formation.

**LINESMAN/LJ** on LOS.

Initial Position (IP):

**LINESMAN/LJ:** On SL (Due to possible OOB Punt)

Read & React (R&R) Then Flow:

**LINESMAN:** KEYS – Snap, Kicker Catch, Line Play, & Wide Out.

**LINESMAN (R&R1):** Pause before moving downfield & read if punt could be blocked. If snap is over Punter’s Head, move into backfield & assist R.

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

**LJ/LINESMAN (R&R2):** Punt 30 YDS or less; jog downfield 10 YDS, STOP-N-WATCH K/R.

**LINESMAN/LJ (R&R3):** Punt more than 30 YDS; jog downfield 15 to 20 YDS watching K/R.

**LINESMAN/LJ:** Do NOT “overrun” the play; concentrate on blocks ahead of receiver.

**LINESMAN/LJ:** 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.

**LINESMAN/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.

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

Definition: Snap will be inside – 10YL.

Initial Position (IP):

**LINESMAN/LJ:** 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 – 2 YL & GL): Move to GL IMMEDIATELY!

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

**Wings (R&R3)** (Between – 10 YL & -- 5YL): Pause, reading QB, RB & B Rushers.

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

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

Initial Position (IP):

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

Read & React (R&R) Then Flow:

**LINESMAN/LJ:** KEYS: Snap/Line Play/Blocks Downfield/RB. Read Guard/Tackle for Run or Pass Play. Watch line play at POA & receivers ahead of POA. When possible move off SL to mark FWP as long as you do not run past players. When RB moves to opposite SZ/SL, move into the field to near HM at a 45 degree angle to “clean up” behind the U & BJ. During the early run keep shoulders parallel with SL to maintain peripheral vision. The SL is yours so be ready to “turn & burn” as needed. Check action on RB when tackled. Swivel head (2X) after RB is tackled for late hits. Mark FWP with downfield foot RATHER than staring down at the DBS. **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 DB action.

### **30. Signaling Mechanics (SIM): See Gold Book (p. 24-25)**

### **31. Third & Fourth Down Mechanics (TFM)**

**LINESMAN/LJ:** Know where LTG is. Point to LTG to inform other **Wing**. This is crucial!

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

### **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.

**LINESMAN/LJ:** 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 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.

R/**LINESMAN**/LJ (KO & Start Clock): Kick touches player/caught between HM's – R only signals. Kick touches player/caught in SZ – 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), 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.

**LINESMAN**/LJ: When team is out of TO's, **Wing** informs HC.

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

**LINESMAN**/LJ: Stand on Field Numbers at LOS; **Muddle Huddle**: Stand 2 YDS OOB

Read & React (R&R) Then Flow:

**LINESMAN**/LJ: KEYS: Snap, FAKE, & Near TE/WB Block. Try Good or No Good/Blocked: Hustle in toward players with Strong whistle & voice after FB is kicked. If fake, move immediately to GL, 2 YDS outside the Pylon.

**LINESMAN**/LJ (**Muddle Huddle**): Hustle to Field #'s if KT shifts to a Try-Kick.

**LINESMAN**/LJ: Fake Try short of GL, **Wings** mark FWP Only. **R** signals No Score to PB.

**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.