

FB Officiating Mechanics: Brief & Concise

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Primary Responsibilities (PR) are listed for each position in this Handbook. **R** has PR for Crew using Gold Book. Mechanics are for 5 Man Crews with 4 Man differences indicated with a “**NOTE**”. They are summarized on the PR for 4 Man in the lower right hand corner box. The Mechanics are alphabetized to locate easily. **Changes from last year are shaded.** (6/11/12)

1. **Ball Handling Mechanics (BHM)**

- A. **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.
- B. **CREW GOAL:** 100% Completions. Take extra steps before underhand only relay.
- C. 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.
- D. **U:** **Can hustle into SZ, grab FB, & spot off Back Side or Front Side Wing.** He can stay at HM & have **R/BJ** relay ball & spot off Near Side **Wing**. **Crew** decides what is best.
- E. **U:** Hold & cover FB with a towel during Inclement Weather at DBS.
- F. **CREW:** During hurry-up, play with 1 FB only as much as possible.
- G. **LM/LJ:** Do NOT spot FB in SZ. Use your downfield foot. If possible use same ball.
- H. **LJ:** Measurements – secure new FB after marking spot with foot for **LM** & chains.
- I. **CREW:** During Inclement Weather make shorter relays & run FB in when needed.
- J. **CREW:** Do not throw FB toward SL so it hits the ground (Looks unprofessional).
- K. **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.
- L. **BJ:** On deep incomplete passes, hustle & relay FB off field. **Wings** get new FB.
- M. **BJ:** After TD have Ball Person place new FB behind GP Upright.
- N. Ball Persons stay off field entire game.
- O. HT & VT TEAMS: Each team keeps their own FB’s on their own SL.

2. **Bean Bag Mechanics (BBM)**

- A. 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.
- B. **BJ:** Mark end of scrimmage kick (PSK) & first touching. Need 2 BB’s.
- C. Momentum (Inside - 5 YL): Drop BB at spot of catch or interception.
- D. SL: No BB at OOB spot on SL (Exception: Fight breaks out down field or OOB).
- E. **BJ/U:** KO (BB in hand) – “think onside kick”. **BJ/U/LM/LJ:** BB in hand for OKOM.

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

- A. **Covering Official:** Signal New Direction first (2X), then signal TO (2X).
- B. **Non-Covering Officials:** Signal TO (2X) immediately when crewmate signals COP.

4. **Coach/Referee Conference Mechanics (CRCM)**

- A. **Definition:** HC wants to Review a Rule Misapplication/ Misinterpretation (Rule 3-5)
- B. **CREW:** OHSAA Requires NFHS Rule/Case Book & Gold Book (OT) is at the Field.
- C. **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.

- D. **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)**

- A. **R:** Face Scoreboard at 50 YL. **LM/U:** Opposite PB SL. **LJ/BJ:** PB SL.
 B. **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.
 C. **U/LM/LJ/BJ:** Move to 45 YL with backs to scoreboard.
 D. **R:** Request officials to introduce themselves to Captains. Ask which Captain will call & ask him for "call", & then repeat it (Items D – G should take only 2-3 minutes).
 E. **U:** Step forward & repeats Captains' "Call" of Heads or Tails.
 F. **R:** Toss coin (at 20 minutes), catch it, then ask Captain to repeat the "call" again. Ask Captain if he wants to Defer or choose for 1st half. If Defer, Signal PB. If choose kick/receive/GL, turn captains & signal PB.
 G. **R:** Discuss Sportsmanship with Captains & then check options with Crew.
 H. **2nd Half:** Bring 1 Captain each to center of field, secure options, & signal PB.
 I. **OT:** Toss, secure choices, turn captains, & signal PB by pointing to GL.

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

- A. **LM/LJ** (OOB Runner): Stop clock (2X) immediately when runner goes OOB, then TURN-N-WATCH OOB. Swivel head, watch runner & other players return inbounds.
 B. **R:** In most cases there is no need to run to the DBS at or beyond LOS. Stay back & swivel (2X) your head, watching for any DB action. Then hustle to your IP.
 C. **BJ** (Player in Opponent's Bench): Go into Team Box & escort player(s) back to field.
 D. **ALL** (Ball Dead): Swivel head (2X) & watch players in your area rather than stare at DBS. BE A GREAT DB OFFICIAL.
 E. **CREW:** Immediately raise arm/hand to indicate next down. BE A GREAT DB OFFICIAL!
 F. **CREW:** Referee DB action FIRST. Penalize first DB Hit; it usually stops it.

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

- A. 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).
 B. Initial Position (IP):
 1. **R:** Plant Leg Side of Kicker. 5 YDS Deeper than Holder, 10 YDS Wide of Holder, & Shoulders at a 45 degree angle.
 2. **U/BJ:** GP Uprights (choice as to which post to cover – based upon distance).
 3. **LM/LJ:** Stand on Field Numbers at LOS
 C. Read & React (R&R) Then Flow:
 1. **R:** Communicate ASAP to Crew when you see "Tee" & Kicker coming on field. KEYS: Eligible Backs & Holder #, Snap, **Snapper**, Holder, Catch, NO FAKE, Rushers, & Kicker/Holder. Delay marking ball ready until **U** gets to EL. Inform RT loudly to "stay off center & holder/kicker". Yell "Ball's Away" when the FB is

kicked to warn RT to avoid kicker/holder. FG good – Watch KT & RT for any DBF. FG blocked – start back peddling – might be needed at A GL.

2. **U**: Communicates to Crew – NO WHISTLE. KEYS: Snap, Snapper, & NO FAKE. Watch action on Center once ball is snapped.
3. **LM/LJ**: KEYS: Snap, FAKE, & Near TE/WB Block. Long FG: Move downfield when kicked. Short FG Made: Hustle in toward linemen.
4. **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.
5. **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)**

- A. **Definition**: 2 or more opponents are swinging at each other (rare in Ohio).
- B. **CREW**: If players are swinging, stand back & “take numbers”. Keep other players away from fight. Once players go to ground, attempt to break it up.
- C. **LM/LJ**: Primary responsibility for SL & keep non-players from leaving their bench.
- D. **CREW**: After order is restored, huddle away from everyone, discuss, then assess penalties & DQ’s. Give all officials an opportunity to speak & be heard – important.
- E. **R**: Go to SL with **Wing** present & inform each HC -- penalties & DQ’s for both teams.
- F. **R (Signal)**: DB & Personal Foul, Not UNS, since there is contact with fighting. Signal DQ for each player ejected from game for each team.
- G. **CREW**: After game record facts. Complete required Ejection Forms; follow OHSAA Ejection Policy, as best you can. OHSAA makes any necessary adjustments.
- H. **CREW**: During weeks 1 – 10 Contact League Assigner or Commissioner.

9. **Fight Mechanics – Prevention (FMP)**

- A. **Definition**: Tempers are rising; players are getting “personal”; it is “heating up”.
- B. **CREW**: Allow no talking between opposing teams; stop it immediately. “Pinch into field” further. Your presence is vital. **U**: An important role in the middle.
- C. **CREW**: Talk with players on “edge” of a late hit, but not late enough to call.
- D. **CREW**: 2 opponents “chest up” or shove each other. Get between the opponents & stop it then assess penalties, if warranted. If players are not swinging, get between them. This is GOOD DB Officiating. Positive statements can defuse it.
- E. **CREW**: Be Assertive without being Aggressive – Do Not push players to ground, tackle players, grab a player’s face mask or pull them off pile. Use your whistle.
- F. **CREW**: It is vitally important to penalize FIRST late hit, when warranted.

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

- A. **Definition**: Close to a first down
- B. **LJ**: Primary Responsibility to decide if 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: **LJ** has best look from across field & is usually downfield. With today’s spread offenses & number of passes, the **R** is usually too far away. **LM**: Do not look over your shoulder.
- C. **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.

- D. **LM/LJ** (Close to 1st 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)**

- A. Recommend in front; however, where comfortable. Must be tucked in.
 B. Carry 1 or 2 center-weighted flags. **Black ball Flag is optional for 2012.**
 C. 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.
 D. 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.
 E. A non calling official must cover a fellow official’s flag on spot fouls.

12. **Forward Progress Mechanics (FWPM)**

- A. Place downfield foot in front of backfield foot to mark FWP. Square Off. No angle in.
 B. 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.
 C. Close to 1st down – **LM/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.
 D. **LM/LJ** mark FWP most unless **R** marks FWP behind LOS or **BJ** marks FWP down field
 E. Player hit/driven back between field #'s & SL – wind (2X) & move in, not past players.
 F. Once official sounds whistle for FWP swivel your head (2X) & watch for DB action.
 G. 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)**

- A. Initial Position (IP): **R** (Kicker); **U** (GP Upright, Opposite PB); **LM** (KT Line); **LJ** (RT Line); **BJ** (GP Upright, PB) **NOTE**: 4 Man: **R** (K Line); **Wing** (R Line); **Wing/U** (GP Uprights)
 B. Read & React (R&R) Then Flow:
 1. **R**: Ask **BJ** if there was a FC. If so, ask Coach Where to spot the FB.
 2. **CREW**: Once kicked identical to FGM.

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

- A. Initial Position (IP): **R** (RT 20 YL); **U** (30 YL); **LM/LJ** (RT 30 YL); **BJ** (KT 20 YL). **NOTE**: 4 Man: **R/LM** (RT 30 YL); **U** (KT 20 YL); **LJ** (30 YL)
 B. Read & React (R&R) Then Flow: KOM. **BJ/U**: Run to KT 30 YL HM after kick/punt.

15. **Fumble Mechanics (FUM)**

- A. 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**.
 B. 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)**

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

- A. Use GLM for Try-Run/Pass (2 Pts.)
- B. Definition: Snap is on or inside +10 YL. **NOTE**: 4 Man: **Wings** move in EZ to see catch near EL.
- C. Initial Position (IP):
 1. **R**: 10 YDS behind the QB & 8 YDS Wide of the QB on the Wide Side of the Field.
 2. **U**: 7 YDS off LOS inside TE's, irrespective of **R**'s IP.
 3. **LM/LJ**: 2 Yards outside SL (Heels on Restraining Line).
 4. **BJ**: EL between GP Uprights.
- D. Read & React (R&R1 & 2) Then Flow:
 1. **R**: Same as Pass or Run Play. After TD watch players moving toward SL. **Do NOT** signal TD to PB. After TD ask Captain where to spot FB for TRY.
 2. **U**: Same as Pass or Run Play. Do NOT spot FB for Try until Captain indicates spot. Very Important to Pivot Fast on Pass Plays; NEVER signal TD.
 3. **LM/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.
 4. **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**.
 5. **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)

- A. **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)

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

- B. **R:** Emphatically tell Center & QB to “wait for my whistle” if A is ready to snap. **R:** If Center is over FB, back pedal quickly to IP before marking ball ready.
- C. **U:** The “Sprinter” between downs, runs to grab FB & spot it off Backside **Wing**. Remember, clock becomes more important than exact DBS, unless close to a 1st down. Spot FB & move to your IP as quickly as possible. Hustle, But Do Not Hurry.
- D. **LM/LJ:** Both hold DBS for the **U** as he might use either backside or front side **Wing**.
- E. **CREW:** When A catches or runs with FB, use 1 FB only when spotting for next down.
- F. **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)

- A. Definition: KO at 40 YL. Score & time don’t indicate Onside KO. Same IP for **R/LM/LJ** if KO is at 35 YL. **NOTE:** 4 Man: **R** (10 YL near PB SL); **LM** (10 YL opposite PB SL); **LJ** (50 YL on PB SL); **U** (K’s 40 YL opposite PB SL). Adjust with K’s KO.
- B. Initial Position (IP):
 - 1. **R:** Straddle GL on wide side of 1 receiver & between 2 receivers.
 - 2. **U:** 50 YL, 2 YDS OOB, & opposite PB with BB in hand (think onside kick).
 - 3. **LM/LJ:** GL on SL. **LM** opposite PB. **LJ** on PB SL. 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.
 - 4. **BJ:** 40 YL, 2 YDS OOB & on PB SL with BB in hand (think onside kick).
- C. Pre Kickoff:
 - 1. **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.
 - 2. **U:** Jog up SL opposite PB & clear Restricted Area. Signal **BJ** when ready.
 - 3. **LJ:** Stand at Field #'s with “stop” signal pointed to **R** until clock is set at 12:00.
 - 4. **R/LM/LJ:** Count RT & secure “ready” signal from **LM/LJ/BJ**.
- D. Read & React (R&R) Then Flow:
 - 1. **R:** KEYS – RT Touching Kick, Wind, GL, TB, Blocks Ahead of Runner, Clean Up Behind Runner & R&R. Straddle GL & maintain 5 YD cushion until GL is not threatened. Wind clock. Signal TB if needed. Move up field watching blocking ahead & around the runner. Once ball is dead swivel head (2X) & clean up first.
 - 2. **U:** KEYS – R Encroachment, Onside Kick, First Touching, KT Initial Contact by RT Front Line, & R&R. Run to near HM on 50 YL then STOP-N-Watch KT & RT. If runner breaks it, you have inside/out responsibility & **BJ** has GL.
 - 3. **LM/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.
 - 4. **LM/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.

5. **LM/LJ**: OOB Kick – Throw flag at spot then hustle to Coach for penalty choice.
6. **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.
7. **R/LM/LJ**: When **R** signals TB, **LM/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)**

- A. **R**: Microphone MUST be controlled by the **R** ONLY, if it is heard in the stadium. If not, do NOT use it. Stand still; face PB; be concise, accurate, & think before talking. Pause to let points sink it.
- B. **R (Practice)**: No microphone in this game – verbalize fouls when you signal PB.
- C. **R**: Briefly announce unique rulings; keep it short & sweet; avoid being too technical
- D. **R (Examples)**: Beginning with the 2012 Season, Player's # will be ANNOUNCED.
 1. Dead Ball, False Start, # 79, Offense, 5 YDS, Still 1st Down
 2. Illegal Motion, # 38, Offense, 5 YDS, Repeat 2nd Down
 3. Pass Interference, # 41, Defense, 15 YDS, Automatic 1st Down
 4. Intentional Grounding, # 12, Offense, 5 YDS, Loss of Down, 3rd Down
 5. Time-out, Offense, Their 1st; SL Warning (Give Name of HS), Their 1st

22. **Observer/Crew Meeting Mechanics**

- A. Definition: Applies to Weeks 11 – 15 Only.
- B. Observer can meet with the CREW at halftime (Maximum 10 Minutes) & Post Game (reasonable amount of time). Listen attentively & be polite. However, if Observer makes a suggestion that is Different from the Gold Book, show him the Gold Book.
- C. **CREW**: Observer is REQUIRED to give CREW the OHSAA FB Observation Forms. If he does not, email the DOD – FB within 48 hours after the game.

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

NOTE: 5 Man: **R** (GL), **LM/LJ** (50 YL), **BJ/U** (40 YL). 4 Man: **U** (40 YL) & **LM/LJ** (50 YL).

- A. If in doubt, use OKOM. Discuss after Try—**R** makes Decision Only if disagreement.
- B. **Crew**: **HC** indicates his team onside kicks a lot – use OKOM always when they KO.
- C. Do **NOT** give signal regarding possible onside KO - - ready for onside KO every time.
- D. **R**: IP is in middle of the Field. Stay at GL until there is no chance FB might touch GL.
- E. **BJ/LM/LJ/U**: All 2 YDS OOB, BB in Hand. Clear restricted area before raising hand.
- F. **U/BJ**: Hold at 40 YL & observe 1st touching, blocks by KT & RT, possession, etc.
- G. **U/BJ/LM/LJ**: Large pileup on onside kick - - dig out FB - - “survival of the fittest”.
- H. **LM/LJ/U/BJ**: Remind teams to stay behind their Free Kick Lines until ball is kicked.

24. **Pass Mechanics (PM)**

- A. 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.
- B. Initial Position (IP):
 1. **R**: 10 YDS behind **QB** & 8 YDS wide of **QB** at 45 degree angle; **Wide Side of Field**.
 2. **U**: 7 YDS off LOS inside the TE's, irrespective of **R**'s IP. Shoulders parallel to GL.

3. **LM/LJ**: 10 YDS outside widest A Player; Never inside Field #'s. If A is near SL take 1 or 2 steps OOB.
 4. **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);
- C. Read & React (R&R1, 2, & 3) Then Flow:
1. **R**: KEYS -- Snap/QB/Opposite Tackle/Passer; Maintain a 5 YD cushion with Passer. Yell "Ball's Away" to inform B Rushers to stay off Passer. BP – signal and yell "back". If Passer rolls, maintain a 5 YD cushion; eye on passer after pass. DON'T Be a Head Waggoner. Passer close to LOS –Memorize spot of release & move to it quickly – check with **U** – beyond or behind. Be ready to rule on Passer who is hit – Pass or Fumble.
 2. **U**: KEYS – Snap/Linemen/QB/Pass/Catch; Quick Pass – No time to get to LOS. Delayed Pass – Get to LOS. Check spot where Passer releases ball near LOS with **R** as he arrives. Be ready to rule on trapped pass behind/beyond LOS. Turn immediately when pass is thrown. Jog to DBS. Shoulders parallel to SL when spotting ball. Move off ball quickly after spotting. CREW GOAL: A **Never** has to wait for officials to spot ball & move to IP.
 3. **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.
 4. **LM/LJ/BJ**: Watch the FEET FIRST, & then catch on EL/SL Plays. FEET/BALL!
 5. **LM/LJ/BJ**: Watch the initial trajectory of the pass & then watch players, not ball.
 6. **CREW**: STOP-N-WATCH at moment of Judgment – You Can See Much Better!!
 7. **LM/LJ**: KEYS – Snap/Player(s)/QB/Zone/Ball.
 8. **LM/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.
 9. **LM/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.
 10. **LM/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!
 11. **LM/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!

12. **LM/LJ**: When the runner moves into the opposite SZ, hustle downfield & move into the field to the HM as needed. Referee players & action behind. **R/U/BJ**. Square off at DBS & swivel your head (2X) for DB action.
13. **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)**
- U**: Penalty Enforcement is yours. Turn to calling official when whistle is sounded.
 - 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.
 - R**: Find open space immediately & give Prelim Signal; do not walk around!!!
 - R**: Signals 1 Prelim ONLY for 5 YD DBF – FST, ENC, DOG, Ill Sub, etc.
 - U**: 98% of Penalties are enforced w/out asking because we know. The 2% we are not sure, we look at HC (**Wing** by his side) to decide. **Wing** will tell HC down & distance for both acceptance & declination. Walk or jog off penalty yardage – your choice – but get it right!
 - U/LM**: 5 YD walk off close to first down; ask **LM** to check tape on the chain.
 - LM/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.
 - 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.
 - R** (Wide Side): For GLM, Passes, Punts, RM & Runs the **R's** IP is the Wide Side of the Field. Snap in the middle of the field? R determines Wide Side. **R** No Longer will ask the HC's whether their QB's or Punters are right/left – only Try/FG Kicker.
 - R/U**: Count A 11 Players & Hold Signal for 2 seconds. Get eye contact.
 - R**: Primary Responsibility for A substitutes in & out of huddle. Mark ball ready after

A is behind their LOS unless they are delaying. Mark ball ready ONLY after the down box is set for 1st down.

- E. **R**: If A is at LOS or moving to LOS, Back Peddle Out to IP before marking ball ready.
- F. **U**: Count 5 Ineligible A Linemen. Check for their legal numbers.
- G. **LM/LJ**: Memorize LTG prior to snap for greater awareness of 1st down.
- H. **LM/LJ**: Responsible for substitutes getting off field prior to snap on correct SL.
- I. **LM/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.
- J. **LM/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.
- K. **LM/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.
- L. **LM/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.
- M. **LM/LJ** (Motion Man): Responsible when MM moves on your side of Center.
- N. **LJ** (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**.
- O. **LM/LJ/BJ** (Pass Coverage): Based upon formation, know your receiver(s).
- P. **BJ**: Count B 11 Players & Hold Signal for 2 Seconds. **NOTE**: 4 Man: **U** count B 11 Players & Hold Signal for 2 Seconds. **BJ**: Responsible for B substitutes in & out of huddle. **NOTE**: 4 Man: **U** is responsible for B substitutes in & out of huddle
- Q. **BJ** (Play Clock): Signal 5 seconds (with/without a play clock), count down with hand; reset clock if needed. **NOTE**: 4 Man: **R** announce 5 seconds & verbalize 4 -3- 2- 1.
- R. Check Signaling Mechanics for more information.

27. **Punt Mechanics (PUM)**

- A. **Definition**: KT lines up in punt formation. **NOTE**: 4 Man: **U** is downfield with RT receivers (same as a 5 Man **BJ**). **LM/LJ** on LOS.
- B. **Initial Position (IP)**:
 1. **R**: 5 YDS Deep & 10 YDS Wide of Punter at 45 degree angle; **Wide Side of Field**.
If Punter is in EZ, **R** stands on EL.
 2. **U**: 7 YDS off LOS, inside the TE’s; opposite **R** (ONLY applies on punt plays).
 3. **LM/LJ**: On SL (Due to possible OOB Punt)
 4. **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.
- C. **Read & React (R&R) Then Flow**:
 1. **R**: KEYS – Snap, KT Catch, Eligible Backs #’s, Blocking by Backs, & Kicker. Inform RT players loudly to “stay off center” & “stay off punter”. Be aware of low snap

& Kicker's knee. Yell "ball's away" when FB is punted. Determine roughness/running into. Stay with Kicker until no threat of foul.

2. **R**: Jog to LOS, stop, & watch K/R. If runback, back peddle & get to GL, if needed.
3. **U**: KEYS – Snap, Snapper, Line Play, & TURN-N-WATCH. If punted 30 YDS or less (R&R1), Stand-N-Watch. If punted + 30 YDS (R&R2), jog slowly downfield.
4. **LM**: KEYS – Snap, Kicker Catch, Line Play, & Wide Out.
5. **LM (R&R1)**: Pause before moving downfield & read if punt could be blocked. If snap is over Punter's Head, move into backfield & assist **R**.
6. **LJ**: KEYS – Snap, Line Play, Blocking Backs, Punt Cross LOS, & Blocking.
7. **LJ (R&R1)**: Straddle LOS until Punt crosses LOS (Use down box as reference).
8. **CREW**: If punt is tipped, give the tip signal (2X).
9. **LJ/LM (R&R2)**: Punt 30 YDS or less; jog downfield 10 YDS, STOP-N-WATCH K/R.
10. **LM/LJ (R&R3)**: Punt more than 30 YDS; jog downfield 15 to 20 YDS watching K/R.
11. **LM/LJ**: Do NOT "overrun" the play; concentrate on blocks ahead of receiver.
12. **LM/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.
13. **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.
14. **BJ**: KEYS – Snap, Outside Receiver(s) on **LJ** side, Signals, 1st Touch, & RT Catch.
15. **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)

- A. Definition: Snap will be inside – 10YL.
- B. Initial Position (IP):
 1. **R**: 8 YDS Wide of QB at 45 Degrees on EL (Errant snap). **Wide Side of Field**.
NOTE: If snap is between the – 10 YL & - 15 YL the R's IP is 10 YDS Wide of QB at 45 Degrees on GL.
 2. **U**: 7 YDS off LOS inside TE's, irrespective of **R's** IP.
 3. **LM/LJ**: 10 YDS outside widest A Player; Never inside Numbers.
 4. **BJ**: 17 YDS off LOS & between GP Uprights.
- C. 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.
- D. Read & React (R&R 1, 2 & 3) Then Flow:
 1. **R**: Remain at EL until no threat then move forward. Maintain 5 YD cushion w/QB
 2. **Wings (R&R1)** (Between – 2 YL & GL): Move to GL IMMEDIATELY!
 3. **Wings (R&R2)** (Between – 5 YL & -- 2YL): Slide to GL & read QB & RB. If either is threatened at GL, hustle to GL IMMEDIATELY.
 4. **Wings (R&R3)** (Between – 10 YL & -- 5YL): Pause, reading QB, RB & B Rushers. If B Rushers threaten the QB & RB at GL, then move to GL ASAP.
 5. **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 QB rolls toward the **R** “suddenly”, the **R** must move back quickly, staying on the GL. Do not “open door” to avoid the QB/RB. If QB/RB is tackled at GL, **R** is only official that can rule on DBS -- Safety or “in field of play”.

29. **Run Mechanics (RUM)**

- A. **Definition:** Snap is between – 10YL & + 10YL. Run occurs from scrimmage.
- B. **Initial Position (IP):**
1. **R:** 10 YDS behind QB & 8 YDS wide of QB at 45 degree angle. **Wide Side of Field.**
 2. **U:** 7 YDS off LOS inside the TE’s, irrespective of **R’s** IP.
 3. **LM/LJ:** 10 YDS outside widest A Player; Never inside the Numbers.
 4. **BJ:** 17 YDS off LOS between GP Uprights. Stay at 17 YDS until the ball is snapped on or inside + 10 YL (GLM).
- C. **Read & React (R&R) Then Flow:**
1. **R:** KEYS: Snap/QB/Handoff/QB/Line Play at Point of Attack (POA). Follow QB if he rolls – 5 YD cushion. Eye on QB after handoff. Check line play at POA & action around RB. When RB is tackled Swivel your head (2X) for DBF.
 2. **U:** KEYS: Snap/Linemen/POA Blocking/RB. Watch interior line play with emphasis on blocking at POA. Action on RB when tackled. Strong voice after DB to prevent fouls. Action near RB after tackle. Shoulders parallel to SL when spotting the ball. Move off ball quickly after spotting.
 3. **LM/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.
 4. **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)**

- A. The 1 thing to overemphasize is signaling – sharp & crisp signals -- **Be ASSERTIVE!!**
- B. Keep your head “up” and swivel your head (2X) when signaling.
- C. Think “one thousand one, one thousand two when signaling; slow & deliberate.
- D. Use a finger whistle? Must still use approved signals (No “one arm” TO signals).
- E. Backward Pass: “Punch Back” & Yell “Back”; **Both Wings/R** (if angle allows)
- F. Balanced Line: **Both Wings**; 2 Hands @ waist level OR Unbalanced Line: 2 & 4 Fingers at Head Level or Above.

- G. Catch (Tight SL): TO Signal (2X) then Catch Signal (2X); Do NOT give catch signals “into” the field (what if a crewmate is signaling incomplete pass!!)
- H. COP by Calling Official Once Ball is Dead: Direction first (2X), then TO signal (2X); Non Calling Officials Signal TO (2X) Upon Seeing COP.
- I. Count Players: 11 (S12); 10 (10 fingers); 12 (“1” & “2” with both hands).
- J. Double Stakes **by R** Crew relays “One Finger for each hand” (2X) **above head**.
- K. Down Box is wrong: **LJ** Points Above **LM’s** Head repeatedly.
- L. First Down: **R** Signals immediately (1X only): No “chopping”.
- M. First Down near SL Inbounds: TO Signal (2X) ONLY – Do **NOT** Wind.
- N. 1st/2nd/3rd/4th Down: ALL Officials signal next down with 1 Straight Arm only immediately after DB. Signal 4th down prior to signaling “crossed arms”.
- O. 2nd/3rd/4th Down (Close to a 1st): **Wings** tap their closed fists together (2X) indicating to pinch in once ball is dead.
- P. Formation: Player closest to **LM/LJ** is off LOS: Punch Back & Hold on scrimmage plays until snap unless nearest A moves on LOS or goes in motion; if nearest 2 players are off LOS, punch off with 2 fingers in a waving motion to 90 degree angle.
- Q. Foul (Calling Official): After throwing your flag & ball becomes dead by Rule, signal TO (2X), then a prelim foul signal to **R** & point to offending team.
- R. Foul (**R** Signals PB): **R** moves to 1st Available Open Space; Do **NOT** Walk Around.
- S. 4th Down Signal: All officials relay Crossed Arms at **shoulder level** after 3rd down.
- T. Game Clock (Wind) (No First Down): After FB Becomes Dead between Field #'s & SL, **Wing** Winds Clock (2X) & **R** Mirrors (2X).
- U. Game Clock (Wind): Wind index finger (2X) **shoulder level** so **R** knows to wind clock.
- V. Game Clock (No Wind): Use crossed arms so **R** does NOT wind clock.
- W. GC: Tap wrist **shoulder level**, remind crew status inside 2 minute each play
- X. Incomplete Pass Signal: Normal – chest high (2X) – covering official(s) only.
- Y. Incomplete Pass Signal: & Both Arms Sweep Out-of Bounds (2X) on Tight SL Play.
- Z. Incomplete Pass Signal (2X) then Both Arms Give Juggle Signal (2X) on No catch.
- AA. Knee (K/QB) Touched Ground: Point to your knee & ground emphatically (2X)
- BB. Passer (Incomplete Pass or Fumble): Signal Incomplete Pass (2X) then Pass (S34) (2X)
- CC. Play Clock -- 5 Seconds Left: **BJ** raises arm w/ 5 fingers & counts down (4-3-2-1).
- DD. Play Clock (Reset): **BJ** raises arm over head & push upward (2X).
- EE. Punt OOB: Wing will raise his arm then drop it when **R** “Chops” him.
- FF. **R** Marks Ball Ready: Arm high overhead & extend arm straight out to FB.
- GG. Reverse Mechanics: **R/Wings** – **R** Points at Wings & then GL if **Wings** Have GL; If **R** has GL (No longer RM), he points at himself & then at GL.
- HH. Runner Down Before Fumble: Point (from your head to waist) to Ground (2X).
- II. Safety: Hold for 2 Seconds.
- JJ. Stop Sign: Arm/hand extended 90 degrees toward **R** to wait for injured player, talk with coach or player, timer to put 12:00 on game clock, or any other good reason.
- KK. “T” (S4): Given by **R** to **Wings** when Tee is carried on field by Kicker.
- LL. TO Direction by Calling Official for Team TO: TO Signal (2X) Followed by Pointing with Both Arms (2X) Toward Team Who Requested TO.

MM. TO Signal: All Officials signal **Stop** Clock (2X). **R** signals Team who Called Team TO (2X) with 2 Chucks of Arms toward Team's GL.

NN. TO: When team uses 3 charged team TO's, the **R** & pull down on the "steam boat whistle" (2X) & point to that team (1X).

OO. TB: Signal (2X).

PP. TD: If it is a TD, signal TD; NO mirror; Hold 2 Seconds; Arms Straight up & Palms Face Inward. **R** no longer signals TD to PB on successful Try, FG, or TD.

QQ. Touching a Pass/Kick at LOS: Anyone who sees it will use S11 (2X).

RR. Trap & No catch: Incomplete Pass signal then run to spot and "Pound" the ground emphatically (2X) when it is a very tight call.

(S #) refers to the NFHS Official FB Signal Chart in the NFHS Rules Book.

31. Third & Fourth Down Mechanics (TFM)

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

B. **LM/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)

A. **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.

B. **R**: Check Scoreboard -- correct number of Time-outs before marking ball ready.

C. **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.

D. **R/U**: Official facing scoreboard rules on snap versus end of period.

E. **LJ**: 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.

F. **LM/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 1st down.

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

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

I. **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.

J. **R/LM/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.

K. **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.

L. **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.

M. **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.

- N. **LM/LJ**: When team is out of TO's, **Wing** informs HC.
- O. **CREW** (Clock Stopped): Give "stop signal" to **R** unusual delays in marking ball ready.
- P. **R/U/LJ** (TV Games): **LJ** signals R/U with "stop signal" until TV Coordinator indicates to LJ that TV is ready. U stays over Ball until LJ signals that TV is ready to go.

33. Try-Kick Mechanics (TRYM)

- A. 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)
- B. Initial Position (IP):
 1. **R**: Plant Leg Side of Kicker. 5 YDS Deeper than Holder & 10 YDS Wide of Holder, & Shoulders at 45 degree angle.
 2. **U**: GP Upright Opposite PB; **BJ**: GP Upright on PB Side
 3. **LM/LJ**: Stand on Field Numbers at LOS; Muddle Huddle: Stand 2 YDS OOB
- C. Read & React (R&R) Then Flow:
 1. **R**: Signal crew when Tee & Kicker comes on field. KEYS: Backs & Holder #, Snap, Snapper, Holder, Catch, NO FAKE, Rushers, & Kicker/Holder. Ask Captain where he wants FB spotted. Delay marking ball until **U** gets to EL. Tell RT to "stay off center & K/H". Yell "Ball's Away" when FB is kicked to warn RT to avoid K/H. After Kick – Watch KT & RT for DBF. Do NOT signal PB for good/no score.
 2. **U**: KEYS: Numbering Exception, Snap, Snapper, NO FAKE, & FB. Watch action on Center once the FB is snapped. Sound whistle when FB is airborne.
 3. **LM/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.
 4. **LM/LJ** (Muddle Huddle): Hustle to Field #'s if KT shifts to a Try-Kick.
 5. **LM/LJ**: Fake Try short of GL, **Wings** mark FWP Only. **R** signals No Score to PB.
 6. **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).
 7. **CREW**: Huddle after Try only if absolutely necessary.

34. Whistle Mechanics (WM)

- A. **R**: Mark ball ready when clear of all players
- B. 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.
- C. 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.
- D. 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".
- E. Plastic whistle only, NO metal whistles. Whistle NOT in mouth prior to snap.
- F. Carry whistle in hand only until DB, not in mouth. Finger whistle – use NFHS & OHSAA Approved Hand Signals with both arms, if needed.