

# Sunshine Football Officials Association

Rookie Prep Season #2



# Agenda

- Questions from last week
- On field officials position overview
- Rule #1
- Rule #2

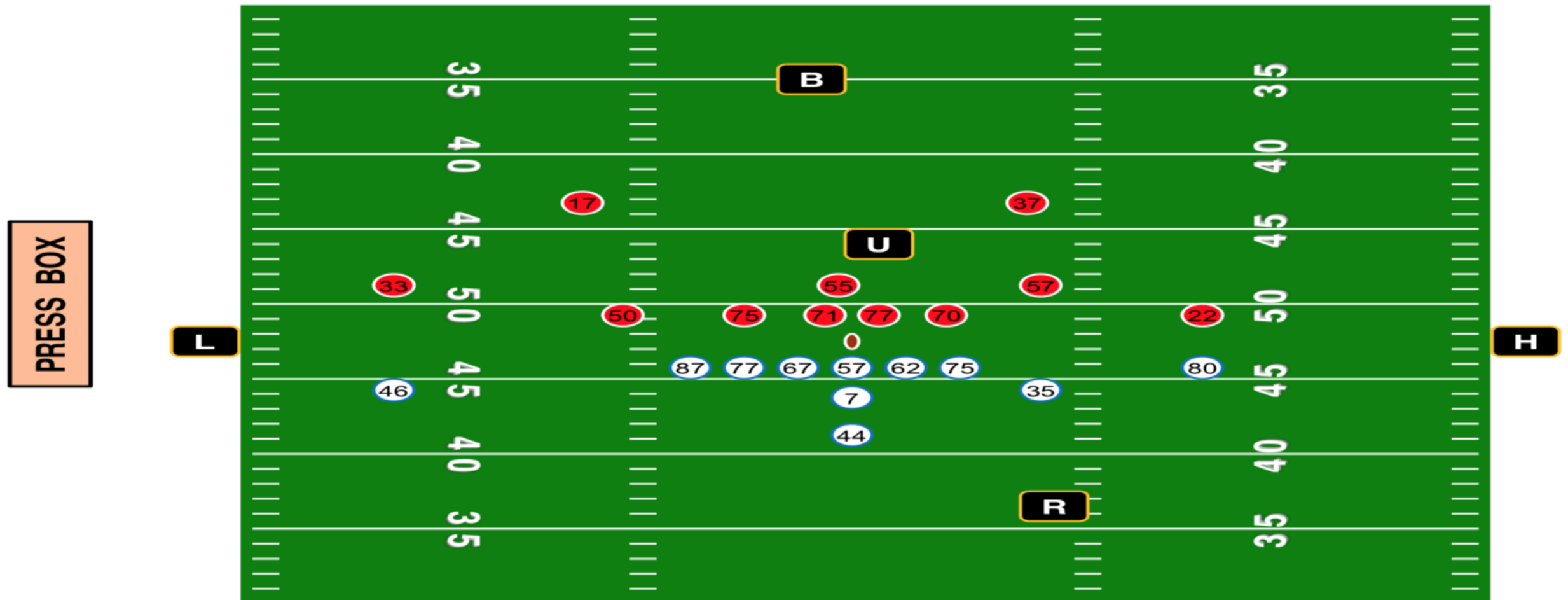
# Questions from last week?



# On Field Officials Positions



# Basic Scrimmage Down Positions



# Referee Position

1. Stand near the ball (within 1-3 yards) before making it ready for play.
2. Mirror Linesman's down signal verbally and with an overhead hand signal back to him (you may also repeat the same procedure with the Line Judge).
3. After making ball ready for play, move to your position, keeping the ball in view. Do NOT turn your back to the football.
4. Be in a position where you may be comfortable to see the ball and backs and tackle on your side, except flankers, or a man in motion toward you. Usual position is behind and about 5-7 yards outside the deepest back or backs, no closer than 10 yards to the line of scrimmage. Work on the throwing arm side of the quarterback.
5. Check the offensive formation and count the offensive players. Signal to Umpire with closed fist to confirm that the offense has 11 players. Observe that replaced players leave the field immediately.
6. Check the setbacks and quarterback for illegal motion, the ball at the snap, and assist the Umpire if there is movement of restricted lineman.
7. If play moves to the side of the field, move behind the play covering the runner to the line of scrimmage.
8. Delay moving towards line too quickly to avoid interfering with a reverse or delayed play.



9. If the field clock malfunctions, the Back Judge will keep the



# Umpire Position

1. Variable position according to the formations of both teams, avoiding a position which will interfere with linebackers. Adjust distance behind the defensive line according to the width of Team A's formation and (except on goal line or try situations) be at least 5 yards but seldom more than 7 yards deep.
2. Whenever possible, coordinate your position with the R for best coverage of the interior line play.
3. NEVER have an initial position outside the inbound lines (hashmarks).
4. Normal position is on side opposite the tight end.
5. Read offensive alignment and know 5 ineligible.
6. Count offensive players. Signal to Referee with closed fist if the offense has 11 players.  
Note that there are 5 players numbered 50-79 on the offensive line when offense is not in a scrimmage kick formation.  
Rule on illegal movement by restricted linemen prior to the snap.
7. Be certain the defensive team does not use words or signals to disconcert the opponents.
8. Key center and the guards at the snap and read pass or run.
9. Watch for illegal use of hands or holding by both offensive and defensive team players after the snap.
10. On runs to the outside, move towards play observing initial line play and then the action around the runner.



# Head Linesman Position

1. Echo referee's down signal verbally and with an overhead hand signal.
2. Check the offensive formation and count the offensive players.
3. Observing the Referee's closed fist signal to the Umpire to confirm that the offense has 11 players. Observe that replaced players leave the field immediately.
4. Take original position on or near sideline and adjust to the spot of the snap. **Set the box with your heel for the chain crew after EVERY play** and do not turn your back on the field of play when doing so.
5. Read the offensive formation and know your eligible receiver responsibilities.
6. After moving chains for a first down, with a verbal and a visual signal, such as a pointed finger, indicate to the Referee that the chains are set and that he may make the ball ready for play.
7. Watch for illegal formations, including encroachment prior to the snap.
8. Watch for false starts by offensive players.
9. Indicate the offensive line of scrimmage by extended foot, then take final position straddling the neutral zone.
10. Cover man in motion going away from you for illegal motion. This man continues to be your responsibility, even though he changes direction. (Does not relieve opposite official from making obvious call).  
If Team A has an unbalanced line and four (or more) linemen on your side, should indicate by using a sign such as putting an open hand to the side of his face.
11. If widest eligible receiver is off the line of scrimmage, hold arm extended towards the backfield until the snap. Drop signal if receiver goes and motion and new widest receiver is off the line.
12. After play, mirror end of run spot with Line Judge so that Umpire may take spot from either official.
13. The **Linesman** is responsible for counting for minimum of seven offensive linemen.





# Line Judge Position

1. Echo referee's down signal verbally and with an overhead hand signal back to the referee and the Back Judge.
2. Observe that the box has the correct down.
3. Confirm count of defensive players with Back Judge using an extended fist; once in agreement, drop hand. Observe that replaced players leave the field immediately.
4. Take original position on or near sideline and adjust to the spot of the snap. Read the offensive formation and know your eligible receiver responsibilities.
5. Watch for illegal formations, including encroachment prior to the snap.
6. Watch for false starts by offensive players.
7. Indicate the offensive line of scrimmage by extended foot, then take final position straddling the neutral zone.
8. Cover man in motion going away from you for illegal motion. This man continues to be your responsibility, even if he changes direction. (Does not relieve opposite official from making obvious call).
9. If Team A has an unbalanced line and four (or more) linemen on your side, should indicate by using a sign such as putting an open hand to the side of his face.
10. If widest eligible receiver is off the line of scrimmage, hold arm extended towards the backfield until the snap. Drop signal if receiver goes and motion and new widest receiver is off the line.
11. After play, mirror end of run spot with Line Judge so that Umpire may take spot from either official.
12. With the Back Judge, echo the Referee's signal (winding the clock) when he starts the clock.

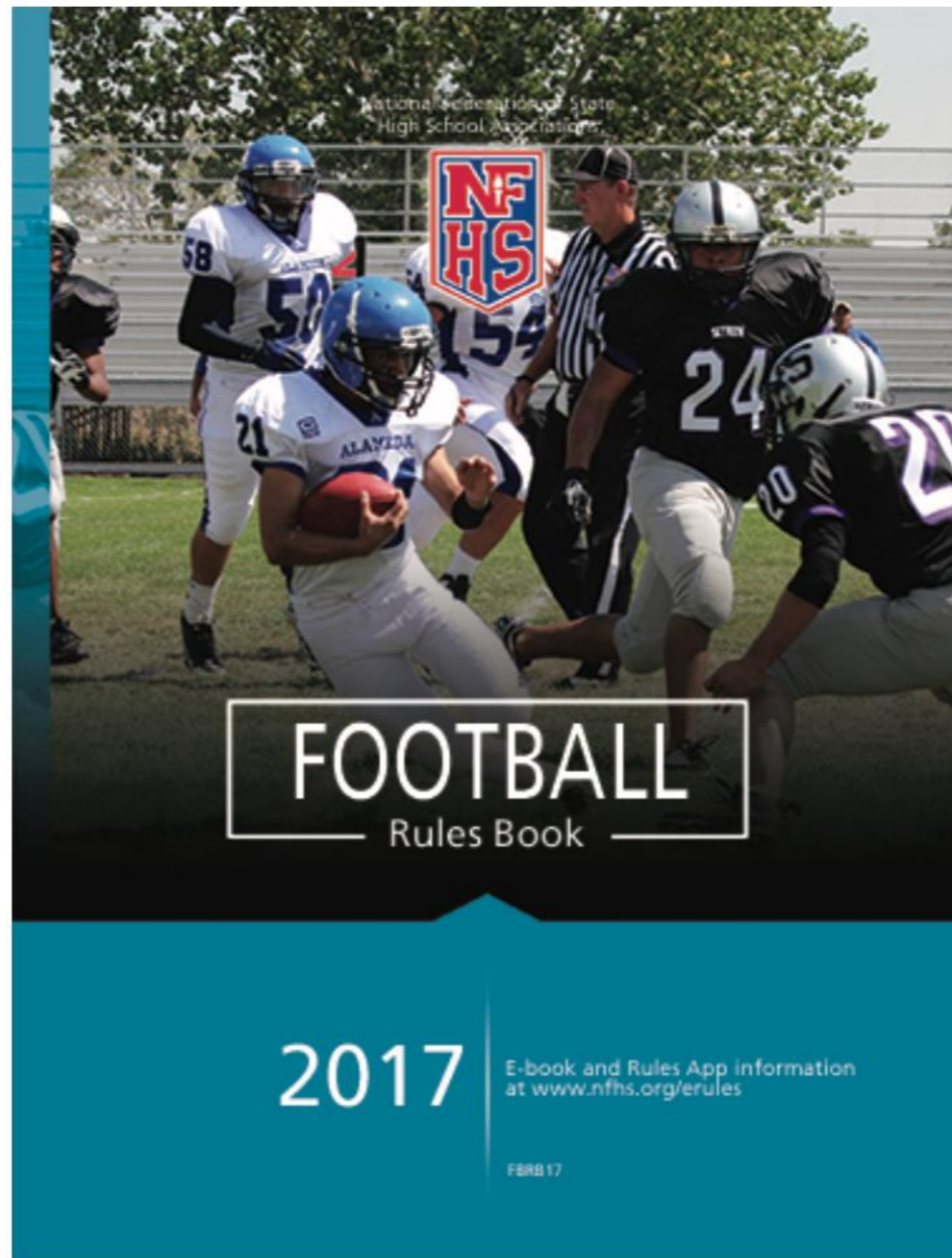


# Back Judge Position

1. Always positioned deeper than the deepest defensive back, normally taking an original position no closer than 15 yds deep and no more than 20 yards deep.
2. When the ball is on an inbounds line (hashmark), position yourself no wider than the opposite upright.
3. Know your eligible receiver responsibilities.
4. Echo referee's down signal verbally and with an overhead hand signal back to the Line Judge and the Linesman.
5. Responsible for the 25 second count. The SFOA mechanic is to raise and hold one arm straight overhead if the team has not snapped the ball at 20 seconds after the ready have elapsed; county last 5 seconds with right arm with an in & out motion. Lower your arm at the snap or when the team has committed delay of the game.
6. If the field clock malfunctions, you will keep the game time and the 25 second count.
7. Responsible for counting defensive team. Confirm count with Line Judge using an extended fist; once in agreement, drop hand. Observe that replaced players leave the field immediately.
8. Key the tight end on the strong side. If a balanced formation, key the end to the Line Judge's side. On runs on either side of field, move to a position so that the runner is between you and the Linesman/Line Judge, observing blocks ahead of runner.
9. On out of bounds plays. especially in the team areas, move into the area of the dead ball and assist other officials in maintaining order.
10. With the Line Judge, echo the Referee's signal (winding the clock) when he starts the clock



# NFHS Rulebook



# Rule #1 Highlights

- 1.1.3: Each team shall begin the game with 11 players, but if it has no substitutes to replace injured or disqualified players, it may continue with fewer.
- 1.3.2 - 5: Either a yardage chain which joins two rods exactly 10 yards apart or any other 10-yard indicator with a visible line-to-gain indicator shall be used as the official line-to-gain equipment. This equipment and a down indicator shall be provided by game management.
  1. a. The line-to-gain indicator shall be used to fix the line to gain, and the down indicator shall be used to mark the spot of the ball and indicate the number of the down in a series. The game officials shall check the line-to-gain indicator for accuracy prior to the start of the game.
  2. b. The official line-to-gain and down indicators shall be operated approximately 2 yards outside the sideline opposite the press box, except in stadiums where the total playing enclosure does not permit. If there is no press box, the location will be specified by game management at the request of the head linesman. The line-to-gain indicator shall be removed from the sideline when the line to gain is the goal line.
  3. c. Unofficial auxiliary line-to-gain and down indicators may be used on the sideline opposite the official line-to-gain and down indicators, and shall be operated approximately 2 yards outside the sideline, except in stadiums where the total playing enclosure does not permit.
  4. d. All line-to-gain and down-indicator rods shall have flat lower ends covered by protective caps.
  5. **NOTE:** It is recommended that the members of the crew wear distinctive vests or jackets furnished by home or game management.

# Rule 1 Continued

- 1.4.3: Each player shall be numbered 1 through 99 inclusive
- 1.5.4: Prior to the start of the game, the head coach shall be responsible for verifying to the referee and another game official that all of his players are legally equipped and in compliance with these rules. Any questions regarding legality of a player's equipment shall be resolved by the umpire.
- 1-5-6: Each player shall properly wear the mandatory equipment while the ball is live.



# Rule #2 Highlights

- 2.1.1: A **dead ball** is a ball not in play. The ball is dead during the interval between downs.
- 2.1.2: A **live ball** is a ball in play. A ball becomes live when the ball has been legally snapped or free kicked and a down is in progress.
- 2.1.3: A **loose ball** is a pass, fumble or a kick. The terms "pass," "fumble" and "kick" are sometimes used as abbreviations when the ball is loose following the acts of passing, fumbling or kicking the ball. A loose ball which has not yet touched the ground is in flight. A grounded loose ball is one which has touched the ground. Any loose ball continues to be a loose ball until a player secures possession of it or until it becomes dead by rule, whichever comes first.
- 2.2: **Batting** is intentionally slapping or striking the ball with the arm or hand.
- 2.3.7: **Blocking below the waist** is making initial contact below the waist from the front or side against an opponent other than a runner. Contact with an opponent's hand(s) below the waist that continues into the body below the waist is considered blocking below the waist. Blocking below the waist applies only when the opponent has one or both feet on the ground.

# Blocking Below The Waist Example



# Rule #2 Continued

- 2.3.8: **Chop block** is a combination block by two or more teammates against an opponent other than the runner, with or without delay, where one of the blocks is low (at the knee or below) and one of the blocks is high (above the knee)
- 2.3.10: A **blindside block** is a block against an opponent other than the runner, who does not see the blocker approaching.
- 2.5.1: **Clipping** is a block against an opponent when the initial contact is from behind, at or below the waist, and not against a player who is a runner or pretending to be a runner.
- 2.5.2: **Blocking in the back** is a block against an opponent when the initial contact is in the opponent's back, inside the shoulders and below the helmet and above the waist, and not against a player who is a runner or pretending to be a runner.



# Chop Block Example



# Blindside Block Example





# Clipping Example



# Block In The Back Example



# Final Questions?



# Look Ahead to Next Week

- Next meeting: **Monday April 16 at 6:30**
- Test questions from this week's material
- Continue on Rule #2