

| 2019                   | FHSAA  | Position   | Breakdown   | 7 MAN   | Football  |
|------------------------|--|--|---|---|---|
| Ver 11/1               | Referee  | Umpire   | Head L/Line J   | Side J/Field J  | Back J  |
| <b>COIN TOSS</b>       | Enter the field with the U from the home side prior to clock going to 0:00 R back to the scoreboard.   | Enter the field with the R from the home side, face the scoreboard.  | Stay on sideline and have ball boys with you.   | Escort team to inbounds line and return to sideline.  | Be on the home side, after the toss obtain proper ball from either the HL or LJ.  |
| <b>KICKOFF</b>         | Count R. On the goal line in the center of the field. Sound the ready for play after the BJ gives the kicking team instructions and the arrives at sideline  | Count K. On K's free kick line (opposite press box), be on the look out for the ball hitting the ground. After the kick, come off the sideline and out onto the field to the hash. | Count R. On the pylon at the goal line, stay on the goal line until it is not threatened. Move downfield with the return and mark spot<br>You will signal touchback and give signal if on your side | Count K. On R's free kick line, watch the blocks and touching. Maintain at least 20 yard buffer with return.  | Count K. Hand ball to kicker & give instructions. Move to side line on K's free kick line (press box side). After kick, come off sideline-out onto the field to the hash. Responsible for goal line |
| <b>ON-SIDE</b>         | On the goal line by yourself. All 6 officials are up field.  | Normal positioning. Did the ball go 10 yards, strike the ground, get touched, etc?   | Leap between the FJ/BJ and SJ/U. Did the ball go 10 yards, strike the ground, get touched, etc?   | Normal positioning. Did the ball go 10 yards, strike the ground, get touched, etc.?   | Normal positioning. Did the ball go 10 yards, strike the ground, get touched, etc?  |
| <b>SCRIMMAGE PLAYS</b> | Count A. Position 12-14 yds deep on the passing arm side. Key = opposite tackle, then QB. Move to view running lanes side line to side line.   | Count A. Position 5-8 yds deep and opposite the tight end Key = G, C, G and assist with the tackle nearest the R.  | Count A. Off the field and on the sideline. You have ALL forward progress. Key = Inside receiver on your side and/or backs in the backfield.  | Count B. Position 18-22 yds deep on a solid line on the side line. Key = Widest receiver on your side.  | Count B. Position 5 yds deeper than the FJ/SJ on a solid line. Key = Second receiver in on the strong side.   |
| <b>RUN</b>             | Watch the blocks in the running lanes on the front side at the point of attack.  | Watch the blocks on the interior line and on the back side at the point of attack.   | ALL Forward progress up to the 2 yard line on long runs.  | Spot from the goal line to 2 yard line. Clean up out of bounds.   | Monitor dead ball areas and clean up out of bounds if needed.   |
| <b>PASS</b>            | Watch the opposite side tackle at the snap, observe the QB and stay with him until not threatened. After the pass, watch the QB and not the ball. Follow the QB out of bounds into the side zone if he scrambles. Rule on pass vs. fumble, roughing the passer and also intentional grounding. | Watch for ineligible Down field, move up to line of scrimmage once you read pass, turn after the pass is thrown and assist on pass plays behind you.                               | Watching for forward/backward passes and the passer beyond the LOS . HELP with lineman down field & backs catching screen passes PAST the LOS   | Keep all the players in front of you and don't get beat. Let HL/LJ take forward progress all the way to the 2 yard line UNLESS a long pass completion is right in front of you. From snaps at the 25 yd line in, you are positioned at the goal line pylon. Clean up out of bounds. | Keep all the players in front of you and don't get beat deep. Goal line coverage when the ball is snapped outside the 25 yd line. From snaps at the 25 yd line in, you have the end line.           |

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| <b>SCRIMMAGE KICKS</b>                       | 2 yards behind the kicker at the top of #'s on the kicking leg side.   | 10 yards deep, let the 1st wave pass, then turn and monitor blocks.   | Both hold on the line of scrimmage until the kick crosses, drift 8-12 yds downfield, monitor blocks of first wave and <b>maintain your buffer</b> on reverse mechanics. Do not get beat... SJ/FJ have spots not you!! | If the ball is snapped at the 50 yd line or in, be on the goal line. Otherwise, on a major yard line approximately even with or slightly behind the deepest receiver, <b>take all forward progress. NEW spot is YOURS!</b> | If the ball is snapped at the 50 yd line or in, be on the goal line. Otherwise, approx 5 yds behind the deepest receiver to the wider side of the field on a major yard line (5 yards deeper than SJ/FJ). Bean bag the PSK spot. |
| <b>SCORING KICKS</b>                         | 2 yards behind the kicker at the top of the #'s, on the side facing the holder.  | U has C, G, T on the side opposite the SJ (2nd ump)<br>SJ remains on side he came from- has G, T responsibility<br><br>U and SJ must know the numbering exceptions for entire LOS | Both remain on the line of scrimmage, HL primarily rules when the ball crosses the LOS. If a fake or botched FG snapped from the 20 yd line in, HL/LJ have goal line responsibility.                                  | SJ is a second umpire.<br>FJ has the upright on his side of the field. If a fake or botched FG snapped outside the 20 yd line, fire out to the goal line pylon on your side.   | BJ has the upright and crossbar.<br>If a fake or botched FG snapped outside the 20 yard line, fire out to the goal line pylon on your side, otherwise you will remain on the end line.   |
| <b>MEASUREMENTS &amp; CHANGE OF QUARTERS</b> | Normal.<br><br>Normal.   | Normal<br><br>Normal  | Normal<br><br>LJ goes to proper NEW spot at opposite end of field   | FJ/SJ have new ball ready, get players back SJ has the down box at front stake-----<br>FJ stays with the home team SJ moves the box man.   | Normal.<br><br>Normal<br>BJ monitors visiting team.  |
| <b>PENALTY ENFORCEMENT</b>                   | Normal- Use good mic mechanics on ALL games to get ready for televised games.  | U walks the penalty off with the HL, both confirm with the LJ.  | HL walks off the Penalty with the U, both confirm with the LJ <b>LJ HOLDS spot from which penalty is enforced.</b>  | Watch and confirm.   | Watch and confirm.   |
| <b>GOING IN 5 TO G</b>                       | You must rule on a forward vs. backward pass. (The wings are breaking at the snap and can't help you.)   | Move up to the LOS, you must rule on a pass beyond the LOS. (The wings are breaking at the snap and can't help you.)  | Outside the 5 yd line, you have up to the <b>2 yard line</b> . From the <b>5 yd line</b> in, you go to the goal line at the snap and work back.   | Outside the 5 yd line, you have the goal line.<br>From the 5 yd line in, you move to the back end line pylon.  | End line once inside the 25 yd line.   |
| <b>GOING OUT REVERSE GOAL LINE</b>           | End line responsibility, work with HL and LJ on Safety   | Move up to the LOS, you must rule on a pass beyond the LOS. (The wings are breaking at the snap and can't help you.)  | 3 yd line to goal, BOTH move to the goal line at the snap. 3- 5 yd line, LJ moves back at the snap and the HL moves back if the goal line is threatened.  | Normal.  | Normal.  |
| <b>POINTS OF EMPHASIS</b>                    | <b>We use CCA 7 man mechanics borrowed from NCAA, but we must still use NFHS rules and signals.</b><br>Be careful NOT to bunch up, too many officials in one spot does not look good | Wing guys make sure NOT to run up on one another. SJ/FJ stay clear<br><b>LJ/FJ will meet HOME coach with R and U</b><br><b>HL/SJ will meet VISITING coach with R/U.</b>           | VERY important to get your sideline clear and KEEP it clear, teams are not use to having an official 20 yds deep on the side line.<br>You only need to run into one coach to ruin your day!                           | On time outs "box in" the teams so you will always have at least one official "pushing" them back onto the field. DO NOT jump past HL/LJ.  | SJ take water to R and U if the water boys do not.<br>FJ take water to BJ if the water boys do not.<br><b>HUSTLE</b><br><b>HAVE FUN</b><br><br>11/1/2017   |