
“The official who through the influence of their presence causes players to avoid rule violations has attained the perfect relationship to the game.”

T. H. Shouldice, June 1969

OFFICIATING MECHANICS FOR FOOTBALL CREWS WITH 6 OFFICIALS

FOREWORD

This manual describes specific positioning and mechanics for crews with 6 officials. Positioning and mechanics that are common for crews with 6 or 7 officials are contained in the General Officiating Mechanics for Elite Football.

Some mechanics have been developed specifically for rules or game administration that only apply to the CFL. These are identified by **yellow highlighting** in the version published for use in the CFL but are hidden in the version published for use in Amateur Football.

Darryl Baron
Editor, Officiating Mechanics for Elite Football
May, 2023

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CHAPTER 1 – OFFICIATING BASICS

SECTION 1 – GENERAL INFORMATION

1. General Comments

- 1.1. The Mechanics provide descriptions of responsibilities and guidance for positioning. Officials are expected to be able to read coverages and plays, and to adjust their positioning in order to be in a good position to see the action you are responsible for covering or need to see on any given play.

CHAPTER 2 – FIELD MECHANICS

SECTION 1 – GENERAL INFORMATION

1. On-Field Officials

1.1. Identification of Field Officials

1.1.1. Crew members will be identified as:

- Referee (R)
- Umpire (U)
- Down Judge (DJ)
- Line Judge (LJ)
- Back Judge (BJ)
- Field Judge (FJ)

1.2. Positional Deployment

1.2.1. REFEREE – Initial position is in the Team A backfield.

1.2.2. UMPIRE – Initial position varies by level and type of play.

- a. Amateur – The Umpire position is in the Team B backfield, at a starting depth between 8 – 12 yards off the line of scrimmage, behind the linebackers and between the Team A tackles.

1.2.3. DOWN JUDGE – Initial position on the line of scrimmage on the same side of the field as the Field Judge.

1.2.4. LINE JUDGE – Initial position on the line of scrimmage immediately opposite the Down Judge, on the same side of the field as the Back Judge.

1.2.5. BACK JUDGE – Partnered with and on the same side of the field as the Line Judge. Initial position will be determined by where the ball is scrimmaged.

1.2.6. FIELD JUDGE – Partnered with and on the same side of the field as the Down Judge. Initial position will be determined by where the ball is scrimmaged

2. Positional Responsibilities

2.1. General

- 2.1.1. General positional responsibilities are outlined in the General Mechanics document.
- 2.1.2. Exceptions or additions to those responsibilities are described here.

2.2. Referee

- 2.2.1. Content for this section is in the General Mechanics manual.

2.3. Umpire

- 2.3.1. Content for this section is in the General Mechanics manual.

2.4. Sideline Officials

- 2.4.1. The Sideline Official on the short side of the field is designated as the HOLD OFFICIAL, shown as “H” on the diagrams.
 - a. The Hold Official is responsible for:
 - Ruling on screen passes and the quarterback across the line of scrimmage.
 - Coverage of the sideline from the Team A Dead Ball Line up to your downfield partner.
- 2.4.2. The Sideline Official on the wide side of the field is designated as the MOVING OFFICIAL, shown as “M” on the diagrams.
 - a. The Moving Official is responsible for coverage of the sideline from Dead Ball Line to Dead Ball Line.

2.5. Deep Officials

- 2.5.1. The Deep Official on the wide side of the field is designated as the INSIDE DEEP OFFICIAL, designated as ID on the diagrams.
- 2.5.2. The Deep Official on the short side of the field is designated as the OUTSIDE DEEP OFFICIAL, designated as OD on the diagrams.
 - a. The Outside Deep Official is responsible for the sideline from the end of their sideline partner’s coverage to the Team B Dead Ball Line.

- 2.5.3. The Field Judge is usually responsible for the Play Clock unless stadium configuration precludes this. See Section 2.5.

SECTION 2 - PREGAME DUTIES**1. Prior to Pre-game Walk****1.1. Pregame Meeting & Stadium Arrival**

1.1.1. Content for this section is in the General Mechanics manual.

1.2. Referee

1.2.1. Content for this section is in the General Mechanics manual.

1.3. Umpire

1.3.1. Content for this section is in the General Mechanics manual.

1.4. Sideline Officials

1.4.1. Content for this section is in the General Mechanics manual.

1.5. Deep Officials

1.5.1. Content for this section is in the General Mechanics manual.

2. Pre-Game Walk**2.1. General**

2.1.1. Content for this section is in the General Mechanics manual.

2.2. Referee and Umpire

2.2.1. Content for this section is in the General Mechanics manual.

2.3. Sideline Pairings

2.3.1. Content for this section is in the General Mechanics manual.

SECTION 3 - PLAYS FROM SCRIMMAGE

1. Positioning

1.1. General

1.1.1. Initial positioning is shown in Figure 3.1.

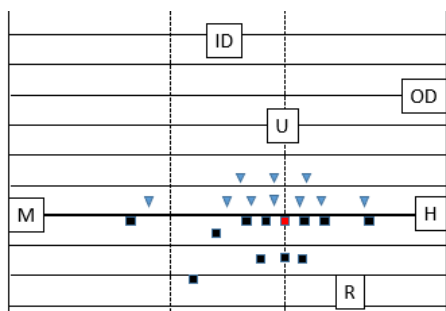


Figure 3.1a – Amateur Positioning & Designation for 6 Officials

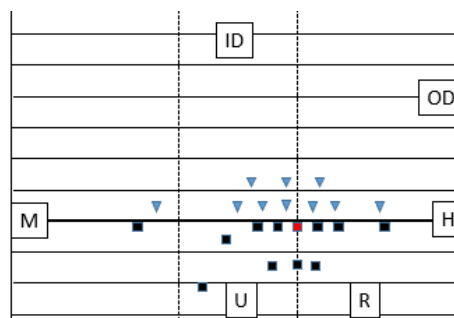


Figure 3.1b – CFL Positioning & Designation for 6 Officials

Figure 3.1 – Positioning & Designations for 6 Officials

1.2. Referee

- 1.2.1. Assume a position *at a depth of 12 - 15 yards behind the line of scrimmage* that provides a clear view of the offensive centre and the snap of the ball:
 - a. *On the outside shoulder of the tight end, or where that would be if a tight end is not in the formation to provide a visual reference for defining the Blocking Below the Waist zone*
 - b. Amateur – initial position is on the side of the Quarterback’s passing arm.

1.3. Umpire

- 1.3.1. Assume initial position in the Team B backfield, at a starting depth between 8 – 12 yards off the line of scrimmage, behind the linebackers and between the Team A tackles.
- 1.3.2. For 3rd & short plays, and where the Line of Scrimmage is inside the Team B 10-yard line, see Section 8, Third Down and Short Yardage and Section 9, Plays Near the Goal Line – Going In for more information.

1.4. Sideline Officials

- 1.4.1. Assume a position on or near your sideline with the back foot on the line of scrimmage, allowing a full view of the ball, the line of scrimmage, team benches and the substitution procedures of the teams on your side of the field.

1.5. Outside Deep Official

- 1.5.1. When the ball is scrimmaged in your half of the field assume a position on or near your sideline approximately 20 – 22 yards in advance of the line of scrimmage.

1.6. Inside Deep Official

- 1.6.1. When the ball is scrimmaged in the other half of the field assume a position in the middle of the field, minimum 22 – 25 yards from the Line of Scrimmage and behind the deepest defensive player between your hashmark and your sideline giving you a good view of the receivers on your side of the field.

2. Prior to the Snap

2.1. Referee

- 2.1.1. Split the line with the Umpire and observe the tactics and movement of the centre, the guard and offensive. (See Figure 3.2)

2.2. Umpire

- 2.2.1. Split the line with the Referee and observe the tactics and movement of the centre, the guard and offensive tackle. (Figure 3.2)

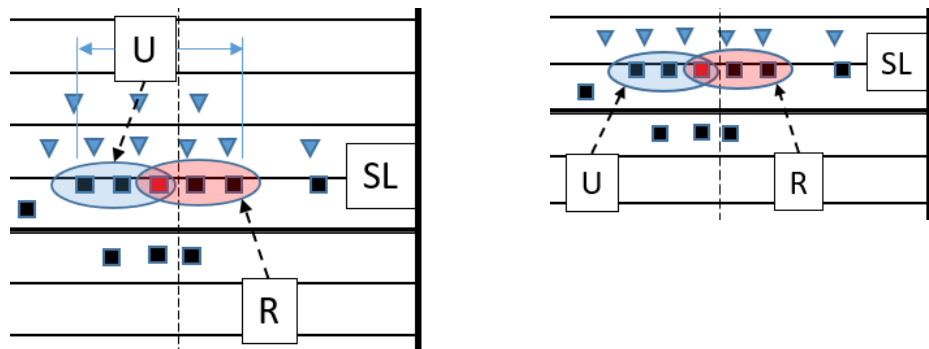


Figure 3.2a – Amateur Referee & Umpire Pre-snap Offensive Line Responsibilities

Figure 3.2b – CFL Referee & Umpire Pre-snap Offensive Line Responsibilities

Figure 3.2 – Referee & Umpire Pre-Snap Offensive Line Responsibilities

2.3. Sideline Officials

2.3.1. Content for this section is in the General Mechanics manual.

2.4. Down Judge

2.4.1. Content for this section is in the General Mechanics manual.

2.5. Deep Officials

- 2.5.1. Count the players of the defensive team. Confirm with your Deep partner.
- 2.5.2. The Field Judge is usually responsible for the Play Clock, regardless of initial position as Inside Deep or Outside Deep Official.
 - a. If the Play Clock is not visible from the sideline then the Inside Deep Official should be prepared to assume responsibility for this.
 - b. If the stadium does not have a Play Clock, or if the Play Clock becomes inoperative, then the Referee may assume this responsibility.
 - c. After the 3-minute warning in each half, responsibility extends to assisting the Referee with the management of both the game clock and the Play Clock.

3. Ball Setup

3.1. Content for this section is in the General Mechanics manual.

4. Line of Scrimmage

4.1. General

4.1.1. Content for this section is in the General Mechanics manual.

4.2. Referee & Umpire

4.2.1. Content for this section is in the General Mechanics manual.

4.3. Sideline Officials

4.3.1. Content for this section is in the General Mechanics manual.

5. Eligible Ineligibles

5.1. Content for this section is in the General Mechanics manual.

6. After the Snap**6.1. General Points**

6.1.1. Referee

a. Content for this section is in the General Mechanics manual.

6.1.2. Umpire

a. Content for this section is in the General Mechanics manual.

6.1.3. Sideline Officials

a. Content for this section is in the General Mechanics manual.

6.1.4. Deep Officials

a. Content for this section is in the General Mechanics manual.

6.2. Primary Responsibilities

6.2.1. Hold Official

a. Responsible for the tactics for and against the inside receiver on your side of the line of scrimmage until the receiver clears contact or moves out of your zone.

6.2.2. Moving Official

a. Responsible for the tactics by or against the 1st receiver on your side of the line of until the receiver clears contact or moves out of your zone.

6.2.3. Outside Deep Official

a. Responsible for tactics by and against the outside receivers on your side of the line of until the receiver clears contact or moves out of your zone.

6.2.4. Inside Deep Official

- a. Responsible for the tactics by and against the inside receivers on the wide side of the field until they clear contact or move out of your zone.

6.2.5. Zone Coverage

- a. As the play progresses, coverage reverts to zone coverage. Officials are required to provide coverage on all pass receivers in their respective zones. See Figure 3.3.

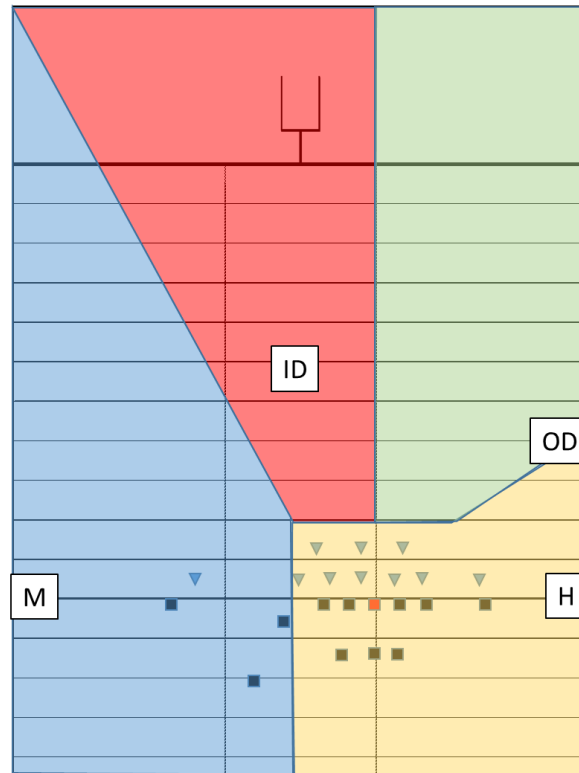


Figure 3.3 – Coverage Zones

6.3. Secondary Coverage

- 6.3.1. Content for this section is in the General Mechanics manual.

6.4. Scrimmage Run (not Quarterback)

6.4.1. Referee

- a. *The Referee is responsible for:*

- *Contact at the point of attack on the right side of the line on running plays up to the line of scrimmage.*
- *The action of the lead blocker on running plays to the left inside the tackle and behind the line of scrimmage.*

6.4.2. Umpire

a. The Umpire is responsible for:

- *Holding at the point of attack and beyond the line of scrimmage on all running plays inside the numbers.*
- *The action of the lead blocker at the point of attack outside the right tackle and beyond the line of scrimmage.*

6.4.3. Sideline Officials

- a. If run goes towards either side be prepared to box the play in with the Referee. Adjust your focus to blocking at the point of attack ahead of the ball carrier.
- b. The **Hold Official** has primary responsibility for the spot on their side of the field up to their downfield partner. The Outside Deep official will have primary responsibility for the spot once the ball carrier has passed their position.
- c. The **Moving Official** has primary responsibility for the spot on their side of the field from Goal Line to Goal Line

6.4.4. Deep Officials

- a. Specific responsibilities on running plays will be different for the Inside Deep and Outside Deep Official.
- b. The **Inside Deep Official** is generally responsible for the deepest active line.
 - Maintain coverage on your primary keys for blocking actions in front of the ball carrier.
 - Be prepared to provide secondary coverage on the spot of the ball, if needed.
 - Box the play in with either the Moving Official or Outside Deep Official, as appropriate.

- c. On running plays towards the **Outside Deep Official's** side of the field:
- Do not retreat from your starting position until the play forces you to. Focus on the blocking actions of your primary key or other players immediately in front of the ball carrier.
 - Be prepared to shift coverage to the ball when there is no longer a blocking threat in front of the ball carrier.
 - Once the ball carrier has drawn even with your position you have primary responsibility for the ball and spot.
- d. On a run to the far side of the field the **Outside Deep Official** should:
- Move off the sideline as required to stay engaged with the play, keeping all players in front of you as the play progresses.
 - Be aware of actions of players towards the middle of the field, off the ball.
 - Be prepared to provide secondary coverage on the spot of the ball, if needed.

6.5. Quarterback Run *or Rollout*:

6.5.1. General

- a. The Referee is responsible for the Quarterback at all times in the offensive backfield.*
- b. Coverage and responsibilities for all other officials are the same as for a regular scrimmage run.*

6.6. Pass

6.6.1. General

- a. The Referee is the "covering official" with respect to coverage on the quarterback.*

6.6.2. Referee

- a. The Referee is responsible for:*
 - *The quarterback at all times.*

- *Blocking actions of the offensive tackle on your side of the line of scrimmage, shifting to coverage on the first threat to the quarterback.*
- *Intentional grounding.*

6.6.3. Umpire

- a. *Be responsible for the tactics along the line of scrimmage between the tackles, especially the side opposite the passer's arm. Rule on holding, chop blocks, unnecessary roughness, and close line play.*
- b. Once the ball is thrown be prepared to assist with low passes to the middle of the field.
- c. On passes caught downfield, assist with dead ball action around the catch and hustle to participate in setting up for the next play.

6.6.4. Sideline Officials

- a. Content for this section is in the General Mechanics manual.

6.6.5. Hold Official

- a. Retain initial position on the line of scrimmage until the ball crosses.
- b. Primarily responsible for:
 - Passer crossing the line of scrimmage.
 - Signaling screen passes to other game officials.
 - Coverage of laterals and shovel passes. Referee and Umpire may be able to provide assistance. Look through before signaling. If there is any doubt, let the play continue and then discuss after the play.
- c. Be alert for line players blocking downfield before a forward pass is thrown.

6.6.6. Moving Official

- a. Following the snap is free to move as required by play action or player movement. (i.e. if run play, no need to move)
- b. Assist on "quick-out" forward lateral situations to your side.
- c. Responsible for the entire sideline from Dead Ball Line to Dead Ball Line.

- d. As required, will assume Goal Line coverage as the play develops.

6.6.7. Deep Officials

- a. Provide coverage on your assigned receivers and zones. Specific coverage and responsibilities will vary, depending on whether the official is Inside or Outside Deep.
- b. Work yourself into the best position to see separation or restricting actions of receivers and defenders.
 - Preferred position is to be upfield of the receivers. This allows a minimum of 2 and possibly 3 officials to support on the completion.
 - Stationary or at least breaking down rather than full sprint, and 8-12 yards away from the target area, generally provides the best view and ability to rule on the actions of players.
 - Parallel is seldom a good place to be, unless you are ruling on the goal line or a line-to-gain.
 - Being in a trail position on deep passes is acceptable but not preferred.
- c. Be alert for offensive pick plays and offensive blocking on forward passes in advance of the line of scrimmage prior to completion of the pass.
- d. Amateur ONLY – Assist the Umpire with passes down the centre of the field 10 – 20 yards.

6.6.8. Outside Deep Official

- a. Responsible for the sideline from your position to the Dead Ball Line.
- b. Responsible for any potential receivers on your side after they have proceeded beyond the Official's initial position.
- c. In conjunction with the INSIDE DEEP OFFICIAL, will rule on any long forward passes in your zone or when the ball is visible.
- d. Along with your Sideline partner, rule on completions between you at the sideline. See the Section on Catch Near the Sideline.

6.6.9. Inside Deep Official

- a. Responsible for the deepest active line, i.e. Goal Line or Dead Ball Line.
- b. Responsible to retain inside and deep control on any pass play to either side.

7. Initial Assignment of Pass Receivers**7.1. General Rules of Receiver Coverage**

7.1.1. Each official has initial responsibility for a specific pass receiver (or in some cases, two or more receivers) during the initial movement of the receiver once the ball is snapped. The position occupied by the receiver at the time the ball is snapped is the factor that determines the responsibility.

7.1.2. Receivers are designated by their position at the snap, counting from the sideline towards the ball. See Figure 3.4.

7.1.3. Receivers in the offensive backfield, inside the BBW Zone, are not assigned at the snap. Coverage will depend on where they go during the play. See Figure 3.5.

7.1.4. 3 Receivers to One Side - The official (Deep or Side) who is responsible for the deepest outside zone will be responsible for the outside receiver. The other official on that side will be responsible for all other receivers on that side of the ball. See Figure 3.6.

7.1.5. 4 Receivers to One Side – Receivers are split between the Side Line and Deep Officials, with the Deep Official providing additional support to the Side Line official on that side of the field. See Figures 3.7a and 3.7b.

7.1.6. Once the receiver has cleared contact or moved out of an official's zone, coverage will revert to zone coverage as shown in Figure 3.3.

7.2. Initial Coverage Diagrams

7.2.1. These diagrams indicate the initial receiver responsibilities. Once the receiver has cleared contact or moved out of an official's zone, coverage will revert to zone coverage as shown in Figure 3.3.

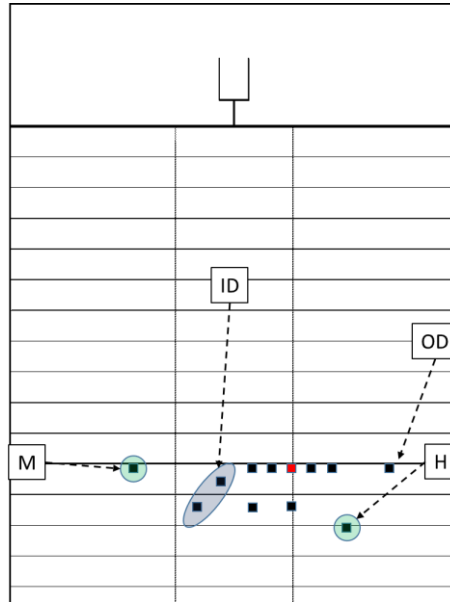


Figure 3.4 General Receiver Responsibilities

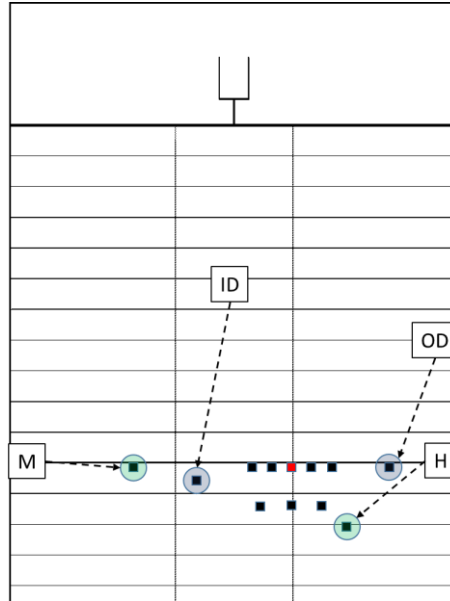


Figure 3.5 – 2 Receivers

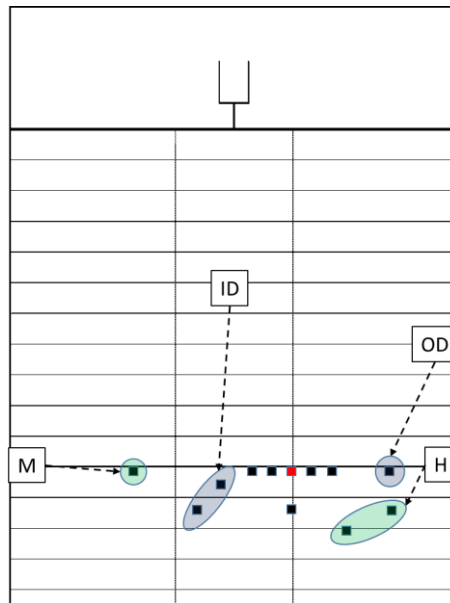


Figure 3.6 – 3 Receivers

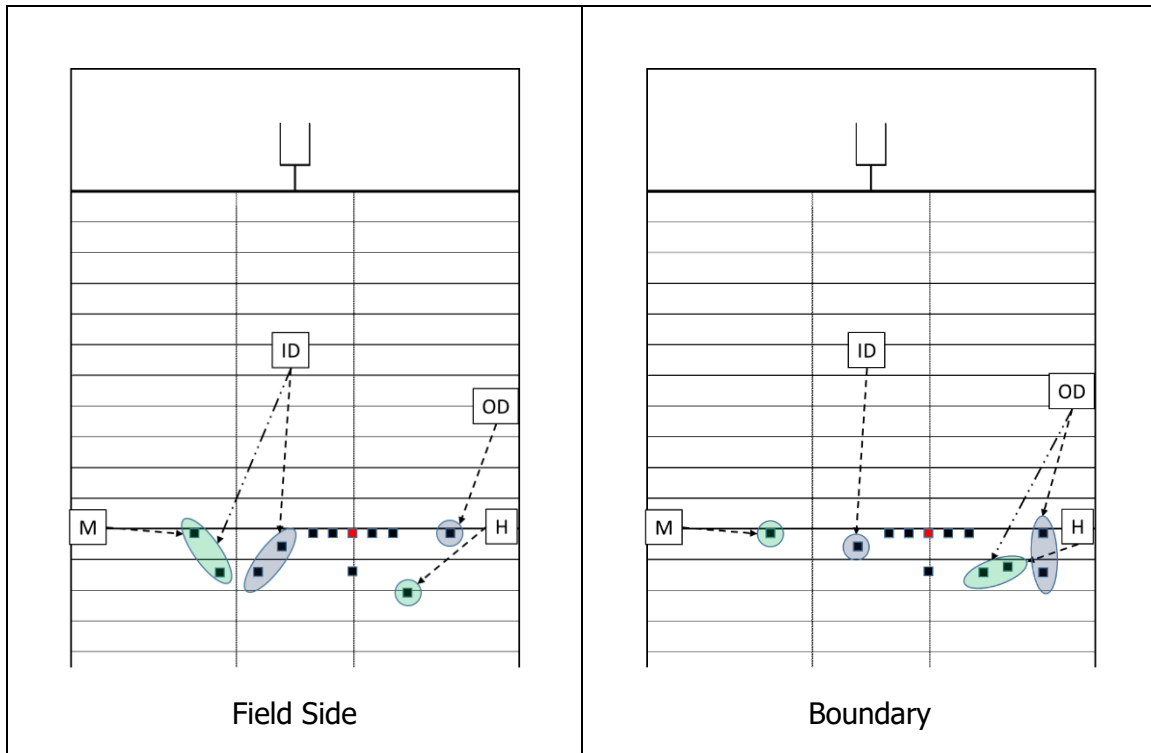


Figure 3.7 – 4 Receivers

8. Quarterback Running Out-of-Bounds

8.1. Content for this section is in the General Mechanics manual.

9. Third Down and Short Yardage

9.1. General Guidelines

9.1.1. Content for this section is in the General Mechanics manual.

9.2. Referee

9.2.1. Content for this section is in the General Mechanics manual.

9.3. Umpire

9.3.1. Content for this section is in the General Mechanics manual.

9.4. Sideline Officials

9.4.1. Content for this section is in the General Mechanics manual.

9.5. Deep Officials

9.5.1. Content for this section is in the General Mechanics manual.

10. Plays Near the Goal Line – Going In

10.1. General Guidelines

10.1.1. These mechanics apply on any play that originates from the 10-yard line in.

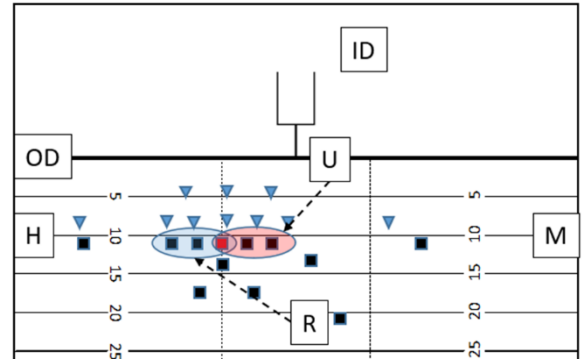
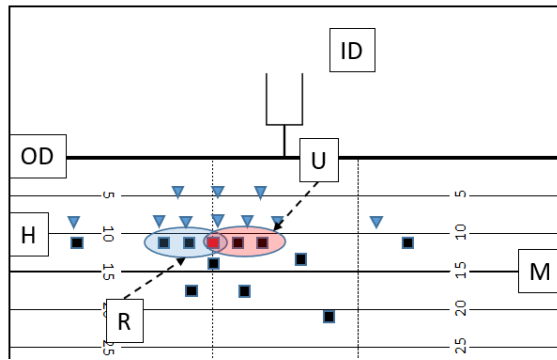


Figure 3.11a – Amateur Goal Line Coverage

Figure 3.11b – CFL Goal Line Coverage

Figure 3-11 Goal Line Coverage

10.2. Referee

10.2.1. Content for this section is in the General Mechanics manual.

10.3. Umpire

10.3.1. Content for this section is in the General Mechanics manual.

10.4. Sideline Officials

10.4.1. When Short Side, you are the Hold Official. Declare by pointing downfield.

- a. Retain the line of scrimmage until the ball crosses. Don't be too concerned with the offensive backfield.
- b. Move to the Goal Line with the ball and afford outside position.
- c. Be prepared to move to the Goal Line if the play develops to the wide side. When Short Side, declare by pointing downfield.

- 10.4.2. When Wide Side, you are the Moving Official. Declare by pointing downfield.
- When the ball is scrimmaged from the 5-yard line in, move to the Goal Line at the snap.
 - On close in situations move immediately to the Goal Line, boxing the play between yourself and the Umpire.
 - Be prepared to move back to the line of scrimmage if the play develops to the wide side.
- 10.4.3. When the ball is scrimmaged from the 8-yard line in, the SL officials and their deep sideline partner will communicate who will be responsible for goal line coverage.
- If the Outside Deep Official has initial position on the goal line, the Sideline official has primary responsibility for spotting the ball up to the 1-yard line.

10.5. Outside Deep Official

- 10.5.1. Attempt to retain your position on the Goal Line on all play situations. Hold this spot until forced off by either:
- The proximity of the line of scrimmage or
 - The ball crossing the Goal Line.
- 10.5.2. This is “pick play” territory. Cover your receivers and the defensive backs.
- 10.5.3. Be prepared to cover your sideline in to the end zone corner. The outside coverage is yours. The Inside Deep Official will cover the Dead Ball Line.
- 10.5.4. When the ball is scrimmaged from the 8-yard line in, the SL officials and their deep sideline partner will communicate who will maintain goal line coverage.
- If it is the SL official, the Outside Deep Official will move to deep end zone coverage (between ½ ways in the EZ to the deep corner).
- 10.5.5. If the Outside Deep Official has initial position on the goal line, maintain that position UNTIL signaling a score OR FORCED OFF by covering a deeper pass in the EZ (in this instance, do not leave until the ball has

crossed the goal line in flight)”. The Outside Deep Official has primary responsibility for spotting the ball inside the 1-yard line.

10.6. Inside Deep Official

- 10.6.1. This is “pick play” territory. Cover your receivers and the defensive backs. Be alert.
- 10.6.2. Initial position at or near Dead Ball Line. The Dead Ball Line is yours from sideline to sideline.
- 10.6.3. Be prepared to provide downfield look for completion.

11. Plays Near the Goal Line – Coming Out

11.1. General Guidelines

- 11.1.1. The following guidelines will apply on any play that originates near the Goal Line of the team in possession of the ball and will apply on situations when the Goal Line may be threatened by the ball carrier.

11.2. Referee

- 11.2.1. Content for this section is in the General Mechanics manual.

11.3. Umpire

- 11.3.1. Content for this section is in the General Mechanics manual.

11.4. Sideline Officials

- 11.4.1. **Moving Official** (opposite the Umpire) MAY slide back to the Goal Line following the snap should the Goal Line be threatened.
- 11.4.2. **Hold Official** must retain the line of scrimmage until the ball has crossed or the ball carrier threatens the Goal Line outside the position occupied by the Umpire.

11.5. Deep Officials

- 11.5.1. Content for this section is in the General Mechanics manual.

12. Third Down Gambling Situations

12.1. General Guidelines

12.1.1. The following guideline will apply on 3rd and long yardage where teams attempt to gain first down.

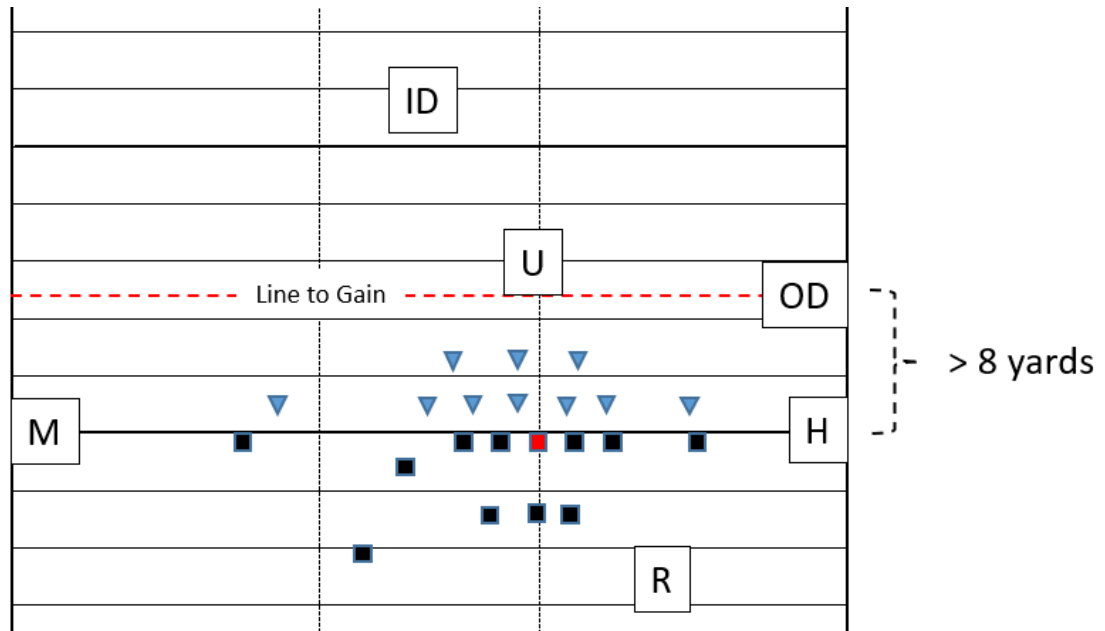


Figure 3-12 – 3rd Down Gambling Positioning (Amateur Only)

12.2. Referee

12.2.1. Content for this section is in the General Mechanics manual.

12.3. Umpire

12.3.1. Content for this section is in the General Mechanics manual.

12.4. Sideline Officials

12.4.1. **Hold Official** – Hold until the ball crosses the line of scrimmage.

12.4.2. **Moving Official** – Be prepared to move downfield after the snap, and if so designated, be responsible for marking forward progress at the first down marker.

12.4.3. Third down gamble – communicate with your downfield partner

12.5. Outside Deep Official

- 12.5.1. Start on the forward picket when the distance to gain is 8 yards or more.
- 12.5.2. Treat the same as goal line – do not leave forward picket until the ball has passed you.

12.6. Command Centre

Not applicable to Amateur football

13. Catch Near the Sideline

- 13.1. When the ball is caught near the sideline, the Sideline and Outside Deep Official may share the responsibility for determining if the pass is completed.
 - 13.1.1. The official to whom the ball is facing is responsible for the complete/incomplete ruling. The other official on the sideline should be prepared to assist with the feet.
- 13.2. If the pass is caught beyond the Outside Deep Official, then the Sideline Official is likely blocked out and too far away to be of assistance.
 - 13.2.1. The Inside Deep Official should be prepared to assist with the complete/incomplete ruling, and the Outside Deep Official should be prepared to rule on the feet.

14. Catch and Force Out

- 14.1. Content for this section is in the General Mechanics manual.

15. Intentional Grounding

- 15.1. Content for this section is in the General Mechanics manual.

16. After the Play

- 16.1. Content for this section is in the General Mechanics manual.

17. Penalty Administration

- 17.1. Content for this section is in the General Mechanics manual.

18. Measuring for A First Down**18.1. General**

18.1.1. Content for this section is in the General Mechanics manual.

18.2. Referee

18.2.1. Content for this section is in the General Mechanics manual.

18.3. Umpire

18.3.1. Content for this section is in the General Mechanics manual.

18.4. Down Judge

18.4.1. Content for this section is in the General Mechanics manual.

18.5. Line Judge

18.5.1. Content for this section is in the General Mechanics manual.

18.6. Deep Officials

18.6.1. The Field Judge is responsible for the clip when the ball goes dead between the sideline and the far hash marks.

18.6.2. The Deep Official not responsible for the clip will be responsible for having a new ball at the hash marks when a measurement is made outside the hash marks.

19. Substitutions**19.1. Team A Huddle:**

19.1.1. Content for this section is in the General Mechanics manual.

19.2. Team A “No Huddle”:

19.2.1. Content for this section is in the General Mechanics manual.

19.3. Team B:

19.3.1. Downfield officials are responsible for counting the players of Team B.

19.3.2. The Field Judge is in charge.

19.3.3. Confirm the number of players with your downfield partner:

- b. If Team B has 12 players, touch your cap in a “salute”
 - c. If Team B has 13 or more players, touch your flag
 - d. If Team B has 11 or fewer players, point to the ground
- 19.3.4. If a Team B player is leaving the field, the Inside Deep Official will determine if the player’s actions meet the standard for being off the field and communicate directly with the Outside Deep on the side of the field to which the player is exiting.

20. Tempo Offense

Not applicable to Amateur football

21. End of Game**21.1. Quarterback Kneeling in the Field of Play**

21.1.1. Content for this section is in the General Mechanics manual.

21.2. Ball Carrier in the Field of Play

21.2.1. Content for this section is in the General Mechanics manual.

SECTION 4 - KICKOFFS

1. General Guidelines

- 1.1. Positioning and responsibilities for kickoffs are shown in Figures 4.1 – 4.4.
- 1.2. Having assumed their positions, all officials must be prepared to signal to the Referee that their area of responsibility is clear and that they are personally ready for the kickoff.

2. Support Crew

- 2.1. Content for this section is in the General Mechanics manual.

3. Regular Kickoffs

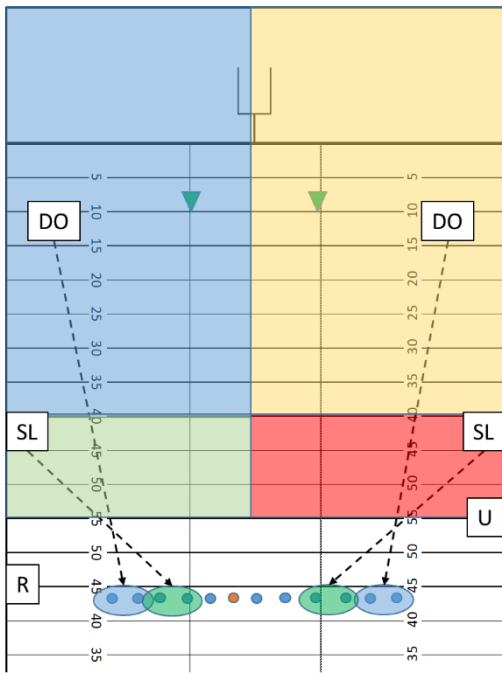


Figure 4.1a – Amateur Regular Kickoff Initial Positions & Responsibilities

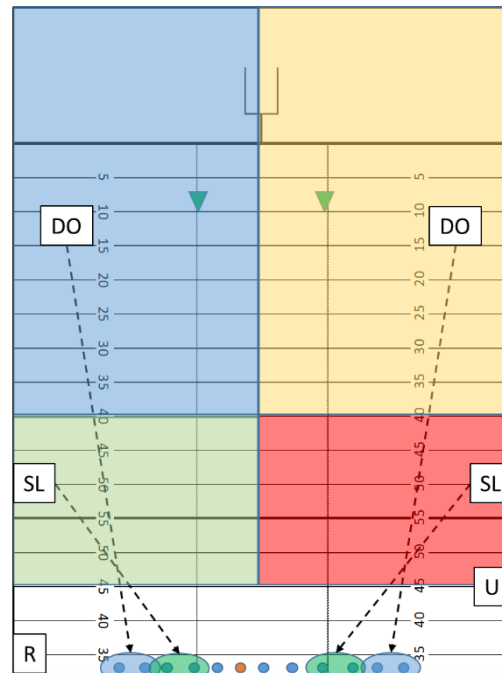


Figure 4.1b – CFL Regular Kickoff Initial Positions & Responsibilities

Figure 4.1 – Regular Kickoff Initial Positions & Responsibilities

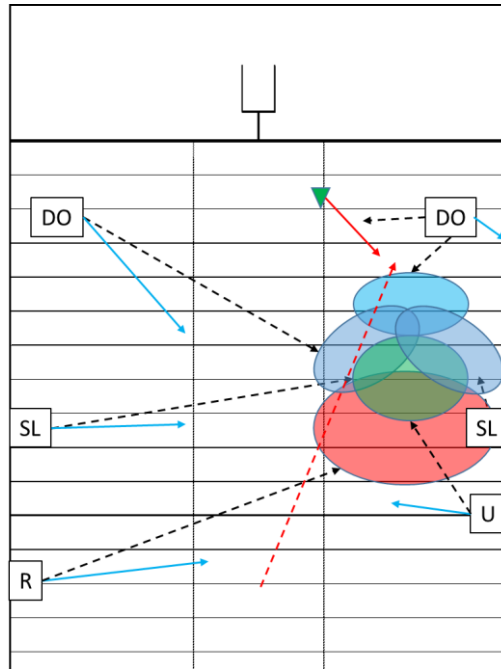


Figure 4.2 – Coverage Zones, Ball Kicked to U Side

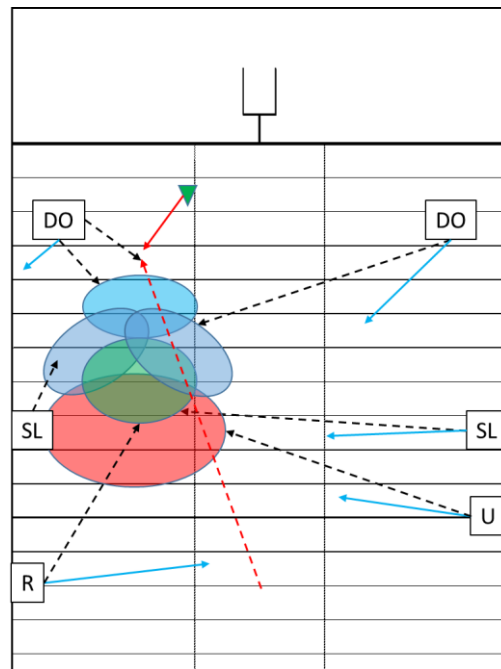


Figure 4.3 – Coverage Zones, Ball Kicked to R Side

3.1. Referee

- 3.1.1. Rule on offside by the kicking team.
- 3.1.2. Ball kicked to the far side of the field (Figure 4.2):
 - a. After the kick, move to the middle of the field.
 - b. Responsible for 2nd wave in the area in front of the ball carrier.
- 3.1.3. Ball kicked to your side of the field (Figure 4.3):
 - a. After the kick, stay on your sideline.
 - b. Move slightly downfield to provide a clear view of the area directly in front of the ball carrier.

3.2. Umpire

- 3.2.1. Ball kicked to the far side of the field (Figure 4.2):
 - a. After the kick, move to the middle of the field.
 - b. Responsible for 2nd wave in the area in front of the ball carrier.
- 3.2.2. Ball kicked to your side of the field (Figure 4.3):
 - a. After the kick, stay on your sideline.
 - b. Move slightly downfield to provide a clear view of the area directly in front of the ball carrier.

3.3. Sideline Officials

- 3.3.1. The Down Judge and Field Judge will always be on the same sideline as the yardsticks and the Line Judge and Back Judge will always be on the sideline away from the yardsticks.
- 3.3.2. Ball kicked to the far side of the field:
 - a. After the kick, move to the middle of the field.
 - b. Responsible for the area directly in front of the ball carrier.
- 3.3.3. Ball kicked to your side of the field:
 - a. After the kick, stay on your sideline.

- b. Move slightly downfield to provide a clear view of the first threat on the ball carrier from your side of the field.

3.4. Deep Officials

- 3.4.1. Assume a position outside the numbers, even with or slightly ahead of the deepest receiver. Split the field in the middle.
- 3.4.2. Count the number of players on the receiving team. Confirm with your Downfield partner.
- 3.4.3. Ball kicked to the far side of the field:
 - a. After the kick, move to the middle of the field.
 - b. Responsible for the first threat on the ball carrier from your side of the field.
- 3.4.4. Ball kicked to your side of the field:
 - a. Responsible for the ball carrier, including time-in.
 - b. Responsible for the ball being kicked out of bounds without being touched.
- 3.4.5. Field Judge is responsible for Play Clock violations.

3.5. Out of Bounds

- 3.5.1. Deep officials are responsible for flagging a kick that goes directly out of bounds in the field of play without being touched.
 - a. Immediately after the ball is kicked, determine the flight of the ball and whether or not the sideline may be threatened. Adjust positioning accordingly.

4. Short Kickoffs

4.1. General

4.1.1. Content for this section is in the General Mechanics manual.

4.2. Obvious Short Kick Situations

4.2.1. Content for this section is in the General Mechanics manual.

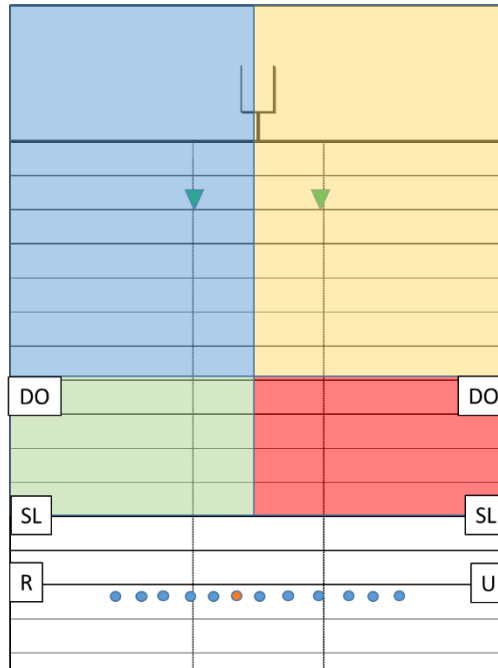


Figure 4.4 – Short Kickoff Initial Alignment for 6 Officials

4.3. Short Kick Coverage from Normal Positioning

4.3.1. Content for this section is in the General Mechanics manual.

SECTION 5 - PUNT PLAYS

1. Prior to the Snap

1.1. General

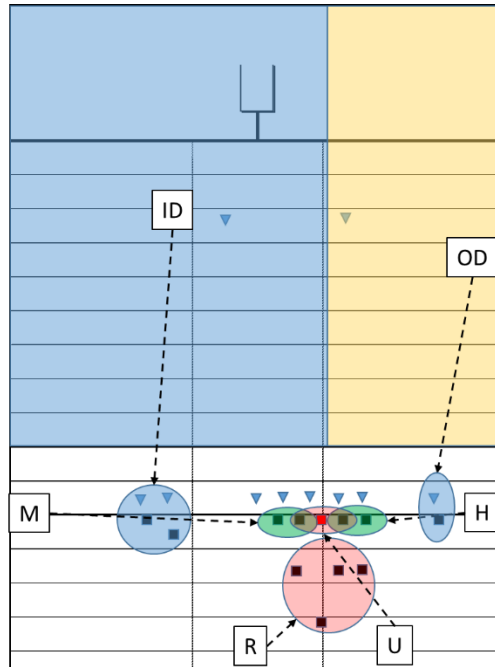


Figure 5.1 – Initial Positioning

1.2. Referee

1.2.1. Content for this section is in the General Mechanics manual.

1.3. Umpire

1.3.1. Content for this section is in the General Mechanics manual.

1.4. Sideline Officials

1.4.1. Content for this section is in the General Mechanics manual.

1.5. Deep Officials

1.5.1. Count the players on the receiving team. Confirm with your Downfield partner.

- 1.5.2. Split the field at the near hashmark relative to where the ball is snapped. The Inside Deep Official will have the ball and No-Yards up to this hashmark, the Outside Deep official will have the ball when it is kicked outside the hashmarks.
- 1.5.3. The Field Judge is responsible for the Play Clock.

2. After the Snap

2.1. Referee

- 2.1.1. Content for this section is in the General Mechanics manual.

2.2. Umpire

- 2.2.1. Content for this section is in the General Mechanics manual.

2.3. Sideline Officials

- 2.3.1. Content for this section is in the General Mechanics manual.

2.4. Outside Deep Official

- 2.4.1. Read the flight of the ball as it is kicked and adjust position to maintain initial separation with the receivers when the ball is caught. This is a quick look and then immediate return to blocking responsibilities.
- 2.4.2. Outside Deep Official has primary responsibility for No Yards when the ball is kicked outside the hashmarks. Shift to cover No Yards when the ball has been clearly kicked outside the hashmarks.
 - a. If covering No Yards, drop a bean bag to mark the Point Possession Gained on punts. Try to make a mental note of the exact yard line in case the bean bag does not go to the correct spot.
 - b. If it appears that your sideline may be threatened, be prepared to rule on the spot if the ball lands on the sideline or in the field of play and goes out of bounds.
- 2.4.3. You are responsible PRIMARILY for the initial blocking tactics against the wide receivers and possibly outside blocking back of the kicking team as they proceed downfield. Shift to coverage of the first threat on the ball carrier. Angles will change as the cover team moves downfield and the return progresses. Work to maintain favourable angles and to improve unfavourable angles on the player you are covering. This is most likely

going to be a position 10 – 15 yards ahead of the ball carrier and is unlikely to be a position even with or behind the ball carrier.

- 2.4.4. When the ball hits the ground, read the play and react accordingly. It may not always be necessary to immediately shift coverage to the ball, unless the ball bounces towards the sideline or into a group of players.
- 2.4.5. Be aware of players who go out of bounds and then return to participate in the play.
- 2.4.6. If the ball is kicked to the far side of the field move into the field of play as far as necessary to maintain contact with the players. Do not move past the hash marks.
- 2.4.7. Be prepared to provide Goal Line coverage in the event the ball is punted or carried in to the end zone.

2.5. Inside Deep Official

- 2.5.1. As soon as the ball is kicked, determine the flight of the ball and move aggressively to a position that will allow you to rule on “No Yards” and possession. Maintain a position between your sideline and the ball.
 - a. If it appears that your sideline may be threatened, be prepared to rule on the spot if the ball lands on the sideline or in the field of play and goes out of bounds.
- 2.5.2. Inside Deep Official has primary responsibility for No Yards from sideline to far hashmark. Shift to cover blocking when the ball has been clearly kicked outside the far hashmark.
 - a. Drop a bean bag to mark the Point Possession Gained on punts. Try to make a mental note of the exact yard line in case the bean bag does not go to the correct spot.
- 2.5.3. Maintain coverage on the receiver until intervening players or the direction of the return cause you to lose sight of the ball.

2.6. Coverage Zones

- 2.6.1. Coverage zones on punts are the same as for Kick-offs, with the exception that the field is split at the hashmark between the Inside and Outside Deep Officials.

3. Kicks into Touch in Flight

3.1. General

3.1.1. Content for this section is in the General Mechanics manual.

3.2. Referee

3.2.1. Content for this section is in the General Mechanics manual.

3.3. Deep Officials

3.3.1. The Deep Official has primary responsibility for marking the out of bound spot.

4. Short Punts

4.1. General

4.1.1. This section describes adjustments to coverages for punts that cross the line of scrimmage but do not pass the initial position of the Deep Side officials, including deliberate short kicks and kicks that are shanked or deflected.

NOTE – for Amateur football, the responsibility for deciding if a scrimmage kick should be blown dead per Rule 5.4.2.a and 5.4.2.b is shared between the Sideline Officials and Deep Officials.

4.2. Referee

4.2.1. Content for this section is in the General Mechanics manual.

4.3. Umpire

4.3.1. Content for this section is in the General Mechanics manual.

4.4. Sideline Officials

4.4.1. Content for this section is in the General Mechanics manual.

4.5. Deep Officials

4.5.1. If the ball is kicked to your side of the field, primary responsibility is NO YARDS.

4.5.2. If the ball is kicked to the opposite side of the field, provide backside support.

5. Line Players Downfield Before the Kick

Not applicable to Amateur Football

SECTION 6 - LONG FIELD GOALS

1. General

1.1. Refer to Figures 6.1 – 6.3 for positioning and assigned coverage.

2. Prior to the Snap

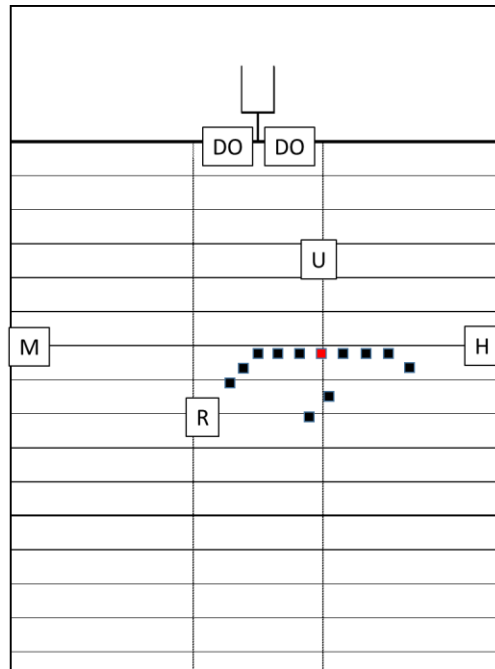


Figure 6.1 – Initial Positioning for Long Field Goals

2.1. Referee

2.1.1. Content for this section is in the General Mechanics manual.

2.2. Umpire

2.2.1. Content for this section is in the General Mechanics manual.

2.3. Sideline Officials

2.3.1. Content for this section is in the General Mechanics manual.

2.4. Deep Officials:

2.4.1. Assume positions under goal post uprights as indicated on Figure 6.1.

2.4.2. Count the number of players on the receiving team. Confirm with your downfield partner.

2.4.3. The Field Judge will be responsible for the Play Clock.

3. After the Snap

3.1. Referee

3.1.1. Content for this section is in the General Mechanics manual.

3.2. Umpire

3.2.1. Content for this section is in the General Mechanics manual.

3.3. Sideline Officials

3.3.1. Content for this section is in the General Mechanics manual.

4. After the Kick

4.1. Referee

4.1.1. Content for this section is in the General Mechanics manual.

4.2. Umpire

4.2.1. Content for this section is in the General Mechanics manual.

4.3. Sideline Officials

4.3.1. Sideline officials have primary responsibility for the blocking at the point of attack. See Figures 6.2 and 6.3.

4.3.2. If the ball is kicked to the far side of the field or if the return goes to the far side of the field, move into the field of play as far as necessary to maintain contact with the players. Do not move past the hash marks. Never allow players behind you and do not turn your back to the play as you attempt to recover your position.

4.3.3. Should the kick be wide and proceed into the goal area be prepared to cover the Sideline in Goal and the Goal Line if threatened.

4.4. Deep Officials

4.4.1. When the kick is obviously down the middle and not threatening a goal post:

- a. Both officials signal and terminate the play.
- 4.4.2. If there is any doubt as to which official is responsible for ruling on the score, stay under your post until the ball crosses the goal post assembly and be prepared to signal the result of the play.
- 4.4.3. When the kick is potentially threatening one post:
- a. The official whose post is threatened is responsible for signaling and terminating the play.
 - b. Be alert for the ball striking the goal post and its subsequent flight. If the ball goes through uprights after contact, the kick is successful; if not, the play is dead without score. Terminate the play and use either the “touchdown” signal to indicate that the attempt was successful or the “incomplete pass” signal to indicate that the attempt was unsuccessful.
 - c. If the field goal attempt is wide, the official responsible for ruling shall point to the sideline with one hand. Retreat to the goal post assembly while maintaining visual coverage on the actions of the cover team and blocking. Do not terminate the play.
 - Cover action on the kicking team players as they proceed downfield, focusing on the likely first threat on the ball carrier.
 - d. The official who remains under the post has primary responsibility for blocking immediately in front of the ball carrier, and secondary responsibility for the Goal Line if it is threatened. This official is not required to provide coverage on the ball once the goal line is no longer threatened. Advance up the field to stay engaged with the play. Provide inside-out coverage as the play progresses upfield.
- 4.4.4. The Deep Official not ruling on Goal Post:
- a. Retreats into the end zone on an angle that puts you into position to cover No Yards and the Dead Ball Line. This retreat should not be initiated until positive that the post will not be threatened.
 - b. Coverage is generally inside-out, and behind the ball carrier. The Deep Officials are not responsible for the Sideline in Goal, so if the ball carrier reverses field stay on or near the Dead Ball Line to avoid getting caught in the play.
 - c. On relatively short field goal attempts or if the ball goes immediately through the back of the end zone, the official whose post is not

threatened may remain at the post, providing coverage on the actions of the cover team and blocks until the play is terminated.

- d. Move up field and maintain coverage on the ball carrier as long as possible, then switch to blocking.
 - e. See Figures 6.2 and 6.3 for movement and coverage zones on field goals.
- 4.4.5. If the kick is short and the ball remains in the field of play, the official to whose side the ball is on:
- a. Goes to goal post.
 - b. Is responsible for blocking by Team B players as they move downfield to cover the return.
 - c. Be prepared to provide coverage on the goal line, maintaining inside-out look.
 - d. Proceed up field as the ball moves out of the end zone viewing actions of the players left behind in the return.
- 4.4.6. If the kick is short and the ball remains in the field of play, the official on the opposite side to where the ball is:
- a. Moves into a position near the middle of the field to be able to rule on No Yards. This move can be initiated once it is certain that post will not be threatened. Positioning and coverage are similar to that of the Field Judge on a punt
 - b. Move up field and maintains coverage on the ball carrier until intervening players or the direction of the return cause you to lose sight of the ball, then switch to blocking.

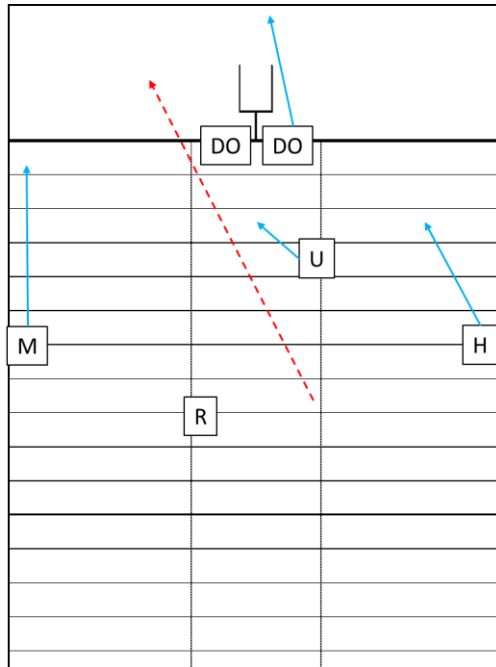


FIGURE 6.2 Long Field Goal – Initial Movement

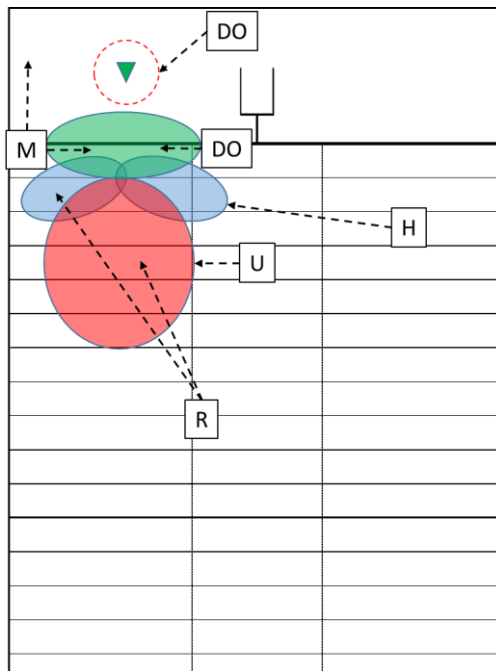


FIGURE 6.3 Long Field Goal – Coverage Zones

SECTION 7 –SHORT FIELD GOALS

1. General

- 1.1. This section covers Converts and Field Goal attempts when the line of scrimmage is inside the 10-yard line. The 10-yard line break point is for general guidance only and this coverage may be adopted outside the 10-yard line at the discretion of the Referee.
- 1.2. Refer to Figures 7.1 – 7.3 for positioning and coverage assignments.

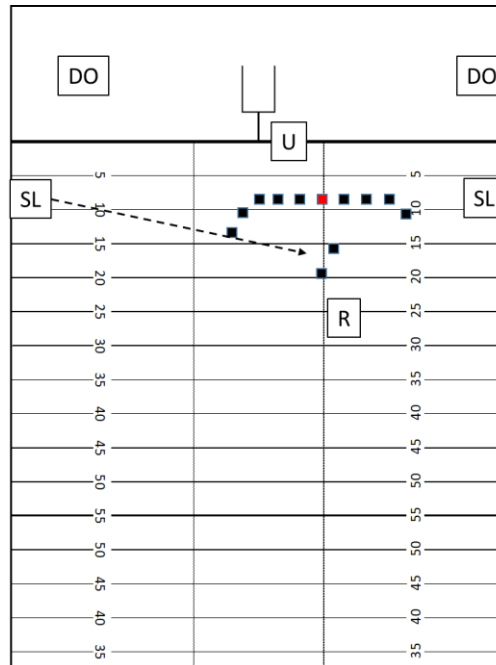


Figure 7.1 – Short Field Goal & Convert Initial Positioning

2. Prior to the Snap

2.1. Referee

- 2.1.1. Content for this section is in the General Mechanics manual.

2.2. Umpire

- 2.2.1. Content for this section is in the General Mechanics manual.

2.3. Sideline Officials

2.3.1. Content for this section is in the General Mechanics manual.

2.4. Deep Officials

2.4.1. Assume an initial position approximately $\frac{1}{2}$ way into the end zone in the area of the numbers.

2.4.2. In stadiums where the end zone has rounded corners the Deep Side Officials are to line up at the closed corner and adjust if necessary.

2.4.3. Field Judge is responsible for the Play Clock.

2.4.4. Be prepared to assist the Referee with the flight of the ball by lining up at or near the post towards the middle of field.

3. After the Kick

3.1. Referee

3.1.1. Content for this section is in the General Mechanics manual.

3.2. Umpire

3.2.1. Content for this section is in the General Mechanics manual.

3.3. Sideline Officials

3.3.1. Content for this section is in the General Mechanics manual.

3.4. Deep Officials

3.4.1. Be alert for illegal blocking tactics by outside players on the kicking team, specifically holding, clotheslining a rushing defender, or Blocking Below the Waist by players positioned outside the Tight End at the snap.

3.4.2. If the kick is not successful you must adapt quickly:

- a. Be prepared to rule on No Yards if the ball is short or in your immediate area.

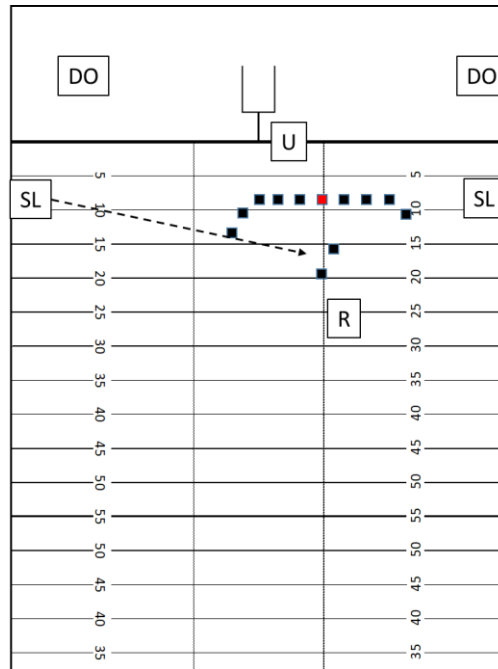


Figure 7.2 – Short Field Goal Blocked or Fumbled

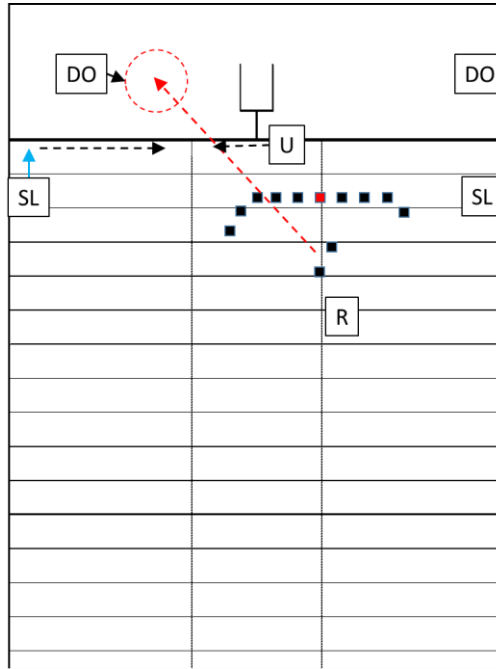


Figure 7.3 – Short Field Goal Wide in Goal