

COIN TOSS:

Referee - Stands at midfield, facing scoreboard

Umpire- Stands at midfield, facing referee

Linesman - Brings out captains of team on the chain side

Line judge - Brings out captains of team opposite of the chains

KICK OFF:

Referee - Stand 5-yards behind the deepest returner, favor LJ side

Umpire- Chains sideline 20 yard line (40 yd line on free kick after safety)

Linesman - Chains Sideline at K's restraining line (typically the 40-yard line)

Line judge - Sideline opposite chains at R's restraining line (typically the 50-yard line)

PUNTS:

Referee – 4-7 yds behind and to the right of Kicker. watches the kicker

Umpire- 4-7 yards off LOS R's side of field, opposite side of Referee, watches the snapper and OL/DL

Linesman - holds the line to make sure the ball crosses the line of scrimmage

Line judge - go back with the return man, 5-yards behind, not on the field more than the numbers

FIELD GOALS/ EXTRA POINTS:

Referee - stand behind the kicker & holder, looking in at holder. have the uprights, signals good or no good

Umpire-stands 4-7 yds off LOS to LJ side, has snapper and OL/DL

Linesman - holds the line, make sure the ball crosses the line of scrimmage, protect the kicker & holder

Line judge – stand under upright opposite chains, protect the snapper and then see if the ball goes over the crossbar. After the ball passes the goal line, blow the whistle.

If is a fake/block/bad snap:

Linesman moves to goal line

Line judge has endline

Umpire watches blocks of OL/DL

Referee has passer and sideline opposite side of Linesman

SCRIMMAGE PLAY POSITIONING OF OFFICIALS:

Referee - stands behind the quarterback about 10-12 yards, on the right side of formation

Umpire-stands in defensive backfield opposite side tackle of Referee, 5-10 yds, has OL/DL blocks

Linesman – line of scrimmage on the sideline with the chains

Line judge – line of scrimmage on the sideline opposite of the chains

KEYS FOR SCRIMMAGE PLAYS:

Referee - watches the quarterback, running backs, and helps out with offensive line for any movement

Umpire-watches OL/DL blocks, ineligible downfield, spots ball after play

Linesman & Line judge - watches all receivers and help out with tackle on near side for any movement.

RUNNING PLAYS:

Referee - trail the ball carrier. Once the ball carrier passes line of scrimmage stay back for clean up.

Umpire: watches OL/DL blocks, avoid contact, spots ball after play

Linesman & Line judge - if ball carrier comes to your side, step back let the ball carrier go by and trail the runner all the way down the field. The wing official whose side the ball is on watches ball carrier and the opposite wing official watches what is going on around the ball.

PASSING PLAYS:

Referee - protects the quarter back and watches the offensive line

Umpire-watches OL/DL blocks, watch for ineligible downfield

Linesman – holds line of scrimmage

Line judge - go down the field with the receivers

MEASUREMENTS:

Referee – takes forward line to gain stick and places for measurement

Umpire-holds football to ensure no movement

Linesman - bring out the chains

Line judge - line up the linesman

PENALTIES:

Referee - talks to the coach or captain and gives the penalty options and signal

Umpire-Mark off penalty enforcement

Linesman & Line judge – hold end of run and spot of foul mark, assist Umpire with penalty enforcement