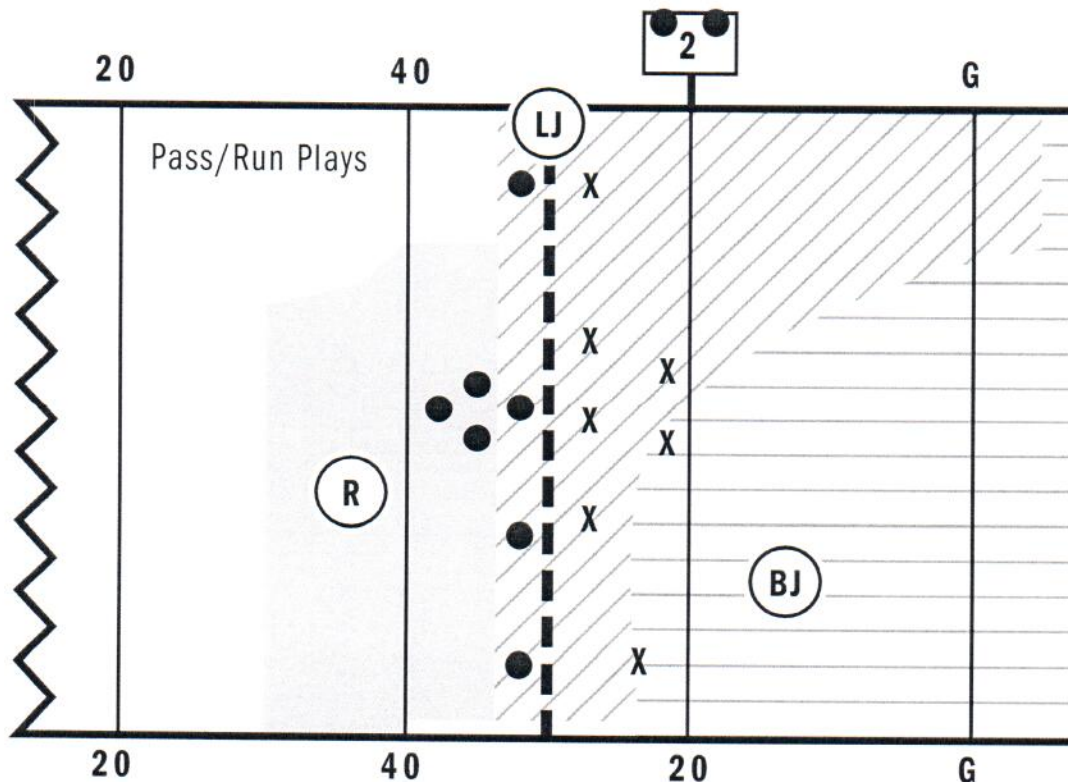


## PART III. 3 PERSON CREW MECHANICS

### SECTION 1. PASSING AND RUNNING PLAYS – POSITIONS AND RESPONSIBILITIES

#### Article 1. Initial Positions.

- R A. Take a position on the side opposite the L J and same side as the B J. Take a position 7 yards behind and 7 yards outside the deepest offensive back at a 45° angle. Take a final position to see the snap, backs, and line players, except the wide-out receivers.
- L J B. Take a position on the side opposite the R in the neutral zone standing on the sideline. If a receiver lines up near the sideline, take 2 steps backward and out-of-bounds. Take a final position to see the snap and all players on or near the scrimmage lines.
- B J C. Take a position on the side opposite the L J. Your initial position will be 17 yards beyond the scrimmage line and 5 yards from the sideline. Stay at 17 yards until the ball is snapped on or inside B's 10 yard line (goal line mechanics). Being behind the deepest defensive back and avoiding a position which will interfere with them takes priority. If a receiver is positioned near the sideline, move closer toward the sideline.
- ALL D. Basic positions may vary depending upon play situations, team formations, field, and weather conditions. Always "box in" the play. Avoid positions which may cause scrambling. Avoid interfering with the players. STAY WIDE! Remember, it is easier to move in than back.



#### Article 2. Responsibilities Before the Ball is Snapped.

- R A. Set the ball spotters on or inside the hash marks; check with the other officials for the correct down; check the down box; announce the down and distance; sound your whistle sharply

and mark the ball ready for play; start your stopwatch for the 25 second count; move the down indicator on your hand to the next finger; and hustle to your initial position. **A note of caution:** When a team is using a hurry-up offense, maintain a consistent tempo throughout the game. Inform the QB and center **not** to snap the ball until the whistle is sounded. Back pedal to your position quickly and visually check that the L J and B J are ready. Maintain your poise and control of the game. Hustle, but do not hurry.

- R B. **Preventive Officiating Recommendations:** 1. Communicate with the QB when 10 seconds and 5 seconds remain on the 25 second count. If the ball has not been snapped with 5 seconds remaining, count down 5-4-3-2-1 so the QB can hear you; 2. If an A player, usually the QB, is positioned within 2 yards of the center snap, inform him/her to move back; 3. Remind the QB that all players must be set for 1 second; 4. Check legality of the players' equipment; 5. If a team is shifting, inform them to "get set"; 6. **Remind the players to tuck in their jerseys and adjust their flag belts if necessary.**
- R C. Basic duties include watching for delay of game, legality of the defensive signals, illegal shift-motion-procedure-snap, false start, and counting the 7 (**Corec-8**) A players (**Flag-count flag belts**) (S12).
- L J D. Thrust your downfield foot ahead to mark forward progress; raise your arm straight above your head and indicate the next down (closed fist for 4th down); communicate verbally to the down box operator and the other officials about the next down number; move the down indicator on your hand to the next finger; back pedal to the sideline; other than during a hurry-up offense, be in your initial position before A breaks the huddle; and keep people on the sideline back at least 6'.
- L J E. **Preventive Officiating Recommendations:** 1. Thrust your backfield foot forward to help the line players position themselves; 2. Communicate verbally to the A and B players along the neutral zone to check with you. Move them backward if they are in the neutral zone. **Take charge** and be in control of the scrimmage lines. **3. Remind the players to tuck in their jerseys and adjust their flag belts if necessary.**
- L J F. Basic responsibilities include counting the 7 (**Corec-8**) A players (**Flag-count flag belts**) (S12), encroachment, false start, and illegal shift-motion-snap. Take responsibility for any player in motion.
- B J G. Thrust your downfield foot ahead to mark forward progress; raise your arm straight above your head and indicate the next down (closed fist for 4th down); communicate verbally down and distance to other officials; move the down indicator on your hand to the next finger; **Corec game—Communicate verbally and signal to the R and the L J whether the next play is "open" (S40) or "closed" (S41);** back pedal to your initial position before A breaks the huddle; check offensive formation to determine how close A players are positioned near the sideline and keep people on the sidelines back at least 6'. Be wider than the widest offensive player. Check your stop watch and inform players, coaches, and officials of the remaining time.



- BJ H. **Preventive Officiating Recommendations:** 1. Remind B that contact is illegal—do not “chuck” the receivers; 2. Count the B players (**Flag-count flag belts**)—(S12) communicate if they have too many or not enough; **3. Remind the players to tuck in their jerseys and adjust their flag belts if necessary.**
- R-BJ I. Whenever the dead ball spot is outside the nearest hash mark, the BJ will assist the R by finding the nearest hash mark and lining up the R.

### Article 3. Responsibilities After the Ball is Snapped.

- R A. **The R’s mental checklist is: Snap, Ball, QB, Rush, and Pass.** Watch for the snap striking the ground either before or after touching a player. Observe B as they rush the QB and move toward the screen blockers. Adjust your position to see through the play and rule on illegal contact maintaining a 45° angle. Follow the runner toward your sideline behind the scrimmage line maintaining an “inside looking out” angle to see the inside arm of the runner for a possible flag guard. Be careful of the agile runner who can change directions quickly. Stay inside and do not follow the runner too tightly, maintaining a 5 yard cushion. Always be aware of the throw-back. Mark forward progress if the runner is deflagged/tagged behind the scrimmage line. Observe fouls around and ahead of the runner after he/she crosses the neutral zone. Maintain a position at or near the scrimmage line to observe action around the runner. You are responsible for the pitch person.
- R B. If the QB backpedals more than 2 to 3 yards, take a step backward for every step he/she does. Protect the QB. Do not be a “head wagger!” When the pass is thrown, keep your eyes on the passer until there is no threat of a foul. Remember, the QB is your primary responsibility.
- R C. Take a position to rule whether a pass thrown behind the neutral zone is forward or backward. If the pass is backward, extend your arm with a closed fist at a 90° angle toward the passing team’s end line (S17), yell “back” and “sell” the call, if close. If intended to be thrown backward, but the pass goes forward, extend your arm with an open hand forward (S45) and yell “forward.” Remember, if in doubt, the pass is backward. Once the pass is released, yell “ball’s away.” This will help B avoid roughing the passer.
- R D. When the passer moves toward the A scrimmage line (1st ball spotter-orange), follow. If a forward pass is thrown near the 1st ball spotter-orange, hustle to the spot where the ball was released (men and women only). Check the spot of the pass with the 1st ball spotter-orange. Remember, if in doubt, the pass is legal.
- R E. You are solely responsible for calling intentional grounding. If necessary, seek information from the other officials whether any A players were in the area where the pass was thrown.
- L J F. **The L J’s mental checklist is: Snap, Players, Passer, Zone, and Ball.** Read your “keys” after the snap. Do the receivers move downfield and run pass patterns? Do the line players start screen blocking and the backs begin running? Most plays are passes. Many runs develop off the pass. If you read run, hold at the neutral zone and observe the screen blockers and defenders ahead of and around the runner. If you read pass, slide downfield 3 to 5 yards initially. Move no later than 1 second after the snap. Keep your shoulders parallel to the sideline. Shuffle your feet similar to a defensive basketball player, keeping in mind not to



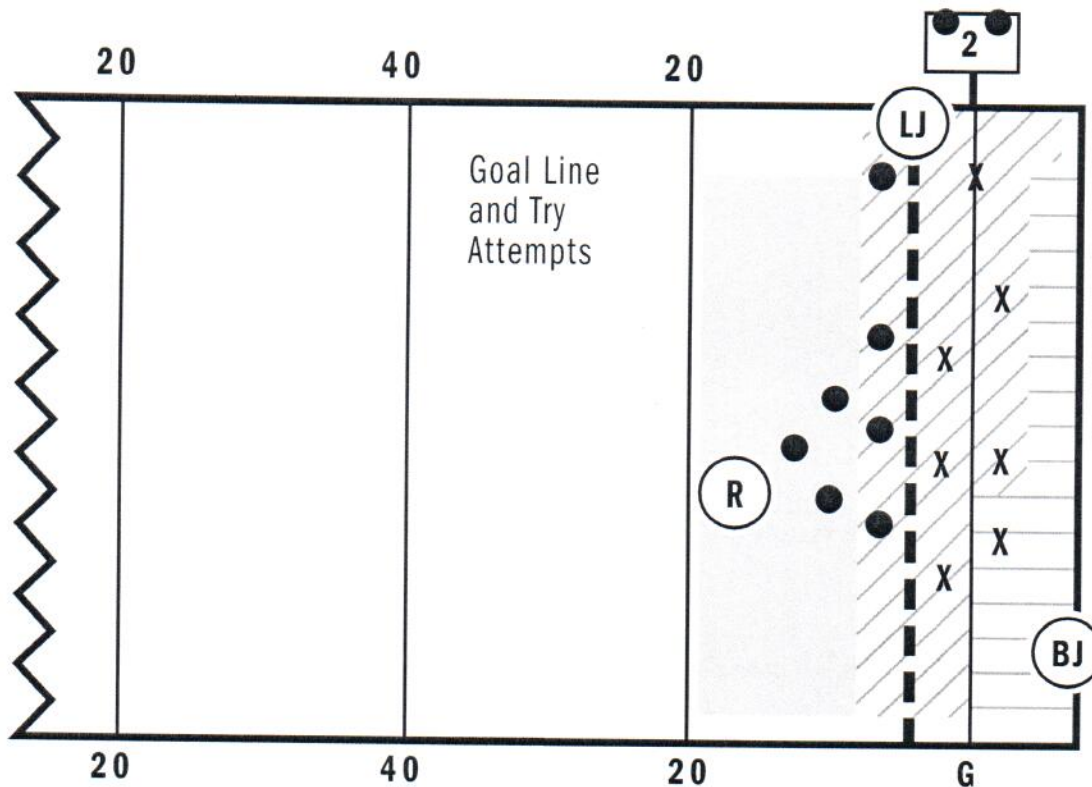
cross your feet. This will allow you to move in either direction quickly. Observe the initial charge of the line players for a foul by either team. Then watch for any illegal contact by the receivers and defensive backs primarily on your side of the field. Switch your sight briefly from the players downfield back to the QB. Read the QB's eyes. Anticipate the play, but do not anticipate the call. Once the ball is thrown, move quickly to the most advantageous position to see between the receiver and defender. Adjust your position for the best angle. This will place you in proper position to rule on a foul by either player. Stay wide. Be in a position to cover any pass near the sideline.

- L J G. If the runner moves away from you, continue to officiate. Observe action in the offensive backfield, along the neutral zone and screen blocks around the runner. Move down the scrimmage line, then drift downfield keeping players in front of you. Try to get the big picture.
- L J H. An exciting part of this game are the many backward passes thrown, especially beyond the neutral zone. Work hard for a position which parallels the runner, especially from the neutral zone to 20 yards downfield. By staying wide and parallel to the runner, your position will be excellent to rule on the legality of the pass. When a pass is backward, immediately extend your arm with a closed fist at a 90° angle toward A's end line (S17) and yell "back." If thrown forward beyond A's scrimmage line (1st ball spotter-orange) or after a change of team possession, throw your flag to the corresponding yard line where the pass was released.
- L J I. A large percentage of plays are designed for short or intermediate yardage. You are responsible for forward progress to approximately 20 yards beyond the neutral zone. This is why being parallel to the runner is so important. Be prepared to take the runner to the goal line. Constantly be aware of the zone line-to-gain and the goal line. Sell the close call by hustling to the dead ball spot. Hustle and stay parallel to the sideline until you reach the yard line where the ball became dead. Then "square off" and move toward the ball. Keep players in front of you and in your view. Thrust your downfield foot forward to mark the foremost point of the ball.
- L J J. **Corec Games—Stay on the scrimmage line after the snap. Be ready to rule when the ball crosses the A scrimmage line. If the runner moves near the line or the pass is caught near the line, verbalize "beyond" and extend your downfield arm at a 90° angle toward the defensive team's end line once the ball is touched beyond the A scrimmage line. On a closed play, if the play involves a female passer or female receiver of a legal forward pass, and the runner is downed near the A scrimmage line, "sell" the call of "short, short" if short of the line or "positive" if positive yardage is gained to "open" the next down. Rule on whether the passer is behind or beyond the 1st ball spotter-orange.**
- L J-BJ K. Drop your bean bag where a player loses possession when a fumble lands in an opponent's end zone, or when a fumble or backward pass beyond the scrimmage line is intercepted.
- L J-BJ L. The pass thrown toward the sideline is a challenging call for the L J and BJ. Read the "keys" at the snap. Be aware of the receiver who moves toward your sideline. Once the



passer releases the ball, begin adjusting your position to the receiver. Most calls are missed because the official is either too close to the receiver or not straddling the sideline. Adjust your position so you are at least 5 yards away from the receiver, standing still. Stop-N-Watch. Watch the feet first and then the ball. Pause an instant. "Let your mind digest what your eyes have seen." Remember, you have responsibility for the A player who goes out-of-bounds and returns to participate. Throw your hat and say the player's number. Take responsibility for your respective sideline-end line to end line. Be ready to move quickly downfield on a long pass.

- LJ-BJ M. Watch for out-of-bounds plays on your sideline. When the runner steps out-of-bounds, move to the spot and hold it. Do not drop your bean bag on the spot unless the play gets rough out-of-bounds. Keep your eyes on the players out-of-bounds until all action has stopped and they have returned in bounds. This may mean pivoting and facing out-of-bounds. Be deliberate and take your time for 3 to 4 seconds. If there is a late hit, it must be penalized.
- BJ N. **The BJ's mental checklist is: Snap, Players, Passer, Zone, and Ball.** When the ball is snapped, your 1st couple of steps are always backward. Read your "keys" for pass versus run. If a run develops, watch the screen blockers ahead of and around the runner. If the runner or receiver moves toward the sideline, hustle to that sideline for an "outside looking in" angle. This is the "boxing-in" principle. Do not get caught inside. If the runner moves toward the LJ's side, do not overcommit too fast. Throwbacks and cutbacks are very common. Let the flow of the play dictate your movement.
- BJ O. As the ball is snapped, observe any illegal contact by players in and directly beyond the neutral zone especially on your half of the field. Continue to move backward as the receivers establish their patterns. Let the play come to you. Do not allow any receivers behind you. The end line is your responsibility. Take a quick look at the passer's eyes. In most cases, he/she will show you where the pass is going. Your objective is moving to a position to see between the receiver and defender as the ball arrives.
- ALL P. Rule on forward passes thrown in or near your area. This is especially true on button hooks, traps, and muffs. If in doubt on a pass being complete or incomplete, concede the call to the official facing the receiver. Do not give the catch signal in the field of play. If you think it is a catch, move toward the forward progress spot when the ball becomes dead and look for help.
- ALL Q. After the ball is dead, be in a position to cover late blocks, roughness, and other fouls. When dead in your area, hustle in and thrust your downfield foot forward to mark progress. Remind A players to take the ball back to their huddle.
- ALL R. If the ball goes out-of-bounds, signal time-out immediately during the last 2 minutes of either half. The other officials will clean up around you until there is no threat of a foul. Repeat the time-out signal 2 times. Look professional by giving good sharp signals.



## SECTION 2. GOAL LINE AND TRY PLAYS – POSITIONS AND RESPONSIBILITIES

### Article 1. Initial Positions.

- R-L J A. Positions are the same as run/pass plays.
- BJ B. Whenever the ball is snapped on or inside the 10 yard line, stand on the end line, 5 yards from the sideline. The end line is your responsibility. Watch the wide receivers as they break the huddle. If they are positioned near the sideline, move closer to it.

### Article 2. Responsibilities–Goal to Go.

- R A. Signal touchdown only after all requirements have been met and you have checked for any penalty flags. Help rule on forward progress only if the L J's vision is blocked.
- L J B. After the snap, hustle to the goal line and rule on either a touchdown or forward progress short of the goal line. This is important. Always know where the goal line is on short yardage situations. Stay wide. Your objective is to be straddling the goal line when the ball breaks the plane in possession. If the runner or receiver is near your sideline, move out-of-bounds 2 yards for an "outside in" look. If the runner or passer moves toward the opposite sideline, hustle down the goal line for a better look. However, keep all players in front of you, and be ready for any reverse or broken field runs.
- BJ C. Stay on the end line and let the play develop. Do not overcommit and risk getting trapped. Let the play come to you.
- L J-BJ D. Indicate the score by giving a sharp touchdown signal only when in a position to see possession by the offense in the opponent's end zone. Be deliberate. You must see the



football! Do not mirror another official's touchdown signal. If you see touchdown, then signal it. After signaling, the closest official must remove the player's flag belt to insure the belt was secured legally.

- R E. After the touchdown, speak to the scoring team's captain. Explain the Try options to the captain. Secure his/her choice and announce it to all players and officials. Set the orange ball spotter on the 3, 10, or 20 yard line.

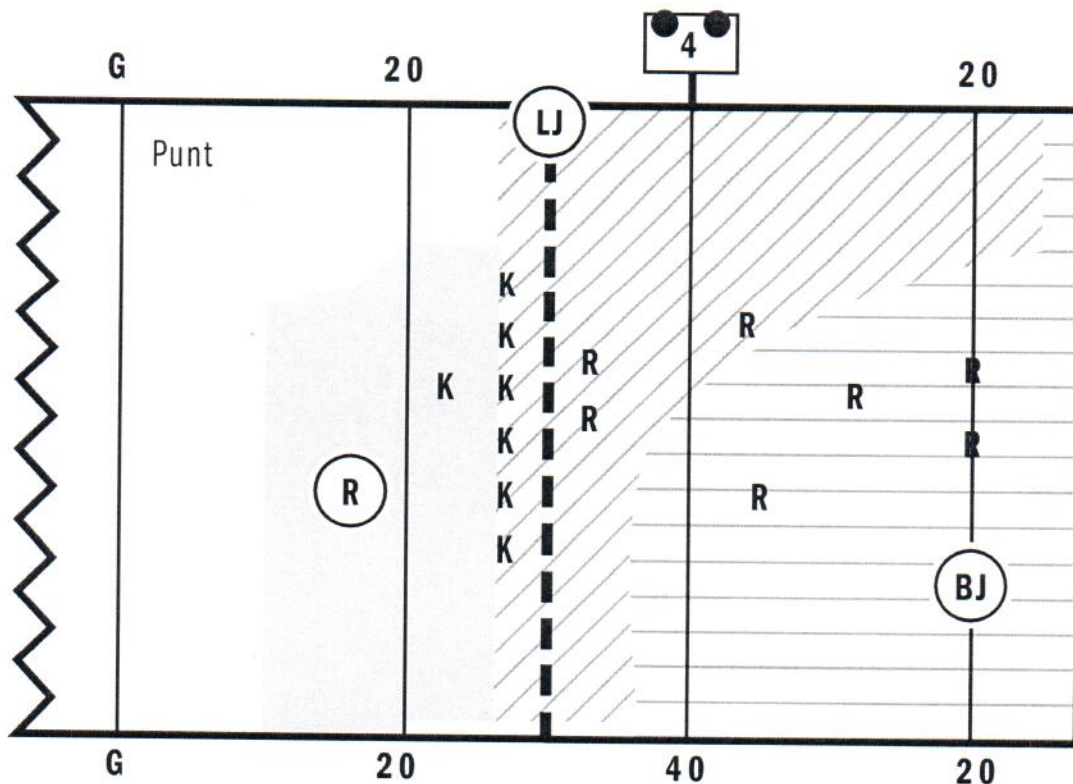
### Article 3. Responsibilities–Reverse Goal Line Mechanics.

- R-L J A. When A is near their own goal line, between the 8 and 15 yard line, the R will straddle the goal line and be wide. As the QB rolls to either sideline, stay on the goal line to rule on a possible safety. When the ball is snapped on or inside the A 8 yard line, the L J will move toward the goal line at the snap (corec, men's, and women's games), while the R will be on the end line prior to the snap. Once the goal line is no longer threatened, the R and L J will move upfield similar to the other players.

## SECTION 3. PUNTS – POSITIONS AND RESPONSIBILITIES

### Article 1. Initial Positions.

- R-L J A. Positions are the same as run/pass plays. Count the K players (**Flag-count flag belts**) (S12).
- BJ B. Take a position on the same side as the R. Be parallel to the deepest receivers and at least 10 yards wide of the nearest receiver. Responsibilities are the same as 2 Person.



**Article 2. Responsibilities Before the Ball is Snapped.**

- R A. Prior to all 4th down plays, ask the A captain if he/she wants to punt. Communicate this decision to all A and B players (S43). If there is a charged team time-out, end of period or penalty, again ask the A captain if he/she wants to punt. Then inform the B captain of this decision. If A wants to punt, announce it to all players and officials (S43). Inform both teams to stay out of the neutral zone until the ball is punted. Check for correct positioning of the other officials. Do not allow the ball to be snapped until everyone has met the punt requirements. Penalize any encroachment, illegal snap, or false start as a dead ball foul.

**Article 3. Responsibilities After the Ball is Snapped.**

- R A. Watch for the snap hitting the ground and the kicker punting the ball. If the punt goes out-of-bounds in flight, line up the deep official by chopping your arm as he/she reaches the out-of-bounds spot. After the punt, move to the K scrimmage line, watching for any illegal contact, especially in the center of the field. Know where the runner is by using your peripheral vision, but focus on the screen blocking ahead of the runner.
- L J B. Rule on any scrimmage line fouls. Hold your initial position after the punt. Be ready to rule on whether the punt crosses the K scrimmage line. Observe the players for any illegal contact, concentrating primarily on your half of the field. Know where the ball is using your peripheral vision. If the punt is kicked short, take responsibility for the receiver and drop your bean bag where the kick ends. You are responsible for your sideline on a punt return.
- BJ C. Once the punt is caught, drop your bean bag where the kick ends, then move with the flow watching for illegal contact. You are responsible for the B goal line and end line. If punted near this goal line, stay wide and straddle the goal line. Know whether the punt breaks the plane.
- L J-BJ D. If punted out-of-bounds on the ground, mark the spot. If punted out-of-bounds in the air, jog to the "approximate" area, then begin walking slowly until the R chops his/her arm (S1) to mark the spot. By walking slowly, you are indicating to the R this is where "I think the punt went out-of-bounds."
- ALL E. Be alert for kick catching interference, fumbles, muffs, and backward passes. If the runner moves into your area, move toward a position to rule on the direction of a pass, by staying parallel with the runner.