



**FOOTBALL OFFICIALS
MANUAL**

2024

IHSA FOOTBALL OFFICIALS MANUAL

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Chapter 1: Introduction & Points of Emphasis

Introduction

The 2024 IHSA Football Officials Manual is the first edition.¹ It is the culmination of eighteen months of work by a group, including Sam Knox – IHSA Assistant Executive Director, Rick Karhliker – Head Clinician, Jeff Conrad – Clinician, Mike Dobson – Clinician, and the Football Rule Interpreters. The manual project began with two goals: (1) expand upon, update, and more fully explain the 5-man on-field mechanics outlined in the NFHS Football Officials Manual and (2) standardize officiating mechanics and game administration throughout the state.

Some have questioned whether officiating mechanics can or should be standardized when play is very different in various regions of the state. To be sure, teams use a wide range of offensive and defensive strategies, resulting in different styles of play in various regions of the state. The purpose of the manual is to establish common on-field mechanics and game administration principles for all officials throughout the state. The principles can then be applied to specific games and play situations.

All of the mechanics and procedures addressed in the manual have been reviewed by the Football Rule Interpreters with Sam Knox and Rick Karhliker having final approval.

This first edition of the manual is not the end of the project. Rather, it is the completion of the first phase. In the next phase of the project, the manual will be revised and refined each year to reflect rule changes and updates to mechanics. In addition, each year, the Football Rule Interpreters will identify Points of Emphasis with a goal of having all officials working from the same officiating principles throughout the state.

¹ If any reference to an IHSA policy is contrary to or conflicts with an IHSA Board of Directors Policy, the IHSA Board of Directors Policy shall apply.

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2024 Rule Changes

Rule 1-5(b)(3): Jerseys of the home team must be the same dark color that clearly contrasts with white (visiting team jerseys).

Note: As outlined in Chapter 7, any varsity game issues related to jerseys should be reported to the IHSA in a Special Report.

2024 Editorial Changes

Rule 2-32-16: Defenseless Player Definition

The definition of Defenseless Player has been expanded as follows:

A defenseless player is a player who, because of his physical position and focus of concentration, is especially vulnerable to injury. **A player is no longer defenseless once the player’s physical position and focus of concentration no longer makes the player especially vulnerable to injury.**

The definition of [defenseless] receiver and kickoff (or punt) returner has been shortened as follows:

(b) A receiver attempting to catch a pass.

(f) A kickoff or punt returner attempting to catch or recover a kick, or one who has completed a catch or recovery and has not had time to protect himself.

The phrase “who has not had time to clearly become a runner” has been eliminated from both definitions.

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The NFHS Editorial Committee felt the word “clearly” introduces too much subjective judgment and has resulted in inconsistent application of the definition and rule. In the future, the Editorial Committee intends to eliminate all instances of “clearly” in the Rule Book.

Rule 9-5-1(g): Use or Under Influence of Controlled Substance

Regardless of whether the officials have assumed authority for a game (see Chapter 7), any player or non-player under the influence of any form of alcohol, tobacco, or controlled or illicit substance(s) from the time of arrival at a competition site until departure may be penalized under the non-contact unsportsmanlike conduct rules.

Rule 9-8-3: Penalty Related to Nonplayers Outside Team Box

Unsportsmanlike conduct fouls for coaches being outside the team box or in the restricted area are to be charged to the head coach. A second unsportsmanlike conduct foul related to coaches in the restricted area results in disqualification of the head coach.

Rule 10: Penalty Administration

Three editorial changes were made to clarify the 2023 reorganization of the penalty administration rules under Rule 10-4 and 10-5.

Rule 10-4-6: End of Related Run: New Rule 10-4-6 has been added to replace “succeeding spot” enforcement with “end of the related run” as most fouls beyond the line of scrimmage were assessed prior to the 2023 rule changes. Succeeding spot enforcement is now identical to the rules prior to 2023.

Rule 10-4-7 & 10-4-8: Enforcement Spot When Play Ends in End Zone: Rule 10-4-7 and 10-4-8 clarify that previous spot enforcement should be used for fouls by the defense in the offense’s end zone prior to a change of possession.

Rule 10-4-7 and 10-4-8 are specifically limited to fouls in the end zone after a change of possession and clarify when the enforcement spot should be the goal line and when it should be the succeeding spot.

Rule 10-3-1(c): Definition of Loose Ball Play: A backward pass, illegal kick or fumble from in or behind the neutral zone prior to a change of team

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possession has been **deleted** from the definition of loose ball play. Under the 10-4 rules that assess all fouls (other than defined exceptions) from the previous spot, the definition was viewed no longer needed.

Other Changes

Rule 10-5(2), (5) & (6): Deleted. The rules were viewed as an unnecessary restatement of other sections of Rule 9 and 10.

Rule 1-3-1(i)(5): Ball: The revision clarifies the description of laces and how the ball is to be measured.

Rule 1-5-1(d)(5)(a): Mouth Guard: Each player is limited to one mouth guard. More specifically, players are not allowed to have a mouth guard attached to their face mask and a second mouth guard in their mouth. It causes confusion for officials.

Rule 1-5-3(c)(6): Religious Jewelry/Medical Alert: Religious medals and Medical Alert must be taped to the body and are not considered prohibited jewelry.

Rule 2-8: Definition of Encroachment: The definition is updated to clarify that encroachment can occur after a ready for play prior to a free kick down.

Official Signal Chart: Illegal use of hands is now Signal #43.

2024 Points of Emphasis

Sportsmanship and Altercation Prevention & Protocol

Player Equipment and Enforcement

Formations

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Chapter 2: Crew

Introduction

This chapter is focused on various matters related to crews and their development.

Improvement/Empowerment

All crews (from newly-established crews to veteran crews) should discuss and establish specific points for improvement each year.

Topics to consider for improvement:

- Foul threshold
- Consistent Mechanics
- Crew communication
- Foul administration
- Tempo/pace of play
- Pregame duties in locker room and on field
- Coin toss alignment
- Handling of coaches/sideline
- Information card
- Communication with AD/coach prior to scheduled game
- Involvement with local association
 - Join a local association and remain a "Member in Good Standing."
 - Regularly attend the Association meetings and independently study the rules.
- Knowing the rules and applying them with a common-sense approach.
- Learn the mechanics principles. Proper positioning is the main ingredient in making the correct call.

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CONDUCT AND ETHICS - When you officiate you take an oath to uphold the integrity of the game and to keep the playing field level for both teams. Dedicate yourself to this end, while always handling yourself in a professional manner. Your game should be free from unnecessary roughness, unfair tactics, and unsportsmanlike conduct.

- Arrive at your game early (60 minutes prior to kickoff is the minimum required time for a varsity game).
 - At least 30 minutes prior to kickoff for non-varsity games. Do not arrive at the last minute.
- Be neatly dressed and in proper uniform (See Uniform section).
- Treat players and coaches as you like to be treated.
- Honor contracts - don't double book.
- Show poise and self-control.
- Control your temper - even when coaches and players don't.
- Use a common sense approach.
- Be courteous and considerate - yet firm and decisive.
- Show courage in tough situations.

Uniform

The following uniform and equipment should be used by all officials on the crew:

1. Pants – Black pants with a white stripe down each leg. Black shorts may be worn for non-varsity games. All crew members must wear the same thing for non-varsity games (all wear pants or all wear shorts).
2. Socks: Black socks
3. Shirt: Black and white-striped shirt with 1” stripes. Each crew member must have the proper IHSA patch or insignia on the shirt. The crew must wear the same shirt (all wear short sleeves or all wear long sleeves).
4. Hat: Fitted black hat with white piping; Referee must wear a white hat.
5. Shoes: Shoes must be black with black shoelaces.
6. Whistle: Black whistle with black lanyard
7. Penalty Flag: At least one penalty flag
8. Down Indicator: Each official must have at least one down indicator. The Umpire may want to use a second down indicator to track the position of the ball on the field.

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9. Bean Bag: Each official should have at least one white, black, or royal blue bean bag. Crew must have same color bean bag; the Back Judge may want to carry more than one.
10. Game Card / Pen/ Pencil: Each official must have a game card and pen or pencil to record game information.
11. Radio: As addressed below, crews are allowed to use two-way radios to facilitate communication.
12. Coin: The Referee must have a coin to conduct the coin toss prior to the game and prior to overtime.
13. Watch: At least one official must have a watch to time the game (normally the Line Judge) and play clock (normally the Back Judge) in the event a game clock or play clocks are not visible on the field.
14. Jacket: Crews may wear black jackets prior to the game. Officials are not allowed to wear jackets during the game.
15. Gloves: Officials may wear black gloves during inclement weather.

For games during the month of October, crews are allowed to use pink whistles/lanyards, wristbands, down indicators, black hats with pink piping, and bean bags. Any other deviation from the standard uniform and equipment must be authorized by the IHSA office prior to the game.

Crew Conference

During the game, it may be necessary for two or more officials to confer regarding a play or application of rules to a play. The crew should not hesitate to hold a conference prior to making a final ruling. If a conference is necessary, it should be conducted on the field or in the end zone, away from players and coaches.

The officials involved in the call should discuss the play/rule application. The conclusion of that discussion should be reported to the Referee, and the Referee should then announce the decision and communicate the decision to the benches.

Officials not involved in the discussion should keep players and coaches away from the conference.

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Communication/Radios

Two-way radios can greatly facilitate crew communication during the game. If officials use radios, they must be used with the following guidelines and practices.

In General

The crew should always be aware that anyone at the game could be on the same communication channel. As a result, all communication must be kept to game-related information, and language should be kept at a professional level. Simply put - assume both athletic directors and coaches are listening all the time.

Radios can also be used as an invaluable tool to maintain focus and tempo among the crew. The Referee should maintain a constant level of communication among the crew to help crew members focus or, more importantly, refocus after a particularly difficult call or game situation.

Pregame

Prior to leaving the locker room, the crew must verify all radios are set to the same channel, functioning normally, and fully charged. The crew should test communications to verify all radios are set to the same channel. The crew must also identify an alternative channel to use in the event there is interference with the set channel. Many crews also have one crew member carry a “crew” backup radio in case any radio stops functioning during the game.

Penalty Administration

The most obvious use of radios is to facilitate penalty administration. The line of scrimmage officials and Umpire can immediately communicate pre-snap penalties and numbers to the Referee so that the Referee can give one penalty announcement while the Umpire is resetting the ball.

For penalties during a play, the Referee and Umpire can communicate the penalties and choices to the line of scrimmage officials so they can get the information to the head coaches and communicate penalty administration decisions from the coaches.

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Pre-Snap Communication

Radios can also facilitate pre-snap communication among the crew. The Referee/Umpire and Back Judge/Line Judge can exchange information regarding player count and status of substitutes.

When the offense is in its final formation for the snap, the Referee can identify offensive and defensive players restricted (or protected) under the blocking below the waist standards. The line of scrimmage officials should then be given priority to exchange information regarding the offensive formation and eligible receivers particularly on a 4th down scrimmage kick with numbering exceptions.

Whistle

Sounding a whistle at the end of a play is a critical subject for a crew. In many instances, several officials will sound a whistle at the end of a play. This can lead to confusion among players as to when the play ended and significantly increase the likelihood of an inadvertent whistle. To avoid many of these issues, the following guidelines should be applied to limit whistles at the end of a play to one of the two wings who have forward progress responsibility.

Scrimmage Plays

The covering official that sees forward progress stopped should sound the whistle. The line of scrimmage officials should generally split the field in half. Each official is responsible for forward progress on his half of the field. If the play ends in the middle of the field, there may be a whistle from each sideline. Otherwise, there should be one whistle; the official on the other side of the field should not echo the whistle. The line of scrimmage officials should handle the vast majority of the whistle responsibility.

The Referee's forward progress and whistle responsibility is limited to action in the backfield. For instance, when a quarterback or other back is tackled behind the line of scrimmage or has a knee on the ground while receiving a snap. Even in these circumstances, the line of scrimmage officials will have secondary forward progress responsibility and may also sound a whistle ending the play.

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The Umpire rarely has forward progress responsibility. The Umpire may sound a whistle if the Umpire observes a runner is down because something other than a foot or hand touches the ground and neither line of scrimmage official has ended the play. Another example would be the Umpire observing a fumble and recovery in the middle of the field where the line of scrimmage officials have limited or obstructed views. A more common occurrence that the Umpire should expect is the play ending with the line of scrimmage whistle, and the Umpire giving a signal to stop the game clock or a signal to start the play clock. Both signals can be given without the Umpire sounding his whistle.

The Back Judge only has forward progress and whistle responsibility on long run or pass plays down field and scoring plays where the Back Judge has goal line or end line responsibility.

Punts

On scrimmage kick plays (punts), the Referee has initial responsibility for action in the offensive backfield supported by the Linesman and Umpire.

After the ball has been kicked, the Back Judge and Line Judge have primary responsibility at the end of the kick for a fair catch, kick out of bounds, and kicks downed and play ended by first touching.

After the kick has ended, the line of scrimmage officials have forward progress responsibility, and the Referee has goal line responsibility.

Try

The Referee is responsible for the whistle on all kick tries. The line of scrimmage officials take responsibility for forward progress (along with the Referee) if the offense attempts a run or pass.

Field Goal

Field goal attempts should be treated the same as a punt. The Referee is responsible for action in the offensive backfield. The Back Judge and line of scrimmage official (if down field with the Back Judge) take responsibility once the ball is kicked downfield toward the end zone.

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Penalty Flag

The penalty flag is to be used to mark the spot of a foul. For fouls prior to the snap, the flag should be thrown into the air in front of the official. It is not necessary to throw the flag in the direction of the offense or defense. The foul information can be communicated directly to the Referee after the play and the clock are stopped.

For fouls during live ball action, the flag should be thrown to the spot of the foul. If the flag does not get to the spot of the foul, it should be moved before discussing penalty enforcement, as the spot of the foul may be an enforcement spot. Every effort should be made to avoid hitting a player with a flag. After a flag is thrown, the calling official should note the spot of the foul and, more importantly, continue officiating to the end of the play.

Flags for fouls after a play has ended and/or unsportsmanlike conduct fouls should be thrown into the air in front of the calling official. The spot of the foul is not important, as all such fouls are enforced from the succeeding spot. In the interest of preventing further escalation of confrontational situations, flags should not be thrown at a player or in the direction of a bench or coach.

Bean Bag

The bean bag is used to mark spots (other than the spot of a foul) that may be needed later. Each official should carry one bean bag. It is recommended that the Back Judge carry more than one bean bag for plays such as scrimmage kicks. A bean bag may be needed to mark a spot in the following circumstances.

Fumble & Backward Pass: The spot of a fumble or muffed backward pass is the end of a run and may be needed for penalty enforcement. Although a fumble or backward pass behind the line of scrimmage would not be an enforcement spot, officials should nevertheless mark the spot with a bean bag to maintain a consistent practice.

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Momentum: The covering official should use a bean bag to mark the spot of an interception, fumble recovery, and catch or recovery of a kick between the 5 yard line and goal line. The spot may be used under the momentum exception.

First Touching: The bean bag should be used to mark the spot of illegal touching of a free kick or scrimmage kick by the kicking team.

Post Scrimmage Kick Spot: A bean bag should be used to mark the end of a scrimmage kick. The spot is used in case of post scrimmage kick fouls against the defense.

Inadvertent Whistle: A bean bag should be used to mark the end of a play resulting from an inadvertent whistle.

Illegal Participation: A bean bag should be used to mark the spot where an A or K player voluntarily goes out of bounds during a play.
Note: Officials may use a hat instead of a bean bag.

There are no circumstances when a bean bag should be used to mark the spot of forward progress on the field or when a runner goes out of bounds at or beyond the sideline. The line of scrimmage official should move to the dead ball spot. In rare circumstances, it may be necessary for the line of scrimmage official to mark the dead ball spot and move to separate players out of bounds beyond the sideline and/or in the team bench area. This, however, should be an exceptional circumstance. The line of scrimmage official should first hold the dead ball spot and officiate from there, relying on the Referee, Back Judge, and even the Umpire for support when players need to be separated out of bounds beyond the sideline.

Other than a momentum exception, there is no need to mark the spot of a fumble recovery or pass interception. Those spots are not needed for penalty enforcement.

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Measurement

The first step toward a measurement is having the ball spotted on the field or at the sideline at the end of the down. The Line Judge should make a preliminary assessment of whether a measurement is necessary. If the Line Judge feels a measurement is necessary, the clock should be stopped so the Referee can assess whether a measurement is required.

If the Referee determines a measurement is required, the Referee should signal Timeout (S #3). After the signal, the Referee should direct the Linesman to bring the line to gain equipment onto the field. The measurement should be executed as follows.

- BJ/U At the crew's discretion, the Back Judge or Umpire will take responsibility for the ball during the measurement.
- L The Linesman should:
 - Direct the down box to a position at the line to gain (do not change the down); and
 - Pick up the chain clip positioned on the back of the yard line farther from the line to gain and bring the equipment to the where the ball is spotted.
- LJ The Line Judge will give the Linesman a spot to place the chain clip for the measurement.
- BJ/U The official not responsible for the ball will stretch the line to gain equipment next to the ball when the Linesman indicates that the chain clip is properly set.
- R The Referee will determine whether the play has resulted in a first down.

If the play/measurement results in a first down, the referee will give the first down signal (S #8). The Linesman will direct the chain crew to return to the sideline and reset the line to gain equipment for the new series.

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If the play/measurement does not result in a first down, the steps above will be repeated if necessary to reset the ball at the inbounds spot. The Linesman will return the line to gain equipment to the sideline.

After the ball and line to gain equipment have been set and all officials have returned to their position, the Referee will give the ready for play signal (S #1) to start the play clock and start the game clock signal (S #2) if applicable.

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Chapter 3: KICKING MECHANICS

Kickoff (and Free Kick after Fair Catch)

Kickoff - General

General: The Free Kick is a unique play from several perspectives. The players and officials are spread over nearly two-thirds of the field. Team strategy and the ability of the kicker also comes into play with some teams choosing to kick the ball down to the goal line and cover the return. Other teams may opt for a shorter kick, planning to have kick coverage players closer to the receiving team players when the kick is caught. With the wide variety of team approaches to a kickoff, the officiating crew needs flexibility with positioning to cover the play.

The general approach to covering a kickoff is illustrated in Diagram 3-1. The downfield officials and restraining line officials form a rectangular coverage envelope. The goal of the coverage envelope is for downfield officials to maintain trailing coverage of the runner and blocks and take primary responsibility for forward progress. The restraining line officials should maintain downfield coverage of blocks ahead of the runner and have responsibility for the goal line in the event of a long run downfield. The overall goal is for the officials to shift the rectangular coverage envelope so the runner is within the coverage envelope during the entire play.

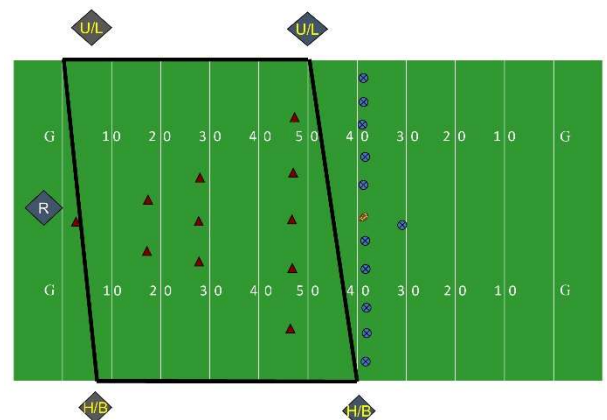


Diagram 3-1: Standard Kickoff Coverage Envelope

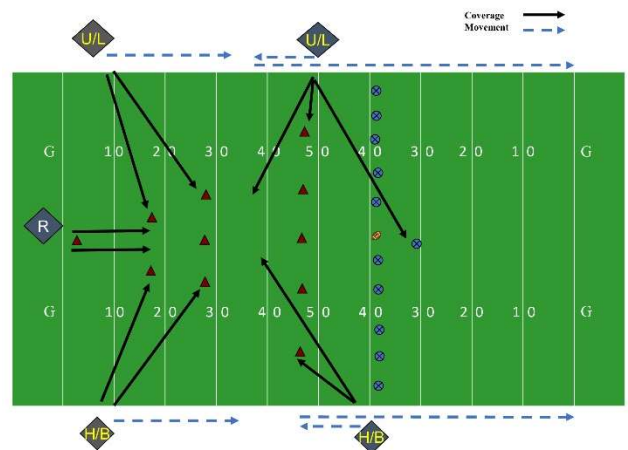


Diagram 3-2: Standard Coverage & Movement during a Kickoff

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Initial Positioning & Responsibilities during Play: As illustrated in Diagram 3.2, the initial positioning and responsibilities during a kickoff are as follows:

Referee: The Referee should be on the goal line in the center of the field or deeper than the deepest receiving team player. With the downfield officials covering the pylons, the Referee does not have sideline responsibility. The Referee is responsible for:

- Ready for play (after verifying all officials are in position);
- Goal line / touchback / momentum on the kick;
- Kicking team 6/4 formation requirement when the ball is kicked; and
- Fair catch signals.

After the kick, the Referee is responsible for:

- Starting the game clock;
- Fair catch signals;
- Blocks through the center of the field (primarily 20- to 30-yard line); and
- Action ahead of and behind the runner.

Downfield Officials: The position of downfield officials is not defined as a yard line. Rather, it is defined as a set of principles based on the game and situation. The initial position should be based on three principles:

- (1) The ball and players should always be in their field of vision;
- (2) The officials should always be moving up the field into the play; and
- (3) The officials should never have to turn their back on players to see or officiate the ball.

After the ball is kicked, the downfield officials should:

- (1) Start the game clock;
- (2) Assume responsibility for forward progress; and
- (3) Blocks between the 20- and 30-yard line immediately ahead of the runner.

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The officials should maintain forward progress responsibility as far as possible down the field. When the run ends, the officials should: stop the clock; move to the forward progress spot; and continue officiating around the area where the run ends.

Restraining Line Officials: The initial position of the restraining line officials is on the K and R free kick restraining lines. The K restraining line official is responsible for:

- Legal kick;
- Pop-up kick (immediately shut down the play);
- K players being within 5 yards of the free kick line;
- Encroachment; and
- After the kick - illegal personal contact on the kicker.

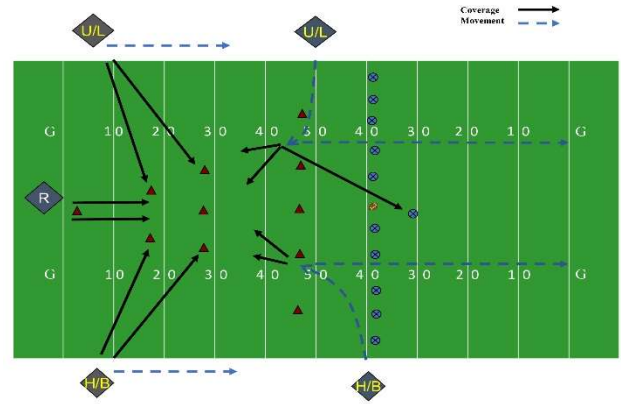


Diagram 3-3 Alternative Restraining Line Official Kickoff Coverage

The R restraining line official is responsible for encroachment by R.

After the kick, the restraining line officials should move no more than 10 yards downfield and assume responsibility for blocks ahead of the runner and goal line responsibility on a long return. Both officials should make every effort to maintain the rectangular coverage envelope ahead of the runner.

Both restraining line officials can officiate the play from the sideline or move into the field and officiate from the hash marks. Officiating from the hash marks is not required but is an option. The only caveat is an official who moves to the hash mark should move all the way to the hash mark and stay. Do not try to return to the sideline during the play.

At the end of the play, the restraining line officials should observe actions around the area where the run ends and verify that the game clock is stopped at the end of the play.

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Onside Kick

“Onside Kick” is a common term for a free kick during which K kicks the ball to or just beyond the R restraining line and attempts to recover the kick. The kicking team is able to retain possession if it recovers the kick after the ball has (1) touched the ground and (2) gone 10 yards – i.e. beyond R’s restraining line.

If the Referee feels K will attempt an onside kick, the four officials – other than the Referee – should be positioned as in Diagram 3-4.

K Restraining Line Officials:

K restraining line officials are responsible for:

- Encroachment by K;
- Legal kick by a K player;
- All K players (other than Kicker exception) within 5 yards of free kick line;
- 6/4 requirement when the ball is kicked;
- Pop-up kick;
- Contact on kicker (after kick); and
- Blocking by K players before eligible to recover kick.



Diagram 3-4: Standard Onside Kick Alignment & Coverage

R Restraining Line Officials: R restraining line officials are responsible for:

- Encroachment by R before the ball is kicked;
- Illegal touching by K;
- Illegal blocking by K;
- Clock starts after legal touching;
- Fair catch signal (and catch);
- Kick recovery by either team; and
- Stopping the clock at the end of the play.

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Referee: The Referee should be positioned in the center of the field at least 5 yards deeper than the deepest receiver. After giving the ready for play signal, the Referee can assist with the kicking team 6/4 requirement and potential fair catch signals and catches downfield.

If the ball is kicked downfield, the Referee assumes primary responsibility for all downfield activity, including clock status. The R restraining line officials should release down field immediately upon seeing the ball kicked and assume standard free kick responsibilities down field as soon as possible. The K restraining line officials should hold position and assume standard free kick responsibilities as soon as possible.

Free Kick after Fair Catch

After a fair catch, R may choose a free kick to attempt a field goal. The alignment should be the same as a standard kick off alignment (Diagram 3-1) with a downfield official under an upright with the Referee to judge the field goal attempt.

If the free kick fails to reach the goal line, the Referee should move to the goal line and treat the kick as a standard free kick. The downfield official should move to the goal line/sideline and assume normal free kick responsibilities.

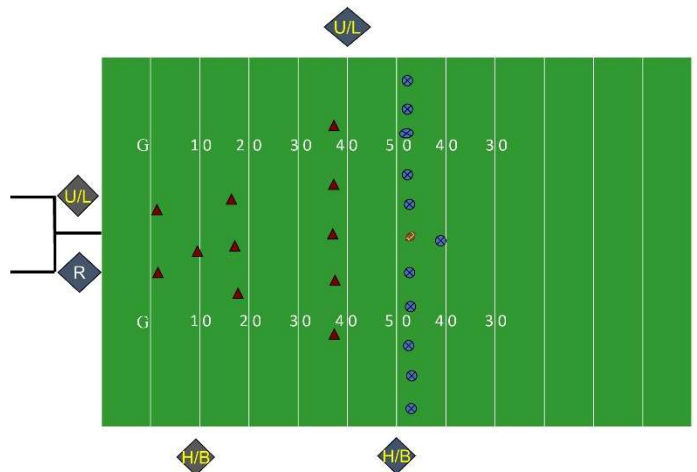


Diagram 3-5 Free Kick Field Goal Attempt after a Fair Catch

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Scrimmage Kick – Field Goal

Field Goal Attempt 25 yards or less (or a try)

On a field goal attempt of 25 yards or less, the initial positioning and coverage are illustrated in Diagram 3-6.

Referee: The Referee's initial position should be even with the kicker and at the bottom of the numbers or 9 yard marks.

After the ready for play, the Referee should:

- Count the offense;
- Identify and communicate number exceptions and eligible receivers; and
- Remind the crew that the play is a scrimmage kick.



Diagram 3-6 Standard Field Goal Attempt from 25 Yards or Less

The Referee is also responsible for false starts on the line of scrimmage.

After the kick, the Referee maintains responsibility for roughing the kicker and/or holder. The Referee should also give the final signal as to whether the field goal attempt was successful. On a try, the Referee should immediately sound his whistle and stop play if the kick is blocked or obviously failed.

Umpire: Prior to the snap, the Umpire should be positioned in the middle of the kick formation directly over the ball 5 – 7 yards on the defensive side of the ball. The Umpire is responsible for:

- Counting the offense;
- Identifying and communicating number exceptions; and
- Reminding the crew the play is a scrimmage kick.

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After the snap, the Umpire is responsible for:

- Legal snap;
- Roughing the snapper; and
- Blocking on the line of scrimmage.

Line of Scrimmage Official: Prior to the snap, the line of scrimmage official on the same side as the Referee should move to cover an upright with the Back Judge. The other line of scrimmage official should be in a normal scrimmage play position and is responsible for:

- Identifying numbering exceptions and eligible receivers;
- False starts and encroachment on the line of scrimmage;
- Blocking at the end of line of scrimmage and back field; and
- Determining whether the kick crossed line of scrimmage (if blocked).

Back Judge & Other Line of Scrimmage Official: Prior to the snap, the Back Judge and line of scrimmage official should be positioned under the goal posts. The officials should (to the extent possible) identify the eligible receivers on the respective sides of the formation.

After the kick, the officials should first confirm whether the kick is successful (within the uprights/crossbar) or unsuccessful (outside the uprights or below the crossbar). If the kick is successful, both officials should take a few steps forward (not toward either sideline) and signal to the Referee that the field goal was successful.

If the kick was unsuccessful, only the official under the upright closer to the kick or Back Judge (if the kick was below the crossbar) should step straight forward and signal to the Referee that the field goal was unsuccessful.

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Field Goal Attempt 25 Yards or Less Play (or a Try) or Kick fails

If a field goal attempt fails to reach the goal line, it is treated as a scrimmage kick (same as a punt). The Back Judge should move to the goal line to rule on a touchback.

The line of scrimmage official under an upright should move down the endline toward the sideline. The other officials should officiate the kick as a punt.

If no kick is made, the Back Judge should move down the endline or toward the goal line, depending on whether receivers are moving downfield toward the end zone. The line of scrimmage official should move down the end line and continue officiating the play.

The Referee should move toward the sideline and line of scrimmage then officiate the play as a line of scrimmage official, including covering the goal line if that becomes necessary.

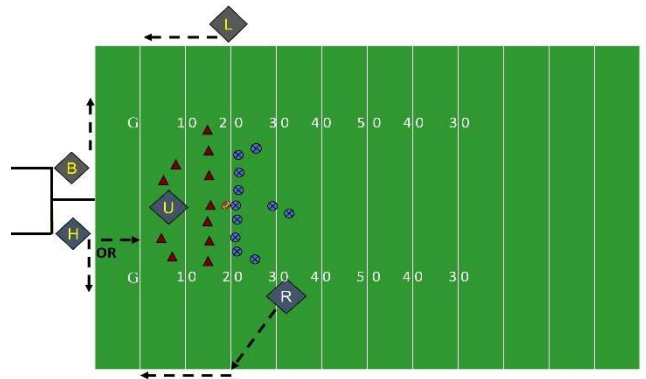


Diagram 3.7 Field Goal (or Try) Kick Fails or No Kick Made

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Field Goal Attempt Beyond 25 Yards

On a field goal attempt of 25 yards or more, the initial positioning and coverage are illustrated in Diagram 3-8. Three changes should be made to the standard field goal attempt positioning.

- The line of scrimmage officials remain in their normal position.
- The Back Judge begins in the center of the goal posts – ready to move to either upright depending on the kick.
- The Referee can move further up the field and inside the 9-yard marks to assist with blocks.



Diagram 3.8 Field Goal Attempt Beyond 25 yards

After the kick, the Back Judge moves to either upright to judge the kick, or to the goal line if the kick is short.

If the kick is short of the goal line or no kick is made, the remainder of the play should be officiated as a scrimmage kick or scrimmage play as applicable.

If the field goal attempt from beyond 25 yards is late in (or the last play of) either half, the Referee may direct the crew to position a line of scrimmage official under the uprights with the Back Judge.

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Alternative Kick Try Positioning & Coverage

The field goal alignment for an attempt of less than 25 yards is also used for a Try. An alternative positioning permissible only for a try is to leave the line of scrimmage official at the line of scrimmage and move the Umpire under an upright with the Back Judge.

The Back Judge and Umpire would then judge the kick try the same as any field goal.

The following coverage modifications should be made when the Umpire is under the upright on a try.

- The Referee should move further up field and to the center of the field to assist with blocking at the line of scrimmage.
- The Back Judge and Umpire should identify eligible receivers.
- The Back Judge and Umpire should assist with blocking and roughing the snapper.

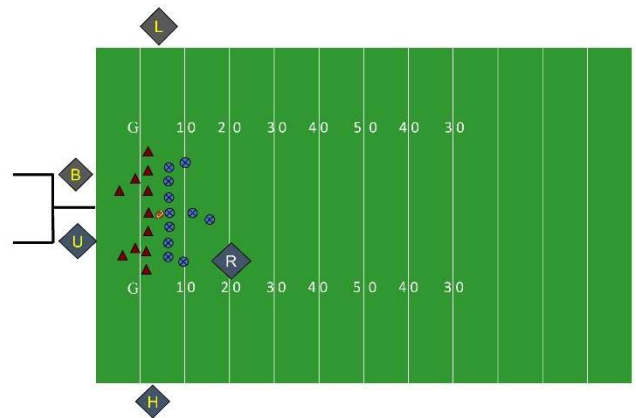


Diagram 3.9 Alternative Kick Try Positioning

If no kick is made on the try and the offense attempts to advance the ball into the endzone, the line of scrimmage officials should immediately move to the goal line consistent with goal line mechanics. The Back Judge and Umpire should separate and move down the end line and continue officiating the play, including eligible receivers.

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Scrimmage Kick – Punt

Punt -Standard Coverage

On a punt play, the crew must be positioned to adjudicate several rules applicable (1) from the snap until the ball is kicked; (2) during the kick; and (3) after the kick has ended. It is imperative to know the phase during which a foul occurs as there are special enforcements that apply to both the offense (kicking team) and defense (receiving team).

The initial positions and movement are illustrated in Diagram 3.10.

Referee The Referee's initial position should be to the wide side of the field 3 to 5 yards behind and approximately 10 yards away from the kicker.

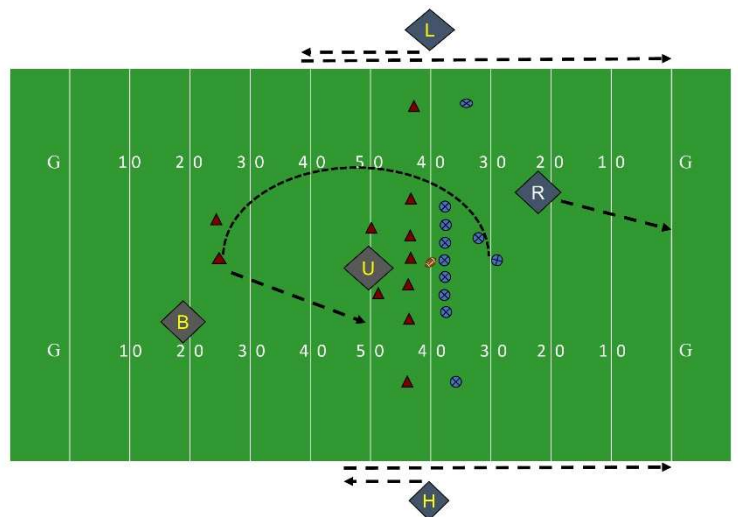


Diagram 3.10 Standard Punt Coverage

Prior to the snap, the Referee should:

- Count the offense;
- Assist in identifying eligible receivers;
- Identify number exceptions; and
- Observe backfield motion.

From the snap until the ball is kicked, the Referee is primarily responsible for:

- Blocking in the back field;
- Legal punt or drop kick;
- Running into/roughing the kicker; and
- Assisting with whether a kick has crossed the neutral zone.

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After the kick has ended, the Referee should move up the field to the Line Judge side of the field and observe blocks ahead of the runner. The Referee also has goal line responsibility if the kick return breaks to the end zone.

Umpire The Umpire's initial position should be directly over the snapper approximately 10 yards on the defensive side of the ball. The Umpire must watch for roughing the snapper and blocking at the line of scrimmage.

As the ball is kicked, the Umpire can assist with watching whether the kick crosses the line of scrimmage and/or expanded neutral zone and when any type of touching occurs.

After the ball is kicked and players move up field, the Umpire can proceed up field trailing players and observing blocks ahead of the runner. If the run breaks for the goal line, the Umpire should stop and allow the play to proceed and continue to observe blocks.

Line Judge: The Line Judge starts in the scrimmage play position at the line of scrimmage with normal scrimmage play pre-snap responsibilities.

After the snap, the Line Judge should release downfield to cover the kick with the Back Judge. The Line Judge should also be prepared to move back up field to assist with forward progress if the ball is not kicked or kicked short. Initially, the Line Judge should observe the K players moving down field to cover the kick. If the kick is going to be caught from the hash marks on the line judge side of the field to the linesman's sideline (approximately 2/3 of the field), the Back Judge will be responsible for the R player catching the kick. In that case, the Line Judge should continue observing blocks and actions in front of the R player catching the kick.

If the kick is caught between the hash marks and the Line Judge's sideline, the Line Judge takes responsibility for the R player catching the kick. The Line Judge has responsibility for:

- Placing a bean bag at the yard line where the kick is caught (PSK spot);
- Fair catch signal;
- Completion of a fair catch;

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- Kick catching interference; and
- Defender blocking after a fair catch signal.

If the kick goes out of bounds on the Line Judge's sideline, the Line Judge should designate or work with the Referee to designate the yard line where the ball went out of bounds.

After the ball is caught, the Line Judge has responsibility for blocks and other action immediately ahead of the runner and forward progress if the runner comes to the Line Judge side of the field.

Linesman The Linesman starts in the scrimmage play position at the line of scrimmage with normal scrimmage play pre-snap responsibilities. With possible number exceptions, the Linesman should verify eligible receivers for the play.

After the snap, the Linesman holds the line of scrimmage and judges blocks at the line and in the offensive backfield until the ball is kicked. After the ball is kicked, the Linesman should verify the kick has crossed the line of scrimmage and move down field a short distance (Back Judge is on the Linesman's side of the field). The Linesman should observe blocks ahead of the runner and take responsibility for forward progress on the Linesman's side of the field.

Back Judge The Back Judge's initial position is deeper than the receiving team players down field to catch the kick and to the Linesman's side of the field. If the ball is kicked from the defensive side of the field, the Back Judge should begin on the goal line, subject to the ability of the kicker.

At the snap, the Back Judge should observe passing keys and eligible receivers coming off the line of scrimmage and moving down field.

If the ball is caught between the hash marks and Line Judge's sideline (1/3 of the field), the Back Judge should maintain responsibility for the K players moving down field and the blocking and actions ahead of the R player catching the kick.

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If the ball is caught in the 2/3rds of the field to the Linesman's sideline, the Back Judge has responsibility for:

- Placing a bean bag at the yard line where the kick is caught (PSK spot);
- Fair catch signal;
- Completion of a fair catch;
- Kick catching interference; and
- Defender blocking after a fair catch signal.

After the kick has been caught and the runner is moving downfield, the Back Judge should move down field and observe action behind the runner.

If the kick goes out of bounds on the Linesman's sideline, the Back Judge should designate or work with the Referee to designate the yard line where the ball went out of bounds.

Scrimmage Kick – Punt with a Bad Snap

In the event the snap does not get to the kicker or goes over the kicker's head, the Referee and Linesman should immediately move to maintain coverage of the play. The Line Judge should also move to assist as soon as the bad snap is recognized.

The Referee will have goal line responsibility if necessary. The line of scrimmage officials will assist the Referee with determining possession and forward progress.

The Umpire should move to and stay at the line of scrimmage. The Umpire will be solely responsible for determining whether a pass or kick reaches or crosses the line of scrimmage. The Umpire will also rule on recovery and right to advance a kick or fumble.

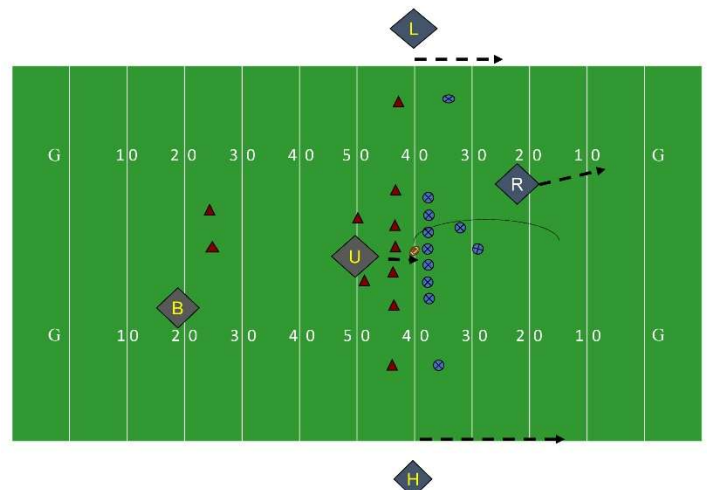


Diagram 3.11 Punt with Snap Over Kickers Head

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Scrimmage Kick – Punt from inside 10 Yard Line

If a punt is going to be attempted from the end zone or near the goal line, two modifications should be made to standard punt mechanics:

- Referee should begin the play on the end line to verify the kicker does not step out of the end zone before kicking the ball; and
- The Line Judge should not release down field at the snap. Instead both line of scrimmage officials should retreat to the goal line at the snap and hold that position until the ball is kicked.

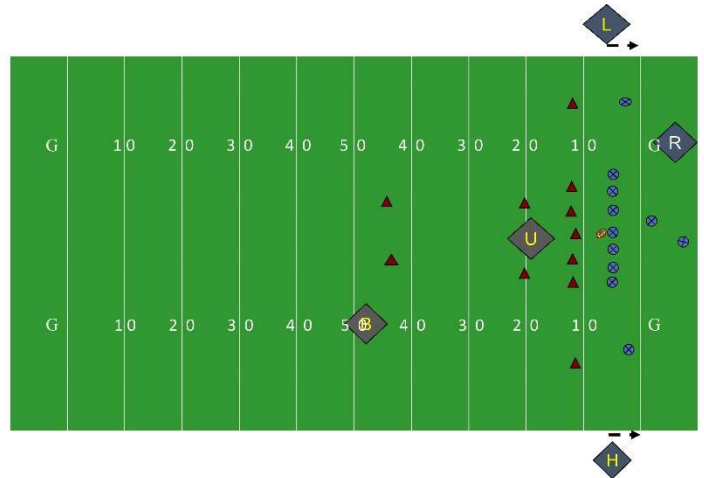


Diagram 3.12 Punt from Inside 10 Yard Line

Reference Material

Presentations:

Training Videos:

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Chapter 4: SCRIMMAGE PLAY MECHANICS

Initial Position & Pre-Snap Responsibilities

Referee After giving the ready for play signal and starting the game clock (as required), the Referee will count the offense and verify the count with the Umpire. The Referee's initial position should be to the wide side of the field 10 to 15 yards behind the line of scrimmage and 10 yards to the right or left of the ball (no further than around the hash marks on either side).

Once the offense is at the line of scrimmage, the Referee should:

- Note the approximate lateral boundaries of the free blocking zone;
- Note and communicate offensive players who are restricted from blocking below the waist; and
- Observe motion of the offense, particularly backfield players.

Umpire The Umpire should be positioned approximately 7 yards off the line of scrimmage in the defensive backfield varying his position between the outside shoulder of the respective offensive guards. The Umpire should avoid positioning over the offensive tackles or wider. That position does not allow the Umpire an unobstructed view of the snap and it puts the Umpire in potential pass routes from offensive ends, slot backs, or wide receivers.

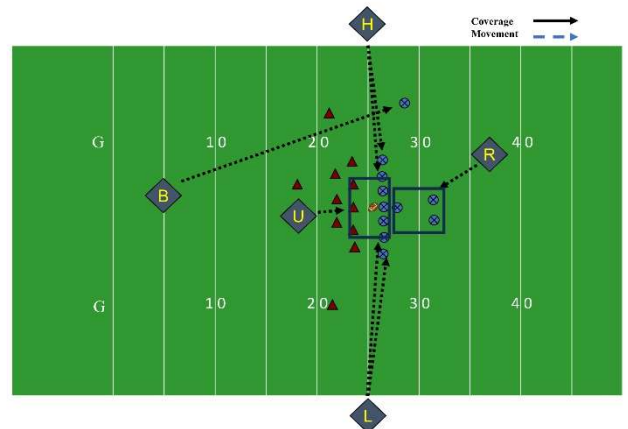


Diagram 4.1 Scrimmage Play Initial Position and Pre-snap Responsibilities

Once the offense is at the line of scrimmage, the Umpire is responsible for:

- Illegal snap (including removing hands from ball);
- Illegal contact with the ball or snapper by the defense;
- False starts by the offensive linemen; and
- Identifying defensive linemen for purposes of blocking restrictions.

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Line of Scrimmage Officials The Linesman and Line Judge should have an initial position on the line of scrimmage and out of bounds on their respective sidelines. The Line Judge is responsible for counting defensive players and verifying the count with the Back Judge.

Once the offense is at the line of scrimmage, the line of scrimmage officials are responsible for:

- Legal offensive formation;
- Legal shifts and resets prior to the snap;
- Legal motion at the snap – player moving away; and
- Identifying players subject to blocking restrictions.

As noted in Chapter Two – radio use, the line of scrimmage officials are strongly encouraged to communicate information via two-way radios whenever possible. With respect to signals, the only signal the line of scrimmage officials should give prior to the snap is extending an arm toward the offensive backfield when the offensive player nearest them is not on the line of scrimmage. It is **not** necessary to extend an arm straight forward when the player nearest the official is on the line of scrimmage.

At the crew's discretion, line of scrimmage officials may switch sides of the field at half time.

Back Judge The Back Judge should be positioned approximately 20 yards from the line of scrimmage in the defensive backfield. The Back Judge should move left or right of the center of the field to have a clear view of keys at the snap and also provide the quarterback an unobstructed view of signaling the last 10 seconds of the play clock.

The Back Judge should count defensive players and verify the count with the Line Judge.

Once the offense is at the line of scrimmage, the Back Judge is responsible for:

- Play clock;
- Defensive substitutions; and
- Continuing to identify keys at the snap.

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Scrimmage Play Coverage

The basic foundation principles for covering a scrimmage play are “point of attack” and triangle coverage envelope. Both principles are illustrated in the first diagram. Point of Attack is where the ball is located and the action immediately ahead of the ball. The triangle coverage envelope is intended to observe action in and around the area of the point of attack, as that action has the highest likelihood of influencing the success or limitation of the play.

The triangle coverage envelope should always result in the point of attack play being observed from different angles by at least three officials. For example, immediately after the ball is snapped, the Referee, Umpire and line of scrimmage official form the triangle coverage. The line of scrimmage official is observing the blocks immediately ahead of the ball at the line of scrimmage and forward progress. The Umpire is observing the line of scrimmage blocks by the center, guard and tackle in the direction the ball is moving, and the Referee is observing action and blocks in the offensive backfield. As noted in the diagram, the Back Judge is also providing a second view of the action ahead of the ball.

As the ball crosses the line of scrimmage, the coverage triangle shifts to the line of scrimmage official, Umpire and Back Judge. The line of scrimmage official allows the runner to pass and trails behind the runner up the field taking responsibility for forward progress and action on the runner. The Back Judge assumes responsibility for blocking and

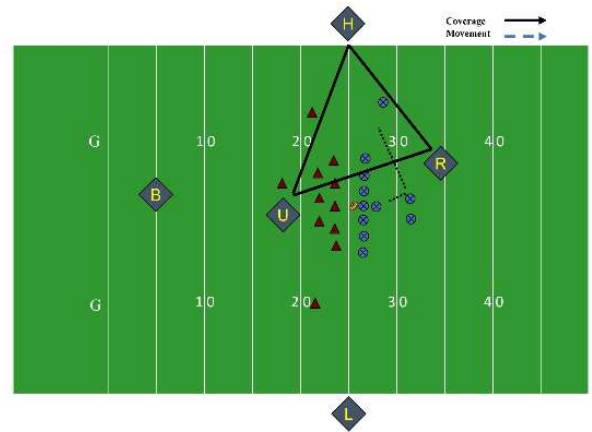


Diagram 4.2 Standard scrimmage play coverage behind the line of scrimmage

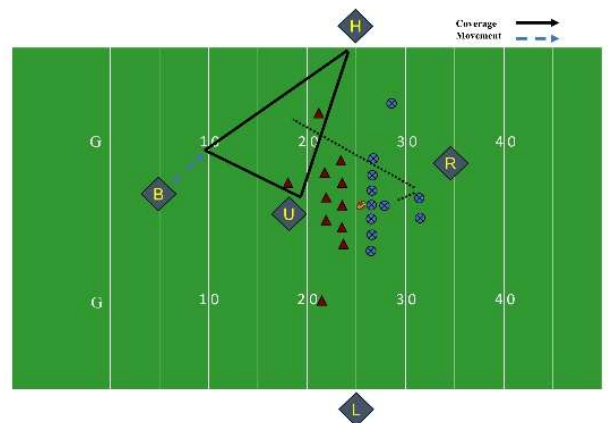


Diagram 4.3 Standard scrimmage play coverage beyond the line of scrimmage

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action ahead of the runner. The Umpire continues observing the blocks and action on the inner aspect of the point of attack.

Scrimmage Play – End in Center of Field

When a play ends between the hash marks in the center of the field, the line of scrimmage officials should move laterally down the sideline to the forward progress spot and then move into the field of play to the bottom of the numbers. There is no need to move in beyond the numbers unless the line to gain is threatened or there is a possible fumble. The line of scrimmage officials can give a dead ball signal to initiate the play clock or stop the clock for a first down. It is generally not necessary to give a clock wind signal.

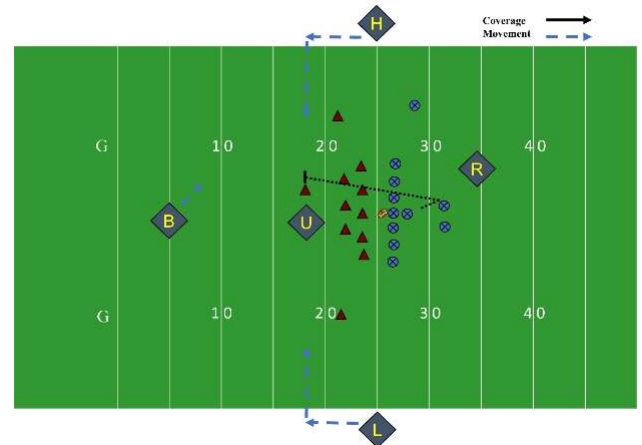


Diagram 4.4 Scrimmage play ending in the center of field

The Umpire is primarily responsible for observing action at the end of the play and spotting the ball with help from the Referee and Back Judge. If a runner is driven or carried backward by the defense, the Referee and Umpire should move to the area to protect the runner. When necessary, the Back Judge can also assist the Umpire after a play.

Scrimmage Play – End Near Sideline

When a play moves toward the sideline, the line of scrimmage official may want to first move into the offense back field. This position gives a better position to officiate the play, and it reduces the risk of the official colliding with players. If the runner is tackled inbounds, the line of scrimmage official should move laterally on the sideline to the progress spot and then onto the field, giving a dead ball signal at the end of the play. The official should move onto the

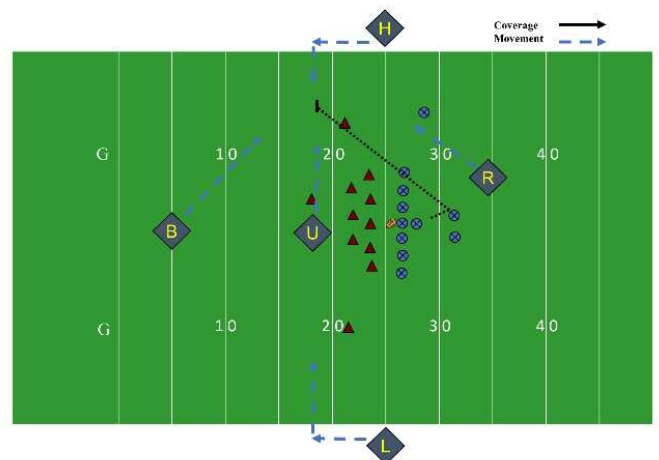


Diagram 4.5 Scrimmage play ending near sideline

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field to (but not past) players. **It is not necessary to give a clock wind signal unless the runner is ruled down outside the numbers near the sideline.** If the dead ball spot is near the line to gain, the other officials should bring the ball to the line of scrimmage official so the Referee can determine whether a measurement will be necessary.

The Referee and Umpire should move to and manage players at the dead ball spot. After players are separated, the ball should be spotted at the inbounds spot for the next down.

The Back Judge should move toward and observe action around the dead ball spot. The Back Judge should only come to the dead ball spot if it is downfield, or if the Referee/Umpire require assistance separating players.

The line of scrimmage official on the other side of the field from the dead ball spot should move to the top of the numbers and observe action across the field. If there are issues separating players, the official should first keep players on the team bench and manage the sideline before going across the field to provide additional assistance.

Scrimmage Play – Out of Bounds

When a play moves toward the sideline, the line of scrimmage official may want to first move into the offense back field. This position gives a better position to officiate the play, and it reduces the risk of the official colliding with players. If the runner is tackled out of bounds, the line of scrimmage official should move laterally on the sideline to the out of bounds progress spot and give the clock stop signal. The official should turn toward the sideline and continue watching players from the dead ball spot. If the dead ball spot is near the line to gain, the other officials should bring the ball to the line of scrimmage official so that the Referee can determine whether a measurement will be necessary. **The line of scrimmage official should continue officiating from**

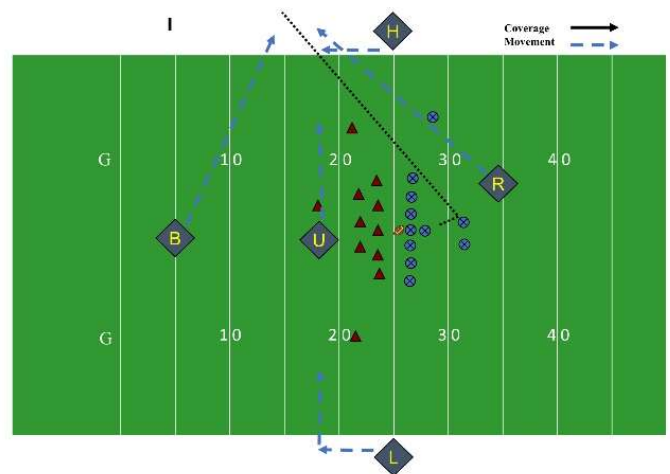


Diagram 4.6 Scrimmage play ending out of bounds

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the dead ball spot. In rare circumstances, it may be necessary for the official to drop a bean bag at the dead ball spot and move into the sideline to separate players. The Referee, Back Judge and Umpire should take primary responsibility for sideline coverage after a play.

The Referee and Back Judge should go into the sideline as necessary to manage and separate players. After players are separated, the ball should be spotted at the inbounds spot for the next down.

The Umpire should move to the top of the numbers and observe action around the dead ball spot and on the sideline. The Umpire should only come to the sideline if the Referee/Back Judge requires assistance separating players.

The line of scrimmage official on the other side of the field from the dead ball spot should move to the top of the numbers and observe action across the field. If there are issues separating players, the official should first keep players in their team bench and manage the sideline before going across the field to provide additional assistance.

Scrimmage Play – Goal Line

As a running play moves down the field from the line of scrimmage to the goal line, the Back Judge, line of scrimmage official and Umpire should maintain triangle coverage all the way down field. The Back Judge should be ahead of the runner observing action and blocks. The line of scrimmage official should be trailing the runner observing action on the runner and forward progress, and the Umpire should be moving downfield continuing to observe action and blocks on players attempting to pursue the runner.

As the runner reaches the goal line, the Back Judge assumes responsibility for forward progress at the goal line, and the line of scrimmage official has responsibility for covering the sideline. The Umpire has no forward progress responsibility. Instead, the Umpire

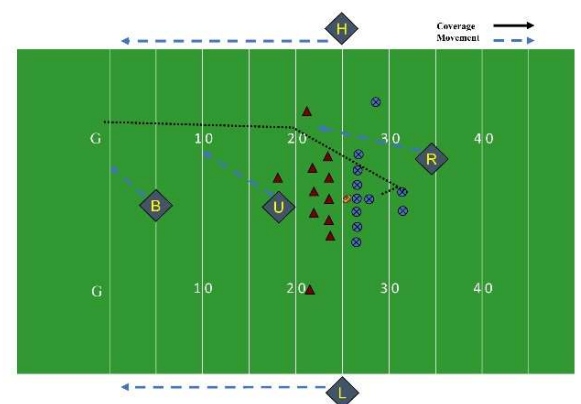


Diagram 4.7 Running play ending at the goal line

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should continue downfield and observe player action around the runner and in the end zone.

The Referee and Back Judge should go into the sideline as necessary to manage and separate players. After players are separated, the ball should be spotted at the inbounds spot for the next down. After a touchdown, all three officials should establish presence around players to prevent taunting and move players to the Try.

After the play moves downfield, the Referee should move downfield to observe action behind the play (particularly action on the quarterback or other players who are no longer part of the play).

The line of scrimmage official on the other side of the field from the runner should move downfield **remaining on the sideline** as the runner moves downfield. The official should observe action away from the ball and be prepared to assume forward progress and sideline responsibility if the runner cuts back to the other side of the field.

Reference Material

Presentations:

Training Videos:

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Chapter 5: PASSING MECHANICS

The passing game is another aspect of scrimmage plays. The fundamental principle of passing coverage is the same as scrimmage plays – i.e. triangle coverage. To maintain triangle coverage, the line of scrimmage officials should move downfield cautiously on a pass so that a receiver is between the line of scrimmage official and the Back Judge when a pass that crosses the line of scrimmage is caught. The Umpire should turn with the pass to make up the third point of the triangle coverage.

Pre-snap Keys

The line of scrimmage officials and Back Judge need to identify the offensive receiver they are focusing on (“Key”) prior to the snap. It is extremely important that the crew understand the keys to avoid having a situation where two officials are watching the same key, leaving other receiver(s) with no coverage at the snap.

The purpose of keys is to observe every receiver at the snap and verify that the receivers are not fouled as they leave the line of scrimmage after the snap. The next few diagrams illustrate examples of keys.

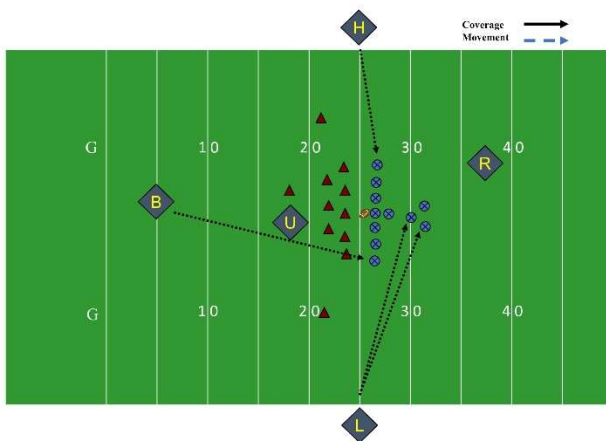


Diagram 5.1 Balanced Formation

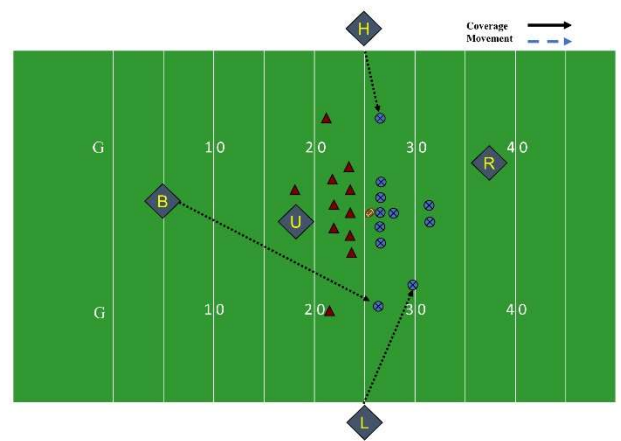


Diagram 5.2 Strength to Line Judge

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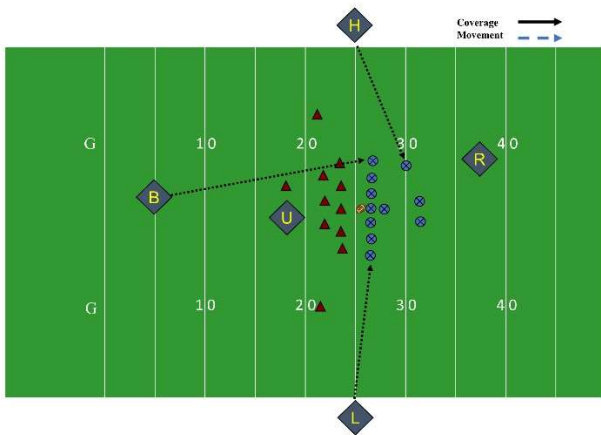


Diagram 5.3 Strength to Linesman

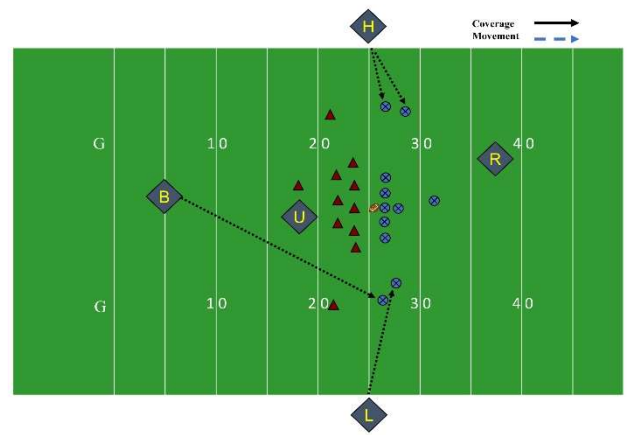


Diagram 5.4 Balanced Twin Receivers to Each side

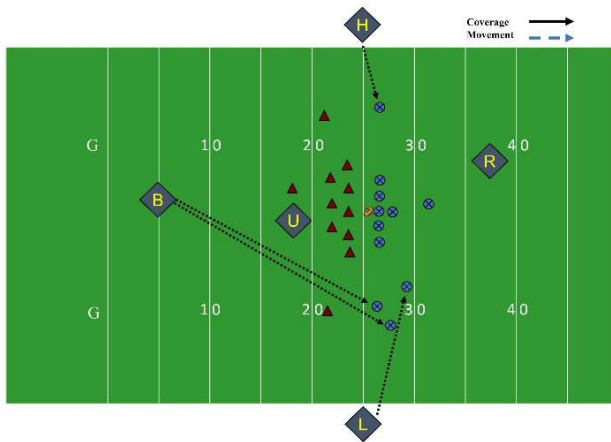


Diagram 5.5 Three Receivers to Line Judge

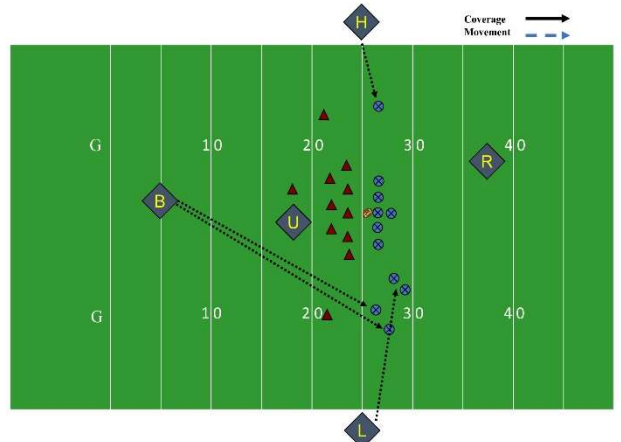


Diagram 5.6 Four Receivers to Line Judge

Keys and focusing solely on keys are limited to the snap and immediately after the snap. As soon as officials verify that their key has cleared the line of scrimmage without being fouled, the official should then shift focus away from the specific receiver to the assigned pass zone coverage.

The Referee and Umpire have the same scrimmage play pre-snap keys.

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Pass Coverage

Pass Beyond Line of Scrimmage – Middle of Field

Pass coverage is based on the same triangle coverage philosophy of basic scrimmage plays. The goal is to have the receiver catch the pass between the line of scrimmage official and the Back Judge and having the Umpire turn with the pass as the third point of the triangle. Using this coverage, one of the three officials should have a clear view of the catch regardless of the pass trajectory and position of players.

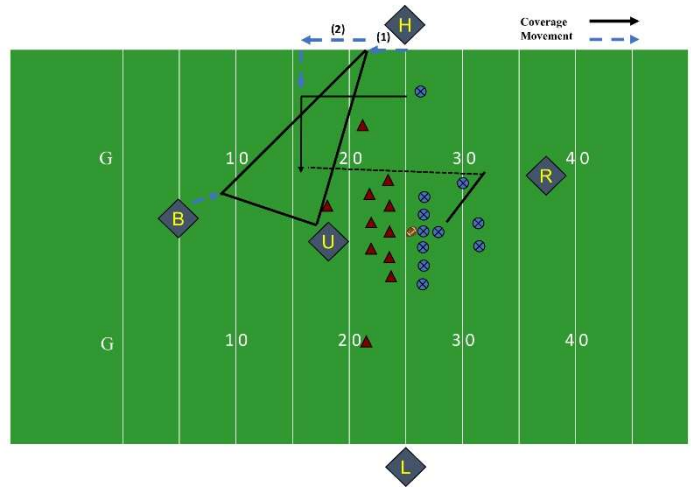


Diagram 5.7 Pass to Middle of Field Linesman Side

Line of Scrimmage Officials With more than half of passes thrown within six yards of the line of scrimmage, the line of scrimmage officials should initially hold the line of scrimmage immediately after the snap, watch keys off the line of scrimmage, and cover receivers in the zone zero to 10 yards beyond the line of scrimmage. The line of scrimmage official should only move down field when all receivers (including backs and receivers crossing the field) have moved down field in pass routes. Even then, the officials should trail receivers by at least two yards.

Once the ball is thrown, the official can release down field if necessary to get into a position to judge the catch and subsequent action. **When the pass receiver is close to the line of scrimmage, it may not be necessary to move down field.** When the intended receiver is more than 5 yards beyond the line of scrimmage, the official should release down field as the pass is thrown (do not stay at the line of scrimmage) to get into a position to judge the catch. After the catch, the line of scrimmage official should move to the forward progress spot in the same manner as a scrimmage play.

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Back Judge The Back Judge has deep pass responsibility. As the play develops the Back Judge should rotate to the side of the field with the passer, observe receivers and defenders, and position himself to assist the respective line of scrimmage official and Umpire with determining whether the pass is caught.

Referee The Referee's pre-snap and position are the same as a scrimmage play. At the snap, the Referee is responsible for all action in the backfield and the tackle on the line of scrimmage as agreed with the Umpire.

After the snap, the Referee should move backward and toward the sideline at a 45 degree angle to keep all players at the line of scrimmage and offensive backfield in his field of vision.

On Passing plays, the Referee is responsible for:

- All action by offensive backs in the offensive backfield;
- Blocking by the line of scrimmage players as agreed with the Umpire;
- All action on the passer for the entire play; and
- Intentional grounding and illegal forward pass coverage, including exceptions.

In the event of an interception and run by the defense, the Referee has goal line responsibility.

Umpire On a pass play, the Umpire's initial responsibility is blocking in the interior line and ineligible offensive players downfield. When a pass play is indicated by the offensive line blocking, the Umpire should first check for receivers running shallow pass routes crossing the center of the field. If there are receivers crossing the center of the field in front of the Umpire, the Umpire should hold position until the receivers have cleared the center of the field. After clearing receivers, the Umpire should move cautiously toward the line of scrimmage to assist the Referee with the illegal forward pass call.

When the pass is thrown, the Umpire should look for the pass being touched by defenders in or behind the neutral zone, giving the tip signal when appropriate. After the pass is thrown, the Umpire should turn with the pass and assist the line of scrimmage official and Back Judge to determine whether the pass is caught. If the pass is caught, the Umpire should continue officiating the play.

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Although the Umpire turns to rule on whether a pass is caught, the Umpire should not be relied upon for a pass interference or targeting call. The Umpire's view of the play is too limited to make either call.

Pass Beyond Line of Scrimmage – Sideline

On a pass to the sideline, the line of scrimmage officials, Back Judge and Umpire should follow the same coverage from the snap until the pass is thrown.

The Back Judge and line of scrimmage officials have responsibility regarding whether a pass is caught and when the receiver completed the catch inbounds. The official with the best view of the pass is responsible for determining whether the receiver completes the catch. The other official is responsible for determining whether the receiver's feet are inbounds or out of bounds during the catch process.

If the pass is caught, the line of scrimmage official should move to the forward progress spot, and the Back Judge should separate players that are out of bounds beyond the sideline.

After judging action at the line of scrimmage, the Umpire should turn with the pass and assist the Back Judge and line of scrimmage official with the catch/no catch determination. The Umpire should then move toward the sideline as the play ends and be prepared to assist the Back Judge separating players who are out of bounds beyond the sideline.

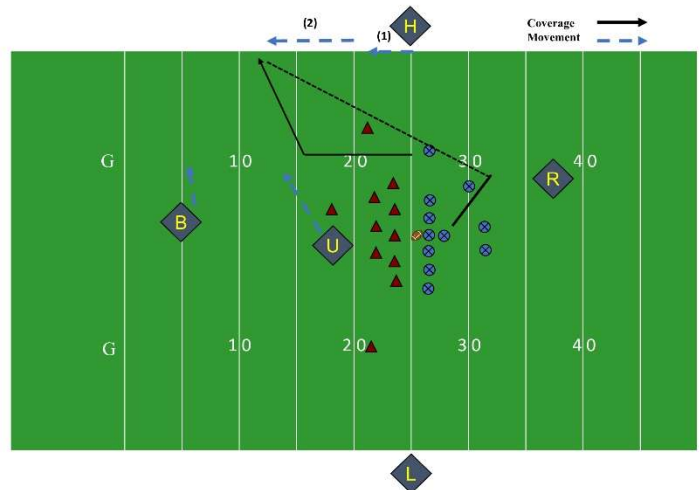


Diagram 5.8 Pass to Sideline on Linesman Side

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Rollout to Sideline Followed by Pass

When the quarterback runs toward the sideline, the quarterback has the option of running down the field or throwing a pass. The line of scrimmage official to the side the quarterback is running should move into the offensive backfield to officiate the quarterback's forward progress and backfield blocks while staying out of the path of a run to the sideline and/or out of bounds. The official can then release down field into a position to rule on the pass catch when the quarterback releases the pass.

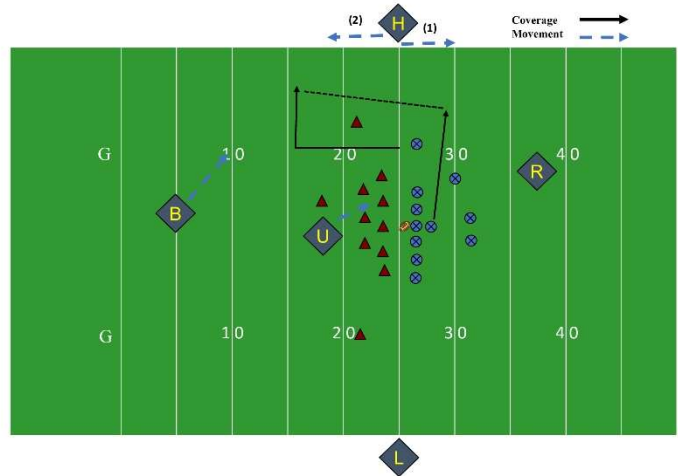


Diagram 5.9 Rollout Pass to Linesman side

The line of scrimmage official on the opposite side from the run should move down field and assume more responsibility for the receivers zero to 10 yards beyond the line of scrimmage.

The Back Judge should rotate toward the sideline of the run to assist the line of scrimmage official with coverage of receivers down field.

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ahead of the receiver. The Umpire should also be prepared to shift position if the play breaks down or back to the center of the field.

Back Judge As soon as the Back Judge reads a pass to the sideline near the line of scrimmage, the Back Judge should rotate to that side of the field (no further than the hash marks) and observe blocks by the backs and receivers in the point of attack immediately in front of the receiver catching the pass. The Back Judge should also be prepared to move down field if the receiver catches the pass and moves down field beyond the line of scrimmage.

Intentional Grounding

The Referee is solely responsible for calling intentional grounding. Prior to the snap, the Referee should note the lateral boundaries of the free blocking zone applicable to the intentional grounding exception. The line of scrimmage officials and the Umpire should communicate via radio or go directly to the Referee as to whether a pass landed in or beyond the neutral zone and whether an eligible receiver may have been in the area of the pass.

When the scrimmage play begins between the 10-yard line and goal line, the Referee should also keep in mind that the line of scrimmage officials will move down field immediately at the snap, placing a greater burden on the Referee and Umpire to determine whether an incomplete pass landed in or beyond the neutral zone.

Ineligible Player Downfield

The Umpire is primarily responsible for interior linemen being illegally downfield on a forward pass that crosses the line of scrimmage. The line of scrimmage officials are responsible for ineligible receivers down field that are covered prior to the snap. When the quarterback drops back in the backfield to throw a pass, the Umpire should move cautiously to the line of scrimmage to determine whether linemen are illegally downfield at the time a pass is thrown and whether the pass crosses the line of scrimmage before being caught.

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On passes at the line of scrimmage immediately after the snap, the Umpire is not able to move to the line of scrimmage and has limited positioning to determine whether offensive players are ineligible downfield or whether the pass is caught beyond the line of scrimmage. On this play the line of scrimmage official on the opposite side of the field from where the pass is thrown to or both officials if the pass is thrown into the center of the field should take responsibility for determining ineligibles downfield and whether the pass is caught beyond the neutral zone.

Reference Material

Presentations:

Training Videos:

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Chapter 6: GOAL LINE MECHANICS

When the ball is between the 20-yard line and goal line, the crew needs to begin considering goal line and end line coverage more prominently. From the 20-yard line to the 15-yard line, the crew should maintain standard scrimmage play mechanics with the Back Judge beginning on the goal line in the center of the field. The primary caution from that point is the Back Judge may need to move back into the end zone, and maybe even return to the goal line, for pass coverage.

The Referee, Umpire and line of scrimmage officials will assume standard scrimmage play coverage with the line of scrimmage officials looking to trail runners or receivers to maintain the triangle coverage envelope.

15-yard line to 10-yard line

When the ball is to be snapped between the 15-yard line and 10-yard line, the Back Judge mechanics shift to provide coverage for a play to the goal line or end line. The Back Judge should begin the play 5 yards deep in the end zone with the same lateral position and key coverage for a scrimmage play based on the offensive formation. As the play develops, the Back Judge will then either move to the goal line or the end line. The Back Judge should error on the side of moving to the end line when any receiver moves into the end zone.

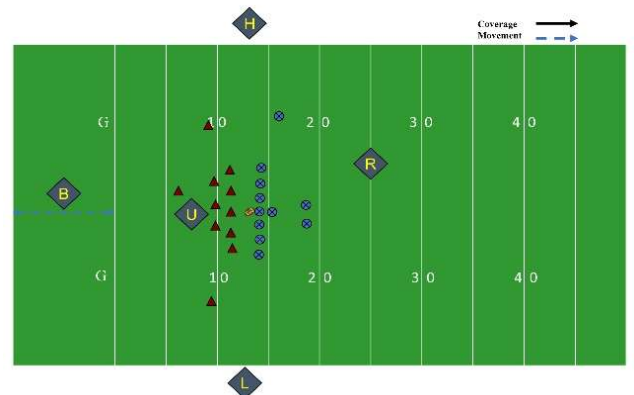


Diagram 6.1 15 Yard Line to 10 Yard Line

The Referee, Umpire and line of scrimmage officials will assume standard scrimmage play coverage with the line of scrimmage officials trailing runners or receivers to maintain the triangle coverage envelope.

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10-yard line to Goal Line

When the ball will be snapped between the 10-yard line and goal line, the crew should switch and go to goal line coverage as follows.

Referee The Referee will have standard scrimmage play coverage in the offensive backfield for actions related to back, blocking and passer. The Referee should be aware the line of scrimmage officials are moving to the goal line at the snap. As a result, the Referee will need to provide greater run support if the quarterback or another back runs out of bounds.

The Referee should also be aware that there will be less line of scrimmage pass coverage related to intentional grounding and the related exceptions.

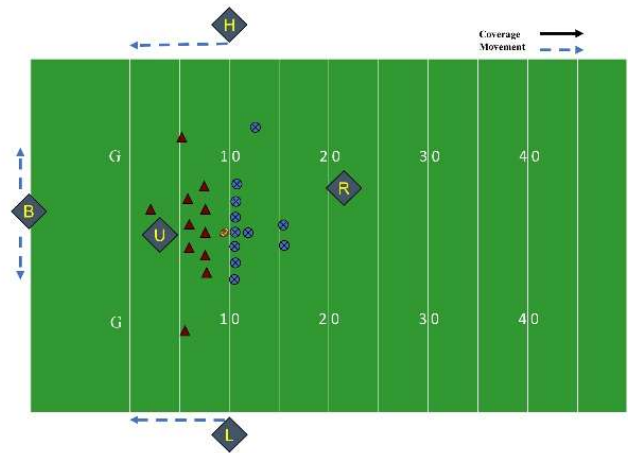


Diagram 6.2 10 Yard Line to Goal Line

Umpire The Umpire standard scrimmage play responsibilities are the same. In addition, the Umpire will need to take sole responsibility for ineligible downfield rulings with the line of scrimmage officials moving downfield.

The Umpire does not have forward progress responsibility. The Umpire should be extremely cautious of blowing a whistle to end a play or rule a player down. In addition, the Umpire should be extremely cautious using any visual or verbal signal to other officials regarding whether the ball is in the end zone. A better approach would be to simply state an objective fact – find the ball and tell the line of scrimmage officials – “I found the ball here.” That is a factual statement, not a forward progress ruling. The line of scrimmage officials must determine whether progress was stopped in the field of play or when the ball broke the plane of the goal line.

Line of Scrimmage Officials The line of scrimmage official mechanics reverse when the play begins inside the 10-yard line. Keys and responsibilities remain the same. At the snap, both line of scrimmage officials should immediately move

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downfield. From the 10-yard line to 7-yard line, they should move to the 3 to 4 yard line and read the play, moving to the goal line if there is any indication the play will move there. Inside the 7-yard line, both should move immediately to the goal line.

The line of scrimmage officials should also be aware if there is a line to gain for a first down between the 10-yard line and goal line. If necessary, the line of scrimmage official should move to the point of the line to gain and pause before proceeding to the goal line.

Once at the goal line, the line of scrimmage officials should back up from the pylon to allow the play to pass in front of them while maintaining a clear view of the goal line.

On a dive to the goal line in the center of the field, the line of scrimmage officials should step to the half yard line and move into the center of the field to locate the football. Once the football is located, the official who locates the ball should indicate a score or the play ended short of the goal line. The other line of scrimmage official should not mirror either signal.

Back Judge When the play begins inside the 10-yard line, the Back Judge should begin the play on the end line. The Back Judge has responsibility for passes to the end line and secondary coverage for passes to the sideline in the end zone. The Back Judge, along with the Umpire, has game management responsibility regarding players and action after the play at or near the goal line.

Reference Material

Presentations:

Training Videos:

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Chapter 7: GAME MANAGEMENT

Introduction

The Game Management Chapter is intended to establish standard game administration policies and procedures. Where there is no game management explanation or coverage, crews should follow Rule Book and Case Book directives.

Hate Speech Procedure

The IHSA has an established Policy and Procedure for handling incidents and allegations of hate speech. [HateSpeechHarassment.pdf \(ihsa.org\)](https://www.ihsa.org/Portals/0/Policy%20and%20Procedure%20for%20Handling%20Incidents%20and%20Allegations%20of%20Hate%20Speech.pdf)

In the event of a hate speech incident or allegation of hate speech, the crew should follow the IHSA procedure for meeting with the player, coaches and school administrators. After the required meeting, the crew should proceed as outlined in the IHSA Policy and NFHS Rule Book.

Any hate speech incident or allegation addressed during a game should be reported to the IHSA through the Officials Center.

Electronic Communication & Video Replay Devices

Electronic communication & video replay equipment may be used on the sidelines by coaches and nonplayers as provided in the rules. Teams may use this equipment with players during a conference outside the 9-yard marks. The equipment is

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prohibited during a conference between a coach and players within the 9-yard marks.

Each team shall be responsible for its own electronic communication devices. If a team's electronic communication devices stop working, the opponent may continue using its electronic communication devices. Other than rules restricting use of electronic communication devices on the field, electronic communication devices are not under the authority of game officials. Rule 1.6 Case Book 1.6.2B

Other than officials' two-way radios and field microphone, no electronic communication and video replay equipment is to be used by game officials at any time during the game.

Drones

During regular season games, drones are solely within the jurisdiction of the host school administration. If allowed by the host school administration, drones are not to be operated over the playing field, including end zones, at any time during the game.

In the event a drone is being operated over the field during the game, the Referee should suspend play until the drone is moved away from the field. Neither team should be penalized for such the delay.

Per IHSA Board Policy, drones are prohibited at IHSA State Series playoff games. If a drone is observed at a playoff game, play should be suspended until the drone is removed. Neither team should be penalized for the delay.

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Field & Markings

The game shall be played on a field with markings as designated in Rule 1-2. If the field is not properly marked, the game shall be played, and the game officials should report the field marking issue to the host school administration and to the IHSA through a Special Report. If a field issue poses a risk of injury to players or team personnel, the game officials may postpone the game after discussion with the host school administration.

If a game is to be played in a college stadium, the game should be played using high school hash marks and high school (width) goal posts when available. If the field is not marked with hash marks per Rule 1-2, the game shall be played using the hash marks on the field. If the goal posts cannot be adjusted to the width per Rule 1-2, the game shall be played using the goal posts on the field.

Uniform & Illegal Equipment

Uniform and illegal equipment issues should be addressed (and penalized) as provided in Rule 1. Non-compliant jerseys should be reported to the IHSA via a Special Report.

Game Officials Authority

Game officials shall be on the field and assume authority not less than 30 minutes prior to the scheduled start time of a game. If the game officials are on the field more than 30 minutes prior to the scheduled start time of a game, the game officials will have assumed authority when they arrive on the field.

Any player or non-player under the influence of any form of alcohol, tobacco, or controlled or illicit substance(s) from the time of arrival at a competition site until departure may be penalized under the non-contact unsportsmanlike conduct rules.

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After the game clock has expired at the end of the 4th quarter (or the overtime has concluded, if applicable), game officials' authority continues for purposes of handling unsportsmanlike acts (including disqualification) until all officials have left the field.

Inclement Weather & Game Suspension

Excessive Heat

In the event of excessive heat or humidity, the Referee should consult with the game administration as to whether the game should be delayed or rescheduled. Once begun, the Referee should use discretion in calling additional official's timeouts to allow additional rest and hydration. When possible, the additional timeouts should be called at a change of possession following a punt or 4th down play short of the line to gain.

Storms with Lightning

In the event of storms with lightning that require suspending a game, the Referee should consult with game administration. The plan for moving teams indoors should be covered in the pregame Safety Huddle.

If a game must be suspended, the Referee should record the following information.

- Quarter and game clock time
- Game clock status when play was stopped
- Location of yardage chains – i.e. line to gain
- Location of ball (yard line and lateral location on field)
- Next down to be played when play resumes
- Timeouts remaining for each team
- Number of any player who received an unsportsmanlike conduct foul or was ejected

After suspending play, the Referee should cooperate with both teams to allow adequate warmup time when teams return to the field. If the remainder of the game must be rescheduled, the Referee should meet with both coaches to verify the information outlined above. After that meeting, the Referee should provide the

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information to game administration. The information should also be provided to the conference assigner when applicable.

Pregame Head Coach Meeting

Prior to the coin toss, the Referee and Umpire (or entire crew at the crew's discretion) should meet with the head coach for each team – preferably the home team first. Crews may choose to have all officials meet with each coach.

The Referee should cover the following topics:

- Captain numbers;
- Verification that all players are properly equipped;
- Confirm any wraps or casts that should be inspected by the Umpire;
- Verify footballs will be available for the Umpire to inspect prior to the game;
- Ask whether the QB is right or left-handed and whether the kicker kicks with his right or left foot;
- Ask whether the team has any plays or formations that need to be addressed prior to the game;
- Verify the length of halftime (no more than 20 minutes); and
- Verify where each team will be located during halftime and whether the teams will have someone monitoring the halftime clock.

After meeting with each head coach, communicate any relevant information to the remainder of the crew.

Pregame Safety Huddle

Prior to the game, the Referee should meet with official medical personnel for the event and home school administration and staff, if available. The following topics should be covered:

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- AED location and who is responsible if the AED is needed;
- Host school medical personnel and location;
- Medical personnel responsible for concussion protocol;
- Severe weather guidelines; and
- Emergency Action Plan for a catastrophic injury.

Note: If no AED is available, the game should proceed. A special report should be submitted to the IHSA.

Coin Toss

The coin toss is to be held no later than 3 minutes prior to kickoff. The actual time of the coin toss will be directed by the IHSA, conference, or school, depending on the game. The coin toss is held at midfield as follows.

- Escort captains and head coaches to the center of the field.
 - Visiting team – L & BJ
 - Home team – U & LJ
 - No more than 4 captains (others must stop at hash marks) with their backs to their own sideline
 - L, LJ & BJ stay at respective hash marks to monitor teams.
 - U continues to the center of the field to join the coin toss.
- Captains and coaches introduce themselves.
- Referee addresses IHSA Sportsmanship Expectations.
- Referee asks visiting team for call – “Heads” or “Tails” prior to tossing the coin.
- Referee should repeat visiting team call to the Umpire.
- Referee tosses the coin and determines the winner of the coin toss.
- The winning team’s captain gets three options:
 - Kick or receive;
 - Defend a goal; or
 - Defer choice to second half
- If the choice is deferred, the Referee steps out, taps a captain on the shoulder and gives the incomplete signal (S #10), indicating deferral.

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- After the kickoff is determined, shift captains to the appropriate end of the field and indicate to the press box which team will receive the kickoff.

After the coin toss is completed, the crew should come together at midfield and record results on game cards before breaking to positions for kickoff.

Game Clock

The game clock shall be operated by an individual provided by the host school administration. Game clock management is the responsibility of the entire crew. All officials should monitor the clock verifying it is properly set prior to the start of a period. The crew should also monitor clock status throughout the game.

Stopping the Clock

The game clock is stopped at the end of a down by a clock stop signal (S #3) or an incomplete pass signal (S #10) from the covering official(s). If the clock is stopped for an incomplete pass, it is **not** necessary to give both S #10 & S#3 – give signal #10 only.

Starting the Clock

After an administrative stoppage, the Referee should start the clock, when appropriate, by giving the ready for play signal (S #1) and whistle and clock start signal (S #2).

After a first down, if the game clock is to start when the ball is ready for play, the Referee should give the clock start signal (S #2) only with no whistle.

If the clock will start when a down begins, it is **not** necessary to give the clock start signal (S #2) when the down begins. The only exception is a free kick. The covering official should give the clock start signal (S #2) when the ball is legally touched by the receiving team.

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Game Clock Correction

Rule 3-4-8 allows the Referee to correct obvious game clock timing errors if discovered prior to the second live ball following the error. Game clock management is a crew responsibility.

During the first quarter, third quarter and first eight minutes of the second and fourth quarter, game clock errors of 4 seconds or more should be corrected.

During the last 4 minutes of each half, all game clock timing errors should be corrected.

Game Clock Timing Modifications

Coach Agreement

By mutual agreement, coaches may agree to reduce the playing time of any period. The coaches may also agree to apply running clock rules – see below – at any time during the game.

Point Differential

If the point differential is 40 or more points in the second half, the game clock shall run continuously. The modified timing rules shall remain in effect for the remainder of the game, even if the point differential is reduced to less than 40 points. Under the point differential timing, the game clock shall only be stopped for the following:

- Timeouts;
- Injuries;
- After a score; and
- End of the Third Period

If the team that has more points is called for more than one delay of game penalty for expiration of the play clock, the Referee shall have the discretion to apply standard clock operating rules while the team has possession of the ball.

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Play Clock

The play clock shall be operated by an individual provided by the host school administration. The Referee and Back Judge are primarily responsible for the play clock. The play clock shall be set to either 25 or 40 seconds based on this table.

PLAY CLOCK/GAME CLOCK PROCEDURES				
Event	Play Clock Starts At	Game Clock Starts	Covering Official's Signal	Referee's Signal
Dead Ball Inbounds	40	Running	S #7	None
Dead Ball Out Of Bounds	40	Snap	S #3	None
Incomplete Pass	40	Snap	S #10	None
Team A Awarded 1st Down	40	Signal	S #3	Wind
Penalty Administration	25	Ready	S #3	Wind
Charged Team Timeout	25	Snap	S #3	Chop
Injury / Helmet Off *	40/25	Ready	S #3	Wind
Measurement	25	Ready	S #3	Wind
Double Change Of Possession – Team A Snaps	25	Ready	S #7	Wind
Change Of Possession - Team B Snaps	25	Snap	S #3	Chop
Touchdown	25	N/A	S #3	Chop
Try, Field Goal, Safety	25	Varies **	Varies **	Chop
Start Of Each Period	25	Varies	Varies	Chop
Legal Kick	25	Snap	S #3	Chop
Start Of Overtime Period	25	N/A	N/A	Chop
Other Administrative Stoppages ***	25	Ready	S #3	Wind
* See Rule 3-6-1a(1)e EXCEPTIONS For Defensive Injuries and Fouls				
** The Game Clock Will Start on the Legal Touch of a Free Kick				
*** Includes Inadvertent Whistle and Period Extension				
See the Current NFHS Football Rules Book for the NFHS Official Football Signals				

If visual play clocks are used, there must be two play clocks, one located at each end of the field. If either play clock malfunctions, both clocks must be turned off until both are fully operational.

In General

The Back Judge is responsible for monitoring the visual play clock and timing the play clock when no visual play clocks are available.

When the play clock reaches ten seconds, the Back Judge will raise one hand – S#17.

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When the play clock reaches 5 seconds, the Back Judge will give the quarterback a visual count of the last 5 seconds.

Ready for Play Delayed

If the ball is not ready for play when the play clock reaches 25 seconds, the Referee should call an official's timeout, set the play clock to 25 seconds, and start the play clock (and game clock if applicable) when the ball is set ready for play.

If the ball has been spotted, but the Umpire is not in position for the snap when the play clock reaches 25 seconds, the Referee may "pump" the play clock to 25 seconds, without declaring an official's timeout.

See Case Book 3.6.1 Situation (c) & (d).

Delay of Game

The Back Judge is responsible for monitoring or timing the play clock. Delay of game should be called when the play clock has reached zero and the play has not begun.

Any time a coach requests a timeout prior to or at the same time as the delay of game call, the timeout should be granted instead of issuing a delay of game penalty.

Timeout

Timeouts are all one minute in length. The Back Judge should time the timeout. Each line of scrimmage official should remain near his respective team's huddle.

The Back Judge should give a short whistle at 45 seconds indicating that the Referee will give the ready for play whistle in 15 seconds.

At one minute, the Referee should be ready to give the ready for play whistle. Every effort should be made to not place either team at an advantage or disadvantage at the time the ball is made ready for play.

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Injury Timeout

During an injury timeout, the Referee should use broad discretion to all players to go to their sideline when appropriate. In the event of a severe injury that requires an extended delay and/or medical treatment, the Referee should consult with both coaches to allow both teams a short warmup time and/or time to meet before continuing the game.

Coach/Referee Conference

If a head coach believes there has been an incorrect interpretation or application of a rule during a play, the head coach may request a conference with the Referee to discuss the ruling/application before the next live ball and before the period has been declared ended.

If the ruling is changed or otherwise modified, the timeout is recorded as an official's timeout (not charged to the requesting coach or team).

If the ruling is not changed, the timeout is charged to the team that requested the conference.

End of Period

When the game clock shows no time at the end of a period, the Referee should confer with the Umpire to verify there are no timing or down issues. The Referee and Umpire should record the down, distance, and ball position before moving the ball to the other end of the field. Crews may also have additional officials record the information.

The Linesman is responsible for relocating the line to gain equipment and down box to the opposite end of the field.

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End of Half/Halftime & End of Game Procedures

When the game clock shows no time left in the second or fourth period, the Referee and Umpire should confirm there are no timing, penalty, or down issues.

At halftime, the crew should next verify the teams are moving to their respective halftime meeting locations. At that point, the Referee should start the halftime clock.

Halftime length for a varsity game is 15 minutes. The host school administration can extend halftime to 20 minutes for special occasions. The maximum halftime length is 20 minutes.

When the halftime clock reaches zero, the Referee should have the 3-minute warmup period put on the game clock and start the clock.

Each team is required to be on the field for the three-minute warmup period. One player or team personnel on or near the field (i.e. outside the locker room) satisfies this requirement to avoid a penalty assessment.

If there is a delay of more than 30 minutes for circumstances such as weather or an injury, the Referee may modify the standard halftime after consulting with the host school administration and both head coaches.

If a team scores on the last play of the 4th quarter, the team shall only attempt the try if it could determine the outcome of the game.

Overtime Procedures

If the game is tied at the end of the 4th quarter, the game will continue under the NFHS Overtime Procedure and Rules. See Appendix E. The following procedures should be followed to begin overtime.

Intermission There is a 3-minute intermission between the end of the 4th quarter and the overtime period. The Referee should have the intermission timed on the game clock.

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Coin Toss After the intermission, the Referee will meet with the team captains at midfield (and head coaches, if they would like to join).

- The visiting team captain calls the toss - “Heads” or “Tails”.
- The winner of the coin toss will have the choice of: (1) offense; (2) defense; or (3) which end of field for play
- The other team has the remaining choice.

If the score is tied at the conclusion of an overtime period, there will be a 2-minute intermission between overtime periods. The team that lost the coin toss will have the first choice for the second overtime period. If additional overtime periods are necessary, the first option will alternate with no coin toss.

Down Correction

At any point during a series of downs, the Referee may correct the next down to be played during the series. The Referee is prohibited from correcting the down after a new series is awarded or after the period is declared ended.

Game Ball Management

Crews should work flexibly with teams with respect to game ball management. In general, the crew should check in as many footballs as each team would like to check.

During the game, the crew should change the game ball when requested by the team on offense, assuming the team has a replacement ball available and team personnel are working to get a replacement ball to the Umpire.

This approach is subject to two limitations. A team is **prohibited** from bringing in another ball specifically on fourth down for a scrimmage kick play such as a field goal or punt. Likewise, the offense is prohibited from bringing in a different ball for a try following a touchdown.

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Substitutions

The Referee and Umpire are responsible for counting the offense. The Back Judge and Line Judge are responsible for counting the defense. Any time there are more than 11 players on the field for either team, the officials should verify the count. After the count is verified, if no player is moving to leave the field, a substitution infraction should be called.

If a substitute fails to get off the field prior to the play beginning, a live ball substitution infraction should be called. This foul should only be called by the line of scrimmage official on the side of the field to which the substitute is exiting. When in doubt, the substitute was able to get off the field prior to the play beginning.

Every effort should be made to adjudicate extra players on the field as substitution fouls. Illegal participation for more than 11 players on the field should only be called when play begins and the additional player(s) actually participate in or influence the play.

“Hurry Up” Offense

The offense may attempt to run offensive plays at a high frequency with no huddle, particularly toward the end of a half in an attempt to score prior to the end of a period. If the offense runs plays in this manner, the crew responsibilities shift. However, the crew should maintain its game administration pace. The pace of play should not be accelerated by the actions of the offense.

When the offense runs plays in this manner, the Umpire should take responsibility for spotting the ball between plays. This includes going sideline to sideline to get the ball and returning it to the inbounds spot when necessary.

The line of scrimmage officials should maintain their positions on the sideline and only come onto the field when necessary for a spot that may involve a first down or a touchdown. The line of scrimmage officials should work with the chain crew to get the down box/line to gain equipment moved as appropriate after a first down

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is awarded. The line of scrimmage officials should also stay in communication with the head coaches regarding timeouts.

The Referee should communicate with the Back Judge to manage the game clock and play clock.

The Referee should also cooperate with the Umpire to get the ball set and ready for play. The Referee should not indicate the ball is ready for play until, at a minimum, the down box is set and the Umpire has moved into position for the snap. The Referee should communicate with the quarterback as to when the ball is ready for play and the play clock is starting.

Victory Formation

At the end of the half or game, if the offense declares the quarterback is going to take a knee immediately after the snap (sometimes referred to as “Victory Formation”), the Referee, Umpire and Line of Scrimmage officials should move close to the formation and inform the defense to refrain from hitting the snapper or quarterback.

Any excessive contact by the defense should be penalized as a personal foul. If the quarterback does anything other than take the snap and immediately put a knee on the ground (i.e. fakes or attempts to run a play), the Referee should immediately sound his whistle to end the play.

Sideline Management

There are two components to sideline management: (1) team box; and (2) coaches in the restricted area. Violations of the two components are assessed separately as follows.

- First violation – Warning
- Second violation – 5-yard penalty
- Third (and successive) violations – 15-yard penalty
- The head coach is disqualified after the fourth violation

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Contact between any game official and a coach or non-player is sideline interference – 15-yard penalty for Illegal Personal Contact. **Note: This foul does not count as an Unsportsmanlike Conduct foul against the offending coach or the head coach.**

Player Disqualification

Player disqualification should be handled carefully to ensure accurate application of the rules. Whenever possible, it would be ideal to have at least two officials with a view of the action who agree on the penalty and disqualification. Nevertheless, there are instances where only one official will see action that warrants a disqualification. In that case, the crew should proceed with the calling official's conclusion.

The official who made the call resulting in a disqualification must file a Special Report in the IHSA Officials Center within 24 hours after a game in which a participant was disqualified.

Personal Fouls

Three personal fouls: (1) fighting; (2) intentionally contacting a game official; or (3) striking, kicking or kneeing require automatic disqualification.

No other personal foul requires automatic disqualification.

There is no automatic disqualification after being called for 2 personal fouls.

A player may be called for any number of personal fouls. A player may be disqualified for any single personal foul **deemed to be flagrant.**

Unsportsmanlike Conduct

Under Rule 9, any player or nonplayer may be disqualified for an unsportsmanlike conduct foul deemed to be flagrant or a substitute leaving the team box during a fight. A player or nonplayer is also disqualified for receiving two unsportsmanlike conduct fouls during a game.

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Coach Disqualification

The head coach and assistant coaches are to be treated separately for purposes of the Rule 9 nonplayer unsportsmanlike conduct rules. Under Rule 9, any coach may be disqualified for an unsportsmanlike conduct foul deemed to be flagrant. A coach may also be disqualified for receiving a second unsportsmanlike conduct foul during a game.

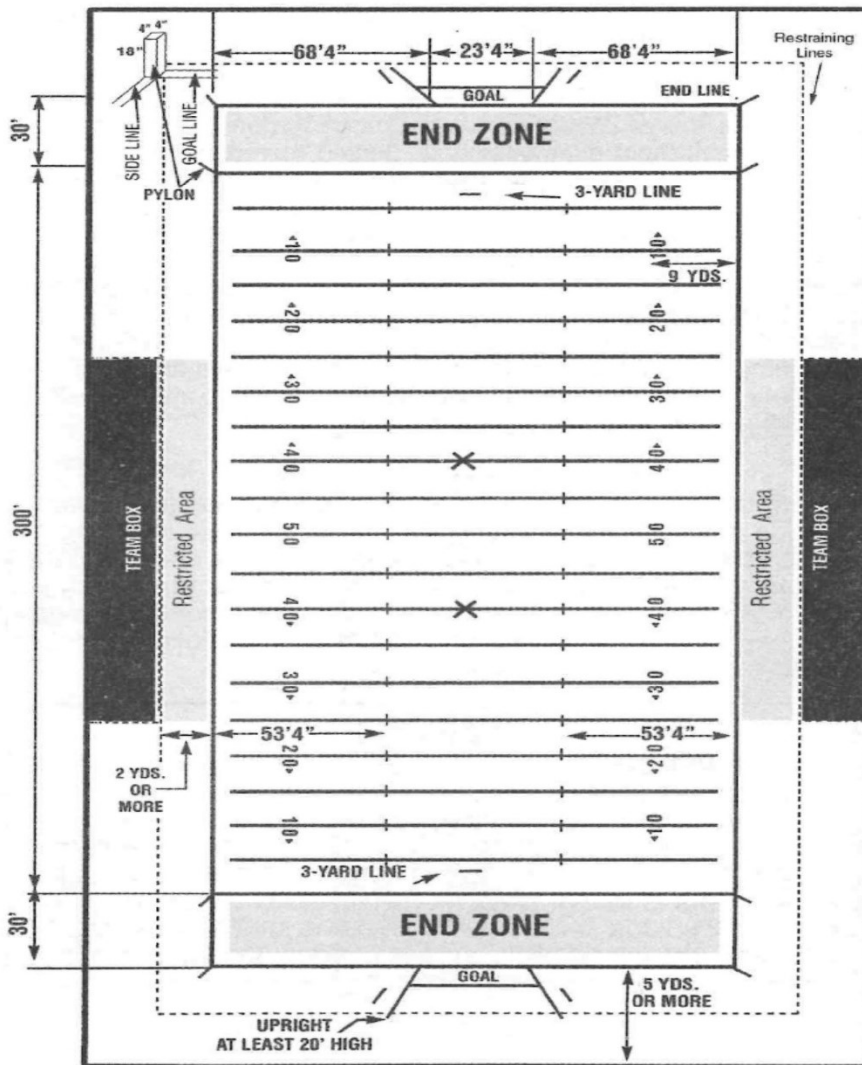
Excepted as provided in Rule 9-8-3 related to coaches in the “restricted area,” Rule 9 fouls are to be assessed to each specific coach separately, and not accumulated against the head coach, for purposes of the disqualification threshold.

The official who made the call resulting in disqualification of a coach must file a Special Report in the IHSA Officials Center within 24 hours after a game in which a coach was disqualified.

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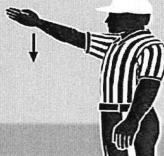





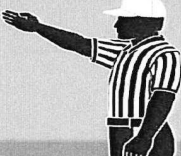













APPENDIX A Field Diagram

NFHS Football Field Diagram
11-player Football Field




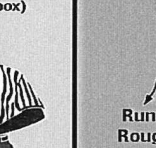
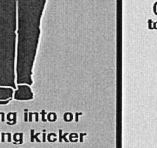

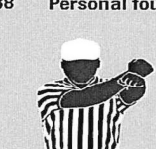
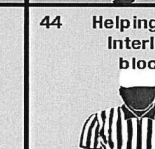
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APPENDIX B Official Signals

 NFHS OFFICIAL FOOTBALL SIGNALS					
1 Ball ready for play *Untimed down 	2 Start clock 	3 Time-out Discretionary or injury time-out (followed by tapping hands on chest) 			
4 TV/radio time-out 	5 Touchdown, Field goal, Point(s) after touchdown 	6 Safety 	7 Dead ball foul, Touchback (move side to side) 		
8 First down 	9 Loss of down 	10 Incomplete forward pass Penalty declined No play, no score Toss option deferred 	11 Legal touching of forward pass or scrimmage kick 	12 Inadvertent whistle 	
13 Disregard flag 	14 End of period 	15 Sideline warning 	16 First touching Illegal touching 	17 Reset play clock to 25 seconds (Use both hands to have play clock reset to 40 seconds) 	
18 Encroachment 	19 False start Illegal formation Free Kick infraction 	20 Illegal shift (2 hands) Illegal motion (1 hand) 	21 Delay of game 	22 Substitution infraction 	

PlayPic® PlayPics courtesy of **REFEREE** (www.referee.com)

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 NFHS OFFICIAL FOOTBALL SIGNALS				
23 Disconcerting act 	24 Illegal helmet contact Targeting 	25 Illegal horse-collar tackle 	26 Illegal blindside block 	27 Unsportsmanlike conduct Noncontact foul 
28 Illegal participation 	29 Sideline interference (Face press box) 	30 Running into or Roughing kicker or holder 	31 Illegal batting/kicking (Followed by pointing toward toe for kicking) 	32 Invalid fair catch Illegal fair catch signal 
33 Forward pass interference Kick catching interference 	34 Roughing passer 	35 Illegal pass/forward handing (Face press box) 	36 Intentional grounding 	37 Ineligible downfield on pass 
38 Personal foul 	39 Clipping 	40 Blocking below waist 	41 Chop block 	42 Holding/obstruction Illegal use of hands/arms 
43 Illegal block 	44 Helping runner Interlocked blocking 	45 Grasping face mask or helmet opening 	46 Tripping 	47 Disqualification 

PlayPic® PlayPics courtesy of REFEREE (www.referee.com)

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APPENDIX C Clock Operator Instructions



NFHS GENERAL INSTRUCTIONS FOR FOOTBALL GAME AND PLAY CLOCK OPERATORS

- A. The game and play clock operators should report to the game officials at the stadium at least 30 minutes before game time for the following purposes:
1. To synchronize timer's watch with official game time as established by the game official responsible for timing.
 2. To advise game officials whether the game clock operator and/or play clock operator will be in the press box or on the field/side-line. Determine procedure for communications with both operators and test procedures prior to the games.
 3. To discuss coordination of starting, stopping and adjusting the game clock or play clock in accordance with the playing rules.
 4. To discuss if the game clock horn (mechanical signal) can be turned off. Preference is for the game clock horn (mechanical signal) to be turned off for the duration of the game.
- B. The game clock is normally started 30 minutes before game time. The halftime intermission will start on the referee's signal when the players and game officials leave the field. All pregame and halftime activities shall be synchronized with the game clock. The mandatory three-minute warm-up period will be put on the game clock after the intermission time has elapsed and shall be started immediately.
- C. The game clock operator shall have an extra stopwatch available. In case of failure of the game clock, the game clock operator shall immediately contact the game officials, giving them the correct data regarding the official time. The game official responsible for timing will then pick up the correct game time on the stopwatch. If the game clock becomes inoperative and is subsequently repaired, it will not be used again until the next period or when the referee determines it is operational. The public-address announcer shall indicate the game clock will not be official until the malfunction is corrected and a subsequent announcement is made on the public-address system.
- D. **Game Clock Procedures**
1. The game clock operator is an integral member of the officiating crew and game administration. Unfair advantages occur when the game clock is not started or stopped correctly by rule. Great care must be exercised to see that no time lag occurs in starting or stopping the game clock.
 2. On all free kicks, the nearest game official(s) will signal the legal touching of the ball by indicating that the game clock should start.
 3. Any game official may signal a time-out; therefore, the game clock operator should be alert to stop the game clock.
 4. The incompleteness signal will stop the game clock.
 5. The game clock operator will automatically stop the clock following a touchdown, field goal, touchback or safety after the appropriate scoring signal has been made.
 6. After the game clock has been stopped, the referee will start it again on the referee's start-the-clock signal and if no such signal is given, the game clock operator will start the clock on the snap without the signal from the referee.
 7. The referee may start the game clock again in certain instances before the ready-for-play.
 8. The try is not a timed down.
 9. There are instances when a period shall be extended by an untimed down. During these extensions, leave the game clock at :00. Do not reset the game clock for the next period until the referee declares the period over by facing the press box and holding the ball overhead.
 10. Each state association may decide whether or not to utilize a running game clock in certain situations, and the procedures for those situations.
- E. **Play Clock Procedures**
1. The following set of instructions is for the play clock operators to assist with the rules on the play clock that now involves a 40-second or 25-second possibility for a delay of game. The following are the instructions for the 40-second and the 25-second play clock, to be used if and when visible play clocks are available to be used.
 2. Note to the Play Clock Operator: Starting the 40-second play clock "immediately" is to be interpreted as starting the 40 seconds as quickly as the covering official signals the end of the down using Signal #3 (time-out) or Signal #7 (dead ball with one arm straight up) or Signal #10 (incomplete pass). These are the only three signals you should expect at the end of a down prior to the 40-second play clock starting.
 3. The following addresses the play situations that require the 40-second option:
 - (a) The Team A (offense) runner is stopped inbounds short of a first down. The game clock continues to run and the 40-second play clock is started immediately except at the end of a 4th down.
 - (b) The Team A (offense) runner is stopped inbounds beyond the line-to-gain (first down). The game clock is stopped for the first down and the 40-second play clock is started immediately. The referee will then restart (wind) the game clock (no whistle involved) as quickly as the football is placed on the ground and ready for play.
 - (c) The Team A (offense) runner or a Team A fumble or a Team A backward pass goes out of bounds. The game clock is stopped and the 40-second play clock is started immediately. The game clock will not start again until the next legal snap.
 - (d) A Team A (offense) legal forward pass is incomplete. The game clock is stopped and the 40-second play clock is started immediately. The game clock will not start again until the next legal snap.
 - (e) If Team B (defense) is the only team to commit a foul.

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4. There is no signal/whistle from the referee during the 40 seconds except to restart the game clock following a first down inbounds. It is important to note that none of the situations listed above involve an administrative stop/interruption in play. All of those possibilities are addressed in the next section.
5. **Administrative Stoppages/Interruptions:** It is always possible for the situations that are listed below to occur during the game that are administrative issues/interruptions to the normal flow of play. This list does not necessarily include every possibility.
6. **Note to the Play Clock Operator:** Every situation listed below – with two exceptions – will result in a 25-second play clock that is not started immediately at any time, but you will wait until the situation has been addressed and the referee will then utilize Signal #1 which is the very common ready-for-play (with the whistle sounded) or Signal #2 (wind) which restarts both clocks (with the whistle sounded).
 Game Situations: (a) any foul occurs; (b) play is stopped for an injured player (40 seconds if a defensive player); (c) any down that involves a score; (d) either team is granted a time-out; (e) play is stopped to address an equipment issue (40 seconds if a defensive player); (f) any down that includes a legal kick followed by a new series; (g) a measurement for a first down; (h) team possession changes during or after a down; (i) the beginning of any period; (j) an inadvertent whistle; and (k) an untimed down. This list includes most 25-second play clock situations, but an extremely rare situation is also a possibility (a dog runs across the field; the lights go out; weather conditions).
7. **General Statements**
 - (a) Always set the play clock back to 40 during a down in progress. You will have plenty of time to change it back to 25 at the end of the down if necessary.
 - (b) The common ready-for-play whistle/signal is not used for a 40-second play clock.
 - (c) It is very important that the same individual in the press box is not responsible for both clocks. An official on the field will be responsible for the play clock if no visible play clocks are used.
 - (d) The game clock operator must always be ready for the referee to wind/start the game clock when it is stopped. The game clock will always start on a legal snap if it is not already started/running prior to the legal snap.
 - (e) Make certain that you always run the 25-second play clock prior to an extra point try, prior to a kickoff and prior to the kick following a safety.
8. Finally, the play clock operator must always be ready for the referee to reset the 40-second clock to 25 seconds if and when the 40 seconds has run down past and below 25 seconds and the football is still not yet on the ground ready for the next down. The referee's signal for this is a pumping motion with one hand up and down near his head. The same pumping motion with both hands is a reset to 40 seconds.

PLAY CLOCK/GAME CLOCK PROCEDURES				
Event	Play Clock Starts At	Game Clock Starts	Covering Official's Signal	Referee's Signal
Dead Ball Inbounds	40	Running	S #7	None
Dead Ball Out Of Bounds	40	Snap	S #3	None
Incomplete Pass	40	Snap	S #10	None
Team A Awarded 1st Down	40	Signal	S #3	Wind
Penalty Administration	25	Ready	S #3	Wind
Charged Team Timeout	25	Snap	S #3	Chop
Injury / Helmet Off *	40/25	Ready	S #3	Wind
Measurement	25	Ready	S #3	Wind
Double Change Of Possession – Team A Snaps	25	Ready	S #7	Wind
Change Of Possession - Team B Snaps	25	Snap	S #3	Chop
Touchdown	25	N/A	S #3	Chop
Try, Field Goal, Safety	25	Varies **	Varies **	Chop
Start Of Each Period	25	Varies	Varies	Chop
Legal Kick	25	Snap	S #3	Chop
Start Of Overtime Period	25	N/A	N/A	Chop
Other Administrative Stoppages ***	25	Ready	S #3	Wind
* See Rule 3-6-1a(1)e EXCEPTIONS For Defensive Injuries and Fouls				
** The Game Clock Will Start on the Legal Touch of a Free Kick				
*** Includes Inadvertent Whistle and Period Extension				
See the Current NFHS Football Rules Book for the NFHS Official Football Signals				

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APPENDIX D Line to Gain Personnel Instructions



NFHS GENERAL INSTRUCTIONS FOR FOOTBALL LINE-TO-GAIN CREWS

The typical line-to-gain crew consists of at least three individuals – A DOWN-MARKER INDICATOR OPERATOR and two to hold the rods. Unless otherwise possible by use of a fourth crew member, the DOWN-MARKER INDICATOR OPERATOR will attach the clip as specified. In some cases where a fourth crew member is present, that member may also be requested to record penalties on a chart provided by the game officials. It is strongly recommended that the members of the crew be adults and wear distinctive vests or jackets furnished by home or game management. Remind crew members that they are assistant officials, not fans.

PREGAME DUTIES

1. The line-to-gain crew shall meet the HEAD LINESMAN on the sideline opposite the press box at least 15 minutes before game time and also five minutes prior to the second-half kickoff. If an auxiliary down-marker indicator is used, the operator shall meet the LINE JUDGE on the press-box side at the same time.
2. The HEAD LINESMAN shall make certain that the official line-to-gain and down-marker indicators have been placed opposite the press box or on the designated sideline and that all are in good working order and conform to the rules. The LINE JUDGE shall make certain that the auxiliary down-marker indicator is in good working order and is placed on the opposite side of the field from the line-to-gain crew.
3. The complete concentration of the crew is absolutely necessary if crew members are to discharge their duties efficiently. The crew must refrain from showing any partisan reaction to the events taking place on the playing field. The crew must be prepared to act immediately on instructions from the HEAD LINESMAN so that teams and all concerned will know the exact situation concerning the down and yards to be gained. The crew shall not move or change the number of the down until signaled to do so by the HEAD LINESMAN. The AUXILIARY DOWN-MARKER INDICATOR OPERATOR shall act only on instructions from the LINE JUDGE. The crew must remain impartial and may not communicate down and distance information to members of the coaching staff or team.
4. While serving on the line-to-gain crew, the crew shall refrain from using items that would distract them from their responsibility (i.e. using electronic devices).

GAME PROCEDURES

1. On the HEAD LINESMAN'S signal, the crew shall move as quickly as possible to the next position.
2. When a runner or pass receiver is going out of bounds in the immediate vicinity, the involved crew member is to quickly and carefully drop the marker and move away from the sideline, keeping his/her eye on the spot of the marker. The crew members away from the play should hold their positions if possible.
3. The HEAD LINESMAN will set the spot of all first downs by going to the sidelines and marking, while facing the field, the exact spot where the rear stake will be set. The front crew member will then be sure the chain is fully extended before setting his/her stake.
4. The DOWN-MARKER INDICATOR OPERATOR, on every new series of downs, will set the down-marker indicator at the spot marked by the HEAD LINESMAN. When the line-to-gain equipment is moved, the rear rod is to be set behind the down-marker indicator and then the clip shall be placed at the back edge of the 5-yard line nearest the rear rod. The down-marker indicator must be held at all times in an upright position with the down correctly shown.
5. The DOWN-MARKER INDICATOR OPERATOR is to show the number of the down just completed and shall not indicate the new down until so notified by the HEAD LINESMAN. On instruction from the HEAD LINESMAN, the DOWN-MARKER INDICATOR OPERATOR will move the down-marker indicator to a new position with the marker indicator placed at the forward point of the ball and change the marker indicator to the correct down.
6. On all measurements for first down when the chain is moved onto the field, the DOWN-MARKER INDICATOR OPERATOR is to place his/her marker indicator at the spot of the front rod until a new series of downs is declared or the chain is returned to its previous position.
7. The chain is not extended if it is a first-and-goal situation. The HEAD LINESMAN should provide the DOWN-MARKER INDICATOR OPERATOR a bean bag in this situation to mark location of the box in case it is moved during the down.
8. The DOWN-MARKER INDICATOR OPERATOR should place the marker indicator on the line of scrimmage on all try situations. This will aid players and game officials in determining the line of scrimmage on all plays toward the sideline. The chain will not be placed on a try.
9. If the sidelines become crowded and the crew does not have room to efficiently discharge its duties, the crew is to notify the HEAD LINESMAN immediately so that a time-out may be called and sidelines cleared before the game will be allowed to proceed.
10. If the game is delayed for any reason, the crew will stay with the game officials.
11. The official line-to-gain and down-marker 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. Unofficial auxiliary line-to-gain and down-marker indicators may be used on the sideline opposite the official line-to-gain and down-marker indicators, and shall be operated approximately 2 yards outside the sideline, except in stadiums where the total playing enclosure does not permit. All indicators shall be operated as far off the sideline (up to 2 yards) as facilities permit and as directed by the HEAD LINESMAN and LINE JUDGE.
12. With the 40- or 25-second play clock, it is possible the ball may be snapped prior to the down-marker indicator being set. Should this rare situation occur, the HEAD LINESMAN shall drop a bean bag at the spot where the DOWN-MARKER INDICATOR OPERATOR shall spot the down-marker indicator.

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APPENDIX E Overtime Procedure

When the score is tied at the end of the fourth period, the Referee will instruct both teams to return to their respective team boxes. There will be a three-minute intermission during which both teams may confer with their coaches. All game officials will assemble at the 50-yard line, review the overtime procedure, and discuss how penalties, if any, including any carry-over penalties from the regulation game will be assessed to start the overtime procedure. At the end of the three-minute intermission, the Linesman will go to the team on the side of the field where the line to gain equipment is located. The Line Judge will go to the other team. They will inform the coaches of any special penalty enforcements that apply.

At the coin toss in the center of the field, the visiting team's captain shall choose "heads" or "tails" before the Referee tosses the coin. The team that wins the coin toss shall choose to play offense or defense or it may choose the end of the field where the teams will play the overtime period. The team that loses the coin toss will choose one of the other options. The Referee will indicate the winner of the toss by placing a hand on the captain's shoulder. To indicate which team will be on offense, the captain will face the goal line toward which the team will advance, and the Referee will give the first-down signal. The other team's captain will face the offense's captain with his back to the goal his team will defend.

Each team shall be permitted one time-out each overtime period (a series for A and a series for B). The team scoring the greater number of points in the overtime period shall be declared the winner. The final score shall be determined by totaling all points scored by each team during both regulation time and the overtime periods.

To start the overtime period, the offense shall put the ball in play anywhere between the hash marks. The series starts, first and goal, on the defense's 10-yard line or at the succeeding spot if a carry-over penalty is administered. The offense shall have a series of four downs. The series ends when the offense scores or if the defense gains possession of the ball. If the defense gains possession, the ball becomes dead immediately.

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If the offense scores a touchdown, it may attempt a try unless the points will not affect the final score. The offense may attempt a field goal during any down.

If the defense scores a safety or a touchdown, the game is over.

After the first team on offense has completed its series of downs, the first team on defense will become the offense with the ball in its possession at the same 10-yard line anywhere between the hash marks.

Both teams will use the same end of the field during the two sets of downs to ensure equal game conditions and to conserve time.

If the score is tied after each team has had one series of downs, the overtime procedure shall be repeated until a winner is determined. There shall be a two-minute intermission between additional overtime periods. When the captains meet for the second overtime period, the team that lost the initial coin toss shall have the first choice of options. If additional overtime periods are required, the first option will alternate between the teams with no coin toss.

If the offense scores a safety (1 point for a safety during a try), the succeeding spot for the defense will be the 10-yard line, provided the defense has not had its series of downs.

The offense will be awarded a new series of downs when any of the following occurs:

- (1) The offense recovers a scrimmage kick (field goal attempt) between the goal lines after it has been first touched by the defense beyond the **expanded neutral zone**; or
- (2) The defense is guilty of roughing the kicker, place-kick holder, snapper, or passer.

The line to gain is always the goal line, regardless of whether or not a penalty enforcement places the ball more than 10 yards from the goal line to start a new series.

Post scrimmage kick enforcement is not applicable during an overtime period(s).