



FHSAA OFFICIALS MANUAL

Art. 1... Officiating Crew Sizes

- a. Regular Season: 2-4 officials
- b. 3 Person Crew Titles: Referee (R), Line Judge (LJ), and Back Judge (BJ)
- c. State Series: 4 officials
- d. 4 Person Crew Titles: Referee (R), Line Judge (LJ), Field Judge (FJ) and Back Judge (BJ)

NOTE: During the Regular Season it is strongly recommended that 3 officials shall be used. The use of additional officials is optional to the school and as agreed to on the game contract between schools.

Art. 1... Coin Toss

R Wait for the captains at the center of the field. Introduce the captains to each other. Ask the visiting captain to call the toss prior to tossing it. The R may either catch the toss or allow it to fall to the ground.

- a. Indicate the winner of the toss by placing your hand on the captain's shoulder.
- b. Turn to the sidelines and signal "choice deferred," if applicable (S10).
- c. Request the 1st choice from the captain with the option for the 1st half.
- d. Obtain the remaining choice from the other captain.

R Place the captains with their backs to the goal they will defend. Signal winner's choice only, unless winner elects to defend a goal; then give the appropriate signal for the choice of the other captain.

ALL Meet and record the winner of the toss and options they have selected. Hustle to your position. See that all nonplayers are in their respective team boxes.

Art. 2... Between Periods

ALL Note and record down, distance, and yard line nearest foremost point of the ball.

R Measure distance from the nearest yard line to foremost point of the ball and estimate distance from nearest hash mark.

Art. 3... Between Halves

BJ When the clock expires, start your watch immediately and time the 5-minute halftime.

ALL Meet the captains at midfield near the end of the halftime, obtain and signal their choices.

Art. 4... Communication

ALL Teamwork is important among officials. Continuous communication between all officials during the game is essential for effective game administration.

Art. 5... Do Not Discuss

ALL Do not discuss with a team the play or players of opponents in a game which you will officiate or are officiating. Do not get mad with coaches or players who disagree verbally with your calls.

Art. 6... Down Box Operation

- R
- The down box is to be operated on the Home sideline unless circumstances dictate otherwise. (See item e. below.)
 - The down box is under the authority of the R in a 2 Person crew.
 - Verify each down prior to declaring the ball ready for play.
 - Signal to move the down box on 1st downs, punts, and Try for Point following a TD.
 - The down box will be operated on the same side of the field for the entire game unless moved by the R due to special circumstances.
- LJ The down box is under the authority of the LJ's in a 3 or 4 Person crew.
- ALL
- The down box will be positioned on the zone line-to-gain for every down, including the Try
 - Know the down and distance on each down. Be cognizant of live ball fouls which carry a loss of down or automatic 1st down and dead ball fouls. Verify the preceding down before changing the down box.
- ALL During the Try the down box will display the point value (1, 2 or 3) declared by A.
- R-LJ
- Instruct the down box operator to anticipate the play.
 - If there is any chance of the play coming near him/her, move the down box back quickly.
 - Remember, the safety of the down box operator, players and officials is important.
 - Do not drop the down box.
 - Locate the down box a minimum of 6' off the sideline.

Art. 7... Duties: Before Contest (Pre-Game)

- ALL Attendance at the pre-game conference at the time and place designated is mandatory. It is recommended that a period of at least 15 minutes prior to game time be allocated for this purpose. If the R is detained, he/she must notify the LJ and request the LJ to conduct the meeting.
- ALL Coordinate watches, review rule changes, and check officiating equipment. Check the playing field and player equipment.
- ALL The R will ask the head coaches of each team, "Are your players legally equipped according to the rules?"
- R Discuss the following with each Head Coach:
- Unusual plays.
 - Captains report to 40-yard line for the toss 3 minutes prior to game time.
 - Sportsmanship.
- BJ Have correct time of day and an extra stopwatch. Time game and intermission.

Art. 8... Duties: Game

- ALL Each official must have a thorough knowledge of the duties of his/her position and be fully informed concerning the duties of the other officials. He/she must:
- Know the down and distance prior to each snap.
 - Be ready to assist any official who is temporarily out of position.
 - Observe incorrect rulings by other officials and attempt to prevent and correct.

- d. Know the prescribed signals and when and how they are used.
- e. Be alert to action away from the ball when the play has left your immediate area.

Art. 9... Enforcement of Penalties

- ALL Throwing the flag: Spot fouls – throw your flag on the corresponding yard line, not toward the players, near the spot. Fouls that have no spot – throw your flag high into the air to give the R and the Down Box Operator a chance to see it. If more than 1 flag is thrown, officials must get together to quickly discuss if the flags were for the same infraction or not before reporting to R.
- ALL Signal time-out (S3) 2 times when ball is declared dead during the last 2 minutes of each half. When the ball is declared dead and a foul has occurred, the calling official should give several short, rapid blasts of the whistle to alert players and officials that a foul has occurred, if the R does not see you immediately or you are a distance from the dead ball spot.
- ALL Signal the R the type of foul using the Code of Official Football Signals as you jog to the R to report the foul.
- ALL The official calling the foul reports to the R using the 4 W's:
- a. What: Type of foul. Dead ball or live ball. Describe the foul.
 - b. Who: Offense or defense – except in a punting situation – then report K or R. Give the number and position of the player who fouled.
 - c. When: Status of the ball – loose, in possession, or after a change of team possession.
 - d. Where: The spot where the run ends or the spot of the foul.
- ALL Do not place a hand on, or point to, the offending player. Assist each other in holding the dead ball spot and the spot of foul. Cover the foul markers whenever possible for each other.
- ALL Make sure the down box is not moved.
- a. The R steps off the correct yardage and places the ball spotters on the ground 1 yard apart.
 - b. Both the LJ and FJ should “walk off” the penalty yardage independent of the R.
 - c. Upon reaching the succeeding spot, look at the spot that the R has walked off.
 - d. If different, communicate to the R.
 - e. The BJ needs to communicate “half the distance, automatic 1st down, loss of down,” and so on to the R.
 - f. Correct any mistakes immediately.
- ALL Communicate to the R on penalties enforced half-distance to the goal line.
- ALL Dead ball fouls – immediately think about the down number and yardage for a 1st down.
- R Disqualified Player: The R notifies the coach and escorts the player to the sideline on all disqualifying fouls (S47).
- ALL The nearest official will notify the coach of fouls by his/her team. Report the position and number.

- R
 - a. When fouls are reported, give the preliminary signal toward the offended team's sideline while standing still before explaining the options to the captain or coach.
 - b. If the choice is obvious, announce it and proceed with enforcement or declination.
 - c. Otherwise explain the options to the captain or coach.
 - d. State options briefly, correctly, clearly, and courteously.
 - e. Repeat the options if the captain or coach is unsure.
 - f. Do not let the captain or coach make the wrong decision, i.e., A's ball 4th down and an illegal forward pass is thrown. Coach of B states, "Decline, decline!" This is not in Coach B's best interest since it will be Team B's ball (loss of down foul) and Team B will gain 5-yards with the accepted enforcement. R should inform the coach of this outcome.

- R
 - a. Do not give preliminary signal for delay of game, encroachment, and false start fouls.
 - b. For all other fouls, give a preliminary and final signal.
 - c. Preliminary signal is to be given toward the offended team's sideline. Final signal is to be given toward the team's sideline that committed the foul.
 - d. In a double foul situation, give preliminary signal to one sideline and final signal to opposite sideline.

- R

After the enforcement is completed, take a position clear of the players and stand still. Give the final signal toward the fouling team's sideline. This gives both teams the information they need regarding the foul that occurred.

 - a. If the penalty is accepted, signal the foul, and extend 1 arm in a pointing fashion, horizontally, in the direction of the offending team.
 - b. If a penalty is declined, signal the foul, extend 1 arm in a pointing fashion, horizontally, in the direction of the offending team and then give the penalty declined signal (S10).
 - c. If the penalties offset, signal 1 foul, extend 1 arm in a pointing fashion, horizontally, in the direction of the offending team. Repeat this procedure for a foul by the other team, then give the penalty declined signal (S10).
 - d. If there was no foul, signal disregard flag (S13).
 - e. Outside of the last 2:00 in the 2nd and 4th quarters, start the clock after all penalty enforcements.
 - f. Inside the last 2:00 of the 2nd and 4th quarters, start the clock after a penalty is completed, if it was not otherwise stopped by Rule.

- R

If there are less than 2 minutes left in the game, ask the coach if they want the clock to start on the snap, when it normally would have started on the ready. If the choice is obvious, start the clock on the snap.

CALLING FOULS				
1. Stop clock for foul	2. Give preliminary signal	3. Indicate offending team	4. Give offended Captain options	5. Referee-Enforce Penalty
				
6. Repeat penalty signal	7. Indicate offending team	8. Indicate down	9. When ball is ready give "ready for play" or ...	10. Wind clock
				

Art. 10... First Downs

ALL If you are certain the play results in a 1st down, stop the clock (S3) 2 times during the last 2 minutes of each half. Assist the R as to whether to start the clock after awarding A a 1st down.

R If clock will wind, announce, "First Down, clock will wind on my whistle." Give RFP and wind signal (s2).

- ALL
- When the ball becomes dead near the zone line-to-gain, sell the call by loudly saying, "short, short" or, "1st down, 1st down." Communicate after each play about the down and distance, especially when the zone line-to-gain is more than 20 yards.
 - Use the "thumb's up" signal with both hands to indicate 2 zone lines-to-gain must be gained for a 1st down.
 - Remind both teams after each play of the necessary yardage needed for a 1st down.

R Time the 25 second play clock and announce when ten (10) seconds remain. It is recommended that the R count down the last five (5) seconds.

ALL When the play results in a 1st down, the covering official will raise 1 arm only, straight up, indicating 1st down.

Art. 11... Forward Progress

ALL When marking forward progress, keep all players in view.

ALL Use your downfield foot to signal forward progress to the R.

- R
- If forward progress is located between the hash marks, hustle to the approximate dead ball spot with the ball spotter.
 - If the dead ball spot is located between the sideline and a hash mark, hustle to the nearest hash mark.
 - Align the ball spotter on the downfield foot of the covering official.
 - After placing the ball spotter on the ground, take 1 step forward (1 yard) and place the gold ball spotter on the ground.

- e. If the play loses yardage, the LJ will obtain forward progress from the R.
- f. The R will then get the ball spotters and align them on forward progress.

Art. 12... Game Pacing and Tempo

- R
 - a. To encourage an appropriately paced contest, the R shall mark the ball ready as soon as A players are behind their scrimmage line and all officials are in proper position.
 - b. The R shall mark the ball ready for play then answer any questions.
 - c. Unless the offense is in a hurry-up, it is not necessary for the R to be behind the deepest offensive back when marking the ball ready, provided he/she can obtain this position well before the snap.

Art. 13... Helpful Hints

- ALL
 - a. Your actions on and off the field must be above reproach.
 - b. Be impartial.
 - c. Be courteous, but firm and fair, when dealing with players and nonplayers.
 - d. Enter the field with a relaxed and confident attitude.
 - e. Do not get upset when people criticize you. Just make the call and enjoy the thrill.

Art. 14... Hurry-up Offense

- R
 - a. The referee will increase the tempo when A is in "hurry-up." Hustle, but do not hurry.
 - b. If A is ready to snap, do not mark the ball ready for play until you have hustled behind the deepest back.
 - c. Backpedal quickly, keeping your eyes on the players and the ball.
 - d. Check with the other officials to make sure they are ready as you move back.
 - e. Emphatically inform the center and QB to, "Wait for my whistle." Mark the ball ready for play, then announce down and zone line-to-gain, if time allows.
 - f. Do not delay A snapping the ball to announce down and distance.
 - g. Do not announce down and distance if A has started its cadence.
 - h. Simply signal the down with your hand.
 - i. Always maintain your poise.

Art. 15... Hustle

- ALL
 - a. Keep the game moving smoothly from start to finish.
 - b. Hustle, but do not hurry! Do not move too fast.
 - c. Move with purpose.
 - d. It is better to let the play come to you.

Art. 16... Incomplete Pass

- ALL
 - a. Only the covering official(s) signal incomplete pass.
 - b. Stand erect and repeat the signal (S10) 2 times deliberately at shoulder height level.

Art. 17... Judgment

- ALL
 - a. Decisions must be instantaneous, and a ruling announced with minimal delay.
 - b. Ensure improved instinctive reactions to play situations by reviewing all possible combinations of circumstances before each game.
 - c. Let your mind digest what your eyes have seen.
 - d. Do not look for fouls.
 - e. Always be sure of a foul.

- f. Never guess, as there are no phantom fouls.
- g. Pick up your flag if you realize the foul was not there. If you think it is a foul, it is not!
- h. You must know it was a foul.

Art. 18... Last 2 Minutes of Each Half

- ALL
 - a. Officials should vocally communicate the status of the clock including the time remaining, “clock running or stopped,” and “wind on the snap or the ready,” throughout the last 2 minutes of each half.
 - b. Signals are important, but vocalization also keeps the players informed.
 - c. Use the time-out signal on out-of-bounds plays, penalties, change of team possession, time-outs, and 1st downs.
 - d. The touchdown, touchback, safety, and incomplete pass signals automatically stop the clock. All officials must not signal time-out after one of these 4 are signaled.
 - e. After a 3rd down play utilize the following signal to indicate stop the clock after 4th down: “Cross your arms against your chest” (S21).
 - f. Communicate to the other officials.

- R
 - a. Give the 2-minute alert verbally to both captains.
 - b. Other officials should communicate verbally to the sidelines.

- BJ
 - a. Loudly announce the remaining time and whether the clock is running or stopped after each play.

- ALL
 - a. When the ball becomes dead inbounds near the sideline, give the start clock signal (S2) using only 2 turns of your arm.
 - b. This signal is a sideline mechanic only and must be used when the runner has been deflagged/tagged inbounds near the sideline.

- ALL
 - a. When the runner advances beyond the zone line-to-gain for a 1st down and is then tagged/deflagged inbounds near the sideline, stop the clock for the 1st down.
 - b. Remind the R whether the ball became dead inbounds by winding your index finger, or out-of-bounds by snapping your fingers.

- R
 - a. When time expires in each period, give the signal to indicate that the period is over (S14).

Art. 19... Officiating Uniform

- ALL Officials who wear great looking uniforms send a positive message to players and coaches. Take pride in yourself and your profession!

- ALL The officiating uniform is:
 - a. Collared 1” or 2” black and white striped shirt with FHSAA shield embroidered or dye sublimated above left chest pocket. American Flag with white border applied or dye sublimated on left sleeve.
 - i. 1” or 2” striped shirts are allowed provided the entire crew is dressed alike.
 - b. Black pants or shorts
 - c. Black socks
 - d. Solid black football shoes

- e. Black baseball cap with white piping
- f. Additional essential equipment includes a plastic whistle, penalty marker, blue or white bean bag to mark non-penalty spots (crew should be consistent for uniformity), game card, coin, pencil and rubber bands or some device to keep track of the down number. The penalty marker shall be a light gold flag (15" x 15") with a middle pouch weighted with sand, beans, etc.

NOTE: Penalty flags worn by each official should be virtually hidden from view.

- ALL Jewelry: Officials are prohibited from wearing jewelry while officiating a contest. The only exceptions to this policy are a wedding band, game timing device and a medical alert bracelet which, if worn, must be taped to the body with clear tape so that it remains visible.
- ALL Numbers: The wearing of numbers or position plackets on shirts by FHSAA officials is strictly prohibited.
- ALL Local Association Patch: A local association patch may be worn on the upper front of the jacket or left shoulder of shirts, provided a request is made. Patches may not exceed three (3) inches in diameter and must be black and white in color. Other color combinations are prohibited.
- ALL FHSAA insignia Prohibited at Non-FHSAA Contests: The FHSAA insignia, including "FHSAA" and the "Florida Shield," is the property of the FHSAA and may be used by contest officials only as approved by the FHSAA Office. An FHSAA official may not wear any part of his/her uniform containing the FHSAA insignia at any time other than when officiating a contest involving an FHSAA member School.

Art. 20... Physical Condition, Rules Signals, Mechanics Knowledge

- ALL
 - a. Football officiating is difficult and requires 100 percent concentration.
 - b. Officials shall prepare themselves both physically and mentally to officiate.
 - c. Knowledge of the rules must be perfect and supplemented by the ability to interpret them correctly through much time and study.
 - d. All rules should be enforced fairly and consistently. Enforce the "spirit of the rule" by exercising good common sense.
 - e. Officials shall master both the rules of the game and the mechanics necessary to enforce the rules and shall exercise authority in an impartial, firm, and controlled manner.
 - f. All signals should be given promptly and distinctly.

Art. 21... Time-Out: Officials Timeout

- R Signal the time-out 2 times (S3) and tap your chest with your hands. Declare the ball ready for play as soon as the need for the time-out has been met.
- ALL Injury: Do not stop the clock immediately if in doubt about the nature of an injury.
 - a. Ask the player if she can continue; wait for a response, then assess the situation.
 - b. Be deliberate.
 - c. Permit as much time as is necessary.
 - d. Keep other players away from the injured player and do not let any player attempt to "help" by touching, turning, or otherwise moving the injured athlete in any manner.
 - e. The safety of the injured player is of paramount concern.
- ALL
 - a. When either team is awarded a 1st down during the last 2 minutes of each half, all officials signal a time-out 2 times (S3)

- b. The R will then either wind the clock or not, depending on the status of the ball when the first down was achieved, either inbounds or out-of-bounds.
- c. If the game is disrupted for any reason record down, distance, position of ball, score and time remaining in the game.

- ALL
- a. Know the status of the clock – whether to start on the snap or the ready.
 - b. Communicate this information to the R. Snap your fingers to signal “do not start the clock” or “the clock will start on the snap.”
 - c. Use a winding motion of your index finger to signal “start the clock” when marking the ball ready for play.

Art. 22... Time-Out: Team

- ALL
- a. Any official may recognize the team time-out request and stop the clock.
 - b. All officials repeat the time-out signal 2 times (S3).
 - c. Know the team and player’s number or head coach before signaling. Only the head coach or a player on the field may request a timeout. Do not allow a timeout if called by an assistant coach or other non-player.
 - d. Repeat time-out signal 2 times (S3). Then inform the R.

LJ-FJ-BJ After signaling a time-out 2 time (S3), turn to the requesting team with both arms extended and give 2 chucks.

- R
- a. Indicate a charged time-out by pointing to the requesting team, both arms extending, giving 2 chucks.
 - b. Notify the captain and/or head coach when charged time-outs have been taken.
 - c. When 45 seconds of the timeout have elapsed, the R shall tweet his/her whistle to notify both teams that the RFP will be given in 15 seconds.
 - d. When 55 seconds have expired, go to the ball, get ready signal from each captain, and sound the whistle declaring the ball ready for play.

- ALL
- a. Record time-outs including the game time and team.
 - b. Verbalize and signal with each other during each time-out as to the number remaining for each team.
 - c. Verbalize to both captains and head coaches the number of time-outs remaining.
 - d. Do not huddle in a group.

Art. 23... Untimed Down

ALL Know the extension of period rules, especially the differences between live ball and dead ball fouls and loss-of-down fouls.

BJ Communicate verbally with the Referee at the end of each period whether the period must be extended. You have primary responsibility.

Art. 24... Whistle Mechanics

- ALL
- a. It is mandatory to keep the plastic whistle in your hand until the ball becomes dead by rule.
 - b. Let the play kill itself.
 - c. Do not be in a hurry to sound your whistle.
 - d. Only the covering official(s) should blow their whistle at the end of a down. There are many instances when an official away from the play unnecessarily blows a whistle.

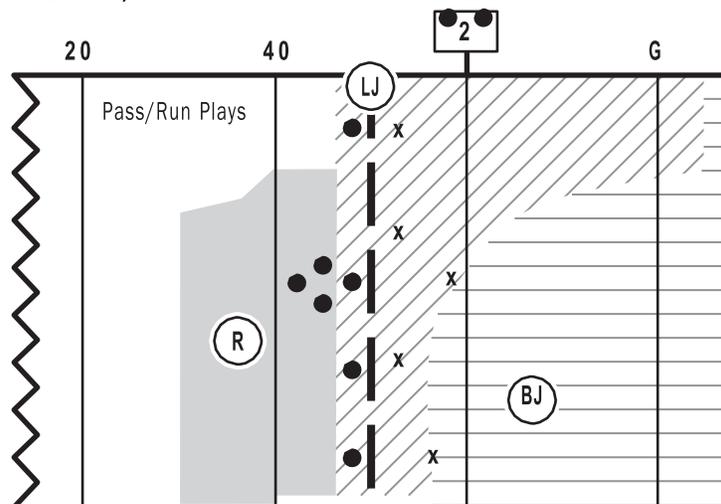


THREE AND FOUR PERSON MECHANICS FOLLOW

THREE PERSONS MECHANICS

Art. 1... Initial Positions

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



Art. 2... Responsibilities Before the Ball is Snapped

- R
1. Set the ball spotters on or inside the hash marks.
 2. Check with the other officials for the correct down.
 3. Check the down box.
 4. Announce the down and distance.
 5. Sound your whistle sharply and mark the ball ready for play.
 6. Start your stopwatch for the 25-second count.

7. Move the down indicator on your hand to the next finger.
8. Hustle to your initial position.
9. A note of caution: When a team is using a hurry-up offense, maintain a consistent tempo throughout the game.
10. Inform the Quarterback and Snapper not to snap the ball until the whistle is sounded.
11. Back pedal to your position quickly, and visually check that the LJ and BJ are ready.
12. Maintain your poise and control of the game.
13. Hustle, do not hurry.

- LJ
1. Thrust your downfield foot ahead to mark forward progress.
 2. Raise your arm straight above your head and indicate the next down (closed fist for 4th down).
 3. Communicate verbally to the down box operator and the other officials about the next down number.
 4. Move the down indicator on your hand to the next finger.
 5. Back pedal to the sideline.
 6. Other than during a hurry-up offense, be in your initial position before A breaks the huddle.
 7. Keep people on the sideline back at least 6’.

- BJ
1. Thrust your downfield foot ahead to mark forward progress.
 2. Raise your arm straight above your head and indicate the next down (closed fist for 4th down).
 3. Communicate verbally down and distance to other officials.
 4. Move the down indicator on your hand to the next finger.
 5. Back pedal to your initial position before A breaks the huddle.
 6. Check offensive formation to determine how close A players are positioned near the sideline.
 7. Keep people on the sidelines back at least 6’.
 8. Be wider than the widest offensive player.
 9. Check your game timing device and inform players, coaches, and officials of the remaining time.

R **Preventive Officiating Recommendations:**

1. Communicate with the Quarterback when 10 seconds and 5 seconds remain on the 25 second count. If the ball has not been snapped with 5 seconds remaining, count down 5-4-3-2-1 so the Quarterback can hear you.
2. If an A player, usually the Quarterback, is positioned within 2 yards of the Snapper, inform her to move back.
3. Remind the Quarterback that all players must be set for 1 second.
4. Check legality of the players’ equipment.
5. If a team is shifting, inform them to “get set.”
6. Remind the players to tuck in their jerseys and adjust their flag belts if necessary.

- LJ
1. Thrust your backfield foot forward to help the line players position themselves but keep in mind that only the Snapper is required to be on the Team A Line-of-Scrimmage.
 2. Communicate verbally to the A and B players along the neutral zone to check with you.
 3. Move them backward if they are in the neutral zone.
 4. Take charge and be in control of the scrimmage lines.
 5. Remind the players to tuck in their jerseys and adjust their flag belts if necessary.

- BJ
1. Remind B that contact is illegal-do not “chuck” the receivers.

2. Count the B players (Flag-count flag belts) - (S12) communicate if they have too many or not enough.
3. Remind the players to tuck in their jerseys and adjust their flag belts if necessary.

- LJ-BJ 1. Whenever the dead ball spot is outside the nearest hashmark on your side of the field assist lining up the R for the proper location of the ball spotters.

R Basic duties include watching for:

1. Delay of game
2. Legality of the defensive signals
3. Illegal shift-motion-procedure-snap
4. False Start
5. Counting the 7 A Players (Flag- count flag belts) (S12)

- LJ 1. Counting the 7 A players (Flag-count flag belts) (S12)
3. Encroachment
 4. False start
 5. Illegal shift-motion-snap
 6. Take responsibility for any player in motion.

- BJ 1. Keeping the game time correctly
2. Monitoring defensive substitutions
 3. Having game awareness when it is 3rd or 4th down and long. It is suggested in these situations when Team A is obviously going for the long 1st down that the BJ adjust their position to cover the zone-line-to-gain. If that means moving up or back by 3 or 4 yards to get the ZLTG covered the BJ will be providing valuable coverage on long plays.
 4. Watching for Pass Interference, Flag Guarding, and other fouls downfield.
 5. Counting the 7 B Players (Flag- count flag belts) (S12)

Art. 3... Responsibilities After the Ball is Snapped

R The R's mental checklist is:

- * Snap
- * Ball
- * Quarterback
- * Rush
- * Pass

1. Watch for the snap striking the ground either before or after touching a player.
2. Observe B as they rush the Quarterback and move toward the screen blockers.
3. Adjust your position to see through the play and rule on illegal contact maintaining a 45° angle.
4. Follow the runner toward your sideline behind the scrimmage line maintaining an "inside looking out" angle to see the inside arm of the runner for a possible flag guard.
5. Be careful of the agile runner who can change directions quickly.
6. Stay inside and do not follow the runner too tightly, maintaining a 5-yard cushion.
7. Always be aware of the throw-back.
8. Mark forward progress if the runner is deflagged/tagged behind the scrimmage line.
9. Observe fouls around and ahead of the runner after she crosses the neutral zone.

10. Maintain a position at or near the scrimmage line to observe action around the runner.
11. You are responsible for the pitch person.

- R
1. If the Quarterback backpedals more than 2 to 3 yards, take a step backward for every step she does.
 2. Protect the Quarterback.
 3. Do not be a “head wagger!” When the pass is thrown, keep your eyes on the passer until there is no threat of a foul.
 4. Remember, the Quarterback is your primary responsibility.
- R
1. Take a position to rule whether a pass thrown behind the neutral zone is forward or backward.
 2. If a forward pass is thrown near the 1st ball spotter, hustle to the spot where the ball was released.
 3. Check the spot of the pass with the 1st ball spotter. Remember, if in doubt, the pass is legal.
- R
1. You are solely responsible for calling intentional grounding.
 2. If necessary, seek information from the other officials whether any A players were in the area where the pass was thrown.

LJ **The LJ's mental checklist is:**

- * Snap
- * Players
- * Passer
- * Zone
- * Ball

1. Read your “keys” after the snap. Do the receivers move downfield and run pass patterns?
2. Do the line players start screen blocking and the backs being running?
3. Most plays are passes.
4. Many runs develop off the pass.
5. If you read run, hold at the neutral zone and observe the screen blockers and defenders ahead of and around the runner.
6. If you read pass, slide downfield 3 to 5 yards initially.
7. Move no later than 1 second after the snap.
8. Keep your shoulders parallel to the sideline.
9. Shuffle your feet similar to a defensive basketball player, keeping in mind not to cross your feet.
10. This will allow you to move in either direction quickly.
11. Observe the initial charge of the line players for a foul by either team.
12. Then watch for any illegal contact by the receivers and defensive backs primarily on your side of the field.
13. Switch your sight briefly from the players downfield back to the quarterback.
14. Read the Quarterback's eyes.
15. Anticipate the play, but do not anticipate the call.
16. Once the ball is thrown, move quickly to the most advantageous position to see between the receiver and defender.
17. Adjust your position for the best angle.
18. This will place you in proper position to rule on a foul by either player.

19. Stay wide.
20. Be in a position to cover any pass near the sideline.

- LJ
1. If the runner moves away from you, continue to officiate.
 2. Observe action in the offensive backfield, along the neutral zone and screen blocks around the runner.
 3. Move along the scrimmage line, then drift downfield keeping players in front of you.
 4. Try to get the “big picture.”
- LJ
1. An exciting part of this game are the many backward passes thrown, especially beyond the neutral zone.
 2. Work hard for a position which parallels the runner, especially from the neutral zone to 20 yards downfield.
 3. By staying wide and parallel to the runner, your position will be excellent to rule on the legality of the pass.
 4. When a pass is backward, immediately extend your arm with a closed fist at a 90° angle toward A’s end line (S17) and yell “back.” If thrown forward beyond A’s scrimmage line (1st ball spotter) or after a change of team possession, throw your flag to the corresponding yard line where the pass was released.
- LJ
1. A large percentage of plays are designed for short or intermediate yardage.
 2. You are responsible for forward progress to approximately 20 yards beyond the neutral zone.
 3. This is why being parallel to the runner is so important.
 4. Be prepared to take the runner to the goal line. Constantly be aware of the zone line-to-gain and the goal line.
 5. Sell the close call by hustling to the dead ball spot.
 6. Hustle and stay parallel to the sideline until you reach the yard line where the ball became dead.
 7. Then “square off” and move toward the ball.
 8. Keep players in front of you and in your view.
 9. Thrust your downfield foot forward to mark the foremost point of the ball.
- LJ-BJ
1. Drop your bean bag where a player loses possession, or when a fumble or backward pass beyond the scrimmage line is intercepted.
 - a. If the runner fumbles the ball FORWARD, the ball becomes dead at the spot of the FUMBLE, not where the ball hits the ground.
 - b. If the runner fumbles the ball BACKWARD, or throws a backward pass, the spot is where the ball hits the ground or where it goes out-of-bounds.
 2. The pass thrown toward the sideline is a challenging call for the LJ and BJ.
 3. Read the “keys” at the snap. Be aware of the receiver who moves toward your sideline.
 4. Once the passer releases the ball, begin adjusting your position to the receiver.
 5. Most calls are missed because the official is either too close to the receiver or not straddling the sideline.
 6. Adjust your position so you are at least 5 yards away from the receiver, standing still. Stop-N-Watch.
 7. Watch the feet first and then the ball.
 8. Pause an instant. “Let your mind digest what your eyes have seen.”
 9. Remember, you have responsibility for the A player who goes out-of-bounds and returns to participate.
 10. Throw your hat and say the player’s number so you will remember it.
 11. Take responsibility for your respective sideline-end line to end line.

12. Be ready to move quickly downfield on a long pass.

- LJ-BJ
1. Watch for out-of-bounds plays on your sideline.
 2. When the runner steps out-of-bounds, move to the spot and hold it.
 3. Do not drop your bean bag on the spot unless the play gets rough out-of-bounds.
 4. Keep your eyes on the players out-of-bounds until all action has stopped and they have returned inbounds.
 5. This may mean pivoting and facing out-of-bounds.
 6. Be deliberate and take your time for 3 to 4 seconds.
 7. If there is a late contact, it must be penalized.

BJ The BJ's mental checklist is:

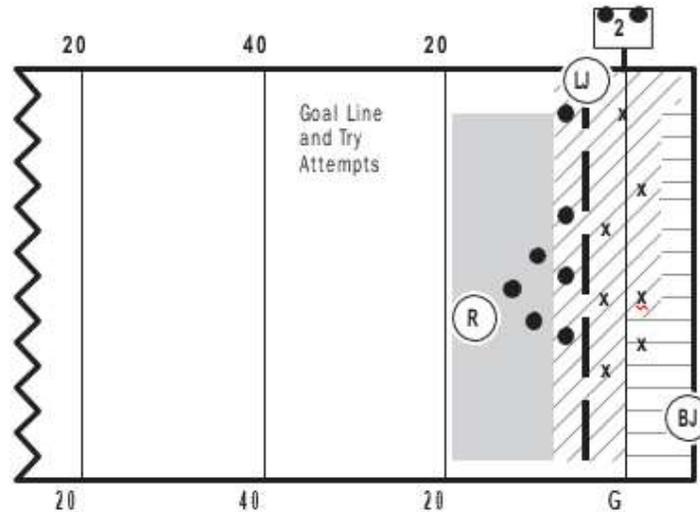
- * Snap
- * Players
- * Passer
- * Zone
- * Ball

1. When the ball is snapped, your 1st couple of steps are always backward.
2. Read your "keys" for pass versus run.
3. If a run develops, watch the screen blockers ahead of and around the runner.
4. If the runner or receiver moves toward the sideline, hustle to that sideline for an "outside looking in" angle.
5. This is the "boxing-in" principle.
6. Do not get caught inside.
7. If the runner moves toward the LJ's side slide, do not overcommit too fast.
8. Backward passes and cutbacks are quite common.
9. Let the flow of the play dictate your movement.

- BJ
1. As the ball is snapped, observe any illegal contact by players in and directly beyond the neutral zone especially on your half of the field.
 2. Continue to move backward as the receivers establish their patterns.
 3. Let the play come to you.
 4. Do not allow any receivers behind you.
 5. The end line is your responsibility.
 6. Take a quick look at the passer's eyes.
 7. In most cases, she will show you where the pass is going.
 8. Your objective is moving to a position to see between the receiver and defender as the ball arrives.

- ALL
1. Rule on forward passes thrown in or near your area.
 2. This is especially true on button hooks, traps, and muffs.
 3. If in doubt on a pass being complete or incomplete, concede the call to the official facing the receiver.
 4. Do not give the catch signal in the field of play.
 5. If you think it is a catch, move toward the forward progress spot when the ball becomes dead and look for help.

- ALL
1. After the ball is dead, be in a position to cover late contact, roughness, and other fouls.
 2. When dead in your area, hustle in and thrust your downfield foot forward to mark progress.
 3. Remind A players to take the ball back to their huddle.
- ALL
1. During the last 2 minutes of either half: If the ball goes out-of-bounds, signal time-out immediately.
 2. The other officials will clean up around you until there is no threat of a foul.
 3. Repeat the time-out signal 2 times.
 4. Look professional by giving good sharp signals.



Art. 1... Initial Positions

- R-LJ
1. Positions are the same as run/pass plays.
- BJ
1. Whenever the ball is snapped on or inside the 10-yard line, stand on the end line, 5 yards from the sideline.
 2. The end line is your responsibility.
 3. Watch the wide receivers as they break the huddle.
 4. If they are positioned near the sideline, move closer to it.
 5. In very short yardage situations the R may want to "cheat" more toward the BJ's side of the field in the event the play goes that way and coverage is needed at the goal line.

Art. 2... Responsibilities- Goal to Go

- R
1. Signal Touchdown only after all requirements have been met and you have checked for any penalty flags.
 2. Help rule on forward progress only if the LJ's vision is blocked.
- LJ
1. After the snap, hustle to the goal line and rule on either a touchdown or forward progress short of the goal line.
 2. This is important: Always know where the goal line is on short yardage situations.
 3. Stay wide.
 4. Your objective is to be straddling the goal line when the ball breaks the plane in

possession.

5. If the runner or receiver is near your sideline, move out-of-bounds 2 yards for an “outside in” look.
6. If the runner or passer moves toward the opposite sideline, hustle down the goal line for a better look.
7. However, keep all players in front of you and be ready for any reverse or broken field runs.

- BJ
1. Stay on the end line and let the play develop.
 2. Do not overcommit and risk getting trapped.
 3. Let the play come to you.

- LJ-BJ
1. Indicate the score by giving a sharp touchdown signal only when in a position to see possession by the offense in the opponent’s end zone.
 2. Be deliberate. You must see the football!
 3. Do not mirror another official’s touchdown signal.
 4. If you see touchdown, then signal it.
 5. After signaling, the closest official must instruct a teammate of the scoring player to defrag the player who scored, and must closely observe the deflagging to ensure the belt was secured legally.

- R
1. After the touchdown, it is the responsibility of the coach of the scoring team as to how many points the scoring team will attempt on their Try. Often the coach will be celebrating and not communicating with the R. For this reason, it is strongly suggested that the R proceed to the 3-yard line and “assume” that the Try will be for one point. If and when the coach sees this, he/she can inform the officials if the team will attempt a 2-point or 3-point Try. If so requested, the R can easily move the ball to the new yard line. In all cases, do not yell toward the sideline attempting to get the coach’s attention. This appears very unprofessional.
 2. In the event a captain makes the Try request, explain the Try options.
 3. Secure the captain’s choice and announce it to all players and officials.
 4. Set the ball spotter on the 3-, 10- or 20-yard line.

Art. 1... Responsibilities- Reverse Goal Line Mechanics

- R-LJ
1. When A is near their own goal line, between the 8- and 15-yard line, the R will straddle the goal line and be wide.
 2. As the Quarterback rolls to either sideline, stay on the goal line to rule on a possible safety.
 3. When the ball is snapped on or inside the A 8-yard line, the LJ will move toward the goal line at the snap, while the R will be on the end line prior to the snap.
 4. Once the goal line is no longer threatened, the R and LJ will move upfield similar to the other players.
 5. If on a turnover, such as an interception, and the intercepting team scores, after signaling, the closest official must instruct a teammate of the scoring player to deflag the player who scored, and must closely observe the deflagging, to ensure the belt was secured legally.

Art. 2... Responsibilities- Reverse Mechanics on Interception

- All
1. When the football is intercepted the officiating crew must be aware that their responsibilities change.
- R
1. Following an interception, you are now responsible for the runner from your position on the field to the goal line.
 2. Your aim is to be straddling the goal line when the runner and ball break the plane.

3. "Hustle, but don't hurry" may not apply here since you are the only official in position to monitor the runner as she heads to the goal line.
4. Be aware of any players in pursuit of the runner attempting to deflag her. Watch for illegal contact fouls.

LJ-BJ

1. Your responsibilities are to monitor both sidelines and clean up behind the runner.
2. Whichever official is trailing the play, most likely the BJ, is to retrieve the ball spotters on the ground at the previous spot and bring them to the R for the ensuing play. If this is not done, the R will have to delay the game and hustle back to the previous spot to retrieve the ball spotters.

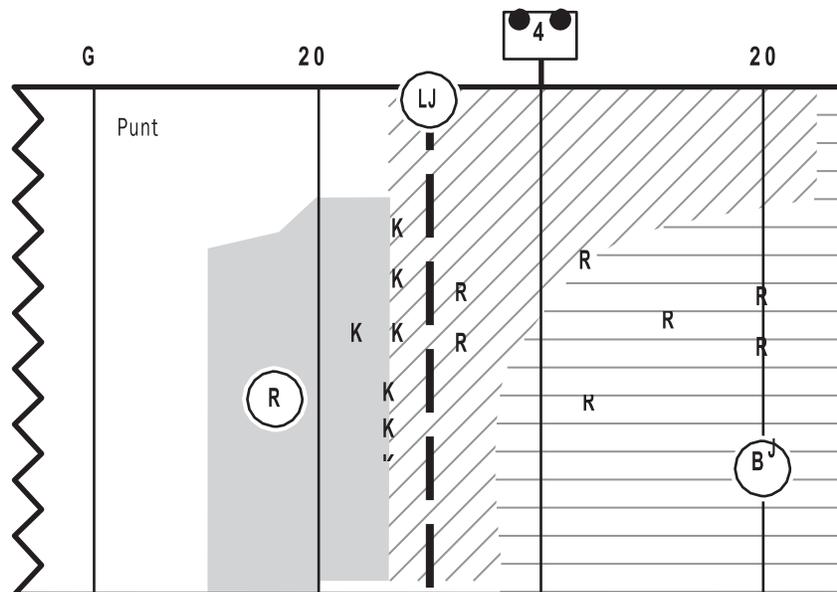
Art. 1... Initial Positions

R-LJ

1. Positions are the same as run/pass plays.
2. Count the K players (Flag-count flag belts) (S12)

BJ

1. Take a position on the same side as the R.
2. Be parallel to the deepest receivers and at least 10 yards wide of the nearest receiver.
3. Count the R players (Flag-count flag belts) (S12)



Art. 2... Responsibilities Before the Ball is Snapped

R

1. Prior to all 4th down plays, ask the A captain if she wants to punt.
2. Communicate this decision to all A and B players (S43).
3. If there is a charged team time-out, end of period, or penalty, again ask the A captain if she wants to punt.
4. The inform the B captain of this decision.
5. If A wants to punt, announce it to all players and officials (S43).
6. Inform both teams to stay out of the neutral zone until the ball is punted.
7. Do not say, "Don't move until she kicks it." Regardless of what players or coaches may be saying, this is an incorrect statement and often misunderstood by teams as to what K

players may do after the snap.

8. Check for correct positioning of the other officials.
9. Do not allow the ball to be snapped until everyone has met the punt requirements.
10. Penalize any encroachment, illegal snap, or false start as a dead ball foul.

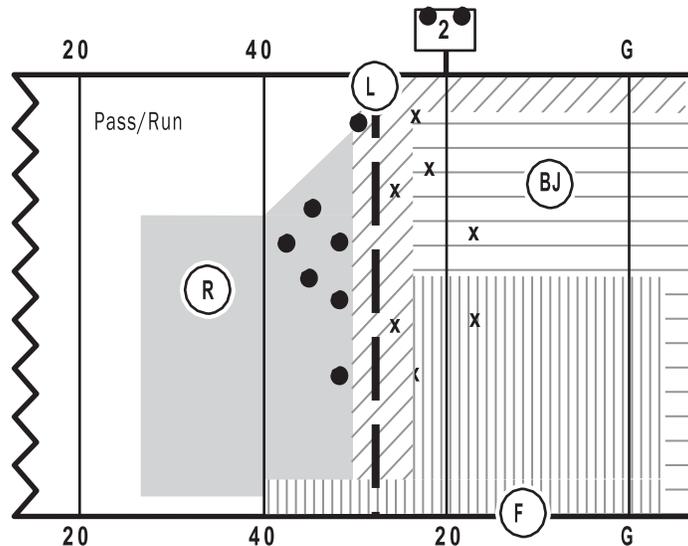
Art. 3... Responsibilities After the Ball is Snapped

- R
1. Watch for the snap hitting the ground and the kicker punting the ball.
 2. If the punt goes out-of-bounds in flight, line up the deep official by chopping your arm as he/she reaches the out-of-bounds spot.
 3. After the punt, move to the K scrimmage line, watching for any illegal contact, especially in the center of the field.
 4. Know where the runner is by using your peripheral vision but focus on the screen blocking ahead of the runner.
- LJ
1. Rule on any scrimmage line fouls. Hold your initial position after the punt.
Note: After the snap if a K player enters the neutral zone before the kick crosses K's line, (1st ball spotter), this is a live ball foul, Illegal Procedure. Do not blow the play dead. Throw your flag and let the play continue.
 2. Be ready to rule on whether the punt crosses the K scrimmage line.
 3. Observe the players for any illegal contact, concentrating primarily on your half of the field.
 4. Know where the ball is using your peripheral vision.
 5. If the punt is kicked short, take responsibility for the receiver and drop your bean bag where the kick ends.
 6. You are responsible for your sideline on a punt return.
- BJ
1. Once the punt is caught, drop your bean bag where the kick ends, then move with the flow watching for illegal contact.
 2. You are responsible for the B goal line and end line.
 3. If punted near this goal line, stay wide and straddle the goal line.
 4. Know whether the punt breaks the plane.
 5. If the punt breaks the plane of the goal line the ball is dead. Punts caught in the end zone may not be returned out of the end zone.
- LJ-BJ
1. If punted out-of-bounds on the ground, mark the spot.
 2. If punted out-of-bounds in the air, jog to the "approximate" area, then begin walking slowly until the R chops his/her arm (S1) to mark the spot.
 3. By walking slowly, you are indicating to the R this is where "I think the punt went out-of-bounds."
- ALL
1. Be alert for kick catching interference, fumbles, muffs, and backward passes.
 2. If the runner moves into your area, move toward a position to rule on the direction of a pass, by staying parallel with the runner.

4 PERSON CREW MECHANICS

Art. 1... Initial Positions – Pass/Run Plays

- R**
1. Take an initial position on the side opposite the LJ and BJ and on the same side as the FJ. Line up 7 yards behind and 7 yards outside the deepest offensive back.
 2. Take a final position to see the snap, backs, and line players except the wide-out receivers.
- LJ**
1. Take an initial position on the side opposite the R and FJ in the neutral zone and standing on the sideline.
 2. If a receiver lines up near the sideline, take 2 steps backward and out-of-bounds.
 3. Take a final position to see the snap and all players on and near the scrimmage lines.
- FJ**
1. Take a position on the side opposite the LJ and BJ and the same side as the R.
 2. Start on the sideline and 10 yards downfield beyond the scrimmage line.
 3. If a receiver lines up near the sideline, take 2 steps backward and out-of-bounds.
 4. Line up at a 45° angle to the sideline for a better look.
 5. The initial position will vary dependent upon down, distance, and team tendencies.
 6. On the 3rd or 4th downs, stay at the zone line-to-gain, 2 yards out-of-bounds, until the ball crosses it.
 7. Always be aware of the zone line-to-gain: It is the FJ's primary responsibility.
 8. The objective is to be straddling the zone line-to-gain whenever the runner or receiver crosses it.
 9. This exciting game is primarily pass oriented. Being downfield 10 yards is an ideal position to observe receivers and defenders.
- BJ**
1. Take a position on the side opposite the R and FJ and same side as the LJ.
 2. The initial position will be 17 yards beyond the scrimmage line, 15 yards from the sideline.
 3. Being behind the deepest defensive back and avoiding a position which will interfere with them takes priority.



- ALL
1. Basic positions may vary depending upon play situations, team formations, field and weather conditions.
 2. Always “box in” the play.
 3. Avoid positions which may cause scrambling to avoid interference with the players.

Art. 2... Responsibilities Before the Ball is Snapped

- ALL
1. Many responsibilities are the same for 3 and 4 Person.
 2. Rather than repeat this information, indicated below are the differences.
 3. In addition, the FJ responsibilities are described in detail.

- FJ
1. Thrust downfield foot ahead on forward progress.
 2. Communicate verbally about down and distance to the other officials.
 3. Moved down indicator on your hand to the next finger.
 4. Back pedal to the sideline.
 5. Keep people on the sideline back at least 6’.

Basic responsibilities include:

- BJ-FJ
1. Counting the B players (Flag-count flag belts) (S12).

- ALL
1. Know your assigned receivers and defenders.

- FJ
1. Adjust initial position based upon the down and distance unless it is 3rd or 4th down.
 2. If the distance is more than 10 yards, move deeper.
 3. If less than 10 yards then “stay home.”
 4. Do not take a position in the neutral zone.

Art. 3... Responsibilities After the Ball is Snapped

- R
1. Basic responsibilities are the same as 3 Person.
 2. Be more deliberate watching the passer after the release.
 3. Do not be a “head wagger.”

- LJ
1. Hold your initial position in the neutral zone after the snap.
 2. Observe screen blockers and defenders in the neutral zone and behind.
 3. Then move downfield approximately 3 yards.
 4. Move no later than 1 second after the snap.
 5. Be ready to rule on any passes thrown short.
 6. The R is responsible for whether the passer is beyond the scrimmage line when releasing the ball.
 7. Coordinate coverage with the BJ.
 8. Remember, the near sideline is your primary responsibility, end line to end line.
 9. Be prepared to assist the FJ with the dead ball spot near the zone line-to-gain close to your sideline.
 10. If the runner goes out-of-bounds, it is your call.

FJ **The FJ's mental checklist is:**

- * Snap
- * Players
- * Passer
- * Zone
- * Ball

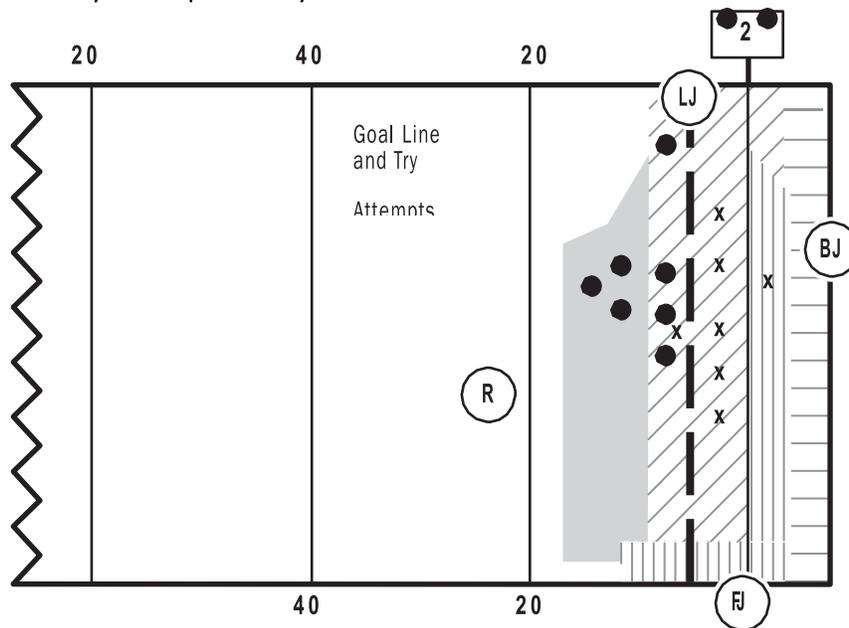
1. The near sideline is your primary responsibility from end line to end line.
2. Stay wide.
3. Maintain an "outside looking in" position at all times.
4. Read your "keys" after the snap.
5. When the ball is snapped, immediately start moving backward only, unless it is 3rd or 4th down.
6. Your goal is to stay ahead of the runner and/or receivers and lead them to the goal line.
7. Read the play and react as needed.
8. If you read pass, watch the closest receivers and defenders for illegal contact.
9. As the pass routes develop, switch from person to person to zone coverage.
10. Switch your sight from the players downfield back to the Quarterback.
11. Read the Quarterback's eyes.
12. Once the ball is thrown, move quickly to the most advantageous position to see between the receiver and defender.
13. Stop-N-Watch at moment of judgement.
14. Adjust your position for the angle.

- FJ
1. The pass thrown toward the sideline is a challenging call.
 2. Read the "keys" at the snap.
 3. Be aware of the receiver who moves toward your sideline.
 4. Once the passer releases the ball, begin adjusting your position to the receiver.
 5. Most calls are missed because the official is either too close to the receiver or not straddling the sideline.
 6. Adjust your position so you are at least 5 yards away from the receiver, standing still.
 7. Watch the feet first and then the ball.
 8. Pause an instant. "Let your mind digest what your eyes have seen."
 9. Remember, you have responsibility for the A player who goes out-of-bounds and returns to participate.
 10. Throw your hat and say the player's number (to remind yourself for penalty reporting).
 11. Take responsibility for your respective sideline-end line to end line.
 12. Be ready to move quickly downfield on a long pass.
 13. Unless it is 3rd or 4th down, do not be overly concerned with the zone line-to-gain.
 14. Your 1st few steps are backward, giving ground to keep the players in front of you.
 15. Your objective is to "lead" the runner or receivers to the zone-line-to-gain or the goal line.
 16. By backpedaling ahead of the runner, you will have an excellent view of the sideline and any flag guarding foul on the runner's inside arm near the sideline.

- BJ
 1. Divide the receiver and defender coverage with the FJ as players move downfield.
 2. Coordinate sideline coverage with the LJ as you have secondary responsibility.
 3. The basic look is “inside-outside.”
 4. Move from sideline to sideline cleaning up similar to a “windshield wiper” helping the FJ and LJ as needed.

Art. 1... Initial Positions – Goal to Go

- R
 1. Your initial position is the same as on the other run/pass plays.
- LJ
 1. Whenever the ball is snapped on or inside the 10-yard line, take 2 steps backward and out-of-bounds.
- FJ
 1. Whenever the ball is snapped on or inside the 15-yard line, straddle the goal line and stand 2 steps outside the pylon.
- BJ
 1. Whenever the ball is snapped on or inside the 10-yard line, stand on the end line.
 2. The end line is your responsibility.



Art. 2... Responsibilities – Goal to Go

- R-BJ
 1. Responsibilities are the same as 3 Person.
- LJ
 1. Immediately after the snap move as quickly as possible to the goal line, 2 steps behind the pylon when the ball is snapped on or inside the 10-yard line.
- LJ-FJ
 1. In situations where both the LJ and FJ are straddling the goal line when the runner “arrives,” it is imperative that they make eye contact before signaling touchdown or “short” by marking forward progress.
 2. This non-verbal communication is essential for quality teamwork and avoiding contradicting calls by the 2 officials.

- FJ
1. If the runner or receiver is near the sideline, move out-of-bounds 2 yards for an “outside. in” look.
 2. If the runner or passer moves toward the opposite sideline, move down the goal line.
 3. However, keep all players in front of you, and be ready for any reverses or broken field runs.

- LJ-FJ
1. The catch or no catch in the back corners of the end zone is a tough call which requires coordination between the covering officials.
 2. The BJ must look to the sideline official, either the LJ or FJ, for help. Secure eye contact prior to signaling touchdown.
 3. “Sell” the incomplete signal if the receive touches the end line or sideline prior to catching the ball.

Art. 3... Responsibilities – Reverse goal line mechanics

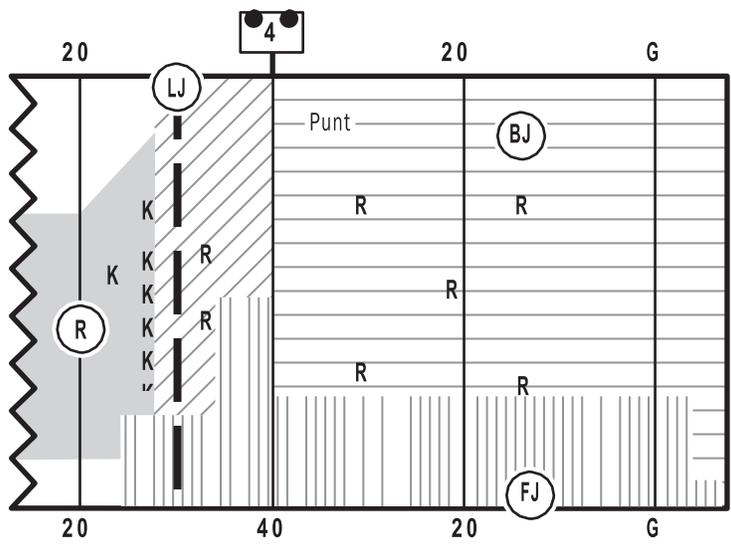
- R-LJ
1. Responsibilities are the same as 4 Person.

Art. 1... Initial Positions - Punt

- R-LJ
1. Initial positions are the same as on passing and running plays.

- FJ
1. Move downfield 35 yards near the sideline on the side opposite the LJ and BJ.

- BJ
1. Take a position on the same side as the LJ.
 2. Be parallel to the deepest receiver(s) and at least 8 yards wide of the nearest receiver.
 3. Do not get caught inside.



Art. 2... Responsibilities Before the Ball is Snapped

- R
1. Responsibilities are the same as 3 Person.
- LJ
1. Count K players.
- FJ
1. Count R players.
- BJ
1. Count R players.

Art. 3... Responsibilities After the Ball is Snapped

- R
1. Responsibilities are the same as 3 Person.
 2. If the punt goes out-of-bounds in flight, line up the LJ or FJ only by chopping your arm (S1) as he/she reaches the out-of-bounds spot.
- LJ
1. Move downfield with the players and observe any illegal contact after the punt has crossed the A scrimmage line, concentrating primarily on your half of the field.
- FJ
1. Communicate verbally with the BJ once the punt is in flight.
 2. The BJ has responsibility for two-thirds of the field.
 3. Unless the punt is near your sideline, concentrate primarily on the screen blocking.
- LJ-FJ
1. If punted out-of-bounds on the ground, mark the spot.
 2. If punted out-of-bounds in the air, jog to the "approximate" area, then begin walking slowly until the R chops his/her arm (S1) to mark the spot. By walking slowly, you are indicating to the R this is where "I think the punt went out-of-bounds."
- BJ
1. In most cases, the ball and the receivers are your responsibility.
 2. Observe the catch, and follow the runner up the field, observing action ahead.
 3. If the ball is punted toward the opposite sideline, communicate verbally to the FJ by yelling "Ball, ball." This means the FJ takes the ball and action around it while you move forward and observe play in front of the catch.



OFFICIALS SIGNALS FOLLOW

OFFICIAL SIGNALS

<p>1</p>  <p>Ball ready for play *Untimed down</p>	<p>2</p>  <p>Start clock</p>	<p>3</p>  <p>Time-out; Discretionary or injury time-out (follow by tapping hands on chest)</p>	<p>4</p>  <p>TV/Radio time-out</p>
<p>5</p>  <p>Touchdown Point(s) after touchdown</p>	<p>6</p>  <p>Safety</p>	<p>7</p>  <p>Dead ball foul; Touchback (move side to side)</p>	<p>8</p>  <p>First down</p>
<p>9</p>  <p>Loss of down</p>	<p>10</p>  <p>Incomplete forward pass; Penalty declined; No play, No score; Toss option delayed</p>	<p>11</p>  <p>Legal touching of forward pass or punt</p>	<p>12</p>  <p>Inadvertent whistle (face press box)</p>
<p>13</p>  <p>Disregard flag</p>	<p>14</p>  <p>End of period</p>	<p>15</p>  <p>Sideline warning</p>	<p>16</p>  <p>First touching</p>
<p>17</p>  <p>Backward Pass</p>	<p>18</p>  <p>Encroachment</p>	<p>19</p>  <p>Illegal advancement/formation/ procedure/snap; False start</p>	<p>20</p>  <p>Illegal shift - 2 hands; Illegal motion - 1 hand</p>

OFFICIAL SIGNALS CONTINUED

<p>21</p>  <p>Delay of game</p>	<p>22</p>  <p>Illegal substitution</p>	<p>23</p>  <p>Failure to wear required equipment</p>	<p>24</p>  <p>Flag guarding</p>
<p>27</p>  <p>Unsportsmanlike conduct; Noncontact foul</p>	<p>28</p>  <p>Illegal participation</p>	<p>29</p>  <p>Sideline interference</p>	<p>31</p>  <p>Illegal batting/kicking (followed by pointing toward toe for kicking)</p>
<p>33</p>  <p>Forward pass interference; Kick catching interference</p>	<p>34</p>  <p>Roughing the passer</p>	<p>35</p>  <p>Illegal pass</p>	<p>36</p>  <p>Intentional grounding</p>
<p>38</p>  <p>Personal foul</p>	<p>40</p>  <p>Open (Core only)</p>	<p>41</p>  <p>Closed (Core only)</p>	<p>42</p>  <p>Holding/obstructing</p>
<p>43</p>  <p>Declared punt</p>	<p>44</p>  <p>Help the runner</p>	<p>45</p>  <p>Forward pass</p>	<p>47</p>  <p>Player disqualification</p>