

# OHSAA Center Judge (CJ) Mechanics – 6 Officials

(Revision # 13: 5/22/21)

## 1. Responsibilities

- a. CJ-Expert on Rules 2 & 9.

## 2. Ball Handling Mechanics

- a. CJ-Assist, if needed, on ball rotation on plays that lose 15 YDS or more.

## 3. Coin Toss Mechanics

- a. CJ-Stand at 45 YL opposite R prior to other officials escorting players out for CT.

## 4. Dead Ball Mechanics

- a. CJ-Stay back & swivel your head unless action by players dictate moving to the pile.
- b. CJ-Stop near field #'s & observe DB play. Move to SL only if player action dictates it.
- c. CJ-Do not wind GC to mirror Wing.

## 5. Field Goal/Try Mechanics

- a. R-Plant leg side of Kicker, 5 YDS deeper than holder & 10 YDS wide of Holder.
- b. CJ-Non Plant leg side of Kicker, 5 YDS deeper than holder & 10 YDS wide of Holder.
- c. CJ-Initial key is Snapper. Focus on blocks ahead of holder. Cover blocked FG with R.
- d. R Only-Calls Roughing/Running the Kicker/Holder. Secure info from CJ as needed.

## 6. Free Kick after FC Mechanics

- a. CJ-KT Line on PB SL
- b. HL-RT Line opposite PB SL

## 7. Free Kick after Safety Mechanics

- a. CJ-KT 30 YL, PB SL, 2 YDS OOB.

## 8. Kickoff Mechanics

- a. CJ-50 YL, PB SL, 2 YDS OOB; Slide down SL to – 40 YL & stop; be ready to back pedal.

## 9. Measurement Mechanics

- a. CJ-Help keep players away from FB & forward stake.

## 10. OKOM

- a. CJ-KT's 45 YL, PB SL, 2 YDS OOB.

## 11. Pass Mechanics

- a. R-15 YDS from LOS & 8 YDS wide of QB on right side.
- b. CJ-15 YDS from LOS & 8 YDS wide of QB on left side.
- c. R-Keys - Snap/QB/Opposite side T.
- d. CJ-Keys – Snap/QB/Opposite side T then focus on blocking at LOS & ahead of POA.
- e. CJ-Assist on FWD/Backward passes & fumbles.
- f. R Only-Calls Roughing Passer/Intentional Grounding. Secure info from CJ as needed.
- g. CJ-Assume Passer responsibility if QB or a BKWD pass crosses your "Face". Assume R R&R now. Let him/her cross your vision to maintain inside/out view of the play.

h. **R**-Focus on players around POA in item g above.

### **12. Penalty Enforcement Mechanics**

- a. **CJ**-Help with half the distance, AFD, & LOD penalties. Double check PE by **U**.
- b. **CJ**-Assist with securing a new ball, if needed.
- c. **CJ**-Assist **R** with player numbers when announcing more than one foul.

### **13. Pre Snap Mechanics**

- a. **CJ**-Count A/K players.
- b. **CJ**-Signal **R** whether GC starts on ready or snap whenever the GC is stopped by Rule.

### **14. Punt Mechanics**

- a. **R**-5 YDS deep & 10 YDS wide of punter on right side.
- b. **CJ**-5 YDS deep & 10 YDS wide of punter on left side.
- c. **CJ**-Initial Key is Snapper. Focus - blocks ahead of punter. Cover blocked punt with **R**.
- d. **R** or **CJ**-“Chops” his/her arm at the **Wing** on punts that go OOB on your Opposite SL.
- e. **U**-“Heads Up” on the Snapper

### **15. Reverse Mechanics**

- a. **R**-Snap inside the -10 YL on EL on right side.
- b. **CJ**-Snap inside the -10 YL on EL on left side.

### **16. Run Mechanics**

- a. **R**-15 YDS from LOS & 8 YDS wide of QB on right side.
- b. **CJ**-15 YDS from LOS & 8 YDS wide of QB on left side.
- c. **CJ**-Keys - G/T/TE on your side.
- d. **CJ**-Focus on play ahead of runner & POA.
- e. **CJ**- Assume Runner/QB responsibility if they cross your “Face”. Assume **R** R&R. Let the runner cross your vision to maintain an inside/out view of the play.
- f. **R**-Focus on players around POA in item e above.

NOTE 1: The **R & CJ** IP on a FB Field with NFHS Markings. When the FB is spotted on the Right Hash Mark for Run/Pass Plays the **R** will be positioned at the top of the Field Numbers which is 8 YDS wide. The **CJ** will be positioned midway between the two hash marks which are 8 YDS wide. Adjust accordingly as the FB is spotted between the hash marks – always be 8 YDS wide.

NOTE 2: When the FB is spotted on the Right Hash Mark for a Scrimmage Kick (Punt) the **R** will be positioned at the bottom of the Field Numbers which is 10 YDS wide. The **CJ** will be positioned 10 YDS wide. Adjust accordingly as the FB is spotted between the hash marks – always be 10 YDS wide