

Back Judge (BJ) Individual Mechanics

2021

Mechanics for 4, 5, or 6 Officials on a Crew: Brief & Concise

Primary Responsibilities (PR) are listed for each position elsewhere in the Gold Book (GB). **R** has PR for his/her **Crew** Mechanics. Mechanics for 5 Officials are detailed below. Six & four Officials' differences are indicated below with a "NOTE". Four officials are summarized on the PR page. Mechanics are alphabetized below to locate easily. **Crews** Must meet with both HC's prior to every Varsity/Sub varsity Game. There are NO exceptions. **Changes from last year are shaded.** (5/22/21)

Back Judge (Crew 5 or 6 Officials)

Crews That Are CONTENDERS

1. Play Clock & 25 Seconds to Snap/Kick; Time TO's	1. Uses OHSAA Gold Book Mechanics
2. Signal R to Start Clock or Not When Stopped	2. 4 Fingers of a Hand -- All Working Together
3. KO -- Count KT (11)	3. Open & Honest Communication = Crew Success
4. FG/Punt/Try -- Count RT (11)	4. Have the Courage to Help a Fellow Official
5. Run/Pass -- Count B (11)	5. Treat Others as You Would Like to be Treated
6. Pass Coverages -- Coordinate with HL/LJ	6. Let Your Mind Digest What Your Eyes Have Seen
7. Extension of Period-Communicate with R	7. We are There to Defuse Rather Than Incite
8. Game Stopped -- Record Concussion, DQ, & UNS	8. Talk Low & Slow When Addressing Coaches
9. Punt -- Any Signals by RT	9. Be Firm Yet Fair With Players & Coaches
10. Subs B, & RT on FG/Punt/Try	10. Address Players & Coaches: Yes Sir; No Ma'am
11. Next KO -- Time 30 seconds, then jog to K	11. Be Professional --Uniforms Look Sharp & New
12. The Expert -- Rules 6 & 8	12. Enjoy the Moment -- We Are Truly Blessed

1. Ball Handling Mechanics (BHM)

- A. **CREW** (Ball Exchange): On COP relay the "old" FB to the SL after there is no threat of a DBF. Do not wait for a "new" FB to remove "old" FB to Ball Person. Do not kick the FB.
- B. **CREW GOAL:** 100% Completions. Take extra steps before underhand only relay.
- C. **CREW:** Contenders watch DB Action while Pretenders are in a big hurry to secure a new FB. We cannot miss a DBF because we are looking for a new FB.
- D. **CREW:** Play with the same FB as much as possible to facilitate the game & 25/40 PC.
- E. **BJ:** If DBS is outside the HM's, secure a new FB before measuring for a 1st down.
- F. **CREW:** During Inclement Weather make shorter relays & run FB in when needed.
- G. **CREW:** Do not throw FB toward SL so it hits the ground. It looks unprofessional.
- H. **BJ:** Help relay FB on plays that gain 20YDS or more.
- I. **BJ:** On deep incomplete passes, hustle & relay FB off field. **HL/LJ** gets a new FB.
- J. Ball Persons stay off the field on their team's SL only for the entire game. (Exception: After a TD the **BJ** will have the Ball Person hold a new FB near the GP Upright.)
- K. **CREW:** HT & VT TEAMS: Each team keeps their own FB's on their own SL.

2. Bean Bag Mechanics (BBM)

- A. **CREW:** Throw your **orange or blue** BB above head level to prevent an IW on fumbles. **Crew** sees a BB; knows FB is loose. BB on correct YL but not at the spot of the fumble. NO BB's for interceptions or backward passes behind NZ, but is thrown on backward passes beyond NZ. Drop BB at spot of catch or interception for Momentum Rule (inside – 5 YL).
- B. **BJ** (Punt): Mark 1st touching by KT only & end of punt (PSK), except TB & FC. Need 2 BB's.
- C. **BJ/U:** KO (BB in hand) – "think inside kick". **F. BJ/U/HL/LJ:** BB in hand for OKOM.

3. Change of Possession Mechanics (COPM)

- A. **Covering Official:** Signal New Direction first (2X), then signal TO (2X).
 - B. **Non-Covering Officials:** Signal TO (2X) immediately when **Crew** member signals COP.
4. **Coach/Referee Conference Mechanics (CRCM)**
- A. **Definition:** HC wants to Review a Rule Misapplication/ Misinterpretation. Consequences for NOT Following this Mechanic is Officials could be suspended a maximum of 2 years. NOTE: We “stay out of trouble” by granting the Coach/Referee Conference.
 - B. **CREW:** OHSAA Requires NFHS Rule Book, Case Book & Gold Book (OT) is at the Field.
 - C. **R/HL or LJ:** Meet HC at SL & listen to him. Judgment calls do not apply. **R** will explain Ruling to HC. **R** can meet with **Crew** to discuss the ruling. It is imperative that all **Crew** members have an opportunity to talk. **R** must facilitate talk so an overly aggressive official is NOT allowed to dominate the discussion.
 - D. **CREW:** If HC Disagrees with **R’s** Ruling, then **Crew** Must Secure 3 Books, find ruling in the books & show the HC. Use Rules Index in the Gold Book for a quick reference.
5. **Coin Toss Mechanics (CTM)**
- A. **LJ/BJ:** PB SL.
 - B. **HL/U & LJ/BJ:** The speaking captain is positioned closest to the **R**. **LJ/BJ** delay walking until the **HL/U** is at Field #'s. Usually HT is PB SL. Escort Captains & Introduce to **R**. NOTE: Coaches & other players must be outside the HM’s for the CT. You can allow some media & “honorees” near the CT. Captains may be in street clothes or not legally equipped for the CT. NOTE: CT choices cannot be changed once the **R** has signaled them to the PB.
 - C. **U/HL/LJ/BJ:** Move to 45 YL with backs to scoreboard.
 - D. **R:** Discuss Sportsmanship with Captains & then check options with **Crew**.
 - E. **BJ (HT)/U (VT):** 2nd Half: Bring 1 Captain each to center of field & meet with **R**.
 - F. **CREW (OT):** Toss, secure choices, turn captains, & signal PB by pointing to GL.
6. **Dead Ball Mechanics (DBM)**
- A. **R/HL/LJ/BJ:** When space permits STOP a minimum of 5 YDS from pile of players (Exception: GL or close to a 1st down – hustle in hard & fast). Allows officials to see more “big picture” & call DB Fouls when warranted. Game becomes chippy--move closer to pile – Prevention.
 - B. **BJ (Player in Opponent’s Bench):** Go into Team Box & escort player(s) back to field.
 - C. **CREW (Ball Dead):** Swivel head (2X) & watch players in your area rather than stare at DBS.
 - D. **CREW:** Immediately raise arm/hand to indicate next down. BE A GREAT DB OFFICIAL!
 - E. **CREW:** Officiate DB action FIRST. Penalize first DB Hit; this usually stops it.
7. **End of Period – First & Third Mechanics(EOPM)**
- A. **CREW:** Record down, distance, & YL. Check scoreboard & verify all info. Light jog to SS.
 - B. **R:** Ensure no penalties; communicate verbally with **BJ** -- no Extension, & signal End of Period Very Deliberately to PB. Verbally confirm down, distance, & location of FB with **U**.
 - C. **U:** Walk off distance to near YL, record info, move to opposite side, & confirm with **R/BJ**.
 - D. **BJ:** Verbally check with **R** -- no extension; time 1 minute; hustle to SS. Wait for **U** to spot ball
8. **Field Goal Mechanics (FGM)**
- A. **Definition:** FG from any YL. (Assume Right Footed Kicker below)
 - B. **Initial Position (IP):**
 - 1. **U/BJ:** GP Uprights (choice of post).
 - C. **Read & React (R&R) Then Flow:**
 - 1. **R:** Signal **Crew** ASAP when “Tee” & Kicker come on field.
 - 2. **U/BJ:** If faked, **BJ** stays on EL & **U** hustles to GL. If FG is short, both hustle to GL, & rule if Kick breaks GL Plane. Sound whistle when kick crosses GL, & signal no score &TB.

3. **U/BJ:** Good – **U** sounds whistle, both signal FG good & move 2 YDS into EZ; Not good & hits in or beyond the EZ – **U** sounds whistle. Both move 2 YDS into EZ, signal no score ONLY (2X) & TB (2X). **BJ:** Responsible for upright & Crossbar. **U** has upright only.
9. **Fight Mechanics – Actual Fight (FMA)**
- Definition:** 2 or more opponents are swinging at each other (rare in Ohio).
 - CREW:** If players are swinging, stand back, & “take numbers”. Keep other players away from fight. Once players go to ground, attempt to break it up.
 - HL/LJ:** Primary responsibility for SL & keeping non-players from leaving their bench.
 - CREW:** After order is restored, huddle away from everyone, discuss, & then assess penalties & DQ’s. Give all officials an opportunity to speak & be heard.
 - CREW:** After game record facts. Complete required Ejection Forms online; follow OHSAA Ejection Policy, as best you can. Be Specific. OHSAA makes any necessary adjustments.
 - CREW:** During weeks 1 – 10 Contact League Assigner or Commissioner.
10. **Fight Mechanics – Prevention (FMP)**
- Definition:** Tempers are rising; players are getting “personal”; it is “heating up”.
 - CREW:** Allow no talking between opposing teams; stop it immediately. “Pinch into field” further. Your presence is vital. **U:** An important role in the middle.
 - CREW:** Talk with players on the “edge” of a late hit, but not late enough to call.
 - CREW:** 2 opponents “chest up” or shove each other. Get between the opponents & stop it then assess penalties, if warranted. If players are not swinging, get between them. This is GOOD DB Officiating. Positive statements can help to defuse it.
 - CREW:** Be Assertive without being Aggressive – Do Not push players to ground, tackle players, grab a player’s face mask, or pull them off pile. Sound your whistle loudly.
 - CREW:** It is vitally important to penalize the FIRST late hit, when warranted.
11. **First Down Mechanics (FDM)**
- Definition:** Close to a first down
 - CREW:** If CLOSE regarding first down MEASURE. There are too many games where a **Crew** refused to measure, & then, in “eyes of coaches, they could do no right”. On synthetic & well-marked grass fields, if forward stake is beyond YL & DBS is behind same YL, we will not measure. Too many times we look across field & think “that is not even close”, & then we bring chains across field -- “Wow – that was close or is a 1st down”.
12. **Flag Mechanics (FLM)**
- CREW:** All flags must be in front & tucked in. Carry 1 or 2 center weighted Black ball flags.
 - CREW:** No flags thrown at players. **No Spot:** Throw flag high into air. **Spot:** Throw flag to YL. Passer beyond LOS – Drop Flag at spot. **Crew** must cover a spot foul flag. Pass Interference – 1 throws & 1 nearby does not. Need to come together & discuss it.
 - CREW:** Same Foul: Multiple flags – move flags to same spot. Confirm foul & player #, then 1 official signals Prelim to **R**. **UNS/DB Personal Foul:** Throw flag high into the air.
13. **Forward Progress Mechanics (FWPM)**
- HL/LJ:** Marks FWP most of the time. **R** marks FWP behind LOS on a large loss of yardage which is rare. **BJ** marks FWP down field.
 - HL/LJ/BJ:** After you sound whistle for FWP swivel your head (2X) & watch for DB action.
 - HL/LJ/BJ:** Trapped pass – catch or no catch – do not move in to mark FWP until you know it is a catch. If you square off & move in you are indicating Catch. Swivel your head & see if other officials signaled incomplete pass. Key is: Go SLOW here!!
14. **Free Kick After Fair Catch (FC)/Awarded FC (FKFC)**

- A. Initial Position (IP): BJ (GP Upright, PB).
 - B. Read & React (R&R) Then Flow:
 1. **R:** Ask **BJ** if it is a FC. Ask HC where to spot FB. **2. CREW:** Once kicked use FGM.
15. **Free Kick After Safety (FKS)**
- A. Initial Position (IP): BJ (KT 20 YL).
 - B. Read & React (R&R) Then Flow: KOM. **BJ/U:** Run to KT 30 YL HM after kick/punt.
16. **Fumble Mechanics (FUM)**
- A. **CREW:** Covering Officials throw BB.
 - B. **CREW:** Large pileup & officials have to “dig”. First official to pile “digs”. Official, who rules team possession, yells team color, & closest official signals team possession direction (2X), after making sure of proper direction. Stop GC (2X) for COP.
17. **Game Management Mechanics (GMM)**
- A. **R** (Meetings with HC’s): Inform HC that **Crew** will send player(s) to SL who is approaching “fouling status”. **Crew** will stop GC & appropriate **Wing** will escort player to the SL & inform the HC. Record player’s numbers on game cards who are sent off the field. Player can reenter when HC thinks he/she is ready to play & behave appropriately. Send any player out who is talking to an opponent. We must “control” the game. Too often there is early talking, & then later we try to regain “control”. Stop the talking between teams early.
 - B. **CREW:** When HT & VT enter & leave a common opening the **CREW** must “direct traffic” by “holding” the VT until the HT has a chance to enter or leave if they are “together”.
 - C. **CREW** (Halftime): **R** winds GC when teams are at their LR then **Crew** Jogs Off field together.
 - D. **CREW** (End of Game): **R** signals End of Period deliberately & **Crew** gets together as a TEAM & RUNS OFF the Field to the LR. Don’t Stay to Visit – Use Preventive Officiating.
18. **Goal Line Mechanics (GLM)**
- A. **CREW:** Use GLM for Try-Run/Pass (2 Pts.)
 - B. Definition: Snap on/inside +10 YL.
 - C. Initial Position (IP):
 4. **BJ:** EL between GP Uprights.
 - D. Read & React (R&R1 & 2) Then Flow:
 1. **BJ:** Stay on EL during live ball. Hustle down EL, maintaining a 5 YD cushion with receiver. Straddle EL on tight catch/no catch. Observe A Players near SL for touching EL. **BJ** signals incomplete pass (2X) on EL only, not **Wings**.
 2. **HL/LJ/BJ:** EZ Corner – Eye Contact with **Wing** Prior to TD Signal; if someone sees Incomplete Pass, signal immediately (2X); Pass –Wait several seconds before signaling TD – It is Better to be Late & Right. Signal TD (hold 2 seconds) only if you see it. STOP at GL, Signal TD, Pivot 90 Degrees, & WATCH/FOLLOW Runner & other players after TD.
19. **Hat Mechanics (HATM)**
- A. **HL/LJ/BJ:** Throw hat if any A/K Player goes OOB without being blocked prior to a COP or there is no COP. Muddy Field: Save hat & YELL the player’s number loudly!!!
20. **Hurry-up Offense Mechanics (HUM)**
- A. **CREW:** When A catches or runs with FB, use 1 FB only when spotting for next down.
 - B. **CREW:** GOAL for every game is efficient, quick, & accurate FB spotting so A never has to wait for officials other than for TO’s or 1st down measurements.
21. **Kick Off Mechanics (KOM)**
- A. Definition: KO at KT 40 YL. Score & time don’t indicate Onside KO.
 - B. Initial Position (IP):

1. **BJ:** 40 YL, 2 YDS OOB & on PB SL with BB in hand (think onside kick).
- C. Pre Kickoff:
 1. **BJ:** After Try, secure new FB from Ball Person near GP Upright, start your timer for 60 seconds, & jog up PB SL. Jog to Kicker at 30 seconds. Check Tee & hand kicker FB. REMIND KT to stay behind Line until kick. Jog to SL. Clear Restricted Area, secure ready from **U**, & signal **R**. If FB falls off Tee sound your whistle (2X) & repeat.
 2. **U:** Jog up SL opposite PB & clear Restricted Area. Signal **BJ** when ready (raise arm).
 3. **U/BJ:** Memorize Kicker's shoe & sock colors so you see him kick FB if positioned more than 5 YDS from KT line.
 4. **CREW:** If wind blows ball off Tee (2X), then a KT member must hold the FB.
 5. **R/HL/LJ:** Count RT; **U/BJ:** Count KT. **U/BJ** work together to communicate with KT & HC regarding KT players being within 5 YDS of Free Kick Line & 4 KT players being on both sides of Kicker. **BJ** will call within 5 YDs & **BJ/U** will call the 4 players.
- D. Read & React (R&R) Then Flow:
 1. **BJ (Keys):** Kicker, KT Encroachment, Onside Kick, First Touching, KT Initial Contact by RT Front Line, & R&R. Watch RT running forward to block Kicker, & then run to near HM at 50 YL. STOP-N-Watch KT players. If it is a "pooch" kick, high & short, between your SL & #'s, then stay on the SL. Use peripheral vision to check runner. Be ready to lead runner to GL. Arrive at GL prior to runner.
22. **Measurements Mechanics (MM)**
 - A. **BJ:** If outside HM's secure a new FB, then hold existing FB in place. Face the foremost point of the FB with your back to GL.
23. **Observers/Crew Meeting Mechanics**
 - A. Definition: Applies to Weeks 11 – 16 Only. Meets with **CREW** at halftime for a Maximum 10 Minutes & Post Game for a reasonable time. Listen attentively & be polite. However, if Observer makes a suggestion that is Different from the Gold Book, show him/her the GB.
 - B. **CREW:** Observer is REQUIRED to give **CREW** the OHSAA FB Observation Forms. If he/she does not, email the DOD – FB after the game.
24. **Onside Kick Off Mechanics (OKOM)**
 - A. Definition: Score &/or time indicate OKO might occur. KO at KT 40 YL. NOTE (5 Officials): **HL/BJ** (KT 40 YL outside SL).
 - B. **CREW:** If in doubt, use OKOM. Discuss after Try—**R** makes Decision ONLY if disagreement.
 - C. **CREW:** HC indicates his team onside kicks a lot – use OKOM always when they KO.
 - D. **CREW:** Do **NOT** give signals regarding possible onside KO - - ready for onside KO every time.
 - E. **CREW:** Be aware of any signals by RT – Fair Catch, Invalid or Illegal signals.
 - F. **U/HL/LJ/BJ:** All 2 YDS OOB, BB in Hand. Clear restricted area before raising hand.
 - G. **HL/BJ:** Hold at 40 YL & observe 1st touching, blocks by KT & RT, & possession. Then move downfield to help rule on team possession.
 - H. **U/HL/LJ/BJ:** Large pileup on onside kick - - dig out FB - - "survival of the fittest".
 - I. **U/HL/LJ/BJ:** Remind teams to stay behind their Free Kick Lines until FB is kicked.
25. **Pass Mechanics (PM)**
 - A. Definition: Snap is between – 10 YL & + 10 YL. A Pass is thrown.
 - B. Initial Position (IP):
 1. **BJ:** 20 YDS off LOS between the GP Uprights. Stay at 20 YDS until the FB is snapped between the + 15 YL & + 10 YL. Then move 5 YDS deep into the EZ. When snapped on or inside the + 10 YL (GLM) move to the EL. IP is behind the deepest B players.

C. Read & React (R&R1, 2, & 3) Then Flow:

1. **Crew GOAL:** A Never has to wait on **Crew** to spot FB & go to IP.
2. **HL/LJ/BJ** (Coverages): DBL/DBL—**BJ** has inside receiver on **LJ** side. TRIPS — **BJ** has 2 inside receivers. Go to zone coverage once A receivers move past B defenders initially.
3. **HL/LJ/BJ:** Watch FEET FIRST, & then catch on EL/SL Plays. FEET/FB!
4. **HL/LJ/BJ:** Watch the initial trajectory of pass & then watch players, not ball.
5. **HL/LJ/BJ:** Consider Angle/Distance/Timing when moving into position to rule on play.
6. **CREW:** STOP-N-WATCH at moment of Judgment — You Can See Much Better!!
7. **U/HL/LJ/BJ:** Move to a position to be a MINIMUM of 5 YDS from Catch. On many plays you must move while ball is airborne for a much better angle to see the play.
8. **HL/LJ:** When runner moves into far SZ, hustle downfield & move into field toward HM at a 45 degree angle. Be a Contender Rather Than a Pretender. See players & action behind **R/U/BJ**. Square off at DBS & swivel head (2X) for DB action.
9. **BJ** (Keys): Snap/Player(s)/QB/Zone/FB. Read G/T for Run or Pass. Inside receiver(s) is yours. Read QB eyes — where looking? If R&R1 occurs, move back slowly. No need to back pedal fast unless you read deep pass (R&R3). Do NOT take yourself out of play by back pedaling too quickly. Watch receiver/defender when you know where pass is going. Maintain a 5 YD cushion by “crossing” receiver if he/she comes to you. Move in opposite direction receiver is moving, thus not trying to outrun him/her. Lead runner to GL, & stop at GL to rule on TD. Only go back into EZ toward EL when receivers dictate it. Commit sideways only when pass is airborne. Do not move past HM until DB. Move to SL under control — ball can wait. Move SL to SL, as needed to support **Wings**. DB — swivel your head (2X). No need to run to DBS on plays of 10 YDS or less.

26. Penalty Enforcement Mechanics (PEM)

- A. **Calling Official:** Give Prelim Signal for foul called after ball is dead & GC stopped. We look STRONG & DECISIVE by giving Prelim Signals ASAP!! If 2 officials have same foul, confer, & then 1 signals. After Prelim Signal, describe to **HL or LJ** what happened. Telling **HL/LJ** “Red #76 held” is not enough. Instead state “Red #76 grabbed the defender with his right hand, then turned, & restricted him at the POA” is much better & more accurate explanation.
- B. **CREW** (10 Sec. Rule): Simple 5 YD DB Foul. GOAL: Mark ball ready w/in 10 seconds. Assumes Center has FB & hands it to **U** for 5 YD mark off.
- C. **BJ:** Helps with half distance, automatic first down, & LOD info. Prior to a KO, place FB on ground, signal foul to PB, & walk off yardage. If there are 2 fouls, repeat this mechanic.
- D. **CREW:** ASK questions NOW -- maybe wrong PE; not in LR. **R** must give each official a chance to talk, not just the aggressive official when PE is complicated or **Crew** disagrees.
- E. **LJ/BJ/CJ:** Signal GC Status to **R** while he/she signals the foul to the PB.

27. Pre Snap Mechanics (PSM)

- A. **CREW:** Hustle to IP once the FB is spotted for the next down.
- B. **HL/LJ/BJ:** Decide which players can legally block below the waist immediately after snap.
- C. **HL/LJ/BJ** (Pass Coverage): Based upon formation, know your receiver(s).
- D. **HL/LJ/BJ:** Check location of Defensive Backs. Are they in “press” coverage which rarely occurs in HS? If not, then be ready to go to Zone Coverage immediately at the Snap.
- E. **BJ:** Count B 11 Players & Hold Signal for 2 Seconds. NOTE 4 Officials: **U** counts B 11 Players & Holds Signal for 2 Seconds. Responsible for B substitutes in & out of huddle. NOTE: 4 Officials: **U** is responsible for B substitutes in & out of huddle

- F. **BJ (PC):** Signal 5 seconds (with or without a visible PC); then **LOUDLY** state 5-4-3-2-1 with your hand & arm counting down & signaling by waving your hand & arm above your head. **NOTE 4 Officials (PC): R** states 5 seconds. **U** signals 5 seconds, then counts down the same as the **BJ** above.

28. **Punt Mechanics (PUM)**

- A. **Definition:** KT lines up in punt formation.
- B. **Initial Position (IP):**
1. **BJ:** 8 YDS wide & 8 YDS Deep. If 1 receiver, favor wide side of field. If ball is snapped in middle of field with 1 receiver, then favor **LJ** side. If 2 receivers, “split them”, 8 YDS Deep. When Receiver(s) has heels on or inside - 10 YL, stand on GL.
- C. **Read & React (R&R) Then Flow:**
1. **R:** Signal **Crew** when Kicker enters field.
 2. **CREW:** If punt is tipped, give the tip signal (2X).
 3. **HL/LJ/BJ:** Punt rolls OOB deep – look to **BJ** as needed due to his angle. **BJ** will NOT move to SL on any OOB punt in flight.
 4. **BJ (Keys):** Snap, Outside Receiver(s) on **LJ** side, Signals, 1st Touch, & RT Catch.
 5. **BJ:** Throw BB at PSK (Except: FC & TB) & 1st touching spots by KT only. Maintain a minimum 8 YD cushion with receiver & watch the blocking. If receiver “crosses your vision”, let him/her go so you are not straight lined. If IP is GL, stay there until RT runs decisively up field. GL is yours. Once ball is dead help with DBS & swivel your head.

29. **Reverse Mechanics (RM)**

- A. **Definition:** Snap is inside – 10YL.
- B. **Initial Position (IP):**
1. **BJ:** 20 YDS off LOS & between GP Uprights.

30. **Run Mechanics (RUM)**

- A. **Definition:** Snap is between – 10YL & + 10YL.
- B. **Initial Position (IP):**
1. **BJ:** 20 YDS off LOS between GP Uprights. Stay at 20 YDS until FB is snapped between + 15 YL & + 10 YL. Then move 5 YDS deep into EZ. When snapped on or inside + 10 YL (GLM) move to EL.
- C. **Read & React (R&R) Then Flow:**
1. **BJ (Keys):** Snap/TE & T/Receivers/Line Play Beyond POA/RB. Read G/T for Run/Pass Play. R&R1: Stay “home”. Don’t back pedal if you read run. R&R2: Move backwards if runner breaks LOS. Check receivers for blocks & crack backs. Check blocks ahead of POA & action on RB when tackled. Swivel head (2X) after RB is tackled for late hits. Talk to “borderline” players.

31. **Signaling Mechanics (SIM)**

- A. **CREW:** The one thing to overemphasize is signaling – sharp & crisp signals -- Be ASSERTIVE!!
- B. **CREW:** Keep your head “up” & swivel your head (2X) when signaling.
- C. **CREW:** Think “one thousand one, one thousand two when signaling; slow & deliberate.
- D. **CREW:** When using radios all officials must still give the appropriate Rules Book & GB signals.
- E. **CREW:** Use a finger whistle? Must still use approved signals (No “one arm” TO signals).
- F. Catch (Tight SL): TO Signal (2X) then Catch Signal (2X); Do NOT give catch signals “into” the field (what if another official is signaling incomplete pass!!)
- G. COP by Calling Official Once Ball is Dead: Direction first (2X), then TO signal (2X); Non Calling Officials Signal TO (2X) Upon Seeing COP.

- H. Count Players: 11 (S12); 10 (10 fingers); 12 (1 & 2 with both hands). **R/U**: 45 degree angle.
- I. Double Stakes by **R**: **Crew** relays "One Finger for each hand" (2X) above head.
- J. 1st/2nd/3rd/4th Down: ALL Officials signal next down with 1 Straight Arm only immediately after DB. Signal 4th down prior to signaling "crossed arms". Also starts PC for 40 seconds.
- K. Foul (Calling Official): After throwing your flag & ball becomes dead by Rule, signal TO (2X), then give a prelim foul signal to **R** & point to offending team.
- L. 4th Down Signal: All officials relay Crossed Arms at shoulder level after 3rd down.
- M. GC (Wind) (No First Down): After FB Becomes Dead between #'s & SL, **HL** or **LJ** Wind GC (2X) & **R** Mirrors (2X).
- N. GC (Ready): **R** faces PB to wind or uses PB side arm if snap is imminent & must watch snap.
- O. GC (Wind): Wind index finger (2X) at shoulder level or higher so **R** knows to wind GC.
- P. GC (No Wind): Use crossed arms so **R** does NOT wind GC.
- Q. GC: Tap wrist shoulder level, remind **Crew** status inside 2 minutes each play
- R. Incomplete Pass Signal: Normal – chest high (2X) – covering official(s) only. Do NOT follow up an Incomplete Pass signal with a TO signal. Incomplete pass kills GC. Other officials on **Crew** do NOT signal TO.
- S. Incomplete Pass Signal: Both Arms Sweep OOB (2X) on Tight SL Play.
- T. Incomplete Pass Signal: (2X) then Both Arms Give Juggle Signal (2X) on No catch.
- U. Knee (K/QB) Touched Ground: Point to your knee & ground emphatically (2X).
- V. Passer (Incomplete Pass or Fumble): Signal Incomplete Pass (2X) then Pass (S34) (2X).
- W. Point Differential: See Point Differential Rule elsewhere in the Gold Book for signals.
- X. PC (5 Seconds Left): **BJ** raises arm w/ 5 fingers & counts down (4-3-2-1). **U**: 4 Officials.
- Y. PC (Reset -- 25s.): **R/BJ** raises one arm over head & pushes upward (2X).
- Z. PC (Reset – 40s.): **R/BJ** raises both arms over head & pushes upward (2X).
- AA. Punt OOB: **Wing** will raise his/her arm then drop it when **R** or **CJ** "Chops" him/her.
- BB. **R** Marks Ball Ready: Arm high overhead & extend arm straight out toward FB.
- CC. Reverse Mechanics: **R/HL/LJ** – **R** Points at **HL/LJ** & then GL if **HL/LJ** Have GL; If **R** has GL (No longer RM), he/she points at himself/herself & then at GL.
- DD. Runner Down Before Fumble: Point from your head to waist to Ground (2X).
- EE. Safety: Hold for 2 Seconds.
- FF. Stop Sign: Arm/hand extended 90 degrees toward **R** to wait for injured player, talk with coach or player, timer to put 12:00 on GC, or any other good reason.
- GG. Tee (S4): Given by **R** to **Crew** when Tee is carried on field by KT. If "Tee" is not carried on the field, then Signal a 2 Point Try by holding up 2 fingers.
- HH. Direction by Calling Official for Team TO: TO Signal (2X) Followed by Pointing with Both Arms (2X) Toward Team Who Requested TO.
- II. TO Signal: All 5 signal Stop GC (2X). Begin signaling with your arms on the side of your body. **R** signals Team who Called Team TO (2X) with 2 Chucks of Arms toward Team's GL.
- JJ. TO: When team uses 3 charged team TO's, **R** will face PB & pull down on the "steam boat whistle" (2X) & then point to that team (1X).
- KK. TB: Signal (2X).
- LL. TD & Try-Pass/Run: If you see TD, signal TD; Do NOT mirror another official's TD if you did not see TD; Hold 2 Seconds; Arms Straight up & Palms Inward. **R** does not mirror TD to PB on successful score. Foul & TD during a down – signal TD since that is the result of the play.
- MM. Touching a Pass/Kick at LOS: Anyone who sees it will use S11 (2X).
- NN. Trap-No catch: Signal Incomplete Pass (2X), run to spot & Pound ground emphatically (2X).

(S #) refers to the NFHS Official FB Signal Chart in NFHS FB Rules Book.

33. **Third & Fourth Down Mechanics (TFM)**

- A. **HL/LJ:** Know LTG. Point to LTG to inform other **Wing**. Crucial! Don't "Open the Door" in TFM.
- B. **HL/LJ:** Similar to GLM, move to LTG immediately at snap if LTG is 5 YDS or less. Imperative to be stationary on LTG prior to FB arriving. If GLM are being used, TFM takes Priority. Go to LTG.

34. **Timing & TO Mechanics (TOM)**

- A. **CREW:** When GC does not work announce remaining time loudly at 10, 8, 6, 4, & 2 minutes. Once inside 2 minutes attempt to announce the GC time remaining loudly after every play.
- B. **R/BJ:** Official facing GC rules on snap versus end of period.
- C. **CREW:** Every official MIRRORS every TO (2X) signal on every play.
- D. **CREW:** TD, TB, Safety, & Incomplete Pass Signals automatically STOP GC – no need to signal TO.
- E. **CREW** (Inside 2 Minutes & All TO's): Someone MUST visibly see GC was stopped on OOB, incomplete passes, TO's, etc – it is that critical.
- F. **BJ:** Operation of a visible Stadium PC is a Game Management responsibility; NOT the **BJ**.
- G. **CREW** (Team TO): When necessary for several officials to get together & talk, then DO IT. But still keep an eye on "your" team as needed.
- H. **CREW** (Team TO): Calling official – Whistle, signal TO (2X), point to team (2X). **R** signals TO (2X) facing PB, & turns to team's GL & points that way (2X), both arms.
- I. **CREW** (Team TO): All 5 officials signal TO's REMAINING for both teams to each other & records it. **R** will give 2 "tugs on steamboat whistle" & point to team's GL when they are out of TO's.
- J. **CREW** (GC Stopped): Give "stop signal" to **R** for unusual delays in marking ball ready.

35. **Try-Kick Mechanics (TRYM)**

- A. Definition: Try will probably be kicked. (Assume Right Footed Kicker below)
- B. Initial Position (IP):
 - 3. **BJ:** PB GP Upright. 4. **U/BJ:** Muddle Huddle: Stand on EL.
- C. Read & React (R&R) Then Flow:
 - 1. **U/BJ: BJ:** Has opposite PB upright & Crossbar. **U** has PB upright only. Fake -- stays on EL. Good – Both signal Try Good & move 2 YDS straight ahead into EZ; Not good beyond or behind LOS – Both move 2 YDS straight ahead & signal no score ONLY (2X).
 - 2. **R/CREW:** **R** jogs toward players after kick. Huddle after Try only if absolutely necessary.

36. **Victory Formation Mechanics (VFM)**

- A. Definition: Winning team HC informs officials we are "going to take a knee". Opponent is out of team TO's or tells **Wing** that we will not use them. Winning Team is ahead by 9 or more points. If the score differential is 8 or less points **R** will tell the teams to "defend themselves".
- B. **CREW:** Officials pinch in. **R/U:** Inform A & B that A will take a knee—nothing rough. QB has protection once his/her team indicates they will take a knee. **R:** Emphatically tell QB he/she MUST take a knee ASAP – no fakes. If he/she fakes & does not take a knee, it is an Unfair Act.
- C. **CREW:** Ask winning team HC if the team will take a knee; score/time dictates this. If yes, **Wing** assertively informs losing team HC. Inform all players loudly. Communication is important!!

37. **Whistle Mechanics (WM)**

- A. **CREW:** Sound your whistle (SEE LEATHER) when ball is dead by Rule. Not more than 1 or 2 whistles; rarely 3. Who has primary coverage? Contending Crew has Great whistle Discipline.
- B. **CREW:** Ball dead by Rule – 1 only strong short whistle blast by covering official(s); keep whistle in mouth until threat of a DBF is over. Whistle on every play – NO Exceptions.

- C. **CREW:** Repeated blasts of whistle to indicate: Foul away from play; TO; HC Requests Info; Stop Play for Something Unusual; "Fighting", or "Opponents talking with each other".
- D. **CREW:** Plastic Whistle only. Carry whistle in your hand only during down, not in your mouth.
- E. **CREW:** Finger whistle – use OHSAA Approved Hand Signals with both arms, if needed.
- 1. **CREW:** Whistle can be in mouth prior to snap. Drop or remove it from mouth after snap.