

## **OHSAA Center Judge (CJ) Mechanics – 6 Officials**

(Revision # 18: 7/24/24)

### **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.
- b. **CJ**- On long incomplete passes retrieve FB near your SL & relay it to the **U**, if needed.
- c. **CJ**-Spot the FB on a QB sack.

### **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-Kick 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, 10 YDS deeper than holder & 5 YDS wide of Holder.  
If FB is snapped in middle of the field, the **CJ's** IP will be lined up on the GP Upright.
- 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/ING/Passer-Pass or Fumble. 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**-On long FG's & Try-Kicks, enforce the penalty.
- b. **CJ**-Help with half the distance, AFD, & LOD penalties. Double check PE by **U**.
- c. **CJ**-Assist with securing a new ball, if needed.
- d. **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**-When the punter is between the - 5 YL & GL, stand on the EL, 10 YDS wide.
- d. **CJ**-Initial Key is Snapper. Focus - blocks ahead of punter. Cover blocked punt with **R**.
- e. **R** or **CJ**-“Chops” his/her arm at the **Wing** on punts that go OOB on your Opposite SL.
- f. **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.
- c. **CJ**-When the snap is between the -10 YL & - 15 YL, stand on the EL

#### **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:** **R & CJ** IP on a HS Marked Field. When FB is spotted on the Right HM for Run/Pass Plays the **R**'s IP is at the top of the Field #'s (Punt – Bottom of Field #'s). **CJ**'s IP is midway between the 2 HM's. Adjust accordingly as the FB is spotted between the HM's – always be 8 YDS wide (Punt – 10 YDS wide).