

2019 BACK JUDGE POSITION GUIDE

Week/Day Of The Game

1. Respond to all **Referee** communication leading up to the game each week.
2. Hydrate! the day before and day of the game.
3. Think about situations that could happen on the field and how you would work those.
4. How would you communicate to the **R** things that happen down field?
5. Make sure all uniform items are clean, pressed and packed. Remember you need a watch that can work two countdowns (or two watches) for the 25/40 play clock, two beanbags and two down indicators.
6. Arrive at dressing room 90 minutes before kickoff. Notify the **R** ahead of time if you're going to be late.

Pre-Game Conference/Duties

1. Put your phone on silent and away.
2. Ask the **R** what time he wants to leave the locker room. Give updates 10 min before and again 5 min before departure.
3. Be engaged in the conversation. Be ready to discuss your position and how you work different situations.
4. Start to gently stretch and move around to get warm and loose.
5. Ask the **R** if he has a coin before leaving locker room.

On Field Pre-Game Duties

1. Speak with clock operator usually up in the press box. Set clock so there will be 0:00 at scheduled kickoff time.
2. Jog/walk the field. Check the pylons for proper placement.
3. Remember to stretch a little more.
4. Introduce yourself to both the chain crew and ball personnel and thank them.
5. Introduce yourself to both head coaches if possible. Speak with band director about national anthem time if possible.
6. If a team is running offensive plays, get some practice snaps and run through pre-snap routine.
7. If teams leave the field, find out what locker room the visiting team is in. Determine at what time you should leave to get captains.

Coin Toss Procedures

1. Have the visiting captains on the sideline for the coin toss before 3:00 minutes.
2. Walk the captains to the center of the field, but then stop at the numbers while they continue to the **R** and **U**. Make sure spokesman is on the side closest to **R**.
3. Have a kicking ball in hand for the kickoff.
4. Record the result of the coin toss.
5. When captains leave jog to center of the field with **H** to join the rest of the crew.

FREE KICKS

ALWAYS BE READY FOR SHORT/ON-SIDE AND/OR POOCH KICK

1. Hand the ball to the kicker. Instruct him to wait for the **R** whistle before he kicks the ball.
2. Count the kicking team and verify with the **LJ**. **Do not let play start with more or less than 11 kicking team players.**

3. Hustle to the sideline opposite the press box on the **kicking teams restraining** line reminding kickers to stay onside.
4. Raise your hand above your head indicating to the **R** that you are ready.
5. Always anticipate an onside kick, don't get caught by surprise.
6. Know if kicking team was offside and if anyone other than the kicker is beyond 5 yards from his restraining line. All fouls are dead ball!
7. Know if the ball was kicked in the air or directly into the ground.
8. Once the ball is kicked, loop in to the numbers and 10-15 yards up-field. Observe for fouls in the middle of the field and against the kicker within the first 5 yards.
9. After the kickoff, run in to assist getting the kicking team's ball out to the proper sideline.
10. On long returns, you have goal line responsibility. Stop at the goal line. Signal TD and turn with the runner always keeping belt buckle in runner's direction. Watch for unsportsmanlike fouls.
11. If there is a penalty that involves a re-kick, you give the appropriate signal and enforce the required yardage.

SCRIMMAGE PLAY

Pre-Snap

1. **NEW FOR 2019** Know the new different play clock timing situations:
 - a. **Ready for play signal and 25 second play clock begins:**
 - Before a try following a score
 - To start a period or overtime series
 - Following administration of an inadvertent whistle
 - Following a charged timeout
 - Following an officials timeout.
 - b. **40 second play clock begins:**
 - Immediately when a running play ends
 - Team A gains a first down
 - After an incomplete pass, other than 4th down.
2. Once previous play ends, dead ball officiating is priority. Let colors separate. **Start 40 second play clock when your zone is clear and everybody is free from foul.**
3. Check the game clock. Should the clock be running/stopped?
4. Get back in position. Middle of the field 20-25 yards beyond line of scrimmage.
5. Change indicators, if needed.
6. When the **R** blows the whistle for ready for play, start your 25-second clock.
7. Count the defense and signal when you have 11. **Do not let offense snap the ball with 12 on the defense.**
8. **NEW FOR 2019** Help Flank as a second set of eyes on substitutes for A who must have been, momentarily, between the 9-yard marks, before the snap.
9. Know down and distance.
10. Identify the formation.
11. Signal to the respective **Flank**, if the offense needs to get the play in faster. Discuss this in pregame.
12. Always key the tight end and slot receivers. If trips formation, you have the two inside receivers. If there is a four receiver set with two on each side then key the inside receiver on the line judge's side. If there is a motion, take a snap shot at the snap to determine keys.

13. Start in an athletic stance. At the snap, take a few walking steps backwards. If it is a run or quick pass, stop and observe action. If it is a pass, start in an easy backpedal and adjust accordingly.
14. You have goal line responsibility. Try not to get beat and do not over run the goal line.

Running Play

1. Switch attention to blocks ahead of the runner.
2. Block that will spring the runner has priority.
3. After the play become a great dead ball official.
4. On runs out of bounds and into the team area hustle over and escort players of the opposing team back onto the field.

Passing Play

1. Watch for possible fouls involving your keys.
2. If it's not a quick pass, switch to zone. You take the receiver running the middle routes. Discuss with your **Flanks** in pregame about the switching of keys.
3. On deeper passes, keep your cushion. Watch for pass interference and defensive holding fouls.
4. Only call the big ones that everybody can see.
5. Be alert for wide sweeps/reverses that end up being a pass play. Stay deep and don't get caught up too close.

Goal Line Plays

1. Give up the goal line at the 10-yard line.
2. If ball is snapped at 25-20 yard line, start on the goal line.
3. If ball is snapped 19-11 yard line, start in the middle of the end zone. Read the play. Move to goal line or end line accordingly. On pass plays; you have no help on the end line, so you have to be there.
4. Do not give the touchdown signal unless you see the ball in player possession break the goal line.
5. On passing plays, do not switch off your key unless the play breaks down. Be aware of possible pick plays.
6. On close plays, go slow before signaling. Make eye contact with your partner. In pregame, discuss how you will communicate on the difficult plays.
7. Be aware of coaches calling timeouts when the **Flank** official or **R** is not close.
8. **Momentum Exception:** Be alert of momentum inside the five going in. Drop a beanbag.

Scrimmage Kick

1. Take initial position 5 yards behind the punt receiver in the middle of the field. If receiver is in the middle, go off his shoulder to either side.
2. Have a beanbag in hand to mark both first touching the end of the kick (for PSK fouls).
3. Read the ball off the kicker's foot. If it's a deep kick between the hash marks, get in position so you are 5-10 yards behind and 5-10 yards to side of the receiver and at a 45-degree angle looking in. Try and be set and not moving at the point of the catch.
4. Look for:
 - a) **Fair catch signal (valid/invalid):** Ball is dead when recovered by anyone on the receiving team. Even if it's after a muff.
 - b) **Kick catch interference:** Receiver needs opportunity to catch the kick. Receiver has one yard directly in front. Does not need to be contact to have KCI.

- c) **First touching by the kicking team:** Drop a beanbag at the spot. Receiving team has the option to take the ball at that spot.
5. Once the ball is possessed by the receiving team, transition to blocks looking for blocks in the back and holding.
 6. Short kicks (20 yards or less) will be covered by the **HL** or **LJ**.
 7. Deep kicks in the air out of bounds, run to the sideline. Raise your hand and look for the **R**. Move up field until the **R** stops you on a big line.
 8. Watch for illegal batting the ball by K. It is legal if batted backwards.
 9. If the receiver lines up on the 10-yard line or in, start on the goal line.
 10. The ball is dead if it breaks the plane of the goal line even if the receiving team muffs it.
 11. After the play, get a ball on the ground and point in the new direction we are going.
 12. Pick up your beanbag or tell **R** the yard line it's on.
 13. Communicate to the **R** the result of the play.
 14. Help get the old ball off the field.

Field Goal and TRY

1. Stand one yard directly behind the goal post. You will be on the opposite upright of the flank official that looks at the back of the **R**.
2. Verbally confirm success or failure of the kick with opposite official. Then move forward to the end line where you both simultaneously give the signal. Signal on successful kicks for 3 seconds.
3. Know what the time on the game clock is before all kicks. No time should come off during PAT's
4. Hustle to get the kickoff started. Get a kicking ball from the ball personnel. Try to help get the teams out as you run out to the center of the field.
5. On Short FG's and PAT's be aware of coaches calling timeouts when the **Flank** official or **R** is not close.

➤ **TRY/Field Goal**

- a) Blow your whistle when the ball becomes dead. On PAT's ball becomes dead soon as it touches kickers foot. On FG's ball becomes dead when it breaks the plane of the goal line. On missed FG's short of the goal line the ball remains live and is treated the same as a punt.
- b) If a fake FG or try, stay on the end line as in any normal situation. You are not responsible for the goal line.

➤ **Swinging Gate**

- a) For a swinging gate formation, stay on the end line in the middle of the field. If offense shifts in, take the upright opposite the **U**.

Timing

1. **You are responsible for the 25/40-second play clock. On all plays when 20/35 seconds have expired on the play clock your hand needs to go in the air. Use visual arm swings for the remaining seconds of play clock. When your hand drops after visual count look to see if ball was snapped to determine if flag is needed for delay of game penalty.**
2. You are the primary eyes on the game clock. Get in the habit to look at the clock after you are done dead ball officiating on every play.
3. Give clock status to **R** after every penalty. Use your second down indicator to keep track of clock status.

4. Use 5/5 axiom; outside of 5 minutes more than 5 seconds needs to come off to correct.
5. The LJ is responsible for maintaining the game clock on the field if scoreboard goes out.

End of a Period

1. Be conscious of the remaining time.
2. When time expires, sound your whistle only if ball is not live. Do not let the offense snap the ball.
3. At end of first and third quarter, come together with the crew to write the yard line the ball is on as well as down and distance. Check with the other officials. Jog to where the ball will be placed to start the new quarter.

Penalties

1. Make all non-safety live ball fouls big and obvious.
2. If you have a penalty, let the play finish and continue to officiate.
3. Give a preliminary signal for pass interference, defensive holding, twelve on defense and delay of game.
4. Report the penalty to the **R** the way he will announce it. Start with result of the play, the foul, the team and then the player number.
5. If another official has a flag down, help cover his flag. Important if it is a spot foul.
6. Once the **R** finishes the penalty announcement, give him the clock status for the next play. Cross your wrists at waist level to indicate on the snap. Twirl your index finger at waist level for on the ready.

Timeout Responsibilities

1. Record all timeouts on your game card.
2. You monitor the length of time all time outs. Notify the **R** at 45 seconds.

Measurement Responsibilities

3. On a measurement, hold the ball in place so it doesn't move. Squat or take a knee with your back facing the defense's goal line they are defending.
4. If ball is short and outside the hash marks, keep the ball on the ground until new ball is in the correct spot.

Post Game

1. Discuss with crew plays from the game.
2. Self-reflect. What things did you feel you did well? What areas can you improve on?
3. Watch the game film if available.

Additional Items

1. Have great ball mechanics. Take the extra step and hit crew mates in the chest. No balls on the turf.
2. Be a great dead ball official. Talk to the players. Use your words and presence to preventative officiate.
3. **Be a Crew Saver.** If something doesn't feel right, have the courage to stop the game and discuss the potential mistake.
4. Always be in proper position. Know the mechanics. Proper positioning adds credibility.
5. Hustle while on the field. Move with a purpose.
6. Have fun.