



Duties and Positioning – Sideline Official

1. Pre-Game Field Duties

Head Linesman

- Check chains and downsbox
- Review chain crew procedures – 30 minutes pre-game
 - 1st Down – rear stick & downsbox together – forward point of ball
 - Downsbox – change on Head Linesman’s signal – forward point of ball
 - Chain tight
 - Prevent injury – drop both sticks
 - 2nd & 3rd Down – do not move chains
 - No discussion or opinions with Players, Coaches, fans
 - Hustle
 - Clip – back of back line (line closest to back stick)
 - Measurement – have Stickman pick up and carry clip; H.L. goes to point of forward stick.
 - Chains opposite Team benches
 - After game, wrap chain – thank crew
- Check field conditions with Line Judge

Line Judge

- Check game balls
- Check field conditions – 30 minutes pre-game
- Look for heavy taping, bandages, casts, etc.
- Advise Referee of your findings
- Take game ball and kicking tee to timer’s bench

Both

- Proceed to timer’s bench – 5 minutes pre-game

2. Kick-Off Duties

Head Linesman

- Position yourself on sideline, at restraining line opposite Team benches. (opposite timer’s bench, if Team benches on both sides).
- Check Stick Crew is ready.
- Count home Team.
- Check sideline is clear. Signal “ready” to Referee, holding arm aloft. Drop arm upon recognition from Referee.



- Watch for offside and possible short K.O. Know if ball went 10 yards.
- Be ready to signal “Time In” on short K.O., only when touched by Player.
- After ball is kicked, move into position to keep play in view.
- Move down field, protecting sideline. Do not go to centre of field. Be prepared to go out of bounds for safety.
- Watch for fumbles, laterals, or offside passes.
- Watch for K.O. out of bounds in your area. Be prepared to mark spot, throw flag (watch Players going out of bounds), sound whistle if K.O. goes out of bounds.
- H.L. marks the initial spot of the back stick.

Line Judge

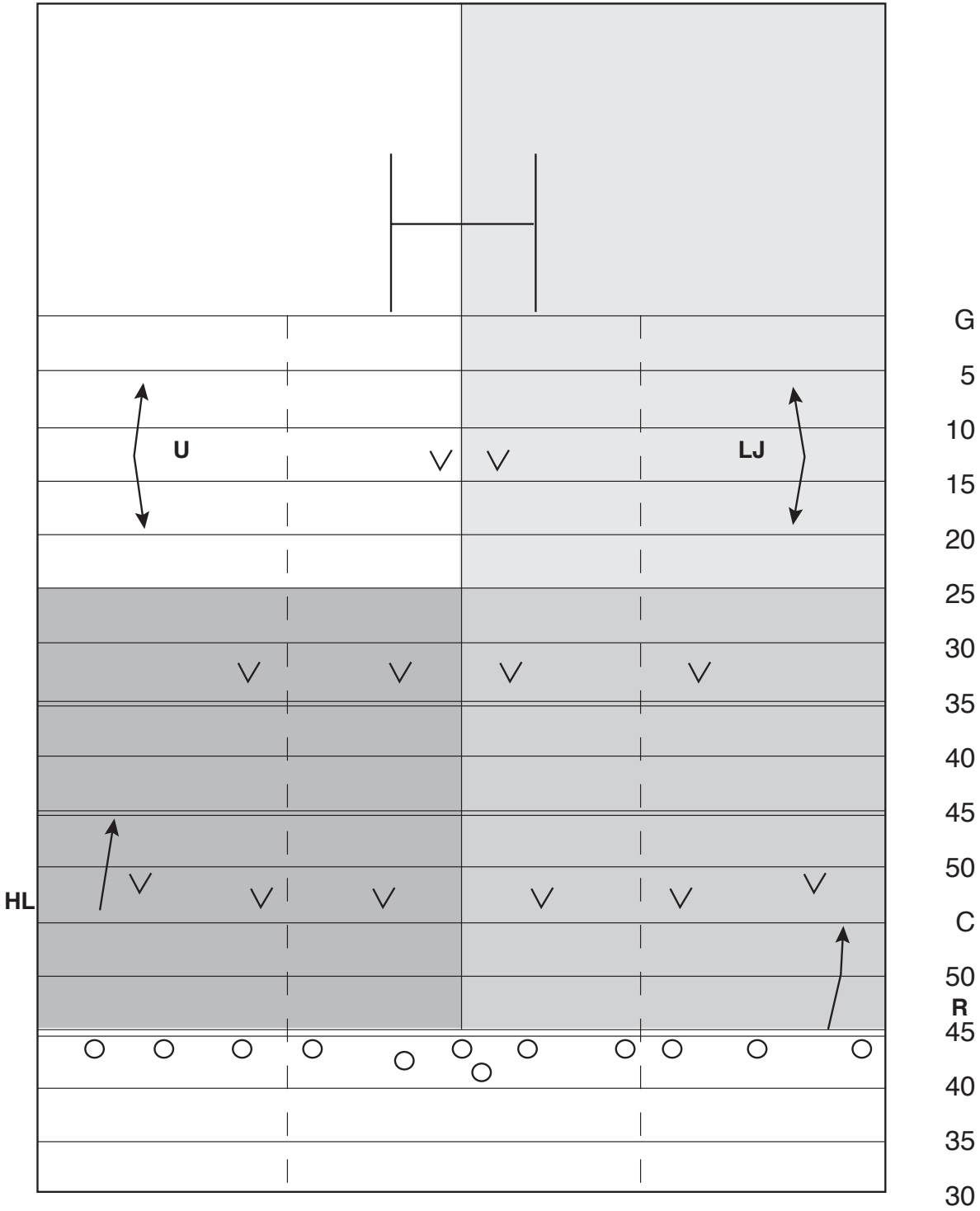
- Position yourself outside deepest Receiver on side opposite H.L.
- Count visiting Team.
- Check End Zone is clear. Signal “ready” to Referee.
- When kicked ball is legally touched by Player, give “Time In” signals.
- Watch for fumbles, laterals, offside passes on hand-offs, or accidental forward passes.
- Watch for K.O. out of bounds. Mark spot, throw flag. Watch Players going out of bounds. Sound whistle of K.O. out of bounds.
- Be prepared to cover Dead Line and Goal Line on your side. Be ready to rule on 1- or 2- point score.
- Be ready to blow your whistle if kicked ball strikes goal post assembly in flight.

Both

- Know last touching of loose ball.
- Watch for infractions behind and beyond runner, if another Official has ball carrier
- If calling a penalty, know if ball is in possession or not. Know point ball held or point of possession. Continue to officiate.



4-Official System Kick Off



F - Free Official

H - Held Official

ig Off001



3. Scrimmage Duties

Free and Held Officials – Signals and Positioning

Prior to Snap:

- Give signal re “Held” / “Free”
- Check sidelines are clear.
- Check for substitution.
- Raise “gates” when 2 or more Team “A” Players break huddle until Team “A” is set over ball.
- Count Teams: H.L. – home: L.J. – visiting
- Check Eligible Receivers numbers.
- Check flankers and slot backs are back of line of scrimmage.
- Watch for offsides and illegal procedure.

Running Plays:

- Watch for possible crack-back blocking.
- Be prepared to cover ball carrier to Goal Line on your side of field.
- Watch for out-of-bounds. Signal Time Out. Mark spot. Watch Players.
- Hold out-of-bounds spot until ball is retrieved and spotted. Place ball on sideline, if measurement is required.
- If not covering ball carrier, after ball crosses line of scrimmage, angle in towards play.
- Watch for penalties behind Referee if ball goes to opposite side.
- If play comes towards you, start to move in the same direction as the ball carrier. If necessary, step toward attacking Team’s Goal Line and let play go by. Do not turn your back on the play.
- Make use of out-of-bounds areas on wide plays to your side.
- Watch for fumbles and lateral passes; know Team in possession when ball is dead.
- Be prepared to mark forward point of advance with out-thrust foot, with toe in line with forward point of ball, facing in the direction of the defending Team’s Goal Line.



Pass Plays:

- Watch for pass interference, holding and illegal use of hands.
- Watch for blocking downfield before pass is complete.

Free Official (the Official on the short side of the field):

- Be prepared to cover all deep passes.
- Move off line, on snap, with Receivers.
- Watch your sideline all the way to dead line.
- Watch Receiver for key as to when pass is anticipated, ensure defender is playing ball.
- Try to be in best position to judge the play.
- Watch for Players going out-of-bounds.
- Don't walk away from close decision on pass interference. Act quickly and convincingly.

Held Official (the Official on the wide side of the field):

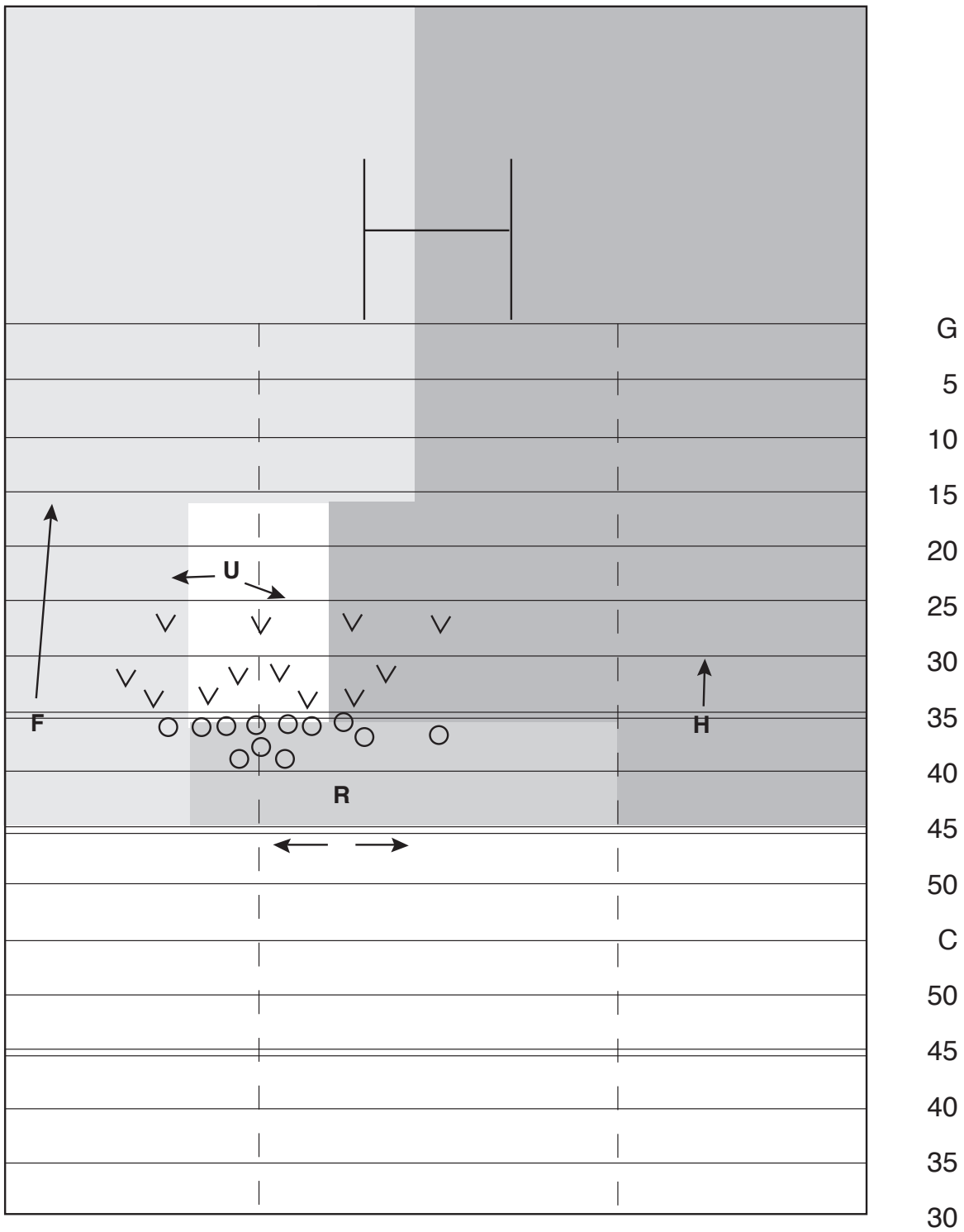
- Be prepared to cover short flat zone on your side.
- Must not move down field until pass is thrown, read play.
- Be prepared to cover your sideline to dead line.
- Assist Referee in locating former line of scrimmage on incomplete passes.

Both:

- Watch for touching or catching by Ineligible Receiver. Throw flag.
- After pass is complete, watch for offside or lateral pass.
- If pass is incomplete, signal incomplete and retrieve ball.
- On complete pass, and 1st down is clearly gained, signal stop the clock after the play is dead.
- Concede call to Official that Receiver is facing.
- After pass interception, after the ball is dead, signal Time Out and indicate direction of play.



4-Official System Scrimmage Play (Running)



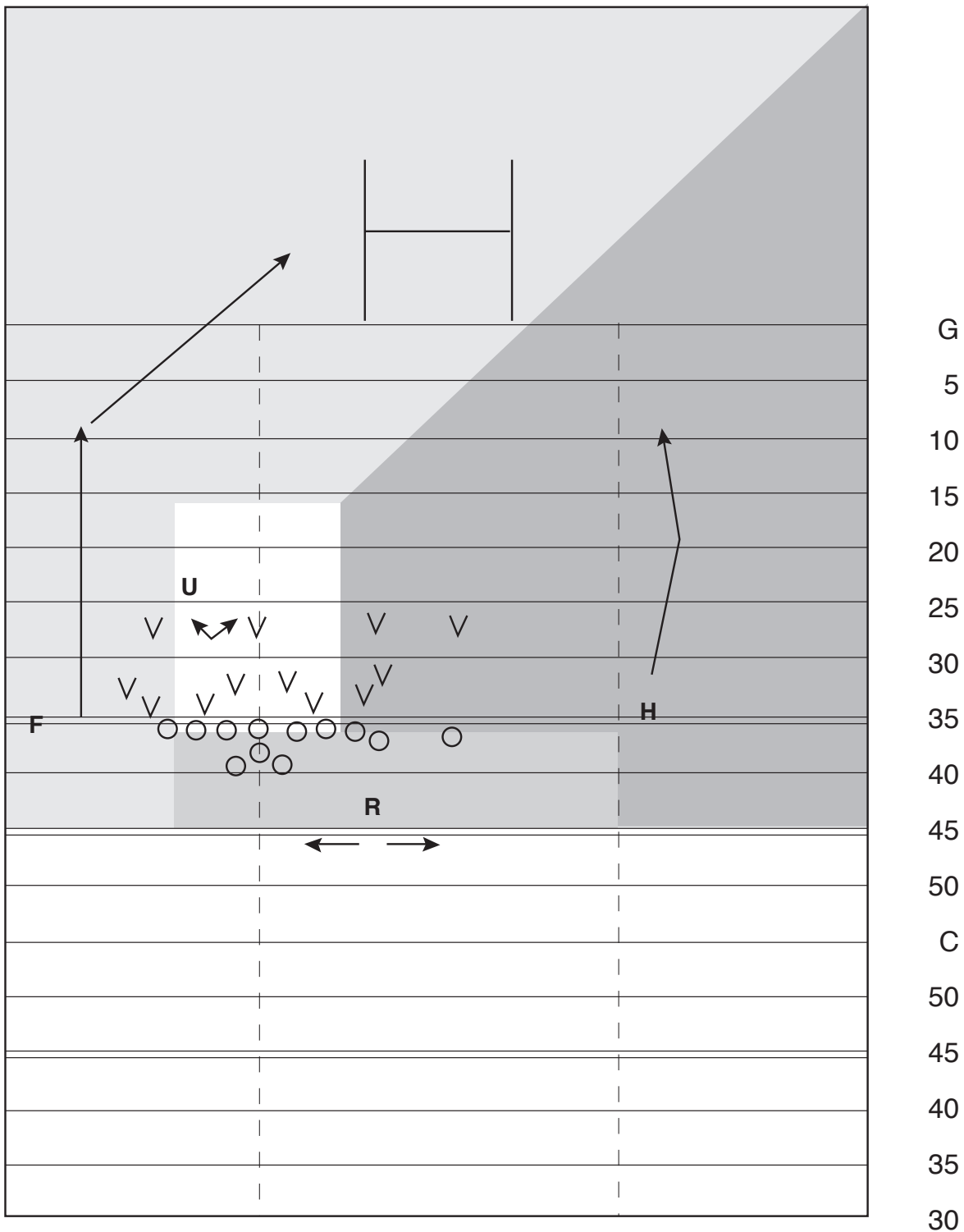
F - Free Official

H - Held Official

Fig Off002



4-Official System Scrimmage Play (Forward Pass)



F - Free Official

H - Held Official

Fig Off003



4. Goal Line Plays

Free Official:

- Initial position on line of scrimmage until the snap.
- On the snap, move quickly downfield at sideline – go to Goal Line.
- Still responsible for legal formation, numbering, etc.
- Know where ball is and visually follow ball carrier.
- Still responsible to cover passes in his/her zone.

Held Official:

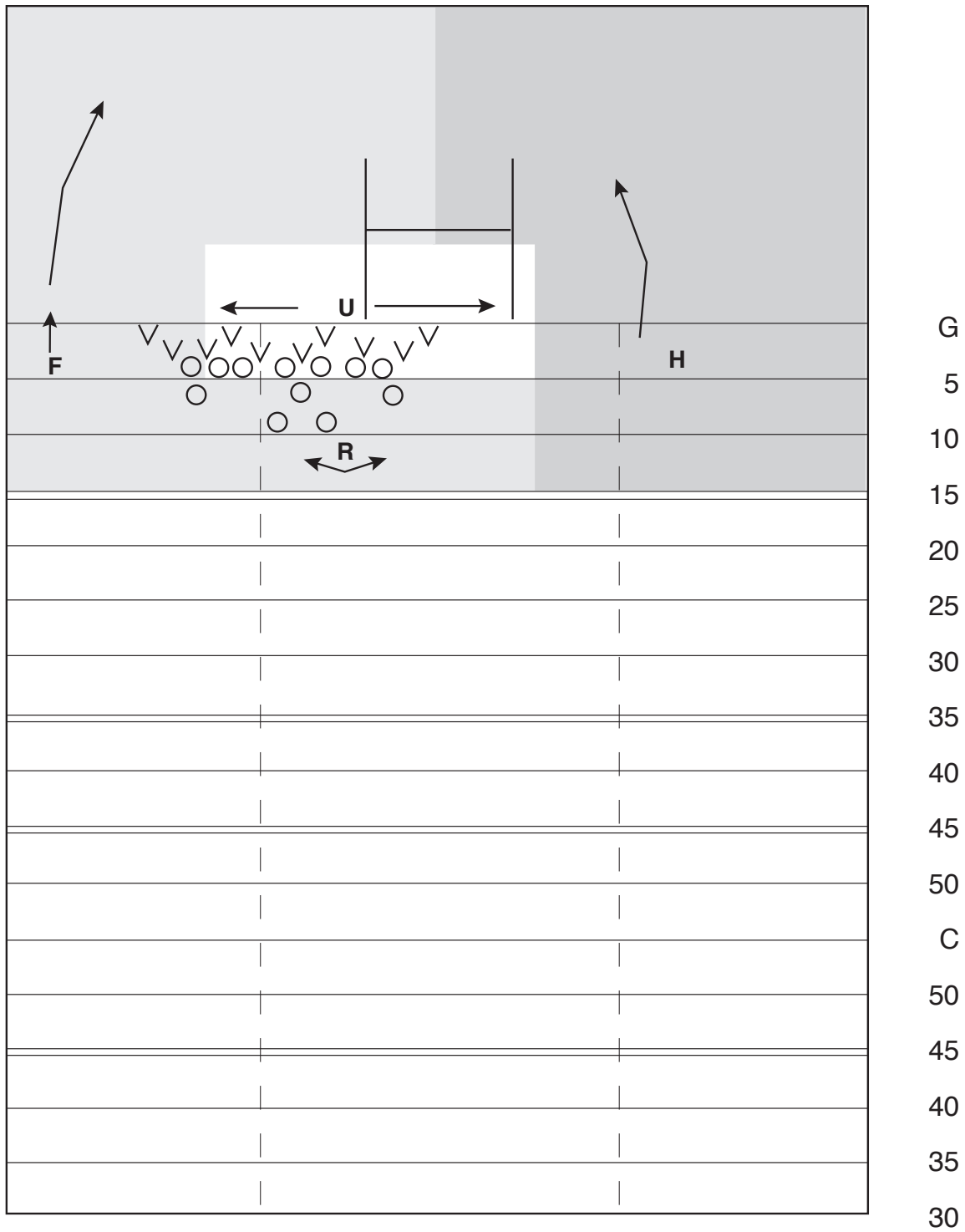
- Normal position on line of scrimmage. Responsible for whole line.

Both:

- If ball touches Goal Line in possession of Team A, even in air, signal “TD”, after sounding your whistle.
- Watch for fumble into End Zone.
- If penalty is called which would nullify TD, ensure Referee knows as quickly as possible – as soon as play is dead. Do not signal score.
- Assist in pileups where ball is not visible.
- If another Official has a more advanced point, defer to him/her.



4-Official System Goal Line



F - Free Official

H - Held Official

Fig Off004



5. Kick from Scrimmage

Free Official:

- Short side – cover entire width of field.
- 5 yards in front; 10-12 yards or more if needed towards sideline of punt Receiver.
- Cover restraining zone – know point of possession.
- Watch for illegal handoff pass, fumble etc.
- Know point ball held if penalty is called.
- Be prepared to cover Goal Line and/or Dead Line and to rule on 1-pt or 2-pt score.
- Whistle play dead if ball hits goal post assembly in flight.

Held Official:

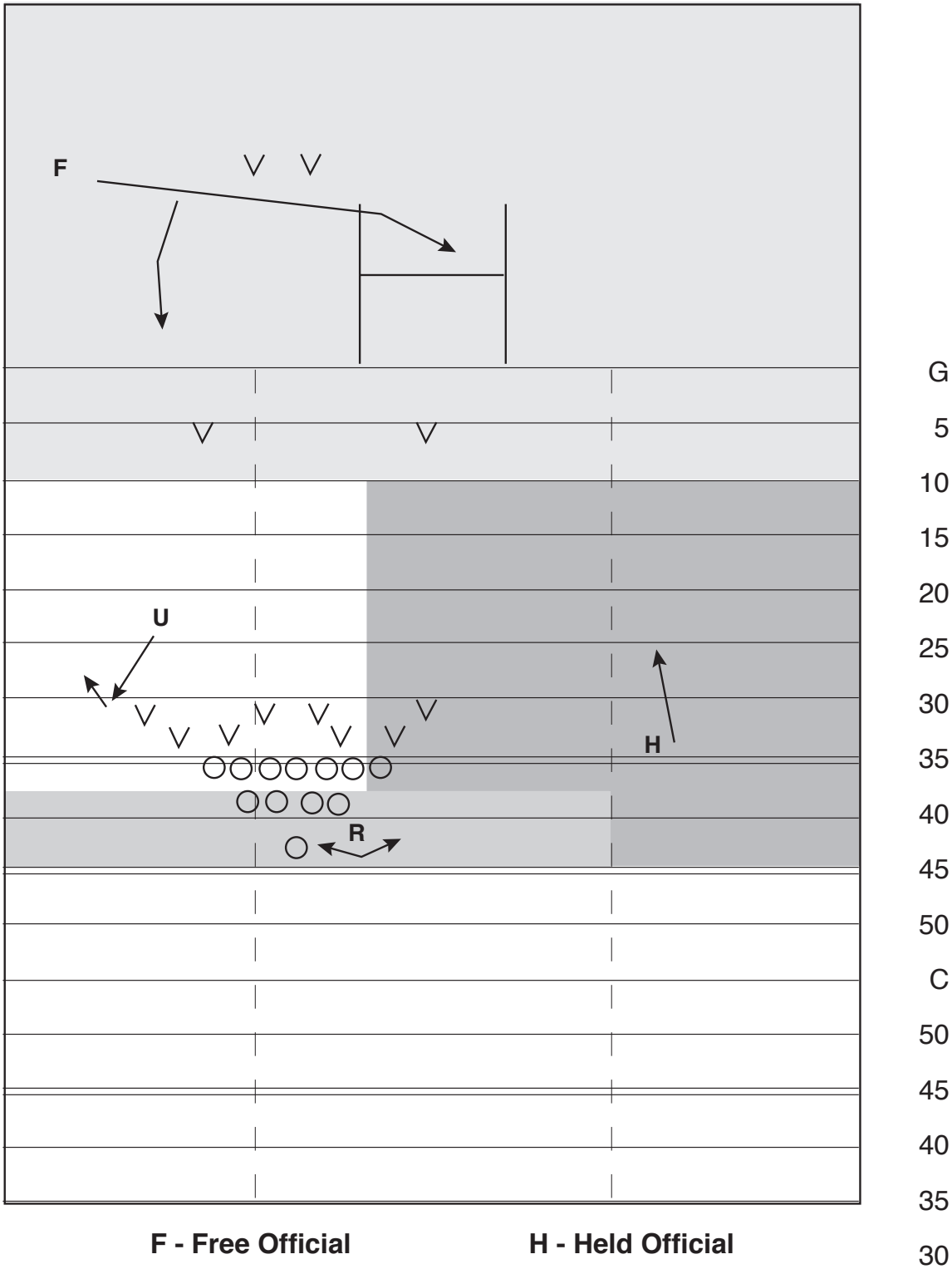
- Line of scrimmage – cover entire line of play.
- Wait until ball crosses line of scrimmage. Watch for blocked/deflected kicks.
- After ball crosses line, move downfield, stay wide, and watch for illegal action in front of or beyond the ball carrier.
- Be alert for possible pass or running play.

Both:

- If ball goes out of bounds, signal Time Out. Ref will spot ball in flight. You spot if ball bounces out.
- Penalty – know if ball in possession or in flight, point ball held, or point of possession



**4-Official System
Punt**



F - Free Official

H - Held Official

G
5
10
15
20
25
30
35
40
45
50
C
50
45
40
35
30

Fig Off005



6. Field Goals and Converts

Field Goals

Outside 10 Yard Line

Free Official:

- Under Goal Posts.
- Your signal if good.
- Be ready to cover return if a kick is wide.

Held Official:

- Same as kick from scrimmage.

Inside 10 Yard Line

Free Official:

- Same as kick from scrimmage. Cover dead line and sideline in End Zone.

Held Official:

- Same as kick from scrimmage.
- Watch for contacting kicker or holder.

Converts

Free Official:

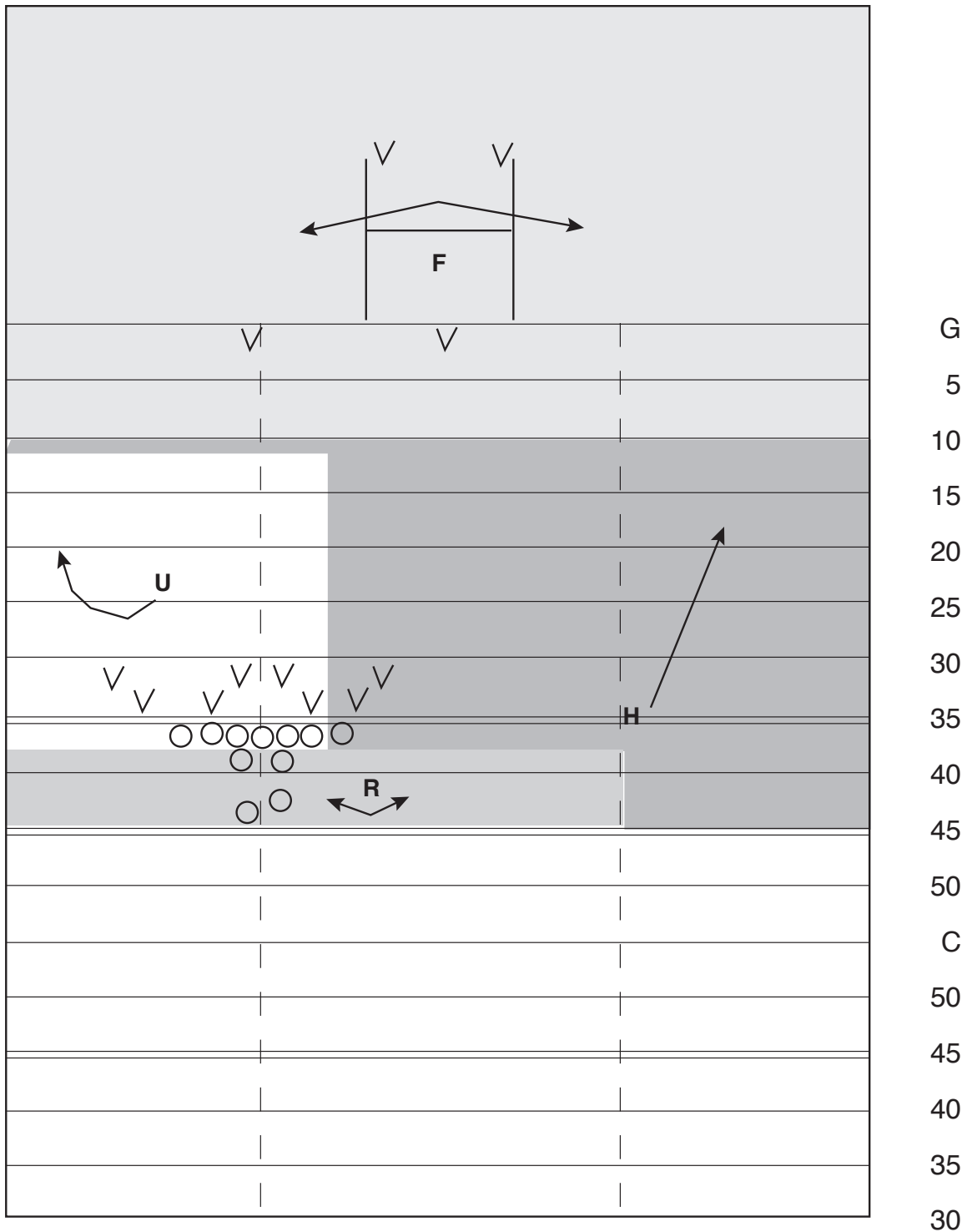
- Same as scrimmage if 2-pt. try, otherwise same as kick from scrimmage. Referee's signal.

Held Official:

- Same as scrimmage play. Watch for contacting kicker or holder.
- May "pinch in" a bit tighter than normal.



**4-Official System
Field Goal (Outside 10 yd.)**



F - Free Official

H - Held Official

Fig Off006



4-Official System Field Goal (Inside 10 yd.)

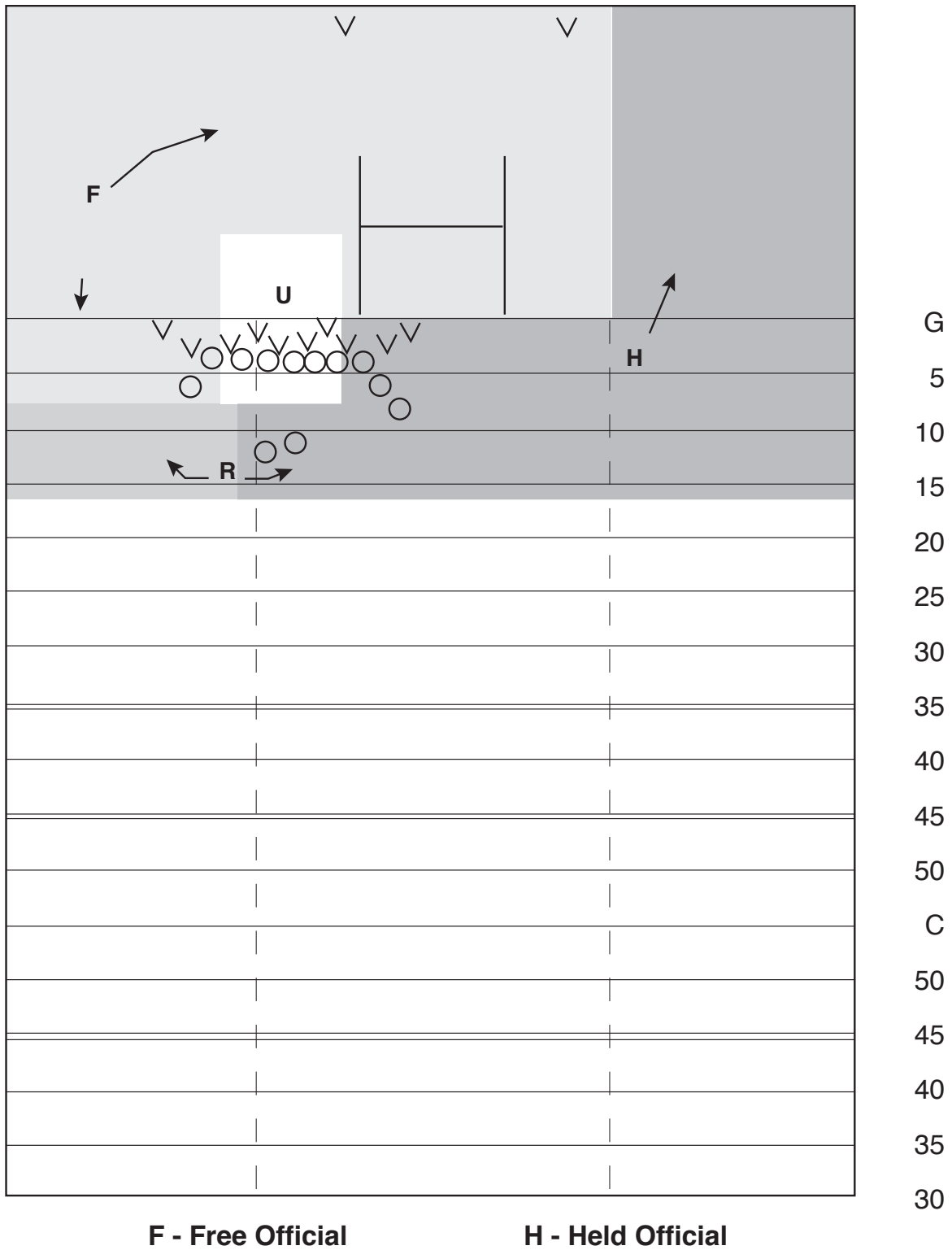


Fig Off007



4-Official System Convert

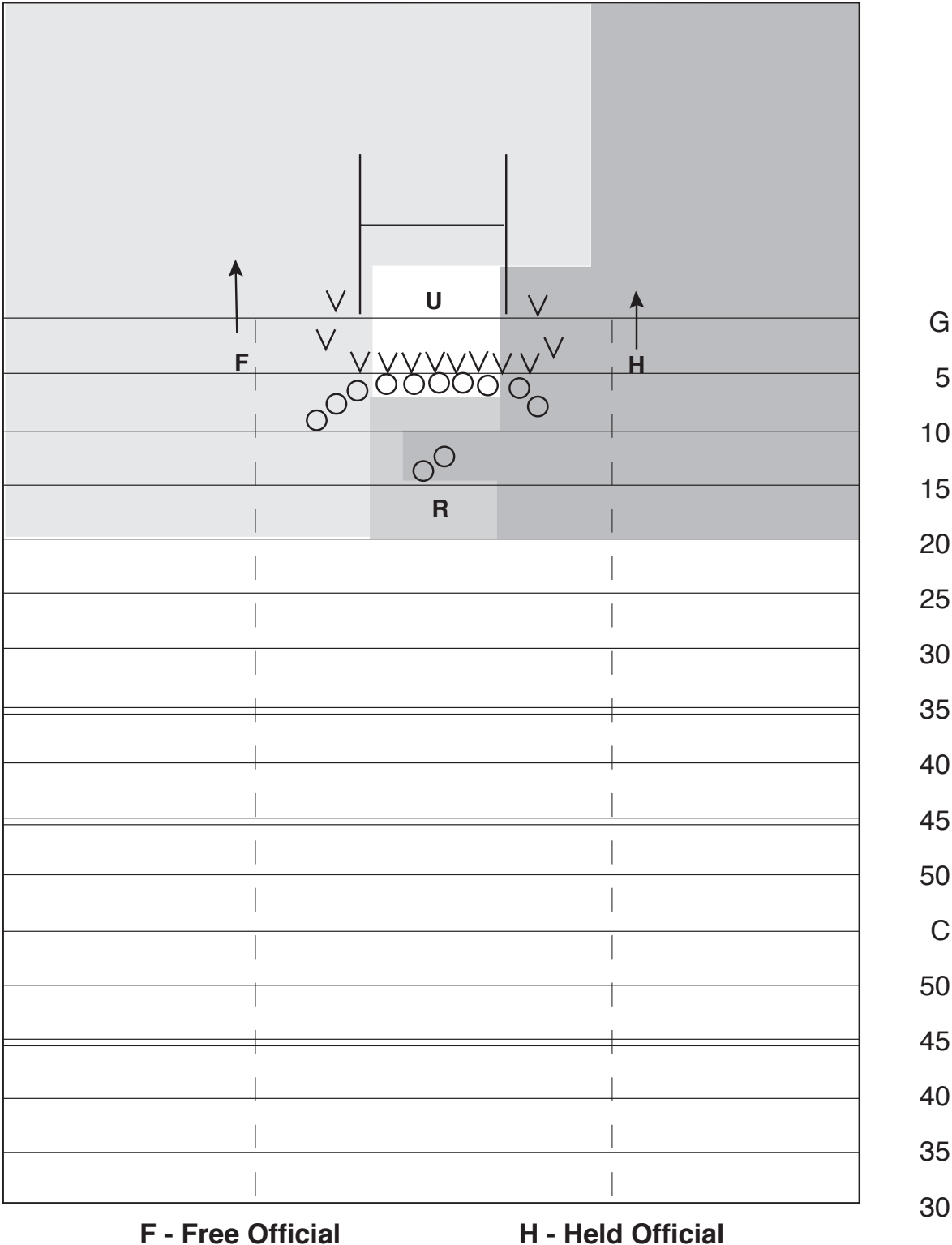
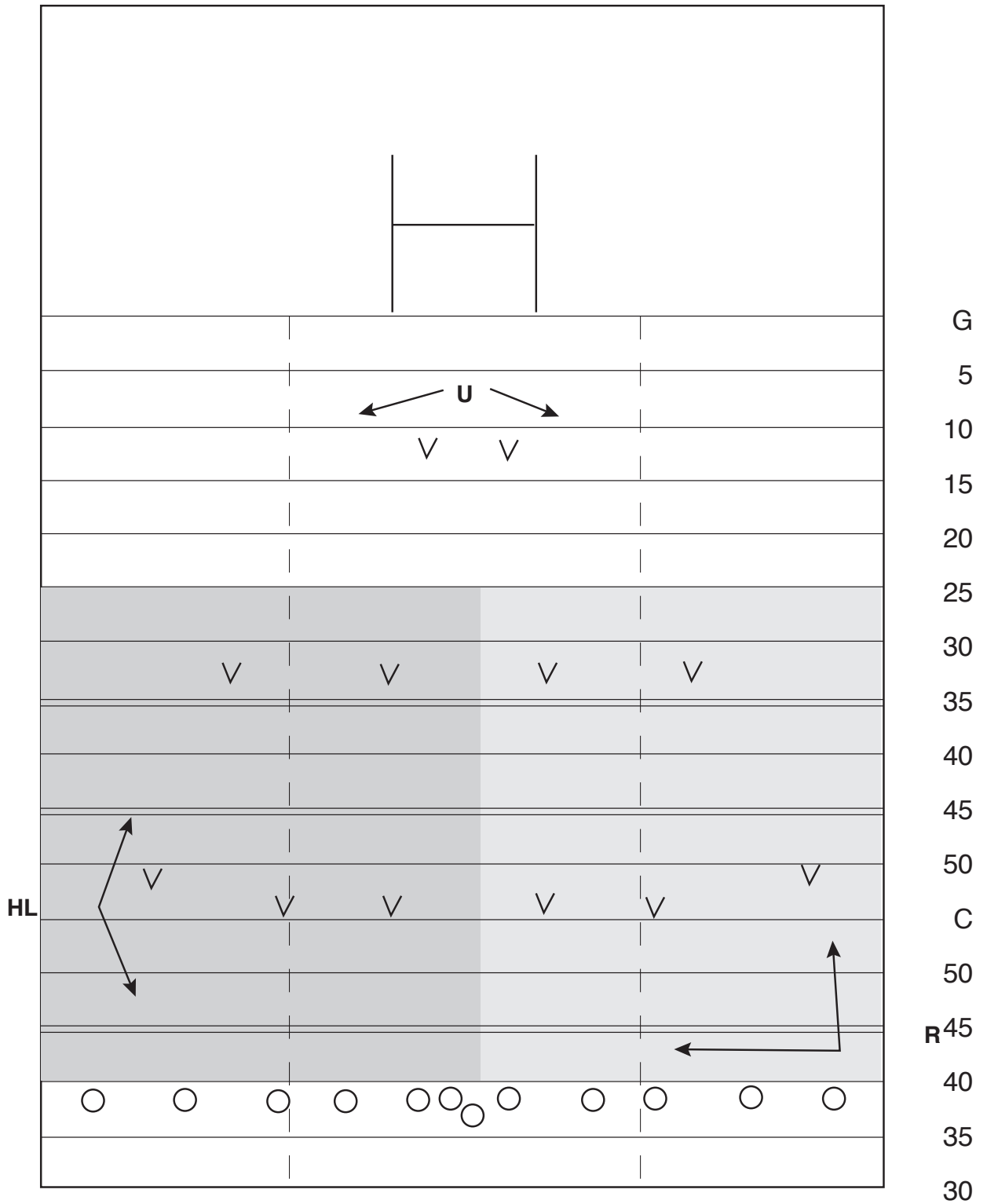


Fig Off008



3-Official System Kick Off



Diff009



3-Official System Scrimmage Play

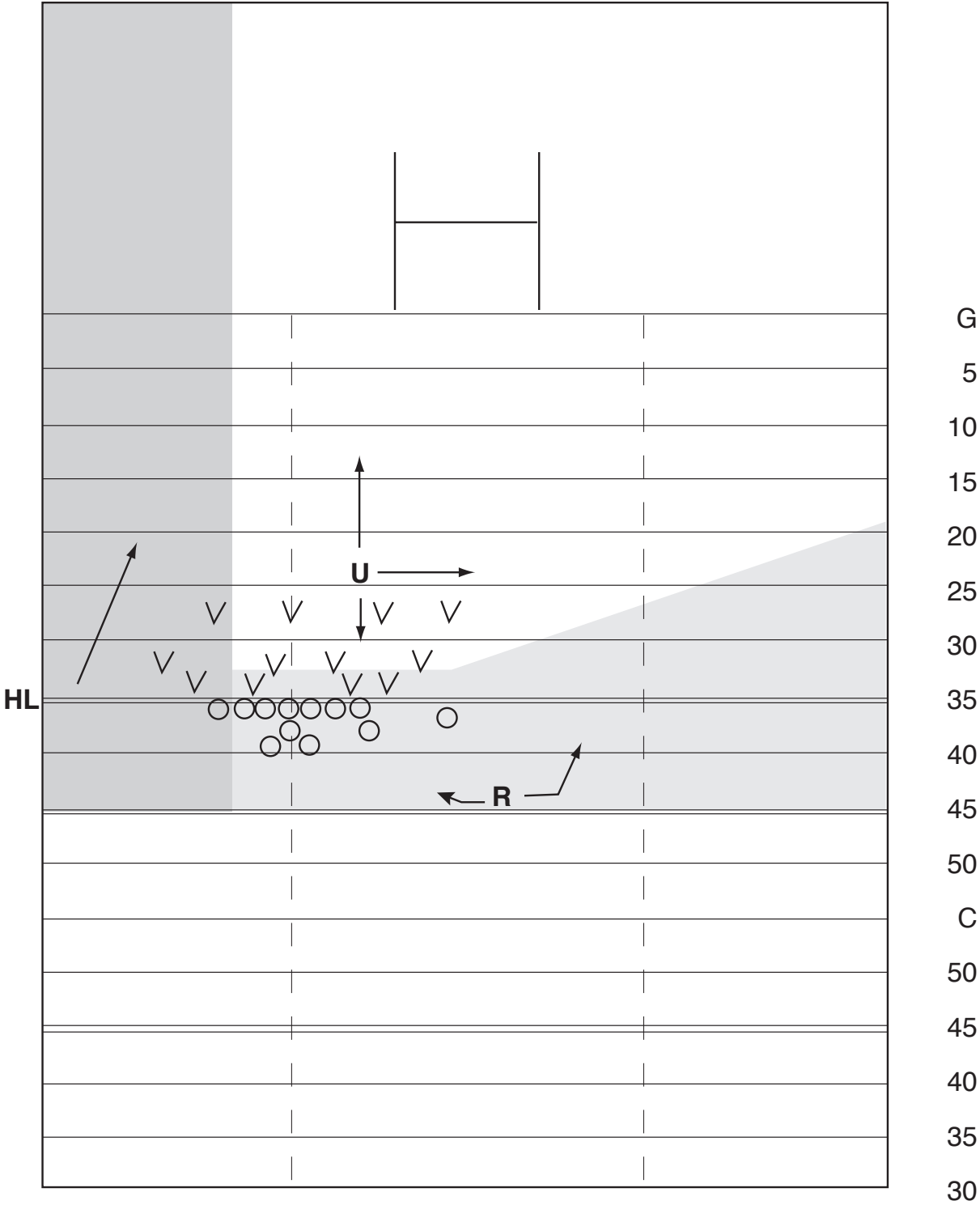


Fig Off010



3-Official System Goal Line

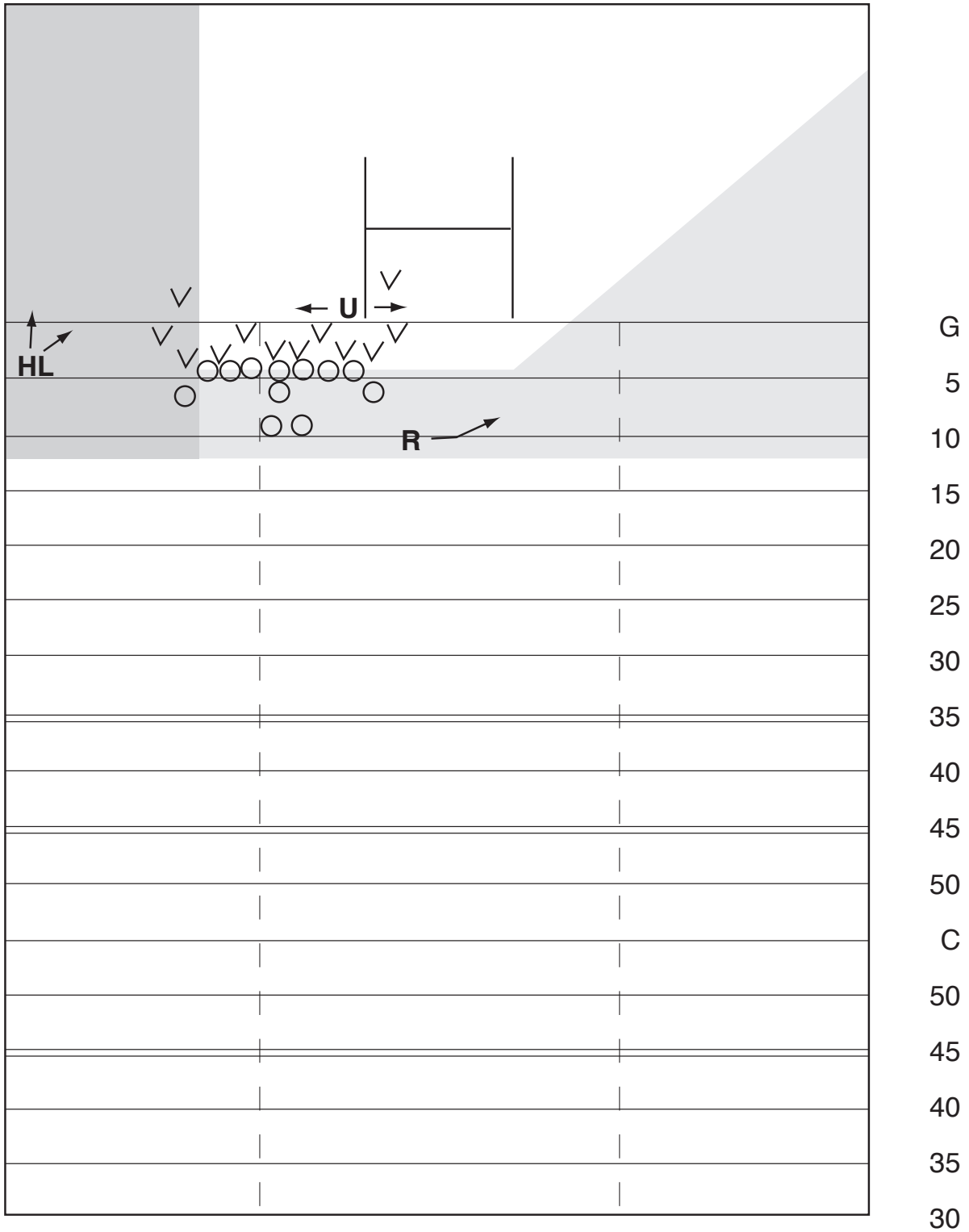
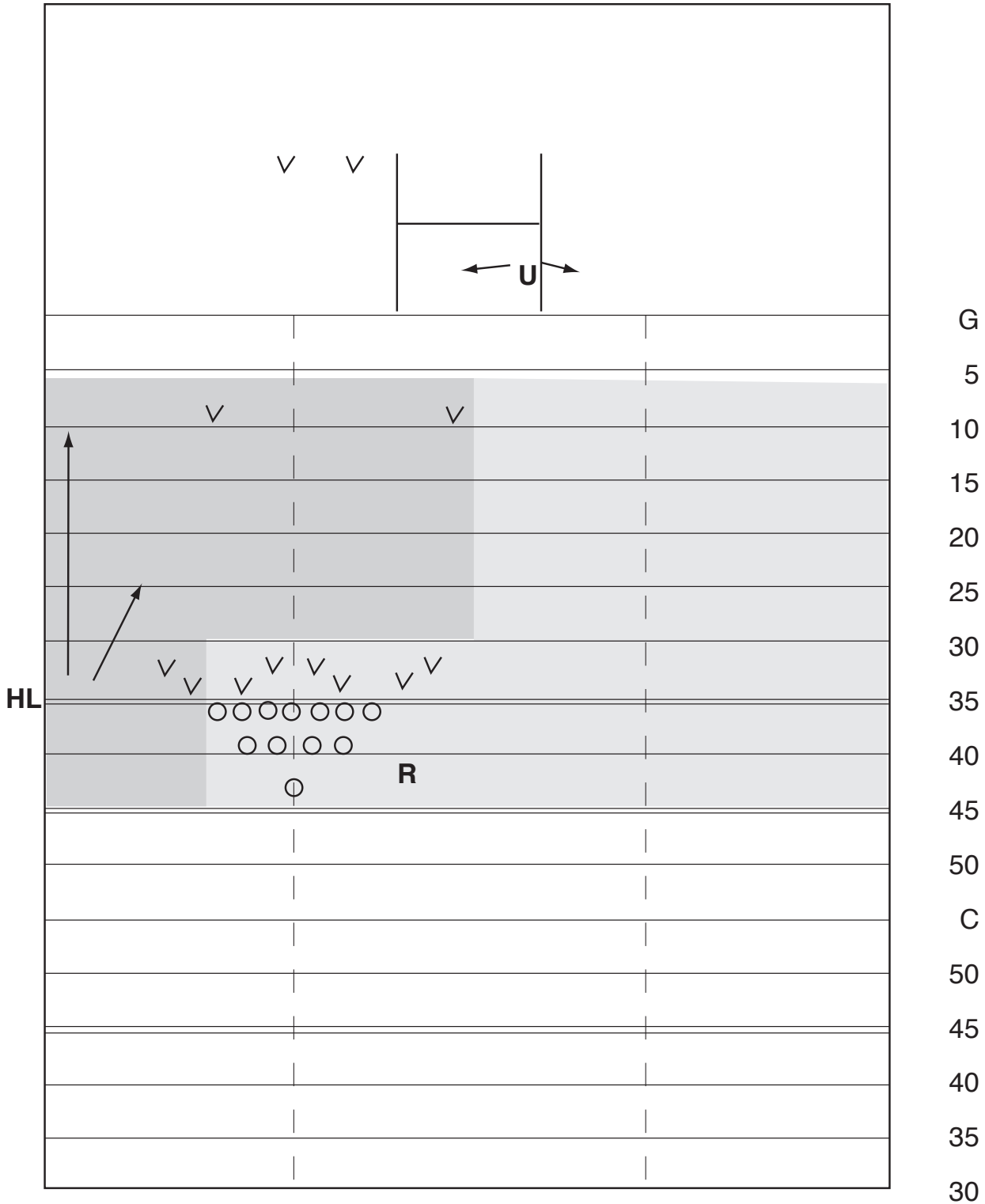


Fig Off011



3-Official System Punt



ff012



3-Official System Field Goal (Outside 10 yd.)

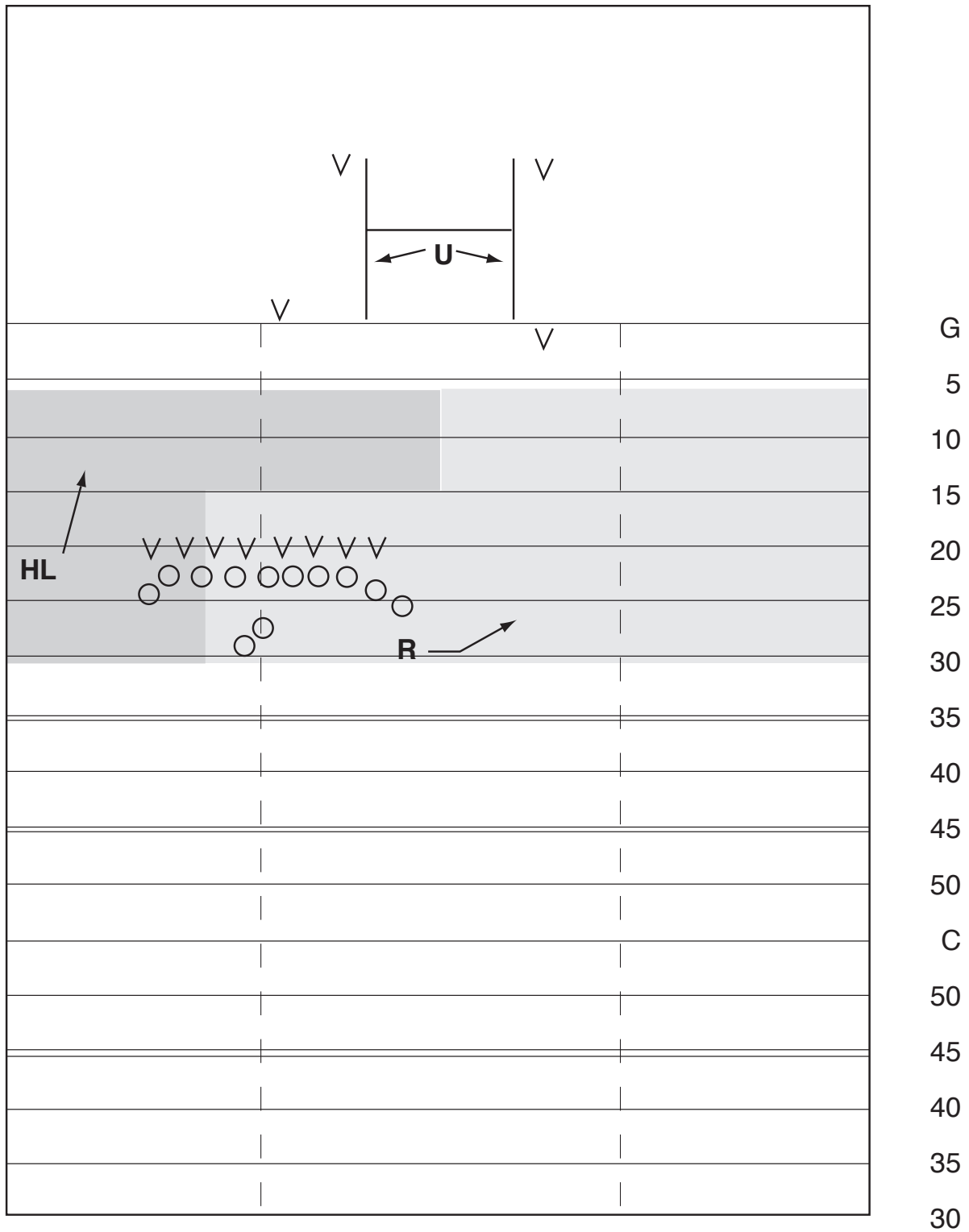


Fig Off013



3-Official System Convert & Field Goal (Inside 10 yd.)

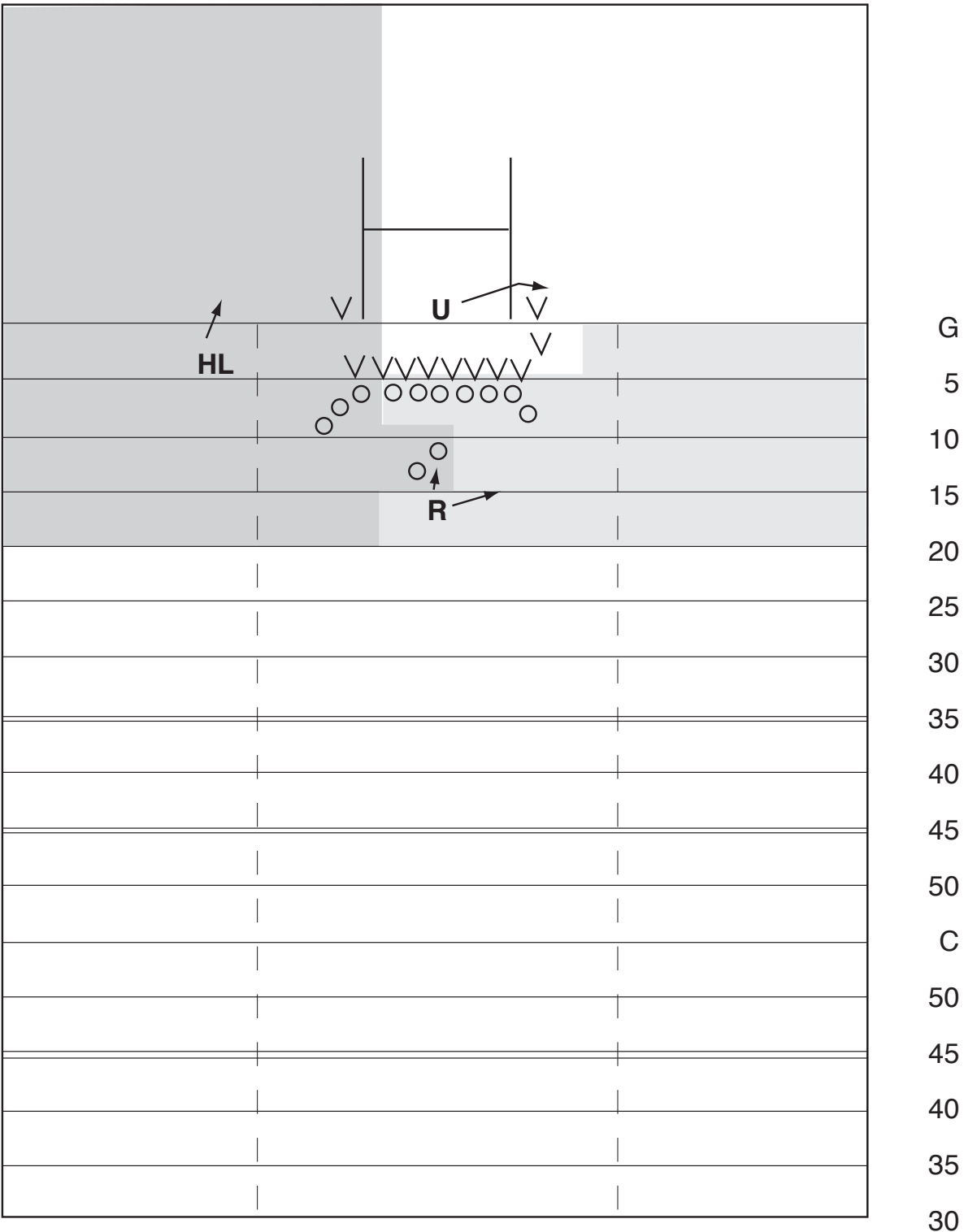


Fig Off014



