

BACK JUDGE

Your spot, your keys and your jobs, situation by situation. You are the white marker on every diagram.

- R

Referee
- U

Umpire
- LM

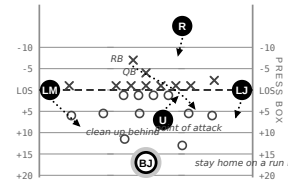
Linesman (H/DJ)
- LJ

Line Judge
- BJ

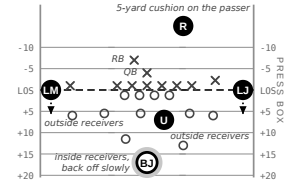
Back Judge — you

RUN & PASS ▶snap between the -10 and the +10

RUN



PASS



WHAT YOU DO

- Seventeen yards off the line, between the uprights. Stay at 17 until the snap is on or inside the +10.
- Count B's eleven and hold it two seconds. B's substitutions in and out of the huddle are yours.
- You own the play clock: five fingers at five seconds, then count down four, three, two, one. Reset with an arm over your head, pushed up twice.

YOUR KEYS

- Run — snap · tight end and tackle · receivers · line play beyond the point of attack · the runner.
- Pass — snap · player(s) · QB · zone · ball. The inside receivers are yours.
- Read the guard and tackle first. On a run read stay home — don't back-pedal until the runner breaks the line.
- Watch the receivers for blocks and crackbacks. Talk to the borderline players.

PASS COVERAGE

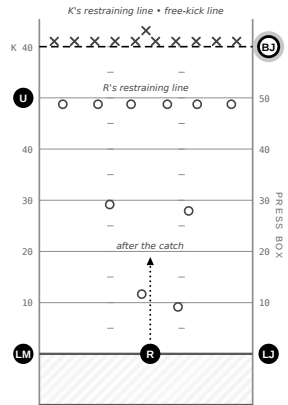
- Doubles** You have the inside receiver on the Line Judge's side.
- Trips** You have the two inside receivers.
- Once they clear** Go to zone.
- Prevent defense** Adjust your start to slightly behind the defensive backs.

MOVING

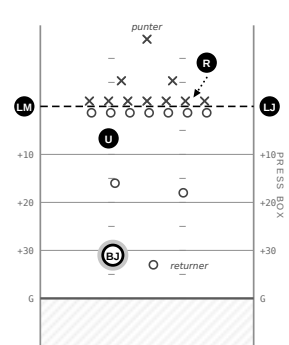
- Back off** Slowly. Don't take yourself out of the play by back-peddling too fast.
- Lock down** On the receiver and defender once you know where the ball is going.
- Cushion** Five yards. Cross the receiver rather than trying to outrun him.
- Support** Windshield wiper, sideline to sideline, behind the wings.

KICKS ▶free kick and scrimmage kick

KICKOFF



PUNT



WHAT YOU DO

- Kickoff: K's restraining line — the 40 — two yards out of bounds on the press box side, bean bag in hand.
- After the try, get a new ball near the upright, start your 60 seconds and jog up the press box sideline. Out to the kicker at 30 seconds.
- Check the tee, hand the kicker the ball, remind K to stay behind the line, clear the restricted area, get the Umpire's ready, then signal the Referee.
- Punt: eight wide and five deep of a single returner. Split two at five. Heels on or inside the 10, stand on the goal line.

YOUR KEYS

- Kickoff — the kicker · K's encroachment · onside · first touching · K's first contact by R's front line.
- Punt — snap · the outside receiver(s) on the Line Judge's side · signals · first touching · the catch.
- You carry two bags: the end of the scrimmage kick and first touching.
- The goal line is yours on a punt, and so are touchbacks.

YOUR SPOT

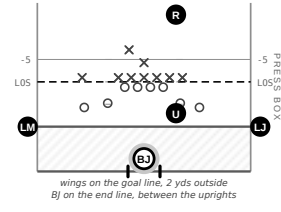
- Kickoff** K's 40, 2 yds out of bounds, press box side.
- Onside** K's 40, press box side. Officiate it as a plane.
- Punt** 8 wide, 5 deep of one returner. Favour the wide side; in the middle with one returner, favour the Line Judge.
- Safety kick** The kicking team's 20.
- Off the tee** Two whistle blasts and jog to the kicker.

AFTER THE KICK

- Kickoff** Run to the near hash at the 50, stop and watch K. Lead the runner and reach the goal line ahead of him.
- Punt** Five-yard cushion, watching blocks. If the returner crosses your vision, let him go.
- Out of bounds** You don't move to the sideline on a punt in flight — the wings look to you for the angle.
- Bag** Drop it at the post-scrimmage-kick spot.

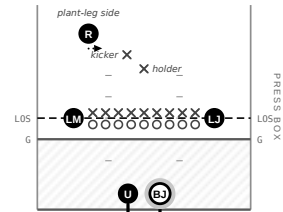
GOAL LINE & PLACE KICKS ▶snap on or inside the +10 · tee on the field

GOAL LINE



wings on the goal line, 2 yds outside
Bj on the end line, between the uprights

FIELD GOAL & TRY



plant-leg side
kicker
holder
U and Bj each stand under an upright

WHAT YOU DO

- Goal line: the end line, between the uprights. Stay on it while the ball is live.
- Hustle down the end line keeping a five-yard cushion with the receiver, and straddle it on a tight catch.
- Only you signal an incomplete pass on the end line — not the wings.
- Field goal and try: take an upright, the press box side on a try.

53 YOUR KEYS

- Place kick — if it's a fake, stay on the end line initially.
- Short kick: get to the goal line and rule whether it breaks the plane.
- Sound your whistle when the kick is good or crosses the goal line.
- Watch A's players near the sideline for touching the end line.

SIGNALLING

Good Both of you signal, then step two yards into the end zone.

No good, in the end zone Both step in, signal no score only, then touchback.

End zone corner Eye contact with the wing before any touchdown signal.

On a pass Wait several seconds before signalling a touchdown. Better late and right.

YOUR SPOT

Goal line End line, between the uprights.

Field goal Under an upright — your choice of post.

Try The press box upright. Muddle huddle: stand on the end line.

Bench A player in the opponent's team box: go in and escort him back.

BETWEEN DOWNS, CLOCK & FOULS ▶every down, all night

WHAT YOU DO

- Relay the ball on plays that gain about ten yards or more — you're part of the triangle from the wing to the Umpire.
- Deep incomplete pass: hustle and relay the ball off the field while the wings get a new one.
- After a touchdown, have the ball person hold a new ball near the goal post upright.
- Signal the Referee whether the clock started on the ready or the snap. The Line Judge is often busy with a coach.

53 YOUR KEYS

- Half distance, automatic first down, loss of down — say it out loud, it gets missed.
- Mark forward progress downfield when it's yours.
- No need to run to the dead-ball spot on plays of ten yards or less.
- The official facing the scoreboard rules on the snap versus the end of the period — you or the Referee.

BETWEEN DOWNS

Relay Gains of roughly ten or more. The Referee takes the short ones.

Play clock Five fingers at five, count down, reset with both arms up.

Counting B's eleven, held two seconds, with eye contact.

Bags Carry two.

CLOCK AND FOULS

Status Signal the Referee while he faces the press box.

Timeouts Record what's left for both teams and keep the Referee honest.

Enforcement Half distance, automatic first down, loss of down.

Scoreboard Second set of eyes, especially inside two minutes.

WHEN YOU WORK A CREW OF 4 — what changes for you

01 **There is no Back Judge.** Everything below gets handed out, and you'll be doing one of these jobs yourself.

02 **The play clock goes to the Referee** — he announces five and verbalizes four, three, two, one.

03 **Counting B and B's substitutions go to the Umpire.**

04 **Your punt spot goes to the Umpire** — deep with the returners, the goal line, the PSK bag and first touching.

05 **Your upright goes to a wing**, and half distance, automatic first down and loss of down go to the Referee. Nobody is on the end line at the goal line, so the wings step into the end zone.

Built from the OHSAA Gold Book *Brief & Concise* mechanics for a crew of 5, which follows the NFHS Officials Manual. Associations amend these, so check Vermont's guidance before teaching it. Print at 100% on Letter, two-sided, flip on the long edge.