

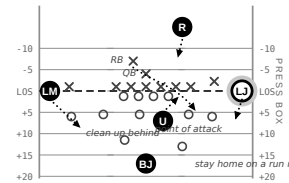
LINE JUDGE

Your spot, your keys and your reads, situation by situation. You work the press box sideline and you own the clock. You are the white marker on every diagram.

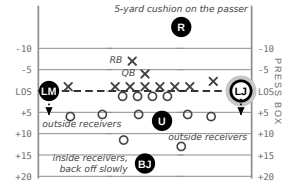
R Referee **U** Umpire **LM** Linesman (H/DJ) **LJ** Line Judge — you **BJ** Back Judge

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

RUN



PASS



WHAT YOU DO

- Ten yards outside the widest A player, never inside the numbers. If A is near the sideline, take steps out of bounds.
- You have primary responsibility for the game clock. Talk to the timer before the game.
- Know the line to gain before the snap and point it out to the Linesman on third and fourth down.
- Count the players on the line on your side of centre and signal the Linesman. Punch off the nearest player who's off it.

LJ YOUR KEYS

- Run — snap · line play · blocks downfield · the runner.
- Pass — snap · player(s) · QB · zone · ball. The outside receivers are yours.
- Read the guard and tackle first, then the quarterback's eyes. His first look is usually where it goes.
- The sideline is yours, goal line to goal line.

THE THREE PASS READS, IN ORDER

- 1. Flat / bubble** Stay home. Don't move until this read is done.
- 2. Short / medium** Move downfield five, shoulders parallel, then stop. Adjust for a five-yard cushion from the receiver.
- 3. Long** Turn and burn.

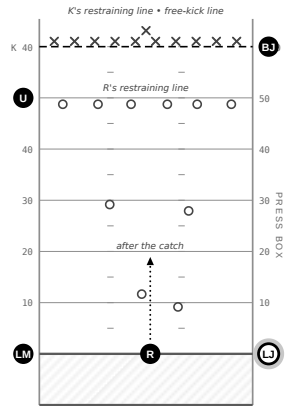
Straddle the sideline on a sideline catch. Give the catch signal only on the sideline — never into the field.

THE CLOCK IS YOURS

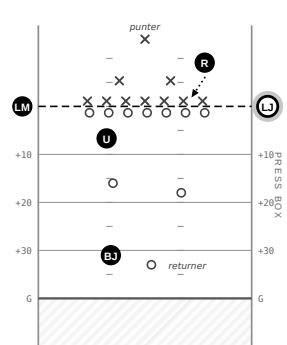
- Before the game** Talk with the timer. You time halftime, weather delays and the interval before overtime.
- Restart** Make sure the scoreboard actually starts after the signal. If it doesn't, everyone signals.
- Down box wrong** Point above the Linesman's head repeatedly. Soft whistle only if you must.
- With the Referee** Signal clock status while he faces the press box.

KICKS ▶free kick and scrimmage kick

KICKOFF



PUNT



WHAT YOU DO

- Kickoff: the goal line on the press box sideline. Stand at the field numbers with a stop signal to the Referee until the clock reads 12:00.
- Move up to the 10 if that team's first kick fell short of the 15. Trail the runner by at least five yards.
- Punt: straddle the line of scrimmage until the kick crosses it — use the down box as your reference.
- Stay on your sideline on a punt; an out-of-bounds kick is live for you.

LJ YOUR KEYS

- Kickoff — R touching the kick · wind · K out of bounds · blocks immediately ahead of the returner.
- Punt — snap · line play · blocking backs · the kick crossing the line · blocking.
- Wind the clock only if the kick is caught or touched in your side zone.
- Kick out of bounds: flag at the spot, then hustle to the head coach for his choice.

YOUR SPOT

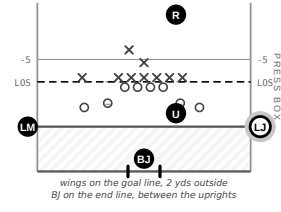
- Kickoff** Goal line, press box sideline.
- Onside** Up to the 50, your sideline. Officiate it as a plane.
- Punt** Straddling the line until the kick crosses it.
- Safety kick** The receivers' 30.

AFTER THE PUNT

- 30 yards or less** Jog downfield 10, then stop and watch.
- More than 30** Jog downfield 15 to 20.
- Rolls out deep** Look to the Back Judge — he has the angle and he won't come to the sideline.
- Tipped** Give the tip signal twice.

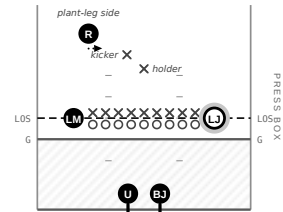
GOAL LINE & PLACE KICKS ▶snap on or inside the +10 · tee on the field

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 X holder X
U and BJ each stand under an upright

WHAT YOU DO

- Goal line: two yards outside the sideline, on the goal line. Be standing on it before the ball arrives.
- You have primary responsibility for deciding a close first down. If it's close, stop the clock and look; if it isn't, start it.
- Close means measure. Secure a new ball after you mark the spot for the Linesman and the chains.
- Field goal and try: stand on the field numbers at the line of scrimmage.

YOUR SPOT

Goal line 2 yds outside the sideline, on the goal line.

FG / try On the field numbers at the line.

Muddle huddle 2 yds out of bounds, then hustle to the numbers if they shift to a kick.

Fake Move immediately to the goal line, 2 yds outside the pylon.

FIRST DOWN

You decide Best look from across the field, and you're usually downfield.

Close Stop the clock and look. Then measure if it's close.

Don't measure Forward stake beyond a hash and the spot behind the same hash, on a well-marked field.

Sprint in Until you meet resistance. Yell for the ball if you can see leather.

YOUR KEYS

- Place kick — snap · **fake** · the near tight end or wingback block.
- Never mirror a touchdown signal. Eye contact first.
- Be patient and find the ball before you sell anything.
- Fake on a try short of the goal line: mark forward progress only.

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

WHAT YOU DO

- Never spot the ball in the side zone. Mark it with your downfield foot and hold it for the Umpire.
- Runner out of bounds: stop the clock twice immediately, then turn and watch.
- Both wings walk off penalty yardage, and the wing tells the head coach the down and distance both ways.
- Sidelines are yours in a fight — keep non-players from leaving the bench.

YOUR KEYS

- Wind twice when the spot is inbounds between the numbers and the sideline, unless it's an obvious first down.
- Inbounds near the sideline on a first down: timeout signal only — nobody winds.
- Cross-field help: move into the field toward the hash so your partner can see you.
- Hat, not flag, when an A or K player goes out of bounds on his own.

CLOCK DUTIES

Two minutes Somebody must actually see the scoreboard stop. Say who.

Broken clock Announce the time at nine, six, four and two minutes, loudly.

TV game Hold the Referee and Umpire with a stop sign until the coordinator says they're ready.

Out of timeouts Tell the head coach.

HOUSEKEEPING

Substitutes Off the field on your sideline before the snap.

Measurement Secure a new ball once the spot is marked.

Coin toss Press box side with the Back Judge. Delay until the far side reaches the numbers.

5 yards or less Move to the line to gain at the snap.

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

01 **You pick up clock status to the Referee** — whether it starts on the ready or the snap. That's the Back Judge's job in a crew of 5.

02 **Kickoff:** you're at the 50 on the press box sideline, not the goal line.

03 **Pass:** every receiver on your side is yours, and the middle is dual coverage with the Linesman.

04 **Punt:** you still hold the line until the kick crosses it, but the Umpire is deep instead of a Back Judge.

05 **Goal line:** step into the end zone to see a catch near the end line — nobody is on it.

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.