

REFEREE WHITE HAT

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

R

Referee — you

U

Umpire

LM

Linesman (H/DJ)

LJ

Line Judge

BJ

Back Judge

RUN & PASS

▶snap between the -10 and the +10

RUN

PASS

WHAT YOU DO

- 15 yards behind the line, 8 wide of the quarterback at 45°, always on the wide side. You decide which side that is.
- Count A with the Umpire — 11, held two seconds. A's substitutions in and out of the huddle are yours.
- Mark the ball ready after A is behind their line, and on a first down only after the down box is set. Back-pedal to your spot first.

R YOUR KEYS

- Run — snap · QB · handoff · QB · line play at the point of attack.
- Pass — snap · QB · the opposite tackle · the passer.
- Five-yard cushion on the passer, ten on a rolling quarterback. Yell “ball’s away.”
- Passer near the line: memorize the spot of release and check beyond-or-behind with the Umpire.

YOUR SPOT

- Run** 15 back, 8 wide, wide side.
- Pass** Same. Keep the cushion if he rolls.
- Backed up** 8 wide of the QB at 45° on the end line. From the -10 to the -15, 10 wide on the goal line.
- Hurry-up** Don't move in as far. Tell the centre and QB to wait for your whistle.

SAY IT OUT LOUD

- To B** Stay off the passer. Stay off the centre.
- On release** Ball's away.
- Backward pass** Signal it and yell “back.”

KICKS

▶free kick and scrimmage kick

KICKOFF

PUNT

WHAT YOU DO

- Kickoff: straddle the receivers' goal line in the middle — wide side of a single returner, split two.
- Collect a raised arm from every wing and the Back Judge before you sound the ready. Nobody kicks without 11 and 11.
- Punt: five deep and ten wide of the punter at 45°, wide side. If he's in his own end zone, you're on the end line. Onside alignment is your call if the crew disagrees.

R YOUR KEYS

- Kickoff — R touching the kick · wind · goal line and touchback · blocks ahead of the runner · clean up behind.
- Punt — snap · the kicker's catch · eligible backs' numbers · blocking by the backs · the kicker.
- Low snap and the kicker's knee. Roughing or running into: stay with him until there's no threat. Five-yard cushion on the kickoff until the goal line is safe.

YOUR SPOT

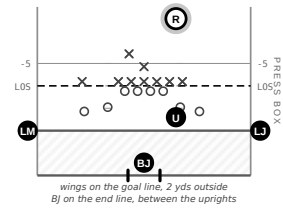
- Kickoff** Straddle the goal line, middle of the field.
- Onside** Middle of the field, on the goal line. Stay until the ball can't reach it.
- Punt** Five deep, ten wide of the punter at 45°.
- Safety kick** Receivers' 20.
- Touchback** Signal it, then jog upfield sounding your whistle repeatedly.

AFTER THE KICK

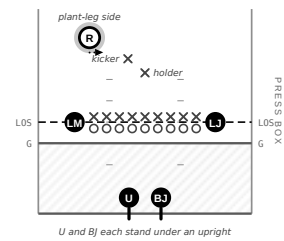
- Kickoff** Move up watching blocks ahead of and around the runner. Once it's dead, swivel twice and clean up behind.
- Punt** Jog to the line, stop, watch both teams. Long return: back-pedal to the goal line.
- Bag** Momentum spot on a catch inside the 5.

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

GOAL LINE



FIELD GOAL & TRY



WHAT YOU DO

- Goal line: same position as a run or pass — 15 back, 8 wide, wide side.
- Field goal and try: plant-leg side of the kicker, five yards deeper than the holder, ten wide, shoulders at 45°.
- Call the tee and the kicker out loud the second they come on the field, and don't mark the ball ready until the Umpire reaches the end line.
- You do not signal a touchdown or a successful try to the press box.

Ⓡ YOUR KEYS

- Place kick — eligible backs and the holder's number · snap · snapper · holder · catch · **no fake** · rushers · kicker and holder.
- Count “one-thousand-one, one-thousand-two” on the snapper. Direct contact inside two seconds is a foul.
- A blocked kick stays alive — back-pedal, you may be needed at the goal line.
- After a touchdown, watch the players moving toward the sideline.

YOUR SPOT

- Goal line** 15 back, 8 wide, wide side.
- FG / try** Plant-leg side: 5 deeper than the holder, 10 wide, 45°.
- Backed up** Point at both wings, then at the goal line, and get them to point back.
- Ball reaches the 10** No longer backed up — point at yourself, then at the goal line.

BEFORE THE SNAP

- Tee comes on** Call it to the crew immediately.
- Ready** Wait for your Umpire to reach the end line.
- To B** Stay off the centre, the holder and the kicker.
- After a TD** Ask the captain where he wants it spotted for the try.

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

WHAT YOU DO

- Flag down: find the first open space and give your preliminary there. Do not walk around looking for a spot.
- The microphone is yours alone. Stand still, face the press box, announce the number, and keep it short.
- The Umpire enforces. You take the preliminary and the announcement.
- Coach conference: meet him at the sideline with the wing present and listen first. You explain the ruling, not the calling official.

Ⓡ YOUR KEYS

- One preliminary only for a simple five-yard dead-ball foul — false start, encroachment, delay, illegal substitution.
- Referee dead-ball action first. Penalize the first late hit.
- Check the scoreboard for the right number of timeouts before you mark it ready.
- On a loose ball, stop the clock after two seconds if nobody has signalled possession.

CLOCK

- Wind** On the ready facing the press box, or with your press-box-side arm when the snap is imminent.
- Mirror** Wind twice when a wing winds twice.
- First down** Signal once, immediately. No chopping.
- Free kick** Caught between the hashes, you signal alone. In a side zone, you and the near wing.

HOUSEKEEPING

- Timeout** Signal twice facing the press box, then point both arms at that team's goal line.
- Out of timeouts** Two tugs on the steamboat whistle, then point at their goal line.
- Relay** You're in the triangle on gains of less than about ten yards.
- End of game** Signal the period, gather the crew, run off together.

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

- 01 **The play clock is yours.** Announce five, then verbalize four, three, two, one.
- 02 **Half distance, automatic first down and loss of down** come to you — that's the Back Judge's job in a crew of 5.
- 03 **Kickoff:** you're at the receivers' 10 on the press box side, not the goal line in the middle. Your Linesman mirrors you at the 10 opposite.
- 04 **Punt:** the Umpire goes deep with the returners, so the interior is empty. Widen your own clean-up behind the kick.
- 05 **Field goal and try:** the wing on your side releases to an upright, so you have less help on the line of scrimmage.