

UMPIRE

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

- R

Referee
- U

Umpire — you
- LM

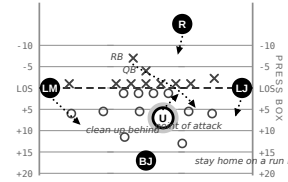
Linesman (H/DJ)
- LJ

Line Judge
- BJ

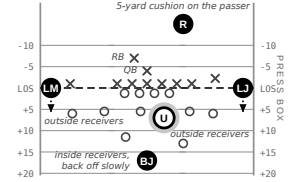
Back Judge

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

RUN



PASS



WHAT YOU DO

- Seven yards off the line inside the tight ends, wherever the Referee is. Vary your position laterally, shoulders parallel to the goal line.
- Count A's eleven with the Referee, and count A's five ineligible linemen and check their numbers.
- Run: interior line play with the emphasis at the point of attack, then the action on the tackled runner.
- Pass: quick pass means no time to reach the line. Delayed pass, read the crossing end or the screen behind the linemen, then move up.

U YOUR KEYS

- Run — snap · linemen · blocking at the point of attack · the runner.
- Pass — snap · linemen · QB · the pass · the catch.
- You rule the trapped pass, behind or beyond the line.
- Check the passer's spot of release with the Referee when he arrives.

YOUR SPOT

- Run / pass** 7 off the line inside the ends, regardless of the Referee.
- Punt** 7 off the line inside the ends, opposite the Referee — the only play you mirror him.
- Goal line** 7 off the line. Vary laterally.
- Backed up** 7 off the line, unchanged.

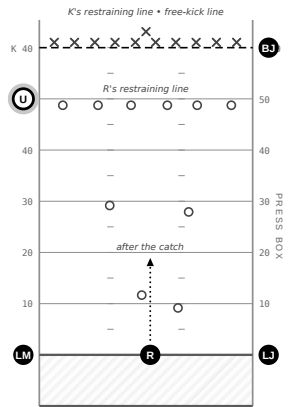
Turn immediately when the pass is thrown, then jog to the dead-ball spot.

SPOTTING

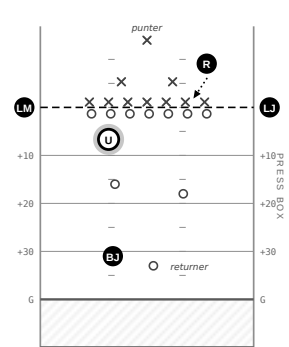
- Shoulders** Parallel to the sideline when you spot it, then move off the ball quickly.
- Hurry-up** You're the sprinter. Grab it, spot it off the backside wing, get to your spot.
- Bad weather** Hold it and keep a towel over it at the spot.
- Voice** Strong voice after the whistle. It prevents more fouls than a flag does.

KICKS ▶free kick and scrimmage kick

KICKOFF



PUNT



WHAT YOU DO

- Kickoff: the receivers' restraining line — the 50 — two yards out of bounds, opposite the press box, bean bag in hand.
- Jog up the far sideline and clear the restricted area, then raise your arm to the Back Judge when you're ready.
- After the kick, run to the near hash on the 50, then stop and watch. If the runner breaks it, you have inside-out and the Back Judge has the goal line.
- Punt: seven off the line inside the ends, opposite the Referee. Punted 30 or less, stand and watch; more than 30, jog slowly downfield.

U YOUR KEYS

- Kickoff — R's encroachment · onside · first touching · K's first contact by R's front line.
- Punt — snap · snapper · line play · turn and watch.
- Think onside on every kick. Bag in hand.
- Onside: hold at K's 40 for first touching, early blocks and possession.

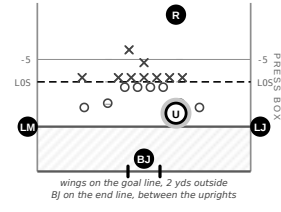
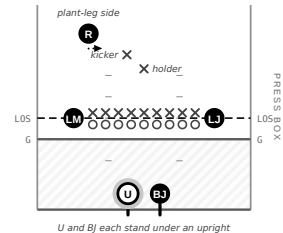
YOUR SPOT

- Kickoff** The 50, 2 yds out of bounds, opposite the press box.
- Onside** K's 40, opposite the press box. Officiate the line as a plane.
- Punt** 7 off the line inside the ends, opposite the Referee.
- Safety kick** The 30.

PRE-KICK

- Ready** Clear the restricted area, then raise your arm to the Back Judge.
- Pile** You and the Back Judge dig the ball out — find it before anyone signals.
- After a punt** Jog downfield only once it's past 30 yards.

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

GOAL LINE	FIELD GOAL & TRY	WHAT YOU DO
		• Goal line: seven off the line inside the ends, same as any scrimmage play. • You never signal a touchdown. If you are certain and the wing hasn't signalled, go tell him — the call is his. • Field goal and try: take an upright, opposite the press box on a try. Tell the crew: no whistle. • Do not spot the ball for the try until the captain tells the Referee where he wants it. U YOUR KEYS • Place kick — snap · snapper · no fake · the numbering exception on a try. • Watch the centre on the snap. Count “one-thousand-one, one-thousand-two” — direct contact inside two seconds is a foul. • 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.

YOUR SPOT

- Goal line** 7 off the line inside the ends.
- Field goal** Under an upright — your choice of post.
- Try** The upright opposite the press box.
- Muddle huddle** Stand on 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.
- Whistle** Sound it when the kick is good or crosses the goal line.
- Never** You do not signal a touchdown. Ever.

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

WHAT YOU DO

- Penalty enforcement is yours. Turn to the calling official the moment the whistle sounds.
- 98% of the time you already know it. On the other 2%, look to the head coach with the wing beside him.
- Dig for the ball when the wings need it and hand it over — never throw or toss it.
- You matter most in the middle when tempers rise. Your presence does the work.

U YOUR KEYS

- Walk it or jog it — your choice — but get it right.
- Don't look at the wings until they reach the succeeding spot.
- Five-yard walk-off close to a first down: ask the Linesman to check the tape on the chain.
- Crew goal on a simple five-yard dead-ball foul: ball ready inside ten seconds.

ENFORCEMENT

- On the whistle** Turn to the calling official.
- Walk-off** Both wings walk it. You check with them after, not during.
- Unsure** Look to the head coach, wing at his side.
- Questions** Ask now. Not in the locker room.

BETWEEN DOWNS

- Relay** You're the end of the triangle. Spot it off the backside wing.
- Close to a first** Dig it out and hand it to the wing who can see leather.
- Timeout** Stay over the ball.
- TV game** Stay over the ball until the Line Judge says they're ready.

WHEN YOU WORK A CREW OF 4 — what changes for you	
01 You count B's eleven and own B's substitutions — the Back Judge's job in a crew of 5.	03 Field goal and try: you take one upright and a wing takes the other.
02 Punt: you take the deep spot. Everything a 5-man Back Judge does — eight wide and five deep of the returner, the goal line, the PSK bag and first touching.	04 Kickoff: you're alone on K's 40 opposite the press box, and you have Team K and K's restraining line by yourself.
	05 Run and pass: you're the only official in the middle. Blocks beyond the point of attack are yours.

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.