<table>
<thead>
<tr>
<th>SITUATION</th>
<th>REFEREE (R)</th>
<th>LINE JUDGE (LJ)</th>
<th>FIELD JUDGE (FJ)</th>
<th>BACK JUDGE (BJ)</th>
<th>DOWN BOX</th>
</tr>
</thead>
<tbody>
<tr>
<td>Pregame (On Field)</td>
<td>Meet coaches and captains</td>
<td>Check player equipment</td>
<td>Check player equipment</td>
<td>Examine field equipment; prepare stopwatch for game</td>
<td>Check-in players</td>
</tr>
<tr>
<td>Timing</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>All other timing</td>
</tr>
<tr>
<td>Coin Toss (3 min)</td>
<td>Lead captains' meeting and administer toss</td>
<td></td>
<td></td>
<td></td>
<td>Record result of the coin toss and the options selected</td>
</tr>
<tr>
<td>Counting</td>
<td>Offense Players and Belts</td>
<td>Offense Players and Belts</td>
<td>Defense Players and Belts</td>
<td>Defense Players and Belts</td>
<td></td>
</tr>
<tr>
<td>Initial Position</td>
<td>7 yards behind and 7 yards outside the deepest back, opposite the LJ</td>
<td>In the neutral zone 2 steps from the sideline out-of-bounds, opposite the FJ</td>
<td>10 yards downfield on the sideline opposite the LJ; at the line-to-gain (when appropriate) on 3rd and 4th down</td>
<td>20 yards downfield or deeper than the deepest defender and 15 yards from the sideline, opposite the FJ, on the hash</td>
<td>At the zone line-to-gain at least 6 feet feet from the LJ's sideline opposite the FJ</td>
</tr>
<tr>
<td>Pre-Snap Keys</td>
<td>Player in position to receive snap and blockers in backfield</td>
<td>Snapper and blockers in immediate vicinity of snapper</td>
<td>All wide receivers on FJ side of snapper</td>
<td>All wide receivers on LJ side of snapper</td>
<td></td>
</tr>
</tbody>
</table>
### After the Snap
- **1. Snap**
- **2. Ball**
- **3. QB**
- **4. Rush**
- **5. Pass**

#### Line-to-Gain Coverage on 3rd and 4th Down

<table>
<thead>
<tr>
<th>LOS &lt; 3yd to LTG</th>
<th>LOS &gt; 3yd to LTG</th>
<th>Normal mechanics</th>
</tr>
</thead>
<tbody>
<tr>
<td>LOS &lt; 3yd to LTG: At the snap immediately hustle to LTG</td>
<td>Normal mechanics</td>
<td>Normal mechanics</td>
</tr>
<tr>
<td>LOS &gt; 3yd to LTG: Normal mechanics; If your normal coverage of the play takes you to the line to gain, stop there</td>
<td>Normal mechanics</td>
<td>Normal mechanics</td>
</tr>
</tbody>
</table>

#### Reverse Goal Line Mechanics

<table>
<thead>
<tr>
<th>LOS=0-10 yd line</th>
<th>LOS=0-10 yd line: Initial position is the end line</th>
<th>LOS&gt;10 yd line: If the offensive formation makes your 7x7 on or inside the goal line, line up on the goal line and get wider</th>
</tr>
</thead>
<tbody>
<tr>
<td>LOS=0-10 yd line: Retreat to goal line at the snap</td>
<td>LOS=0-10 yd line: Expand coverage area to help LJ</td>
<td>Normal mechanics</td>
</tr>
</tbody>
</table>

#### Goal Line and Try Coverage

| LOS=0-14 yd line: Initial position is on the goal line; Communicate with FJ and BJ on close calls | LOS=0-14 yd line: Initial position is the end line; Communicate with FJ and LJ on close calls |
|------------------------------------------------|
| LOS=0-14 yd line: Normal mechanics | Normal mechanics |

#### Change of Possession (Reverse Mech)

<table>
<thead>
<tr>
<th>Role of BJ</th>
<th>Role of FJ</th>
<th>Role of LJ</th>
<th>Role of R</th>
</tr>
</thead>
<tbody>
<tr>
<td>Stay ahead of play</td>
<td>Stay ahead of play</td>
<td>Stay with ball</td>
<td>Stay behind play</td>
</tr>
<tr>
<td>A Goal Line</td>
<td>B Goal Line</td>
<td>Has all spots</td>
<td></td>
</tr>
</tbody>
</table>

**Normal mechanics**

---
**Punt**

1. Ask A if they'll play or punt on 4th down;  
2. Alert B of decision  
3. Initial position remains the same;  
4. Follow kicked ball and chop in wing official if out-of-bounds;  
5. Reverse mechanics after punt has ended

1. Hold initial position until the ball is kicked;  
2. Responsible for ball out-of-bounds on sideline;  
3. Reverse mechanics after punt has ended

1. Initial position is on the sideline 5 yards in front of the deepest receiver;  
2. Responsible for ball out-of-bounds on sideline;  
3. Reverse mechanics after punt has ended

1. Initial position is 3 yards deeper and 8 yards wide of the deepest receiver;  
2. If deepest receiver lines upon or inside the R-10 yard line, stand on the goal line;  
3. Drop bean bag at the spot where the kick ends;  
4. Reverse mechanics after punt has ended

**Penalties**

1. Get information  
2. Preliminary signal  
3. Give captain options  
4. Walk off penalty  
5. Announce penalty and indicate next down

If it is your flag, communicate with R and walk off penalty in advance of the R;  

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If it is your flag, communicate with R;  

If it is your flag, communicate with R;  

Stay at current location until penalty is administered;  

Double-check enforcement

**Between Quarters**

Talk to BJ about extension of period;  
Walk off distance to hash and line-to-gain;  
Reset ball spotters at new location

Double-check distance to the same-line to gain as the R;  
Stand at the new spot

Double-check distance to the opposite line-to-gain as the R;  
Triple-check the new location after R and LJ

Communicate verbally with the R whether the period must be extended by rule;  
Double-check distance to nearest hash mark

Move to new line-to-gain

**After Score**

Wait for belt pull before signaling touchdown;  
Ask scoring team if they want a 1, 2, or 3 point try

Remove flag belt if nearest official and alert the R after removal

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Remove flag belt if nearest official and alert the R after removal

Indicate on down box whether the try will be for 1, 2, or 3 points and move to the goal line