

SITUATION	REFEREE (R)	LINE JUDGE (LJ)	FIELD JUDGE (FJ)	BACK JUDGE (BJ)	DOWN BOX
Pregame (On Field)	Meet coaches and captains	Check player equipment	Check player equipment	Examine field equipment; prepare stopwatch for game	Check-in players
Timing	25 second clock; 1-minute timeouts			All other timing	
Coin Toss (3 min)	Lead captains' meeting and administer toss			Record result of the coin toss and the options selected	
Counting	Offense Players and Belts	Offense Players and Belts	Defense Players and Belts	Defense Players and Belts	
Initial Position	7 yards behind and 7 yards outside the deepest back, opposite the LJ	In the neutral zone 2 steps from the sideline out-of-bounds, opposite the FJ	10 yards downfield on the sideline opposite the LJ; at the line-to-gain (when appropriate) on 3rd and 4th down	20 yards downfield or deeper than the deepest defender and 15 yards from the sideline, opposite the FJ, on the hash	At the zone line-to-gain at least 6 feet from the LJ's sideline opposite the FJ
Between Plays	<ol style="list-style-type: none"> 1. Set ball spotters 2. Blow Ready for Play 3. Start play clock 4. Walk to initial position 5. Check with other officials for down 6. Announce down and distance 7. Count players and flag belts 	<ol style="list-style-type: none"> 1. Mark forward progress 2. Raise arm and indicate next down 3. Chop in referee 4. Retreat to initial position on sideline 5. Count players and flag belts 	<ol style="list-style-type: none"> 1. Mark forward progress (if necessary) 2. Raise arm and indicate next down 3. Chop in line judge (if necessary) 4. Retreat to initial position on sideline 5. Count players and flag belts 	<ol style="list-style-type: none"> 1. Mark forward progress spot (hashes) 2. Raise arm and indicate next down 3. Chop in referee on a hash 4. Indicate "open" or "closed" in CoRec 5. Communicate clock status 7. Retreat to initial position 8. Count players and flag belts 	<ol style="list-style-type: none"> 1. Update downbox to the current down 2. Move to new line-to-gain if first down
Pre-Snap Keys	Player in position to receive snap and blockers in backfield	Snapper and blockers in immediate vicinity of snapper	All wide receivers on FJ side of snapper	All wide receivers on LJ side of snapper	

After the Snap	1. Snap 2. Ball 3. QB 4. Rush 5. Pass	1. Snap 2. Keys 3. Zone 4. Ball	1. Snap 2. Keys 3. Zone 4. Ball	1. Snap 2. Keys 3. Zone 4. Ball	
Line-to-Gain Coverage on 3rd and 4th Down	Normal mechanics	LOS < 3yd to LTG: At the snap immediately hustle to LTG LOS > 3yd to LTG: Normal mechanics; If your normal coverage of the play takes you to the line to gain, stop there	LOS < 3yd to LTG: Normal mechanics <hr/> LOS 3yd--14yd to LTG: Initial position is the line to gain <hr/> LOS > 14yd to LTG: Normal mechanics; stop at the line-to-gain in coverage	Normal mechanics	Normal mechanics
Reverse Goal Line Mechanics	LOS=0-10 yd line: Initial position is the end line LOS>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	LOS=0-10 yd line: Retreat to goal line at the snap	LOS=0-10 yd line: Expand coverage area to help LJ	Normal mechanics	Normal mechanics
Goal Line and Try Coverage	Normal mechanics	LOS>5 yd line: Normal LOS=0-5 yd line: Go immediately to the goal line after the snap; Communicate with FJ and BJ on close calls	LOS>14 yd line: Normal mechanics LOS=0-14 yd line: Initial position is on the goal line; Communicate with FJ and BJ on close calls You are primarily responsible for the goal line	LOS>14 yd line: Normal mechanics LOS=0-14 yd line: Initial position is the end line; Communicate with FJ and LJ on close calls	Normal mechanics
Change of Possession (Reverse Mech)	Role of BJ Stay ahead of play A Goal Line	Role of FJ Stay ahead of play	Role of LJ Stay with ball Has all spots	Role of R Stay behind play B Goal Line	Normal mechanics

Punt	<ol style="list-style-type: none"> 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 	<ol style="list-style-type: none"> 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 	<ol style="list-style-type: none"> 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 	<ol style="list-style-type: none"> 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 	Normal mechanics
Penalties	<ol style="list-style-type: none"> 1. Get information 2. Preliminary signal 3. Give captain options 4. Walk off penalty 5. Announce penalty and indicate next down 	<p>If it is your flag, communicate with R and walk off penalty in advance of the R;</p> <p>If not your flag, cover the end of the run and walk off penalty as a triple-check after R</p>	<p>If it is your flag, communicate with R and walk off penalty in advance of the R;</p> <p>If not your flag, cover the end of the run/flag and walk off penalty as a triple-check after R</p>	<p>If it is your flag, communicate with R;</p> <p>If not your flag, cover the flag until the R has talked to the captain;</p> <p>In either case, double-check enforcement</p>	<p>Stay at current location until penalty is administered;</p> <p>Double-check enforcement</p>
Between Quarters	<p>Talk to BJ about extension of period;</p> <p>Walk off distance to hash and line-to-gain;</p> <p>Reset ball spotters at new location</p>	<p>Double-check distance to the same-line to gain as the R;</p> <p>Stand at the new spot</p>	<p>Double-check distance to the opposite line-to-gain as the Triple-check the new location after R and LJ</p>	<p>Communicate verbally with the R whether the period must be extended by rule;</p> <p>Double-check distance to nearest hash mark</p>	Move to new line-to-gain
After Score	<p>Wait for belt pull before signaling touchdown;</p> <p>Ask scoring team if they want a 1, 2, or 3 point try</p>	<p>Remove flag belt if nearest official and alert the R after removal</p>	<p>Remove flag belt if nearest official and alert the R after removal</p>	<p>Remove flag belt if nearest official and alert the R after removal</p>	<p>Indicate on down box whether the try will be for 1, 2, or 3 points and move to the goal line</p>