



**BACK JUDGE**

**2015**

## Mechanics (5 & 4 Man Crews): Brief & Concise

Primary Responsibilities (PR) are listed for each position. **R** has PR for Crew using Gold Book. Mechanics are for 5 Man Crews with 4 Man differences indicated with a “**NOTE**”. They are summarized on the PR for 4 Man in the lower right hand corner box. The Mechanics are alphabetized to locate easily. All Crews Must meet with both HC’s prior to each game for Varsity & Sub Varsity Games. There are NO exceptions. Changes from last year are shaded. (6/2/15)

### 1. **Ball Handling Mechanics (BHM)**

- A. **CREW** (Ball Exchange): On COP relay the “old” FB to the SL after there is no threat of a DBF. Do not wait for a “new” FB to remove “old” FB to Ball Person. Do not kick the FB.
- B. **CREW GOAL**: 100% Completions. Take extra steps before underhand only relay.
- C. Contenders watch DB Action while Pretenders are in a big hurry to secure a new FB. We cannot miss a DBF because we are looking for a new FB.
- D. **R/BJ** relay ball & spot off Near Side Wing if ball is near the sideline. Hustle to secure FB.
- E. **CREW**: During hurry-up, play with 1 FB only as much as possible.
- F. **BJ**: If DBS is outside the hash marks, secure a new FB before measuring for a 1<sup>st</sup> down.
- G. **CREW**: During Inclement Weather make shorter relays & run FB in when needed.
- H. **CREW**: Do not throw FB toward SL so it hits the ground (Looks unprofessional).
- I. **BJ**: Relay new or current FB on plays that gain approximately 10 YDS. You are part of the triangle from Wing to U. R does same on plays that gain less than 10 YDS, unless U wants to hustle & secure a new FB.
- J. **BJ**: On deep incomplete passes, hustle & relay FB off field. Wings get a new FB.
- K. Ball Persons stay off the field on their team’s SL only the entire game (Exception: After a TD the **BJ** will have the Ball Person hold a new FB near the GP Upright).
- L. HT & VT TEAMS: Each team keeps their own FB’s on their own SL.

### 2. **Bean Bag Mechanics (BBM)**

- A. Fumble: Throw blue BB into air at chest level. Throwing BB into air helps prevent inadvertent whistles. When a crew member sees a BB he knows ball is loose & will not sound his whistle. Get BB on correct YL but not at the spot of the fumble. BB’s are NOT thrown for interceptions or backward passes behind the NZ, but are thrown on backward passes beyond the NZ.
- B. **BJ**: Mark end of scrimmage kick (PSK) & first touching. Need 2 BB’s.
- C. Momentum (Inside - 5 YL): Drop BB at spot of catch or interception.
- D. SL: No BB at OOB spot on SL (Exception: Fight breaks out down field or OOB).
- E. **BJ/U**: KO (BB in hand) – “think onside kick”. **BJ/U/HL/LJ**: BB in hand for OKOM.

### 3. **Change of Possession Mechanics (COPM)**

- A. **Covering Official**: Signal New Direction first (2X), then signal TO (2X).
- B. **Non-Covering Officials**: Signal TO (2X) immediately when crewmate signals COP.

### 4. **Coach/Referee Conference Mechanics (CRCM)**

- A. Definition: HC wants to Review a Rule Misapplication/ Misinterpretation. Consequences for NOT Following this Mechanic is Officials could be suspended a maximum of 2 years. **NOTE**: We “stay out of trouble” by granting the Coach/Referee Conference.
- B. **CREW**: OHSAA Requires NFHS Rule Book, Case Book & Gold Book (OT) is at the Field.
- C. **CREW**: If HC Disagrees with **R**’s Ruling, then **CREW Must Secure** 3 Books, Find Ruling in the Books & Show the HC. Use the Rules Index in the Gold Book.

5. **Coin Toss Mechanics (CTM)**

- A. LJ/BJ: PB SL.
- B. HL/U & LJ/BJ: Escort Captains & Introduce to R. LJ/BJ will delay walking until the HL/U is at Field #'s. Usually HT is PB SL & VT is opposite PB. NOTE: Coaches & other players must be outside the HM's for the toss. You can allow some media & "honorees" near the toss. Captains may be in street clothes or not legally equipped for the coin toss.
- C. U/HL/LJ/BJ: Move to 45 YL with backs to scoreboard.
- D. BJ (HT): 2<sup>nd</sup> Half: Bring 1 Captain each to center of field & meet with R.
- E. OT: Toss, secure choices, turn captains, & signal PB by pointing to GL.

6. **Dead Ball Mechanics (DBM)**

- A. R/HL/LJ/BJ: When space permits STOP a minimum of 5 YDS from the pile of players (Exception: GL or close to a 1<sup>st</sup> down – hustle in hard & fast). This allows the officials to see more of the "big picture" and call Dead Ball Fouls when warranted. Of course if the game becomes "chippy", then move closer to the pile –Preventive Officiating.
- B. BJ (Player in Opponent's Bench): Go into Team Box & escort player(s) back to field.
- C. ALL (Ball Dead): Swivel head (2X) & watch players in your area rather than stare at DBS. BE A GREAT DB OFFICIAL.
- D. CREW: Immediately raise arm/hand to indicate next down. BE A GREAT DB OFFICIAL!
- E. CREW: Officiate DB action FIRST. Penalize first DB Hit; it usually stops it.

7. **End of Period – First & Third Mechanics(EOPM)**

- A. ALL: Record down, distance, & yard line. Check scoreboard & verify all info. Light jog to SS.
- B. BJ: Confirm verbally with R there is no extension; time 1 minute; jog to succeeding spot.

8. **Field Goal Mechanics (FGM)**

- A. Definition: FG from any YL. (Assume Right Footed Kicker below)
  - 1. U/BJ: GP Uprights (choice as to post).
- B. Read & React (R&R) Then Flow:
  - 1. U/BJ: If fake, stay on EL initially. If FG is short, get to the GL & rule on whether Kick breaks GL Plane. Sound whistle when kick is good or kick crosses GL.
  - 2. U/BJ: Good – U sounds whistle, both signal & move 2 YDS into EZ; Not good & hits in EZ – U sounds whistle, both move 2 YDS into EZ, signal no score ONLY (2X) & signal TB (2X).

9. **Fight Mechanics – Actual Fight (FMA)**

- A. Definition: 2 or more opponents are swinging at each other (rare in Ohio).
- B. CREW: If players are swinging, stand back, & "take numbers". Keep other players away from fight. Once players go to ground, attempt to break it up.
- C. CREW: After order is restored, huddle away from everyone, discuss, & then assess penalties & DQ's. Give all officials an opportunity to speak & be heard – important.
- D. CREW: After game record facts. Complete required Ejection Forms; follow OHSAA Ejection Policy, as best you can. OHSAA makes any necessary adjustments.
- E. CREW: During weeks 1 – 10 Contact League Assigner or Commissioner.

10. **Fight Mechanics – Prevention (FMP)**

- A. Definition: Tempers are rising; players are getting “personal”; it is “heating up”.
- B. **CREW**: Allow no talking between opposing teams; stop it immediately. “Pinch into field” further. Your presence is vital. **U**: An important role in the middle.
- C. **CREW**: Talk with players on “edge” of a late hit, but not late enough to call.
- D. **CREW**: 2 opponents “chest up” or shove each other. Get between the opponents & stop it then assess penalties, if warranted. If players are not swinging, get between them. This is GOOD DB Officiating. Positive statements can defuse it.
- E. **CREW**: Be Assertive without being Aggressive – Do Not push players to ground, tackle players, grab a player’s face mask or pull them off pile. Sound your whistle loudly.
- F. **CREW**: It is vitally important to penalize FIRST late hit, when warranted.

11. **First Down Mechanics (FDM)**

- A. Definition: Close to a first down
- B. **CREW**: If CLOSE regarding first down MEASURE. There are too many games where a Crew refused to measure, & then, in “eyes of coaches, they could do no right”. On synthetic & well-marked grass fields, if forward stake is beyond hash & DBS is behind same hash, we will not measure. Too many times we look across field & think “that is not even close”, and then we bring chains across field -- “Wow – that was close or is a first.

12. **Flag Mechanics (FLM)**

- A. All flags must be in front & tucked in. Carry 1 or 2 center weighted Black ball Flags only.
- B. Never throw a flag at a player; No Spot: Throw flag high into air. Spot: Throw flag to corresponding YL. Passer beyond LOS – Drop Flag at spot. Crew must cover a spot foul flag.
- C. Same Foul: Multiple flags – move flags to same spot. Confirm foul & player # & then 1 official signals Prelim to R. UNS/DB Personal Foul: Throw flag high into the air.

13. **Forward Progress Mechanics (FWPM)**

- A. See GB

14. **Free Kick After Fair Catch (FC)/Awarded FC (FKFC)**

- A. Initial Position (IP): **BJ** (GP Upright, PB).
- B. Read & React (R&R) Then Flow:
  - 1. R: Ask **BJ** if it is a FC. Ask HC where to spot FB.
  - 2. **CREW**: Once kicked use FGM.

15. **Free Kick After Safety (FKS)**

- A. Initial Position (IP): **BJ** (KT 20 YL).
- B. Read & React (R&R) Then Flow: KOM. **BJ/U**: Run to KT 30 YL HM after kick/punt.

16. **Fumble Mechanics (FUM)**

- See GB

### 17. Game Management Mechanics (GMM)

- A. R (Meetings with HC's): Inform HC that **CREW** will send player(s) to SL who is approaching "fouling status". **CREW**: Record player's numbers on game cards who are sent off field. Player can reenter when HC thinks he is ready to play & behave appropriately. Send any player out who is talking to an opponent. We are paid to "control" the game. Too often we let the early talking continue then later during the game we try to regain "control". Stop the talking between teams early and often.
- B. **CREW** (Halftime): R winds Game Clock then TEAM Jogs Off field together.
- C. **CREW** (End of Game): R signals End of Period & **CREW** gets together as a TEAM & RUNS OFF the Field to the Locker Room. Don't Stay to Visit – Preventive Officiating.

### 18. Goal Line Mechanics (GLM)

- A. Use GLM for Try-Run/Pass (2 Pts.)
- B. Definition: Snap on/inside +10 YL.
- C. Initial Position (IP):
  - 1. **BJ**: EL between GP Uprights.
- D. Read & React (R&R1 & 2) Then Flow:
  - 1. **BJ**: Stay on EL during live ball. Hustle down EL, maintaining a 5 YD cushion with receiver. Straddle EL on tight catch/no catch. Observe A Players near SL for touching EL. **BJ** signals incomplete pass on EL only, not Wings.
  - 2. HL/LJ/**BJ**: EZ Corner –Eye Contact with Wing Prior to TD Signal; if someone sees Incomplete Pass, signal immediately (2X); Pass –Wait several seconds before signaling TD – It is Better to be Late & Right. Signal TD (hold 2 seconds) only if you see it. STOP at GL, Signal TD, Pivot 90 Degrees, & WATCH/FOLLOW Runner & other players after TD.

### 19. Hat Mechanics (HATM)

- A. HL/LJ/**BJ**: Throw hat if any A/K Player goes OOB w/o being blocked prior to a COP or when there is no COP. Muddy Field: Save hat & YELL the player's number loudly!!!

### 20. Hurry-up Offense Mechanics (HUM)

- A. **CREW**: When A catches or runs with FB, use 1 FB only when spotting for next down.
- B. **CREW**: GOAL for every game is efficient, quick, & accurate FB spotting so A never has to wait for officials other than for TO's or 1<sup>st</sup> down measurements.

### 21. Kick Off Mechanics (KOM)

- A. Definition: KO at KT 40 YL. Score & time don't indicate Onside KO.
- B. Initial Position (IP):
  - 1. **BJ**: 40 YL, 2 YDS OOB & on PB SL with BB in hand (think onside kick).
- C. Pre Kickoff:
  - 1. **BJ**: After Try, secure new FB from Ball Person near GP Upright, start your clock for 60 seconds, & jog up PB SL. Jog out to Kicker at 30 seconds. Check tee & hand kicker FB. STRONGLY REMIND KT to stay behind Line until kick. After clearing Restricted Area, secure ready from **U** & signal **R**. If FB falls off tee sound whistle (2X) & jog to kicker.
  - 2. **BJ** signal ready (raised arm).
  - 3. **CREW**: If wind blows ball off tee (2X), then a KT member must hold the FB.

4. **U/BJ**: Count KT. Due to Rule Changes for the KT, it is imperative that the **U/BJ** work together to communicate with the KT & HC regarding KT players being within 5 YDS of the Free Kick Line & 4 KT players being on both sides of the Kicker. **BJ** will call within 5 YDs & **both** can call the 4 players.

**D. Read & React (R&R) Then Flow:**

1. If runner breaks out **BJ** has GL.
2. **BJ**: KEYS – Kicker, KT Encroachment, Onside Kick, First Touching, KT Initial Contact by RT Front Line, & R&R. Watch RT running forward to block Kicker, & then run to near HM at 50 YL. STOP-N-Watch KT players. Use peripheral vision to check runner. Be ready to lead runner to GL. Arrive at GL prior to runner.

**22. Microphone Announcements Mechanics (MAM)**

See GB

**23. Measurements Mechanics (MM)**

- A. **BJ**: If outside the HM's secure a new FB, then holds existing FB in place. Face the foremost point of the FB with your back to the GL.

**24. Observer/Crew Meeting Mechanics**

- A. Definition: Applies to Weeks 11 – 15 Only.
- B. Observer can meet with the **CREW** at halftime (Maximum 10 Minutes) & Post Game (reasonable amount of time). Listen attentively & be polite. However, if Observer makes a suggestion that is Different from the Gold Book, show him the Gold Book.
- C. **CREW**: Observer is REQUIRED to give CREW the OHSAA FB Observation Forms. If he does not, email the DOD – FB within 48 hours after the game.

**25. Onside Kick Off Mechanics (OKOM)**

- A. Definition: Score &/or time indicate an Onside Kick might occur. KO at KT 40 YL. **BJ** (KT 40 YL). If in doubt, use OKOM. Discuss after Try—**R** makes Decision ONLY if disagreement.
- B. **CREW**: HC indicates his team onside kicks a lot – use OKOM always when they KO.
- C. Do **NOT** give signal regarding possible onside KO - - ready for onside KO every time.
- D. **BJ/HL/LJ/U**: All 2 YDS OOB, BB in Hand. Clear restricted area before raising hand.
- E. **U/BJ**: Hold at 40 YL & observe 1<sup>st</sup> touching, blocks by KT & RT, possession, etc. Then move downfield to help rule on team possession.
- F. **U/BJ/HL/LJ**: Large pileup on onside kick - - dig out FB - - “survival of the fittest”.
- G. **HL/LJ/U/BJ**: Remind teams to stay behind their Free Kick Lines until ball is kicked.

**26. Pass Mechanics (PM)**

- A. Definition: Snap is between – 10 YL & + 10 YL. A Pass is thrown.
- B. Initial Position (IP):
  1. **BJ**: 20 YDS off LOS between the GP Uprights. Stay at 20 YDS until the FB is snapped between the + 15 YL & + 10 YL. Then move 5 YDS deep into the EZ. When snapped on or inside the + 10 YL (GLM) move to the EL. When B is in a “prevent defense” adjust your IP to be slightly behind the defensive backs.
- C. Read & React (R&R1, 2, & 3) Then Flow:

1. HL/LJ/**BJ** (COVERAGES): DBL/DBL—**BJ** has inside receiver on LJ side. TRIPS – **BJ** has 2 inside receivers. Go to zone coverage once A moves past B initially.
2. HL/LJ/**BJ**: Watch the FEET FIRST, & then catch on EL/SL Plays. FEET/BALL!
3. HL/LJ/**BJ**: Watch the initial trajectory of the pass & then watch players, not ball.
4. HL/LJ/**BJ**: Consider Angle/Distance/Timing when moving into position to rule on play.
5. **CREW**: STOP-N-WATCH at moment of Judgment – You Can See Much Better!!
6. U/HL/LJ/**BJ**: Move to a position to be a MINIMUM of 5 YDS from the Catch. On many plays you must move while the ball is airborne for a much better angle to see the play.
7. **BJ**: KEYS – Snap/Player(s)/QB/Zone/Ball. Read G/T for Run or Pass Play. Inside receiver(s) is yours. Read QB eyes – where is he looking? If R&R1 occurs, move back slowly. No need to back pedal fast unless you read it is a deep pass (R&R3). Do NOT take yourself out of play by being in a hurry to back pedal too quickly. “Lock Down” on receiver/defender when you know where the pass is going. Maintain a 5 YD separation by “crossing” receiver if he comes to you. Move in opposite direction receiver is moving, thus not trying to outrun him. Lead runner to GL, & stop at GL to rule on TD. Only go back into EZ toward EL when receivers dictate it. Commit sideways only when pass is airborne. Do not move past HM until ball is dead. Move to SL under control – ball can wait. Move similar to a windshield wiper, SL to SL, as needed to support Wings. DB – swivel your head (2X). No need to run to DBS on plays of 10 YDS or less.

## 27. Penalty Enforcement Mechanics (PEM)

- A. **Calling Official**: Give Prelim Signal for foul called after ball is dead. We look STRONG & DECISIVE by giving Prelim Signals ASAP!! If 2 officials have same foul, confer, & then 1 signals. After Prelim Signal, he describes to Wing what team did.
- B. **Calling Official**: Be Descriptive – more than # 88 held; need info to “sell” call.
- C. 10 Sec. Rule: Simple 5 YD DB Foul – **CREW GOAL**: Mark ball ready w/in 10 seconds.
- D. 10 Sec. Rule: Assumes Center has FB & hands it to U for 5 YD mark off.
- E. **BJ**: Helps with half distance, automatic first down, & loss of down info – important.
- F. **BJ**: Prior to a KO, place FB on ground, signal foul to PB, then walk off the yardage.
- G. **CREW**: ASK questions NOW-- maybe wrong Pen. Enforcement; not in Locker Room. It is imperative that the R give each official a chance to talk, not just the aggressive official when the enforcement is complicated or the Crew disagrees as to what is the enforcement.
- H. LJ/**BJ**: Signal Clock Status to R while he signals the foul to the PB.

## 28. Pre Snap Mechanics (PSM)

- A. **CREW**: Hustle to IP once the ball is spotted for next down.
- B. HL/LJ/**BJ** (Pass Coverage): Based upon formation, know your receiver(s).
- C. **BJ**: Count B 11 Players & Hold Signal for 2 Seconds. **BJ**: Responsible for B substitutes in & out of huddle.
- D. **BJ** (Play Clock): Signal 5 seconds (with/without a play clock), count down with hand; reset clock if needed.

## 29. Punt Mechanics (PUM)

- A. Definition: KT lines up in punt formation.
- B. Initial Position (IP):
  - 1. **BJ**: 8 YDS wide & 5 YDS deep from single receiver. If 1 receiver, favor wide side of field. If ball is snapped in middle of field with 1 receiver, then favor **L** side. If 2 receivers, “split them”, 5 YDS Deep. Receivers on/inside – 10 YL, be on GL. When Receiver(s) has his heels on or inside -10 YL, stand on GL.
- C. Read & React (R&R) Then Flow:
  - 1. **CREW**: If punt is tipped, give the tip signal (2X).
  - 2. **HL/LJ/BJ**: Punt rolls OOB deep – look to **BJ** as needed due to his angle. The **BJ** will NOT move to the SL on any OOB punt in flight.
  - 3. **BJ**: KEYS – Snap, Outside Receiver(s) on **L** side, Signals, 1<sup>st</sup> Touch, & RT Catch.
  - 4. **BJ**: Drop BB at PSK & 1<sup>st</sup> touching spots. Maintain 5 YD cushion with receiver initially watching blocks. If receiver “crosses your vision” let him go so you are not straight lined. If IP is GL, stay there until RT runs decisively up the field. The GL is yours. Once ball is dead help with DBS & swivel your head, then relay new ball.

## 30. Reverse Mechanics (RM)

See GB

## 31. Run Mechanics (RUM)

- A. Definition: Snap is between – 10YL & + 10YL. Run occurs from scrimmage.
- B. Initial Position (IP):
  - 1. **BJ**: 20 YDS off LOS between GP Uprights. Stay at 20 YDS until the FB is snapped between the + 15 YL & + 10 YL. Then move 5 YDS deep into the EZ. When snapped on or inside the + 10 YL (GLM) move to the EL.
- C. Read & React (R&R) Then Flow:
  - 1. **BJ**: KEYS: Snap/TE & Tackle/Receivers/Line Play Beyond POA/RB. Read G/T for Run/Pass Play. R&R1: Stay “home”. Don’t back pedal if you read run. R&R2: Move backwards if runner breaks LOS. Check receivers for blocks & crack backs. Check blocks ahead of POA & action on RB when tackled. Swivel head (2X) after RB is tackled for late hits. Talk to “borderline” players.

## 32. Signaling Mechanics (SIM)

## 33. Third & Fourth Down Mechanics (TFM)

- A. **HL/LJ**: Know where LTG is. Point to LTG to inform other **Wing**. This is crucial!
- B. **HL/LJ**: Similar to GLM, move to LTG immediately at snap if LTG is 5 YDS or less. It is imperative to be stationary on LTG prior to FB arriving.



### 34. Timing & TO Mechanics (TOM)

- A. **CREW:** When scoreboard clock does not work or turned off, announce remaining time at 9, 6, 4, & 2 minutes. Once inside 2 minutes attempt to announce the time remaining after every play. Use a very loud voice to communicate to benches.
- B. **BJ** (Clock is stopped): **BJ** signals R whether clock is started on ready/snap. Due to LJ talking with HC or walking off penalty. “Top Contending” Crew: Most officials signaling R on most plays. Ask your R -- He will tell you how much he appreciates it.
- C. **R/BJ:** Official facing scoreboard rules on snap versus end of period.
- D. **CREW:** Every official MIRRORS every TO (2X) signal on every play.
- E. **CREW:** TD, TB, Safety, & Incomplete Pass Signals automatically STOP clock – do **not** follow any of these signals with a TO signal.
- F. **CREW** (Inside 2 Minutes & All TO’s): Someone MUST visibly see scoreboard clock was stopped on OOB, incomplete passes, TO’s, etc – it is that critical
- G. **BJ:** Operation of a visible Stadium PC is a Game Management responsibility; NOT the **BJ**.
- H. **CREW** (Team TO): When necessary for several officials to get together & talk, then DO IT. But still keep an eye on “your” team as needed.
- I. **CREW** (Team TO): Calling official – Whistle, signal TO (2X), point to team (2X). **R** signals TO (2X) facing PB, & turns to team’s GL & points that way (2X), both arms.
- J. **CREW** (Team TO): All 5 officials signal TO’s REMAINING for each team to each other & records it. The **R** will give 2 “tugs on the steamboat whistle” & point to the team’s GL while facing PB when they are OUT of time-outs.
- K. **CREW** (Clock Stopped): Give “stop signal” to **R** for unusual delays in marking ball ready.

### 35. Try-Kick Mechanics (TRYM)

- A. Definition: Try will probably be kicked. (Assume Right Footed Kicker below)
- B. Initial Position (IP):
  - 1. **BJ:** PB GP Upright. **U/BJ:** Muddle Huddle: Stand on EL
- C. Read & React (R&R) Then Flow:
  - 1. **U/BJ:** Fake-- stays on EL. Good – Both signal & move 2 YDS straight ahead into EZ; Not good – Both move 2 YDS straight ahead & signal no score ONLY (2X).
  - 2. **CREW:** Huddle after Try only if absolutely necessary.

### 36. Victory Formation Mechanics (VCM)

- A. Definition: Winning team HC informs officials we are “going to take a knee”. Opponent is out of team time-outs or tells **Wing** that we will not use them. Winning Team is ahead by 9 or more points. **If the score differential is 8 or less points tell the teams to “defend themselves”.**
- B. **CREW:** Officials pinch in close. **R/U:** Inform A & B that A will take a knee—nothing rough. QB has protection once his team indicates he will take a knee. **R:** Emphatically inform QB he MUST take a knee ASAP – no fakes. If he fakes & does not take a knee it is an Unfair Act.
- C. **CREW:** Ask winning team HC if his team will take a knee; score/time dictates this. If yes, **Wing** assertively informs losing team HC. Inform all players loudly. **Communication is important!!**

### 37. **Whistle Mechanics (WM)**

- A. Sound your whistle (SEE LEATHER) when ball is dead by Rule. Not more than 1 or 2 whistles; rarely 3. Who has primary coverage? Contending Crew has Great whistle Discipline.
- B. Ball dead by Rule – 1 only strong short blast of whistle by covering official(s); keep whistle in mouth until threat of a dead ball foul is over. Whistle on every play – NO Exceptions.
- C. Repeated blasts of whistle to indicate foul away from play; TO; HC Requests Info; Stop Play for Something Unusual; & “Fighting” or “Opponents talking with each other”.
- D. Plastic Whistle only. Carry whistle in your hand only during the down, not in your mouth.
- E. Finger whistle – use OHSAA Approved Hand Signals with both arms, if needed.
- F. Whistle can be in mouth prior to snap. Drop or remove it from mouth after snap.