



HEAD LINESMAN

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. **CREW**: During hurry-up, play with 1 FB only as much as possible.
- E. **HL/LJ**: Do NOT spot FB in SZ (Exception: Spot the FB for a measurement). Use your downfield foot. If possible use same ball.
- F. **CREW**: Do not throw FB toward SL so it hits the ground (Looks unprofessional).
- G. **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. Momentum (Inside - 5 YL): Drop BB at spot of catch or interception.
- C. SL: No BB at OOB spot on SL (Exception: Fight breaks out down field or OOB).
- D. **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. **R/Wing**: Meet HC at SL & listen to him. Judgment calls do not apply. R will explain Ruling to HC. R can meet with **CREW** to discuss the ruling. It is imperative that all CREW members have an opportunity to talk. R must facilitate talk so an overly aggressive official is NOT allowed to dominate the discussion.
- D. **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. **HL/U:** Opposite 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. **OT:** Toss, secure choices, turn captains, & signal PB by pointing to GL.

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

- A. **HL/LJ (OOB Runner):** Stop clock (2X) immediately when runner goes OOB, then TURN-N-WATCH OOB. Swivel head, watch runner & other players return inbounds.
- B. **R/HL/LJ/BJ:** When space permits STOP a minimum of 5 YDS from the pile of players **(Exception: GL or close to a 1st 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.
- 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. **HL:** Record clip YL; grab clip, reverse the 2 chain men, move downfield, place clip, & ask chain crew to pull the stakes tight. Make sure the clip is on the back of the line.

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

- A. **Definition:** FG from any YL. (Assume Right Footed Kicker below) **NOTE:** 4 Man: **Wing** who looks at R's back goes to EL. **U/Wing** (GP Uprights).
- B. **Initial Position (IP):**
 - 1. **HL/LJ:** Stand on Field Numbers at LOS
- C. **Read & React (R&R) Then Flow:**
 - 1. **HL/LJ:** KEYS: Snap, FAKE, & Near TE/WB Block. Long FG: Move downfield when kicked. Short FG Made: Hustle in toward linemen.

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. **HL/LJ:** Primary responsibility for SL & keeping non-players from leaving their bench.
- D. **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.
- E. **R:** Go to SL with **Wing** present & inform each HC -- penalties & DQ's for both teams.
- F. **CREW:** After game record facts. Complete required Ejection Forms; follow OHSAA Ejection Policy, as best you can. OHSAA makes any necessary adjustments.
- G. **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. **HL**: Do not look over your shoulder.
- C. **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.
- D. **HL/LJ** (Close to 1st down): Sprint in until you meet resistance. **Wing** who can “see leather” yells for FB. **U** will “dig for FB” & “hand it” to **Wing**. Do not throw FB to Wing.

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. Place downfield foot in front of backfield foot to mark FWP. Square Off. No angle in.
- B. Cross-field mechanics (passes & runner driven back near SL) – look across field for help & an accurate FWP spot. Important for back side **Wing** to move into field near the HM so your partner can see you.
- C. Close to 1st down – **HL/LJ** sprint in until you meet resistance; **Wing** who can “see leather;” yells for FB; **U** will “dig for FB” & “hand it” to **Wing**. Do **not** throw or toss FB.
- D. **HL/LJ** mark FWP most unless R marks FWP behind LOS or BJ marks FWP down field
- E. Player hit/driven back between field #'s & SL – wind (2X) & move in, not past players.
- F. Once official sounds whistle for FWP swivel your head (2X) & watch for DB action.7
- G. Trapped pass – catch or no catch – do not move in to mark FWP until you know it is a catch. If you square off & move in you are indicating Catch. Swivel your head & see if other officials signaled incomplete pass. Key is: Go SLOW here!!

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

- A. Initial Position (IP): HL (KT Line)
NOTE: 4 Man: **Wing** (RT Line); **Wing/U** (GP Uprights)
- B. Read & React (R&R) Then Flow:
 - 1. **CREW:** Once kicked use FGM.

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

- A. Initial Position (IP): HL/LJ (RT 30 YL) NOTE: 4 Man: R/**HL** (RT 30 YL)
- B. Read & React (R&R) Then Flow: KOM

16. **Fumble Mechanics (FUM)**

- A. Covering Officials throw BB. R will stop game clock (no whistle) after 2 seconds if there is no signal from an official regarding possession. If A retains possession, covering official signals next down & R winds game clock immediately along with LJ.
- B. Large pileup & officials have to “dig”. Covering official, who rules team possession, yells team color & closest official signals direction (2X) of team possession, after making sure of proper direction. Stop clock (2X) for COP.

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. **HL/LJ:** 2 Yards outside SL (restraining line).
- D. Read & React (R&R1 & 2) Then Flow:
 - 1. **HL/LJ:** MUST be at GL before FB arrives at GL. R&R1: (+10YL & + 5YL) – Start moving immediately toward GL, 2 YDS outside the pylon under control. R&R2: (+ 5YL & GL) – Hustle immediately to GL, 2 YDS outside pylon before FB arrives at GL. Stay beyond FB & then come back when necessary. Runner dives at pylon – back out to see entire play. TD – **PIVOT-N-WATCH** runner in EZ. Pinch in hard & fast on CLOSE Play at GL. Dig for FB as necessary. Know it is a TD – Run in on GL. Not Sure –Run in Short of GL. It is IMPORTANT TO SELL THIS. Be PATIENT –find the FB first!! Better to be Late & Right. Runner runs hard to opposite pylon – Backside **Wing** will pinch in. NEVER MIRROR A TD SIGNAL!! NOTE: R&R3 -- If time & score dictate it, move to GL ASAP at snap.
 - 2. **Wings:** If the runner moves toward the opposite SL, move directly to pylon & be ready to pinch in on field of play. Make sure the runner does not change direction.

3. **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. **R/HL/LJ:** Adjust position by not moving in as far when FB is dead.
- B. **HL/LJ:** Both hold DBS for the **U** as he might use either backside or front side **Wing**.
- C. **CREW:** When A catches or runs with FB, use 1 FB only when spotting for next down.
- D. **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 1st down measurements.

21. **Kick Off Mechanics (KOM)**

- A. **Definition:** KO at KT 40 YL. Score & time don't indicate Onside KO. Same IP for R/HL/LJ if KO is at 35 YL. NOTE 1: Players do not have to be legally equipped until the KO (Grades: 9-12) or spotting the ball (Grades: 7th & 8th) which starts the game. NOTE 2: 4 Man: **R** (RT 10 YL near PB SL); **HL** (RT 10 YL opposite PB SL); **LJ** (RT 50 YL on PB SL); **U** (KT 40 YL opposite PB SL). **HL** starts clock between your SL to near HM. **R/HL:** When TB is ruled both officials sound whistle loud & repeatedly while running to the field numbers to prevent DB Fouls.
- B. **Initial Position (IP):**
 1. **HL/LJ:** GL on SL. **HL** opposite PB. If 1st KO for a team is short of the - 15 YL, move to the - 10 YL for the next KO for that team. If kicked between the - 15 YL & GL, stay at the GL. The GOAL is to trail the Receiver, NOT be even with him. NOTE: KT penalized 15 YDS, then move up field accordingly for rekick.
- C. **Pre Kickoff:**
 1. **R/HL/LJ:** Count RT & secure "ready" signal from **HL/LJ/BJ** (raised arm).
 2. **CREW:** If wind blows ball off tee (2X), then a KT member must hold the FB.
 3. **HL/LJ:** If they disagree whether to be at GL or 10 YL, then stay at GL.
 4. **R/HL/LJ:** Count RT
- D. **Read & React (R&R) Then Flow:**
 1. **HL/LJ:** KEYS – RT Touching Kick, Wind, KT OOB, Blocks Immediately ahead of Kick Returner & R&R. Stay on SL until kick ends. Be aware of any FC signal by RT. Wind clock if kick is caught/touched in your side zone only. Move up field deliberately, trailing runner by a minimum of 5 YDS, & watching blocks. Do NOT hurry to get to DBS. Blocking is more important ahead of runner. The SL is yours, GL to GL.
 2. **HL/LJ:** When starting at 10 YL, if the kick goes toward the GL hustle back to GL outside the pylon. Be ready to rule TB or OOB if the kick is near your pylon.
 3. **HL/LJ:** OOB Kick – Throw flag at spot then hustle to HC for penalty choice.
 4. **R/HL/LJ:** When R signals TB, **HL/LJ** run toward the 10 YL field numbers at a 45 degree angle, sounding their whistles loud & repeatedly to help prevent dead ball fouls.

22. Microphone Announcements Mechanics (MAM)

See GB

23. Measurements Mechanics (MM)

- A. **HL:** Checks correct YL & clip, then places clip where the LJ has placed his foot. **NOTE:** Chain Crew cannot wear official's stripe shirts – causes confusion when looking across field.

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. 5 Man: **HL/LJ** (RT 50 YL), **NOTE:** 4 Man: **HL/LJ** (RT 50 YL) R at 10.
- B. If in doubt, use OKOM. Discuss after Try—**R** makes Decision ONLY if disagreement.
- C. **CREW:** HC indicates his team onside kicks a lot – use OKOM always when they KO.
- D. Do **NOT** give signal regarding possible onside KO - - ready for onside KO every time.
- E. **BJ/HL/LJ/U:** All 2 YDS OOB, BB in Hand. Clear restricted area before raising hand.
- F. **HL/LJ:** Hold at 50 YL & rule on FB crossing RT's Free Kick Line, Fair Catch & possession.
- G. **U/BJ/HL/LJ:** Large pileup on onside kick - - dig out FB - - "survival of the fittest".
- H. **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. **NOTE:** 4 Man: **Wings** have all receivers on their side & dual coverage over middle of field.
- B. Initial Position (IP):
 - 1. **HL/LJ:** 10 YDS outside widest A Player; Never inside #'s. If A is near SL take steps OOB.
- 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. **HL/LJ:** KEYS – Snap/Player(s)/QB/Zone/Ball.
 - 8. **HL/LJ (R&R1) (Pass in the Flat, Bubble Screen):** Read Run or Pass Play -- Do Guard or Tackle stand up? Then do backs move wide or receivers drop back? Read QB eyes – first look is usually where pass is going. If so, "stay home ". Be ready to "open door" if runner is close to you. If you rule BP -- signal & yell "back". It is usually easiest for "back side" **Wing** to rule. However, a "contending" crew will have both **Wings** signal.

9. **HL/LJ (R&R2) (Short & medium passes):** When **Wings** read no flat or screen pass move downfield 5 YDS keeping shoulders parallel to SL, then stop. (Over 75% of the passes are 15 YDS or less). The outside receiver(s) is yours. Read receivers in your area. Look back & read passer's eyes—where is he looking? Adjust position for a 5 YD cushion from receiver making catch. "STOP-N-WATCH at moment of judgment. Straddle SL on SL catch/no catches. Give "catch" signal (2X) on tight SL catch after signaling TO (2X). DO NOT signal "catch" INTO the field, only on SL.
10. **HL/LJ (R&R3) (Long Pass):** Key Thought is "Turn & Burn". Read receiver who runs hard downfield or a "stop & go" pattern. Check QB eyes. Ready to go!
11. **HL/LJ:** The 3 R&R's are a "progression" that **Wings** must do on each play once they read pass. It is very important that **Wings** "read" the play first, then R&R, & flow as dictated by the play. DO NOT MOVE until you have completed R&R1!
12. **HL/LJ:** When the runner moves into the opposite SZ, hustle downfield & move into the field to the HM as needed. Referee players & action behind.

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. **U/HL:** 5 YD walk off close to first down; ask **HL** to check tape on the chain.
- F. **HL/LJ:** Both walk off yardage since 1 can be distracted by Coach/Player question, etc.; **U** check w/ them only after walk off. Do not look at them until you reach SS.
- 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.

28. Pre Snap Mechanics (PSM)

- A. **CREW:** Hustle to IP once the ball is spotted for next down.
- B. **HL/LJ:** Enforce the Restricted Area Rule. Coaches are allowed only 2 steps on the field.
- C. **HL/LJ:** Memorize LTG prior to snap for greater awareness of 1st down.
- D. **HL/LJ:** Responsible for substitutes getting off field prior to snap on correct SL.
- E. **HL/LJ:** Move backfield foot forward to "show" A players where LOS is. Once A is lined up then place your feet parallel, shoulder width apart, so you can move quickly in any direction. Stand up straight to see players better.
- F. **HL/LJ (Balanced Line – 7 Players):** Count # of players on LOS on your side of Center. Signal each other with both hands & hold for 2 seconds or signal with 1 hand & the other hand/arm used to indicate player(s) closest is off the LOS.
- G. **HL/LJ (Unbalanced Line – 7 Players):** Count the # of players on LOS on your side of the Center, & then Use "2" & "4" fingers to indicate it, & hold for 2 seconds.
- H. **HL/LJ (Closest Player(s) is Off LOS):** Punch him off at a 90 degree angle & hold until snap. If he goes in motion, & now closest player is on, then drop your arm. If 2 closest players are off LOS, punch them off with 2 fingers in a waving motion to a 90 degree angle. NO signal given for nearest A player on LOS.

- I. **HL/LJ** (Motion Man): Responsible when MM moves on your side of Center.
- J. **HL/LJ/BJ** (Pass Coverage): Based upon formation, know your receiver(s).
- K. Check Signaling Mechanics for more info.

29. Punt Mechanics (PUM)

- A. Definition: KT lines up in punt formation. NOTE: 4 Man: **HL/LJ** on LOS.
- B. Initial Position (IP):
 - 1. **HL/LJ**: On SL (Due to possible OOB Punt)
- C. Read & React (R&R) Then Flow:
 - 1. **HL**: KEYS – Snap, Kicker Catch, Line Play, & Wide Out.
 - 2. **HL (R&R1)**: Pause before moving downfield & read if punt could be blocked. If snap is over Punter’s Head, move into backfield & assist **R**.
 - 3. **CREW**: If punt is tipped, give the tip signal (2X).
 - 4. **HL/LJ (R&R2)**: Punt 30 YDS or less; jog downfield 10 YDS, STOP-N-WATCH KT/RT.
 - 5. **HL/LJ (R&R3)**: Punt more than 30 YDS; jog downfield 15 to 20 YDS watching KT/RT.
 - 6. **HL/LJ**: Do NOT “overrun” the play; concentrate on blocks ahead of receiver.
 - 7. **HL/LJ**: Punt OOB -- jog beyond spot, turn w/ arm up & jog back. Once you get to the area where you think it went out, WALK SLOWLY, & look for **R** to chop.
 - 8. **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.

30. Reverse Mechanics (RM)

- A. Definition: Snap will be inside – 10YL.
- B. Initial Position (IP):
 - 1. **HL/LJ**: 10 YDS outside widest A Player; Never inside Numbers.
- C. Pre Snap: R will signal both **Wings** that they have GL by pointing at them & then at GL. **Wings** confirm this by pointing at themselves & then at GL. Eye contact between R & **Wings** is a MUST regarding GL responsibility.
- D. Read & React (R&R 1, 2 & 3) Then Flow:
 - 1. **Wings (R&R1)** (Between – 2 YL & GL): Move to GL IMMEDIATELY! **It is important!**
 - 2. **Wings (R&R2)** (Between – 5 YL & -- 2 YL): Slide to GL & read QB & RB. If either is threatened at GL, hustle to GL IMMEDIATELY. Remember the importance of the GL.
 - 3. **Wings (R&R3)** (Between – 10 YL & -- 5 YL): Pause, reading QB, RB & B Rushers. If B Rushers threaten the QB & RB at GL, move to GL ASAP.
 - 4. NO LONGER IN RM: Once the ball touches - 10YL, R has responsibility for GL. The R will point to himself & then to GL, signaling **Wings** that the GL is his. **Wings** will point to GL & then to R confirming that R has GL. If QB rolls toward R “suddenly”, R must move back quickly, straddling GL. Do not “open door” to avoid QB/RB. If QB/RB is tackled at GL, R is the only official that can rule on DBS -- Safety or “in field of play”.

31. Run Mechanics (RUM)

- A. Definition: Snap is between – 10YL & + 10YL. Run occurs from scrimmage.
- B. Initial Position (IP):
 - 1. HL/LJ: 10 YDS outside widest A Player; Never inside the Numbers.
- C. Read & React (R&R) Then Flow:
 - 1. HL/LJ: KEYS: Snap/Line Play/Blocks Downfield/RB. Read Guard/Tackle for Run or Pass Play. Watch line play at POA & receivers ahead of POA. When possible move off SL to mark FWP as long as you do not run past players. When RB moves to opposite SZ/SL, move into the field to near HM at a 45 degree angle to “clean up” behind the U & BJ. During the early run keep shoulders parallel with SL to maintain peripheral vision. The SL is yours so be ready to “turn & burn” as needed. Check action on RB when tackled. Swivel head (2X) after RB is tackled for late hits. Mark FWP with downfield foot RATHER than staring down at the DBS. **Wings** that hug the SL & never move off the SL are “pretenders” rather than “contenders.” Get off SL without running through & around players. Square off at DBS & swivel your head (2X) for DB action.

32. Signaling Mechanics (SIM)

See GB

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. HL/LJ: Signal TO (2X) when runner is OOB, not when you reach DBS. Wind clock (2X) when DBS is inbounds between numbers & SL, unless it is an obvious 1st down.
- C. **CREW**: Every official MIRRORS every TO (2X) signal on every play.
- D. **CREW**: TD, TB, Safety, & Incomplete Pass Signals automatically STOP clock – do **not** follow any of these signals with a TO signal.
- E. **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
- F. R/HL/LJ (KO & Start Clock): Kick touches player/caught between HM's – R only signals. Kick touches player/caught in SZ – R & **near Wing** Only signal.
- G. **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.
- H. **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.
- I. **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.
- J. HL/LJ: When team is out of TO's, **Wing** informs HC.
- 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) NOTE: 4 Man: **Wing** who looks at R's back goes to EL. Stay at LOS on Muddle Huddle. U/**Wing** (GP Uprights)
- B. Initial Position (IP):
 - 1. **HL/LJ**: Stand on Field Numbers at LOS; Muddle Huddle: Stand 2 YDS OOB
- C. Read & React (R&R) Then Flow:
 - 1. **HL/LJ**: KEYS: Snap, FAKE, & Near TE/WB Block. Try Good or No Good/Blocked: Hustle in toward players with Strong voice after FB is kicked. If fake, move immediately to GL, 2 YDS outside the Pylon.
 - 2. **HL/LJ** (Muddle Huddle): Hustle to Field #'s if KT shifts to a Try-Kick.
 - 3. **R/HL/LJ**: Fake Try short of GL, **Wings** mark FWP Only. R signals No Score to PB when Runner is short of GL only.
 - 4. **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. R: Mark ball ready when clear of all players
- B. 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.
- C. 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.
- D. 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".
- E. Plastic Whistle only. Carry whistle in your hand only during the down, not in your mouth.
- F. Finger whistle – use OHSAA Approved Hand Signals with both arms, if needed.
- G. Whistle can be in mouth prior to snap. Drop or remove it from mouth after snap.