

NJFOA

Central Jersey Chapter

Improvement-Assessment-Development (IAD) Program Summary - 2013

- Purpose:** Develop and implement a transparent peer Improvement-Assessment-Development program for all high school football officials in the chapter.
- Goals:**
1. Improve the overall level of officiating of individual officials, and in turn, Central Jersey area high school football officiating crews
 2. Improve Situation Recognition and Rules Application of all officials
 3. Standardization - Ensure that the National Federation Officials Manual for mechanics is followed
 4. Provide standardized, constructive, prompt, objective feedback to all officials and crews
- Methods:**
1. Crews/officials will be evaluated at least once in the regular season, with a goal of twice. With 30+ CJ crews and eight weeks, we will need a significant number of Observers or IAD Teams to complete the exercise.
 2. Observers must attend the pre-game meeting, evaluate the entire game, and meet briefly with the officiating crew immediately after the game with any immediate, necessary feedback.
 3. Observers will spend part of the game "up top" in the stands, and part of the game on the field along the sidelines.
 4. Observers will focus on each officiating position for at least one-half quarter. A full quarter should be focused on the function of the crew in its entirety. The last half quarter should be used to verify observations made earlier in the game.
 5. Observers should use the IAD form to finalize a report, but can and should take separate notes and complete the IAD within 48 hours of the completed game.
 6. This exercise is NOT to be used to criticize or accuse fellow officials. The Observer MUST approach this responsibility in a professional, controlled, objective manner.
- Means:**
1. Officials – either Referee crew chiefs or veteran officials with at least 5 years of experience – will be assigned as Observers.
 2. Recommend a sub-varsity fee to each Observer, funded by the organization as part of the IAD program.
 3. If the program cannot be funded through the NJFOA, recommend that dues be increased \$20 per member to be utilized to pay the Observers.
- Results:**
1. As needed, general results will be communicated to the crew officials immediately after the game in a calm, professional manner. This must be done if something pressing should be addressed prior to the next game.
 2. The IAD form will be completed within 48 hours of the end of the game.
 3. The forms will be turned in to the IAD Program Coordinator at the next District meeting.
 4. Results will be communicated to the crew chief by the Observer or IAD Program Coordinator either in person or by phone during the week following the evaluated game.
 5. Results will be assembled into a year-end report by the IAD Coordinator

NJFOA - Central Jersey Chapter
Improvement-Assessment-Development Game Form

Evaluator:						
Date:						
Game:						
OFFICIAL'S NAMES	Referee	Umpire	Linesman	Line Judge	Back Judge	Crew
Criteria	% Wght	Score - Comments				
APPEARANCE	20					
Uniform	5					
Fitness	5					
Field Demeanor	5					
Attitude	5					
RULES	20					
Application	5					
Judgment	5					
Interpretation	5					
Administration	5					
MECHANICS	20					
Positioning-Mobility	5					
Communication/Signals	5					
Flag/Call Conviction	5					
Whistle Use/Bag Use	5					
GAME MANAGEMENT	20					
Coach/Player Interaction	5					
Preventive Officiating	5					
Game Control	5					
Confidence/Courage	5					
CREW TEAMWORK	20					
Pre-Game Communication	5					
In-Game Coordination	5					
In-Game Communication	5					
Post-Game Communication	5					

Score 5=Excellent; 4=Good; 3=Average; 2=Below Average; 1=Poor

Scores of 5 or below 3 must include a comment

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IAD OBSERVATION CRITERIA -- EXPLANATION OF CATEGORIES

APPEARANCE

Uniform Is the official neatly and properly dressed? All appropriate patches and accessories in place, properly equipped, synchronized with crew, uniform clean and sized properly, shoes polished?

Fitness Does the official look to be in good physical condition? Can the official cover the field properly? Does the official 'look the part'?

Field Demeanor

Does the official go about his business in a professional manner? Does the official acknowledge and greet staff appropriately? Does the official refrain from fraternizing with administration, coaches & spectators? Does the official look engaged and interested in what's going on?

Attitude Does the official portray confidence but not cockiness? Does the official answer questions appropriately? Does the official address coaches, players, admin in a professional manner?

RULES

Application Utilize proper rule for specific occurrences/fouls (i.e., live ball vs. dead ball; holding or PI based whether the ball is in the air?).

Judgment In the Observer's opinion, is the judgment of the official in call/no-call situations correct? Did the foul impact the play? Was the foul potentially dangerous?

Interpretation

With the ruling applied, is the interpretation of that rule in a given situation correct? May be OPI, but did the ball cross the neutral zone? Was action considered from the snap? Pass in the direction of a receiver?

Administration Proper enforcement of the rule applied?

MECHANICS

Positioning-Mobility

Is the official properly positioned prior to the snap, during the play and after the play has ended?

Communication/Signals

Pre-Snap hand signals utilized properly? Dead ball signals deliberate and clear? Kill the clock for plays OOB? Wind/No wind for plays ending inbounds? For R, signals for penalties clear and correct?

IAD OBSERVATION CRITERIA -- EXPLANATION OF CATEGORIES

MECHANICS - Continued

Flag/Call Conviction

Are flags thrown with confidence and to the spot of foul, when necessary? No 'soft tissue/floater' flags. Are flags thrown high and clearly visible on fouls occurring at the snap?

Whistle Use/Bag Use

Are whistles strong and clear? Whistles held at end of play, certain the ball is dead? Are there hard whistles on dead ball fouls? Bag DROPPED, not thrown to spot on fumbles, spot of first touching and end of kicks?

GAME MANAGEMENT

Coach/Player Interaction

Official interacts proactively and positively with coaches and players?

Preventive Officiating

Official communicates with coaches in trying to prevent future fouls?

Game Control

Does the official communicate firmly with coaches and players to prevent dead-ball activity that could lead to fouls? Does the official utilize flags/fouls early to help prevent situations from escalating and worsening later in the game? Maintain a clear sideline and utilize warnings to assist in control?

Courage

Displays the confidence, courage, conviction and field savvy to interact with coaches and players to prevent fouls? Unafraid to call fouls that may be unpopular (e.g., illegal helmet contact) but are in the best interest of the game and players? Not intimidated/pressured by coaches?

CREW DYNAMICS

Pre-Game Communication

Does the entire crew participate actively in pre-game discussions?

In-Game Coordination

Crew works in unison to administer the rules of the game.

Crew works in unison to move the game along efficiently and smoothly.

In-Game Communication

Crew gets together on field prior to game to communicate any pre-game issues? Gets together during the game as needed to communicate issues? Communicate clearly via hand signals during game? Wings and BJ communicate on passes and at end zone on in/out of bounds/touchdown? Communicate issues with crew during halftime?

Post-Game Communication

Participates constructively in debrief after the game. Crew receives constructive criticism well? Members actively participate in post-game analysis and comments?

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Improvement-Assessment-Development Notes/Summary of Responsibilities

Position (circle one): Referee Umpire Linesman Line Judge Back/Side Judge

REFEREE: The primary responsibilities of the Referee are the pace and overall administration of the game.

RESPONSIBILITIES - MECHANICS

Pre-game/Coin Toss

1. Conduct thorough pre-game with crew.
2. Talk to Head Coaches with Umpire
3. Confirm all Equipment Legal (visors, pads, braces)
4. Take Captain #'s, Ask about special/unusual plays/formations and communicate with crew.
5. QB, Punter, Kicker R of L footed?
6. Confirm time on field; Confirm halftime length
7. Coin Toss 3 to 5 minutes prior to kickoff time

Free Kicks

1. 5-man: Deep, at Goal line, Linesman side; 6-man: Goal line, middle of field.
2. Count R, Blow Ready when crew and ECO are ready
3. Rule on kicks at end zone (touchbacks, momentum); wind on 1st touch by R
4. Cover sideline, action around play, cleaning up back side
5. Trail Runner, keep play boxed in, not too close in case of turnover, returns (employ reverse mechanics).

Pre-Snap

1. Confirm chains/box are set; Check crew is ready
2. Blow RFP whistle with clear, visible signal soon after the ball is set by the Umpire.
3. Line-up on QB throwing arm, unless too bunched on short side 10-15 yards from LOS
4. Watch for false starts, illegal shifts and note players in/outside Free-blocking zone

Running Plays

1. Follow QB if scrambling; Check action around ball, trail runner, clean-up back side
2. Help with plays Out of Bounds; Get ball in if needed

Passing Plays

1. Follow QB/passers, especially after release, checking for Roughing Passer ("Ball's Away")
2. Help wings with short passes to sideline, backwards/forward
3. Watch opposite side tackle for legal/illegal blocking
4. Ruling on Intentional Grounding, Passed tipped by defense.

Scrimmage Kicks (Punts)

1. Help with player numbering, ineligible
2. Line-up on K's kicking foot, well to the side, outside widest wing-man
2. Remind to 'lay off snapper', Check for hits on snapper
3. Help with False Starts, Help Illegal Blocking
5. Eyes on Kicker, check for Roughing/Running into Kicker

Scrimmage Kicks (Field Goal/PAT)

1. Set-up facing holder, just outside widest wing-man, but inside outside end
2. Help with player numbering, ineligible
3. Remind to 'lay off snapper', Help for hits on snapper
4. Help with False Starts, Illegal Blocking
5. Eyes on Kicker, check for Roughing/Running into Kicker

From College Observer's Guidelines:

Referee: The primary area for observation is the pace of the game and the overall administration of the game.

Between Plays:

1. Make the ball RFP with a clear visible signal soon after the ball is placed on the ground?
2. Minimize the number of times he handles the ball (allows others to handle relays and spotting the ball)?

During Plays:

1. Positioning on QBs passing arm and wider than the tight end, 10-12 yards behind LOS?
2. Protect the QB on sweeps by staying with QB a bit longer?
3. Follow the QB after he releases the ball on pass plays?
4. Stays with the QB when he scrambles, especially if the QB goes OOB?
5. Positioning on Scrimmage Kicks? Kicker's kicking foot? Stays with kicker/holder, looking for roughing or running into K?

Penalty Situation

1. Signals crisp and easy to see from Press Box?
2. Moves to an open area away from players to give preliminary signal?
3. On dead balls fouls prior to the snap, does R give only one signal?
4. On live ball fouls, does R give a preliminary and final signal?
5. If using a microphone, are explanations concise, easy to understand?

Miscellaneous

1. Coin toss 3 minutes prior to kickoff?
2. 2nd Half choices made at 1.5 minutes left on countdown clock?
3. After PAT or successful field goal, does free kick occur within 60 seconds?

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Improvement-Assessment-Development Notes/Summary of Responsibilities

Position (circle one): Referee Umpire Linesman Line Judge Back/Side Judge

Umpire: Primary point of observation is the Umpire's movement and control of the game, including between plays.

RESPONSIBILITIES - MECHANICS

Pre-game/Coin Toss

1. With Referee to talk to Head Coaches
2. Confirm all Equipment Legal (visors, pads, braces); Check footballs
3. Take Captain numbers, Confirm info with Referee
4. Ask coaches about unusual plays/formation. Inform the rest of the crew.

Free Kicks

1. Home side 50 yard line opposite Linesman (5-man); 6-man: K's free-kick line?
2. Action in area no more than 15 yards from 50 yard line
3. Check encroachment by R or K (depending on 5 or 6-man mechanics)
4. No blocking by K until R has initiated a block in the neutral zone, or ball has travelled 10 yards, or K is otherwise entitled to recover the kick.

Dead Ball/Pre-Snap

1. Stay over the ball until the RFP blown by Referee
2. Hand signal H and L regarding down number
3. Count A players and confirm with Referee (fist)
4. Check numbering of linemen
5. Position at snap 5-7 yards from ball, between guards; Stationary at snap
6. Watch for encroachment, Illegal snaps

Running Plays

1. Watch for Holding, chop blocks, illegal blocks outside the Free Blocking Zone or after ball has left the zone
2. Move to dead ball area, make presence felt/known
3. Help move ball from side zones to hash, if necessary
4. Pick-up wings for forward progress spot ASAP; Use opposite field 'soft spot' if necessary

Passing Plays

1. Check/Know ineligible by number
2. Up to LOS for Ineligibles downfield
3. Up to LOS, forward pass and QB runs/passes over the LOS
4. Check Holding, Illegal blocks, Chops, Blocks below waist, Aware of Free-blocking zone
4. Quick pass over the middle, Spin and help wings on short passes, catch/no catch

Scrimmage Kicks (Punts)

1. Check player numbering, ineligible
2. Remind to 'lay off snapper', Check for hits on snapper
3. Watch for quick movements by Offensive line; Intended to draw defense into NZ?
4. Check for Illegal Blocking
5. Start deeper and stay with line play until ball away and action moves downfield

Scrimmage Kicks (Field Goal/PAT)

1. Same as Punts
- 2.

College Observation Guidelines

Umpire: Primary point of observation is the Umpire's movement and control of the game, including between plays.

Between Plays

1. Does U stay over the ball until the RFP blown by Referee?
2. Does U communicate with H and L regarding down number?
3. Is U position at snap 5-7 yards from ball, between guards and stationary at snap?
4. Does U time time-outs and inform R at 15 secs to RFP?

During Plays

1. Does U count (with R) Team A players prior to every snap?
2. Does it appear that U is always dodging players or backing up as the play unfolds?
3. As the runner advances on a sizable gain, is U looking too much at the runner and not at blocking?
4. Does U go into the side zone to clean-up when the ball becomes dead?
5. Does U move quickly to the dead ball area, making his presence known and felt?
6. Does U utilize cross-field spots?
7. On pass plays, does U move quickly to LOS? (Exception, 'jailbreak' screen pass).
8. On punts, does U start deeper and stay with the interior line play before following action downfield?

Penalty Enforcement

1. Does U stay with the Referee to hear options and choice regarding penalty?
2. Does U mark off penalty crisply and efficiently, checking with Linesman/Judge that yardage is correct?
3. Does U give a clear signal when a foul is enforced prior to a free kick?

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IAD NOTES

Position (circle one): Referee Umpire Linesman Line Judge Back/Side Judge
Wing Officials: The primary area of observation is the movement to mark forward progress after a play is complete and the movement toward the dead ball.

RESPONSIBILITIES - MECHANICS

Pre-game/Coin Toss

1. Check chains/box (10 yard length, 5 yard tape, connections)
2. Meet with chain crew; Remind of expectations; Don't move with flag on field
3. Check field, markers, OOB areas
4. Intro coach(es), timeouts, rules issues; 'Get-back' coach; Ball boy
5. Confirm signals with FJ, BJ (fist for 11, punch back, 3=belt, 2=chest, 4=hat)

Free Kicks

1. Chain side=Visitor side, opposite press box; Receiver's free kick line (5 or 6 man mechanics)
2. Check blocking by K in NZ before R initiates; Ball travels 10 yards, or K eligible to recover; Illegal blocks, kick OOB-flag at spot
3. Wind on first touch by R; Bag on first touch by K before 10 yards and grounded
4. Cover sideline, action around play, watch for fouls, especially Blocks in Back
5. Follow run, keep play boxed in

Prior to Snap/Dead Ball period

1. Set box and chains, confirm down, EVERY PLAY, out to sideline
2. Count B and confirm 11 with fist to Back Judge
3. Confirm #/alignment of linemen your side of center, signal belt/chest/hat
4. Punch back if closest to you in backfield, note eligible/ineligibles, 4 or more/less in backfield for A
5. Ensure sideline clear of coaches and players prior to snap

Running Plays

1. Read action by Ends/Tackle, Run or Pass
2. Allow runner to go by, looking for action around runner, at point of attack
3. Follow forward progress of ball carrier, plant downfield foot, right angle to spot
4. If play OOB to our side, get spot, turn outside, kill clock if OOB, look for dead ball action
5. Mirror LJ on plays to his side, give soft spots, watch action on back side

Passing Plays

1. Read action by Ends/Tackle, Run or Pass
2. Release shallow on passes, watch eligibles blocking downfield, holding by B, DPI/OPI
3. QB run/pass options; Don't go too far downfield; Head on swivel, have to get progress
4. If catch, move to spot; No catch, whistle/wave it off; Not sure, move to spot and communicate
5. Eye contact with BJ on long passes/sideline/in end zone (5-man); Confirm before signaling

Scrimmage Kicks (Punts)

1. Count B and confirm 11 with Wings; Bag in non-flag throwing hand
3. Talk to B, remind 'not to hold' gunner
4. Watch for holding at LOS, confirm ball crosses NZ, confirm who touches/where ball is first touched
5. If kick OOB, drop bag where ball crosses sideline to mark the end of the kick.
6. If runback, let play come to you, look for illegal blocks and progress on return

Scrimmage Kicks (Field Goal/PAT)

1. Count B, confirm 11 with BJ; Bag in non-flag throwing hand, Under post if on Ref side (5-man)
2. Help with Ineligibles; Blow whistle when ball crosses the goal line
3. LIVE BALL if FG attempt does NOT reach goal line – do NOT blow whistle
4. In 'Fire' scenario, if under post, move down endline towards nearest corner pylon.

College Observation Guidelines

Wing Officials: The primary area of observation is the movement to mark forward progress after a play is complete and the movement toward the dead ball.

Between Plays

1. Confirm status/placement of line-to-gain equipment; Check down box for correct down.
2. Does H/L turn around to communicate to the coach between downs? (We do NOT want H/L to do this).
3. Is the sideline clear of players and coaches?
4. Are H and L on the sideline at the snap?
5. Is the sideline clear of players and coaches?
6. Does H/L use hand signals to illustrate Team A wide out(s) closest to him is/are in the backfield?
7. Does H/L back out rather than turn and jog back to his position?

During Plays

1. When the runner is downed, does H/L move up the sideline and square off at the forward progress spot, marking with downfield foot?
2. Is H/L aware of when he must hustle in to mark forward progress (e.g., close 3rd/4th down plays), and when he should walk in towards dead ball spot?
3. Does he give the runner the foremost point of forward progress?
4. Does H/L 'wind the clock' when a play ends near the sideline but inbounds (not a first down)?
5. On pass plays, does H slide approx. 5 yards downfield?
6. On pass plays, does L remain on the LOS until the pass is thrown? (N/A for HS)
7. Are signals deliberate, clear and easy to see?
8. On plays that go away, does H/L move into the field of play and clean-up behind R and U?
9. Is H/L at the goal line pylon when appropriate?
10. Does H/L use reverse mechanics immediately when a Change of Possession occurs?
11. Does H/L check with BJ on goal line plays near the sideline? (5-man mechanics)

Penalty Enforcement

1. If H/L has a dead ball neutral zone foul, does he blow the whistle, throw the flag and hustle in to the R?
2. Does LJ walk off the yardage with Umpire? Do they verify yardage?
3. Does H hold the enforcement spot until the Umpire spots the ball?
4. Is H/L confirming the number of the down to chain crew, coaches on his side, other officials?

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IAD NOTES

Position (circle one): Referee Umpire Linesman Line Judge Back/Side Judge
Wing Officials: The primary area of observation is the movement to mark forward progress after a play is complete and the movement toward the dead ball.

RESPONSIBILITIES - MECHANICS

Pre-game/Coin Toss

1. Check field/markers/OOB areas; Inform Ref if anything wrong for Game Management to handle
2. Intro coach(es), timeouts, rules issues; 'Get-back' coach; Ball person stays close
3. Confirm signals with H, BJ (fist for 11, punch back, 3=belt, 2=chest, 4=hat)
4. Record results of coin toss
5. Confirm game clock operational; Keep game time on field in case of clock malfunction.

Free Kicks

1. Home side, around the 20 yard line (5-man); Count R players, confirm with fist to Referee.
2. Bag in non-flag throwing hand, raise high prior to RFP
2. Check illegal blocks, kick OOB-flag at spot
3. Wind on first touch by R; Bag on first touch by K before 10 yards and grounded
4. Cover sideline, action around play, watch for fouls, especially Blocks in Back
5. Follow run and progress, keep play boxed in

Prior to Snap/Dead Ball period

1. Confirm down, EVERY PLAY, out to sideline
2. Count B and confirm 11 with fist to Back Judge, thumb down if less than 11.
3. Confirm #/alignment of linemen your side of center, signal belt/chest/hat
4. Punch back if closest to you in backfield, note eligible/ineligibles, 4 or more/less in backfield for A
5. Ensure sideline is clear of coaches and players prior to snap

Running Plays

1. Read action by Ends/Tackle, Run or Pass
2. Allow runner to go by, looking for action around runner, at point of attack
3. Follow forward progress of ball carrier, plant foot, right angle to spot
4. If play OOB to our side, get spot, turn outside, kill clock if OOB, look for dead ball action
5. Mirror Linesman on plays to his side, give soft spots, watch action on back side

Passing Plays

1. Read action by Ends/Tackle, Run or Pass
2. Release shallow on passes, look for eligibles blocking downfield, holding by B, OPI/DPI
3. QB run/pass options; Don't go too far downfield; Head on swivel, have to get progress
4. If catch, move to spot; No catch, whistle/wave it off; Not sure, go to spot and communicate
5. Eye contact with BJ on long passes/sideline/in end zone; Communicate before signaling

Scrimmage Kicks (Punts)

1. Count B and confirm 11 with Wings; Bag in non-flag throwing hand
3. Talk to B, remind 'not to hold' gunner
4. Release downfield on snap, confirm who touches/where ball is first touched or possessed.
5. If kick OOB, drop bag at point where ball crosses sideline to mark end of kick.
6. If runback, let play come to you, look for illegal blocks and progress on return

Scrimmage Kicks (Field Goal/PAT)

1. Count B, confirm 11 with BJ; Bag in non-flag throwing hand, Under post if on Ref side (5-man)
2. Help with Ineligibles; Blow whistle when ball crosses the goal line
3. LIVE BALL if FG attempt does NOT reach goal line – do NOT blow whistle
4. If under post in 'Fire' scenario, move down endline towards nearest corner pylon.

College Observation Guidelines

Wing Officials: The primary area of observation is the movement to mark forward progress after a play is complete and the movement toward the dead ball.

Between Plays

1. Does LJ check/confirm the time and status of the game clock?
2. Does H/L turn around to communicate to the coach between downs? (We do NOT want H/L to do this).
3. Is the sideline clear of players and coaches?
4. Are H and L on the sideline at the snap?
5. Does H/L use hand signals to illustrate Team A wide out(s) closest to him is/are in the backfield?
6. Does H/L back out rather than turn and jog back to his position?

During Plays

1. When the runner is downed, does H/L move up the sideline and square off at the forward progress spot?
2. Is H/L aware of when he must hustle in to mark forward progress and when he should walk in towards dead ball spot?
3. Does he give the runner the foremost point of forward progress?
4. Does H/L 'wind the clock' when a play ends near the sideline but inbounds (not a first down)?
5. On pass plays, does H slide approx. 5 yards downfield?
6. On pass plays, does L remain on the LOS until the pass is thrown? (N/A in HS)
7. Are signals deliberate, clear and easy to see?
8. On plays that go away, does H/L move into the field of play and clean-up behind R and U?
9. Is H/L at the goal line pylon when appropriate?
10. Does H/L use reverse mechanics immediately when a Change of Possession occurs?
11. Does H/L check with BJ on goal line plays near the sideline (5-man mechanics)?

Penalty Enforcement

1. If H/L has a dead ball neutral zone foul, does he blow the whistle, throw the flag and hustle in to the R?
2. Does LJ walk off the yardage with Umpire? Do they verify yardage?
3. Does H hold the enforcement spot until the Umpire spots the ball?
4. Is H/L confirming and communicating the number of the down to coaches on his side?

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IAD NOTES

Position (circle one): Referee Umpire Linesman Line Judge Back/Side Judge

Back/Side Judge: The primary area of observation: Is the cushion maintained using fade mechanics and then closing when the ball becomes dead. This sheet needs to be adapted to reflect 6-man mechanics.

RESPONSIBILITIES - MECHANICS

Pre-game/Coin Toss

1. Check Field, Help Head Linesman check line-to-gain equipment.
2. Visiting Captains; Record Toss.

Free Kicks

1. Check approved football with Kicker; Give Instructions, Count K
2. Linesman side, Free kick line; Watch for encroachment by K (5-man mechanics)
3. Wind on first touch by R; Bag on first touch by K before 10 yards and grounded
4. Cover sideline, action around play, watch for fouls, Blocks in Back
5. Follow run, keep play boxed in

Pre-Snap/Dead Ball period

1. Keep 25 second clock, starting after Referee RFP, Raise hand and chop last 5 seconds so QB can see; Wear Red armband so QB can identify.
2. Count B players and confirm with H and LJ via fist. If less than 11, thumb down.
3. Start play approx. 22 yards beyond Line of Scrimmage
4. Move towards players and Dead Ball officiate between downs

Running Plays

1. Adjust position to formations/offenses;
2. Shade Trips, Twins, slots, otherwise shade wide side
3. Key on TE for Pass or Run; Check action by TE for Holding/Being held
4. Stay deep, look for action around play, check holding, DPI, OPI; 6-man: Get to Goal Line!!
5. Plays dead outside hash, get to point and triangulate, get ball to Umpire

Passing Plays

1. Adjust position to formations; Shade Trips, Twins, slots, otherwise shade wide side
2. Key on TE for Pass or Run; Check action by TE for Holding/Being held
3. Be aware of when to release key to pick-up action in your zone.
4. Don't get beat deep, look for action around play, check holding, DPI/OPI; 6-man: Goal Line
5. Eye contact with Wings on long passes/sideline/in end zone; Communicate before signaling

Scrimmage Kicks (Punts)

1. Bag in non-flag throwing hand
2. Talk to deep Receiver, remind to give valid Fair Catch signal if he does signal
3. Mark spot of touching by either team with bean bag. Hold whistle on muffed kick.
4. Stay with deepest Receiver or ball; Drop bag at end of kick

Scrimmage Kicks (Field Goal/PAT)

1. Under post opposite Referee side
2. Blow whistle when ball crosses the goal line
3. Remember, LIVE BALL if kick does NOT reach goal line – do NOT blow whistle
4. Help with Ineligibles
5. In 'Fire' situation, move down endline to nearest corner pylon.

College Observer's Guidelines

Back Judge: The primary area of observation is the cushion maintained using fade mechanics and then closing when the ball becomes dead.

Between Plays

1. Is BJ/SJ aware of 25 second clock? Game clock, especially if under 1:00)?
2. Is BJ/SJ positioned approx. 22 yards from the ball at the snap?
3. Does BJ/SJ count and confirm B players with H/L on every play?
4. Are they communicating the down to each other?
5. Is BJ/SJ monitoring substitutions?

During Plays

1. On the snap, does BJ/SJ take one step back, read the play and flow accordingly?
2. When BJ/SJ reads run, does he stop and observe?
3. When BJ/SJ reads pass, does he keep a minimum cushion of 10 yards?
4. When a play ends OOB or in the side zones, does BJ/SJ hustle into the area to clean-up and assist?
5. Is the BJ/SJ working in tandem with H/L respectively?
6. When a play ends, does BJ/SJ move towards the players and practice dead ball officiating?
7. Are the signals deliberate, clear and easy to see?
8. Does BJ/SJ get to goal line or end line when appropriate?
9. Does BJ/SJ ever get beat deep?
10. On punts, BJ/SJ coordinates and opposite of LJ/SJ?
11. Does BJ/SJ use reverse mechanics immediately when a COP occurs?

Penalty Enforcement

1. If BJ/SJ throws the flag, does he wait until another official covers the flag before reporting to R?
2. If another official throws a flag, does the BJ/SJ assist by covering the flag?
3. With less than 2 minutes in each half, does BJ/SJ write down time remaining after each time clock stopped?
4. Does BJ/SJ work together with H/L to get ball back to LOS or new ball into the game? How are relay throws?