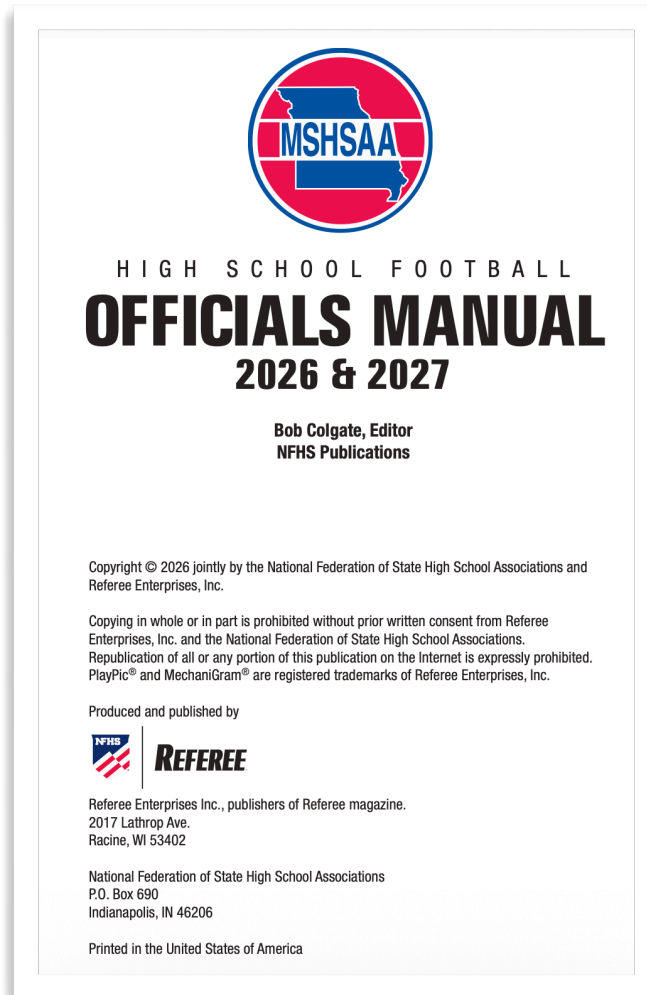


2026 NFHS / MSHSAA Mechanics Checklist

The information contained within is based on the High School Football Game Officials Manual 2024-2025 edition as well as MSHSAA approved additions/clarifications. This document is intended to be used as a reference guide. Refer to the Game Officials Manual for additional details.

Mike Hoffman

7/30/26



www.Referee.com

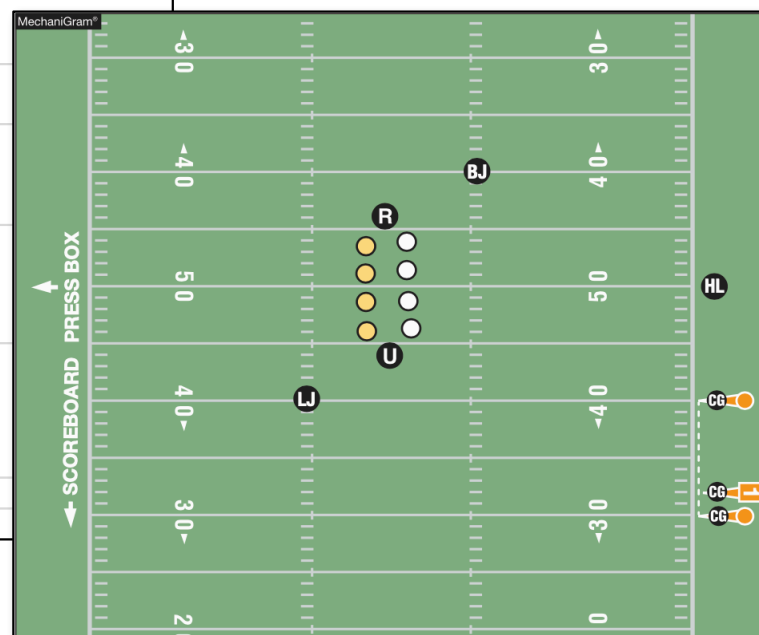
PreGame Duties



Referee	Umpire	Head Line Judge	Line Judge	Back Judge
Officiating crew should enter the field together 60 minutes before game time.				
Referee and another official meet with the home team head coach and then the visiting team head coach.				
Provide coach(s) card with list of crew members				
Inspect the entire field per the NFHS Manual		Check the chain crew equipment		Inspect the entire field per the NFHS Manual
		Meet with ball personnel		
Observe players, uniforms, equipment, etc., while they are warming up				
Crew meet to discuss information from head coaches meeting				
Meet with Game Clock Operator 30 minutes prior to Kickoff				Meet with Play Clock Operator 30 minutes prior to Kickoff
After duties are performed, if ONE team leaves the field, the crew may leave the field and return to locker room or designated area				
At the time the coach stated, or no later than 5 minutes prior to kick-off, the crew MUST arrive back at the field				
Proceed to sideline opposite LTG equipment	Proceed to sideline with LTG equipment	Meet with Chain Crew	Escort team from your side of field from their access entry point to their sideline	Escort team from your side of field from their access entry point to their sideline

Coin Toss

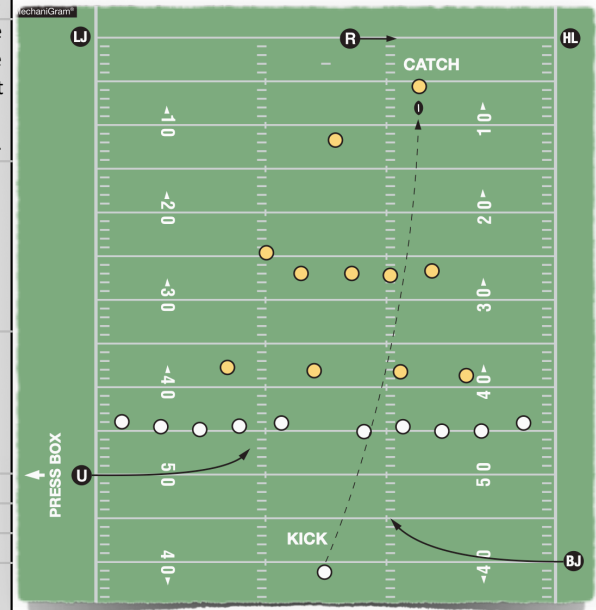
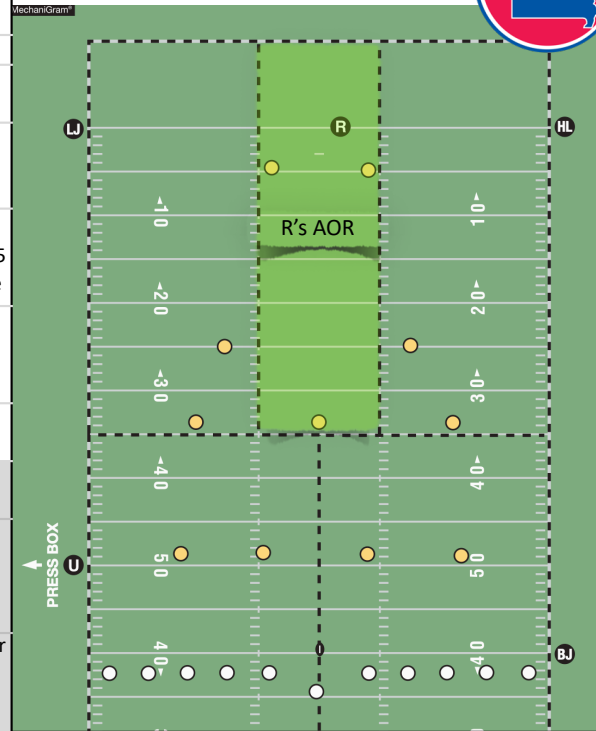
Referee	Umpire	Head Line Judge	Line Judge	Back Judge
Position: Sideline opposite LTG equipment	Position: Sideline with LTG equipment	Position: Sideline with LTG equipment	Position: Sideline opposite LTG equipment, opposite R	Position: Sideline with LTG equipment, across from R
			Obtain Kicking ball	Obtain Kicking ball
Speaking captains should be positioned so they are closest to the referee when the group meets in the center of the field.				
Escort captains to center of field at 3 minute mark	Escort captains to center of field at 3 minute mark		Escort captains at 3 minute mark; stop at hash mark	Escort captains at 3 minute mark; stop at hash mark
Face Scoreboard or Back to Scoreboard	Face Referee		Observe team members not involved in toss	Observe team members not involved in toss
Visiting team has choice of Heads or Tails	Repeat Visiting Teams Choice of Heads or Tails			
Toss Coin, catch coin in air or let it hit the ground				
Offer Kick or Receive, Defend a Goal, or Defer Choice				
Captain chooses to defer: face press box, tap shoulder of deferring captain & signal the declination				
Ask captains to put their backs to goal line their team will defend, provide appropriate signal				
All officials join the referee and umpire in the center of the field and record the results of the toss.				
All game officials simultaneously move to their kickoff positions.				



FREE KICK



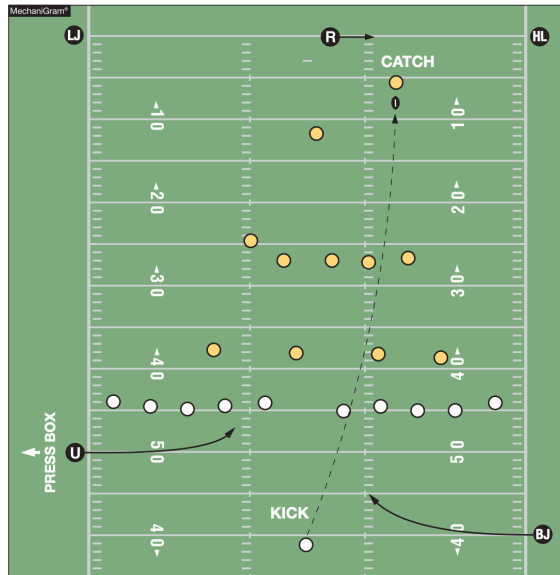
Referee	Umpire	Head Line Judge	Line Judge	Back Judge
Hustle to kickoff position	Hustle to kickoff position while clearing sideline	Hustle to kickoff position while clearing sideline	Hustle to kickoff position while clearing sideline	Hustle to kickoff position while clearing sideline
Count R	Count K	Count R	Count R	Count K
		Line Up on GL at 45° angle (Rule on TB or KOB if pylon threatened).		Kicking Ball; 60 sec interval/ 15 sec signal
		Modify starting position based on deepest receivers alignment, but no closer than 10 yard to nearest receiver. H & L should lineup on the same yard line.		Verify Team K has 11 players on field
	When Team A is on the field, move to the numbers on your side of the field. Identify R's free-kick line, remind R that all blocks must be above the waist			Verify no K player, other than kicker, is more than 5 yds from K's free-kick line
Whistle and provide Ready For Play Signal				Remind K not to kick the ball until RFP
Verify at least 4 players on each side of Kicker	Responsible for R's Free Kick line	Stay on Goal Line if pylon if threatened, or retreat towards the Goal Line if position was adjusted		Responsible for K's Free Kick line
Responsible for Goal Line; Touchback; Momentum; Muffed Kick; Legal/Illegal Kick	Pop-Up Kick (Secondary), 1st Touching (Primary), Kick Crossing R's FK Line	Rule on Touchback; Momentum; Muffed Kick, Kick Out-of-bounds		Pop-Up Kick (Primary), 1st Touching (Secondary)
If the ball is touched by R in your AOR, wind the game clock.	When K players pass your position, move into the field of play, approx 8-10 yards downfield and at the near-side hash marks	If the ball is touched by R in your AOR, wind the game clock.	If the ball is touched by R in your AOR, wind the game clock.	When K players pass your position, move into the field of play, approx 8-10 yards downfield and at the near-side hash marks
Kick down middle of the field, stay with the runner to R-30		Move upfield along sideline after ball is caught staying behind runner		Observe action in middle of the field in front of the runner. Be especially alert to R players moving back toward R's own goal line.
As the ball carrier reaches the R-30, move your focus to players trailing the play and continue up field behind the deepest players.	Officiate players / holding / illegal blocks in your AOR			
		Responsible for forward progress all the way to the goal line.		Primary for coverage at the GL and should be straddling the GL in advance of the runner crossing it
Dead Ball Awareness	Kick OOBs	Kick OOBs	Kick OOBs	Kick OOBs
Clock Status	Dead Ball Awareness	Dead Ball Awareness	Dead Ball Awareness	Dead Ball Awareness
	Clock Status	Clock Status	Clock Status	Clock Status
	When the play ends move to the ball and replace it with the proper ball for the next series or try.			



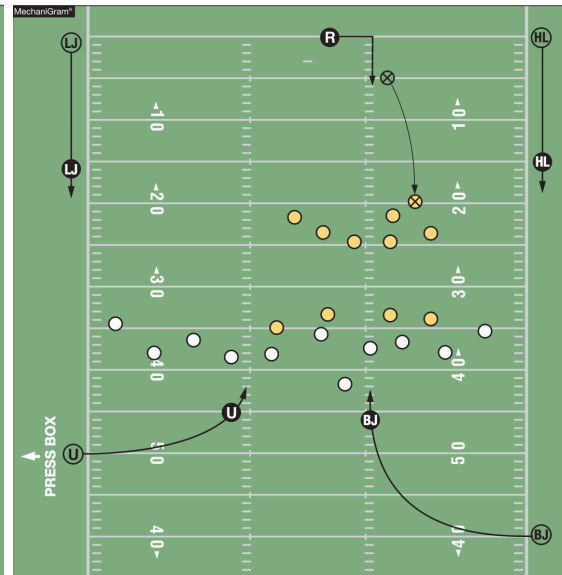
Free Kick



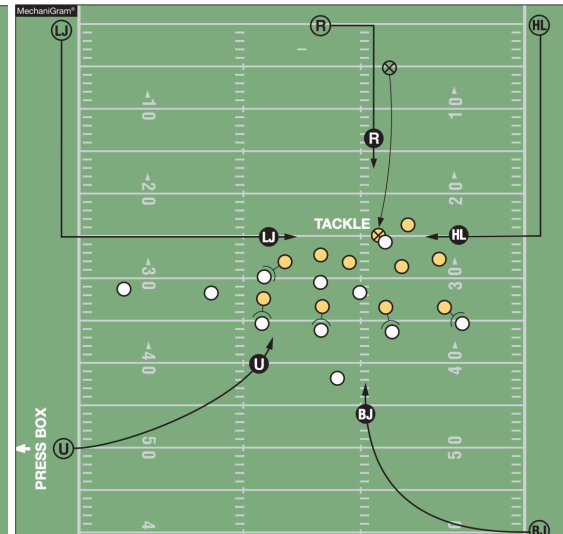
Free Kick to Side Zone Part 1



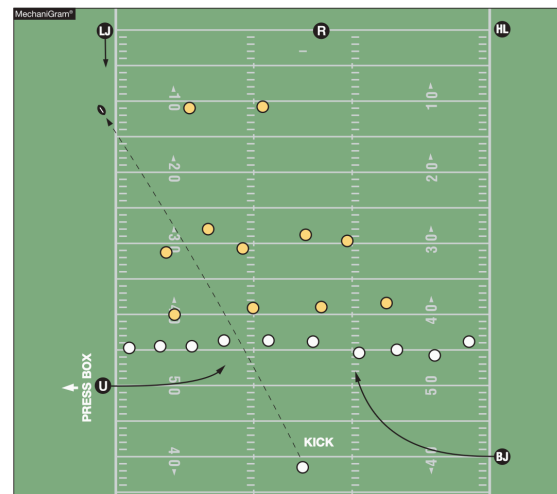
Free Kick to Side Zone Part 2



Free Kick to Side Zone Part 3



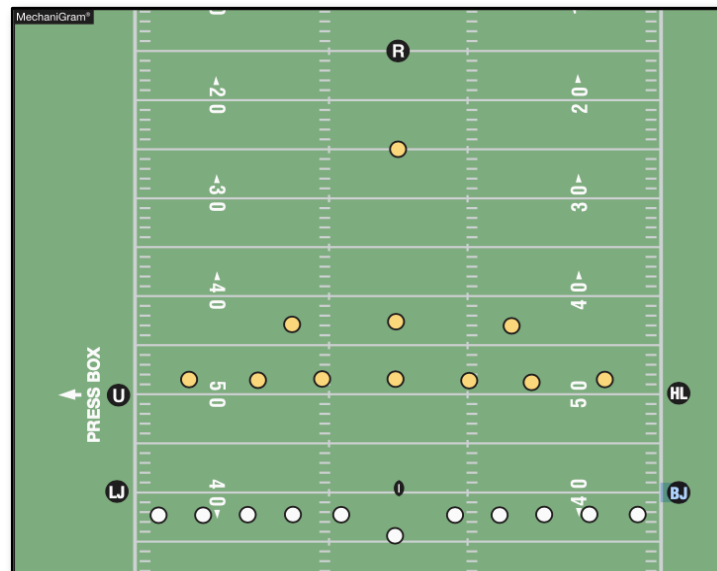
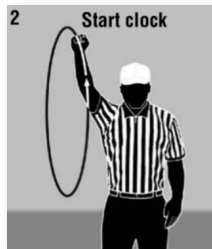
Free Kick OOBs



On-Side Kick



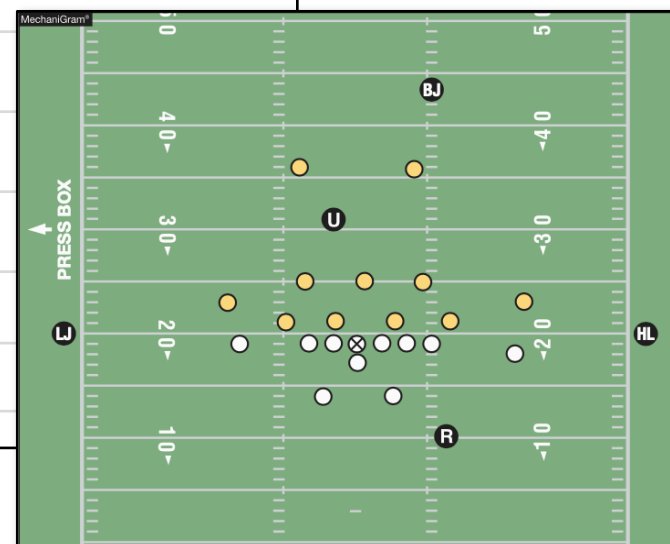
Referee	Umpire	Head Line Judge	Line Judge	Back Judge
Position: Middle of field behind deepest receiver	Position: R's Free Kick line	Position: R's Free Kick line	Position: K's Free Kick line	Position: K's Free Kick line
Count R	Count R	Count R	Count K	Count K
Verify at least 4 players on each side of Kicker				No K players (other than Kicker) more than 5 yds behind K's Free Kick Line
		Ball Kicked into ground	Responsible for K's Free Kick line - Officiate as a plane	Responsible for K's Free Kick line - Officiate as a plane
	1st Touching by K (bean bag spot)	1st Touching by K (bean bag spot)	<u>Primary:</u> Blocking by both teams	<u>Primary:</u> Blocking by both teams
			<u>Secondary:</u> 1st Touching by K (bean bag spot)	<u>Secondary:</u> 1st Touching by K (bean bag spot)
	Start clock when kick is legally touched	Start clock when kick is legally touched	Start clock when kick is legally touched	Start clock when kick is legally touched
Kick OOBs	Kick OOBs	Kick OOBs	Kick OOBs	Kick OOBs
Clock Status	Clock Status	Clock Status	Clock Status	Clock Status



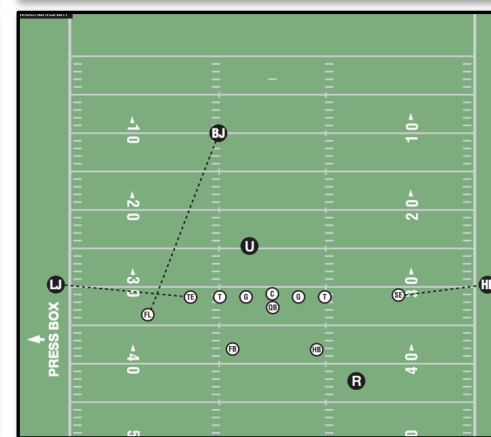
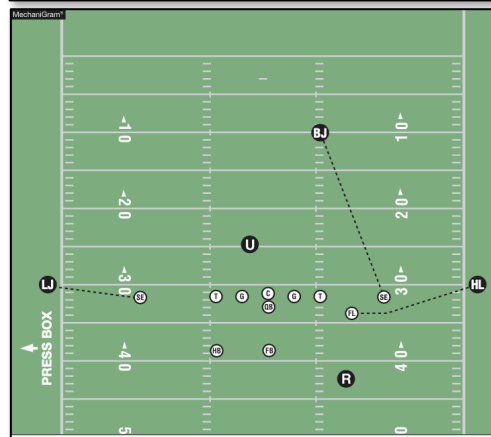
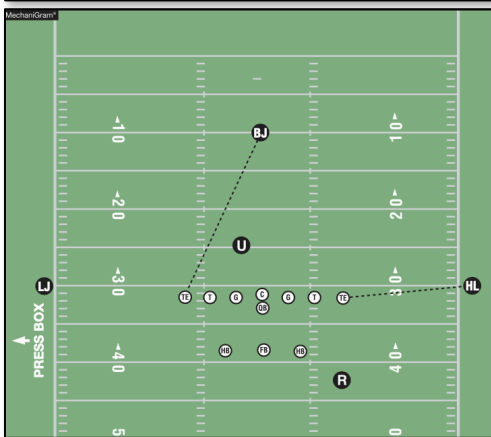
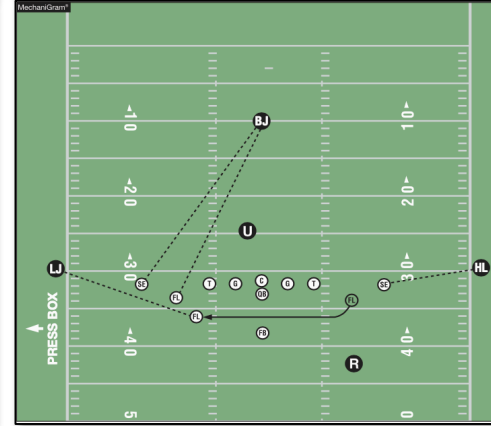
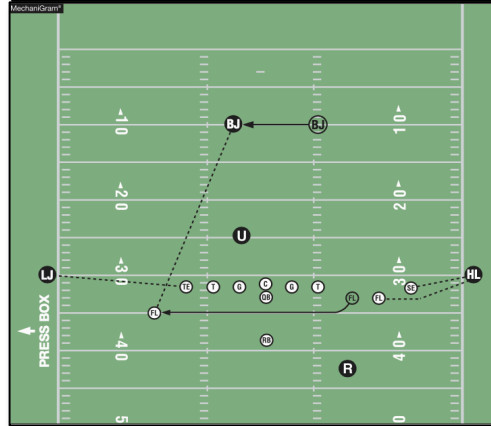
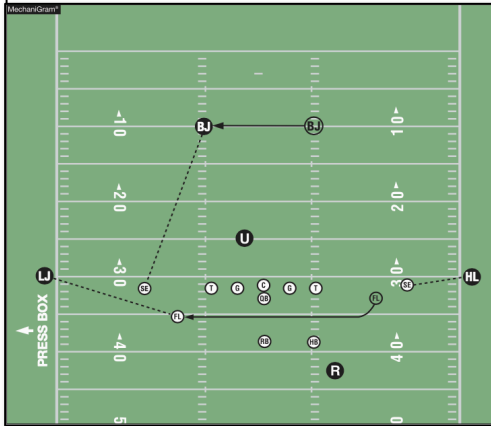
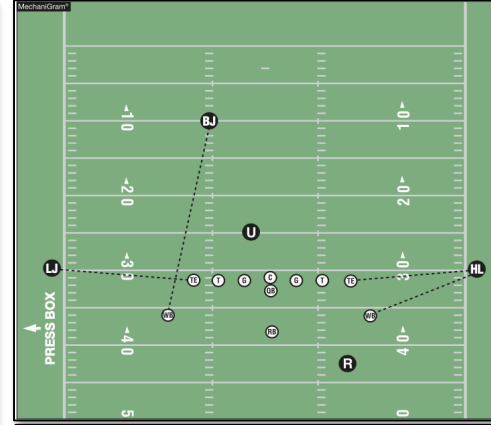
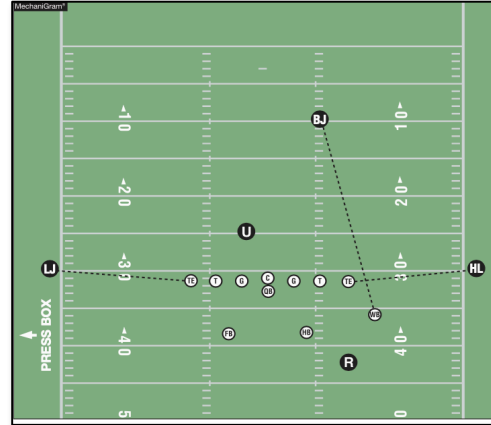
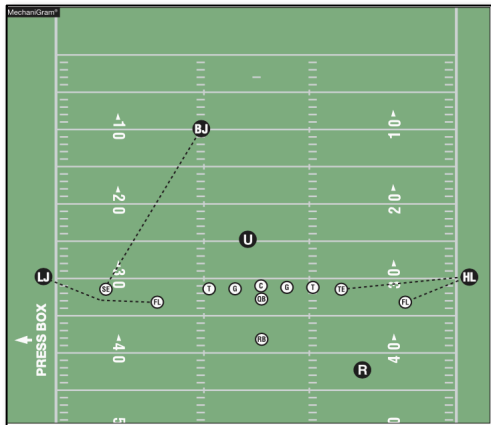
PreSnap



Referee	Umpire	Head Line Judge	Line Judge	Back Judge
Position: Passing-arm side of the QB, ~ 15 yards deep and at least as wide as the TE.	Position: 5-10 yards beyond LOS between B's defensive tackles	Position: Straddle LOS no no further than 1 yard behind the sideline	Position: Straddle LOS no no further than 1 yard behind the sideline	Position: ~ 20-25 yards beyond LOS, no wider than hash mark. Ball snapped between B-10 & B-15: starting position may be in EZ. Ball snapped between B-10 and GL: Start on end line
Verify down marker is correct, provide RFP, & sound whistle (when appropriate)	Remain over ball until RFP or released by R; Note position of ball between hash marks			Responsible for Team B's GL until ball is snapped at or inside B-10.
Note ball position on field (right hash, right goal post, middle of field, left goal post, left hash)	Note ball position on field (right hash, right goal post, middle of field, left goal post, left hash)			25/40 sec play clock
Count A	Count A	Count B	Count B	Count B
Down/Distance/LTG	Down/Distance	Down/Distance/LTG	Down/Distance/LTG	Down/Distance/LTG
	5 players 50-79	Illegal Substitutions	Illegal Substitutions	
	Snap infractions, FST, III Shift / Motion	Identify Eligible Receivers	Identify Eligible Receivers	
		Verify no more than 4 in backfield	Verify no more than 4 in backfield	
Key on opposite tackle	Guard / Center / Guard	Keys, Extend arm towards backfield to indicate closest Team A player(s) is off LOS		
Be alert for False Start, Illegal Shift / Motion		FST, III Shift / Motion	FST, III Shift / Motion	
		Player in Motion away from you until snap	Player in Motion away from you until snap	



KEYS



Running Plays



Referee	Umpire	Head Line Judge	Line Judge	Back Judge
		Snap, Tackle, Back		
Focus on the ball, runner and blocking around the runner.	Blocks & Holding at Point of Attack	Runs up the middle or towards your side of field, observe blocking and action in front of runner. Runs away from your side of the field, observe blocking and actions of players not involved in the flow of play.		
Play to opposite side, move toward or parallel to the LOS		Stay on LOS until ball carrier crosses LOS	Stay on LOS until ball carrier crosses LOS	Cover play while staying within hash marks
Play to R's side, responsible for the runner until runner crosses the NZ or turns upfield.		Back Side Coverage	Back Side Coverage	Fumble
Ball exchange / Shovel Pass		Fumble (Bean Bag Spot of fumble)	Fumble (Bean Bag Spot of fumble)	
Fumble behind LOS (OK to Bean Bag)		Forward Progress beyond/behind LOS*	Forward Progress beyond/behind LOS*	
Maintain focus on QB if threatened after handoff/pitch		* Pick up Forward Progress from offside wing official if necessary		
Blocks & Holding at Point of Attack		See ball before blowing whistle	See ball before blowing whistle	
		4th down / short; consider moving to LTG after the snap	4th down / short; consider moving to LTG after the snap	
Dead Ball				
		Provide either the Dead Ball or Time-Out signal.		Assist with ball relay
Follow play to sideline	<u>Do not sound whistle</u> unless covering official is not in position	If play ends near sideline: Wind Clock then provide either the Dead ball or Time-Out signal.		
		Out of Bounds Procedures	Out of Bounds Procedures	Out of Bounds Procedures
Dead Ball Officiate	Dead Ball Officiate	Dead Ball Officiate	Dead Ball Officiate	Dead Ball Officiate
Clock Status	Clock Status	Clock Status	Clock Status	Clock Status
Signal number of next down	Spot ball for next down	Indicate # of next down on chest	Indicate # of next down on chest	
Responsible for Goal Line on change of possession		After R signals next down, signal down with extended arm & verbally confirm down with box indicator	After R signals next down, signal down with extended arm & check down indicator	

After the play is over, Wings only pinch in as far as necessary. The wider that you are able to work the better. When possible and as action/play allows, remain on the sideline. Guidelines below represent the maximum amount a wing official should pinch in when necessary when the ball is dead.

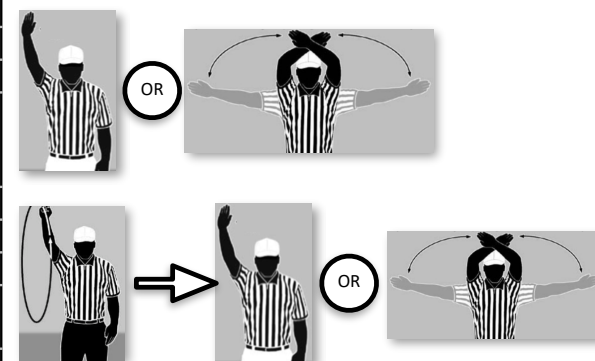
Ball to your side: come no further than 9 yard marks, stop if meeting resistance of player(s)

Ball in center of field: come no further than 9 yard marks, stop if meeting resistance of player(s)

Ball away from you: come no further than your hash, stop if meeting resistance of player(s)

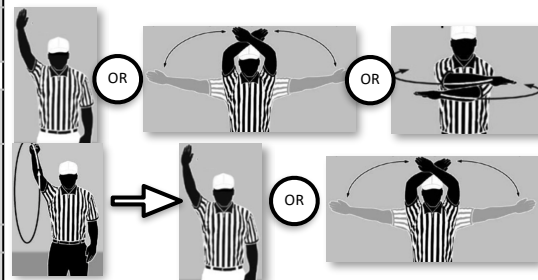
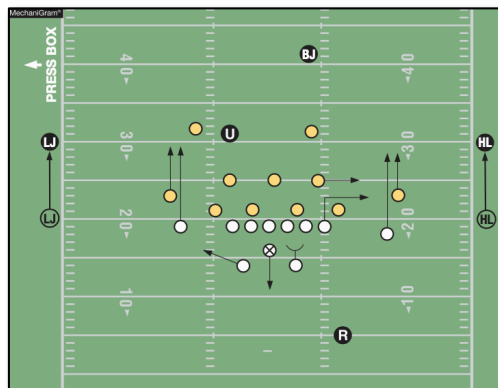
Close to first down/TD:

- Your Side/Center: pinch in until meeting resistance of player(s) on the yard line of the spot
- Away from you: pinch no further than your hash



Passing Plays

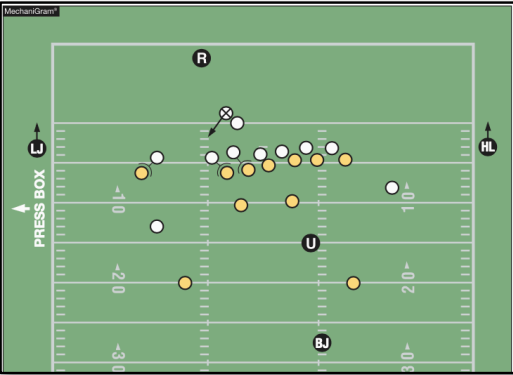
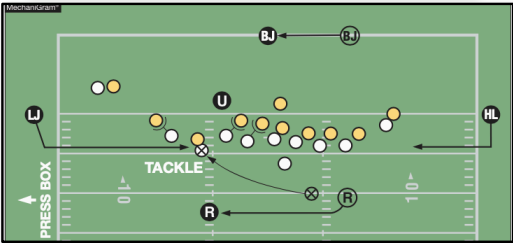
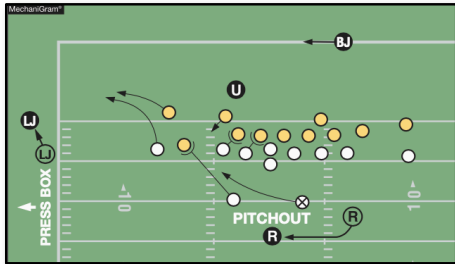
Referee	Umpire	Head Line Judge	Line Judge	Back Judge
Special attention to passer (move with QB, keeping at least a 10 yd buffer)	Step towards NZ	<u>Stay on LOS as long as possible.</u> May release downfield after receiver has gone 12-15 yds downfield, or the QB has released the ball. On short passes, turn in place to rule on catch.	<u>Stay on LOS as long as possible.</u> May release downfield after receiver has gone 12-15 yds downfield, or the QB has released the ball. On short passes, turn in place to rule on catch.	Cover play while staying within hash marks
Ball exchange / Shovel Pass	Blocks & Holding at Point of Attack	Back Side Coverage	Back Side Coverage	Action takes you to ball
Blocks & Holding at Point of Attack	Ineligibles downfield	Ineligibles downfield	Ineligibles downfield	Deep Coverage - Keep all players in front of you
Forward/Backward Pass	Signal if pass is tipped	Punch Pass backwards on passes thrown to your side of field	Punch Pass backwards on passes thrown to your side of field	Goal Line and End Line Responsibility
If flight of pass is altered because passer's arm is hit by a defender, resultant loose ball is a forward pass.	Illegal Forward Pass beyond NZ	<i>Pass Touched Behind / Beyond LOS</i>	<i>Pass Touched Behind / Beyond LOS</i>	Don't get beat to Goal Line
If the play results in a fumble, R may beanbag spot where possession was lost	Pivot when pass is thrown and follow flight of ball. Catch/trap responsibility if the receiver is facing the U.	Forward Progress beyond/behind LOS	Forward Progress beyond/behind LOS	Momentum (bean bag)
		Fumble	Fumble	Fumble
Intentional Grounding	Assist with Intentional Grounding	Assist with Intentional Grounding	Assist with Intentional Grounding	
Pass thrown to stop clock If QB is sacked, determine progress spot		OPI-DPI	OPI-DPI	OPI-DPI
Follow play to sideline / OOBs	<u>Do not sound whistle</u> unless covering official is not in position	FEET – BALL – FEET	FEET – BALL – FEET	
Illegal Forward Pass beyond NZ	Spot ball for next down	See ball before blowing whistle	See ball before blowing whistle	See ball before blowing whistle
Dead Ball				
		Provide either the Dead Ball , Time-Out or Incomplete Pass signal.		
		If pass completed & play ends near sideline: Wind Clock then provide either the Dead Ball or Time-Out signal.		
		Out of Bounds Procedures	Out of Bounds Procedures	Out of Bounds Procedures
		Indicate # of next down on chest	Indicate # of next down on chest	Assist with ball relay
Signal number of next down		After R signals next down, signal down with extended arm & verbally confirm down with box indicator	After R signals next down, signal down with extended arm & check down indicator	
Dead Ball Officiate	Dead Ball Officiate	Dead Ball Officiate	Dead Ball Officiate	Dead Ball Officiate
Clock Status	Clock Status	Clock Status	Clock Status	Clock Status



Goal Line Play



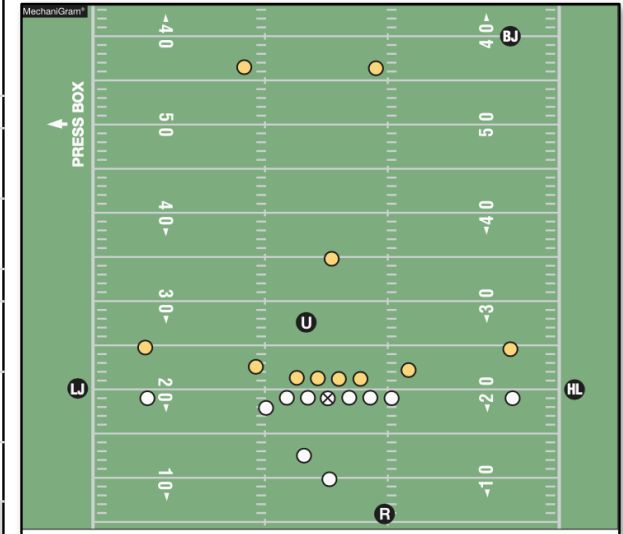
Referee	Umpire	Head Line Judge	Line Judge	Back Judge
Position and Coverage same as Running/Passing play(s)				Ball snapped between B-10 and GL: Start on end line
Do not give TD from behind runner	Do not give TD signal at any time	Remove LTG indicator from sideline when goalline is LTG		Responsible for End Line
	Be sure ball is not moved forward after ball is dead	Provide bean bag to down-operator when LTG has been removed		
		Offense Going In; 5 yds and in		
		Immediately release diagonally to the GL extended at the snap		
		Offense Going In; 10 yds and in		
		Slowly release at the snap towards GL staying ahead of runner.		
	Do not block GL for Wing Officials	Result of Play: Short of GL		
		Officiate back towards the ball. Wind clock if run ends near SL. Provide Dead Ball Signal.		
		Result of Play: TD		
After verifying with crew, give TD signal facing press box		Signal TD when you see ball in possession of runner break plane of GL		
The TD signal is given only by a game official who actually sees the ball in possession of a runner break the plane of the goal line. Mirroring the signal can cause problems; if the covering game official is incorrect, the crew will find it difficult to overcome two game officials making a mistake. If the covering game official is correct, there is no need for a second signal.				
		Offense Going Out; Ball snapped from A-5 and In		
		Reverse GL Mechanics: Immediately release to GL at the snap.		
Dead Ball Awareness	Dead Ball Awareness	Dead Ball Awareness	Dead Ball Awareness	Dead Ball Awareness
Clock Status	Clock Status	Clock Status	Clock Status	Clock Status



Scrimmage Kicks

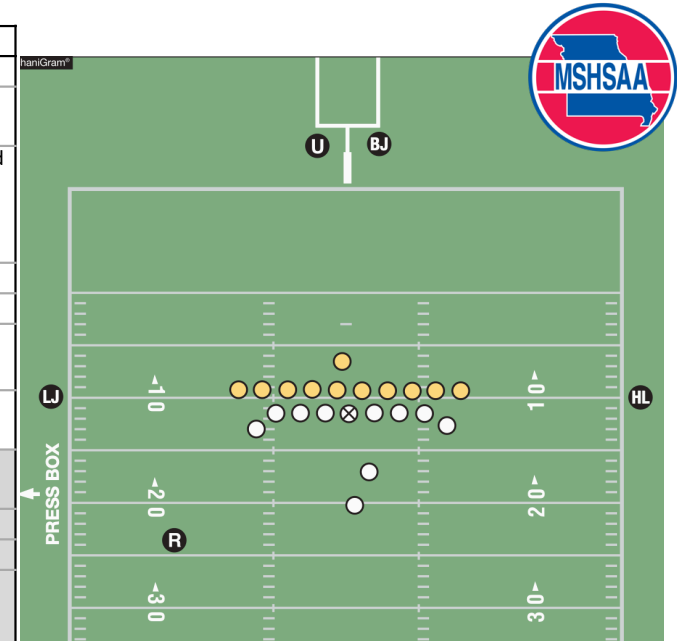


Referee	Umpire	Head Line Judge	Line Judge	Back Judge
	Remain over ball until RFP or released by R			
Position: 3-5 yards outside TE & 2-3 yards behind Kicker on Kicking leg side	Position: 5-10 yards beyond LOS favoring LJ's side line	Position: Straddle LOS 1 yard behind the sideline	Position: Straddle LOS 1 yard behind the sideline	Position: 10-12 yards wider than & 2-3 yards deeper than Rec
Count K	Count K	Count R / Team Colors	Count R / Team Colors	Count R / Team Colors
Signal SK formation to U	Echo R's SK formation signal	Illegal Substitutions	Illegal Substitutions	
Be alert for False Start, Illegal Shift / Motion	Remind R players that snapper is protected	Identify Eligible Receivers	Identify Eligible Receivers	
	Numbering Exceptions	FST, III Shift / Motion	FST, III Shift / Motion	
	Snap infractions, FST, III Shift / Motion	Verify no more than 4 in backfield	Verify no more than 4 in backfield	
	Guard / Center / Guard	Player in Motion away from you until snap	Player in Motion away from you until snap	
		Snap, Tackle, Back	Snap, Tackle, Back	
Be alert for blocked kick	Step toward NZ after snap	Release downfield after ball crosses NZ	Release slowly downfield after snap. Stay on LOS if errant snap, or if K executes a fake punt.	Bean Bag End of Kick
Rule on Kicker / Shield	Roughing Snapper	Watch blocks in front of Kick returner	Watch blocks in front of Kick returner	Fair Catch
Runner / GL coverage on long returns	Blocks by Offensive guards and backs behind NZ		Observe action of signaler when no fair catch is made	First Touching / Muff
	Aid LJ in determining if Kick crosses NZ	Forward Progress / K's Goal Line Responsibility	Forward Progress / K's Goal Line Responsibility	R's Goal Line / Touchback / Momentum
	Be alert for Ineligibles downfield on fakes or if play breaks down	Be alert for Ineligibles downfield on fakes or if play breaks down	Be alert for Ineligibles downfield on fakes or if play breaks down	Slowly follow runner
	After kick, pivot to LJ side of field	Fumble	Fumble	Fumble
	Help relay ball	See ball before whistling	See ball before whistling	See ball before whistling
	Spot ball for next down	OOB Procedures	OOB Procedures	OOB Procedures
		Assist R in covering short or blocked kicks	Assist R in covering short or blocked kicks	Assist with ball relay
Line up covering official on Kicks OOBs		Kicks OOBs	Kicks OOBs	Cover deep Kicks OOBs on HL's side of field
Dead Ball Awareness	Dead Ball Awareness	Dead Ball Awareness	Dead Ball Awareness	Dead Ball Awareness
Clock Status	Clock Status	Clock Status	Clock Status	Clock Status



Field Goal / Try: **Ball Snapped Inside the B-20**

Referee	Umpire	Head Line Judge	Line Judge	Back Judge
	Spot Ball			
	Discuss Snapper Protection with Team B			
Position: 2-3 yds behind & 3-5 yds* to side of Kicker facing holder. <i>* Consider 7-10 yds wider</i>	Move to position behind end line and Goal Post on Press Box Side	Position: Straddle LOS no further than 1 yard behind the sideline	Position: Straddle LOS no further than 1 yard behind the sideline	Position: Behind end line and Goal Post opposite Press Box
Signal SK formation to U	Numbering Exceptions	Illegal Substitutions	Illegal Substitutions	Play Clock
Count K	Count K	Count R	Count R	Count R
Communicate status of ball after kick (Live / Dead)	Communicate status of ball after kick (Live / Dead)	Communicate status of ball after kick (Live / Dead)	Communicate status of ball after kick (Live / Dead)	Communicate status of ball after kick (Live / Dead)
	Identify #'s of Eligible Receivers	Identify #'s of Eligible Receivers	Identify #'s of Eligible Receivers	Identify #'s of Eligible Receivers
Rule on Kicker and/or Holder	Roughing Snapper	Same Coverage / Responsibilities as Running / Passing Plays		
	Upright			Crossbar / Upright / Whistle
Tip Signal	Yes-Yes / No-No			Yes-Yes / No-No
	Signal Score / No Score (1 yd into EZ) with BJ at the same time	Move toward offensive and defensive linemen after the kick to dead ball officiate	Move toward offensive and defensive linemen after the kick to dead ball officiate	Signal Score / No Score (1 yd into EZ) with U at the same time
Dead Ball Awareness	Dead Ball Awareness	Dead Ball Awareness	Dead Ball Awareness	Dead Ball Awareness
Clock Status	Clock Status	Clock Status	Clock Status	Clock Status; Start one min timer after R signals score/no score
Blocked / Short Kick Field Goal Attempt & Fake / Busted Play				
Be alert for blocked kick.	Move along the end line & toward the nearest sideline.	Rule whether or not the kick crossed the neutral zone.		Move along the end line & toward the nearest sideline.
		Use Running/Passing Play Mechanics OR Goal Line Mechanics based on ball position at the snap.		
		If a pass is used, wings must know if the passer was beyond the line.		
	Ineligibles downfield	Ineligibles downfield	Ineligibles downfield	Ineligibles downfield



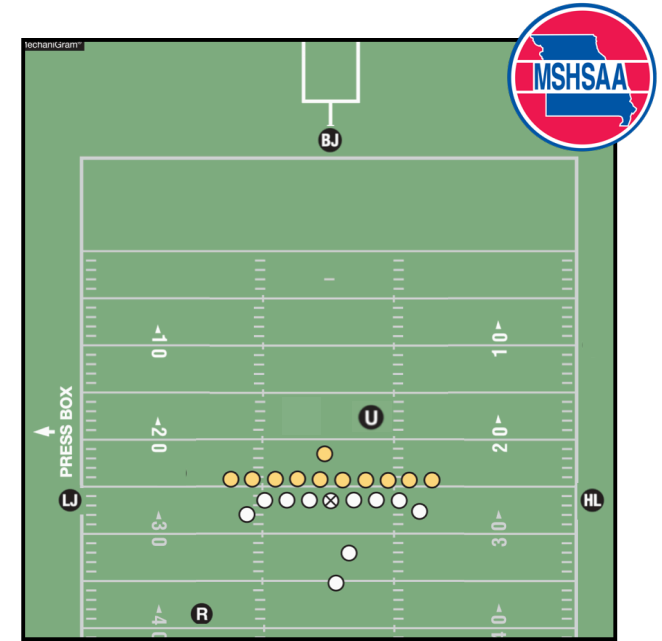
Swinging gate formation:

- H and L: line up using traditional scrimmage play mechanics
- B: adjust position to three or four yards behind the end line in the middle of the "goal/uprights" with responsibility for both uprights.
- U: Remain over the ball until the RFP signal, and move to a position that is ½ way between the center and next lineman.
- R: Traditional scrimmage play mechanics position.

If the swinging gate formation then shifts to a scrimmage kick formation, Referee step in and hold up play until U & B are in position to officiate the kick

Field Goal / Try: **Ball Snapped Outside the B-20**

Referee	Umpire	Head Line Judge	Line Judge	Back Judge
	Spot Ball			
	Snapper Protection			
Position: 2-3 yds behind & 3-5 yds* to side of Kicker facing holder. <i>* Consider 7-10 yds wider</i>	Position: 5-10 yards beyond LOS between B's defensive tackles	Position: Straddle LOS no further than 1 yard behind the sideline	Position: Straddle LOS no further than 1 yard behind the sideline	Position: Behind end line under center of crossbar
Signal SK formation to U	Numbering Exceptions	Illegal Substitutions	Illegal Substitutions	Play Clock
Count K	Count K	Count R	Count R	Count R
Communicate status of ball after kick (Live / Dead)	Communicate status of ball after kick (Live / Dead)	Communicate status of ball after kick (Live / Dead)	Communicate status of ball after kick (Live / Dead)	Communicate status of ball after kick (Live / Dead)
		Identify #'s of Eligible Receivers	Identify #'s of Eligible Receivers	Identify #'s of Eligible Receivers
Rule on Kicker and/or Holder	Roughing Snapper	Same Coverage / Responsibilities as Running / Passing Plays		After Kick, move to rule on kick as required
Tip Signal	Tip Signal			Crossbar / Uprights / Whistle
	Move towards lineman after the kick to dead ball officiate	Move toward offensive and defensive linemen after the kick to dead ball officiate	Move toward offensive and defensive linemen after the kick to dead ball officiate	Signal Score / No Score (1 yd into EZ) with U at the same time
Dead Ball Awareness	Dead Ball Awareness	Dead Ball Awareness	Dead Ball Awareness	Dead Ball Awareness
Clock Status	Clock Status	Clock Status	Clock Status	Clock Status; Start one min timer after R signals score/no score
Blocked / Short Kick Field Goal Attempt & Fake / Busted Play				
Be alert for blocked kick.		Rule whether or not the kick crossed the neutral zone.		
		Use Running/Passing Play Mechanics OR Goal Line Mechanics based on ball position at the snap.		
		If a pass is used, wings must know if the passer was beyond the line.		
	Ineligibles downfield	Ineligibles downfield	Ineligibles downfield	Ineligibles downfield



Swinging gate formation:

- H and L: line up using traditional scrimmage play mechanics
- B: adjust position to three or four yards behind the end line in the middle of the "goal/uprights" with responsibility for both uprights.
- U: Remain over the ball until the RFP signal, and move to a position that is ½ way between the center and next lineman.
- R: Traditional scrimmage play mechanics position.

If the swinging gate formation then shifts to a scrimmage kick formation, Referee step in and hold up play until U & B are in position to officiate the kick

Penalty Admin



Dead Ball Foul:

- (1) Toss Flag / Whistle / Stop Clock / Come in hard to prevent snap
- (2) Verify Clock Status
- (3) Report Foul / Player # to Ref/Crew via O2O

Live Ball Foul:

- (1) Obtain Player #, Toss Flag, Continue to Officiate until the conclusion of the dead ball action
- (2) At conclusion of play: Whistle (Tweek, Tweet, Tweet) / Stop Clock
- (3) Verify Clock Status
- (4) Report to Ref/Crew via O2O:
 - (a) Result of Play
 - (b) Status of the ball when the foul occurred (During the Run, During the Kick, During the Return, etc)
 - (c) Foul, Player #, Offense/Defense, Passing/Intercepting Team, Kicking/Receiving Team



Referee	Umpire	Head Line Judge	Line Judge	Back Judge
	Secure ball	Discuss Penalty Options with offended Head Coach		Obtain ball, Assist in holding spot of foul or recovering penalty flag
Announce/Signal Penalty (<u>Give Preliminary Signal, only if necessary</u>)	Enforce Penalty	Proceed to succeeding spot	Hold Enforcement Spot	
	If enforcement spot if outside hash marks, step of penalty in side zone			
	Avoid stepping off distance between yard lines, except to the first and final yard			
When penalty is enforced on kickoff, Provide Foul signal, Point to offending team, Indicate scoring signal, Point to succeeding spot				Give signal for foul enforced on kickoff

Penalty Enforcement Post-Verification

	Primary Responsibility	Secondary		
Enforcement Spot	R/U/H/L	B		
Succeeding Spot	U/H/L	R/B		
# of next down	All	All		
Play Clk (25 / 40)	B	L/R		
Game Clk (Snap / RFP)	L	R/B/H		

Measurements



Referee	Umpire	Head Line Judge	Line Judge	Back Judge
Chain Crew Instruction Relating to Clip				
The head Line Judge's clip is a safety valve. If the chains are moved either in error or for safety reasons, the clip provides the exact chain location. The clip operator should be told to place the clip on the back edge of the line. The clip also provides a reference point when the chains are taken out for a measurement. <i>The clip goes on the back edge of the 5-yard line nearer the trail pole.</i>				
Preparation / Measurement				
		Instruct down indicator operator to move to forward stake and keep same down number	Closest official to Team A's sideline: Obtain additional game ball	
		Place clip between fingers, Walk chains out	Align Line Judge with line and ball	<i>Hold ball facing Team A goal line</i>
	After Line Judge is ready, pull chain			
Determine if ball across line-to-gain. If game is televised, allow camera to see the measurement				
Signal 1st down or signal distance to LTG				
Short of LTG in side zone				
Grasp chain at link in front of ball, walk to nearest hash mark	Relocate chains to nearest hash mark	Relocate chains to nearest hash mark	Deliver new Team A game ball to Referee	Remain with game ball at original position of ball
Obtain new Team A game ball from LJ and place ball behind link		Relocate chains to side line		

