

# Lineman & Line Judge

## HL & LJ - Pre-Game & Game Day Management Responsibilities

Positions require focus and concentration the entire game - EVERY PLAY matters on Forward Progress!

Sideline Management/Control is paramount throughout the game. Despite the heat, always be courteous with Head Coach.

Sideline Management (9-4-8: S38-S29/15 yds) (9-8-3: S15; S7-S29/5 yds; S7-S29-S27/15 yds)

H - Provide Instructions to Chain Crew and Ball Boys on Your Side.

Follow MSHSAA Mechanics & Guidelines [not NCAA]. Work on Consistent Ready for Play Signal & Penalty Signal(s)

Be a Great Dead Ball Official

Coin Toss: LJ bring out Kicking ball

## Fouls / Penalties

**CREW:** Don't fish in someone else's pond.

If you "Think it's a foul," ... it's Not a Foul.

**Was an Advantage Gained on DPI or OPI?**

**Did it impact the play?**

"See everything you call, but don't call everything you see"; "Make it Big"; "Make it be There"; Be Consistent in Judgement

Calling official to provide (1) Results of the play, (2) Status of the ball when the foul occurred, (3) Foul, O/D/K/R & number. (020)

Convey Foul / Penalty information to both Head Coaches. Obtain penalty choice from the offended teams Head Coach.

Assist R on all UNS fouls - and remind them the 2nd UNS foul = DQ.

## Game Officials Manual Points of Emphasis

Pregame Administration, Clock Management, Importance of Dead Ball Officiating

## Recent Rule Changes

Player IB / OOBs [2-29-1], Defenseless Players [2-23-16d], Intentional Grounding Exception [7-5-2d EXC 2a, c],  
Basic Spot Penalty Enforcement [10-4],

## All Officials Duties During Game

BJ; Responsible for all timing situations, Kicking & Passing Game

HL & LJ = Responsible for Forward Progress & Sideline Control

U = Responsible for assisting R on Penalty Enforcement & Inside Game

**Focus on Being a Great Dead Ball Official**

Always Hustle During the play

All officials need to be aware of the game clock status

Know your Key & # before the snap

## HL & LJ - Pre-Snap Position & Ritual

Count Defense / Confirm w/ B J

Start at LOS 1 yard beyond the Sideline

Read the Formation / Unbalanced Line

Find your KEY: Tackle & I/S Receiver(s) & #'s

**Stay on LOS until ball crosses NZ or pass is inevitable**

**Know where the Line to Gain is located**

**HL & LJ: Square off on Forward Progress**

## Free Kicks / Always be Alert for Short Kick

Position:	Responsibility #1:	Responsibility #2:	Count:
R @ G/L	Ensure there are 4 players on each side of the kicker [6-1-4]	Momentum Rule [Bag it] (8-5-2a)	R
U @ 20YL	Progress on your side of the field. Use cross field mechanics.	Illegal blocks (BSB, BBW, IBB)	R
L J @ 50YL	Encroachment by R & 1st touching by K	K's Goal Line on your side of field	K
B @ 40YL	Encroachment by K*. Pop Up Kick	Illegal blocks (BSB, BBW, IBB) & K's Goal Line	K
HL @ 30YL	Progress on your side of the field. Use cross field mechanics.	Illegal blocks (BSB, BBW, IBB)	R
Z			

**Forced Touching = No Touching = Ignore It (6-1-6)**

**When the kick is over - SPOT the ball on a yard line to start the series.**

## Probable Penalties:

Pop Up Kick (2-24-10) (6-1-11)	S7 - S19 - 5 yards
Block Below the Waist (BBW) (2-17) (9-3-2)	S40 - 15 yards
Block in the Back (IBB) (9-3-6)	Make sure it's from the back, not in the side
Blindside Block (BSB) (2-3-10) (9-4-3n)	S43 - 10 yards
Kick Catching Interference (KCI) (6-5-6)	S38 - S26 - 15 yards
Holding (9-2-3c)	S33: Options: Result of Play, 15 yards from spot of foul, OR 15 yards previous spot
Kick out of Bounds (KOB) (6-1-9)	Make sure Holding is at the POA
K initiating contact prior to kick traveling 10 yds; Eligible to recover FK; R initiates block in NZ (IBK) (9-3-7)	S42 - 10 yards
Blocking (6-5-1) after signaling Valid (2-9-3) or Invalid Fair Catch Signal (2-9-4)	S19: Options: 5 yds / Re-Kick; 5 yds succeeding spot, OR 25 yds. from previous spot
	S43 - 10 yards (IBK)
	S43 - 10 yards (IBS)

### **HL & LJ - Running Play**

**Primary Responsibilities:** FST, ENC, Illegal Blocks, Forward Progress, Substitutions **(3-7)**, ILF (No More than 4 in backfield)

Use **Cross-Field Mechanics** for Forward Progress

**Run To Your Side:** Observe blocks in front of runner; **Run Away From Your Side:** Watch backside

**Goal Line Mechanics:**

**At 10 YL** - slowly release to G/L, Stay Ahead of Runner. **Inside 5YL** - 1st step is toward the G/L. Own the G/L - it's yours!

Follow MSHSAA Mechanics & Guidelines [not NCAA].

**Pinch in** on all G/L Plays. DO NOT get in a hurry. Don't signal TD until you have progress & ball.

Learn, Know & Apply **REVERSE GOAL LINE MECHANICS** - when ball is inside 5 - going out.

#### **Probable Penalties:**

Holding on Offense <b>(9-2-1)</b>	Make sure Holding is at the POA	<b>S42</b> - 10 yards
Grab & Restrict (OH-GR); Hook & Restrict (OH-HR); Takedown (OH-TD); Tackle (OH-TK)		
Illegal Participation <b>(9-6-1, 9-6-2)</b> . Know if Receiver Steps OOBs on his own or is forced out?		<b>S28</b> - 15 yards
Facemask <b>(9-4-3h)</b>	Major Grasp & Turn (FMM) vs. Incidental	<b>S38-S45</b> - 15 yds vs <b>S45</b> - 5 yds
Blindside Block (BSB) <b>(2-3-10) (9-4-3n)</b>		<b>S38 - S26</b> - 15 yards
Block in the Back (IBB) <b>(9-3-6)</b>	Make sure it's on the back, not the side	<b>S43</b> - 10 yards
UNS <b>(9-5)</b> / Personal Foul (PF) <b>(9-4)</b>	Be Alert for Off Ball Type Fouls. Talk & Prevent!	<b>S27 / S38</b> - 15 yards
Illegal Substitution (ILS) <b>(3-7)</b> / Formation (ILF) <b>(7-2)</b>		<b>S22 / S19</b> - 5 yards
Illegal Motion (ILM) <b>(7-2-7)</b> / Illegal Shift (ISH) <b>(7-2-6)</b>		<b>S20</b> - 5 yards

### **HL & LJ - Passing Play**

**Primary Responsibilities:** FST, ENC, Illegal Blocks, Forward Progress, Substitutions **(3-7)**, DPI/OPI, ILF

**Read Pass:** Stay on LOS until ball carrier crosses the LOS, or until receiver(s) on your side of field have gone at least 10-12 yards downfield

Be ready to rule on direction of a quick pass (forward or backward), and if pass crosses NZ

#### **Probable Penalties:**

Intentional Grounding (ING) <b>(7-5-2d, e)</b>	Let R know if a receiver was in the area	<b>S36-S9</b> - 5 yards & LOD
Illegal Touching (ITP) <b>(7-5-13)</b>		<b>S16-S9</b> - 5 yards & LOD
Holding on Offense <b>(9-2-1)</b>	Holding at the POA with visible restriction	<b>S42</b> - 10 yards
Grab & Restrict (OH-GR); Hook & Restrict (OH-HR); Takedown (OH-TD); Tackle (OH-TK)		
DPI (Now Requires Contact) <b>(7-5-10)</b>	No DPI if ball touched in flight <b>(7-5-9c)</b>	<b>S33</b> - 15 yards
Arm Bar (DPI/AB); Cutoff (DPI/CO); Grab & Restrict (DPI/GR); Hook & Turn (DPI/HT); Not Playing ball (DPI/NPB); Playing Thru Back (DPI/PTB)		
OPI (Starts at Snap) <b>(7-5-10)</b>	No OPI for eligible A if ball touched in flight <b>(7-5-9a)</b>	<b>S33</b> - 15 yards
Blocking Downfield (OPI/BD); Creating Separation (OPI/CS); Driving Thru (OPI/DT); Pickoff (OPI/PO)		
All officials need to be aware of the play/game clock status		<b>S38 - S26</b> - 15 yards
Unnecessary contact on a defenseless player	(UNR/HDP) <b>(2-32-16) (9-4-3g)</b>	<b>S38</b> - 15 yards

### **Z**

**LJ:** Slowly Release on the Snap

**H:** Hold LOS at Snap. Move downfield after ball crosses Neutral Zone. **Help determine if kick crosses Neutral Zone.**

Stay disciplined & alert for players "swimming upstream" to Cherry Pick Defenseless Players

**PSK Fouls (2-16-2h):** (1) Ball crosses Expanded NZ; (2) Foul occurs beyond Expanded NZ; (3) Foul before end of kick; (4) K will not put ball in play.

First Touching by K **(6-2-5):** Bean Bag. **Consequences of touching eliminated if offsetting fouls, or accepted foul.**

#### **Probable Penalties:**

Kick Catching Interference (KCI) <b>(6-5-6)</b>	<b>S33:</b> Result of Play, 15 yards from spot of foul, or 15 yards previous spot & Re-Kick	
Block in the Back (IBB) <b>(9-3-6)</b>	Make sure it's on the back, not the side	<b>S43</b> - 10 yards
Block Below the Waist (BBW) <b>(2-17) (9-3-2)</b>		<b>S40</b> - 15 yards
Blindside Block (BSB) <b>(2-3-10) (9-4-3n)</b>		<b>S38 - S26</b> - 15 yards
Unnecessary contact on a defenseless player	(UNR/HDP) <b>(2-32-16) (9-4-3g)</b>	<b>S38</b> - 15 yards