

5 Man Crew -- Primary Responsibilities for FB Mechanics

(6/1/17)

It is imperative that you **OWN** your position. Take ownership for the Primary Responsibilities indicated below:

<u>Referee</u>	<u>Umpire</u>	<u>Crews That Are CONTENDERS</u>
1. OHSAA Gold Book Mechanics	1. Equipment -- Players & Officials	1. Uses OHSAA Gold Book Mechanics
2. Conserve & Consume Timing Rules	2. Penalty Enforcement	2. 5 Fingers of a Hand -- All Working Together
3. KO -- Count RT (11)	3. KO -- Count KT (11)	3. Open & Honest Communication = Crew Success
4. FG/Punt/Try -- Count KT (11) & Subs	4. FG/Punt/Try -- Count KT (11)	4. Have the Courage to Help a Fellow Official
5. Run/Pass -- Count A (11) & Subs	5. Run/Pass -- Count A (11)	5. Treat Others as You Would Like to be Treated
6. QB -- Pass/Fumble; Int. Grounding (Crew Help)	6. Pass -- Ineligibles Downfield (Crew Help)	6. Let Your Mind Digest What Your Eyes Have Seen
7. Official Score & Game Stopped Score	7. Passer -- Beyond/Behind NZ	7. We are There to Defuse Rather Than Incite
8. Complete All Reports Except DQ	8. Pass -- Beyond/Behind LOS (Crew Help)	8. Talk Low & Slow When Addressing Coaches
9. Number of Team TO's -- Crew & Scoreboard	9. Game Balls -- Approve Them	9. Be Firm Yet Fair With Players & Coaches
10. Backward Pass -- Punch & Yell	10. Legal Snap	10. Address Players & Coaches: Yes Sir; No Ma'am
11. Decide to go to OKOM When Crew Disagrees	11. Try -- Sound Whistle After Kicked	11. Be Professional -- Uniforms Look Sharp & New
12. The Expert -- Rules 2 & 9	12. The Expert -- Rules 1 & 10	12. Enjoy the Moment -- We Are Truly Blessed
<u>Head Linesman</u>	<u>Line Judge</u>	<u>Back Judge</u>
1. Correct Down Number & Yardage	1. Game Clock & Talk with GC Timer	1. Play Clock - 25 Seconds to Snap/Kick; Time TO's
2. ENFORCE Restricted Area	2. ENFORCE Restricted Area	2. Signal R to Start Clock or Not When Stopped
3. KO -- Count RT (11)	3. KO -- Count RT (11)	3. KO -- Count KT (11)
4. Pass/Punt/Run -- Count 7 on LOS --A/KT	4. Pass/Punt/Run -- Count 7 on LOS --A/KT	4. FG/Punt/Try -- Count RT (11)
5. Pass/Punt/Run -- Eligible A/KT Receivers	5. Pass/Punt/Run -- Eligible A/KT Receivers	5. Run/Pass -- Count B (11)
6. Player in Motion -- Your Side of Center	6. Player in Motion -- Your Side of Center	6. Pass Coverages -- Coordinate with HL/LJ
7. Measurements & Initiate Double Stakes	7. First Down or Not -- Your Call	7. Extension of Period-Communicate with R
8. Chain Gang -- Lead Them	8. Time Half Time & Interrupted Game Interval	8. Game Stopped -- Record Concussion, DQ & UNS
9. Backward Pass -- Punch & Yell	9. Backward Pass -- Punch & Yell	9. Punt -- Any Signals by RT
10. Double Check Yardage by U on Penalties	10. Double Check Yardage by U on Penalties	10. Subs B, & RT on FG/Punt/Try
11. Ball Person -- Your Side	11. Ball Person -- Your Side	11. Next KO -- Time 30 seconds, then jog to K
12. The Expert -- Rules 5 & 7	12. The Expert -- Rules 3 & 4	12. The Expert -- Rules 6 & 8

4 Man Crew Primary Responsibilities for FB Mechanics

(6/1/17)

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<u>Referee</u>	<u>Umpire</u>	<u>Crews That Are CONTENDERS</u>
1. OHSAA Gold Book Mechanics	1. Equipment -- Players & Officials	1. Uses OHSAA Gold Book Mechanics
2. Conserve & Consume Timing Rules	2. Penalty Enforcement	2. 4 Fingers of a Hand -- All Working Together
3. KO -- Count RT (11) at 10 YL	3. KO -- Count KT (11); Instructions to Kicker & KT	3. Open & Honest Communication = Crew Success
4. FG/Punt/Try -- Count KT (11) & Substitutions	4. FG/Punt/Try -- Count RT (11) & Substitutions	4. Have the Courage to Help a Fellow Official
5. FG/Punt/Try -- Count LOS Players -- Your side	5. Punt -- Move Downfield Like a 5 Man BJ	5. Treat Others as You Would Like to be Treated
6. Run/Pass -- Count A (11) & Substitutions	6. Run/Pass -- Count B (11)	6. Let Your Mind Digest What Your Eyes Have Seen
7. QB -- Pass/Fumble; Int. Grounding (Crew Help)	7. Pass -- Ineligibles Downfield (Crew Help)	7. We are There to Defuse Rather Than Incite
8. Play Clock (PC) - 25 seconds to Snap Ball	8. Pass/Passer -- Beyond/Behind NZ (Crew Help)	8. Talk Low & Slow When Addressing Coaches
9. # of Team Timeouts -- Crew & Scoreboard	9. Game Balls -- Approve Them	9. Be Firm Yet Fair With Players & Coaches
10. Backward Pass -- Punch & Yell	10. Legal Snap	10. Address Players & Coaches: Yes Sir; No Ma'am
11. Decides to go to OKOM When Crew Disagrees	11. Try -- Sound Whistle When Kicked	11. Be Professional -- Uniforms Look Sharp & New
12. The Expert -- Rules 2 & 9	12. The Expert -- Rules 1 & 10	12. Enjoy the Moment -- We Are Truly Blessed

<u>Head Linesman</u>	<u>Line Judge</u>	<u>Mechanics Differences From 5 to 4 Officials</u>
1. Correct Down Number & Yardage	1. Game Clock; Signal R to Start/Stop Clock	1. U Becomes " BJ " on Punts & GLM -- Like 5 Man BJ
2. ENFORCE Restricted Area	2. ENFORCE Restricted Area	2. KO -- U at 50 YL on PB SL; Stay on SL After KO
3. KO -- Count RT (11) at 10 YL	3. KO -- Count RT (11) at 50 YL	3. KO -- U at 40 YL On SL Opposite PB; Stay on SL
4. Pass/Punt/Run -- Count 7 on LOS --A/KT	4. Pass/Run -- Count 7 on LOS --A/KT	4. KO -- HL at 10 YL -- On SL Opposite PB
5. Pass/Punt/Run -- Eligible A/KT Receivers	5. Pass/Punt/Run -- Eligible A/KT Receivers	5. KO -- R at 10 YL -- PB SL
6. Player in Motion -- Your Side of the Center	6. Player in Motion -- Your Side of the Center	6. Try/FG -- Wing looking at R's Back -- Go to EL GP
7. Measurements & Initiate Double Stakes	7. First Down or Not -- Your Call	7. U -- Counts RT(11) on Punt/Try/FG (11)
8. Chain Gang -- Lead Them	8. Punt -- Punt Crosses LOS; Extension of Period	8. On Site - 20 Min. Prior to KO for 8 -10 Minute Qt.
9. Backward Pass -- Punch & Yell	9. Backward Pass -- Punch & Yell	9. Onside Kick -- U at 40 YL; HL/LJ at 50 YL;
10. Double Check Yardage by U on Penalties	10. Double Check Yardage by U on Penalties	10. Onside Kick -- R in Middle of Field at 10 YL
11. Ball Person -- Your Side	11. Ball Person -- Your Side	11. R -- Times 25 Seconds to Snap Ball
12. The Expert -- Rules 5, 7 & 8	12. The Expert -- Rules 3, 4, & 6	12. U -- Counts B (11) Players on Non Kick Plays