

# THE OFFICIALS

## Responsibilities and Procedures

### General

The authorized officials are the Referee, Umpire, and Linesman when three officials are used and the Field Judge when four officials are used. All officials have concurrent jurisdiction over any foul and each shares responsibility for the proper conduct of the game and enforcement of the rules.

All officials on the playing field will carry a whistle. The official who is covering the runner is primarily responsible for sounding the whistle when the ball becomes dead. This should be done quickly and loudly in order to stop action and prevent rough play.

The Referee will sound a whistle to indicate that the ball is ready for play. An official will sound the whistle immediately to prevent a snap or free kick when a dead ball foul occurs. For other situations, officials should use a marker to indicate that a foul has occurred.

When an official sees an infraction, a marker should be thrown, the spot of the foul noted, and the spot where the given run ended noted. The official should continue to attend to other assigned duties while the ball is alive. When the down ends the Referee should be informed of the foul, the status of the ball when the foul occurred, and the offending team. The Referee will give the preliminary signal prior to explaining the options to the offended captain. Following the administration of the penalty, the Referee will face each sideline and give the proper signal.

If there is a difference of opinion, testimony or interpretation, the referee shall make the final decision. Players may be cautioned against technical violations. All officials must know and use arm signals to indicate fouls and violations called.

Whenever a runner goes out of bounds the nearest official should signal "time out" immediately and mark the out-of-bounds spot. The other officials should repeat the "time out" signal at once.

### Referee

The Referee has general oversight and control of the game and is sole authority for the score, sole judge of forfeiture of game by rule, and decides upon all matters not specifically placed under the jurisdiction of the other officials.

Whenever play is suspended the Referee will complete any penalty which may have been incurred; spot the ball where play is to resume; announce team-possession for the next down; and indicate, by use of prescribed signal, that the ball is ready-for-play.

The Referee must see that the ball is put in play and declared dead according to rule and has final authority over the ball's position and progress.

Prior to the beginning of a game the Referee must test and select the game ball or balls and must also inspect the entire field and report any irregularities to the Field Captain of each team and to fellow officials.

If a Referee orders the ball changed between downs an assistant on each side line may be asked to expedite the exchanges.

After each time-out and before play is resumed, the Referee must make sure that both teams and all officials are ready.

Unless the most advantageous choice is obvious the Referee shall explain to the Field Captain any option or alternatives to which players may be entitled and then proceed in accordance with the choice first expressed by that Field Captain.

The Referee must instantly signal "time out" whenever play is suspended.

For scrimmage play the Referee's normal position is behind and to the side of the team on offense.

### **Umpire**

The Umpire has primary jurisdiction over the equipment and conduct of the players.

In each scrimmage the Umpire is particularly responsible for observing line play but must also cover open play which develops after linesmen make their initial charge.

For scrimmage plays the Umpire's normal position is behind the team on defense. Umpires must adjust their position to the defensive formation and avoid interfering with the vision of movement of defensive players.

### **Linesman**

The Linesman has initial responsibility over the neutral zone and infractions of the scrimmage formation but must also cover open play which develops to the Linesman's side of the field.

Linesmen assist the Referee in marking the progress of the ball and keep an accurate count of the downs. They must provide themselves with assistants who remain out-of-bounds and conform to the linesman's direction.

For a scrimmage formation the Linesman's normal position is straddling the neutral zone but well clear of all players.

### **Field Judge**

The Field Judge has primary jurisdiction over the timing of the game and must have a whistle and act for the Referee on down field play.

The Field Judge must start and stop the game clock as prescribed by the rules and keep the Referee informed with respect to the time remaining in each period. When a foul is declared while the ball is in play, the Field Judge shall stop the clock when the ball becomes dead. (Exception:) Running clock except last two minutes of each half.

The Field Judge must provide a stop watch and be prepared to time the game with that watch or with a scoreboard clock operated by an assistant.

Whenever a scoreboard clock is used, the Field Judge must observe it closely and be ready to take up the timing with a stop watch if for any reason the scoreboard clock fails to function properly.

The Field Judge must be particularly alert to cover and rule on down field play and shall sound a whistle instantly whenever the ball becomes dead.

For a scrimmage, the position of the Field Judge is on the side of the field opposite the Linesman either straddling or beyond the scrimmage line toward the defense.

# Officials' Signals



1. Encroachment or violation of free-kick rules.



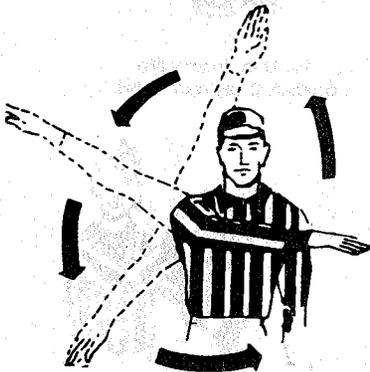
2. False start. Illegal position or procedure. Illegal forward handing.



3. Illegal Motion  
Illegal Shift



4. Illegal Participation



5. Start the clock.



6. Delay of game.



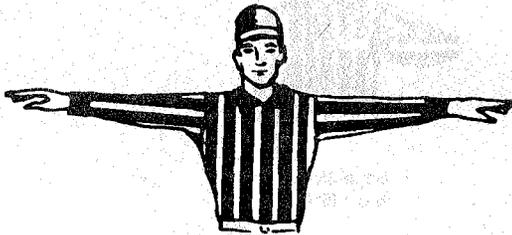
7. Personal Foul



8. Clipping



9. Roughing the kicker



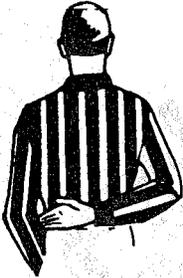
10. Unsportsmanlike conduct. Delay start of half.



11. Illegal use of Hand or Arm



12. Intentional Grounding



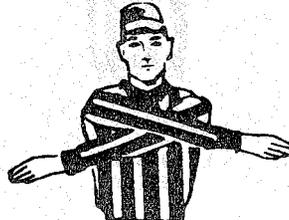
13. Illegally Passing or Handing Ball Forward



14. Interference with fair catch or forward pass.



15. Illegally kicking or batting a loose ball. First touching of a kick.



16. Incomplete Forward Pass. Penalty Declined, No Play, or No Score.



17. Pushing, helping runner or interlocked interference.



18. Dead ball foul (Follow with foul signal). If waved side to side: Touch back.



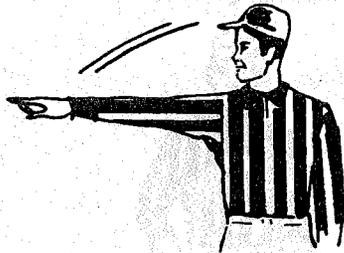
19. Touchdown or Field Goal



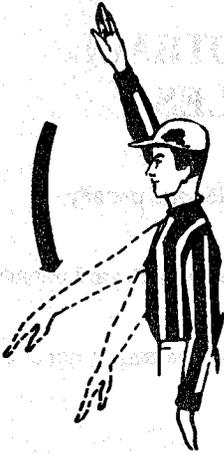
20. Safety



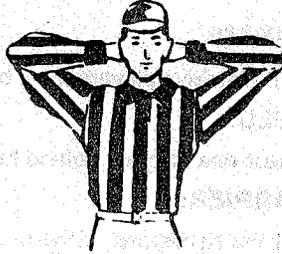
21. Time-Out



22. First Down



23. Ball Ready-for-Play



24. Loss of Down



25. Illegal protecting or illegal removal of the flag.



26. Invalid Fair Catch.