

A photograph of a football coach in a white polo shirt and khaki pants, smiling and talking to a group of referees. The referees are wearing black and white striped shirts, black pants with a white stripe, and black caps. They are standing on a green football field. In the background, there are blue stadium seats and a crowd of people. The text 'CFOA' is overlaid in large, white, outlined letters.

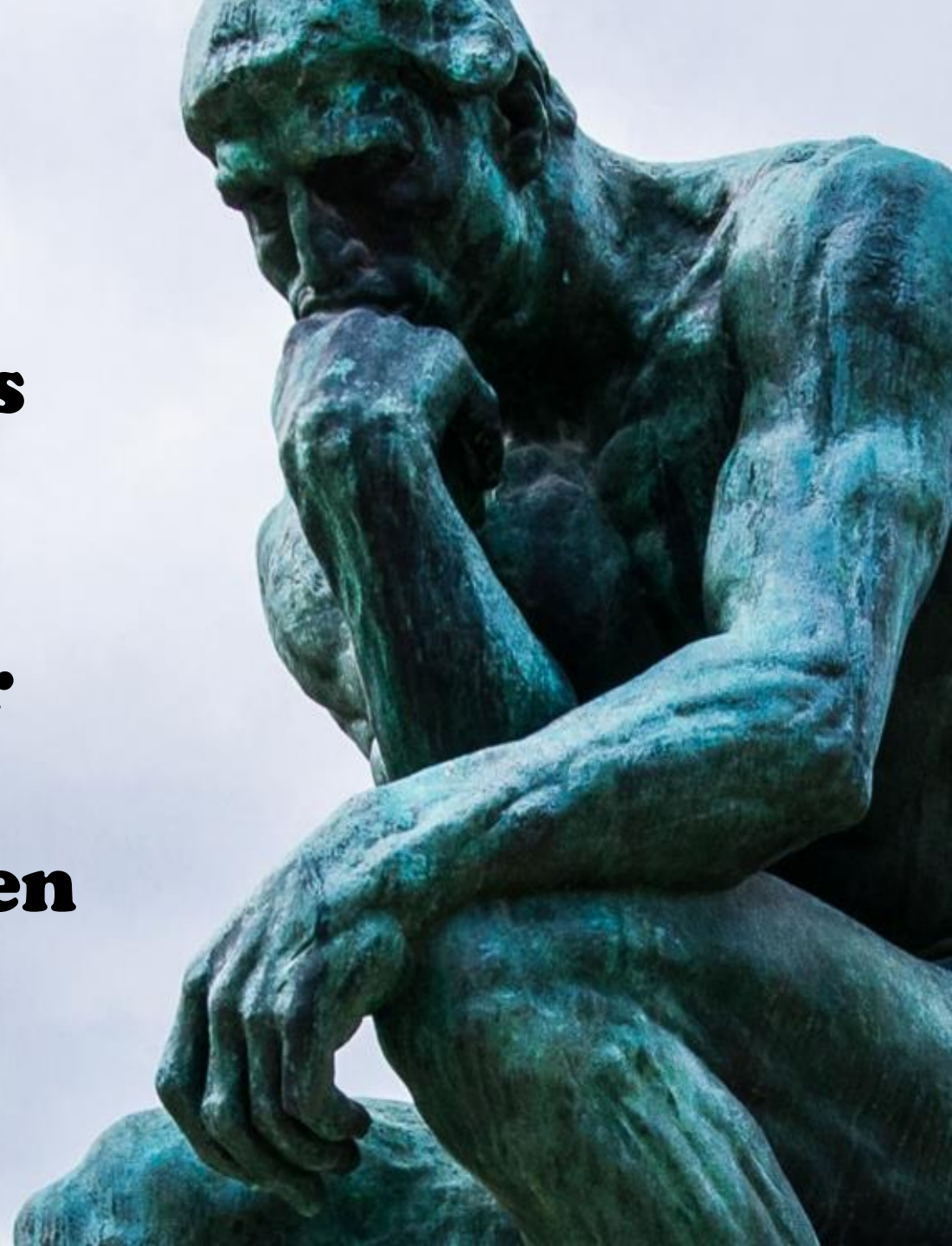
CFOA

Position Training

Wing Officials (HL/LJ)

Training Philosophy

The overall objective of this training is to provide our officials with the proper mechanics to perform their given task on the field and develop consistency between officials



Game Assignment Sequence of Events

A. Call from assignor

- A. Get kickoff times and referee name
- B. Contact referee

B. Arrival

- A. When should arrive?
- B. Why so early?

C. Pregame assignments and duties

- A. What are you responsible for prior to game?
- B. When should you accomplish the task?

D. Kickoff assignments and duties

- A. Where should you be position?
- B. What is your responsibilities?

E. Prior to Snap

- A. What are you responsible for prior to snap?

F. Snap

- A. What are your keys?

G. During the play

- A. What is your responsibilities?

end zone

end zone

sideline

Game Assignment Sequence of Events

A. Call from assignor

1. *"Are you available for some football Friday at Boone"?*

1. Get game time from assignor
 - a. Confirm this is Arbiter later in the week
2. Get referee name
 - a. Contact referee by email or phone by Monday (or ASAP)
 - b. Store referee's number in phone so you can call later if needed
 - c. If referee does not confirm with you, contact again

2. Reconfirm details in Arbiter later in the week

- a. Details change so always good to double-check who you're working with

end zone

end zone

sideline

Game Assignment Sequence of Events

A. Arrival

1. When should you arrive at the game site?

1. Games at (6, 7, 7:30)
 - a) At least 75 minutes before kickoff – inform referee if you will be later than that
2. If you have a doubleheader
 - a) Call Referee to let him know when to expect you

2. Why do you need to get to game so early?

1. Every official has pregame duties to perform.

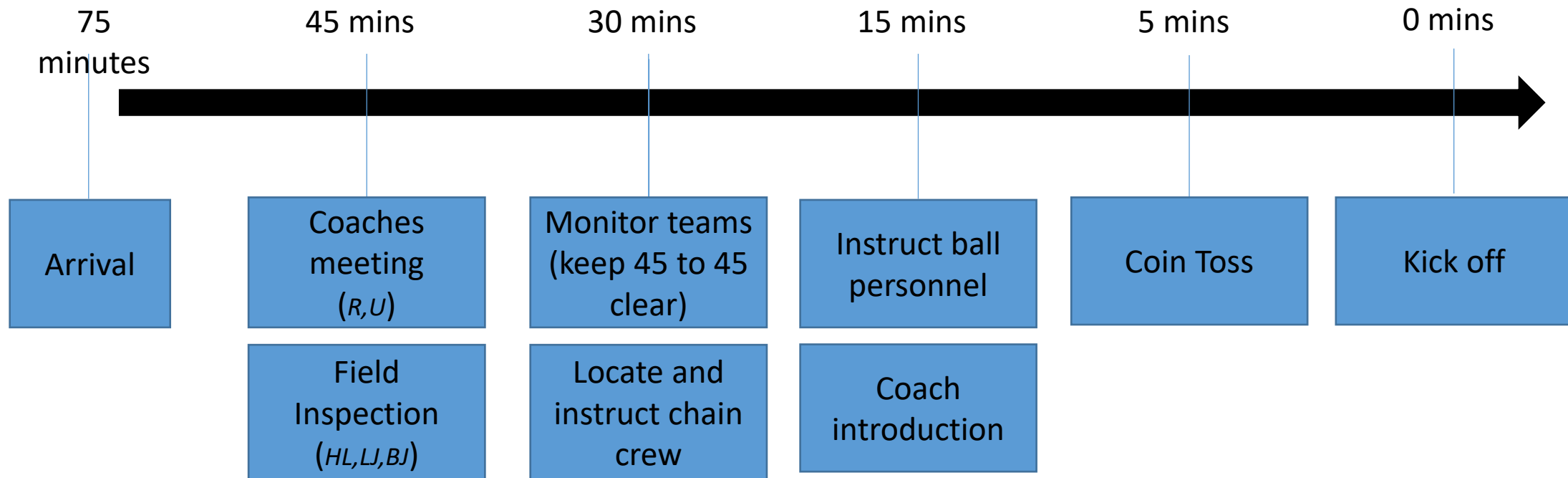
end zone

end zone

sideline

Pregame

Assignments and Duties



Kicking Game



Kick Off Responsibilities

Head Linesman

Regular Kick Off

1. Line up on receiving team's 30-yard line opposite press box
2. Get chain crew moving towards proper end of the field
3. Make sure sideline is clear prior to kickoff
4. Watch for fair catch signals
5. If runner is away from you, watch for trailing blocks
6. Take the runner once he enters your zone

On Side Kick

1. Line up on receiver's restraining line (50 most of the time)
2. Make sure you have 4 players on your side of the kicker
3. Monitor for illegal kick
4. Monitor for offsides

Line Judge

Regular Kick Off

1. Line up on receiver's restraining line (50-yard line) on press box side
2. Ensure all receiving team players are behind the restraining line until the ball is kicked.
3. Monitor initial blocks by both teams.

On Side Kick

1. Make sure you have 4 players on your side of the kicker
2. Look for first touching prior to the ball crossing the receiver's restraining line
3. Look for illegal blocking by kicking team
4. Monitor for offsides by receiving team

Punt Responsibilities

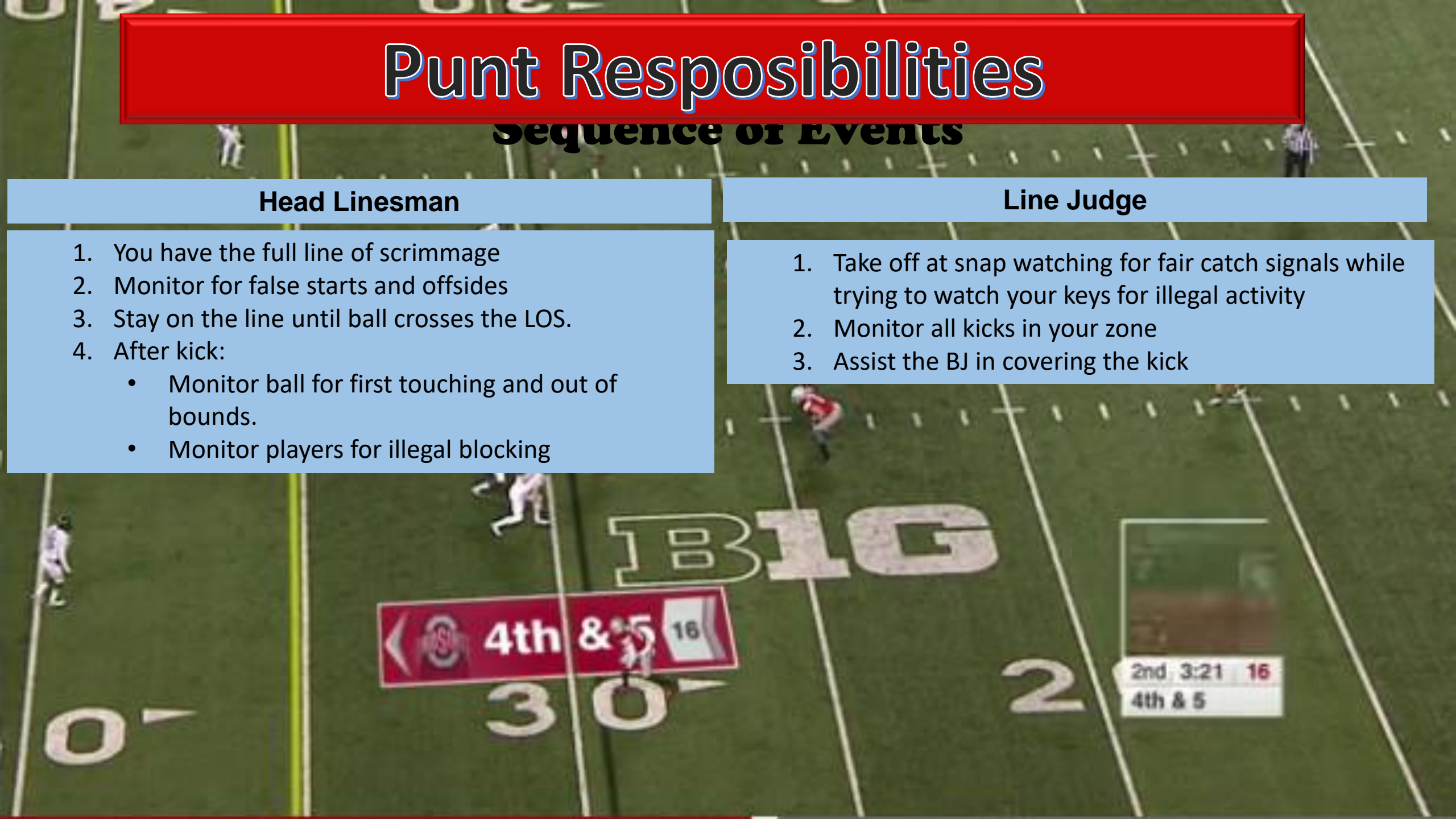
Sequence of Events


Head Linesman

1. You have the full line of scrimmage
2. Monitor for false starts and offsides
3. Stay on the line until ball crosses the LOS.
4. After kick:
 - Monitor ball for first touching and out of bounds.
 - Monitor players for illegal blocking

Line Judge

1. Take off at snap watching for fair catch signals while trying to watch your keys for illegal activity
2. Monitor all kicks in your zone
3. Assist the BJ in covering the kick





Sequence of Events

Line Judge, Head Linesman

Game Assignment

Sequence of Events

Line Judge, Head Linesman

Prior to Snap

Line Judge

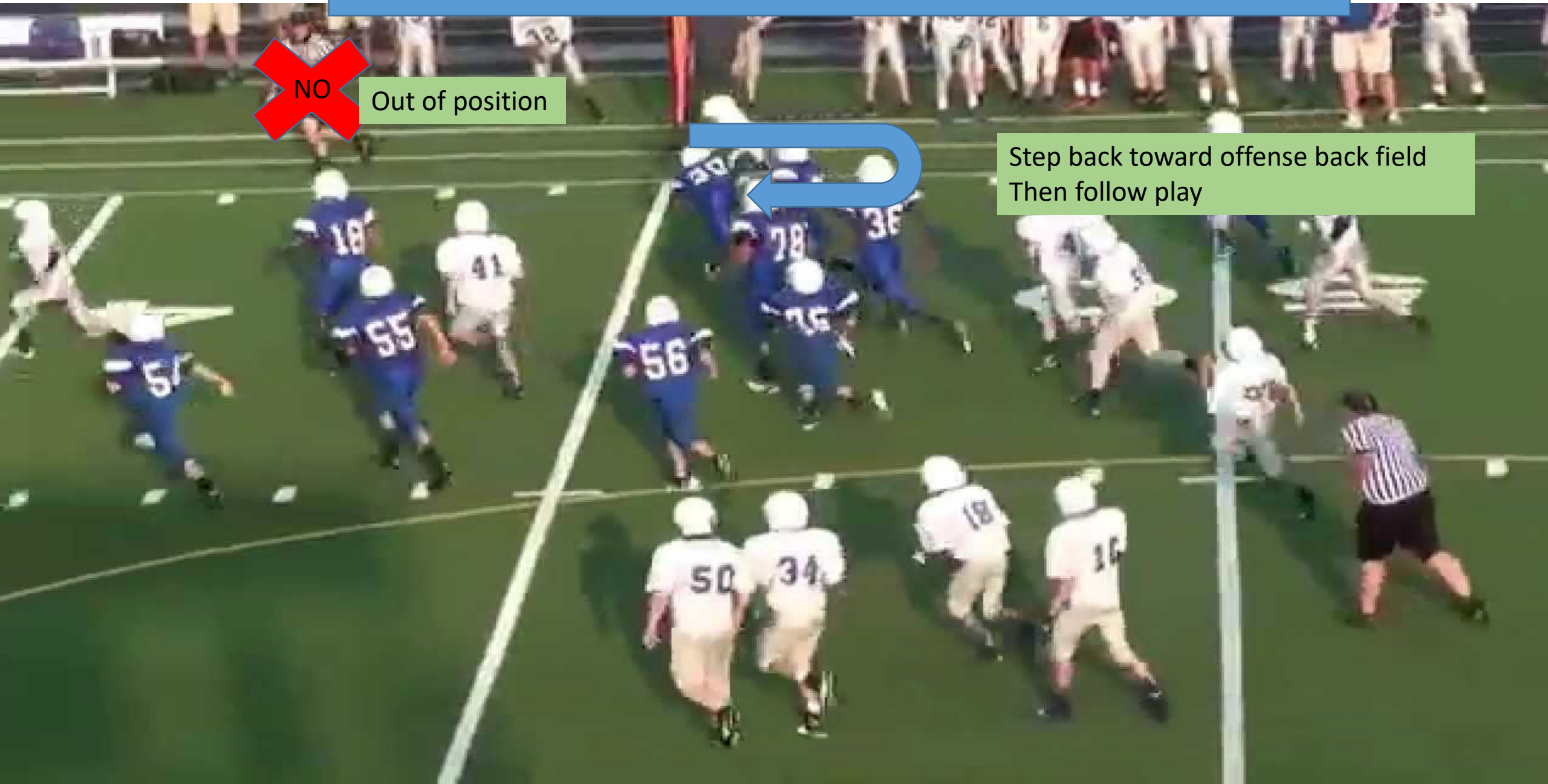
1. Indicate new down to crew
2. Repeat in your head down, distance, LOS, LTG (*"2nd and 5, going from 25 to 30"*)
3. Count your team
4. Count offensive backfield
5. Check for proper down on box
6. Use double stakes signal if necessary
7. Indicate to wideout the LOS
8. Clear your sideline
9. Give signal for back off LOS

Head Linesman

1. Confirm next down with crew
2. Repeat in your head down, distance, LOS, LTG (*"2nd and 5, going from 25 to 30"*)
3. Move chains and/or box
4. Indicate next down to box man
5. Check proper down on box
6. Count your team
7. Count offensive backfield
8. Use double stakes signal if necessary
9. Indicate to wideout the LOS
10. Clear your sideline
11. Give signal for back off LOS

Be aware that your LOS partner may be hung up talking to a coach and may not get his pre-snap done.

What is wrong with this coverage?



NO

Out of position

Step back toward offense back field
Then follow play

Running Plays – Wing official

A. At the snap

1. What are your keys?
2. What are your responsibilities?

Keys

Initial charge of offensive line

Offensive tackle charges out to block – running play

What are your responsibilities?

1. Determine if primary or secondary coverage (toward you or away from you)
2. If primary – step back and let runner pass you.
3. If Secondary – watch initial blocks on your side.
4. Follow runner observing the following
 - Out of Bounds spot
 - Blocking around the runner
5. Mark Dead ball spot
 - Near sideline – Give dead ball signal then in/out signal
 - Middle of field – only give time out signal if the runner gets a first down, otherwise give dead ball signal

Passing Plays – Wing official

A. At the snap

1. What are your keys?
2. What do you do?

Keys

Initial charge of offensive line

Offensive tackle steps back to pass block – pass play

What do you do?

1. Know who are your eligible receivers.
2. Go with receiver on your side.
 - No closer than 5 yards
3. Look at defensive coverage
4. Watch for receiver going out of bounds
5. Watch for reception – control, body part inbounds

1st Down Play – Wing official

Obvious 1st down

Close near sideline

- Out of Bounds – give stop the clock signal
- Inbounds – wind signal followed by stop the clock signal

In the field of play

- Give dead ball signal and then stop the clock

Ball dead close to line to gain (LTG)

- LJ is the only one who can see if it's across the LTG
- LJ needs to react appropriately. Inform R if ball is dead beyond LTG. If it's close, communicate to everyone with just a dead ball signal and let the R decide whether to measure.
- HL should keep the LTG yardline in their head so they know when marking the runner down. If HL doesn't know the LTG, don't look for the marker right away. See if the LJ can give you a signal. Looking back for the LTG marker is a bad look.

Goal line Plays – Wing official

Sequence of Events

Outside 5 yard line

1. Operate as a normal play
2. Beat ball carrier to goal line

Inside 5 yard line

1. At the snap – go to goal line
2. Officiate from goal line out

If it's close to a TD

1. Be assertive and demonstrative in your ruling
2. Run in and mark the ball dead if it's short
3. ***Be sure to see the ball cross the goalline.***

Time Out Responsibilities

Sequence of Events

Team on sideline

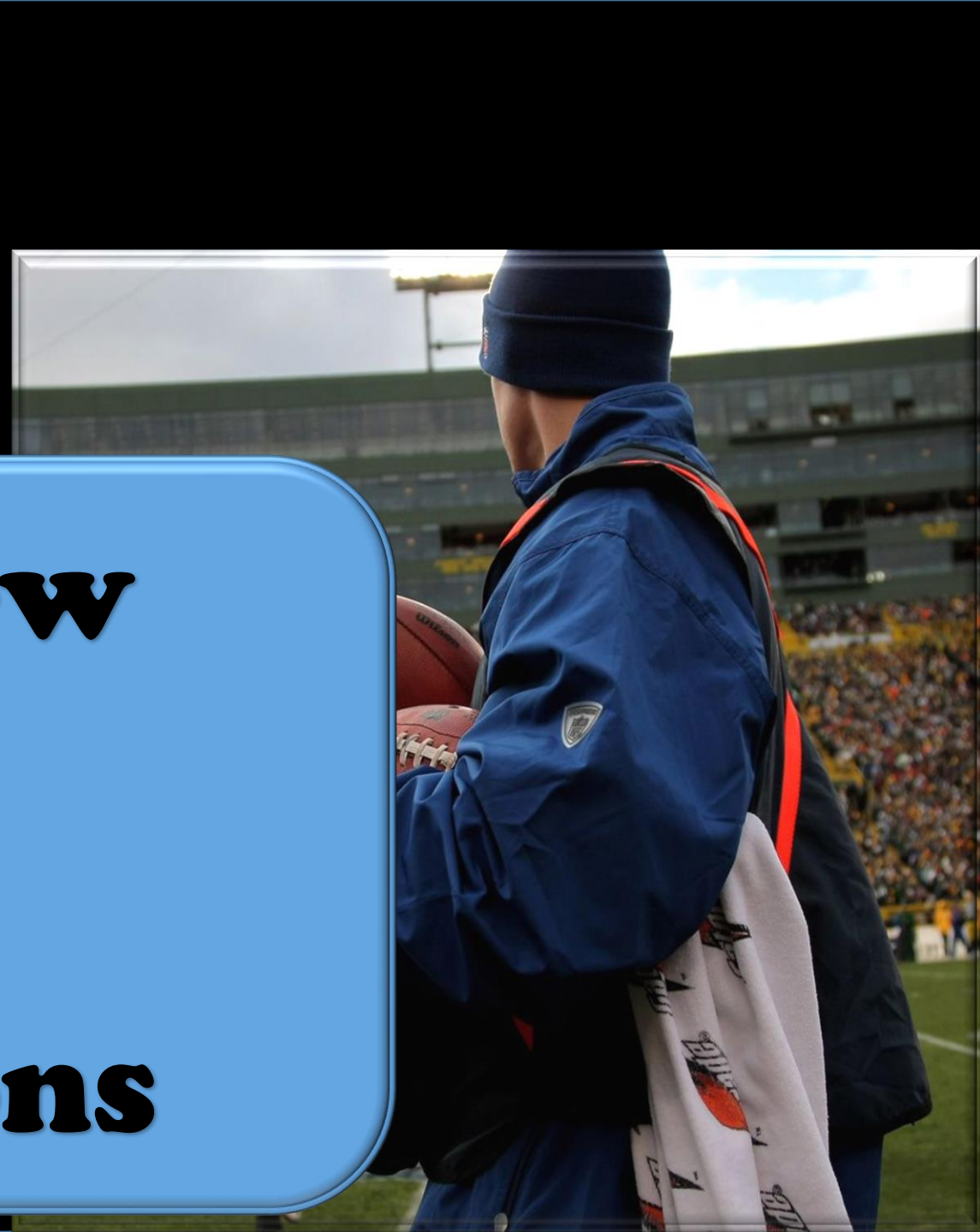
1. Official should be within 10 yards of team huddle
2. Monitor for illegal equipment being used
3. When TO is over, instruct the team to get back on the field
 1. *"Let them go, coach"*
 2. If R has blown ready for play, communicate that to the coach too

Team in middle of the field

1. Monitor sideline activity
2. Make sure all non players are off the field



Chain Crew and Ballboy Instructions



Chain Crew Instructions

Inspection of Equipment

1. Check chains for proper distance
 - Stretch out chains from the back edge of a 5 yard line mark.
 - The front stake should match up with the back edge of the line 10 apart
2. Check the center of chains mark for accuracy. If there is no mark on the chain, place a strip of tape or ziptie on the middle link.
3. Check all connection points to ensure they will not come undone during game. If faulty, repair them.
4. Check Box to make sure it has 4 downs on it and that all properly display.

Chain Crew Instructions

General Instructions

1. They are part of the officiating crew – do not talk to any coaches or players
2. Turn off all communication devices – cell Phones
3. Do not move until instructed , even if it is an obvious 1st down
4. I will give the spot on all plays – line up on me.
5. Line up on outside edge of sideline
6. On long plays – hold position until I signal for you
7. Hustle to new position
8. When play came close to you – drop chains and get out of their way
9. At the end of quarters 1 & 3
 - Meet with R,U and write down information
 - Hold position until official is ready to move
 - Make sure clip is on a 5 yard line mark
 - Swing chains and move to new spot.

Chain Crew Instructions

Clip Person

- Clip the marker on the 5 yard line marker closest to back stake
- Place clip on back edge of yard line
- Do not remove clip until chains are moved.

Box Person

- Set box on my spot
- Inform me if we are beyond or close to the middle of chain make (either tape or tie wrap)
- Do not move box until I tell you
- Move box to new position, then change downs
- On incomplete passes, don't change downs until instructed
- On first and goal – need box only
- On extra points – need box on 3 yardline

Pole People

- Kick Offs – have chain crew on receiving team's end of field
- 1st Downs – The official will give you the spot with his heel.
- Touch Downs – Place chains on 20 yard line
- DO NOT MOVE until the official calls you down

Ballperson Instructions

1. You should have at least one ballperson from each team.
2. Each ballperson will have in his possession at least 2 official game balls AT ALL TIMES.
3. Instruct them to have a towel to clean the balls
4. He will keep the balls in his hands – no tossing of balls or playing during the game.
5. Each ballperson should be at the 30 yard line of the receiving team at least five minutes before the start of each half.
6. The ball in play will normally be replaced as follows:
 - Ballperson should know which team's football should be in the game and provide the Line Judge with the proper ball ONLY during the dead ball interval PRIOR TO FIRST DOWN.
 - After any change of possession.
 - After a long, incomplete pass.
 - In the event of wet weather, when it becomes necessary to frequently replace the ball.
7. Upon request the Ballperson will relay the ball onto the field of play by handing or short underhand toss.
8. On field goal or extra point ties, the ballperson will place a replacement ball on the ground next to the goal post prior to the kick.
9. The ballperson should always be alert, pay attention to their duties, and make every effort to avoid any activity that might cause personal harm.

Summary

1. Appearance is essential

- Clean uniform
- Proper grooming
- Shirt tucked in pants

2. Attitude

- Be in a football mind when you get to the field
- Leave your problems at home
- Be respectful to coaches and players
- Work the game with consistency though out the game
- What you call in the beginning is the same at the end of the game

3. Hustle, don't walk to new position

4. Square off to mark dead ball spot.

5. Enjoy your experience on the field.