

2010 OSSAA Football Observer Mechanics Check List

REFEREE

1. At the snap, be 12-18 yards deep and at least outside the guard and at most outside the TE, on the passing side of the QB.
2. Count players and communicate to crew every play.
3. Follow the QB wherever he goes.
4. Trail all sweep plays in clean-up mode.
5. Give clear NFHS-approved hand signals when communicating.

UMPIRE

1. At the snap, be 5-7 yards from the LOS, never outside the guards and never in front of the LBs.
2. Count the players every play and communicate to the crew.
3. Know where the ball should be laterally on the field.
4. After reading pass, move toward the LOS to help determine ineligible receiver and/or illegal forward pass.
5. On wide runs, maintain positioning on inside working out to achieve boxed-in coverage.

LINE JUDGE

1. Count players and communicate to crew every play.
2. Determine who is on/off the LOS should you have wideouts.
3. Trail plays and square in at spot with appropriate signals.
4. Be stationary until you have read play.
5. Wind, then stop clock if runner is down and in the field of play and has reached the line to gain.

HEADLINESMAN

1. Know where the first down is and DO NOT look back to "check" if line to gain was reached.
2. Determine who is on/off the LOS should you have wideouts.
3. Be stationary until you have read play.
4. Trail plays and square in at spot with appropriate signals.
5. Wind, then stop clock if runner is down and in the field of play and has reached the line to gain.

BACK JUDGE

1. Count the defensive players.
2. Be 20-22 yards from the LOS at snap.
3. Be sure you can see the play clock or be responsible for the delay of game.
4. First step is always back.
5. On runs to either side of the field, move so runner is between you and either linesman or line judge while observing blocks **in front** of runner.