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### Overview

The items described in the Quick Reference/Syllabus are the rules, scenarios and techniques you can expect to encounter during your first season.

## Sources:

There are four primary reference manuals we will use (see reference table below). You will use this material to complete your tests and we will reference this material during our study groups. To become successful as a football official you will need to become familiar with the content of each manual.

### References:

|  |  |  |
| --- | --- | --- |
| Game Officials Manual | GOM | Outlines the procedures for administering a High School football game. Think of this as the ‘Who does what’. (NFHS) |
| Football Case Book | FCB | Interpretations of the rules using game plays as examples. Think of this as ‘show me how to apply the rule’ (NFHS) |
| Football Rule Book | FRB | The rules (NFHS) |
| Supplemental Guideline Book | SGB | Additional ‘how’ information not in the rule books |

## 4-man vs 5-man

For the most part most of the material in the Quick Reference/Syllabus does not change between 5-man and 4-man mechanics. The Game Officials Manual has detailed information on the differences between 5/4-man. The Line Judge has more responsibilities during a 4-man game, so if you are scheduled to work a 4-man game you should read-up on the mechanics for the Back Judge. During kicking plays you will perform the duties of the Back Judge.

## Rules, Situations and Techniques

Listed below are the basic rules, situations, and techniques you should be aware of before your first game. You are NOT expected to be an expert… that will take several seasons… but during your first season you will encounter most of these topics. The intention is help you be as prepared as possible.

### Ball Person

* Page 9; GOM, “Pregame Responsibilities”; Line Judge, I-D
* Page 6, SGB, “Pre-Game Responsibilities”; Line Judge

### Bean bag

The bean bag is used as a reference point or indicator. It is a location on the field we may need to come-back-to. Most often the bean bag is used to mark the spot where the runner loses possession (i.e., where he fumbles).

* Page 18; GOM, “Use of the Bean Bag”
* Page 26; GOM, “Kickoff”, Line Judge, IV-A-6-b
* Page 40; GOM, “Running Play”, All Officials, VI-B-1
* Page 44; GOM, “Scrimmage Kick”, Head Linesman and Line Judge, III-B-5
* Page 38; GOM, “Running Play”, Head Linesman and Line Judge, B-3 (illegal forward pass)
* Page 39; GOM, “Running Play”, Head Linesman, IV-E (when line-to-gain is goal line)
* Page 12, SGB, “Plays at the Sideline/Dead Ball Officiating”, bullet #3

### Chains and Measuring for First Downs

* Page 12; GOM, “Auxiliary Game Officials Responsibilities”, Line-To-Gain Crew
* Page 22; GOM, “Recommended Crew Communication Signals”
* Page 52; GOM, “Measuring for First Down…”, Head Linesman, Line Judge
* Case Book: See 1.3.5

### Coaches Conference:

* Rule 2-6-1, 3-5-2-c; FRB
* Page 20, “Coach-Referee Conference”, GOM
* Page 6; SGB, “Communication with Coaches”
* Case Book; See 3.5.2

### Dead-ball Officiating

* Page 12; SGB, “Dead ball Officiating”

### Fights

* Rule 2-11, 9-4-3-j; FRB
* Page 22; GOM, “Controlling Team Personnel Altercations”
* Page 12; SGB, “Fighting”

### Forward Progress

* Rule 2-15; FRB, “Forward Progress”
* Case Book: See 2.15.2

### Game Card

* Page 3; SGB, “Proper Uniform”, bullet #8

### Goal Line Mechanics

* Page 48; GOM, “Goal-Line Play”, Head Linesman and Line Judge

### Penalty Markers, Reporting Fouls, and Administering Penalties

* Page 51; GOM, VII “All Game Officials” (the entire section)
* Page 17; GOM, “Use of the Penalty Markers”
* Page 49; GOM, “Administering Penalties”, III Head Linesman, IV Line Judge, V Head Linesman and Line Judge

### Preventive Officiating

* Page 12; SGB, “Guidelines to Rules/Officiating Philosophies/Preventative Officiating”
* Page 4; SGB. “Officiating Axioms” & “When in Question”

### After Scoring Plays

* Page 46; GOM, “Field Goal Attempt or Try”
* If you are looking at the back of the Referee…. You should be under the goalpost!!!

### Sideline Control

* Page 21; GOM, “Controlling the Sideline and Team Box”
* Rule 9-8-3; FRB, “Non-Contact Unsportsmanlike Conduct by Nonplayers”

### Sideline Mechanics

* Square Off and Come off LOS - Page 38; GOM, “Running Play”, Heads Lineman and Line Judge, After Snap, Areas of Responsibility (bullet point ‘F’).

### Signals

During your first few seasons you will not need to know all the signals. However, there are several you need to know when and how to use them. The signals in the GOM and SGB do not have official signal numbers. **Signals are found on page 23 (GOM) and pages 88-89 (FRB)**

* 11-players (GOM)
* Last play Out of Bounds (GOM)
* Incomplete Pass (signal #10; FRB)
* Time Out (signal #3; FRB)
* Double-Stakes (GOM)
* Five-gets-you-one (SGB; Head Linesman)
* First Down (SGB; Line Judge signal to Referee)
* Touchdown (Signal #5; FRB)
* Backward Pass (Page 22)

### Substitutions and Counting Players

* Page 37; GOM, III Head Linesman and Line Judge, A-4
  + Use 11-player signal and indicate to Back Judge
* Rule 3-7; FRB, “Substitutions”

### Time Outs

* Page 53; GOM, “Time-Out Procedure”
* Rule 3-5-2-a; FRB, “Charged and Official’s Time-Outs”
* Loud Whistle and make you signal BIG (Signal #3)
* Write down the time on your game card and remind the Head Coach how many time out he has remaining

### Unsportsmanlike Acts

* Rule 9-5; FRB, “Non-Contact Unsportsmanlike Conduct by Players”
* Rule 9-8; FRB, “Non-Contact Unsportsmanlike Conduct by Nonplayers”
* Page 5; SGB, “Unsportsmanlike Conduct”

### When in Question

* Page 4; SGB, “When in Question”