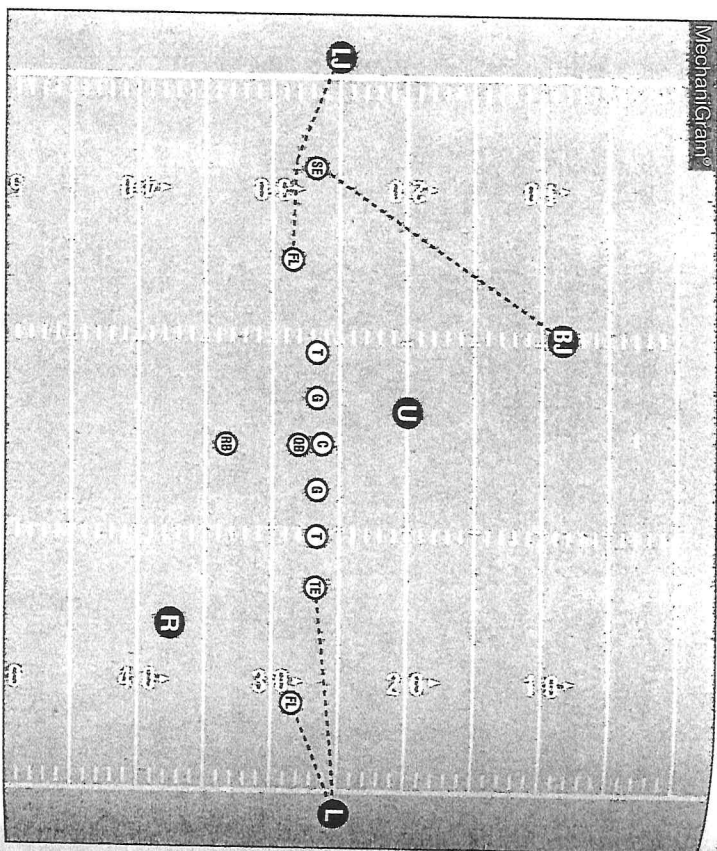


KEYS

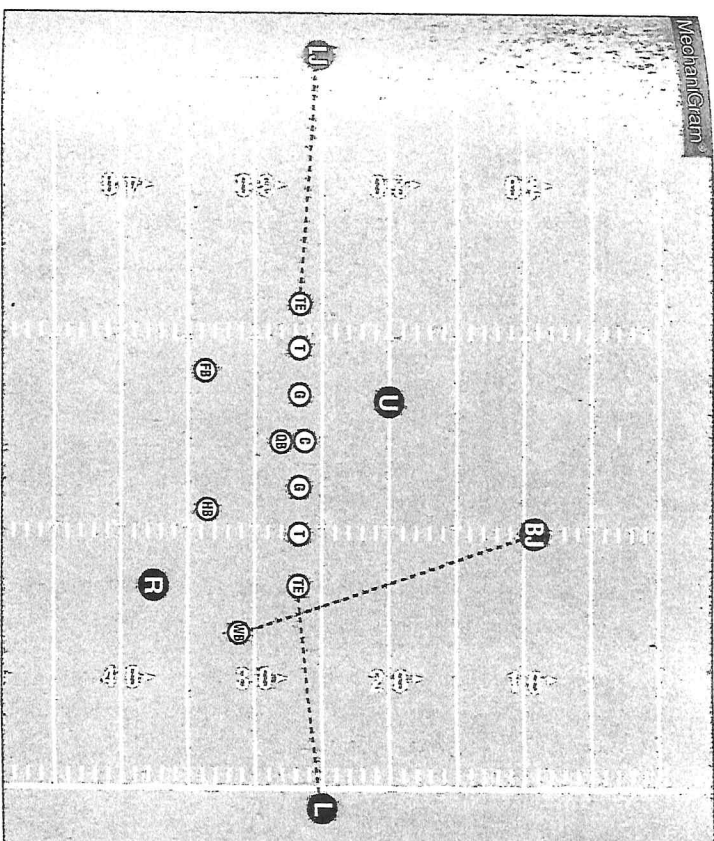
BALANCED FORMATION, STRENGTH DECLARED TO LINE JUDGE'S SIDE



In a balanced formation, strength is always considered to be on the line judge's side. The back judge keys on the widest receiver (in this case, the split end). The line judge keys on the flanker while the linesman has both the split end and flanker on his side. Either wing official may also have the back if he runs a pass route.

KEYS

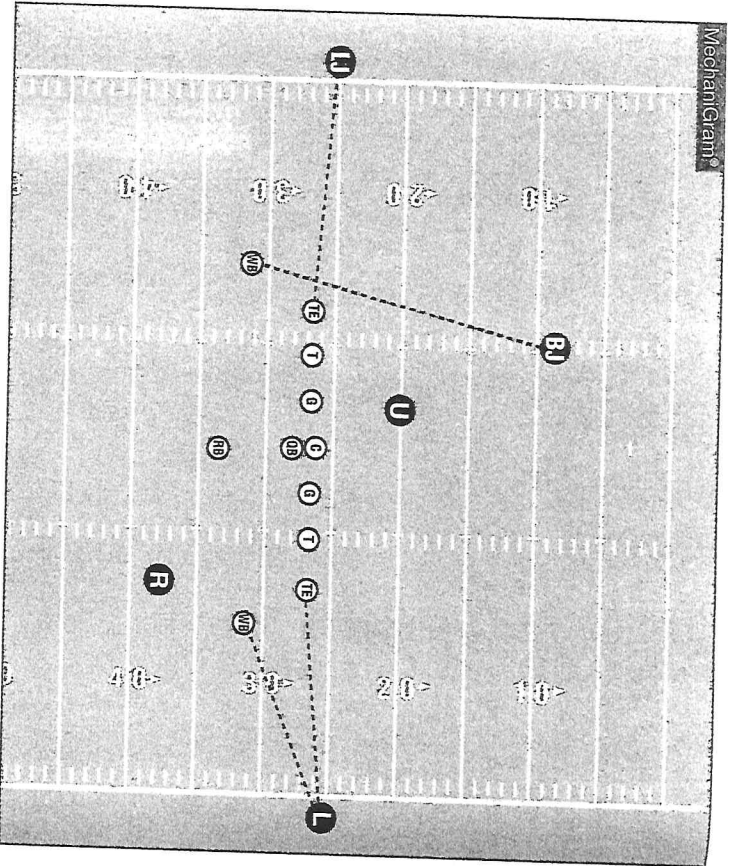
DOUBLE TIGHT ENDS, STRENGTH TO LINESMAN'S SIDE



This is primarily a running formation used on short yardage, but teams sometimes throw quick passes out of this formation. The back judge keys on the widest receiver on the strong side (the wingback on the linesman's side in this case). The linesman keys on the tight end. The line judge keys on the tight end on his side. Either wing official may also have a back who runs a pass route.

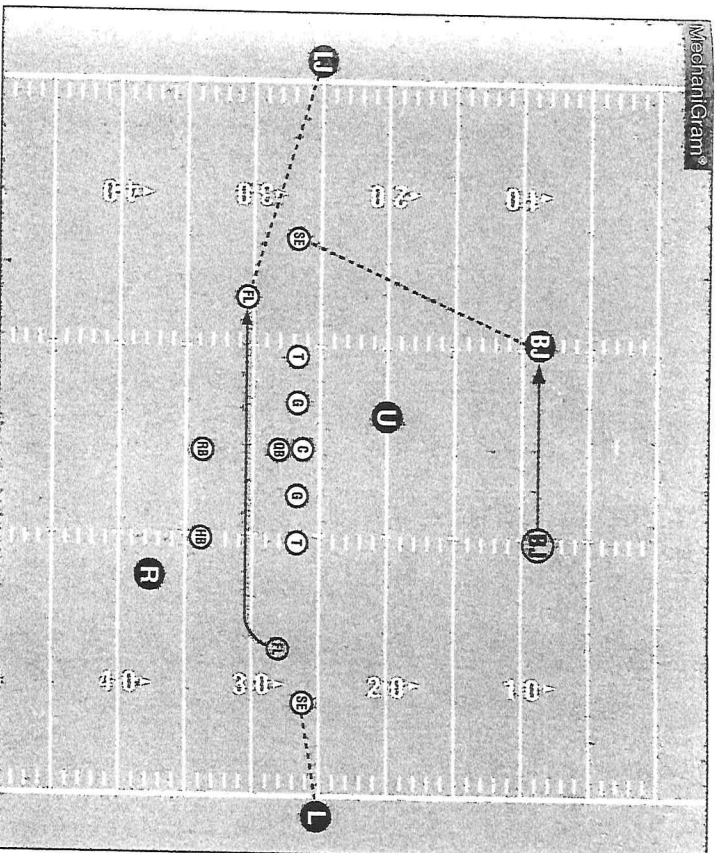
KEYS

DOUBLE WING, DOUBLE TIGHT END FORMATION



Strength is declared to the line judge's side. The back judge keys on the widest receiver on his side. In this case, that's the wingback on the line judge's side. The line judge keys on the tight end on his side. The linesman has the tight end and wingback on his side. Either wing official may also have the back if he runs a pass route.

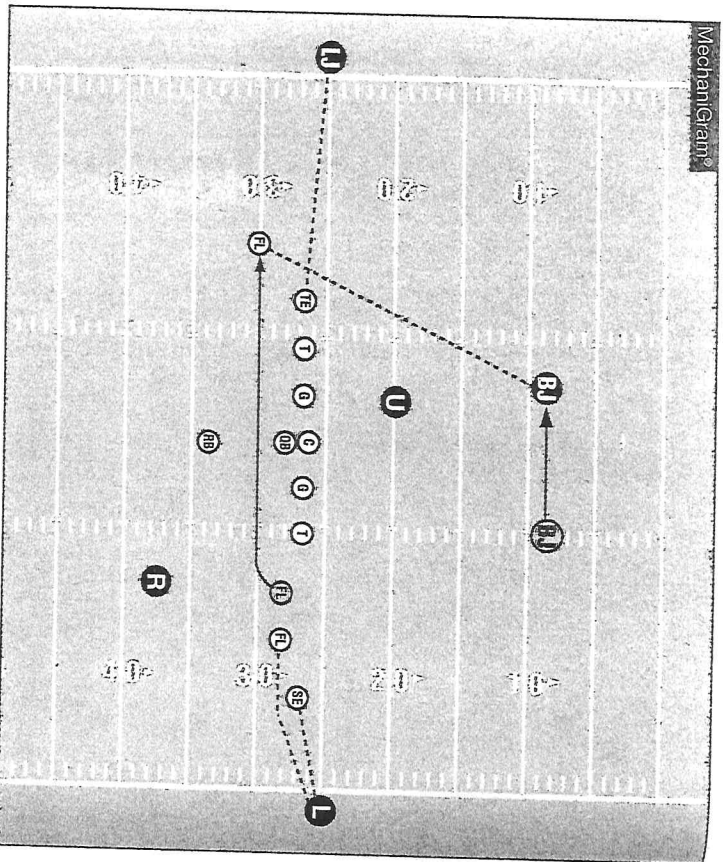
MOTION CHANGES STRENGTH



Strength was to the linesman's side, but motion changed the strength to the line judge's side. The back judge shifts position and keys on the strong side split end. The line judge keys on the flanker and the linesman keys on the split end on his side. Although the line judge is keying on the motion man's action after the snap, the linesman is responsible for watching to ensure the motion man does not cut upfield before the snap. Legality of motion is always the responsibility of the official away from whom the player is moving.

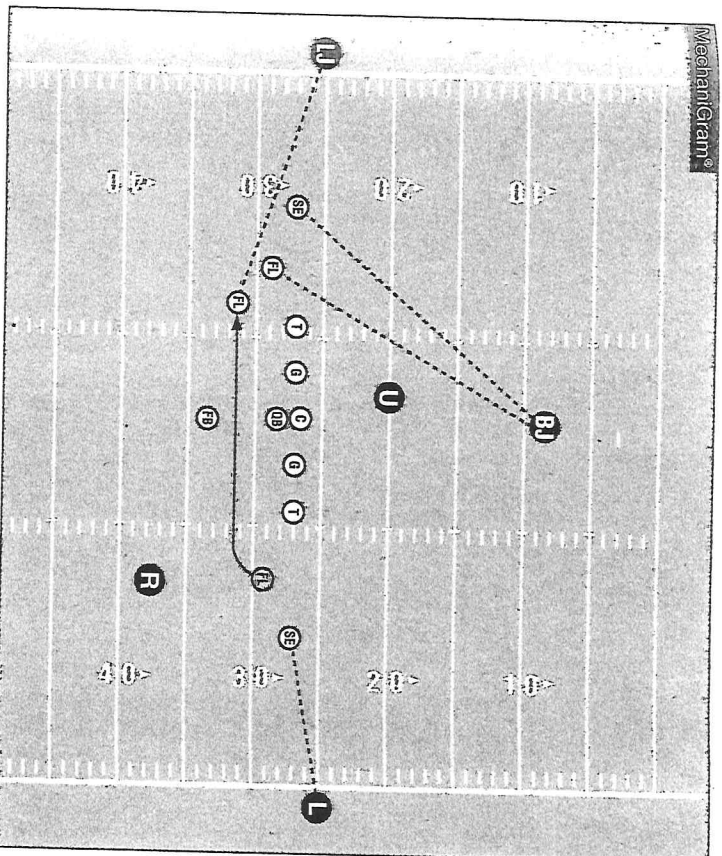
100

MOTION CHANGES FORMATION FROM UNBALANCED TO BALANCED



Strength was to the linesman's side, but motion changed the formation from unbalanced to balanced. In a balanced formation, strength is declared to the line judge's side. The back judge shifts position and keys on the strong side flanker. The line judge keys on the tight end and the linesman keys on the split end and flanker on his side. Although the line judge is keying on the motion man's action after the snap, the linesman is responsible for watching to ensure the motion man does not cut upfield before the snap. Legality of motion is always the responsibility of the official away from whom the player is moving.

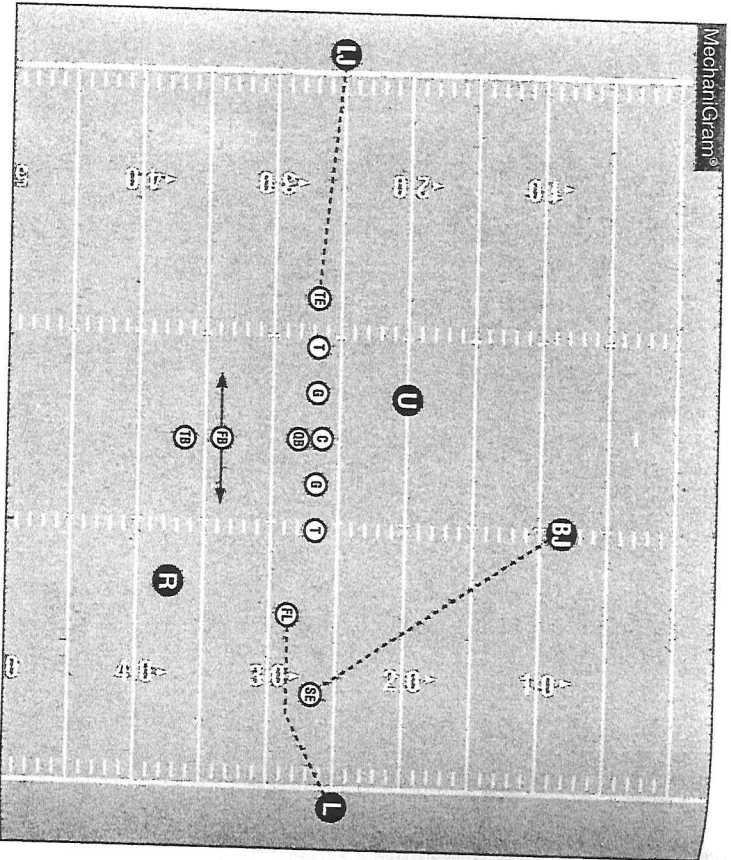
MOTION INTO TRIPS



Motion by the flanker turned a balanced formation into a trips formation to the line judge's side. The back judge keys the two outside receivers. In this case, it's the set flanker and the widest man on the line judge's side. The line judge keys on the motion receiver and the linesman keys the end on his side of the line. Although the line judge is keying on the motion man's action after the snap, the linesman is responsible for watching to ensure the motion man does not cut upfield before the snap. Legality of motion is always the responsibility of the official away from whom the player is moving.

KEYS

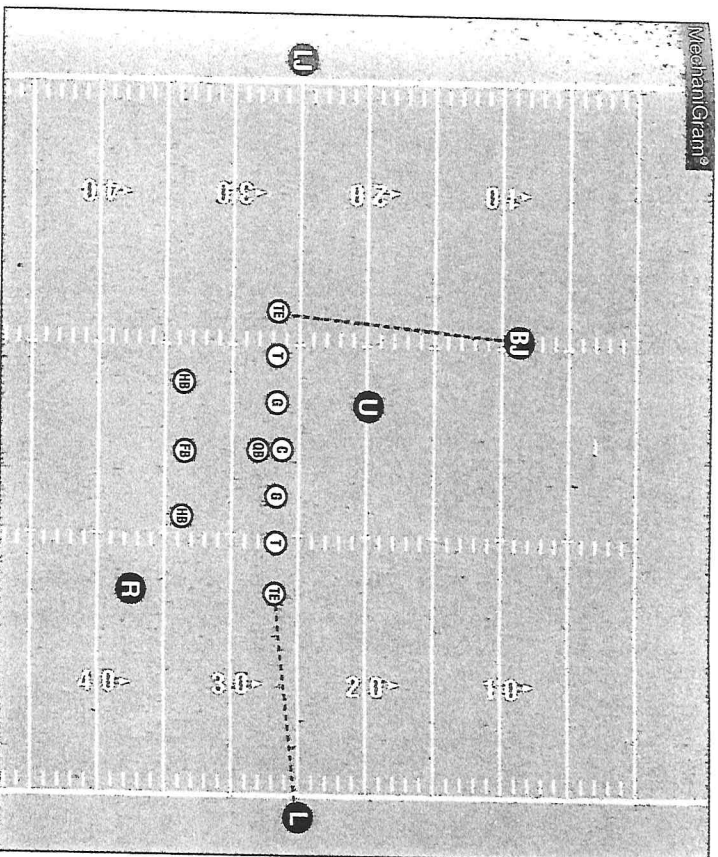
MOTION DOESN'T CHANGE STRENGTH



Strength is to the linesman's side. Even if the back goes in motion to the line judge's side, strength is not considered to have changed. The back judge keys the split end and the linesman keys on the flanker. The line judge keys on the split end. Either wing official may also have the back if he runs a pass route.

KEYS

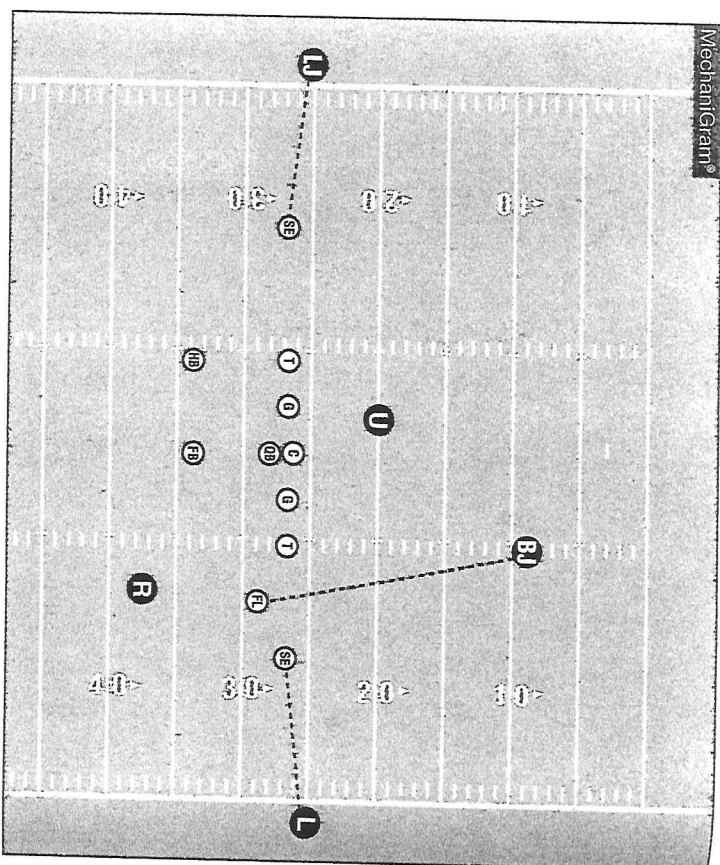
STRAIGHT T



This is primarily a running formation, but on passing downs teams sometimes move a tight end to split end. It's a balanced formation, so strength is declared to the line judge's side. The back judge keys on the tight end on the line judge's side. The linesman keys on the weak side tight end. The line judge has no formal key, but should look through the tight end to observe the tackle on his side and observe the halfback after the snap. Either wing official may have a back who runs a pass route.

KEYS

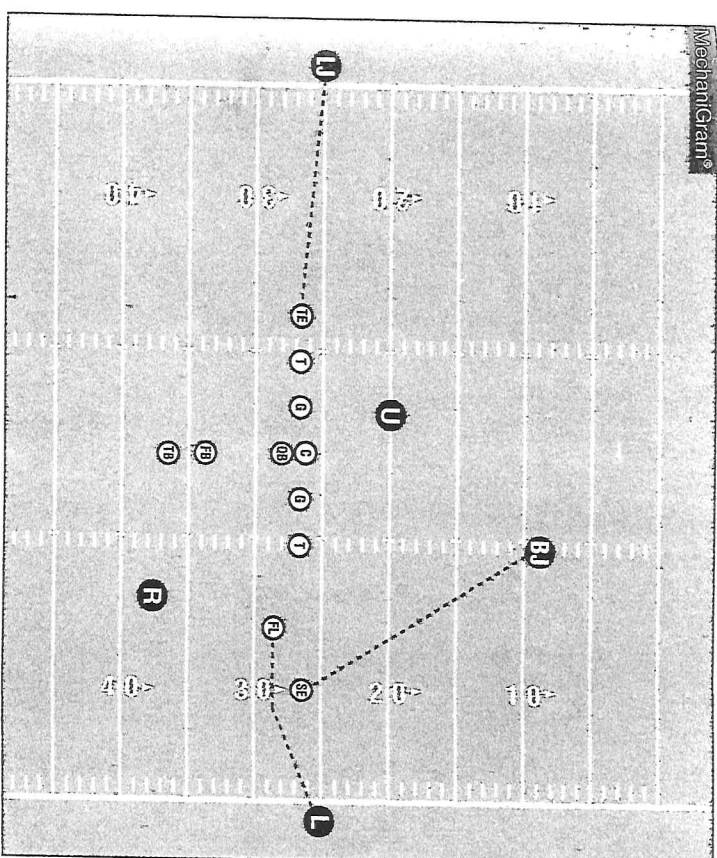
STRENGTH TO LINESMAN'S SIDE, WEAK SIDE SPLIT END



The back judge keys on the strong side split end and the linesman keys on the flanker. The line judge keys the split end on his side. The fullback will likely stay in the backfield for pass protection, but the halfback may run a pass route. If the route is to the line judge's side, the line judge takes him.

KEYS

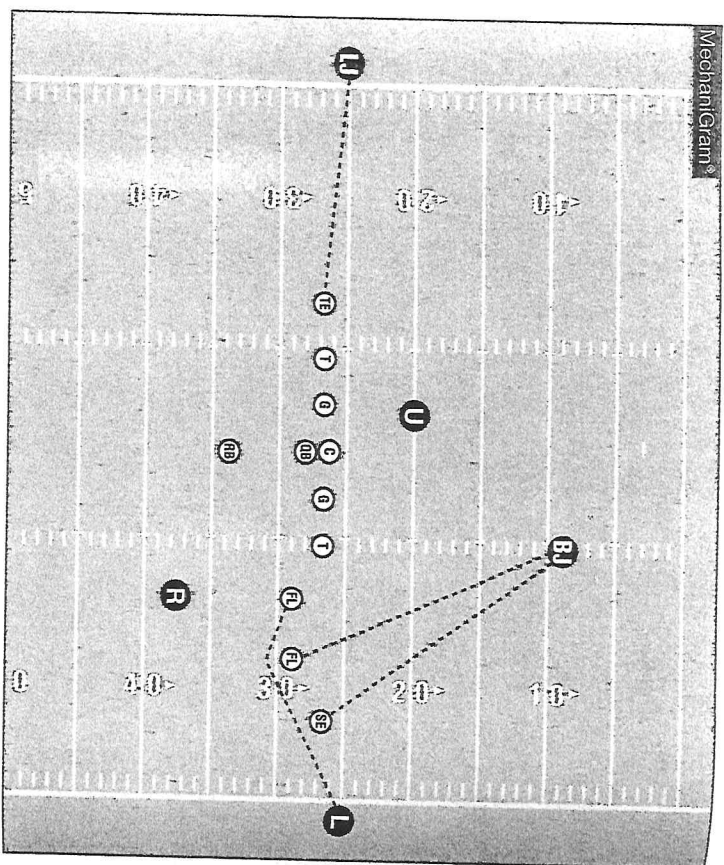
STRENGTH TO LINESMAN'S SIDE, WEAK SIDE TIGHT END



The back judge keys on the split end and the linesman keys on the flanker. The line judge keys the tight end. The fullback will likely stay in the backfield for pass protection, but the tailback may run a pass route. If the route is to the line judge's side, the line judge takes him.

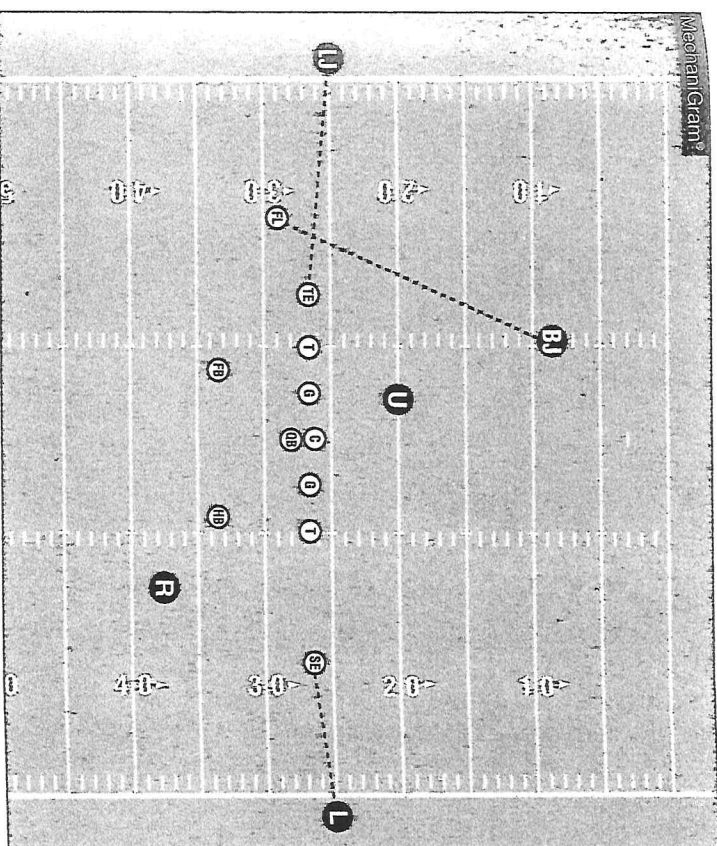
KEYS

TRIPS TO LINESMAN'S SIDE



The back judge keys on the two widest receivers and the strong side wing official keys on the inside receiver. The line judge keys on the end nearest him. Either wing official may also have the back if he runs a pass route. If the same formation were strong to the line judge's side, the line judge would key on the widest receiver and the back judge on the two inside receivers.

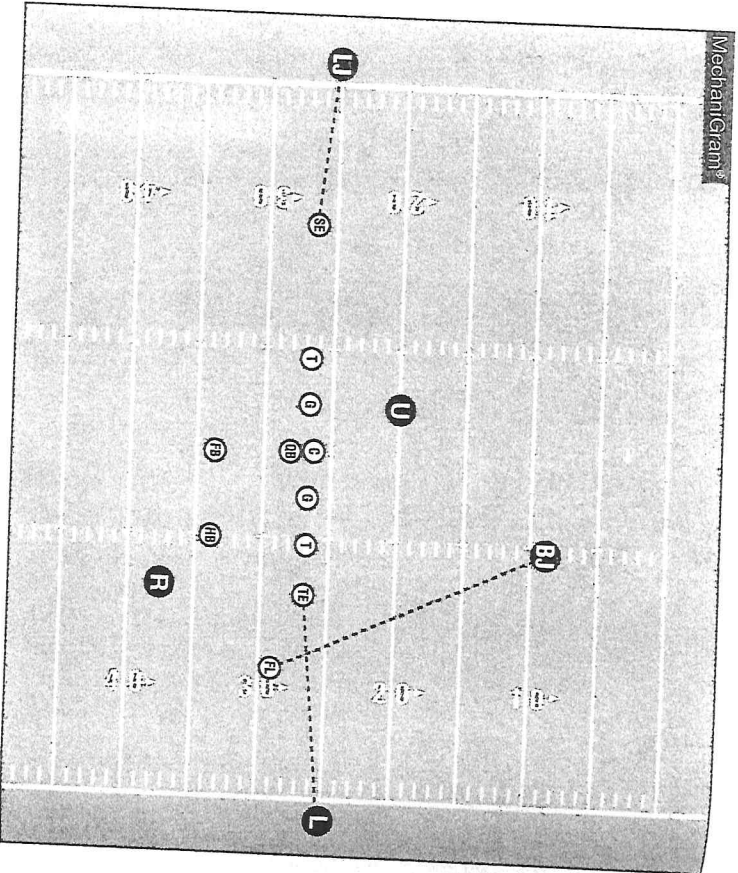
UNBALANCED FORMATION, STRENGTH TO LINE JUDGE'S SIDE



The back judge keys on the flanker and the line judge keys on the tight end. The linesman keys on the split end on his side. Either wing official may also have a back running a pass route.

KEYS

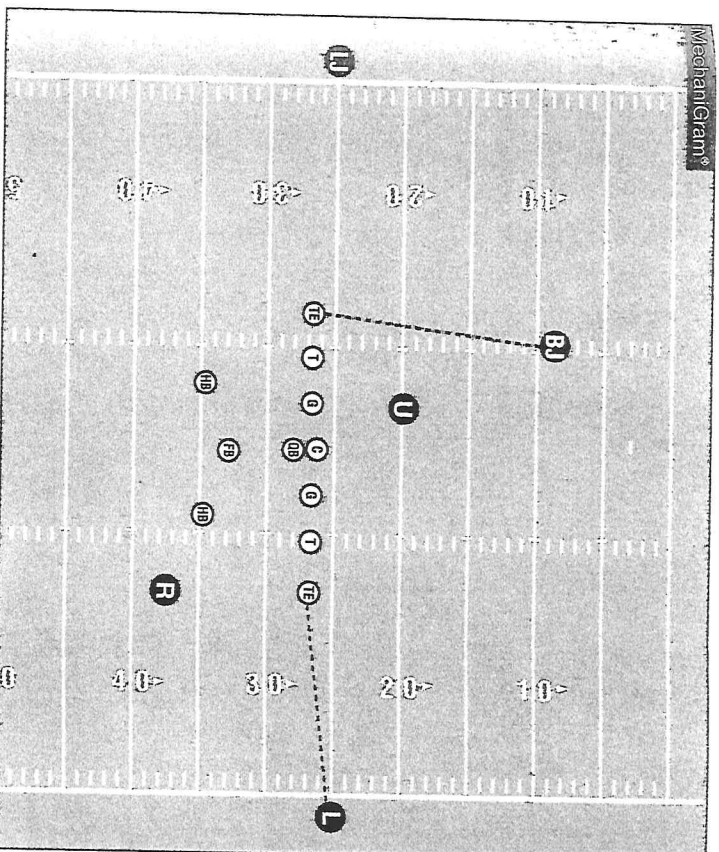
VEER



Although primarily a running formation, teams will occasionally throw to the flanker or split end. In this example, strength is to the linesman's side. The back judge keys the flanker and the linesman keys the tight end. The line judge keys on the split end on his side. The fullback's primary function is as a blocker.

WISHBONE

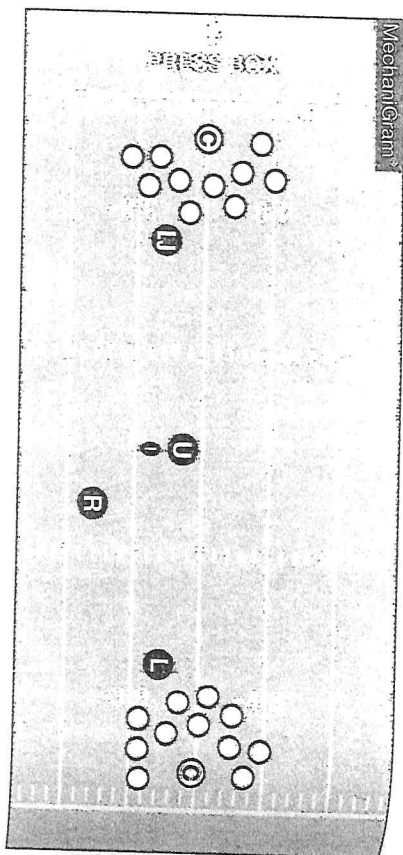
KEYS



A balanced formation, which means strength is declared to line judge's side. The back judge keys the tight end on the line judge's side. The line judge keys the backs. The linesman keys the tight end on his side.

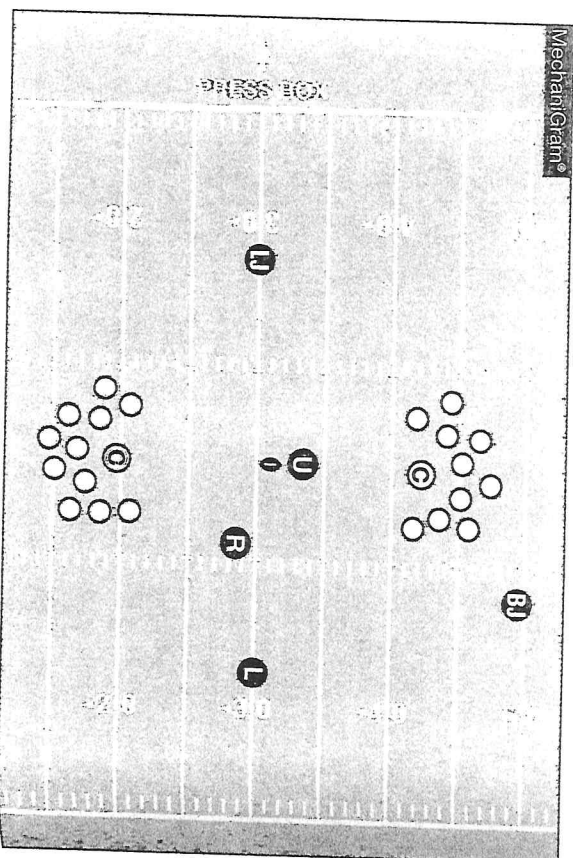
TIMEOUTS

TIMEOUT WITH BOTH TEAMS AT THE SIDELINES



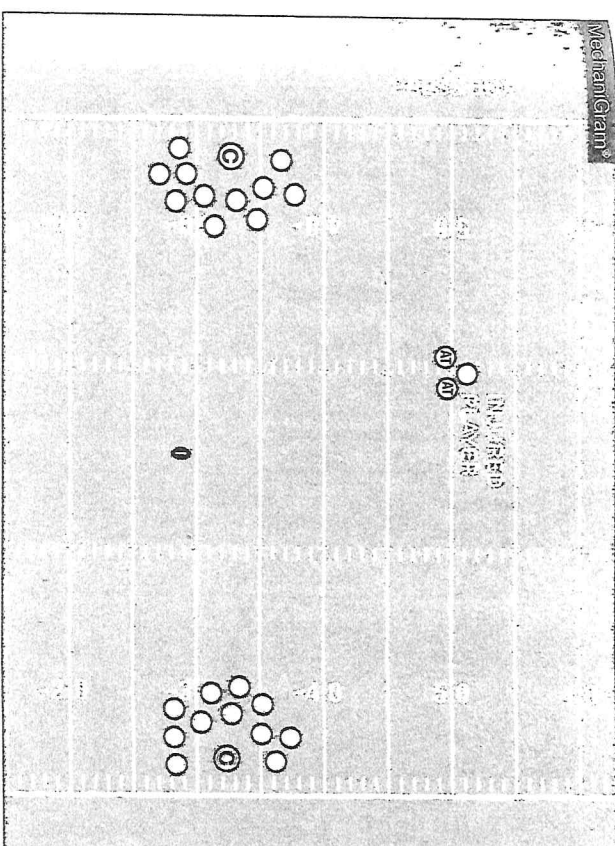
During the timeout, the referee and back judge remains in their positions in the offensive and defensive backfield respectively, the umpire stands over the ball and the linesman and line judge should take positions midway between the ball and their respective sidelines.

TIMEOUT WITH ONE OR BOTH COACHES ON THE FIELD



During the timeout, the referee and back judge remain in their positions in the offensive and defensive backfield respectively, the umpire stands over the ball and the linesman and line judge should take positions midway between the ball and their respective sidelines.

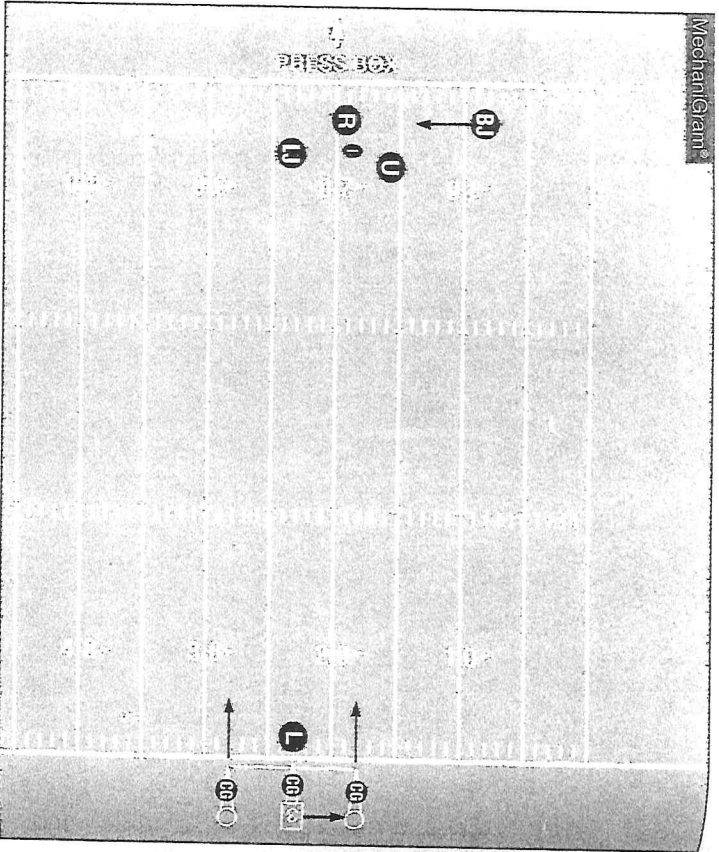
INJURY TIMEOUT



When an injury occurs and the referee grants an authorized conference, it must be an "outside the nine-yard marks conference." That conference provides an opportunity for players to get water. If the injured player is between the hashmarks and the numbers, the team whose sideline is affected should move away from the injured player.

MEASUREMENTS

MEASUREMENT IN SIDE ZONE OPPOSITE THE CHAINS



Action on the field: Play ends in side zone close to a first down.

Referee: Stops clock after seeing that measurement is necessary. Waits at spot for arrival of chain gang.

Umpire: Waits at spot for arrival of chain gang.

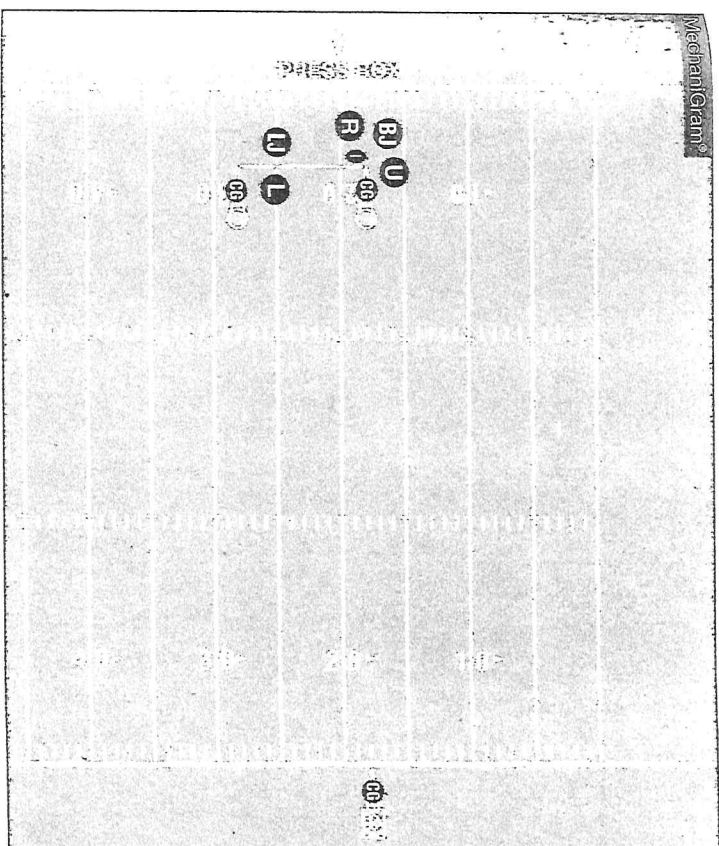
Linesman: Has box holder move box behind lead stake. Brings chain in from sideline with chain gang members to spot indicated by line judge.

Line Judge: Indicates intersection of the five yardline where chain is clipped and line through ball parallel to sideline with beanbag or foot.

Back Judge: Moves to spot to hold ball in place on ground.

MEASUREMENTS

SHORT OF A FIRST DOWN PART 1



Action on the field: Team A is short of a first down.

Referee: Rules whether or not ball is beyond front stake. Uses hands or fingers to inform both benches how short the play ended or first down.

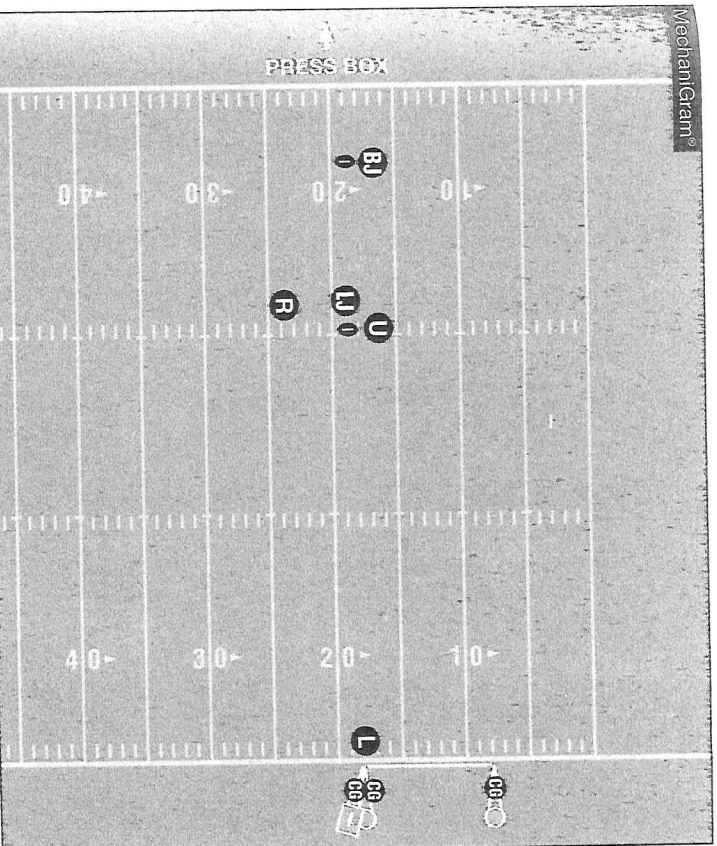
Umpire: Holds lead stake.

Linesman: Holds chain in place.

Line Judge: Gets spare ball from ball helper.

Back Judge: Holds ball in place on ground.

TEAM A AWARDED A FIRST DOWN



Action on the field: Team A is awarded a new series.

Referee: Signals first down. Waits for linesman's signal that chain gang is back in position and other officials are ready before giving ready-for-play signal.

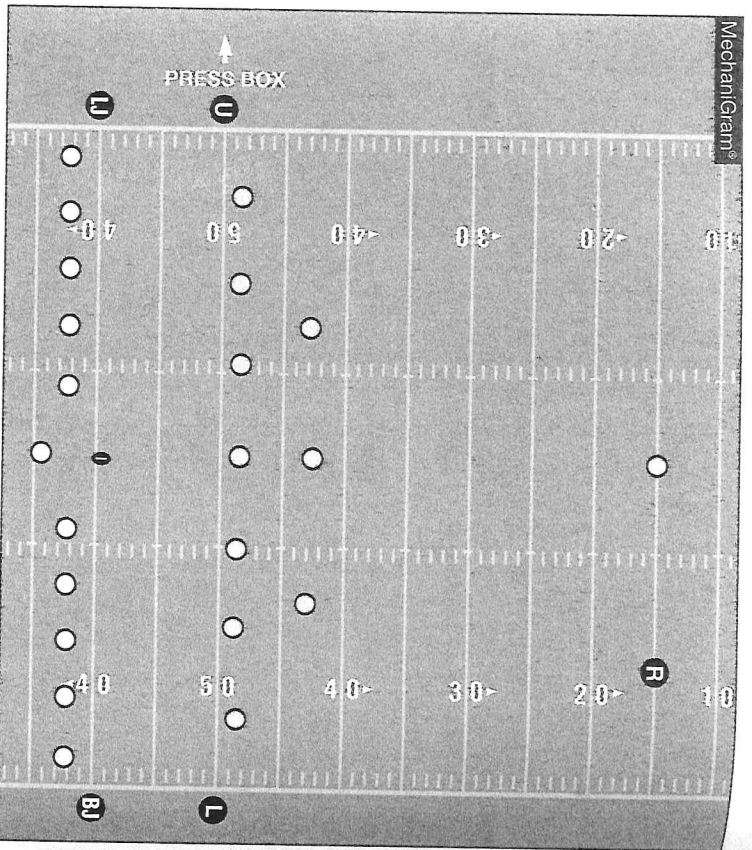
Umpire: Moves to hashmark where ball will next be snapped. Gets ball from line judge and places it.

Linesman: Returns to sideline with chain gang and indicates where new series will begin.

Line judge: Delivers ball to umpire for placement.

Back judge: Holds ball in place on ground.

ON-SIDE KICK



Referee: Starting position is on the side of the field on which the chains are stationed, near the numbers wide of deep receiver.

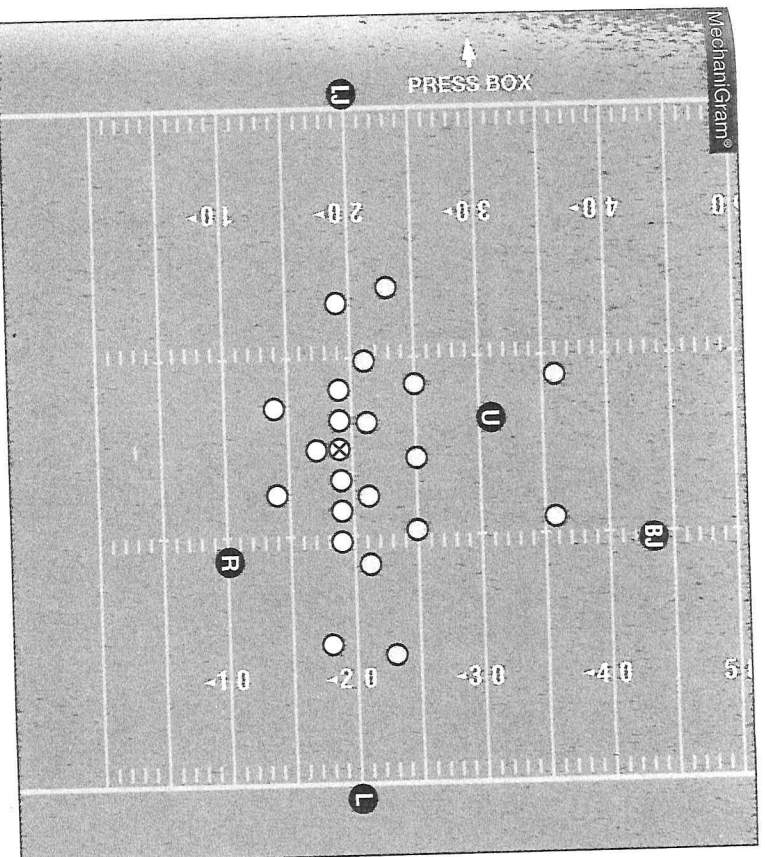
Umpire: Starting position is on the same side of the field as the line judge, on team K's free-kick line. The umpire should have his beanbag in hand to mark the spot if team K first touches the kick and should be prepared to blow the ball dead if a prone player from either team recovers the kick regardless of whether it has traveled 10 yards.

Linesman: Starting position is on team K's free-kick line. The linesman should have his beanbag in hand to mark the spot if team K first touches the kick and should be prepared to blow the ball dead if a prone player from either team recovers the kick regardless of whether it has traveled 10 yards.

Line Judge: Starting position is on team R's free-kick line. The line judge should have his beanbag in hand to mark the spot if team K first touches the kick and should be prepared to blow the ball dead if a prone player from either team recovers the kick regardless of whether it has traveled 10 yards.

Back Judge: Starting position is on the linesman's side of the field and on team K's free-kick line. The back judge should be prepared to blow the ball dead if a prone player from either team recovers the kick regardless of whether it has traveled 10 yards.

SCRIMMAGE PLAY



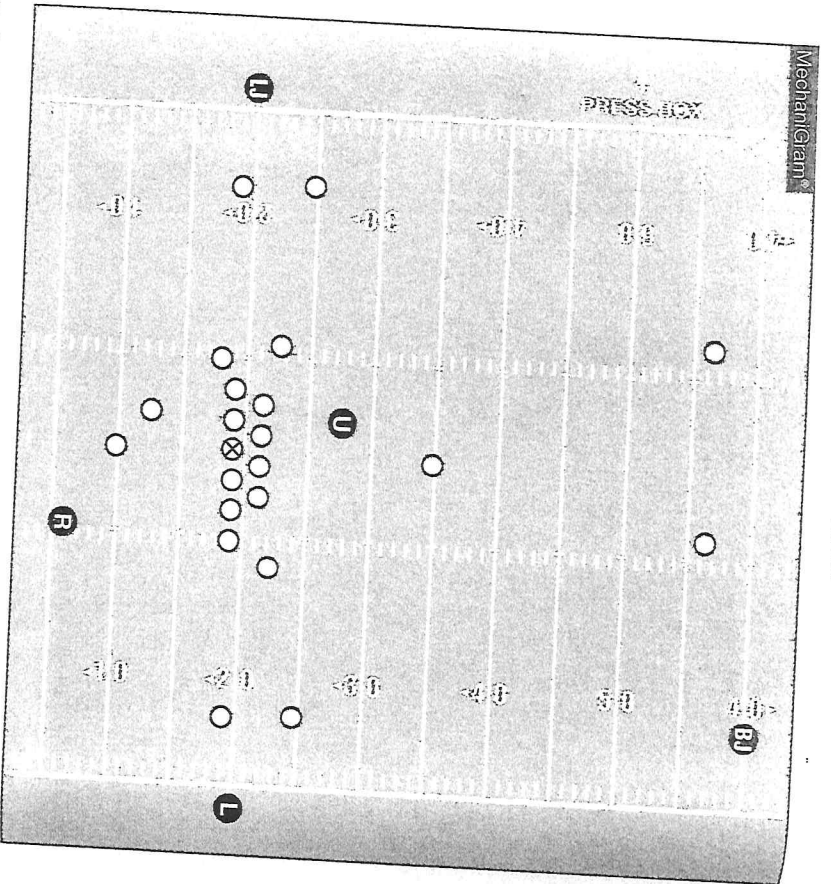
Referee: While team A is in the huddle, take a position approximately 10-15 yards from the line of scrimmage and five yards wide of the huddle to be more visible to the clock operator. Once team A is at the line, starting position is on the passing-arm side of the quarterback, approximately 10 to 12 yards deep and at least as wide as the tight end.

Umpire: Starting position is 10 yards behind team B's line and between the defensive ends. The umpire must be able to see the ball from the time the snapper handles the ball until the time it is snapped.

Linesman and line judge: Starting position is straddling the line of scrimmage and on the sideline.

Back judge: Starting position is favoring the strong side of the formation, approximately 20 to 25 yards beyond the line of scrimmage and deeper than the deepest defender.

SCRIMMAGE KICK



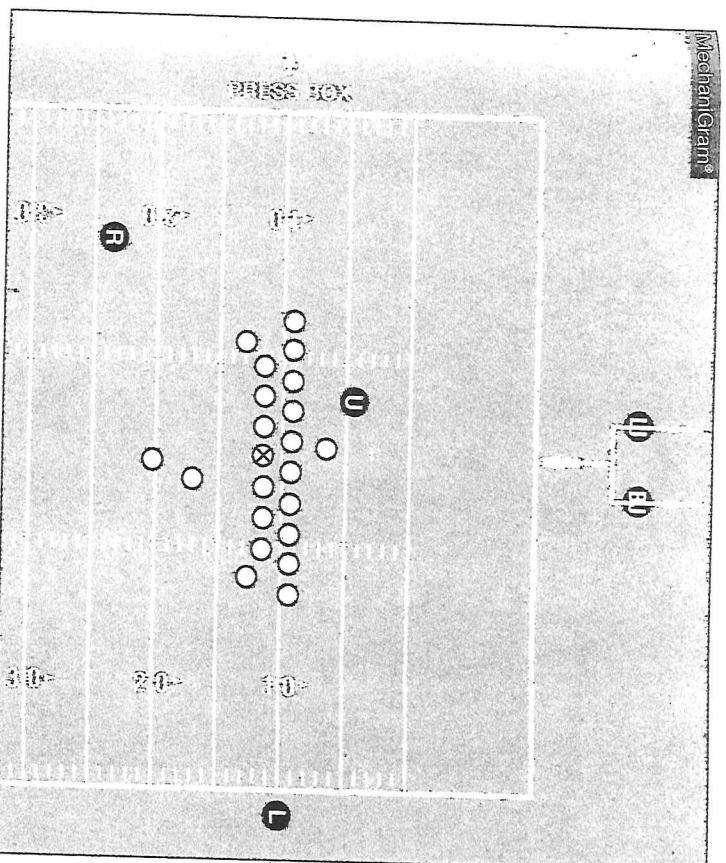
Referee: The referee's position is three to five yards outside the tight end and two to three yards behind the kicker, on kicking-leg side. That position allows the referee to view the snap as well as the action around the kicker before, during and after the kick. The referee must be ready to move in the appropriate direction if an errant snap leads to a loose ball in the offensive backfield.

Umpire: The umpire sets up four to seven yards deep and favoring the line judge's sideline. Favoring the line judge's side compensates for the line judge moving downfield immediately at the snap.

Linesman and line judge: The wing officials' starting position on scrimmage kicks is the same as for other plays from scrimmage.

Back judge: The back judge begins the play seven to 10 to 12 yards wider than and two to three yards behind the deepest receiver on the linesman's side of the field. The back judge must be prepared to move upfield if the kick is short or downfield if the receiver has to retreat.

SCORING KICK



Referee: Starting position is two to three yards to rear and three to five yards to side of potential kicker, facing holder.

Umpire: Starting position is four to seven yards off line.

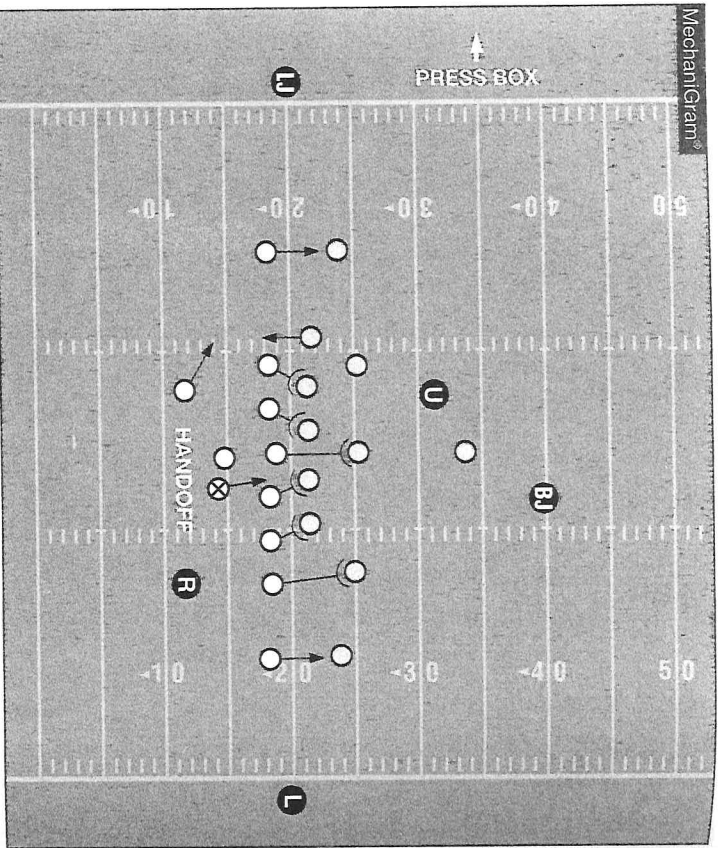
Wing officials: The wing official facing the referee remains on the line and on the sideline, while the opposite wing joins the back judge behind the goalpost. The Mechanigram depicts a situation in which the line judge is deep and the linesman remains on the line.

Back judge: Starting position is beyond the endline and behind the upright.

Note: On a field goal attempt by free kick, the chains are set to establish the 10-yard neutral zone.

COVERAGE

RUN UP THE MIDDLE PART 1



Action on the field: Handoff to a back.

Referee: Reads blocking of left tackle and reads run. Observes handoff and action around quarterback after handoff.

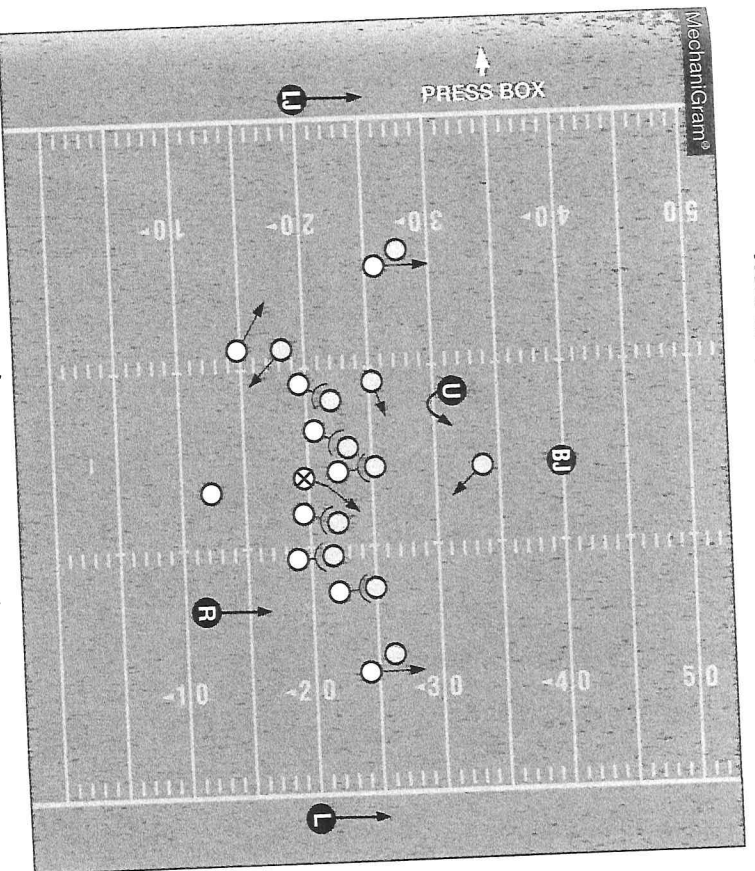
Umpire: Reads blocking of center and right guard and reads run. Determines point of attack and observes blocking there.

Linesman: Reads blocking of tight end and reads run. Observes blocking.

Line judge: Reads blocking of left tackle and reads run. Observes blocking.

Back judge: Reads blocking of tackle and reads run. Observes blocking.

RUN UP THE MIDDLE PART 2



Action on the field: Runner advances.

Referee: Moves slowly downfield and observes action behind runner.

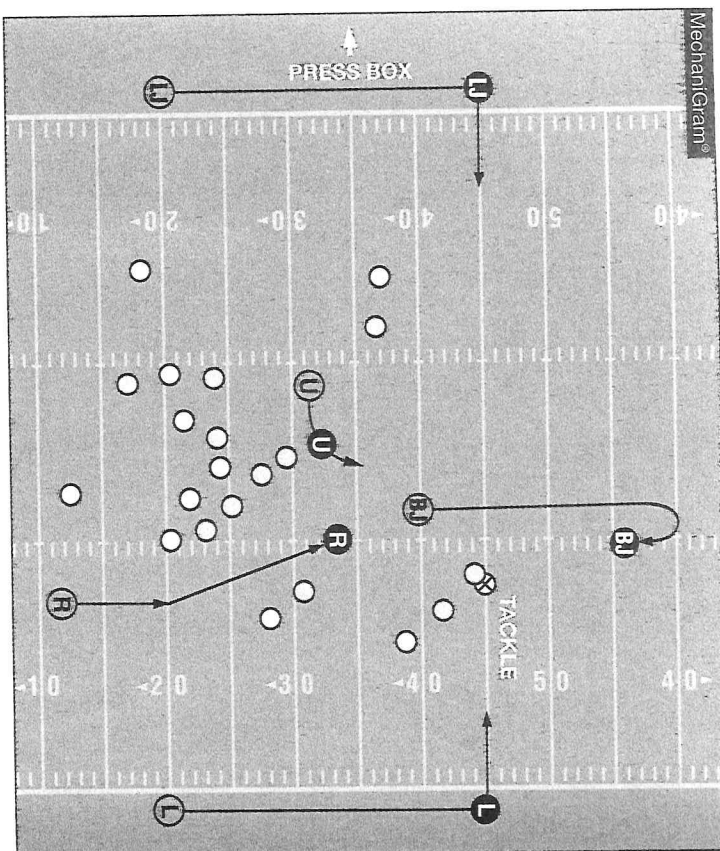
Umpire: Pivots to observe play. Observes action around runner.

Linesman: Moves slowly downfield and observes action in front of runner.

Line judge: Moves slowly downfield and observes action in front of runner.

Back judge: Observes action in front of runner.

RUN UP THE MIDDLE PART 3



Action on the field: Runner continues advance and is downed.

Referee: Moves slowly downfield and observes players behind the ball in his area. If first down has been achieved and no penalty markers are down, signals linesman to have chain crew move the chains.

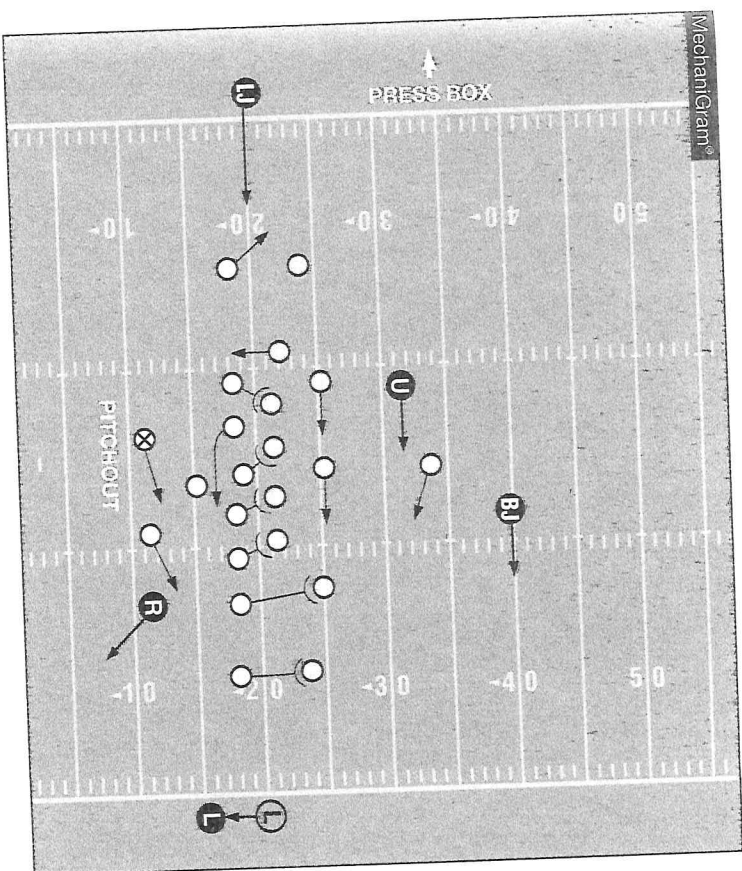
Umpire: Moves downfield and observes action behind runner. Observes players in his area.

Linesman: Moves quickly downfield and observes action around runner until runner enters back judge's coverage area. Observes players. Squares off to mark spot of forward progress. If first down has been achieved, gets signal from referee and instructs chain crew to move to spot. Assists chain crew in setting chains for new series.

Line judge: Observes action in front of runner on his side of the field. Squares off to mirror spot of forward progress. Observes players in his area.

Back judge: Observes blocking ahead of the runner and the runner himself if the runner advances more than 10 yards downfield. When runner is downed, observes players for dead-ball fouls.

SWEEP TO LINESMAN'S SIDE PART 1



Action on the field: Pitchout to back.

Referee: Reads blocking of left tackle and reads run. Moves with flow of play. Observes runner and action around runner.

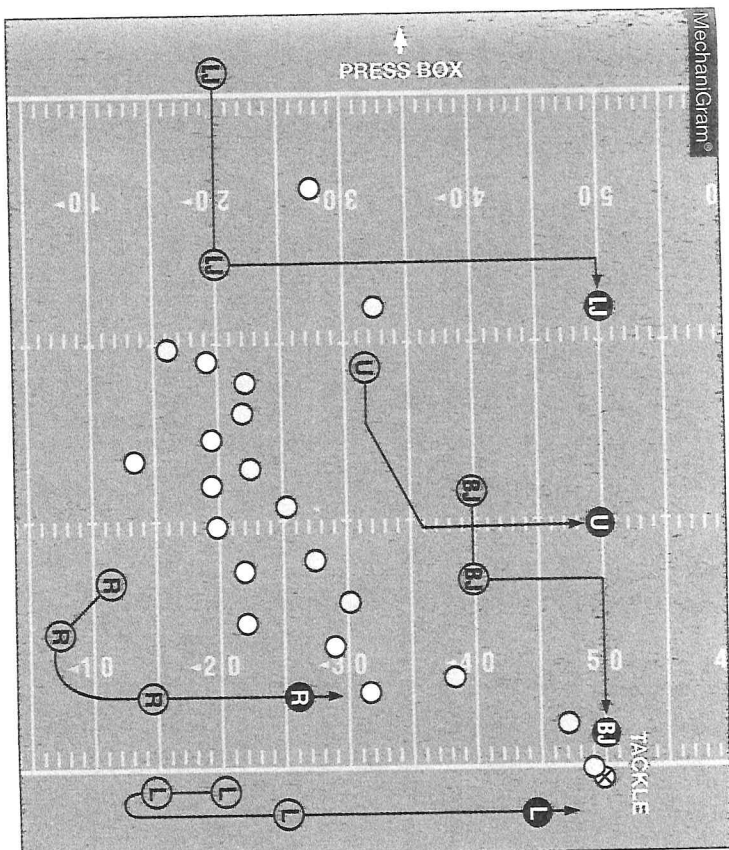
Umpire: Reads blocking of center and right guard and reads run. Determines point of attack and observes blocking there. Moves with flow of play. Observes blocking and action in front of runner.

Linesman: Looks through split end, reads blocking of tight end and reads run. As flow comes to his side, steps backward across sideline to prevent interfering with play. Waits until players have flowed downfield before moving to cover play. Observes blocking and action in front of runner.

Line judge: Looks through end, reads blocking of pulling left tackle and reads sweep to opposite side. Moves slowly toward play. Observes blocking and action of players not involved in flow of play.

Back judge: Observes blocking of tackle and reads run. Moves with flow of play. Observes blocking and action in front of runner.

SWEEP TO LINESMAN'S SIDE PART 3



Action on the field: Runner continues advance and goes out of bounds

Referee: Moves slowly downfield and observes players in front of the ball. If first down has been achieved and no penalty markers are down, signals linesman to have chain crew move the chains.

Umpire: Moves slowly downfield and observes players in front of the ball. Once spot is established, hustles to set ball for next down.

Linesman: Gives up coverage of runner when runner enters back judge's coverage zone (halo principle). Moves down sideline and observes action behind the runner. Blows whistle and gives stop-the-clock signal when runner steps out of bounds.

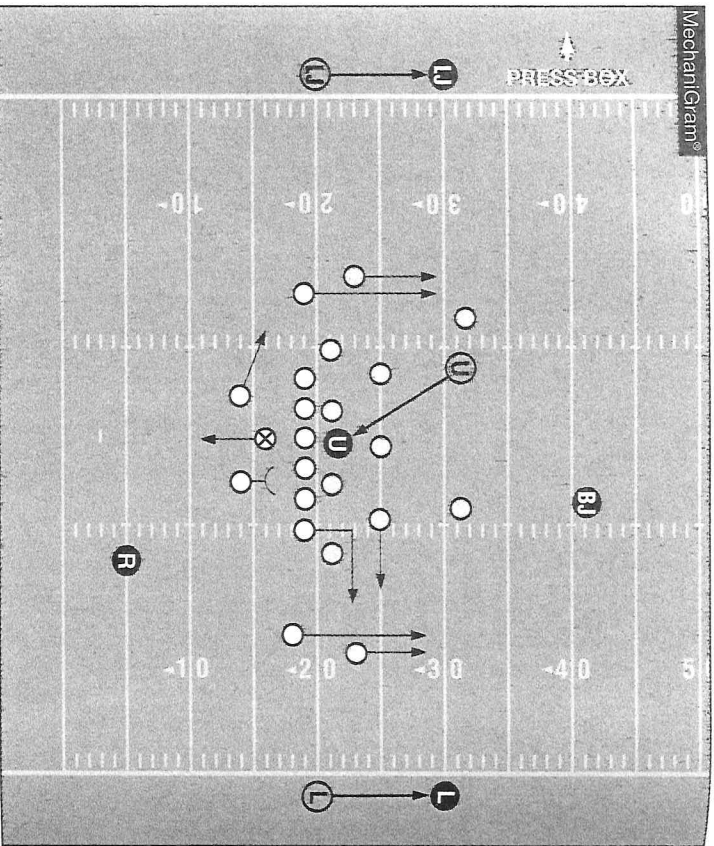
Hustles to dead-ball spot to prevent post-play action. If first down has been achieved, Blows whistle and gives stop and clock signal.

setting chains for new series.

Line judge: Moves downfield with flow of play and cleans up after the play. Squares off to mirror spot of forward progress. Observes players in his area.

Back judge: Takes coverage of runner when runner enters coverage area (halo principle). Squares off to mark spot of forward progress. Observes players. Holds spot until umpire arrives to set ball for new series.

DEEP PASS PART 1



Action on the field: Quarterback drops back.

Referee: Keys on opposite-side tackle; reads pass when tackle retreats. As quarterback drops back, moves back to maintain distance between himself and quarterback. Observes blocking by backs.

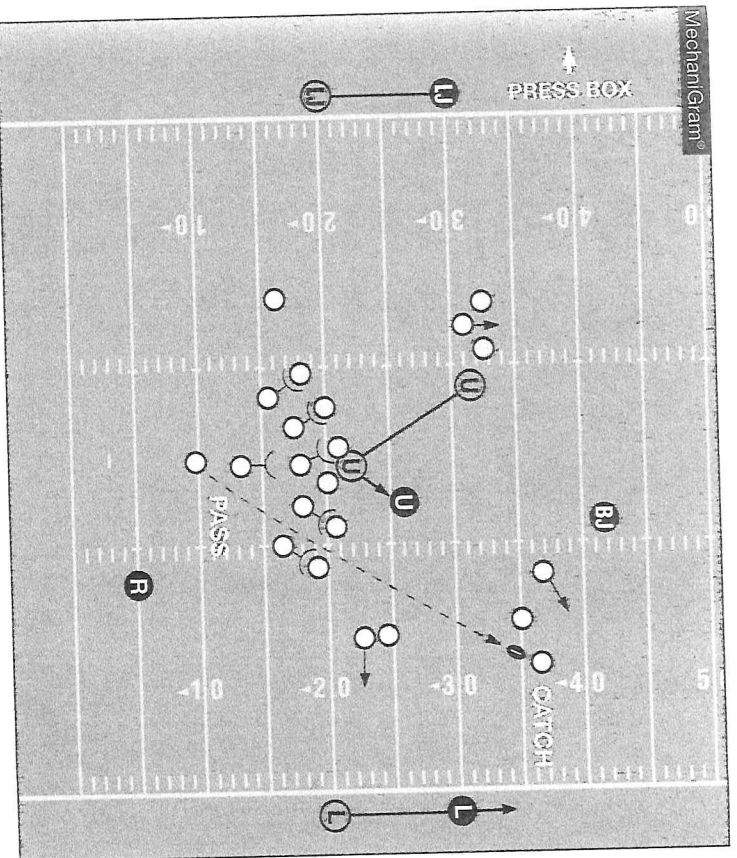
Umpire: Observes presnap adjustments and legality of snap. Keys on center and guards; reads pass when linemen retreat. Steps up to the line of scrimmage and observes blocking.

Linesman: Identifies the eligible receivers on his side of the field. Uses extended arm signal to alert line judge that end is in offensive backfield. After snap, observes initial blocking, then moves slowly downfield and watches initial contact between receivers and defenders.

Line judge: Identifies the eligible receivers on his side of the field. After snap, observes initial blocking, then moves slowly downfield and watches initial contact between receivers and defenders.

Back judge: Observes tackle's block and reads pass, then shifts focus to split end. As receivers move downfield, moves back to maintain distance between himself and receivers. Watches initial contact between receivers and defenders.

DEEP PASS PART 2



Action on the field: Pass thrown to and caught by receiver.

Referee: Observes passer. Moves downfield with flow of play.

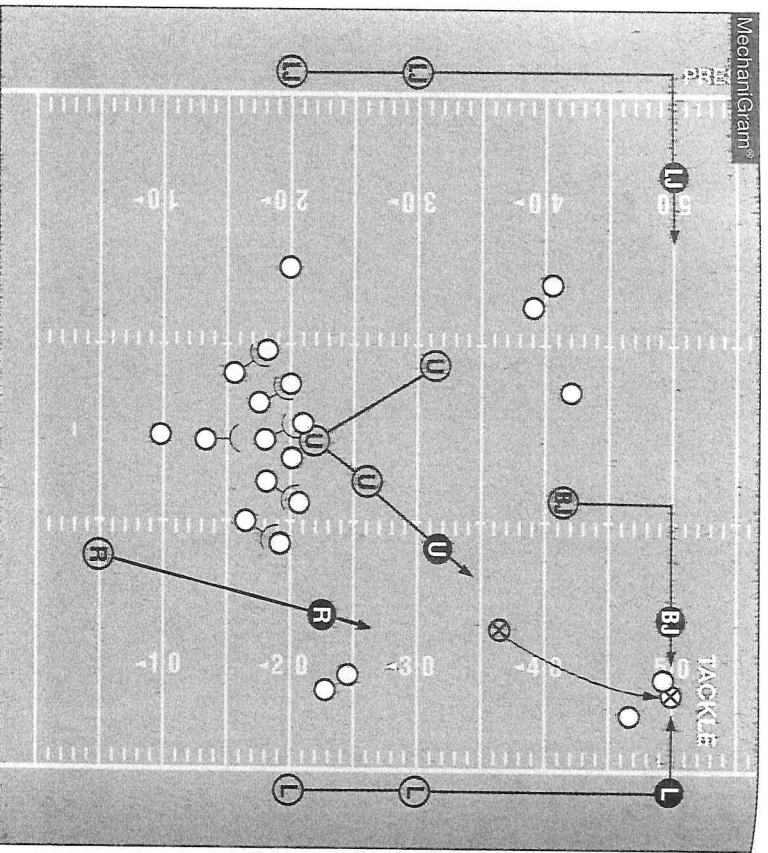
Umpire: Pivots to follow flight and moves in direction of the ball.

Linesman: Moves downfield and maintains position about halfway between line of scrimmage and deepest receiver on his side, then moves quickly to get angle to observe attempted catch.

Line judge: Moves downfield and maintains position about halfway between line of scrimmage and deepest receiver on his side.

Back judge: Determines intended receiver and pivots to get angle and observe attempted catch.

DEEP PASS PART 3



Action on the field: Runner advances and is downed.

Referee: Moves slowly downfield and observes players in front of the ball.

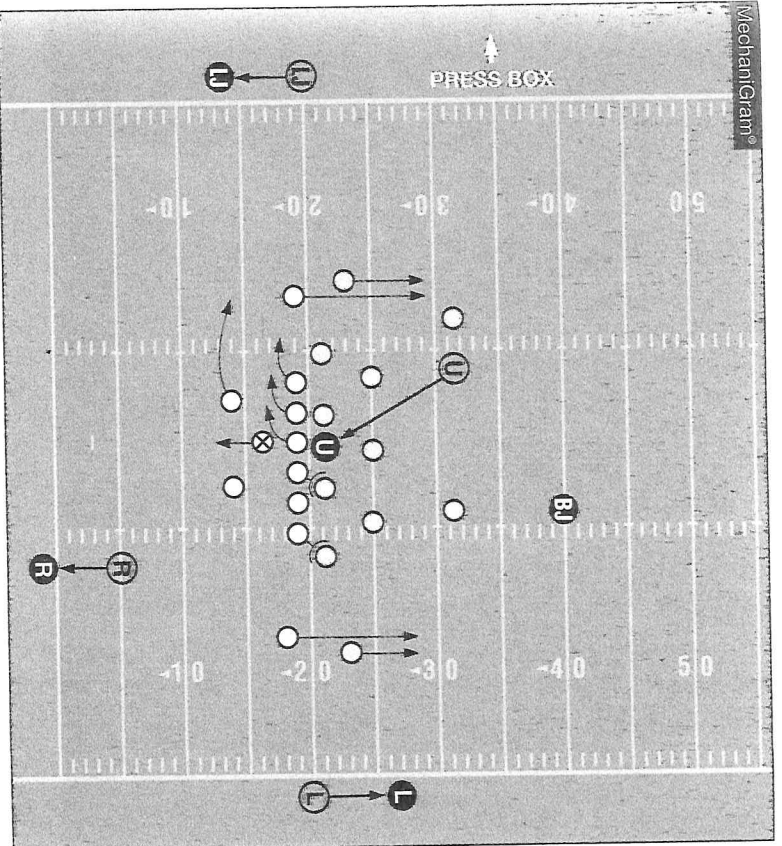
Umpire: Moves slowly downfield and observes players in front of the ball. Once spot is established, hustles to hashmark to set ball for next down.

Linesman: Continues to move downfield. Blows whistle when receiver is downed. Squares off to mark spot of forward progress. Stops clock if first down has been achieved.

Line judge: Moves downfield and observes players behind the ball in his area. Practices dead-ball officiating.

Back judge: Moves downfield and observes players in his area. Squares off to mark spot of forward progress. Echoes stop-the-clock signal if first down has been achieved.

SCREEN OR PASS TO FLAT PART 1



Action on the field: Quarterback drops back.

Referee: Keys on opposite-side tackle; reads screen or draw when tackle pulls. As quarterback drops back, moves back to maintain distance between himself and quarterback. Observes blocking by backs.

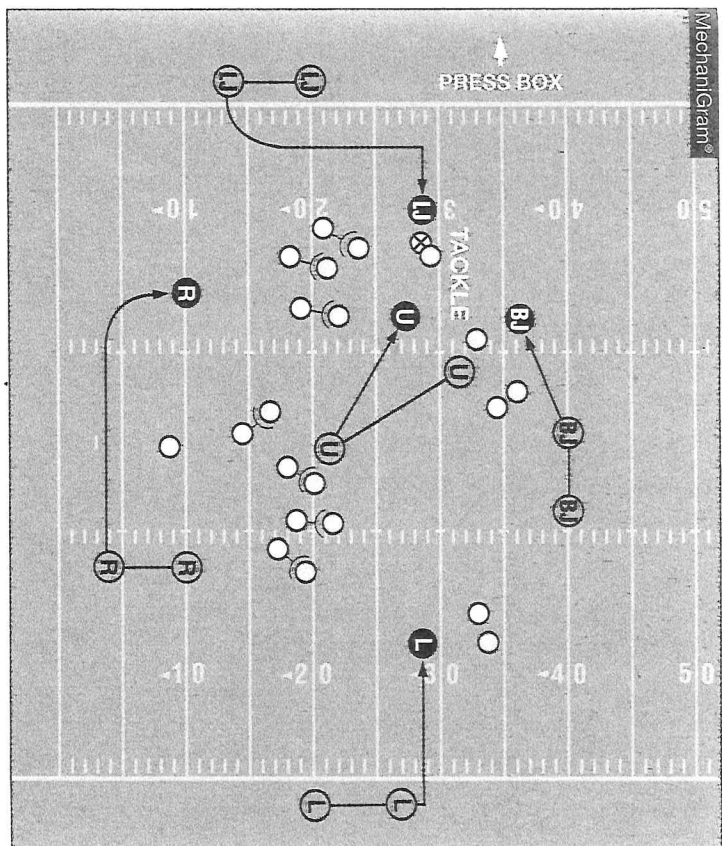
Umpire: Observes presnap adjustments and legality of snap. Keys on center and guards; reads screen or draw when linemen pull. Steps up to the line of scrimmage and observes blocking.

Linesman: Identifies the eligible receivers on his side of the field. Uses extended arm signal to alert line judge that end is in offensive backfield. After snap, observes initial blocking, then uses shuffle step to move slowly downfield. Watches initial contact between receivers and defenders.

Line judge: Identifies the eligible receivers on his side of the field. After snap, observes initial blocking; reads screen or draw when tackle pulls. Moves into offensive backfield to cover receiver out of backfield.

Back judge: Reads run when tackle fires out. Observes blocking by his keys.

SCREEN OR PASS TO FLAT PART 3



Action on the field: Runner advances and is downed.

Referee: Moves slowly downfield and observes players in his area.

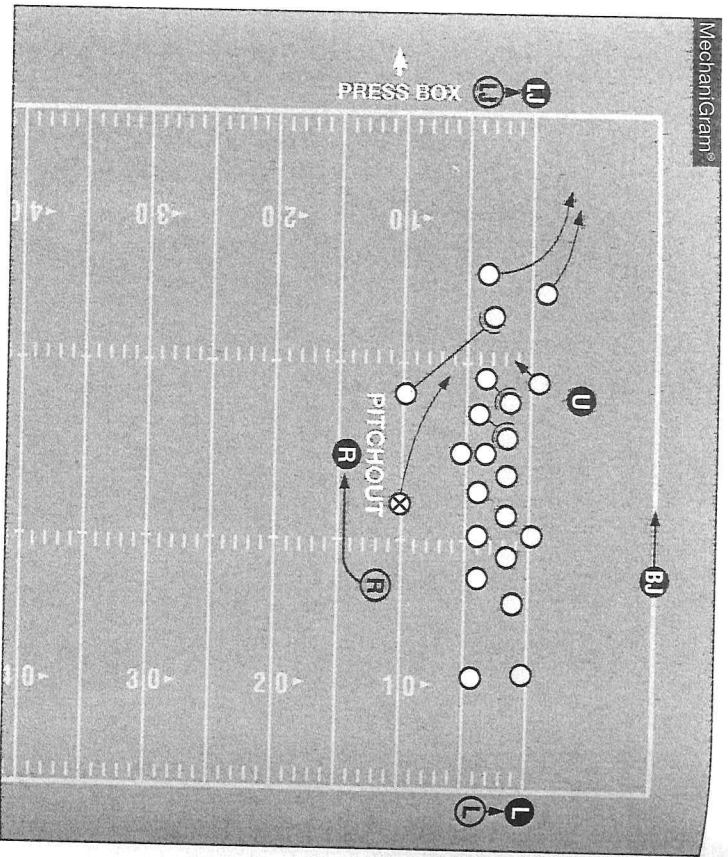
Umpire: Observes blocking.

Linesman: Moves downfield and observes players in his area. Squares off to mark spot of forward progress.

Line judge: Blows whistle when receiver is downed. Squares off to mark spot of forward progress. Stops clock if first down has been achieved.

Back judge: Moves toward play and observes players around pile.

GOALLINE PLAYS: OFFENSE GOING IN PART 1



Action on the field: Pitchout to back, sweep left.

Referee: Reads blocking of left tackle and reads run. Moves with flow of play. Observes runner and action around runner.

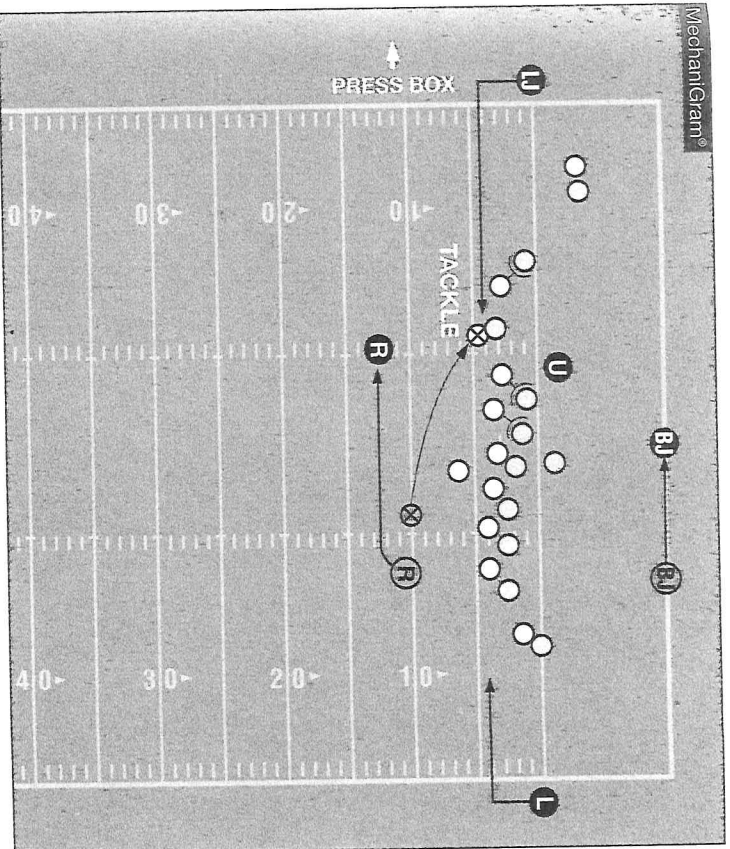
Umpire: Reads blocking of center and right guard and reads run. Determines point of attack and observes blocking there. Moves with flow of play. Observes blocking and action in front of runner.

Linesman: Moves immediately to goalline at snap. Observes initial blocking.

Line judge: Moves immediately to goalline at snap. Observes initial blocking.

Back judge: Reads blocking of tight end and tackle and reads run. Moves with flow of play. Observes blocking and action in front of runner.

GOALLINE PLAYS: OFFENSE GOING IN PART 2



Action on the field: Runner stopped short of goalline.

Referee: Observes action.

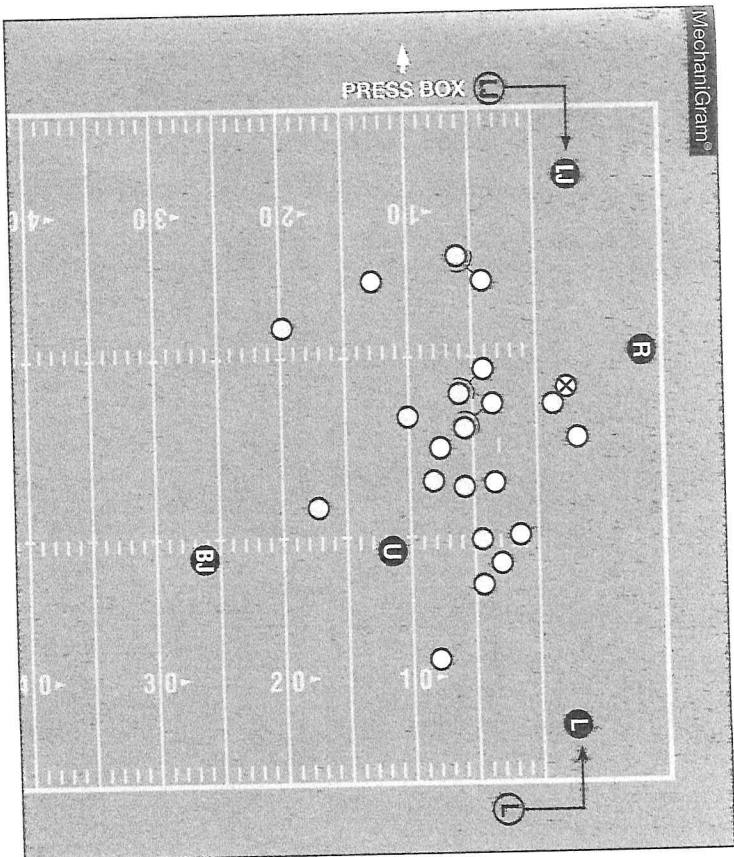
Umpire: Observes blocking and action in front of runner.

Linesman: Official back to the ball and squares off to mirror line judge's spot.

Line judge: Official back to the ball to observe contact on runner and squares off to indicate forward progress. Blows whistle when runner is downed.

Back judge: Moves with flow of play and observes action.

GOALLINE PLAYS: OFFENSE COMING OUT PART 3



Action on the field: Runner downed in end zone.

Referee: Looks to appropriate wing official for progress spot or safety signal.

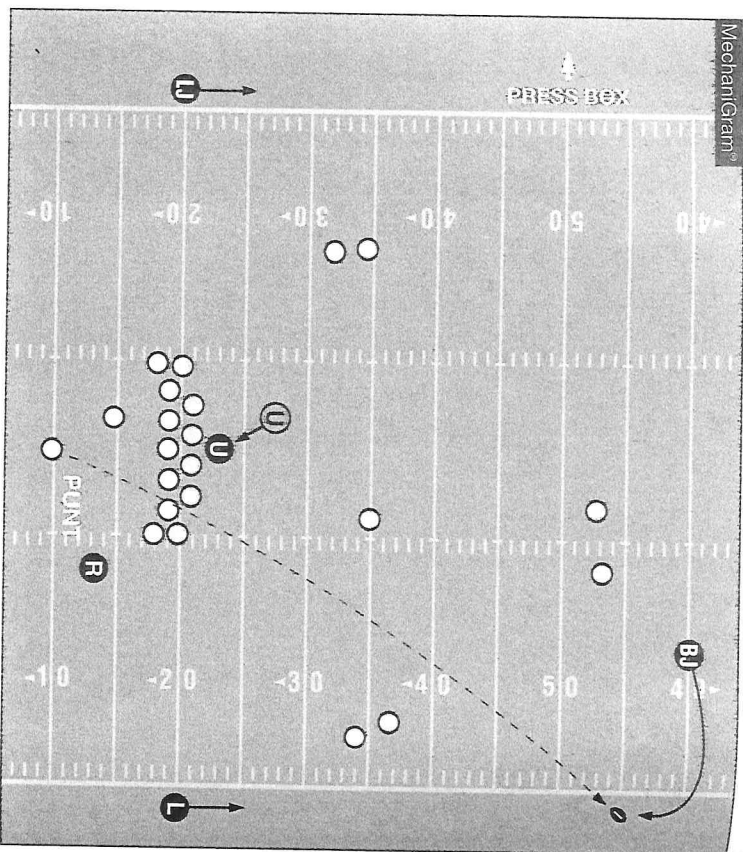
Umpire: Continues to observe blocking.

Linesman: If runner is clearly downed in end zone in coverage area, hustles in and signals safety. If runner is out of coverage area, hustles in for dead-ball officiating.

Line judge: If runner is clearly downed in end zone in coverage area, hustles in and signals safety. If runner is out of coverage area, hustles in for dead-ball officiating.

Back judge: Observes action of players away from pile.

SCRIMMAGE KICK OUT OF BOUNDS PART 1



Action on the field: Ball kicked toward sideline.

Referee: Observes snap and action around kicker.

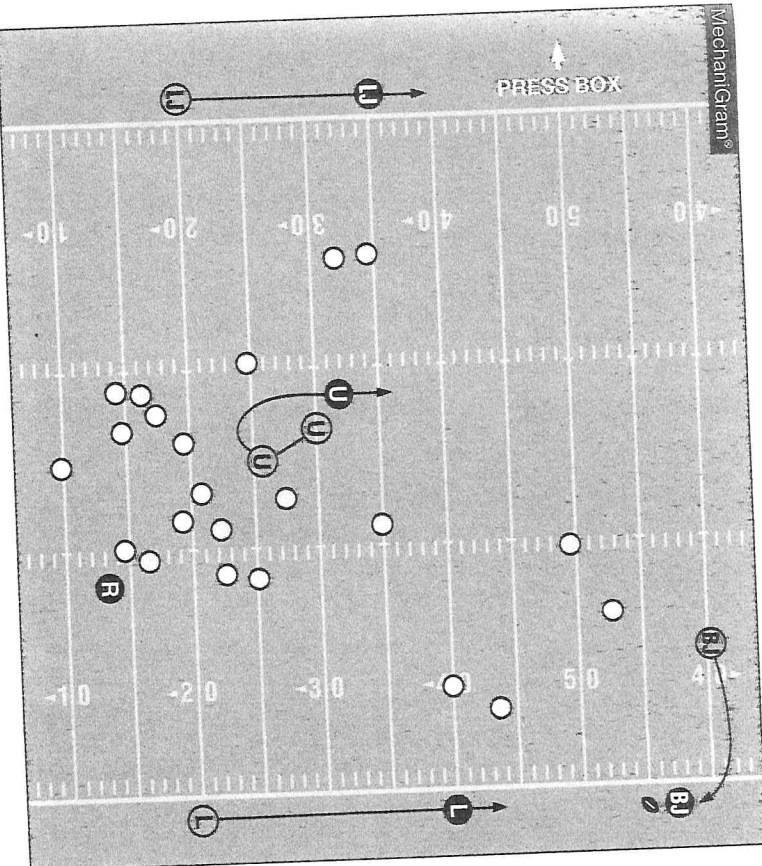
Umpire: Moves toward the line at the snap, observing initial charge of linemen and contact on the snapper.

Linesman: Observes initial line charge and remains on the line to rule whether or not the kick crossed the neutral zone. Moves quickly downfield when ball crosses neutral zone.

Line judge: Moves downfield on snap, observing action of players moving downfield.

Back judge: Observes receivers. Retreats to observe result of kick.

SCRIMMAGE KICK OUT OF BOUNDS PART 2



Action on the field: Kick is dead out of bounds.

Referee: Moves quickly toward sideline to observe flight of ball.

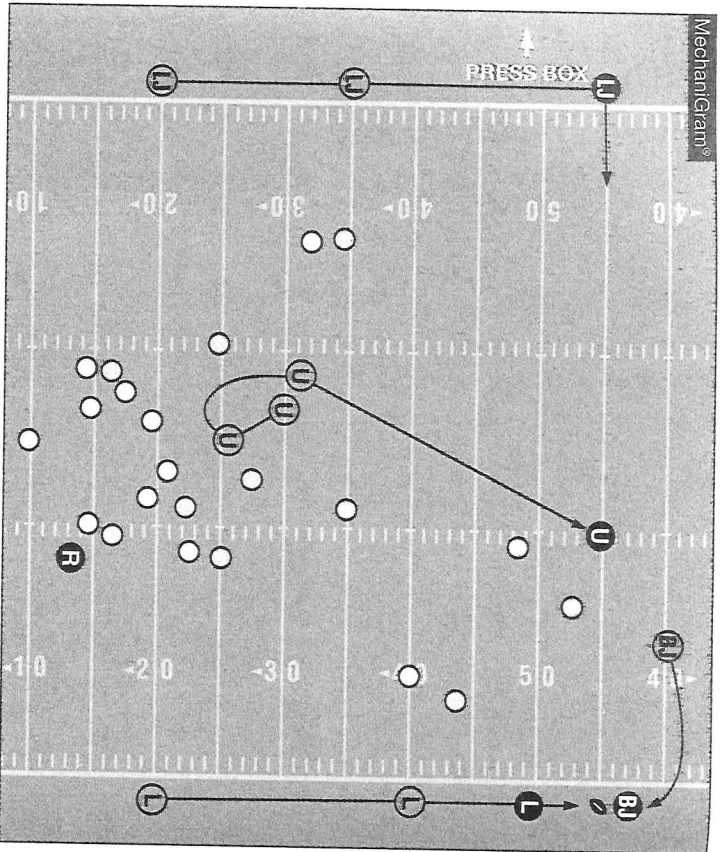
Umpire: Pivots toward the line judge's side of the field, observing players as they move downfield. Moves downfield on line judge's side of field.

Linesman: Moves down sideline. Observes action of players in front of ball.

Line judge: Moves down sideline. Observes action of players in front of ball.

Back judge: Gives stop-the-clock signal when he sees ball go out of bounds. Moves five to seven yards beyond spot where ball apparently went out of bounds, pivots and makes eye contact with referee.

SCRIMMAGE KICK OUT OF BOUNDS PART 3



Action on the field: Ball spotted for new series.

Referee: With arm above head, observes back judge walking toward spot. When back judge reaches spot, drops arm with chopping motion. When certain there are no penalty markers down, signals linesman to move chain crew.

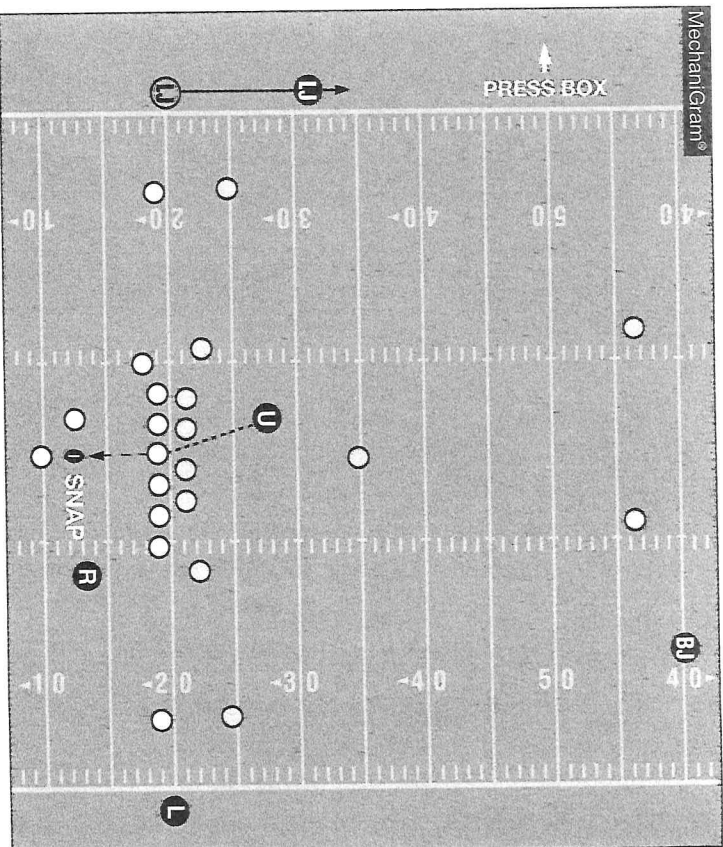
Umpire: Continues to move downfield and observes players. Moves to spot to set ball for new series.

Linesman: Hustles to dead-ball spot to prevent post-play action. Upon signal from referee, instructs chain crew to move to spot.

Line judge: Continues to move downfield and observes players. Squares off and mirrors back judge's spot.

Back judge: Walks slowly toward referee, stopping when referee drops arm with chopping motion. Signals first down for team R.

SCRIMMAGE KICK TO BACK JUDGE'S SIDE ZONE PART 1



Action on the field: Ball snapped to punter.

Referee: Observes snap and action in front of and around kicker.

Umpire: Moves toward the line at the snap, observes initial line charge.

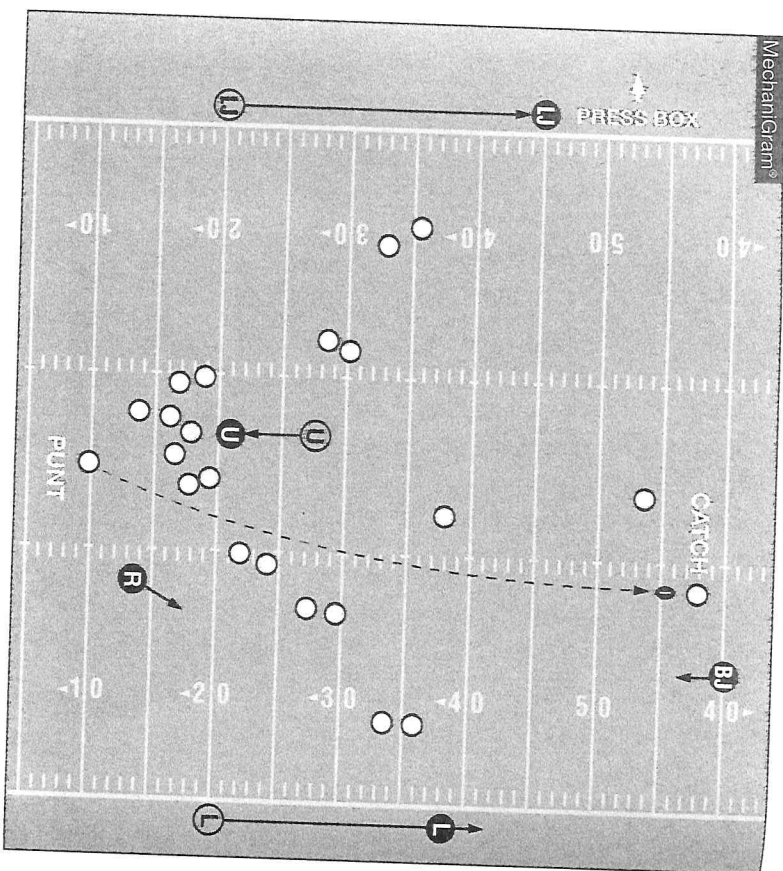
Linesman: Observes initial line charge and remains on the line to rule whether or not the kick crossed the neutral zone.

Line judge: Releases on snap and begins to move downfield, observes action on his side of the field between the neutral zone and the receivers.

Back judge: Observes action of receivers.

COVERAGE

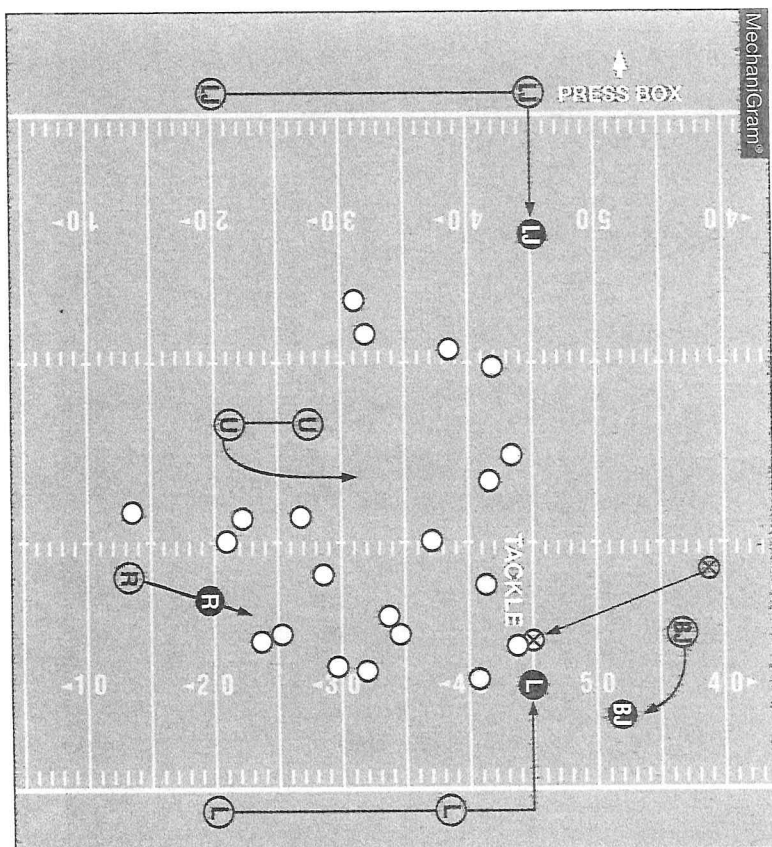
SCRIMMAGE KICK TO BACK JUDGE'S SIDE ZONE PART 2



- Action on the field:** Receiver catches punt.
- Referee:** Observes line play after ball has cleared neutral zone. Moves slowly downfield.
- Umpire:** Pivots toward line judge's side of the field. Observes players as they move downfield. Moves downfield with flow of players.
- Linesman:** Observes action of players in front of ball.
- Line judge:** Observes action of players in front of ball.
- Back judge:** Drops beanbag at spot the kick ends. Moves with runner.

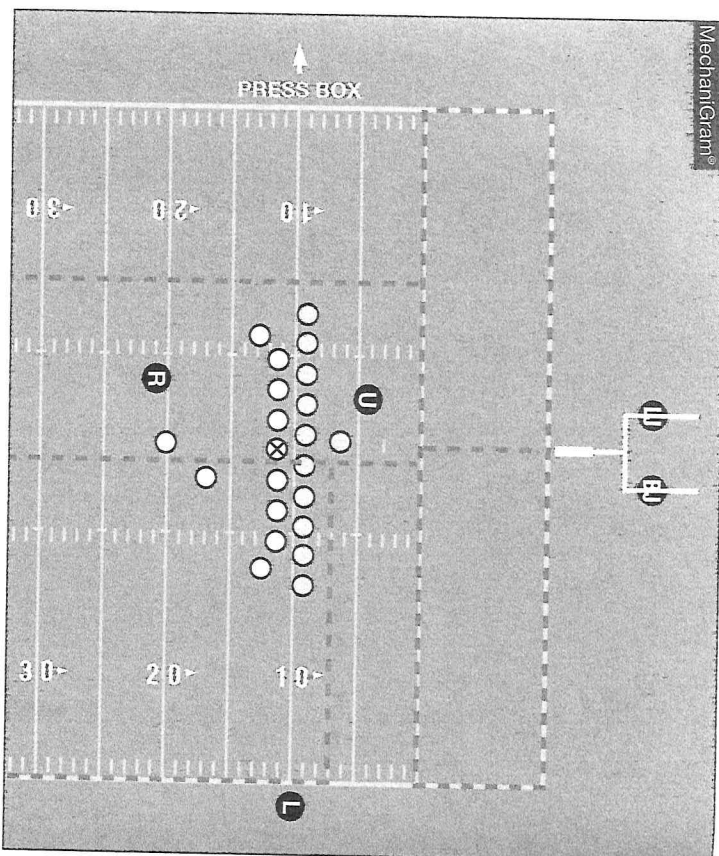
COVERAGE

SCRIMMAGE KICK TO BACK JUDGE'S SIDE ZONE PART 3



- Action on the field:** Runner advances and is downed.
- Referee:** Observes action of players. When certain there are no penalty markers down, signals linesman to move chain crew.
- Umpire:** Observes action of players. Moves to spot to set ball for new series.
- Linesman:** Takes coverage of runner when runner enters coverage area. When runner is downed, squares off to spot and stops the clock. Upon signal from referee, instructs chain crew to move to spot.
- Line judge:** Observes action of players. Squares off to mirror linesman's spot.
- Back judge:** Gives up coverage of runner when runner enters linesman's coverage area (halo principle). Observes action of players.

SCORING KICK



After the snap, the referee observes the actions of the kicker and holder. If the holder has to leave a kneeling position to catch or recover a poor snap, the referee must rule on the holder's ability to return to a kneeling position.

In cases of a fake or a broken play, the referee assists on sideline coverage on the open side of the field (the one vacated by either the line judge or linesman).

Once he is confident the kicker and holder are in no danger of being roughed, the referee looks to the deep officials to learn the result of the kick. The signal should then be relayed to the pressbox.

The umpire moves toward the line at the snap, which will improve the view of the initial line charge.

If a blocked kick or fake results in a play toward the goal line on open side of the field (the one vacated by either the line judge or linesman), the umpire moves

toward the goal line to assist on coverage of the runner. The umpire also helps rule whether or not a blocked kick crossed the neutral zone on his side of the field.

Whether the linesman or line judge remains on the line or goes behind the goalposts depends on which side the referee lines up on. The wing official facing the referee remains on the line. The Mechanigram depicts a situation in which the linesman remains on the line.

On a blocked field goal attempt, the wing on the line will rule whether or not the kick crossed the neutral zone. That official also has sole responsibility for encroachment and rules on the legality of the snap.

If a pass is used on the fake, the wing must know if the passer was beyond the line. He can also help rule on ineligible downfield on fake kicks that lead to passes. When a runner approaches the

goal line, the wing must be at the goal line to rule on the potential score.

The wing can move toward the offensive and defensive linemen after the kick and use his voice to encourage players to unpile.

The back judge and wing official with him should confirm their ruling verbally before signaling, using "good" or "no, no, no."

The wing is responsible for ruling whether the ball passed inside or outside the upright on his side; the back judge is responsible for ruling whether the ball passed inside or outside the upright on his side as well as whether the ball cleared the crossbar.

When a successful kick passes the upright or when the ball breaks the goal line plane and it is obvious it will not score, the back judge sounds his whistle and gives the appropriate signals. If the kick is blocked, is obviously short or the play turns out not to be a kick (fake or busted play), the deep officials should move along the endline and toward the nearest sideline. Once the sideline has been reached, the deep official can move toward the goal line to assist on coverage of the runner.