



**California
Football Officials
Association**

**Two Man Mechanics
for High School Football**

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TWO MAN CREW OFFICIATING

Following the same pattern, duties and responsibilities as 4-Man Crew officiating, with the following exceptions.

KICKOFF

REFEREE

- Line up on the 50 facing the receiving team.
- Call or motion at least five receivers to be in front of their 45 and not touching the 50.
- At a signal of readiness from the LJ, break from the center towards the sideline opposite the chains.
- If a short or onside kickoff is expected, remain in a position between the 45 and 50-yard line.
- If it is apparent that a normal kickoff downfield will occur, leave the 45 and go downfield approximately to the 25-yard line, observing the five linemen from that position.
- You are responsible for the sideline opposite the LJ. Count for eleven receiving team players.
- Sound your whistle and drop your arm giving the “ready for play” signal.

LINE JUDGE

- Count eleven players for the kicking team.
- Take a position on the kicking team’s free kick line and by the ball.
- When ready, indicate orally so that the Referee can tell you when to break for the sidelines on the side of the chain crew. Raise arm above head to show your readiness to begin play.
- Observe the kicking team for offsides.
- Cover your sideline throughout the kickoff.

SCRIMMAGE PLAY POSITIONING

REFEREE

- Take position on line of scrimmage opposite chains and down marker. Stay wide allowing for end runs.
- Check for illegal play in the neutral zone, offsides, man-in-motion, illegal shift, illegal formation and illegal pass receivers.
- When the ball is snapped, move off the line into the offensive backfield. This permits you to observe the runner better. Stay with the passer or kicker for protection, and if a run into the sidezone on your side, you are in position to let them go by and observe your sideline.
- You are the *guardian of your sideline and the end line behind the offensive team.*
- You blow the whistle and declare the ball dead for any runs up the middle or into your sidezone. Take progress from the LJ when give. Look for it!
- If a play goes into the LJ's side zone, he'll take over as the Referee. Hustle to the inbounds marker to receive the ball from him and spot it. Declare it ready-for-play.
- If the ball goes into your side zone, mark progress and relay the ball to the Umpire at the inbounds marker. Give the ready-for-play signal.
- You may request the LJ to use goal line mechanics: being on the line of scrimmage at the snap and out in the field if the situation (such as 4th and 1) indicates the team is going to try for it and not kick.

LINE JUDGE

- Take a basic position 10 to 15 yards deep behind the defensive line and on the side of the field opposite that of the Referee on the line of scrimmage. Check for illegal use of hands and for ineligible linemen.
- Cover all passes and kicks beyond the line of scrimmage. You become the Referee for any receiver of a pass or kick. Follow them and declare the ball dead.
- LJ is *guardian of his sideline and the end line behind the defensive team.*
- You are on the sideline of the chains. When a first down is made, personally locate the new first down mark for the chains. If a measurement is necessary, go to the sidelines and put your clip on the chains at the second yard line back from the ball. Have the down box man place his marker at the dead ball spot. If not a first down, release your clip and have the chains return to the point of down box marker on the sideline.
- For goal line mechanics on or inside the defensive team's 5-yard line, take a position on the scrimmage line opposite the Referee. Rule on or assist in giving progress. In the field of play, use goal line mechanics if the Referee orders you to do so.

FIELD GOALS AND TRYS

REFEREE

- Take a position before the snap on the scrimmage line opposite the LJ. Observe the neutral zone.
- After the snap turn your attention to the place kick holder and kicker, and observe for any roughness.

LINE JUDGE

- Your position at snap is under the cross bar. You are the sole judge of the success of any field goal or try attempt.
- After the kick, give your ruling, successful or unsuccessful.

TIME-OUTS

REFEREE & LINE JUDGE

- Remain with the offensive team huddle.

DOUBLE TREE SYSTEM

REFREE & LINE JUDGE

- If both officials are veterans then you may agree to this system before the game starts. One official takes all plays going in one direction from a basic Referee position on the line of scrimmage, using the mechanics just described. *When there is a change of possession, the Referee now becomes the Line Judge and off the line on the same side of the field as he formerly was. The original Line Judge still carries the responsibility of the first down chains and marking the sideline personally, when any first down has been made.* Hustle and alertness are keys to a well-officiated 2-Man game.