

2013 SCCFOA Football Officiating Mechanics Changes

CHANGES FROM 2012 MANUAL

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Additions to blocking philosophies	29, 55	Regarding blocking below the waist, when in question, the ball has not left the low blocking zone.
Additions to kicking play philosophies	29	On kicks into the end zone, when in question, during the return the ball has not left the end zone. When in question, a foul by the receiving team on a scrimmage kick occurs after the ball is kicked.
Instructions to timer regarding end-of-period situations	35, 89	Remind the timer that if the game clock is stopped with two seconds or less in any period and will start on the referee's signal, run the clock to zero if the ball is legally snapped.
Coin toss procedures clarified	36, 38	At five minutes before game time, the side judge and field judge escort the captains of the teams on their respective sidelines from the locker room to their respective sidelines. The line judge should have a game ball from each team in his possession. Once the toss is completed, the correct ball can be given to the back judge for the opening kickoff. Optionally, the captains may rotate facing opposite goal lines while the referee faces the press box.
Referee, head linesman and line judge positioning and coverage on free kicks clarified	40, 42	Referee: Starting position is in the middle of the field behind the deepest receiver. Referee: Move laterally to be in position to see action at the point of attack. You are primarily responsible for illegal wedge formations and illegal blocks. Head linesman and line judge: Wind the clock when the ball is legally touched in the field of play, unless the ball is caught or recovered by a player who is legally down. The clock will start when the ball crosses the goal line after being first touched by the receivers in the end zone. Stay at the goal line until it is no longer threatened. When the runner is on your side of the field, you are responsible for blocks at the point of attack and the runner. When you do not have the ball, take a position to observe blocks on the backside of the runner.

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Procedure for player changing uniform number	52	<p>When a team A player enters the game having changed jersey numbers, he must report to the referee. The referee uses his microphone to announce the player's former number and the new number and the appropriate sideline official relays the information to the opposing head coach. The game clock and play clock do not stop. Team A must complete the process before the play clock expires. During the process, the officials will not allow the ball to be snapped. Normal substitution rules still apply.</p> <p>When a team B player enters the game having changed jersey numbers, he must report to the referee. The referee uses his microphone to announce the player's former number and the new number and the appropriate sideline official relays the information to the opposing head coach. The game clock and play clock do not stop. The player must complete the process and get into position on his side of the line of scrimmage before the ball is snapped or be subject to a foul. During the process, if the ball is ready, the officials will not prevent team A from snapping the ball. Normal substitution rules still apply.</p> <p>These procedures, which are intended to prevent the defense from being unable to match up during normal scrimmage situations, should not be used in the case of an obvious last-second field goal. In that scenario, when the offense is making a normal and not unexpected personnel change, the defense should be prepared to respond appropriately.</p>
Referee coverage of quarterback as defenseless player	53, 59	<p>After any change of possession, be alert for action on the quarterback, who is a defenseless player. Specifically, be alert for targeting fouls at all times and illegal blocks when the quarterback is clearly out of the play.</p>
Referee responsible for knowing direction of pass when ball is snapped on or inside team B's five yardline	57	<p>If the ball is snapped on or inside team B's five yardline, you are responsible for knowing if a pass is backward or forward.</p>
Clarification on head linesman's drift on forward passes	59	<p>Note: The drift should only take place if your key takes you downfield. For example, if your key stays in to block, you should not move downfield. If your key does move downfield, do not advance beyond him.</p>
Catch signal added; may be used on tight sideline catches	60, 157	<p>On a tight reception at the sideline, the "catch" signal may be used.</p>

Source: CCA 2013 Football Officiating Manual for a Crew of Seven

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Additions to punt play philosophies	78	<p>When in question, a foul by the receiving team on a scrimmage kick occurs after the ball is kicked.</p> <p>On kicks into the end zone, when in question, during the return the ball has not left the end zone.</p>
Referee coverage of punter as defenseless player	80	<p>Be alert for action on the kicker, who is a defenseless player after kicking the ball, during the kick and on the return. Specifically, be alert for targeting fouls at all times and illegal blocks when he is clearly out of the play.</p>
Coverage of blocked punt or snap over kicker/holder's head	81	<p>The referee and the wing official he is facing will retreat and box in the play. The wing official on the same side of the formation as the referee will hold the line of scrimmage until it is no longer threatened. As the play develops, he must adjust to officiate the play.</p>
Umpire, side judge, back judge, field judge coverage on scoring kicks clarified	82	<p>Umpire and side judge: On all kick tries for and field goal attempts, the side judge will be a “double umpire.” The side judge should be positioned on the side of the defensive formation that has more players.</p> <p>As a guideline on fake kicks, when the ball is snapped inside team B’s 20 yardline, the line judge and head linesman have the goalline the back judge and field judge move along the end line to the sideline. When the ball is snapped on or outside team B’s 20 yardline, the field judge and back judge move toward the pylons on their sides of the field and have the goalline.</p>
Referee informs head coach of player disqualification	100	<p>If a player is disqualified, the referee will inform the head coach.</p>
Referee announcement when flag is to be disregarded	100	<p>If a flag is to be disregarded, the referee announces that there is no foul for (name of violation, in most cases with no further explanation), and optionally gives the disregard the flag signal (S13).</p>
Referee announcement for targeting fouls	100	<p><i>In cases of a targeting foul</i>, the referee should use one of the following announcements:</p> <ul style="list-style-type: none"> • “Personal foul, targeting a defenseless player, (player number), 15-yard penalty, and by rule the player is disqualified,” or • “Targeting with the crown of the helmet.” The signals should be coordinated with the announcement, using signals 38, 24 and 47.