

CCFOA

TWO MAN CREW OFFICIATING¹

Following the same pattern, duties and responsibilities as 4-Man Crew officiating, with the following exceptions. There are two positions – Referee and Linesman

HUSTLE, HUSTLE, HUSTLE AND HUSTLE SOME MORE

KICKOFF²

REFEREE

- If it is apparent that a normal kickoff downfield will occur, take an initial position at approximately the 25-yard line – adjust up / down field according to the level of play and strength of the kicker.
- If a short kick is anticipated; take a position on the sideline at R's restraining line.
- Count the receivers; tell them to stay behind their restraining line until the ball is kicked.
- You are responsible for the sideline opposite the L.
- Clear the restricted area of players and coaches
- Count for eleven receiving team players.
- When L signals he is ready, sound your whistle and drop your arm giving the "ready for play" signal.

LINESMAN

- Start in the middle of the field, hand the ball to the kicker
- When ready break for the sidelines on the side of the chain crew
- Count eleven players for the kicking team.
- Clear the restricted area of players and coaches
- Take a position on the kicking team's free kick line and by the ball.
- Raise arm above head to show your readiness to begin play.
- Observe the kicking team for offsides.
- Cover your sideline throughout the kickoff.

SCRIMMAGE PLAYS

REFEREE

- Take very wide position and about 4 yards deep in the offensive backfield opposite chains and down marker.
- Stay wide allowing for end runs.
- Watch for illegal pre-snap play in the offensive backfield.
- Note and remember ineligible receivers on your side of the field and in the back field.
- When the ball is snapped stay with the passer or kicker for protection but if a long pass to your sideline try to get a glance downfield to help L with it being in bounds or out of bounds – **BUT YOUR PRIMARY RESPONSIBILITY IS THE SAFETY OF THE PASSER OR KICKER**
- If it is a run into the side zone 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 side zone.
- Take progress from the L when given. Look for it!
- If a play goes into the L'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 the ball ready-for-play.
- If the ball goes into your side zone, mark progress and relay the ball to L at the inbounds marker.
- Give the ready-for-play signal.
- Use goal line mechanics when inside B's 10 yard line or for critical first down situations by being on the line of scrimmage at the snap.

¹ NFHS no longer published two man mechanics – this document represents the best recollection of the CCFOA New Officials Trainers

² In DVYF Scout level there are no kickoffs, or other kicks of any sort. After a score balls goes back to "far" 40 and the scrimmage series continues

LINESMAN

- Take a basic position on the line of scrimmage on the side of the field opposite that of the Referee. Check for illegal use of hands and for ineligible linemen.
- L is responsible for all line of scrimmage pre-snap fouls (encroachment, false start, lining up in neutral zone etc)
- Cover all passes and kicks beyond the line of scrimmage; you may get some help from R on deep passes to his side (in / out of bounds).
- L is guardian of his sideline and the end line behind the defensive team.
- For plays into the far side zone **hustle to the inbounds marker to receive the ball from R and spot it.**

TRYS AND FIELD GOALS

REFEREE

- Take a position behind the kicker – you are responsible for all matters related to the success of the kick (Over / under / through)
- Be prepared to break wide away from L if it is a fake or if the play breaks down - **HUSTLE**

LINESMAN Same position as a scrimmage play – you are responsible for all roughing calls (first snapper then kicker / holder)

TIME-OUTS

REFEREE Remain with the offensive team huddle (middle of field or sideline as appropriate)

LINESMAN Remain with the defensive team huddle (middle of the field or sideline as appropriate)

TIMING

REFEREE Responsible for game clock if no scoreboard clock

LINESMAN Responsible for 25 second count and timing time outs

MEASUREMENTS

LINESMAN

- Bring chains to center of field; get back stake stretched taut by placing clip on yard line and having stake man pull tight and plant the stake
- Take front stake and hold for R to make the determination