



TASO-SAN ANTONIO FOOTBALL CHAPTER APPROVED 2010 CREW STANDARDS & POEs

The following Chapter-Crew Standards (STDs) and Points of Emphasis (POEs) were recommended by the TASO – San Antonio Football Chapter Education and Training Committee and approved by the Chapter’s Board. TASO-San Antonio officials are expected to use the TASO Officials Manual for a Crew of Five Officials and the following mechanics specified in these Chapter STDs and POEs.

Officials are NOT authorized to deviate in any manner while working Chapter assigned varsity or sub-varsity games in 2010. Also, the 2009 TASO-San Antonio Football Chapter POEs have been updated to complement the revised STDs for 2010. These 2010 POEs are “words to the wise” and posted after each official’s STD.

Read the Standards as follows:

A = All Officials

R = Referee

U = Umpire

H = Head Linesman

L = Line Judge

B = Back Judge

C = Coaches

(N) = New item

(M) = Modified wording

All (A) Standards

A 1: Consistent signals achieve accurate Team A/B counting:

- a. The R and U will count the offense ASAP and hold their signal, toward the LOS, for several seconds and R make eye contact with wing officials. Wing officials will acknowledge.
- b. B is responsible for the correct number of players on the defensive team. H and L have responsibility for the correct number of defensive players on the field whose team is on their respective sideline.
- c. Eleven players are indicated by a closed fist signal.
- d. Other than eleven players is indicated by an open, flashing hand signal (opening and closing hand). All appropriate officials will recheck their teams for the number of players on the field of play.

A 2, C: Site arrival and pre-game conference times enhance game management:

- a. To professionally address assigned pre-game duties, officials will arrive at the game site NLT 1:45 minutes before KO time.
- b. Immediately after arriving at the game site, at least two officials, (R, U) will meet with the two head coaches, if they are available. If coaches are not available then, officials will meet the head coaches as soon as practical, but NLT 45 minutes before KO time. (N)
- c. Whenever both teams are on the field thirty minutes before KO, at least two officials will be on the field to observe activities. Officials may go to their dressing room once one or both teams depart the field until five minutes before KO. (M)

A 3: Blow your whistle in your area of responsibility:

Only blow your whistle if the ball becomes dead in your area or if it's very close to your area.

A 4: Intentional grounding (IG) requires complete, immediate crew awareness:

- a. When the R reads IG, he will drop his flag at the possible spot of the foul (SOF), not a bean bag.
- b. When the QB is not threatened, R will make eye-to-eye contact with the wing man in the area of the ball.
- c. The wing official must do these four things in this order:
 1. Determine if an offensive eligible receiver is in the immediate area to catch the pass.
 2. Determine if the ball landed behind or beyond the LOS.
 3. Point, with an extended arm, either down field past the LOS, or up field toward Team A to indicate where the ball landed.
 4. Hustle to tell the R the status of the receivers and confirm the ball location. The U, cross-field wing official and B must be prepared to help if this wing man is down field or blocked out.

A 5: Sub-varsity uniform appearance is important: (N)

In these games, solid white socks will be worn above the ankle and below the top of the calf.

Sunglasses will not be worn in these games unless prescribed by an optometrist.

Referee (R) Standards

R 1, C: Consistent head coach-officials pre-game conference benefits all:

A pre-printed coach-officials pre-game conference card will aid both the on-field officials and the coaches. (M) This card is printed as follows:

COACHES PRE-GAME CONFERENCE (Visit w/ Home then Visiting coach)

1. Provide coaches with officials' line-up card
2. Confirm: Time, coin toss, KO & half times
3. Obtain coaches' —Equipment Certification
 - Legality of eye shields, cast, wraps
4. Record speaking captain's numbers (Off/Def)
5. Stress Sideline requirements (No warnings)
6. Relay concern for safety of ball persons
7. Ask about positive points, rules, weather
8. Ask about uncommon plays and formations
9. Proceed with pre-game duties, e.g. check field for hazards and advise host coach
10. Meet GA, identify security and EMT staff

Note: R encourage other officials to comment to coach as required. (N)

R 2: Pre-game officials meeting important for on-field consistency & communications:

- a. With an emphasis on brevity and focused discussions, a structured pre-game official's conference of at least thirty minutes will be held among the officials.
- b. This will help transition the officials' minds and focuses away from their daily activities and toward the important upcoming football game.
- c. This conference should include non-action and game situations that could occur in the game.

Referee (R) POEs

1. COMMUNICATE TACTFULLY WITH ALL:

Be patient and approachable when speaking to coaches & players by killing them with kindness.

2. MARKING THE BALL READY FOR PLAY:

Have a deliberate, consistent ready for play signal. Be sure to be in the open for the clock operator. Develop a rhythm and be consistent with the play clock.

3. POSITIONING IN BACKFIELD:

Be deep & wide-on scrimmage plays (5-7 yards behind the nearest back and normally on the QB's throwing arm side), plus 2 yards off the OT's outside shoulder. R & U should endeavor to be on opposite sides of the snapper. When following the runner, keep a distance of 10 yards minimum.

4. MAKE SURE THE CREW IS READY:

After long scrimmage plays & punts, make sure B & H are back in position before making the ball ready for play.

5. HELPING & GETTING HELP:

Once QB is out of harm's way, help on plays that end up in the team area.

Referee (R) Secondary POEs

1. GREAT SIGNAL TO PRESS BOX:

Stop and give good, clear signals when relaying penalties to the press box.

2. PRE-GAME SETS THE TONE:

Get to the game site in plenty of time to have an in-depth and informative pre-game with everyone involved. (See Standard R2)

3. STARTING THE SECOND HALF OFF SMOOTHLY:

- a. H and L will seek out head coaches on their sidelines as they come out of their dressing room and obtain their options. Relay the choices to R and U on their sides of the field.
- b. Once options are passed from H to R and L to U, the R and U will stand at the 50 yard line and communicate across the field.
- c. If the visitors elect to receive, R gives the receiving signal to the U. The U will face, point and slightly kick his foot toward the direction his team will be kicking (If K is kicking from the left, face, point and kick toward the right). If the options are reversed, the signal will be visa versa.

Umpire (U) Standards

U 1: Only one signal on TD or safety required:

- a. When assistance is requested from the wing officials on the goal line, going in, because he cannot clearly see the ball, make eye-to-eye contact with him, if unable to use your peripheral vision.
- b. If you are 100% sure the ball is dead in the end zone by rule, turn slightly in the wing official's direction and signal that official by placing one of your hands upon your chest.
- c. Do NOT yell or verbally say anything in reference to the ball's location.
- d. When the same assistance is requested by the wing officials on a possible safety, coming out, use the same mechanic.
- e. If you are 100% sure the ball is dead in the end zone by rule, make eye-to-eye contact with that official, if unable to use your peripheral vision. Turn slightly in his direction and place one of your hands upon your chest.
- f. In both cases, if you can NOT see the ball, immediately begin to dig for the ball. (M)

NOTE: DO NOT signal to the wing officials unless help is requested, and the final decision on forward progress remains with the wing officials.

U 2: Note scrimmage kick linemen numbers:

The U will position himself 8-10 yards deep slightly on the L side with vision to see the five interior linemen's numbers. All will endeavor assist the U with legality of interior linemen numbers.

U 3: Note pass thrown by Team A player beyond the neutral zone:

- a. This foul is to be noted and flagged, NOT bagged, by the U who is in the best position to correctly make this call. Wing officials are down field and the R is trailing the passer.

U 4, H, L: Know location of ball on screen passes:

- a. The U must determine if the thrown ball is caught or tipped or lands short of or past the LOS on screen pass plays.
- b. This information is important to rule on ineligibles down field during pass plays. Wing officials should help if U is blocked from the play.

- c. If the ball is caught or touched behind the LOS, give a punch signal toward the LOS and hold the signal for wing officials to see and note it. (N)

Umpire (U) POEs

1. MOBILITY IS IMPORTANT:

U must be able to move across the field from numbers to numbers, help officiate and cover an expanded area of the field.

2. COUNT & SIGNAL:

Count on every down with R. (Count while over the ball and signal to the R from there, and when in position, count for legality of your five linemen—show the five are legally numbered with a thumbs up signal.) Make sure that you and the R have the same signal. Other officials will endeavor to help the U with the legality of the formation.

3. POSITION YOURSELF:

Get between the tackles. You are responsible for a legal snap, so be in a position to see the ball, the center, both guards & the offside tackle (five to seven yards back and avoid interfere with linebackers). R & U should endeavor to be on opposite sides of the snapper.

4. BE VERBAL & HEARD:

Have a presence on the field! Your voice will stop extracurricular things from happening. Know the defensive captain by name. (He will help you stop some of these things from happening.)

Umpire (U) Secondary POEs

1. EASY ON THE WHISTLE:

Use it for false starts & then keep it out of your mouth. (It is the responsibility of the wing officials to blow the play dead with forward progress.) As the U, you will only use your whistle occasionally—if the ball becomes dead at your feet, blow your whistle. (M)

2. COVER THE BALL:

Make sure the R correctly makes the ball ready for play and move to your position. (In a hurry-up situation, talk to the snapper & let him know that he shouldn't snap the ball until the R's whistle; then protect yourself by moving into position.)

3. DON'T SEE – DON'T CALL:

Don't make the call unless you see it all. Make sure the foul you call has an impact on the play. Holds need two verbs to get a flag; grab and pull, hold and stretch of the jersey, etc. Watch the action all the way through disengagement.

4. NON-CONTACT NEUTRAL ZONE FOULS:

Let the wing officials handle who was or wasn't in the NZ. You **MUST** know who was threatened by the defensive team.

Head Linesman (H) Standards

H 1: Thorough briefing helps chain crews support on-field crew:

Ensure personnel get careful instructions about their duties and responsibilities:

- a. Where to set the chains, minimum 1 yard from sideline where sideline space is a minimum.
- b. Don't change down number until acknowledgement from H at the succeeding spot.
- c. Use two clips.
- d. Safety briefing: (be alert at all times, drop sticks -- don't pick-up).
- e. Ensure they understand: —They are part of the officiating crew.

H 2, L: Complete briefing for all ball persons aids flow of game:

This briefing should include:

- a. There they need to be at all times (follow wing officials down the field, while off the field),
- b. Point out other officials that can handle the ball (i.e. R, U and B),
- c. Stress the importance —Staying in the game and,
- d. Balls must be ready and clean.

H 3, L, R, U: Consistent signals necessary for scrimmage line and backfield management:

- a. If team A has an unbalanced line, signals ***MAY*** be used to communicate between flank officials as reflected in the TASO 5-Man Crew Mechanics, Section 11. Plays from Scrimmage, Article 1 Basic Positions, page 31.
- b. Widest player off the LOS – L and H hand extended at 90 degrees, keeping hand up until the ball is snapped. (M)
- c. Two widest players or more off the LOS— L and H hand extended at 90 degrees and place other hand across the chest. (N)
- d. L and H will communicate more than four players in team A backfield before the snap with an inconspicuous tapping of their belt in the front. (M)
- e. When H is alone to cover LOS, R and U will direct their offensive player count signal toward the LOS and make eye-to-eye contact with H. The H will acknowledge their signal.

H 4, L: Consistent “Get Back” policy ensures proper sideline control:

Coaches and players must be off the field and behind the coaches' line when the ball is snapped by team A.

H 5, L: Visible signals for passes behind LOS are needed:

Extend arm to indicate a backward pass on your side of the field. (M)

H 6, L: Accurate live ball or dead ball signals ensure correct ball status: (N)

If ball status is questioned by other officials at the end of a play near the sideline, cross wrist at waist level to signal dead ball OOB. If ball remains alive and inbounds, give a tight “crank” signal with the finger at waist level in front of your body.

Head Linesman (H) POEs

1. COMMUNICATION WITH COACHES:

Be cordial & professional. You must be able to interpret & explain the rules and penalties.

2. ROUTINE:

Have a routine prior to every snap. (You choose your order, but know the down, distance, know your player count, legality of the formation and eligible receivers.)

3. HUSTLE:

On short yardage plays, spot the ball & make sure your spot marks forward progress.

4. WALKING OFF PENALTIES:

Walk off all penalties with the U. Ensure both of you should have the same spot.

5. NEVER-NEVER:

Never lose a down – don’t move the box or chain until you check with the R and look at all the other officials to ensure there are no flags down. – Hustle but don’t hurry!

Head Linesman (H) Secondary POEs

1. SIDELINE CONTROL:

This is an important element in enabling you to work wide and safe. (See Standard H 4)

2. COMMUNICATE:

Talk with the chain crew & ball boys. (Let them know what you expect since they are a part of the officiating crew.) (See Standard H1)

3. KNOW THE CLOCK:

Help the B and be aware of clock management during the game.

4. SCRIMMAGE KICK-NEUTRAL ZONE:

On scrimmage kicks stay until the ball crosses the neutral zone & work with your bean bag in your hand.

Note: You should work with your bean bag in hand on all kicks!

5. SIGNALS:

Use crisp, clear signals so the press box can see them clearly. Know your keys on each down.

Line Judge (L) Standards

L 1, R: Consistent deep, free kick coverage is required:

The L will cover half or two thirds of the Team B deep receivers on your side of the field.

L 2, B: No L whistle on field goals and tries:

Let the B blow his whistle to kill the play after the kick is dead by rule.

L 3, H: Make the line-to-gain call for your crew:

- a. Signal to the R that the ball carrier has made his line-to-gain.
- b. Kill the clock, then signal with an open hand on your chest pointing in the direction the offense is going.
- c. If unsure of the line-to-gain, stop the clock and motion for the R to take a look.

L 4, H: No touchdown signal when ball is far away:

Wing officials will NOT go up with a touchdown signal when the ball is outside the nine yard marks on the other side of the field.

L 5, H: Look to U for goal line help:

If L or H needs assistance on goal line plays, going in or coming out, run in toward the ball and look to the U. (See Standard U1)

Line Judge (L) POEs

1. LEGALITY OF FORMATION:

Know if there are more than four players in the team A backfield. (M)

2. FORWARD PROGRESS:

Give the ball carrier what he earns--don't give them the crawl! (MIRROR the spot of your fellow wing official, the U may need to take your spot.)

3. SCRIMMAGE KICKS:
 - a. Watch for a good snap,
 - b. Focus on Team B outside blocking and
 - c. Focus on Team B short receiver responsibility.
4. GOAL LINE:
 - a. Five yards and in – GET TO THE GOAL LINE!
 - b. Retreat to goal line when ball is coming out; hold till entire ball clears the goal line. (M)
5. SIDELINE OFFICIATING:
 - a. Get the out of bounds spot,
 - b. Kill the clock and continue to officiate!

Line Judge (L) Secondary POEs

1. SIDELINE CONTROL:
THIS is an important element in enabling you to work wide and safe. (See Standard H 4)
2. SIDELINE RESPONSIBILITIES:
Count the team you're responsible for early and signal to your co-official.
3. COMMUNICATE:
Talk with the ball persons. (Let them know what you expect since they are a part of the officiating crew.) (See Standard H 2)
4. KNOW THE CLOCK:
Support the B and be aware of clock management during the game.
5. DEAD BALL:
Be good at dead ball officiating and keep your eyes on the players.
6. DON'T HURRY:
Take your time, pause and evaluate the play then make the call.
7. SCRIMMAGE KICK – NEUTRAL ZONE:
You should work with your bean bag in hand on all kicks!
8. SIGNALS:
 - a. Use crisp, clear signals so the press box can see them.
 - b. Know your keys on each down.

Back Judge (B) Standards

B 1: Standard signals achieve consistent Team B counting:

B and the wing on the defensive teams sideline will be responsible for counting the defense. (See Standard A1)

B 2, R: Visible signal helpful without operating 25-sec. play clock:

- a. In the event there is NOT an operating 25-second play clock or the play clock becomes inoperable during the game, the B will signal by raising one hand (fingers towards the LOS) over his head at 10 seconds left in the count. When play clock expires blow whistle, drop the hand and throw the flag, then signal delay of game. (N)
- b. This procedure will be communicated to the head coaches before KO.

B 3, H, L: Goal line communication important on possible scores near sidelines:

- a. When a ball carrier has been close to the side line, the B will make eye-to-eye contact with the closest wing official and withhold a TD signal.
- b. This wing official will communicate that the runner was inbounds when he crossed the goal line by extending his arm with a closed fist toward the field of play. Then the B will signal TD.

B 4: Out of bounds balls should be returned to correct team area:

The B is responsible for getting the on-field football that is no longer in use to the appropriate sideline. B will inform the appropriate sideline official when an OOB football is on the opposite sideline. It is up to the appropriate team's ball personnel to retrieve their team's football.

Back Judge (B) POEs

1. KNOW YOUR KEYS:
 - a. During the pre-game, B is responsible for generating discussion of initial keys and responsibilities during pass plays.
 - b. B must refer to TASO 5-Man mechanics manual for details.
2. DON'T TURN YOUR BACK TO THE PLAYERS:
 - a. The B should always face the field of play, observing the players in the intervals after the end of the play and the snap of the next play,
 - b. B's should be moving into the action in an accordion effect at the end of each play to observe the players; then backing out to his position.
3. ON FREE KICKS:
 - a. Make sure sideline is clear by looking at L and giving appropriate signal.
 - b. Don't wait for the play to come to you.
 - c. B has goal-line coverage at his sideline pylon.
 - d. B should try to maintain a position at least 10 yards in advance of the player with the ball.
 - e. B will take forward progress inside the 2 yard line if required.

4. COUNTING PLAYERS:

During the pre-game, the B, L and H should discuss a pre-determined time before the beginning of each play, to confirm & signal the player count. (I.e. when the offense breaks the huddle, or the ready for play whistle, or some other consistent point before each play begins). (See Standard A1b and B1)

5. HELP WING OFFICIALS WITH SIDE LINE PLAYS:

- a. During the pre-game, B will discuss with both wing officials how B will assist on plays that end near or outside the sidelines.
- b. The B should observe the spot where the ball carrier went OOB (B will only assist the side official with the spot if requested. B will not override a side officials spot.)
- c. The B will observe the action behind the wing officials back in the field of play.
- d. The B should then move into the team area to escort players out.

6. KNOW THE CLOCK STATUS:

- a. The B meet with the game clock operator(s) before the game
- b. The B is primarily responsible for game and play clocks
- c. B should be noting the time on the clock at the end of each play
- d. Make sure the clock is stopped when it's supposed to be stopped and running when it's supposed to be running
- e. Be prepared to correct any time errors
- f. Communicate with the R on timeouts.

7. SCRIMMAGE KICKS:

- a. Be on the field and on either side of the receiver that gives B the best coverage. (M)
- b. The B is responsible for the safety of the punt receiver.
- c. Receiver must have an unimpeded opportunity to catch the ball.
- d. B is responsible for the status of the ball during a scrimmage kick.

8. B, L, H: SHARE PRIMARY RESPONSIBILITY FOR DEFENSE ILLEGAL SUBSTITUTION

- a. If L team is on defense, L has primary responsibility for determining if a flag is warranted for illegal substitution and B should echo the flag if in agreement.
- b. If H team is on defense, H has primary responsibility for determining if flag is warranted for illegal substitution and B should echo the flag if in agreement.

Approved by Position Chiefs: 07/19/10

Reviewed and submitted: 07/20/10

//Signed//

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Reviewed and submitted: 07/20/2010

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