

Passing Game for Crews of 5 and 7



Fort Worth Football Officials
Training Program

Better mechanics start here:



2024

Football Officials Manual
For a Crew of 5 Officials

5



2024

Football Officials Manual
For a Crew of 7 Officials

7

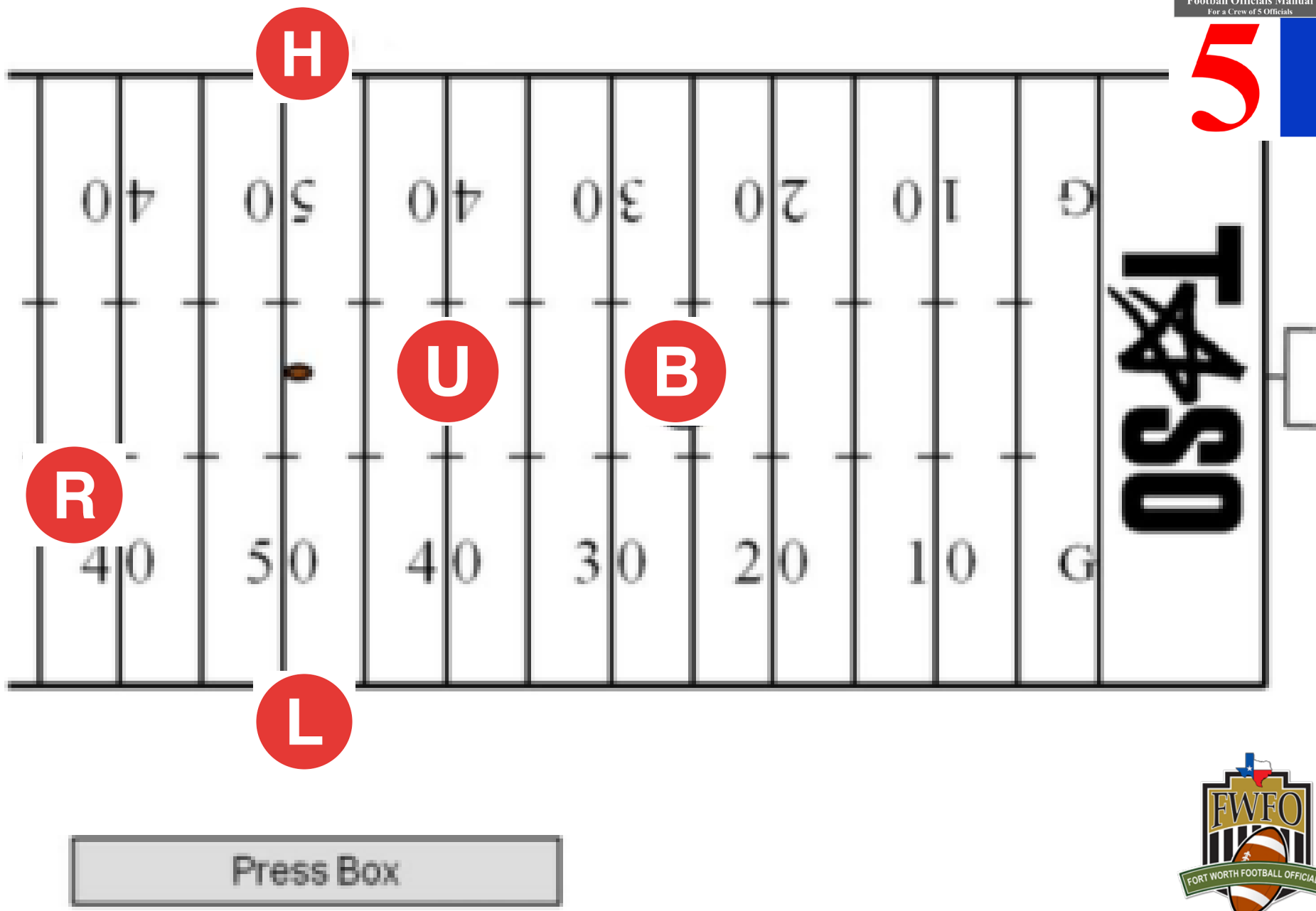
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Scrimmage Plays: Passing Game

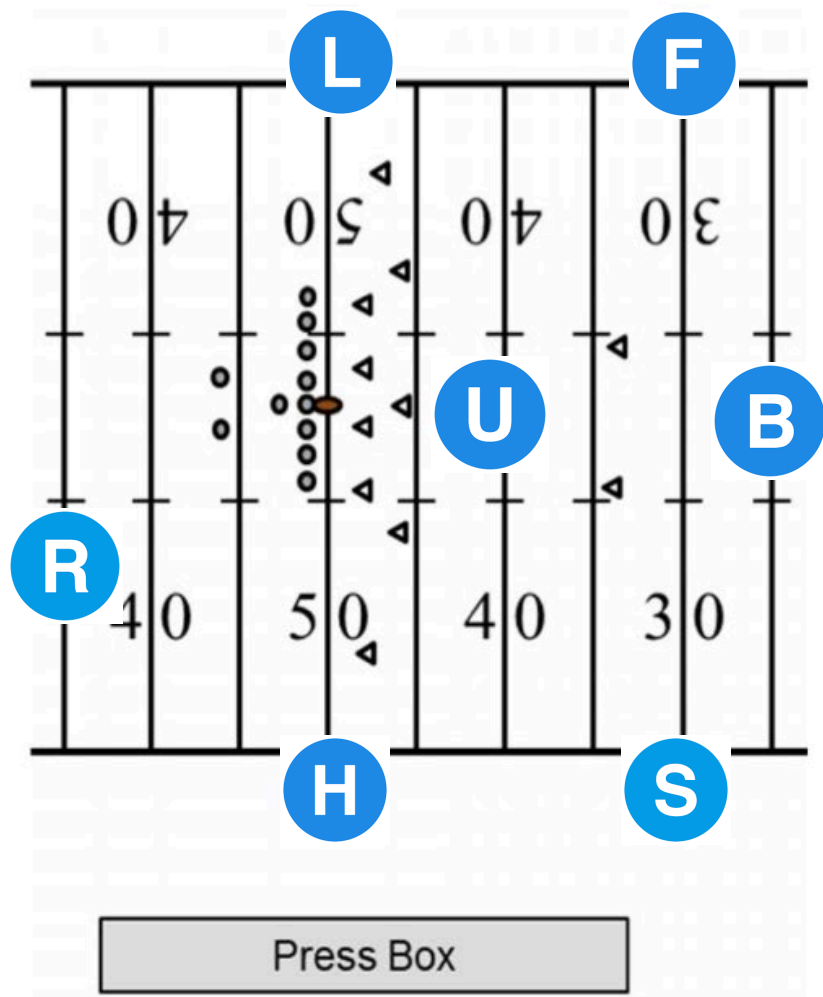


Scrimmage Plays

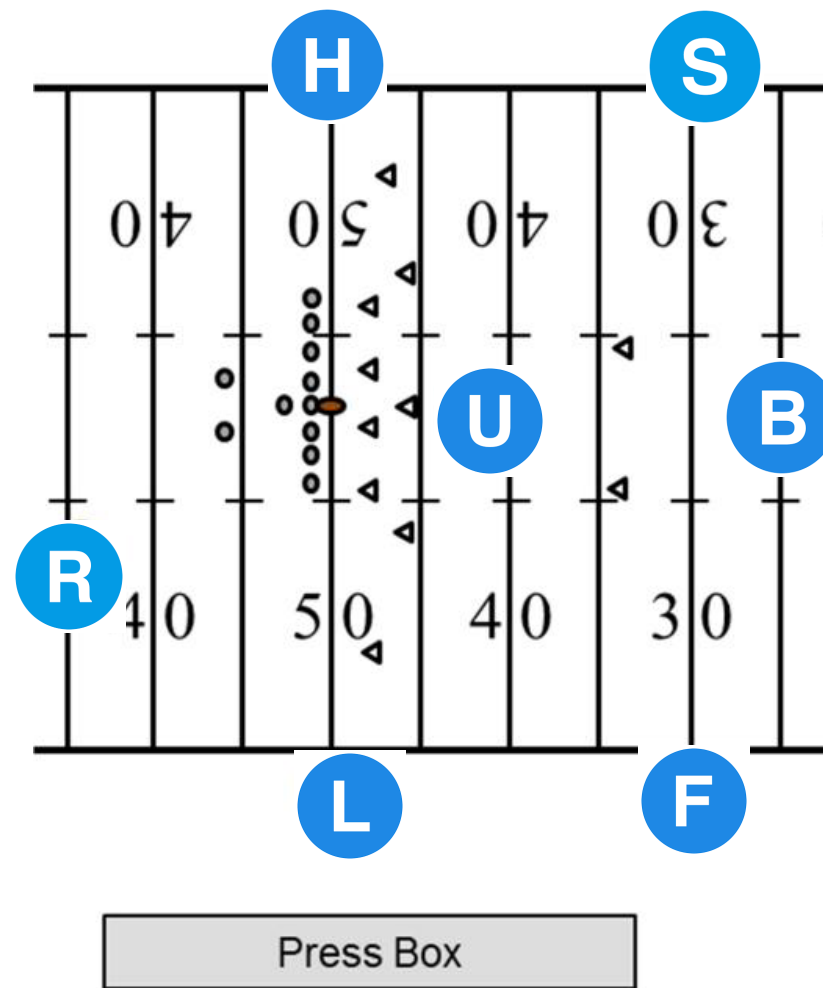


Scrimmage Plays

First half



Second Half



Passing Mechanics: Referee

- 12-14 yds deep and 12-14 wide of ball position
- Ball carrier and action up to the neutral zone; gives up to H/L when crossed
- Protection of passer – work throwing arm side of QB
 - Arm moving forward
 - Backward passes
 - Protection of player in a passing stance
 - Intentional Grounding
 - Illegal forward pass beyond NZ - use H/L for info if possible



Passing Mechanics: Umpire

- 5-10 yds from LOS; adjust to defensive players
- Know ineligibleibles on O-Line, five numbered 50-79
- Sub Procedure – prevent snap until released
- Legality of snap, disconcerting signals by Team B
- Pre-snap contact by Team B
- Coverage of O-Line:
 - Ineligibleibles beyond the neutral zone
 - Illegal touching of a forward pass



Passing Mechanics: H/L

- Out of bounds on sideline; straddle NZ
- Know your keys!
- Check legality of formation; no more than 4 in backfield
 - Indicate LOS to offensive player (& DB)
 - Man in motion (your side of snapper)
- Responsible for neutral zone, then cover keys beyond LOS
- Screen pass and backward pass
- Receiver forced OOB – Drop hat
- Forward progress spot or clean-up behind play

Passing Mechanics: H/L

- Except for the changes to key receiver, responsibilities are unchanged from 5-Crew mechanics.
- Remain on LOS until ball crosses, then officiate normally
- Responsible for all forward progress, OOB spots, until the B2 yd line
 - If play is snapped behind B7 and goes inside 2yd line, S/F has spot and will signal TD, etc. You veer several yds behind S/F and let them officiate.
 - If ball is snapped on or inside B7, you now have goal line (S/F position on end line)



Passing Mechanics: Back Judge

- 20-25 yds from LOS. Favor open side or middle of field
- Cover plays from behind defensive backs
- Bracket runner between yourself and H/L/S/F; keep play boxed in
- Watch area in advance of runner
- Assist flank officials on OOB runs, especially in team areas
- Responsible for end line on pass plays
- Don't get beat to the goal line!



Passing Mechanics: S/F

- Position 20 yds beyond LOS, out of bounds, on the sideline. If ball is snapped between B25 and B7, position on goal line. If snapped between B7 and goal line, position on endline
- Count Team B. Give closed fist signal to B
- Know your keys, based on the formation
- S: Remember – you are always responsible for time and status of clock

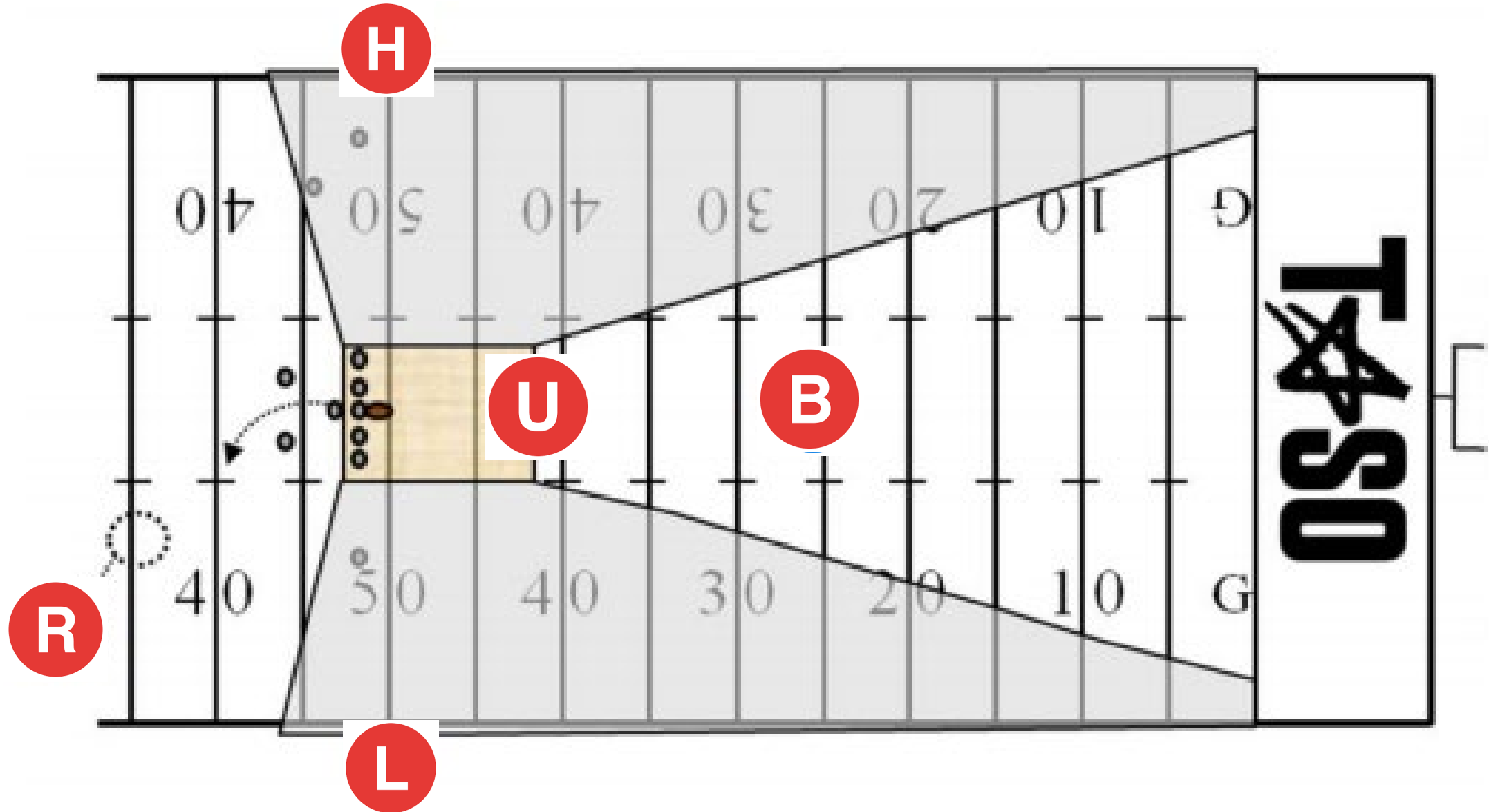


Passing Plays: Man/Zone/Ball

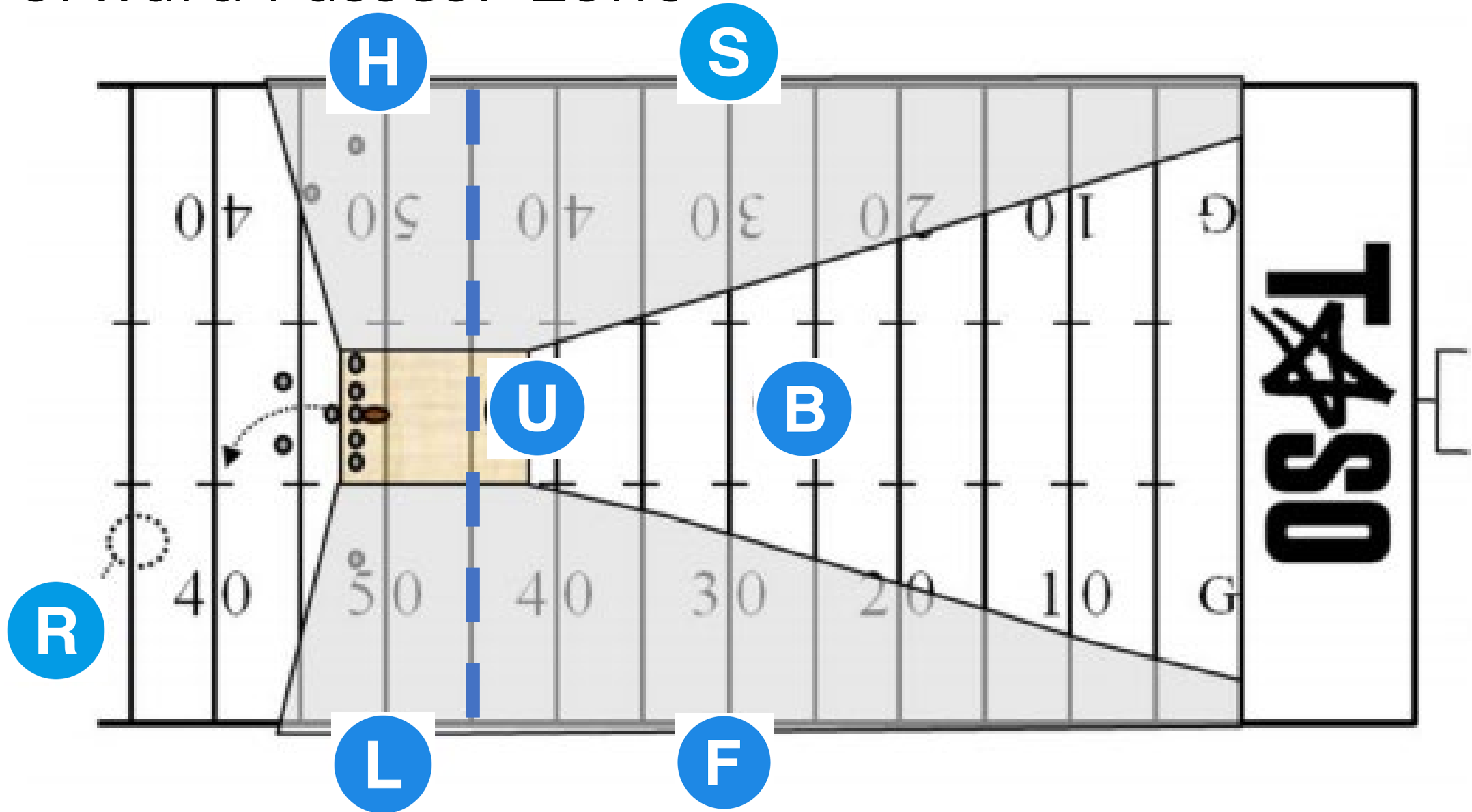
- “*MAN*” - Before the snap, identify and read your key(s) and note initial actions by your key(s). A player in motion may cause you to change your keys before or at the snap.
- “*ZONE*” - After the snap, officiate player action in your zone.
- “*BALL*” - When direction of ball has been established (pass or run), officiate at and around the ball if in your zone; otherwise, back side officiating. When the ball is dead, continue to officiate your zone (dead ball officiating).



Forward Passes: Zone



Forward Passes: Zone



Initial Keys at the Snap



Man/Zone/Ball: Basic Keys

- Receivers are numbered from each sideline. Widest receiver on each side is #1. Second receiver in is #2 and so on. If two widest receivers are stacked, the one closest to the LOS is #1 and behind is #2.
- **H** **L** #1 receiver on their side, backs on their side of snapper
- **B** #2 receiver on strong side or #1 on **L** side if only one receiver on each side. **L** will then have backs coming out of backfield

KEYS WILL CHANGE WITH DIFFERENT FORMATIONS



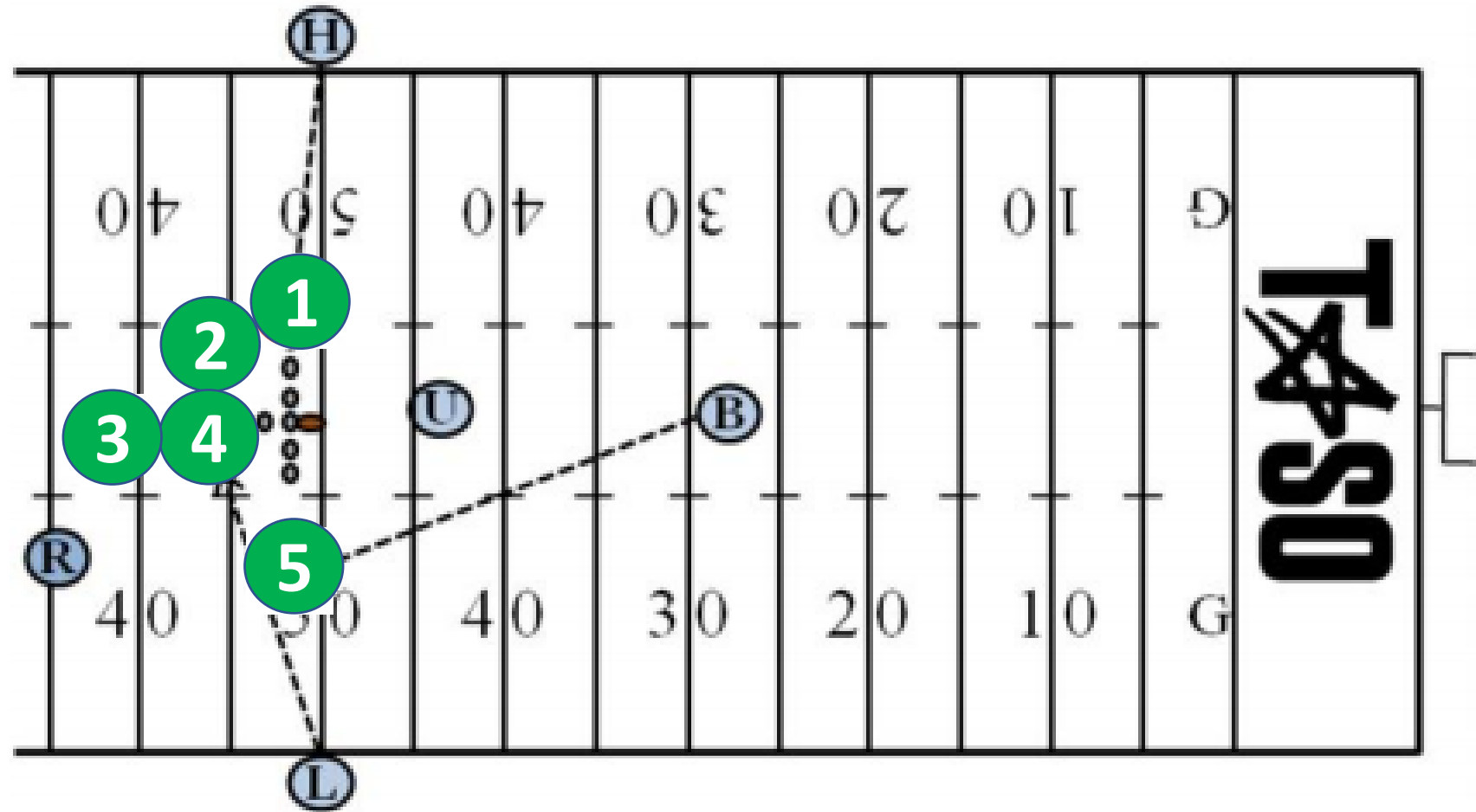
Man/Zone/Ball: Basic Keys

- **F S** will always watch widest eligible receiver in the formation on your side of the field (#1 receiver)
- **B** will watch the most inside eligible receiver on the strong side of the field. If balanced formation, "strong side" is to the Line Judge side. If lined up in quads, B has 2 most inside receivers.
- **H L** will watch the eligible receiver or back remaining on their side

KEYS WILL CHANGE WITH DIFFERENT FORMATIONS

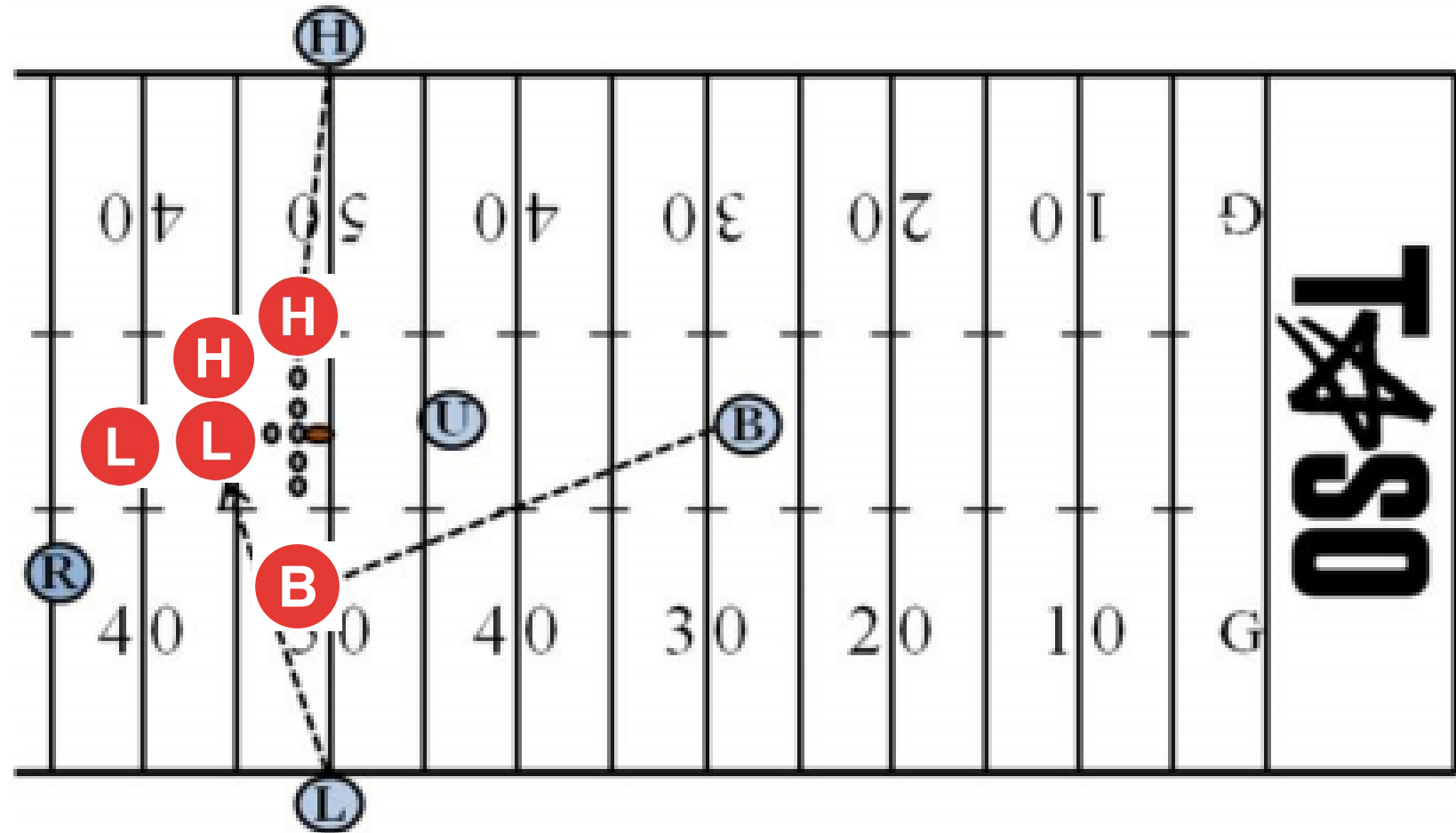


ONE RECEIVER TO EACH SIDE (BALANCED FORMATION)



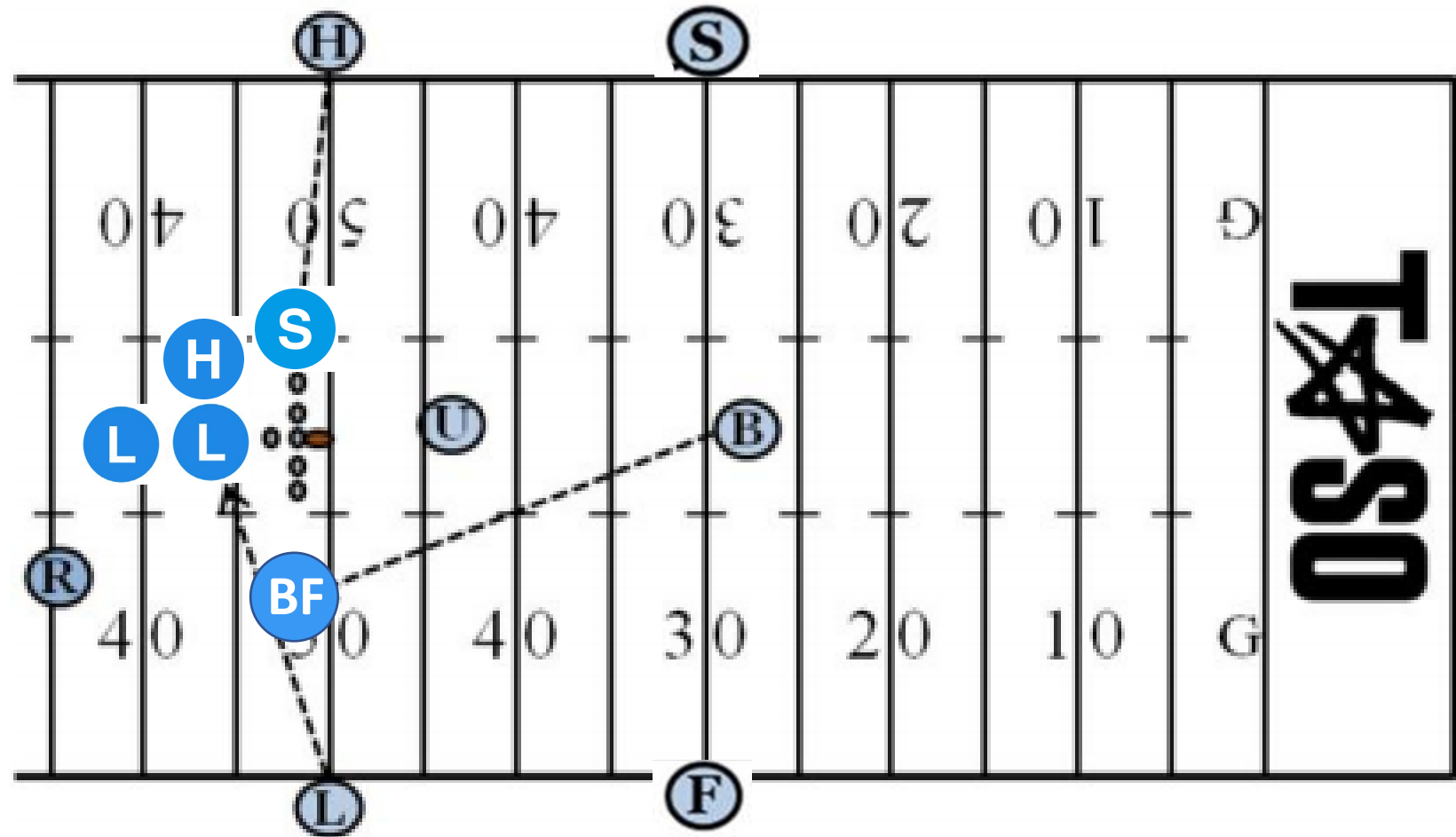
Press Box

ONE RECEIVER TO EACH SIDE (BALANCED FORMATION)



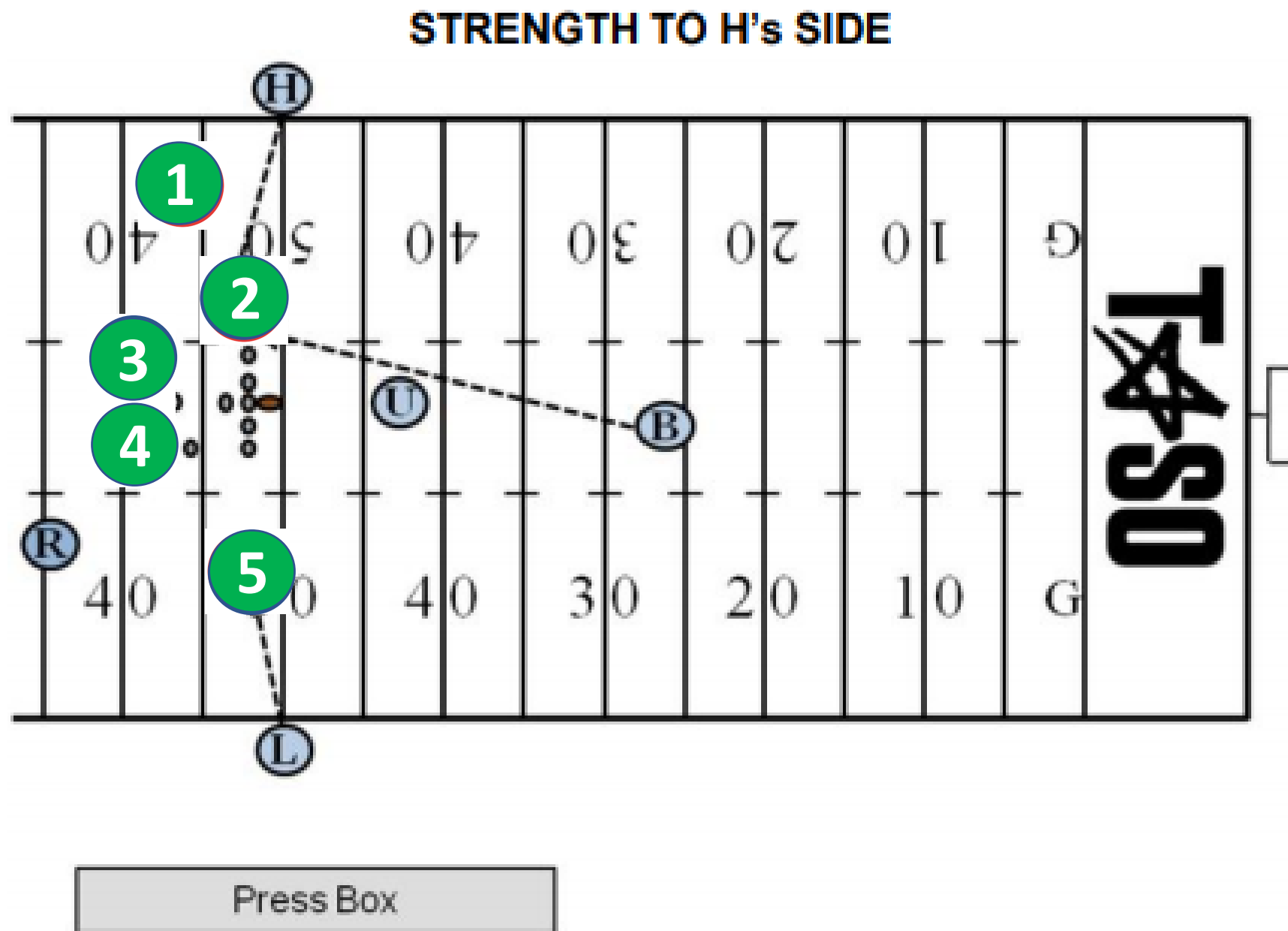
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ONE RECEIVER TO EACH SIDE (BALANCED FORMATION)



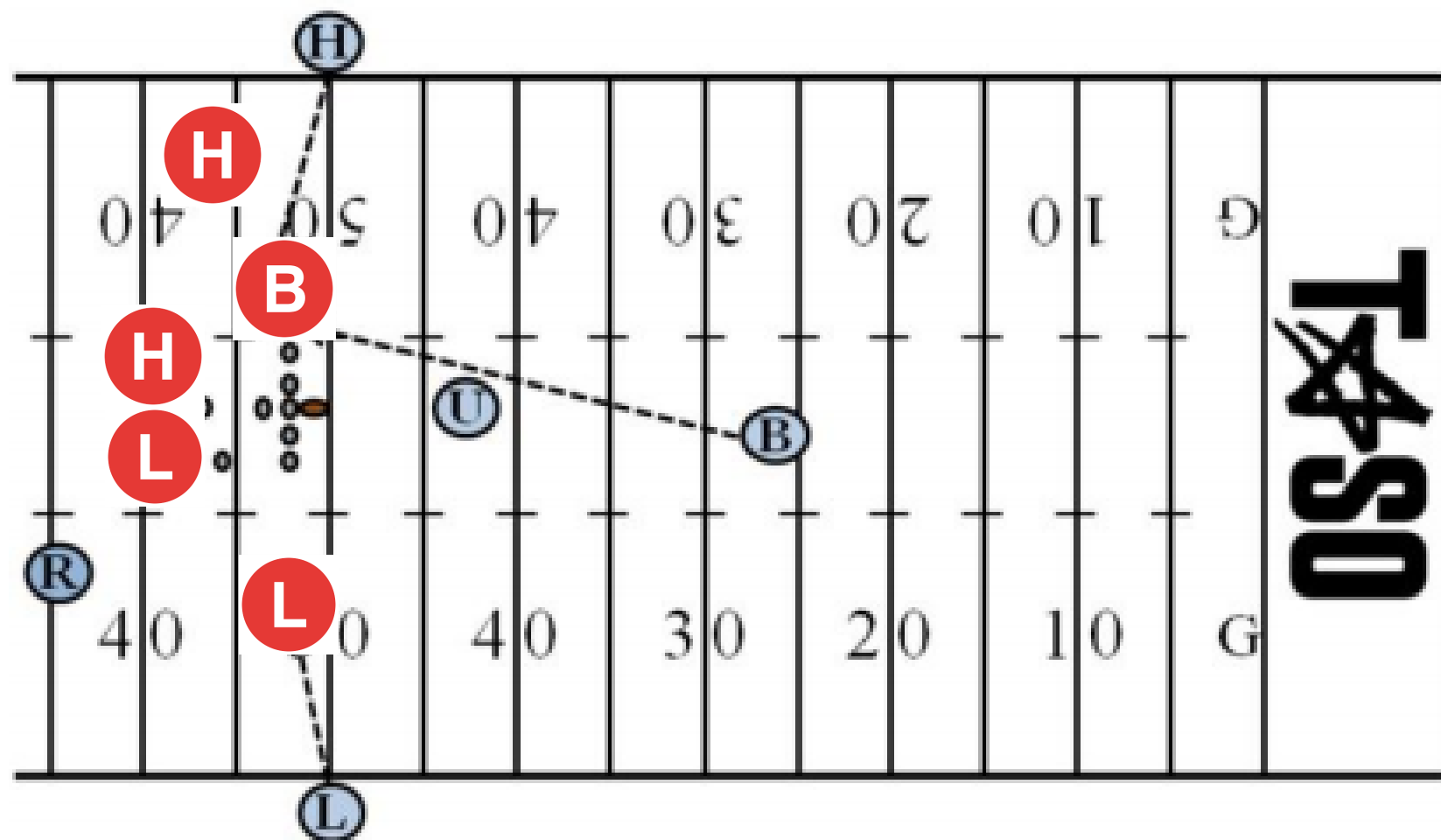
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Balanced
w/ TE



STRENGTH TO H's SIDE

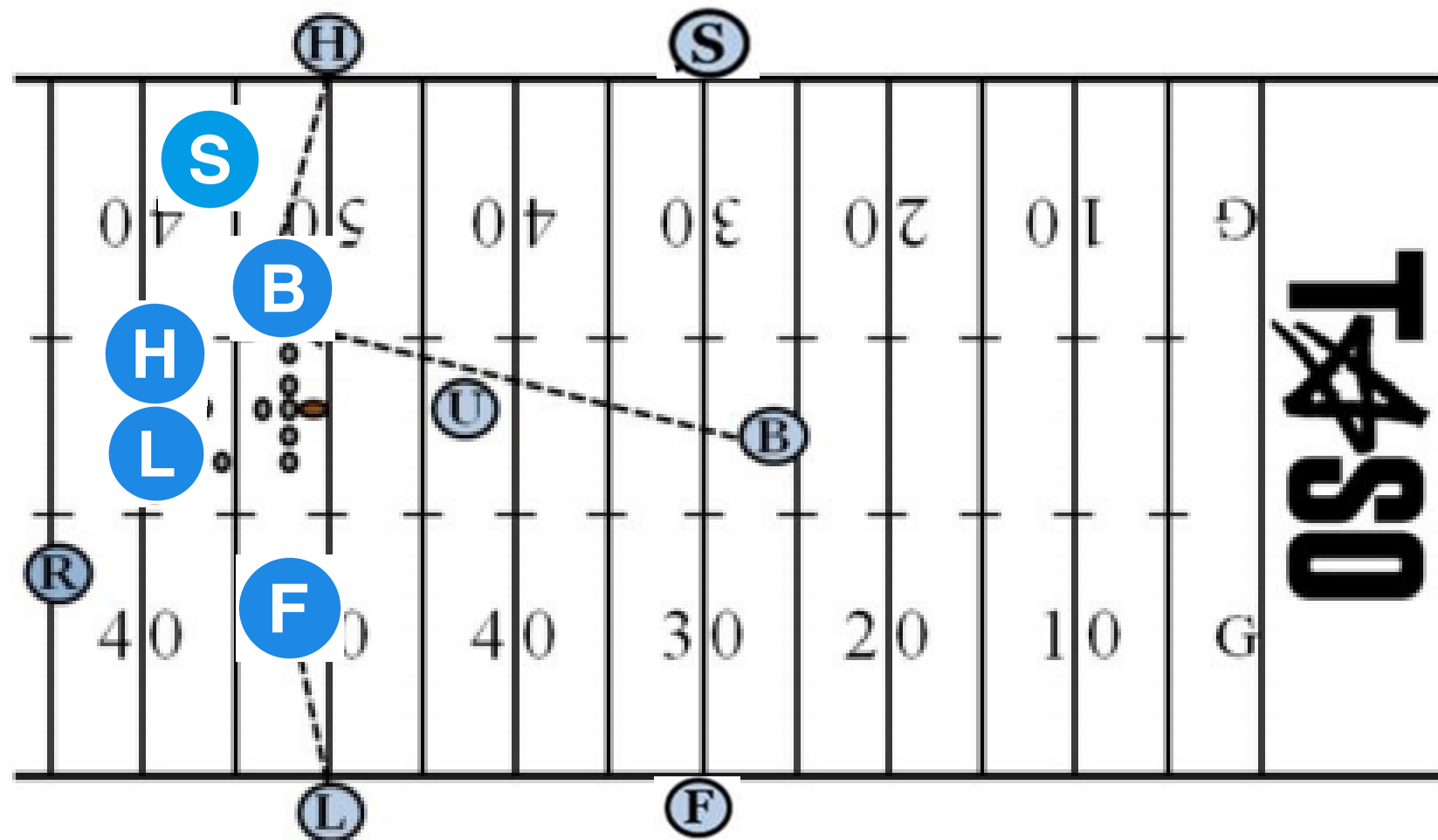
Balanced
w/ TE



Press Box

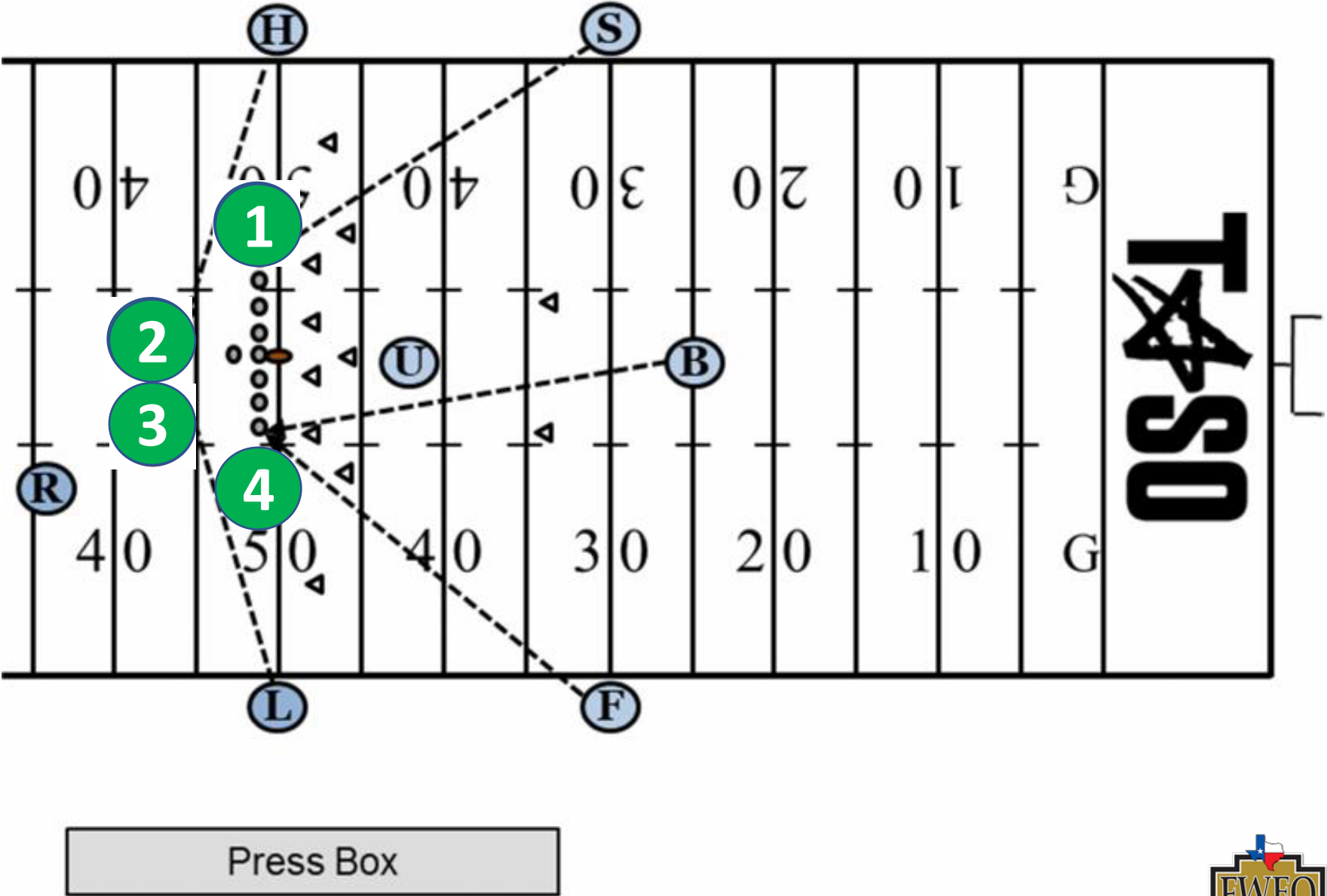
STRENGTH TO H's SIDE

Balanced
w/ TE

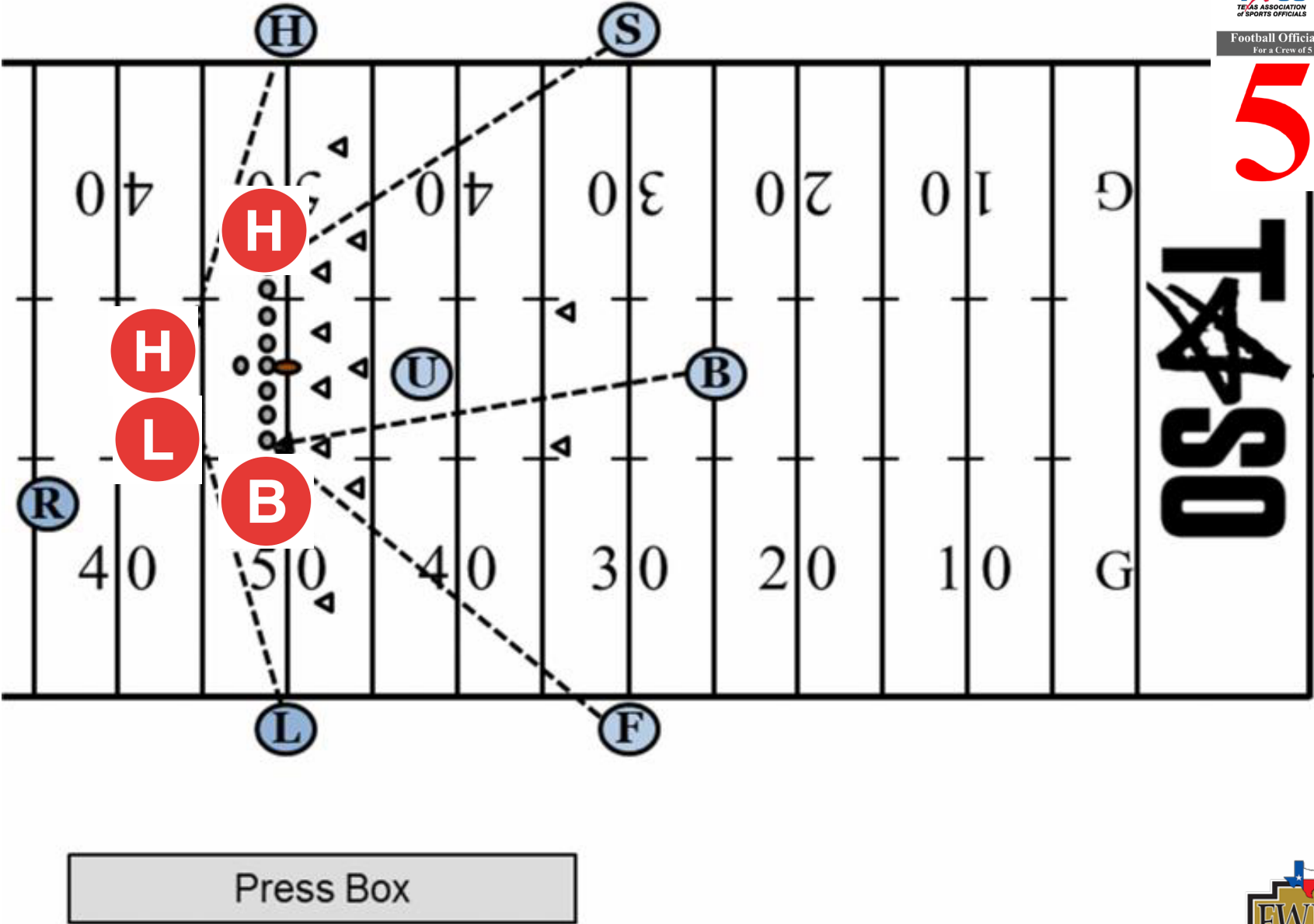


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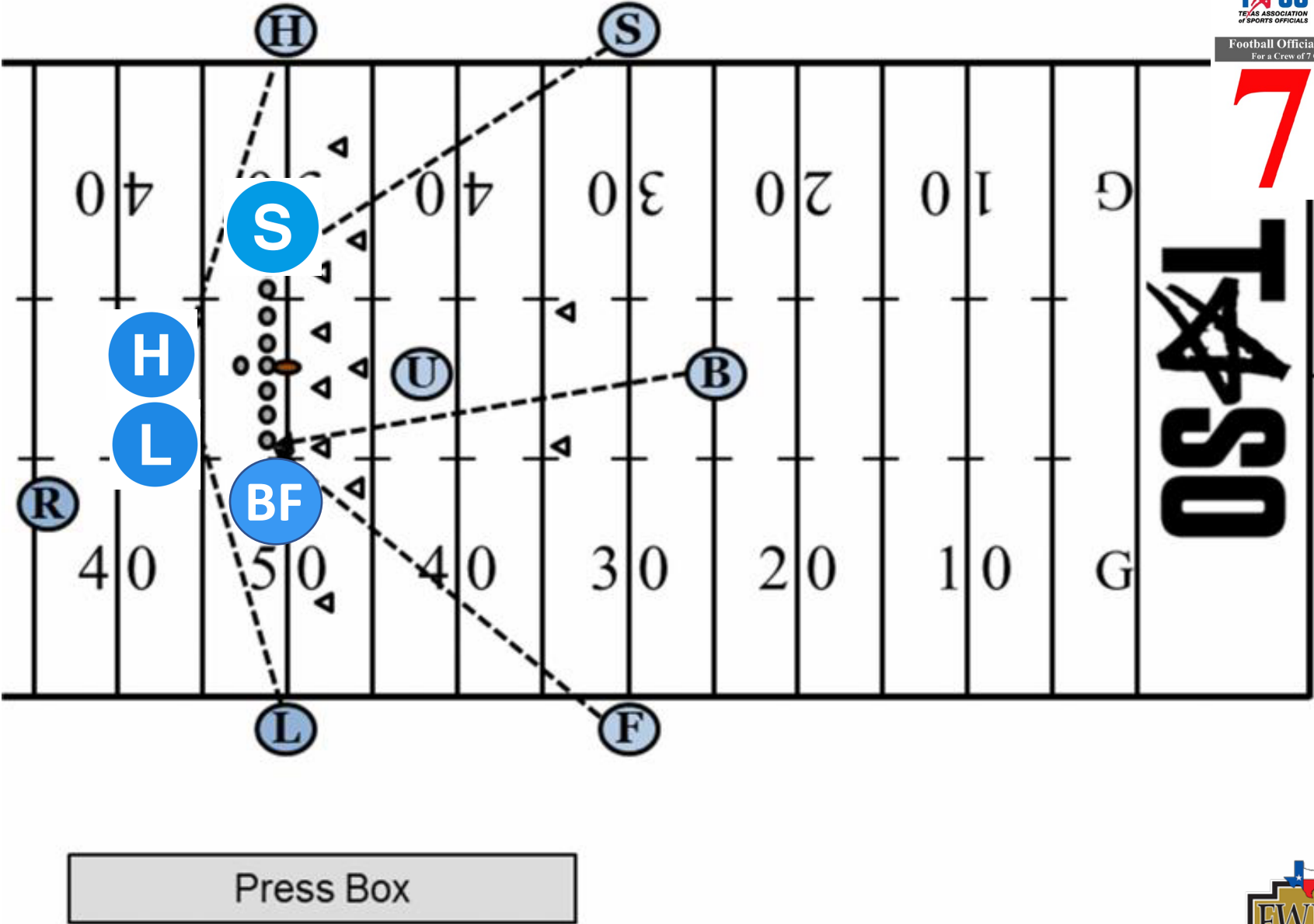
Balanced w/
double TE



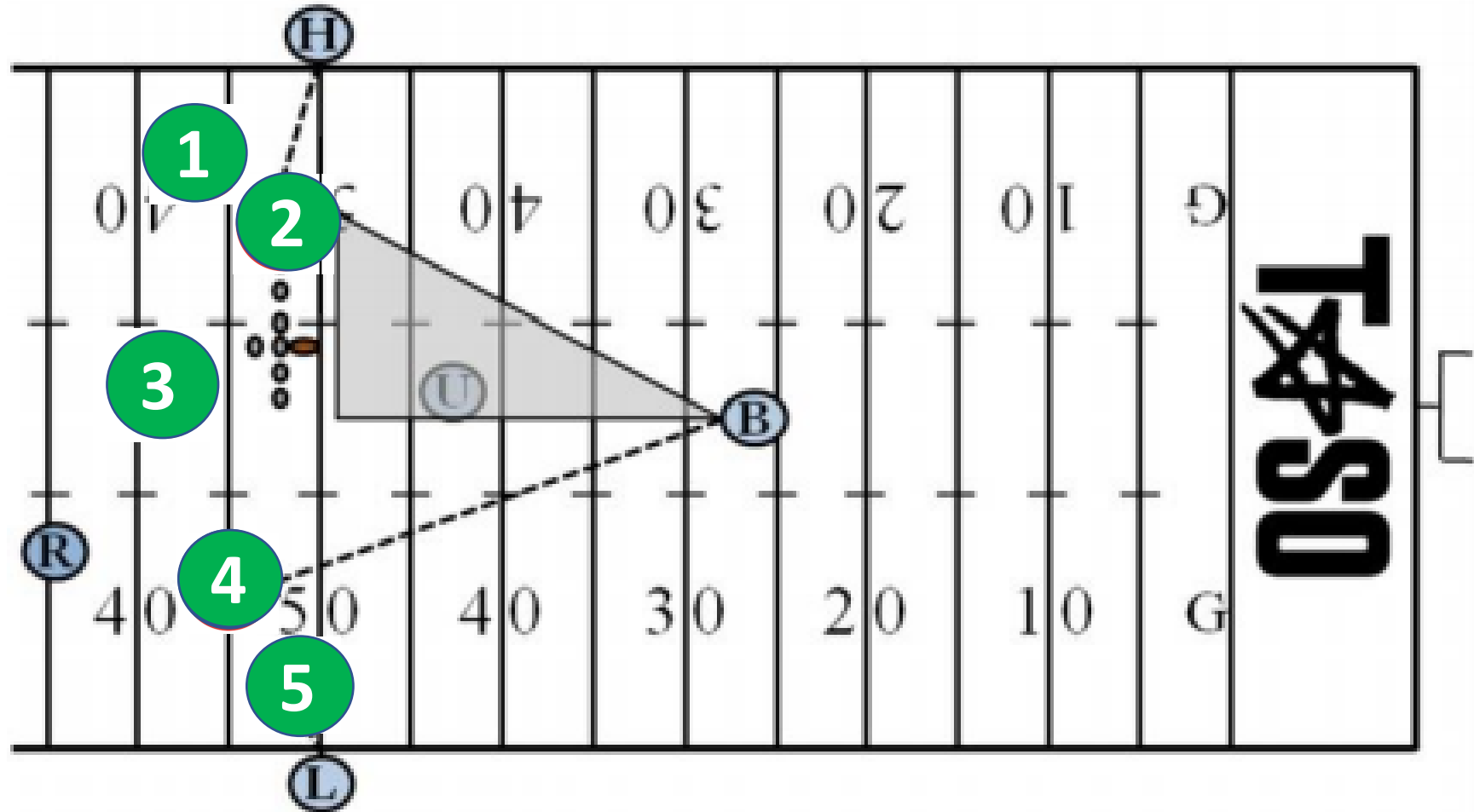
Balanced w/
double TE



Balanced w/
double TE



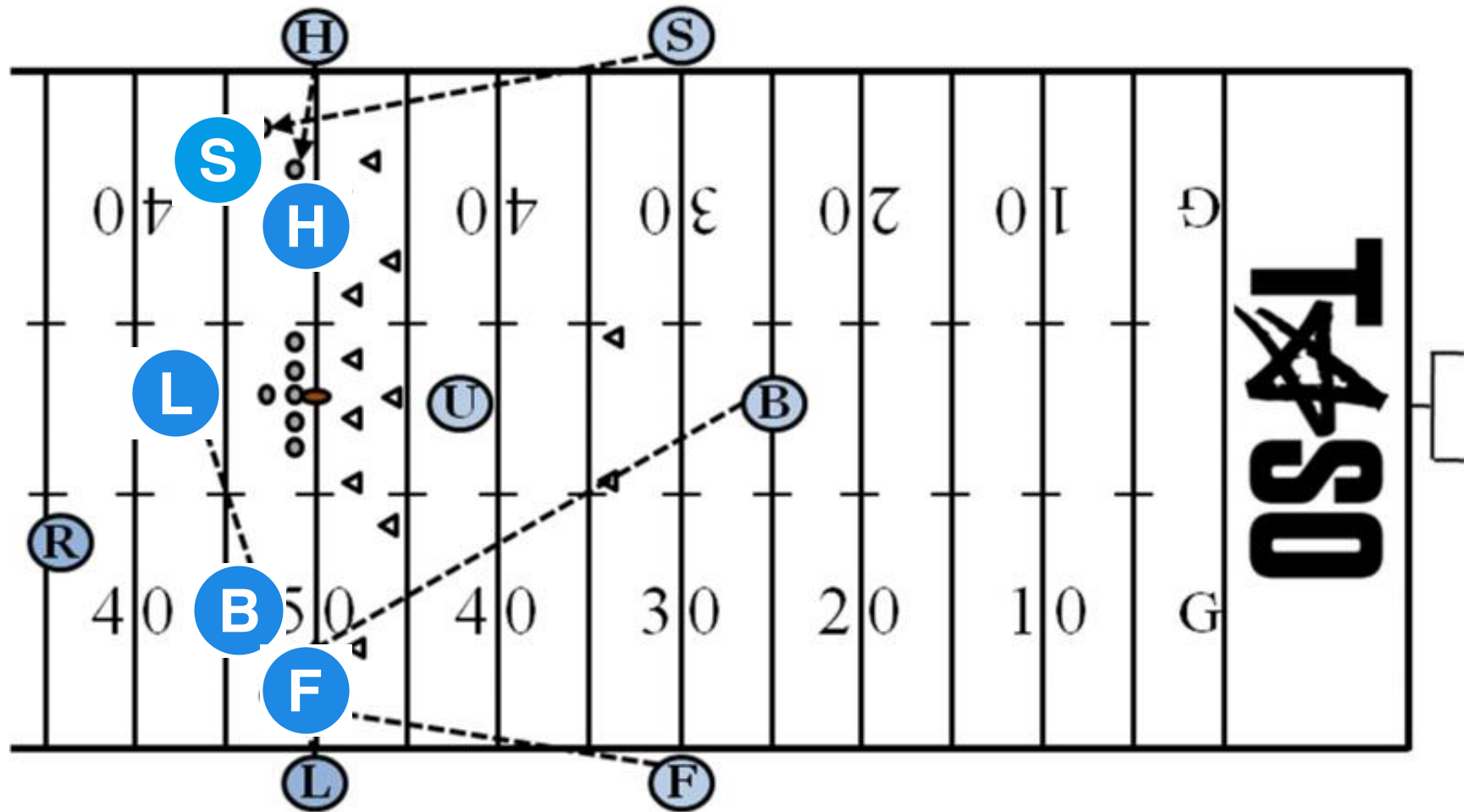
TWINS (TWO RECEIVERS TO EACH SIDE)



Press Box

Press Box

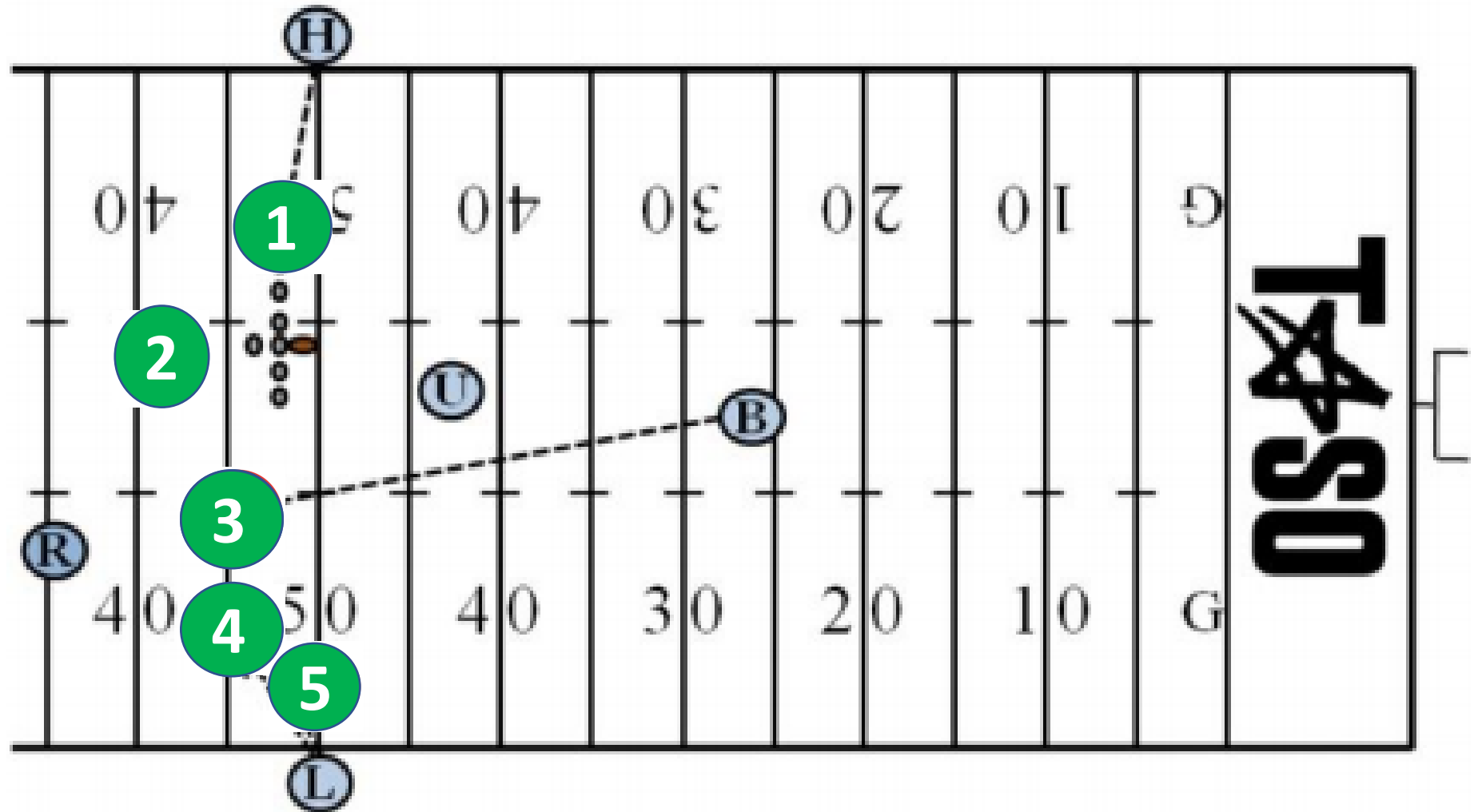
Twins



Press Box

TRIPS (THREE RECEIVERS ON ONE SIDE)

Trips w/
one in
Tackle Box

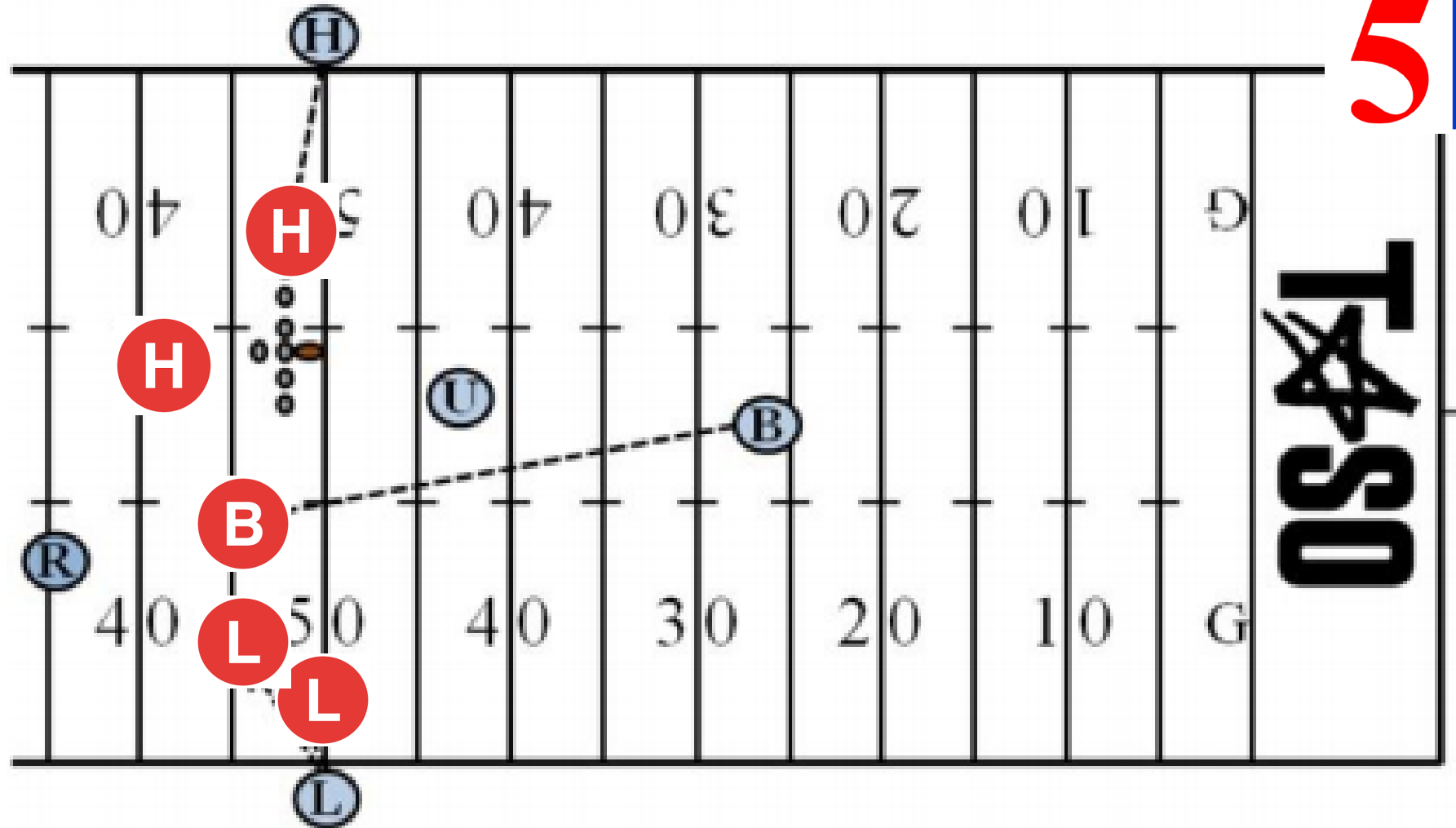


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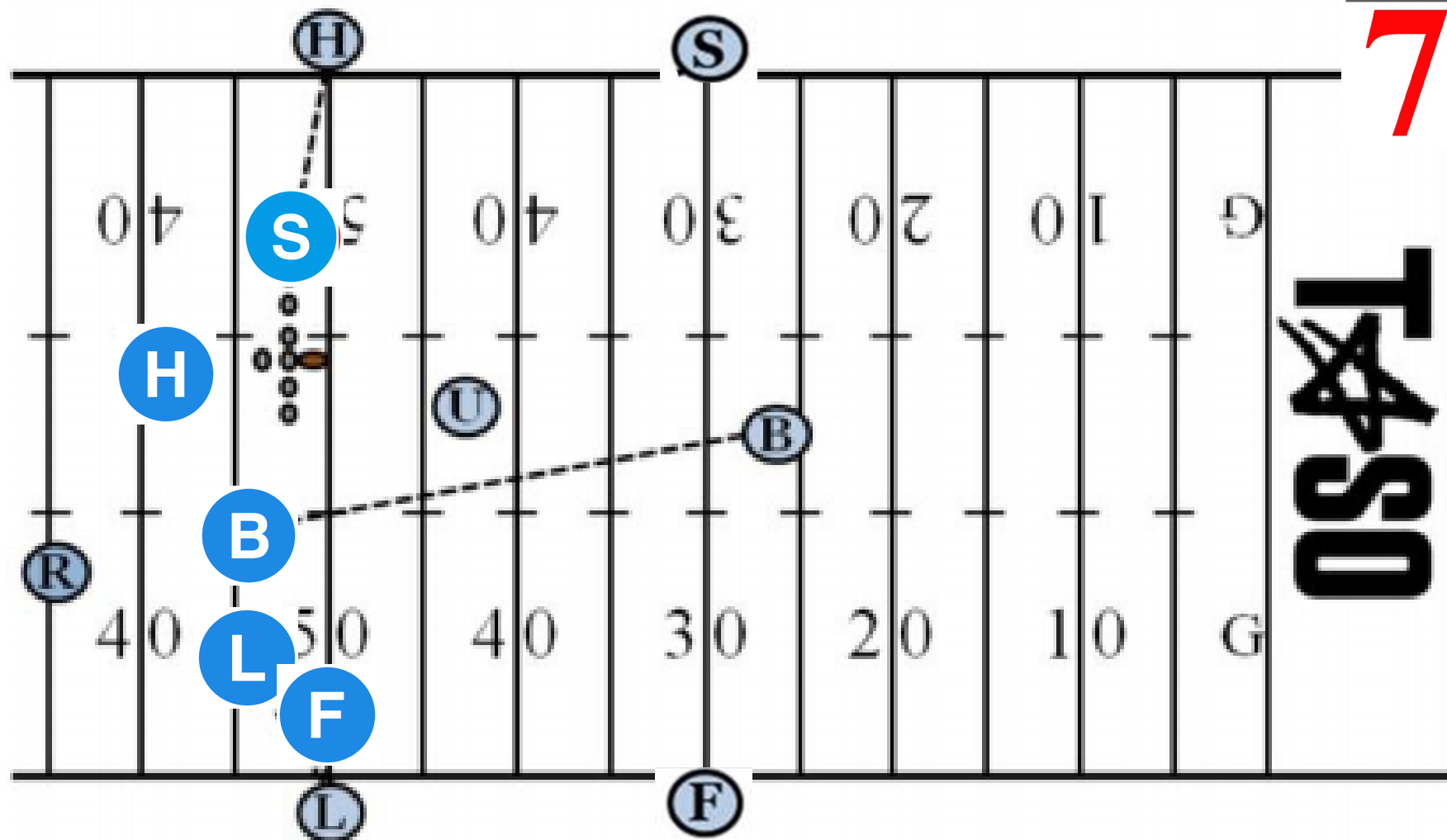
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Trips w/ one in Tackle Box



Press Box

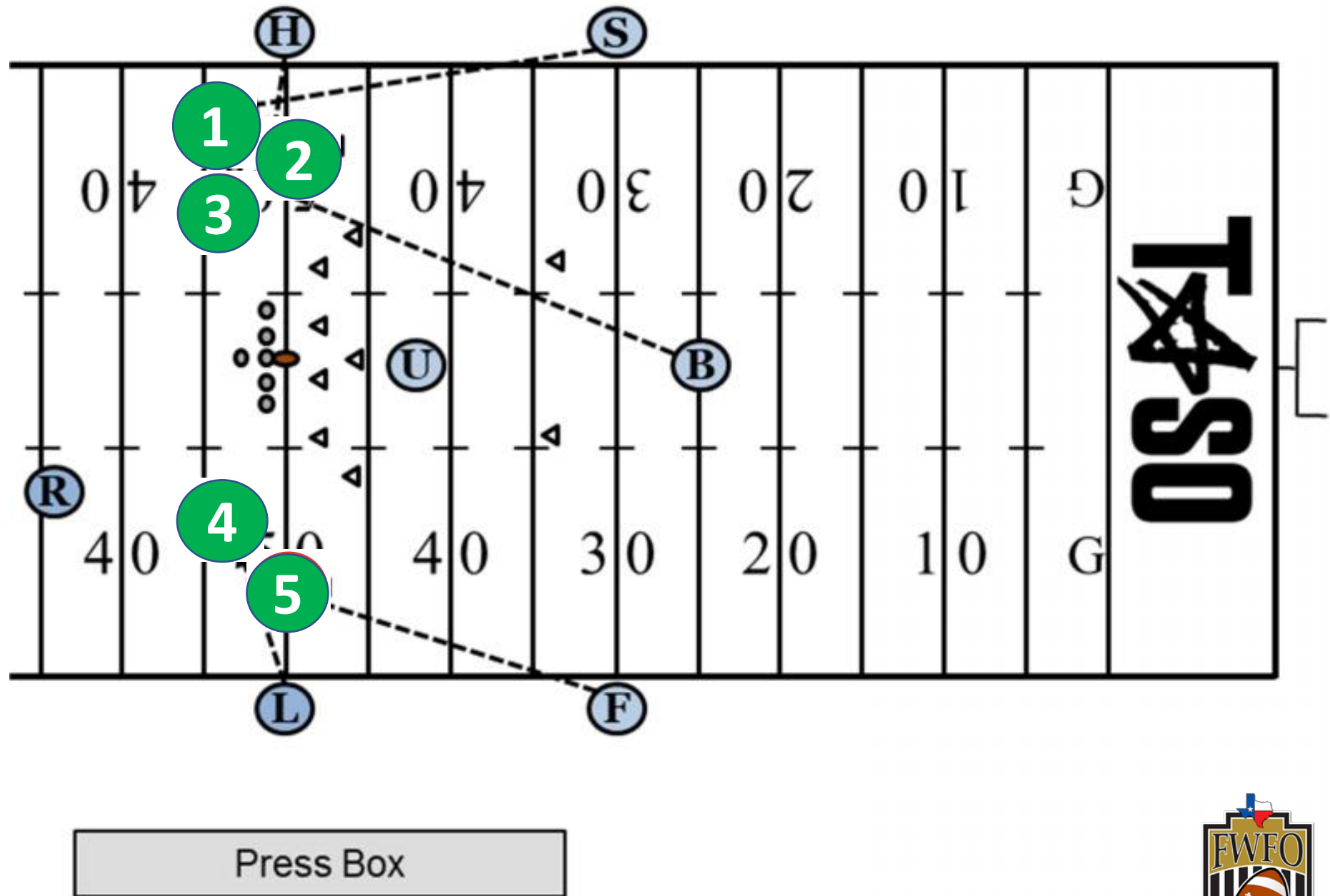
TRIPS (THREE RECEIVERS ON ONE SIDE)



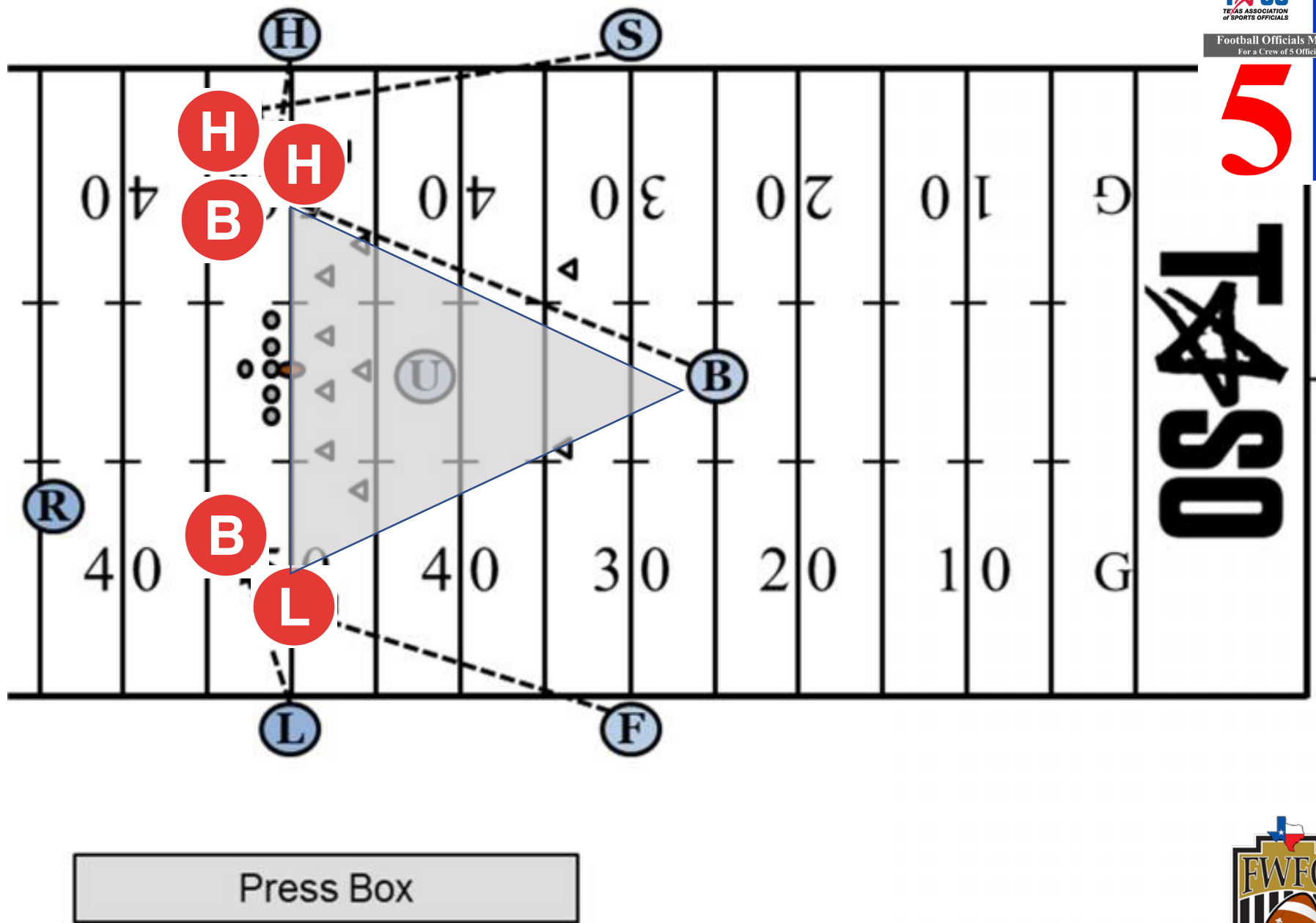
Trips w/
one in
Tackle Box

Press Box

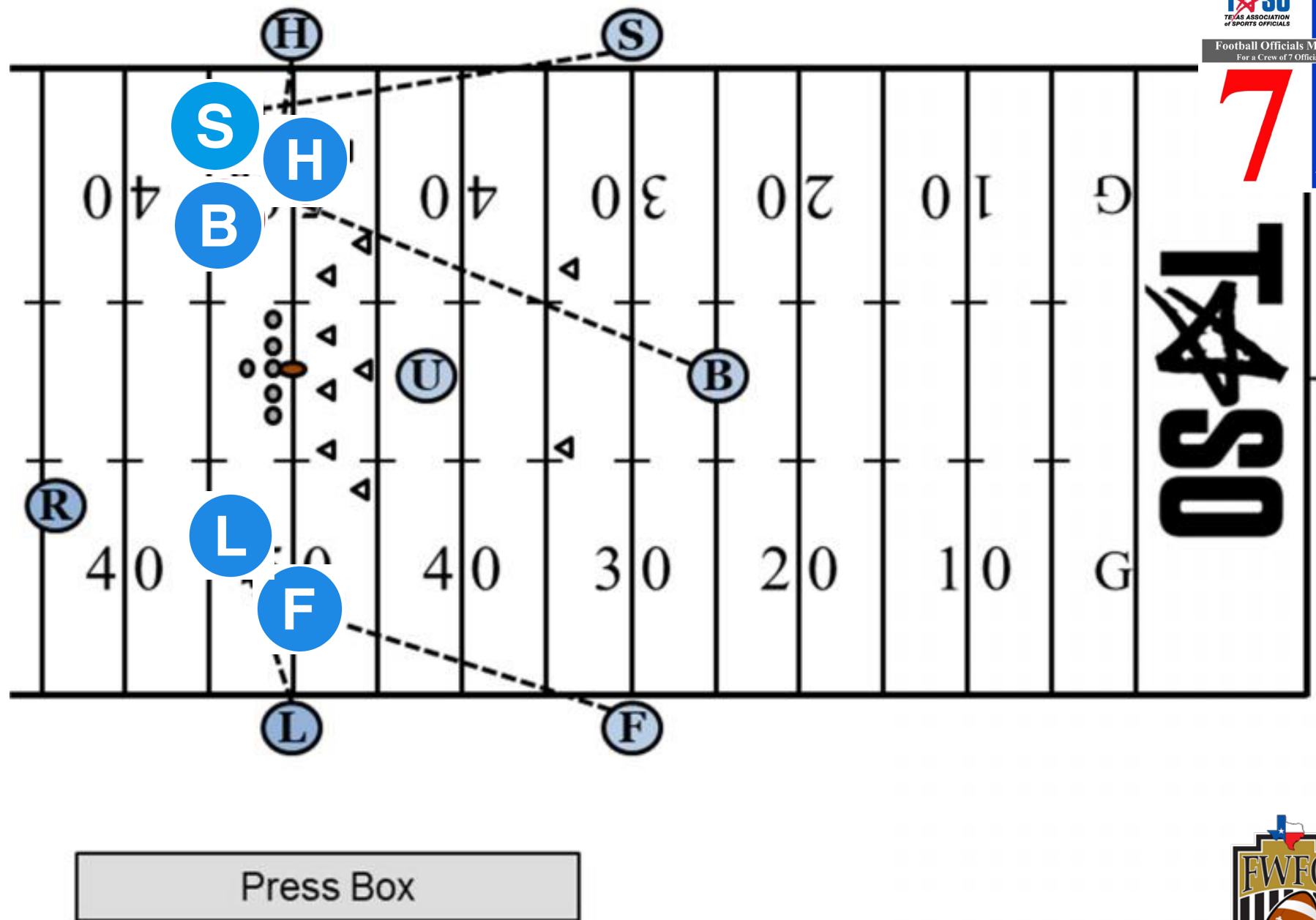
Trips w/
empty
backfield



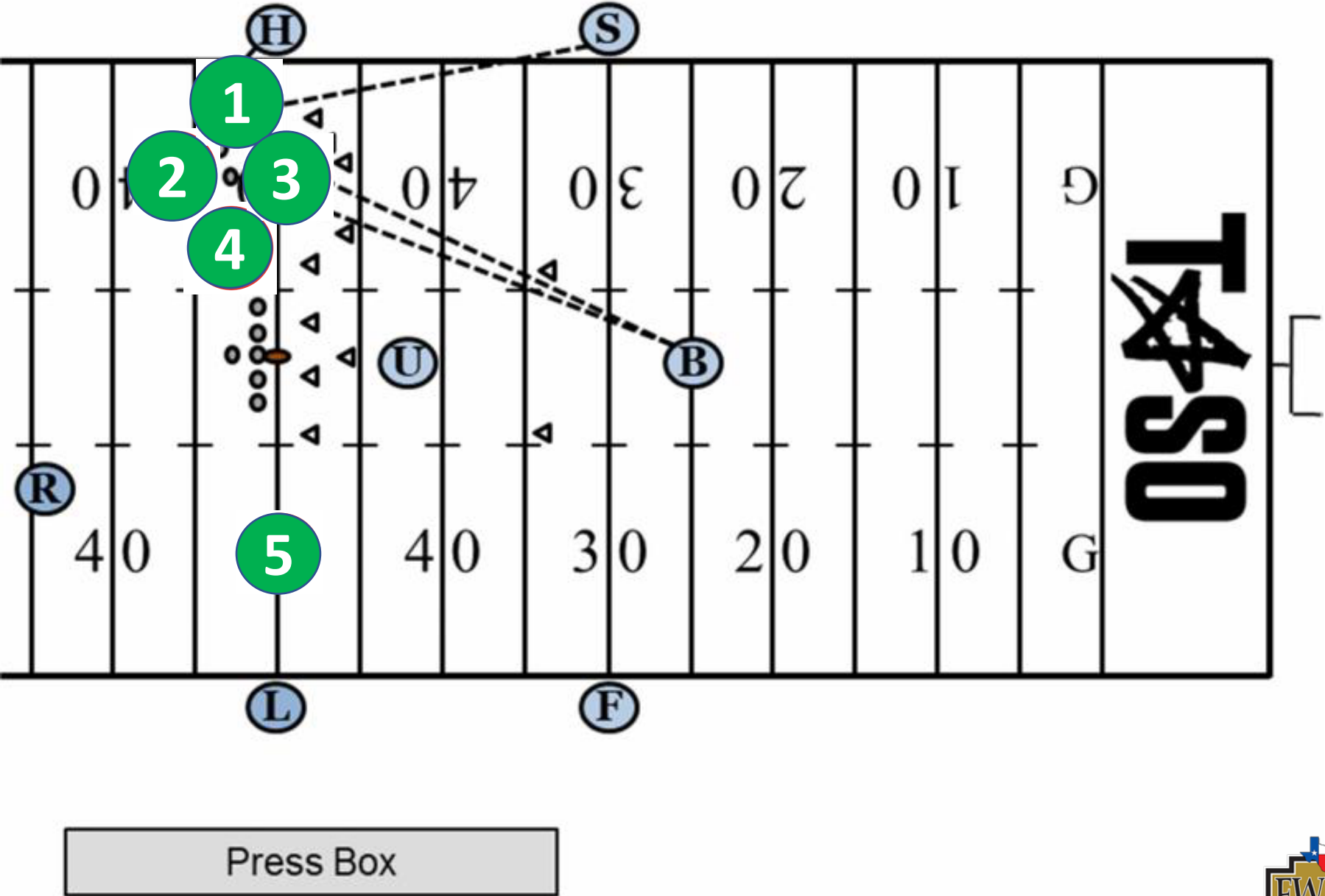
Trips w/
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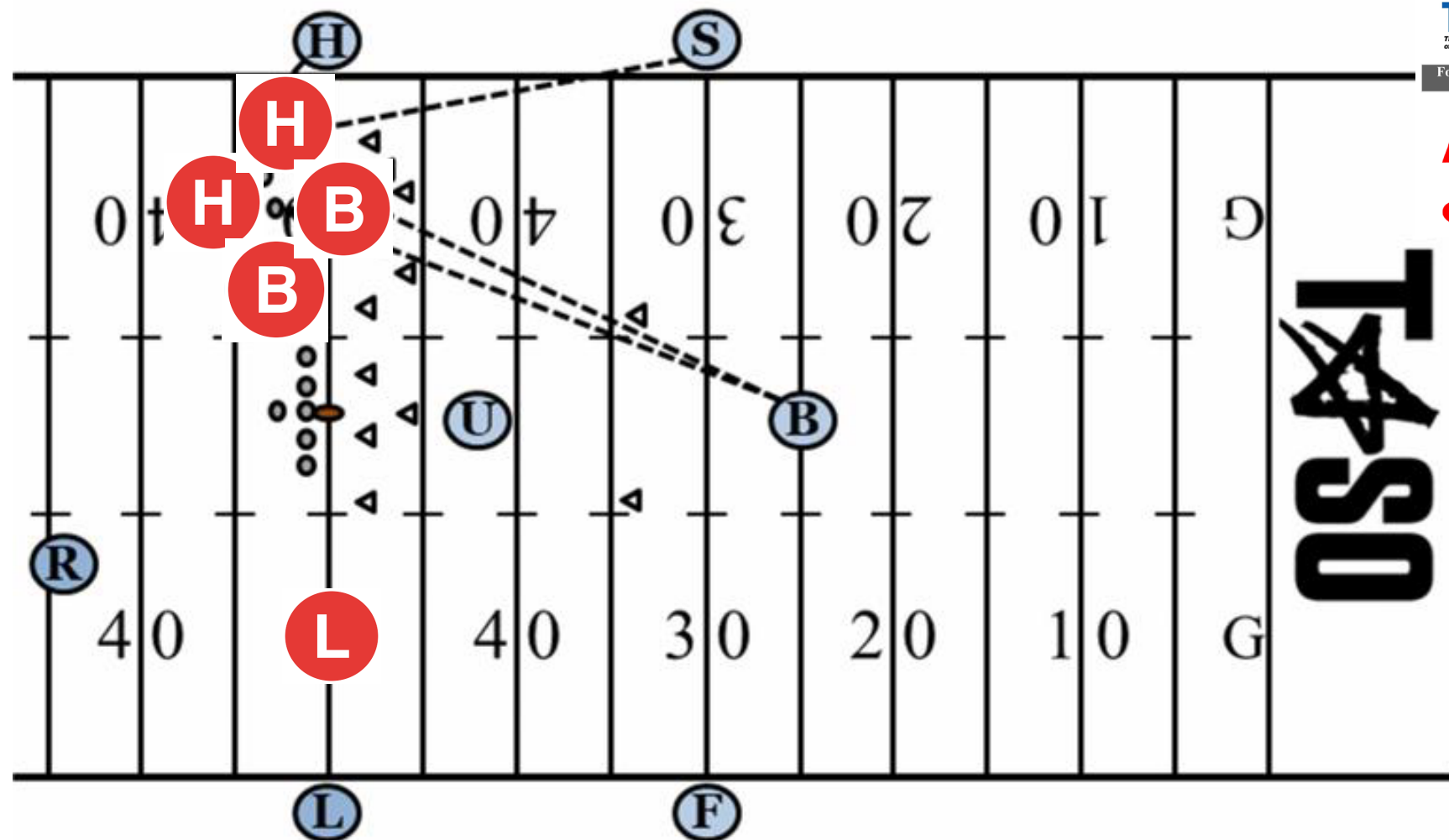
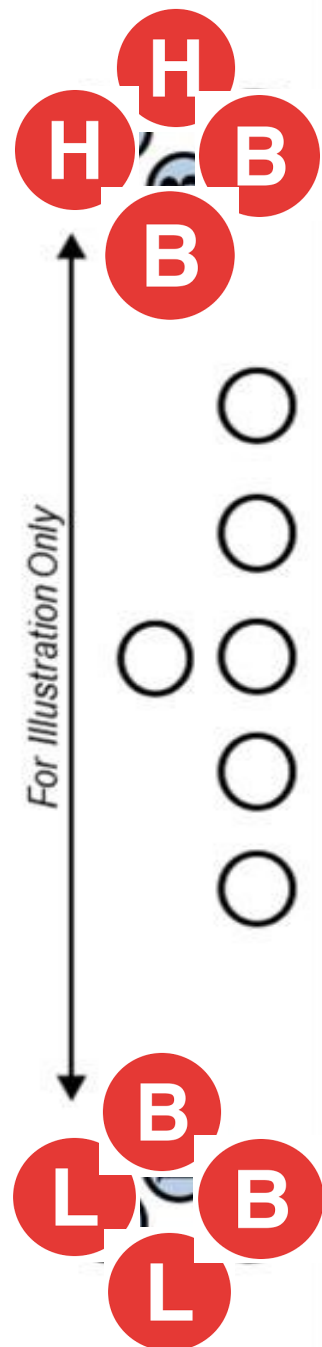


Trips w/
empty
backfield



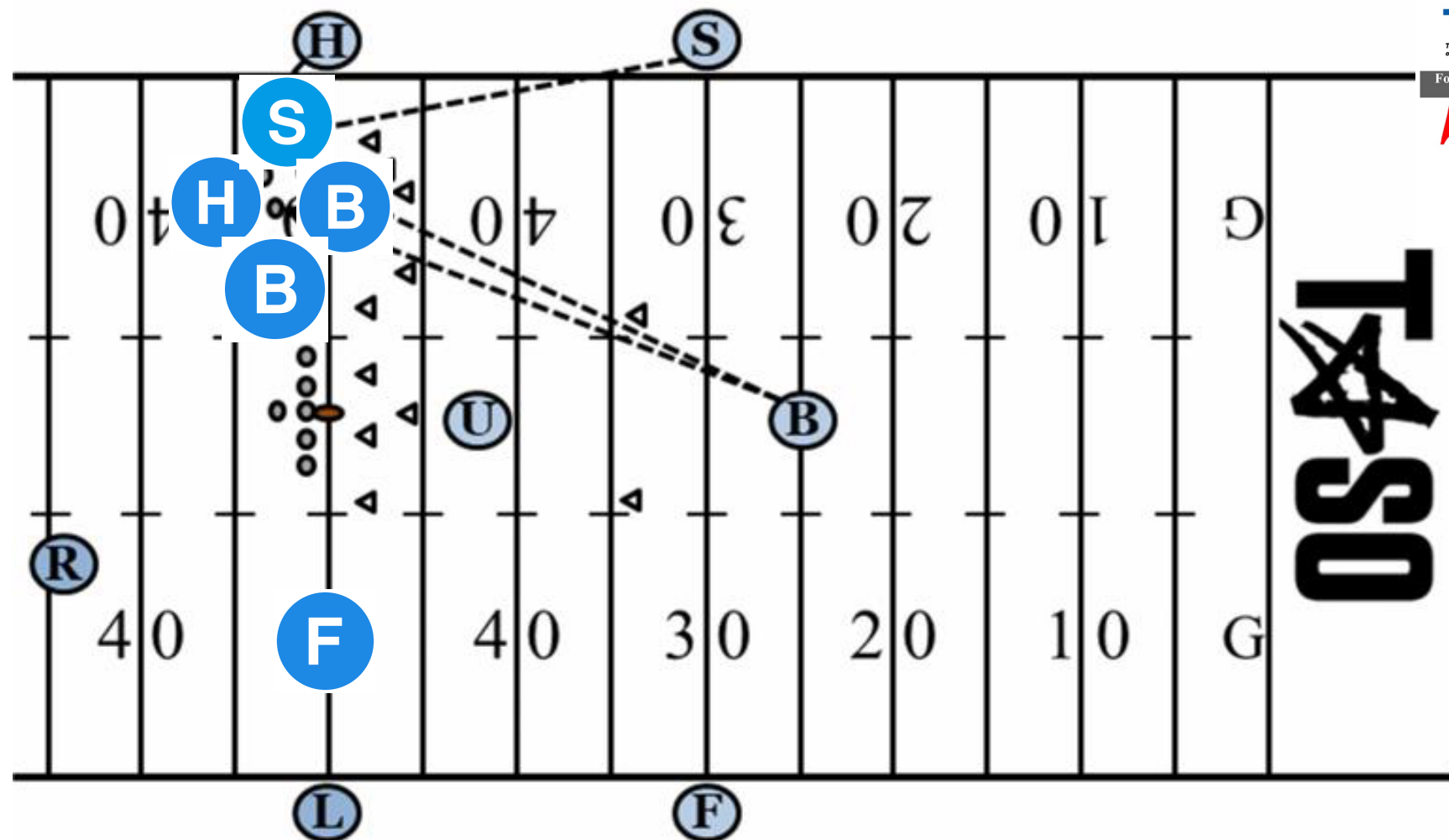
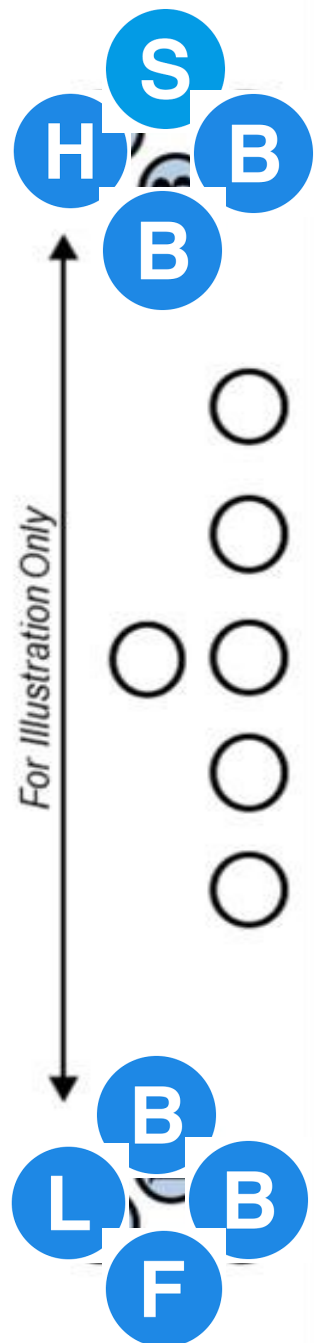
Quads:
Diamond





Press Box

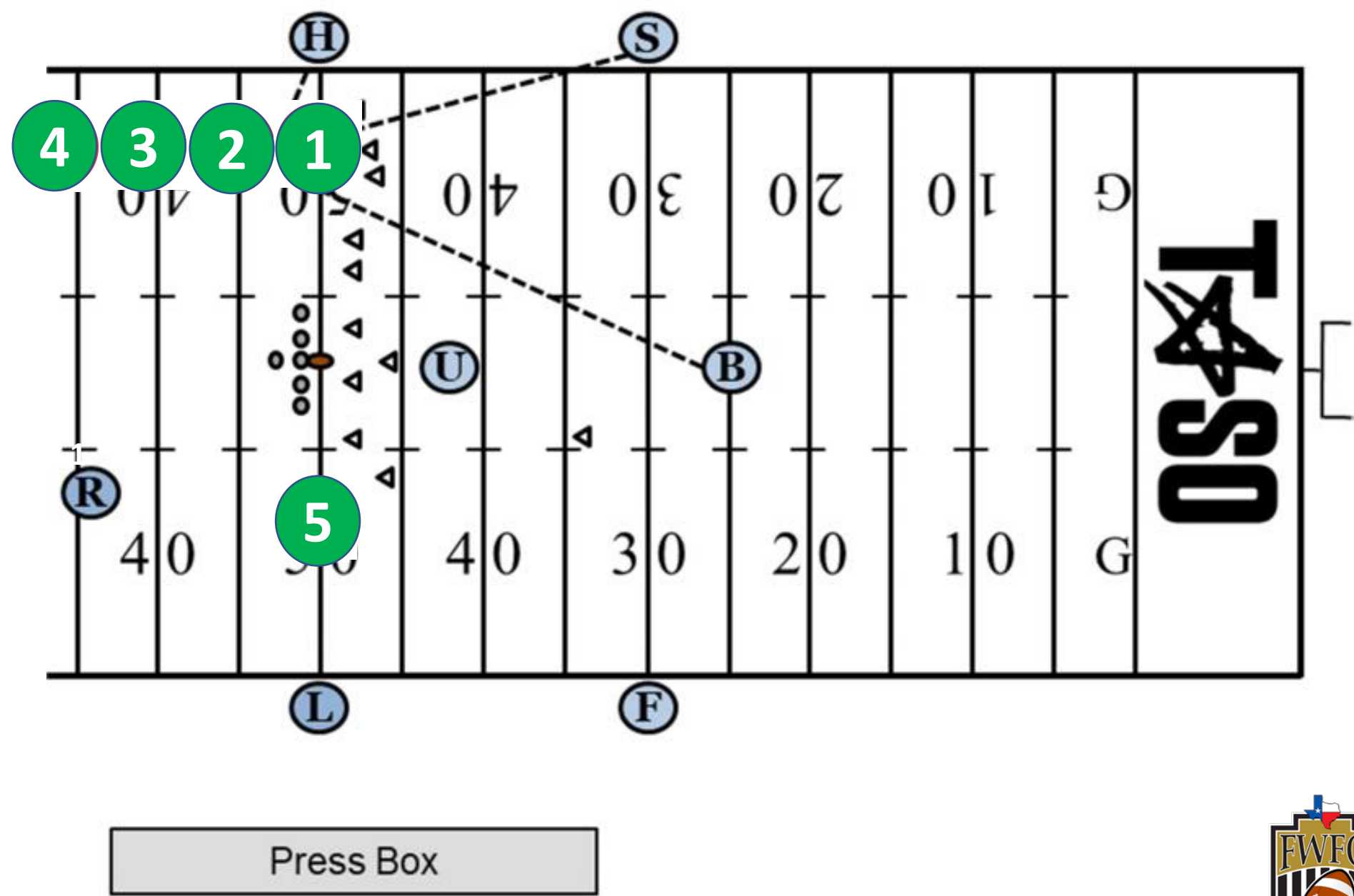
Quads:
Diamond



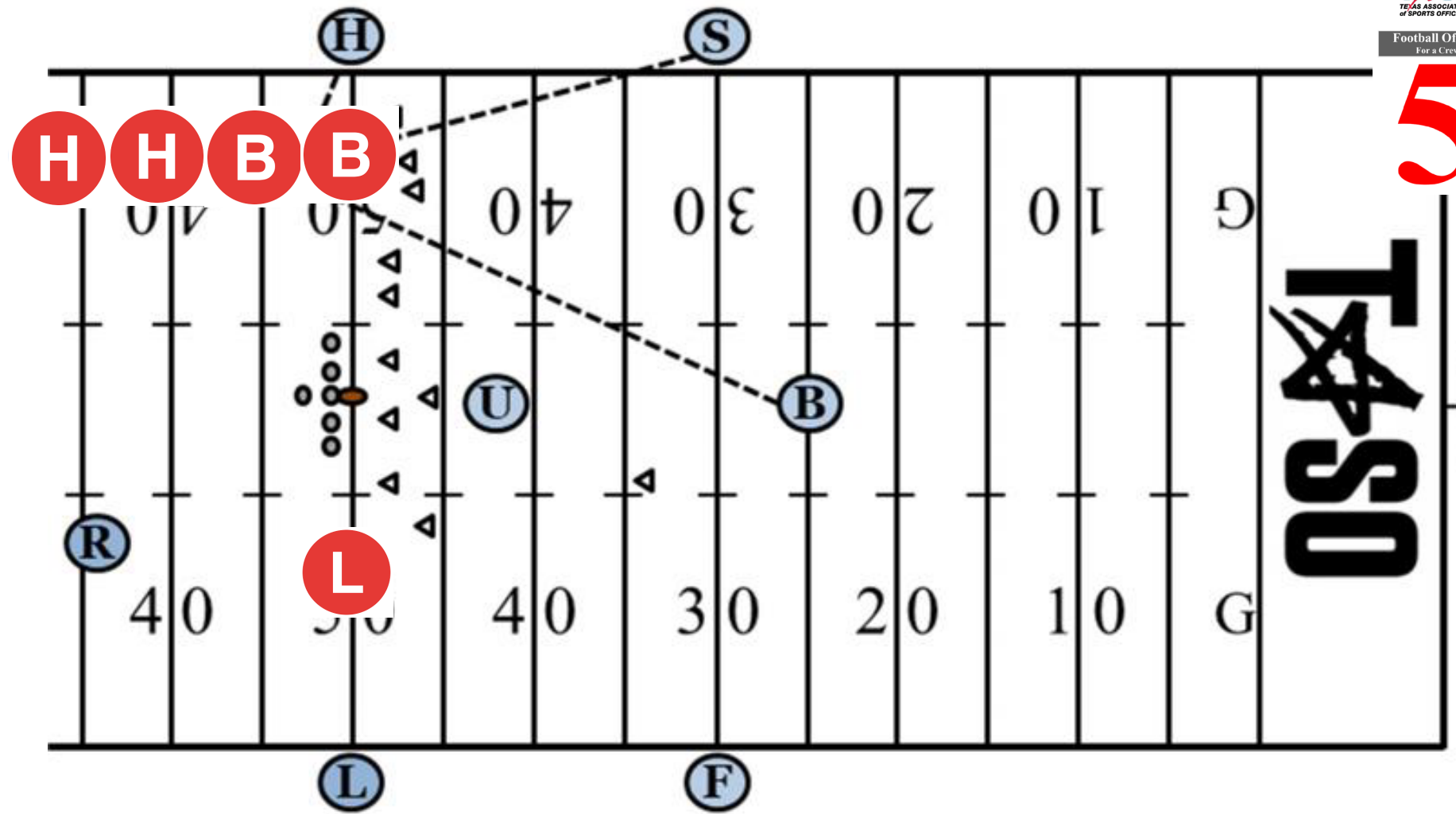
Press Box

Quads:
Diamond

Quads:
Stacked

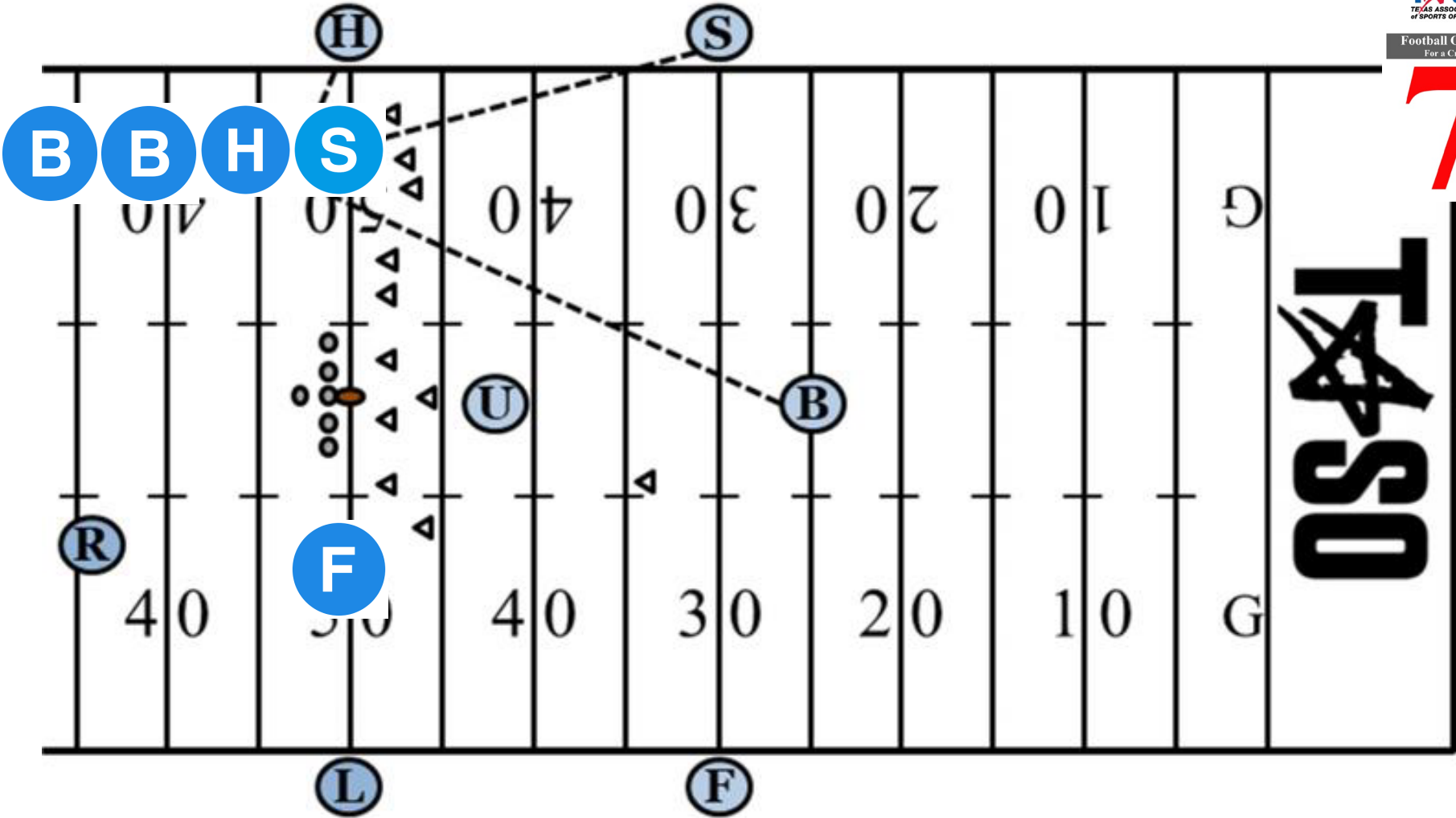


Quads: Stacked



Press Box

Quads:
Stacked



Press Box

Offensive/Defensive Pass Interference



Types of Pass Interference

- Not all contact warrants a pass interference call. Simply placing an arm on a receiver is not enough for a flag.

Types of Pass Interference:

- Hook and Turn
- Playing Through the Back
- Not Playing the Ball
- Grabbing the Arm/Arm Bar
- Cutoff/Using Body to Disrupt Route (particularly on a sideline route)
- Early Contact before ball arrives/Push Off (often OPI)



DPI Enforcement

- DPI is not a personal foul, so it can never carry over if committed during a touchdown play.
- If the DPI occurs less than 15 yds from LOS, it is a spot foul
- If the DPI occurs more than 15 yds from LOS, penalty is 15yds from the previous spot.



DPI Enforcement

- Inside the 30-yd line, you mark off the full 15 yard penalty. There is not a “half the distance” penalty until the previous spot is at the 2-yd line.
- Inside the 17-yd line, you will place the ball at the 2-yd line. This is sometimes referred to as the “moving window.”
- For DPI in the endzone, the succeeding spot is the 2-yd line.



DPI on a Try

- Ball snapped at or inside the 3-yd line, use half the distance enforcement.
- Ball snapped outside the 3-yd line, use the moving window.





Tonight's Code:
7816

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