

## 24. MECHANICS FOR 8-MAN CREWS

### 24.1 – Introduction

We have standardised on the use of a Centre Judge (CJ) as the eighth official on a crew. This section describes the additional mechanics necessary to accommodate the Centre Judge, with some appropriate adjustments that the Referee and the Umpire (and occasionally other officials) have to make.

Elsewhere in this manual, unless stated otherwise, the mechanics for 7-man crews also apply to 8-man crews.

### 24.2 – Free kicks

1. Occupy position G — Team K's restraining line opposite the press box.
2. Count the kicking team.
3. Move into the field (like the Back Judge) once the ball is kicked. The Back Judge does not need to move in as far as he would on a 7-man crew, since there will now be three officials (Back Judge, Umpire and Centre Judge) all on the field.
4. The Umpire will administer the kicker and the ball and remain in the centre of the field.
5. In an inside kick situation, the crew will remain in its normal positions.

### 24.3 – Basic position

1. Be in Team A's backfield opposite the Referee. Be as wide and deep as the Referee would normally be. Be alert for pre-snap movement by restricted linemen.
2. The Referee will always aim to be on the throwing arm side of the quarterback, however if there is a surprise change of quarterback (e.g. in a wildcat formation), the Referee and the Centre Judge should remain in their existing positions.
3. Initial key for the Referee and Centre Judge is the tackle on their opposite side of the formation (i.e. if the Referee is on the *right* side of the formation, he will watch the *left tackle*, while the Centre Judge will watch the *right tackle* from the *left* side of the formation).

### 24.4 – Runs

1. If the play comes to your side, watch lead blocks. If the play goes to the Referee's side, watch action behind and inside the play. The Referee does the opposite.

### 24.5 – Passes

1. Watch the tackle on your opposite side (and help with the guard).
2. Particularly watch deep blocks (when the tackle drops back level with or behind the quarterback).
3. Help on hits to the quarterback, especially from the blindside opposite the Referee.
4. Help on quarterback pass/fumble rulings.

### 24.6 – Punts

1. Be in position opposite the Referee, behind the tight end position, at least 2 yards deeper than the kicker.
2. Agree with the Referee which side of the formation you will take, but normally stay on the same side you were for the previous plays.
3. Your initial key is the tackle on the opposite side to you, and the up back.
4. Help on deep blocks, leaping the shield and in determining if contact with the kicker is the result of a player being blocked.
5. After the kick, move slowly up field at the hash on your side.

### 24.7 – Field goals

1. Be in position opposite the Referee, deeper than the kicker and well outside the wing-back.
2. Agree with the Referee which side of the formation you will take, but normally stay on the same side you were for the previous plays.
3. The Referee has responsibility for the kicker and holder.
4. Observe action on the up back and tight end on your side and help on blocks that are deep in front of the kicker and holder.

### 24.8 – After each down

1. At the end of a play, observe dead-ball action while moving towards the dead-ball spot, or the inbounds spot if the ball is outside the hash marks.
2. Normally, the Umpire will spot the ball if the play goes beyond him; you (or the Referee) will spot the ball if it's a loss, a short gain or an incomplete pass.
3. Don't worry about who spots the ball; the most convenient official to the succeeding spot should do it; other officials should assist in relaying a ball to him if necessary. However, in a hurry-up offense, it is best to leave the Referee to monitor substitutions by Team A and for the Centre Judge (and Umpire) to deal with the ball.
4. The spotting official will step away from the ball when it is ready for play.
5. After spotting the ball, look to the Referee to determine if you must remain near the ball to prevent the snap or if you may assume your normal position.
6. If you spotted the ball, move to a position behind and to the side of the snapper to prevent the snap. This position allows you to stay clear of the linemen's feet as they get set and to avoid having to step over or through the gap between the snapper and the guard. This also places you in front of or to the side of the quarterback so that you also can clearly see that the snap is being prevented.
7. When stepping away from the ball, back into position facing the Referee and quarterback. This allows you to keep in the opposite tackle in sight (the opposite tackle is your primary key after the snap and in pass blocking).
8. If there is a late substitution and the Referee extends his arms (Sup36) indicating that the snap should not occur, go to/remain next to the snapper and verbally warn him not to snap the ball.
9. You should be the only official to go to the ball if necessary after it is ready for play.

### 24.9 – Penalty enforcement

1. Normally you step off penalties, but the Umpire can if more convenient.
2. Communicate with the Referee on penalty enforcement.

### 24.10 – Measurements

1. If the measurement is in a side zone, instead of the Field Judge, obtain a new ball from a ball person and hold it ready for use.

### 24.11 – End of periods

1. At the end of the first and third periods, go to the succeeding spot (instead of the Line Judge).