



## The Official Mechanics Manual of the Colorado Football Officials Association

### 2016 Amendments

June 27, 2016

Followed by

### 2015 Amendments

July 4, 2015

The Manual was reprinted as the 2<sup>nd</sup> edition in April 2015 with minor editorial corrections and a few substantive items that are noted below. For 2016, the amendments are noted below.

Use this document as an insert to the book you received in 2014. New books will not be distributed to those who received a book in 2014.

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### 2016 Amendments

June 27, 2016

#### Chapter 3 --- Uniform

##### Accessories (page 17)

1. Changed the penalty flag requirement to “each official must have two penalty flags, one in the front belt and the other in a back pocket that is not visible.” Formally, the requirement was “each official must have: At least one penalty flag (two are recommended).”

#### Chapter 4 --- Pregame Meeting

##### Cover the Mechanics Manual items identified as “Optional” (page 19)

1. Delete optional item #2 “Signaling from the wing position on dead-ball fouls (false start and encroachment).” This deletion removes an inconsistency with the Manual. See chapter 13 under notifications where the manual states “When only one flag is thrown for obvious false starts or encroachments, signaling the foul rather than reporting the foul to the Referee can be utilized.” The approved mechanic is not optional; the wing will signal to the Referee rather than report to the Referee for wing dead-ball fouls with one flag.
2. Clarify optional item #4 to this replacement statement “Having wing official attend pregame meeting with head coach. See the section on “Meeting with Coaches” in the chapter entitled “On-Field Pregame Duties and Responsibilities.” The underlined portion is the new amendment.

In the referenced chapter, the maximum number of officials to attend pregame meeting with head coach is 3.

## Chapter 8 --- Game Timing

### End of Half (page 35)

1. End of Half is a new section in chapter 8. The amendment for the new section contains multiple mechanics for conclusion of the half. The new section is as follows:

#### End of Half

The time remaining becomes a very precious commodity near the end of either half. Officials must be diligent to ensure that neither team receives an unfair time advantage. For field goals, do not stop play to allow a wing to get in position. That means the Back Judge may have to rule on a field goal alone if one of the wings is surprised and may not be able to get in position in time.

If the ball is snapped with two seconds or less remaining in the quarter regardless of whether the clock is running or not at the time of the snap, there is not enough time for a subsequent play. If there are more than two seconds remaining when the ball is snapped, there may be enough time for a subsequent play depending on how long that play takes. If the game clock is stopped and will start on the referee's signal, there must be a full second remaining for another play. If the game clock is stopped and will start on the referee's signal with less than a full second remaining in the quarter, there is not enough time for another play. The team should be allowed to attempt to snap the ball and then be told that time expired before the snap. If the game clock is stopped and will start on the snap, there is enough time for another play if there is any time remaining in the quarter.

The halftime intermission will start on the Back Judge's signal which is given after the players leave the field. The clock operator will reset the clock to three minute for the warm-up period immediately when the halftime expires and start it. Intermission procedures are further discussed in the chapter entitled "Intermissions."

## Chapter 13 --- Flags and Penalties

### Giving the Explanation (page 50)

1. Clarify fouls that do not require consultation with the offended team before the penalty is announced:
  - a. Where the choice is obvious for a live-ball foul
  - b. Dead-ball foul
  - c. Double foul
2. Change the occasion when it is needed to consult with the offended team for penalty options from the captain to the coach.
3. Change the requirement from when the "Umpire" assists the Referee in locating the coach for penalty options to the "Umpire and/or wing" official will assist the Referee. It is permissible to move toward sideline and allow the coach to make the decision.

## Chapter 14 --- Signaling

### Back Judge (page 53)

1. Add a new mechanic for the Back Judge and wing to coordinate together on scoring plays when the sideline may be involved and the Back Judge is responsible for the goal line, the touchdown signal should be delayed until the wing official covering the sideline verifies the runner was not out of bounds prior to crossing the goal line (Crew Signal "I"). The Back Judge should then move down the goal line a few steps toward the sideline closest to the score and give the touchdown signal, keeping his eye on the runner for any unsportsmanlike acts including taunting.

## Chapter 17 --- Sideline Management

### 1<sup>st</sup> Section – 4<sup>th</sup> Paragraph (page 83)

1. Add a restriction for a coach to be on the field no more than two steps during the dead-ball period between plays to communicate with a player. If the coach gets half the distance to the bottom of the numbers (3.5 yards), he has gone too far and must be advised to stay back. This privilege is only for the purpose of talking to his players. Repeated violations may result in the removal of this privilege and possibly result in an unsportsmanlike foul. Do not apply the sideline warning and 5-yard penalty used for the restricted area as a rule to this situation.

## Chapter 26 --- CFOA Philosophies of Officiating

### Catch (page 106)

1. Catch is a new section in chapter 26. The amendment for the new section contains multiple philosophies to define a catch. The new section is as follows:

#### Catch

To catch a ball means that a player secures control of a live ball in flight with his hands or arms before the ball touches the ground, and touches the ground in bounds with any part of his body, and then maintains control of the ball long enough to enable him to perform an act common to the game. Examples are but not limited to controlling it long enough to pitch or hand the ball, advance it, avoid or ward off an opponent.

If a player goes to the ground in the act of catching a pass (with or without contact by an opponent) he must maintain complete control of the ball throughout the process of contacting the ground, whether in the field of play or in the end zone. This is also required for a player attempting to make a catch at the sideline and going to the ground out of bounds except the control must be continuous. If he loses control of the ball which then touches the ground before he regains control, it is not a catch. If he regains control inbounds prior to the ball touching the ground it is a catch.

If the player loses control of the ball while simultaneously touching the ground with any part of his body, or if there is doubt that the acts were simultaneous, it is not a catch. If a player has control of the ball, a slight movement of the ball, even if it touches the

ground, will not be considered loss of possession; he must lose control of the ball in order for there to be a loss of possession.

If the ball touches the ground after the player secures control and continues to maintain control, and the elements above are satisfied, it is a catch.

A catch by any kneeling or prone inbounds player is a completion or interception.

A player recovers a ball if he fulfills the criteria above for catching a ball that is still alive after hitting the ground.

When in question, the catch, recovery or interception is not completed.

## Chapter 26 --- CFOA Philosophies of Officiating

### Unsportsmanlike Conduct (page 110)

1. Specific acts of unsportsmanlike conduct and legal acts which are not unsportsmanlike conduct are provided as follows:

The following is an expanded list of the fouls listed in the Rules Book:

- Using profanity, abusive, insulting, or vulgar language or gestures
- Taunting such as: racial slurs or innuendo, name-calling, demeaning words, threats of bodily harm, slang references to sexual organs, sexual practices, or body elimination
- Derogatory remarks directed at the officials (not necessarily the officiating)
- Signaling to an official that he needs to throw his flag or indicating "over your head"
- Back or forward flips
- Stomping on the home team's logo
- Dancing in the end zone or any orchestrated routine with teammates
- Using the football as a prop
- Spiking the ball
- Dunking the ball over the cross bar (or attempting to do so)
- Hand or throw the ball to an opponent
- Kick, throw or spin the ball
- The Heisman pose or any other pose intended to taunt
- Hand gestures such as choking, throat slashing, pounding one's chest, pointing to a bicep, saluting or shooting a gun
- An exaggerated first down signal or such a signal in the face of an opponent
- A sack dance or prolonged standing over a downed opponent
- Simulating a phone call or taking a picture
- Taking a bow
- Pointing back or waving at an opponent
- Changing the stride near the goal line including running backward or a prolonged slow down
- Belly flops, pirouettes or any other dive into the ends zone not judged to be a sincere effort to evade a tackler

- Going into or near the stands to interact with spectators
- Punching the goal post pad
- Encouraging the crowd to boo the officials

The following acts are generally considered to be legal especially when they are brief and the result of sincere jubilation:

- Simulating a cross on a player's own chest
- Pointing to the sky
- Outstretched arms – "hallelujah" (with or without the ball)
- Kneeling and praying
- High fives with teammates
- Chest bumps
- Hugging and raising a teammate into the air
- Raising the ball as the goal line is crossed
- Spontaneously forming a pile on the runner in the end zone
- Slowing down before crossing the goal line without gesturing
- Self-critical remarks, with or without vulgarity
- Exuberant exclamations devoid of derogatory verbiage after making a play
- Signaling a touchdown in a non-taunting manner
- Any celebration in the team box
- Merely removing the helmet before reaching the team box.

#### Chapter 30 --- Positioning and Coverage – Scrimmage Kick Plays [Non-Scoring]

##### Coverage

Linesmen and Line Judge (page 150)

Back Judge (page 151)

1. Change the requirement from the "Back Judge" to the "appropriate wing" that if the kick goes out of bounds in flight, more than 15 yards from the line of scrimmage, the Referee will raise his hand to line up the kick for the Linesman or Line Judge. The wing formally had only shanked kicks less than 15 that goes out of bounds in flight and the Back Judge had the deeper kicks. Now, the appropriate wing covers all kicks out of bounds in flight that need to be lined up with the Referee.

#### Chapter 31 --- Positioning and Coverage – Scoring Kick Plays

Back Judge (page 161)

1. Clarify signals for the Back Judge with unsuccessful scoring kick plays when the ball is in flight or touches the ground and the relationship of the ball with the goal line:

If the kick is unsuccessful and the ball crosses the goal line in flight, the "no good" signal is given using the above procedure.

If the ball hits the ground in the field of play and subsequently breaks the plane of the goal line, only the Back Judge will step forward and give the touchback signal. Both officials must continue to dead-ball officiate behind the ball.

If the ball does not pass the goal line and no player attempts to recover it and the ball comes to rest or a member of the kicking team gains possession, the Back Judge will give the “stop-the-clock” signal while the wing official steps forward to officiate action behind the ball.

If the ball does not pass the goal line and a member of the receiving team picks up the ball, no signal is given and the ball remains in play. The wing official will move forward towards his pylon and cover his sideline.

## Chapter 32 --- Positioning and Coverage – Scrimmage Plays

### Goal Line Plays – Offense Going In

#### Coverage

#### MechaniGram

Goal Line Plays – Offense Going In --- Snap is between the B-10 and B-5 (page 193)

1. Clarify mechanics for the Linesman, Line Judge and Back Judge for passes into the end zone involving the end line, sideline or both when the snap is between the B-10 and B-5:

#### **Linesman, Line Judge and Back Judge:**

If the pass is completed not near a sideline or the end line: The Back Judge and the nearest wing official shall both signal the touchdown.

If the pass is completed near a sideline, but not near the end line: The Back Judge will defer to the nearest wing official who will signal the touchdown

If the pass is completed near the end line, but not near a sideline: The nearest wing official will defer to the Back Judge who will signal the touchdown

If the pass is completed near both a sideline and the end line (corner of the end zone): The Back Judge and the nearest wing official shall come together and describe what they saw to each other. Once a decision is reached, only the Back Judge will signal.

In any situation, if the pass is obviously incomplete both officials should signal. If the pass is “caught” (possessed in flight) and either official is certain it is incomplete, that official should signal without hesitation.

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## 2015 Amendments

July 4, 2015

### Chapter 5 --- On-Field Pregame Duties and Responsibilities

#### Meeting with Coaches (page 21)

1. Clarification added that only the head coach “(not an assistant coach)” may leave the team box off the playing field to call a timeout when the ball is snapped near the goal line.

### Chapter 6 --- Chain Crew

#### End of Quarter (page 26)

1. Changed the requirement to “All officials” shall record the down, distance and clip position.
2. Regarding the chain crew moving to their new position between quarters, added the statement: “The chain crew may run onto the field between the sideline and the numbers and should not snake through the players and coaches.”

### Chapter 9 --- Coin Toss

#### Overtime Procedure (page 39)

1. Regarding second and subsequent overtime(s), clarification was added: “For a second overtime period, the coin will not be tossed again. The loser of the overtime coin toss is given the first choice of options. If additional overtime periods are necessary, the first choice of options is alternated without a coin toss.”

### Chapter 11 --- Whistle Mechanics (page 44)

1. Regarding alerting the crew that a flag is down at the end of a play, changed the mechanic of giving “three” to “multiple” short blasts of the whistle.

### Chapter 16 --- Timeouts (page 78)

1. Regarding a wing official granting a timeout, changed the word “subtle” to “clear” for the purpose of the signal to the referee.
2. Regarding the Referee signaling the timeout to the press box, changed the phrase stating “giving three chucks in that team’s direction” to “pointing in that team’s direction.”

### Chapter 16 --- Timeouts (page 81)

1. Added to MechaniGram paragraph: "If the team has used its last timeout of the half or overtime, the Referee must personally inform the head coach he is out of timeouts."

#### Chapter 23 --- Intermissions

##### Between Quarters (page 99)

1. Added: "The Back Judge monitors the bench huddle until the Head Linesman is cleared from chain responsibility up to and including getting the team onto the field if the Head Linesman is delayed getting his chains reset for the new quarter."

##### After-Score Intermissions (page 100)

1. Added: "Wing officials need to stand in close proximity to the team huddle and be prepared to get the team onto the field for the ensuing kickoff following the score."

#### Chapter 25 --- Postgame Duties

##### Disqualifications – During the game (5<sup>th</sup> bullet item) (page 105)

1. Change made to coach ejections: It is not necessary to notify the school administrator at the game site. The 5<sup>th</sup> bullet now reads: "If the coach is ejected, report the ejection on the game report."

#### Chapter 29 --- Positioning and Coverage – Free Kick Plays

##### Positioning – Back Judge (page 135)

1. Regarding the Back Judge's movement to position on the sideline for a free kick, the following underlined words were added: "When the kicker indicates his team is ready, the Back Judge will then move to his position on the sideline, pause and determine the kicking formation is legal before raising an arm as a ready signal for the Referee."

#### Chapter 29 --- Positioning and Coverage – Scrimmage Kick Plays (Non-Scoring)

##### Coverage – Referee (page 150)

1. Regarding the Referee's coverage for non-scoring scrimmage kick plays, the following underlined words were added: "As the ball travels from the snapper to the punter, the Referee should observe the initial block by the opposite tackle and watch for illegal blocks by the backfield protectors (holding, BBW) and then shift his focus to any player who becomes a threat to contact the ball or the kicker."