

# NCOA Football – North T1 Class

Class 8

Goal Line / Reverse Goal Line

# Overview

- Administrivia
- Schedule
- Review Homework
- Assign Homework
- Review Game Situations
- Film Study
- Goal Line Mechanics
- Reverse Goal Line Mechanics

# Administrivia

- New Students
- Ready to Assign
- Concussion/Sportsmanship (email Tim Landrus)
- NFHS 100 Point Test (email Tim Landrus)
- Schedule / School Blocks
- Classification Letter

Tim Landrus – [t.landrus@sbcglobal.net](mailto:t.landrus@sbcglobal.net)

# Introductions

1. Name
  2. Line Judge or Head Linesman? Why?
  3. One of your assessment answers
- Assessment Questions
- Reason for officiating
  - Confusion
  - Highlight
  - Frustration
  - Goal
  - What you want from class

# Class Schedule

Class	Date	Location	Topic
1	7/16	Jesuit	Pre-Game / Coin Toss
2	7/23	Jesuit	Free Kicks
3	7/30	Jesuit	Running Plays
4	8/13	Jesuit	Sideline Control / Forward Progress
5	8/20	Jesuit	Passing Plays
6	8/26	Jesuit	Punts
7	9/10	Jesuit	Field Goals / Try
8	9/17	Jesuit	Goal Line / Reverse Goal Line
9	9/24	Jesuit	Turnovers / Miscellaneous

# Other Important Dates

- Tuesday – October 15 – General Meeting – Jesuit

# Homework Review – Question 1

A's ball 1<sup>st</sup> and 10 on the B-30. QBA1 drops back to the B-34 and attempts to throw a screen pass to back A22 at the B-31, but A22 slips and falls. LG A66 reaches for the ball, but then pulls his hands back and the ball hits his left leg at the B-30 before falling to the ground incomplete.

# Homework Review – Question 2

K's ball 4<sup>th</sup> and 3 on the K-37. Team K lines up in a punt formation. Personal protector K2 is calling signals and walking toward the line of scrimmage when the ball is snapped and bounces off his leg. RG K50 picks up the ball and runs to the K-41 where he is tackled inbounds.



# Homework Review – Question 3

K's ball 4<sup>th</sup> and 6 on the K-24. K1's punt is muffed into the air by R41 at the R-30. R41 reaches to attempt to gain control of the ball, but K64 hits him in the head with his right shoulder, knocking R41 to the ground.

K8 recovers the loose ball inbounds at the R-27. Immediately following the snap, R8 who was lined up over RG K67 drove his shoulder into the head of snapper K5, knocking him to the ground.

**Any topics to  
discuss from  
last week's  
games?**

# FILM STUDY

# Goal Line – Preparation

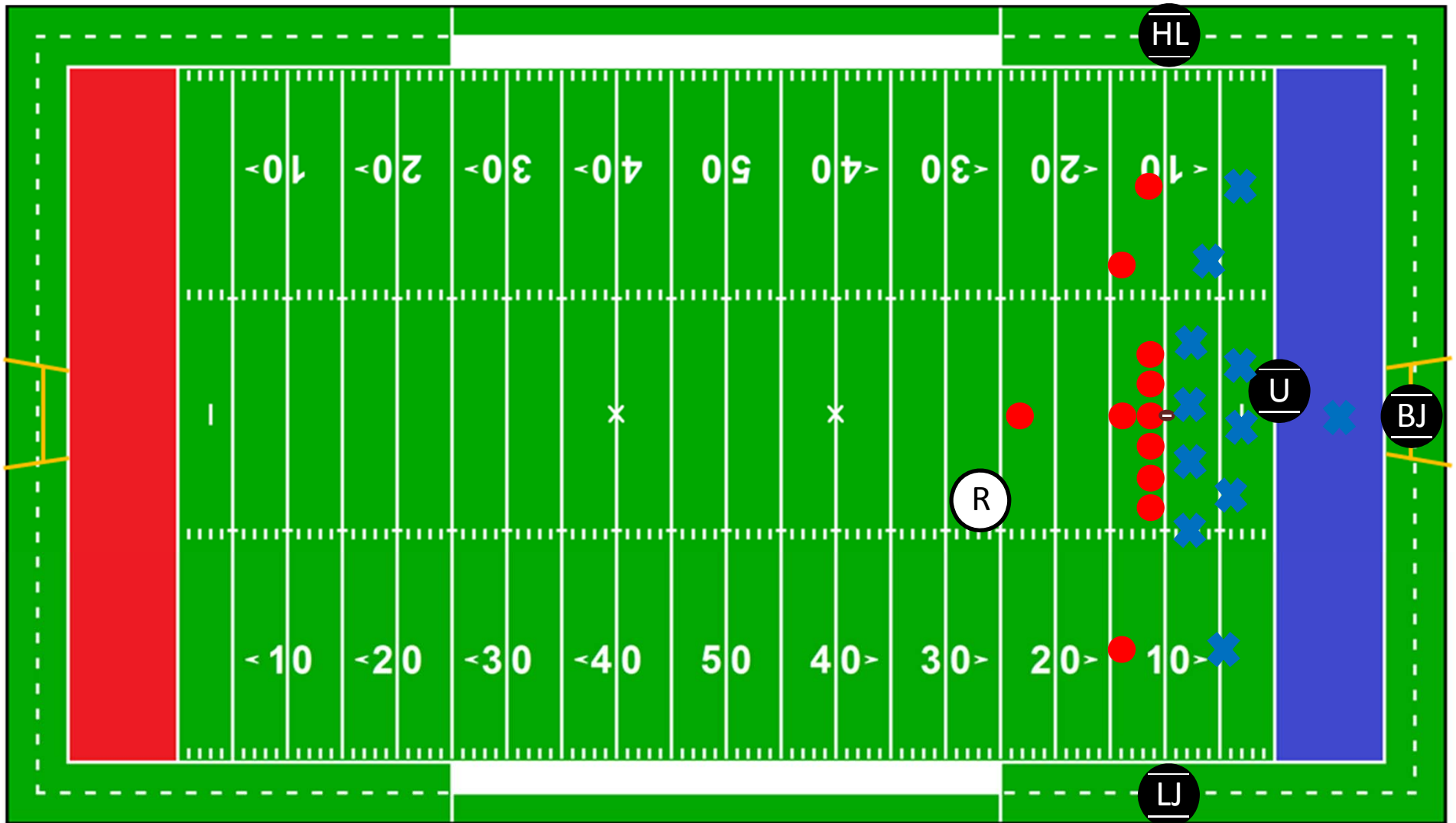
## Head Linesman And Line Judge

- Discuss with Back Judge during pre-game what situations will put the crew in goal line mechanics
- Confirm with Back Judge during pre-game what signals will be used to show the crew is in goal line mechanics
  - Goal Line Mechanics: BJ points to flank signifying flank is responsible for goal line, flank touches chest with both hands to signify they are responsible for goal line
  - No Goal Line Mechanics: BJ touches chest with both hands signifying responsibility for goal line, flank points to BJ signifying BJ is responsible for goal line
- Signal and confirm audibly on field when in goal line mechanics

Goal Line – Initial Positions

Same as normal  
scrimmage play

# Goal Line – Initial Positions



# Goal Line – Pre-Snap Routine

Same as normal  
scrimmage play

# Goal Line – At the Snap

## Head Linesman And Line Judge

- Same as normal scrimmage play except:
  - Immediately release downfield towards goal line
  - Snap inside 5: Move immediately to pylon
  - Snap outside 5: Stay ahead of runner so you can get to pylon first
  - Be aware of line to gain





# Goal Line – Play at Pylon

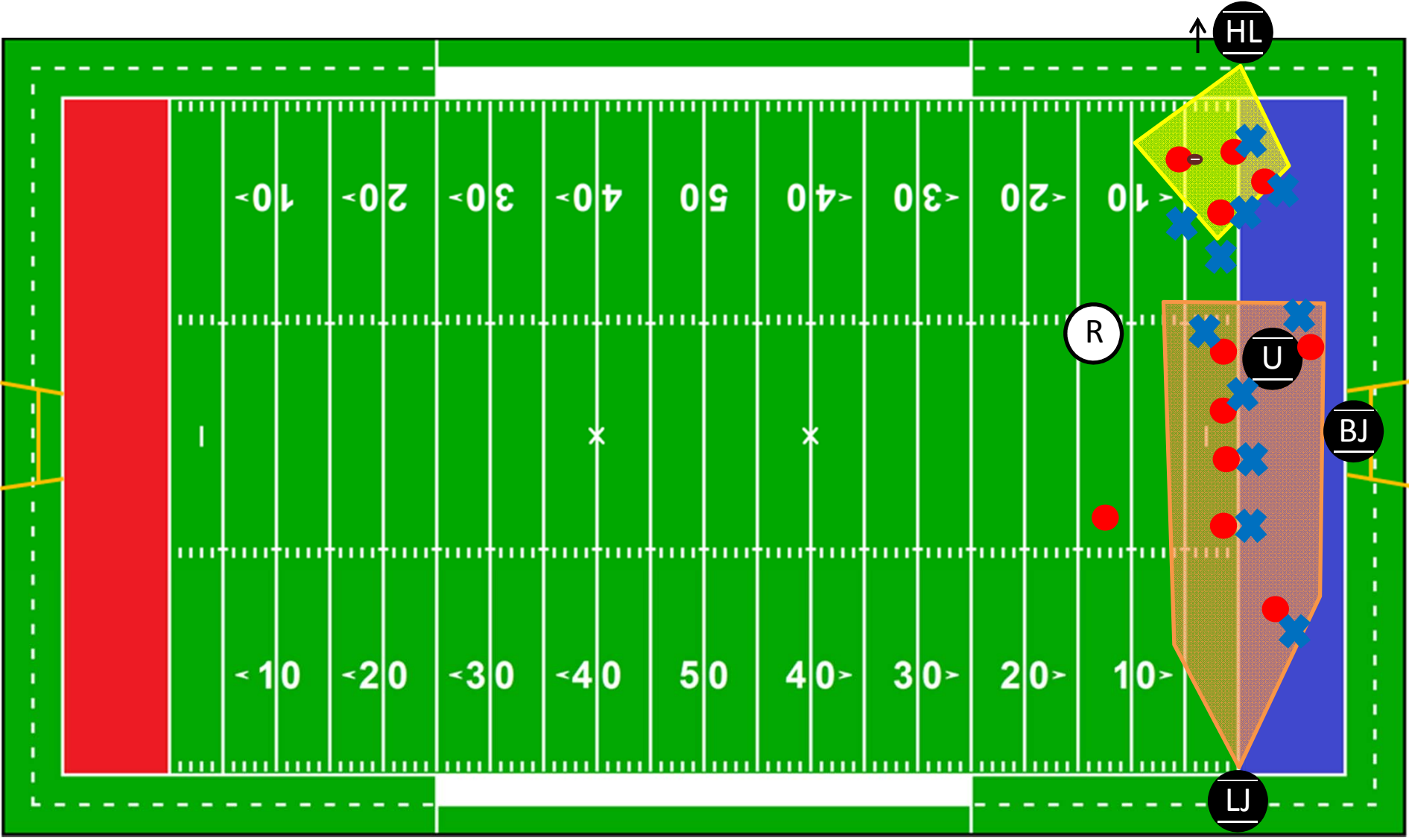
## Play Side Flank

- Maintain position on goal line and back away from pylon to maintain safe distance from play
- Responsible for goal line
- Responsible for sideline
- Responsible for forward progress

## Off Side Flank

- Maintain position at pylon until play is over
- Widen view and observe backside players near line of scrimmage
  - Blindside Block
  - Unnecessary Roughness
  - Late Hit
- Mirror forward progress spot of play side flank
  - Don't mirror touchdown signal

# Goal Line – Play at Pylon



NCOA T1 Class 8 – Goal Line

# Goal Line – Inside Run

## Head Linesman And Line Judge

- After moving to goal line, cover as normal scrimmage play
- Only signal touchdown if you see it
- If runner is stopped short of the goal line, move in quickly and sell the spot
  - Blow whistle
  - Point to ground
  - Use voice
- If unsure of forward progress spot, move in quickly **in field of play (not in end zone)**
  - Find ball
  - Confer with other officials
  - Give proper signal

# Goal Line – Pass into End Zone

## Play Side Flank

- Maintain position at goal line pylon
- Catch on sideline
  - Responsible for feet inbounds / out of bounds
- Catch on end line
  - Responsible for control of ball
- Try to see entire process of catch (feet, ball, control, etc.)
- Confirm visually and/or verbally with Back Judge before giving proper signal

## Off Side Flank

- Maintain position at pylon until play is over
- Widen view and observe backside players near line of scrimmage
  - Blindside Block
  - Unnecessary Roughness
  - Late Hit

# Reverse Goal Line – Preparation

## Head Linesman And Line Judge

- Discuss with Referee during pre-game what situations will put the crew in reverse goal line mechanics
  - When do both flanks come back?
  - When does one flank come back? Which one?
- Confirm with Referee during pre-game what signals will be used to show the crew is in reverse goal line mechanics
- Signal and confirm audibly on field when in reverse goal line mechanics

# Reverse Goal Line – Initial Positions

Same as normal  
scrimmage play





# Reverse Goal Line – Pre-Snap Routine

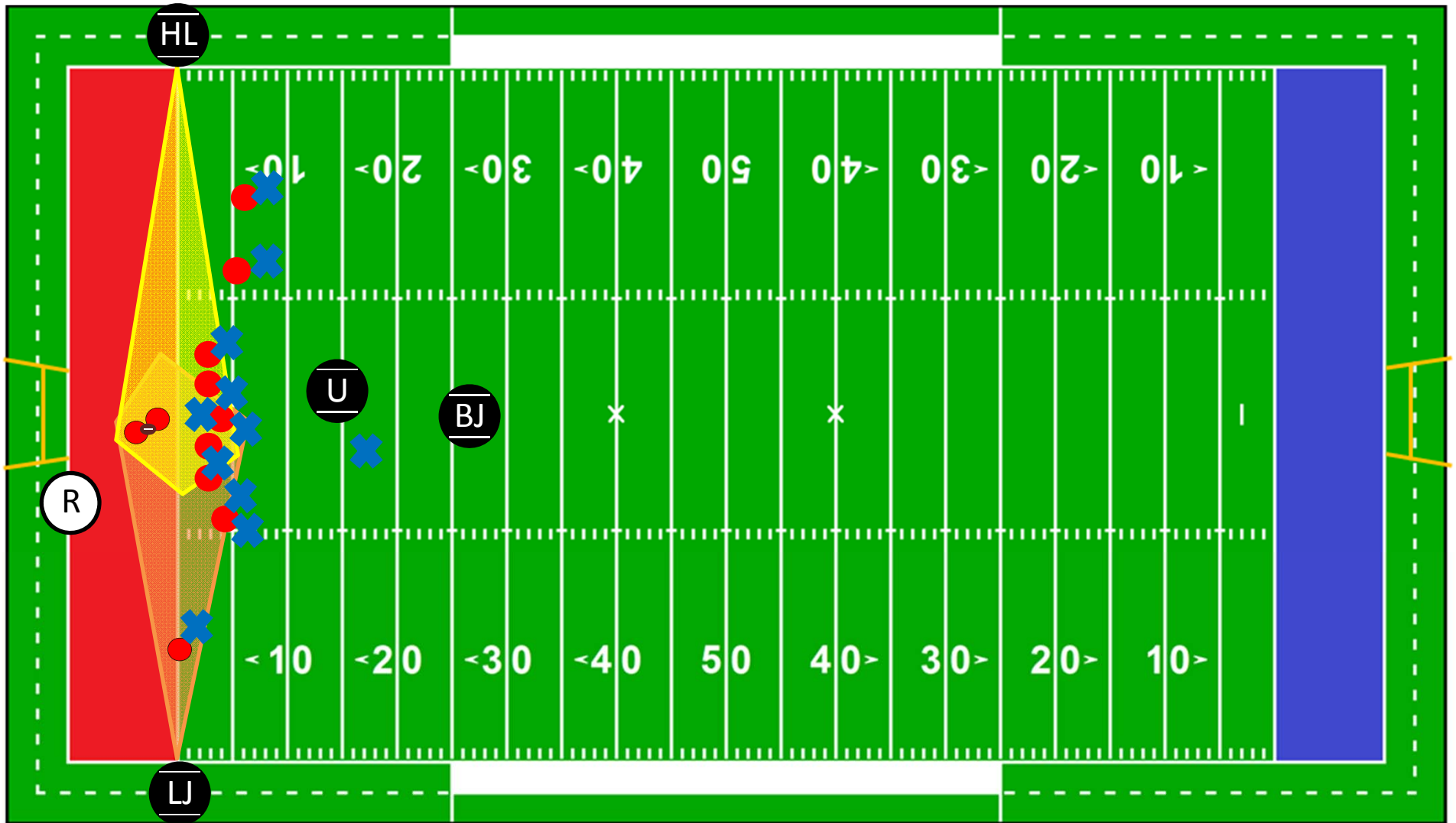
Same as normal  
scrimmage play

# Reverse Goal Line – At the Snap

Head Linesman  
And  
Line Judge

- Same as normal scrimmage play except:
  - Immediately release upfield to goal line pylon if responsible for goal line

# Reverse Goal Line – At the Snap



# Reverse Goal Line – Play at Pylon

## Play Side Flank

- Maintain position on goal line and back away from pylon to maintain safe distance from play
- Responsible for goal line
- Responsible for sideline
- Responsible for forward progress

## Off Side Flank

- Maintain position at pylon until play is over
- Widen view and observe backside players near line of scrimmage
  - Blindside Block
  - Unnecessary Roughness
  - Late Hit
- Mirror forward progress spot of play side flank
  - Don't mirror safety signal



# Reverse Goal Line – Inside Run

## Head Linesman And Line Judge

- After moving to goal line, cover as normal scrimmage play
- Only signal safety if you see it
  - Be slow to give signal
- **No Cheap Safeties**
  - If any part of the ball is out, it is all out
- If runner gets out of end zone, move in quickly and sell the spot
- If unsure of forward progress spot, move in quickly **in field of play (not in end zone)**
  - Find ball
  - Confer with other officials
  - Give proper signal
  - When in doubt, ball is out of end zone