

# PRE-GAME CHECKLIST – BACK JUDGE



POINTS OF EMPHASIS		
<ul style="list-style-type: none"> <li>• <b>SLOW DOWN!! Process the play</b></li> </ul>	<ul style="list-style-type: none"> <li>• <b>OWN YOUR POSITION</b></li> </ul>	<ul style="list-style-type: none"> <li>• Discuss pass keys and switches with HL, LJ, SJ, FJ</li> </ul>
<ul style="list-style-type: none"> <li>• <b>Make it BIG</b></li> </ul>	<ul style="list-style-type: none"> <li>• If you “think”, it’s NOT</li> </ul>	Illegal Substitution: In formation – no attempt to leave – kill it, dead ball foul; if running off field, live ball foul.
<ul style="list-style-type: none"> <li>• Be sure there is a foul and then throw the flag.</li> </ul>	<ul style="list-style-type: none"> <li>• Record media time outs</li> <li>• Time the time out!</li> </ul>	Media timeouts – go to red hat-leave red hat at :30 (hard 30); use funny whistle @ 15 seconds, motion to each side, hand up; point to referee when ready to play
<ul style="list-style-type: none"> <li>• Officiate players</li> </ul>	<ul style="list-style-type: none"> <li>• <b>Dead Ball Officiate</b></li> </ul>	<ul style="list-style-type: none"> <li>• Signal to referee if we need to reset the play clock.</li> </ul>
<ul style="list-style-type: none"> <li>• Know when under 2 mins Also when under 1 min.</li> </ul>	<ul style="list-style-type: none"> <li>• Know #'s of all eligible receivers in formation.</li> </ul>	<ul style="list-style-type: none"> <li>• Clocks – be aware of both clocks EVERY play. Under 1 &amp; under 2</li> </ul>
<ul style="list-style-type: none"> <li>• Overtime timeouts-allow only one per team. Unused timeouts do not carry over to the OT period.</li> </ul>		
<ul style="list-style-type: none"> <li>• Measurements: firm hand on the ball, downfield position, shading away from the pressbox - make sure that TV has an unobstructed view of the ball.</li> </ul>		
PRE-GAME		
<ul style="list-style-type: none"> <li>• Check all clock locations &amp; coordinate time w/clock operators</li> </ul>	<ul style="list-style-type: none"> <li>• Know where and how you will communicate with the press box</li> </ul>	
<ul style="list-style-type: none"> <li>• Know location of 1<sup>st</sup>/2<sup>nd</sup> half kickoff game ball (coordinate with C)</li> </ul>	<ul style="list-style-type: none"> <li>• Meet the red hat &amp; discuss format, his location and procedures to use</li> </ul>	
<ul style="list-style-type: none"> <li>• Meet w/Play Clock &amp; Game Clock Operators with SJ/BJ</li> </ul>	<ul style="list-style-type: none"> <li>• Start watch on countdown to kick off. Observe kickers &amp; receivers</li> </ul>	
<ul style="list-style-type: none"> <li>• Sunny Day – Remind KR of limitations on shading eyes.</li> </ul>	<ul style="list-style-type: none"> <li>• Enter field with R, U, and C.</li> </ul>	
<ul style="list-style-type: none"> <li>• 6 game balls from each team (unless we have bad weather). Inflate the balls between 12.5 – 13.5.</li> </ul>	<ul style="list-style-type: none"> <li>• Control NO FLY ZONE</li> </ul>	
<ul style="list-style-type: none"> <li>• Record coin toss results.</li> </ul>		
PRE-SNAP RITUAL		
<ul style="list-style-type: none"> <li>• Know who is restricted and unrestricted on low blocks.</li> </ul>	<ul style="list-style-type: none"> <li>• Check play clock – make sure it started. Check game clock for status.</li> </ul>	
<ul style="list-style-type: none"> <li>• Set up 25 yds downfield – Shade slightly to my keys side being careful not to give up too much field.</li> </ul>	<ul style="list-style-type: none"> <li>• Read pass-back pedal—be prepared to switch keys or zone up. Read run-stop and focus in front of POA.</li> </ul>	
<ul style="list-style-type: none"> <li>• Ball on or inside the 25 yd. line: Set up on the end line. Know and communicate when game clock is under 2:00 in 2<sup>nd</sup> &amp; 4<sup>th</sup>.</li> </ul>	<ul style="list-style-type: none"> <li>• Signal: thumb up=11; open palms below waist&lt;11, twirl index finger &gt; than 11 (recount)</li> </ul>	
<ul style="list-style-type: none"> <li>• Play-Clock @ :00-look to see if snap has been made---whistle-flag</li> </ul>	<ul style="list-style-type: none"> <li>• Always know down, distance, yard line, &amp; the formation</li> </ul>	
<ul style="list-style-type: none"> <li>• Know clock status on every play</li> </ul>	<ul style="list-style-type: none"> <li>• TIGHT END IS OUT OF THE TACKLE BOX</li> </ul>	
<p style="text-align: center;"><b>Be a great dead ball official</b></p>	<p style="text-align: center;"><b>Hustle – but don’t hurry</b></p>	
FREE KICKS		
<ul style="list-style-type: none"> <li>• Ensure game clock is set at 15:00 for opening &amp; 2<sup>nd</sup> Half kickoff.</li> </ul>	<ul style="list-style-type: none"> <li>• Illegal touch - bag. Illegal block – flag.</li> </ul>	
<ul style="list-style-type: none"> <li>• Ensure play clock is set at 25 for KO’s</li> </ul>	<ul style="list-style-type: none"> <li>• On-side kick to my side-ball responsibility-illegal touch by K before ball is touched or goes 10 yards.</li> </ul>	
<ul style="list-style-type: none"> <li>• (8) hand ball to center judge, remain on sideline</li> </ul>	<ul style="list-style-type: none"> <li>• Move to position above the numbers and ease downfield 10-15 Yds. from kick line. Know spacing.</li> </ul>	
<ul style="list-style-type: none"> <li>• BJ @ K’s restraining line press box side – working slightly in front of restraining line to get better look – mirroring with umpire. Count K with U and C. Bean bag in hand. Always think it is a short kick!</li> </ul>	<ul style="list-style-type: none"> <li>• Communicate with U on how far to come in on KO</li> </ul>	
<ul style="list-style-type: none"> <li>• Kickoff –4 &amp; 5 on your side. Be alert for chase mode IBW.</li> </ul>	<ul style="list-style-type: none"> <li>• OFK-soft plane on deep kicks – hard plane on short free kicks.</li> </ul>	
<ul style="list-style-type: none"> <li>• Free kick OB-(Untouched by R) Live Ball-KOB (5yds) R-Has 3 Choices: Re-kick, spot OB +5 yds, or 30yds &gt; of the kick.</li> </ul>	<ul style="list-style-type: none"> <li>• On-side kick to other side-watch “K” block before they are eligible to touch – Who initiates block?</li> </ul>	
<ul style="list-style-type: none"> <li>• K-Can recover but K can’t advance a kick. K-can advance a fumble.</li> </ul>	<ul style="list-style-type: none"> <li>• R-gets protection if the kick is driven into the ground and pops up into the air. If the kick hits the ground a second time and then bounds up into the air, there is no protection for the receiving team.</li> </ul>	
<ul style="list-style-type: none"> <li>• R-Has the right to complete the catch with a fair catch signal. If the ball is muffed, he still has the right to complete the catch.</li> </ul>	<ul style="list-style-type: none"> <li>• Most common foul once the free kick is made: Live Ball – (BBW) block below waist on R (15 yds). Live ball – (IBB) block in the back &amp; holding (10 yds). Live Ball – (IBK) illegal block on kick (5 yds)</li> </ul>	
<ul style="list-style-type: none"> <li>• Fair catch – the ball is dead. Signaler gets protection, can’t block unless he touches the ball.</li> </ul>		
<ul style="list-style-type: none"> <li>• All fouls by “K” during a free kick can be tacked on to the dead ball spot. (Except KCI)</li> </ul>		
<ul style="list-style-type: none"> <li>• Blocking below the waist is never allowed on any kick or change of possession play.</li> </ul>		
<ul style="list-style-type: none"> <li>• Forced touching – No touching. Ignore touching when opponent is blocked into the ball, or ball is batted into opponent.</li> </ul>		
<ul style="list-style-type: none"> <li>• K-Touching Allowed: (1) After touching R, (2) Touching something beyond R’s line, (3) Breaks R’s plane &amp; remains.</li> </ul>		
<p style="text-align: center;"><b>Double Check All Penalty Enforcements</b></p>	<p style="text-align: center;"><b>Kill the Clock at the End of the Play</b></p>	
RUNNING PLAY		
<ul style="list-style-type: none"> <li>• Check formation for restricted &amp; unrestricted players in relationship to</li> </ul>	<ul style="list-style-type: none"> <li>• Key – third receiver in a trips formation.</li> </ul>	

# PRE-GAME CHECKLIST – BACK JUDGE



low blocks. If you read run, go to the POA while observing the action as it is developing in and around the POA.	<ul style="list-style-type: none"> <li>• Watch initial action on and by my key. Read play – then react.</li> <li>• Don't bail out too quickly.</li> </ul>		
• Running Play – watch blocks in front of runner and at POA.	<ul style="list-style-type: none"> <li>• Before signaling TD, make eye contact with FJ or SJ to confirm.</li> <li>• Turnover-watch for low blocks and clean up behind play.</li> </ul>		
• Be alert for players going to ground and using leg to trip or whip.			
• Holding-Must have a visual restriction and have an effect on the play.	<ul style="list-style-type: none"> <li>• Forward fumble OOB. -back to fumble spot &amp; clock on the ready (snap if under 2 min in 2<sup>nd</sup> and 4<sup>th</sup>). • Fumble backwards OOB-@ OOB spot and on the ready.</li> </ul>		
• Need to be at Goal Line when the runner crosses. . . if beat, get to where you can officiate.	<ul style="list-style-type: none"> <li>• Never leave opposing players behind you!</li> <li>• Talk to players and use preventive officiating.</li> </ul>		
• <b>4<sup>th</sup> Down Fumble Rule</b> – Only the fumbler (Team A) is allowed to advance the ball. Ball dead if any other team A player recovers.			
<b>SUBS</b>	<b>Check Play Clock</b>		<b>Assist with Game Clock</b>
<b>PASS PLAY</b>			
• Read initial action on and by-Key	• <b>Don't officiate air!</b>	• B-may not cut rec. beyond NZ.	<b>Complete the process of a Catch!</b>
• When in doubt – it is catchable!	• Key inside receiver to strong side - balance formation "L" is strong side		<b>be aware of switches</b>
• <b>Coordinate with H and L on switches of keys in trips formation both in pre-game and throughout the game.</b>			
• <b>PASS INTERFERENCE:</b> Requires (1) Obvious intent to impede, (2) Physical contact, (3) Catchable ball			
• <b>Once ball is in the air, think of both A and B as receivers, each with a right to the ball</b>			
• <b>OPI</b> – Begins at snap (15yds): <b>(1)</b> Block downfield, <b>(2)</b> Creates separation, <b>(3)</b> Drives through established receiver, <b>(4)</b> Pick Play			
• <b>DPI</b> – Live Ball with ball in air (auto 1 <sup>st</sup> ): You must place the action into one of six categories. <b>(1)</b> Not playing ball, <b>(2)</b> Playing through back, <b>(3)</b> Grab/restrict, <b>(4)</b> Arm bar, <b>(5)</b> Cut off, <b>(6)</b> Hook & turn			
• <b>OTHER DPI FACTORS:</b> <15yd spot foul; >15yd 15 from PS; Snapped between 17 & 2 = ball @ 2-yard line <b>** ½ distance DOES NOT apply to DPI IF the ball is snapped outside the 2-yard line (exception is on the PAT) **</b>			
• Watch for Receiver pushing off and creating separation. <b>Focus on players (and their hands) while the ball is in the air. Airborne player toward SL – Look @ feet, ball, then check &amp; see if he completed the process of a catch. Bang, bang, plays = incomplete – no DPI.</b>			
• Once key is NOT threatened – zone UP!		• Hustle but don't hurry – manage speed to accommodate situations.	
• <b>ODD PLAYS:</b> <b>Safety</b> – B intercepts, fumbles (provides impetus), ball inside 5yd line & ball becomes dead in or out of the EZ <b>Offensive pick play</b> – Be especially aware inside 20yd line (read formations) <b>Bubble screen</b> – No OPI if ball caught <1yd downfield			
• <b>CATCH:</b> Firm possession and contacting ground with any part of the body (must complete the process!) If receiver is going to the ground, continue to watch him until he completes the process. <b>Blocking below the waist is never allowed on change of possession or any kick play.</b> <b>Turnover: Be Alert for low Blocks and Clean up Behind the Play.</b>			
• Pressed coverage is defined as defender being able to reach across line and touch receiver – if receiver is 3 yds off the LOS and defender is at the line – this is not pressed!			
• BBW: never allowed on COP	• Momentum rule-between 5yd line & GL. Catch or recovery inside the 5yd line.		
<b>SUBS</b>	<b>Play Clock Status</b>		<b>Assist with Game Clock</b>
<b>SCRIMMAGE KICK</b>			
• <b>BJ has responsibility for FC signal. Initial position-2 steps outside and 7 yards behind "R" shoulder to wide side of field to enable you to get wide angle and with a few yards behind receiver at catch. Bean bag in hand – Marks end of kick inbounds. Count "R" &amp; signal the FJ &amp; SJ. Punts inside the 50 yd line – line up on the GL. Illegal touching by K – bean bag. Receiver has an unimpeded opportunity to make the catch with or without FC.</b>			
• Illegal touching by K – bean bag	• <b>R in chase mode? – HOLD/IBB</b>	• K can recover a muff – NO ADVANCE	• K can advance a FUMBLE
• <b>Fair Catch</b> – ball is dead, signaler afforded protection, cannot block (LB – illegal block 15yds) & R CANNOT advance after fair catch (Dead ball – DOG 5 yards)			
• <b>Forced touching is NO touching</b> (ignore touching when opponent is blocked into ball or ball is batted into opponent)			
• <b>TOUCHBACK</b> – ball strikes ground in the EZ – untouched by R (dead ball)	• <b>K OOB on own</b> , cannot return (hat and flag – Live ball 5yards)		
• <b>It matters WHERE the ball is!!</b>	• Interference with catch – KCI (spot – 15yds); <b>R has right to complete catch with fair catch signal, even if muffed</b>		
• <b>BBW: live ball, K or R, 15 yards</b>	• <b>IBB: live ball, K or R, 10 yards</b>	• <b>BBW: never allowed on kick plays</b>	
• <b>ODD PLAYS:</b> <b>All fouls by K during kick can be tacked on to R's dead ball spot, except KCI (spot foul)</b> <b>Momentum Rule</b> – applies between 5-yard line and Goal Line (Catch or recovery inside the 5 – toss bean bag at spot (yd line) of catch/recover) <b>Safety</b> – B fumbles ball (provides impetus) inside 5-yard line & ball becomes dead in EZ or out of EZ <b>R gives "get away" signal any time during the kick</b> – Dead ball upon possession "R" – Can Not Advance After any Signal. <b>K illegal touching</b> – consequences of touching are eliminated if there are offsetting fouls or an accepted penalty <b>Ball DOES NOT cross the NZ</b> - either team can recover and advance (K can still pass or kick it) NOTE: <b>KCI does not apply if ball does not cross</b> <b>Ball DOES cross the NZ</b> – K can touch or recover but cannot advance			
• <b>PSK:</b> Foul during the Kick by R, ball crosses NZ, R in possession at end of kick			
• <b>Field Goal:</b> If ball hits the cross bar or goal post and bounces back into field of play, the ball is dead			
<b>Be a great dead ball official</b>	<b>Communicate with F and S</b>		<b>Check game clock</b>

# PRE-GAME CHECKLIST – FIELD JUDGE



## POINTS OF EMPHASIS

<b>SLOW DOWN!</b>	• Process the play	• Be sure there is a foul, then throw flag, <b>MAKE IT BIG</b>	• Don't QUIT officiating!!
• Get Stationary to Rule on the Play.	• <b>Philosophy:</b> If you "think", it's NOT a foul	• <b>Targeting: Launch, Thrust, Strike, Crown</b>	• Save the Crew!
• <b>Keep side line CLEAR!!</b>	• <b>SLI:1st –Warning;2nd/3rd-5yds- 4th -15yd</b>	• Show poise & Confidence.	• <b>Be Decisive!!!</b>
• Don't be afraid to make a mistake	• Use Preliminary signals (if 1 flag down)	• <b>Know keys and discuss switches with BJ &amp; L</b>	
• <b>CLOCKS:</b> Game/Play clock <b>Every Play</b>	• Runs on OOB at "Ready for Play"	• Know and communicate when under-2 min & <1 min	
• <b>OT:</b> 1 TO per team per Extra period. No carry over	• <b>BBW, Tackle box, 10-2, Restricted/Un-restricted</b>		• <b>DEAD BALL OFFICIATE!!!</b>
• <b>Substitution:</b> Be aware of late Substitution by Offense. Defense is allowed to match up ( <b>if next step player will be off, Player is off!</b> )	• <b>Illegal Substitution = (In Formation, no attempt to leave) Dead ball (5 yds) – (Leaving Field) Live ball (5yds)</b>		
• <b>MEASUREMENTS:</b> Keep Players back (out of Pressbox/TV camera view) <b>Press box side brings in clean ball, if 4<sup>th</sup> down have both balls.</b>	• <b>UNS/ Taunting</b>	• Bring in CLEAN ball- Press box side on COP	
• <b>Be a calming influence.... Communicate with the sideline in a professional and courteous manner.</b>			

## PRE-GAME

• Start Watch, sync w/ game clock	• Walk field with L, check Field markings, pylon placement, obstructions etc.		
• Meet chain side HC after R/U conf.	• Meet press box side HC, Chain Crew & Penalty Recorder	• <b>Instruct Ball Boys per GDP</b>	
• Uniform infractions, compare with L and S	• Watch K's, P's and QB's (L or R) Record #'s	• Watch receivers, Side line catches etc.	
• Have visiting captains @ the 50 w/ 5:00 on the clock ( <i>Escort to hash &amp; remain</i> )			

## PRE-SNAP RITUAL

• Game and Play clock Status	• Set-up <b>20 yards downfield</b>	• Clock/ <b>Substitutions/Down &amp; Distance/Ball Placement/Count/Key/Defender/ Formation</b>	
• Count defense ( <i>confirm with SJ &amp; BJ</i> )	• Clear Sideline (6ft area)	• <b>Substitution Mechanics</b>	• <b>Think Restricted/ Unrestricted players BBW</b>
• Read pass – Backpedal	• Read run – Stay & watch play	• <b>Keep Good Cushion</b>	• Be alert to Switches
• Ball outside 7 yd line = Setup at Goal Line extended	• Ball on/or inside 7 yd line-At back pylon, 45 deg and then move with play		
• 40/25 -SJ & FJ backup for BJ	• Know & Communicate w Game Clock < 2:00 & 1:00 in 2 <sup>nd</sup> & 4 <sup>th</sup> Qtrs.		
• Identify keys	• If > than 11 & <b>Player exiting = Live ball – Illegal Substitution (5 yds)</b>		
• <b>Confirm down &amp; Distance</b> with L & B	• If > than 11 in formation = <b>Dead ball – Illegal Substitution (5yds)</b>		
<b>Be a great Dead ball official</b>	<b>Think about this play: Pass or Run</b>	<b>Hustle – but don't hurry</b>	<b>Know the Situation</b>

## FREE KICKS

• <b>Know Time on Game Clock at beginning and end of play</b>	• Have hand on bean bag	• <b>Illegal Touch = Bag</b>	• <b>Illegal Block = Flag</b>
• 45 yd line ( <b>30 SKO</b> ) or R's restraining line <b>on back of white</b>	• Count K and R, confirm with SJ		
• Communicate & confirm coverage in Pre-Game with crew	• After kick move 10-15yds downfield & observe action on keys 1,2,3	• Goal line resp.	
• <b>Always Think – Short Kick!!</b>	• <b>Wind clock if touched by R in my zone</b>	• <b>Know ball status off tee</b>	• <b>Touchback = 25 yd line</b>
• Watch K going Out of Bounds on his own - <b>Hat</b> He cannot return. <b>Flag</b>	• <b>Live Ball - K going out of bounds (5yds)</b>		
• Kick to "My side" = <b>Bag Illegal Touching</b>	• Offside by R	• <b>Live Ball – Offside on R (5yds)</b>	
• Kick to "Other Side" = watch K's blocks before they are eligible to touch	• <b>Live Ball – Illegal Block by K (5yds)</b>		
• K can recover- but K cannot advance a kick. ( <b>Ball is Dead</b> )	• K can advance a fumble.	• <b>Be alert for FC signal.</b>	
• Free kick Out-of-Bounds – (Untouched by R)	• <b>Live Ball – KOB: R has 3 choices (30yds from kick or Re-kick -5 or OOB spot +5)</b>		
• Interference with Catch ( <b>including 1 bounce</b> ) = <b>Spot Foul- KCI on K (15yds)</b>	• Pooch Kick – K can catch kick provided No KCI by K		
• R has the right to complete the catch with a "Fair Catch Signal." If ball is "Muffed", he still has right to complete the catch			
• Fair Catch = <b>Ball is Dead.</b>	• Signaler gets protection, can't block unless he touches ball	• <b>Live Ball – Illegal Block by R (15yds)</b>	

## 6 in the Box

• <b>Communicate responsibilities with L &amp; B</b>	• <b>Position is same as above "Free Kick" Back of White</b>	• R's restraining line = Hard Plane	
• <b>Bean bag IN hand</b>	• <b>Know if ball breaks R's restraining line</b>	• <b>Officiate threats</b>	• <b>Be Alert for FC Signal</b>
• <b>Ball kicked deep, retreat, let runner pass you, forward progress, possible KOB</b>	• <b>Slow Down, See play</b>		• <b>DEAD BALL OFFICIATE!!!</b>

## Most Common Fouls – Once ball is kicked

1) Live ball- Block in back (A or B) (IBB)-10yds	2) Live ball- Holding by B (OH) = 10yds	3) Live ball-Block below waist (A or B) (BBW) = 15yds
• <b>All fouls by K during a Free Kick can be tacked on the dead ball spot except KCI</b>		• <b>Escort opposite colors out of sideline</b>
• <b>ODD Things that can happen during Kicks:</b>		
• <b>Forced Touching = No touching</b> (Ignore touching when opponent is blocked into ball or ball is batted into opponent)		
• <b>A touching allowed:</b> 1) After touching B 2) Touching something beyond B's restraining line 3) Breaks B's restraining line & remains		
• <b>K may not block until eligible to touch the ball, if R initiates contact K may be allowed to contact back</b>		
• <b>Illegal touching by A and no foul is involved, A can't get the football. If foul by B – A can get the ball</b>		
• <b>Blocking below waist = NEVER ALLOWED</b> on any kick or Change of possession play		
• <b>Press box side bring in new ball</b>	• <b>Be a GREAT Dead ball Official!!!</b>	• <b>Check Game Clock</b>

## RUNNING PLAY

<b>• Key Widest player to my side &amp; know his # &amp; the defenders #</b>	<b>• Press coverage= Stay with Key</b>	<b>• Not pressed = Progress to next threat</b>
• Don't bail out too quickly	• Be aware of POA	• Watch initial block by my key
• <b>BBW:</b> Know if restricted or not - where the ball is - is contact 10-2?? "Crackback" & "Peel-backs blocks" not allowed - <b>BBW - 15yds</b>		
• LOS has spot... all the way to the 2 yd line, I have goal line	• Watch blocks in front of runner to my side. Clean up backside!	
• <b>Officiate Threats!!!!</b>	• <b>ALERT for players "swimming upstream"</b>	
• Watch for runner out of bounds- Late hits, UNR	• <b>Dead Ball – Personal Foul = 15yds</b>	
• Runner going north/south <b>along sideline</b> get less leeway - <b>Late hit OOB</b>	• Check Game clock	
• <b>All Fumble Rules: Fumble forward OOB</b> = back to fumble spot & clock starts on Ready -Unless it goes OB behind GL then it's a touchback or safety depending on responsibility and impetus- <b>Fumble backwards OOB</b> = @ spot & clock starts on Ready. <b>If &lt;2 min in 2<sup>nd</sup> and 4<sup>th</sup> Quarter, clock - snap</b>		
• <b>Try 4<sup>th</sup> down fumble rule: Only the fumbler (Team A) is allowed to advance the ball</b>	• Ball is dead if recovered by any other "A" player <b>Prior to COP</b>	
• Change of Possession: Reverse Mechanics	• <b>Have forward progress to 2yd line</b>	• Use cross field mechanics for spot with SJ
• <b>Accordion: Jog in after play to keep a presence</b>	• Ball Mechanics <b>if near your side line</b>	• Talk to players and preventative officiate
<b>BE a Good Dead Ball Official</b>		<b>Check Game Clock</b>

## PASS PLAY

• Know Key and Defender #	• Be Aware of Switches	• If pressed = watch my key only	• No Press = Watch Threats
• Read Action on my Key	• <b>HOLDING OF RECEIVER: Before pass – holding=Auto 1st if pass crosses NZ–10yds–previous spot MAKE IT BIG!</b>		
• Focus on players while ball is in the air [ <b>feet.... then ball (man – zone – ball)</b> ] - <b>Feel the Ball - Watch for Tangled Feet - Incidental Contact</b>			
• <b>PASS INTERFERENCE:</b> Requires: (1) Obvious intent to impede (2) Physical Contact (3) Catchable ball			
• <b>OPI</b> – Begins at snap (15yds): 1) Blocking downfield 2) Driving thru Defender 3) Creating Separation (foul) v Gaining Separation (no foul) 4) Picks			
• <b>DPI</b> – Live Ball with ball in air (auto 1 <sup>st</sup> ): You must place the action into one of six categories. (1) Not playing ball, (2) Playing through back, (3) Grab/restrict, (4) Arm bar, (5) Cut off, (6) Hook & turn			
• <b>OTHER DPI FACTORS:</b> <b>If &lt; 15yd downfield = spot foul;</b> <b>If &gt; 15yd downfield = 15yd from Prev Spot;</b> <b>Snapped between 17 &amp; 2 = ball @ 2-yard line</b> <b>** ½ distance DOES NOT apply to DPI IF the ball is snapped outside the 2-yard line (exception is on the PAT) **</b>			
• <b>RCVR Steps OOB:</b> Hat down, if he touches ball before B or an official - flag, LIVE BALL Foul– Illegal Touching, LOD/Previous spot. Contact by B may be ruled to have forced out A. Receiver must reestablish in bounds to be eligible to catch ball. If A is airborne from OB and touches pass-Incomplete			
• <b>BBW:</b> B <b>cannot</b> cut receiver beyond NZ, <b>LIVE BALL – BBW (15 yards)</b>		• <b>Ball Touched in flight:</b> signal, no OPI or DPI (can have PF)	
• <b>ODD PLAYS: Momentum</b> – Catch/Recovery of opponents pass/fumble occurs inside 5yd line, original momentum carries player into end zone, bean bag the spot. Ball will return to the bean bag if ball is ruled dead in the EZ. If the ball is fumbled forward and OB, momentum still can apply. Otherwise, if the ball leaves the EZ momentum is off and the results are a safety or TD. <b>Safety</b> – B intercepts, fumbles (provides impetus) & ball becomes dead in or out of the EZ <b>Offensive Pick Play</b> – Be especially aware inside 20yd line (read formations) - Make sure crossing routes are "clean" <b>Bubble Screen</b> – No OPI if ball caught <1yd downfield			
• <b>CATCH:</b> Firm possession and contacting ground with any part of the body inbounds (must complete the process!) Whether a receiver MIGHT have landed inbounds makes NO difference Pushed OOB vs. Held and Carried <b>Catchable – help on determination, if in doubt it is catchable</b> <b>Escort Opposite Color out of Sideline</b>			
• <b>BBW:</b> Never allowed on COP	• Turnover = reverse mechanics – (use cross-field mechanics for spot with SJ)		
<b>Be a great dead ball official</b>	<b>Ball Mechanics</b>		<b>Check game clock</b>

## SCRIMMAGE KICK

• <b>KEY = Know your Flyers #</b>	• Take outside "threat"	• Line up parallel w SJ/BJ	• Punts inside 50 be at pylon; Rule whether OB in FOP or EZ.
• If double team on flyer: must be a take down or spin around for <b>HOLDING (10 yds)</b>	• Focus on key – usually flyer	• At kick = two steps back	• Illegal touching by A – bean bag • <b>A can advance a FUMBLE</b>
	• <b>B in chase mode? = HOLD/IBB Live ball – OH/IBB B (10yds)</b>	• BJ has ball from SL to SL • <b>A can recover – NO ADVANCE (DB)</b>	
• <b>Fair Catch</b> – ball is dead, signaler afforded protection, cannot block (LB – illegal block 15yds PSK) & B CANNOT advance after ANY signal (Dead ball – DOG 5 yards)			
• <b>Forced Touching = NO touching</b> (ignore touching when opponent is blocked into ball or ball is batted into opponent – Must bring info to BJ)			
• <b>TOUCHBACK</b> – ball grounded in the EZ – untouched by B (dead ball)– <b>20 yd line</b>		• <b>A OOB on own</b> , cannot return ( <b>hat &amp; flag – Live Ball 5yds</b> )	
• <b>It is WHERE The ball is!! Not player</b>	• Interference with catch – <b>KCI (spot – 15yds); B has right to complete catch with fair catch signal, even if muffed in air BJ has Primary on KCI - FJ possible, if your flyer takes you there – A must give 1 yd area for B to catch – No Bang/Bang</b>		
• <b>BBW: Live ball, A or B, 15 yards</b>	• <b>IBB: Live ball, A or B, 10 yards</b>	• <b>BBW: Never allowed on Kicks/COP</b>	• Forward progress to the 2yd line
• <b>ODD PLAYS:</b> <b>Be prepared to call off KCI if A is blocked into the receiver</b> <b>All fouls by A during kick can be tacked on to the dead ball spot where the ball belongs to B, except KCI (spot foul)</b> <b>Momentum Rule</b> – applies between 5-yard line and Goal Line (Catch or recovery inside the 5 – toss bean bag at spot of catch/recover) <b>Safety</b> – B fumbles ball (provides impetus) & ball becomes dead in EZ or out of EZ <b>If B gives any signal any time during the kick</b> – Dead ball upon possession <b>A illegal touching</b> – consequences of touching are eliminated if there are offsetting fouls or an accepted penalty <b>Ball DOES NOT cross the NZ</b> - either team can recover and advance (A can still pass or kick it). <b>NOTE: KCI does not apply if ball does not cross</b> <b>Ball DOES cross the NZ</b> – A can touch or recover but cannot advance			
• <b>PSK:</b> Foul during the Kick by B, ball crosses NZ, B in possession at end of kick			
• <b>Field Goal:</b> If ball hits the cross bar or goal post and bounces back into field of play (A or B) = <b>The ball is dead</b>			
<b>Be a great dead ball official</b>	<b>Bring in ball - press box side</b>	<b>Escort opposite colors out of SL</b>	<b>Check game clock</b>

# PRE-GAME CHECKLIST – SIDE JUDGE



POINTS OF EMPHASIS			
• <b>SLOW DOWN!</b>	• Process the play	• <b>Be sure there is a foul, then throw flag; MAKE IT BIG</b>	• Don't QUIT officiating!!
• Get Stationary to rule on the play.	• <b>Philosophy:</b> If you "think", it's NOT a foul	• <b>Targeting:</b> Launch, Strike, Thrust, Crown	• Save the Crew!
• <b>Keep side line CLEAR!!</b>	• <b>SLI: 1<sup>st</sup> two= 5yds, after =15yds</b>	• Show poise & Confidence.	• <b>Be decisive!!!</b>
• Don't be afraid to make a mistake	• Use preliminary signals (if 1 flag down)	• <b>Know keys and discuss switches with BJ &amp; H</b>	
• <b>CLOCKS:</b> Game/Play clock <b>every play</b>	• Runs on OOB at "ready for play"	• Know when under-2 min & <1 min	
• <b>OT:</b> 1 TO per team per Extra period, no carry over	• BBW, Tackle Box, 10-2, Restricted/Unrestricted		• <b>DEAD BALL OFFICIATE!!!</b>
• <b>Substitution:</b> Be aware of late Substitution by Offense. Defense is allowed to match up ( <b>if next step player will be off, player is off!</b> )		• <b>Illegal Substitution=</b> (In formation, no attempt to leave) <b>Dead ball (5 yds) – (leaving field) Live ball (5yds)</b>	
• <b>MEASUREMENTS:</b> Keep players back ( <i>out of Pressbox/ TV camera view</i> )		• <b>UNS, Taunting</b>	
• <b>Be a calming influence....Communicate with the sideline in a professional and courteous manner.</b>			
PRE-GAME			
• Instruct game clock operator with R	• <b>Start watch</b>	• Walk field with H, check field markings, pylon placement, obstructions etc.	
• Meet press box HC after R/U conference.	• Meet/greet home head coach, chain crew & penalty recorder	• <b>Instruct ball boys</b>	
• Uniform infractions, compare with H and F	• Watch K's, P's and QB's (L or R), <b>record #'s</b>	• Watch receivers, Side line catches etc.	
• Have home captains @ the 50 w/ 5:00 on the clock; escort to hash & remain			
PRE-SNAP RITUAL			
• Game and play clock status	• Set-up 20 yards downfield	• <b>Clock/Substitutions/Down &amp; Distance/Ball Placement/Count/Key/Defender/ Formation</b>	
• Count defense ( <i>confirm with FJ &amp; BJ</i> )	• Clear Sideline (6ft area)	• <b>Substitution Mechanics</b>	• <b>Think "restricted/ unrestricted players</b>
• Read pass – backpedal	• Read run – stay & watch play	• <b>Keep good cushion</b>	• Be alert to switches
• Ball outside 7 yd line = set up at goal line extended		• Ball inside 7 yd line = At back pylon, <b>position by formation adjust for play</b>	
• 40/25 -SJ & FJ backup for BJ		• Know & communicate w/ game clock < 2:00 & 1:00 in 2 <sup>nd</sup> & 4 <sup>th</sup> Qtrs.	
Identify keys		• If > than 11 & <b>player exiting = Live ball – Illegal Substitution (5 yds)</b>	
• Confirm down & Distance with H & B		• If > than 11 in formation = <b>Dead ball – Illegal Substitution (5yds)</b>	
<b>Be a great dead ball official</b>	<b>Think about this play: pass or run</b>	<b>Hustle – but don't hurry</b>	<b>Know the Situation</b>
FREE KICKS			
• <b>Know time on game clock at beginning and end of play</b>	• Have hand on bean bag	• <b>Illegal touch = bag</b>	• <b>Illegal block = flag</b>
• 45 yd line ( <b>30 SKO</b> ) or R's restraining line <b>on back of white</b> ( <i>stay there until kickers have passed</i> )		• Count K and R, confirm with FJ	
• Communicate & confirm coverage in pre-game with crew	• After kick-move 10-15yds downfield <i>observe action on keys</i>	• Goal line resp.	
• <b>Always think – short kick!!</b>	• <b>Wind clock if touched by R in my zone</b>	• <b>Know ball status off tee</b>	• <b>Touchback = 25 yd line</b>
• Watch K going out of bounds on his own - <b>Hat</b> . He cannot return. <b>Flag</b>		• <b>Live Ball - K going out of bounds (5yds)</b>	
• Kick to "my side" = <b>bag illegal touching</b>	• Offside by R	• <b>Live Ball – Offside on R (5yds)</b>	
• Kick to "other side" = watch K's blocks before they are eligible to touch		• <b>Live Ball – Illegal block by K (5yds)</b>	
• K can recover- but K cannot advance a kick. ( <b>ball is dead</b> )		• K can advance a fumble.	• <b>Be alert for FC signal.</b>
• Free kick out-of-bounds – (untouched by R)	• <b>Live ball – KOB: R has 3 choices (30yds from kick or re-kick -5 or OOB spot +5)</b>		
• Interference with catch ( <b>including 1 bounce</b> ) = <b>spot foul- KCI on K (15yds)</b>	• Pooch kick – K can catch kick provided no KCI by K		
• R has the right to complete the catch with a "fair catch signal." If ball is "muffed", he still has right to complete the catch			
• Fair catch = <b>Ball is Dead.</b>	• Signaler gets protection, can't block unless he touches ball	• <b>Live ball – Illegal block by R (15yds)</b>	
6 in the Box			
• Communicate responsibilities with H & U	• Position is same as above "free kick" back of white	• R's restraining line = hard plane	
• Bean bag <b>IN hand</b>	• Know if ball breaks R's restraining line	• Officiate threats	• Be alert for FC Signal
• Ball kicked deep, retreat, let runner pass you, forward progress, possible KOB		• <b>Slow down, see play</b>	• <b>DEAD BALL OFFICIATE!!!!</b>
Most Common Fouls – Once ball is kicked			
1) Live ball- block in back (A or B) (IBB) = 10yds	2) Live ball- holding by B (OH) = 10yds	3) Live ball-block below waist (A or B) (BBW) = 15yds	
• <b>All fouls by K during a free kick can be tacked on the dead ball spot</b>		• <b>Escort opposite colors out of sideline</b>	
• <b>ODD things that can happen during Kicks:</b>			
<b>Forced touching = No touching</b> (Ignore touching when opponent is blocked into ball or ball is batted into opponent)			
<b>A touching allowed:</b> 1) After touching B 2) Touching something beyond B's restraining line 3) Breaks B's restraining line & remains			
<b>Illegal Touching by "A" and no penalty is involved: "A" can't get the football</b>			
<b>If foul by B – A can get the ball</b>			
• Blocking below waist = <b>NEVER ALLOWED</b> on any kick or after a change of possession			
<b>May bring in new ball</b>	<b>Be a great DEAD BALL OFFICIAL!!!!</b>	<b>Check game clock</b>	

# PRE-GAME CHECKLIST – SIDE JUDGE



RUNNING PLAY			
• Key widest player to my side & know his # and the defenders #	• Press coverage= stay with key	• Not pressed = progress to next threat	
• Don't bail out too quickly	• Be aware of POA	• Watch initial block by my key	
• Watch for blocks below waist (BBW) Know restricted vs. unrestricted (peel back block) <b>Live ball-block below waist (BBW)= 15yds</b>			
• LOS has spot... all the way to the 2 yd line, I have goal line	• Watch blocks in front of runner to my side. Clean up backside!		
• Officiate Threats!!!!	• ALERT for "swimming upstream"	• Escort opposite colors out of the side lines	
• Watch for runner out of bounds- Late hits, UNR	• Dead Ball – Personal foul = 15yds		
• Runner going north/south along side-line get less leeway - late hit OOB	• Check Game clock		
• All Fumble Rules: Fumble forward OOB = back to fumble spot & clock starts on Ready Fumble backwards OOB = @ spot & clock starts on Ready if <2 min in 2 <sup>nd</sup> and 4 <sup>th</sup> quarter, clock starts on snap			
• Try 4 <sup>th</sup> down fumble rule: Only the fumbler (Team A) is allowed to advance the ball	• Ball is dead if recovered by any other "A" player prior to COP		
• Change of possession: reverse mechanics	• Have forward progress to 2yd line	• Use cross field mechanics for spot with FJ	
• Accordion: Jog in after play to keep a presence	• Ball mechanics if near your side line	• Talk to players and preventative officiate	
BE a good dead ball official		Check game clock	
PASS PLAY			
• Know key and defender #	• Be aware of switches	• If pressed = watch my key only	• No press = watch threats
• Read defender action on my Key	• HOLDING OF receiver: before pass – (holding=1 <sup>st</sup> down – 10yds – previous spot) MAKE IT BIG!		
• Focus on players while ball is in the air [ feet.... then ball (man – zone – ball)] Feel the ball - Watch for tangled Feet - Incidental contact			
• PASS INTERFERENCE: Requires: (1) Obvious intent to impede (2) Physical contact (3) Catchable ball			
• OPI – Begins at snap (15yds): (1) Blocking downfield, (2) Driving thru defender, (3) Creating separation (foul) vs. gaining separation (no foul)			
• DPI – Live Ball with ball in air (auto 1 <sup>st</sup> ): You must place the action into one of six categories. (1) Not playing ball, (2) Playing through back, (3) Grab/restrict, (4) Arm bar, (5) Cut off, (6) Hook & turn			
• OTHER DPI FACTORS: If < 15yd downfield = spot foul; If > 15yd downfield = 15yd from prev spot; Snapped between 17 & 2 = ball @ 2-yard line ** ½ distance DOES NOT apply to DPI IF the ball is snapped outside the 2-yard line (exception is on the PAT) **			
• RCVR Steps OOB: Hat down, .... if he touches ball before B or an official = flag, LIVE BALL Foul– Illegal Touching, LOD at previous spot He becomes INELEGIBLE and there can be NO DPI -- (if receiver is pushed OOB he remains eligible but must return ASAP)			
• BBW: B cannot cut R beyond NZ, LIVE BALL – BBW (15 yards)	• Ball touched in flight: signal, no OPI or DPI (can have PF)		
• ODD PLAYS: Momentum – Catch/recovery occurs Inside 5yd line, original momentum carries player into end zone, Bean bag at spot of catch/recovery, ball becomes dead in or out of end zone in B possession Safety – B intercepts, fumbles (provides impetus), ball inside 5yd line & ball becomes dead in or out of the EZ Offensive Pick Play – Be especially aware inside 20yd line (read formations) Bubble Screen – No OPI if ball caught <1yd downfield			
• CATCH: Firm possession and contacting ground with any part of the body (must complete the process!) Whether a receiver MIGHT have landed inbounds makes NO difference Pushed OOB vs. held and carried Catchable – help on determination, if in doubt it is catchable Escort opposite color out of sideline			
• BBW: Never allowed on COP	• Turnover = reverse mechanics – (use cross-field mechanics for spot with FJ)		
Be a great dead ball official	Ball mechanics	Check game clock	
SCRIMMAGE KICK			
• KEY = Know your Flyers #	• Be aware of switches	• Line up parallel w FJ/BJ	• Punts inside the 50 yd line be at pylon: Adjust for wind
• If double team on flyer = Must be a take-down or spin around for HOLDING (10 yds)	• Focus on Key – Usually flyer	• At kick = Two steps back	• Illegal Touching by A – Bean Bag • A can advance a FUMBLE
	• B in chase mode? = HOLD/IBB Live ball – OH/IBB B (10yds)	• BJ has ball from SL to SL • A can recover – NO ADVANCE (DB)	
• Fair Catch – ball is dead, signaler afforded protection, cannot block (LB – illegal block 15yds PSK) & B CANNOT advance after ANY signal (Dead ball – DOG 5 yards)			
• Forced Touching = NO touching (ignore touching when opponent is blocked into ball or ball is batted into opponent – Must bring info to BJ)			
• TOUCHBACK – ball grounded in the EZ – untouched by B (dead ball) – 20 yd line		• A OOB on own, cannot return (hat & flag – Live Ball 5yds)	
• It is WHERE The ball is!! Not player	• Interference with catch – KCI (spot – 15yds); B has right to complete catch with fair catch signal, even if muffed in air BJ has Primary on KCI - FJ possible, if your flyer takes you there – A must give 1 yd area for B to catch – No bang/bang		
• BBW: Live ball, A or B, 15 yards	• IBB: Live ball, A or B, 10 yards	• BBW: Never allowed on kicks/COP	• Forward progress to the 2yd line
• ODD PLAYS: Be prepared to call off KCI if A is blocked into the receiver All fouls by A during kick can be tacked on to the dead ball spot where the ball belongs to B, except KCI (spot foul) Momentum Rule – applies between 5-yard line and goal line (catch or recovery inside the 5 – toss bean bag at spot of catch/recovery) Safety – B fumbles ball (provides impetus) inside 5-yard line & ball becomes dead in EZ or out of EZ B give "get away" signal any time during the kick – Dead ball upon possession A illegal touching – consequences of touching are eliminated if there are offsetting fouls or an accepted penalty Ball DOES NOT cross the NZ - either team can recover and advance (A can still pass or kick it) NOTE: KCI does not apply if ball does not cross Ball DOES cross the NZ – A can touch or recover but cannot advance			
• PSK: Foul during the Kick by B, ball crosses NZ, B in possession at end of kick			
• Field Goal: If ball hits the cross bar or goal post and bounces back into field of play (A or B) = The ball is dead			

# PRE-GAME CHECKLIST – SIDE JUDGE



Be a great dead ball official	Bring in new ball	Escort opposite colors out of SL	Check game clock
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# PRE-GAME CHECKLIST – LINE JUDGE



## POINTS OF EMPHASIS

• <b>SLOW DOWN!!</b>	• Process the play	• <b>Discuss pass keys and switches with BJ &amp; FJ</b>
• <b>Make it BIG</b>	• If you “think”, it’s NOT	• <b>Help R with ING: Ball back to LOS &amp; receiver in area</b>
• <b>SLI:</b> Warn, 2@ 5 yds, 1@15 yds; Contact = 15 yds	• Run-OOB-Clock-RFP	• L has FWD/BWD pass <i>unless option to H</i>
• Be sure, then flag	• Prelim signals (if 1 flag)	• Measurements – H duties 1 <sup>st</sup> half, L duties 2 <sup>nd</sup> half
• Know when under-2 mins Also, when under-1 min.	• FWD progress behind LOS	• Look coaches in the face, eye to eye, and be honest and sincere.
• <b>Goal line:</b> H/L will have GL from 7yd line in. Down & distance and LTG will dictate how quickly the move is to the GL		
• <b>Try to communicate with the sideline in a professional and courteous manner.</b>		
• <b>Be the calming influence when a coach is upset and wants an answer.</b>		

## PRE-GAME

• Enter field with entire crew	• <b>Check – Game Clock</b>	• Know location of <b>security</b>
• Meet visiting coach w/FJ after R/U discussions-introduction		• Cover mechanics with chain crew, combo meeting – H&L
• <b>Walk sideline</b> with Field Judge		• Work plays, talk to players about formations
• Look for uniform infractions/issues		• Work sideline pass plays (catches)
• <b>Discussion with Ball Boys:</b> *Change of Possession – ball from press box side *Running plays outside numbers give new ball to F *Incomplete pass ball to sideline – umpire might want short side.		• <b>Leave field with crew when teams exit</b> • Bring your team to field before 7-minute mark for National Anthem. (or bring them at the 5:00 mark)

## PRE-SNAP RITUAL

• <b>Clean up previous play</b> – accordion, move back from bottom of #'s, don't turn back to field	• Need to know number of key, tackle, DE on your side & WR that might FST
• Make sure down box has correct down know LTG, know +/- 5 yds	• Count offensive players
• Status of clock – assist R in all timing, downs, penalties	• Known number of restricted blockers
• Subs	• Check legality of formation (count backs)
• Make sure sideline is clear	• Locate keys – snap shot at snap
• Know down, distance and situation (pass/run)	• Focus and concentrate
<b>Be a great dead ball official</b>	<b>Hustle – but don't hurry</b>

## FREE KICKS

• Position on sideline, 2 steps deep in EZ for view of pylon	• <b>Pooch kick</b> – A can catch kick provided no KCI by A
• Count B players & communicate with R/H	• <b>Free kick other sideline</b> – move forward off GL & help with forward progress while working backside ( <i>cross-field</i> )
• Wind clock if touched by B in field of play in my 2/3	• <b>Free kick in your zone</b> – hold GL until possessed then follow play watching blocks in front of runner (wedge?)
• <b>Momentum</b> – between 5yd line and in-& carries the ball into EZ & ball is dead in EZ; B ball at spot of recovery, mark with bean bag	• Forward progress to the 2-yard line (on any return)
• Kick in EZ: Untouched by B & hits EZ, dead ball-touchback	• <b>Block Below Waist: NEVER ALLOWED on kick plays</b> <i>Live Ball – BBW (15 yards)</i>
• Kick in EZ: Touch by B in field of play, rolls into EZ, live ball; B recovers Touchback; A recovers Touchdown	• Block in back (A or B) <i>Live Ball – IBB (10 yards)</i> • <i>Illegal wedge 3 or more 15 yds spot foul</i>
• <b>Free kick OOB – B catch in air lands OOB=B at spot, B catch 1 foot in, 1 foot out=free kick OOB</b>	• <b>All fouls by A during Free Kick can be tacked on to the Dead Ball spot – EXECPT KCI</b>
• <b>Free Kick OOB – 3 options:</b>	
- 30 yards from kick	
- Re-kick; 5-yard penalty	
- Spot OOB plus 5-yard tack-on	
• Fair Catch – Ball is DEAD, signaler protected, <b>cannot block</b> <i>Live Ball – Illegal block (15 yards)</i>	
• <b>Onside kick – 6 in the box. L will line up at 40-yard line, responsible for whether ball kicked into ground and then helping with illegal touching as well as illegal blocks Hand on bag, no low blocks, Illegal touch = bean bag</b>	
• <b>A touch allowed: 1. After touching B, 2. Touching something beyond B's line, 3. Breaks B's plane and remains beyond</b>	
• <b>Forced touching – NO TOUCHING</b> (Ignore touching when opponent is blocked into ball, or ball is batted into opponent)	
• <b>KCI CAN occur on kicks where ball is kicked directly into ground and ball bounces high as to look as if it was off tee (also can fair catch)</b>	
<b>Be a great dead ball official</b>	<b>Clock Awareness</b>



# PRE-GAME CHECKLIST – LINE JUDGE



## RUNNING PLAY

<ul style="list-style-type: none"> <li><b>Fouls at the snap;</b> live ball fouls that offense &amp; defense can correct until snap – these become fouls at the snap: <b>DOF-ILS-ILF-ILM</b></li> </ul>	<ul style="list-style-type: none"> <li>Forward progress to the 2-yard line</li> <li>Ball snapped inside 7yd line going in – GL responsibility</li> <li>Responsible for spots behind LOS</li> </ul>
<ul style="list-style-type: none"> <li>Fouls at the snap by offense – <b>Make FST if possible</b></li> <li>Snap, Tackle, then Key – tackle will determine if run</li> <li>Watch blockers in zone once play is read as run</li> </ul>	<ul style="list-style-type: none"> <li>Ball snapped inside the 5yd line going out – Reverse GL Go to GL at snap, rule on safety/forward progress</li> <li>Use H (cross-field) when forward progress is close to sideline and runner has been pushed back by defense</li> <li><b>Go slow, officiate players, get spot from H</b></li> </ul>
<ul style="list-style-type: none"> <li>Run Opposite – clean up backside; <b>Watch QB</b>, backside, H has forward / backward on option to his side</li> <li>Pitchman on option – know what B can do: <b>B CANNOT: hold – cut – personal foul</b></li> </ul>	<ul style="list-style-type: none"> <li>L &amp; H should mirror each other on all plays (spots)</li> <li>Run to your side – watch blocks in front of runner</li> </ul>

**HOLDING CATEGORIES: Grab & Restrict \* Hook & Restrict \* Takedown \* Tackle**

<b>Be a great dead ball official</b>	<b>Bring in new ball</b>	<b>Clock Awareness</b>
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## PASS PLAY

<ul style="list-style-type: none"> <li>Be aware of switches</li> <li>Watch receiver push off (<b>OPI</b>)</li> <li>Focus on players while ball is in the air [ <b>feet/must be inbounds then ball (man – zone – ball)</b>]</li> <li><b>PASS INTERFERENCE:</b> Requires (1) Obvious intent to impede, (2) Physical Contact, (3) Catchable ball</li> <li><b>OPI</b> – Begins at snap (15yds): (1) Block downfield, (2) Creates separation, (3) Drives through established defender</li> <li><b>DPI</b> – Live Ball with ball in air (auto 1<sup>st</sup>): You must place the action into one of six categories. (1) Not playing ball, (2) Playing through back, (3) Grab/restrict, (4) Arm bar, (5) Cut off, (6) Hook &amp; turn</li> <li><b>OTHER DPI FACTORS:</b> &lt;15yd spot foul; &gt;15yd 15 from PS; Snapped between 17 &amp; 2 and foul inside the two ball at the 2 yd line <i>** ½ distance DOES NOT apply to DPI IF the ball is snapped outside the 2-yard line (exception is on the PAT) **</i></li> <li><b>RCVR Steps OOB:</b> Hat down, .... if he touches before B, or an official, LIVE BALL – ILT, LOD He becomes <b>INELEGIBLE</b> and there can be NO DPI (if receiver is pushed out and he reestablishes inbounds before the catch, he IS eligible)</li> <li><b>BBW:</b> B <b>cannot</b> cut R beyond NZ, LIVE BALL – BBW (15 yards)</li> <li><b>Touched in flight:</b> signal, no OPI or DPI (can have PF)</li> </ul>	<ul style="list-style-type: none"> <li>If pressed watch key only</li> <li><b>HOLDING OF receiver:</b> <b>Before</b> pass – <b>Live Ball (holding=1<sup>st</sup> down – 10yds – previous spot)</b></li> </ul>	<ul style="list-style-type: none"> <li>If no press – watch threats</li> <li>DB holding RCVR-must be BIG</li> </ul>
<ul style="list-style-type: none"> <li><b>ODD PLAYS:</b> <b>Safety</b> – B intercepts, fumbles (provides impetus), ball inside 5yd line &amp; ball becomes dead in or out of the EZ <b>Offensive Pick Play</b> – Be especially aware inside 20yd line (read formations) <b>Bubble Screen</b> – No OPI if ball caught &lt;1yd downfield</li> </ul>		
<ul style="list-style-type: none"> <li><b>CATCH:</b> Firm possession and contacting ground with any part of the body (must complete the process!) Whether a receiver MIGHT have landed inbounds makes NO difference <b>Catchable – help on determination, when in question, catchable</b></li> </ul>		
<ul style="list-style-type: none"> <li>BBW: Never allowed on COP</li> </ul>	<ul style="list-style-type: none"> <li>Turnover = reverse mechanics – (use cross-field mechanics for spot with H)</li> </ul>	

<b>Be a great dead ball official</b>	<b>Bring in new ball</b>	<b>Clock Awareness</b>
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## SCRIMMAGE KICK

<ul style="list-style-type: none"> <li>After snap, stay on LOS until kick crosses, be aware of holding on the corners and by protector backs; up backs may NOT block below the waist; help R/C if defensive player illegally blocked into kicker; if bad snap, then L moves into backfield to help R/C work play; H will stay on LOS to rule kick behind/beyond NZ; ball kicked beyond LOS is foul that causes play to become dead.</li> </ul>			
<ul style="list-style-type: none"> <li>Illegal Touching by A – bean bag</li> </ul>	<ul style="list-style-type: none"> <li><b>B in chase mode? = HOLD/IBB</b></li> </ul>	<ul style="list-style-type: none"> <li><b>A can recover – NO ADVANCE (DB)</b></li> </ul>	<ul style="list-style-type: none"> <li><b>A can advance a FUMBLE</b></li> </ul>
<ul style="list-style-type: none"> <li><b>Fair Catch</b> – ball is dead, signaler afforded protection, cannot block (LB – illegal block 15yds) &amp; B CANNOT advance after fair catch (Dead ball – DOG 5 yards)</li> <li><b>Forced Touching is NO touching</b> (ignore touching when opponent is blocked into ball or ball is batted into opponent)</li> <li><b>TOUCHBACK</b> – ball strikes ground in the EZ – untouched by B (dead ball)</li> <li><b>A OOB on own</b>, cannot return (hat and flag – Live Ball 5yds)</li> <li><b>It matters WHERE The ball is!!</b></li> <li>Interference with catch – KCI (spot – 15yds); <b>B has right to complete catch with fair catch signal, even if muffed</b></li> <li><b>BBW: Live ball</b>, A or B, 15 yards</li> <li><b>IBB: Live ball</b>, A or B, 10 yards</li> <li><b>BBW: Never allowed on Kick plays</b></li> </ul>			
<ul style="list-style-type: none"> <li><b>ODD PLAYS:</b> <b>All plays by A during kick can be tacked on to the dead ball spot, except KCI (spot foul)</b> <b>Momentum Rule</b> – applies between 5-yard line and Goal Line (Catch or recovery inside the 5 – toss bean bag at spot of catch/recovery) <b>Safety</b> – B fumbles ball (provides impetus) inside 5-yard line &amp; ball becomes dead in EZ or out of EZ <b>B give “get away” signal any time during the kick</b> – Dead ball upon possession <b>Illegal touching</b> – consequences of touching by A are eliminated if there are offsetting fouls or an accepted penalty <b>Ball DOES NOT cross the NZ</b> - either team can recover and advance (A can still pass or kick it) NOTE: <b>KCI does not apply if ball does not cross</b> <b>Ball DOES cross the NZ</b> – A can touch or recover but cannot advance</li> </ul>			
<ul style="list-style-type: none"> <li><b>PSK:</b> Foul during the Kick by B, ball crosses NZ, B in possession at end of kick</li> <li><b>Field Goal:</b> If ball hits the cross bar or goal post and bounces back into field of play (A or B), the ball is dead</li> </ul>			

# PRE-GAME CHECKLIST – HEAD LINESMAN



POINTS OF EMPHASIS		
• <b>SLOW DOWN!!</b>	• Process the play	• <b>Focus and Concentrate every play – Mental Toughness</b>
• <b>Make it BIG</b>	• If you “think”, it’s NOT	• <b>Help R with ING: Ball back to LOS &amp; Receiver in area</b>
• <b>SLI: 1<sup>st</sup> No Flag, two 5yds, after 15</b>	• Run-OOB-Clock- RFP	-Know and communicate clock status – <u>Every play</u>
• Be sure, then flag	• Discuss pass keys and switches BJ & SJ	• Ensure you move with a purpose
• Know when under-2 mins Also when under-1 min.	• Review Rule Changes	• Look coaches in the face, eye to eye, and be honest and sincere.
• <b>Goal line:</b> H/L will have GL from 7yd line in. Down & Distance will dictate how quickly the move is to the GL		
• <b>Try to communicate with the sideline in a professional and courteous manner.</b>		
• <b>Be the calming influence when a coach is upset and wants an answer.</b>		
PRE-GAME		
• Enter and leave field with entire crew	• Know location of <b>security</b>	<b>Check – Game Clock</b>
• Meet both coaches W/SJ after R/U discussions-Introduction	• 60 Min. “L” ends. Buffer Zone 45-45 begins – Monitor Players	
• <b>Walk sideline</b> with Side Judge	<b>Opening Kick Off – Be Prepared</b>	• Work plays, sideline catches and talk to players about formations
• Look for uniform infractions/issues, report to SJ	• Discussion with Ball personnel	
• <b>Discussion with Chain Crew and LJ:</b> - Long/Short with box man -Measurement procedures, communicate down/yd line every play -Sweep plays, drop straight back and never move unless indicated.	-Change of possession – Press box side	
	-Running plays outside numbers and long incomplete pass- be ready	
	• Bring Home team to field before 7-minute mark for National Anthem. (or bring them at the 5:00 mark)	
PRE-SNAP RITUAL		
• <b>Clean up previous play</b> – accordion, move back from Bottom of #'s, don't turn back to players	• Need to know number of key, tackle, DE on your side & WR that might FST	
• Make sure down box has correct down	• Count offensive players when in huddle	
• Status of clock – assist R in all timing, downs, penalties	• Know number of restricted blockers	
• Give visual and be vocal on subs to R	• Check legality of formation (count backs)	
• Make sure sideline is clear	• Locate keys – snap shot at snap	
• Know down, distance and situation (pass/run)	• Focus and concentrate	
<b>Be a great dead ball official</b>		<b>Hustle – but don't hurry</b>
FREE KICKS		
• Position on sideline, 2 steps deep in EZ for view of pylon	• <b>Pooch kick</b> – A can catch kick provided no KCI by A	
• Count B players & communicate with R/LJ	• <b>Free kick other sideline</b> – move forward off GL & help with forward progress while working backside ( <i>cross-field</i> )	
• Wind clock if touched by B in field of play in my 2/3rds	• <b>Free kick in your zone</b> – hold GL until possessed then follow play watching blocks in front of runner (wedge?)	
• <b>Momentum</b> – 5yd line and in-& carries the ball into EZ & ball is dead in EZ; B ball at spot of recovery, mark with bean bag	• Forward progress to the 2-yard line (on any return)	
• Kick in EZ: Untouched by B & hits EZ, dead ball-touchback	• All fouls by A during kick can be tacked on EXCEPT KCI	
• Kick in EZ: Touch by B in field of play, rolls into EZ, live ball; B recovers Touchback; A recovers Touchdown	• <b>Block Below Waist: NEVER ALLOWED on kick plays</b>	
• <b>Free Kick OOB – B touches ball with foot on sideline</b>	• Live Ball – BBW (15 yards)	
• <b>Free Kick OOB – 3 options: 30 yds from kick, Re-kick 5 yd back or spot of OOB plus 5 yd tack-on</b>	• Block in back (A or B)	
KCI can occur on kicks where ball is kicked directly into ground and ball bounces high as to look as if it was off tee	• Live Ball – IBB (10 yards)	
• Fair Catch – Ball is DEAD, signaler protected, <b>cannot block</b> Live Ball – Illegal block (15 yards)	• <b>What can A do?</b>	
• <b>Onside kick – 6 in the box. Bean bag in hand. HL will line up at 40-yard line, responsible for whether ball kicked into ground and then helping with illegal touching as well as illegal block</b>	-A Can Recover but Can Not Advance a Kick	
• <b>A touch allowed: 1. After touching B, 2. Touching something beyond B's line, 3. Breaks B's plan and remains</b>	-Look for Fair Catch Signal on Pooch Kicks	
• <b>Forced touching – NO TOUCHING</b> (Ignore touching when opponent is blocked into ball, or ball is batted into opponent)		
Be a great dead ball official, open vision	Check the game clock, especially on short kicks	

# PRE-GAME CHECKLIST – HEAD LINESMAN



RUNNING PLAY			
<ul style="list-style-type: none"> <li><b>Fouls at the snap</b>; live ball fouls that offense &amp; defense can correct until snap – these become fouls at the snap: <b>DOF-ILS-ILF-ILM</b></li> <li>Fouls at the snap by offense – <b>Make FST is possible</b></li> <li>L &amp; H should mirror each other on all plays (spots)</li> <li>Snap, Tackle, then Key – tackle will determine if run</li> <li>Watch blockers in zone once play is read as run</li> <li>Run Opposite – clean up backside; <b>Watch QB</b>, backside</li> <li>Pitchman on option, punch backward if run is your way – know what B can do: <b>B CANNOT: hold – cut – personal foul</b></li> </ul>		<ul style="list-style-type: none"> <li>Forward progress to the 2-yard line</li> <li>Ball snapped inside 7yd line going in – HL responsibility to move crew</li> <li>Go to LTG then progress to GL</li> <li>Ball snapped inside the 5yd line going out – Reverse GL</li> <li>Hold LOS at snap, then go to GL and rule on safety/forward progress</li> <li>Use cross-field when forward progress is close to sideline and runner has been pushed back by defense</li> <li>-Be there for your LOS partner, when they need help on a spot</li> <li>Sliding QB – down when slide starts, not where he touches</li> </ul>	
<p><b>LJ has spots when forward progress in backfield is close to sideline (let play end and then move up and get spot from LJ) HL spots on forward progress in middle of the field Since we are downfield on pass plays: HL and LJ should mirror each other on every play.</b></p>			
<p>Sweeps: Watch TE or OT for holding, stay at LOS and retreat backwards, let play go by and then step up to straddle sideline following runner. Sweep away or Option away-help clean up and watch backside blocks; responsible for pitchman on options (defense cannot hold, cut, or commit personal foul against pitchman)</p>			
<p><b>HOLDING CATEGORIES: Grab &amp; Restrict * Hook &amp; Restrict * Takedown * Tackle</b></p>			
<p><b>Be a great dead ball official</b></p>	<p><b>“Right here, right now!”</b></p>		<p><b>Check game clock</b></p>
PASS PLAY			
<ul style="list-style-type: none"> <li>Be aware of switches</li> <li>Watch RCVR push off (<b>OPI</b>)</li> </ul>	<ul style="list-style-type: none"> <li>If pressed watch key only</li> <li><b>HOLDING OF RCVR: Before</b> pass – <b>Live Ball (holding=1<sup>st</sup> down – 10yds – previous spot)</b></li> </ul>	<ul style="list-style-type: none"> <li>If no press – watch threats</li> <li><b>Formation Will Dictate Your Key</b></li> </ul>	<ul style="list-style-type: none"> <li>DB holding RCVR-must be BIG</li> </ul>
<ul style="list-style-type: none"> <li>Focus on players while ball is in the air [ <b>feet then ball (man – zone – ball)</b>]</li> <li><b>PASS INTERFERENCE:</b> Requires (1) Obvious intent to impede, (2) Physical contact, (3) Catchable ball</li> <li><b>OPI</b> – Begins at snap (15yds): <b>(1) Block</b> downfield, <b>(2) Creates separation</b>, <b>(3) Drives through established receiver</b> <b>(4) Pick plays</b></li> <li><b>DPI</b> – Live Ball with ball in air (auto 1<sup>st</sup>): You must place the action into one of six categories. <b>(1) Early contact</b> not playing ball, <b>(2) Playing through back</b>, <b>(3) Grab/restrict</b>, <b>(4) Arm bar</b>, <b>(5) Cut off</b>, <b>(6) Hook &amp; turn</b></li> <li><b>OTHER DPI FACTORS:</b> &lt;15yd spot foul, help deep officials; &gt;15yd 15 from PS; Snapped between 17 &amp; 2 = ball @ 2-yard line <b>** ½ distance DOES NOT apply to DPI IF the ball is snapped outside the 2-yard line (exception is on the PAT) **</b></li> <li><b>RCVR Steps OOB:</b> Hat down; if he touches before B, or an official, LIVE BALL – ITP, LOD He becomes <b>INELEGIBLE</b> and there can be NO DPI (if receiver is pushed out, he IS eligible)</li> <li><b>BBW:</b> B <b>cannot</b> cut R beyond NZ, LIVE BALL – BBW (15 yards)</li> <li><b>Touched in flight:</b> signal, no OPI or DPI (can have PF)</li> <li><b>ODD PLAYS: Safety</b> – B intercepts, fumbles (provides impetus), ball inside 5yd line &amp; ball becomes dead in or out of the EZ <b>Offensive Pick Play</b> – Be especially aware inside 20yd line (read formations) <b>Bubble Screen</b> – No OPI if ball caught &lt;1yd downfield</li> <li><b>CATCH:</b> Firm possession and contacting ground with any part of the body (must complete the process!) Whether a receiver MIGHT have landed inbounds makes NO difference <b>Catchable – help on determination, if doubt, catchable</b></li> <li>Turnover = reverse mechanics – (use cross-field mechanics for spot with LJ), NO BBW -Hard plane on IDP at 3 yds</li> </ul>			
<p><b>Be a great dead ball official</b></p>	<p><b>“Right here, right now!”</b></p>		<p><b>Check game clock</b></p>
SCRIMMAGE KICK			
<ul style="list-style-type: none"> <li>After snap, stay on LOS until kick crosses, be aware of holding on the corners and by protector backs; up backs may NOT block below the waist; help R if defensive player illegally blocked into kicker; if bad snap, then L moves into backfield to help R work play; H will stay on LOS to rule kick behind/beyond NZ; ball kicked beyond LOS is foul that causes play to become dead. Kick formation- kicker at 10 yds, know # exceptions</li> <li>Illegal Touching by A – bean bag</li> <li><b>B in chase mode? = HOLD/IBB</b></li> <li>A can recover – NO ADVANCE (DB)</li> <li>A can advance a FUMBLE</li> <li>Fair Catch – ball is dead, signaler afforded protection, cannot block (LB – illegal block 15yds) &amp; B CANNOT advance after fair catch (Dead ball – DOG 5 yards)</li> <li>Forced Touching is NO touching (ignore touching when opponent is blocked into ball or ball is batted into opponent)</li> <li>TOUCHBACK – ball strikes ground in the EZ – untouched by B (dead ball)</li> <li>A OOB on own, cannot return (hat and flag – Live Ball 5yds)</li> <li>It matters WHERE The ball is!!</li> <li>Interference with catch – KCI (spot – 15yds); B has right to complete catch with fair catch signal, even if muffed</li> <li>BBW: Live ball, A or B, 15 yards</li> <li>IBB: Live ball, A or B, 10 yards</li> <li>BBW: Never allowed on Kick plays</li> <li><b>ODD PLAYS: All plays by A during kick can be tacked on to the dead ball spot, except KCI (spot foul)</b> <b>Safety</b> – B fumbles ball (provides impetus) inside 5-yard line &amp; ball becomes dead in EZ or out of EZ <b>B gives “get away” signal any time during the kick</b> – Dead ball upon possession <b>A illegal touching</b> – consequences of touching are eliminated if there are offsetting fouls or an accepted penalty <b>Ball DOES NOT cross the NZ</b> - either team can recover and advance (A can still pass or kick it) NOTE: <b>KCI does not apply if ball does not cross</b> <b>Ball DOES cross the NZ</b> – A can touch or recover but cannot advance</li> <li><b>PSK:</b> Foul during the Kick by B, ball crosses NZ, B in possession at end of down</li> <li><b>Field Goal:</b> If ball hits the cross bar or goal post and bounces back into field of play (A or B), the ball is dead</li> </ul>			
<p><b>Be a great dead ball official</b></p>	<p><b>“Right here, right now!”</b></p>		<p><b>Check game clock</b></p>

# PRE-GAME CHECKLIST – UMPIRE



POINTS OF EMPHASIS – 8 MAN MECHANICS		
• <b>SLOW DOWN!!</b>	• <b>Process the play</b>	• <b>Be sure there is a foul, then throw the flag</b>
• Runs on OB on “Ready”	• FWD progress behind LOS	• <b>Philosophy:</b> If you think it’s a foul, it’s not! Make <b>FOULs BIG</b>
(Second level blocking: Legal/Illegal)		• <b>CLOCKS:</b> Be aware of both clocks EVERY play & Clock Status
• <b>Use preliminary signals (ONLY IF ONE FLAG DOWN)</b>		• <b>Measurements-</b> Keep chain away from ball, place chain on press box side
• <b>Know</b> when under <b>2 mins</b> also, when under <b>1 min</b> . Communicate this with crew		
• <b>OT TEAM TIME OUTS:</b> Extra periods allow one time out per team. Unused timeouts – <b>Do Not</b> carryover to OT		
• <b>Substitution:</b> <b>** Be aware of late substitution by REFEREE on offensive side. Defense must be allowed to match up **</b>		
PRE-GAME		
• <b>Check – All equipment</b>	• Re-check casts on field	• <b>Visit OL &amp; DL Drills and Work / Talk to Big People</b>
• <b>Observe snapper for any unusual movements with CJ</b>		• <b>Review PAT &amp; hash mark locations when field has multiple set.</b>
• Review stop sign with center; CJ will discuss his sub mechanics as well		• Keep observation of both teams equal
• Find Leaders on Offensive & Defensive line work to establish rapport		• Mentally start to think ball mechanics, working with CJ
• <b>Leave field with crew when teams exit</b>		
PRE-SNAP RITUAL		
• <b>Down &amp; Distance — Formation – Clock Status – Subs</b>		• <b>Key Football – Clean Snap</b>
• Know & Communicate when Clock is Under 2:00 in 2 <sup>nd</sup> & 4 <sup>th</sup> qtr		• Know & Communicate under 1:00 in 2 <sup>nd</sup> & 4 <sup>th</sup> qtr for :10 sec. RO
• Position – 7 to 8 yds from LOS – Hold Position.		• KEY – Guard – Center – Guard for FST
• Identify Blitzes/Immediate defensive threats.		• <b>Focus!! Tip – Can you remember what your keys did last play?</b>
• <b>Read Run – Immediate threats and transition to 2<sup>nd</sup> level quickly</b>		• <b>Read pass – Stop &amp; Watch</b>
<b>Be a great dead ball official</b>		<b>Hustle – but don’t hurry</b>
FREE KICKS		
• <b>Every kick is inside until it is not!!</b>		• <b>Move Downfield 10 to 15 yds.</b>
• <b>Work Wide - Back of White/Move hard to Hash (Settle/ Illegal Touch /Bag)</b>		• <b>FJ &amp; SJ Responsible for Ball Driven into Ground</b>
• <b>Illegal Block - Flag</b>		• <b>HL &amp; LJ Responsible for Ball Driven into Ground on Short Free Kicks</b>
• <b>Talk with K players during dead ball period KOF/5yd belt/foot on 30</b>		• Count K with BJ & CJ
• OFK – Hard or soft plane. <b>A cannot block B until they are eligible to touch the ball</b>		• Help on Ball Kicked into Ground
• Communicate & confirm coverage in pre-game with crew (#4 and #5 CJ has kicker)		• <b>Always think short kick!</b>
• <b>Touchback –25 yd. Line.</b>		• <b>Live Ball – K going out of bounds (5yds) when K returns</b>
• Kick to “other side” = Watch A’s block before they are eligible to touch		• <b>A can advance a Fumble</b>
• <b>A can recover – but A cannot advance a kick (Ball is Dead)</b>		• <b>Interference with catch</b>
• <b>Fair Catch = Ball is Dead</b>		• <b>Spot Foul – KCI</b> on A (15 yds)
• <b>Signaler gets protection but cannot block unless he touches ball</b>		• Live Ball – Illegal Block by A (5yds) before A can legally recover ball
• <b>Live Ball – Illegal low block by B = 15yds</b>		• Pooch Kick – A can catch it provided there is no KCI by A
• <b>Free Kick OOB (untouched by B) – 3 options:</b> 30 yards from kick Re-kick; 5-yard penalty Spot OOB plus 5-yard tack-on		• <b>All fouls by A during Free Kick can be tacked on – EXCEPT KCI</b>
• <b>Most Common Fouls – Once Free Kick is Made:</b> - <b>Live ball –(BWW) Block below waist on A or B (15yds)</b> - <b>Live ball – (IBB) Block in the Back on A or B (10yds)</b>		• <b>A Touching Allowed:</b> After touching B Touching something beyond B’s line. Breaks B’s plane & remains.
• <b>Odd Things That Happen During Kicks:</b> <b>Forward handing</b> <b>Forced Touching – No touching (Ignore touching when opponent is blocked into ball, or ball is batted into opponent)</b>		• <b>Illegal Touching by A and NO PENALTY is involved, A cannot get the football</b> <b>**If B has foul – A can get ball.</b>
• <b>Help with Game Clock</b>		• B is afforded protection to complete catch if fair catch signal is given or not – also if driven into ground ( <i>one bounce</i> )
• <b>Blocking below the waist - NEVER ALLOWED on any kick or change of possession play</b>		• <b>NO or SLOW WHISTLES ON FAIR CATCH SIGNALS</b>
<b>Be a great dead ball official</b>		<b>Check game clock</b>

# PRE-GAME CHECKLIST – UMPIRE



RUNNING PLAY		
<ul style="list-style-type: none"> <li>• <b>Make sure Ball is legally snapped</b></li> <li>• Bean Bags = Problems – Slow or No Bean Bags.</li> <li>• <b>Slow flag, see the entire play before ruling Foul, MAKE IT BIG!!</b></li> <li>• <b>Immediate threats on keys, transition quickly to 2<sup>nd</sup> level blocks</b> Watch for action of defender creating advantage by holding</li> <li>• Tight plays make sure wing officials get into position to work</li> <li>• <b>Have Field Presence:</b> Players <b>MUST</b> feel your Strength Around the Pile!!</li> <li>• BWW is Illegal – know the exceptions. BWW toward own goal line beyond LOS by anyone is illegal (15yds)</li> </ul>	<ul style="list-style-type: none"> <li>• <b>Keep eyes out of Offensive Backfield</b></li> <li>• <b>Key Double Team Blocks for possible CHB/DH</b></li> <li>• <b>TALK, TALK, TALK, TALK, TALK - To The Players</b></li> <li>• CJ will spot the ball every play unless it lands at your feet and can be Put down quickly</li> <li>• <b>Pick UP and Hand Dirty Ball to the Covering Official when the play ends at/near the Line to Gain!</b></li> </ul>	
<b>HOLDING CATEGORIES: Grab &amp; Restrict * Takedown * * Tackle (Hook &amp; Restrict)</b>		
<b>Be a great dead ball official</b>	<b>Bring in NEW BALL</b>	<b>Check GAME CLOCK</b>
PASS PLAY		
<ul style="list-style-type: none"> <li>• <b>guard – center – guard &amp; associated double teams</b></li> <li>• Point of attach – LB or safety blitz Through A or B gap</li> <li>• <b>Hold Position, allow crossing receivers to go in front of you</b></li> <li>• Turn on short and low passes to assist with ball hitting ground</li> <li>• <b>Communicate with the players that the ball is gone</b></li> </ul>	<ul style="list-style-type: none"> <li>• <b>Keep eyes out of offensive backfield</b></li> <li>• <b>Think possible pull &amp; shoot - DH</b></li> <li>• New ball from the side that incomplete pass went out on; get to CJ</li> <li>• <b>U – Has LOS on passes if snapped inside the 7</b></li> <li>• <b>Rule on lineman Downfield</b> ** Key pass play on HL side / LJ when behind the LOS</li> </ul>	
<b>Be a great dead ball official</b>	<b>Ball Mechanics</b>	<b>Check GAME CLOCK</b>
SCRIMMAGE KICK		
<ul style="list-style-type: none"> <li>• <b>Fair catch = Ball is Dead</b></li> <li>• <b>ALERT: non-football moves by D (DOD)</b></li> <li>• <b>IBB: Live ball ( A or B) 10 yards</b></li> <li>• Turn after first wave passes – Expect the Unexpected</li> <li>• <b>LOS on ball snapped over punter's head</b></li> <li>• <b>Forced Touching is NO touching</b> (ignore touching when opponent is blocked into ball or ball is batted into opponent)</li> <li>• <b>Interference with catch – KCI (spot – 15yds); B has right to complete catch with fair catch signal, even if muffed</b></li> <li>• <b>ODD PLAYS:</b> All plays by A during kick can be tacked on to the dead ball spot, except KCI (spot foul) <b>Momentum Rule</b> – applies between 5-yard line and goal line (catch or recovery inside the 5 – toss bean bag at spot of catch/recover) <b>Safety</b> – B fumbles ball (provides impetus) inside 5-yard line &amp; ball becomes dead in EZ or out of EZ <b>B give “get away” signal any time during the kick</b> – Dead ball upon possession <b>A illegal touching</b> – consequences of touching are eliminated if there are offsetting fouls or an accepted penalty <b>Ball DOES NOT cross the NZ</b> - either team can recover and advance (A can still pass or kick it) NOTE: <b>KCI does not apply if ball does not cross</b> <b>Ball DOES cross the NZ</b> – A can touch or recover but cannot advance</li> <li>• <b>PSK:</b> Foul during the Kick by B, ball crosses NZ, B in possession at end of kick</li> <li>• <b>BBW: Never allowed on kick plays or change of possession</b></li> <li>• <b>Field Goal:</b> If ball hits the cross bar or goal post and bounces back into field of play (A or B), the ball is dead</li> </ul>	<ul style="list-style-type: none"> <li>• <b>Illegal Block</b> – Live ball by B (15yds) PSK</li> <li>• <b>B in chase mode? = HOLD/IBB</b></li> <li>• <b>BBW: Live Ball (A or B) 15yds</b></li> </ul>	<ul style="list-style-type: none"> <li>• <b>A can advance a FUMBLE</b></li> <li>• <b>A can recover – NO ADVANCE (DB)</b></li> <li>• <b>Field Goal: 3 on 1 is illegal; No leaping from beyond one yard of LOS; can't land on anybody</b></li> <li>• <b>B cannot advance ball after fair catch signal</b></li> <li>• <b>It matters WHERE the ball is!!</b></li> </ul>
<b>Be a great dead ball official</b>	<b>Bring in new ball from press box side</b>	<b>Check game clock</b>
PHILOSOPHY		
<ul style="list-style-type: none"> <li>• <b>Be a Calming influence for your crew, players/coaches</b></li> <li>• <b>Make R look good by helping the Crew</b></li> <li>• Use the Media Timeouts and dead ball periods to communicate with the players. <b>Listen to their concerns. Diffuse possible conflicts.</b></li> <li>• <b>BALL MECHANICS – Clean up play. Think and communicate one-minute ball mechanics with crew</b></li> <li>• <b>Work so hard that you don't have a flag for game management. However, if they earn it – Flag it</b></li> <li>• <b>When in Hurry up Offense – CJ will spot every ball, Umpire can spot if it lands at feet and can be put down quickly</b></li> <li>• <b>Helmet Off:</b> Player leaves for 1 down, unless last play of the 1<sup>st</sup> half or caused by penalty (<i>Cannot participate beyond immediate action: 15 yds. PF</i>) ** Possible: 10 sec runoff or team TO can buy player back in.</li> </ul>	<ul style="list-style-type: none"> <li>• <b>Help Keep Crew Communication clear for the Referee</b></li> <li>• <b>Try to get ball spotted within 10 Seconds</b></li> <li>• <b>Confirm penalty enforcement. with CJ with 1-2-3</b></li> </ul>	<ul style="list-style-type: none"> <li>• <b>Keep track of UNS Fouls for the Crew</b></li> <li>• <b>Reminder:</b> Two UNS = ejection</li> <li>• <b>Clean snap/guard-center-guard</b></li> <li>• <b>Numbers of Lineman/Numbering Exception</b></li> <li>• <b>BE A GREAT DEAD BALL OFFICIAL</b></li> </ul>

# PRE-GAME CHECKLIST – REFEREE



POINTS OF EMPHASIS		
<ul style="list-style-type: none"> <li>• <b>SLOW DOWN!!</b></li> </ul>	<ul style="list-style-type: none"> <li>• Process the play</li> </ul>	<ul style="list-style-type: none"> <li>• Get crew involved (conference) so they can communicate with coaches.</li> </ul>
<ul style="list-style-type: none"> <li>• <b>Make it BIG</b></li> </ul>	<ul style="list-style-type: none"> <li>• If you “think”, it’s NOT</li> </ul>	<ul style="list-style-type: none"> <li>• Any forcible contact to QB above shoulders is a foul as is forcible contact at or below the knee</li> </ul>
<ul style="list-style-type: none"> <li>• <b>Take enough time to get it right.</b></li> </ul>	<ul style="list-style-type: none"> <li>• Run-OOB-Clock- RFP</li> </ul>	<ul style="list-style-type: none"> <li>• Give a preliminary signal to press box if multiple fouls and a delay in announcement.</li> </ul>
<ul style="list-style-type: none"> <li>• Be sure, then flag</li> </ul>	<ul style="list-style-type: none"> <li>• Know Clock Status</li> </ul>	<ul style="list-style-type: none"> <li>• Play clock status on injury: 0:40 defense &amp; 0:25 offense</li> </ul>
<ul style="list-style-type: none"> <li>• Know when under-2 min. Also when under-1 min.</li> </ul>	<ul style="list-style-type: none"> <li>• Know the helmet-off play clock rules</li> </ul>	<ul style="list-style-type: none"> <li>• Look coaches in the face, eye to eye; be honest and sincere.</li> </ul>
<ul style="list-style-type: none"> <li>• <b>Know Helmet Off, Eligibility, &amp; Timing Rules. Helmet off player re-engages or blocked = Personal Foul</b></li> </ul>		
<p><b>Be the calming influence when a coach is upset and wants an answer.</b></p>		
PRE-GAME		
<ul style="list-style-type: none"> <li>• Enter field with entire crew</li> </ul>		<ul style="list-style-type: none"> <li>• Know location of <b>game day manager/security!</b></li> </ul>
<ul style="list-style-type: none"> <li>• Meet both coaches w/U Introductions &amp; discussions. Remove your hat as a sign of respect!</li> </ul>		<ul style="list-style-type: none"> <li>• Review conference bulletins &amp; conference call topics.</li> </ul>
<ul style="list-style-type: none"> <li>• Talk to clock operators w/SJ, LJ, BJ</li> </ul>		<ul style="list-style-type: none"> <li>• Work plays, observe kickers, talk with QB’s</li> </ul>
<ul style="list-style-type: none"> <li>• <b>Communicate pertinent information from coaches to the crew</b></li> </ul>		<ul style="list-style-type: none"> <li>• Mic check in locker room &amp; both ends of field (change batteries at half time)</li> </ul>
<ul style="list-style-type: none"> <li>• Check with game management about weather &amp; lighting meter.</li> </ul>		<ul style="list-style-type: none"> <li>• <b>Leave field with crew when teams exit</b></li> </ul>
<p><b>Check – Game Clock</b></p>		
PRE-SNAP RITUAL		
<ul style="list-style-type: none"> <li>• Check &amp; know clock status</li> <li>• Know when under 2:00 (restarting clock) &amp; under 1:00 (10-sec run-off-including helmet-off or injury)</li> <li>• Communicate it with crew prior to snap</li> </ul>		<ul style="list-style-type: none"> <li>• Helmets off &amp; injury – play clock rules:                             <ul style="list-style-type: none"> <li>• 0:40 if defensive player</li> <li>• 0:25 if offensive player</li> </ul> </li> </ul>
<ul style="list-style-type: none"> <li>• Check down &amp; distance: Know 5-yard tape on chains</li> </ul>		<ul style="list-style-type: none"> <li>• Know lateral ball position and tackle box</li> </ul>
<ul style="list-style-type: none"> <li>• Position: right side of QB, 12-15 yds deep &amp; about 1 yd wider than TE</li> </ul>		<ul style="list-style-type: none"> <li>• Know number of restricted blockers</li> </ul>
<ul style="list-style-type: none"> <li>• Recognize substitutions – count offensive team and confirm with U</li> </ul>		<ul style="list-style-type: none"> <li>• Backs restricted or unrestricted?</li> </ul>
<ul style="list-style-type: none"> <li>• Visualize the tackle box - take tackle(s) as formation dictates</li> </ul>		<ul style="list-style-type: none"> <li>• Communicate with red hat for media time-outs</li> </ul>
<p><b>Be a great dead ball official</b></p>		<p><b>Hustle – but don’t hurry</b></p>
FREE KICKS		
<ul style="list-style-type: none"> <li>• Make a decision if a short kick is possible: Signal crew to adjust their position (6 in box).</li> <li>• Positioning: Set up initially in middle of EZ – adjust as receiver moves to catch the ball.</li> </ul>		<ul style="list-style-type: none"> <li>• <b>Touching/Possession:</b> Possession by A (if muffed by B) = Dead Ball. Fumble recovery = A can advance. A may possess provided it is not KCI, kick has gone 10 yds or has been touched by B. (Either pooched or one bounce into the ground).</li> </ul>
<ul style="list-style-type: none"> <li>• <b>Keys:</b> Work first threats in middle of field and threats in front of runner. Primary for illegal wedge formation</li> </ul>		<ul style="list-style-type: none"> <li>• <b>Illegal Touching</b> by A and no B penalty is involved – A can’t get the football. If B fouls – A can get the ball.</li> </ul>
<ul style="list-style-type: none"> <li>• <b>Free Kick Out of Bounds:</b> (Untouched by B) B has the choice of 5yd previous spot, 5 yd tack on or 30 yds in advance of the kick. (35 yd line)</li> </ul>		<ul style="list-style-type: none"> <li>• <b>Forced Touching</b> – No Touching (ignore touching when opponent is blocked into the ball, or ball is batted into opponent)</li> </ul>
<ul style="list-style-type: none"> <li>• All Fouls by A during a free kick tack on to dead ball spot – except KCI.</li> <li>• <b>Illegal Wedge Formation</b> – (Not a foul on a Touchback)</li> </ul>		<ul style="list-style-type: none"> <li>• <b>Illegal Formation:</b> (Less than 4 on each side of the kicker when ball is kicked)</li> </ul>
<p><b>Be a Great Dead Ball Official</b></p>		<p><b>Check Game Clock</b></p>

# PRE-GAME CHECKLIST – REFEREE



RUNNING PLAY	
<b>Clocks</b> – Check & know status. Fumble forward OOB = Back to the spot of the fumble & clock on RFP. Fumble backwards OOB = @ Spot.	
<b>Keys:</b> Key tackle on your side of the formation. Know tackle box & backs that are restricted & unrestricted As the running play develops-take the front side of the POA. If the QB keeps the ball chase him from far hash to the SL on your side of the field.	<ul style="list-style-type: none"> <li>• Be aware of H/L &amp; L/H blocks (CHB)</li> <li>• Watch RB blocks for CHB &amp; BBW</li> <li>• Option Play – The back side should clean up the QB. Check with LJ &amp; HL to make sure they have your back.</li> </ul>
<b>Be a great dead ball official</b>	<ul style="list-style-type: none"> <li>• 4<sup>th</sup> Down Fumble Rule – Only the (Team A) fumbler is allowed to advance the ball. Any other Team A possession (Dead Ball)</li> </ul>
PASS PLAY	
<b>Keys:</b> Key tackle on my side. Responsible for false starts by backs. Watch backs who step up for low blocks & CHB As the pocket breaks down focus on the QB and most threatening defender. When you have a potential foul by your key and potential contact to the QB – ALWAYS work the contact on the QB first! Move to improve look Stay with QB and protect	
<ul style="list-style-type: none"> <li>• <b>Forward Pass/Fumble:</b> Watch throwing hand – floater or empty hand = fumble. past apex = forward pass</li> </ul>	
<b>ING:</b> If QB is under duress, think ING (tackle box). Get eye contact with LOS official, go to spot of throw and look for HELP! <ul style="list-style-type: none"> <li>• Only player who controls snap may legally ground the ball</li> <li>• If under duress and outside tackle box, must get ball past LOS, inside pocket must have receiver in the area</li> </ul>	
<b>Be a great dead ball official</b>	
Field Goal	
<ul style="list-style-type: none"> <li>• <b>Position:</b> Face the holder-5 yards behind holder. Take a quick look for holding on the outside.</li> <li>• <b>Keys:</b> Look on the holder/ball. Be aware if he muffs the snap.</li> <li>• Stay with kicker after a blocked kick</li> <li>• Reminder – no carry-over of penalties on a successful field goal</li> </ul>	
<ul style="list-style-type: none"> <li>• <b>RRK/RNK:</b> Plant leg – Roughing Kicking leg – Running into Holder displaced – Roughing – otherwise Running into</li> </ul>	
<ul style="list-style-type: none"> <li>• <b>Reminders:</b> Think about what holder can do with football.</li> <li>• If unsuccessful pay attention to succeeding spot.</li> </ul>	
<ul style="list-style-type: none"> <li>• <b>Clocks:</b> Check the game clock</li> <li>• Game clock <b>always</b> stops after kick down regardless of down &amp; starts on succeeding snap.</li> </ul>	
SCRIMMAGE KICK	
<ul style="list-style-type: none"> <li>• <b>PUNT Position:</b> Always on right side, not quite as wide and 1-2 yards behind kicker. Watch for protectors - holding</li> <li>• <b>RRK/RNK:</b> No RRK or RNK if ball carried out of tackle box then punted. Plant leg – roughing; Kicking leg – running into</li> <li>• <b>Shield Block Leaper</b> – Leap inside tackle box &amp; directly over opponent is illegal</li> </ul>	
<ul style="list-style-type: none"> <li>• <b>All Fouls by A on kicks that cross NZ can be tacked on EXCEPT - KCI</b></li> </ul>	<ul style="list-style-type: none"> <li>• <b>Clocks – Know &amp; Check Status</b></li> </ul>
<ul style="list-style-type: none"> <li>• <b>Illegal Touching:</b>                      Consequence of illegal touching is eliminated if there are offsetting fouls or an accepted penalty                      Ball does not cross the neutral zone – Either team can pick it up and run (A can also pass or kick legally)                      Ball does cross the neutral zone and B touches – A can touch or recover but not advance.</li> </ul>	
<ul style="list-style-type: none"> <li>• <b>Game clock always stops after kick regardless of down &amp; starts on succeeding snap.</b></li> </ul>	
OVERTIME	
<ul style="list-style-type: none"> <li>• <b>Crew Meeting:</b> Meet with the crew at mid-field to discuss procedures &amp; carry-over fouls</li> <li>• <b>Coin Toss:</b> Visitor calls toss. Loser of the toss gets first option in subsequent even numbered periods.</li> <li>• Only do coin toss with captains for 1<sup>st</sup> OT period</li> <li>• All subsequent OT periods use microphone to announce who is on offense and end of field that period will be played</li> <li>• <b>Time Outs:</b> Extra periods – allow one timeout only per team. Unused timeouts do not carry over.</li> <li>• <b>Fouls:</b> After change of team possession fouls are declined by rule (EXCEPT) flagrant PF's, UNS and dead ball PF's.                      A score by a team committing a foul is canceled by rule.                      If both teams foul, but team B did not foul before possession, fouls offset &amp; down is not repeated.</li> <li>• <b>Scoring:</b> If Team B scores (except on a Try) – Team B wins the game. Must attempt two point try after 2<sup>nd</sup> OT Period.</li> </ul>	