PRE-GAME CHECKLIST - BACK JUDGE



	POINTS OF	EMPHASIS		
• SLOW DOWN!! Process the play	OWN YOUR POSITION	• Discuss pass keys and switches with HL, LJ, SJ, FJ		
• Make it BIG	• If you "think", it's NOT	Illegal Substitution: In formation – no attempt to leave – kill it, dead ball foul; if running off field, live ball foul.		
Be sure there is a foul and then throw the flag.	Record media time outs Time the time out!	Media timeouts – go to red hat-leave red hat at :30 (hard 30); use whistle @ 15 seconds, motion to each side, hand up; point to refewhen ready to play		
Officiate players	Dead Ball Officiate	Signal to referee if we need to reset the play clock.		
• Know when under 2 mins Also when under 1 min.	Know #'s of all eligible receivers in formation.	Clocks – be aware of both clocks EVERY play. Under 1 & under 2		
Overtime timeouts-allow only one	e per team. Unused timeouts do not c	arry over to the OT period.		
• Measurements: firm hand on the ball.	ball, downfield position, shading away	r from the pressbox - make sure that TV has an unobstructed view of the		
	PRE-	GAME		
Check all clock locations & coording	nate time w/clock operators	Know where and how you will communicate with the press box		
• Know location of 1st/2nd half kicko	off game ball (coordinate with C)	• Meet the red hat & discuss format, his location and procedures to use		
Meet w/Play Clock & Game Clock	Operators with SJ/BJ	Start watch on countdown to kick off. Observe kickers & receivers		
Sunny Day – Remind KR of limitati	<u> </u>	Enter field with R, U, and C.		
6 game balls from each team (unle		Control NO FLY ZONE		
the balls between $12.5 - 13.5$.	ess we have sad weathery. Inhate	•Record coin toss results.		
	PRE-SNA	P RITUAL		
Know who is restricted and unrest		Check play clock – make sure it started. Check game clock for status.		
 Set up 25 yds downfield – Shade s not to give up too much field. 	slightly to my keys side being careful	 Read pass-back pedal—be prepared to switch keys or zone up. Read run-stop and focus in front of POA. 		
Ball on or inside the 25 yd. line: See	et up on the end line. Know and	• Signal: thumb up=11; open palms below waist<11, twirl index finger		
communicate when game clock is		> than 11 (recount)		
Play-Clock @ :00-look to see if sna	ap has been madewhistle-flag	Always know down, distance, yard line, & the formation TIGHT END IS OUT OF THE TACKLE BOX		
Know clock status on every play				
Be a great de	ead ball official	Hustle – but don't hurry		
		KICKS		
• Ensure game clock is set at 15:00		• Illegal touch - bag. Illegal block – flag.		
Ensure play clock is set at 25 for K(8) hand ball to center judge, rem		 On-side kick to my side-ball responsibility-illegal touch by K before ba is touched or goes 10 yards. 		
BJ @ K's restraining line press box		Move to position above the numbers and ease downfield 10-15 Yds.		
	– mirroring with umpire. Count K	from kick line. Know spacing.		
with U and C. Bean bag in hand.		Communicate with U on how far to come in on KO		
 Kickoff –4 & 5 on your side. Be al Free kick OB-(Untouched by R) Liv 		OFK-soft plane on deep kicks – hard plane on short free kicks. On-side kick to other side-watch "K" block before they are eligible to		
Re-kick, spot OB +5 yds, or 30yds		touch – Who initiates block?		
K-Can recover but K can't advance	e a kick. K-can advance a fumble.	R-gets protection if the kick is driven into the ground and pops up into		
• R-Has the right to complete the ca		the air. If the kick hits the ground a second time and then bounds up		
• Fair catch – the hall is dead. Signa		into the air, there is no protection for the receiving team. •Most common foul once the free kick is made: Live Ball – (BBW) block		
 Fair catch – the ball is dead. Signaler gets protection, can't block unless he touches the ball. 		below waist on R (15 yds). Live ball – (IBB) block in the back & holding		
		(10 yds). Live Ball – (IBK) illegal block on kick (5 yds)		
	can be tacked on to the dead ball spot			
	allowed on any kick or change of poss	ession play. ked into the ball, or ball is batted into opponent.		
		nd R's line, (3) Breaks R's plane & remains.		
	enalty Enforcements	Kill the Clock at the End of the Play		
	RUNNII	NG PLAY		
•Check formation for restricted & u	inrestricted players in relationship to	Key – third receiver in a trips formation.		

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low blocks. If you read run, go to t	he POA while observing the action	Watch initial action on and by my key. Read play – then react.			
as it is developing in and around th	e POA.	Don't bail out too quickly.			
 Running Play – watch blocks in fro 	nt of runner and at POA.	Before signaling TD, make eye contact with FJ or SJ to confirm.			
 Be alert for players going to groun 	d and using leg to trip or whip.	Turnover-watch for low blocks and clean up behind play.			
Holding-Must have a visual restrict	tion and have an effect on the play.	• Forward fumble OOBback to fumble spot & clock on the ready (snap			
Need to be at Goal Line when the	runner crosses if beat, get to	if under 2 min in 2 nd and 4 th). • Fumble backwards OOB-@ OOB spot			
where you can officiate.		and on the ready.			
• 4th Down Fumble Rule - Only the	fumbler (Team A) is allowed to	Never leave opposing players behi	nd you!		
advance the ball. Ball dead if any o		Talk to players and use preventive			
SUBS	SUBS Check Play Clock Assist with Game Clock				
		PLAY			
Read initial action on and by-Key	Don't officiate air!	B-may not cut rec. beyond NZ.	Complete the process of a Catch!		
When in doubt – it is catchable!		balance formation "L" is strong side	be aware of switches		
		pre-game and throughout the game.			
	Obvious intent to impede, (2) Physic				
	th A and B as receivers, each with a ri				
		a, (3) Drives through established received	ver (4) Pick Play		
	o 1st): You must place the action into		rei, (4) i lek i lay		
			6) Hook & turn		
(1) Not playing ball, (2) Playing through back, (3) Grab/restrict, (4) Arm bar, (5) Cut off, (6) Hook & turn • OTHER DPI FACTORS: <15yd spot foul; >15yd 15 from PS; 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) **					
• Watch for Receiver pushing off and creating separation. Focus on players (and their hands) while the ball is in the air. Airborne player toward					
SL – Look @ feet, ball, then check & see if he completed the process of a catch. Bang, bang, plays = incomplete – no DPI.					
Once key is NOT threatened – zone		Hustle but don't hurry – manage s			
• ODD PLAYS: Safety – B intercepts, fumbles (provides impetus), ball inside 5yd line & ball becomes dead in or out of the EZ					
	- Be especially aware inside 20yd line		out of the LL		
	OPI if ball caught <1yd downfield	(read formations)			
		v (must complete the process!) If rece	eiver is going to the ground.		
• CATCH: 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. Blocking below the waist is never allowed on change of possession or any kick play.					
I continue to watch him until he cor	mpletes the process. Blocking below				
Turnover: Be Alert for low Blocks	and Clean up Behind the Play.	the waist is never allowed on change	of possession or any kick play.		
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PRE-GAME CHECKLIST – FIELD JUDGE



			DOINT	OF EMPH	IACIC				
SLOW DOWN!	• Process the	nlav	• Be sure there				AVE IT BIG		• Don't QUIT officiating!!
	ı	. , ,			•		: Launch, Th	rust.	
Get Stationary to R			y: If you "think", i		St	-	rike, Crown		• Save the Crew!
Keep side line CLE/	AR!!	-	• SLI:1st –Warning;2nd/3rd-5yds- 4th -15yd				se & Confide	L L	Be Decisive!!!
Don't be afraid to r								ss switches	
• CLOCKS: Game/Play		• Runs on O	• Runs on OOB at "Ready for Play"			Know and	d communic	ate when un	der-2 min & <1 min
• OT : 1 TO per team period. No carry ove	r	, and the second	le box, 10-2, Restr	icted/Un-rest	ricted			•	DEAD BALL OFFICIATE!!!
• Substitution: Be aware of late Substitution by Offense. Defense is allowed to match up (If next step player will be off, Player is off!)				• Illegal Sub (Leaving F		-		attempt to	leave) Dead ball (5 yds) –
• MEASUREMENTS: Press box side brings i				•UNS/ Taun	ting			Bring side on	in CLEAN ball- Press box COP
Be a calming infl	uence Comr	nunicate witl	n the sideline in	a profession	nal and	d courte	ous manne	er.	
			Р	RE-GAME					
Start Watch, sync v	v/ game clock	• Walk	field with L, checl	k Field markin	gs, pylo	on placem	nent, obstru	ctions etc.	
Meet chain side HC	Cafter R/U conf.	• Meet	press box side HO	C, Chain Crew	& Pena	alty Recor	der • I	nstruct Ball	Boys per GDP
Uniform infractions, of	compare with L an		h K's, P's and QB's	<u> </u>		•			ers, Side line catches etc.
				-		ntains @			OCk (Escort to hash & remain)
			DDE			ptunis @	1110 30 117 3		CON (Estate to hash a remain)
	1.0.	• • • •		SNAP RITU			/-		
Game and Play close Game and Play close		Set-up 20 yards							Key/Defender/ Formation
Count defense (confi		Clear Sideline (Read run – Sta	, , , , , , , , , , , , , , , , , , ,	Substitution Vacan Cook				ert to Switch	Unrestricted players BBW
 Read pass – Backpe Ball outside 7 yd lir 				• Keep Good					
• 40/25 -SJ & FJ back		ai Line extenue	:u	 Ball on/or inside 7 yd line-At back pylon, 45 deg and then move with play Know & Communicate w Game Clock < 2:00 & 1:00 in 2nd & 4th Qtrs. 					
• Identify keys	ар юг вз								ostitution (5 yds)
Confirm down & D	istance with L &	В							
Be a great Dead b			this play: Pass o	• If > than 11 in formation = Dead ball – Illegal Substitution (5yds) or Run					
				REE KICKS			<u>'</u>		
Know Time on Gam	ne Clock at begir	nning and end		ve hand on be	an bag	g	Illegal To	uch = Bag	• Illegal Block = Flag
• 45 yd line (30 SKO)	_	_	of white				• Count K a	ınd R, confir	m with SJ
• Communicate & co				er kick move 10					
• Always Think – Sho			ouched by R in m			all status			chback = 25 yd line
Watch K going OutKick to "My side" =			e Offside by				g out of bou e on R (5yds		
Kick to "Other Side		•					Block by K	_	
K can recover- but						dvance a f			lert for FC signal.
• Free kick Out-of-Bo			<u>Live Ball</u> – <u>KOB</u> : <u>F</u>		<u>s</u> (30yd	ls from ki	ck or Re-kic	k -5 or OOB	spot +5)
Interference with C								provided No	
• R has the right to c			Catch Signal." If botton, can't block						
• Fair Catch = Ball is	Dead. Signa	aier gets protec		in the Box	nes ba	III • <u>LI</u>	<u>ve ball – ille</u>	gal Block by	K (15yus)
Communicate resp	onsibilities with	I & R ● Pos	ition is same as al		k" Bacl	k of White	<u> </u>	• R's restra	aining line = Hard Plane
	Know if ball be			Officiate thr			e Alert for F0		Illegal Touching by K
Ball kicked deep, re							ow Down, Se	_	DEAD BALL OFFICIATE!!!
		ا	Most Common	Fouls – Once	ball is	s kicked			
1) Live ball- Block in			Live ball- Holding		L0yds				(A or B) (BBW) = 15yds
All fouls by K during			the dead ball sp	ot except KCI		• Esco	rt opposite o	colors out of	sideline
ODD Things that ca		_					- I		
			ing when oppone						ng line & romains
			oall, if R initiates						ng line & remains
			can't get the footl						
Blocking below was						-			
Press box sid	le bring in new l	pall	Be a GREA	T Dead ball Of	fficial!!	!!		Check (Game Clock

RUNNING PLAY						
• Key Widest player to my side & know his # & 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				
		"Crackback "&"Peel-backs blocks" not a	<u>, , , , , , , , , , , , , , , , , , , </u>			
• LOS has spot all the way to the		Watch blocks in front of runner to my	·			
Officiate Threats!!!! ALERT fo		Escort opposite colors out of the side I	•			
Watch for runner out of bounds-		Dead Ball – Personal Foul = 15yds				
	sideline get less leeway - Late hit OC		heck Game clock			
			chind GL then it's a touchback or safety			
		spot & clock starts on Ready. If <2 mi				
	imbler (Team A) is allowed to advance th		ed 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 SJ					
Accordion: Jog in after play to keep a		•	•			
	ead Ball Official		Game Clock			
BE 0 0000 B		SS PLAY	dame clock			
Know Key and Defender #	Be Aware of Switches	If pressed = watch my key only	No Press = Watch Threats			
Read Action on my Key		ss – holding=Auto 1st if pass crosses NZ-				
, ,						
• PASS INTERFERENCE: Requires:	(1) Obvious intent to impede	e – ball)] - Feel the Ball - Watch for Tai (2) Physical Contact (3) Catc	nable ball			
· · · · · · · · · · · · · · · · · · ·		. , ,				
		efender 3) Creating Separation (foul) v	Gaining Separation (no foul) 4) PICKS			
	to 1st): You must place the action in		(6) Hook & turn			
) Grab/restrict, (4) Arm bar, (5) Cut off,	(6) Hook & turn ed between 17 & 2 = ball @ 2-yard line			
*			· · · · · · · · · · · · · · · · · · ·			
		napped outside the 2-yard line (except - flag, LIVE BALL Foul– Illegal Touching,				
		be eligible to catch ball. If A is airborne				
	nd NZ, LIVE BALL – BBW (15 yards)	• Ball Touched in flight: signal, no ple occurs inside 5yd line, original mom				
		• • •				
		all is ruled dead in the EZ. If the ball is f				
	still can apply. Otherwise, if the ball leaves the EZ momentum is off and the results are a safety or TD.					
Safety – B intercepts, fumbles (provides impetus) & ball becomes dead in or out of the EZ						
Offensive Pick Play – Be	especially aware inside 20yd line (re	omes dead in or out of the EZ ad formations) - Make sure crossing ro				
Offensive Pick Play – Be Bubble Screen – No OPI	especially aware inside 20yd line (re if ball caught <1yd downfield	ad formations) - Make sure crossing ro	utes are "clean"			
Offensive Pick Play – Be Bubble Screen – No OPI • CATCH: Firm possession and cont	especially aware inside 20yd line (re if ball caught <1yd downfield acting ground with any part of the b	and formations) - Make sure crossing ro	utes are "clean"			
Offensive Pick Play – Be Bubble Screen – No OPI i CATCH: Firm possession and cont Whether a receiver MIGH	especially aware inside 20yd line (re if ball caught <1yd downfield acting ground with any part of the k IT have landed inbounds makes NO	oody inbounds (must complete the pro difference Pushed OOB vs. Held	utes are "clean" cess!) and Carried			
Offensive Pick Play – Be Bubble Screen – No OPI i CATCH: Firm possession and cont Whether a receiver MIGH Catchable – help on dete	especially aware inside 20yd line (re if ball caught <1yd downfield acting ground with any part of the b IT have landed inbounds makes NO rmination, if in doubt it is catchable	oody inbounds (must complete the pro difference Pushed OOB vs. Held e Escort Opposite Colo	utes are "clean" cess!) and Carried or out of Sideline			
Offensive Pick Play – Be Bubble Screen – No OPI i CATCH: Firm possession and cont Whether a receiver MIGH Catchable – help on dete BBW: Never allowed on COP	especially aware inside 20yd line (re if ball caught <1yd downfield acting ground with any part of the k IT have landed inbounds makes NO rmination, if in doubt it is catchable • Turnover = reverse mechanics –	oody inbounds (must complete the pro difference Pushed OOB vs. Held Escort Opposite Colo (use cross-field mechanics for spot wit	utes are "clean" cess!) and Carried or out of Sideline h SJ)			
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Offensive Pick Play – Be Bubble Screen – No OPI CATCH: Firm possession and cont Whether a receiver MIGH Catchable – help on dete BBW: Never allowed on COP Be a great dead ball official	especially aware inside 20yd line (reif ball caught <1yd downfield acting ground with any part of the ball have landed inbounds makes NO rmination, if in doubt it is catchable • Turnover = reverse mechanics — Ball SCRIM	ody inbounds (must complete the prodifference Pushed OOB vs. Held Escort Opposite Colc (use cross-field mechanics for spot wit Mechanics	utes are "clean" cess!) and Carried or out of Sideline h SJ) Check game clock			
Offensive Pick Play – Be Bubble Screen – No OPI i CATCH: Firm possession and cont Whether a receiver MIGH Catchable – help on dete BBW: Never allowed on COP Be a great dead ball official KEY = Know your Flyers #	especially aware inside 20yd line (reif ball caught <1yd downfield acting ground with any part of the ket have landed inbounds makes NO rmination, if in doubt it is catchable • Turnover = reverse mechanics — Ball SCRIM • Take outside "threat"	pody inbounds (must complete the prodifference Pushed OOB vs. Held Escort Opposite Color (use cross-field mechanics for spot with Mage Kick • Line up parallel w SJ/BJ	utes are "clean" cess!) and Carried or out of Sideline h SJ) Check game clock • Punts inside 50 be at pylon;			
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PRE-GAME CHECKLIST – SIDE JUDGE



			POINTS	OF FM	IPHASIS	<u> </u>			
• SLOW DOWN!	• Process the	play	Be sure there				r flag; MAKE IT BIG • Don't QUIT officiating!!		
Get Stationary to ru	•		• Philosophy: If you "think" it's NOT a foul			Targeting: Thrust, Cro	Launch,	Strike	• Save the Crew!
Keep side line CLEA	R!!	• SLI	: 1st two= 5yds, after =1	5yds		Show pois		fidence.	Be decisive!!!
Don't be afraid to m		_	e preliminary signals (if 1						s with BJ & H
CLOCKS: Game/Play of	clock every play	_						-2 min <mark>& <1</mark> n	
• OT : 1 TO per team p	per Extra		-						
period, no carry over		• BB	W, Tackle Box, 10-2, Res	tricted/U	nrestricted	a			DEAD BALL OFFICIATE!!!
Substitution: Be aw is allowed to match			•	_				no attempt t	o leave)
is allowed to match up (If next step player will be off, player is off!) • MEASUREMENTS: Keep players back (out of Pressbox/ TV camera view) • UNS, Taunting									
			e with the sideline in a			d courted	us man	ner.	
De a canning inne		- Control		RE-GAN		u courtee	os man		
• Instruct game clock	operator with I	,				hock field	marking	s nulon nlaco	ment, obstructions etc.
 Instruct game clock Meet press box HC a 	•		Meet/greet home head					s, pyloti piace	ment, obstructions etc.
conference.			recorder				'	• Instruct ball	boys
Uniform infractions,	, compare with H	and F	 Watch K's, P's and QB's 	-					vers, Side line catches etc.
			•	Have hor	ne captair	ns @ the 5	0 w/ 5:0	0 on the clock	; escort to hash & remain
			PRE-S	NAP R	ITUAL				
Game and play clock	k status	• Set-up	p 20 yards downfield	Clock	/Substitution	ns/Down & D	istance/Ba	II Placement/Co	unt/Key/Defender/ Formation
• Count defense (confi	rm with FJ & BJ)	• Clear	Sideline (6ft area)	• Subs	titution M	lechanics	• Thi	ink "restricted	d/ unrestricted players
• Read pass – backpe	dal	• Read	run – stay & watch play	• Keep	good cusl	hion	• Be	alert to switc	hes
Ball outside 7 yd line	e = set up at go	al line ex	rtended	• Ball i	nside 7 yd	l line = At l	oack pylo	n, position by	y formation adjust for play
• 40/25 -SJ & FJ backı	up for BJ			• Knov	v & comm	unicate w	/ game c	lock < 2:00 &	1:00 in 2 nd & 4 th Qtrs.
Identify keys				• If > t	han 11 <mark>& p</mark>	player exit	ing = <u>Live</u>	e ball – Illega	Substitution (5 yds)
Confirm down & Dis	stance with H &	В		• If > t	han 11 in f	formation	= Dead b	oall – Illegal S	ubstitution (5yds)
Be a great dead ba	all official	Think a	about this play: pass o	r run	Hustle	– but do	n't hurr	y I	Cnow the Situation
			FR	EE KIC	KS				
Know time on game	clock at begins	ning and			n bean ba	ıg	• Illegal	touch = bag	• Illegal block = flag
			n back of white (stay there					K and R, conf	
Communicate & cor								ve action on keys	Goal line resp.
• Always think - shor			lock if touched by R in m			all status			chback = 25 yd line
Watch K going out co	of bounds on his	own - <u>F</u>	He cannot return.	Flag	• Live Ba	II - K going	out of b	ounds (5yds	_
• Kick to "my side" = I	bag illegal touc	hing	Offside by R		• Live Ba	II – <u>Offsid</u>	e on R (5	yds)	
• Kick to "other side"	= watch K's blo	cks befo	re they are eligible to to	uch	• Live Ba	II – Illegal	block by	K (5yds)	
K can recover- but K	cannot advanc	e a kick.	(ball is dead)		• K can a	dvance a f	umble.	• Be	alert for FC signal.
• Free kick out-of-box	ınds – (untouch	ed by R)	• <u>Live ball</u> – <u>KOB</u>	: R has 3	choices (3	Oyds from	kick or r	e-kick -5 or C	OOB spot +5)
			e) = <u>spot foul- KCI on K (1</u>	_				ick provided	
			a "fair catch signal." If ba					·	
• Fair catch = Ball is D	ead. • Sigr	aler gets	s protection, can't block	unless he	touches b	oall • <u>Liv</u>	<u>e ball</u> – <u>I</u>	llegal block b	<u>y R (15yds)</u>
				in the Bo					
Communicate response			·						raining line = hard plane
Bean bag IN hand				 Officiate 				r FC Signal	Illegal touching by K
Ball kicked deep, ret	treat, let runne	pass yo	ou, forward progress, pos				ow down,	see play	DEAD BALL OFFICIATE!!!!
4) 11 11 11 11 11 11	1./4 = 1./	- · · ·	Most Common I				1 11 1 1	111	1 (A D) (E T) (A) := 1
1) Live ball- block in b					i) = 10yds				t (A or B) (BBW) = 15yds
			red on the dead ball spo	τ		• Escor	τ opposi	te colors out	ot sideline
ODD things that car			- Indian - I	1-111	Cara la U				
_	Forced touching = No touching (Ignore touching when opponent is blocked into ball or ball is batted into opponent) A touching allowed: 1) After touching B 2) Touching something beyond B's restraining line 3) Breaks B's restraining line & remains								
						ing line 3) preaks	ь s restrainin	g ime & remains
		iaity IS II	nvolved: "A" can't get th	е тоотра	II				
If foul by B – A can		WED a	n any kick or after a chair	go of no	coccion				
		OVED OF	n any kick or after a chan					Ch.	usk gama slask
iviay brin	g in new ball		Be a great I	JEAU BAI	LL OFFICIA	AL!!!!		Che	ck game clock

PRE-GAME CHECKLIST – SIDE JUDGE



~					
		RUN	INING PLAY	1	
Key widest player to my side & kn	ow his # an	d the defenders #	• Press cover	age= stay with key	Not pressed = progress to next threat
Don't bail out too quickly			Be aware of		• Watch initial block by my key
Watch for blocks below waist (BBV)	V) Know res	tricted vs. unrestricte			pelow waist (BBW)= 15yds
• LOS has spot all the way to the 2					my side. Clean up backside!
Officiate Threats!!! ALERT fo			site colors out of the si	,	
•Watch for runner out of bounds- La		•		Personal foul = 15yds	
Runner going north/south along si				1 C1301101 1001 - 13yus	Check Game clock
• All Fumble Rules:	de-ilile get i	ess leeway - late flit c	ЛОВ		- Check dame clock
Fumble forward OOB = back to	a fumble spe	at & clack starts on De	aadv		
Fumble backwards OOB = @ s	•		•	Ath quarter clock starts	on snan
• Try 4th down fumble rule: Only the fun	•			•	ered by any other "A" player prior to COP
Change of possession: reverse med		Have forward progres		Use cross field mech	
					•
Accordion: Jog in after play to keep a		Ball mechanics if near	ar your side line	Talk to players and p	
BE a good dea	ad ball offici			Chec	k game clock
		P	ASS PLAY		
Know key and defender #	•Be aware	of switches	• If press	sed = watch my key only	• No press = watch threats
Read defender action on my Key	HOLDING	G OF receiver: before	pass – (holdin	g=1 st down – 10yds – p	revious spot) MAKE IT BIG!
Focus on players while ball is in the					
• PASS INTERFERENCE: Requires:		us intent to impede	(2) Physica		chable ball
• OPI – Begins at snap (15yds): (1) B					
• DPI – Live Ball with ball in air (auto					ary vo. gammig separation (no rour)
	•	•		t, (4) Arm bar, (5) Cut o	ff (6) Hook & turn
					ped between 17 & 2 = ball @ 2-yard line
				de the 2-yard line (exce	
• RCVR Steps OOB: Hat down, if h			_		
					ins eligible but must return ASAP)
BBW: B cannot cut R beyond NZ, L					no OPI or DPI (can have PF)
• ODD PLAYS: Momentum – Catch					
	-	·		id in or out of end zone	
				e & ball becomes dead	n or out of the EZ
		lly aware inside 20yd		nations)	
		ught <1yd downfield		1	
CATCH: Firm possession and conta					
Whether a receiver MIGH				Pushed OOB vs. he	
Catchable – help on deter				Escort opposite co	
BBW: Never allowed on COP	Turnover			eld mechanics for spot	
Be a great dead ball official		Ва	ll mechanics		Check game clock
		SCRIN	MAGE KIC	CK	
• KEY = Know your Flyers #	• Be aware	e of switches		parallel w FJ/BJ	Punts inside the 50 yd line be at
• If double team on flyer = Must		Key – Usually flyer		= Two steps back	pylon: Adjust for wind
be a take-down or spin around		se mode? = HOLD/IBE		ball from SL to SL	• Illegal Touching by A – Bean Bag
for HOLDING (10 yds)		– OH/IBB B (10yrds)		cover – NO ADVANCE (DE	
• Fair Catch – <u>ball is dead</u> , signaler afforded protection, cannot block (LB – illegal block 15yds PSK) & B CANNOT advance after ANY signal (<u>Dead ball – DOG 5 yards</u>)					
• 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 5yrds)					
-					
• It is WHERE The ball is!! Not player		* *		•	rith fair catch signal, even if muffed in air
• BRW-Live hall A or D 45 yards					ve 1 yd area for B to catch – No bang/bang
• BBW: Live ball, A or B, 15 yards • ODD PLAYS:	- IDD. LIVE	ball , A or B, 10 yards	- DDVV: I	Never allowed on kicks/CC	• Forward progress to the 2yd line
	Library and the A	a Alexander			
Be prepared to call off KCI if A is					21 /
All fouls by A during kick can be					
Momentum Rule – applies betwee					bag at spot of catch/recover)
Safety – B fumbles ball (provides		•		a in EZ or out of EZ	
B give "get away" signal any tim					I.
A illegal touching – consequence					
				ass or kick it) NOTE: KC	I does not apply if ball does not cross
Ball DOES cross the NZ – A can to					
 PSK: Foul during the Kick by B, ball 		·			
A Field Coals If hall hits the cross has or goal post and housess hack into field of play (A or D) = The hall is dead					

• 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

PRE-GAME CHECKLIST – LINE JUDGE



	POINTS OF	FEMPHASIS			
• SLOW DOWN!!	Process the play	Discuss pass keys and switches with BJ & FJ			
Make it BIG	• If you "think", it's NOT	Help R with ING: Ball back to LOS & receiver in area			
• SLI : Warn, 2@ 5 yds, 1@15 yds; Contact = 15 yds	• Run-OOB-Clock-RFP	• L has FWD/BWD pass unless option to H			
Be sure, then flag	• Prelim signals (if 1 flag)	• Measurements – H duties 1 st half, L duties 2 nd 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.			
• Goal line: H/L will have GL fro	om 7yd line in. Down & distance ar	nd LTG will dictate how quickly the move is to the GL			
	sideline in a professional and cou an a coach is upset and wants an a				
	PRE-0	GAME			
Enter field with entire crew	• Check – Game Clock	Know location of security			
Meet visiting coach w/FJ after R/I	U discussions-introduction	Cover mechanics with chain crew, combo meeting – H&L			
Walk sideline with Field Judge		Work plays, talk to players about formations			
Look for uniform infractions/issue	es	Work sideline pass plays (catches)			
•Discussion with Ball Boys:		Leave field with crew when teams exit			
*Change of Possession – ball from *Running plays outside numbers g *Incomplete pass ball to sideline –	give new ball to F	Bring your team to field before 7-minute mark for National Anthem. (or bring them at the 5:00 mark)			
	PRE-SNA	P RITUAL			
Clean up previous play – accordid bottom of #'s, don't turn back to		Need to know number of key, tackle, DE on your side WR that might FST			
Make sure down box has correct		Count offensive players			
• Status of clock – assist R in all tim	ing, downs, penalties	Known number of restricted blockers Check legality of formation (count backs)			
Subs Make sure sideline is clear		Locate keys – snap shot at snap			
Know down, distance and situation	on (pass/run)	Focus and concentrate			
Be a great de	ead ball official	Hustle – but don't hurry			
	FREE	KICKS			
• Position on sideline, 2 steps deep	in EZ for view of pylon	Pooch kick – A can catch kick provided no KCI by A			
Count B players & communicate v		• Free kick other sideline – move forward off GL & help			
Wind clock if touched by B in field	d of play in my 2/3 and in-& carries the ball into EZ & ball	with forward progress while working backside (cross-field) • Free kick in your zone – hold GL until possessed then			
is dead in EZ; B ball at spot of reco	overy, mark with bean bag	follow play watching blocks in front of runner (wedge?)			
• Kick in EZ: Untouched by B & hits		Forward progress to the 2-yard line (on any return) Plant Balance Maintain MEMOR and Michael Progress			
 Kick in EZ: Touch by B in field of p ball; B recovers Touchback; A reco 	•	Block Below Waist: NEVER ALLOWED on kick plays Live Ball – BBW (15 yards)			
	ds OOB=B at spot, B catch 1 foot in,	Block in back (A or B) Live Ball – IBB (10 yards)			
1 foot out=free kick OOB		 Illegal wedge 3 or more 15 yds spot foul 			
• Free Kick OOB – 3 options:					
 30 yards from kick Re-kick; 5-yard penalty 					
- Spot OOB plus 5-yard tac	k-on	All fouls by A during Free Kick can be tacked on to the			
• Fair Catch – Ball is DEAD, signaler Live Ball – Illega	protected, cannot block al block (15 yards)	Dead Ball spot – EXECPT KCI			
		r whether ball kicked into ground and then helping with illegal touching			
	bag, no low blocks, Illegal touch = bea	n bag 's line, 3. Breaks B's plane and remains beyond			
		ocked into ball, or ball is batted into opponent			
		Ill bounces high as to look as if it was off tee (also can fair catch)			
Be a great de	ead ball official	Clock Awareness			

PRE-GAME CHECKLIST – LINE JUDGE



	RUNNI	NG PLAY					
• Fouls at the span, live hall fouls th			•				
• Fouls at the snap; live ball fouls th		Forward progress to the 2-yard line Pall spanned inside 7vd line going in . Gl responsibility.					
can correct until snap – these beco	i-ILF-ILM	Ball snapped inside 7yd line going in – GL responsibility Paspageible for spots behind LOS					
		Responsible for spots behind LOS	ing and Danage Cl				
• Fouls at the snap by offense – Mal		Ball snapped inside the 5yd line go					
• Snap, Tackle, then Key – tackle wil		Go to GL at snap, rule on safety/fo					
Watch blockers in zone once play		Use H (cross-field) when forward p	_				
• • • • • • • • • • • • • • • • • • • •	Watch QB, backside, H has forward	sideline and runner has been push	-				
/ backward on option to his side		Go slow, officiate players, get spo					
• Pitchman on option – know what I		• L & H should mirror each other on					
B CANNOT: hold – cut – persona		• Run to your side – watch blocks in	front of runner				
	HOLDING CATEGORIES: Grab & Restric	t * Hook & Restrict * Takedown * Tackle					
Be a great dead ball official	Bring in	new ball	Clock Awareness				
	PASS	PLAY					
Be aware of switches	If pressed watch key only	 If no press – watch threats 	•DB holding RCVR-must be BIG				
 Watch receiver push off (OPI) 	• HOLDING OF receiver: Before pas	s – Live Ball (holding=1 st down – 10yd	s – previous spot)				
• Focus on players while ball is in th	e air [feet/must be inbounds then ba						
	Obvious intent to impede, (2) Physic						
		n, (3) Drives through established defen	der				
• DPI – Live Ball with ball in air (auto	1st): You must place the action into	one of six categories.					
(1) Not playir	g ball, (2) Playing through back, (3) Gi	rab/restrict, (4) Arm bar, (5) Cut off, (6	i) Hook & turn				
• OTHER DRI FACTORS: «15 vd and)	foul > 1 Fud 1 F from DC. Channed botu	roon 17.0.2 and foul incide the ture he	Il at the 2 value				
		veen 17 & 2 and foul inside the two ba					
2 distance DC	ies NOT apply to DPT IF the ball is shap	oped outside the 2-yard line (exception	is on the PAT)				
• RCVR Steps OOB: Hat down, if	he touches before B, or an official, LIV	E BALL – ILT, LOD					
He becomes INELEGIBLE	and there can be NO DPI (if receiver	is pushed out and he reestablishes inb	ounds before the catch, he IS				
eligible)							
• BBW: B cannot cut R beyond NZ, L	IVE BALL – BBW (15 vards)	• Touched in flight: signal no OPI or	• BBW: B cannot cut R beyond NZ, LIVE BALL – BBW (15 yards) • Touched in flight: signal, no OPI or DPI (can have PF)				
		rought in ingite signar, no or ro	DPI (Call Have Pr)				
• ODD PLAYS:	(= 1 = = = 1	Touched in ingine signar, no or ro	DFI (Call flave FF)				
• ODD PLAYS:		d line & ball becomes dead in or out o					
• ODD PLAYS: Safety – B intercepts, fum		d line & ball becomes dead in or out o					
• ODD PLAYS: Safety – B intercepts, fum Offensive Pick Play – Be e	bles (provides impetus), ball inside 5y	d line & ball becomes dead in or out o					
• ODD PLAYS: Safety – B intercepts, fum Offensive Pick Play – Be e Bubble Screen – No OPI if	bles (provides impetus), ball inside 5y specially aware inside 20yd line (read	d line & ball becomes dead in or out o formations)					
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PRE-GAME CHECKLIST – HEAD LINESMAN



POINTS OF EMPHASIS					
• SLOW DOWN!!	• Process the play	Focus and Concentrate every play – Mental Toughness			
Make it BIG	• If you "think", it's NOT	Help R with ING: Ball back to LOS & Receiver in area			
• SLI : 1 st No Flag, two 5yds, after 15		-Know and communicate clock status – Every play			
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.			
• Goal line: H/L will have GL	from 7yd line in. Down & Dista	ance will dictate how quickly the move is to the GL			
Try to communicate with t	he sideline in a professional ar	nd courteous manner.			
1	ence when a coach is upset and				
3	·	GAME			
Enter and leave field with entire c					
		Know location of security Check – Game Clock			
Meet both coaches W/SJ after R/U		• 60 Min. "L" ends. Buffer Zone 45-45 begins – Monitor Players			
Walk sideline with Side Judge	Opening Kick Off – Be Prepared	Work plays, sideline catches and talk to players about formations			
 Look for uniform infractions/issue 	es, report to SJ	Discussion with Ball personnel			
Discussion with Chain Crew and L.	J: - Long/Short with box man	-Change of possession – Press box side			
-Measurement procedures, commu	-	-Running plays outside numbers and long incomplete pass- be ready			
-Sweep plays, drop straight back an	d never move unless indicated.	Bring Home team to field before 7-minute mark for National Anthem. (as bring these at the 5.00 result)			
		(or bring them at the 5:00 mark)			
	PRE-SNA	P RITUAL			
• Clean up previous play – accordio		Need to know number of key, tackle, DE on your side			
Bottom of #'s, don't turn back to		WR that might FST Count offensive players when in huddle			
Make sure down box has correct of status of clock assist B in all time.		Know number of restricted blockers			
 Status of clock – assist R in all time Give visual and be vocal on subs to 		Check legality of formation (count backs)			
Make sure sideline is clear	0 K	Locate keys – snap shot at snap			
Know down, distance and situation	n (pass/run)	Focus and concentrate			
	ead ball official	Hustle – but don't hurry			
		KICKS			
• Position on sideline, 2 steps deep	in EZ for view of pylon	Pooch kick – A can catch kick provided no KCI by A			
Count B players & communicate v	-	Free kick other sideline – move forward off GL & help			
Wind clock if touched by B in field		with forward progress while working backside (cross-field)			
Momentum – 5yd line and in-& ca in EZ; B ball at spot of recovery, m		Free kick in your zone – hold GL until possessed then follow play watching blocks in front of runner (wedge?)			
Kick in EZ: Untouched by B & hits		Forward progress to the 2-yard line (on any return)			
Kick in EZ: Touch by B in field of pl		All fouls by A during kick can be tacked on EXCEPT KCI			
ball; B recovers Touchback; A reco		Block Below Waist: NEVER ALLOWED on kick plays New Park (45 yeards)			
 Free Kick OOB – B touches ball w Free Kick OOB – 3 options: 30 yds 		Live Ball – BBW (15 yards) Block in back (A or B)			
spot of OOB plus 5 yd tack-on	s Holli Rick, Re-Rick 3 yu back of	• Live Ball – IBB (10 yards)			
	kicked directly into ground and ball				
bounces high as to look as if it was		• What can A do?			
• Fair Catch – Ball is DEAD, signaler		-A Can Recover but Can Not Advance a Kick -Look for Fair Catch Signal on Pooch Kicks			
		l line, responsible for whether ball kicked into ground and then helping			
with illegal touching as well as ille		-,p			
A touch allowed: 1. After touching	g B, 2. Touching something beyond B	's line, 3. Breaks B's plan and remains			
		locked into ball, or ball is batted into opponent			
Be a great dead ball official, open vi	ision	Check the game clock, especially on short kicks			

PRE-GAME CHECKLIST – HEAD LINESMAN



		NG PLAY						
• Fouls at the snap; live ball fouls th		Forward progress to the 2-yard line						
until snap – these become fouls at the		Ball snapped inside 7yd line going in – HL responsibility to move crew						
Fouls at the snap by offense – Make		Go to LTG then progress to GL						
• L & H should mirror each other on		Ball snapped inside the 5yd line go	_					
• Snap, Tackle, then Key – tackle wil		Hold LOS at snap, then go to GL and						
Watch blockers in zone once play i		Use cross-field when forward programs are the second programs.	gress is close to sideline and runner					
• Run Opposite – clean up backside;		has been pushed back by defense -Be there for your LOS partner, whe	n they need help on a spot					
 Pitchman on option, punch backwaknow what B can do: B CANNOT: h 		Sliding QB – down when slide star:						
	·	· ·						
☐ has spots when forward progress in backfield is close to sideline (let play end and then move up and get spot from ☐) HL spots on forward progress in middle of the field Since we are downfield on pass plays: HL and ☐ should mirror each other on every play.								
_		go by and then step up to straddle sideline	e following runner. Sweep away or					
Option away-help clean up and watch b		on options (defense cannot hold, cut, or c	ommit personal foul against pitchman)					
		ct * Hook & Restrict * Takedown * Tackle	T					
Be a great dead ball official		e, right now!"	Check game clock					
	PASS	PLAY						
Be aware of switches	If pressed watch key only	If no press – watch threats	•DB holding RCVR-must be BIG					
Watch RCVR push off (OPI)		- Live Ball (holding=1st down - 10yds -						
	e air [feet then ball (man – zone – b a		te Your Key					
) Obvious intent to impede, (2) Physic							
		n, (3) Drives through established receive	ver (4) Pick plays					
· · · · · · · · · · · · · · · · · · ·	o 1st): You must place the action into		A - 55 (C) - 0 A					
(1) Early contact no	t playing ball, (2) Playing through bac	k, (3) Grab/restrict, (4) Arm bar, (5) Cu	t off, (6) Hook & turn					
• OTHER DPI FACTORS: <15yd spot f	foul, help deep officials; >15yd 15 from	m PS; Snapped between 17 & 2 = ball (@ 2-yard line					
** ½ distance DO	DES NOT apply to DPI IF the ball is sna	pped outside the 2-yard line (exception	is on the PAT) **					
• RCVR Steps OOB: Hat down; if he	touches before B, or an official, LIVE E	BALL – ITP, LOD						
		DPI (if receiver is pushed out, he IS elig	ible)					
• BBW: B cannot cut R beyond NZ, L	IVE BALL – BBW (15 yards)	• Touched in flight: signal, no OPI o	r DPI (can have PF)					
		side 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							
The state of the s	acting ground with any part of the boo							
	T have landed inbounds makes NO di	fference						
	rmination, if doubt, catchable		22					
	use cross-field mechanics for spot with							
Be a great dead ball official		e, right now!"	Check game clock					
	SCRIMM	IAGE KICK						
		orners and by protector backs; up back						
		n L moves into backfield to help R wor						
behind/beyond NZ; ball kicked bey	ond LOS is foul that causes play to be	ecome dead. Kick formation- kicker at :	10 yds, know # exceptions					
• Illegal Touching by A – bean bag	• B in chase mode? = HOLD/IBB	A can recover – NO ADVANCE (DB)	A can advance a FUMBLE					
• Fair Catch – ball is dead, signaler afforded protection, cannot block (LB – illegal block 15yds) &B CANNOT advance after fair catch (Dead ball – DOG 5 yards)								
• Forced Touching is NO touching (ignore touching when opponent is blocked into ball or ball is batted into opponent								
• TOUCHBACK – ball strikes ground in the EZ – untouched by B (dead ball) • A OOB on own, cannot return (hat and flag – Live Ball 5yrds)								
• It matters WHERE The ball is!! • Interference with catch – KCI (spot – 15yds); B has right to complete catch with fair catch signal, even if muffed								
• BBW: Live ball, A or B, 15 yards • IBB: Live ball, A or B, 10 yards • BBW: Never allowed on Kick plays								
	ODD PLAYS: All plays by A during kick can be tacked on to the dead ball spot, except KCI (spot foul)							
	les impetus) inside 5-yard line & ball k							
	time during the kick – Dead ball upor		analtu					
			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							
	n touch or recover but cannot advance	e						
• PSK: Foul during the Kick by B, ball	n touch or recover but cannot advance I crosses NZ, B in possession at end of	e f down						
PSK: Foul during the Kick by B, ball Field Goal: If ball hits the cross bar	n touch or recover but cannot advance I crosses NZ, B in possession at end of r or goal post and bounces back into f	e f down field of play (A or B), the ball is dead	loes not apply if ball does not cross					
• PSK: Foul during the Kick by B, ball	n touch or recover but cannot advance I crosses NZ, B in possession at end of r or goal post and bounces back into f	e f down						

PRE-GAME CHECKLIST – UMPIRE



	POINTS OF EMPHASIS – 8 MAN MECHANICS					
• SLOW DOWN!!	• Process the play	Be sure there is a foul, then throw the flag				
• Runs on OB on "Ready"	• FWD progress behind LOS	• Philosophy: If you think it's a foul, it's not! Make FOULs BIG				
(Second level blocking: Legal/Ille	gal)	CLOCKS: Be aware of both clocks EVERY play & Clock Status				
Use preliminary signals (ONLY)	IF ONE FLAG DOWN)	Measurements- Keep chain away from ball, place chain on press box side				
• Know when under 2 mins also,	, when under 1 min. Communicate	e this with crew				
• OT TEAM TIME OUTS: Extra pe	eriods allow one time out per tear	n. Unused timeouts – <u>Do Not</u> carryover to OT				
• Substitution: ** Be aware of la	ate substitution by REFEREE on offe	ensive side. Defense must be allowed to match up **				
	DDE (GAME				
• Check – All equipment	Re-check casts on field	Visit OL & DL Drills and Work / Talk to Big People				
Observe snapper for any unusual		Review PAT & hash mark locations when field has multiple set.				
Review stop sign with center; CJ w		Keep observation of both teams equal				
• Find Leaders on Offensive & Defen		Mentally start to think ball mechanics, working with CJ				
Leave field with crew when teams	s exit					
	PRE-SNA	P RITUAL				
Down & Distance — Formation —	Clock Status – Subs	Key Football – Clean Snap				
Know & Communicate when Clock		Know & Communicate under 1:00 in 2 nd & 4 th qtr for :10 sec. RO				
• Position – 7 to 8 yds from LOS – Ho		KEY – Guard – Center – Guard for FST				
Identify Blitzes/Immediate defensi		Focus!! Tip – Can you remember what your keys did last play?				
• Read Run – Immediate threats an		• Read pass – Stop & Watch				
Be a great dea	ad ball official	Hustle – but don't hurry				
	FREE	KICKS				
Every kick is onside until it is not!!	I	Move Downfield 10 to 15 yds.				
Work Wide - Back of White/Move		FJ & SJ Responsible for Ball Driven into Ground				
• Illegal Block - Flag	interest (control magain control page	HL & LJ Responsible for Ball Driven into Ground on Short Free Kicks				
Talk with K players during dead ba	all period KOF/5vd belt/foot on 30	Count K with BJ & CJ				
OFK – Hard or soft plane. A cannot bl		Help on Ball Kicked into Ground				
Communicate & confirm coverage		Always think short kick!				
(#4 and #5 CJ has kicker)		Live Ball – K going out of bounds (5yds) when K returns				
• Touchback –25 yd. Line.		A can advance a Fumble				
• Kick to "other side" = Watch A's bl	ock before they are eligible to touch	Interference with catch				
• A can recover – but A cannot adva	ance a kick (Ball is Dead)	• Spot Foul – KCI on A (15 yds)				
• Fair Catch = Ball is Dead		Live Ball – Illegal Block by A (5yds) before A can legally recover ball				
Signaler gets protection but canno	t block unless he touches ball	Pooch Kick – A can catch it provided there is no KCl by A				
• Live Ball – Illegal low block by B = 1	15yds	All fouls by A during Free Kick can be tacked on – EXECPT KCI				
• Free Kick OOB (untouched by B) -	- 3 options:	A Touching Allowed:				
30 yards from kick		After touching B				
Re-kick; 5-yard penalty		Touching something beyond B's line.				
Spot OOB plus 5-yard tack-on		Breaks B's plane & remains.				
Most Common Fouls – Once Free		Illegal Touching by A and NO PENALTY is involved, A cannot get the football				
-	pelow waist on A or B (15yds)	**If B has foul – A can get ball.				
	the Back on A or B (10yds)	D is afforded protection to complete catch if fair catch signal is alread				
Odd Things That Happen During K Forward handing	AICKS:	B is afforded protection to complete catch if fair catch signal is given or not – also if driven into ground (one hourse).				
Forward handing Forced Touching – No touching	I (lanore touching when apponent	or not – also if driven into ground (one bounce)				
is blocked into ball, or ball is batted		NO or SLOW WHISTLES ON FAIR CATCH SIGNALS				
Help with Game Clock	pponenty	New Ball from Press Box Side				
•	ALLOWED on any kick or change of p					
	ad ball official	Check game clock				

PRE-GAME CHECKLIST – UMPIRE



* Make sure Ball is legally snapped * Bean Bags = Problems - Slow or No Bean Bags. * Rey Double Team Blocks for possible (HB/DH * Slow flag, see the entire play before ruling Foul, MAKE IT Bigli * Immediate threats on keys, transition quickly to 2" level blocks Watch for action of defender creating advantage by holding * Tight plays make sure wing officials get into position to work * Have Field Presence: Player MUST feel your Streeph Around the Pile!! * BWW is Illegal – know the exceptions. BWW toward own goal line beyond LOS by anyone is Illegal (15yds) * HOLDING CATGORIES: Gha & Restrict * Takedown * * Tackle (hook & Restrict) * Be a great dead ball official * PASS PLAY * guard – center – guard & associated double teams * Point of attach – LB or safety bilt: Through A or 8 gap * Hold Postion, allow crossing receivers to go in front of you * Turn on short and low passes to assist with ball hitting ground * Communicate with the players that the ball is gone * Reep eyes out of offensive backfield * Think possible pull & shoot - DH * New Ball from the side that incomplete pass went out on; get to CI * U — Has LOS on passes if snapped inside the 7 * Rule on Illeman Downfield * Rule on Illeman Dow						
Rey Double Team Blocks for possible CHB/PH	RUNNING PLAY					
Stown Fag, see the entire play before ruling Foul, MAKE, TBIGH Takk, Takkk, Takkkk	Make sure Ball is legally snapped			Keep eyes out of Offensive Backfield		
Tight plays make sure wing officials get into position to work Have Fleid Presence: Players MUST led your Strength Around the Pilel! Piled flowing uickly Pick down quickly Pick UP and Hand Dirty Ball to the Covering Official when the play Pick UP and Hand Dirty Ball to the Covering Official when the play ends at finear the Line to Gain! Pick UP and Hand Dirty Ball to the Covering Official when the play ends at finear the Line to Gain!	Bean Bags = Problems – Slow or No.	Bean Bags.				
Watch for action of defender creating advantage by holding Put down quickly Fight plays make sure wing officials get into position to work Pike W Ball to the Covering Official when the play ends at/near the Line to Gaint				• TALK, TALK, TALK, TALK, TA	LK - To The Players	
Fight plays make sure wing officials get into position to work Pick UP and Hand Dirty Ball to the Covering Official when the play Have Field Presence: Players MUST feel your Strength Around the Pilet!					ay unless it lands at your feet and can be	
Haw Field Presence: Players MUST feel your Strength Around the Pilet						
Be a great dead ball official PASS PLAY * guard – center – guard & associated double teams * Point of attach – ILB or safety biltz Through A or B gap * Hold Position, allow crossing receivers to go in front of you * Communicate with the players that the ball is gone * Pair catch – Ball is Dead * ALERT: non-football moves by 0 (poo) * Bin Chase mode? = MOLD/filbs * Pair catch – Ball is Dead * ALERT: non-football moves by 0 (poo) * Bin Chase mode? = MOLD/filbs * Forced Touching is NO touching (ignore touching when opponent is blocked into ball or ball is batted into opponent) * Interference with catch – KCI (spot – 15/96/); B has right to complete catch with his catch signal, even if muffed * ODD PLASS: All plays by A during kick can be tacked on to the dead ball spot, 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/recover) * Be a great dead ball official * Bring in NEW BALL * Check GAME CLOCK * Communicate with the players that the ball is gone * Check GAME CLOCK ** SCRIMMAGE KICK * Pair catch = Ball is Dead * Illegal Block – un-bustley a (15/96) * BBW: Live Ball (A or B) 10 yards * BBW: Live Ball (A or B) 15 yards * BBW: Live Ball (A or B) 10 yards * BBW: Live Ball (A or B) 15 yards * Field Goal: 3 on 1 is illegal; No leaping from beyond one yard of LO: can be completed by the complete catch with fair catch signal * Forced Touching is NO touching (ignore touching when opponent is blocked into ball or ball is batted into opponent) * Interference with catch – KCI (spot – 15/96/); B has right to complete catch with fair catch signal, even if muffed * ODD PLASS: All plays by A during kick can be tacked on to the dead ball spot, 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/recover) * Safety – B furbles ball (provides impetus) inside 5-yard line & ball becomes dead in £2 or out of £				_		
Be a great dead ball official Bring in NEW BALL Check GAME CLOCK		•	-	•		
PASS PLAY * guard - center - guard & associated double teams * Keep eyes out of offensive backfield * Point of attach - LB or safety blitz Through A or B gap * Think possible pull & shoot - DH * Hold Position, allow crossing receivers to go in front of you * New ball from the side that incomplete pass went out on; get to CJ * Turn on short and low passes to assist with ball hitting ground * U - Has LOS on passes if snapped inside the 7 * Communicate with the players that the ball is gone * Rule on lineman Downfield * * Key poss play on HL side / LI when behind the LOS * Rule on lineman Downfield * * Key poss play on HL side / LI when behind the LOS * Fair catch = Ball is Dead * Illegal Block - Unveballty \$10,949 SS * A Can advance a FUMBLE * Dead ball delay of game (5yds * A LERT: non-lootball moves by 0,000 * B in chase mode? = HOLD/JBB * IBB: Live ball (A or B) 10 yards * BBW: Live Ball (A or B) 15yds * Field Goal: 3 on 1 is illegal; No leaping from beyond one yard of LOS can't Land on anybody * Turn after first wave passes - Expect the Unexpected * B cannot advance ball after fair catch signal * LOS on ball snapped over punter's head * It matters WHERE the ball is! * Forced Touching is NO touching (ignore touching when opponent is blocked into ball or ball is batted into opponent) * Interference with catch - KCI (ppot - 15yds); B has right to complete catch with fair catch signal, even if muffed * ** Done PLAYS: A can touching - consequences of touching are eliminated if there are offsetting fouls or an accepted penalty * Ball DOES NOT cross the NZ - A can touch or recover but cannot advance (A can satil passo r 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 (A can satil passo r 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 (A can satil passo r kick it) NOTE:	BWW is Illegal – know the exception					
* Reep eyes out of offensive backfield * Point of attach – LB or safety blitz Through A or B gap * Think possible pull & shoot - DH * Tourn on short and low passes to assist with ball hitting ground * Communicate with the players that the ball is gone * Rule on lineman Downfield ** Key poss play on HL side / LJ when behind the LOS * Real on short and low passes to assist with ball hitting ground * Check GAME CLOCK * SCRIMMAGE KICK * Fair catch = Ball is Dead * Illegal Block — Live bally by L15ydol PKK * Fair catch = Ball is Dead * Illegal Block — Live bally by L15ydol PKK * ALERT: non-football moves by 0 (DOO) * B in chase mode? = HOLD/IBB * A Can recover — NO ADVANCE (DB) * Field Goal: 3 on 1 is Illegal; No leaping from beyond one yard of LOS can't Land on anybody * Turn after first wave passes — Expect the Unexpected * B cannot advance ball after fair catch signal * LOS on ball snapped over punter's head * LOS on ball snapped over punter's head * ODD PLAYS: All plays by A during kick can be tacked on to the dead ball spot, 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/recover) * B give "get away" signal any time during the kick — Dead ball upon possession * A lilegal 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 * BBW: Never allowed on kick plays or change of possession * Field Goal: 16 ball hits the cross bar or goal post and bounces back into field of play (A or B), the ball is dead * Be a Caiming influence for your crew, players/coaches * Help Keep Crew Communication clear for the Referee * Make R look good by helping the Crew * Try to get ball spotted within 10 Seconds * Reminder: Two UNS = ejection * Numbers of Lineman/Numbering Except * Numbers of Lineman/Numbering Excep	Be a great dead ball off	icial	Bring i	n NEW BALL	Check GAME CLOCK	
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		. Think and c				
• Work so narg that you don't have a flag for game management. However, if they earn it — Flag it • BE A GREAT DEAD BALL OFFICIAL		- Cl C				
		, , , ,				
When in Hurry up Offense – CJ will spot every ball, Umpire can spot if it lands at feet and can be put down quickly Helmot Offense – CJ will spot every ball, Umpire can spot if it lands at feet and can be put down quickly Helmot Offense – CJ will spot every ball, Umpire can spot if it lands at feet and can be put down quickly Helmot Offense – CJ will spot every ball, Umpire can spot if it lands at feet and can be put down quickly Helmot Offense – CJ will spot every ball, Umpire can spot if it lands at feet and can be put down quickly Helmot Offense – CJ will spot every ball, Umpire can spot if it lands at feet and can be put down quickly						
• Helmet Off: Player leaves for 1 down, unless last play of the 1 st half or caused by penalty (Cannot participate beyond immediate action: 15 yds. PF) ** Possible: 10 sec runoff or team TO can buy player back in.					oute beyond immediate action: 15 yas. PF)	

PRE-GAME CHECKLIST – REFEREE



POINTS OF EMPHASIS		
• SLOW DOWN!!	Process the play	Get crew involved (conference) so they can communicate with coaches.
Make it BIG	• If you "think", it's NOT	Any forcible contact to QB above shoulders is a foul as is forcible contact at or below the knee
Take enough time to get it right.	• Run-OOB-Clock- RFP	Give a preliminary signal to press box if multiple fouls and a delay in announcement.
• Be sure, then flag	Know Clock Status	Play clock status on injury: 0:40 defense & 0:25 offense
• Know when under-2 min. Also when under-1 min.	Know the helmet-off play clock rules	Look coaches in the face, eye to eye; be honest and sincere.
Know Helmet Off, Eligibility	, & Timing Rules. Helmet off	player re-engages or blocked = Personal Foul
Be the calming influence when a coach is upset and wants an answer.		
PRE-GAME		
Enter field with entire crew		Know location of game day manager/security!
Meet both coaches w/U Introductions & discussions. Remove your hat as a sign of respect!		Review conference bulletins & conference call topics.
• Talk to clock operators w/SJ, LJ, BJ		Work plays, observe kickers, talk with QB's
Communicate pertinent information from coaches to the crew		Mic check in locker room & both ends of field (change batteries at half time)
Check with game management about weather & lighting		Leave field with crew when teams exit
meter.		Check – Game Clock
PRE-SNAP RITUAL		
Check & know clock status Know when under 2:00 (restarting clock) & under 1:00 (10-sec runoff-including helmet-off or injury Communicate it with crew prior to snap		 Helmets off & injury – play clock rules: 0:40 if defensive player 0:25 if offensive player
Check down & distance: Know 5-yard tape on chains		Know lateral ball position and tackle box
Position: right side of QB, 12-15 yds deep & about 1 yd wider than TE		Know number of restricted blockers
Recognize substitutions – count offensive team and confirm with U Visualize the tackle box - take tackle(s) as formation dictates		Backs restricted or unrestricted? Communicate with red hat for media time-outs
- visualize the tackle box - take tackle(s) as folfilation dictates		Communicate with red hat for media time-outs
Be a great dead ball official		Hustle – but don't hurry
FREE KICKS		
 Make a decision if a short kick is possible: Signal crew to adjust their position (6 in box). Positioning: Set up initially in middle of EZ – adjust as receiver moves to catch the ball. Keys: Work first threats in middle of field and threats in front of 		Touching/Possession: 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. Illegal Touching by A and no B penalty is involved – A can't get the
runner. Primary for illegal wedge formation		football. If B fouls – A can get the ball.
Free Kick Out of Bounds: (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)		Forced Touching – No Touching (ignore touching when opponent is blocked into the ball, or ball is batted into opponent)
All Fouls by A during a free kick tack on to dead ball spot – except KCI. Illegal Wedge Formation – (Not a foul on a Touchback)		Illegal Formation: (Less than 4 on each side of the kicker when ball is kicked)
Be a Great Dead Ball Official		Check Game Clock

PRE-GAME CHECKLIST – REFEREE



RUNNING PLAY

Clocks - Check & know status. Fumble forward OOB = Back to the spot of the fumble & clock on RFP. Fumble backwards OOB = @ Spot.

Keys: 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.

- Be aware of H/L & L/H blocks (CHB)
- Watch RB blocks for CHB & BBW
- Option Play The back side should clean up the QB. Check with LJ & HL to make sure they have your back.
- 4th Down Fumble Rule Only the (Team A) fumbler is allowed to advance the ball. Any other Team A possession (Dead Ball)

Be a great dead ball official

PASS PLAY

Keys: 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

• Forward Pass/Fumble: Watch throwing hand – floater or empty hand = fumble. past apex = forward pass

ING: If QB is under duress, think ING (tackle box). Get eye contact with LOS official, go to spot of throw and look for HELP!

- Only player who controls snap may legally ground the ball
- If under duress and outside tackle box, must get ball past LOS, inside pocket must have receiver in the area

Be a great dead ball official

Field Goal

- Position: Face the holder-5 yards behind holder.
 Take a quick look for holding on the outside.
- **Keys:** Look on the holder/ball. Be aware if he muffs the snap.
- Stay with kicker after a blocked kick
- Reminder no carry-over of penalties on a successful field goal
- RRK/RNK: Plant leg Roughing Kicking leg Running into

Holder displaced – Roughing – otherwise Running into

- Reminders: Think about what holder can do with football.
- If unsuccessful pay attention to succeeding spot.
- Clocks: Check the game clock
- Game clock always stops after kick down regardless of down & starts on succeeding snap.

SCRIMMAGE KICK

• PUNT Position: Always on right side, not quite as wide and 1-2 yards behind kicker. RRK/RNK: No RRK or RNK if ball carried out of tackle box then punted.

Watch for protectors - holding
Plant leg – roughing; Kicking leg – running into

Shield Block Leaper – Leap inside tackle box & directly over opponent is illegal

• All Fouls by A on kicks that cross NZ can be tacked on EXCEPT - KCI • Clocks – Know & Check Status

• Illegal Touching:

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.

• Game clock always stops after kick regardless of down & starts on succeeding snap.

OVERTIME

- Crew Meeting: Meet with the crew at mid-field to discuss procedures & carry-over fouls
- Coin Toss: Visitor calls toss. Loser of the toss gets first option in subsequent even numbered periods.
- Only do coin toss with captains for 1st OT period
- All subsequent OT periods use microphone to announce who is on offense and end of field that period will be played
- Time Outs: Extra periods allow one timeout only per team. Unused timeouts do not carry over.
- Fouls: 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 & down is not repeated.
- Scoring: If Team B scores (except on a Try) Team B wins the game. Must attempt two point try after 2nd OT Period.