

Pre-snap Routine – Referee

1. After the play ends, see what the result is and what the next down and distance will be and confirm with H
2. See whether the team is a no-huddle or huddle team on that play/series
3. If they huddle, then count players while in huddle and then signal "11" and check with U to ensure he too has 11
4. If NO HUDDLE, then immediately look to offensive sideline to see if there are sub's coming in. If so "signal iron cross" which indicates to U to cover the ball. Once sure the offense is finished subbing, then look to see if the Defense is making their subs. If so allow them to finish, count that there are 11 offensive players and then signal U to move off the ball.
5. Then look at the snap, to ensure it's legal and not a double-clutch; after the snap determine whether it's a run or pass. If it's a run find the POA and look at initial blocks. If a pass go to key and watch for the first couple of steps to see if there is a potential for a foul, then transition off key to the QB. **YOU DON'T WANT TO SOLELY LOOK AT YOUR KEY (FALL IN LOVE WITH HIM) BECAUSE IF YOU DO YOU'LL MISS EITHER THE OFFSIDE DEFENDER OR THE BLITZING LB UP THE MIDDLE AND THE CONTACT ON THE QB.**

Thanks to **Ed Ardito, ACC referee** for this contribution

Pre-snap routine – Umpire

1. Deadball officaiting
2. Ball rotation and placement
 - a. Every down the goal is ball placed at 30 to 33 seconds
 - b. 5 times a game try to beat the clock operator ball down with 40
3. Substitutions
 - a. Verbal "R" in and out
 - b. Verbal "R" and signal iron cross
4. Count
 - a. Scan left to right to left
 - b. thumbs up for 11
 - c. Hands down and stand up for 10

5. Mental check

- a. line to gain
- b. Down and distance
- c. Personnel

- 1) jumbo (short yardage)
- 2) open (pass)
- 3) pro run /pass
- 4) interior 3 stances - aggressive or passive

6. Cadence

- a. listen to cadence
- b. For audibles

7. Snap

- a. Keys through interior 3
- b. near back to flow side guard
- c. False start or contact

Thanks to **Bob Palombo, ECAC umpire** for this contribution

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Aug. 17 Chapter Meeting - Pre-Snap Routine

From: **William Mara** (wbmara@hotmail.com)

Sent: Wed 8/12/15 10:00 AM

To: William B Mara (wbmara@hotmail.com)

Monday August 17th meeting at 6:30 pm in Lenox, Ma. Draft of agenda.

DEEP GUY ROUTINE

Every play:

- Dead-ball awareness immediately at the end of the play
 - Back judge and umpire focus on 2nd wave of players on plays going into sidelines
 - Clean up bench area
 - Make sure opposite color jerseys separate before doing anything else (like ball rotation)
- Play clock started correctly?
- Game clock correct?
- Ball rotation
- Is ball ready for play with >25 on play clock?
- Count defense - 3 types of counts between S/F/B: 1) after the offense breaks the huddle, 2) after both offense and defense have declared their players if there is no offensive huddle, 3) abbreviated count "1 off/1 on" for hurry-up situations at the end of the half
- **Know the game situation!**
- Read the formations
 - Is your key pressed?
 - Is your key lined up on the LOS or backfield?
 - Players in backfield? (Empty set = quick pass)
 - Identify eligibles
 - Identify players restricted for low blocks on your side of the field
 - **Each little hint can give you an extra split second to be ready to rule on a play.**

Specific play situations:

- Under 2:00 in half
 - Communicate under 2:00 and under 1:00. Keep everybody's head in the game.

This is when it matters most!

- Remind yourself how the timing rules and enforcement changes at these times.
- If a play results in a first down, ends close to the L/F sideline and it is difficult for the S on other sideline to know whether the play was out of bounds, how does the crew communicate how game clock starts?
- Goal line
 - Communicate who is covering pylon
 - Establish awareness of pick plays (OPI)
 - Keep sidelines clear to be able to move backward as far as possible
- Substitutions
 - Relay iron cross to LOS officials and to R
 - Pay close attention to plays ending in offensive team's bench
- Field goal attempts
 - Note numbering exceptions. That way you can assume numbers not 50-79 are eligible other than the exceptions. (It is common for the F and B to call out the eligibles on the ends of the formation. I find this practice to be much less useful than simply identifying the exceptions, if there are any. Side judge can help on this.)
 - Note your role if it is a fake. Do you cover the goal line or stay on the end line?
- Penalty enforcement/injuries
 - Study game situation and observe. Do not take this time off!
 - Get on the same page with other deep officials on clock status; be ready to communicate to R after penalty announcement.
 - Write down injury information and clock status.