

## Pre-Game Notes

- A. Before Game
  - 1. Talk with game clock operator
  - 2. Once on field verify stadium clock & watch are in sync
  - 3. Keep teams behind 45 yard marks
  - 4. Watch formations & plays of teams during warm-ups
  - 5. Introduce myself to Head Coach
  - 6. Identify “Get Back” coach
  - 7. Talk with auxiliary chain operators and red hat if on my sideline
  
- B. Free Kick
  - 1. Clear Sideline
  - 2. Count R/Signal R
  - 3. Get spot on KOB
  - 4. Look for fair catch signals
  - 5. Start clock when ball legally touched in FOP also wind clock, don't wind until runner comes out of EZ if ball kicked into EZ
  - 6. If muffed K can not advance
  - 7. Look for low blocks by R & K, IBW, clips and holding
  - 8. Be aware of potential backward passes and forward handoffs
  - 9. If runner on my side look at blocks in front and around runner
  - 10. If runner is away watch backside for illegal blocks and personal fouls
  - 11. Get forward progress spot
  - 12. Stop clock
  - 13. Dead ball officiate
  - 14. Relay new ball
  
- C. Onside/Short Free Kicks
  - 1. Move to 5 yd mark between K & R restraining lines (normally 35)
  - 2. Beanbag in hand
  - 3. Make sure there are at least 4 players on each side of kicker
  - 4. No whether ball was kicked into ground or pooched
  - 5. Watch blocks—K can not block until ball goes 10 yards, no low blocks by either team
  - 6. Know who touched ball first (bean bag if K touches before 10) if R touches free ball

7. Look for bats
8. Wind and stop if R downs ball
9. Dead ball officiate

D. Pre-Snap Routine (Team in Huddle)

1. Know down and distance
2. Know clock status
3. Count offense
4. Signal if offense is substituting in no huddle and hold until defense has had time to adjust
5. All players must be or had been within 9 yard marks

E. At LOS

1. Count offense 6 online legal as long as 5 are numbered 50-79 and only 4 are in backfield
2. Determine eligible receivers
3. Watch for all pre-snap and fouls at snap (FST, ENC, ILF, DOF, DOD, ILM, ISH)
4. Formations be technical if TE is covered up, make it legal in other cases
5. Keys—determined at snap. Take 3<sup>rd</sup> or 2<sup>nd</sup> receiver in non trip formations. 2<sup>nd</sup> receiver in trips. Key may change after the receivers declare route
6. Clean snap

F. Running Plays

1. Officiate action around ball carrier and at the point of attack (holding, crackbacks, IBWs)
2. Take a look at motion man for crackbacks and chops by running backs
3. If run is away clean up behind. (Discuss with R when he will release QB on run)
4. Get forward progress (provide soft spots when necessary)
5. Slow to no whistle...See ball!!
6. Dead ball officiate

G. Passing Plays

1. Know formation at snap to determine keys (2<sup>nd</sup> receiver on trips, 3<sup>rd</sup> in pro set, 2<sup>nd</sup> if trips to HL side)
2. Punch back if pass is backward

3. Rule progress on sacks
4. Rule on QB illegal forward passes
5. Don't be technical on IDP
6. Cross field mechanics...give soft spots when necessary
7. Watch key for OPI
8. Help downfield officials with DPI and hands to face at LOS
9. Provide R with info for intentional grounding
10. Work with F on passes on sideline. Make eye contact before ruling
11. Dead ball officiate

H. End of Play

1. Mirror up with H
2. Stop clock if first down, give R first down signal across chest
3. Know clock status (also keeping official game time)
4. On penalties
  - i. Find out penalty, relay additional info to R if coming from B or F
  - ii. Get decision from coach if applicable and relay to R & U
  - iii. Know the spot of enforcement, hold spot until H & U mark off, then walk off after U
5. If A substitutes without huddle hold arms out at side and let B match up
6. Continue Dead Ball officiating

I. Scrimmage Kicks

1. Give 4<sup>th</sup> down fumble signal, know the number of the fumbler
2. Count K, make sure formation is legal. All interior linemen must be breaking the plane of the center no exceptions if more than a yard off. Warn if close.
3. Watch for fakes, no the number of all eligible receivers (must be eligible by position and number)
4. Help R with players blocked or pushed into K
5. If ball is kicked no low block are allowed, look at blocks of upbacks and wings
6. After the kick has crossed the LOS, watch the second tier of blockers going down and stop movement downfield after the punt is caught
7. Watch for K players going out of bounds

8. Begin Reverse mechanics, if runner breaks look at blocks around the ball carrier, if return is to other side of field clean up and help with progress
9. Dead ball officiate

J. Field Goals and Trys

1. Give 4<sup>th</sup> down fumble signal, know the number of the fumbler
2. Count K, make sure formation is legal. All interior linemen must be breaking the plane of the center no exceptions if more than a yard off. Warn if close.
3. Watch for fakes, no the number of all eligible receivers (must be eligible by position and number)
4. Know whether the LOS spot is inside or outside of 20
5. Look at blocks of wings, ends, and tackle for holding and tripping
6. After kick come at angle into the backfield to clean-up
7. Dead ball officiate

H. Goal Line Plays

1. Communicate with F goal line coverage
2. Move immediately to goal line when ball snapped at 5 and in
3. When going out move back to goal line when snapped at 3 and back
4. At goal line work from the back of the white, and don't give it up, move back further if necessary
5. Make sure ball breaks plane before giving TD signal
6. Make sure ball gets completely out of end zone before signaling safety
7. Talk with U about covering LOS when snapping from 5 and in
8. Airborne runner, ball must cross GL inside of pylon, feet on ground—ball can cross outside pylon
9. Watch out for picks on passing plays
10. Dead ball officiate

I. Last 2 Minutes of Half

1. Clock remains stopped if runner goes out of bounds with possession of ball
2. Backward pass OOB to conserve time is foul, 5 yards from spot of foul
3. Give wind on close sideline plays

J. Miscellaneous

1. Communicate with the coach
2. Give preliminary signal on penalties
3. Communicate Down on every play
4. Face OOB when runner goes OOB, don't turn back on players
5. Kill clock before you get to the dead ball spot
6. Accordion in after every play, hustle