

# PRE-GAME CHECKLIST – REFEREE



<b>RUNNING PLAY</b>	
<b>Clocks – Check &amp; know status.</b>	<b>BE A GREAT DEAD BALL OFFICIAL!</b>
<ul style="list-style-type: none"> <li>• <b>Keys:</b> Key tackle on opposite of the formation.</li> <li>• Responsible for false starts by backs. Know FBZ &amp; linemen that are restricted from Blocking Below the Waist. As the running play develops - take the front side of the POA. If the QB keeps the ball you need to cover him all the way to SL. <b>Always protect the QB!</b></li> </ul>	<ul style="list-style-type: none"> <li>• Be aware of H/L &amp; L/H blocks (CHB) (Low has to be below the knee)</li> <li>• Watch RB blocks for CHB &amp; BBW.</li> <li>• Watch for LB blocking the lead back below the waist.</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>PASS PLAY</b>	
<p><b>Keys:</b> Key tackle on opposite side. Responsible for false starts by backs. Watch backs who step up for low blocks &amp; 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 a better angle to improve look. Stay with QB and protect him until any threat of contact is over.</p>	
<ul style="list-style-type: none"> <li>• <b>Forward Pass/Fumble:</b> Watch throwing hand – empty hand = fumble. Hand past apex = forward pass unless player, with control, clearly brings the ball back into his body.</li> </ul>	
<p><b>Intentional Grounding: If QB is under duress, think ING. Get eye contact with LOS official, go to spot of throw and look for HELP!</b></p>	
<p><b>Illegal Pass thrown from beyond the LOS: Must be CLEARLY BEYOND! Pre-Game mechanics discussion with Umpire</b></p>	
<p><b>Forward or Backward pass? If wings have moved downfield you might have to rule on it – be prepared!</b></p>	
<p><b>IF QB is sacked continue to Dead Ball officiate – spot is NOT critical unless it's near the GL! Help wings when possible.</b></p>	
<b>Field Goal/Kick/Try</b>	
<ul style="list-style-type: none"> <li>• <b>Position:</b> Face the holder-3 yards behind &amp; 5 yards wide of kicker, looking in at holder's face.</li> <li>• Take a quick look for holding or BBW on the opposite side.</li> <li>• Look in on the holder/ball. Be aware if he muffs the snap.</li> <li>• Give rolling arms signal to crew while yelling "Live Ball, Live Ball!!"</li> <li>• FG - Stay with kicker after a blocked kick. Try – Whistle ball dead after blocked kick.</li> </ul>	
<ul style="list-style-type: none"> <li>• <b>Roughing the Kicker (RRK)/Running into the Kicker (RNK):</b> Plant leg – Roughing. Kicking leg – Running into <b>Holder displaced – Roughing – otherwise Running into</b></li> </ul>	
<ul style="list-style-type: none"> <li>• <b>Reminders:</b> Think about what holder can do with football. If he has his knee on the ground when receiving the snap, he must rise before kicking, passing, or handing the ball off. If he rises to catch a high snap and puts his knee back down the ball remains alive. If he has to leave his position to retrieve the ball and then puts his knee down the ball is dead.</li> <li>• Unsuccessful FG rolls dead in field of play – treat like a punt. If it breaks the plane of the GL – Touchback, 20 yard line.</li> <li>• <b>Clocks:</b> Check the game clock. Check the Play Clock.</li> <li>• Game clock always stops after a legal kick down when either team is awarded a new series &amp; starts on the succeeding snap or Free Kick.</li> </ul>	
<b>PUNT</b>	
<ul style="list-style-type: none"> <li>• <b>PUNT Position:</b> Always on right side, 3-5 yards wide of TE and 2-3 yards behind kicker.</li> <li>• Watch opposite side wing for holding &amp; BBW. Watch shield protectors for holding &amp; BBW <b>RRK/RNK:</b> No RRK or RNK if it is not apparent that a kick will be made. Plant leg – roughing Kicking leg – running into</li> </ul>	
<p><b>All Fouls by A on legal kick plays where R will next put the ball in play can be tacked on EXCEPT – KCI Clocks – Know &amp; Check Status</b></p>	
<ul style="list-style-type: none"> <li>• <b>First Touching:</b> <ul style="list-style-type: none"> <li>• Consequence of first touching is cancelled if there are offsetting fouls or Team B touches the ball and thereafter commits a penalty.</li> <li>• Ball does not cross the neutral zone – Either team can pick it up and run (A can also pass or kick legally)</li> <li>• Ball does cross the neutral zone and B touches – A can touch or recover but not advance.</li> </ul> </li> </ul>	
<ul style="list-style-type: none"> <li>• <b>Punt OOB –</b> move behind spot where ball was kicked – arm up for BJ or LJ – wave upfield and chop in at the spot where kick crossed sideline</li> <li>• <b>If you don't have a spot don't try to fake it – let the BJ &amp; LJ do that (Pre-game discussion!)</b></li> <li>• Game clock always stops after a legal kick down when either team is awarded a new series &amp; starts on the succeeding snap or Free Kick.</li> <li>• <b>Free Kick scoring attempt after a Fair Catch: adjust position to Goal Post Upright opposite press box side of field – Umpire: whistle &amp; over/under.</b></li> </ul>	
<b>OVERTIME</b>	
<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>• <b>Choices:</b> Offense, Defense, End of Field.</li> <li>• Only do coin toss with captains for 1<sup>st</sup> OT period</li> <li>• All subsequent OT periods use signals to show who is on offense and end of field where that period will be played.</li> <li>• <b>Time Outs:</b> Extra periods – allow one timeout only per team. Unused timeouts in regulation play do not carry over.</li> <li>• If Team B gains possession the ball is dead immediately and the Team A offensive series is over.</li> <li>• If the offensive team scores a safety, they are awarded 2 points.</li> <li>• If the defensive team scores a safety or a touchdown the game is over.</li> </ul>	

# PRE-GAME CHECKLIST – REFEREE



POINTS OF EMPHASIS		
<ul style="list-style-type: none"> <li>• SLOW DOWN!!</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>• Make it BIG!</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.</li> </ul>
<ul style="list-style-type: none"> <li>• Take enough time to get it right.</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 or 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 minutes left in either half.</li> </ul>	<ul style="list-style-type: none"> <li>• Helmet-Off Play Clock Rules 0:40 defense &amp; 0:25 offense</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>• Know Helmet Off, Eligibility, &amp; Timing Rules. Helmet off player re-engages or blocked = Personal Foul</li> </ul>		
<p>Be the calming influence when a coach is upset and wants an answer.</p>		
<p><b>PRE-GAME</b></p>		
<ul style="list-style-type: none"> <li>• Enter field with entire crew</li> </ul>		<ul style="list-style-type: none"> <li>• Know location of game day manager/security!</li> </ul>
<ul style="list-style-type: none"> <li>• Meet both coaches’ w/crew - Introductions &amp; discussions.</li> </ul>		<ul style="list-style-type: none"> <li>• Review Position Mechanics prior to game day.</li> </ul>
<ul style="list-style-type: none"> <li>• Discuss pertinent information from coaches with the crew</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>• Check with game management about weather &amp; lighting evacuation procedures.</li> </ul>		<ul style="list-style-type: none"> <li>• Check – Game Clock &amp; Visible Play Clock</li> </ul>
<ul style="list-style-type: none"> <li>• Sportsmanship talk with team on SL – after intros – don’t interfere with the anthem – right before coin toss is best</li> </ul>		
<p><b>PRE-SNAP RITUAL</b></p>		
<ul style="list-style-type: none"> <li>• Check &amp; know Game Clock &amp; Play Clock status</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>• Know when under 2:00 (restarting clock) Communicate it with crew prior to snap</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 (incomplete pass, penalty enforcement)</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>• Recognize substitutions – count offensive team and confirm with U</li> </ul>
<ul style="list-style-type: none"> <li>• Visualize the Free Blocking Zone: TE - In or Out? DE – In or Out?</li> </ul>		<ul style="list-style-type: none"> <li>• Take tackle(s) as formation dictates</li> </ul>
<p><b>Be a great dead ball official</b></p>		<p><b>Hustle – but don’t hurry</b></p>
<p><b>FREE KICKS</b></p>		
<ul style="list-style-type: none"> <li>• Make a decision if a short kick is possible: Signal crew to adjust their position (4 in box). Move to Center of Field at Goal Line.</li> </ul>		<ul style="list-style-type: none"> <li>• 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 &amp; touched the ground, or has been touched by B.</li> </ul>
<ul style="list-style-type: none"> <li>• Normal Positioning: Set up on GL between top of #s and hash on HL’s side of the field – adjust as receiver moves to catch the ball.</li> </ul>		<ul style="list-style-type: none"> <li>• Pop-up Kick is illegal (ball driven into the ground and bounces higher than player’s heads. DEAD BALL Foul – 5 yds previous spot &amp; rekick.</li> </ul>
<ul style="list-style-type: none"> <li>• Observe kicker in pregame – if he can reach the GL in the air, both R &amp; U need to be on GL at the pylon.</li> </ul>		
<ul style="list-style-type: none"> <li>• Keys: Work first threats in middle of field and threats in front of runner.</li> </ul>		<ul style="list-style-type: none"> <li>• Illegal Touching 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>• Free Kick Out of Bounds: (Untouched by B) B has the choice of 5yd previous spot, 5 yd tack on or 25 yds from spot of kick. (35 yd line)</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>• All Fouls by A during a free kick can be tacked on to dead ball spot – except KCI. (KCI is enforced as an awarded Fair Catch 15 yards from the spot of the foul, or 15 yards at the previous spot &amp; replay down.</li> </ul>		<ul style="list-style-type: none"> <li>• Illegal Formation: (Less than 4 on each side of the kicker when ball is kicked)</li> <li>• Be alert for Blind Side Blocks!!</li> </ul>
<ul style="list-style-type: none"> <li>• Watch for illegal forward handoffs – 5 yards from spot of the foul</li> </ul>		<ul style="list-style-type: none"> <li>• Free Kick after a safety: Adjust position by 20 yards – be aware of GL!</li> </ul>
<p><b>Be a Great Dead Ball Official</b></p>		<p><b>Check Game Clock &amp; Play Clock</b></p>

# PRE-GAME CHECKLIST – UMPIRE



<b>RUNNING PLAY</b>			
• Make sure Ball is legally snapped	• Keep eyes out of Offensive Backfield		
• Bean Bags = Problems – Slow or No Bean Bags.	• Key Double Team Blocks for possible CHB/DH		
• Slow flag, see the entire play before ruling Foul, MAKE IT BIG!!	• TALK, TALK, TALK, TALK, TALK - To the Players		
• Immediate threats on keys, transition quickly to 2nd level blocks. Watch for action of defender creating advantage by holding	• U will spot the ball on every play unless Referee is in position to help Put down quickly, hustle back to position		
• Tight plays make sure wing officials get into position to work	• Pick UP and Hand the Ball to the Covering Official when the play ends at/near the Line to Gain!		
• Have Field Presence: Players MUST feel your Strength Around the Pile!!			
• Big pile on EZ play – find ball – communicate with wing officials – pre-game discussion!			
• BBW is Illegal – know the exceptions in the FBZ. Both players on LOS & in FBZ at snap, block in FBZ, Ball in FBZ			
HOLDING: Grab & Restrict * Takedown * Tackle * Hook & Restrict			
<b>Be a great dead ball official</b>	<b>Bring in NEW BALL</b>	<b>Check GAME CLOCK</b>	
<b>PASS PLAY</b>			
• guard – center – guard & associated double teams	• Keep eyes out of offensive backfield		
• Point of attack – LB or safety blitz Through A or B gap will lead you to potential fouls by offensive linemen.	• 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		
• Read pass – Move to point 2yds beyond LOS – Ineligibles Downfield (IDP)	• Read pass – punch if caught behind LOS. Behind is < than a yard beyond		
• Turn on short and low passes to assist with ball hitting ground	• Prolonged “tip” signal when ball is tipped at the LOS		
• Communicate with the players that the ball is gone (make sure!)	• Help R with Illegal Forward Pass if QB is close to LOS (DISCUSS!)		
• If runner reverses field after catch, be alert for blind side blocks (BSB)			
<b>Be a great dead ball official</b>	<b>Ball Mechanics</b>	<b>Check GAME CLOCK</b>	
<b>SCRIMMAGE KICK</b>			
• Fair catch = Ball is Dead	• Illegal Block – Live ball by B (15yds) PSK	• A can advance a FUMBLE	• Dead ball delay of game (5yds)
• ALERT: Disconcerting acts by B	• B in chase mode? = HOLD/IBB	• A can recover – NO ADVANCE (Dead Ball)	
• IBB: Live ball ( A or B) 10 yards	• BBW: Live Ball (A or B) 15yds	• FG – position to open side of field	
		• Punt – shade LJ side of field	
• Turn after first wave passes – Expect the Unexpected		• B cannot advance ball after fair catch signal	
• Get to LOS on ball snapped over punter’s head		• It matters WHERE the ball is!	
• Forced Touching is NOT touching (ignore touching when opponent is blocked into ball or ball is batted into opponent)			
• Interference with catch – KCI (spot foul – 15yds, or rekick at previous spot after 15 yard penalty)			
<b>• ODD PLAYS:</b> 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 fumbles ball (provides impetus) inside 5-yard line & ball becomes dead in EZ or out of EZ 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			
• BBW: Never allowed outside of FBZ			
• Field Goal: If ball hits the cross bar or goal post and bounces back into field of play, the ball is dead. FG short of GL treated as a punt			
• Free Kick scoring attempt after a Fair Catch: adjust position to Goal Post Upright on press box side of field – your whistle & rule on over/under.			
<b>Be a great dead ball official</b>	<b>Bring in new ball from press box side</b>		<b>Check game clock</b>
<b>PHILOSOPHY</b>			
• Be a Calming influence for your crew, players/coaches	• Help Keep Crew Communication clear for the Referee	• Keep track of UNS Fouls for the Crew	
• Make R look good by helping the Crew	• Try to get ball spotted within 10 Seconds	• Reminder: Two UNS = ejection	
• Use dead ball periods to communicate with the players. Listen to their concerns. Diffuse possible conflicts.			
• BALL MECHANICS – Clean up play. Think and communicate hurry-up ball mechanics with crew		• Clean snap/guard-center-guard	
• Count Team A on EVERY play – don’t just mimic the R’s signal – he may be wrong!	• Confirm penalty enforcement	• Numbers of Lineman/Numbering Exception – Know them!	
• Vary your position from time-to-time when possible – don’t be a fixed-position pick		• BE A GREAT DEAD BALL OFFICIAL	
• Helmet Off: Player out for 1 down, unless last play of the 1 <sup>st</sup> half or caused by penalty (Cannot participate beyond immediate action: 15 yds) ** Team TO DOES NOT buy player back in – must sit out one play unless either half ends			

# PRE-GAME CHECKLIST – UMPIRE



POINTS OF EMPHASIS – 5 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	• <b>Philosophy:</b> If you think it's a foul, it's not! Make <b>FOULs BIG</b>
Second level blocking: BBW, IBB, CLP) Legal/Illegal		• <b>CLOCKS:</b> Be aware of both clocks EVERY play & Clock Status
• Use preliminary signals w/Referee (ONLY IF ONE FLAG DOWN)	• Measurements- Keep chain away from ball, place chain on press boxside	
• Know when under 2 mins. Communicate this with crew	• Record & Time the Timeouts! Alert R when 15" left.	
• OT TEAM TIME OUTS: Extra periods allow one time out per team. Unused timeouts – <b>Do Not</b> carryover to OT		
PRE-GAME		
• Check – All equipment	• Check casts, wrappings on field	• Visit OL & DL Drills and Work / Talk to Big People
• Observe snapper for any unusual movements	• Review PAT & hash mark locations when field has multiple set.	
• Review "STOP, DO NOT SNAP" sign with center, QB	• Keep observation of both teams equal	
• Find Leaders on Offensive & Defensive line work to establish rapport	• Mentally start to think ball mechanics: Normal & Hurry-Up	
Sportsmanship talk with team on SL – after intros – don't interfere with the anthem – right before coin toss is best		
PRE-SNAP RITUAL		
• Down & Distance – Formation – Clock Status – Subs	• Key Football – Clean Snap	
• Know & Communicate when Clock is Under 2:00 in 2nd & 4th qtr	• Snap Infraction is a Dead Ball Foul	
• Position – 7 to 8 yds from LOS – Hold Position, see the snap	• KEY – Guard – Center – Guard for FST	
• Identify Blitzes/Immediate defensive threats – these players will take you to the action you need to observe.	• Focus!! – Can you remember what your keys did last play?	
• Read Run – Immediate threats and transition to 2nd level quickly	• Read pass – Move up to 2yds beyond LOS (IDP)	
• Identify your DL anchor point for back side stretch plays	• Read pass – punch if caught behind LOS	
Be a great dead ball official		Hustle – but don't hurry
FREE KICKS		
• Every kick is inside until it is not!!	• Position: Press Box Side @ 20 yard line.	
• If kicker can reach GL, adjust position to outside GL pylon	• Count R with Referee & Head Linesman – Give signal	
• Do not allow FK if Team R has less/more than 11 players – Fix it!	• Clear SL – Hand up when ready	
• Onside Kick Position: Team R restraining line	• Watch for Team R blocks prior to ball going 10 yards	
• Pop-Up Kick is a dead ball foul. 5 Yds & Re-Kick	• BJ Responsible for Ball Driven into Ground	
• Kick to "other side" = Watch A's block before they are eligible to touch	• BJ & LJ Responsible for Ball Driven into Ground on Short Free Kicks	
• Communicate & confirm coverage in pre-game with crew	• Always think short kick!	
• FK breaks plane of R's GL, touched or untouched by R: Touchback - 20 yard Line.	• Team A can advance a Fumble	
• Team A can recover – but cannot advance a kick (Ball is Dead)	• Watch for Kick Catch Interference (KCI)	
• Team A player intentionally OOB – Illegal Participation upon Return	• Spot Foul – KCI on A (15 yds) & Award Fair Catch or Rekick after 15 yds	
• Fair Catch = Ball is Dead	• Live Ball – Illegal Block by A (10 yds) before A can legally recover ball	
• Signaler gets protection but cannot block until kick ends	• Pooch Kick – A can catch it if no R player is in area, otherwise (KCI)	
• Live Ball – BBW is illegal for both teams - 15yds	• All fouls by A during Free Kick can be tacked on – EXCEPT KCI	
• Free Kick OOB (untouched by B) – 3 options: 25 yards from kick spot (normally 35 yard line) Re-kick; 5-yard penalty Spot OOB plus 5-yard tack-on	• Team A Touching is Allowed: After ball: Touches Team B Touches ground beyond Team B's line.	
• Most Common Fouls – Once Free Kick is Made: - Live ball –(BBW) Block below waist on A or B (15yds) - Live ball – (IBB) Block in the Back on A or B (10yds)	• Illegal Touching by A and NO PENALTY is involved, A cannot get the football **If B has foul – A can get ball.	
• Odd Things That Happen During Kicks: Forced Touching – No touching (ignore touching when opponent is blocked into ball, or ball is batted into opponent)	• B has protection to complete catch whether fair catch signal is given or not	
	• NO or SLOW WHISTLES ON FAIR CATCH SIGNALS	
• Be alert for forward handoffs. 5 yard penalty – spot of foul.	• Free Kick after a Safety – Adjust position up field	
• Help with Game Clock	• New Ball from Press Box Side	

# PRE-GAME CHECKLIST – HEAD LINESMAN



## RUNNING PLAY

<ul style="list-style-type: none"> <li>Fouls at the snap; live ball fouls that offense &amp; defense can correct until snap – these become fouls at the snap: ISH – ILF – ILM</li> <li>Fouls at the snap by offense – <b>Make FST IF possible</b></li> <li>LJ &amp; HL should mirror each other on all plays (spots)</li> <li>Observe, 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 action on QB</b></li> <li>You have Pitch Man on option, punch backward pass.</li> <li>If run is your way – know what B can do to pitch man: <b>B CANNOT: hold – cut – personal foul</b></li> </ul>	<ul style="list-style-type: none"> <li>Forward progress entire SL – GL to GL</li> <li>Ball snapped at 15 yd line going in – GL responsibility</li> <li>Ball at 10 yd line - go towards GL. 5 yd line - get to GL at snap.</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 dead ball spot mechanics when forward progress is close to sideline and runner has been pushed back by defense <b>Be there for your LOS partner, when they need help on a spot!</b></li> <li>Sliding QB – down when slide starts, not where he touches. Position of BALL at that time.</li> </ul>
--	--

Your spot when forward progress ends in backfield. (let play end and then move back to get spot – R may help – discuss in pregame)  
HL and LJ should mirror each other on every play.

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. Observe blocks at POA & transition as play develops. Sweep away or Option away-help clean up and watch backside blocks & QB

Man-in-Motion Away from You: Flag only if he CLEARLY turned upfield early –no advantage to ½ step. Towards you: drop flag if clear & obvious.

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

## PASS PLAY

<ul style="list-style-type: none"> <li>Be aware of switches</li> <li>Watch Receiver push off (OPI)</li> <li>Focus on players while ball is in the air – feet, then hands, then ball</li> <li>PASS INTERFERENCE: Requires (1) Obvious intent to impede, (2) Physical contact, (3) Catchable ball (not technically, but use common sense)</li> <li>OPI – Begins at snap (15yds): (1) Block downfield, (2) Creates separation, (3) Drives through established receiver (4) Pick plays</li> </ul>	<ul style="list-style-type: none"> <li>If pressed watch key only</li> <li>DH: Know if it occurs Before the pass – if it's close, go with DH rather than DPI</li> <li>Formation will determine your key</li> </ul>	<ul style="list-style-type: none"> <li>If no press – watch other threats</li> <li>DB holding Receiver - must be BIG</li> </ul>
---	---	--

DPI – Live Ball with ball in air. You must place the action into one of six categories:  
(1) Early contact, not playing ball, (2) Playing through back, (3) Grab/restrict, (4) Arm bar, (5) Cut off, (6) Hook & turn

Receiver Steps OOB on his own: Hat down; if he returns inbounds - LIVE BALL – Illegal Participation – 15 yards at basic spot  
He is still ELEGIBLE and there CAN be DPI (if receiver is pushed out & returns immediately, no foul)

If a receiver on your side goes deep, you have to get down there! Pass Touched in flight: tip signal, no OPI or DPI (can have PF or OH)

ODD PLAYS: 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) Must be contact!  
Bubble Screen – No OPI or IDP if ball is 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. If receiver is CARRIED out of bounds, progress is stopped and it's a CATCH!

Intentional Grounding: Pass in your area with no receiver in position to make a catch. Go to the Referee immediately and share that information. Ball thrown directly OOB is automatic penalty unless a receiver has a chance to make a play.

Backward pass – punch it – CLEARLY backwards or it's a forward pass

Turnover – you have the SL all the way to the GL – assume he will break it! Help with IDP when possible, especially near GL

Be a great dead ball official "Right here, right now!" Check game clock

## SCRIMMAGE KICK

Punt - 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 blocked into kicker; if bad snap, then HL moves into backfield to help R work play – stay wide; LJ will stay on LOS to rule kick behind/beyond NZ; ball kicked from beyond LOS is foul – treated as a fumble.

First Touching by A – bean bag R in chase mode? = HOLD/IBB K can recover – NO ADVANCE (DB) K can advance a FUMBLE

Fair Catch – ball is dead, signaler afforded protection, cannot block (Illegal block 15yds) R 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 breaks plane of GL – touched or untouched by R (dead ball) K player OOB on own & returns, Illegal Participation (hat and flag – Live Ball 15 yards) Pushed out – has to return immediately

Interference with catch – KCI (spot foul – 15yds & awarded fair catch or 15 yards at previous spot, replay down) KCI can't be a tack-on!

BBW: Live ball, A or B, 15 yards IBB: Live ball, A or B, 10 yards BBW: Never allowed on Kick plays

Field Goal or Try: HL on LOS – No more than 4 in backfield – watch edge blocks – come in and clean up after play

Field Goal or Try: HL under goal post – Count R with BJ – get to SL on broken play or fake - GL, if possible, but stay out of EZ

Field Goal or Try: if ball hits the cross bar or goal post and bounces back into field of play, the ball is dead FG short of GL – treated as a punt.

Free Kick scoring attempt after a Fair Catch: adjust position to halfway between Team R's Free Kick Line & the End Zone

All fouls by K during a scrimmage kick can be tacked on to the dead ball spot if R is in possession, except KCI (spot foul)

Safety – R fumbles ball (provides impetus) inside 5-yard line & ball becomes dead in EZ or out of EZ

K - first touching – consequences of touching are eliminated if R touches ball & then fouls, or any penalty is accepted

Ball DOES NOT cross the NZ - either team can recover and advance (K can still pass or kick it) NOTE: KCI does not apply if ball does not cross

Ball DOES cross the NZ – R can touch or recover but cannot advance

Post Scrimmage Kick Enforcement (PSK): Live ball Fouls by R, ball crosses the Neutral Zone and R ends in possession.

PSK - Penalized from the end of the kick or the spot of the foul if it is behind the end of the kick.

# 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: Receiver in area? Go to the R with info!
• SLJ: 1 <sup>st</sup> time – Warn, 2 <sup>nd</sup> - 5yds, 3 <sup>rd</sup> - 15 yds	• Run-OOB-Clock- RFP	• Know and communicate clock status – Every play
• Be sure, then flag	• Discuss pass keys and switches with BJ	• Ensure you move with a purpose
• Know when under-2 mins Communicate	• Review Rule Changes	• Look coaches in the face, eye to eye, and be honest and sincere.
• Goal line: HL/LJ will have GL from 15 yd line in. Down & Distance will dictate how quickly the move is to the GL		
• Be the best communicator on the crew. Work with the sideline in a professional and courteous manner. <b>Keep it clear!</b>		
• Be the calming influence when a coach is upset and wants an answer. Only give answers you know.		
PRE-GAME		
• Enter and leave field with entire crew	• Know location of security	Check – Game Clock
• Meet both coaches with entire crew	• Opening Kick Off – Be Prepared	
• Walk sideline – adjust markers, look for obstacles, GL & EL markings	• Work plays, sideline catches and observe player formations	
• Discussion with Chain Crew and U: - Long/Short with box man - Measurement procedures, communicate down/yd line every play - Sweep plays, drop straight back and never move unless indicated.	• Discussion with Ball personnel - Change of possession – Press box side - Running plays outside numbers and long incomplete pass - be ready	
PRE-SNAP/RECALL		
• Clean up previous play – accordion, move back from Bottom of #'s, don't turn back to players	• Need to know number of keys, tackle, DE on your side & WR that might FST	
• Make sure down box has correct down	• Count offensive players every down – no more than 4 in the backfield	
• Status of clock – assist R in all timing, downs, penalties	• Know numbers of restricted blockers	
• Be vocal on subs to R	• Know down, distance and situation (pass/run)	
• Make sure sideline is clear	• Locate key(s) for pass plays	
• Signal closest receiver on/off the line – respond verbally when asked	• Focus and concentrate	
<b>Be a great dead ball official</b>		<b>Hustle – but don't hurry</b>
FREE KICKS		
• Position on sideline opposite press box at R30 yardline	• Pooch kick – K can catch kick provided no KCI – Spot of First Touching	
• Be alert for forward handoffs. 5 Yard penalty – spot of foul.	• Ball belongs to Team R	
• Count R players & communicate with R/U	• Free kick to other sideline – stay on the sideline – help with forward progress while working backside (cross-field)	
• Wind clock if touched by R in field of play in your area	• Free kick in your area – you have the ball/runner then follow play watching blocks in front of runner	
• You have the sideline all the way to the Goal Line! Assume that the runner will break it every time.	• Forward progress is yours all the way to the EZ	
• Kick breaks GL plane: Touched or Untouched by R - dead ball-touchback	• All fouls by K during kick can be tacked on EXCEPT KCI	
• Look for Fair Catch Signal on all Kicks, especially Pooch Kicks	• Block Below Waist: NEVER ALLOWED on kick plays	
• Free Kick OOB – R touches ball with foot on sideline	• Live Ball – BBW (15 yards)	
• Free Kick OOB – 3 options: 25 yds from kick spot, Re-kick 5 yd back or spot of OOB plus 5 yd tack-on	• Live Ball – IBB (10 yards)	
• Pop-Up kick: Ball driven into ground and bounces higher than player's heads. Dead Ball foul – 5 yards previous spot – shut it down!	• Fair Catch – Ball is DEAD when caught by anyone, signaler protected - Cannot block until he touches the ball. Live Ball – Illegal block (15 yards)	
• What can Team K do? - Team K Can Recover but Not Advance a Kick	If K catches kick in the air before it touches the ground – 1 <sup>st</sup> Touching	
• Onside kick – 4 officials in the box. Bean bag in hand. HL will line up at R's restraining line (50), kick to your side observe action on/around the ball. Kick to other side, observe legality of blocks, DO NOT MOVE!		
• K touching ball is allowed: After touching by R, or Ball Touches something beyond R's line		
• Forced touching – NO TOUCHING (Ignore touching when opponent is blocked into ball, or ball is batted into opponent)		
• All fouls by K during a free kick can be tacked on to the dead ball spot if R has possession, except KCI (spot foul)		
• Free kick after a safety – adjust position to 50 yard line.		
<b>Be a great dead ball official, keep cushion - open vision</b>	<b>Check the game clock, especially on short kicks</b>	

# PRE-GAME CHECKLIST – LINE JUDGE



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: Receiver in area? Go to the R with info!
• SLI: 1 <sup>st</sup> time – Warn, 2 <sup>nd</sup> - 5yds, 3 <sup>rd</sup> - 15 yds	• Run-OOB-Clock- RFP	• Know and communicate clock status – Every play
• Be sure, then flag	• Discuss pass keys and switches with BJ	• Ensure you move with a purpose
• Know when under-2 mins Communicate	• Review Rule Changes	• Look coaches in the face, eye to eye, and be honest and sincere.
• Goal line: HL/LJ will have GL from 15 yd line in. Down & Distance will dictate how quickly the move is to the GL		
• Be the best communicator on the crew. Work with the sideline in a professional and courteous manner. <u>Keep it clear!</u>		
• Be the calming influence when a coach is upset and wants an answer. Only give answers you know.		
PRE-GAME		
• Enter and leave field with entire crew	• Know location of security	Check – Game Clock
• Meet both coaches with entire crew	• Opening Kick Off – Be Prepared	
• Walk sideline – adjust markers, look for obstacles, GL & EL markings	• Work plays, sideline catches and observe player formations	
• Close to Line-to-Gain: You have the best look. Obvious 1 <sup>st</sup> down – stop the clock and inform crew. Close, but short, or close and 1st – come in hard and sell it. Measurements: you have spot for the clip – bag or toe	• Discussion with Ball personnel - Change of possession – Press box side - Running plays outside numbers and long incomplete pass - be ready	
PRE-SNAP RITUAL		
• Clean up previous play – accordion, move back from Bottom of #'s, don't turn back to players	• Need to know number of keys, tackle, DE on your side & WR that might FST	
• Make sure down box has correct down	• Count Defensive players every down – confirm with BJ	
• Status of clock – assist R in all timing, downs, penalties	• Offense - no more than 4 in the backfield	
• Be vocal on subs to R	• Know number of restricted blockers	
• Make sure sideline is clear	• Know down, distance and situation (pass/run)	
• Signal closest receiver on/off the line – respond verbally when asked	• Locate key(s) for pass plays	
Be a great dead ball official	Hustle – but don't hurry	
FREE KICKS		
• Position on sideline at R30 yardline	• Pooch kick – K can catch kick provided no KCI – Spot of First Touching & Ball belongs to Team R	
• Count K players & communicate with BJ	• Free kick to other sideline – stay on the sideline – help with forward progress while working backside (cross-field)	
• Wind clock if touched by R in field of play in your area	• Free kick in your area – you have the ball/runner then follow play watching blocks in front of runner	
• You have the sideline all the way to the Goal Line! Assume that the runner will break it every time.	• Forward progress is yours all the way to the EZ	
• Kick breaks GL plane: Touched or Untouched by R - dead ball-touchback	• All fouls by K during kick can be tacked on EXCEPT KCI	
• Look for Fair Catch Signal on all Kicks, especially Pooch Kicks	• Block Below Waist: NEVER ALLOWED on kick plays	
• Free Kick OOB – R touches ball with foot on sideline	• Live Ball – BBW (15 yards)	
• Free Kick OOB – 3 options: 25 yds from kick spot, Re-kick 5 yd back or spot of OOB plus 5 yd tack-on	• Live Ball – IBB (10 yards)	
• Pop-Up kick: Ball driven into ground and bounces higher than player's heads. Dead Ball foul – 5 yards previous spot – shut it down!	• Fair Catch – Ball is DEAD when caught by anyone, signaler protected, cannot block until he touches ball Live Ball – Illegal block (15 yards)	
• What can Team K do? - Team K Can Recover but Not Advance a Kick	If K catches kick in the air before it touches the ground – 1 <sup>st</sup> Touching	
• Onside kick – 4 officials in the box. Bean bag in hand. LJ at K's restraining line (40), watch for K encroachment – plane of glass if onside kick	• Kick to your side observe action on/around the ball. Kick to other side, observe legality of blocks, DO NOT MOVE!	
• Kick to your side observe action on/around the ball. Kick to other side, observe legality of blocks, DO NOT MOVE!	• K touching ball is allowed: After touching by R, or Ball Touches something beyond R's line	
• K touching ball is allowed: After touching by R, or Ball Touches something beyond R's line	• Forced touching – NO TOUCHING (ignore touching when opponent is blocked into ball, or ball is batted into opponent)	
• Forced touching – NO TOUCHING (ignore touching when opponent is blocked into ball, or ball is batted into opponent)	• All fouls by K during a free kick can be tacked on to the dead ball spot if R has possession, except KCI (spot foul)	
• All fouls by K during a free kick can be tacked on to the dead ball spot if R has possession, except KCI (spot foul)	• Free kick after a safety – adjust position to Team K 30 yard line. (Receiver's Free Kick Line)	
• Free kick after a safety – adjust position to Team K 30 yard line. (Receiver's Free Kick Line)	Be a great dead ball official, keep cushion - open vision	
Be a great dead ball official, keep cushion - open vision	Check the game clock, especially on short kicks	

# PRE-GAME CHECKLIST – LINE JUDGE



<b>RUNNING PLAY</b>			
<ul style="list-style-type: none"> <li>Fouls at the snap; live ball fouls that offense &amp; defense can correct until snap – these become fouls at the snap: ISH – ILF - ILM</li> <li>Fouls at the snap by offense – <b>Make FST IF possible</b></li> <li>LJ &amp; HL should mirror each other on all plays (spots)</li> <li>Observe, 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 action on QB</b></li> <li>You have Pitch Man on option, punch backward pass.</li> <li>If run is your way – know what B can do to pitch man: <b>B CANNOT: hold – cut – personal foul</b></li> </ul>		<ul style="list-style-type: none"> <li>Forward progress entire SL – GL to GL</li> <li>Ball snapped at 15 yd line going in – GL responsibility</li> <li>Ball at 10 yd line - go towards GL. 5 yd line - get to GL at snap.</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. Position of BALL at that time.</li> </ul>	
<p>Your spot when forward progress ends in backfield. (let play end and then move back to get spot – R may help – discuss in pregame) HL and LJ should mirror each other on every play.</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. Observe blocks at POA &amp; transition as play develops. Sweep away or Option away-help clean up and watch backside blocks &amp; QB</p>			
<p>Man-in-Motion Away from You: Flag only if he CLEARLY turned upfield early – no advantage to ½ step. Towards you: drop flag if clear &amp; obvious.</p>			
<p><b>HOLDING CATEGORIES: Grab &amp; Restrict * Hook &amp; Restrict * Takedown * Tackle</b></p>			
<b>PASS PLAY</b>			
<ul style="list-style-type: none"> <li>Be aware of switches</li> <li>Watch Receiver push off (OPI)</li> </ul>	<ul style="list-style-type: none"> <li>If pressed watch key only</li> <li>DH: Know if it occurs Before the pass – if it's close, go with DH rather than DPI</li> </ul>	<ul style="list-style-type: none"> <li>If no press – watch other threats</li> <li>Formation will determine your key</li> </ul>	<ul style="list-style-type: none"> <li>DB holding Receiver - must be BIG</li> </ul>
<ul style="list-style-type: none"> <li>Focus on players while ball is in the air – feet, then hands, then ball</li> <li><b>PASS INTERFERENCE:</b> Requires (1) Obvious intent to impede, (2) Physical contact, (3) Catchable ball (not technically, but use common sense)</li> <li>OPI – Begins at snap (15yds): (1) Block downfield, (2) Creates separation, (3) Drives through established receiver (4) Pick plays</li> <li>DPI – Live Ball with ball in the air. You must place the action into one of six categories: (1) Early contact, not playing ball, (2) Playing through back, (3) Grab/restrict, (4) Arm bar, (5) Cut off, (6) Hook &amp; turn</li> <li>Receiver Steps OOB on his own: Hat down; if he returns inbounds - LIVE BALL – Illegal Participation – 15 yards at basic spot He is still ELEGIBLE and there CAN be DPI (if receiver is pushed out &amp; returns immediately, no foul)</li> <li>If a receiver on your side goes deep, you have to get down there!</li> <li>Pass Touched in flight: tip signal, no OPI or DPI (can have PF or OH)</li> <li>ODD PLAYS: Safety – B intercepts, fumbles (provides impetus), ball inside 5yd line &amp; ball becomes dead in or out of the EZ. Offensive Pick Play – Be especially aware inside 20yd line (read formations) Must be contact! Bubble Screen – No OPI or IDP if ball is caught &lt;1yd downfield</li> <li>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. If receiver is CARRIED out of bounds, progress is stopped and it's a CATCH</li> <li>Intentional Grounding: Pass in your area with no receiver in position to make a catch. Go to the Referee immediately and share that information. Ball thrown directly OOB is automatic penalty unless a receiver has a chance to make a play.</li> <li>Backward pass – punch it – CLEARLY backwards or it's a forward pass</li> <li>Turnover – you have the SL all the way to the GL – assume he will break it! Help with IDP when possible, especially near GL</li> </ul>			
<b>SCRIMMAGE KICK</b>			
<ul style="list-style-type: none"> <li>Punt – At snap, begin moving downfield, be aware of holding on the corners and by protector backs; up backs may NOT block below the waist; determine flight of ball &amp; adjust movements accordingly. Deep to your side – get on your horse! Observe action/signals by R players in front of main kick receiver. If bad snap, HL moves into backfield to help R work play – LJ will stay on LOS to rule kick behind/beyond NZ; ball kicked from beyond LOS is a foul – treated as a fumble.</li> <li>First Touching by A – bean bag</li> <li>R in chase mode? = HOLD/IBB</li> <li>K can recover – NO ADVANCE (DB)</li> <li>K can advance a FUMBLE</li> <li>Fair Catch – ball is dead, signaler afforded protection, cannot block (illegal block 15yds) R 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 breaks plane of GL – touched or untouched by R (dead ball)</li> <li>It matters WHERE The ball is, not the feet!! • Momentum – inside 5 yard line</li> <li>K player OOB on own &amp; returns, Illegal Participation (hat and flag – Live Ball 15 yards) Pushed out – has to return immediately</li> <li>Interference with catch – KCI (spot foul – 15yds &amp; awarded fair catch or 15 yards at previous spot, replay down) KCI can't be a tack-on!</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>Field Goal or Try: LJ on LOS – No more than 4 in the backfield – watch edge blocks – come in and clean up after play</li> <li>Field Goal or Try: LJ under goal post – Count R with BJ – get to SL on broken play or fake, GL if possible, but stay out of EZ</li> <li>Field Goal or Try: If ball hits the cross bar or goal post and bounces back into field of play, the ball is dead. FG short of GL – treated as a punt.</li> <li>Punt OOB – Whistle, stop clock, stop at SL with hand up, look at Referee – if he signals, move up SL, (jog if it's a long way) stop when chopped in, TO signal, point in direction Team R will be going. If R is not looking, pick your own spot!</li> <li>Free Kick scoring attempt after a Fair Catch: adjust position to Team R's Free Kick Line</li> <li>All fouls by K during a scrimmage kick can be tacked on to the dead ball spot if R has possession, except KCI (spot foul)</li> <li>Safety – R fumbles ball (provides impetus) inside 5-yard line &amp; ball becomes dead in EZ or out of EZ</li> <li>K - first touching – consequences of touching are eliminated if R touches ball &amp; then fouls, or any penalty is accepted</li> <li>Ball DOES NOT cross the NZ - either team can recover and advance (K can still pass or kick it) NOTE: KCI does not apply if ball does not cross</li> <li>Ball DOES cross the NZ – R can touch or recover but cannot advance</li> <li>Post Scrimmage Kick Enforcement (PSK): Live ball Fouls by R, ball crosses Neutral Zone and R ends in possession.</li> <li>PSK - Penalized from the end of the kick or the spot of the foul if it is behind the end of the kick.</li> </ul>			

# PRE-GAME CHECKLIST – Back Judge



RUNNING PLAY		
• Check formation for restricted & unrestricted players in relationship to low blocks. If you read run, go to the POA while observing the action as it is developing in and around the POA.	• Key – second & third outside receiver in a trips formation.	
• Running Play – watch blocks in front of runner and at POA.	• Watch initial action on and by your key. Read play – then react.	
• Be alert for players going to ground and using leg to trip or whip.	• Keep your cushion – always assume runner will break it.	
• Holding - Must have a visual restriction and have an effect on the play. Stay away from quick grabs that don't stop the tackler from going where he wants to go. No IBBs or OHs on guy that makes the tackle!	• Before signaling TD on SL run, make eye contact with HL or LJ to confirm. Turnover - watch for BBWs & BSBs and clean up behind play.	
• Stay inside the hash on runs until you are sure the play is over.	• Ball snapped at 25, start on GL. Snap on 20 – start on EL. Easier to run forward than backward. If you read run, try to help with the GL when snapping 15 yards and out. Talk to the short wings!	
• Let the wing officials get the dead ball spot even on longer runs – it's only a critical spot if it's close to the GL.	• Keep officiating into the dead ball period.	
	• Never leave opposing players behind you!	
	• Talk to players and use preventive officiating.	
<b>SUBS</b>	<b>Check Play Clock</b>	<b>Assist with Game Clock</b>
PASS PLAY		
• Read initial action on and by Key	• Don't officiate air!	• LBs & DBs – no BBW against
• When in doubt – it is catchable!	• Key outside receiver to strong side – in a balanced formation "LJ" is the strong side	• Complete the process of a Catch!
• Coordinate with HL and LJ on switches of keys in trips formation both in pre-game and throughout the game.		
• PASS INTERFERENCE: Requires (1) Obvious intent to impede, (2) Physical contact, (3) Catchable ball (not technically required, use common sense)		
• Once ball is in the air, think of both A and B as receivers, each with a right to the ball		
• OPI – Begins at snap (15yds): (1) Block downfield, (2) Creates separation, (3) Drives through established defender, (4) Pick Play		
• DPI – Live Ball with ball in air: 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		
• 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 UP!	• Hustle but don't hurry – manage speed to accommodate situations.	
• ODD PLAYS: 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 (if something is "close" you have nothing!)		
• 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. Turnover: Be Alert for BSBs & BBWs and Clean up Behind the Play.		
• 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! If your key is not pressed, shift focus at the snap to another receiver, then come back as play develops.		
• KEEP YOUR CUSHION!	• Momentum rule-between 5yd line & GL. Catch or recovery inside the 5 yard line – Bag it!	
SCRIMMAGE KICK		
• BJ has responsibility for FC signal. Initial position 10-12 yards outside and 3-5 yards behind "R" shoulder to HL's side of field to enable you to get wide angle and with a few yards behind receiver at catch. Bean bag in hand – Marks the end of kick inbounds. Count "R" & signal the FJ & 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.		
• First touching by K – bean bag	• R in chase mode? – HOLD/IBB	• K can recover a muff – NO ADVANCE
• Fair Catch – ball is dead, signaler afforded protection, cannot block (ILB – illegal block 15yds) & R CANNOT advance after fair catch (Dead ball – DOG 5 yards)	• K can advance a FUMBLE	
• Forced touching is not touching (ignore touching when opponent is blocked into ball or ball is batted into opponent) Actively Blocking is NOT forced touching		
• TOUCHBACK – ball breaks plane of GL – touched or untouched by R (dead ball)	• Team K OOB on own, cannot return (hat and flag – Live ball 15 yards)	
• It matters WHERE the ball is, not the player's feet!!	• Interference with catch – KCI (spot – 15yds)	
• Block Below the Waist (BBW): live ball, K or R, 15 yards	• Illegal Block in the Back (IBB): live ball, K or R, 10 yards	
• ODD PLAYS: All fouls by K during scrimmage kick can be tacked on to R's dead ball spot, except KCI (spot foul) Momentum Rule – applies between 5-yard line and Goal Line (Catch or recovery inside the 5 – drop bean bag at spot (yd line) of catch/recovery) Safety – B fumbles ball (provides impetus) inside 5-yard line & ball becomes dead in EZ or out of EZ X first touching – consequences of touching are eliminated if R touches the kick and then commits a foul, or if there is any accepted penalty Ball DOES NOT cross the NZ - either team can recover and advance (K can still pass or kick it) NOTE: KCI does not apply if ball does not cross Ball DOES cross the NZ – K can touch or recover but cannot advance		
• PSK: Foul during the Kick by R, ball crosses NZ, R in possession at end of kick		
• Punt OOB – Whistle, stop clock, stop at SL with hand up, look at Referee – if he signals, move up SL, (jog if it's a long way) stop when chopped in, TO signal, point in direction Team R will be going. If R is not looking, pick your own spot!		
• Field Goal: If ball hits the cross bar or goal post and bounces back into field of play, the ball is dead. Kick short of GL – treat as a punt.		
• Free Kick after Fair Catch – position at K's free kick line.		
<b>Be a great dead ball official</b>	<b>Communicate with HL &amp; LJ</b>	<b>Check game clock</b>

# PRE-GAME CHECKLIST – Back Judge



POINTS OF EMPHASIS		
<ul style="list-style-type: none"> <li>• SLOW DOWN!! Process the play</li> </ul>	<ul style="list-style-type: none"> <li>• OWN YOUR POSITION</li> </ul>	<ul style="list-style-type: none"> <li>• Discuss pass keys and switches with HL &amp; LJ</li> </ul>
<ul style="list-style-type: none"> <li>• Make it BIG</li> </ul>	<ul style="list-style-type: none"> <li>• Be a blind side block crew saver</li> </ul>	<ul style="list-style-type: none"> <li>• Illegal Substitution: In formation – no attempt to leave – kill it, dead ball foul; if running off field with snap imminent, kill it even if ball gets snapped. Only bad things can happen if you call it live ball.</li> </ul>
<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 all time outs</li> </ul>	<ul style="list-style-type: none"> <li>• Illegal Participation: If you are trying to complete the count as the play is being snapped – continue the count and let the play go. If Team B has 12, throw flag even though it's late – 15 yards. GET IT RIGHT!</li> </ul>
<ul style="list-style-type: none"> <li>• Officiate players</li> </ul>	<ul style="list-style-type: none"> <li>• Dead Ball Officiate</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</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.</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 - press box has an unobstructed view of the ball.</li> </ul>		
PRE-GAME		
<ul style="list-style-type: none"> <li>• Introduce yourself to the head coaches</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 1st/2nd half kickoff game ball (work with ball boys)</li> </ul>	<ul style="list-style-type: none"> <li>• Check Pylons, GL &amp; EL lines – alert crew to possible confusing lines</li> </ul>	
<ul style="list-style-type: none"> <li>• Meet w/Play Clock &amp; Game Clock Operators</li> </ul>	<ul style="list-style-type: none"> <li>• Observe kickers, QBs &amp; receivers – find the studs</li> </ul>	
<ul style="list-style-type: none"> <li>• Meet with Special Teams Coach and returners, discuss FC signal, shading of eyes and “get away” signals.</li> </ul>	<ul style="list-style-type: none"> <li>• Control NO FLY ZONE (Keep teams separated)</li> </ul>	
<ul style="list-style-type: none"> <li>• 3 game balls from each team (unless we have bad weather).</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 22 - 25 yds downfield – Shade slightly to 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.</li> </ul>	
<ul style="list-style-type: none"> <li>• Ball on or inside the 20 yard line: Set up on the end line. Move up to GL if running play.</li> </ul>	<ul style="list-style-type: none"> <li>• Read Run - stop and focus in front of POA.</li> </ul>	
<ul style="list-style-type: none"> <li>• Ball on or outside 25 yard line: Set up on GL</li> </ul>	<ul style="list-style-type: none"> <li>• Count Team B with LJ every play.</li> </ul>	
<ul style="list-style-type: none"> <li>• Know and communicate when game clock is under 2:00 in 2nd &amp; 4th quarters.</li> </ul>	<ul style="list-style-type: none"> <li>• Signals: thumb up = 11; fist down below waist = &lt;11, If &gt; than 11 whistle &amp; flag (Count twice)</li> </ul>	
<ul style="list-style-type: none"> <li>• Play-Clock @ :00 - look to see if snap has been made, if not, whistle-flag</li> </ul>	<ul style="list-style-type: none"> <li>• If your key is not being pressed, help at the snap with other keys that are being pressed.</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 12:00 for opening &amp; 2<sup>nd</sup> Half kickoff.</li> </ul>	<ul style="list-style-type: none"> <li>• First touching – 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 your side - ball responsibility - illegal touch by K before ball is touched or goes 10 yards. Stay on Sideline.</li> </ul>	
<ul style="list-style-type: none"> <li>• Make sure K has 11 – if more or less, fix it before leaving kicker.</li> </ul>	<ul style="list-style-type: none"> <li>• Deep Kick - Move to position inside the numbers and ease downfield 10-15 Yds from kick line. Keep a good cushion.</li> </ul>	
<ul style="list-style-type: none"> <li>• BJ @ K's restraining line opposite press box side – working slightly in front of restraining line to get better look – Count K with LJ. Bean bag in hand. Always think it is a short kick!</li> </ul>	<ul style="list-style-type: none"> <li>• Always anticipate the runner will break it – you have GL!</li> </ul>	
<ul style="list-style-type: none"> <li>• At least 4 K players each side of kicker. Be alert for chase mode IBB</li> </ul>	<ul style="list-style-type: none"> <li>• OFK-soft plane on deep kicks – hard plane on short kicks. Dead Ball foul.</li> </ul>	
<ul style="list-style-type: none"> <li>• Free kick OB - (Untouched by R) Live Ball-KOB (5yds) R-Has 3 Choices: 5 Yds &amp; Re-kick, OB spot +5 yds, or 25 yds from spot of kick.</li> </ul>	<ul style="list-style-type: none"> <li>• On-side kick to other side-watch “K” blocks before they are eligible to touch – Who initiates block? (IBK) illegal block on kick (10 yds)</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>• If the kick is driven into the ground and “pops up” into the air above the height of the player's heads – blow whistle – dead ball foul – enforce 5 yards at previous spot.</li> </ul>	
<ul style="list-style-type: none"> <li>• R-Has the right to complete the catch with or without a fair catch signal.</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 (10 yds)</li> </ul>	
<ul style="list-style-type: none"> <li>• Fair catch – the ball is dead. Signaler gets protection, can't block until the kick has ended. Kicker or holder can't be blocked until they've gone 5 yards, or the kick has hit the ground or a player.</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 Kick Catch Interference - KCI)</li> </ul>	
<ul style="list-style-type: none"> <li>• KCI penalty: awarded fair catch after a 15 yard penalty at the interference spot or 15 yard penalty at the previous spot and replay the down.</li> </ul>	<ul style="list-style-type: none"> <li>• If a Team K player catches a free kick it is KCI if a Team R player is in the area, or first touching if there is no Team R player in the area.</li> </ul>	
<ul style="list-style-type: none"> <li>• Forced 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 ball touches R, or (2) Ball touches ground beyond R's line &amp; Breaks R's plane. (In either order)</li> </ul>	
<ul style="list-style-type: none"> <li>• Free Kick after safety = adjust position to K 20 yard line</li> </ul>		

# NYS Approved Supplementary Signals

**Two Arms Folded Across Chest — Two Stakes - More than 10 yards to go for 1st down**

**Fist at Shoulder Level — 11 Players on Offense or Defense**

**Fist Down by Side — Less than 11 Players on Offense or Defense**

**or**

**Two hands on chest, fingers spread – 10 or less players on Offense or Defense**

**False Start (Rolling Hands) — Snapper Protection**

**Hand on Side of Face — Unbalanced Line - More than 3 players on line outside Center**

**Wind Twice, then Stop Clock — Ball Dead In Bounds, 1st down (Starts on Ready)**

**Arms below Waist, Palms to Sideline — Play out of Bounds - Start Clock on Snap**

**or**

**Hand in Air, Snapping Fingers — Play out of Bounds - Start Clock on Snap**

**and**

**Small circle motion with index finger down by waist - Play ended in bounds – Start Clock on Ready**

**Arm Extended to Side towards Offense — Backward Pass**

**Arm “Punched” Towards Offense — Pass DID NOT cross line of Scrimmage (Umpire)**

**Hands “Juggling” Up and Down Motion — Incomplete Pass - Bobbled while going Out of Bounds**

**Two-Armed “Sweep” Toward Sideline — Pass was completed Out of Bounds**

**Two-Armed “Sweep” Toward Sideline — Scoring Kick Attempt was No good - “Wide”**

**Pat Ground with Palm of Hand — Pass Incomplete - Ball Hit the Ground**

**One open hand “pumped” straight up over head – Reset 25” clock**

**Two open hands “pumped” straight up over head – Reset 40” clock**