

# Pre-game Duties

- Talk to head coaches / game management. (R)(U)
- Walk the field. (Judges)
- Test and approve game balls. (U)
- (Upon arrival at field), Chain crew. (L)
- Ball Personnel. (L, LJ)
- Coin flip

## Free Kick

### (pre-kick, at kick, after kick, during return)

- "K" restrictions & "R" Restrictions
- Fair Catch
- Field Goal/PATs

## Scrimmage Plays

- Discuss responsibilities (pre snap, at snap, during play, after play).
- Before Snap.
- R & U count A and signal, penalty if more than 11 — DBF — Sub Infraction.
- BJ and LJ count B.
- J times 25 seconds; hand in air with 5 seconds to go. If a team is slow let me know early. Ding if necessary, Q1!
- HL, down and distance.
- 7 A players on LOS. (L & LJ)
- Know eligible players and if someone is covered. Unbalanced line. (LJ & L)
- All A players must have been within 15 yards of ball; no need to huddle.

## Running Plays

- See the ball, see the ball, see the ball — then look again — then whistle.
- One whistle from covering official, mostly L & LJ, no whistle is OK. This will help avoid inadvertent whistles. R, U and BJ — very few whistles —ever.
- Forward progress is always HL & LJ unless very long run.
- 5 yd line and in, L & LJ move directly to GL and work back to ball if short.
- GL — 5 yd line going out, HL & LJ move back to GL on snap and then cover FP.
- Discuss mechanics on sweeps.
- Covering official.
- Wind clock if forward progress is stopped inbounds and play then goes OB.
- Clean up coverage if OB. (BJ & R)
- Discuss mechanics on runs up the middle.

## Forward Progress

### Fumbles

## Passing Plays

- Know eligible receivers and coverages. Mechanic - man, zone, ball.
- Watch for player going OB unblocked, beanbag out and flag if player re-enters field — (Illegal participation, 15 yds).
- OPI restrictions begin with snap, end when ball is touched by A or B. (15 yds, LOD)
- DPI restrictions begin when ball leaves passer's hand; end when ball is touched by A or B. (15 yds, AFD)
- Incidental contact is ignored.
- U or R to give signal if ball is tipped behind or near the LOS.
- U can help with behind / beyond LOS — PUNCH if behind.

## Passing Plays (con't)

- Illegal forward pass. (R & U) (5 yds from end of run, LOD)
- No ineligible downfield until ball crosses the NZ .
- DPI / OPI behind the LOS. R has primary responsibility for Intentional Grounding — help is OK from wing or BJ (5 yds, LOD). Wings point to man if one in area, or come hard to R to report! No flag from wings.
- Joint possession — ball goes to team last in possession.
- Sideline play — good catch if possession (control) and one foot down in bounds. Mechanic — feet, ball.
- Picks — watch for OPI on the pick play, MUST HAVE CONTACT.

## Penalty

- WHEN CALLING A FOUL - MAKE SURE YOU HAVE IT! If you thought it was a penalty, you had NOTHING!
- Off official covers flag.
- Make sure R understands penalty, status of ball at time of infraction. GO SLOW — no rush. Offense / Defense, special circumstances. Get number if possible.
- U to walk off penalty; LJ to mirror steps.
- If unusual call, R will explain to head coaches, accompanied by wing official. WE MUST GET THIS RIGHT!

## Special Enforcements

- PSK — see scrimmage kicks.
- LBF on successful scoring plays: can play over or take yardage on succeeding spot.
- B foul in EZ: enforce from GL if foul free results in a safety.
- USL and non-player — enforce as DBF!
- Roughing passer/holder/kicker enforced from end of the last run. All automatic FIRST DOWN.

## Measurements

- L brings in chains, holding clip, asks box man to mark front stake before chains move, BJ has the ball, LJ marks where L to put clip down, U takes front stake and stretches chains, R makes the call — if too close to tell, FIRST DOWN.

## Time Outs

### General

- Be aware of clock and game situation at all times.
- Know status of clock on every play. ALL ARE RESPONSIBLE TO AVOID TIMING ERRORS.
- All officials give good crisp signals. Be sure and confident when signaling. Sell the call — every call.
- Sideline control
- THIS IS A MUST! R will use the sideline-warning signal to help you keep teams back. Make this call early.
- POINT OF EMPHASIS Avoid "rabbit ears" — it will only get you in trouble.
- Inadvertent whistle — beanbag, all other officials sound whistle. It happens, and we have a procedure to cover it.
- Hot weather/early in season - call for H2O often.
- DBO – Don't let things happen that can be prevented.
- USL – taunting, hand questers & other acts.
- PF's – Write down player number (Qtr & time). Player EJECTION

## Running Clock