

Pre-Game Outline - 5 Man Crew

Game	<ul style="list-style-type: none"> * What does this game mean for the teams? ie, district or playoff implications, rivalries, etc. * What do we know about each team? (Mostly run or pass?, Hurry-up?, Past concerns?) * We want to talk through these things to prepare us but they should not change HOW we officiate the game 				
Pre-Game	Referee and Umpire				
	<p>R and U hold conferences with both head coaches to discuss</p> <p>1) "Are all players legally and properly equipped?"</p> <p>2) Are there any special plays or formations we need to know about?</p> <p>3) Get the name of the head coach as well as, get back coach and coach that will be calling timeouts if different than the head coach.</p> <p>4) Umpire be sure to check an necessary documentation for pads and equipment</p>				
	Line Judge, Head Linesman and Back Judge				
	<p>All 3: Check your third of the field for any equipment or field issues, also survey teams and address any equipment issues.</p> <p>Line Judge: Secure game balls for referee's approval and meet with ball crew.</p> <p>Head Linesman: Check chains and meet with chain crew</p> <p>Back Judge: Assist HL with checking chains</p>				
Free - Kick	Positioning				
	R- R's Goal Line	U- R's 20 yd. line	LJ- R's free kick line (generally the 50)	HL- R's 30 yd. line	BJ- K's free kick line (usually the 40)
	Things to remember				
	<ul style="list-style-type: none"> *BJ and LJ especially need to have bean bag ready for any first touching spots by K. *Covering official(s) wind clock when ball is legally touched. *BJ check for 4 on each side of kicker and all players within five yards of K FK line *BJ has signal on any penalties that are enforced on the kickoff or occur on a free kick play *On kick OB throw penalty flag at spot, R has option of: 35 YL, Spot, or 5 yard penalty and re-kick *R, U, and HL count R players *LJ and BJ count K players 				
Scrimmage Plays	All Plays				
	<ul style="list-style-type: none"> *See the ball and have a slow whistle if there are no player safety concerns involved *When the ball becomes dead, we need to stay alive; clean up sidelines, watch players, etc. *Communicate with your crew. If there's a penalty get an explanation to a wing guy to relay to the coach. *LJ and HL verify that 7 are on the line, if you have 2 on your side of the center intiate the signal, opposite official only give the signal back if you have 4 to cover, R can help verify the line * Umpire checks number requirements every play * R and U count O players *LJ, HL, and BJ count D players 				
	Running Plays				
	<ul style="list-style-type: none"> * We need to get all fouls that provide an advantage at the point of attack and all player safety fouls. * Keep the play boxed in, if that run goes oppostie side, trail and watch for backside penalties * Wings square off on spot and hold until the umpire spots the ball, award forward progress 				
Passing Plays					
<ul style="list-style-type: none"> * Know who our eligible and ineligible receivers are on every play * Wings need to flow down field and key on their flats * Watch for intentional grounding (pass intentionally thrown to save loss or conserve time) * DPI: Not Playing the Ball, Playing Through The Back, Grab and Restrict, Arm Bar, Cut Off, Hook and Restrict * OPI: Creating Separation, Driving Thru, Blocking Downfield 					

Scrimmage Kicks

Positioning

- * BJ is 10-12 yds wider and 2-3 yards deeper than the deepest receiver on HL side of field
- * LJ releases at the snap

Things to Remember

- * PSK spot is where the kick ends. In order to use PSK we need all 5: 1) Foul by R 2) Not a successful try or kick 3) During scrimmage kick that crosses NZ 4) Occurs before end of kick 5) R has possession when kick ends.
- * Momentum Rule - Insdie 5 yard line, bean bag at spot.