**PRE-GAME 2**

**Contingency Plan** – Who moves where if someone goes down?

**Rule Changes** – Un. Roughness, kicking formation, correcting a down.

**Crew Expectation of each official**

 Communication with crew and coaches and players

 Preparation and hustle

 Dead ball – preventative officiating – player safety – out of bounds – behind the play

 Field presence – talking to players

**Pre- Game Duties –** on field 30 minutes before starting time.

 Enter field together. Perform duties in a businesslike manner. R-U meet with HCs. U – inspect PAT Line and player equipment. Flanks – meet with ball boys. Meet HCs. HL instruct chain crew and inspect chains, tape at halfway point. White tape on down box for writing where each new series begins. Make sure you have your clips and an extra pen. BJ – meet and instruct clock operator. 20 minute half and 3 minute warm up. All – inspect field and player equipment.

**Coin-Toss**

Get captains at 5 minutes. R – brings home captains. U – brings visiting captains. BJ on right 40 yard numbers when facing field opposite press box with team ball.. LJ on right 40 yard numbers when facing field on press box side with team ball. HL on your sideline opposite press box. All come together in middle of field after toss.

**Kicking Game**

Free Kicks

 All officials with bean bag in hand. Anticipate short kick. At numbers and move back together when BJ stops at numbers and gives R signal. Watch for fair catch signal. Positions & responsibilities… Starting clock. All stop clock. All check clock. Kick out of bounds. First touching and interference by K.

Punts

 All – positioning and responsibilities. Kick catch interference. PSK. Numbering requirements. U – call out ineligibles. First touching by K. Killing the clock and watching the clock. Chains hold until R releases them. Scrimmage kick squirrel cage signal. BJ remind receiver how to signal properly. If punt breaks down R stays with kicker and flanks hold the LOS.

PATS and FGs

 Flank looking at back of R will be under upright. BJ will have cross bar and upright and whistle. Both signal. R is facing holder. Signal number of OL on his side of the center. Scrimmage kick squirrel cage signal. Ball is dead once it crosses goal line. Once it is apparent the PAT will not score points the down is over. FG is a punt that can score points. If kick breaks down. R stay with kicker/holder. Flank under the upright moves to nearest pylon.

Illegal kicks, when and what and enforcement. After an awarded fair catch. Flanks on kick out of bounds.

**Penalties**

 Get the alligators and let the lizards go. We are not here to throw flags. Manage the game. Advantage/disadvantage, safety, point of attack. Calling official report foul to R. If false start/encroachment. Throw flag to fouling team’s side of the LOS. Cover flag whenever possible. Report live ball/dead ball, during the run or loose ball, offense/defense, kicker/returner. U marches distance with HL mirroring him. LJ at old spot. BJ retrieve flag(s). SLOW DOWN! Get it right. Talk to each other.

**Running Game**

 Flanks – pre-snap – coverage areas - progress – whistle mechanics – up the middle - side zones – cross field mechanics - ball replays – five yard face masks – goal line and short yardage – counting players. BJ – side zones- ball relays. U – pre-snap and coverage areas - flow of the play and coverage areas – side zones – ball relays. R – pre-snap – coverage areas - side zones and ball relays.

**Passing Game**

 Flanks – pre-snap – coverage areas – forward/backward passes – QB scrambles – intentional grounding - side zones – ball relays on long passes – you have side line/in bounds out of bounds – QB sack forward progress. BJ – pre-snap – coverage areas and reads - side zones – you have catch/no catch on side line. U – pre-snap and coverage areas – quick look in passes - move up to the LOS when you read pass – you are primary for ineligibles down field – side zones – ball relays. R – pre-snap – coverage areas - side zones – with the QB.

**Time Outs**

 Kill the clock and communicate with R – Confirm time outs left with other officials – inform coach of remaining time outs – Flanks stand between the goal line and your team – BJ has whistle at 46 seconds and again at 60 seconds.

**Measurements**

 LJ communicates close/close and stop the clock – Hand ball to appropriate official – R will look at spot – If measurement – LJ has the clip spot – BJ holds the ball – HL brings out the chains – U takes the front stake – R checks measurement.

**General -** U – control the middle of the field and communicate with R – Flanks work wider than the sidelines – Pinch in hard on goal line and short yardage plays – Control your sidelines early and often - BJ – get into the side zones ALL NIGHT – Timing of 25 second clock.

**BOX -** Pay attention to your HL and R all game. Keep the chain crew under your control and working with the HL. Help keep players back.

**Philosophies** – Don’t get defensive when another official questions your call. You may be wrong. Ask if you saw the whole play. Be consistent when using your whistle throughout the entire game. Know where the ball is. See the ball before the whistle. Keep the game under control by keeping yourself, the coaches, and the players under control. Never wait for another official to call a foul. If you see it and it needs to be called, throw your flag. Keep officiating after you throw your flag. Status of the ball on all fouls. Do not guess. Know what happened or you don’t have anything. Preventative officiating. Fix errors on the field, not in the dressing room. Slow down. Nothing happens until we let it happen. Appearance: Look professional. How we look in uniform and our actions on the field are as important as anything else we do. Verify we have all of our equipment before we leave the locker room.