

High School Football Pregame and Mechanics 2015

Dual County League

Commissioner Eldridge

CONFIRMATIONS

- ♦ Referees confirm game, meeting time and location with Crew by end of day Tuesday (Fri or Sat game) Pregame meeting shall be **MINIMUM** of one hour prior to kickoff – hour and 15 minutes is preferred!
- ♦ **ALL officials upon arrival at game site are to check in with AD/Site manger before going into locker room.**
- ♦ Report any issues to Commissioner ASAP

PREGAME DISCUSSION

Review Coin Toss Mechanics

- ♦ Who brings out Captains – stay at 9's
- ♦ Ensure wing knows what his Coach wants: Kick/Receive, Defer, Defend **DON'T RELY ON CAPTAINS**
- ♦ **Have ball ready. Make sure that balls meets all rule conditions. While Referee and Umpire are talking with Head Coaches, LJ and BJ will mark all balls that will be used in the game before game time.**

Review Free Kick Positioning

Back Judge - Count K players. Always hand the ball to kicker. Instruct kicker not to kick until the Referee has sounded his whistle. Move to a position just outside the sideline on K's free kick line opposite the press box side of field (Linesman's side). If ball falls from tee, **BLOW WHISTLE - DO NOT ALLOW KICK.**

Watch illegal action on kicker and/or holder. Should there be a penalty that dictates re-kicking, signal the press box with the proper signal and administer the penalty

Line Judge - Responsible for R's free kick line (usually the 50 yd. line). Positioned opposite the Lineman's side of field. Signals readiness to Back Judge.

Linesman- Positioned at the 30 yard line, opposite press box side, is responsible for receiver/runner when ball is kicked into area. When ball is kicked into center of field or away, responsible for blocking ahead of runner. Signal readiness to Referee after receiving signal from the Back Judge, responsible when the ball is kicked near the goal line pylon.

Umpire- Positioned opposite the Lineman at the 15 to 20 yard line. When ball is kicked into center of field or away, responsible for blocking ahead of runner. Signals readiness to Referee after receiving signal from the Line Judge; also responsible when the ball is kicked near the goal line pylon.

Referee - Positioned can be anywhere from goal line to 10 yard line near hash mark to Linesman's side of field. Responsible for receiver's goal line; also responsible when ball kicked near goal line pylon.

Review Free Kick Rules, "K" and "R"

- ♦ Ball spotted between hash marks. **ON** the K-40, not behind or beyond.
- ♦ All K players behind free kick line until ball is kicked and must be on or inside 35 yd. line
- ♦ K cannot legally touch the ball until:
 - Touched by a team R player, anywhere.
 - Touches something or someone beyond R's restraining line (10 yards).
 - Breaks the plane of R's restraining line and is grounded.
- ♦ K can recover but not advance a free kick that has traveled at least 10 yards, and it is not kick catching interference — kill play if K recovers.
- ♦ If touched by K before breaking R's restraining line, untouched by R, beanbag to mark illegal touching." Violation, not a foul. R can take ball at spot of illegal touch.
- ♦ Forced touching (blocked into or ball muffed into) by K or R is ignored.
- ♦ All K and R players must be inbounds when ball is kicked.
- ♦ All R players behind restraining line until ball is kicked.
- ♦ Free Kick untouched by R touches ground in End Zone - TOUCHBACK unless caught in air and can then be returned

- ◆ Free Kick Out of Bounds - If untouched by R: FLAG — penalty options:
 - 5 yards, re-kick. (BJ gives signal and walks penalty yardage.)
 - R can take the ball at the inbounds spot.
 - 30 yards in advance of the previous spot (40 yard line).
- ◆ BJ/LJ has responsibility to protect kicker, 5 yds or until ball touches ground or player.
- ◆ A kick is a kick is a kick — after possession by R, the kick has ended.
- ◆ Make sure that clock does not start until LEGAL TOUCHING

Review onside kick.

Linesman-

- ◆ Will come up to the receiving teams restraining line opposite the LJ. Will be responsible for first touching. Beanbag spot.
- ◆ Responsible for fair catch signals along with the LJ

Umpire-

- ◆ Will come up to the kicking teams restraining line opposite the BJ.
- ◆ Will be responsible for off sides by kicking team

Back Judge-

- ◆ Responsible to watch for the kicker and if ball is hit into the ground and then into the air. Fair catch is allowed.
- ◆ Responsible for off sides by kicking team.

Line Judge-

- ◆ Will take normal position at the receiving teams restraining line. Will be responsible for first touching. Beanbag spot.
- ◆ Responsible for fair catch signals along with the Linesman.

Referee-

- ◆ Middle of the field
- ◆ Responsible for goal line if kick is long.

Review Scrimmage Kick Positioning and Rules

Back Judge - Initial Position is normally 7 to 10 yards wide of and slightly ahead of the deepest receiver on the Linesman's side of field. Be no closer than the hash mark. **When LOS is 40- yard line and in set up on the pylon.** Count Team B Players.

When it appears that the ball will land in either the Line Judge's or Linesman's area, you are responsible for:

- ◆ Covering the play in the vicinity of the receiver and play behind the runner if the play is away from you.
- ◆ Being ready to take over runner if the return comes back to the middle of the field.
- ◆ Watching the action of man who signaled fair catch and does not touch the ball (prohibited from blocking).

When it appears that the ball will not land in the Line Judge's or Lineman's area, you are responsible for:

- ◆ Moving into position ruling on validity of catch or signal, ruling on interference, and following the ball all the way to the goal line if the receiver fails to field kick.
- ◆ Being in position to rule on legality of handoffs.
- ◆ Ruling on play of the ball into end zone; be alert for batting violations.
- ◆ Covering the runner until he enters another official's zone.

If the kick is caught inside the 5 yard line, be prepared to rule on momentum if the receiver is downed in the end zone. Drop a bean bag at the spot of the catch on any kicks caught inside the 5 yard line. Be prepared to rule on touching of the kick by either team.

- ◆ If the Kickers are the first to touch the ball beyond the neutral zone, drop a bean bag at the yard line of 1st touching, and continue to cover the play.
- ◆ If the receivers are the first to touch the ball beyond the neutral zone and the kicking team recovers the kick, signal time-out and whistle the play dead immediately - the kicking team may only advance a fumble by the receivers beyond the neutral zone.
- ◆ Beanbag the end of the Kick.

When the play is completed and you are the covering official, point in the direction that the team next to snap will be advancing.

Back Judge has forward progress of the return to his side.

Line Judge - Count Team B Players. Once the ball is snapped, release and move downfield covering your side line to the deep receiver. **When LOS is 40-yard line and in set up on the pylon.** When it appears that the kick will be short and land inside your area of the field, you are responsible for:

- ♦ Moving into position ruling on validity of catch or signal, ruling on interference
- ♦ Being ready to take over runner if the return comes to your side.
- ♦ Covering the runner all the way to the goal line (you have 120 yards of sideline responsibility).

When it appears that the ball will land anywhere other your area, you are responsible for:

- ♦ Watching the action of players in advance of the receivers, paying particular attention to clipping and low illegal blocks.
- ♦ Watching the action of man who signaled fair catch and does not touch the ball (prohibited from blocking).

On a kick that travels in flight out of bounds over your sideline:

- ♦ Sound whistle and signal time-out.
- ♦ Move downfield beyond the yard line where the kick went out of bounds; Walk slowly up field looking to the Referee, stopping at the spot where he signals that the kick went out of bounds.

On a kick that rolls or is carried out of bounds across your sideline:

- ♦ Sound whistle and signal time-out.
- ♦ Hold spot and observe any action.

Drop beanbag at the spot if you must leave to retrieve the ball or to follow players out of bounds.

Line Judge has forward progress of the return to his side.

Linesman - Count offensive team players. You **MUST** hold your position until the ball crosses the neutral zone, even after a muffed snap. Rule on whether or not kick has crossed neutral zone. Assist Referee and Umpire in knowing if the kick is tipped by a player. On short line-drive kick, watch for ball being touched by K or R beyond the neutral zone expanded.

When it appears that the kick will be short and land inside your area of the field, you are responsible for:

- ♦ Moving into position ruling on validity of catch or signal, ruling on interference.
- ♦ Being ready to take over runner if the return comes to your side.
- ♦ Covering the runner all the way to the goal line (you have 120 yards of sideline responsibility. Linesman has pylon at kicking teams end zone on the return, must give cushion so he can on the pylon when the ball crosses

When it appears that the ball will land anywhere other than your area, you are responsible for watching the action of players in advance of the receivers, paying particular attention to clipping and low illegal blocks.

On a kick that travels in flight out of bounds over your sideline:

- ♦ Sound whistle and signal time-out.
- ♦ Move downfield beyond the yard line where the kick went out of bounds; Walk slowly up field looking to the Referee, stopping at the spot where he signals that the kick went out of bounds.

On a kick that rolls or is carried out of bounds across your sideline:

- ♦ Sound whistle and signal time-out.
- ♦ Hold spot and observe any action.

Drop beanbag at the spot if you must leave to retrieve the ball or to follow players out of bounds.

Umpire - Count offensive team players, knowing the ineligible. Observe defensive man over center. (Avoid serious injury to the snapper.) At the snap, step forward to the line of scrimmage. Be alert for runs and passes; assist in covering short or blocked kicks. Following the kick after the players go past your position, and on a signal from the Referee, turn and move towards the return areas, **with particular attention to clips or illegal blocks or other fouls away from the ball**

Referee - Count Offensive players. Take a position on the line judge's side (to cover LJ leaving area on snap), wide enough to see the ball from snap to kick, and being in position to be even with or slightly in front of kicker when ball is kicked. Be able to see blockers and kickers at the same time. Get in a comfortable position. If the flight of the kick is toward a sideline, move quickly to position in line with the flight and use arm signals to direct the covering official to the out-of-bounds spot. Getting an accurate spot is very important.

Review Scrimmage Kick Rules

- ◆ Every punt is a FAKE — know eligibles, know formation! U - Verbalize numbering exceptions.
- ◆ Discuss responsibilities (pre-snap, at snap, after kick, during return).
- ◆ SK formation — one player in position to receive the snap, at least 7 yards behind LOS, no player in position to receive a hand-to-hand snap. (R)
- ◆ Team B cannot contact the snapper. (15 yds. and 1st down) (U)
- ◆ Team B cannot run into or rough the kicker. (Roughing is 15 yds. and 1st down; running into is 5 yds. both from previous spot). Hitting the plant leg will always be roughing, just hitting the extended leg will be running into.
- ◆ Any Team B player can possess and advance anywhere in field.
- ◆ K can catch a kick in flight if no R in position to catch — NO ADVANCE; K can recover, BUT NOT ADVANCE if first touched by R beyond the expanded NZ; kill on possession by K or R can recover and advance behind the NZ. K can recover and advance a kick that does not cross NZ
- ◆ Ball must remain beyond the NZ to be considered crossing the NZ; if muffed, blown, or bounces behind, it IS behind — EXCEPTION IS PSK. A kick crosses the NZ when it touches anything beyond
- ◆ Illegal touching by K, beanbag.
- ◆ If a scrimmage kick untouched by Team B after crossing the neutral zone is batted by a player of Team A, it is a violation of illegal touching.
- ◆ A kick that fails to cross the NZ can be caught or recovered by any player and advanced.
- ◆ If R or K is blocked into the ball or the ball is muffed into them, the touching is ignored.
- ◆ K must give R opportunity to catch ball — penalty is kick catching interference.
- ◆ If OB in flight, HL or LJ walk with hand in air, R will chop you in at inbounds spot.
- ◆ Watch for cheap shots, personal fouls, defenseless players (point of emphasis).
- ◆ If ball OB behind NZ, belongs to R.

Fair Catch

- ◆ Valid signal — discuss valid / invalid. (eye shading)
- ◆ Illegal — what is legal / illegal?
- ◆ Player signaling may not block — ever.
- ◆ With possession, kill play — MAKE SURE OF POSSESSION! IF R advances after making a fair catch, Delay of Game penalty.
- ◆ Kick catching interference results in 15 yds.

Field Goal

- ◆ BJ and LJ under the goal posts – Umpire stays with snapper and shades towards open wing
- ◆ Ball is alive until at rest or crosses goal line. (Same rules as a punt!!)
- ◆ R will signal to crew if tee comes in.
- ◆ FG attempt that is short, BJ covers EL, HL or LJ fires to respective sideline pylon.
- ◆ Kick crosses NZ.
 - A not in possession at the end of the down.
 - B foul during kick (including a rolling ball).
 - Use "all but one" for B foul behind end of kick spot (including kicks that end behind the NZ)
 - BJ will need 2 beanbags, one for first touching by K and one to mark the end of kick.

PAT's

- ◆ BJ and LJ under the goal posts – Umpire stays with snapper and shades towards open wing.
- ◆ R shades to the LJ side on this as well as FGs
- ◆ Un-timed and un-numbered.
- ◆ Spot is between the hash marks at the 3 unless penalty.
- ◆ Ball is dead when: Attempt fails, Attempt is good, ball dead by other rule. Dead when it hits goal post and does not go over
- ◆ Loss of down penalty by A results on try being over.

Review Scrimmage Plays Positioning and Rules

- ◆ Discuss responsibilities (pre snap, at snap, during play, after play, stoppage of play).
- ◆ Before Snap R & U count A and signal, penalty if more than 11 — DBF — Sub Infraction.
- ◆ BJ and LJ count B.
- ◆ **25 second count** – Referee keeps time, verbalizes 10 seconds and puts hand up, Back Judge mirrors hand up. Referee will have the flag if 25 second clock expires

- ◆ **Pace of game** – LJ monitors time between plays to try and keep a steady pace of 35 – 40 seconds from end of play to start of next play. This amounts to a 10 to 15 second interval between end of previous play to the next “ready for play”. If this is not happening inform Referee.
- ◆ HL, down and distance.
- ◆ Know eligibles and if someone is covered. Unbalanced line. (LJ & HL)

Snapper

- ◆ Cannot remove both hands from ball, nor lift ball after placing hand(s) on ball.
- ◆ Cannot simulate a snap.
- ◆ Cannot move ball forward.

Line and Blocking

- ◆ 5 players numbered 50-79 on offensive LOS. (U)
- ◆ After center has hands on ball, no A player shall encroach. B can be in the NZ if no reaction from A. B in the NZ at the snap is encroachment
- ◆ False start, movement simulating action at the snap - Kill play.
- ◆ End can set, move, and reset as long as it is a legal shift and he is on the end of the line.
- ◆ Illegal motion DO NOT KILL, FLAG WITH SNAP.
- ◆ Blocking below the waist
- ◆ A cannot clip at or below the knees in the tackle box. B cannot block in back or clip in zone.
- ◆ Watch ends blocking outside in / cracking back. (HL & LJ & BJ)
- ◆ Block from behind ABOVE WAIST is blocking in the back (10 yds.); AT OR BELOW WAIST from behind: clipping (15 yds), When in doubt? clip.
- ◆ Holding — Point of attack or very obvious takedown. Holding player must control other player. Slow flags? Evaluate play.
- ◆ Chop block is a combo high/low or low/high — ILLEGAL

Eligibles

- ◆ Motion - who has? Direction at snap determines legality of motion.
- ◆ Know keys. (HL, LJ, BJ)
- ◆ Forward / backward pass, wing official calls. LOUD WHISTLE if incomplete, SELL IT. If not sure, it is forward. Mechanic, LJ & HL split field at the A center, take ball coming toward if on your side of the center.

Running Plays

- ◆ See the ball, see the ball, see the ball — then look again — then whistle.
- ◆ One whistle from covering official, mostly HL & LJ, no whistle is not OK. If the play ends and no one sees the ball we are to wait for a reasonable length of time then one whistle should be sounded, usually by R or U. 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, HL & 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.
- ◆ Wind clock if forward progress is stopped inbounds and play then goes OB.
- ◆ Clean up coverage if Out of Bounds. (BJ & R)
- ◆ Discuss mechanics on runs up the middle.

Forward Progress

- ◆ Short yardage or GL situations, wings pinch — eyes directly to ball carrier to determine FP.
- ◆ Touchdown signals (HL and / or LJ ONLY!)
- ◆ If first down, R hustles up field and stops clock. After making sure, we move the sticks.

Fumbles

- ◆ If close, knee was down, BLOW IT DEAD, SELL THE CALL.
- ◆ Beanbags on fumbles beyond NZ. All fumbles are to be bean bag. A fumble forward and OOB comes back to the spot regardless of the spot of the fumble.
- ◆ Wings, crash the pile for spot, but do not get inside players. R & U will dig and sort out possession, BJ — watch field for DBF. Very important that we know # of players pulling and/or pulling opponents from the pile with this year’s rule change.

Passing Plays

- ◆ Wings and BJ know eligibles and coverage. Mechanic - man, zone, ball.
- ◆ Watch for player going OB unblocked, mark spot with hat. It is only a foul if the ineligible player touches the pass before it touches B or an official. Then it is a loss of down at the previous spot.
- ◆ 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 to rule if pass goes beyond LOS — PUNCH if behind.
- ◆ Illegal forward pass. (R & U) (5 yds from spot of pass, LOD)
- ◆ No ineligible more than three yards downfield until ball crosses the NZ.
- ◆ There is no DPI / OPI behind the LOS.
- ◆ R has primary responsibility for Intentional Grounding — R will look for help from wing or BJ to determine if the pass crossed the NZ or if there was an eligible receiver in the vicinity of the pass. (Spot foul plus 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. Possession is defined in the rule book, know it.
- ◆ Picks — watch for OPI on the pick play, MUST HAVE CONTACT.

Review Penalty Mechanics and Enforcement

- ◆ If you THINK it is a penalty, it is probably NOTHING!
- ◆ Off official covers flag.
- ◆ Be sure the dead ball spot is covered first.
- ◆ Make sure R understands penalty, status of ball at time of infraction, and result of play. **Always get number.**
- ◆ R give preliminary signal.
- ◆ R will instruct captain in options. U will listen to make sure all options are covered. Try to get decision from coaches by facing coach when talking to Captain. Have a wing official near the offended coach so they can explain the situation and the options. Wings must know the rules and enforcement. DO NOT GIVE ADVISE!!!
- ◆ U to walk off penalty; LJ to mirror steps.
- ◆ If unusual call, R will explain to head coaches, accompanied by wing official. GET THIS RIGHT!

Review Other Mechanics - Measurements

- ◆ COMMUNICATE, COMMUNICATE, AND COMMUNICATE!
- ◆ If close, all call "check it, check it" — BALL AWARENESS, KNOW IF CLOSE, HOLD SPOT. Ball goes to feet of covering official.
- ◆ R will signal "official's T.O." for a measurement.
- ◆ HL brings in chains, holding clip, asks box man to mark front stake before chains move.
- ◆ BJ has the ball.
- ◆ LJ marks where HL to put clip down.
- ◆ U takes front stake and stretches chains after HL OK's.
- ◆ R makes the call — if too close to tell, FIRST DOWN.
- ◆ IF NOT FIRST DOWN:
 - HL takes clip all the way back to sideline and resets chains (unless change of possession).
 - If ball outside the hash, LJ / BJ gets new ball and gives to R to place. Leave first ball where measurement happened.
 - All — check the down, know the status of clock.
- ◆ IF FIRST DOWN:
 - Toss ball in, mark, and ready for play after chains are reset.

Review Other Mechanics - Time Outs

- ✦ COMMUNICATE!
- ✦ Official calling T.O. make sure to clearly communicate to R; R will then signal press box.
- ✦ All officials record team, game time, verify with other officials.
- ✦ HL & LJ move near their respective team huddles, count players in huddle. Make sure that all conferences are legal (discuss what is legal). If 12 players, preventive officiate and get the extra player out.
- ✦ Make sure that there are no illegal substitutions.
- ✦ U covers ball and holds position until Referee is in position. Keep offense off the ball.
- ✦ BJ times interval, alert R at 45-55 seconds in T.O. period.
- ✦ R calls "coaches out," chops ball, and we go. Wings assist on getting coaches out. Call - Clock on snap.
- ✦ 30 second time outs

Review Other Mechanics - General

- ✦ **2nd Half Options** - Establish choices before teams head to halftime meeting, optional if Referee wants to also bring captains out before start of 2nd half to discuss any general issues or comments, sportsmanship issues or tenor of game
- ✦ Overtime Procedures
- ✦ Duties during time-outs and intermission between periods
- ✦ Be aware of clock and game situation at all times.
- ✦ Review "momentum" rule as it applies inside the 5-yard line on kicks and interceptions.
- ✦ Injured or ill official — discuss who rotates where
- ✦ Coach-Referee conference: Wing officials make sure the coach knows it'll cost him a timeout for the R to come over. If he just wants an explanation, we'll get it to him. If he requests a conference with the R, it'll cost him a timeout.
- ✦ **Fumbles and Pileups:**
 - 1st black hat digs
 - 2nd official controls the clock
 - Other officials control the players and un-pile them.
- ✦ LJ times all intervals — 60 seconds (After PAT, Safety, FG and between quarters). BJ records time of score — helps R.
- ✦ 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! Make this call early. There are no warning necessary.
- ✦ POINT OF EMPHASIS Avoid "rabbit ears" — it will only get you in trouble.
- ✦ Ejection mechanics
 - Ejecting official and R go to sideline with ejected player. If R is ejecting official, official on that side go with him. Always 2 officials.
 - If R is ejecting official, wing official from ejected player's sideline accompanies R
- ✦ Inadvertent whistle — use beanbag to mark the end of the related run if the ball is in player possession at the time of the whistle, all other officials sound whistle.
- ✦ Hot weather — call for H2O often.
- ✦ Review current year rules changes, particularly early in the season
- ✦ Review current year mechanics changes, particularly early in the season
- ✦ Weather concerns, including Lightning / Thunder Policy

Review Clock Operator Responsibilities

- ✦ Procedures for handling malfunctions (backup stopwatch). Clock goes on the field to the LJ if it malfunctions.
- ✦ Procedures if we lose less than 5 seconds
 - Outside 2 minutes either half, stop/start on next play as appropriate
 - Inside 2 minutes either half, we will add/take away time before next snap
- ✦ Don't run clock down to zero in pregame.
- ✦ Run clock during halftime on R's signal
- ✦ Stop clock on any official
- ✦ Start clock on R only

Pre-game assignments

All Officials:

- ◆ Enter field together at least twenty (20) minutes before game time.
- ◆ Perform duties in business-like manner.
- ◆ Performance and tempo sets tone for way in which the game will be officiated.
- ◆ **Referee, Line Judge and Back Judge** will go together on press box side of field; **Linesman** and **Umpire** together will proceed to side of field opposite press box.

Referee:

- ◆ Inspect playing field and pylons.
- ◆ Direct game management to remove any hazards on or near field.
- ◆ Approve clock operator, either scoreboard or sideline; must know where he is.
- ◆ Review signals for starting or stopping clock with operator and with public address announcer. Also review procedures and signals for communicating with the CO for adjusting the scoreboard clock if it gets too far ahead or behind.
- ◆ Inform coaches of starting time and where time will be kept.
- ◆ Inform coaches of halftime intermission length - 20 minutes. It may be increased to a maximum of 25 minutes only for special half time activities (Homecoming or Parents' Night).
- ◆ Keep official score.
- ◆ Instruct clock operator to time intermission - set at 20 minutes and start it when teams have left field.
- ◆ Secure and approve game ball - use assigned ball person if possible.

Umpire:

- ◆ Check player equipment of players to your sideline. You are the final authority on legality of equipment. Do not permit use of any illegal equipment.
- ◆ Check 3 yard marks.
- ◆ Locate ball person on your sideline and instruct ball person(s) to hold ball not in use moving up and down sideline.

Linesman:

- ◆ Secure and check the line-to-gain equipment and down markers plus all auxiliary equipment.
- ◆ Make sure the chains have tape at the 5 yard measurement.
- ◆ Check whether game management has distinctive vests or jackets for the crew.
- ◆ Remind crew of their duties and responsibilities.
- ◆ Instruct crew that you will use your heel to mark at sideline where rear rod is to be placed for every first down.
- ◆ Work on side nearest line-to-gain equipment, which is opposite press box, if there is one.
- ◆ Ask game management to specify side if there is no press box.

Line Judge:

- ◆ Inspect game balls from each team with the BJ.
- ◆ Instruct ball person(s) to hold ball not in use moving up and down sideline. When dead following change of possession, hand ball to nearest official. Ball person should not enter field unless beckoned.
- ◆ No less than 8 minutes before scheduled kickoff, will return to team dressing area to notify head coach **home** team when to bring team onto field and remain with team to see it arrives on time at start of each half.

Back Judge:

- ◆ Responsible one minute time outs. Mirror Referee on final 10 seconds of 25 second count
- ◆ No less than 8 minutes before scheduled kickoff, will return to team dressing area to notify head coach of **visiting** team when to bring team onto field and remain with team to see it arrives on time at start of each half.

Pregame meetings on field:

- ◆ Talk to home head coach / game management. (R) (U) upon arrival at field. Ask head coach to verbally verify in presence of umpire, that all players are legally specified by the rules of the NCAA Rules Book. He MUST respond YES.
- ◆ While R and U are doing the above the LJ and BJ will check and mark the games balls from each team.
- ◆ Ask about unusual plays
- ◆ Check for braces, casts, eye shields (U)
- ◆ Chain crew. (HL); Ball Personnel. (HL, LJ); Clock Operator. (BJ)

Coin flip

- ◆ Winner Choices - Kick/Receive, Defer, Defend.
- ◆ Loser takes other option.
- ◆ All officials meet in middle to verify results of toss, and then assume KO positions.