

2024 PRE-GAME OUTLINE (Abbreviated)

- **Devotion –**
- **General –**
 - Discuss who is working each position and backups if someone gets sick/injured.
 - BJ keep track of time. Be on field 45 minutes prior to kickoff.
- **Pre-Game Responsibilities –**
 - Review pregame timeline.
- **General Duties –**
 - Obvious timing errors may be corrected if discovered before the 2nd live ball following the error unless period has officially ended. **Use 5&5 Principal** (Less than 5 minutes left in half or more than 5 sec.)
 - L/LJ/SJ/FJ – Make R aware of any issues with coaches, questions asked or warnings issued.
- **Free Kicks –**
 - Review mechanics.
 - If kicker lines up behind 35, he is only one who can kick.
 - Untouched kick out of bounds above 30 – get flag on spot kick went out of bounds.
- **Clocks –**
 - PCO – Reset play clock to 25 if less than 25 when ball spotted and start when ball is ready for play.
 - Play clock set to 25 after penalty, time-out, end of quarter, change of possession but set to 40 after Official's time-out for defensive injury, foul or equipment issue.
 - ECO watch R after all 1st downs; if inbounds, R starts game clock with silent wind (no whistle) when U has ball inside hashes.
- **Scrimmage Plays –**
 - Signals:
 - L/LJ – Discuss signals for players in backfield.
 - L/SJ; LJ/FJ – Inside the 25, communicate who has goal line responsibility.
 - All – Signal time-out on all dead balls, including incomplete passes and 4th down plays.
 - L/LJ – On 1st down inbounds near sideline, give 1 wind clock signal, then 2 time-out signals. Give 2 wind signals when forward progress is stopped inbounds near sideline.
 - All – Give next down with arms to side and parallel to ground when backing out.
 - Dead ball fouls – motion in interior line, neutral zone violations, substitution infractions. **Sound whistle immediately** and get marker down on offending team side– goal is to prevent play from getting off.
 - Covering official should be only official sounding whistle and signaling incomplete. No echo whistles.
 - L – Hold chains for any flags. Look for R's on punts. Move immediately on 1st down signal. Place extra bean bag on spot if box not there when ball is ready for play.
 - SJ/FJ – after getting players separated, hustle to retrieve balls going outside hash marks and get to U.
 - L/LJ/SJ/FJ – stay in restricted zone during all plays; accordion to top of numbers after every play.
 - L/LJ – square up for all spots; keep coming if required. Goal line/short-yardage – close in tighter and find ball to get good spot or give TD signal. **“Sell spot” by hustling to ball carrier.** Maintain straight line; don't go over/around players. Take possession/place ball for potential measurement. Watch for low blocks on edge.
 - Change ball on plays ending outside the numbers on offense side of field and all incomplete passes; balls go off through BJ/FJ/SJ.

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- **Punts –**
 - BJ / FJ / SJ – On fair catch attempts, don't anticipate catch and sound whistle. BJ carry contrasting bean bags in hand during punt to mark spot of first touching, momentum, fumble or end of kick (DO NOT THROW!). Position is 5 yards behind deepest receiver; set up on goal line if inside 45.
 - L / LJ opposite R has goal line on fumbled snap; other stays on LOS.
 - Ball kicked/blocked but remaining or rebounding behind neutral zone can be advanced by K or R.
 - Muffed kick cannot be advanced by K (also on kick-offs).
- **End of Quarters –**
 - All record yard line, clip position, down and distance and verify once ball/chains are moved.
 - L – Takes chains & moves to opposite yard line; BJ – confers with L and moves to clip position ahead of L. FJ/LJ in 5 – moves to ball position ahead of R/U. SJ/LJ – monitor huddles.
- **Fouls and Enforcement –**
 - Sound multiple toots on whistle to notify referee you have a flag. Be quick on punts, long plays, etc.
 - If more than 1 official has a flag, discuss before coming to R.
 - Off official should cover flag and retrieve on enforcement.
 - Once option is selected, R will instruct U as to enforcement and give final signal. U communicates with L using distance signals and jogs to enforce inside hashes (don't step off).
 - Wing officials tell coach who committed foul, etc. If there is a confusing or unusual situation, explain to **both** head coaches. If there is confusion, get together and discuss to clear up or correct.
 - For unsportsmanlike fouls, team box violations (warning 1st if possible) and ejections, all officials record period and time of each flag along with number of players or coaches committing violation.
 - During an altercation, maintain sideline control.
 - Fouls causing loss of down – Illegal forward pass, handing forward, touching (5 yards)
 - Fouls resulting in first down – Roughing passer, kicker/holder, snapper (15 yards)
- **Radio Headset Protocol -**
 - R – Determine radio channel to be used.
 - BJ – Inform R if chop/whistle is needed to signal ready for play on any down.
 - LJ – Communicate to R whether clock will start on snap/ready after penalty enforcement.
 - L – Inform R whether long (>5 yards) or short (<5 yards) chain when close to 5 yards for a 1st down.
 - L – Announce yard line, down and distance before each down.
 - ECO – Inform crew when clock goes under 2 minutes of each half for special penalty options.
- **Points of Emphasis/Rule Changes –**
 - If foul places enforcement spot behind line of scrimmage, penalized from previous spot.
 - Not intentional grounding if passer (only person receiving initial snap if he is only player to possess) is outside free blocking zone and pass reaches neutral zone. L/LJ – Help R with whether pass reached neutral zone and if receiver is in area if exception not met.
 - Towels must be 4" wide but do not have to be same solid color and can have 2 small logos (2¼") – school and manufacturer.
 - Sportsmanship (coaches on field and profanity should be penalized). Always demonstrate respect.
 - When a penalty is with <2 minutes in either half, offended team has option to start clock on snap, whether or not penalty is accepted.
 - Blocking below waist requires block to be an immediate, initial action following snap.
 - Disconcerting acts or words by defense to interfere with offense signals or movement is 5-yard penalty.
 - Consistently administer/enforce team box restrictions. Max 3 coaches in restricted area until ball snapped.

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- **Rules/Case Book Review:**

- 3rd and 10 from the R-15 yard line. K1's kick is blocked behind the line of scrimmage. K2 dives on the ball and recovers it at the R-19 yard line. (41) –
- 4th and 8 from the R-48 yard line. K punts the ball and R1 signals a fair catch at the R-15 yard line. As the ball is going over his head R1 blocks K2. The ball rolls to rest at the R-5 yard line where K3 secures the ball. (37) –
- 4th and 10 from team K's 20 yard line. At the snap, team K is flagged for an illegal shift. K1's punt is caught by R1 at the 50 yard line and returned to the K-40 yard line. (42) –
- 1st and 10 from the A-15 yard line. On the A-30 yard line, B1 grabs the back collar of running back A1's jersey, but is unable to pull him to the ground. A1 continues his run to the 50 yard line where he is brought down by B2. (31) –
- Following a 2nd down play, A89 comes on to the field as a substitute for A93 but A89 stops 5 yards from the sideline as his team is ready to snap the ball. Following the snap, A89 goes downfield and catches A1's legal forward pass for a first down. (44) –
- A1's run from scrimmage results in a touchdown. During A1's run, B1 is flagged for grabbing and twisting A1's facemask at B's 18 yard line. (2) –
- 1st and 10 from the A-25. Team A is flagged for illegal motion at the snap. B1 intercepts a legal forward pass at the 50 yard line and advances to the A-20. During B1's run, B2 blocks in the back at the A-45. (26) –

- **Mechanics Review and Special Teaching Points – TSSAA -**

- An official never gives an incomplete signal and time-out signal on the same play. Give one or the other.
- Accordion in on all plays.
- Keep old ball on field until new ball is marked, including after measurements outside hashes.
- Use reverse mechanics on interceptions and punt returns.
- Ensure all pads and knees are covered and jerseys covering belt/undershirts are tucked in to pants.
- On first downs, R should give silent wind for ECO immediately when U is inside hash marks with ball.
- No technical foul calls –Make “**QUALITY**” calls, not “**PICKY**” calls. Let teams play. **See everything you call, but don't call everything you see.** Don't **HUNT** for fouls.
- Call all personal/unsportsmanlike fouls, but be 100% certain before you eject a player.
- Always consider **preventive officiating**.
- Always be **professional** and **show respect**. – **Courtesy** is not a compromise. – Nobody likes a “smart aleck”! Never show anger or emotion – especially on a foul call.
- Review Guides for “When in Question” on page 21 of Officials Manual.

- **Have Prayer! –**