

PRE-GAME CONFERENCE

It is recommended by NYS that the crew arrive at the game site at least 90 minutes prior to game time.

A pre-game conference is an opportunity for the crew to get into the right frame of mind to officiate a football game: for this reason a pre-game conference should always be held. Although the Referee normally conducts the pre-game conference he must ensure that all members of the crew are actively involved in the discussion and that it does not turn into a monologue. It is essential that the pre-game conference should be varied so that it does not become a boring ritual which everybody has heard before.

Share the responsibility for the pre-game by assigning different members of the crew to talk about different points each game. All aspects of the game must be covered during the pre-game conference; this includes both rules and mechanics. Discuss rare and unusual game situations and decide how you would cover them. Describe experiences of previous games and how you handle them.

The following checklist is provided as a guide.

Pregame duties

- Coach's certification
- Spot check players' equipment
- Check balls
- Identify medical facilities
- Instruction of chain crew
- Instruction of ball boys
- Instruction for commentator/game clock operator
- Inspection of field

Coin toss procedure

- First half procedure
- Second half options

Free kicks

- Positions
- Instructions to teams
- Restraining lines
- Count players
- Starting clock
- Momentum into end zone
- Touchback
- Untouched kick out of bounds
- Blocking below waist
- Kick catch interference
- Fair catch
- Forward hand offs
- Onside kick - illegal touching
- Free kick after safety

PRE-GAME CONFERENCE

Scrimmage plays - general

- Positions
- Crew communication
- Count players
- Substitutions
- Legality of offensive line - wing officials signals
- Eligibility of receivers
- Man in motion
- Dead-ball fouls
- Legality of snap

Scrimmage plays - runs

- Coverage of runner - in backfield, between tackles, sweeps, pitchout
- Action in front of runner
- Clean up coverage
- Forward progress - out of bounds
- Goal line/short yardage situations
- Coverage of fumbles, and ensuing advances and returns

Scrimmage plays - passes

- Coverage of passer - roughing
- Passer or pass behind/beyond line of scrimmage: clarify jurisdiction
- Forward/backward pass/fumble: clarify jurisdiction
- Intentional grounding: clarify jurisdiction
- Ineligibles downfield: clarify jurisdiction
- Keys and zones
- Coverage of receivers
- Complete/incomplete
- Pass interference - offensive, defensive
- First touching
- Coverage on interception - momentum into end zone, blocking below the waist

Punts

- Positions
- Coverage of kicker - roughing
- Blocked/touched at line of scrimmage - ball beyond/behind neutral zone
- Kick catch interference
- Fair catch
- Untouched / touched in end zone
- Out of bounds - marking spot
- Illegal touching
- Coverage of runback - ball carrier, other action, blocking below waist
- Fakes

PRE-GAME CONFERENCE

Field goals & try attempts

Positions - coverage of posts
Coverage of kicker/holder - roughing
Blocked/touched at line of scrimmage - ball beyond/behind neutral zone
Fakes
Coverage when defense gains possession on field goals

General duties

Fumble pile-ups
Ball relay

End of quarter

1st & 3rd
Halftime
End of the game

Timeouts

Recording
Positions

Measurements

Procedures

Fouls & enforcement

Reporting- who, what, where, when
Recording unsportsmanlike/ejection fouls
Options
Signals
Enforcement

Reserve positions in case of injury

If one official is hurt
If two officials are hurt