

# PRE-GAME CONFERENCE

## Pre-Game Timeline

1. Synchronize watches
  2. Referee/Umpire meet with coaches
  3. Officials on field – 30 minutes before kickoff, inspect field
  4. Coin toss
  5. All officials at center of field (after coin toss)
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### 1. PRE-GAME

- a. Referee/Umpire meet with coaches – ball, captains, equipment, tape, pads, unusual plays
- b. Head Linesman meet with chain crew – inspect equipment
- c. Line Judge/Back Judge meet with/instruct ball persons

### 2. TOSS

- a. Officials designated to get captains
- b. Time and procedure for toss
- c. Options marked on cards, signals by Referee
- d. Hustle to kickoff positions
- e. Review 2<sup>nd</sup> half procedure and options

### 3. FREE KICKS (SAFETY)

- a. Review basic positioning – short kick adjustments Blocked kicks
- b. Instructions to teams
- c. Count players
- d. Clear sideline and end lines
- e. Legality of tee, restraining lines, type of kick
- f. Ready signals – officials
- g. Starting the clock
- h. Watch for short kick legally or illegally touched – coverage
- i. Out-of-bounds kick – touching – foul signals
- j. Blocking below the waist
- k. Fair catch, interference, signals, dead ball
- l. Forward hand-off, reverses
- m. Coverage on returns
- n. Onside kick – illegal touching
- o. Free kick after safety – review basic positioning

### 4. SCRIMMAGE PLAYS

- a. Positions
- b. Communication between crew
- c. Substitutions – count players – signal Tick Mark (9-yard mark)
- d. Legality of offensive line – wing officials signals
- e. Shifts – one second pause
- f. Man in motion
- g. False starts
- h. Coverage on plays up the middle
- i. Coverage on sweeps and reverses – clean up behind (Referee/Umpire – late hit on QB)
- j. Unusual formations – coverage
- k. Forward progress

- l. Coverage out-of-bounds action
- m. Goal line and short yardage coverage – signals
- n. Retrieving and spotting ball on sweeps
- o. Movement of chains
- p. Fumbles

## **5. PASS PLAYS**

- a. Initial responsibility – lineman, ends, flankers
- b. Eligibility – rules governing
- c. Legality of pass – where thrown passer/pass behind/beyond line of scrimmage forward/backward pass/fumble
- d. Coverage deep pass, flat pass, behind line
- e. Simultaneous catch
- f. Interference rules – contact
- g. Intentional grounding – jurisdiction
- h. Ineligibles downfield
- i. Coverage on interception and runbacks

## **6. SCRIMMAGE KICKS**

- a. Officials' positions, coverage
- b. Legality of lineup – lineman used as backs, ends
- c. Coverage of kicker – running into/roughing
- d. Kicks out-of-bounds – mark spot
- e. Returns, reverses, hand-offs
- f. Illegal touching
- g. Kick catch interference
- h. Fair catch
- i. Blocked kicks

## **7. GOAL LINE PLAYS**

- a. Initial positions
- b. TD signals
- c. Prepare for try
- d. Penalties – during, dead ball

## **8. TRY – FIELD GOAL ATTEMPT**

- a. Initial positions of officials – swinging gate
- b. Coverage of kicker/holder – running into/roughing
- c. Signals
- d. Fakes
- e. Coverage when defense gains possession
- f. Retrieving the ball
- g. Fouls after TD, during, or after try
- h. Spot of ball after miss FG

## **9. FOULS – PENALTY ENFORCEMENT**

- a. Reporting – who, what, where, when, status of ball
- b. Recording fouls
- c. Cover – discussion, foul spot, dead-ball spot
- d. Get number of player – report to coaches
- e. Options
- f. Signals

- g. Position of chains and box
- h. Down and distance after penalty

#### **10. TIMEOUTS**

- a. Position of officials, ball
- b. Substitutions, sideline conference
- c. Timing
- d. Notice to captains to resume play

#### **11. MEASUREMENTS**

- a. Signals
- b. Umpire has forward stake, Line Judge has spot on line
- c. Movement of ball and chains if inside zone
- d. Review procedure for starting clock

#### **12. PROGRESS**

- a. Square it off
- b. Pinch in hard for any close or goal line plays
- c. Hustle – show your presence
- d. Line Judge kill clock on any apparent 1<sup>st</sup> down

#### **13. COMMUNICATION WITH COACH AND SIDELINE CONTROL**

- a. Report all fouls to head coach
- b. Communicate any coaches' concerns to Referee and Umpire (Referee will stop clock for conference if warranted)
- c. Give sideline warning signal – record warning
- d. Wings – toss flag for sideline warning

#### **14. REVIEW MECHANICS IF CREWMEMBER IS INJURED DURING GAME**

#### **15. FINAL THOUGHTS**

- a. Each official must first take care of his business, concentrating thoroughly on his primary area(s) or basic responsibility.
- b. The Four C's
  - i. Concentration
    - 1. Erase everything from your mind, but the task at hand
    - 2. Take no mental breaks at all during game
    - 3. Know the situation, anticipate the play
  - ii. Consistency
  - iii. Common Sense
    - 1. Rules understanding; not rules knowledge
  - iv. Communication
    - 1. Continually and effectively with players, coaches, each other
    - 2. Be the best team on the field today
    - 3. Get it right; no matter how ugly it may look
    - 4. Concentrate on every play
- c. Enjoy the game--HAVE SOME FUN!