

HEAD LINESMAN PRE-GAME

• Pack and confirm uniform in trunk.	• Confirm location, time, date and teams.
• Arrive early – know where to park and location of locker room.	• Know both head coaches by name
• Be prepared to participate in the pre-game	• Develop and share your personal goal for the game
• Ask what the other officials need from you.	• Enter the field on time and with the entire crew
• Find the chains and instruct the chain crew.	• Go to head coach of the home team if chain crew is missing.
• Assign chain crew positions. Learn the name of the person working the box. Confirm proper length of chains, tape at 5-yards, box works.	• Review: establishing a first down; 2 nd down, 3 rd down and a new 1 st down. Instruction for the clip.
• Play out of bounds at anyone, move straight back and drop the chains.	• Long play, don't move until signaled to do so. Review signals. Hustle when directed to move.
• Referee can also direct crew but he's the only one.	• Tell them to be alert for penalty flag and that you will be very vocal with them "not to move" if there is one.
• Review measurement and change of quarter.	• They are important and a part of the officiating crew.
• Use the field when going through the team box area.	• Do not talk to opponents or cheer for your team.
• Meet both coaches during warm ups.	• Walk your sideline and check field marking and field equipment.
• Help monitor the DMZ	• Look for uniform infractions.
• Warm up eyes by watching feet then ball.	• Work plays, talk to players about formations
• Bring Home team to field before the 5-minute count down.	• Meet with crew after coin toss. Get game info from referee.

FREE KICKS

• Team out at 45-seconds	• Find the chain crew and confirm their readiness
• Help clear the sideline	• Take position at receiver's 30-yard line (unless penalty or safety)
• Count R, signal referee, hold arm up to signal readiness	• Watch kick for pop up kick and determine if short or deep kick
• If short kick, be alert for early or illegal blocks / contact	• Watch for fair catch signals
• Assist with the legality of a recovery by K	• Help with the digging process – announce or point the correct possession
• Wind clock when legally touched and kill the clock when down ends.	• Deep kick - stay stationary and observe kickers 1,2,3,4 on your side
• Assist with ball kicked out of bounds (touched or untouched by R)	• Assist with touchback
• Watch all blocks in side zone and to the middle of the field	• Pick up runner if he comes into the side zone and is threatened
• Progress spot is secondary to legal blocks	• Wide view if runner goes to the other side. Have a progress spot cross-field.
• Get coach's option for kick out of bounds	• K restraining line if free kick after a fair catch.

Dead Ball, Officials Time Out, Team Time Out

• Slow, Big, Strong Signals!	• Clock awareness each play	• Accurate spots. Confirm and/or obtain cross-field
• Next down with referee	• Monitor the players and the pile.	• Dig or assist on fumble recoveries.
• Relay or obtain the ball	• Inbounds or out-of-bounds to the referee/crew	• Status of the ball and forward stake to the referee and then to the chain crew once referee signals.
• Know the name of the person working the box	• Abandon clip if necessary	• Eye contact with referee at the beginning of each dead ball period. If downfield, observe referee directing chains
• Team on field when injured player gets to sideline	• Team on field at 45 seconds for TOs and free kicks.	• Keep your coach informed of clock status, time outs, downs, penalty options, results of penalties. Be especially alert and helpful at the end of the half and game.
• Observe the indicator or potential foul. Confirm the action rises to the level of a material restriction. Finally, observe the play to determine if the action does provide a clear and obvious advantage. If questioning yourself, don't throw!		
• Report slowly and clearly and in this order to the referee: the status of the ball; result of the play, type of play; foul; player number; and team. Communicate result of the play, foul, player number and team to other officials. Use radio after referee announces.		
• Inform chain crew of what we're going to be doing for this penalty. Walk off with the umpire.		
• Record all foul information on your game card after the next play. Also note special or interesting plays.		
• Know the status of the clock (wind, or on-the-snap signal)		
• Communicate with the sideline in a professional and courteous manner. Be the calming influence when a coach is upset and wants an answer. Don't ignore. Speak to the ruling and the rule. I did or did not see that action. Number?		

PRE-SNAP

• After accordion, move back but don't turn back to players.	• Make sure down box has correct down.
• Make sure sideline is clear.	• Know down, distance and anticipate the type of play.
• Set up wide. Use foot to line up your WR and keep neutral zone clean.	• Identify formation and eligible receivers. Signal the LJ.
• Locate best players and be alert if in press coverage.	• Identify your initial key. Judge motion forward/backward.
• Focus and concentrate on neutral zone and any movement by line.	• Confirm legal snap – tackle – back

RUNNING PLAY

• Snap, Tackle, then Key – tackle will determine if run or pass	• If run, legality of zone 1 blocks. Eyes on the RB when back is threatened.
• Move into backfield if you are threatened by sweep	• Observe RB for facemask and progress spot.
• Accurate spots. Knee down. Double action. Ball extended.	• Use cross-field when forward progress is close to sideline or runner has been pushed back by defense.
• Communicate goal line mechanics and be at goal line if possible	• Provide cross-field spot
• Run Opposite – Wide vision on backside including QB	• Stay in the field of play at the goal line unless ruling a TD
• "Crash" on short yardage and goal line. Look across to LJ.	

• Be alert for backward / forward pitch downfield	• Punch backward on all backward pitches/passes like on an option pitch
• Walk, if possible, to get to the spot. Then slide step, then run.	• Be strong with all signals
PASS PLAY	
• Watch key if pressed.	• Identify routes – vertical, screen, layered, crossing, swing
• Discover coverage – man press, man trail, zone, safety over-the-top	• Stay beneath the shortest route.
• Move into backfield on all quick passes for a better look	• Say it! Forward , Backward Behind , Beyond
• Man – Zone - Ball	• Watch arms and hands
• Avoid Bang-Bang	• Consider the entire play (ball landing well out of bounds)
• Grab and Restrict (holding?) – Early Contact	• OPI – Blocking downfield – Creating Separation
• Only check QB, do not just watch QB	• Feet then Ball (with control)
• Must demonstrate control if going to the ground	• Upright receiver is awarded quicker control if in the end zone
• Consider the element of time when determining control	• WR in end zone with control and foot down in EZ - TD
• WR comes out of EZ (not pushed) airborne in EZ but lands out – no TD	• Eye contact with BJ at end line & side line
• Signals: Juggling; out of bounds; slapping the ground; or completion	• Don't be afraid to look for help!
SCRIMMAGE KICK	
• Count K with Referee	• Judge the legality of the formation – Warn coach/players once, then flag.
• View entire Line of Scrimmage for FST / Encroach when LJ is off	• Observe blocks by wing, tackle and or TE
• Bad snap move into backfield and bracket with referee	• Listen for blocked punt, deep punt, or shanked punt
• Bad shank over your head, work with referee to determine spot	• Quickly transition to gunner and his progress down field
• Move slowly downfield once ball crosses NZ	• Settle and watch for additional fair catch signals
• Also watch for blocking of gunner into receiver	• Drop bean bag if you judge 1 st touching.
• Return to your side view blocks in front until returner is threatened.	• Return away, wide view for low and or other illegal blocks (safety)
• Get progress spot and/or cross-field spot	• Signal the direction of the team in possession.
• Get the “move the chains” signal from the referee	• Muff cannot be advanced by K
• PAT no clock – FG is live ball	• 10-yard line and in the umpire is under
• Outside 10 view referee and holder to determine your position	• If LOS/PAT cheat to numbers and provide visible and audible presence
• Be alert for bad snap, block, and/or fake	• Observe the wing and end blocking
• Know your eligible numbers	• If under communicate “Yes” or “No”
• Both signal if “Yes”. Only one signals if “No”	• Hold signal and make eye contact with referee
• If under – On broken plays try to get to the pylon. Move diagonally through back of EZ to get to the sideline. Get off of the end line.	
END OF THE HALF / END OF THE GAME	
• Close in on kneel down plays. Talk to players and talk with your head coach. Inform referee of any decisions by coach.	
• Tell chain crew when you want them back after half.	• Know the location of the visitor's locker room.
• Confirm all penalties and special/interesting plays.	• Confirm clock starts with referee's signal at half.
• Do not dominate or consume the crew's time at halftime. Be a good listener and follow the lead of the referee.	• Share info regarding team box, coaches and chains.
• Hydrate and use bathroom. Get your teams with 5-minutes on the clock.	
• Confirm who's kicking and which direction.	• Find your chain crew
• Be alert for kneel down plays. Share coaching decisions with the crew. Move in and talk with players and coaches.	
• Work the final plays without a clip. Put it in your pocket. Thank the chain crew!	
• Observe final play. Encourage players to shake hands. Wait for crew and leave the field together. Silence!!!	
PENALTY ENFORCEMENT	
• 5 and loss (illegal forward pass, illegal touching, grounding)	• 15 and 1 st down (roughing passer/kicker/holder, snapper)
• 10-yard (kicking/batting/holding/interlocked/ IBB,/illegl block free kick)	• Live ball – Dead ball – Double – Multiple – UNS/NP – PSK – W/snap
• Basic spots = dead ball spot, PSK spot, previous spot, spot of foul, spot where run ends (fumble), succeeding spot	• PSK = Foul by R (not Illeg. Sub or Partic.), During scrimmage kick play (not Try or successful FG), Ball and foul beyond NZ, During play, R next to snap
• Live ball = All but one	• Dead ball is not combined with Live ball.
• Dead ball is after determining the LTG = 1 st and 10	• Consider the result of the play first
• Foul by K during free / scrimmage kick down prior to end of kick – carry over	• Foul for roughing the passer is dead ball spot if completed pass and no change of possession
• Free kick out of bounds options – 35 or re-kick or OB spot + 5-yards	• KCI – result of play or awarded fair catch plus 15 or 15 and replay the down
• Opponent of scoring team fouls during TD – enforce on Try or Kick Off	• Opponent of scoring team fouls after change of possession & then TD - same
• Successful PAT or FG and opponent fouls – accept & replay or succeeding spot (not kick off in extra periods)	• Either team UNS or non-player during down in which TD is scored – opponent may enforce on try or subsequent kick off
• Defenseless player - consider excessive	• Not excessive if lower, without helmet, wrap up or not forceful
• Targeting takes aim, initiates forceful contact head or neck area	• Hurdling – defender on ground – attempts to lead with feet/knees
• IBB initial contact is in back, inside the shoulders	• No blocks below the waist unless tackle initial charge
•	•
• Exceptions to intentional grounding – QB out of pocket	• Offended team game clock options inside of 2 minutes
• Chop block one above one below the waist	• Number 0 is legal