

REFEREE PRE-GAME	
• Pack and confirm uniform in trunk. Electronics charged & ready.	• Identify Game Admin & Team Admin
• Confirm location, time, date and teams.	• Help monitor the DMZ
• Arrive early – know where to park and location of locker room.	• Help to identify uniform infractions.
• Know both head coaches by name	• Warm up eyes by watching QB cadence and release point
• Hook up Wireless System early if possible	• Introduce yourself to the two QBs
• Be prepared to lead the pre-game (scouting report – individual and crew goals – overtime)	• Check the center portion of the field
• Share expectations with a fill-in if there is one.	• Work plays, talk to players about formations
• Enter the field on time and with the entire crew	• Meet with crew before or after the coin toss.
• Establish game time & place on the clock. Negotiate immediately after the JV game if it runs over.	• 5 minute National Anthem or Coin Toss
• Ask home coach about chain crew and timer	• Final Meeting with the Crew – Crew Goals & Specials from each coach
• Coaches Conference starting with the home coach (Use Your Card)	•
FREE KICKS	
• Determine and communicate if we are going to short-free-kick Mech.	• Be alert for early, illegal blocks & illegal contact
• Help clear the sidelines	• Assist with the legality of a recovery by K
• In position on the goal line at HL hash mark. Teams out immediately	• Help with the digging process by hustling up and staying wide. Then announce or point the correct possession
• Count receiving team and signal to Umpire & Head Linesman	• Assist with ball kicked out of bounds (touched or untouched by R)
• BJ confirms crew and teams are ready before handing ball to the kicker	• Get coach's option for kick out of bounds
• Make sure there are 4 players on each side of the kicker when kicked	• On deep kicks, wind when legally touched inbounds, or kill the clock on a touchback.
• BJ to the sideline and raises arm for me to signal ready for play	• Watch all blocks starting with the middle of the field
• Watch for Pop Up Kick and Fair Catch Signals	• Kill the clock when down ends.
	• Stand behind the kicker if free kick after a fair catch.
Dead Ball, Officials Time Out, Team Time Out	
• Accordion in	• Officials time out for injury, conference, or other game adjustments (clock)
• Clock Awareness - glance	• Announce the reason for the time out
• Monitor the players and the pile	• Confirm the status of the clock with the back judge during officials time out
• Dig or assist on fumble recoveries.	• Team on field when injured player gets to sideline
• Determine the next down with Line Judge then Head Linesman	• Team on field at 45 seconds for TOs and free kicks.
• Signal next down or kill the clock and signal 1 st down	• Confirm remaining time outs for both teams. Have a crew member in charge
• Relay or obtain the ball	• Record time outs on game card
• Confirm Inbounds or out-of-bounds from the crew	• Don't huddle
• Wind the clock if inbounds. Get confirmation on clock moving	• Back Judge tweet of his whistle at 45-seconds
• Make in-game crew adjustments with radios if possible, to avoid huddles.	
• The Umpire controls the snapper at all times. Point him off when ready.	
• 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? Umpire holding up the snapper.	
PRE-SNAP	
• After the accordion, move back but don't turn back to players.	• Confirm down and distance to anticipate the type of play
• Announce down and distance to the players	• Identify formation and eligible receivers and blockers
• 15-yards deep and behind tackle standing upright	• Focus on QB and his cadence. No head bob or movement
• Count A twice if they huddle, once if not	• Soft vision so I can see movement by backs, or even linemen
• Locate best players and be alert if in press coverage.	• Confirm a legal snap
RUNNING PLAY	
• Identify line blocking and back action to determine point of attack	• In all cases get your eyes to the ball and ball carrier eventually
• Move eyes to the key block at the POA. Avoid double-teams	• Be alert for defensive low blocks
• If the run goes away from me, I have eyes on zone 2, then 3	• Indicator – Material Restriction – Effect on the Play
• If the run goes up the middle, have eyes on key block in middle	• Help with clean up and ball relay in side zones
• If the run goes to my side, have eyes on zone 3 edge block	•
PASS PLAY	
• Anticipate pass plays	• Announce "Gone"
• Soft vision after snap, alert for "bad color"	• Compliment good/legal plays. Warn when close.
• One-step drop, alert for tipped pass and late hit on QB	• Keep QB informed on the status of the clock.
• Three-step drop, alert for tipped pass late/extra hit on QB	• Tack on roughing the passer when the pass is complete.
• Deep drop, alert for "bad color" plus pass/fumble & late hit	• Use your Umpire to be informed of the result of the play.
• Eyes go to the QB's ear and arm when threatened for pass/fumble	• Use your crew to know the status of the clock.
SCRIMMAGE KICK	
• Alert the crew to the scrimmage kick	• Watch edge, shield and punter's foot/leg
• Alert the crew to the Line Judge's downfield position	• Announce "Gone!"

• Move to the Line Judge's side, 5-yards wide and 7-yards deep	• View blocking by shield and interior linemen
• Count K with Umpire	• Move downfield slowly
• Observe cadence and snap	• Stop when play ends to dead ball officiate
• Be alert for low snap and knee on the ground	• Signal Head Linesman to move the chains
• Be alert for bad snap – Stay deep and wide	• Hustle to the new spot and get information from the Back Judge.
END OF THE HALF / END OF THE GAME	
• Closely monitor tempo inside of 5-minutes and 2-minutes of the end of the half/end of the game.	
• Clock awareness after every play and during all dead ball periods.	
• Clear communication with the Line Judge and the Head Linesman regarding the line to gain.	
• Make special announcements if necessary regarding resetting the clock or rulings on the field.	
• Conduct measurements if necessary or for enhancing confidence in crew judgments.	
• Be alert for options for starting the clock on accepted penalties inside of two minutes.	
• Be deliberate with communication with head coaches and the stadium throughout this critical period.	
• Let the players determine the outcome of the game unless a clear and obvious advantage is gained illegally.	
PENALTY ENFORCEMENT	
• Line of scrimmage fouls.	• Carry-Over Enforcements on Scoring plays (TD, PAT, FG)
• Basic fouls by offense or defense.	• Multiple Fouls
• Substitution fouls.	• Double Fouls
• Illegal Participation fouls.	• Dead Ball Fouls
• Scrimmage kick fouls by kickers – Tack On	• Half the Distance Enforcement
• Scrimmage kick fouls by Receivers - PSK	• Automatic 1 st Downs (Roughing Passer, Kicker, Holder, Snapper)
• Fouls after change of possession – Clean Hands	• Loss of Down (Illegal Forward Pass – ING – Handing – Touching)
• Fouls before change of possession – Not Clean Hands	• Review Penalty yardage and signals