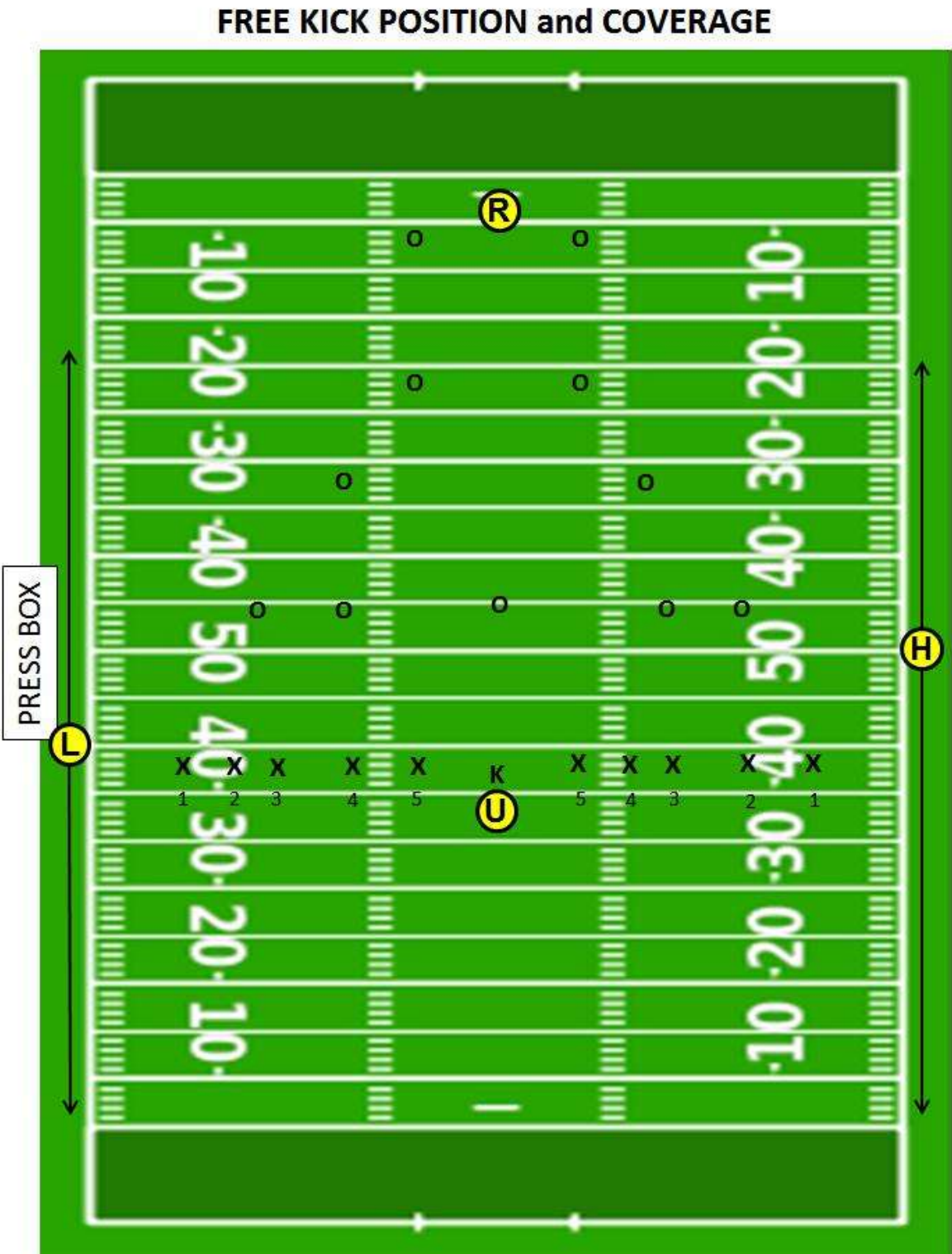
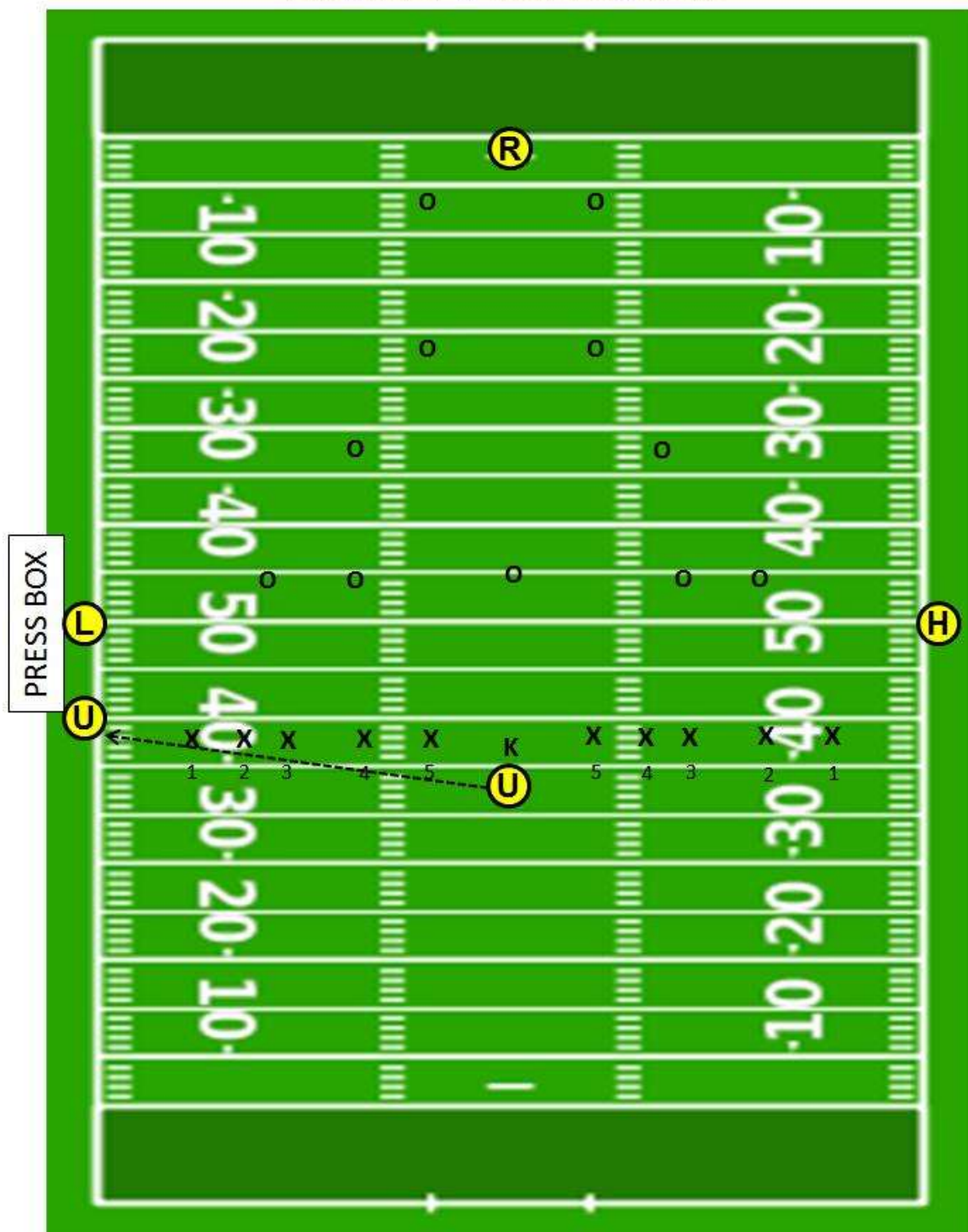




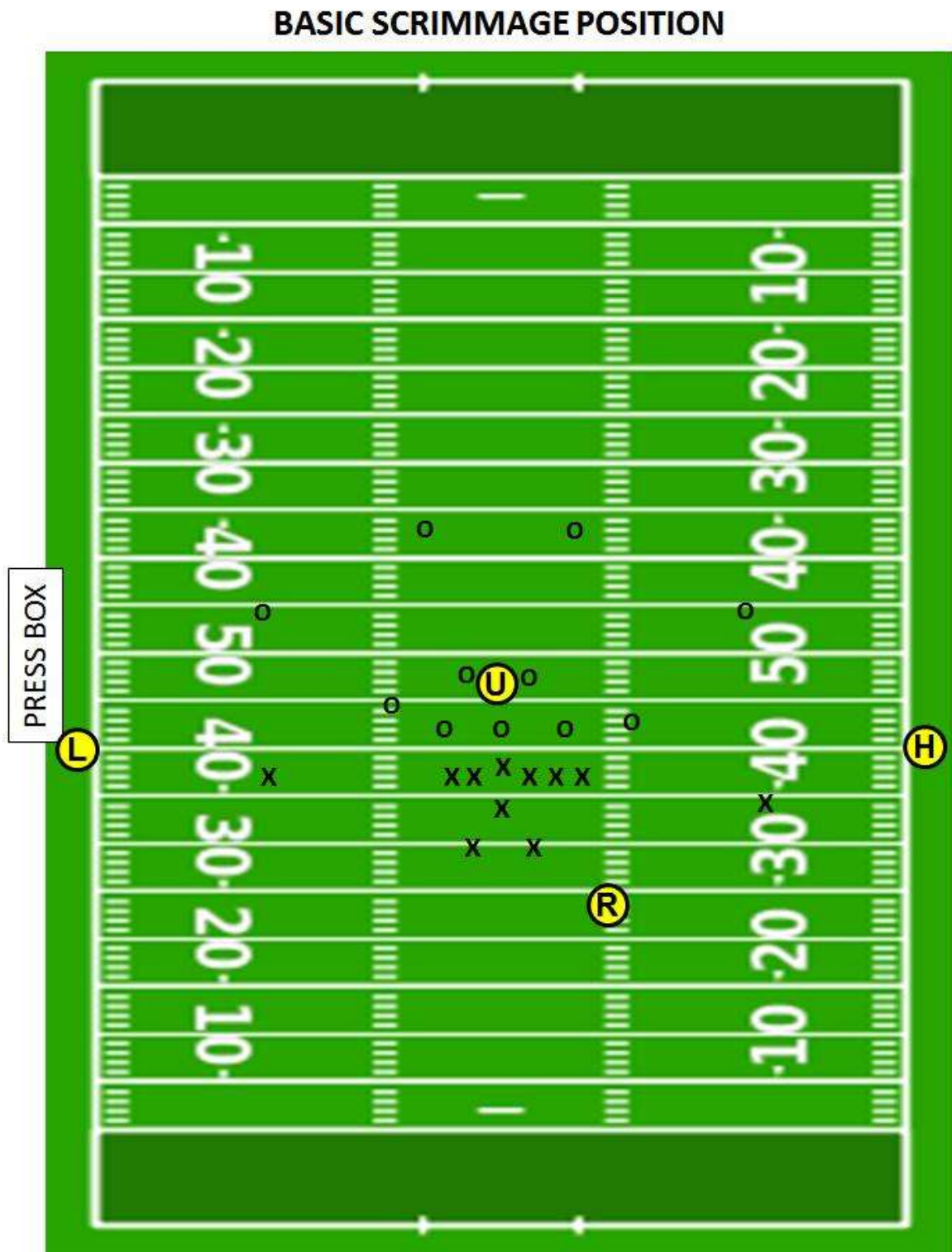
FREE KICK POSITION & COVERAGE – 4-official

SHORT FREE KICK POSITION – 4-official

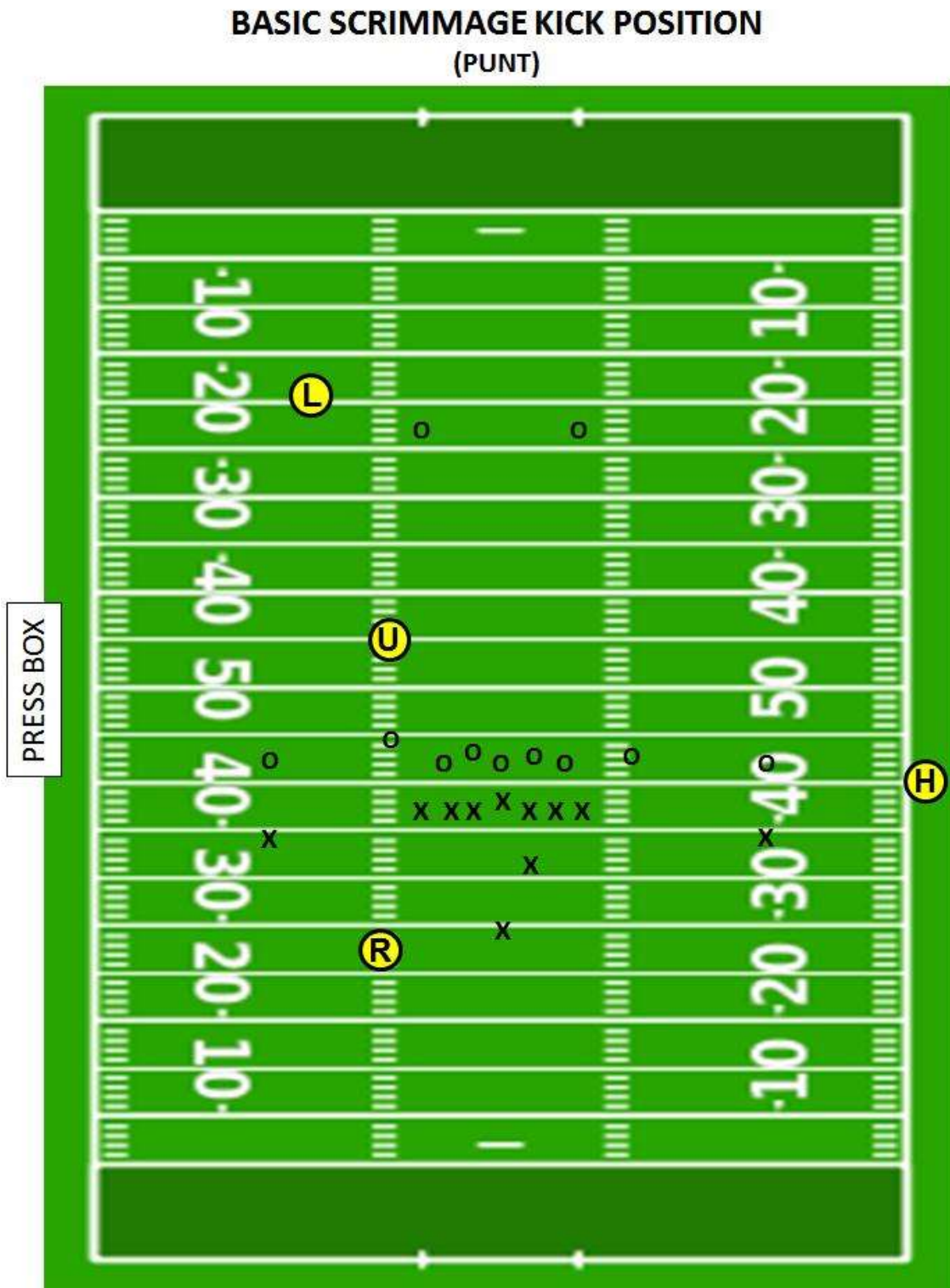
SHORT FREE KICK POSITION



BASIC SCRIMMAGE POSITION – 4-official



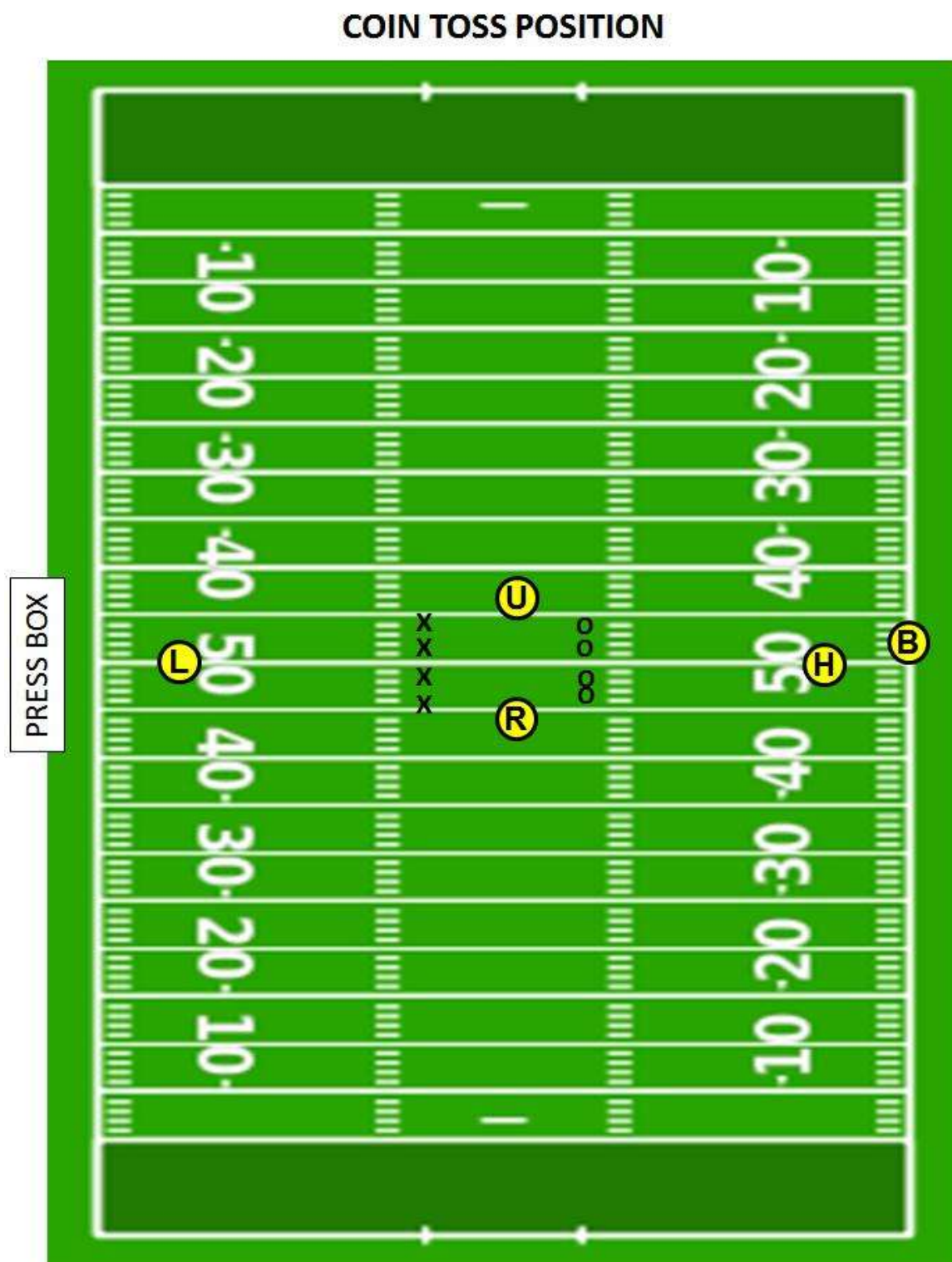
BASIC SCRIMMAGE KICK POSITION (PUNT) – 4-official



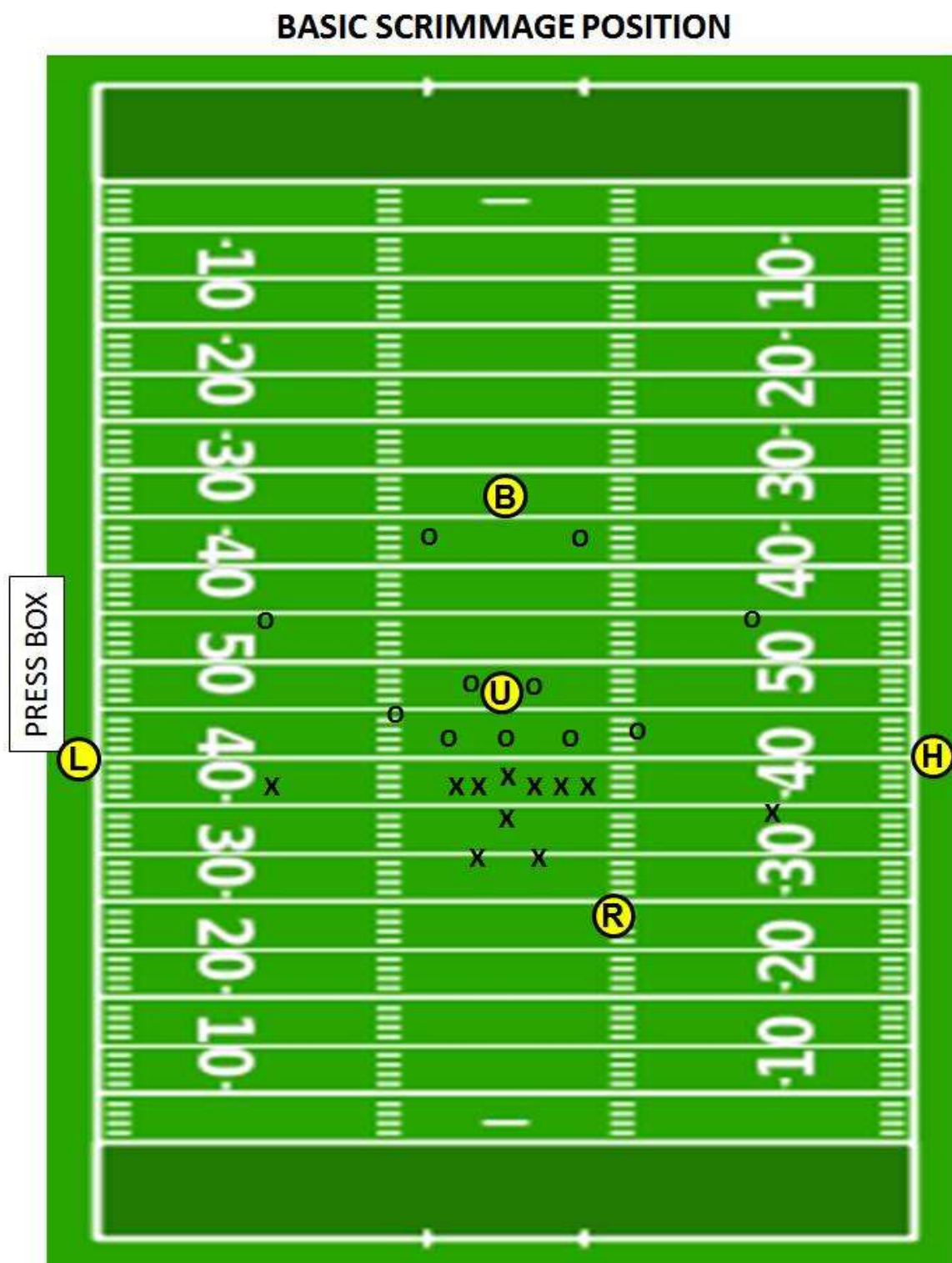
BASIC SCRIMMAGE KICK POSITION (FG and TRY) – 4-official



COIN TOSS POSTION – 5-official

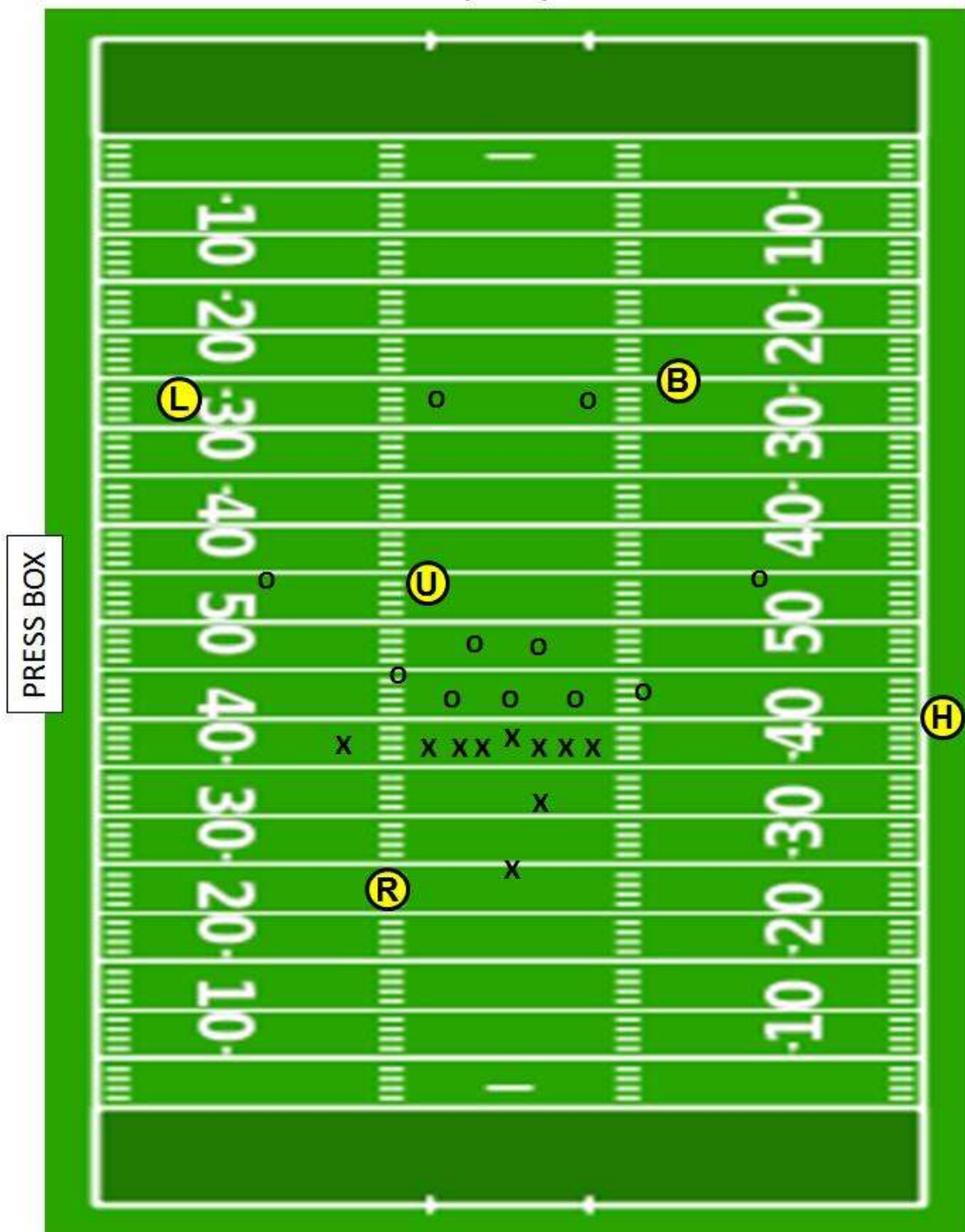


BASIC SCRIMMAGE POSITION – 5-official

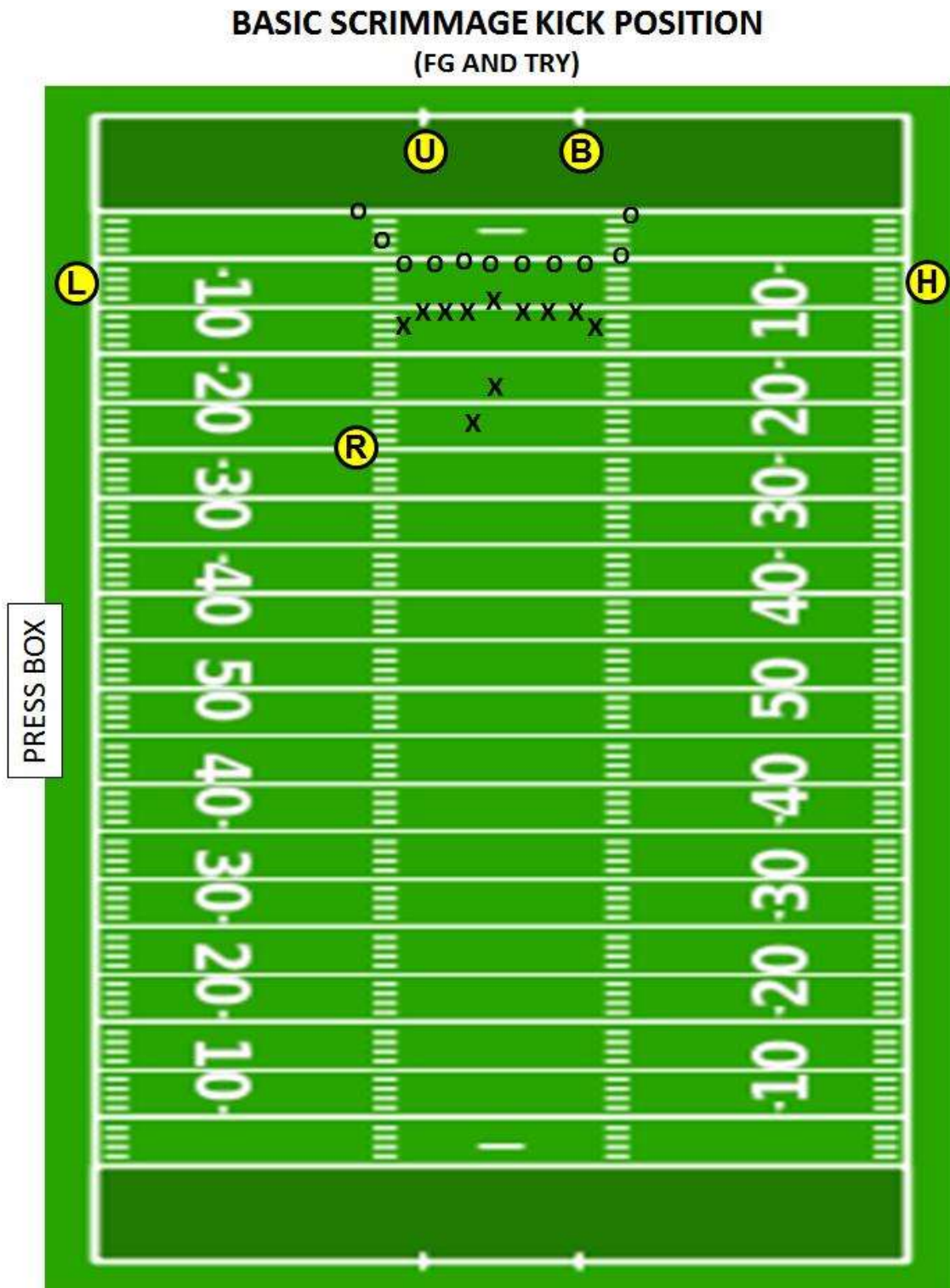


BASIC SCRIMMAGE KICK POSITION (PUNT) – 5-official

BASIC SCRIMMAGE KICK POSITION (PUNT)

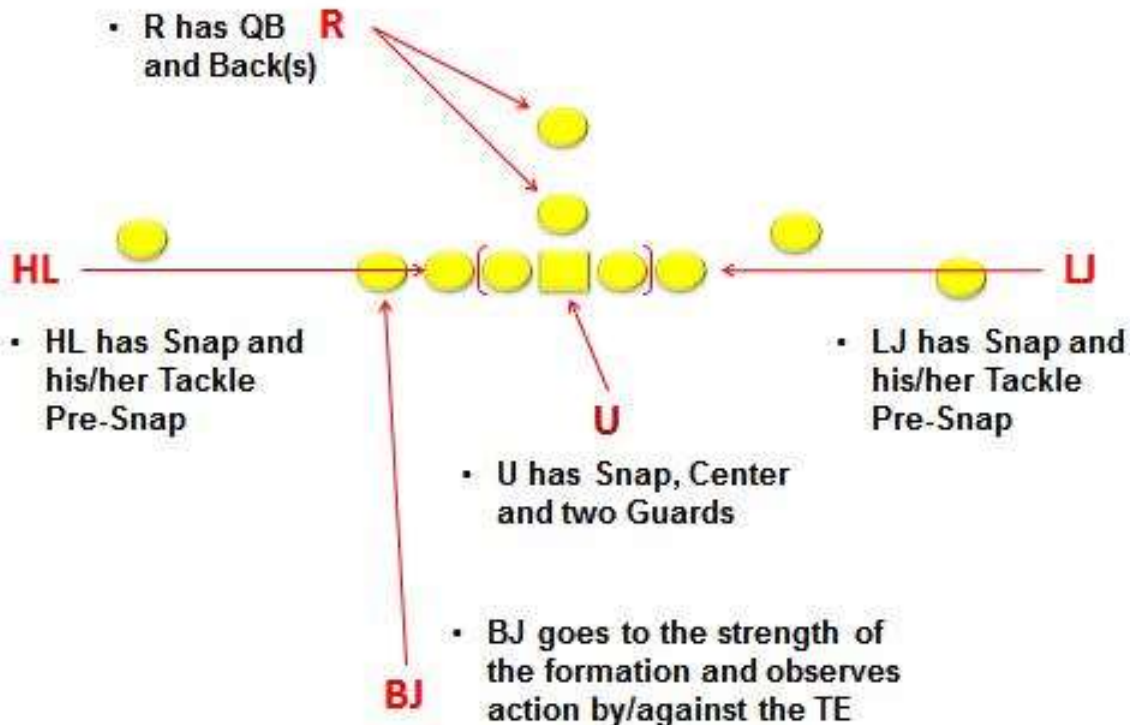


BASIC SCRIMMAGE KICK POSITION (FG & TRY) – 5-official



5-official COVERAGE ZONES

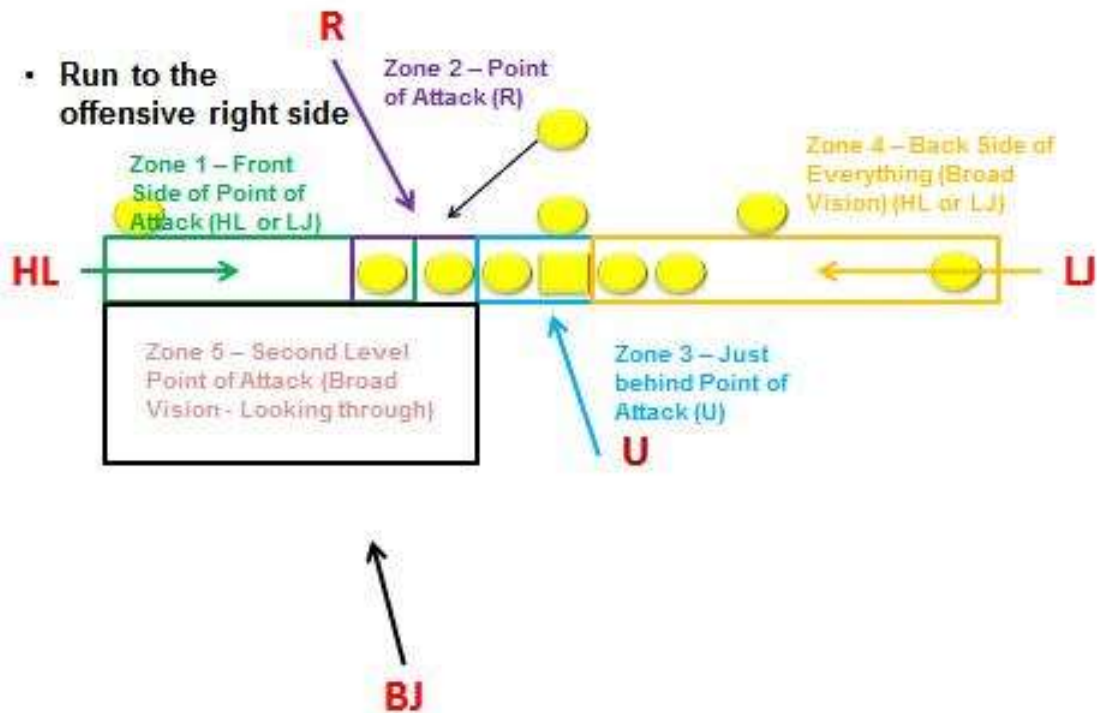
Initial Positioning and Pre-Snap Responsibilities



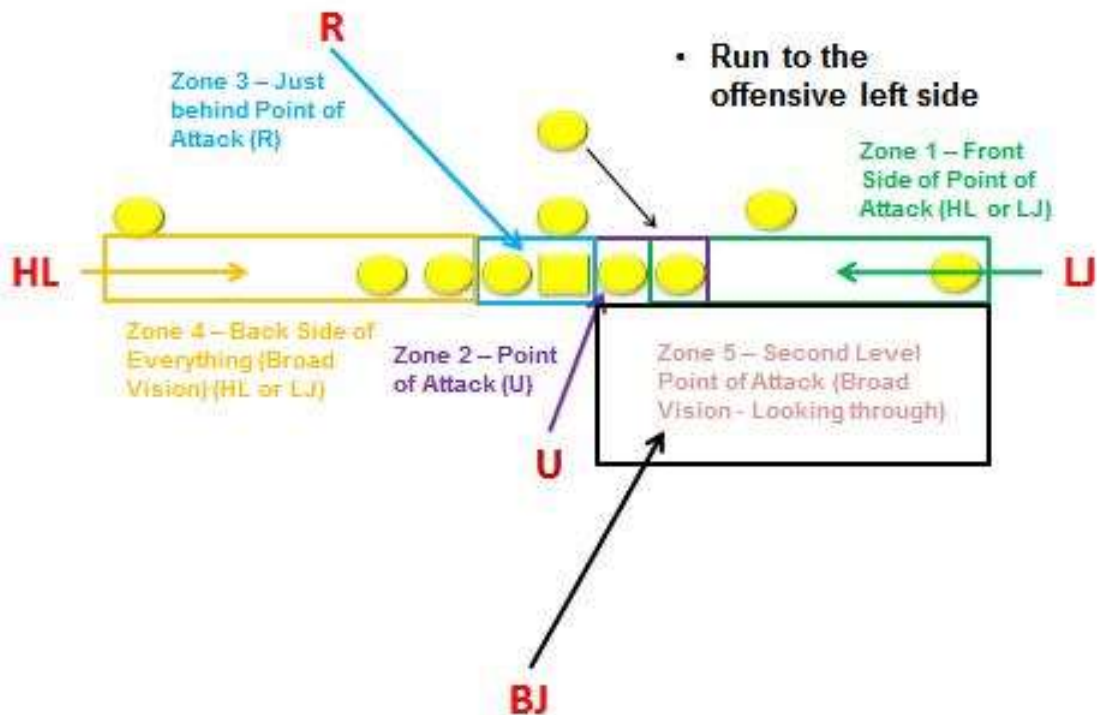
5 Official Run Zone Coverage

- Predicated on watching Initial Keys at the snap only, and;
- Once Run is recognized, immediately switching to Zone coverage
- All four upfront officials LJ, U, R and HL have a Zone (not specific players) that demands their focus
- *If a player leaves your Zone and there is a "Threat of Foul" stay with him, otherwise let him go*
- There are four Zones:
 - Zone 1 – Front Side of Point of Attack
 - Zone 2 – Right at the Point of Attack
 - Zone 3 – Immediately behind the Point of Attack
 - Zone 4 – Back Side
- When the run is toward one side or on the edge, the HL and LJ always have either Zone 1 or Zone 4, the R and U always have either Zone 2 or Zone 3 dependent on flow to or away from them
- When the run is up the middle (between either Guard and Center), there is one Zone 2 (Right at the POA) and two Zone 3's (Immediately behind the POA), R and U have Zone 2, HL and LJ have the Zone 3's

All Running Plays – GENERALIZED ZONES

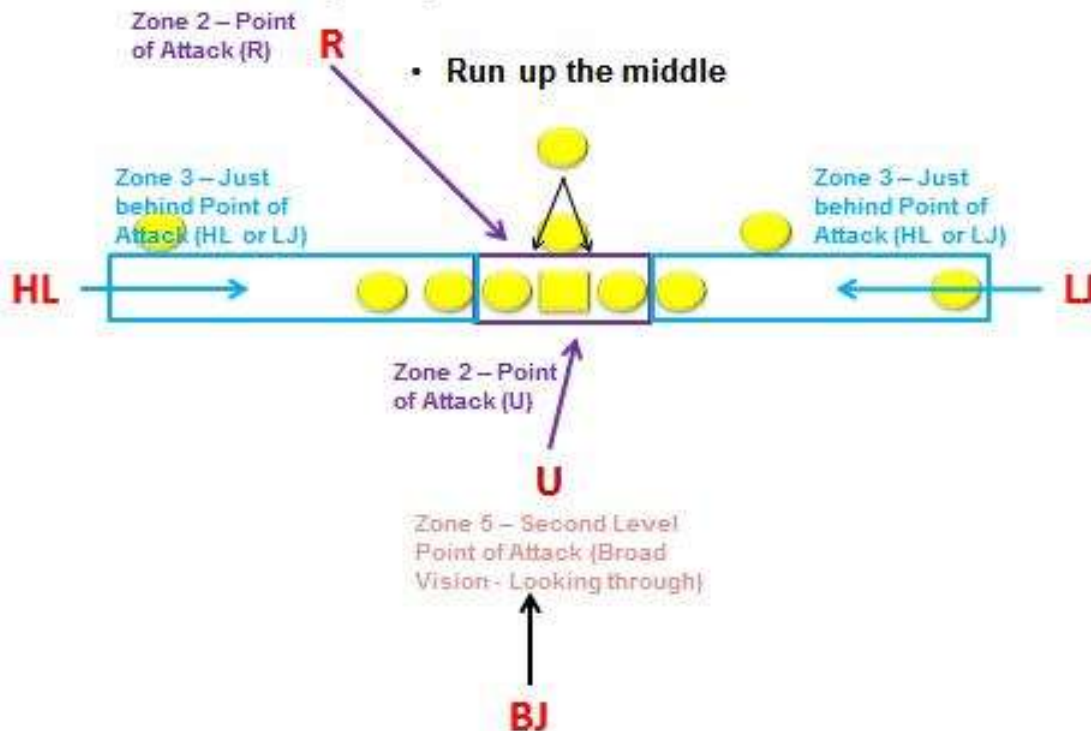


All Running Plays – GENERALIZED ZONES



5-official COVERAGE ZONES

All Running Plays – GENERALIZED ZONES



PASS RESPONSIBILITIES



- Umpire starts with the inside linemen (G-C-G); then transitions away from the Guard towards Tackle to the R's side. Move vision away from Double-Team blocks to the One-on-One conflicts