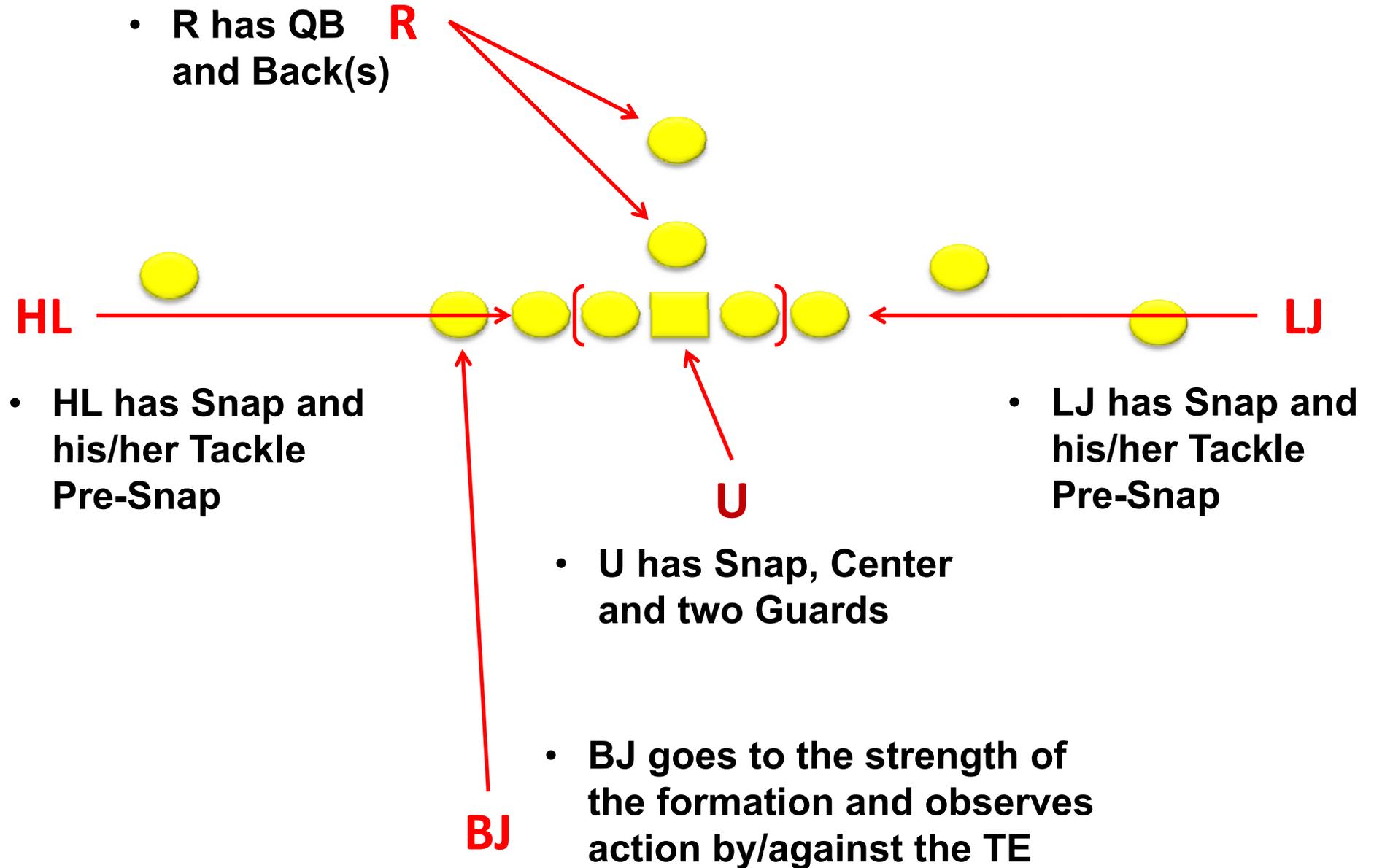


**5 Official
Run Zone Coverage
& Interior Line
Foul Philosophy**

Initial Positioning and Pre-Snap Responsibilities

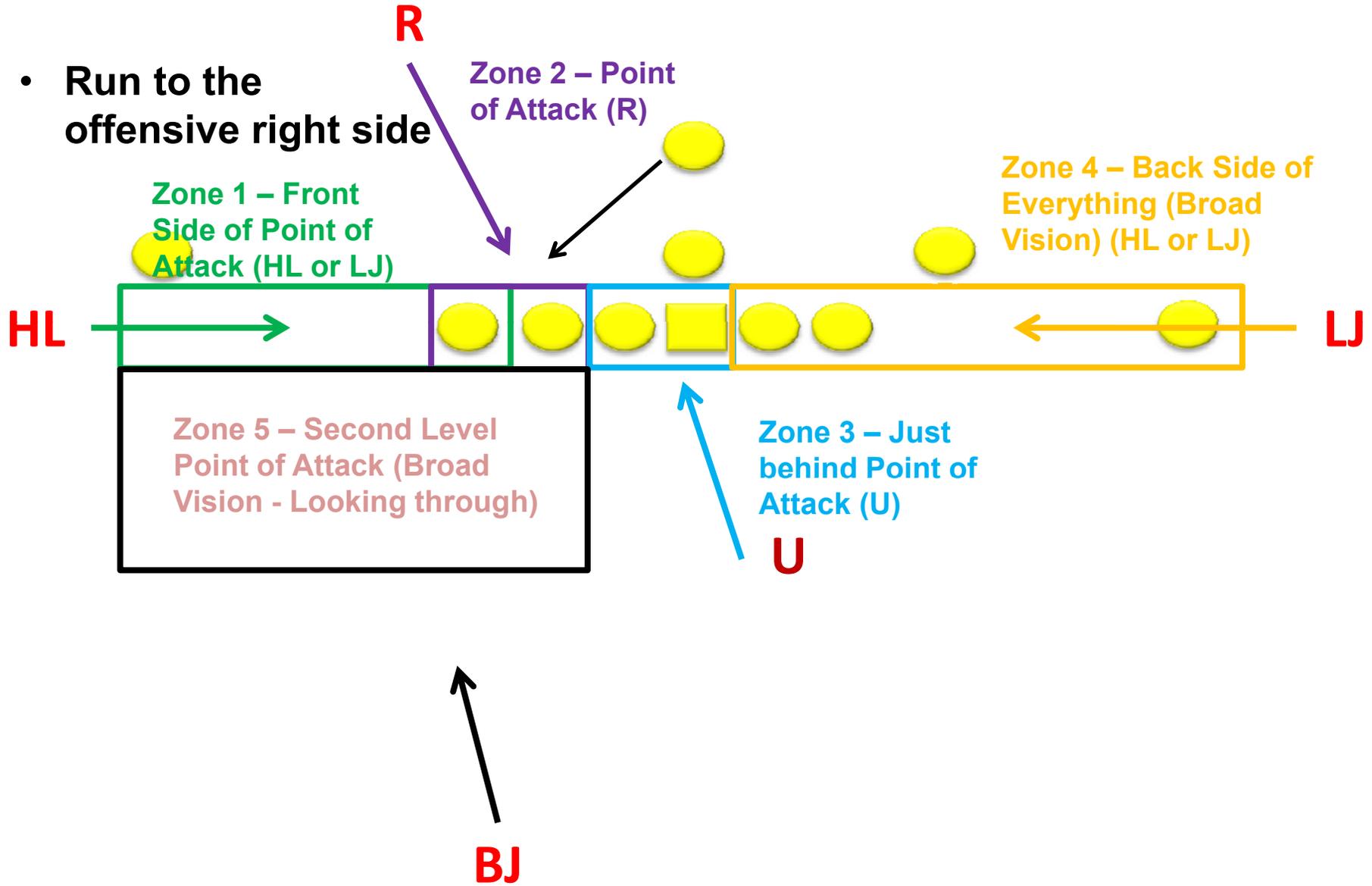


5 Official Run Zone Coverage

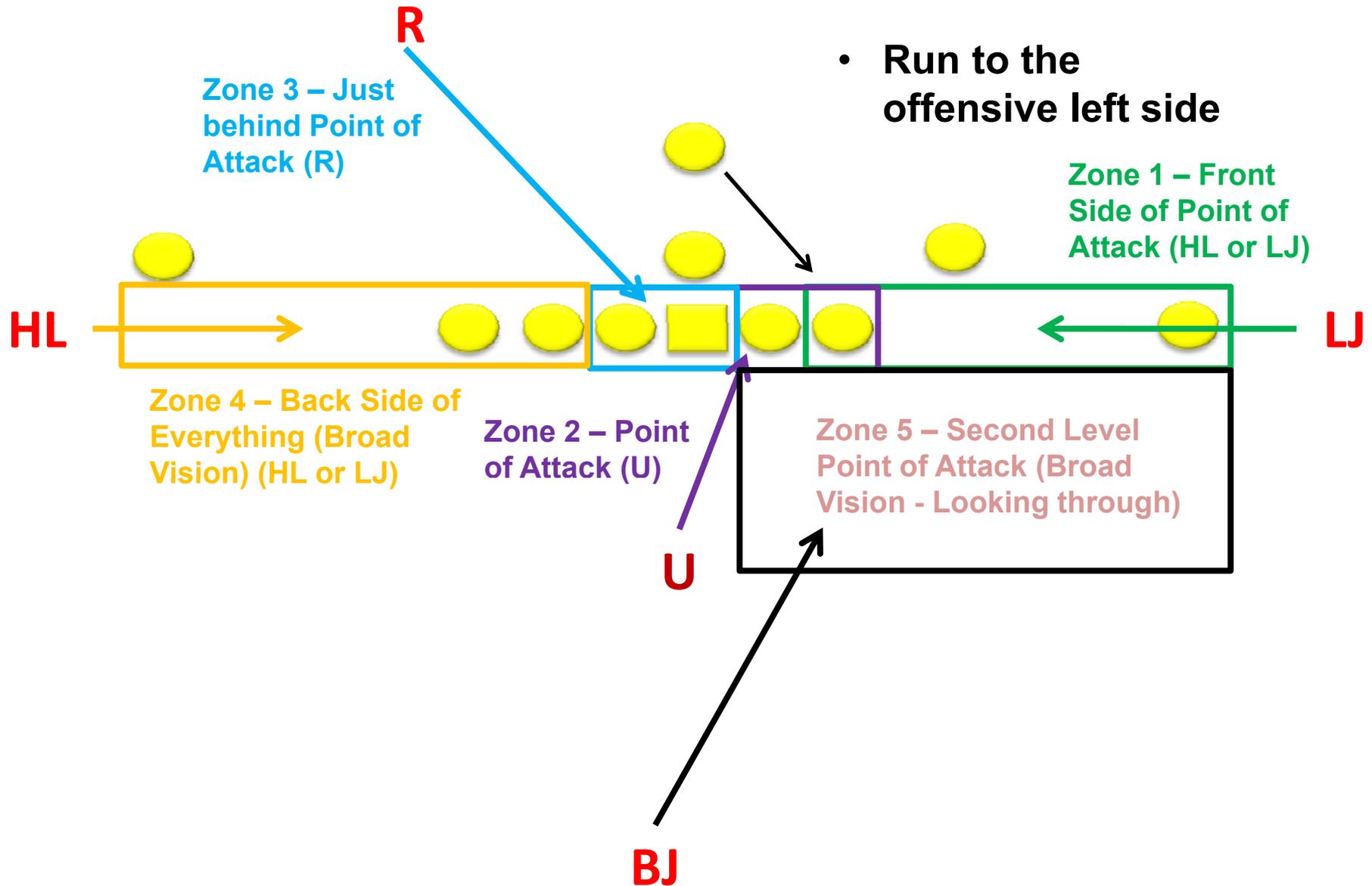
- Predicated on watching Initial Keys at the snap only, and;
- Once Run is recognized, immediately switching to Zone coverage
- All four upfront officials LJ, U, R and HL have a Zone (not specific players) that demands their focus
- *If a player leaves your Zone and there is a “Threat of Foul” stay with 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

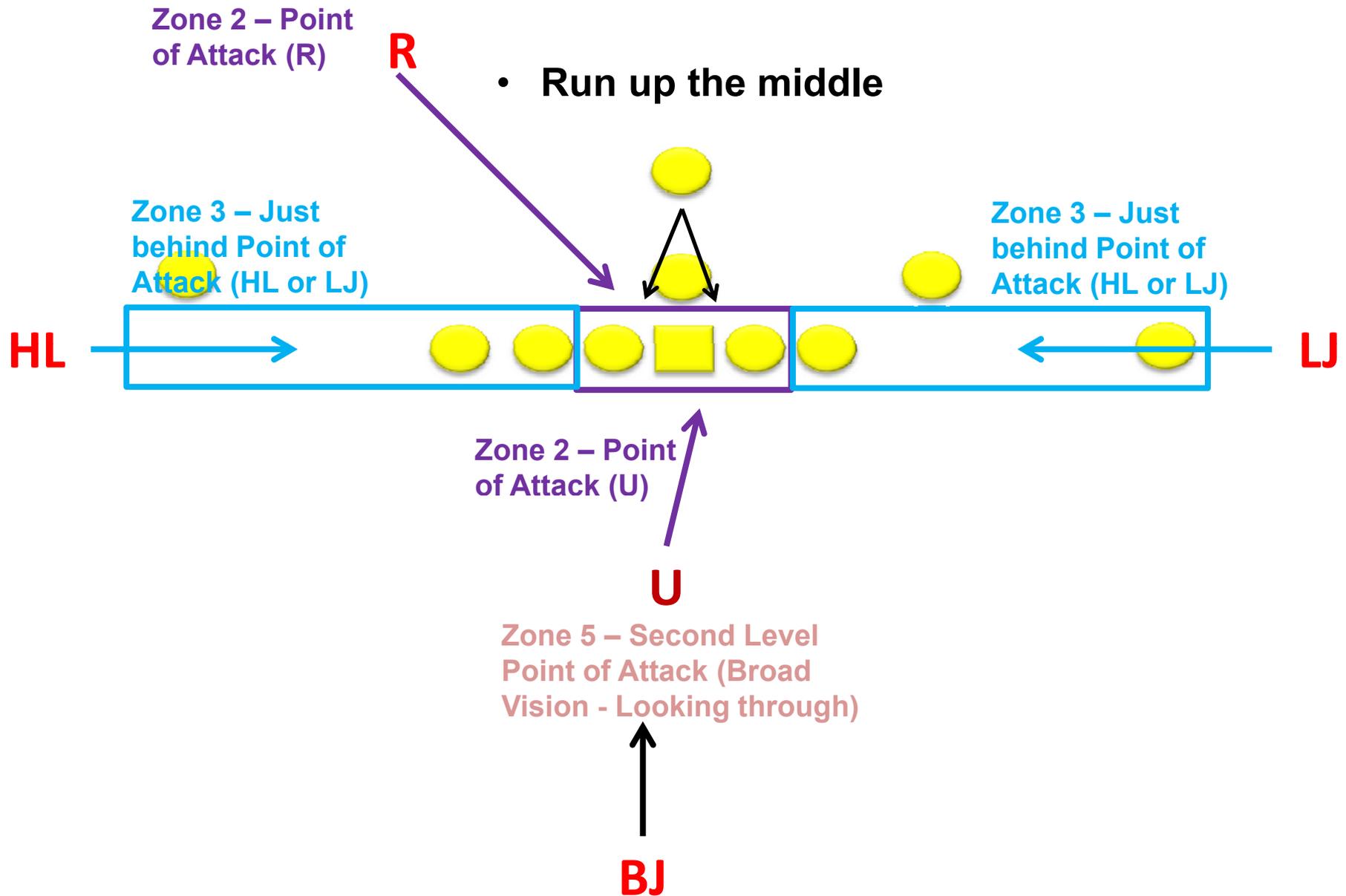
- Run to the offensive right side



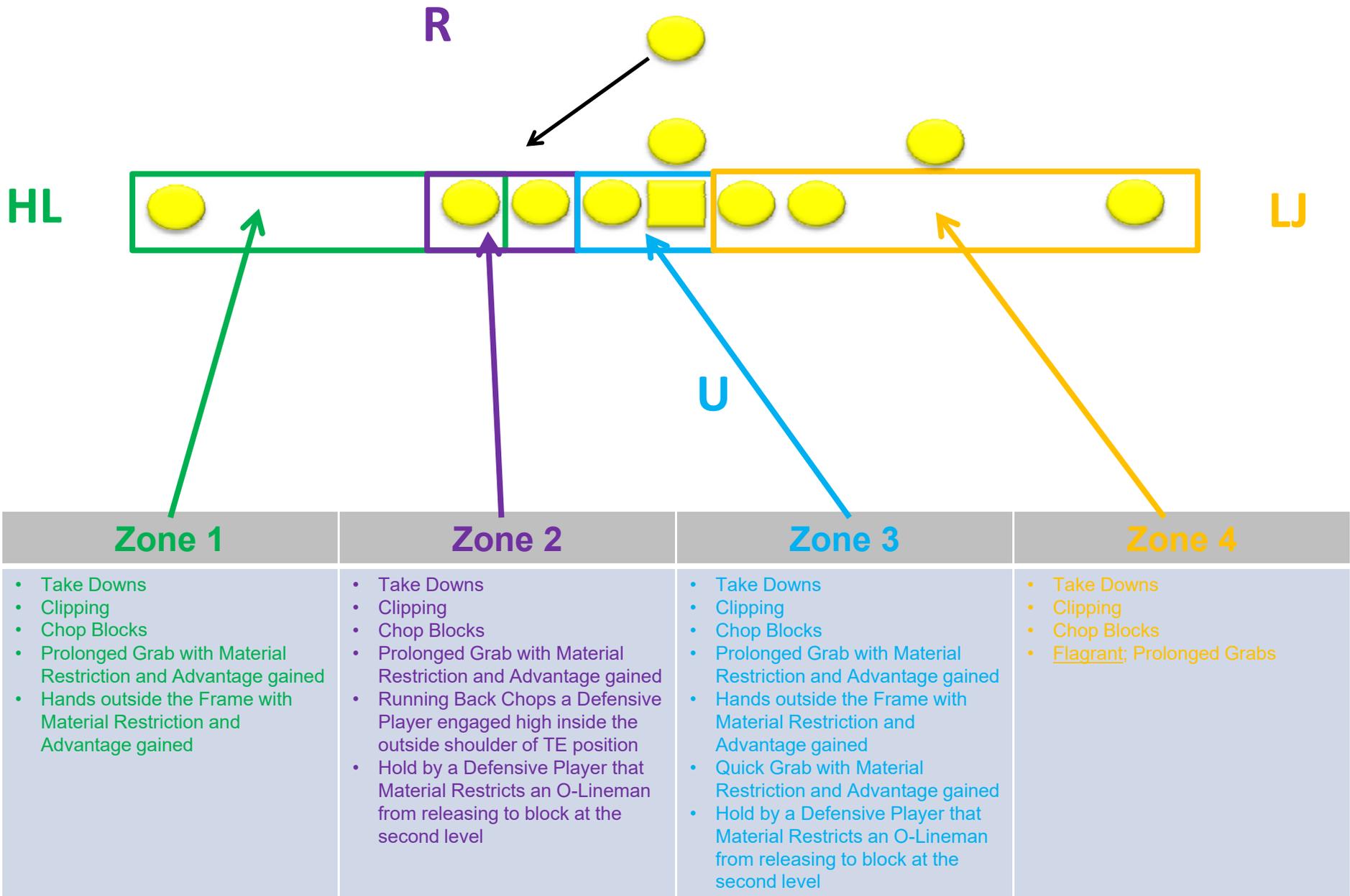
All Running Plays – GENERALIZED ZONES



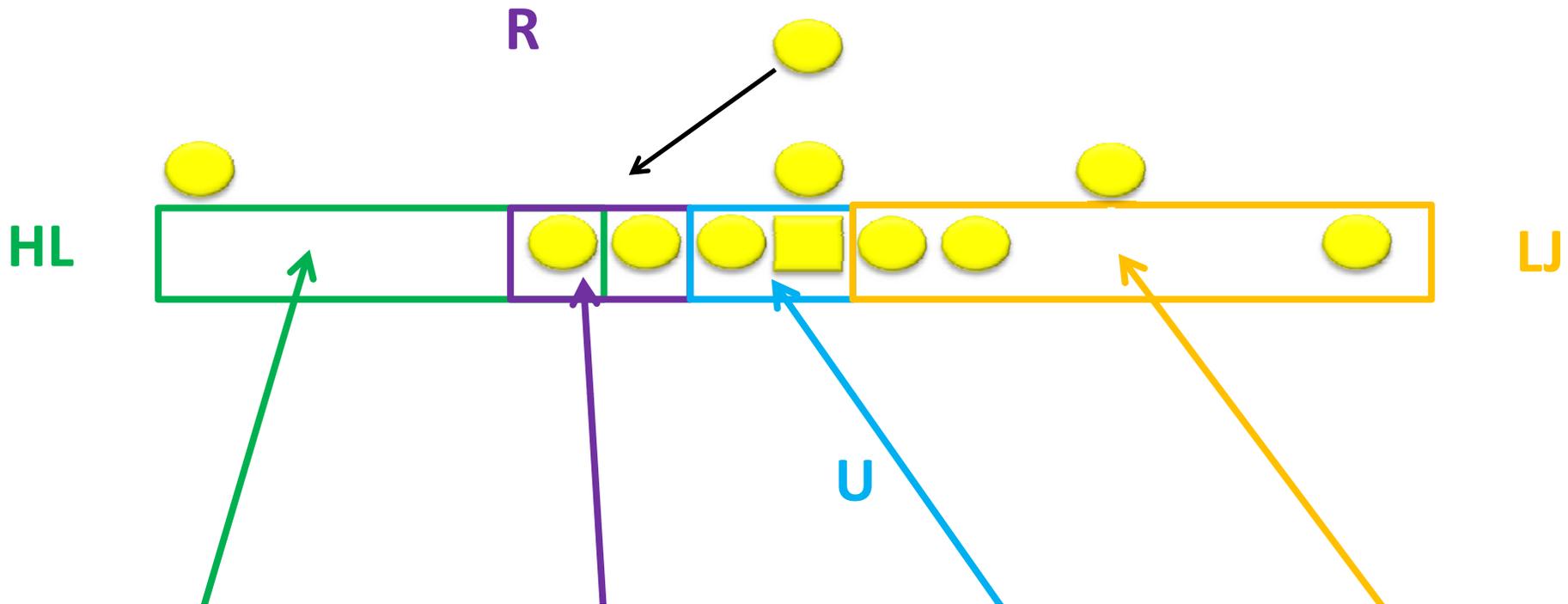
All Running Plays – GENERALIZED ZONES



Zone Emphasis - Fouls ALWAYS Called

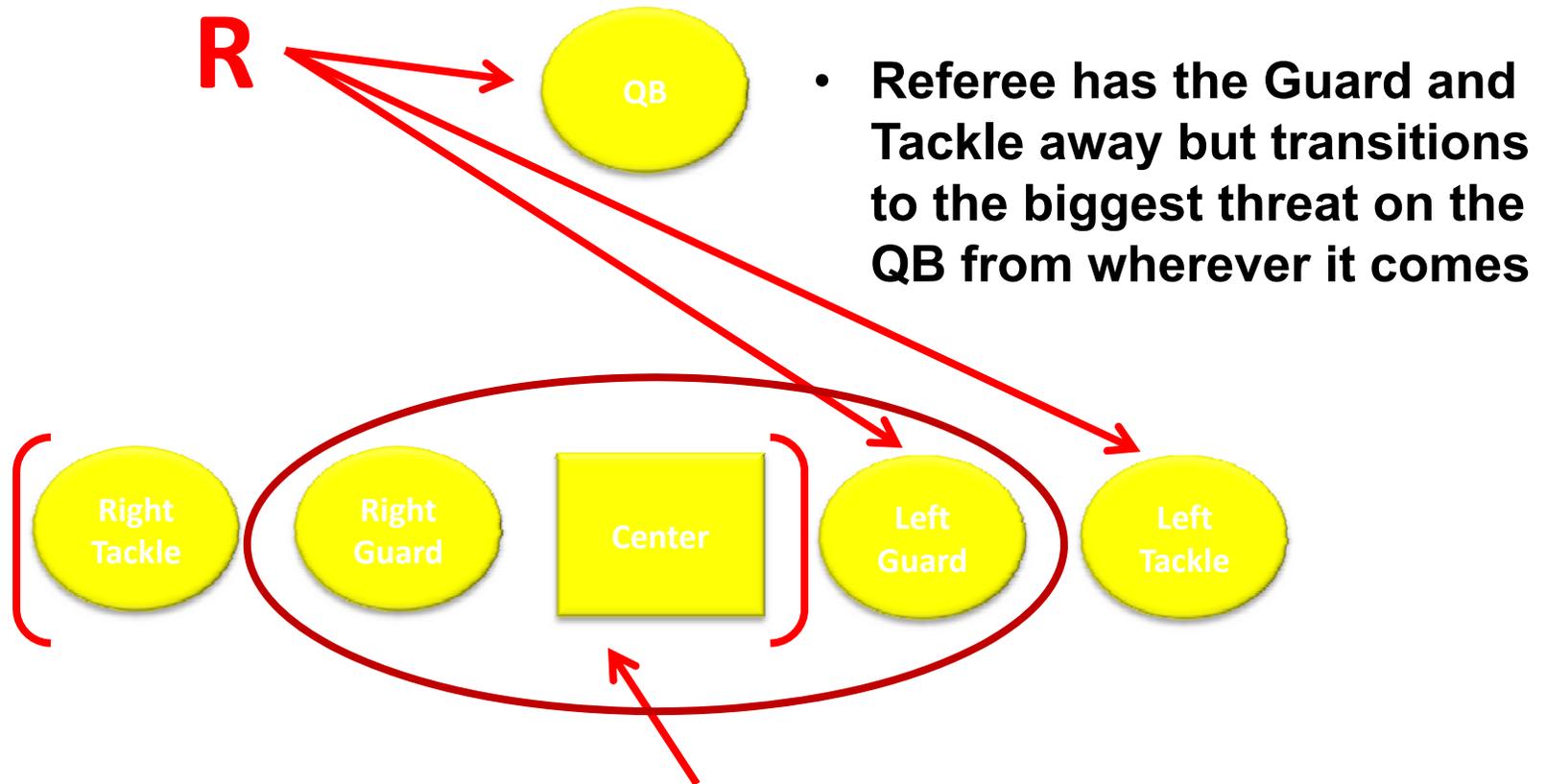


Zone Emphasis - Fouls RARELY Called



Zone 1	Zone 2	Zone 3	Zone 4
<ul style="list-style-type: none"> • Holding on a Double Team (unless a takedown occurs or D-Lineman breaks the Vise and is Material Restricted with an Advantage gained) • Hands outside the Frame after the O-Lineman dominates • Both Linemen "Dancing" • Grab by a Defensive Player that does not Material Restrict an O-Lineman from releasing to block at the second level 	<ul style="list-style-type: none"> • Holding on a Double Team (unless a takedown occurs or D-Lineman breaks the Vise and is Material Restricted with an Advantage gained) • Hands outside the Frame after the O-Lineman dominates • Both Linemen "Dancing" • Grab by a Defensive Player that does not Material Restrict an O-Lineman from releasing to block at the second level 	<ul style="list-style-type: none"> • Holding on a Double Team (unless a takedown occurs or D-Lineman breaks the Vise and is Material Restricted with an Advantage gained) • Hands outside the Frame after the O-Lineman dominates • Both Linemen "Dancing" • Grab by a Defensive Player that does not Material Restrict an O-Lineman from releasing to block at the second level 	<ul style="list-style-type: none"> • Holding on a Double Team (unless a takedown occurs or D-Lineman breaks the Vise and is Material Restricted with an Advantage gained) • Hands outside the Frame after the O-Lineman dominates • Both Linemen "Dancing" • Grab by a Defensive Player that does not Material Restrict an O-Lineman from releasing to block at the second level

PASS RESPONSIBILITIES



- Referee has the Guard and Tackle away but transitions to the biggest threat on the QB from wherever it comes

- 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