

## Pre Game Discussion Outline (5 Man Crew)

- 1) Coin Toss:
  - a. R and U will escort captains to middle. HL and LJ stay at 50, LJ have Home team ball. BJ, have Visitor ball and be at either 40 on Visitor sideline.
  - b. After coin toss, all come to middle to review and record results. Break to positions for opening kickoff.
- 2) Kickoffs (standard – no penalties enforced)
  - a. BJ – middle of field, hand ball to kicker, stand in front of kicker until ready for play. Move to a position behind kicker where you can still see the ball.
  - b. LJ – Kickers restraining line. Be prepared for onside.
  - c. HL – Receivers restraining line. Be prepared for onside.
  - d. U – Either GL with R or 10-15 yards upfield.
  - e. R – On GL.

ALL – do not watch ball or ball carrier. Watch your kicking team primary. They will take you to the ball. Be aware of low blocks by either team. When ball carrier is in your area and threatened to be tackled, you have progress and ball status.

BJ is primary on GL on long returns, HL and LJ have sideline. If pylon is threatened, make eye contact.
- 3) Scrimmage Plays:

Know your keys – “picture” at the snap.

  - a. Running Plays:
    - i. Start with keys. Move to POA based on “Zone Assignments”
    - ii. Progress and cross-field mechanic.
  - b. Passing Plays:
    - i. Start with keys. When read pass, stay with your primary. Move as necessary to cover the play.
    - ii. Catch/No Catch, in bounds/OOB, communicate with other covering official (flanks and BJ)
- 4) Punts:
  - a. Proper formation – numbering and 7 on the LOS. If the wings are close, put them where they are supposed to be. If fake punt, formations must be correct.
  - b. LJ release on clean snap. LJ has sideline.
  - c. BJ – behind and to the side of PR. Beanbag in hand for end of kick (NOT first touching)
  - d. Watch for peel back/blindside blocks. “Brick”
  - e. PSK enforcements – foul by R, punt goes beyond LOS, in possession of R.
- 5) Goal line situations:
  - a. Most important line on field. Must be at the pylon to rule. Clear the area!
  - b. Snap inside 5 – flanks move immediately to GL.
  - c. Crash hard to ball if close.
  - d. U – no secret signals. Flank may have knee down prior to breaking the plane.
- 6) FG/PAT:
  - a. BJ under with flank who would see holder’s face (R’s back)
  - b. Remaining flank has entire LOS – encroach and FS. After kick, crash in quickly, help colors separate.

- c. Swinging Gate – All remain in positions. When K shifts into kick, U retreats under appropriate post, but still has snapper.
  - d. If outside the 15, BJ will be alone if gate as none will get there. Start in middle of goalposts, move to appropriate post if threatened.
- 7) Side Zones and Whistles
- a. If It is in your sidezone, blow your whistle. If it is not, don't blow unless you are stopping action or getting R's attention. If it is in your side zone, you have the spot. If you were screened or don't have a spot, use the cross-field mechanic.
  - b. Whistles do not kill the play. If you don't see the ball, don't blow your whistle.
- 8) Sidelines:
- a. Communicate with coaches, and encourage them to get back when the play is imminent.
  - b. Keep the areas near the Goal Lines free of spectators. They should be at least 10 yards from the pylon.
- 9) Measurements:
- a. BJ holds ball, butt toward defense.
  - b. HL hold clip coming out, LJ will help keep chain in place on ground.
  - c. U will stretch the chain.
  - d. R will determine. If short and measuring outside hashmarks, use the chain to place the ball ready for play.
- 10) Penalty Reporting and Enforcement:
- a. Give all pertinent info: Live/Dead, Offense/Defense, Number, is flag at a good spot?
  - b. All should know what the enforcement should be. HL will walk with U, LJ hold enforcement location.
  - c. Be a crew saver – if you know something was wrong, speak up and get it right.
- 11) Communication
- a. If crew radios are being used, use them to speed up enforcements, and communicate with coaches.
  - b. Make sure everyone is on the same page.
- 12) Overtime Procedures:
- a. At the end of regulation, teams will have 3 minutes. We will confer during this time.
  - b. Coin toss – bring out captains AND HEAD COACH. Explain:
    - i. 25 yard line, playing football except Defense cannot advance (like PAT).
    - ii. Both teams get 1 TO per overtime (Off/Def), no carryovers from 2<sup>nd</sup> half.
    - iii. No requirement to go for 2.
    - iv. Winner of toss choices: Offense, Defense or end of field.
    - v. If 2<sup>nd</sup> OT required, choices alternate.

Final Thoughts – Use proper philosophies, mechanics and signals. Point of Attack is crucial – get the alligators, not the lizards. HAVE FUN!