

PRE-GAME CHECKLIST – HEAD LINESMAN



POINTS OF EMPHASIS		
• SLOW DOWN!!	• Process the play	• Focus and Concentrate every play – Mental Toughness
• Make it BIG	• If you “think”, it’s NOT	• ING: Receiver in area? Pass crossed LOS? Go to the R with info!
• SL Interference: 1 st time – Warn, 2 nd - 5yds, 3 rd - 15 yds	• Run-OOB-Clock- RFP	• Know and communicate clock status – Every play
• Be sure, then flag	• Discuss pass keys and switches with BJ	• Ensure you move with a purpose
• Know when under-2 mins Communicate	• Review Rule Changes	• Look coaches in the face, eye to eye, and be honest and sincere.
• Goal line: HL/LJ will have GL from 15 yd line in. Down & Distance will dictate how quickly the move is to the GL		
• Be the best communicator on the crew. Work with the sideline in a professional and courteous manner. <u>Keep it clear!</u> <ul style="list-style-type: none">• Be the calming influence when a coach is upset and wants an answer. Only give answers you know.		
PRE-GAME		
• Enter and leave field with entire crew	• Know location of security	Check – Game Clock
• Meet both coaches with entire crew	• Opening Kick Off – Be Prepared	
• Walk sideline – adjust markers, look for obstacles, GL & EL markings	• Work plays, sideline catches and observe player formations	
• Discussion with Chain Crew and U: - Long/Short with box man - Measurement procedures, communicate down/yd line every play - Sweep plays, drop straight back and never move unless indicated.	• Discussion with Ball personnel - Change of possession – Press box side - Running plays outside numbers and long incomplete pass - be ready	
PRE-SNAP RITUAL		
• Clean up previous play – accordion, move back from bottom of #'s, don't turn back to players	• Need to know number of keys, tackle, DE on your side & WR that might FST	
• Make sure down box has correct down	• Count offensive players every down – no more than 4 in the backfield	
• Status of clock – assist R in all timing, downs, penalties	• Know numbers of restricted blockers	
• Be vocal on subs to R	• Know down, distance and situation (pass/run)	
• Make sure sideline is clear	• Locate key(s) for pass plays	
• Signal closest receiver on/off the line – respond verbally when asked	• Focus and concentrate	
Be a great dead ball official	Hustle – but don't hurry	
FREE KICKS		
• Position on sideline opposite press box at R30 yardline	• Pooch kick – K can catch kick provided no KCI – Spot of First Touching	
• Be alert for forward handoffs. 5 Yard penalty – spot of foul.	• Ball belongs to Team R	
• Count R players & communicate with R/U	• Free kick to other sideline – stay on the sideline – help with forward progress while working backside (<i>cross-field</i>)	
• Wind clock if touched by R in field of play in your area	• Free kick in your area – you have the ball/runner then follow play watching blocks in front of runner	
• You have the sideline all the way to the Goal Line! Assume that the runner will break it every time.	• Forward progress is yours all the way to the EZ	
• Kick breaks GL plane: Touched or Untouched by R - dead ball-touchback	• All fouls by K during kick can be tacked on EXCEPT KCI	
• Look for Fair Catch Signal on all Kicks, especially Pooch Kicks	• Block Below Waist: NEVER ALLOWED on kick plays	
• Free Kick OOB – R touches ball with foot on sideline	• Live Ball – BBW (15 yards)	
• Free Kick OOB – 3 options: 25 yds from kick spot, Re-kick 5 yd back or spot of OOB plus 5 yd tack-on	• Live Ball – IBB (10 yards)	
• Pop-Up kick: Ball driven into ground and bounces higher than player's heads. Dead Ball foul – 5 yards previous spot – shut it down!	• Fair Catch – Ball is DEAD when caught by anyone, signaler protected - Cannot block until he touches the ball. Live Ball – Illegal block (15 yards)	
• What can Team K do? - Team K Can Recover but Not Advance a Kick	If K catches kick in the air before it touches the ground – 1st Touching	
• Onside kick – 4 officials in the box. Bean bag in hand. HL will line up at R's restraining line (50), kick to your side observe action on/around the ball. Kick to other side, observe legality of blocks, DO NOT MOVE!		
• K touching ball is allowed: After touching by R, or Ball Touches something beyond R's line		
• Forced touching – NO TOUCHING (Ignore touching when opponent is blocked into ball, or ball is batted into opponent)		
• All fouls by K during a free kick can be tacked on to the dead ball spot if R has possession, except KCI (spot foul)		
• Free kick after a safety – adjust position to 50 yard line.		
Be a great dead ball official, keep cushion - open vision	Check the game clock, especially on short kicks	

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RUNNING PLAY			
• Fouls at the snap ; live ball fouls that offense & can correct until snap – these become fouls at the snap: ISH – ILF - ILM Fouls at the snap by offense – Make FST IF possible		• Forward progress entire SL – GL to GL	
• LJ & HL should mirror each other on all plays (spots)		• Ball snapped at 15 yd line going in – GL responsibility	
• Observe, Snap, Tackle, then Key – tackle will determine if run		• Ball at 10 yd line - go towards GL. 5 yd line - get to GL at snap.	
• Watch blockers in zone once play is read as run		• Ball snapped inside the 5yd line going out – Reverse GL	
• Run Opposite – clean up backside; Watch action on QB		Hold LOS at snap, then go to GL and rule on safety/forward progress	
• You have Pitch Man on option, punch backward pass.		• Use cross-field dead ball spot mechanics when forward progress is close to sideline and runner has been pushed back by defense	
• If run is your way – know what B can do to pitch man: B CANNOT: hold – cut – personal foul		Be there for your LOS partner, when they need help on a spot!	
		• Sliding QB – down when slide starts, not where he touches. Position of BALL at that time.	
Your spot when forward progress ends in backfield. (let play end and then move back to get spot – R may help – discuss in pregame) HL and LJ should mirror each other on every play.			
Sweeps: Watch TE or OT for holding, stay at LOS and retreat backwards, let play go by and then step up to straddle sideline following runner. Observe blocks at POA & transition as play develops. Sweep away or Option away-help clean up and watch backside blocks & QB			
Man-in-Motion Away from You: Flag only if he CLEARLY turned upfield early – no advantage to ¼ step. Towards you: drop flag if clear & obvious.			
HOLDING CATEGORIES: Grab & Restrict * Hook & Restrict * Takedown * Tackle			
PASS PLAY			
• Be aware of switches	• If pressed watch key only	• If no press – watch other threats	• DB holding Receiver - must be BIG
• Watch Receiver push off (OPI)	• DH: Know if it occurs Before the pass – if it's close, go with DH rather than DPI		
• Focus on players while ball is in the air – feet, then hands, then ball Formation Will Dictate Your Key		• Formation will determine your key	
• PASS INTERFERENCE: Requires (1) Obvious intent to impede, (2) Physical contact, (3) Catchable ball (not technically, but use common sense)			
• OPI – Begins at snap (15yds): (1) Block downfield, (2) Creates separation, (3) Drives through established receiver (4) Pick plays			
• DPI – Live Ball with ball in air. You must place the action into one of six categories: (1) Early contact, not playing ball, (2) Playing through back, (3) Grab/restrict, (4) Arm bar, (5) Cut off, (6) Hook & turn			
• Receiver Steps OOB on his own: Hat down; if he returns inbounds - LIVE BALL – Illegal Participation – 15 yards at basic spot He is still ELEGIBLE and there CAN be DPI (If receiver is pushed out & returns immediately, no foul)			
• If a receiver on your side goes deep, you have to get down there!		• Pass Touched in flight: tip signal, no OPI or DPI (can have PF or OH)	
ODD PLAYS: Safety – B intercepts, fumbles (provides impetus), ball inside 5yd line & ball becomes dead in or out of the EZ. Offensive Pick Play – Be especially aware inside 20yd line (read formations) Must be contact! Bubble Screen – No OPI or IDP if ball is caught <1yd downfield			
• CATCH: Firm possession and contacting ground with any part of the body (must complete the process!) Whether a receiver MIGHT have landed inbounds makes NO difference. If receiver is CARRIED out of bounds, progress is stopped and it's a CATCH!			
• Intentional Grounding: Pass in your area with no receiver in position to make a catch. QB outside FBZ – pass doesn't reach LOS. Go to the Referee immediately and share that information. Ball thrown directly OOB is automatic penalty unless a receiver has a chance to make a play.			
• Backward pass – punch it – CLEARLY backwards or it's a forward pass			
• Turnover – you have the SL all the way to the GL – assume he will break it!		Help with IDP when possible, especially near GL	
Be a great dead ball official	“Right here, right now!”		Check game clock
SCRIMMAGE KICK			
• Punt - After snap, stay on LOS until kick crosses, be aware of holding on the corners and by protector backs; up backs may NOT block below the waist; help R if defensive player blocked into kicker; if bad snap, then HL moves into backfield to help R work play – stay wide; LJ will stay on LOS to rule kick behind/beyond NZ; ball kicked from beyond LOS is foul – treated as a fumble.			
• First Touching by A – bean bag	• R in chase mode? = HOLD/IBB	• K can recover – NO ADVANCE (DB)	• K can advance a FUMBLE
• Fair Catch – ball is dead, signaler afforded protection, cannot block (Illegal block 15yds) R CANNOT advance after fair catch (Dead ball – DOG 5 yards)			
• Forced Touching is NO touching (ignore touching when opponent is blocked into ball or ball is batted into opponent)			
• TOUCHBACK – ball breaks plane of GL – touched or untouched by R (dead ball)		• K player OOB on own & returns, Illegal Participation (hat and flag – Live Ball 15 yards) Pushed out – has to return immediately	
• It matters WHERE The ball is, not the feet!! • Momentum – inside 5 yard line			
• Interference with catch – KCI (spot foul – 15yds & awarded fair catch or 15 yards at previous spot, replay down) KCI can't be a tack-on!			
• BBW: Live ball , A or B, 15 yards	• IBB: Live ball , A or B, 10 yards	• BBW: Never allowed on Kick plays	
• Field Goal or Try: HL on LOS – No more than 4 in backfield – watch edge blocks – come in and clean up after play			
• Field Goal or Try: HL under goal post – Count R with BJ – get to SL on broken play or fake - GL, if possible, but stay out of EZ			
• Field Goal or Try: If ball hits the cross bar or goal post and bounces back into field of play, the ball is dead FG short of GL – treated as a punt.			
• Free Kick scoring attempt after a Fair Catch: adjust position to halfway between Team R's Free Kick Line & the End Zone			
• All fouls by K during a scrimmage kick can be tacked on to the dead ball spot if R is in possession, except KCI (spot foul)			
• Safety – R fumbles ball (provides impetus) inside 5-yard line & ball becomes dead in EZ or out of EZ			
• K - first touching – consequences of touching are eliminated if R touches ball & then fouls, or any penalty is accepted			
• Ball DOES NOT cross the NZ - either team can recover and advance (K can still pass or kick it) NO KCI			
• Ball DOES cross the NZ – R can touch or recover but cannot advance			
• Post Scrimmage Kick Enforcement (PSK): Live ball Fouls by R, ball crosses the Neutral Zone and R ends in possession.			
• PSK - Penalized from the end of the kick or the spot of the foul if it is behind the end of the kick.			