

# PRE-GAME CHECKLIST – UMPIRE



POINTS OF EMPHASIS – 5 MAN MECHANICS		
• <b>SLOW DOWN!!</b>	• <b>Process the play</b>	• <b>Be sure there is a foul, then throw the flag</b>
• <b>Runs on OB on “Ready”</b>	• <b>FWD progress behind LOS</b>	• <b><u>Philosophy</u></b> : If you think it’s a foul, it’s not! Make <b><u>FOULs BIG</u></b>
Second level blocking: BBW, IBB, CLP) Legal/Illegal		• <b>CLOCKS</b> : Be aware of both clocks EVERY play & Clock Status
• <b>Use preliminary signals w/Referee (ONLY IF ONE FLAG DOWN)</b>		• <b>Measurements</b> - Keep chain away from ball, place chain on press boxside
• <b>Know when under 2 mins. Communicate this with crew</b>		• <b>Record &amp; Time the Timeouts! Alert R when 15” left.</b>
• <b>OT TEAM TIME OUTS</b> : Extra periods allow one time out per team. Unused timeouts – <b><u>Do Not</u></b> carryover to OT		
PRE-GAME		
• <b>Check – All equipment</b>	• Check casts, wrappings on field	• Visit OL & DL Drills and Work / Talk to Big People
• <b>Observe snapper for any unusual movements</b>		• <b>Review PAT &amp; hash mark locations when field has multiple set.</b>
• Review “STOP, DO NOT SNAP” sign with center, QB		• Keep observation of both teams equal
• Find Leaders on Offensive & Defensive line work to establish rapport		• Mentally start to think ball mechanics: Normal & Hurry-Up
Sportsmanship talk with team on SL – after intros – don’t interfere with the anthem – right before coin toss is best		
PRE-SNAP RITUAL		
• <b>Down &amp; Distance — Formation – Clock Status – Subs</b>		• <b>Key Football – Clean Snap</b>
• Know & Communicate when Clock is Under 2:00 in 2nd & 4th qtr		• Snap Infraction is a Dead Ball Foul
• Position – 7 to 8 yds from LOS – Hold Position, see the snap		• KEY – Guard – Center – Guard for FST
• Identify Blitzes/Immediate defensive threats – these players will take you to the action you need to observe.		• <b>Focus!! – Can you remember what your keys did last play?</b>
• <b>Read Run – Immediate threats and transition to 2nd level quickly</b>		• <b>Read pass – Move up to 2yds beyond LOS (IDP)</b>
• <b>Remember to give dead ball signal when runner is down in your area</b>		• <b>Read pass – punch if caught behind LOS</b>
<b>Be a great dead ball official</b>		<b>Hustle – but don’t hurry</b>
FREE KICKS		
• Every kick is onside until it is not!!		• Position: Press Box Side @ 20 yard line.
• If kicker can reach GL, adjust position to outside GL pylon		• Count R with Referee & Head Linesman – Give signal
• Do not allow FK if Team R has less/more than 11 players – Fix it!		• Clear SL – Hand up when ready
• Onside Kick Position: Team R restraining line		• Watch for Team R blocks prior to ball going 10 yards
• Pop-Up Kick is a dead ball foul. 5 Yds & Re-Kick		• BJ Responsible for Ball Driven into Ground
• Kick to “other side” = Watch A’s block before they are eligible to touch		• BJ & LJ Responsible for Ball Driven into Ground on Short Free Kicks
• Communicate & confirm coverage in pre-game with crew		• Always think short kick!
• FK breaks plane of R’s GL, touched or untouched by R: Touchback - 20 yard Line.		• Team A can advance a Fumble
• Team A can recover – but cannot advance a kick (Ball is Dead)		• Watch for Kick Catch Interference (KCI)
• Team A player intentionally OOB – Illegal Participation upon Return		• Spot Foul – KCI on A (15 yds) & Award Fair Catch or Rekick after 15 yds
• Fair Catch = Ball is Dead		• Live Ball – Illegal Block by A (10 yds) before A can legally recover ball
• Signaler gets protection but cannot block until kick ends		• Pooch Kick – A can catch it if no R player is in area, otherwise (KCI)
• Live Ball – BBW is illegal for both teams - 15yds		• All fouls by A during Free Kick can be tacked on – EXCEPT KCI
• Free Kick OOB (untouched by B) – 3 options: 25 yards from kick spot (normally 35 yard line) Re-kick; 5-yard penalty Spot OOB plus 5-yard tack-on		• Team A Touching is Allowed: After ball: Touches Team B Touches ground beyond Team B’s line.
• Most Common Fouls – Once Free Kick is Made: - Live ball –(BBW) Block below waist on A or B (15yds) - Live ball – (IBB) Block in the Back on A or B (10yds)		• Illegal Touching by A and NO PENALTY is involved, A cannot get the football **If B has foul – A can get ball.
• Odd Things That Happen During Kicks: Forced Touching – No touching (Ignore touching when opponent is blocked into ball, or ball is batted into opponent)		• B has protection to complete catch whether fair catch signal is given or not
		• NO or SLOW WHISTLES ON FAIR CATCH SIGNALS
• Be alert for forward handoffs. 5 yard penalty – spot of foul.		• Free Kick after a Safety – Adjust position up field
• Help with Game Clock		• New Ball from Press Box Side

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RUNNING PLAY			
• Make sure Ball is legally snapped		• Keep eyes out of Offensive Backfield	
• Bean Bags = Problems – Slow or No Bean Bags.		• Key Double Team Blocks for possible CHB/DH	
• Slow flag, see the entire play before ruling Foul, MAKE IT BIG!!		• TALK, TALK, TALK, TALK, TALK - To the Players	
• Immediate threats on keys, transition quickly to 2nd level blocks. Watch for action of defender creating advantage by holding		• U will spot the ball on every play unless Referee is in position to help Put down quickly, hustle back to position	
• Tight plays make sure wing officials get into position to work		• Pick UP and Hand the Ball to the Covering Official when the play ends at/near the Line to Gain!	
• Have Field Presence: Players MUST feel your Strength Around the Pile!!			
• Big pile on EZ play – find ball – communicate with wing officials – pre-game discussion!			
• BBW is Illegal – know the exceptions in the FBZ. Both players on LOS & in FBZ at snap, block in FBZ, Ball in FBZ			
HOLDING: Grab & Restrict * Takedown * Tackle * Hook & Restrict			
Be a great dead ball official	Bring in NEW BALL		Check GAME CLOCK
PASS PLAY			
• Guard – Center – Guard & associated double teams		• Keep eyes out of offensive backfield	
• Point of attack – LB or safety blitz Through A or B gap will lead you to potential fouls by offensive linemen.		• Think possible pull & shoot - DH	
• Hold Position, allow crossing receivers to go in front of you		• New ball from the side that incomplete pass went out on	
• Read pass – Move to point 2yds beyond LOS – Expanded FBZ Look for Ineligibles Downfield (IDP)		• Read pass – punch if caught behind LOS. Behind is < than a yard beyond	
• Turn on short and low passes to assist with ball hitting ground		• Prolonged “tip” signal when ball is tipped at the LOS	
• Communicate with the players that the ball is gone (make sure!)		• Help R with Illegal Forward Pass if QB is close to LOS (DISCUSS!)	
		• If runner reverses field after catch, be alert for blind side blocks (BSB)	
Be a great dead ball official	Ball Mechanics		Check GAME CLOCK
SCRIMMAGE KICK			
• Fair catch = Ball is Dead	• Illegal Block – Live ball by B (15yds) PSK	• A can advance a FUMBLE	• Dead ball delay of game (5yds)
• ALERT: Disconcerting acts by B	• B in chase mode? = HOLD/IBB	• A can recover – NO ADVANCE (Dead Ball)	
• IBB: Live ball ( A or B) 10 yards	• BBW: Live Ball (A or B) 15yds	• FG – position to open side of field	
		• Punt – shade LJ side of field	
• Turn after first wave passes – Expect the Unexpected		• B cannot advance ball after fair catch signal	
• Get to LOS on ball snapped over punter’s head		• It matters WHERE the ball is!!	
• Forced Touching is NOT touching (ignore touching when opponent is blocked into ball or ball is batted into opponent)			
• Interference with catch – KCI (spot foul – 15yds, or rekick at previous spot after 15 yard penalty)			
• <b>ODD PLAYS:</b> All plays by A during kick can be tacked on to the dead ball spot, except KCI (spot foul) Momentum Rule – applies between 5-yard line and goal line (catch or recovery inside the 5 – toss bean bag at spot of catch/recover) Safety – B fumbles ball (provides impetus) inside 5-yard line & ball becomes dead in EZ or out of EZ A illegal touching – consequences of touching are eliminated if there are offsetting fouls or an accepted penalty Ball DOES NOT cross the NZ - either team can recover and advance (A can still pass or kick it) NOTE: KCI does not apply if ball does not cross Ball DOES cross the NZ – A can touch or recover but cannot advance			
• PSK Enforcement: Foul during the Kick by B, ball crosses NZ, B in possession at end of kick. Enforce from end of kick or spot of foul if behind.			
• BBW: Never allowed outside of FBZ			
• Field Goal: If ball hits the cross bar or goal post and bounces back into field of play, the ball is dead. <b>FG short of GL</b> treated as a punt			
• <b>Free Kick scoring attempt after a Fair Catch:</b> adjust position to Goal Post Upright on press box side of field – your whistle & rule on over/under.			
Be a great dead ball official	Bring in new ball from press box side		Check game clock
PHILOSOPHY			
• Be a Calming influence for your crew, players/coaches		• Help Keep Crew Communication clear for the Referee	• Keep track of UNS Fouls for the Crew
• Make R look good by helping the Crew		• Try to get ball spotted within 10 Seconds	• Reminder: Two UNS = ejection
• Use dead ball periods to communicate with the players. Listen to their concerns. Diffuse possible conflicts.			
• BALL MECHANICS – Clean up play. Think and communicate hurry-up ball mechanics with crew			• Clean snap/guard-center-guard
• Count Team A on EVERY play – don’t just mimic the R’s signal – he may be wrong!		• Confirm penalty enforcement	• Numbers of Lineman/Numbering Exception – Know them!
• Vary your position from time-to-time when possible – don’t be a fixed-position pick			• BE A GREAT DEAD BALL OFFICIAL
• Helmet Off: Player out for 1 down, unless last play of the 1 <sup>st</sup> half or caused by penalty (Cannot participate beyond immediate action: 15 yds) ** Team TO DOES NOT buy player back in – must sit out one play unless either half ends			