

Line of Scrimmage Pre-Snap

August 13, 2023

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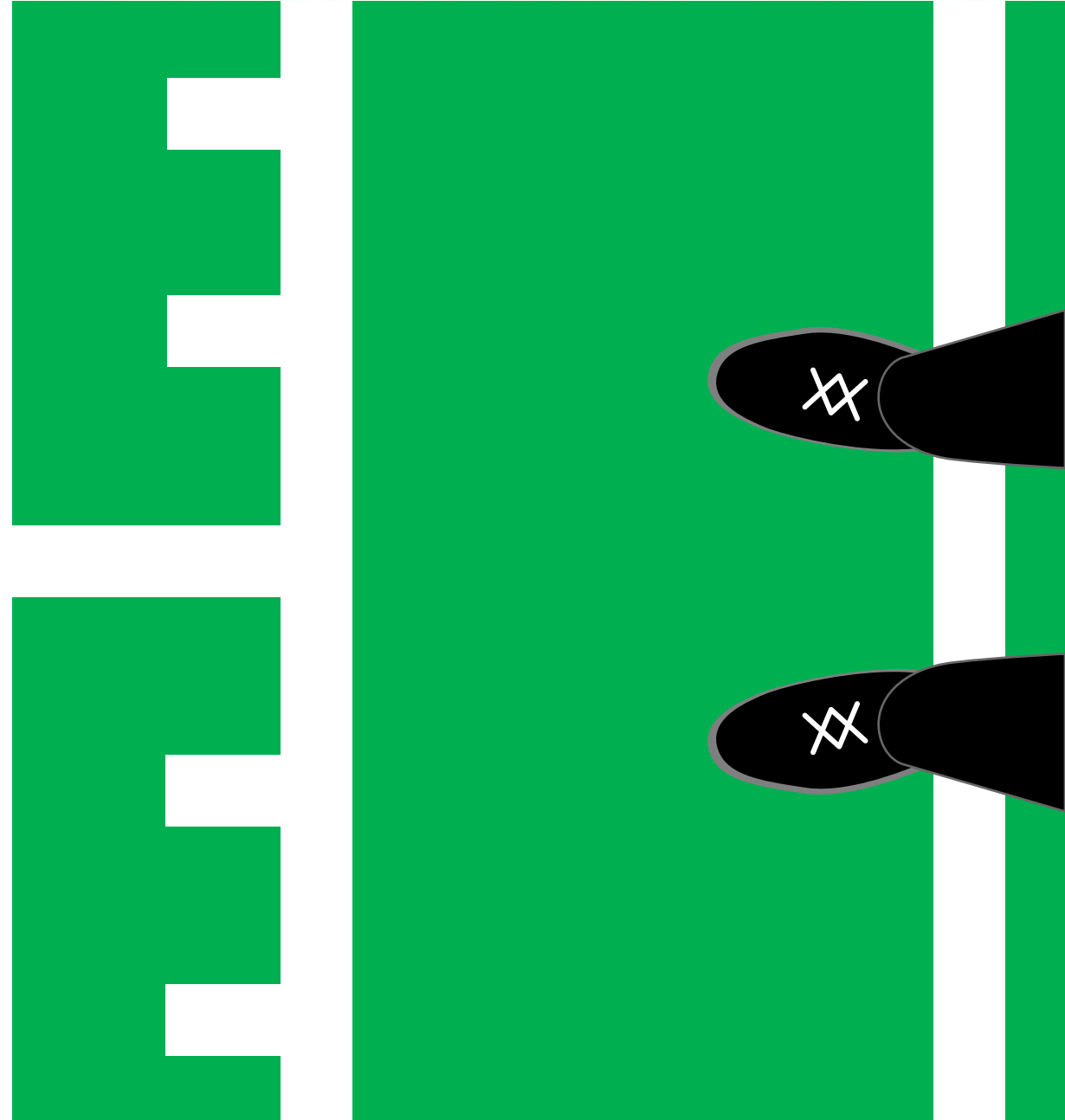
Focus / Routine

- Football is a mentally demanding game to officiate
- Average play count for a Prep Football game is 175+
- The only way to be prepared for every snap is to master a pre snap routine
- Most common reason mistakes are made on the field is a lack of focus
- Routine begins when you mark the previous plays spot or signal a dead ball.



Position

- On the line of scrimmage: 1-2 yards off sideline depending on ball position / formation / situation
- Allow colors to separate. Continue to officiate. Watch for dead ball actions.
- Change down indicator. Be sure the previous play is over and no penalties will be administered.
- The order and content of your pre-snap routine may be dictated by the type of offense teams are running, and your individual duties and responsibilities as a wing official.
- HL / LJ - Remember that you will change positions at half-time and assume the duties of the official opposite in five-person mechanics.



Pre-Snap

- Game score/status — quarter, possible play situations
- Down and distance — line to gain yard line, goal line
- Clock status – stopped/running & under 2 minutes in the half
- Count defense confirm with B. Acknowledge if agree
- More than 11 signal recount
- Less than 10 SIGNAL— ok to play — be aware if substitute enters field during down and participates (illegal participation). Enters but does not participate (illegal substitution).



OFFENSE BREAKS HUDDLE

- Check alignment of players on LOS and count backs. Find that “blade of grass” if necessary.
- The formation is legal provided the offense has 5 on the LOS numbered 50-79 and no more than 4 backs
- Signal if the widest player on your side is off the line of scrimmage. Opposite official will acknowledge signal.
- If you both signal your nearest player is “off”; confirm you have only four players in the backfield.
- Player you signaled back moves up to LOS



Snap is Imminent

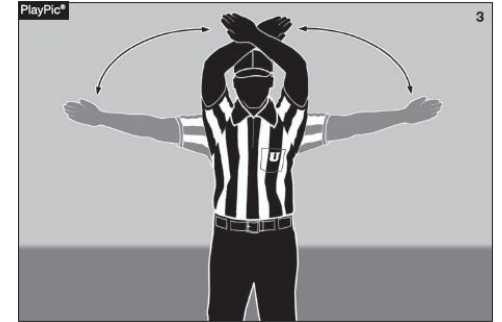
Prior to a legal snap there are four possibilities that would cause a wing official to use the stop clock signal.

1. End of a period.
2. Time out by either team or an official time out.
3. FOUL — Encroachment by the defense. Followed by the wing official, moving toward the referee, stopping, and giving the encroachment signal. SIGNAL Point toward the defense.
4. FOUL — False start by the offense. Followed by the wing official, moving toward the referee, stopping and giving the false start signal. SIGNAL Point toward the offense.

If a player in motion, cuts or moves abruptly toward the line of scrimmage prior to the snap, it is our philosophy to make this action a dead ball FST.

Also, if all 11 players do not become set prior to the snap, philosophy is to shut this down as a “rolling” FST and NOT to administer a live ball illegal shift foul.

Note: If both wing officials have a flag prior to the snap, move quickly toward the umpire, confer with other wing official and report foul to referee.



Snap Tackle Back

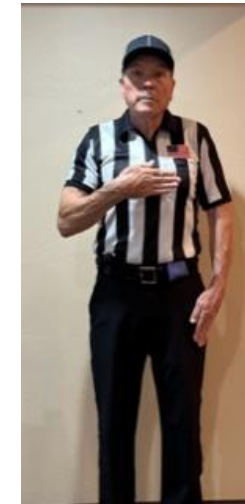
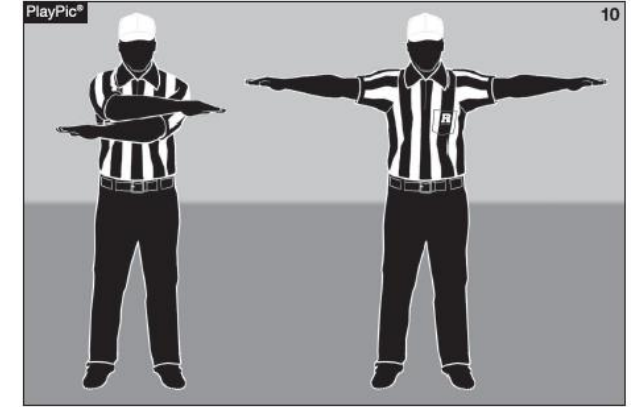
Every scrimmage play starts with a legal Snap. The Tackle's action signals run or pass. Progress to the Back or receiver depending on key or play.

1. Stay put. Only move with a purpose!
2. The only signal used during a live ball period would be the LJ "punching back" for any backwards pass.
3. **FOULS SIMULTANEOUS WITH THE SNAP**
i.e. Illegal formation: Your flag is the "signal" that a foul has been committed. Continue to officiate! Report the foul at the end of the play.
4. Own your money lines: LOS, LTG, Sidelines and the Goal Lines. Must always be ready to rule on them!



End of Previous Play

- On pass plays with possible grounding implications: signal ball crossed the line of scrimmage.
- Signal a receiver in the area by pointing at the eligible receiver.
- Wind the clock signal on plays close to the sideline.
- Signal incomplete pass if in your primary / key off snap.
- Stop the clock signal on first downs.
- LJ can signal first down and use voice to let R know.
- HL Motion chain crew to move
- Use cross wrist signal to indicate to referee that clock starts on the snap.
- Use twirling finger at waist level two indicate that the clock is running or should start.



Repeat 175+ More Times!

Have Fun!

