

FOOTBALL

PREGAME CONFERENCE

5-MAN MECHANICS

UNIFORM / EQUIPMENT CHECKS

Shirt, pants, belt, socks, shoes, cap
Whistle, flag, bean bag(s)
Down indicator, game card, pencil
Extras: whistle, down indicator, pencil
R - COIN

WRITTEN RECORDS

Toss options
Timeouts
Fouls, major/minor, enforced
1st/3rd qtr - yardline, down, distance

ASSISTANTS

Timer(s)
Chain crew
Ball boys

GAME TIMING

Starting time
25 second clock – *BJ*
1st/3rd qtr change – 1 min
Halftime – 28 mins
Timeouts - *BJ* time
40 secs – notify teams
1:05 notify *R* – ready
End of Period - Reset clock, *R* holds up ball

TIMEOUTS

Duties
All echo timeout signal
Coaches conference – called by *R* only
Record and check number timeouts

MEASUREMENTS

LJ - stop clock, if obvious
If close, call out; wait for *R* to check
Know status of clock
HL - anticipate call
U - forward stake
LJ - mark spot for *HL* (know side of yd line)
BJ - keep ball from moving
R - award 1st down or bring ball to hash

FOULS

Who, what, where, when; report to *R*
Listen and verify
Shut down false starts – dead ball
Intentional grounding is *R*'s call
Foul summary report
Stop clock – any penalty flag
Possibility of error(s)

COUNT PLAYERS

Offense: *R, U*
Defense: *BJ*
Sideline teams; *HL, LJ*
Kickoffs – no kick without 11 players

INJURED OFFICIAL

Play with 4
NO *BJ*

COIN TOSS

Visitors: *R* and *BJ*
Home: *U* and *LJ*
R and *U* - bring captains at 5 min
BJ and *LJ* bring teams at 3 min
9 yard limit for >4 captains
Captain call coin choice before toss

FREE KICKS

Duties – Pre-kick mechanics – at 20 yd line
Be alert: illegal touch, fair catch, low blocks, touchback, safety
LJ 2/3, *R* 1/3
“Short kick” is *LJ*'s call
Kick after safety/restraining line
Use bean bags/momentum
Get coaches option on out of bounds kicks
Clock mechanics - start on legal touch

SCRIMMAGE KICKS

Duties
Be alert: illegal touch, fair catch, low blocks, interference (ALL - 15 yards)
Fair Catch Muffs
Touchback and safety
Blocked kicks
Fakes
Out of bounds kicks
BJ signal direction after kick
HL wait for ball to cross neutral zone

FIELD GOALS

Duties
Be alert: fakes
Touchback: previous spot or 20 yd line
Blocked kick
BJ and *LJ* communicate on call
THIS IS A SCRIMMAGE KICK

TRY

Work with whistles out of mouth
Treat as normal scrimmage down
Fumble by “A” dead if recovered by “A”,
other than the fumbler
“B” can score
15 yard PF's against kicker, holder,
snapper, passer carry over to KO

BEAN BAGS

End of scrimmage kicks
Team “B” kick catches and
interceptions inside the 5 yd line
Team “A” goes out of bounds during
kick or pass (receiver)
R – forward progress if QB sacked
ALL FUMBLES

FUMBLES

All fumbles can be advanced
“A” 4th down – only fumbler can advance
“A” forward and out of bounds, bring back to spot of fumble, clock starts on ready
“A” forward and out of bounds behind “B” goal line; touchback, “B” ball at the 20
Signal direction if change of possession
Bean bag all fumbles
SEE THE BALL – SLOW WHISTLES

CHANGE OF POSSESSION

Be alert: low blocks and clips
Forward passes and handoffs beyond NZ
Backward passes
Fumbles (digs)
Scrimmage kicks
Signal direction until *R* confirms

POINTS OF EMPHASIS

Jerseys
Socks
Mouthpieces
Visors
Face Masks
Chop blocks
Snapper protection on scrimmage kicks
Intentional grounding
Runner’s helmet
Unsportsmanlike conduct X 2

RULE CHANGES

2008 Special emphasis on crown of helmet & targeting
Chop Block redefinition
Horse Collar tackles
No 5yd face mask foul
S/L warning is 5yds, 5yds, 15 yds

PASS PLAYS

Duties
Positions
Know eligibles
Definition of “catch”
Be alert: covered up eligibles
Out of bounds receivers
Offensive interference
Intentional grounding – *R* only
U – help out on QB in neutral zone
HL / LJ help out on quick passes to outside – fwd or bkwd

RUNNING PLAYS

Duties
Positions
9 yard line requirement

GOAL LINE

Bean bags
Pinch in
Signal touchdown or next down
Be alert: at “A” end - TD, safety;
At “B” end - TD, touchback

TIE BREAKER RULES (OVERTIME)

ALL VARSITY GAMES ONLY
Send teams to sidelines
Officials review procedures at 50 yd line
Coaches questions
BJ, LJ captains
Toss options, alternating periods
Extra periods, 2 team series each
1 timeout per series, NO carryover
2 pt Try starts with 3rd extra period
Start at 25 yd line
Fouls after change of possession same as on TRY, except flagrant LIVE BALL personal fouls carryover

COACHES PREGAME

List of officials

**Time - (now, start, toss, halftime, 25 sec
and game clock status)**

Field captains numbers

Game balls – R/U mark

Ball boys

Chain crew

Timer, 25 sec timer

Reporting fouls to sideline; foul report

“Get back” coach

“Peacemaker(s)”

**Special/unusual plays: starburst,
swinging gate, etc.**

“Game Administrator”

U check equipment

U coach’s certification

Coach’s questions

Rules changes

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