

## Pre and post snap routine

### Referee

- make sure the down is correct
- make sure huddle is legal
- determine position (right side or left side of quarterback)
- confirm with U the offense has 11 players
- check formation to see if LJ or HL needs assistance with tackle
- watch for false starts and illegal motion in your zone (between tackles to offensive end zone)
  
- Key is quarterback

### If quarterback drops back or attempts to pass

- follow and referee action against the quarterback regardless of his position on the field
- if quarterback is not threatened, take a look at the tackle on the weak side
- once the pass is thrown, continue to observe the action against the quarterback until the quarterback is not threatened.
- if the quarterback is sacked, continue to watch the action on the quarterback, LJ or HL will get the dead ball spot

### If the quarterback hands off the ball

- referee the action in your zone
- if the play is an option, referee the quarterback until he is not threatened

## Umpire

- make sure the down is correct
- if necessary, stay over the ball
- make sure there are five offensive players with numbers 50-79
- assist R with determining the offense has 11 players
- determine position based on R and defense
- watch for false starts (G,C,G) and make sure snap is legal. Once snap occurs, spit out whistle.

Key is center

if center drops back to pass block

- start making way toward LOS and stop at the expanded neutral zone
- make sure the action of the center and both guards are legal
- make sure the action of the defenders in your zone is legal (inside tackles approximately to 10 yards downfield)
- determine if any ineligible players are downfield
- once pass crosses the LOS, turn and assist with catch or no catch

If center fires out to run block

- make sure action by center and both guards are legal
- make sure the action by the defenders in your zone is legal
- if tackle happens in your zone, raise hand

## Line Judge

- make sure the down is correct
- make a mental note of the first down line to gain
- assist the wide out with alignment (punch off LOS only)
- signal the HL if the formation is legal or illegal (2 flags if illegal formation)
- find key (2<sup>nd</sup> or 3<sup>rd</sup> eligible receiver depending on formation) and determine if he is pressed
- watch for false starts (tackle to sideline) and illegal motion outside the tackle
- read the tackle
  
- if tackle pass blocks
  
- if key is pressed, watch key, if key is not pressed, watch action of tackle and action of defenders around tackle
- assist U with ineligible downfield
- determine if pass is forward or backward
- assist R if pass crosses the line of scrimmage for possible grounding
- determine if pass if thrown beyond the line of scrimmage
- do not leave the line of scrimmage until the pass crosses the line of scrimmage
- referee key for 10-20 yards then referee zone (tackle to sideline and from offensive goal line to approximately 10-20 yards downfield)
  
- if the tackle run blocks
  
- watch the entire area around the tackle and your key and then switch to your zone
- back up if necessary
- let the runner get five to seven yards ahead before leaving the line of scrimmage unless the first down line to gain is threatened

- if the ball carrier is not threatened, watch the blocks in your zone until the tackle is eminent
- assist HL with soft spot if necessary

## Head Linesman

- make sure down is correct
- make mental note of yard line that play started
- assist the wide out with alignment (punch off LOS only)
- signal the HL if the formation is legal or illegal (2 flags if illegal formation)
- find key (2<sup>nd</sup> or 3<sup>rd</sup> eligible receiver depending on formation) and determine if he is pressed
- watch for false starts (tackle to sideline) and illegal motion outside the tackle
- read the tackle
  
- if tackle pass blocks
  
- if key is pressed, watch key, if key is not pressed watch action of tackle and action of defenders around tackle
- assist R if pass crosses line of scrimmage for possible grounding
- do not leave the line of scrimmage until the pass crosses the line of scrimmage
- referee key for 10-20 yards then referee zone (tackle to sideline and from offensive goal line to approximately 10-20 yards downfield)
  
- if tackle run blocks
  
- watch the entire area around the tackle and your key and then switch to your zone
- back up if necessary

--let the runner get five to seven yards ahead before leaving the line of scrimmage unless the first down line to gain is threatened

-if the ball carrier is not threatened, watch the blocks in your zone until the tackle is eminent

-assist LJ with soft spot if necessary

## Field Judge

-make sure play clock is correct

-make sure down is correct

-confirm with field judge the defense has 11 players

-make sure sideline is clear

-key is widest eligible receiver

-determine if key is pressed

-if key releases for a pass

-make sure action against key is legal

-make sure action against the defender of the key is legal

-referee the key for the first 10-20 yards then go to zone (tackle to side line all the way to end zone)

-if play ends in field of play, watch for action around the pile and in your zone

-if play ends up out of bounds, watch for personal fouls and get opponents out of sideline

NOTE: short wings have the spot until the two yard line. Let them get all spots outside the two yard line but assist verbally or by hand action if necessary. DO NOT get beat to the goal line.

-if key run blocks

- make sure action against key is legal
  - make sure action against defender of key is legal
  - referee zone, make sure all blocks are legal
  - if play ends in field of play, watch for action around the pile and in your zone
  - if play ends up out of bounds, watch for personal fouls and get opponents out of sideline
- NOTE: short wings have the spot until the two yard line. Let them get all spots outside the two yard line but assist verbally or by hand action if necessary. DO NOT get beat to the goal line.

## Side Judge

- make sure game clock is correct
  - make sure down is correct
  - confirm with field judge the defense has 11 players
  - make sure sideline is clear
  - key is widest eligible receiver
  - determine if key is pressed
- if key releases for a pass
- make sure action against key is legal
  - make sure action against the defender of the key is legal
  - referee the key for the first 10-20 yards then go to zone (tackle to side line all the way to end zone)
  - if play ends in field of play, watch for action around the pile and in your zone
  - if play ends up out of bounds, watch for personal fouls and get opponents out of sideline
- NOTE: short wings have the spot until the two yard line. Let them get all spots outside the two yard line but assist verbally or by hand action if necessary. DO NOT get beat to the goal line.

-if key run blocks

-make sure action against key is legal

-make sure action against defender of key is legal

-referee zone, make sure all blocks are legal

-if play ends in field of play, watch for action around the pile and in your zone

-if play ends up out of bounds, watch for personal fouls and get opponents out of sideline

NOTE: short wings have the spot until the two yard line. Let them get all spots outside the two yard line but assist verbally or by hand action if necessary. DO NOT get beat to the goal line.





