

PRE-GAME CHECKLIST – LINE JUDGE



POINTS OF EMPHASIS		
• SLOW DOWN!!	• Process the play	• Discuss pass keys and switches with BJ & FJ
• Make it BIG	• If you “think”, it’s NOT	• Help R with ING: Ball back to LOS & receiver in area
• SLI: Warn, 2@ 5 yds, 1@15 yds; Contact = 15 yds	• Run-OOB-Clock-RFP	• L has FWD/BWD pass <i>unless option to H</i>
• Be sure, then flag	• Prelim signals (if 1 flag)	• Measurements – H duties 1 st half, L duties 2 nd half
• Know when under-2 mins Also, when under-1 min.	• FWD progress behind LOS	• Look coaches in the face, eye to eye, and be honest and sincere.
• Goal line: H/L will have GL from 7yd line in. Down & distance and LTG will dictate how quickly the move is to the GL		
• Try to communicate with the sideline in a professional and courteous manner.		
• Be the calming influence when a coach is upset and wants an answer.		
PRE-GAME		
• Enter field with entire crew	• Check – Game Clock	• Know location of security
• Meet visiting coach w/FJ after R/U discussions-introduction		• Cover mechanics with chain crew, combo meeting – H&L
• Walk sideline with Field Judge		• Work plays, talk to players about formations
• Look for uniform infractions/issues		• Work sideline pass plays (catches)
• Discussion with Ball Boys: *Change of Possession – ball from press box side *Running plays outside numbers give new ball to F *Incomplete pass ball to sideline – umpire might want short side.		• Leave field with crew when teams exit • Bring your team to field before 7-minute mark for National Anthem. (or bring them at the 5:00 mark)
PRE-SNAP RITUAL		
• Clean up previous play – accordion, move back from bottom of #'s, don't turn back to field		• Need to know number of key, tackle, DE on your side & WR that might FST
• Make sure down box has correct down know LTG, know +/- 5 yds		• Count offensive players
• Status of clock – assist R in all timing, downs, penalties		• Known number of restricted blockers
• Subs		• Check legality of formation (count backs)
• Make sure sideline is clear		• Locate keys – snap shot at snap
• Know down, distance and situation (pass/run)		• Focus and concentrate
Be a great dead ball official		Hustle – but don't hurry
FREE KICKS		
• Position on sideline, 2 steps deep in EZ for view of pylon		• Pooch kick – A can catch kick provided no KCI by A
• Count B players & communicate with R/H		• Free kick other sideline – move forward off GL & help with forward progress while working backside (<i>cross-field</i>)
• Wind clock if touched by B in field of play in my 2/3		• Free kick in your zone – hold GL until possessed then follow play watching blocks in front of runner (wedge?)
• Momentum – between 5yd line and in-& carries the ball into EZ & ball is dead in EZ; B ball at spot of recovery, mark with bean bag		• Forward progress to the 2-yard line (on any return)
• Kick in EZ: Untouched by B & hits EZ, dead ball-touchback		• Block Below Waist: NEVER ALLOWED on kick plays <i>Live Ball – BBW (15 yards)</i>
• Kick in EZ: Touch by B in field of play, rolls into EZ, live ball; B recovers Touchback; A recovers Touchdown		• Block in back (A or B) Live Ball – <i>IBB (10 yards)</i> • <i>Illegal wedge 3 or more 15 yds spot foul</i>
• Free kick OOB – B catch in air lands OOB=B at spot, B catch 1 foot in, 1 foot out=free kick OOB		
• Free Kick OOB – 3 options:		
- 30 yards from kick		
- Re-kick; 5-yard penalty		
- Spot OOB plus 5-yard tack-on		
• Fair Catch – Ball is DEAD, signaler protected, cannot block Live Ball – Illegal block (15 yards)		• All fouls by A during Free Kick can be tacked on to the Dead Ball spot – EXECPT KCI
• Inside kick – 6 in the box. L will line up at 40-yard line, responsible for whether ball kicked into ground and then helping with illegal touching as well as illegal blocks Hand on bag, no low blocks, illegal touch = bean bag		
• A touch allowed: 1. After touching B, 2. Touching something beyond B's line, 3. Breaks B's plane and remains beyond		
• Forced touching – NO TOUCHING (Ignore touching when opponent is blocked into ball, or ball is batted into opponent)		
• KCI CAN occur on kicks where ball is kicked directly into ground and ball bounces high as to look as if it was off tee (also can fair catch)		
Be a great dead ball official		Clock Awareness

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RUNNING PLAY			
<ul style="list-style-type: none"> Fouls at the snap; live ball fouls that offense & defense can correct until snap – these become fouls at the snap: DOF-ILS-ILF-ILM 		<ul style="list-style-type: none"> Forward progress to the 2-yard line Ball snapped inside 7yd line going in – GL responsibility Responsible for spots behind LOS 	
<ul style="list-style-type: none"> Fouls at the snap by offense – Make FST if possible Snap, Tackle, then Key – tackle will determine if run Watch blockers in zone once play is read as run Run Opposite – clean up backside; Watch QB, backside, H has forward / backward on option to his side Pitchman on option – know what B can do: B CANNOT: hold – cut – personal foul 		<ul style="list-style-type: none"> Ball snapped inside the 5yd line going out – Reverse GL Go to GL at snap, rule on safety/forward progress Use H (cross-field) when forward progress is close to sideline and runner has been pushed back by defense Go slow, officiate players, get spot from H L & H should mirror each other on all plays (spots) Run to your side – watch blocks in front of runner 	
HOLDING CATEGORIES: Grab & Restrict * Hook & Restrict * Takedown * Tackle			
Be a great dead ball official	Bring in new ball		Clock Awareness
PASS PLAY			
<ul style="list-style-type: none"> Be aware of switches Watch receiver push off (OPI) Focus on players while ball is in the air [feet/must be inbounds then ball (man – zone – ball)] PASS INTERFERENCE: Requires (1) Obvious intent to impede, (2) Physical Contact, (3) Catchable ball OPI – Begins at snap (15yds): (1) Block downfield, (2) Creates separation, (3) Drives through established defender DPI – Live Ball with ball in air (auto 1st): You must place the action into one of six categories. (1) Not playing ball, (2) Playing through back, (3) Grab/restrict, (4) Arm bar, (5) Cut off, (6) Hook & turn OTHER DPI FACTORS: <15yd spot foul; >15yd 15 from PS; Snapped between 17 & 2 and foul inside the two ball at the 2 yd line ** ½ distance DOES NOT apply to DPI IF the ball is snapped outside the 2-yard line (exception is on the PAT) ** RCVR Steps OOB: Hat down, if he touches before B, or an official, LIVE BALL – ILT, LOD He becomes INELEGIBLE and there can be NO DPI (if receiver is pushed out and he reestablishes inbounds before the catch, he IS eligible) BBW: B cannot cut R beyond NZ, LIVE BALL – BBW (15 yards) TOUCHED in flight: signal, no OPI or DPI (can have PF) 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) Bubble Screen – No OPI if ball 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 Catchable – help on determination, when in question, catchable BBW: Never allowed on COP Turnover = reverse mechanics – (use cross-field mechanics for spot with H) 	<ul style="list-style-type: none"> If pressed watch key only HOLDING OF receiver: Before pass – Live Ball (holding=1st down – 10yds – previous spot) 	<ul style="list-style-type: none"> If no press – watch threats 	<ul style="list-style-type: none"> DB holding RCVR-must be BIG
Be a great dead ball official	Bring in new ball		Clock Awareness
SCRIMMAGE KICK			
<ul style="list-style-type: none"> 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/C if defensive player illegally blocked into kicker; if bad snap, then L moves into backfield to help R/C work play; H will stay on LOS to rule kick behind/beyond NZ; ball kicked beyond LOS is foul that causes play to become dead. Illegal Touching by A – bean bag B in chase mode? = HOLD/IBB A can recover – NO ADVANCE (DB) A can advance a FUMBLE Fair Catch – ball is dead, signaler afforded protection, cannot block (LB – illegal block 15yds) & B 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 strikes ground in the EZ – untouched by B (dead ball) A OOB on own, cannot return (hat and flag – Live Ball 5yds) It matters WHERE The ball is!! Interference with catch – KCI (spot – 15yds); B has right to complete catch with fair catch signal, even if muffed BBW: Live ball, A or B, 15 yards IBB: Live ball, A or B, 10 yards BBW: Never allowed on Kick plays ODD PLAYS: 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/recovery) Safety – B fumbles ball (provides impetus) inside 5-yard line & ball becomes dead in EZ or out of EZ B give “get away” signal any time during the kick – Dead ball upon possession Illegal touching – consequences of touching by A 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: Foul during the Kick by B, ball crosses NZ, B in possession at end of kick Field Goal: If ball hits the cross bar or goal post and bounces back into field of play (A or B), the ball is dead 			