

WNE Chapter
Pre-Game Conference
Division II/III

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| Arrival at Site | Entire Crews – three hours before kickoff |
| 1) Pre-game duties: | Check correct time and review schedules and timing issues.
Review on-field duties, timing, and coaches' visit.
Obtain team captains if program available. |
| 2) Coin toss procedure: | Four captains (three minutes before kickoff)
Review who gets teams and when
Review choices with captains
Referee/ Umpire positions
Teams behind nine yard mark
Review second-half option procedure. |
| 3) Free kicks: | A-fouls/ Enforcement
Six-man/ Seven-man position coverage
Four on each side of kicker – whose responsibility
On side kick – illegal touch – bean bag
Winding clock
Ready signals by each official
Sweep sidelines
Keys
Kick out of bounds
Review when referee makes ball ready for play
Free kick following a safety may be a punt, drop kick or place kick
Free kick out of bounds untouched by B- 30 yds beyond Team A's restraining line (6-2-1) or 5 yds. From OB spot
Fouls by kicking team- enforcement (6-1-8) / (6-3-13) |
| 4) Scrimmage plays – pre-snap: | Pre-snap positions
Player count/ Substitutions and communication
Offensive team requirements
Wing officials communications |

LOS/Backfield requirements – four men in backfield

Eligible receiver requirements

Motion man coverage

Fouls requiring “shut down”

Sideline - warnings/ Throw flag

A dead ball is ready for play when: Rule 2-2-4

- Exception- the try is a scrimmage down that begins when the referee declares the ball ready for play

Play Clock

- 40/25 second clock
- Shall not start if fewer than 40 or 25 seconds in a period
- Reasons why the play clock will be set @ 25 seconds (3-2-4-C)
- Play clock- start on referee’s signal (3-2-5-A)

Huddle is two or more players grouped together after the ball is ready for play (no ready for play whistle) Rule 2-13-1

Play clock must be able to count down from both 40 and 25 seconds (2-29-2)

Injury timeouts – 40 second clock after B injury only

- 5) Scrimmage plays – runs: Progress/ Whistles/ First downs/ Kill clock
Side zones/ Ball exchange
Goal line coverage/ End lines
Holding - philosophy
Option plays/ QB protection/ Pitch man
Team area/ Out of bounds
Hurry-up offense
Soft spots
Chop Block – anywhere on the field (2-3-3)
Ball carrier’s helmet comes completely off – official timeout (4-1-3-Q)

- 6) Scrimmage plays – passes: Interference/ Catchable pass
Tip ball/ Trap ball
Forward/ Backward – LJ/ HL
Intentional grounding
Screen pass/ Ineligibles
Passer or pass over line

Illegal touch/ Intentional
 Player out of bounds
 Ball boys/ Ball rotation
 Keys – Downfield and LOS officials
 Protection of passer
 Forward pass- any intentional forward
 movement of his hand or arm starts the forward
 pass (2-19-2-B)
 Player has crossed the neutral zone once the entire
 body is beyond the LS (2-19-3-B)

- 7) Punts:
- Positions
 - Protect snapper
 - Block below the waist/ Up back block
 - Blocked kick/ Kicker over line
 - Fair catch/ Illegal touch
 - Interference with the opportunity
 - Kick out of bounds in air
 - Run-back coverage
 - A-Fouls/ Enforcement
 - PSK Rules
 - If both teams foul during the down and Team B had not fouled before the change of possession, the fouls offset and the down is not replayed (3-1-3-G-3)
- 8) Field goals and try attempts:
- Positions of officials
 - Fourth down fumble rule
 - End line/ Sideline coverage
 - Kicker/ Holder protection
 - Whistles
 - Next play for unsuccessful attempt
- 9) General Duties:
- Track Downs: All officials
 - Fumbles: Bean bags
First official digs/ Second kills clock
4th down and tries
 - Fumble out of bounds: In advance/ Back spot of fumble

		In advance/ On ready for play Behind/ Out of bounds spot Out of end zone/ Touch back
	Position Ball on field:	Umpire
	Player out of bounds:	Pass plays Kick plays
	Overtime procedure:	Review
10)	End of quarter:	Procedure Record down/ Distance Intermission Clock starts after time expires
11)	Timeouts:	Positions
	Twenty-five second clock:	Six-man field judge/ Seven-man back judge
	Game clock/ Timeouts:	Six-man side judge/ Seven-man side judge
	Clock operator:	Kickoffs Test clock Correction procedures Familiar with signals Location
12)	Measurements:	Procedure Positions/ New ball Outside hash marks
13)	Fouls and enforcement:	Throw flag/ Continue to officiate/ Report to Referee Number of player/ Team color Cover flag Status of ball/ Live/ Dead Point of attack Sideline communication/ Report to Coach Enforcement procedures Sideline Interference- (2) 5 yd penalty (no warning) Extension of periods – loss of down penalty

- Spearing/ Late Hit/ Baiting: Control tempo early
 Crown of helmet contact- (9-1-3-A)
 Defenseless Opponent (9-1-3-B)
- 15 Yd Penalties: Horse collar tackle- situation (9-1-2-P)
 Face mask- twist, turn and pull- 15 yds (9-1-2-Q)
Chin strap now a face-mask foul
Roughing the kicker outside tackle box – no foul
- Unsportsmanlike conduct: Two per player/ Ejection
 Umpire keep track
 Preventive officiating
- Illegal Participation: Five/ fifteen yards
 Whistle/ Flag/ Prevent snap
- Substitution Infractions: Count players/ Signals
 Offensive/ Defensive
 Break huddle with 12
 Scrimmage kick formation
- Blocking below the waist: Backs prohibitions
 Crack back block
 Chop Block – anywhere on the field (2-3-3)
 Kicks/ Change of possessions
- False Starts/ Multiple Flags: Conference with umpire
 Defense in zone
- 14) Reserve positions in case of injury

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