

Pre-Game Duties

- HC's MTG – Certify PEQ
- Check & Mark Game FB's
- Check Player's Equipment
- Instruction of Chain Crew & Alternates
- Inspection of Field
- Instruction of Ball Persons
- Instruction for PCO & GCO
- Identify Medical Personnel

Coin Toss Procedure

- First Half Procedure
- Second Half Options

Free Kicks

- IP's/R&R's
- BJ** - Instructions to KT
- Restraining Lines
- Count Players
- Starting PC & GC
- Momentum into EZ
- TB
- Untouched Kick OOB
- BBW, BIB, OH, & BSB
- KCI
- Fair Catch - Free Kick after Fair Catch
- Reverse - Forward Hand Offs
- Onside Kick - First Touching - Mechanics
- Free Kick After Safety

Scrimmage Plays-General

- IP's/R&R's
- Crew Communication
- Count Players
- Substitutions
- Legality of Offensive Line - **Wings** Signals
- Eligibility of Receivers
- Man in Motion
- DB Fouls-ENC, FST, & DOG
- Legality of Snap

Scrimmage Plays-Runs

- Coverage of Runners-Backfield & Between
- Tackles, & Sweeps
- Backward Passes - Signal & Yell
- Action in Front of Runner
- Clean Up Coverage - DB Officiating
- FWP – OOB - Mirror T/O Signals
- GL & Short Yardage Situations
- Reverse Mechanics
- Coverage on Fumbles

Scrimmage Plays-Passes

- Coverage of Passer-Roughing
- Passer/Pass Behind/Beyond LOS, Clarify
- Forward/Backward Pass/Fumble, Clarify
- Intentional Grounding, Clarify, Get together
- Eligible Receivers, Ineligibles Downfield
- Coverage of Receivers
- Keys & Zones
- PI- OPI. DPI & Illegal Touching

- Screen Passes, Bubble Screens
- Momentum into EZ
- Coverage on Interceptions

Punts

- IP's/R&R's
- Coverage on Kicker, Running Into, Roughing
- Coverage, **LJ** Stays Until Kick Crosses LOS
- Blocked/Touched on the LOS, FB Located
- Beyond/Behind LOS
- KCI
- Fair Catch
- TB
- Momentum
- OOB & Marking Spot
- First Touching
- PSK
- Coverage on Center
- Coverage on Runbacks, Runner, BBW, BSB

FG & Try Attempts

- Positions-Coverage of Posts
- Kicker/Holder - Running into/Roughing
- Try - Blocked Kick - DB
- FG & Try Run/Pass - Live Ball
- Blocked/Touched on LOS - FB Beyond/Behind
- LOS
- Fakes
- Coverage on Center
- Coverage on RT When They Gain Possession

General Duties

- Fumble Pile Ups - Stop GC after 2s. & Dig
- Give Color of Team, Who's Ball, & Signal
- Ball Relay

End of Quarter

- 1st & 3rd, Record Down, Spot, & YL
- BJ** Informs **R**, No Extension
- Half & End of Game

Timeouts

- Record/Flash to **Crew** - **R** Check GC & SCBD
- Positions

Measurements

- LJ** Has Best Look
- Positions

Fouls & Enforcements

- Reporting - Who, What, When, & Where
- Options - Get Decision From HC ASAP
- Enforce FST, ENC, & DOG - No Options
- Memorize Correct Signals
- Enforcement – **LJ** & **HL** Check with **U**

Reserve Positions in Case of Injury

- If One Official is Hurt
- If Two Officials are Hurt

Overtime

- Time between End of Game & Start of OT
- One Time Out - Let HC's Know
- Coin Toss & Options
- Unusual Enforcements, Discuss With HC