

**Time Schedule for Varsity Contests -- 5 Man Crew
(6/1/19)**

Prepared by Bruce Maurer, DOD

Prior to Kickoff (KO)

7:30PM	<u>TIME ON CLOCK & CREW DUTIES</u>	7:00P M
6:00P M	Crew: Arrive on site; check-in with Game Mgmt. Need to discuss Inclement Weather Policy?	5:30P M
6:30P M	Timer(s) to Officials LR & discuss Point Differential Rule with LJ (GC) & BJ (PC - If Used)	6:00P M
6:30P M	HT & VT Teams: Bring FB's to Officials Locker Room; U: Approve FB's for HT & VT & return them	6:00P M
6:49P M	U: Ask Crew -- Flags? Bean bags? Whistles? Coin? Rule/Case/Gold Book (Before leaving LR)	6:19P M
6:50P M	Crew: Walk to field & talk with first available HC	6:20P M
	Note 1: Time may be earlier due to distance from LR to field	
6:55P M	Crew: Introductions: Look HC in the eye; firm handshake; smile; complete the following:	6:25P M
	R: Players legally equipped? Captain's #'s; Kicker - Right or Left Footed; Unbalanced Line?	
	Note 2: Storms forecasted? Ask HC's for help to see lightning & hear thunder	
	HL (VT)/ LJ (HT): Give Lineup Card; Get back coach's name; unusual plays; get player's # who fouled;	
	Unusual situations/Pen. Enf.; KO Depth by KT; will change if VT is on PB SL & HT is opposite PB	
	R: Team box emphasis; players on the edge- UNS- do you want to take care of it? Good luck!	
6:59P M	Timer: Put 30 Minutes on GC & Start It So Time Expires 1 Minute Before KO	6:29P M
7:05P M	LJ/BJ (HT) & U/HL (VT): Secure a maximum of 4 captains/team	6:35P M
7:10P M	R: Flip coin	6:40P M
7:12P M	Crew: Record toss winner & options selected	6:42P M
7:13P M	Crew: Inspect field; talk with Ball Persons; stretch & loosen up	6:43P M
7:14P M	Both Teams Clear the Field; R: Inquire & Introduce yourself to any Medical Professionals on site	6:44P M
7:15P M	HL: Talk to Chain Crew-NO Stripes; Website has Info; LJ: See Timer if not in LR – Point Differential	6:45P M
7:28P M	Crew: Meet at 50 YL (center of field); BJ brings FB	6:58P M
7:29P M	Crew: Jog to KO IP	6:59P M
	Note 3: LJ steps on field with stop sign signal until GC is set to 12:00 for 1st qt. then tells R	
7:30P M	R: Sound Whistle for KO	7:00P M

Halftime (20m + 3m)

TIME ON CLOCK

20m	R: Wind GC for 20 minute halftime; Crew sets watches; LJ times the halftime	20m
5m	LJ/BJ (HT) & U/HL (VT): Leave Official's LR for Team LR's	5m

4m	LJ/BJ (HT) & U/HL (VT): Inform HC Only of remaining time for half time	4m
0m	LJ/BJ (HT) & U/HL (VT): Escort Both teams to arrive on the field	0m
3m	R: Wind GC for 3 minute warm up	3m
3m	BJ (HT) & U (VT): Bring 1 captain to 50 YL Center of Field; R: Secure options & signal PB	3m
2m	Crew: Meet at 50 YL (center of field)	2m
1m	Crew: Jog to KO IP; Crew sound whistles to get teams ready for 2nd half KO	1m
	Note 4: LJ steps on field at numbers with stop sign signal until GC is set to 12:00 for 3Q & signals R	
0m	R: Sound Whistle for KO	0m
	Note 5: LJ will time all 30 minute intervals for an interrupted game due to thunder & lightning	
	Note 6: Time may be earlier due to walking distance from LR to the field	
	Note 7: Playoffs: 1st game- arrives 2 hours before KO. Subsequent games- arrive 1 hour 30 minutes prior to KO.	

**Time Schedule for Sub Varsity Games-- 4 Man Crew
(6/1/19)**

Prepared by Bruce Maurer, DOD

Prior to Kickoff (KO)

5:00PM TIME ON CLOCK & CREW DUTIES		9:00AM
1:40PM	Crew: Arrive on site; check with Game Management; Need to discuss Inclement Weather Policy?	8:40AM
1:41PM	Crew: Walk to field & talk with first available HC; Crew Introductions: Look coach in the eye; firm handshake; smile; complete the following: R: Players legally equipped; ineligible player's # in an eligible position; captain's #'s; Kicker -- Right or Left Footed; Unbalanced Line?	8:41AM
	Note 1: Storms forecasted? Ask for coaches help to see lightning/hear thunder	
	HL (VT)/LJ (HT): Get back coach's name; unusual plays; get player's # who committed foul; explain unusual situations/penalty enforcement; will change if VT is on PB SL & HT is opposite PB	
	R: Team box emphasis; players on the edge- UNS- do you want to take care of it? Good luck!	
1:50PM	LJ (HT) & U/HL (VT): Secure captains; max.-- 4 captains/team	8:50AM
1:51PM	R: Flip coin	8:51AM
1:52PM	Crew: Record toss winner & options selected	8:52AM
1:53PM	R: Inquire & Introduce yourself to any Medical Professionals on site; U: Check FB's	8:53AM
1:53PM	LJ: Inspect Field & Talk to Timer -- Point Differential ; HL: Talk with Chain Crew (NO Stripes)	8:53AM
1:58PM	Crew: Meet at 50 YL (center of field) -- 9th/JV	8:58AM
1:59PM	Crew: Meet at 35 YL & Place FB -- 7th/8th; Jog to KO IP -- 9th/JV	8:59AM
5:00PM	R: Sound whistle for Snap (7th/8th) or KO (9th/JV)	9:00AM

Halftime (10m + 3m)

TIME ON CLOCK		
10m	R: Wind GC for 10 minute halftime; Crew set watches; LJ time halftime	10m
5m	LJ (HT) & U (VT): Go to team LR's or team meeting on/near the field	5m
1m	LJ (HT) & U (VT): Inform HC Only of remaining time for half time	4m
0m	If the teams leave the field, the LJ (HT) & U (VT) will escort them to the field	0m
3m	R: Wind GC for 3 minute warm-up	3m
3m	LJ(HT) & U (VT): Bring 1 captain to 50 YL Center of Field; R --Secure options & signal PB	3m
2m	Crew: Meet at 50 YL Center of Field (Maybe JV)	2m
1m	Crew: Meet at 35 YL & Place FB (7th/8 th /9 th & maybe JV); Jog to KO IP (Maybe JV)	1m
0m	R: Sound whistle for Snap (7th/8 th /9 th & maybe JV) or KO (Maybe JV)	0m
	Note 2: LJ will time all 30 minute intervals for an interrupted game due to thunder & lightning	
	Note 3: Time may be earlier due to walking distance from LR to field	