

FB Pregame Meeting Outline-Gene Mileusnich

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 of Fumbles & ensuring advance & returns

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

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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