

PRE-GAME CONFERENCE – POINTS OF EMPHASIS

BACK JUDGE (Seven Man Mechanics) CHECKLIST

- Timer** **Pre-Game Meeting with Play Clock Operator**
DO NOT ASSUME ANYTHING! Handout . . .
Find him if he doesn't report to locker room as required
- Referee** **Timing – Play Clock**
Signal (Assist): Clock starts on Ready / Chop only vs. Snap
Kickoff Timing – BJ Out = Teams Out – BJ on Sideline = Ready for Play
Media Time-outs
BJ Returns to Middle of Field = One Minute Warning = Get Team's out
Signal to Referee (30 seconds = When to Chop (If Injury TO = Start Clock)
- FJ/SJ** **Counting Defense**
Signals (11 – 10 – 12) – *Timing of Punch*
Normal situations – Scrimmage Plays (Break Huddle)
NO HUDDLE Situations
Scrimmage Kick Plays
Hurry Up Offense / 2 Minute Offense
Kickoffs: Kickers w / Umpire & Back Judge
- FJ/SJ** **Deep Officials Coordination / Teamwork**
DON'T GET BEAT DEEP – Fade at the Snap / Read & React
Triangulating the Play (Between Back Judge & SJ/FJ)
Dead Ball Officiating – Emphasis
- ALL** **Catch vs. No Catch (Complete / Incomplete) – Assist**
Umpire – Turn
Linesman & Line Judge – Looking through and underneath
Side Judge & Field Judge – Outside in look
Back Judge – Inside out look
- FJ/SJ** **Deep end zone corners**
FJ/SJ – Sideline
ALL – Endline (Best view of catch – Official facing ball / catch)
Incomplete (Caught OB) – Give incomplete signal immediately (S10)
Catch – Look to other official / Eye Contact = Touchdown (S5)
If it would not be a catch and fumble in the field of play – it can't be a touchdown!" Doug Toole
BE DELIBERATE! Don't be in too big a hurry . . .
SEE THE BALL IN PLAYER POSSESSION WHEN THE PLAY IS OVER!
MAKE THEM SHOW YOU THE FOOTBALL IN PLAYER POSSESSION!
- DEEP** **Penalties**
Uncatchable Pass
Pass Interference Fouls – more than one flag
Other fouls – more than one flag (Don't Assume – Same Foul)
BJ – Reports to Referee
Covering Flags (SJ/FJ)
- FJ** **Trys & Field Goals**
Signal with Field Judge (Good vs. No Good)
Back Judge – Whistle & Crossbar (Over/Under)
PAT Fakes
Long Field Goal Fakes (Getting to Goal Line)
- DEEP** **Punts (Triangulate the Play)**
BJ has BALL sideline to sideline inbounds
Fair Catch: Ball / Punt Returner – SJ/FJ Have Progress Spot
Goal Line Coverage / Pylons
Fair Catch: Ball / Punt Returner – SJ/FJ Have Progress Spot
Switch from Ball to Blocks and vice versa