

PRE-GAME CONFERENCE – POINTS OF EMPHASIS

LINE JUDGE (Seven Man Mechanics) CHECKLIST

- R/U/H** **Counting Offense**
 Signals (11 – 10 – 12)
 Normal situations – scrimmage plays (break huddle)
 NO HUDDLE
 Scrimmage Kick plays
 Hurry Up Offense / 2 Minute Offense
 Gates

- H (R/U)** **Prior to Snap**
 Signals – Including Wing Back Inside/Outside “Low Blocking Zone”
 Scrimmage Infractions – L/H Flags or 3 Flags (Also Umpire)

- H** **Forward / Backward Pass**
Progress
 Mirror
 Cross-field spots
 First Downs

- FJ** **Sideline Coordination / Teamwork**
 Receiver Keys – Actions that cause switching keys (Including BJ)
 Plays dead outside the numbers / Plays out of bounds
 Sideline catches – (Best View of Catch – Official Facing Ball / Catch / Assisting)
 Long Pass Progress Spots
 Plays near sideline with FJ at goal line pylon (OB vs. TD)
 End Zone catches – Before goal line mechanics (FJ at GL Pylon)
 Goal line mechanics
 End zone catches – (Best View of Catch – Official Facing Ball / Catch / Assisting)

- 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
 DPI – Assisting SJ/BJ
 Playing through Back & Hook & Turn (Best view – Assisting on Key)

- FJ** **Ball Mechanics**
 Change of Possession
 Incompletes
 Plays Outside the Numbers
 Plays OB

- FJ** **Penalties**
 Scrimmage Infractions – Dead Ball Fouls
 Pass Interference Fouls – more than one flag
 Other fouls – more than one flag
 Covering flags
 Communicating with Sidelines (Head Coach)

- U/H** **Checking Penalty Enforcements**
 Umpire - Yardage signal

- ALL** **Field Goal / PAT**
 FAKE - No help on sideline
 Goal line coverage

- FJ** **Punts**
 Fair Catch Signal – Linesman
 Progress
 Includes Other Change of Possessions – Fumbles, INT's & FG

- AUX BOX** **Pre-Game Discussion with Auxillary Box / Line to Gain**
 Don't assume anything – Give detailed instructions