

PRE-GAME CONFERENCE – POINTS OF EMPHASIS

REFEREE (Seven Man Mechanics) CHECKLIST

- ALL** **Communication: Getting my attention!**
Use of first name . . . Tweet – Tweet . . .
- SJ (BJ)** **Timing – Game Clock**
Signal (Assist): Clock starts on Ready / Snap
Tweet to get my attention . . .
- BJ (SJ)** **Timing**
PLAY CLOCK
 - Signal (Assist): Clock starts on Ready / Chop only vs. Snap – Tweet if necessary**KICKOFF TIMING**
 - BJ Out = FJ/SJ Get Teams Out – BJ on Sideline = Ready for Play**MEDIA TIME-OUTS**
 - BJ Returns to Middle of Field = 30 seconds remaining in Time Out = Get Teams out
 - Signal to Referee (When to Chop (If Injury TO = Start Clock)
- H** **Box Has Wrong Down Showing (ALL – Step up to get it right)**
I'll look at you and signal correct down – I'll say your name
- H/L/U** **Counting Offense**
Signals (11 – 10 – 12)
Normal situations – Scrimmage Plays (Signal at Huddle Break)
NO HUDDLE Situations
Scrimmage Kick Plays
Hurry Up Offense / 2 Minute Offense
Kickoffs: Kickers w / Umpire & Back Judge
- ALL** **Substitutions – (Gates)**
Tweet – To get my attention
U – I'll tweet to get your attention if necessary to get over ball
- L & H** **Intentional Grounding (ING)**
If you have grounding – sprint towards me
NOTE: COULD ALSO BE DEEP OFFICIALS
Requirements (Both required)
 - Ball does not cross line of scrimmage – inbounds or out-of-bounds
 - No eligible receiver in the areaIf no foul – point to player in area – or signal ball crossed LOS
- L** **First Downs**
You stop the clock on all first downs – You are the Referee!
Close – Let me know ASAP (“Close – Close”) – I'll take a look (Rare)
- U** **Ball Mechanics**
Throw strikes – Play catch
I will help when I can – give me position on field (1 – 2 – 3 – 4 – 5)
- SJ/FJ** **Punts (Out of Bounds on Fly Outside of White Boundary)**
Have a spot! In case I get tied up with punter upfield . . .
Slow down as you get close to where you think it went out-of-bounds.
Take my mark and find a yardline!
- FJ/BJ** **Trys & Field Goals**
Hold signal until Referee gets a look!