

PRE-GAME CONFERENCE – POINTS OF EMPHASIS

SIDE JUDGE (Seven Man Mechanics) CHECKLIST

- **ALL** **“Official Time” (Designated Time of Kickoff)**
- **Timer** **Pre-Game Meeting with Timer – DO NOT ASSUME ANYTHING!**
Find him if he doesn't report to locker room as required
- **Referee Timing – Game Clock**
With Referee – one clock
Signal (Assist): Clock starts on Ready vs. Snap vs. (Chop only)
- **FJ/BJ** **Counting Defense**
Signals (11 – 10 – 12)
Normal situations – scrimmage plays (break huddle)
NO HUDDLE
Scrimmage Kick plays
Hurry Up Offense / 2 Minute Offense
Kickoffs: Kickers w / Umpire – Side Judge – Field Judge
- **HL** **Sideline Coordination / Teamwork**
Plays dead outside the numbers / Plays out of bounds
Sideline catches – (Best View of Catch – Official Facing Ball / Catch / Assisting)
Goal line mechanics
End zone catches – (Best View of Catch – Official Facing Ball / Catch / Assisting)
Ball Mechanics - Incompletes / Plays Outside the Numbers / Plays OB
- **BJ/FJ** **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
- **DEEP** **Penalties**
Uncatchable Pass
Pass Interference Fouls – more than one flag
Other fouls – more than one flag
Covering flags
- **BJ** **Deep end zone corners (w / Back Judge)**
SJ – Sideline / SJ/BJ – 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!
- **UMP** **Field Goal / PAT**
Positioning with Umpire
False Starts & Player Responsibilities
- **BJ/SJ** **Punts (Triangulate the Play)**
BJ has **BALL** sideline to sideline inbounds
Fair Catch: Ball Punt Returner – FJ/SJ Have Progress Spot
Goal Line Coverage / Pylons
Fair Catch: Ball / Punt Returner – FJ/SJ Have Progress Spot
Switch from Blocks to Ball and vice versa