

PRE-GAME CONFERENCE – POINTS OF EMPHASIS

UMPIRE (Seven Man Mechanics) CHECKLIST

- ALL** **Communication: Getting my attention!**
Use of first name . . . Tweet – Tweet . . .
- ALL** **Substitutions – (Gates)**
Tweet – To get my attention
U – I’ll tweet to get your attention if necessary to get over ball
- H/L/R** **Counting Offense – Scrimmage Plays**
Signals (11 – 10 – 12) – Timing of signal
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
- H/L/R/B** **Prior to Snap**
Signals – Including Wing Back Inside/Outside “Low Blocking Zone”
Scrimmage Infractions – L/H Flags or 3 Flags (Also Umpire)
- ALL** **Catch vs. No Catch (Complete / Incomplete) – Assist**
Umpire – Turns (Trap – Come in strong with “Incomplete Signal”
Linesman & Line Judge – Looking through and underneath
Side Judge & Field Judge – Outside in look
Back Judge – Inside out look
- ALL** **Field Goal / PAT**
FAKE - No help on sideline from SJ/FJ
Umpire gets to LOS to cover if pass is legally thrown from behind LOS & Ineligibles
Same as goal line mechanics
Goal line coverage
- H/L** **Checking Penalty Enforcements**
Umpire - Yardage signal
- H/L/R** **Ball Mechanics**
Throw strikes – Play catch (Keep ball off the ground)
Help Referee by giving him position on field (1 – 2 – 3 – 4 – 5) if he is handling ball

