

# 4-Officials Pregame

## PREGAME

- ALL: Hustle on the field. Meet coaches.
- R: Verify medical, unusual plays, equipment.
- U: Inspect equipment and resolve problems pregame.
- L: Get balls and instruct ball-boys. Check clock.
- H: Instruct chain crew.

## TOSS

- R: Home side w/ captains @ 50. Face clock.
- U: Visitor side w/ captains @ 50. Face R.
- L: Visitor side to hash. Have ball-boy ready.
- H: Home side to hash. Have ball-boy ready.
- FLANKS: Spokesperson next to R.

## KICK-OFF

- R: Press box side near numbers, +/- R 5yd line.
- U: Chain sideline, +/- R 20yd line.
- L: R's line, opposite chains.
- H: K's line, chain side. Responsible for kicker.
- FLANKS: Kicks OOB get choice from coach.

## ON-SIDE KICK

- R: Middle of field behind deepest R player.
- U: Move to R's line.
- L: Remain on R's line.
- H: Remain on K's line.
- ALL: If ball kicked toward you watch for first touching. If kicked away see who initiates blocks.

## SCRIMMAGE KICK

- R: Wide on LJ side, 2-3yds behind kicker.
- U: Protect snapper. Watch mid-field blocks.
- L: 10yds wide and 2-3yds behind receiver. Bean bag at end of kick.
- H: Move downfield when ball is clearly away. Watch blocks ahead of returner.

## FIELD GOAL AND TRY - INSIDE 15

- R: Has kick. Confirm H has kicker/holder.
- U: Protect snapper.
- L: Help with over/under crossbar.
- H: Confirm with R you have kicker/holder.
- ALL: Ball remains live on FG until crossing GL. Dead when kicked on try.

## FIELD GOAL AND TRY - OUTSIDE 15

- R: Wide on LJ side. Has kicker/holder/
- U: Protect snapper.
- L: Behind center of goalpost. Move to upright if needed.
- H: Watch line play.
- ALL: Ball remains live on FG until crossing GL. Dead when kicked on try.

## PRE-SNAP

- R: Side of QB's throwing arm, 12-15yds deep. Help with false start and illegal shift.
- U: Opposite side of R, +/- 7yds from LOS. Watch snap infractions and false starts.
- L/H: Watch player formations, false starts, offsides, motions, and shifts. Big whistles for dead-ball fouls.

## COUNTING PLAYERS

- ALL: Especially with new series or 4th down.
- R/U: Offense
- L/H: Defense

## MEASUREMENTS

- U: Bean bag down in case ball moves. Front stake when ready.
- L: Mark right angle spot for H.
- H: Move down box to front stake. Hold clip and chain.

## QUARTER CHANGE

- ALL: Freeze chains and ball until down/distance recorded. Confirm correct prior to continuing play.
- H: Confirm clip is set before meeting with R/U.
- R/U/H: Meet at ball to record details prior to changing fields.
- L: Meet U at spot on other side of field.

## TIMING

- R: 40/25 second play clock.
- U: Help when facing clock in crucial situations.
- L: Responsible for game clock.

## PENALTIES

- ALL: Communicate with R. Confirm enforcement is correct for the call. Anticipate if coach will need information.
- U: Listen and march-off yardage, confirming with H.
- L: Hold enforcement spot until confirmed correct.
- H: Confirm yardage and march with U.

## PASS PLAYS

- R: Protect QB until obviously safe.
- U: Move to LOS if flanks may have to move downfield.
- L/H: Key on WRs on your side of field. Slowly move 5-7yds downfield as they go beyond 15yds.
- *NEW RULE: QB can throw ball away if out of tackle box and pass crosses LOS.*

## GOAL LINE

- U: Help cover LOS if flanks move to GL at snap. Communicate with flanks if they cannot find ball in traffic.
- L/H: When snapped 5yd line and in move to GL at snap. When snapped from 5-10 still beat runner to GL.