



### Prior to the Game - Locker Room

- R - Make sure there are pregame timing sheets taped to the wall.
- R - Make a list of game personnel and tape it to the wall include; game clock operator, play clock operator, security, red hat, game #
- R/LJ - Confirm Time with media; go to TV truck and get the correct time.
- R - Quick Field/Weather Inspection- where is press box
- R - @1:45 mark meet with R/H & TV (director, producer, and talent) to answer any questions that they may have.–
  - Will the Toss be televised
  - Timing of O/T with media time outs
  - Location of R/H
  - R – After 3<sup>RD</sup> down /turnover R/H should come to the sideline with arms cross chest if you want a T/O. I will point to you, I will always check with you after score, punt/Change of Possession **Keeps arms crossed until I punch out.**
  - BJ – stay with R/H during T/O's
  - BJ will look at R/H for KO'S 1<sup>ST</sup>/2<sup>ND</sup> Half and most change of possessions **except** inside 40 (Can Ask)
  - Injury , I will point to R/H and to the ground so he can check w. producer
  - **3 ARM WAVES** and punch out is very deliberate.
- R - microphone check - be sure the clip for the on/off switch is set correctly
- BJ - balls count with team representative/security
- BJ - ball inspection and marking -12 ½ to 13 ½ lbs
- LJ/BJ - discuss timing issues with clock operators:
  - Play clock interruptions 25/40 clock operator
  - Does Clock have a horn, under 1 minute – full seconds or tenths
  - Can they reset to the exact time.
  - Communicating to Timers with field phones
  - Record all game stoppages – give them permission to reset the clock if the clock was stopped and it moved on a FST
  - Where are they located in the field, can they hear R's announcements
  - Punching out - elongated motion
  - **Exaggerated Chop and Wind**
- R/U - see coaches @ 1:30 mark and talk about
  - Right/left QB's, punters, kickers get #'s (know from film review)
  - Captains , Equipment certification, Get Back Coaches
  - After COP - will they come right out over the ball – we'll let Def. match up
  - Special Plays/Concerns
  - Calling Timeouts
  - Sideline communications
  - **“Great Time to Develop your Relationship”**

### Prior to the Game – On the Field

- U - equipment check
- HL - Chain Crew
- SJ/FJ - Ball Boys.
- SF/FJ - check side lines, uniform conformity checklist
- BJ - check game and play clocks. Locate the sideline phone to the press box and let the referee know where it is.
- R - check phones to press box
- BJ - check end lines to make sure they are clear (Conf USA lawsuit)
- R/BJ - station themselves between the 45 yard lines and assure that the two teams stay on their side of the field during warm-ups to prevent confrontations
- R/U - Test your microphone with TV, and check the replay headset. Watch how OT's line up and QB takes snaps normally (could help you later re: head bob situation); check out each punter.
- R - Make visiting Conf. coaches aware of pregame field sharing 1<sup>st</sup> 20min. and 2<sup>nd</sup> 20 min.
- Leave locker room at 10 minute mark

### Toss

- R/U - go to midfield at 3:30 minute mark
- SJ/FJ - bring Captains (<= 4) **assist in turning them to their right, have teams put back to endzone. R has open view to the press box** – Speaking captain closest to R
- Visitors choice
- SJ/FJ - get captains at 5 minute mark ask your captains what there choices will be if they win/lose the toss
- Options- receive 1st half or 2<sup>nd</sup> or defer - if defer - signal
- LJ - Ball for Kickoff

### Kick Off

- Have teams ready to kickoff when R/H winds and starts to leave field
- Counting players/ Keys
- R - 4 players on each side of the kicker **(only 3 men on the left side of the kicker)**
- BJ - make sure SJ and FJ are ready
- BJ - instruct kicker to wait for R's signal – wind
- LJ/HL - give visual to “R” you are ready
- SJ/FJ - ball getting kicked into ground
- SJ/FJ - ball going 10 yds
- Crew - **no low blocks** by either team – Watch for wedge busting with Helmet contact
- R - wind on legal touch in field of play or if touched in EZ and bounces in FOP
- Bean Bags – momentum and illegal touches
- KOB – options - 5yd rekick, 5 yd from where kick went O/B, 30 yards in advance of previous spot
- Tack on fouls
- SJ/FJ - get option from Coach for rekick or tack on of a penalty

### On side Kick Coverage

- Crew - record the game clock time
- R - Goal line
- U/BJ - offside- think plane
- HL/LJ - move up to 35 yd line – blocks
- HL/LJ - ball getting kicked into the ground
- FJ/SJ - ball going 10 yards
- If ball is legally touched (even by K) in field of play- clock should click
- Bean Bag for illegal touch by K
- K cant block until R touched ball or ball has gone 10 yards
- Crew - check game clock time

### Ball Mechanics

- LJ/FJ will provide ball after change of possession
- As much as possible work the same ball in the series – keeps the flow
- Make good throw R has bad hands
- R or U will workout who slide out and F and S will slide in
- Nothing looks worse then when we cannot throw and catch
- Only 4 times a team can pick a spot of snap b/4 ready; extra period, after touchback or unsuccessful field goal or try – as long as no team A foul on play

### At the Snap

- R - Subs, QB, Back, Back Side Tackle
- U - Subs, Center and Guards
- HL/LJ - Subs, Tackle, eligible's, legal snap, 5 backs, motion, shifts
- FJ/SJ - Subs, Widest Man
- BJ - 2<sup>nd</sup> man to strength
- Kill anything close to unabated – err on side of safety – **R get to QB**
- R/HL/LJ - eye contact before every play
- **Need to know if a 5 yard penalty will get a 1<sup>st</sup> Down** – tricky when its ½ the distance eg. 2<sup>nd</sup> and 5 at 8 -- LTG is the 3yd line
- Counting Players
- Fouls; DOG, DOD, Defense in the NZ – FST or DOF,

### Run Plays

- Up the middle, around the wing, POA
- Out of Bounds – In the Bench
- Forward Progress
- Dead Ball Officiating
- Spots HL and LJ mirror or provide soft spot
- R - stops game clock on close first down
- LJ - stops game clock on obvious first down
- LJ/HL - bust in on close to fronts stack or goal line
- Reverse mechanics on change of possession

## Fumbles

- 4<sup>th</sup> Down - only the fumbler can recover & advance – may have to put time back on clock.
- Bean Bag at spot of fumble and know fumbler's number
- Forward O/B - back to the fumble spot - ready
- Backward O/B - stays @ O/B spot – snap (if under 2min)
- Watch for BATS (1/2 of ILT Signal)
- Anyone can stop the clock in a pileup – only R can wind
- First one in Digs - everyone else - don't stop working
- Digging Official - Call color of team that recovers and R points the teams direction.

## Pass Plays

- R - QB, Backside tackle
- U - Center and Guards, Ineligibles Downfield, Traps, Tips
- LJ - Forward vs. Backward pass – punch back for backward or kill it
- LJ - behind or beyond the LOS
- LJ - Fwd progress of QB sack, also ING spot if R is off
- Zone coverage
- ING - get help from LJ - ball being beyond NZ; look to U – snap/tackle box
- QB hit after passing motion started – leeway on ING - Hit before passing motion no leeway **it is ING**
- Wings - realistic chance to catch the ball
- DPI - spot foul less than fifteen yards. **MECHANIC** – make sure you like spot
- DPI - in the E/Z goes to the 2 yd line **MECHANIC** – make sure you like spot
- No penalty enforced from outside the two-yard line may place the ball inside the two-yard line **exc** : Trys
- Previous spot was on or inside the two-yard line, half the distance
- OPI – 15 yds – no LOD – **Mechanic**

## Field Goal/Trys

- R - Kicker and holder, wide man on SJ side (overload), Don't Forget to Chop it in.
- R - Line up at least 10-12 yards wide and on a line between the kicker and holder
- R - Right-footed kicker be on his left hand side. Left-footed kicker be on his right
- U - center and guards, pull and shoot, legal numbering
- HL/LJ - blocks by wings, pull and shoot
- LJ - ball crossing the LOS
- FJ/BJ - goal post
- SJ - overload, pull and shoot, leaping
- No kicking tees
- Blocked O/B - spot where it went O/B
- Blocked into kicker legally - foul is on Defense
- Blocked Illegally –foul on Off. – **we will have a flag either way**
- Hitting plant leg – Roughing
- Hitting kicking leg - RNK
- FG's/PAT blocked behind the line can be recovered and advanced by anyone
- 1 point safety does exist on a try

## Punts Plays

- R - count players in huddle - Signal wings you have 11
- R - kicking leg side - 1 to 2 yards deeper than punter and wider than widest defensive man - at least 6-8 yards wide.
- U - contact on center, watch center trying to pull the defense offside
- HL/LJ - eligible numbers, blocks, watch center trying to pull defense
- FJ/SJ - widest man, flyers in press mode, ILT, KOB, look for R if on the fly. PSK
- BJ - fair catch, ILT, end of kick bean bag, PSK
- Lets not lose spot on ILT
- HL - back up BJ re: fair catch signal
- LJ - Kick crossing the LOS
- 6 in the box is generally a return – 8 in the box generally a punt block
- No low blocks
- Flag - know when it happens - during kick or return, etc.
- After punt move toward kicker to align any KOB
- Fouls by team A tack on – Team B must have the ball

## Replay

- One calling official accompanies R
- Calling official - answer any questions about the play/clear area from players and coaches
- LJ - accompany R on all replays
- Make sure Replay can hear you when you put headset on.
  - Need script from replay for confirmed and overturned
  - Give me give teams yardline (eg ND's 35, not + or – 35) and left or right**Offensive hash**
  - LJ stay with me until I say I'm good
- LJ - will record key data that will be announced : Team /down /clock/yard line/hash
- Charge Team with a Timeout if challenge is overturned.
- BJ - stays over the ball if U is involved in the call
- Wings - someone stays with each Head Coach and makes sure he knows what is going on
- **Do not stop working** - everyone should be doing something proactive
- HL/SJ - do not let chains move - if they do move - move them back
- IF FWD **Progress is stopped** – then ball comes out **wings must let R know.**
- “The Previous Play is under further review”
- Three things can happen:
  - **After further review, the ruling on the field:**
    - **Stands** (no further elaboration because its not confirmed)
    - Is **Confirmed** (need to tell why)
    - Is Being Overturned (need to tell why eg. the player had 1ft inbounds)  
Therefore by Rule .....

## Extension of Periods

- Live-ball foul(s) not treated as a dead-ball foul – **except for** penalty that includes LOD eg. IFP, Bat - if this is the case **DO NOT EXTEND**
- Offsetting Fouls
- Inadvertent whistle

## Time Outs

- R - coordinate with BJ and R/H
- BJ - time T/O's, Halftime, Injury T'O's
- If my back is the R/H - Wait for BJ to signal T/O is over
- If my back is to R/H and he wants a T/O - BJ get my attention
- Wings - ask R/H if they will want a Timeout - don't let Red Hat fall asleep
- Wings - **stay with teams get them out on time - give them 30 every time**
- BJ - make sure R/H gives us a 30 second countdown
- Head coach or any player can call T/O
- 3 T/O's per half - don't recognize a coaches request for a T/O if they already took 3
- **Head Coaches conference - only can question proper rule enforcement**
- If you are stopping clock - after you kill clock point to your chest so R knows its not a Team T/O or point to the team who took it. **The Stadium should know** which team wants the T/O **be emphatic - make sure you point the right way**
- If you kill the clock for an injury you must know the # of the injured player.
- Injury T/O B-40, A-25

## Overtime

- Teams will go to sideline- Crew gathers at midfield
- SJ/FJ - Escort the captains to the center of the field for the coin toss.
- Team A **may not** have a first and 10 if it again possesses the ball after a change of team possession
- Fouls **after a change** of possession;
  - Distance penalties against either team are declined by rule (Exc: Penalties for flagrant personal fouls, dead-ball fouls and live-ball fouls treated as dead-ball fouls are enforced on the succeeding play)
  - A score by a team committing a foul during the down is canceled.
  - If both teams foul during the down and Team B **had not fouled before the change** of possession, the fouls offset and the down is not replayed.
- Each team shall be allowed one timeout
- You may use any unused challenge if you have a timeout remaining
- Timeouts **may not** be carried over from regulation
- Media timeouts are permitted only between extra periods (first and second, second and third, etc.).
- Beginning with **the 3<sup>rd</sup> extra period – must go for 2**

### **The announcement could be something like this:**

Captains, we are now entering our first overtime period.

- Each OT period team consists of a two possession series
- Each team is entitled to one Time Out per OT period
- The first team with the most points after a OT period will win the game, if the score is tied, the next OT period will begin
- You cannot defer your choice
- **Options**
  - **Offense or defense**, with the offense at the opponent's 25-yard line
  - **Which end of the field** shall be used for both possession series of that OT

“Notre Dame has won the toss and has elected to go on Defense. The First OT period will be from the North/South end of the field”.

## Penalty Reporting/ Enforcement

- R's Fouls – I'm giving a preliminary. U is my R
- U - let me know if its ½ the distance – you can yell it out – Make sure I acknowledge..
- LJ - help with #'s on multiple fouls – Calling official can help too
- LJ - keep UNS fouls – 2<sup>nd</sup> foul on same player is a DQ.
- Wings - watch for preliminary from R - help get coaches decision if there is an option
- Give me the preliminary signals catch - no catch TD, etc. and point to fouling team - eg DPI or OPI, OFS, FST
- OPI – come strong to the LOS don't stay downfield – differentiate your mechanic for OPI and Assure R knows its OPI
- Get close enough for R to hear # - don't guess , no # is better than wrong one
- If we have two flags we need a good #
- No colors!!!
- Give me result of Play, Foul, Off/Def. Rec/Kick, Player #
  - If you know the outcome, give it to me (eg. ILF on 1/10 gain 8 yards – team may take penalty, on the other hand DPI on a TD will be declined)
- Fouls on Scores w/enforcement options - R gives prelim., HL/LJ help in getting options
- Taking an official off a foul – No foul on the play for----- announcement
- Non calling official – clear players
- If you aren't involved – Get involved
- U/HL/LJ - visually agree on enforcement starting point – yardage/half the distance/spot
- U/HL mark it off
- LJ - hold starting point,
- U/H/L - get visual before putting ball down

## Live-Ball Fouls by the Same Team

- Two or more live-ball fouls - elect only one even if both are PF's (Rutgers /Pitt)
- Only time you enforce both PF's if one is against an Official
- UNS - administered from the succeeding spot - not an automatic 1<sup>st</sup> down

## Live-Ball—Dead-Ball Fouls

- Administer separately and in the order of occurrence
- D/T if the live ball foul gets a first down – (Baylor /UCONN)

Offsetting Fouls - live-ball fouls by both teams: *Exc:* change of team possession when team B get the ball with clean hands

Dead-Ball Fouls - Penalties for dead-ball fouls are administered separately and in order of occurrence @ succeeding spot

Interval Fouls - fouls that occur between the end of the fourth period and the start of the extra period for overtime are enforced from the 25-yard line, the spot of the first possession series

## Enforcement Procedures

### Offensive fouls

- Running plays
  - run ends behind the neutral zone. – previous spot
    - Exc: Fouls in EZ – safety,
    - Exc: IFP, ING, BAT - spot fouls
  - run ends beyond the neutral zone. – EOR or spot of foul
  - no neutral zone – EOR or spot of foul
  - run ends in the end zone after change of possession
    - Foul occurs after a COP in the EZ and result of the play is a TB – 20yd line
    - Foul occurs after a COP in the field of play and related run ends in the EZ - Goal line
    - Foul occurs after a COP in the EZ, the related runs end in the EZ and the result of the play is not a TB - Goal line
- Pass plays. – previous spot
- Kick plays – previous spot

### Defensive Fouls

- Running plays
  - Fouls behind the neutral zone. – previous spot
  - Fouls beyond the neutral zone. – EOR
- Passing Plays – previous spot exc.
  - DPI – spot under 15 yards
  - RPS - EOR (last run)

## Postscrimmage Kick Enforcement

Only **pertains to Team B fouls** under the following conditions:

- The kick is not during a try, a successful field goal, or in an extra period.
- The ball crosses the neutral zone.
- The foul occurs three or more yards beyond the neutral zone.
- The foul occurs before the end of the kick
- Team A is not in legal possession of the ball when it is declared dead.

## Fouls by Team A During Free or Scrimmage Kicks (exc. FG attempts)

- Enforced at previous spot or at the spot where the subsequent dead ball belongs to Team B
- B must have the ball at the end of the play
- Pertains to all fouls by the kicking team other than kick catch interference

### Fouls During Or After A Touchdown, Field Goal or Try:

- **Fouls by the non scoring team** during a down that ends in a touchdown.
  - Penalties for **personal fouls and UNS** are enforced on the try or the succeeding kickoff. If there is no kickoff the accepted penalty is enforced on the try.
  - Get **Option from coach**
  - Penalties for **all other fouls are not enforced** on the try or the succeeding kickoff. Such penalties are declined by rule unless enforcement is made possible by illegal touching of a kick during the down

### Fouls on Try

- **Before** a change of Possession
  - **Fouls by both teams** (A& B) - Team B fouls before the change of possession; **offset and replay** (even if additional fouls occur after the change of possession)
  - Fouls by **Team B:**
    - Team A option – decline and take score or enforce and replay
    - **PF's by B** - **score counts and enforce on K/O or succeeding spot** in O/T
  - Fouls by **Team A:**
    - Team B option -enforce and replay. **Exception**, if penalty includes LOD Try is over. No yardage assessed on K/O
    - Foul declined by rule if: A fouls on an unsuccessful try and B doesn't get possession
  - Dead Ball Fouls/Live balls treated as dead balls (UNS) are enforced on K/O or succeeding spot in O/T, or previous spot if down is replayed --- **Option is needed from coach**
  - No KCI on try's
- **After** Change of possession
  - **Fouls by both teams** (A&B) and Team B had **only fouled after** the change of possession, the fouls offset, the down is not replayed, try is over.
  - PF's and Live ball fouls treated as dead ball (UNS) enforce on K/O or succeeding spot in O/T
  - **Distance penalties are declined by rule** – scores are cancelled if scoring team committed a foul

### **Measurements**

- If LJ has a 1<sup>st</sup> Down – we have a first down especially on 1<sup>st</sup> or 2<sup>nd</sup> down. HL if want to challenge LJ - just be sure