WNE Chapter
Pre-Game Conference
<u>Division II/III</u>

	Arrival at Site	Entire Crews – three hours before kickoff
1)	Pre-game duties:	Check correct time and review schedules and timing issues. Review on-field duties, timing, and coaches' visit. Obtain team captains if program available.
2)	Coin toss procedure:	Four captains (three minutes before kickoff) Review who gets teams and when Review choices with captains Referee/ Umpire positions Teams behind nine yard mark Review second-half option procedure.
3)	Free kicks:	A-fouls/ Enforcement Six-man/ Seven-man position coverage Four on each side of kicker – whose responsibility On side kick – illegal touch – bean bag Winding clock Ready signals by each official Sweep sidelines Keys Kick out of bounds Review when referee makes ball ready for play Free kick following a safety may be a punt, drop kick or place kick Free kick out of bounds untouched by B- 30 yds beyond Team A's restraining line (6-2-1) or 5 yds. From OB spot Fouls by kicking team- enforcement (6-1-8) / (6-3-13)
4)	Scrimmage plays – pre-snap:	Pre-snap positions Player count/ Substitutions and communication Offensive team requirements Wing officials communications

LOS/Backfield requirements – four men in backfield
Eligible receiver requirements
Motion man coverage
Fouls requiring "shut down"
Sideline - warnings/ Throw flag
A dead ball is ready for play when: Rule 2-2-4

- Exception- the try is a scrimmage down that begins when the referee declares the ball ready for play

Play Clock

- 40/25 second clock
- Shall not start if fewer than 40 or 25 seconds in a period
- Reasons why the play clock will be set @ 25 seconds (3-2-4-C)
- Play clock- start on referee's signal (3-2-5-A)

Huddle is two or more players grouped together after the ball is ready for play (no ready for play whistle) Rule 2-13-1
Play clock must be able to count down from both 40 and 25 seconds (2-29-2)
Injury timeouts – 40 second clock after B injury only

5) Scrimmage plays – runs:

Progress/ Whistles/ First downs/ Kill clock
Side zones/ Ball exchange
Goal line coverage/ End lines
Holding - philosophy
Option plays/ QB protection/ Pitch man
Team area/ Out of bounds
Hurry-up offense
Soft spots
Chop Block – anywhere on the field (2-3-3)
Ball carrier's helmet comes completely off – official timeout (4-1-3-Q)

6) Scrimmage plays – passes:

Interference/ Catchable pass
Tip ball/ Trap ball
Forward/ Backward – LJ/ HL
Intentional grounding
Screen pass/ Ineligibles
Passer or pass over line

		Illegal touch/ Intentional Player out of bounds Ball boys/ Ball rotation Keys – Downfield and LOS officials Protection of passer Forward pass- any intentional forward movement of his hand or arm starts the forward pass (2-19-2-B) Player has crossed the neutral zone once the entire body is beyond the LS (2-19-3-B**)**
7)	Punts:	Positions Protect snapper Block below the waist/ Up back block Blocked kick/ Kicker over line Fair catch/ Illegal touch Interference with the opportunity Kick out of bounds in air Run-back coverage A-Fouls/ Enforcement PSK Rules 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 (3-1-3-G-3)
8)	Field goals and try attempts:	Positions of officials Fourth down fumble rule End line/ Sideline coverage Kicker/ Holder protection Whistles Next play for unsuccessful attempt
9)	General Duties:	
	Track Downs:	All officials
	Fumbles:	Bean bags First official digs/ Second kills clock 4th down and trys
	Fumble out of bounds:	In advance/ Back spot of fumble

		In advance/ On ready for play Behind/ Out of bounds spot Out of end zone/ Touch back
	Position Ball on field:	Umpire
	Player out of bounds:	Pass plays Kick plays
	Overtime procedure:	Review
10)	End of quarter:	Procedure Record down/ Distance Intermission Clock starts after time expire**s**
11)	Timeouts:	Positions
	Twenty-five second clock:	Six-man field judge/ Seven-man back judge
	Game clock/ Timeouts:	Six-man side judge/ Seven-man side judge
	Clock operator:	Kickoffs Test clock Correction procedures Familiar with signals Location
12)	Measurements:	Procedure Positions/ New ball Outside hash marks
13)	Fouls and enforcement:	Throw flag/ Continue to officiate/ Report to Referee Number of player/ Team color Cover flag Status of ball/ Live/ Dead Point of attack Sideline communication/ Report to Coach Enforcement procedures Sideline Interference- (2) 5 yd penalty (no warning) **Extension of periods – loss of down penalty**

Spearing/ Late Hit/ Baiting:	Control tempo early Crown of helmet contact- (9-1-3-A) Defenseless Opponent (9-1-3-B)
15 Yd Penalties:	Horse collar tackle- situation (9-1-2-P) Face mask- twist, turn and pull- 15 yds (9-1-2-Q) **Chin strap now a face-mask foul** **Roughing the kicker outside tackle box – no foul**
Unsportsmanlike conduct:	Two per player/ Ejection Umpire keep track Preventive officiating
Illegal Participation:	Five/ fifteen yards Whistle/ Flag/ Prevent snap
Substitution Infractions:	Count players/ Signals Offensive/ Defensive Break huddle with 12 Scrimmage kick formation
Blocking below the waist:	Backs prohibitions Crack back block Chop Block – anywhere on the field (2-3-3) Kicks/ Change of possessions
False Starts/ Multiple Flags:	Conference with umpire Defense in zone

14) Reserve positions in case of injury

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