

Football

Pre Game Outline

2007

Pre-game is a special time when the crew can openly discuss football officiating situations. As officials our goal is "What can I do to make this crew better"

The key to our officiating success!

Making a lasting good first impression

Trusting one another and ourselves

Knowing our rules, position mechanics and conference philosophies

Conditioning our bodies to withstand four quarters of wear and tear

Taking care of business in our primary zone of coverage

Being totally honest in our evaluation of our game performance

Looking for solutions to our mistakes and not excuses

All of our efforts are focused on being totally prepared to work the football game

- **PHILOSOPHY**

Purpose of officials (manage the game by the rules approved by the NCAA)

Common sense (point of attack, timing, intent of the rule, feel for the game)

Judgment development (advantage/disadvantage) (effect on the play)

Crew chemistry (we are in this together, lets get the play right, no egos)

"When in question" rules

Game tempo (keep the game going, avoid the huddles)

Focus

- **BASICS**

Forward progress (give all they deserve, shoulders, give help, cross-field spots)

Fumbles (4th down, forward, end zone, digging, whistles!!)

Substitution (12 players Offense or Defense shut the play down)

25 sec clock BJ; When to put time back on the clock Awareness

Ball mechanics (FJ side, good throws, no dropped balls, don't hurry)

Out of bounds coverage (walk players out, good compoment)

Penalty enforcement (communicate to coaches, get #, cover flags, hold spots)

Goal line (digging, sell the call, position on the field, umpire's role)

Timing of calls (taunting, celebration, holding, common sense, safety)

Sideline warning (clean-up early, never stop the clock)

Communication (players, coaches, captain's number, sidelines)

Blood, mouthpiece, equipment, towels (do not stop the game)

Area of focus while the ball is alive (do not cover air)

Concentration (officiate before the snap, know your keys, pre-snap routine)

False starts (shut the play down)

Shifts/Motion (help each other out, get it right)

Blocking rules (10 yds chop crack backs, back outside the tackle)

Cheap fumbles (forward progress is your friend); kick catch interference

Measurement procedure (who has what?)

- **PASSING GAME**

Coverage of receivers

Keys to PI (playing the man not the ball; when in doubt? Easy call)

Holding on receivers (tight ends are receivers, talk to defensive backs)

Screen passes (if overthrown look for #'s 50 to 79, down field)

Receivers out of bounds (throw hat, continue to officiate)

Non-catchable (offer help, signals, flag mechanics)

Pick plays (anticipate inside the 20 yard line)

Pass tipped (anyone who sees it give the tip signal, no PI)

Catch/no catch (ground can cause an incomplete, end zone corner, **help** each other)

Illegal grounding (new rule, mechanics)

Quick pass (HL/LJ must make the call)

- **KICKING GAME**

FREE KICKS

Concentration (110%)

Ump/Ref eye contact (players meet 9 yd rule, 4 on each side, action on kicker)

Legality of hand-off (get it right, anyone that sees it)

Free kick out-of-bounds (I will assume team will take the ball, 30 yd in advance)

Below the waist blocks/push in back (BIG calls, they show up bigger on video)

On-side situations (concentrate, bean bags, communicate blocks before eligible)

Touchback (do not split hairs)

Ball mechanics (FJ side)

SCRIMMAGE KICKS

Concentration (110%)

Out-of-bounds FJ/SJ get to pylon, remember new timing rules

Back Judge key to toughest calls in football

Muff/catch/fumble (whistle control)

Fair catch (good signal, shade eyes ok, ALL HELP)

Momentum

Numbering of players on line of scrimmage, Swinging Gate

Batting/Kicking (all help, must see, enforcement spot)

FJ/SJ to pylons on kicks from 50

THOUGHTS

Work today's game

"When they're beat they cheat"

Be global with your vision, local with your call

If you think you go slow, "go slower"

See the play in slow motion

Do not look for fouls; let them jump out at you

Anticipate the play not the call

Exude confidence—Comportment

Call the big fouls

Look, see, wait, RULE

Make the big call right

Never be surprised

HAVE A GREAT GAME!