PRE-GAME

Pre-Game

- 1. Hour plus on field
- 2. Identify issues- uniform, adornments etc
- 3. 45-45

Kick Offs

- 1. Good communication
- 2. Know your keys and follow thru
- 3. Be surprised on a deep kick
- 4. Watch for throw back
- 5. Watch for trickery
- Measurements: know your role

• Scrimmage Downs

- 1. Pre-snap Keys- for everyone
- 2. R/U- we must KNOW we have 11
- Good spacing- H.L.F.S stay wide
 No one works on field but R/U- this will also help keep coached and players back
- 4. H-Good Chain work off the field
- 5. H/L- good signals I want to **KNOW** they have 7 on LOS
- 6. H/L- if we have a foul at the snap, let's get it down on both sides (if you have encroachment let get it down as well)
- 7. S/F Keep your cushion- make good signals We must **KNOW** we have 11
- 8. H/L- give help to end of the line with illegal blocks
- 9. H/L/S/F- give help to wide out cracks or BBW
- 10. After play- everyone officiate your area

Scrimmage Kicks

- 1. Good communication between deep guys
- 2. H, L, U don't watch ball in flight. You have duties and people to watch
- 3. Be prepared for any signal-
- 4. Watch for block in back and low blocks

Goal Line

- 1. Good communications
- 2. Good signals
- 3. H/L you have goal line...go there and work back ...do not follow the ball carrier...beat him there first
- 4. If ball become dead beyond the 7 yd line our F/S will shift back to keep goal line
- 5. Know the number of snapper and eligible receivers..radio

POINTS OF EMPHASIS

- 1. Everyone does not need to blow the whistle....just like echoing a flag
- 2. Keep officiating after a penalty....other things can and will happen
- 3. R/F/S we have to cover sideline and bench area- H/L help as well ...cross field mechanics should hold spot
- 4. Eliminate what we think might happen...know it happened
- Prevent as much as possible...communicate to each other, to players, and to coaches
- 6. Hustle
- 7. Finish the play
- 8. Get numbers every foul
- 9. Work our Game- Not theirs
- 10. OSO