

5 Man Crew

PRE-GAME CHECKLIST – Line of Scrimmage



POINTS OF EMPHASIS		
SLOW DOWN!	Officiate the “Next Play”	Make it BIG
If you “think”, it’s NOT	Be sure, then flag	Prelim Signals (If 1 Flag)
Know the LTG every play	Know and communicate clock status – Every play	3rd/4th down & 5 or less: go to LTG at the snap
Be the best communicator on the crew. Work with the sideline in a professional and courteous manner.		
Be the calming influence when a coach is upset and wants an answer. Only give answers you know.		
PRE-GAME		
Enter field with entire crew; meet coaches with H & B after R/U introductions.	Observe formations during warmups; look for uniform/equipment issues.	
Cover mechanics with chain crew; check chains and down box.	Know coach for ball-placement decision after touchback/fair catch.	
HL/LJ switch sides at halftime: no position change; take your mechanics with you.	LJ: game-clock responsibility all game; chains remain opposite press box.	
PRE-SNAP ROUTINE		
MUST clean up previous play – accordion; move back from bottom of numbers; do not turn back to field.	MUST know LTG, distance and +/- 5 yards.	
MUST know Game Clock status; assist R with timing, downs and penalties.	MUST know keys and legality of formation.	
Focus at snap: Legal snap → Tackle → Key(s) → Threats → Spot → Dead Ball.	Confirm no more than 4 players in offensive backfield; monitor motion away from you.	
Enforce restricted area (“the white”); keep sideline clear.	Responsible for substitutes getting off field before snap on your side.	
FREE KICKS		
Start at pylon in R end zone; adjust depth for short/pooch kicks.	Key outside R players; prioritize forward progress once return develops.	
Be alert for Team B fair-catch signals and first-touching issues.	On onside kicks: no ball watching; focus on blocks and Team A blocking before eligible to touch.	
K can recover after 10 yards and touching ground/R – NO ADVANCE after a muff.	K can advance a FUMBLE but not a MUFF.	
SCRIMMAGE PRE-SNAP		
Outside sideline in restricted area; toes in the white.	Confirm formation is legal; know receiver(s) and defensive coverage.	
Assure restricted area on your sideline is clear at snap.	Know LTG before snap; be ready to move to LTG on 3rd/4th down when 5 yards or less.	
HL/LJ: know motion man moving away from you.	Balanced line: if more than 4 players are in backfield, it is a foul.	
RUNNING PLAY		
Runs to your side: forward progress and key blocks.	Runs away: backside action; avoid ball-watching.	
Assist with protecting QB after handoff if he rolls your way.	L & H should mirror each other on spots.	
“Open the Door” when runner initially moves outside the hash toward you.	Do NOT open the door on goal-line plays, reverse mechanics, or tight 3rd/4th down progress.	
HOLDING CATEGORIES: Grab & Restrict • Hook & Turn • Takedown • Reverse Takedown • Tackle		

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PASSING PLAY			
L – hold LOS initially. H – move about 5 yards downfield for short routes.		Deep passes: move downfield with control; maintain proper angle/distance/timing.	
L: primary forward/backward pass and LOS legality; be patient before ruling.		H: read play first; do not drift beyond your key or shallowest receiver.	
Short/medium passes: move about 5 yards then stop when appropriate.		Be aware if covered receivers go downfield on a forward pass that crosses LOS.	
Flat/bubble screen: read run/pass; if backward pass, signal and yell “back.”		IDP: LOS primary; communicate with U/R on passer location and LOS issues.	
FEET FIRST, then ball	STOP-N-WATCH at judgment	Consider ANGLE / DISTANCE / TIMING	Go to ZONE once receivers clear defenders
CATCH = Establishing player possession of a live ball in flight, first contacting the ground inbounds while maintaining possession.	Straddle sideline on catch/no-catch; do not signal a catch on a sideline play.	Watch initial pass trajectory, then players—not the ball.	Outside receiver(s) are yours; adjust to maintain a 5-yard cushion.

DPI CATEGORIES (6): PCHANG • Playing through the back • Cut Off • Hook and Turn • Arm Bar • Not Playing the Ball • Grab and Restrict

OPI CATEGORIES (4): BPPD • Blocking downfield • Push off (w/ separation) • Pick • Driving through

GOAL LINE MECHANICS	
GOAL LINE – GOING IN (Ball on B's 7 or in)	
Goal line is primary responsibility; move at 45° angle to GL at snap.	Work back to dead-ball spot if GL is not crossed.
Crash to pile when play is middle and GL is threatened.	Be at GL before ball; never mirror a TD unless it is your ruling.
Be outside pylon before ball arrives; find football first.	Better to be late and right; never mirror a TD signal.
GOAL LINE – GOING OUT (Ball on A's 5 or in)	
If ball is on/near GL, move to GL immediately while reading the play.	On tight progress, know LTG and be ready to move to the line to gain.
Communicate GL/safety information with R.	Keep sideline responsibility and watch late action.
SCRIMMAGE KICK – PUNT	
Sideline; be aware of OOB punt and ready for reverse mechanics.	Straddle LOS until punt crosses LOS; use down box as reference.
Punt ≤30 yards: jog downfield 10 yards, stop and watch return blocks.	Punt >30 yards: move downfield 15–20 yards watching return blocks.
Punt OOB: go beyond spot, turn with arm up, jog back; look for R's chop.	Do not overrun the play; concentrate on blocks ahead of return.
Keys: snap, line play, gunner/blocks, punt crossing LOS.	Be ready for fair-catch signal and first-touching issues.
MEASUREMENTS / PENALTY ENFORCEMENT	
HL: check correct yard line and clip; hold clip in place when measuring.	LJ: bring chains onto field and indicate the yard line.
Both wings walk penalty yardage; U checks only after walk-off.	U enforces; HL/LJ check tape on close 1st-down situations.
Know down and distance after every penalty.	Communicate correct spot and clock status with R.
DEAD BALL / SPOTTING	
Be a strong dead-ball official; keep sideline clear and watch late action.	Initiate ball relay when play ends near/outside numbers.
Mark forward progress with downfield foot; square spot and swivel head.	Do not run through players to get to a spot.