

5 Man Crew

PRE-GAME CHECKLIST – Umpire



POINTS OF EMPHASIS		
SLOW DOWN!	Officiate the “Next Play”	Make it BIG
Control the middle	Count Team A; verify 5 linemen 50-79	Be the calming influence with coaches
Know down & distance; hustle – don’t hurry	Verify before you flag; give clear preliminary signals.	Always know results of the play
Be the best communicator on the crew. Work the middle in a professional and courteous manner.		
Protect the crew with accurate counts, clear communication, and patient judgment.		
PRE-GAME		
Meet the snapper; assist R during pregame meeting with coaches.	Observe warmups using an index card for uniform/equipment issues.	
Visit with Head Coaches/Trainers about player equipment.	Know ball-person responsibilities and how the crew will relay balls.	
Observe offensive and defensive line work; establish rapport with players.	Review unusual equipment/casts and report issues to R.	
PRE-SNAP ROUTINE		
Clean up previous play (dead ball).	Count Team A every scrimmage down.	
Confirm at least five players numbered 50-79 on LOS.	Align about 10–13 yards deep, left side of QB; vary laterally as needed.	
Signal your count to crew; make eye contact with R.	Wait for R to release you during administrative stoppages.	
Know legal blocking restrictions immediately after the snap.	Be ready for quick ball movement in hurry-up situations.	
FREE KICKS		
Start on K sideline at R’s free-kick line.	Key two outside R players; watch blindside blocks.	
Transition to zone coverage once threats clear; be ready for onside kick.	K can recover after 10 yards and touching ground/R – no advance after a muff.	
K can advance a FUMBLE but not a MUFF.	Remind teams to stay behind their free-kick lines until the ball is kicked.	
Count Team A with R and communicate readiness.	Be alert to short/pooch kicks and first-touching issues.	
SCRIMMAGE PRE-SNAP		
Align about 7 yards off LOS inside the TE; shoulders parallel to goal line.	Keys: Center + Guards, line play and RB.	
Count five ineligible linemen numbered 50-79.	Signal count and verify with R.	
Know formation and neutral zone; be ready to assist with passer location.	Be prepared for immediate defensive threats and substitution issues.	
RUNNING PLAY		
Read Center + Guards, POA blocking and RB.	Inside runs: move to POA; wide runs: stay ahead of runner.	
Runs away: watch backside line action.	Watch action around tackled RB; use a strong voice after dead ball.	
Spot ball with shoulders parallel to sideline; move off ball quickly.	Move in on dead-ball action; keep players separated.	
Do not stare at the dead-ball spot; continue officiating action.	Communicate with R/LOS officials when needed.	
HOLDING CATEGORIES: Grab & Restrict • Hook & Turn • Takedown • Reverse Takedown • Tackle		

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PASSING PLAY	
Watch interior linemen (G-T-TE) on your side.	Be primary on ineligible downfield and interior action.
Move to neutral zone ONLY if passer threatens it.	Be ready to rule on trapped passes behind/beyond the neutral zone.
If passer scrambles toward you, stay with line play – do not chase the passer.	Turn ASAP when pass is thrown; be ready to spot the ball quickly.
Know passer location relative to LOS and communicate with R.	Crew goal: Team A should not have to wait on the crew to spot the ball.
GOAL LINE MECHANICS	
GOAL LINE – GOING IN (Ball on B's 7 or in)	
Expanded LOS responsibilities apply; wings may not be available for LOS decisions after snap.	Assist with passer location relative to LOS and IDP.
Stay alert to interior action at the goal line.	Communicate with R on LOS/goal-line information.
GOAL LINE – GOING OUT (Ball on A's 5 or in)	
Retain responsibility for LOS-related pass rulings.	Communicate with wings on safety rulings.
SCRIMMAGE KICK – PUNT	
Work opposite R; align about 7 yards off LOS.	Monitor personal protectors in front of punter.
Watch action around snapper and interior protection.	After kick, trail play and officiate blocks; do not chase the ball.
Count 1001 & 1002 on Center for direct contact within 2 seconds.	Be ready for reverse mechanics and late/dead-ball action.
Prioritize protection of kicker/punter and communicate threats.	Know when to move downfield based on the length of the punt.
TRY / FIELD GOAL	
Try: align 7–8 yards deep on defensive side; watch interior line and eligibility.	Field Goal: take upright opposite press box; count Team B.
Protect snapper; watch center at snap.	On fakes/broken plays, be prepared to assist on goal line.
Field Goal: communicate “NO WHISTLE” to crew.	Know your upright responsibility and communicate with BJ.
PENALTY ENFORCEMENT / SPOTTING	
Penalty enforcement is yours; turn to calling official after whistle.	Know the status of the clock after an administrative stoppage.
Walk off penalty yardage accurately; use HL/LJ and R when needed.	98% of penalties should be enforceable without asking the Head Coach.
Primary spotter in hurry-up; spot off LOS official.	Use underhand ball movement; slow down and do not miss dead-ball fouls.
Do not put ball down on a first-down play unless first down is in question.	Crew goal: Team A should not have to wait on the crew to spot the ball and get set.
DEAD BALL / GAME MANAGEMENT	
Move in on dead-ball action; officiate until players separate.	Communicate with R before/after complicated enforcement.
In hurry-up, expand ball retrieval range; Game Clock takes priority over exact spot.	Do not hurry; accurate and efficient ball mechanics.