

PRE-GAME CHECKLIST – LOS (H / L) – 6-Man Crew



SLOW DOWN!	Officiate the “Next Play”	Make it BIG
If you “think”, it’s NOT	Be sure, then flag	Prelim Signals (If 1 Flag)
Process the Play	Dead Ball Officiate	Know and communicate clock status – Every play
Be the best communicator on the crew.		
Be the calming influence when a coach is upset and wants an answer. Only give answers you know.		

PRE-GAME	
R & U meet with head coaches; review unusual situations	U verifies player equipment
H & L inspect chains; meet chain crew	F & S test/mark game balls; instruct ball persons
S meets Play Clock operator	F meets Game Clock operator
All officials inspect field/equipment; record player numbers needing re-check	Escort teams; teams on field 5 minutes before game time

PRE-SNAP ROUTINE	
Clear previous play; enforce restricted area ('white')	Count Team A backs; verify formation legality
Know line to gain before snap	Correct # on LOS; identify eligible receivers
Manage substitutes leaving field on your side	Know motion man moving away from you

FREE KICKS	
H: B-10 pressbox side 1H / chains side 2H; L: B-10 chains side 1H / pressbox side 2H	Count receiving team before kick
If consistently short/pooch/sky: H/L may move up to B-20	If kicker putting ball in EZ, initial position may be GL pylon
Kick to your side: rule legal touching/recovery/catch	Kick to opposite side: watch blocking/contact

SCRIMMAGE PRE-SNAP / PASSING	
Initial sideline position; know receiver keys	L: hold LOS and rule pass touched behind/beyond LOS and passer beyond LOS
H: initially hold LOS; may drift into the 'belt' (5-yard rectangle) with key	Both: primary for ineligible downfield; backside wing may have best look
Responsible for sideline; identify OOB and dead-ball action	Count Team A backs; confirm formation legality

RUNNING PLAY	
H/L: action by/against keys; own action even when deep wing is nearby	Maintain position/cushion and keep players in front
On running plays, observe blocks by keys and action ahead of runner	On OOB plays, get progress spot and clean up team area
Reverse mechanics: H/L have GL and spots inside Team A 2-yard line	SJ/FJ have progress to Team A 2

HOLDING CATEGORIES: Grab & Restrict * Hook & Turn * Takedown * Reverse Takedown * Tackle

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PASSING PLAY			
Initial keys: 2nd & 3rd eligible receivers from sideline	L: hold LOS until pass is thrown / crosses LOS	H: work 'belt'; don't drift beyond key/shallowest receiver	Both: watch receivers for hold, illegal block, clip
L: forward/backward pass and passer beyond LOS	H/L determine pass touched behind/beyond LOS together	Quick pass toward you: rule forward/backward; punch back if backward	Both: primary for ineligible downfield
Trips: H/L cover 2nd/3rd from sideline; deep wing widest	Quads: H/L cover 3rd/4th from sideline; deep wing two widest	Let routes declare; switch keys with partner	Red zone: stay with initial keys longer; watch picks
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 – 6-MAN CREW			
GOAL LINE POSITIONING			
User-defined goal-line mechanics: deep wings begin at GL starting on the 25		At B-15: wide-side deep wing goes to EL; wings offset	
At B-10: both deep wings go to EL; H/L have GL responsibility		At B-7: both deep wings move to interior EL pylons; H/L have GL responsibility	
At B-7 and in, key switch occurs for both deep wings and H/L		H/L: start at back of restricted area; move to GL/pylon with depth	
Going out: inside A-3, both H/L immediately to GL		A-3 to A-10: L holds LOS; H reads/reacts to GL	
SCRIMMAGE KICK (PUNT)			
Punt: sideline, ready for OOB and reverse mechanics		Watch gunner release; help deep wing with quick action	
Kick to your side: assist first-wave blocks/catch area		Kick opposite: watch second wave and chase-mode players	
Assist R on whether kick is tipped / crossed NZ		If kick returned, reverse mechanics and be at GL	
TRY / FIELD GOAL			
FG/Try: position at LOS; know eligible numbers in ineligible positions		Watch end/wingback blocks; look for low blocks	
On fake: sideline in EZ; GL responsibility if snapped inside 15		Reverse mechanics on kicks returned by Team B	
DEAD BALL / PENALTY / CHAINS			
H/L independently verify penalty enforcement spot		Hold enforcement spot until succeeding spot is correct	
Communicate foul, player number, down/distance to head coach		H/L help measurement and chain crew; F holds dead ball when required	
H/L: correct down/distance and chain mechanics as assigned		Communicate clock status and dead-ball information to R	