

PRE-GAME CHECKLIST – Referee – 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		
Clean up previous play (dead ball)	Manage offensive substitutions / huddle	
Count Team A; verify with U	Know down & distance; clock status every play	
Confirm formation/5 linemen 50-79 with U	Mark ball RFP after administrative stoppage	
FREE KICKS		
Normal: GL between hashes; secondarily responsible for GL	Count Team B; confirm with H/L	
Check with U; R gives RFP when crew ready	Ensure 4 Team A players on each side of kicker	
Be alert to short/pooch/onside situations	After kick: move with play, observe blocks and GL action	
SCRIMMAGE PRE-SNAP / PASSING		
~15 yards behind LOS; throwing-arm side; wider than normal TE	Count Team A with U	
Read tackle/back action; protect passer	Maintain depth and angle; know down & distance	
Be ready for forward pass vs fumble, grounding, illegal forward pass	Stay with passer after throw; observe late action	
RUNNING PLAY		
Read initial contact on your side; move to POA on inside runs	Stay ahead of runner on wide runs; watch lead blocks	
Runs away: backside line action	Protect QB after he is no longer a passer	
Move in on dead-ball action; maintain crew presence	Do not over-officiate action away from play	
HOLDING CATEGORIES: Grab & Restrict * Hook & Turn * Takedown * Reverse Takedown * Tackle		

PRE-GAME CHECKLIST – Referee – 6-Man Crew



PASSING PLAY			
Stay with passer and blockers until passer is threatened	Know passer location relative to LOS	Rule pass/fumble, grounding and roughing	Communicate 'Ball's Away' as needed to protect passer
LJ/wing help with passer beyond LOS	Be ready for illegal forward pass	Do not release coverage too quickly	Maintain depth to see pocket and QB
Trips/quads: know wing key structure	Be ready to assist on catch/no-catch when possible	Goal line: expanded LOS responsibilities with wings unavailable for LOS decisions	Inside B-7: assist wings for passer/LOS; do not overtake their GL responsibility

GOAL LINE MECHANICS – 6-MAN CREW

GOAL LINE / GOING OUT	
Ball snapped on/inside B-7: think and communicate goal line	Wings move to GL/EL mechanics; R remains ready for overall play
Ball snapped 20-to-7: normal scrimmage coverage, with crew moving toward GL as dictated	Ball snapped inside B-7: know wing keys and expanded LOS duties
Going out: snapped inside A-3 – H/L immediately to GL	Snapped A-3 to A-10 – L holds LOS, H reads/reacts to GL
Snapped on/inside A-10: R responsible for end line and safety after communication	U assists on passer/LOS; H/L own GL/spot responsibilities

SCRIMMAGE KICK (PUNT)

2-3 yards behind punter, wider than normal TE on kicking-foot side	Count Team A and signal before approaching LOS
Observe kicker and action behind LOS; be alert for bad snap/blocked punt	After kick: clear action behind LOS, then observe activity downfield
If kick from EZ, R on end line	On blocked/bad punt, help GL/recovery as needed

TRY / FIELD GOAL

Position same yard line or 1 yard behind kicker, slightly wider than normal TE	Responsible for action by/on kicker and holder
Help with eligible numbers; alert for fakes/bad snaps	On fake: observe runner/pass; cover passer if legal forward pass
Field Goal: reverse mechanics if kick is returned	Do not rush RFP; communicate success/failure with crew

DEAD BALL / CLOCK / GAME MANAGEMENT

Only R announces/communicates penalty administration to press box	Get foul information and verify details
Seek acceptance/declination from head coach when needed	Communicate clock status after enforcement
Be concise on microphone; use extra communication when helpful	Goal: dead-ball LOS fouls administered in 15 seconds or less
40-second play clock after normal play; 25-second after administrative stop	S owns play clock; F owns game clock