

PRE-GAME CHECKLIST – Umpire – 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)	Count Team A; confirm with R	
Verify 5 ineligible linemen #50-79; know numbering exceptions	See snapper’s hands; know down & distance	
Wait for R to release you during administrative stoppages	Be ready for hurry-up ball spotting	
FREE KICKS		
Normal free kick: receiver’s restraining line; side switches with S at halftime on kicks	Count Team A / kicking team as assigned and verify with F/S	
Be alert to short kick, fair catch and illegal pop-up kick	On kick: focus kicker/center area; watch illegal blocks/touches	
If illegal pop-up kick: whistle immediately	For free kick, watch center of field for illegal touching	
SCRIMMAGE PRE-SNAP / PASSING		
10-13 yards deep; inside/left side of QB	Count Team A; verify 5 linemen 50-79	
Read G-T-TE action; primary on center/guards	Watch numbering exceptions and eligibility	
On passes, watch interior line; be alert for linemen downfield	On rollouts, pivot to blocking in front of passer	
RUNNING PLAY		
Read initial contact on your side; move to POA	Inside runs: move to point of attack	
Wide runs: stay ahead of runner; observe lead blocks	Runs away: watch backside action	
Move in on dead-ball action; clean up pile	On change of possession: be alert for low blocks/BSB	
HOLDING CATEGORIES: Grab & Restrict * Hook & Turn * Takedown * Reverse Takedown * Tackle		

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PASSING PLAY			
Focus center and guards; watch chop blocks	Watch touching in/behind NZ	Ensure no lineman passes you before pass	Pivot/turn on passes over your head
On rollouts, observe blocks in front of passer	On interceptions/COP, watch low blocks & BSB	Help catch/no-catch when possible	Goal line: 6-7 yds off LOS; don't block wing GL view
Inside B-7: assist wings with passer beyond LOS / pass crossing LOS	Do not assist wings with forward progress	Be ready to communicate LOS status	Know numbering exceptions

GOAL LINE MECHANICS – 6-MAN CREW

GOAL LINE	
Inside B-7: use scrimmage mechanics but 6-7 yards off LOS	Position 1-2 yards either side of GL; do not block wing view
Assist wing officials for pass crossing LOS / passer beyond LOS	Do NOT assist wings with forward progress
Going out: same coverage as scrimmage	Communicate LOS/safety information to R and wings

SCRIMMAGE KICK / TRY / FIELD GOAL

7 yards off LOS, opposite R; monitor protection	Watch personal protectors in front of punter
After kick: trail play and officiate blocks	On blocked/bad punt, assist R/wing as needed
Field goal: see snapper's hands; count kickers	Watch immediate contact with snapper and leverage
On fake: move to LOS	Close on pile after kick; do not watch ball through uprights

PENALTY / DEAD BALL / SPOTTING

Penalty enforcement is U's responsibility	Verify foul, spot, enforcement and penalty yardage
Do not simply mimic another official's spot; independently verify	Take front stake/assist measurements as directed
Place/spot alternate ball efficiently	Goal: dead-ball LOS fouls in 15 seconds or less
H/L/S/F communicate foul, number, down/distance to coach	R handles announcement; F communicates clock status after announcement

CLOCK AWARENESS

40-second play clock: normal running/pass play	25-second play clock: administrative stoppage
Avoid delay after COP, timeout, injury, penalty or other major stoppage	S owns play clock; F owns game clock