

## **Back Judge Pregame**

### General

- Plays at pylon – need to communicate whether stepped out of bounds prior to crossing goal line when BJ has goal line; pointing toward field if player not OOB is quite helpful
- Plays at corner of endzone – communicate whether out of bounds or not before signal
- Have goal line responsibility when ball snapped from 15 yd line out
- Don't worry about ball when you have the spot or player in the opponent team box – referee, umpire, or BJ will get it. However, help with relays is appreciated
- Continue to dead ball officiate when ball/players go out of bounds; got your back
- If the play clock operator shows a pattern of inconsistencies, I will stop the game and get with R to turn the play clock off
- Talk with R about how to communicate - who has game clock under 30 seconds
- Foul reporting to R will be:
  - Offense/Defense/Kickers/Receivers
  - Foul
  - Player number
  - Additional info (status of the ball, category of interference or personal foul, etc)
- Clock signals to go over with the crew: (Go with R preference or crew consensus)
  - Clock should run on the Ready (twirling index finger horizontally)
  - Clock should run on the Snap (point to ball)
  - Play clock is running out; chop arm for last 5 secs
  - Game clock is under two minutes in the half (waggle two fingers toward ground). Reminder about offended team clock options under 2 min.
- Misc signals to go over with the crew: (Go with R preference or crew consensus)
  - Player count of 11 (arm out, thumb up); under 11 (open palms, 10 fingers); over 11 (tap flag)
  - The chain crew box is wrong (fingers simulate down flip)

### Kickoff

- B ensures players no more than 5 yards back ("inside 35"); NLT 5 on each side early
- B watches to make sure the one man more than 5 yards deep – kicks the ball
- B responsible for shutting down a popup kick
- B watches K player actions (illegal blocks, touching, KCI, etc)
- L watches R player actions (fair catch, muffs, illegal blocks, etc)

### Keys

- Wings always have widest receiver
- When formation is balanced – B takes inside receiver to L side
- Multiple receivers on strong side – B takes inside receiver(s)
- When receivers are stacked, let them declare
- Motion – Stay with primary key until motion changes strength of formation; i.e., Motion man becomes widest receiver or motion man changes from widest receiver to inside receiver; Motion man must clearly pass tackle to switch

- B will telegraph key by hip position toward key
- Stay with primary key till he is not a threat or can no longer be threatened or ball is in the air, then zone
- If B's key is blocking downfield will need wing help if the pass ends behind the LOS

### Scrimmage Kick

- HL / LJ responsible for entire side line
- B will help out with kicks that bounce out of bounds
- Responsible for ball and receiver; will go with ball when kick goes over receiver head
- Will release runner to wing when runner gets even to wing
- On short kicks, switch responsibilities; wing takes ball and receiver and BJ take action around ball
- B will have fair catch spot and will place the ball to hold the end of play spot when the play ends deep
- Reminders that K (better yet, jersey color of K) cannot advance a recovered kick

### Tries/Field Goal

- The wing looking at R's backside has the other upright
- B has whistle (pregame topic: R may take it from B)
- Have cross bar
- Say "Yes" or "No"
- Both Signal (Hold until eye contact with R)