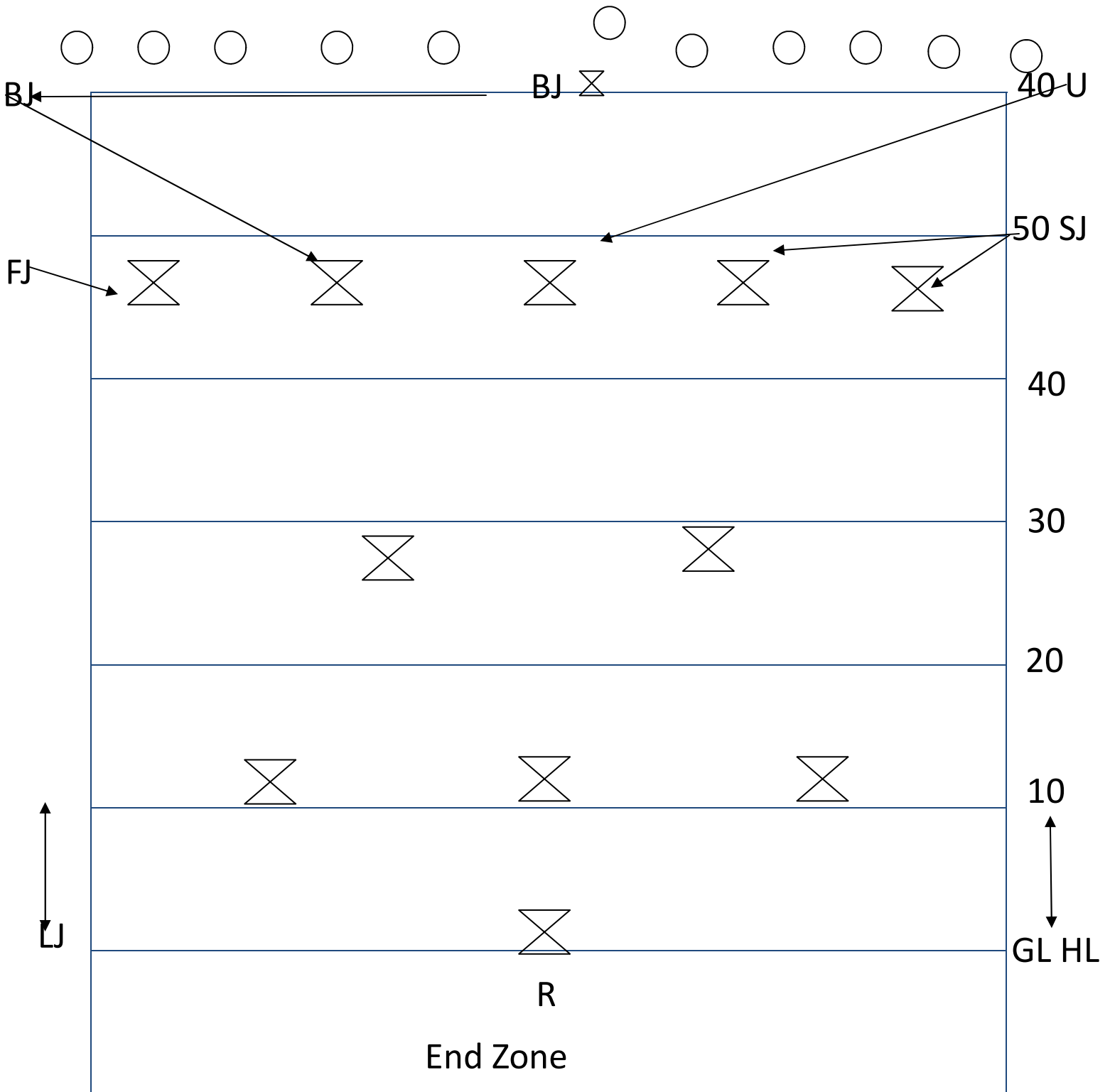


Kick Off



Prior to the game officials should walk the field. HL should get with chain crew. LJ and FJ should talk to ball boys.

Coin toss: Referee and Umpire are in center of field. FJ/SJ bring out captains, FJ/SJ escort captains to hash mark and return to side line. Instruct captains to continue on to the center of field. Conduct coin toss.

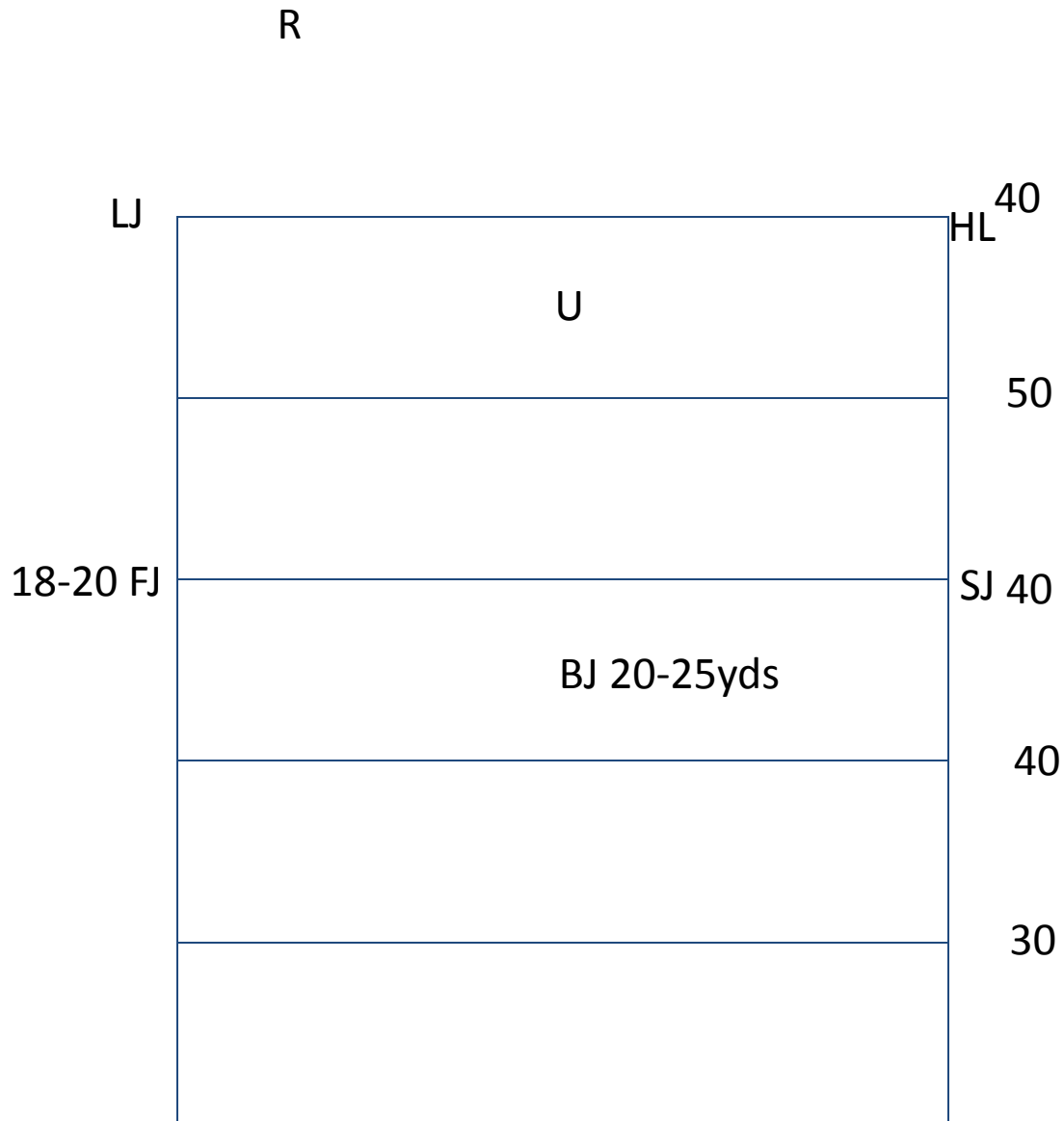
Crew moves directly to positions.

Kickoff: BJ hands ball to kicker and moves to position on free kick line. BJ raises hand followed by Umpire.

FJ/SJ gives ready signal followed by HL and LJ. Referee blows the ready for play.

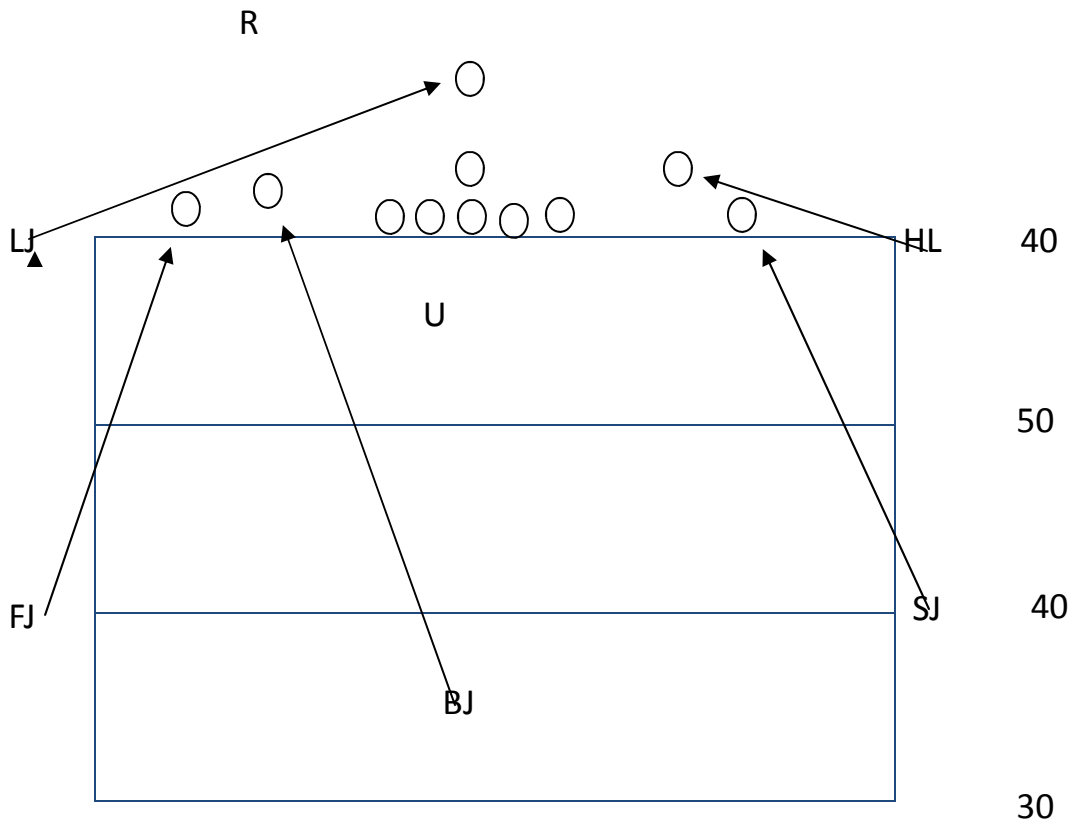
During the kick, BJ and Umpire move in and down the field near the hash marks. Each official watches initial blocks on their key. FJ first R player on his side, BJ next R player, U has center R player, and SJ two closest to him. All Officials move with play covering area as the play develops. FJ/SJ have no need to move more than 5-7 yards down field.

Scrimmage Play



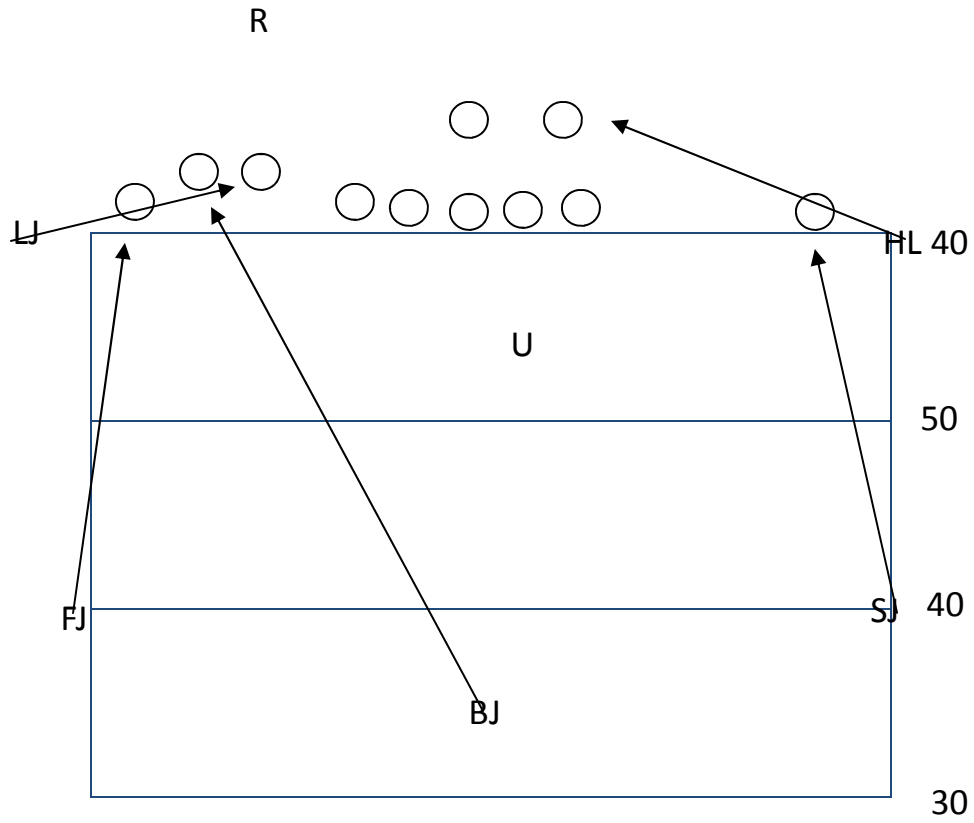
When play is over be player watchers not ball watchers. Be sure not to miss dead ball late hits. FJ and SJ play 18-20 yds. off line of scrimmage. BJ is 20 –25 yds. back. Be sure to maintain distance between SJ/FJ and HL/LJ all the way down the field. BJ has TD signal on all long plays outside red zone. HL/LJ have all forward progress spots unless on a deep pass. Be sure to square off progress. If the ball comes outside the numbers spot the ball FJ gets a new ball in to U. SJ/FJ should move into numbers when play is over and then move back out to sideline.

Pass Play—Balanced Formation



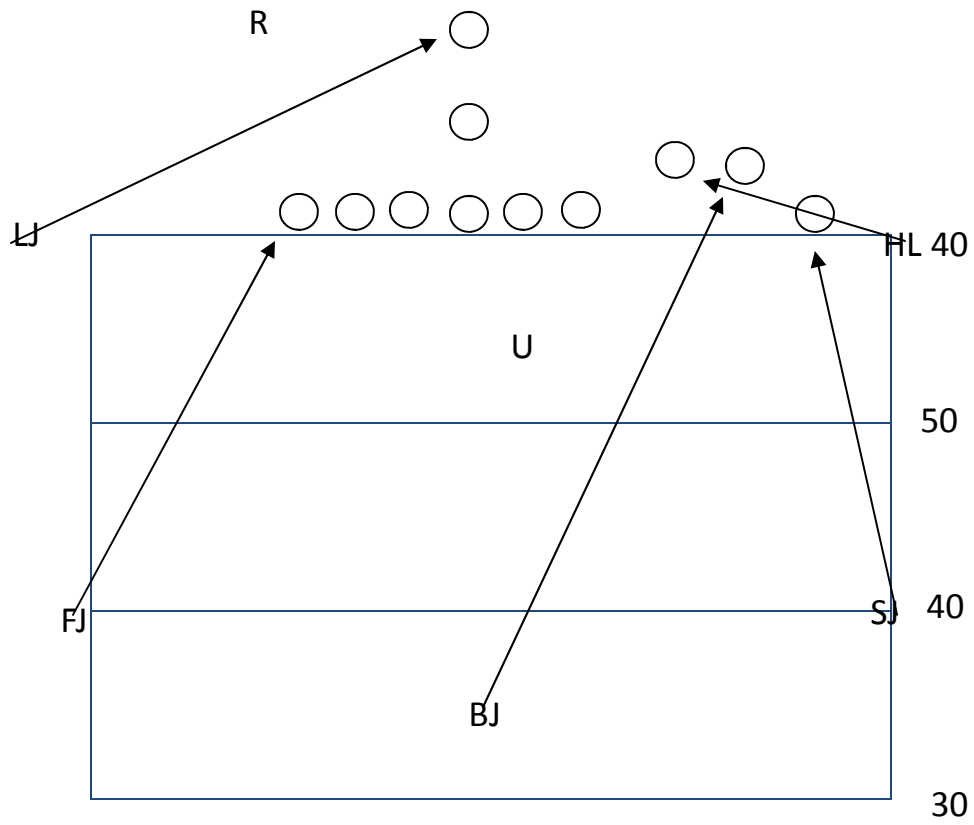
Balanced formation strength is declared to the LJ's side. FJ/SJ take widest receivers, BJ next in, HL/LJ closest in or first back out. Only keys on initial movement as play develops adapt to a "zone" style of coverage as your keys move into their patterns.

Pass Play—Trips to LJ Side



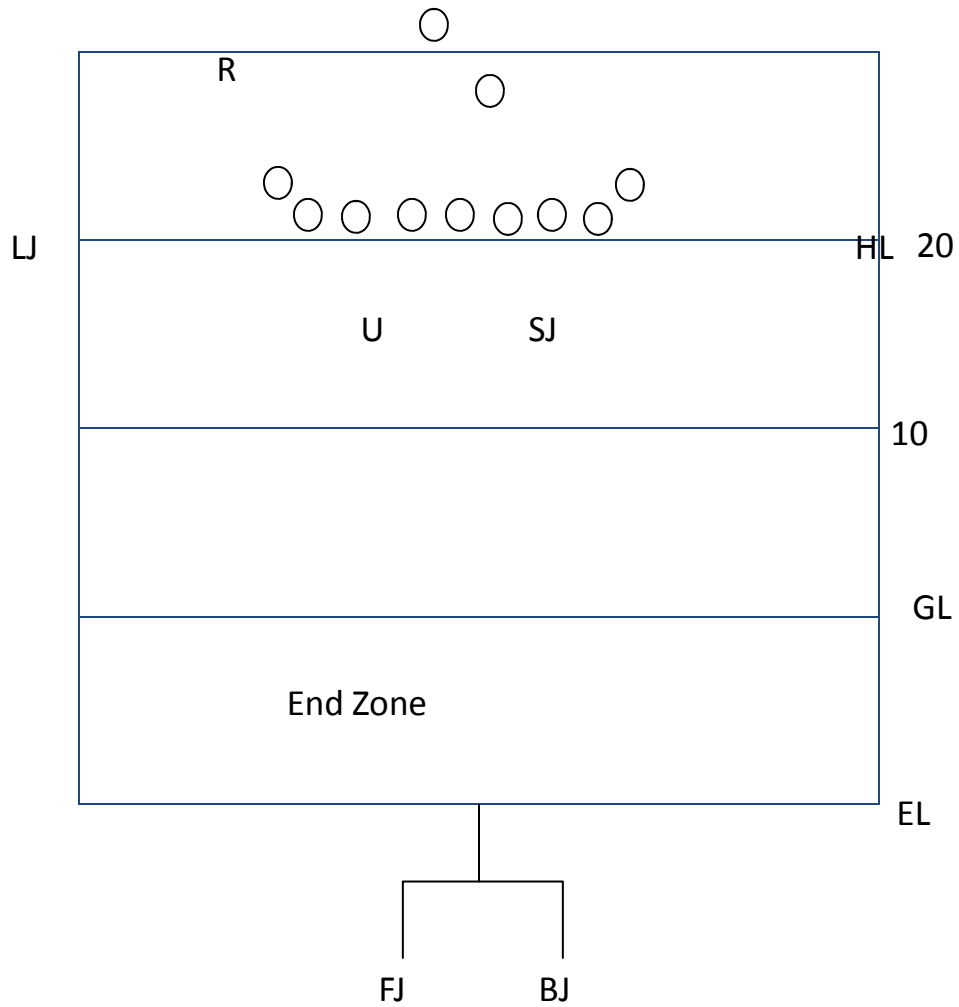
FJ has widest receiver, BJ next widest, LJ has inside. SJ has end on his side. HL has back if he comes out. Again these are initial keys as play develops flow into a zone style coverage watching any play in your area.

Pass Play—Trips to HL Side



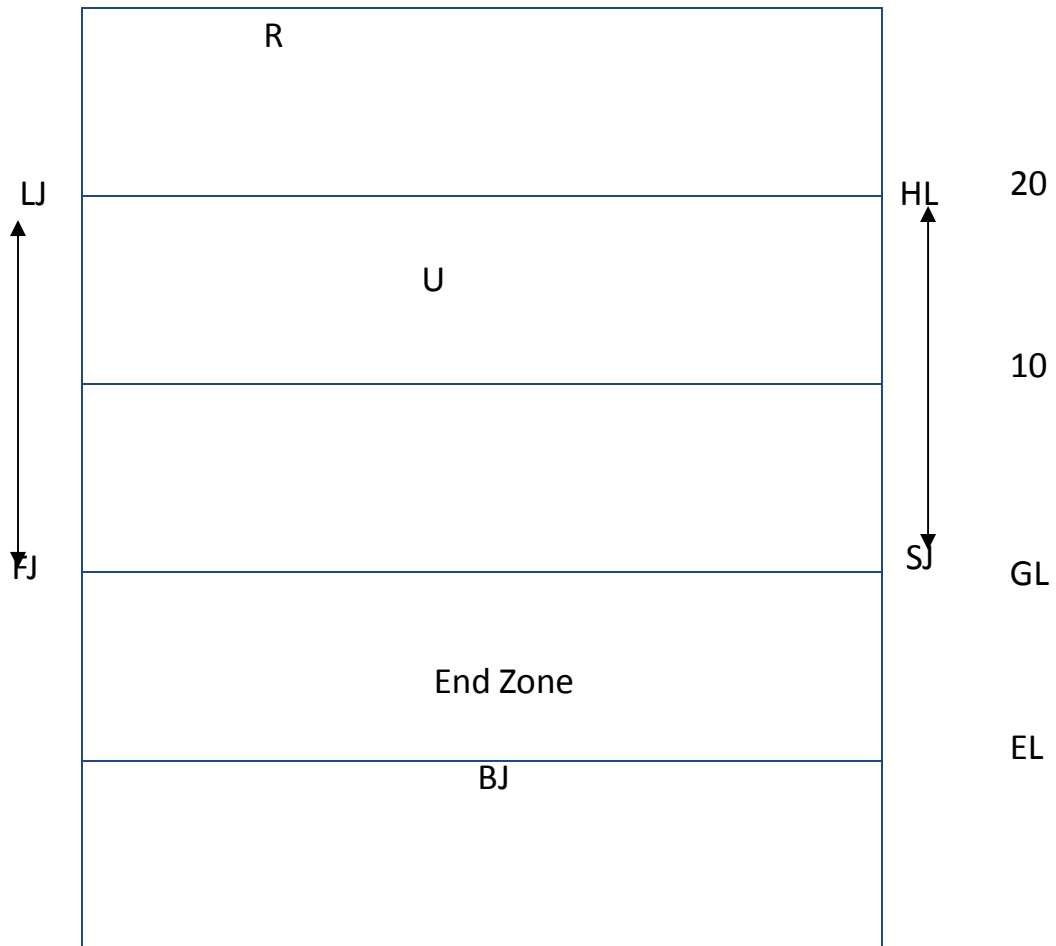
SJ has widest receiver, BJ next widest, HL has inside. FJ has end on his side. LJ has back if he comes out. Again these are initial keys as play develops flow into a zone style coverage watching any play in your area.

Field Goal/Try Attempt



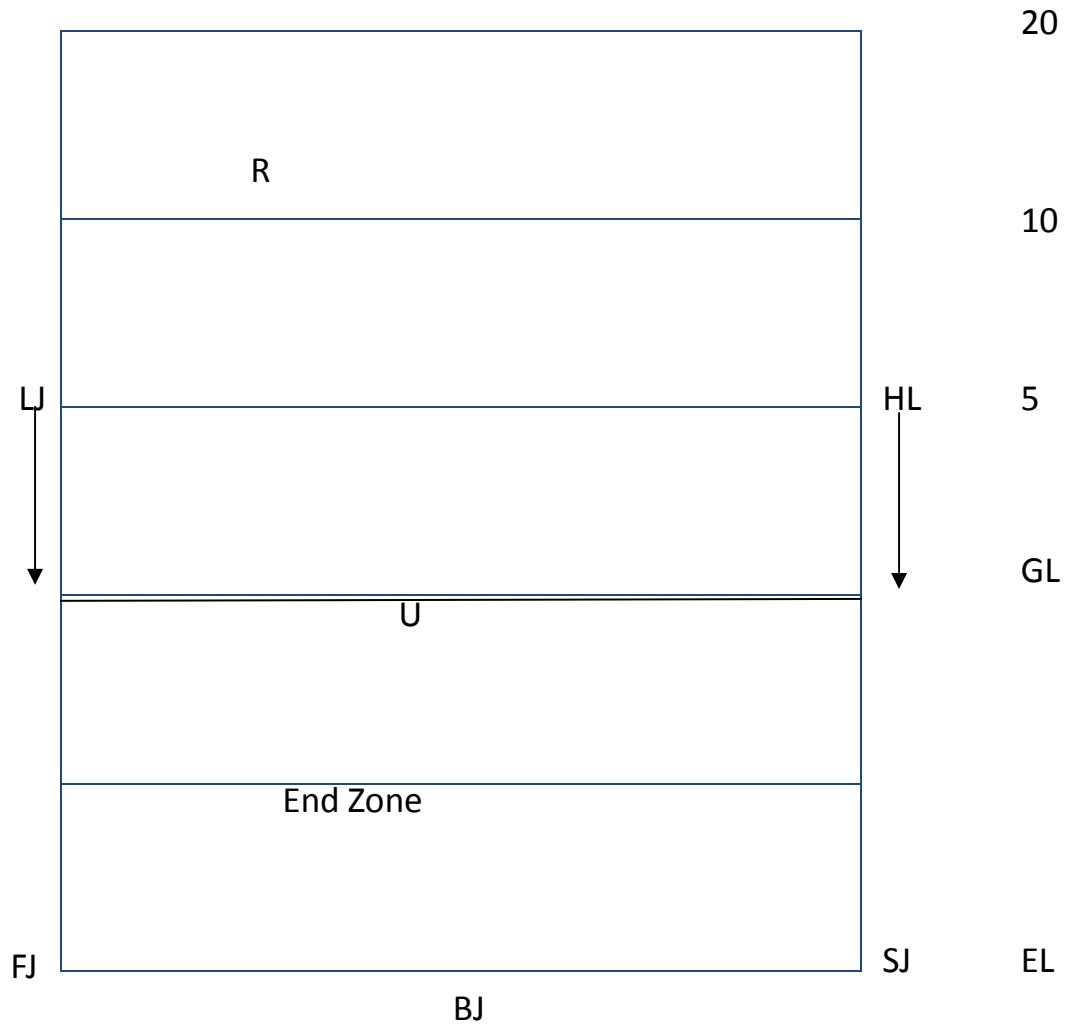
SJ slides in to become second Umpire. FJ/BJ have posts. LJ/HL have line of scrimmage. On PAT's BJ has the whistle. Ball is live during Field Goals.

Red Zone



LJ and HL take runner or receiver/runner and cover to the 2 yd. line. FJ/SJ have runner and receiver/runner inside 2 yd. line to the goal line. They have pylon and TD signal. FJ/SJ begin on goal line and remain their throughout the play. HL/LJ should precede through the goal line behind FJ/SJ and clean-up play behind goal line as the scorer crosses into the end zone. This will help with preventing excessive celebrations and any post whistle activity.

Red Zone - 5 YD Line In



LJ/HL move to the goal line at the snap and officiate back. They have the goal line. Umpire will signal (punch) if on a close middle play the ball is seen in the end zone the HL/LJ will determine how it got in. FJ/SJ/BJ start on and have the end line.