

MFOA Back Judge Pregame Checklist

Points of Emphasis					
Slow Down! Process the play.	Own your position	Make it BIG!	If you think, it's NOT a foul	Officiate Players	Communicate!
Illegal Substitution: In formation – no attempt to leave – kill it, dead ball foul; if running off field, live ball foul.			Clocks – Be Aware of Both Clocks EVERY Play.		
Be sure there is a foul and then throw the flag.	Signal to Referee if we need to reset the Play Clock.		Dead ball officiate. Don't be so quick to get the ball.		
Pre-Game					
Record Coin Toss Results.	If R is late to pregame, the B begins pregame on time.		If school provides clock operator, B meets with him		
Show presence and prevent UNS activity when both teams enter on same side of the field			Jog from field fence gate onto field for pregame duties		
BJ has the official time	Inform the crew how you mark your approved balls.		Request for band director to play national anthem 10 mins before kickoff		
No hands on hips or in pockets	Starburst to positions after midfield meeting with captains.		Keep an air pressure gauge and 2 bean bags		
Suggested Pre-Snap Routine					
1. Accordion in and dead ball officiate - Stop game clock if play dictates (ex: flag, 1st down, etc.). 2. Accordion out and Count B/R while holding up downs. (For R, always repeat the color of R.) 3. Keys and positioning. 4. Check play clock and change down indicator (be consistent).					
Pre-Snap Notes					
Set up 20-25 yds downfield on the strong side of the formation.		Ball on or Inside the 20 yd. line = Set up on the End line.		Work hash mark to hash mark	
Play-Clock @ :00-Look to see if Snap has Been Made---Whistle-Flag		Always Know Down, Distance, Yardline, & the Formation		Hustle but don't hurry.	
Read Pass-back pedal—be prepared to switch keys or zone up. Read Run-Stop and focus in front of POA.			Mirror stopping the clock and check game clock.		
Check Play Clock – Make Sure it Started. Check Game Clock for Status.		Key - Outside 2 on Strong side	Be a GREAT dead ball official		Focused Redundancy
RB is used to determine strong side on balanced formation (equal number of receivers on both sides of ball)			Leave arm up until the ball is snapped. (Signaling 11 to wings)		
If keys are not being pressed, key on the tackle. If tackle fires out or engages, likely run. If tackle retreats, likely pass.					
If play clocks start early or late (more than 5 seconds), signal to stop the game clock and notify the Referee as to the error			Be mindful of the under 2 minute signal		
If there are no play clocks, hold up hand at 10 seconds, and visibly count with same hand at 5 seconds.			Crossed arms in front of chest - signal for more than 11 players.		
Wait for colors to separate before signaling next down or getting ball		Palms against chest with fingers spread - signal for less than 11 players.			
Pressed Coverage Is Defined as Defender Being Able to Reach Across Line and Touch Receiver			No double signals (ex. Incomplete signal followed by stop the clock signal)		
Free Kicks					
Instruct Kicker and HUSTLE back to the sideline		First Touching - Bag. Illegal Block – Flag.		Offsides on Kick -Soft Plane on Deep Kicks – Hard Plane on Short Free Kicks.	
K-Can Recover but K-Can't Advance a Kick. K-Can Advance a Fumble.		Be mindful of pop-up kick. Dead ball foul		Find the brick carrier	
Most common foul once the free kick is made: Live Ball – (IBW) Block Below Waist on R (15 yds). Live Ball – (IBB) Block in the Back & Holding (10 yds).					
Forced touching = No touching. Ignore touching when opponent is blocked into the ball, or ball is batted into opponent.					
Instruct the kicker, then confirm 11 K players with the U, then hustle back to sideline and hold one hand in air until R blows the ready.					
After kick, Back Judge should move toward the nearest hash and officiate inside to outside to goal line during kickoff return. Watch blocks around and in front of returner.					
Running Play					
Watch initial action on and by my key. Read play – then react.		Don't bail out too quickly.		Running Play – Watch blocks in front of runner and at POA.	
Holding-Must have a visual restriction and have an effect on the play.		Be alert for "perimeter" holds.		Never leave opposing players behind you!	
Need to be at Goal Line when the runner crosses. . . if beat, get to where you can officiate.			Turnover - Watch for illegal blocks and clean up behind play.		
Go to goal line if that line is threatened. Stay if end line is threatened.		Hustle to sidelines when the players go into enemy territory and get them out.			
If sideline was threatened, make eye contact with LJ or HL before signaling TD					
Pass Play					
Read initial action on and by-Key		Don't Officiate Air!		Complete The Process of a Catch! No cheap catches, no cheap fumbles.	
PASS INTERFERENCE: Requires (1) Obvious intent to impede, (2) Physical Contact			There is no such thing as face guarding!		
Once ball is in the air, think of both A and B as receivers, each with a right to the ball			Watch for Receiver pushing off and creating separation.		
OPI – Begins at snap (15yds): (1) Block downfield, (2) Creates separation, (3) Drives through established receiver, (4) Pick Play					
DPI – Live Ball with ball in air: You must place the action into one of six categories. (1) Not playing ball, (2) Playing through back, (3) Grab/restrict, (4) Arm bar, (5) Cut off, (6) Hook & turn			Focus on Players (and their hands) While the Ball is in the Air.		
			Bang, Bang, Plays = Incomplete – No DPI.		
During the play you go man, zone, ball		Momentum Rule-Between 5yd line & GL. Catch or recovery inside the 5yd line.		Faceguarding is NOT a foul. Must have contact	
Scrimmage Kick Play					
BJ has primary Responsibility for FC Signal.		Initial position: 10-12 yards wider the returner at 45 degree angle. On HL side		On swinging gate, assume normal position	
Bean Bag in hand – Marks end of the kick.		Do not bean bag a muffed kick	Count "R" & Signal to HL and LJ	Bean bag first touching by K (touching kick before touched by B)	
Receiver has an Unimpeded Opportunity to Make the Catch With or Without FC			K can advance R's FUMBLE (meaning the kick was possessed by R)		
K can recover a kick that was touched by B but they CAN NOT ADVANCE it. The kick becomes dead when possessed by K.			If B is in chase mode be alert for HOLD/IBB		
Fair Catch – ball is dead, signaler afforded protection, cannot block (LB – illegal block 15yds) & R CANNOT advance after fair catch (Dead ball – DOG 5 yards)					
Forced Touching is NO touching (ignore touching when opponent is blocked into ball or ball is batted into opponent)			Interference with catch – KCI (spot – 15yds);		
It is always a TOUCHBACK when a kick breaks the plane of R's endzone.		A kick - is a kick - is a kick until it is possessed.		It matters WHERE The ball is!!	
Momentum Rule – applies between 5 yard line and Goal Line (Catch or recovery inside the 5 – toss bean bag at spot (yd line) of catch/recovery)					
PSK: 1. Foul by R (other than ILP or ILS), during the kick, ball goes beyond and foul is beyond expanded NZ, K is not next to put ball in play. Does not include try or good FG					
Make sure a flag for KCI is the spot of the foul, because that's where KCI can be enforced from					
When returner is lined up at their 10 or less, just stay on the goal line at an angle and be prepared for a touchback. Even if R muffs it, stay at goal line and officiate					
During punts, focus on returner. You can take a QUICK peak at the ball, but it has to be quick. The returner will take you to the ball.					
LJ and the BJ should call out to each other the jersey number of the eligibles on their side on FG attempt					