

# MFOA LOS CLINIC 2021

## TOPICS for Discussion

Kick Off

Scrimmage Kicks

PRE-SNAP

SNAP-TACKLE-KEY

Running Plays

Passing Plays

FILM REVIEW-

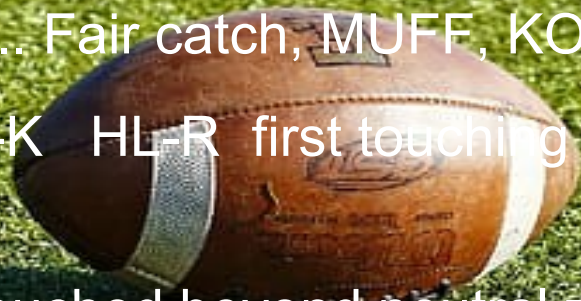


# Kick Off

# @HL 30

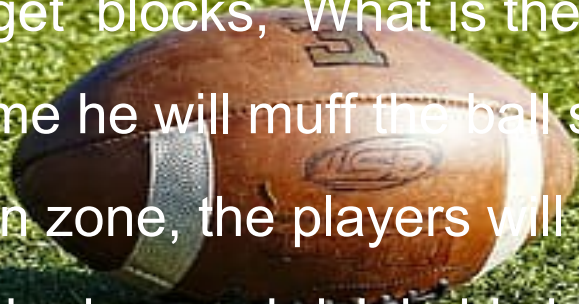
# @LJ 15

1. Are there any penalties
2. Clock, Score, REG/ONSIDE
3. Count the R players-confirm with R
4. Work from the back of the white line- zone
5. Think..... Fair catch, MUFF, KOB,holding , fumble,BBW, IBB, player OOB, KCI.  
ONSIDE- LJ-K HL-R first touching by A , Illegal procedures, encroachment, illegal block.
6. When touched beyond neutral zone by R, wind, spot, kill clock, show possession
7. Stay in position let ball get in front of you.



# Kick Offs

8. Fair catch, touchback – 20 yardline
9. Touch back if ball breaks endzone,
10. Protection for player giving fair catch,
11. BBW, BSB, holding,
12. LOS get blocks, What is the first threat.... Then the second threat
13. Assume he will muff the ball stay on the line.
14. Stay in zone, the players will take you to the action.
15. Does he have a brick in his hand, (out of position, beat, running behind the play)



# Scrimmage Kicks

1. Slow it down going from 3-4<sup>th</sup> down.
2. Spot, Dead ball officiate,
3. Count, establish LOS,
4. Know your eligible numbers
5. 100% LOS fouls
6. LOS should have a good formation, 4 or less in backfield
7. Long kicks- BIB, BSB, BBW, short kicks holding, KCI
8. Short wings should be watching the LOS for fouls, Drift down field based on how much A gets down field against B. 10-15 LJ release at possession by Punter, HL waits for ball to cross.

# PRE-SNAP Routine

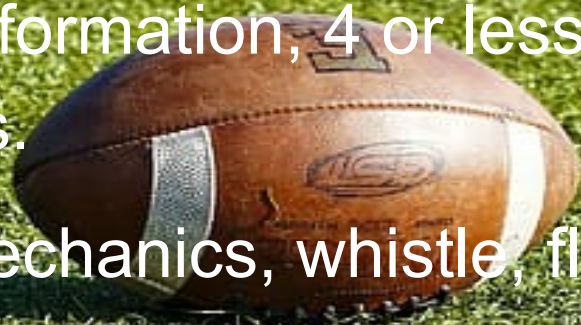
## Spot, Dead ball Officiate

Clock, down and distance

Be 100% at pre-snap penalties, work the ball and go out.

Count, formation, 4 or less, Where is my key+ Who is gonna jump offsides.

Flag mechanics, whistle, flag, kill clock,



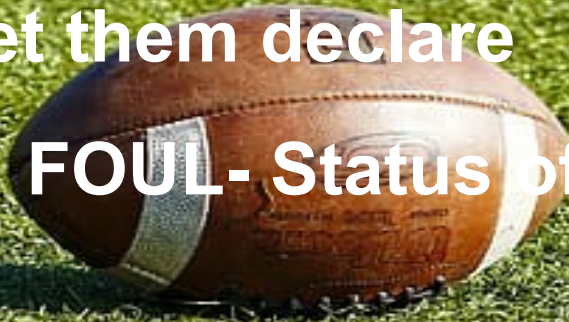
# SNAP-TACKLE-KEY-ZONE

**SNAP=** legality of snap, false start, illegal motion, illegal shift, encroachment

**TACKLE=** He tells us run or pass

**KEY=** Is my key free of foul, let them declare, next match up,  
**Zone-** let them declare

**ZONE= FOUL-** Status of the ball- FOUL?



## Running Plays

Move to the first threat, then the next threat from inside out

Officiate match up to match up.

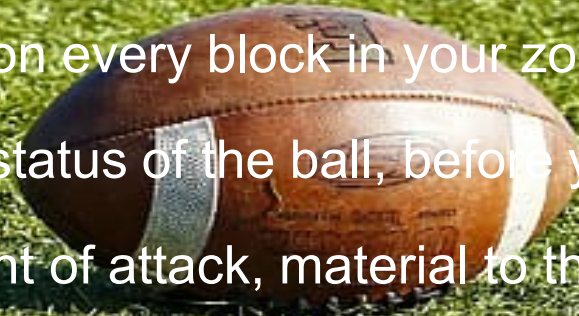
Watch who gets beat.

Double team- move to next threat.

Check off on every block in your zone.

Know the status of the ball, before you throw a foul.

Foul = Point of attack, material to the play or safety.



# Passing

LOS- Judgement can be worked, Mechanics are the craft....be in the right spot looking in the right place.

The further you are back the more you see.

Complete vs Incomplete

Forward vs backward

Behind vs Beyond





# KEYS-

PRO set- two running backs, 5 wide, TRIPS- 1 back, Bunches-  
BACK JUDGE will take the strong side of the formation.

Double double-one back- Back Judge will take LJ side of formation.

If you are the weak side you will always have 1,2 or 1

Strong side you will have 2,3 or 3,4

Stay with your key if he is not free from foul.

# PASSING FOULS

**Passing fouls= 2 steps** See the foul and then **know** the status of the ball.

**2 Sets of hands, two sets of eyes no foul**

**DPI-** arm bar, cut off, not playing the ball, early contact, hook and turn, grab and restrict,

Incidental contact, if defender is not looking at ball DPI. If both are looking back, incidental contact.

**OPI-** Blocking down field, separation, pick play

# RED ZONE

**REDZONE-** 25 yard line start talking goalline, with BJ  
5 yard line in or out short wings have goal line immediately..

