

2026 Pregame Conference Summary

- Timing inside 2 minutes: if a foul occurs with less than two minutes remaining in the half, the offended team may elect to start the game clock on the snap.
- Play clock behavior: 40-second reset for defensive injury, defensive equipment repair, or accepted defensive penalties; otherwise standard 25/40 as applicable.
- Legal throwaways: permitted when the passer is outside the tackle box and the pass reaches the line of scrimmage.
- 2026 rule updates: **head slap** illegal for all players; **wrist coaches** may be worn on the belt.
- Mechanics reminders: back judge manages 25/40; visible 10-second/5-second cues; wings provide clear first-down indicators to the Referee.
- Foul philosophy: “See the whole action; be certain; don’t be overly technical; call what matters.”
- Momentum rule: review the exception for interceptions/recoveries near the 5-yard line and on kicks.
- Points of emphasis: sportsmanship/fight prevention, equipment legality (don’t be “uniform police”), concise communication with coaches, and calm, accurate penalty administration.

Five-Man Crew Pregame Summary

Field & Administration

- Pre-game walk-through: verify chains, yard line markers, team areas, restraining lines, and any hazards; brief the chain crew.
- Timeline: player introductions, national anthem, coin toss at scheduled time, halftime duration confirmed.

Coin Toss & Positions

- **Referee & Line Judge:** home team side facing the scoreboard.
- **Umpire & Back Judge:** visitor side.
- **Linesman (HL):** with chain crew at the 30 on visitor sideline.
- Limit captain count per team; keep teams off the field; record choices and communicate to press box as needed.

Kickoffs

- Standard five-official positions (R deep on receiving goal line; U and HL at prescribed yard lines; LJ and BJ on designated sidelines).
- Responsibilities: offside by K, ball OOB, first touching by K, fair-catch signal legality, enforcement options.
- BJ signals press box if kickoff enforcement changes succeed/succeeding spot.

Running & Passing Plays

- Wings “punch back” to show end off the line and to mark a backward pass.
- Ineligibles and motion legality checked at snap; forward progress and spot mechanics emphasized.
- Wings go to the hash/goal line on close spots and goal-line plays inside the 5.
- Communication: LJ tells R if close to a first down.

Measurements

- LJ confirms short/first; stop clock.
- Chain mechanics: HL clips the furthest 5-yard line from line-to-gain; U holds the forward rod; BJ secures the ball; R renders decision.

Scrimmage Kicks (Punts) & Field Goals/Try

- Snapper protection when kicker is ≥ 10 yards deep.
- HL/LJ release downfield when the ball crosses the expanded neutral zone; BJ with the receiver and bean bag.
- Out-of-bounds punts: proper spotting signals; fair-catch administration; PSK awareness.
- Try/FG: wings and BJ cover uprights as assigned; R protects kicker/holder; whistles/touch/no-good per status of the ball.

Timing & Overtime

- BJ runs the play clock with visible 10-second arm up and 5-second pump; LJ backs up the game clock if the board fails.
- OT: 3-minute intermission; one timeout per OT; first-and-goal from the 10; no defensive returns for points (ball becomes dead on change of possession in NFHS OT).

SWMBFO Pregame Summary

Crew Preparation

- Confirm rule changes and POEs together; select radio channel and perform a comms check.
- Enter the field 30 minutes early; meet home coach first, then visitor; verify markings: end lines, goal line pylons, hashes, try lines, chains, and equipment.

Free Kicks

- Five-man placements for K's and R's free-kick lines by sideline; all officials wind the clock only when touched by R.
- Watch for first touching by K, OOB in flight or after a bounce, fair-catch signals, and onside mechanics.
- On kick OOB untouched by R, the nearest official drops a flag and presents options to R's head coach.

Scrimmage Kicks

- R protects the kicker; U protects the snapper; wings release when LOS clears; BJ is deeper than the deepest receiver with bean bag ready.
- K cannot advance a muffed punt beyond the neutral zone.
- Cover KCI and PSK enforcement; communicate flags crew-wide before enforcement.

Pass Plays

- LOS legality: seven on the line, motion not forward and set requirements.
- Watch for pick plays by A, illegal contact by B when the ball is in the air, and ineligible downfield.
- R/U communicate tipped balls; wings be stationary at the moment of catch to judge cleanly.

Run Plays

- Down/distance awareness; strong fumble mechanics (bean-bag spot, immediate "who has it").

- Wings wind the clock if the runner is down in-bounds within ~2 yards of the sideline; stop on OOB/first-down.
- Red-zone and goal-line priority: get to the goal line early and officiate back toward the field.

Penalties & Measurements

- Report **WHO-WHAT-WHERE-WHEN**; if a flag location is off, move it by hand before meeting with the Referee.
- HL leads the measurement: clip placement, bringing chains in, alignment; U extends the chain; R announces decision; reset correctly if chains were dropped on the sideline.

Overtime

- Coin toss (offense/defense or end of field), one timeout per team, series starts at the 10; turnover ends the offense's series.

CUSTOM NOTES (type or hand-write)

General Crew Notes

- _____
- _____
- _____

Referee Notes

- _____
- _____
- _____

Umpire Notes

- _____
- _____
- _____

Wing / Linesman Notes

- _____
- _____
- _____