# PROGRESSION ROUTINE FOR DEEP SIDES

A pre-snap routine or progression is essential for an official to be successful on the field. When we get out of an established routine, or are distracted by external factors, the chance for us to make an error is multiplied exponentially. The following is a quick view of what you, as a deep official, should be doing from snap to snap. There are variations based on the type of play, but if we follow a routine, the more likely we are to be in the right place at the right time and make the correct call.

**General Items to Note**

* Game Clock Time?
* Clock Status – is it running or is it stopped?
* What is the down and distance?
* What is the yard line of the snap?
* What is the line to gain?
* What is the game situation? i.e. score and time

**Free Kick Coverage**

* DON’T LET THE KICK HAPPEN IF THERE ARE MORE OR LESS THAN 11 PLAYERS OF EITHER TEAM ON THE FIELD.

**Plays from Scrimmage**

* Confirm down with sideline partner.
* If the team is on your sideline is substituting players, offense or defense, watch the substitution process and make sure it is legal.
* **COUNT DEFENSIVE PLAYERS** **– each and every time**. If you don’t get the count, don’t guess and don’t have a “me too” signal.
* If there are more than 12 defenders on the field and no one is attempting to leave the field, kill the play before the snap. There should be at least two (2) flags on this foul.
* What is the offensive formation?
* What player is your initial key and his number? It should be the outside receiver #1 on your side. THIS IS GENERALLY TRUE UNLESS THE PLAYERS ARE STACKED OR IN A “BUNCH” THEN YOU HAVE TO LOOK AT THE FRONT PLAYER UNTIL THEY DELCARE.
	+ Is he being pressed or is the defender playing loose? LOS Flank may help if he is pressed.
	+ You should know what your key did during the down.
* If you switched keys during the play and picked up another receiver, at the end of the play, communicate that switch with the official that should have switched with you and confirm the switch.
* Clear the snap and read the play.
* Cover the play as necessary (Don’t Get Beat to the GL on all plays originating outside the 7 YL)
	+ - YOU NEED TO START TO BACK UP ON EVERY SNAP, IF IT TURNS INTO A PASS WATCH YOUR KEY AND BE PREPARED TO MOVE DOWN THE FIELD QUICKLY AND DO NOT LOSE YOUR CUSHION, WHICH SHOULD BE NO LESS THAT 15 YARDS. IF IT IS A RUN, THEN WATCH THE PLAY DEVELOP AND MOVE DOWNFIELD AS NEEDED TO COVER THE GOAL LINE.
* What is the play?
	+ Run
	+ Pass
	+ Scrimmage Kick
		- Punt
			* Key off the BJ, ALWAYS START EVEN OR AS WE CALL IT “STRAIGHT LINE” WITH THE BJ. HE WILL INITIALLY SET THE LINE, AND THEN HE ADJUSTS HIS POSITION AS NEEDED. If the receiver is on the 10-yard line or in, then be on the goal line pylon. Once you are on the goal line, don’t move off of it until it is no longer threatened.
		- Field Goal/Try
			* Identify your eligible receivers and their numbers.
			* Position: SJ - Behind the defensive line opposite the umpire (5-7 yards beyond the LOS) ASK YOUR UMPIRE WHERE HE WANTS YOU.
			* Position: FJ – At upright goal post, opposite the BJ.
			* If the formation is a “swinging gate” set up in regular coverage. If they switch to a kicking formation, then adjust.
			* On a “busted” field goal when the ball is snapped outside the 15-yard line, FJ, quickly move from the end line to the goal line and get the inside out look. SJ, hold your ground. BJ stay on the end line.
* When you have the goal line (when ball is snapped outside of the 7-yard line), make sure you are there to rule on plays at the goal line pylon at all times.
	+ When the ball is snapped from the 25-yard line to the 7-yard line, communicate with your sideline partner (“I’ll See You At the Two”) who has the goal line. Remember, you have progress inside the 2-yard line when you are on the goal line.
* Once the play is over and ends in bounds, accordion in to the numbers to dead ball officiate and to make your presence known to the players. If something is happening that requires you to be closer to the players to talk to them, move in. Let’s preventive officiate as much as we can.
* If the play ends out of bounds, hustle to get out of bounds to cover the play and let the colors separate. This is most important when a player goes out of bounds in the opposition’s team area. Walk the player(s) out. Remember – OFFICIATE UNTIL THE COLORS SEPARATE

When the dead ball period ends, start the process over.

**Just a few loose ends –**

* On a change of possession (punt returns, fumbles & interceptions), make sure you pregame with your sideline partner roles will be switching with regard to progress spot.
* Side Judge is the key communicator of clock status with Referee (Must know status of the clock)
* Deep flanks should come in on all fouls to learn what happened & provide input if needed) (ONLY IF ASKED OR IF THERE IS AN ***OBVIOUS*** ERROR) as well as ensure proper enforcement
* YOU ARE THE COMMUNICATOR WITH YOUR SIDELINE HEAD COACH. REPORT ALL FOULS TO HIM, EVEN FOULS AGAINST THE OTHER TEAM. SNAP INFRACTIONS OR LINE OF SCRIMMAGE FOULS CAN BE RELAYED TO THE COACH BY THE FLANK OFFICIAL ON THOSE TYPES OF FOULS.
* Make your signals strong and crisp. Sell what you must but don’t oversell the obvious.
* Make the fouls scream out to you. Think of the foul like a nail on the wall that you are going to hang your hat on. Will it still be there next week?
* Hustle but don’t rush. Be under control at all times.
* “Ya gotta be, where you gotta be, when you gotta be there.”
* Finally, COMMUNICATE! COMMUNICATE! COMMUNICATE!