

NCOA Football – North T1 Class

Class 3

Running Plays

Overview

- Administrivia
- Schedule
- Review Homework
- Assign Homework
- Film Study
- Running Play Mechanics

Administrivia

- New Students
- Registration
- Ready to Assign
- **Concussion/Sportsmanship (email Tim Landrus)***
- **NFHS 100 Point Test (email Tim Landrus)***
- Schedule / School Blocks
- Classification Letter

*Due 8/1, Tim Landrus – t.landrus@sbcglobal.net

Introductions

1. Name
 2. Line Judge or Head Linesman? Why?
 3. One of your assessment answers
- Assessment Questions
- Reason for officiating
 - Confusion
 - Highlight
 - Frustration
 - Goal
 - What you want from class

Class Schedule

Class	Date	Location	Topic
1	7/16	Jesuit	Pre-Game / Coin Toss
2	7/23	Jesuit	Free Kicks
3	7/30	Jesuit	Running Plays
4	8/13	Jesuit	Passing Plays
5	8/20	Jesuit	Punts
6	8/26*	Jesuit	Field Goals / Try
7	9/10	Jesuit	Goal Line / Reverse Goal Line
8	9/17	Jesuit	Turnovers
9	9/24	Jesuit	Miscellaneous

*Monday

Other Important Dates

- **Week of August 5 – Position Classes – Jesuit**
- **Saturday – August 10 – Woodcreek Scrimmage – 7:30 pm**
- **Saturday – August 10 – Oakmont Scrimmage – 8 pm**
- **Granite Bay Scrimmage?**
- **Tuesday – August 13 – Enforcement Test – Jesuit**
- Friday & Saturday – August 16 & 17 – Scrimmages
- Thursday – August 22 – Games Start
- Wednesday – August 28 – General Meeting – Jesuit
- Tuesday – October 15 – General Meeting – Jesuit

Homework Review – Question 1

A's ball 1st and 10 on the A-45. Back A2 takes a handoff at the A-43, and runs up the middle to the A-46 where he is tackled. During A2's run, RG (right guard) A66 blocked defensive lineman B98 below the waist at the LOS (line of scrimmage). After the play, B98 taunts A66.

Homework Review – Question 2

A's ball 2nd and 5 on the A-8. After all A players have been set for one second, QB (quarterback) A1 moves under center and sets for one second, but then moves down the line to call an audible. With A1 still moving, the ball is snapped and goes off the leg of back A2 and into the end zone. The ball is nearly at rest when B6 tries to recover it, and muffs it over the end line.

Homework Review – Question 3

A's ball 3rd and 10 on the B-42. With 1:56 remaining in the game and A leading 14-7, back A2 takes a handoff and runs around left end. He is tackled inbounds at the B-40. During the run, A77 held B66 at the B-42.

Homework Review – Question 4

A's ball 2nd and 7 from the A-35 with 8:56 remaining in the first quarter. A23 takes the ball around left end led by blocker A41. Linebacker B55 blocks A41 at the knees at the A-36 before cornerback B20 tackles A23 inbounds at the A-35.

Homework Assignment

- Answers for Homework #2 will be posted to NCOA Arbiter Central Hub
- Homework #3 – Passing Plays will be posted to NCOA Arbiter Central Hub as well

FILM STUDY

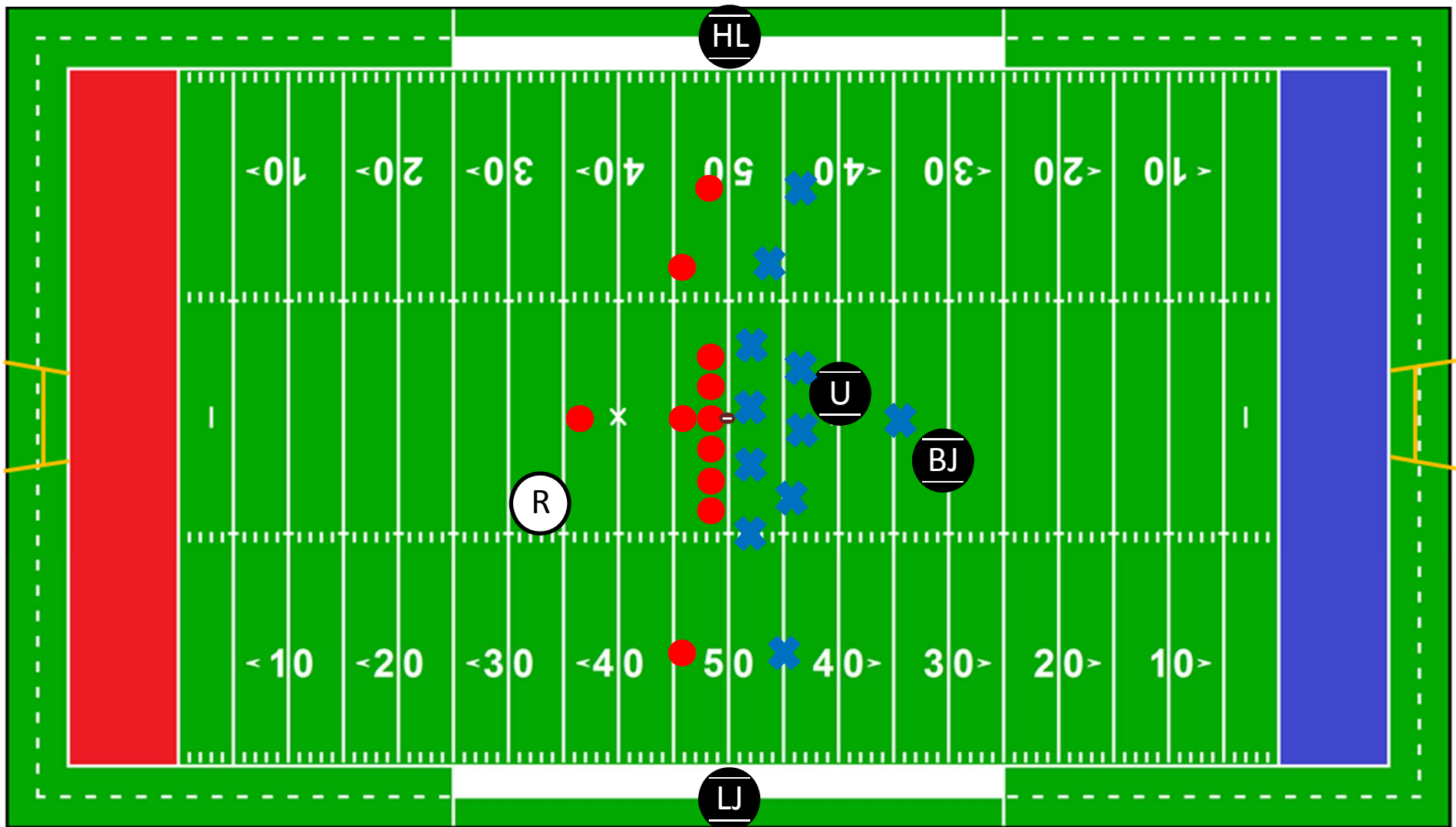
NCOA T1 Class 3 – Running Plays

Running Play - Preparation

Head Linesman And Line Judge

- Be alert for dead ball fouls
- Signal number of next down overhead
- Retreat to sideline
 - Do not turn your back on the field
- Lower number of next down after ready for play whistle
 - Move personal down indicator to next down
 - Check down box to ensure it shows the correct down
- Ensure chains and box are in correct position
- Clear sideline of all players, coaches, and others
- Start Pre-Snap routine as soon as possible

Running Play – Initial Positions



Running Play – Initial Positions

Head Linesman And Line Judge

- Straddle line of scrimmage on sideline
 - Distance from sideline should be whatever is comfortable
 - Further from sideline will help with sideline control
 - Closer to sideline will bring action closer and help with ruling on out of bounds plays

Running Play – Pre-Snap Routine

Head Linesman And Line Judge

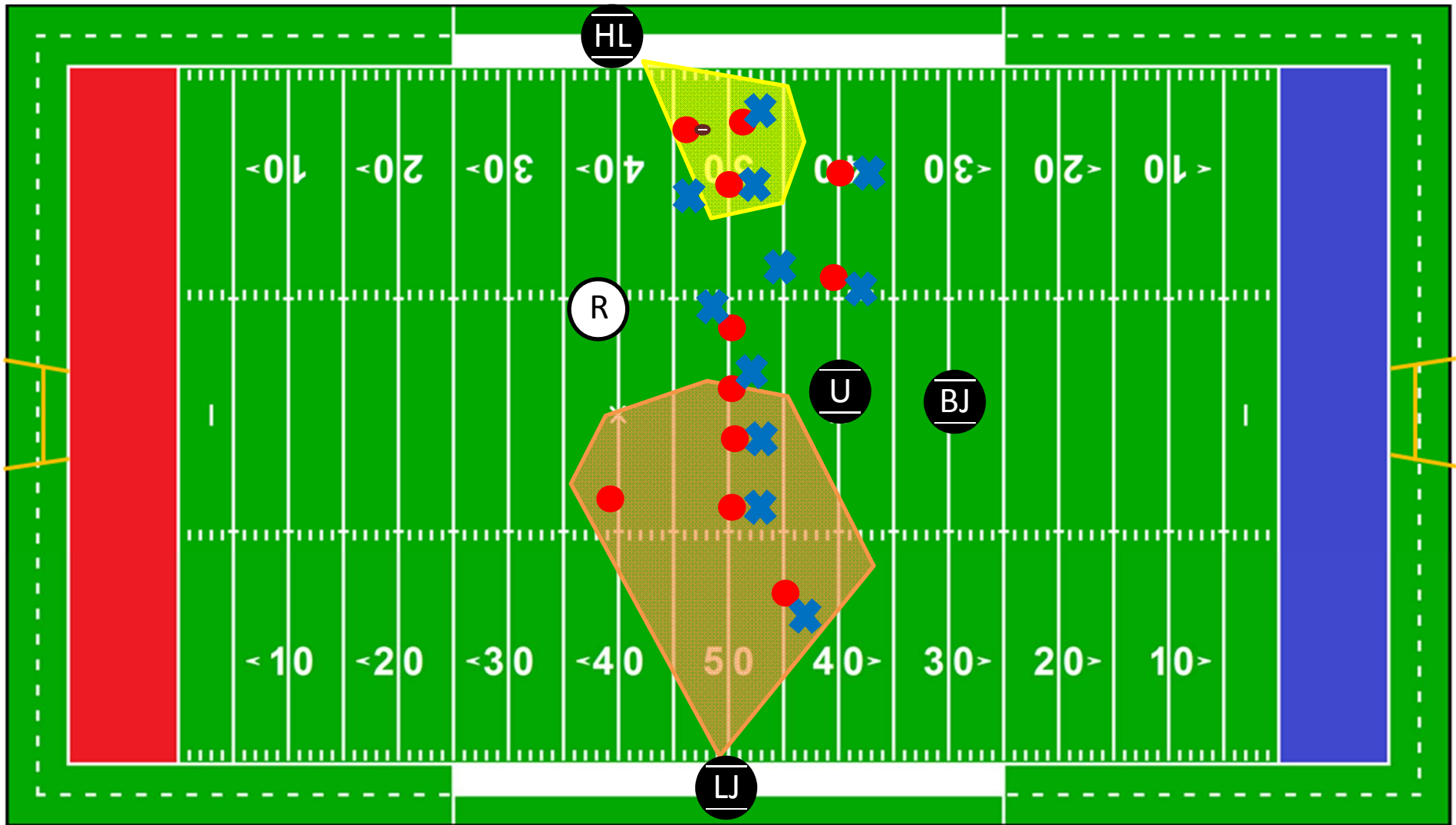
- Count defense and signal with Back Judge to confirm
- Determine if receiver nearest to sideline is on or off the line of scrimmage and signal with opposite flank
- Count players in backfield to ensure legal formation
- Have whistle in mouth
- Watch any players that start in motion away from you
 - Potential illegal motion or illegal shift
- Watch neutral zone for encroachment / false start

Running Play – At the Snap

Head Linesman And Line Judge

- Spit out whistle
- Throw flag for any illegal shift, motion, or formation, but let play continue
- Read play to determine run

Running Play – Outside Run



Running Play – Outside Run

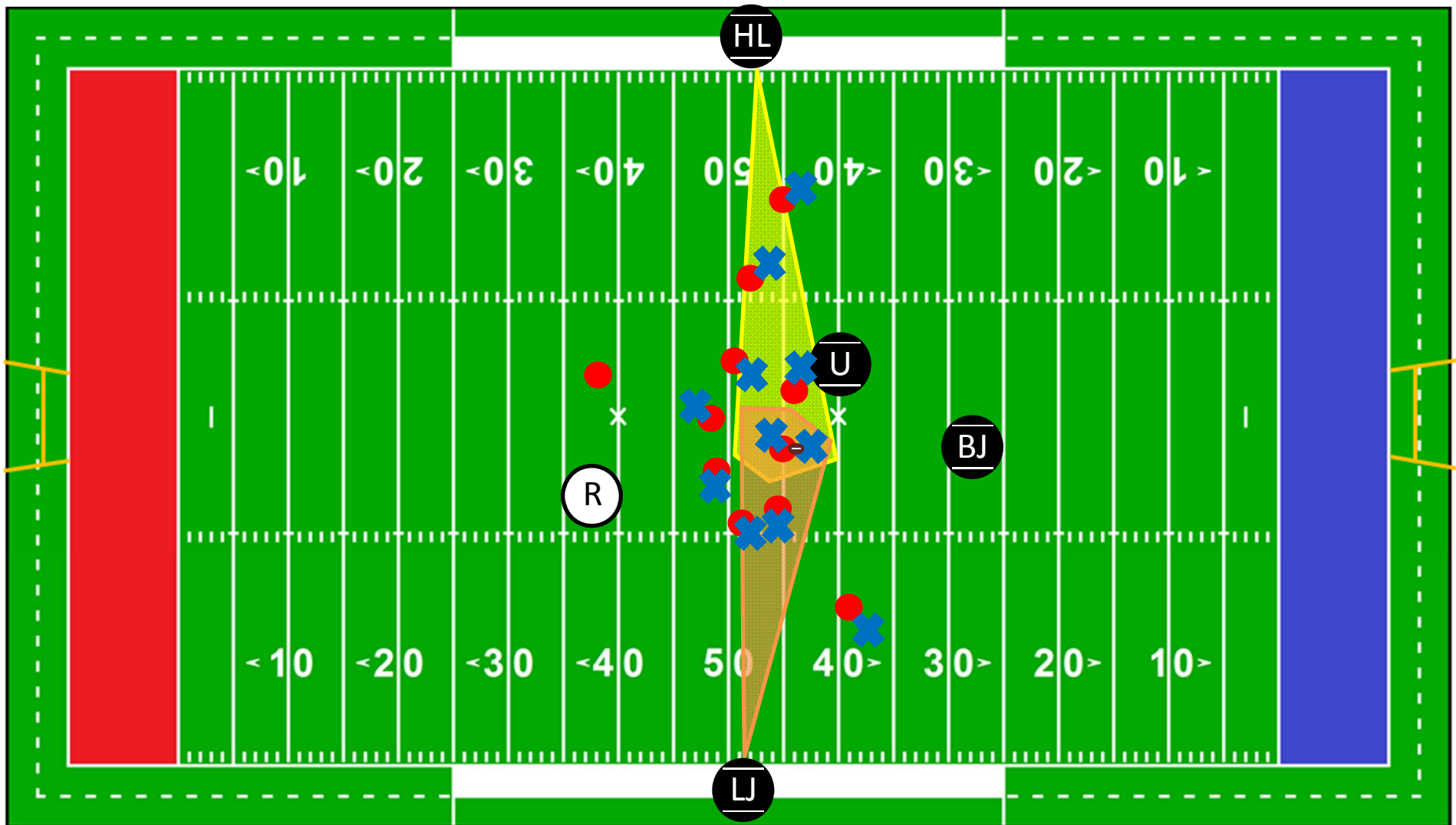
Play Side Flank

- Maintain position at line of scrimmage until the runner crosses line of scrimmage and goes downfield
 - Allow runner to remain approximately 5 yards ahead as you move downfield
 - On wide run, move into backfield to ensure runner is ahead of you and maintain proper angles
- Watch legality of blocks immediately in front of runner
- Watch runner
 - Potential Facemask
 - Potential Fumble / Pitch / Pass
- Responsible for sideline
- Responsible for forward progress

Off Side Flank

- Maintain position at line of scrimmage until runner is well downfield and follow slowly
- Widen view and observe backside players near line of scrimmage
 - Blindside Block
 - Unnecessary Roughness
 - Late Hit

Running Play – Inside Run

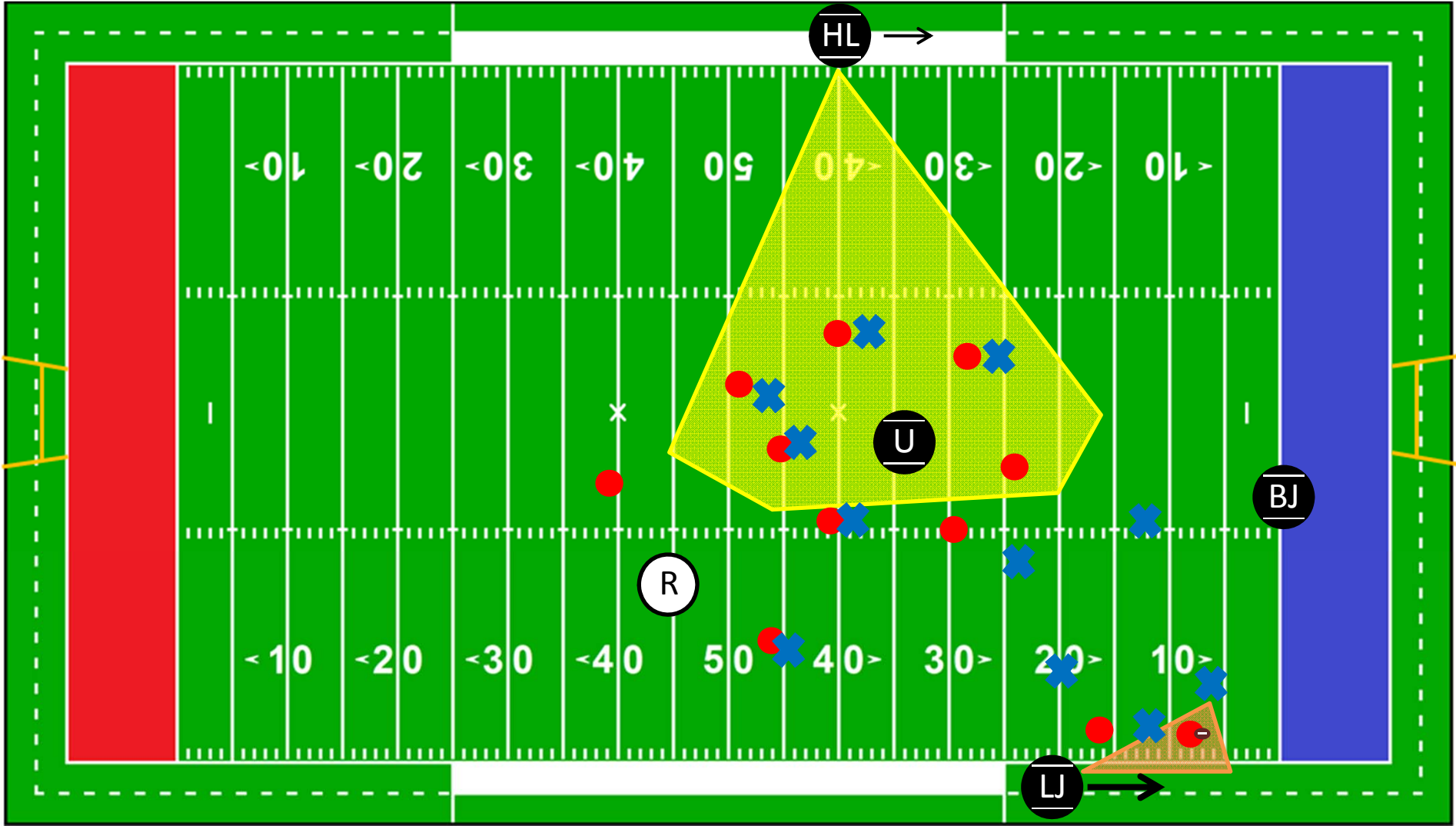


Running Play – Inside Run

Head Linesman And Line Judge

- Maintain position at line of scrimmage until the runner crosses line of scrimmage and goes downfield
 - Slowly shuffle downfield, allowing runner to remain approximately 5 yards ahead
- Watch runner
 - Potential Facemask
 - Potential Fumble / Pitch / Pass
- Watch legality of blocks immediately around runner
- Responsible for forward progress

Running Play – Long Run



Running Play – Long Run

Play Side Flank

- Follow play downfield, maintaining approximately 5 yards distance behind runner
 - Maintain proper angles
- Responsible for sideline
 - Runner inbounds or out of bounds
- Watch runner
 - Potential Facemask
 - Potential Fumble / Pitch / Pass
- Watch legality of blocks immediately around runner
- Responsible for forward progress
 - May get help from Back Judge if play ends near him/her
- On TD, confirm with Back Judge that runner was inbounds

Off Side Flank

- Follow play slowly downfield
- Widen view and observe backside players
 - Blindside Block
 - Unnecessary Roughness
 - Late Hit

Running Play – Dead Ball In Side Zone

Play Side Flank

- Sound whistle when play is over
 - Make sure you see the ball in possession on the ground
- Stop clock if obvious first down
- Move down sideline to forward progress spot and “square in”
- Raise hand overhead to start play clock and verbalize number of next down to crew
- Move towards center of field, marking forward progress with downfield foot
 - Stop at ball or top of numbers, whichever is closer
 - Can move further into field for close 3rd/4th down spot
- Assist getting ball into Umpire if possible
 - Do not move off of forward progress spot

Off Side Flank

- Move down sideline and mirror forward progress spot from play side flank
- Stop clock if obvious first down
- Raise hand overhead to start play clock and verbalize number of next down to crew
- Move towards center of field, marking forward progress with downfield foot
 - Stop at top of numbers

Head Linesman

- Get box (and chains if necessary) set up as quickly as possible

Running Play – Dead Ball in Middle

Head Linesman And Line Judge

- **No whistle**
- Stop clock if obvious first down
- Move down sideline to forward progress spot and “square in”
 - Should be mirrored with opposite flank.
Take an extra second to line up with each other
- Raise hand overhead to start play clock and verbalize number of next down to crew
- Move towards center of field, marking forward progress with downfield foot
 - Stop at top of numbers
 - Can move further into field for close 3rd/4th down spot
- Get box (and chains if necessary) set up as quickly as possible (HL only)

Running Play – Dead Ball Out of Bounds

Play Side Flank

- Sound whistle and stop clock when runner goes out of bounds
- Move down sideline to forward progress spot and stop
- Turn to face runner out of bounds and continue to observe dead ball action
 - If there is an altercation on sideline, mark forward progress spot with bean bag and move to separate players
 - Be alert when runner goes out of bounds into opposing team box
- Assist getting ball into Umpire
 - Do not move off of forward progress spot

Off Side Flank

- Move down sideline and mirror forward progress spot from play side flank
- Mirror stop the clock signal
- Signal number of next down to Referee at chest level and verbalize to crew
- Move towards center of field, marking forward progress with downfield foot
 - Stop at top of numbers

Head Linesman

- Get box (and chains if necessary) set up as quickly as possible