

# NCOA Football – North T1 Class

Class 5

Passing Plays

# Overview

- Administrivia
- Schedule
- Review Homework
- Assign Homework
- Film Study
- Passing 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

Tim Landrus – [t.landrus@sbcglobal.net](mailto: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	Sideline Control / Forward Progress
5	8/20	Jesuit	Passing Plays
6	8/26*	Jesuit	Punts
7	9/10	Jesuit	Field Goals / Try
8	9/17	Jesuit	Goal Line / Reverse Goal Line
9	9/24	Jesuit	Turnovers / Miscellaneous

\*Monday

# Other Important Dates

- **Thursday – August 22 – Games Start**
- Wednesday – August 28 – General Meeting – Jesuit
- Tuesday – October 15 – General Meeting – Jesuit

# Homework Review – Question 1

A's ball 2<sup>nd</sup> and 8 on the A-42. QB A1 completes a pass to TE A4 at the 50, and A4 runs to the B-35 where B6 tackles him by the facemask. Immediately following the snap, RG A65 engaged B7 at the LOS (line of scrimmage), and before the pass was released, drove him downfield to the A-46 in the vicinity of A4's route. A65 and B7 disengaged when the pass was thrown.

# Homework Review – Question 2

A's ball 1<sup>st</sup> and 10 on the B-24. QB A1 completes a pass to receiver A3 near the sideline at the B-19. A3 jumped to catch the pass and before he came down, he was contacted by player B6, who was out-of-bounds. A3 first contacts the ground inbounds and runs into the end zone.



# Homework Review – Question 3

A's ball 1<sup>st</sup> and 10 on the B-42. QB A1 completes a pass to receiver A83, who advances to the B-27, where he runs out of bounds. Before the pass, A68 held B56 at the B-46.

# Homework Assignment

- Answers for Homework #3 will be posted to NCOA Arbiter Central Hub
- We will be going over the first 3 questions from the Enforcement Test during next week's class

# FILM STUDY

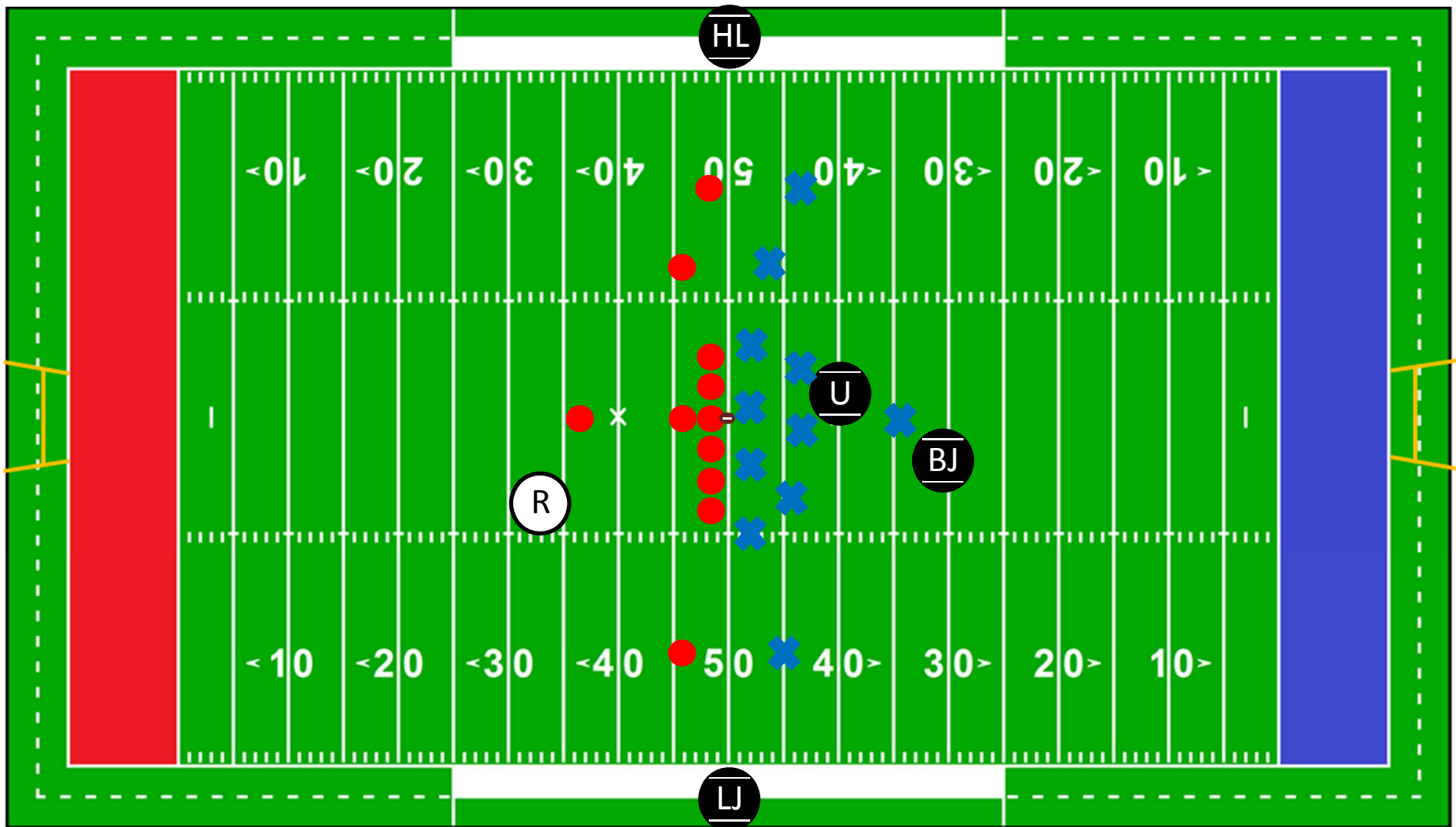
NCOA T1 Class 5 – Passing Plays

# Passing 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

# Passing Play – Initial Positions



# Passing 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

# Passing 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
- **Determine your key**
- Watch any players that start in motion away from you
  - Potential illegal motion or illegal shift
- Watch neutral zone for encroachment / false start

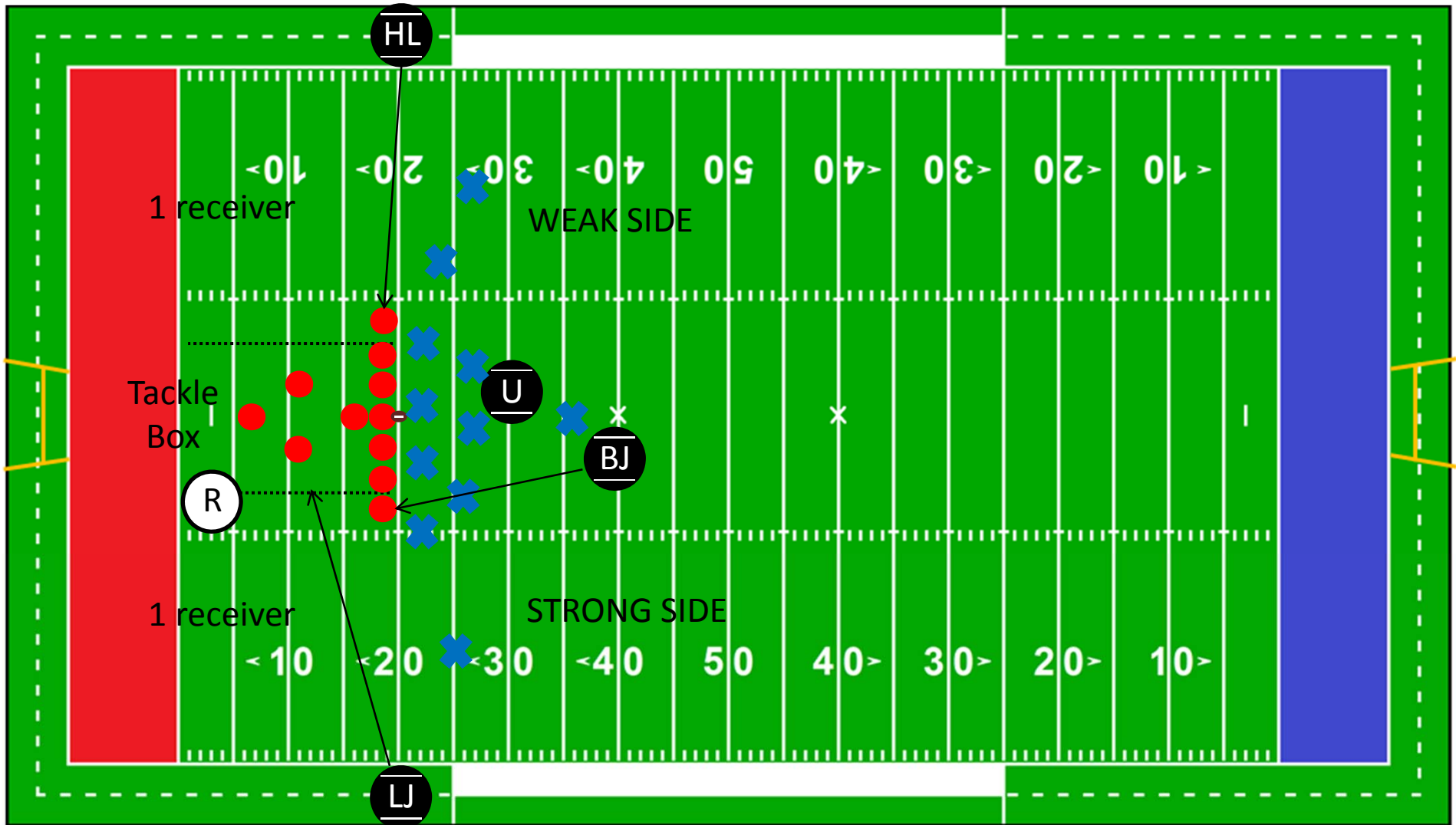
# Passing Play – Determining Keys

## Head Linesman And Line Judge

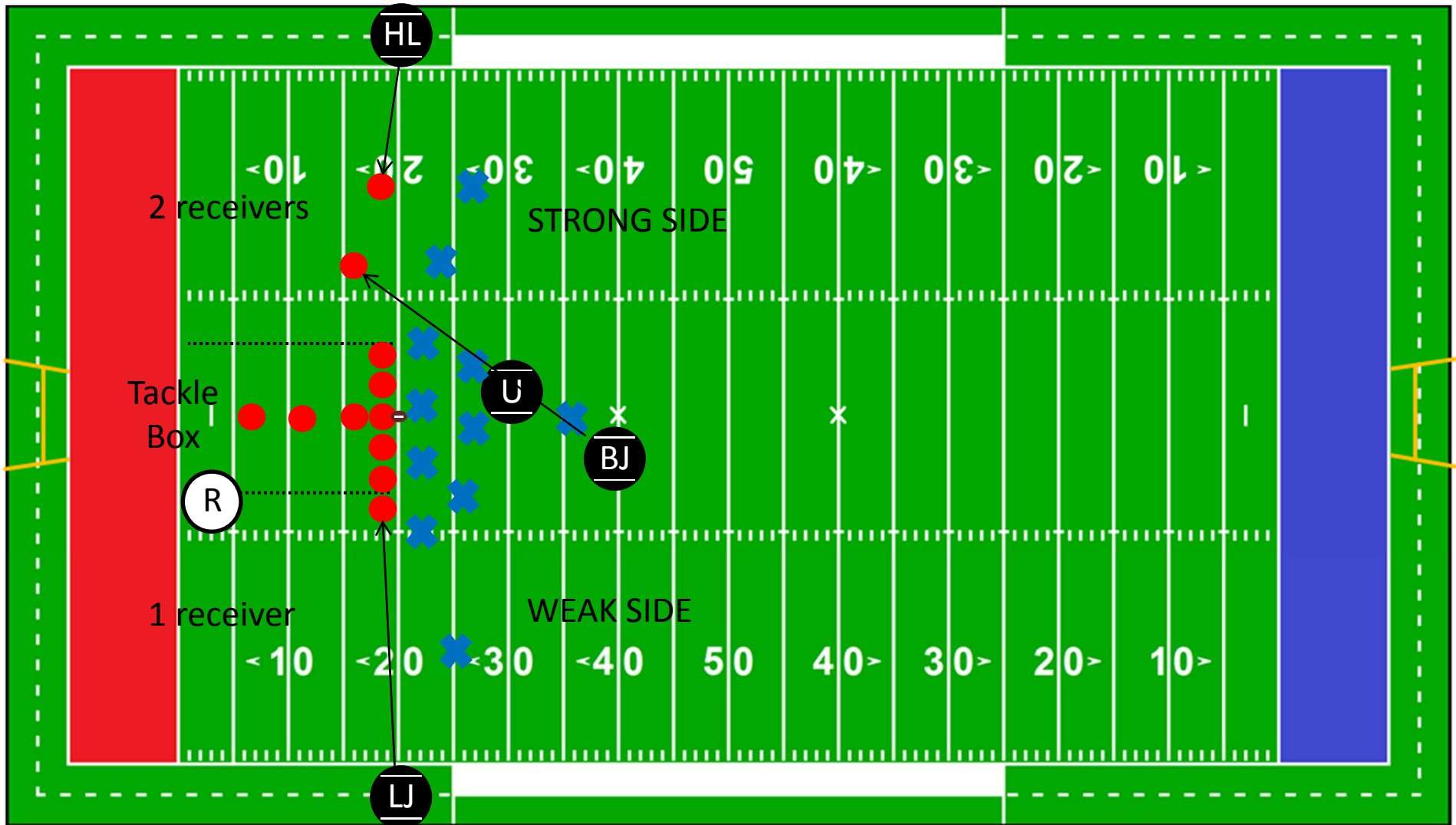
1. Determine which side is strong side
  - a. Strong side is side with most backs/receivers outside the tackle box
  - b. If backs/receivers are balanced, strong side is Line Judge side
2. Determine key(s)
  - a. Weak side flank: Key on all backs/receivers on your side
  - b. Strong side flank: Key on widest receiver on your side
    - 1) If there is only 1 receiver on your side, key on backs
    - 2) If receivers are stacked, key on back receiver(s)



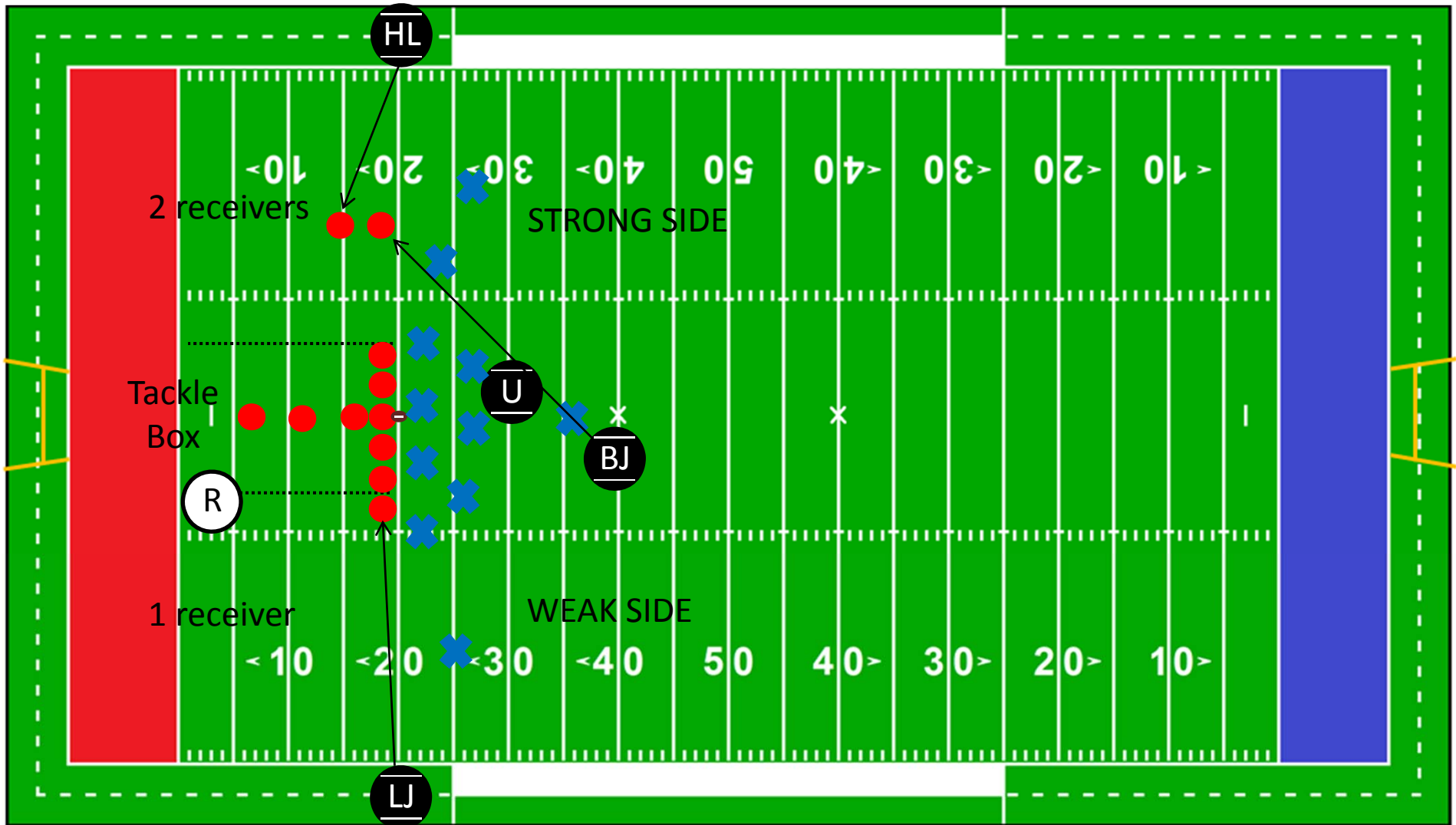
# Passing Play – Keys (1 x 1)



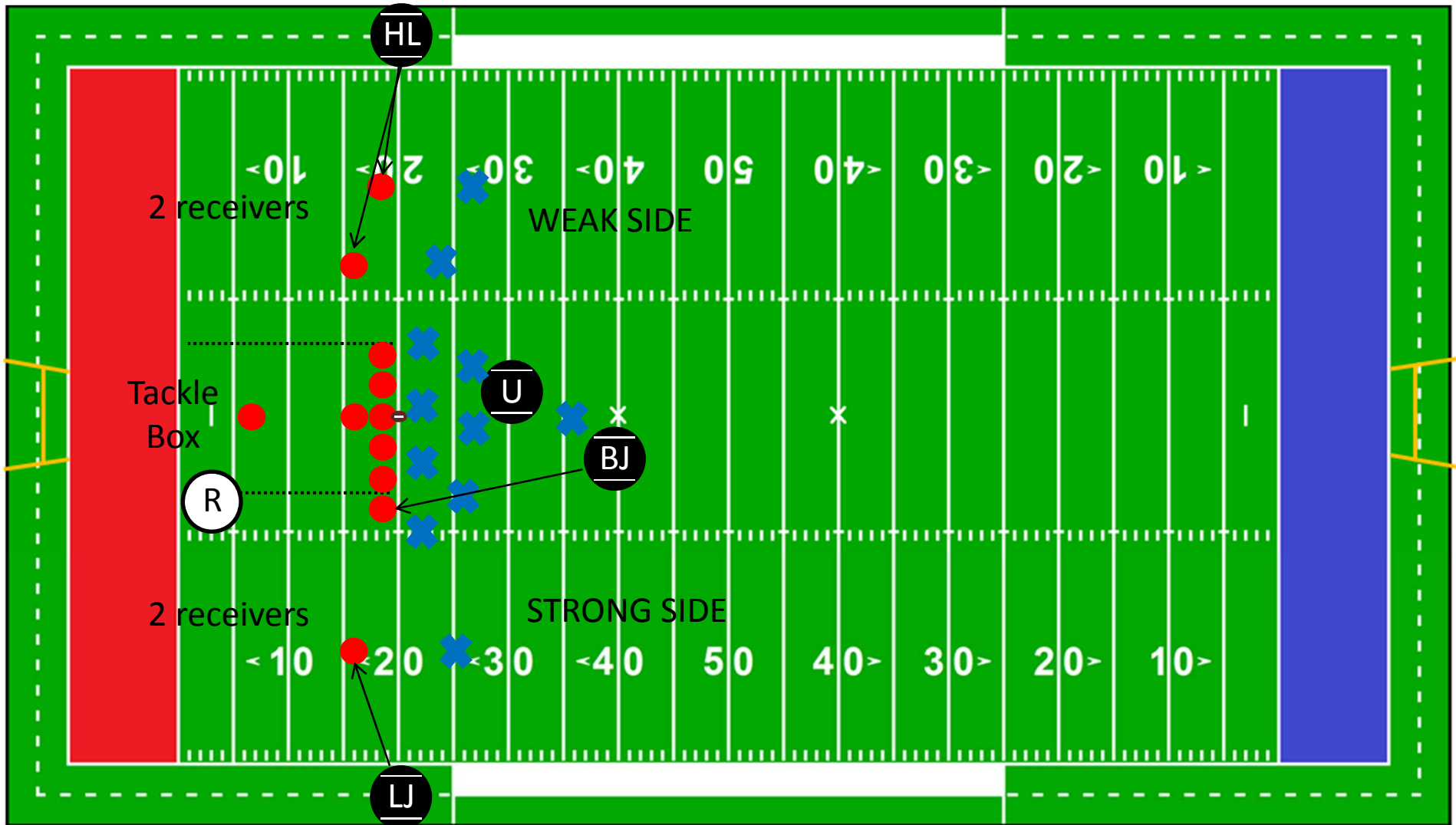
# Passing Play – Keys (2 x 1)



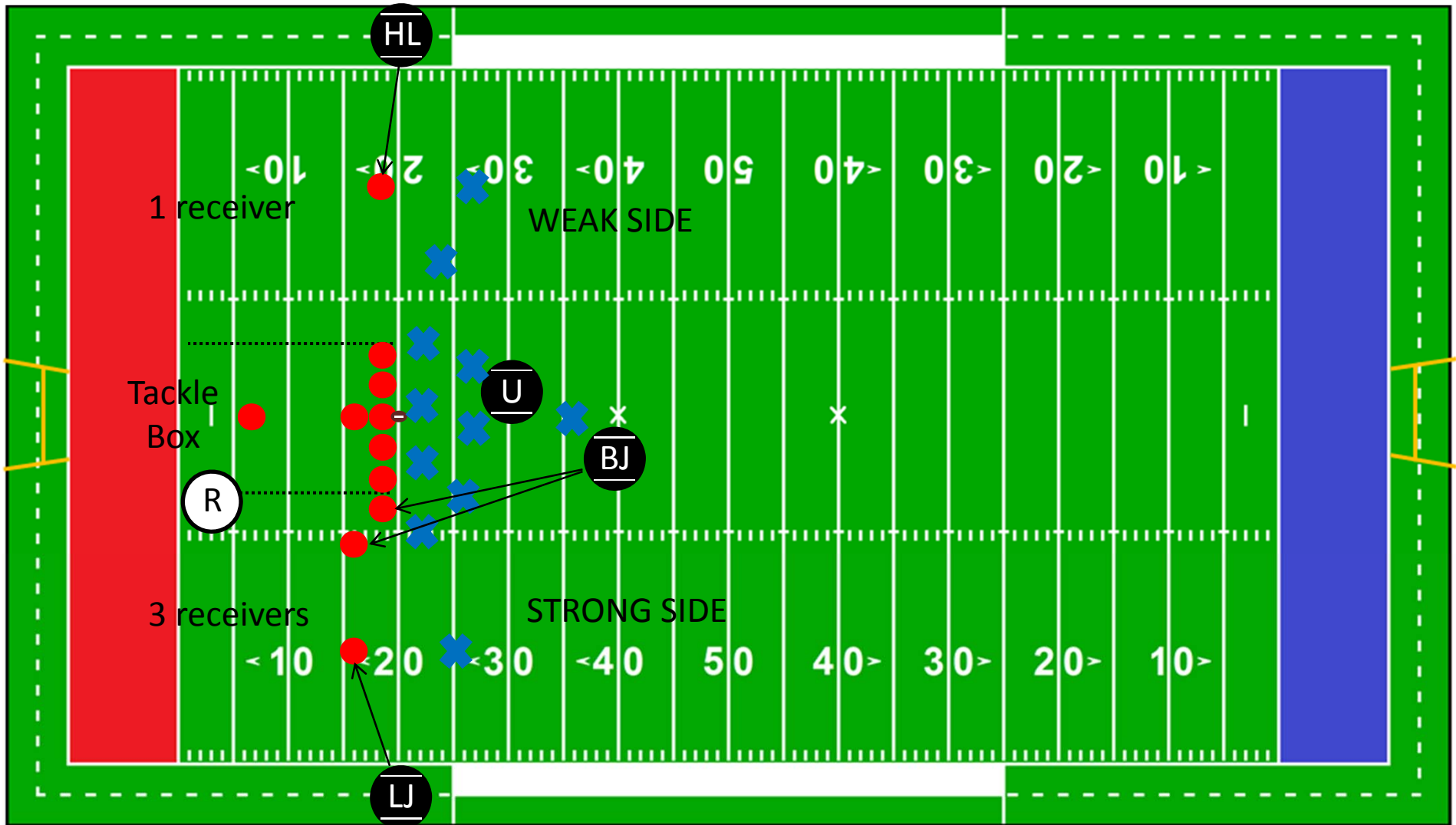
# Passing Play – Keys (Stacked)



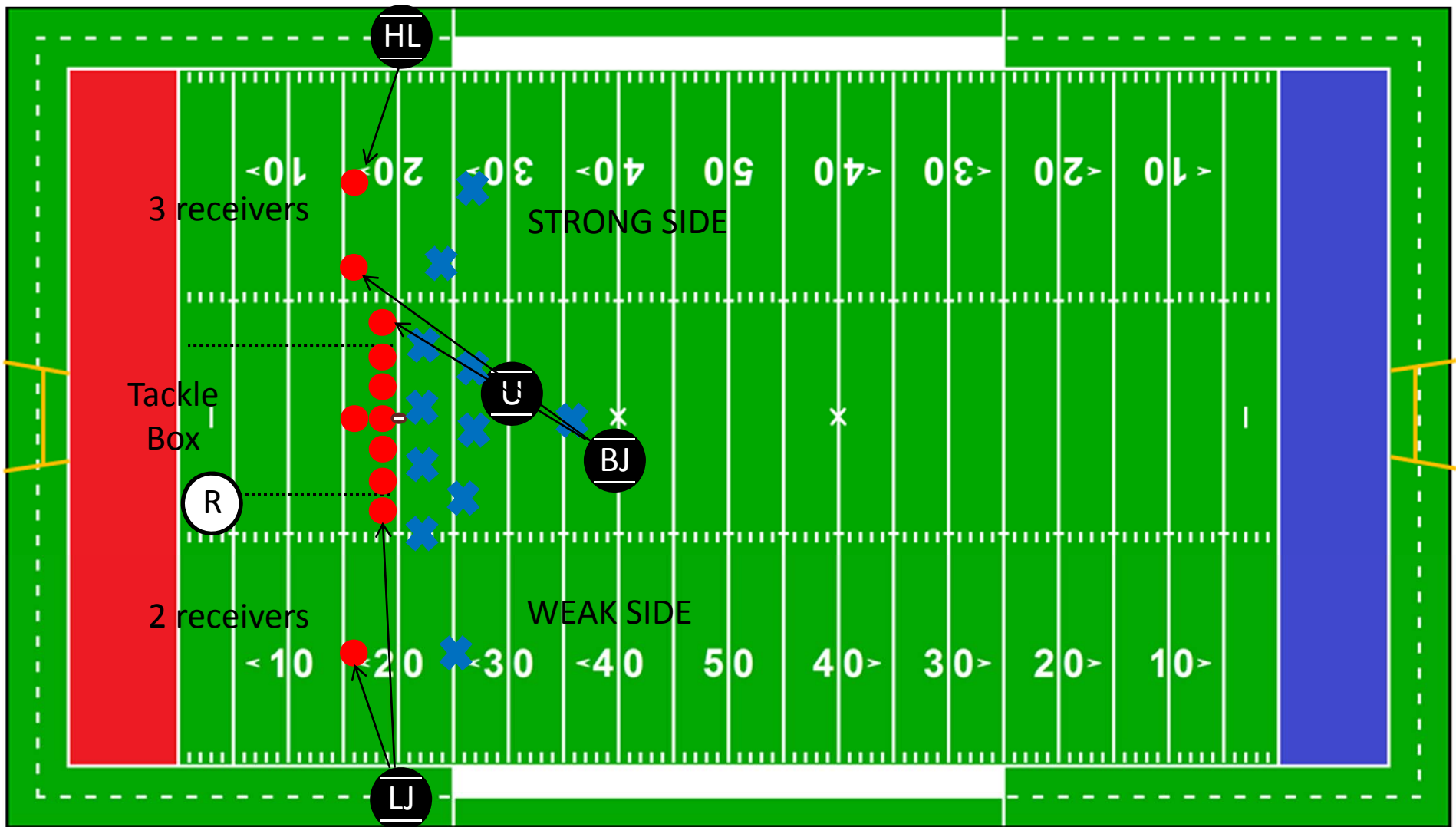
# Passing Play – Keys (2 x 2)



# Passing Play – Keys (3 x 1)



# Passing Play – Keys (3 x 2)

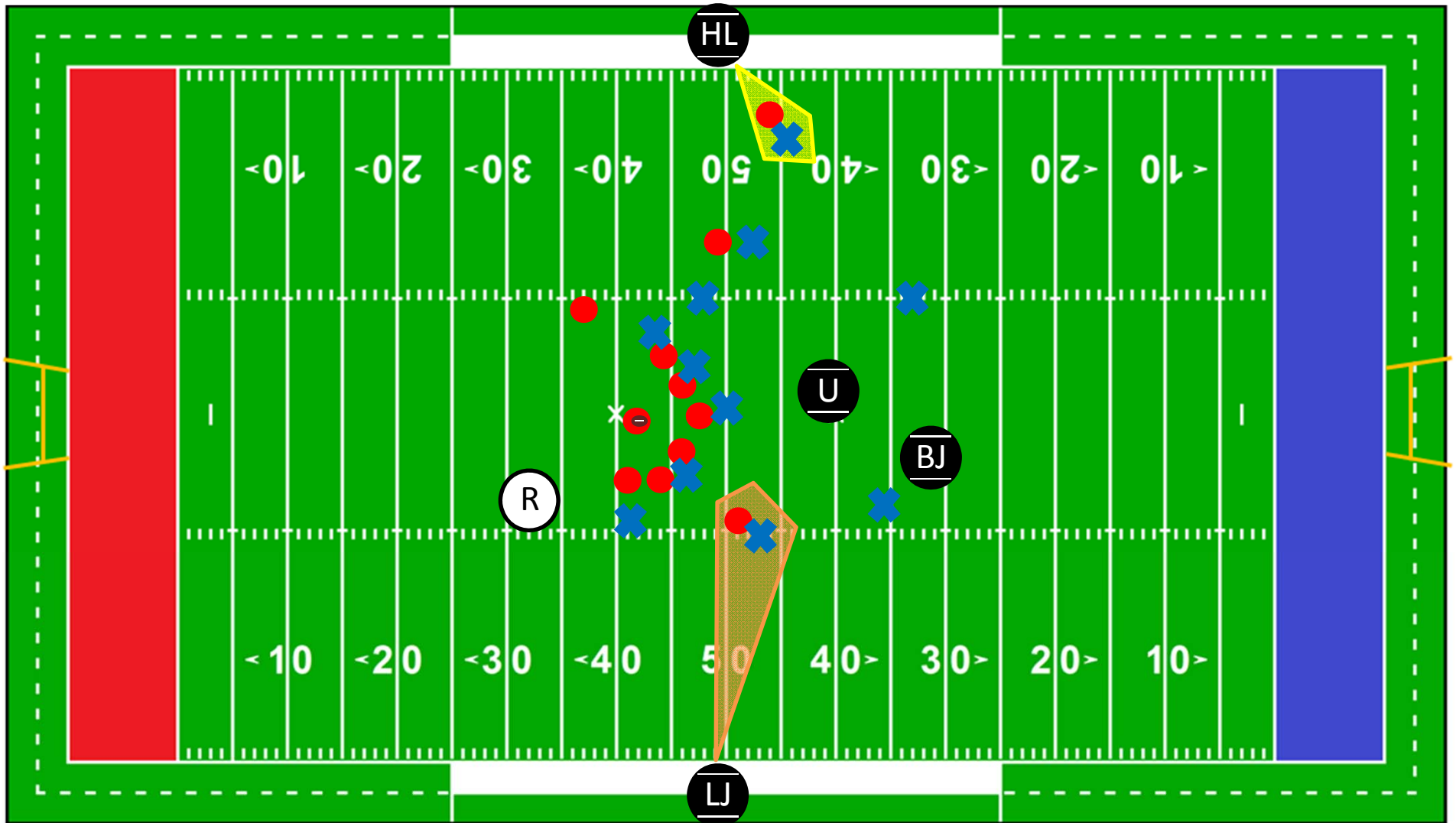


# Passing Play – At the Snap

## 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 pass
  - On quick pass determine if pass was forward or backward
- Watch key for any fouls during initial contact with defense
  - Holding
  - Illegal block
  - Player out of bounds

# Passing Play – At the Snap





# Passing Play – Post-Snap Positioning

## Head Linesman And Line Judge

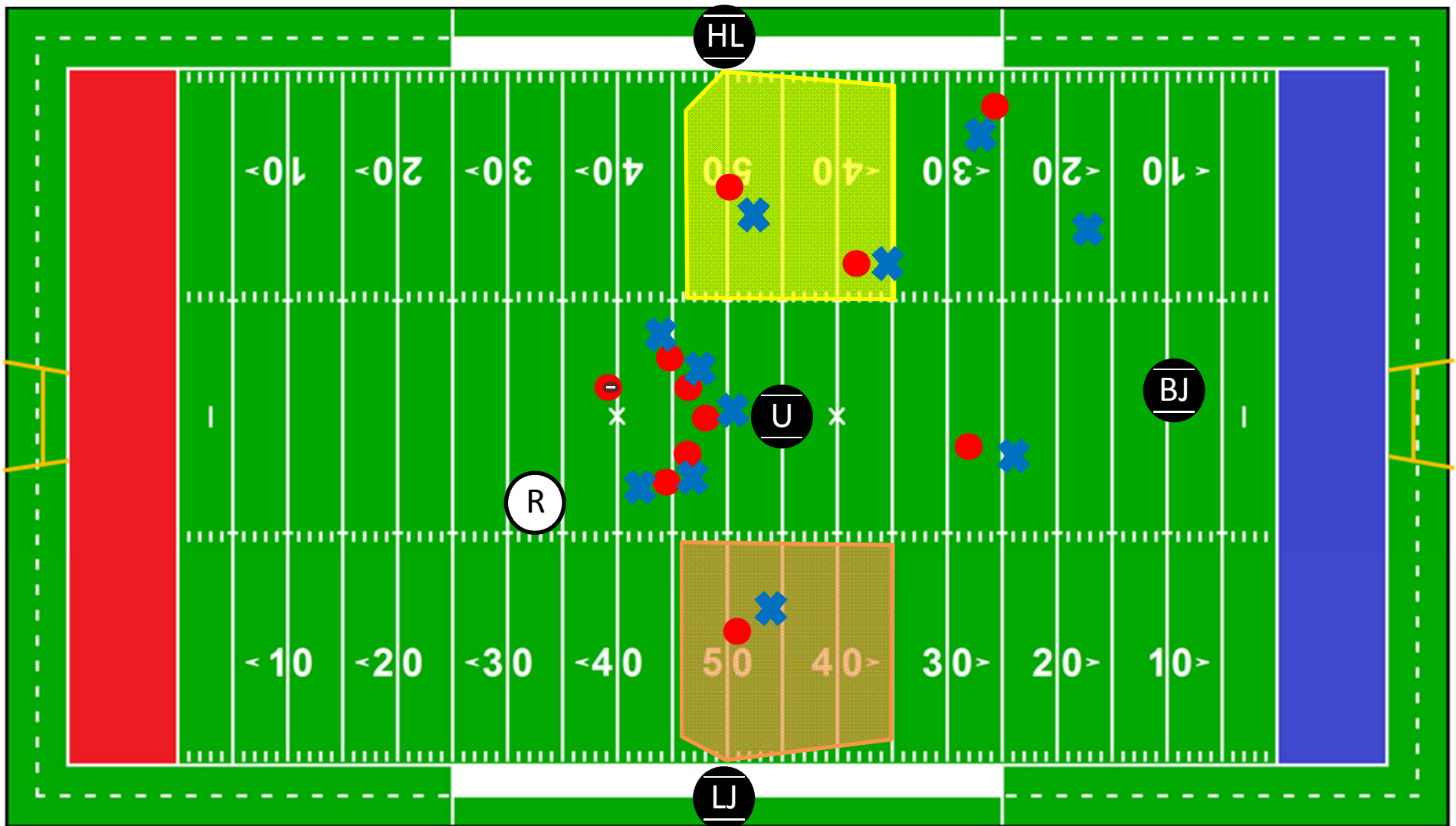
- Remain on line of scrimmage as long as possible
  - Cover short pass / scramble similar to running play
  - Do not leave line of scrimmage as long as receivers are in your area of coverage
  - Do not leave line of scrimmage if your sideline is threatened by ball carrier
  - If there are no receivers in your area of coverage and no threat to your sideline, slowly shuffle downfield to assist with deep receivers

# Passing Play – Post-Snap Coverage

## Head Linesman And Line Judge

- Responsible for any receivers in wide area of field 10-15 yards downfield or less
  - Holding
  - Pass Interference
  - Illegal blocks
  - Player out of bounds
- Glance back at tackle / QB when possible
  - Holding
  - Illegal blocks
  - Scramble toward your sideline
  - Pass thrown from beyond line of scrimmage

# Passing Play – Post-Snap Coverage

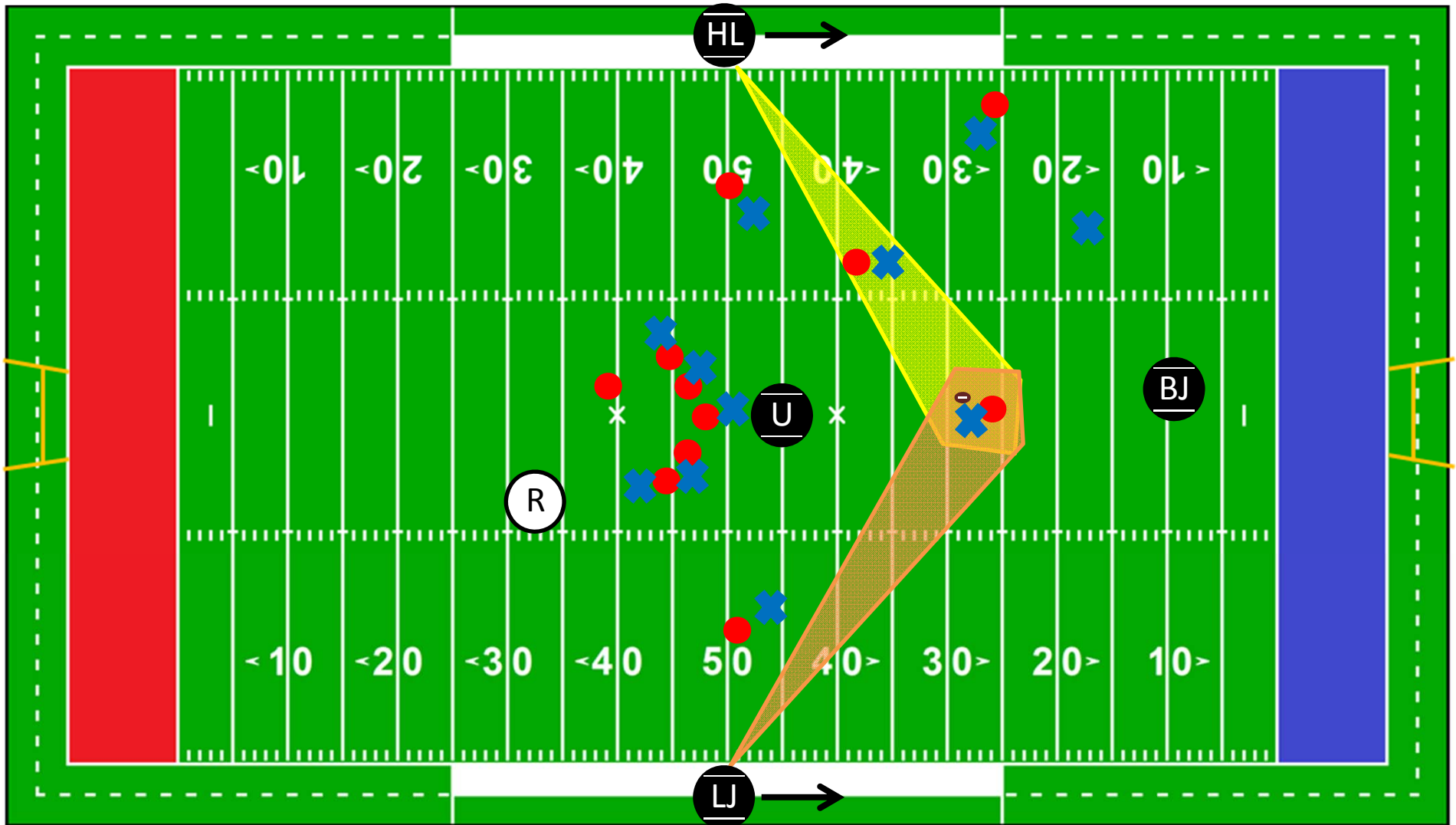


# Passing Play – Ball in Air

## Head Linesman And Line Judge

- When pass is released, immediately key on intended receiver
  - Pass Interference
  - Complete / Incomplete
  - Inbounds / Out of Bounds
- Move quickly down sideline to close distance and create good angle
- If you **KNOW** pass is incomplete, make the call and make it emphatically

# Passing Play – Ball in Air



# Passing Play – Sideline Catch

## Head Linesman And Line Judge

- If intended receiver is attempting catch along your sideline:
  - Move quickly down sideline to create proper distance from receiver
  - Responsible for feet in bounds / out of bounds
    - Try to see entire process of catch (feet, ball, control, etc.)
  - If catch is clearly incomplete, sound whistle and give incomplete signal
  - If catch appears to be complete, confer with Back Judge before making the call

# Passing Play – Completed Pass

## Head Linesman And Line Judge

- Once pass is complete, cover same as running play
- Move quickly down sideline to create proper distance / angle from runner
- May get help on forward progress spot from Back Judge on long completion

# Passing Play – Incomplete Pass

## Head Linesman And Line Judge

- If you are official making the call, stop moving, blow whistle, and give incomplete signal
- If you are not making the call, stop the clock once pass is called incomplete
- Widen view and watch for dead ball fouls
- Assist with getting ball ready for play
  - Do not chase ball if second ball is available
- If pass is potential intentional grounding, assist Referee as needed with information on receivers in area