

IDENTIFYING KEYS

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READING INELIGIBLES TO DETERMINE RUN OR PASS

If Tackle fires off Line of Scrimmage (LOS) and contacts defender in or beyond neutral zone, officials should be alert for a RUNNING PLAY.

If Tackle sets-up to pass protect, READ PASS.

REFEREE: read opposite tackle when ball is snapped.

LINESMAN & LINEJUDGE: Read tackle or first ineligible to your side.

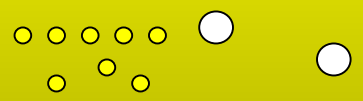
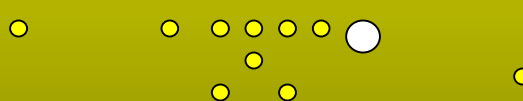
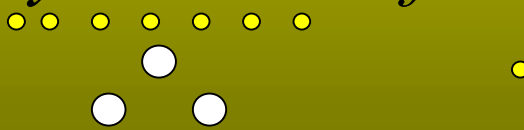
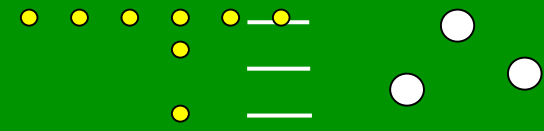
BACK JUDGE: Read tackle on strong side.

UMPIRE: Read center and Guards.

READS

Keys

Keys are intended to help determine MAN coverage at the initial snap.

- Definitions
- **Strength of Formation:** *determined by number of eligible receivers outside tackle.* 
- **Tight End:** *End man no more than 4 yards from nearest lineman.* 
- **Back in Backfield:** *Player in backfield between the tackles at snap.* 
- **Trips:** *Three or more receivers outside tackle.* 

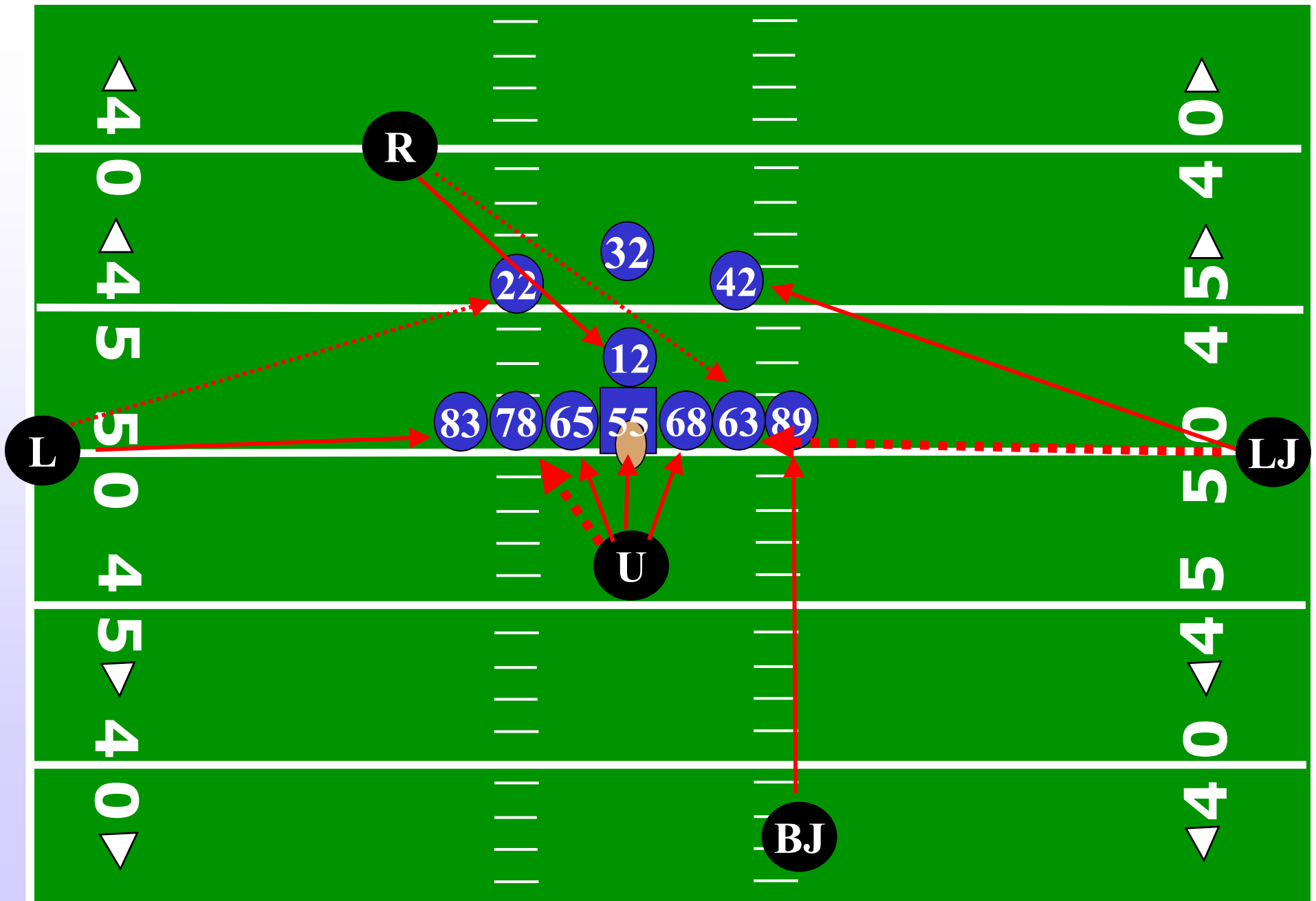
FIVE MAN MECHANICS - BJ



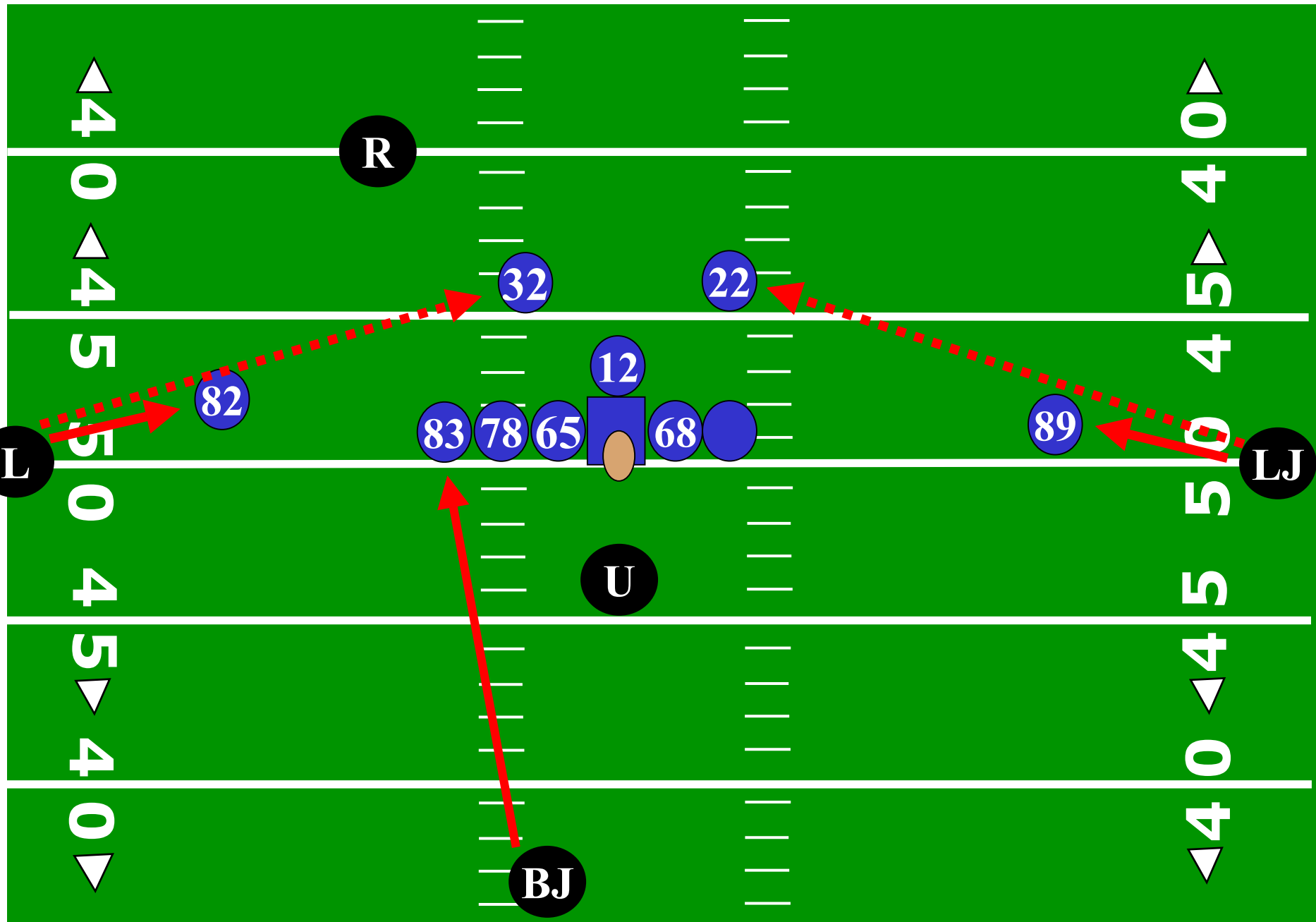
- BACK JUDGE HAS FIRST KEY
 - BASED ON STRENGTH AND NUMBER OF RECEIVERS
 - USUALLY THE END ON THE STRONG SIDE.
 - **TRIPS:** IS RESPONSIBLE FOR TWO OUTSIDE RECEIVERS
 - BALANCED FORMATION - DECLARE STRENGTH TO LINE JUDGE'S SIDE

FIVE MAN MECHANICS L & LJ

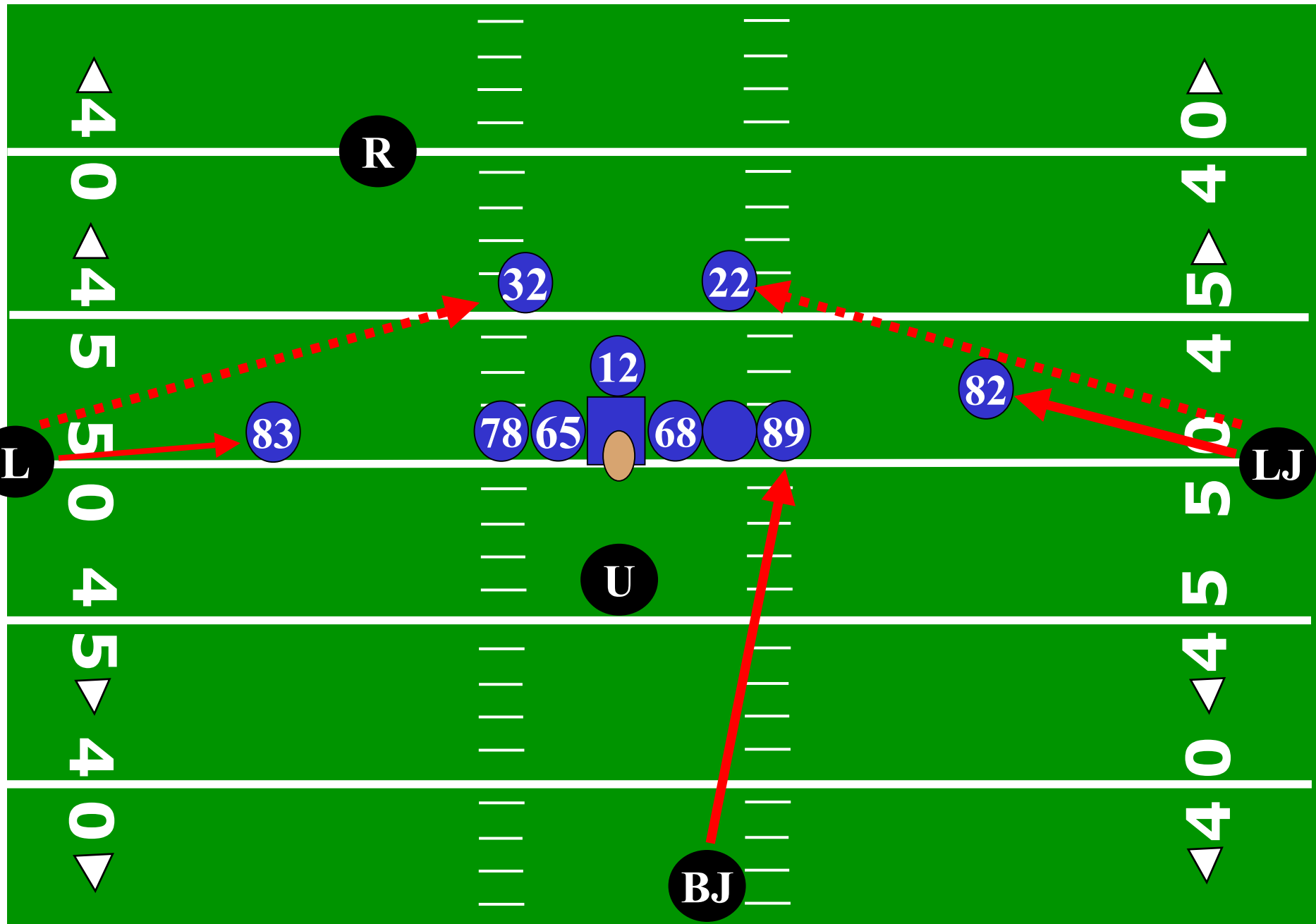
- **LINESMAN AND LINE JUDGE**
HAVE SECOND KEY
 - DO NOT KEY OFF THE SAME PLAYER AS BACK JUDGE
 - STRONG SIDE - KEY STRONG SIDE BACK
 - WEAK SIDE - KEY OFF RECEIVER(S) TO YOUR SIDE
 - TRIPS: INSIDE ELIGIBLE RECEIVER
 - BALANCED FORMATION - DECLARE STRENGTH TO LINE JUDGE'S SIDE



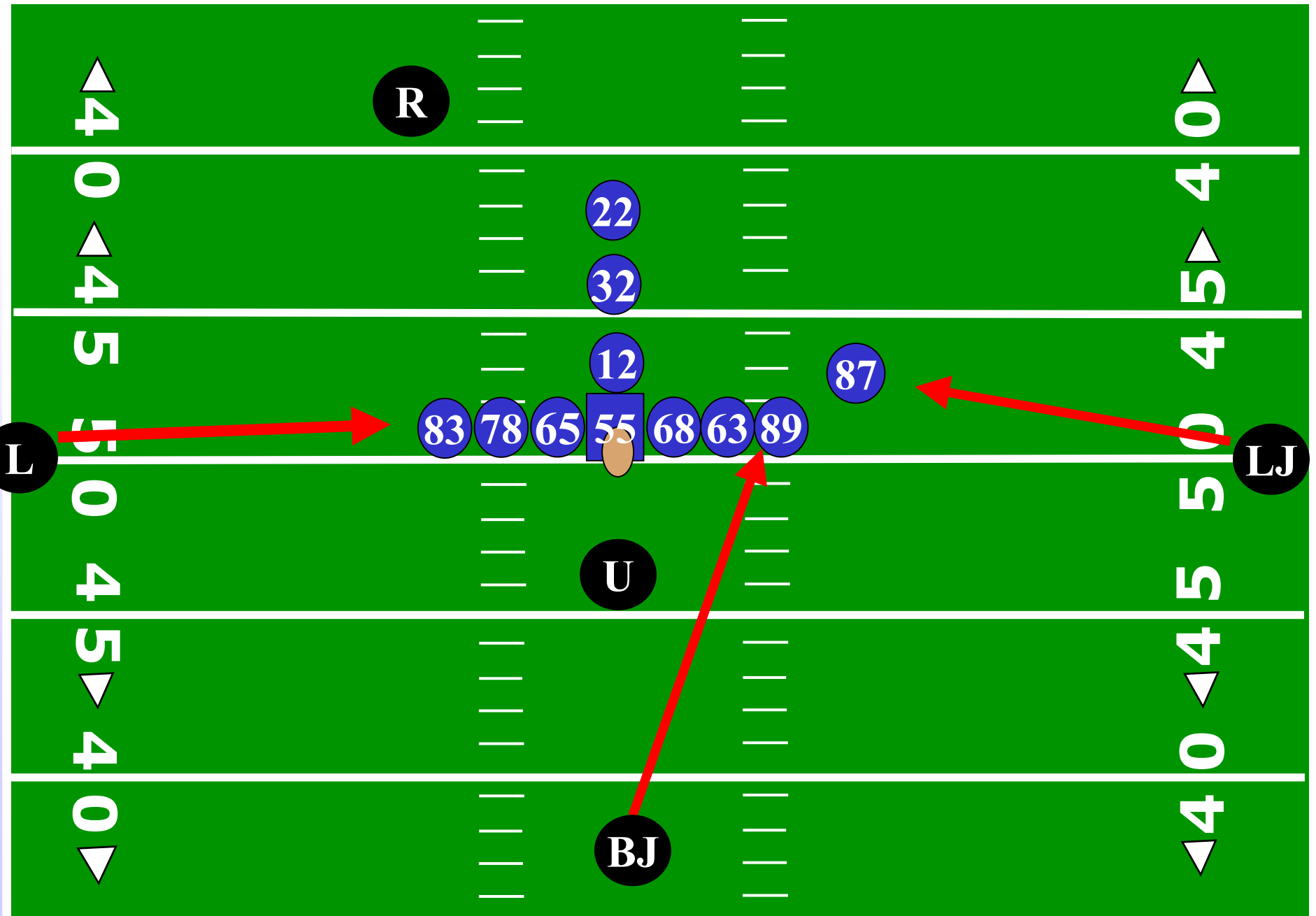
PRIMARY (—) & SECONDARY KEYS (· · · ·) OR READ



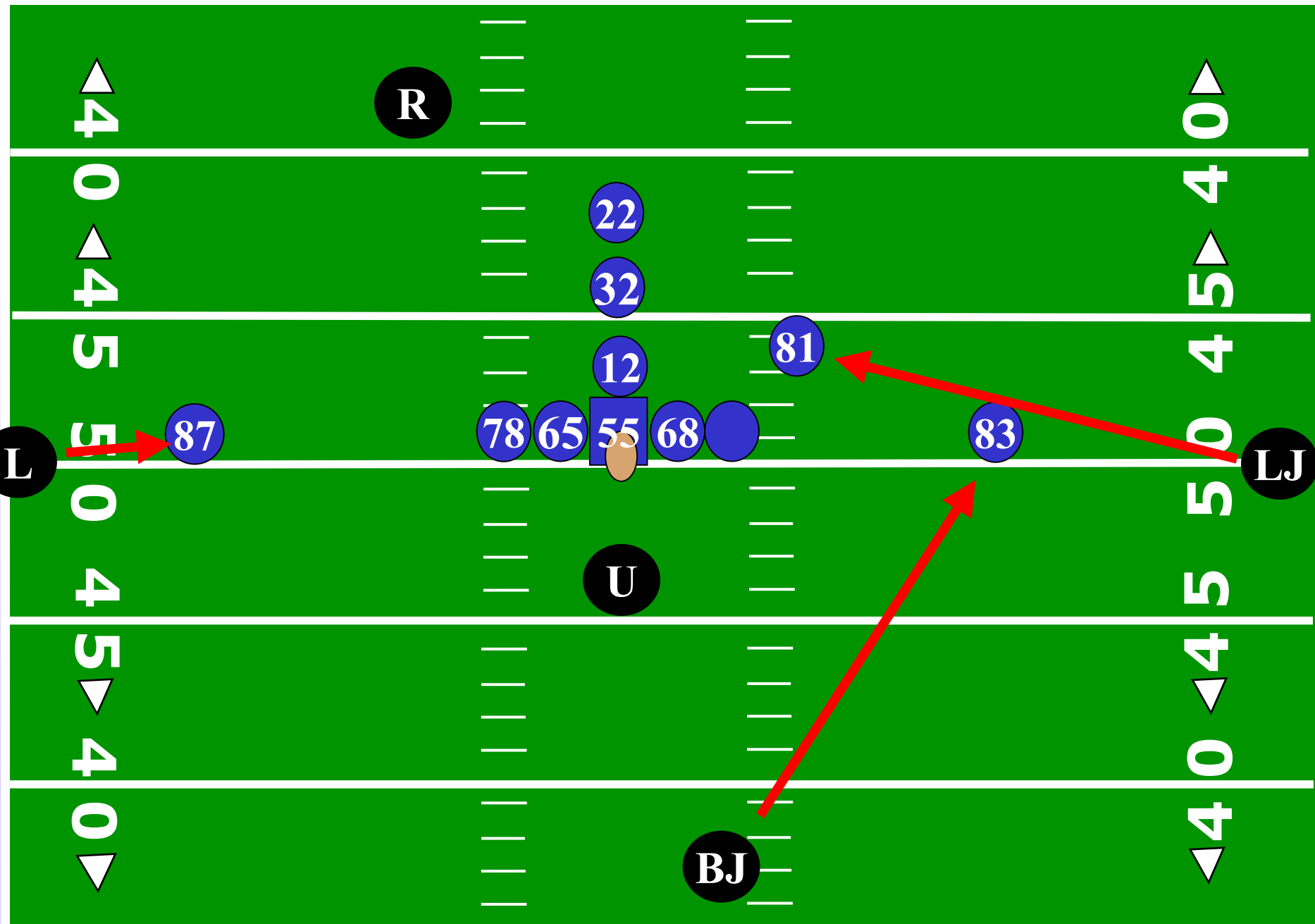
STRENGTH - L ; PRIMARY & SECONDARY KEYS



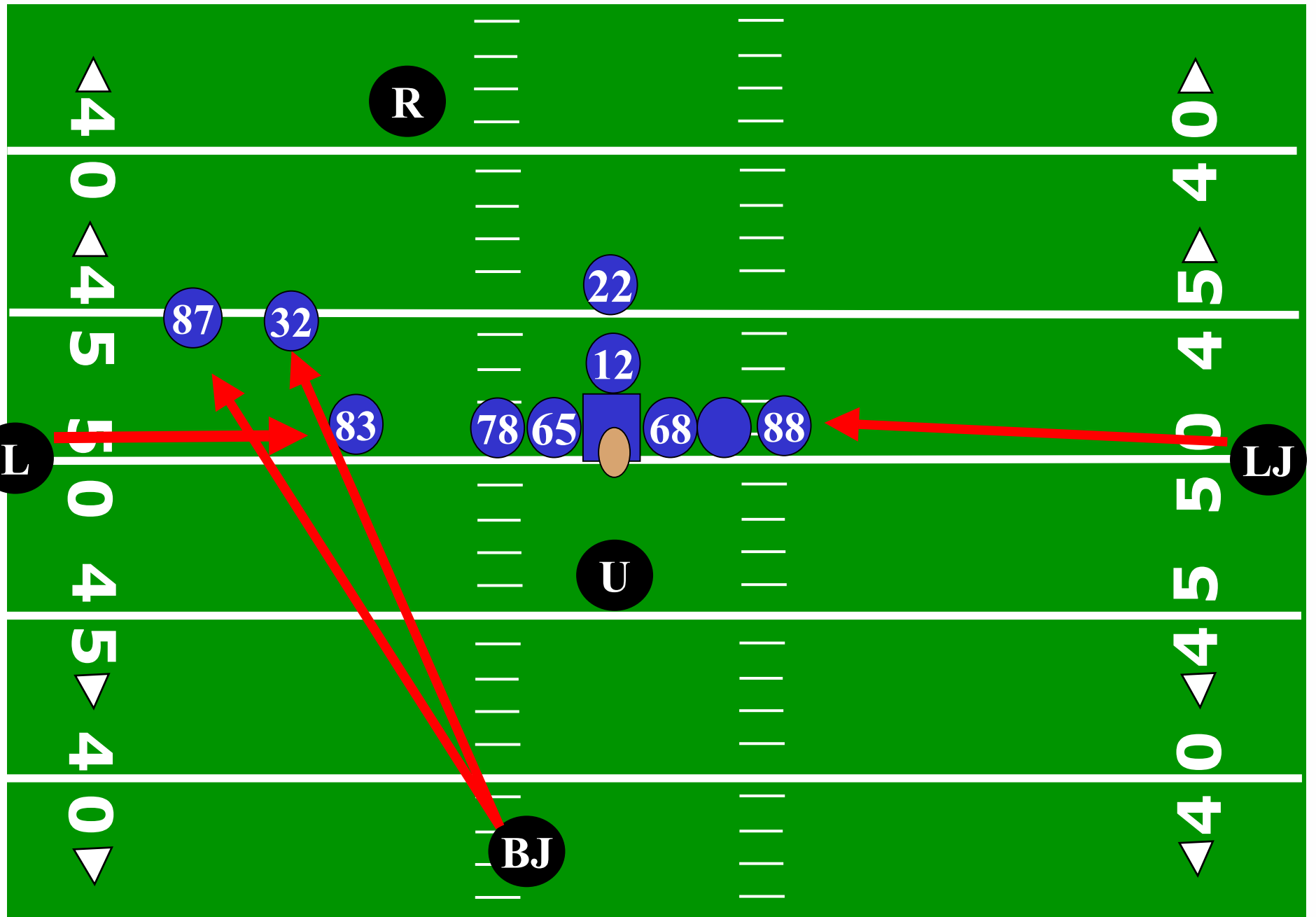
PRIMARY & SECONDARY KEYS



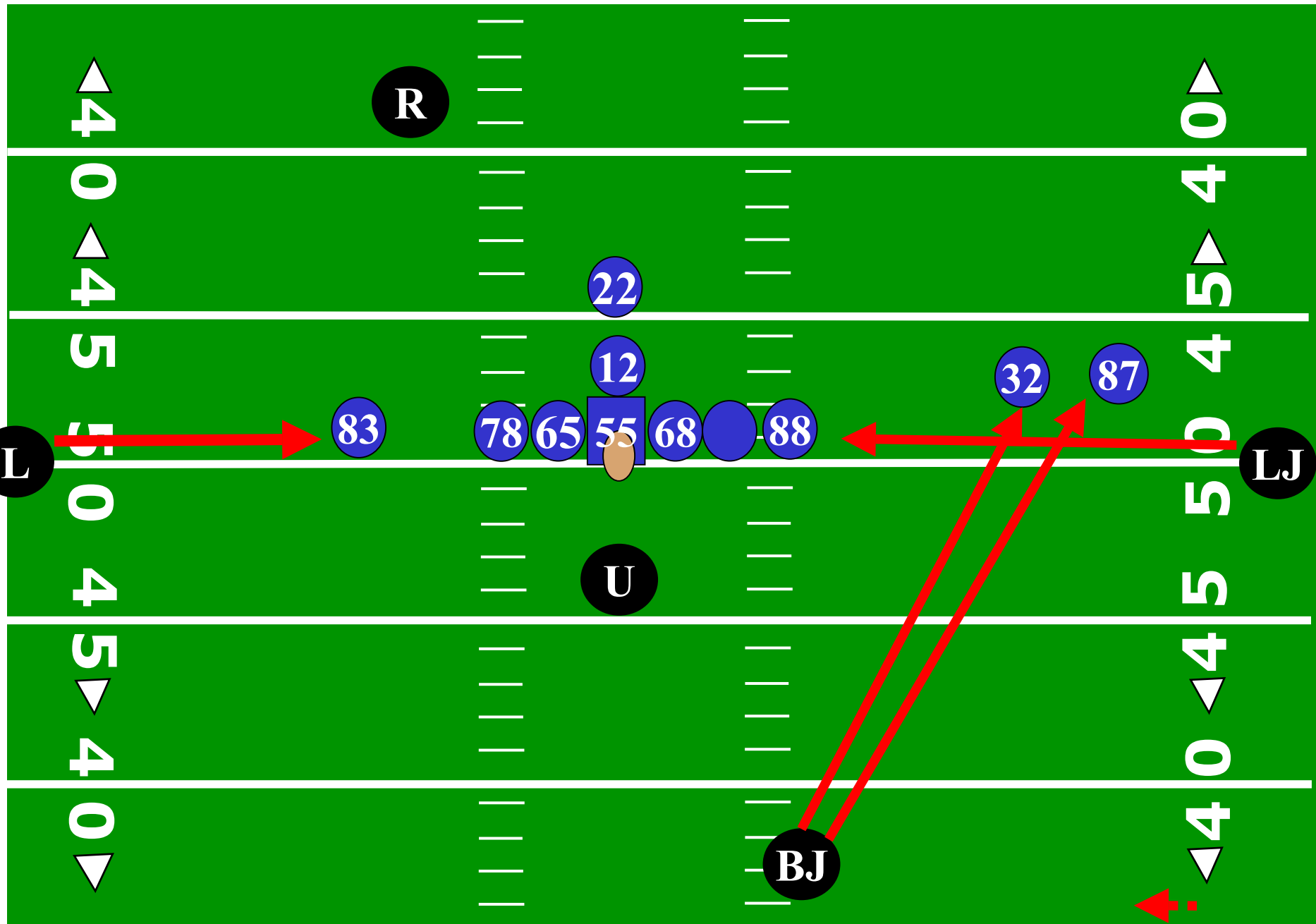
STRENGTH - LJ



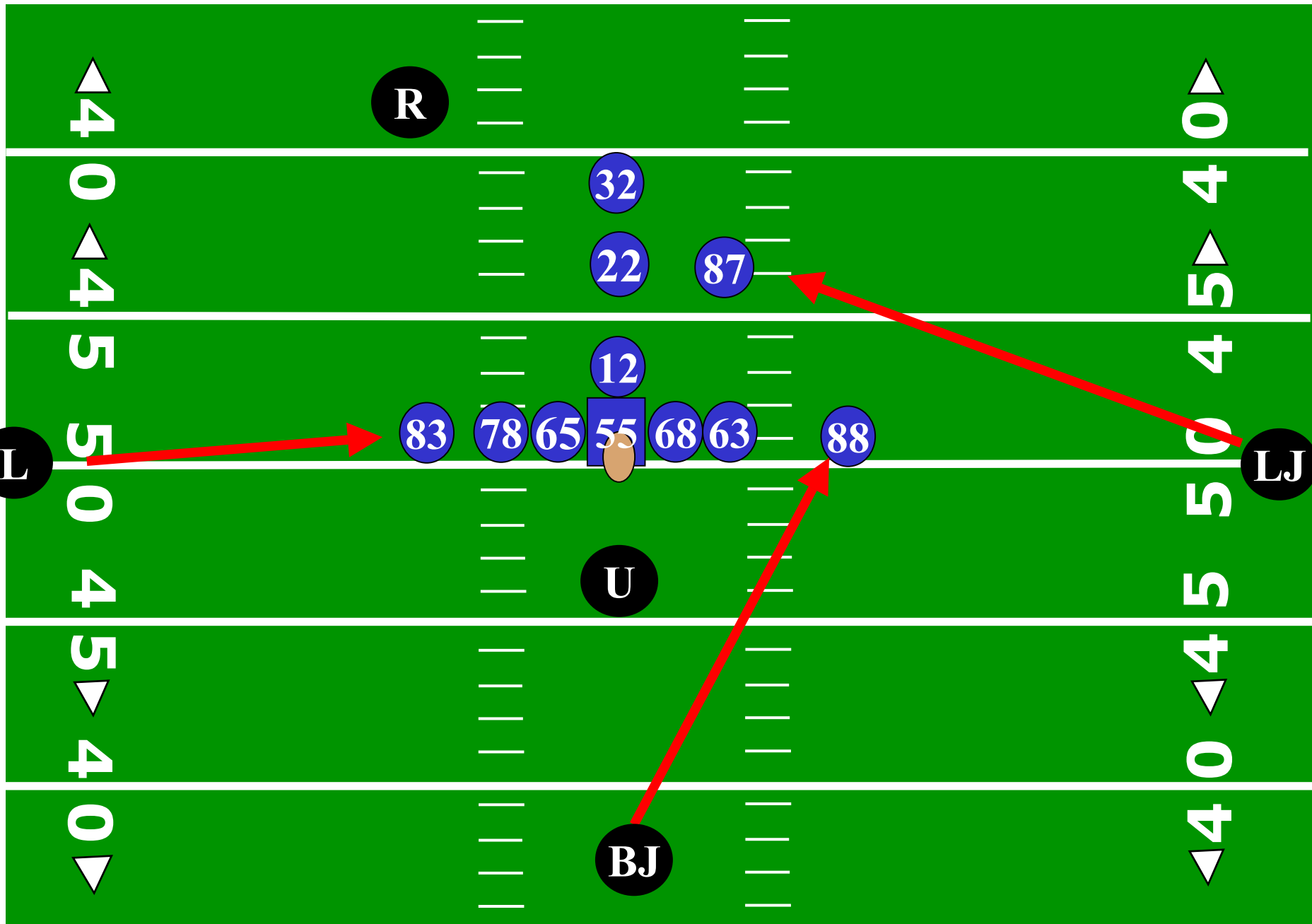
STRENGTH (LJ)



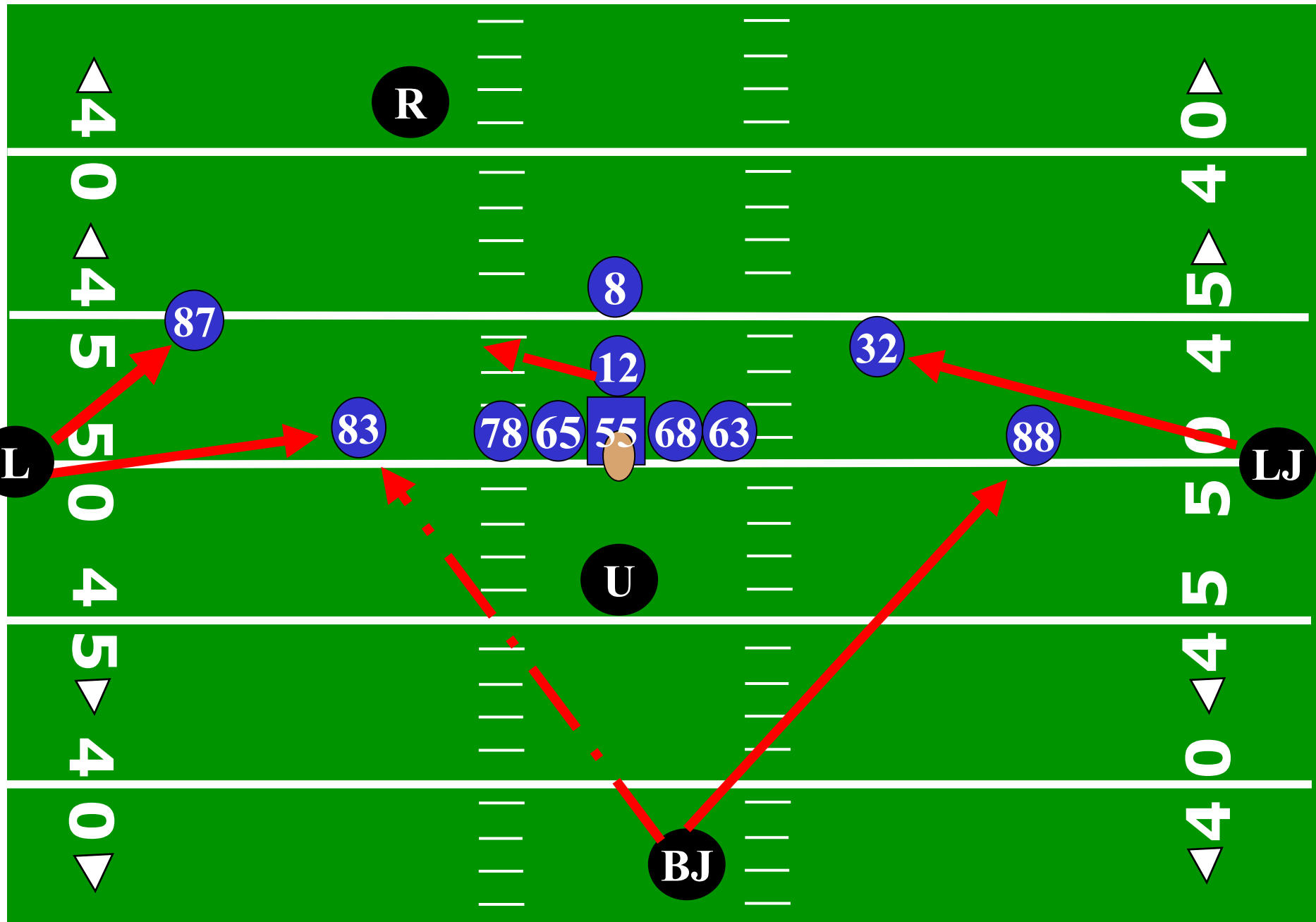
TRIPS



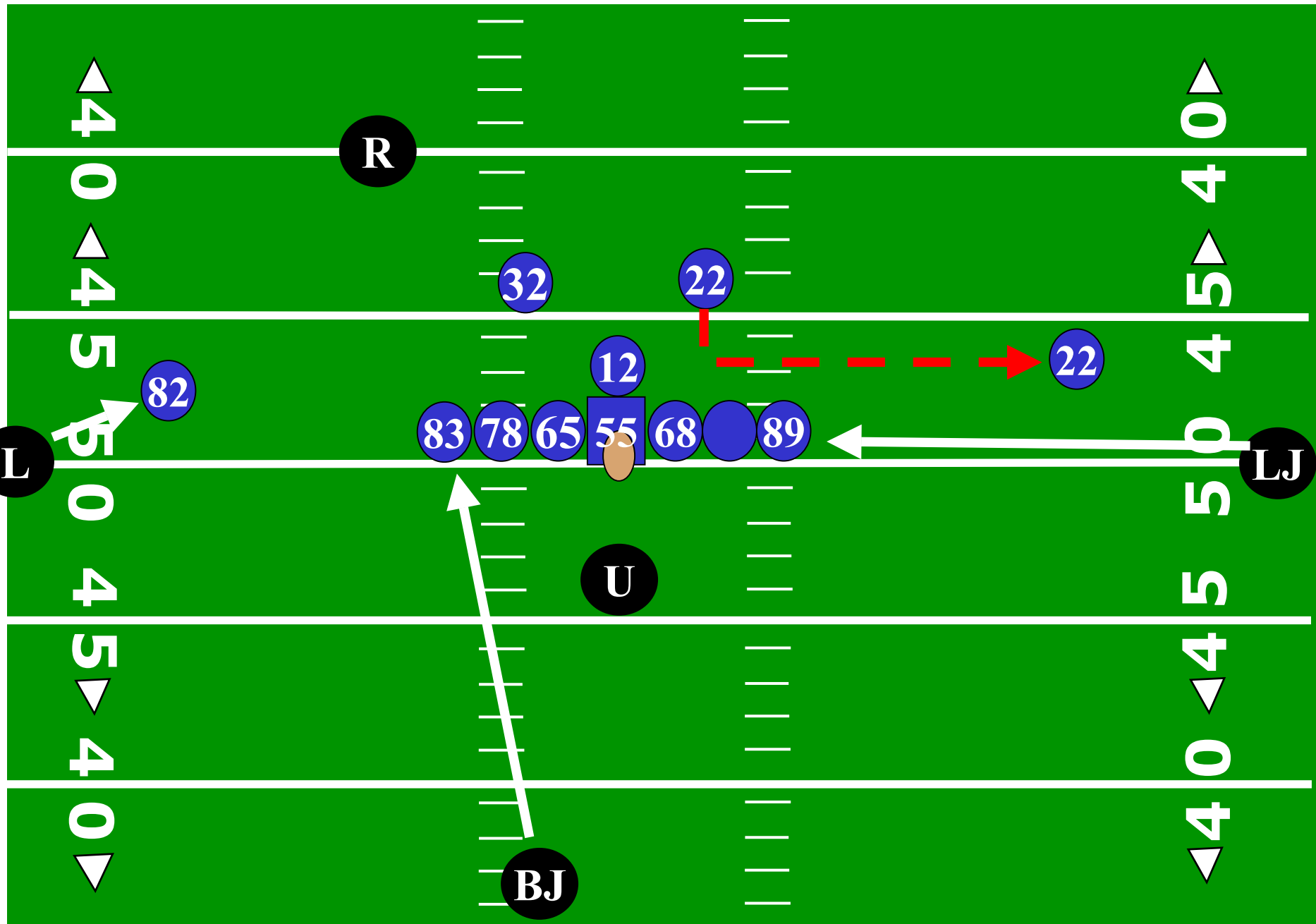
TRIPS



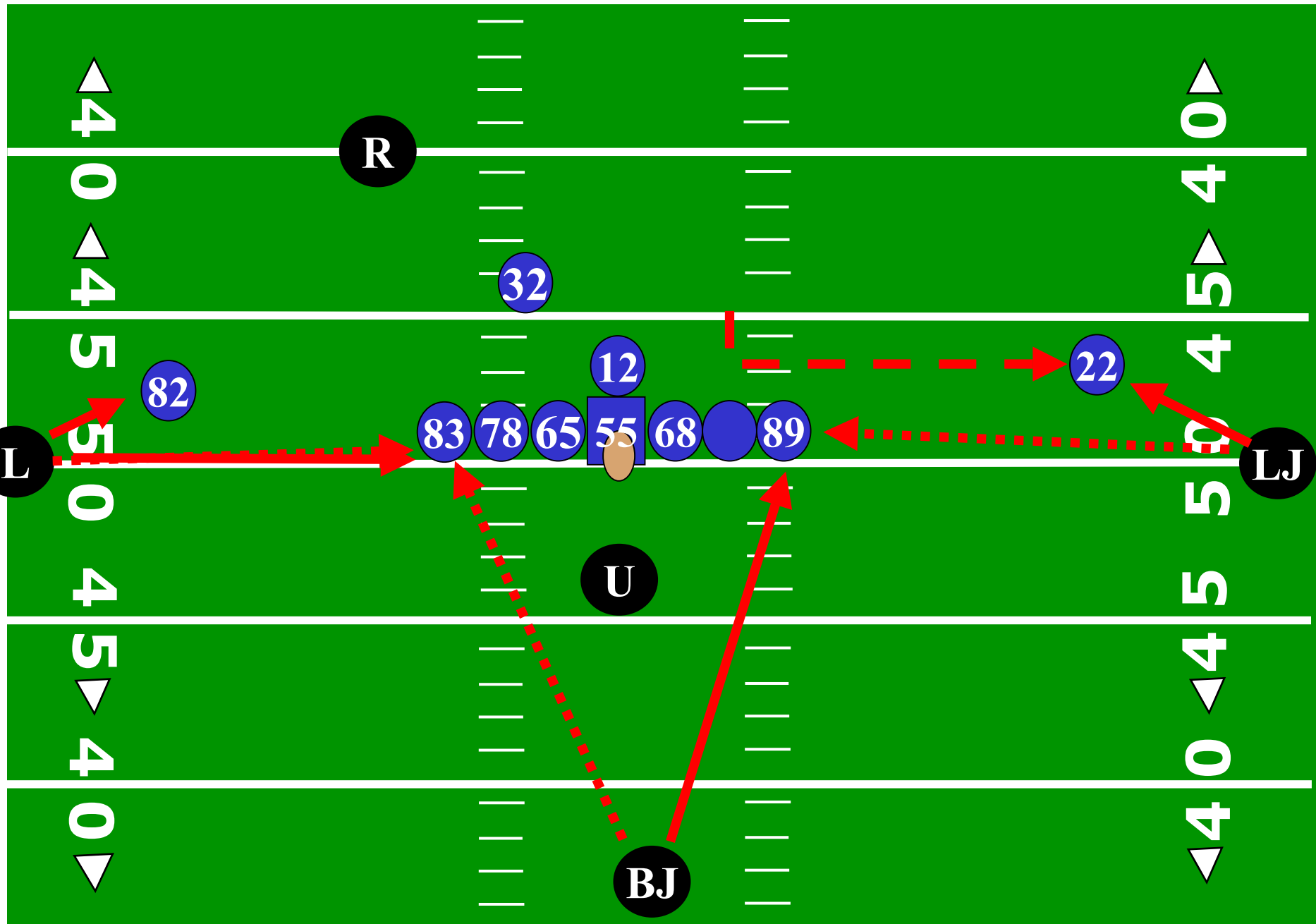
BALANCED



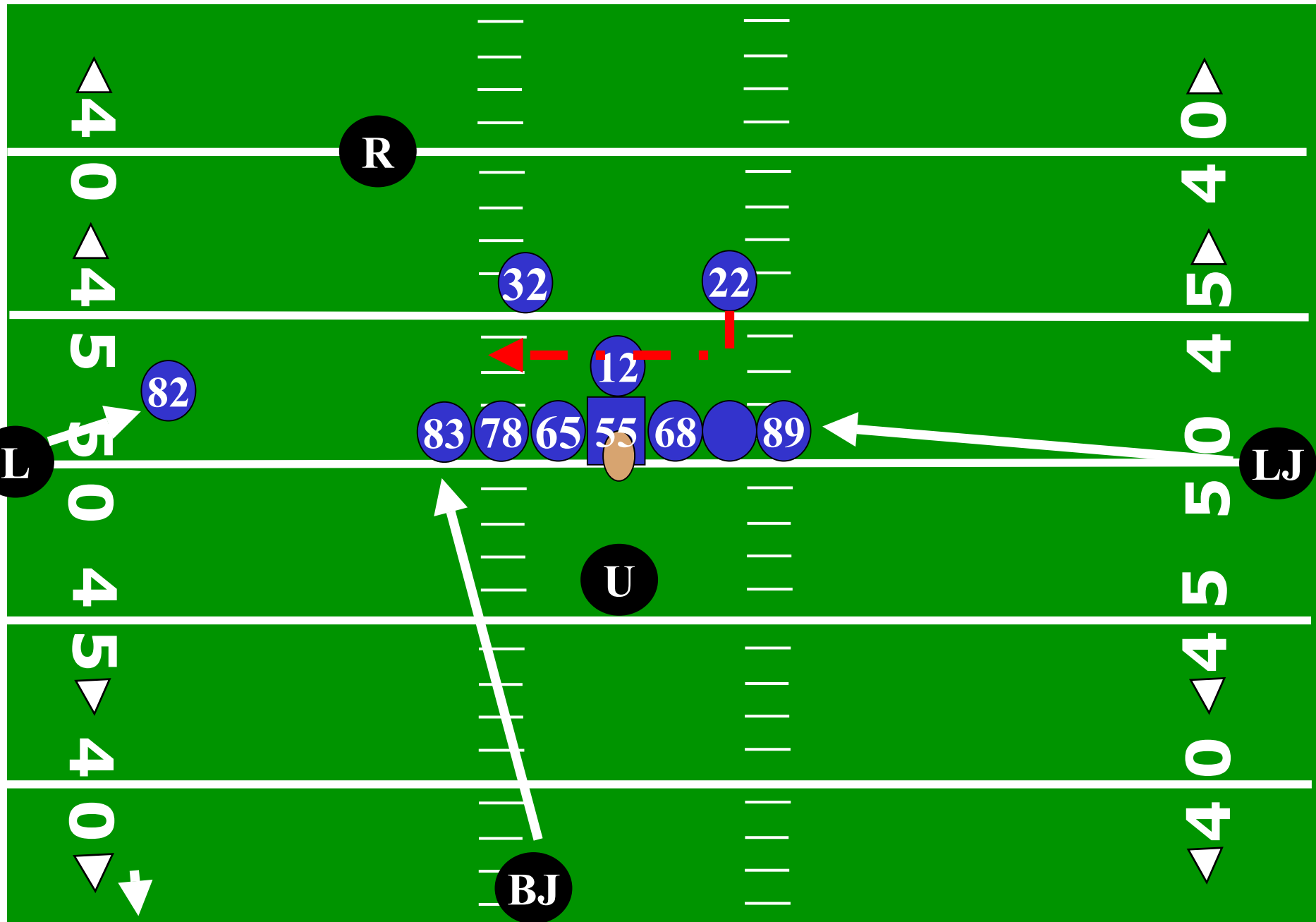
BALANCED (LJ) - QB SPRINTS TO L - BJ OBSERVE 83



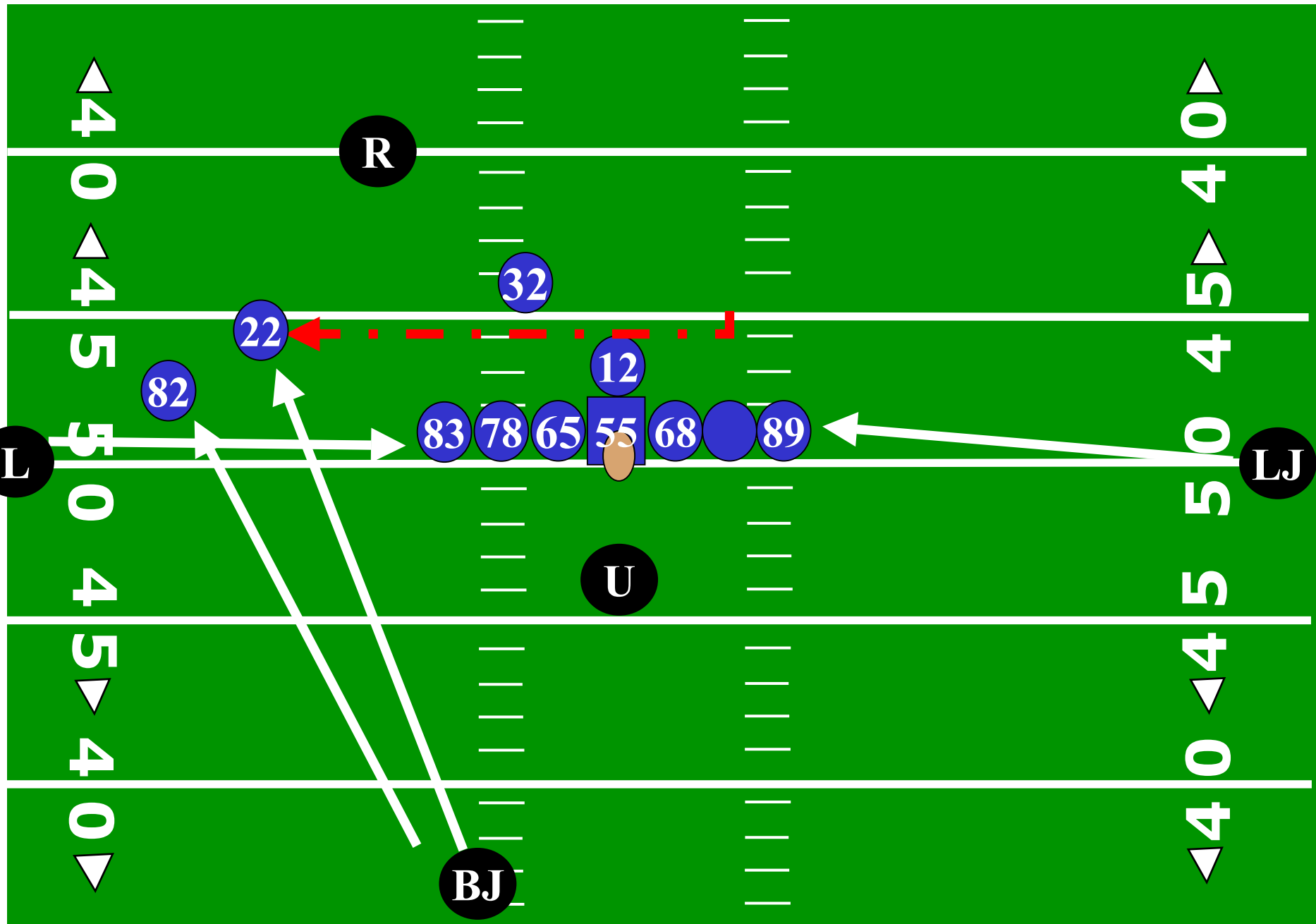
MOTION CHANGES STRENGTH



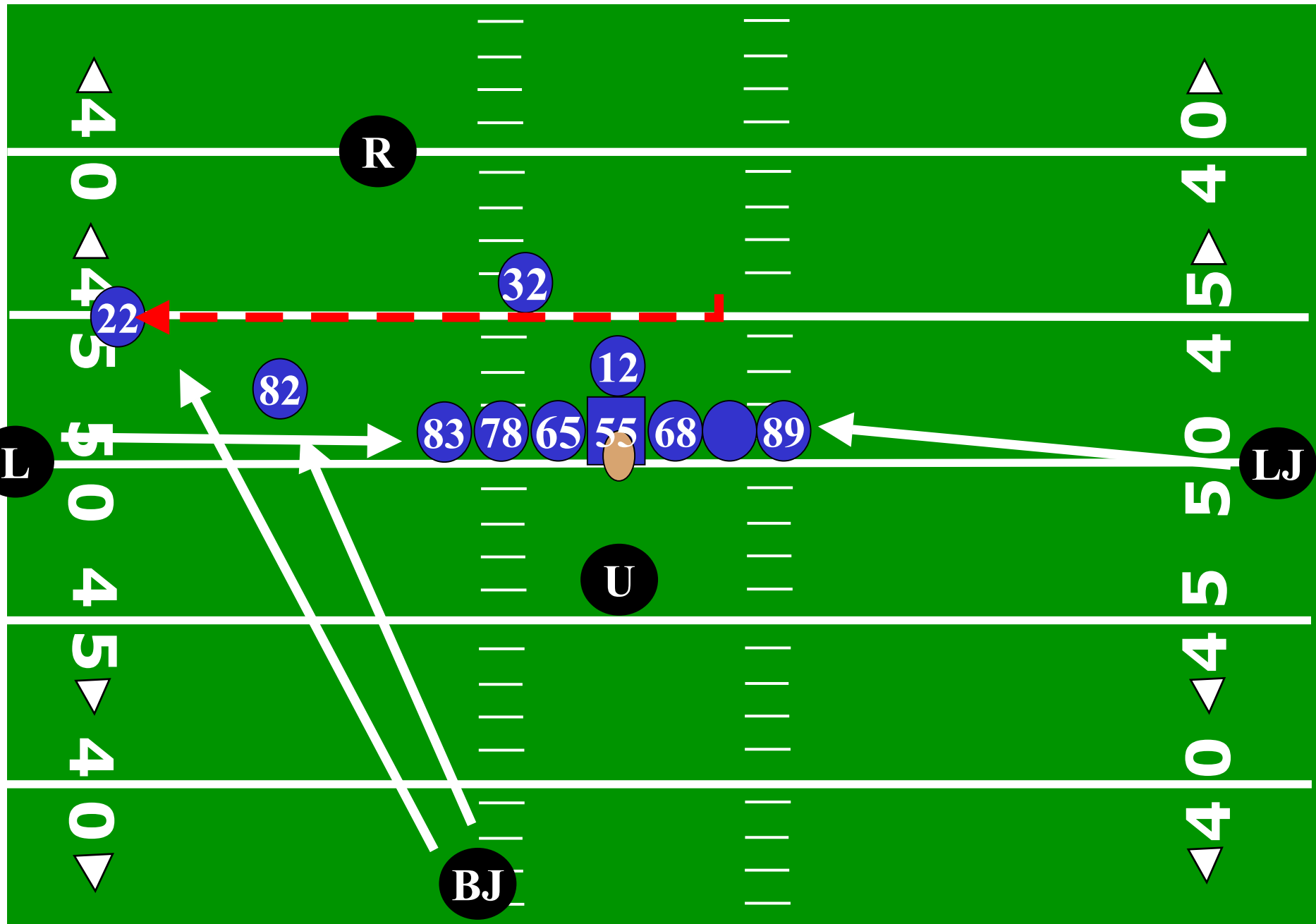
MOTION - STRENGTH SWITCHES TO LJ



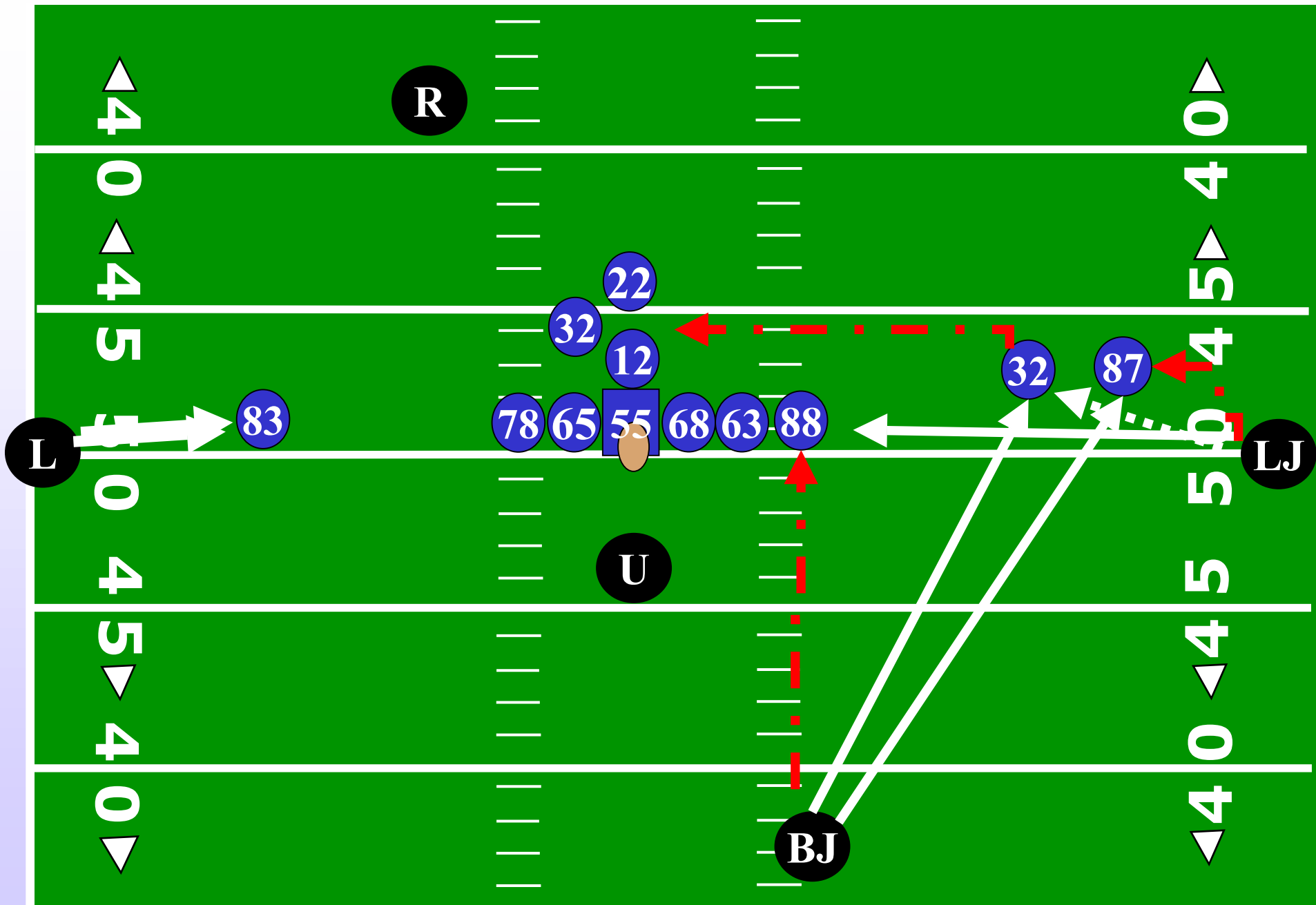
MOTION - LINESMAN REMAIN STRONG SIDE



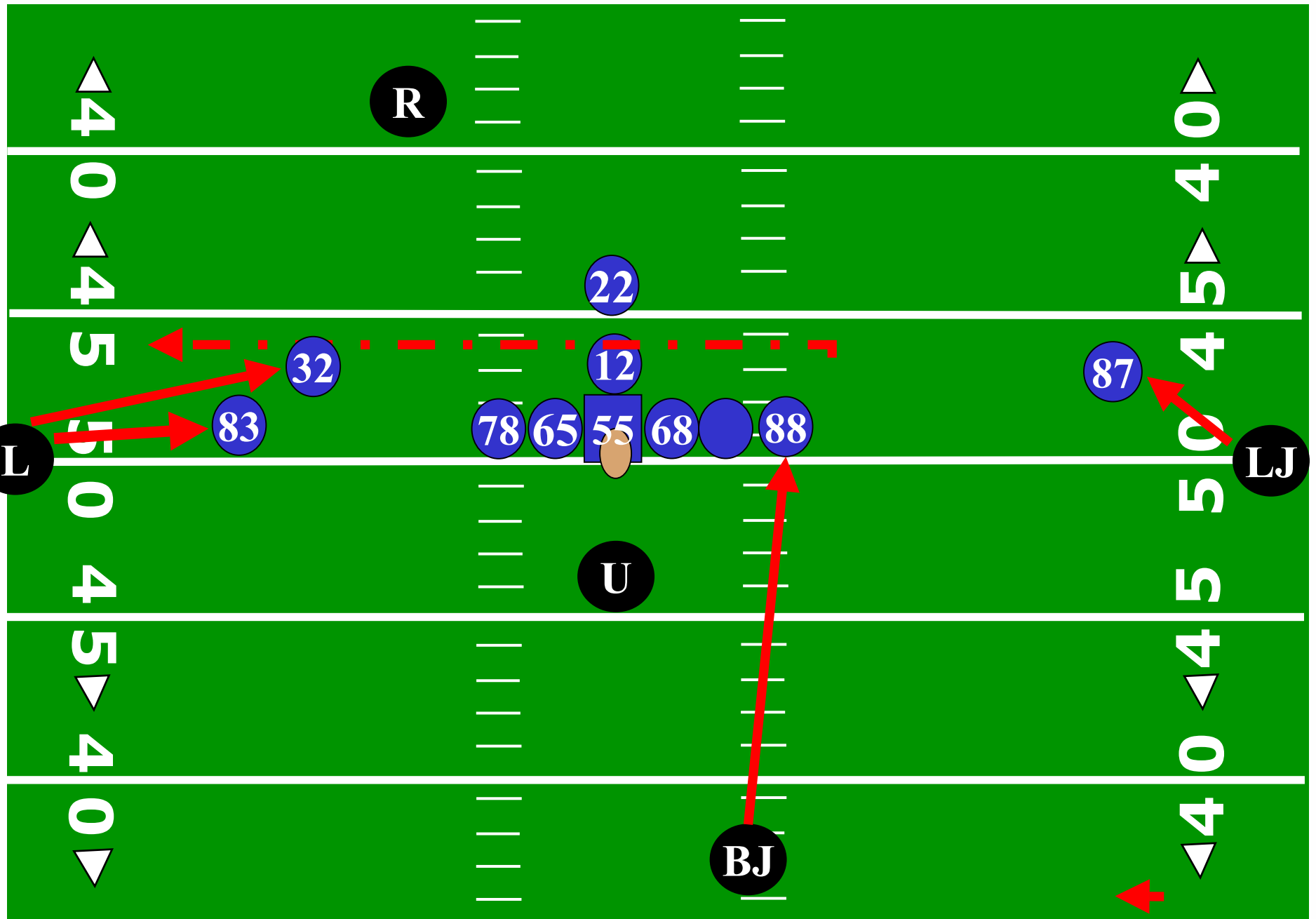
MOTION CREATES TRIPS TO LINESMAN'S SIDE



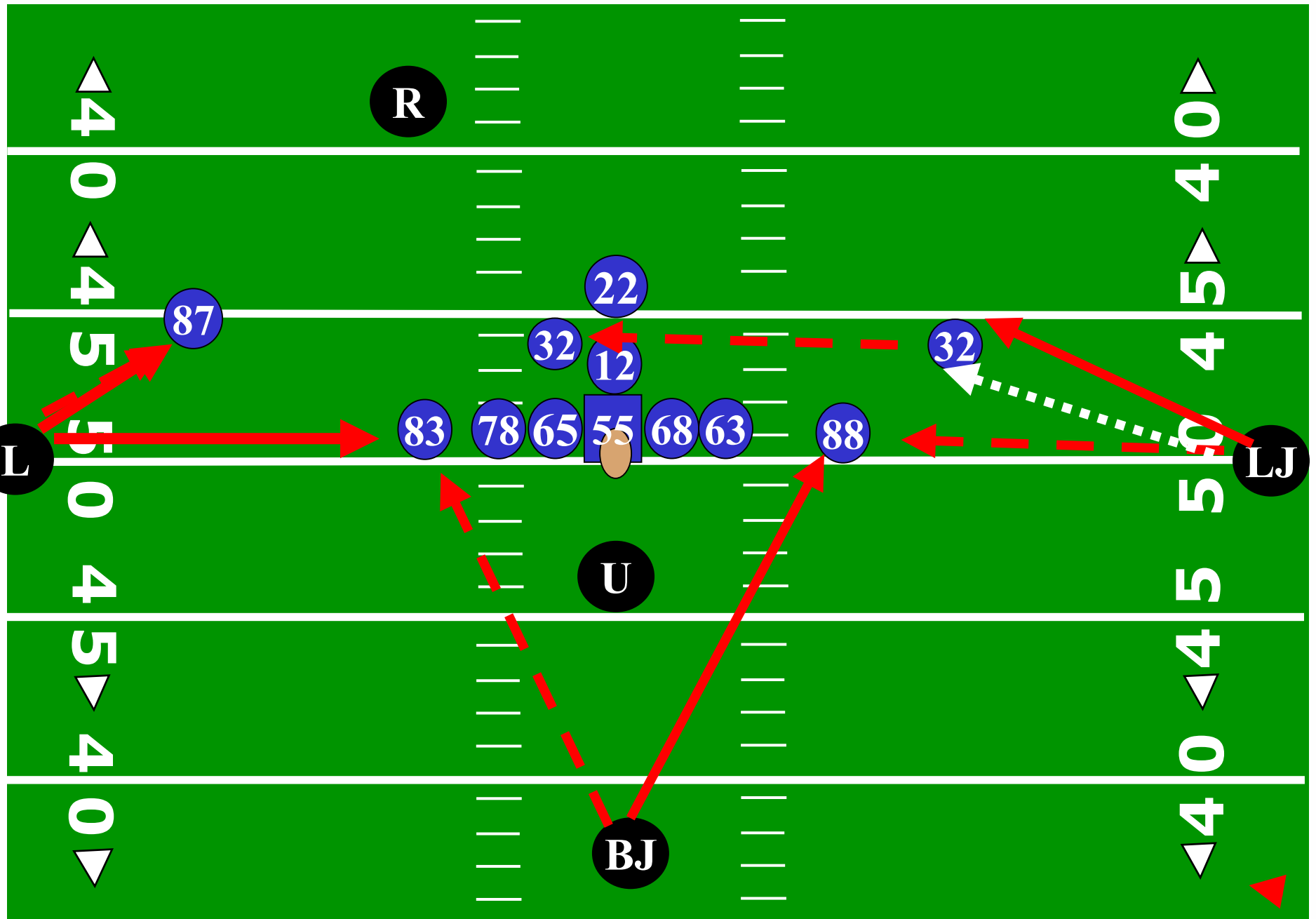
MOTION CREATES TRIPS TO LINESMAN



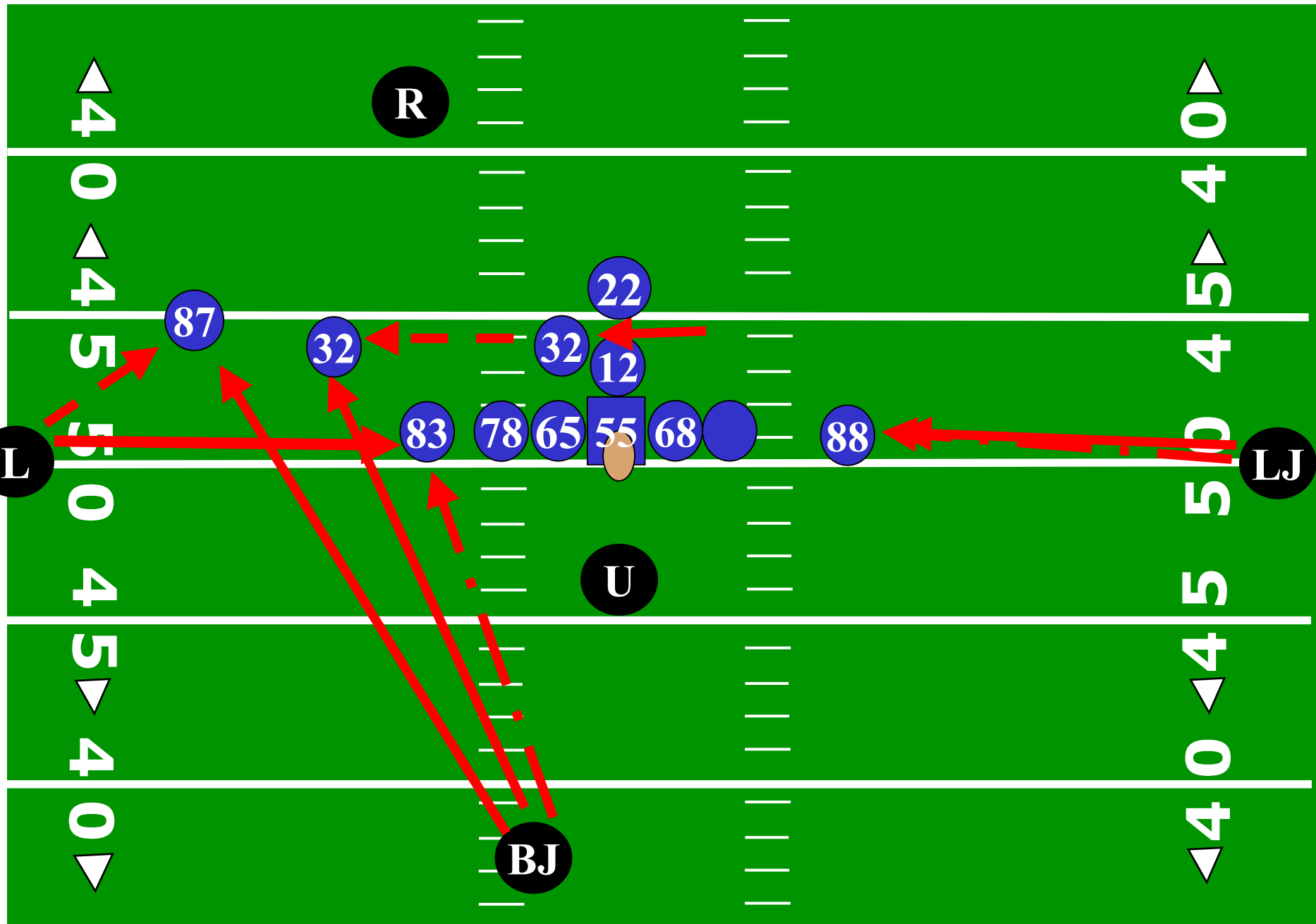
TRIPS TO LJ; MOTION CHANGES KEYS (LJ - STRONG SIDE)



BALANCED FORMATION - STRENGTH REMAINS TO LJ'S SIDE

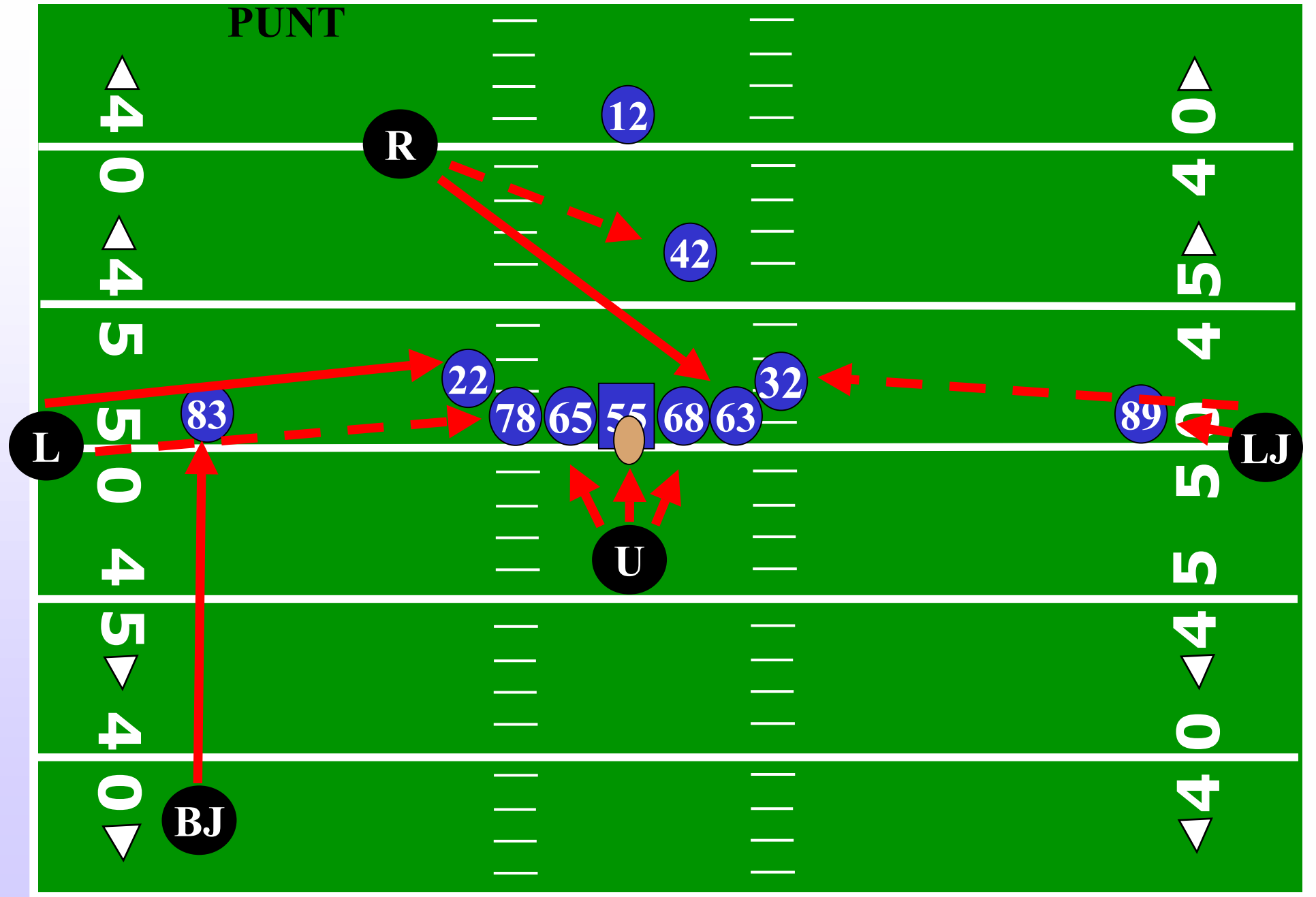


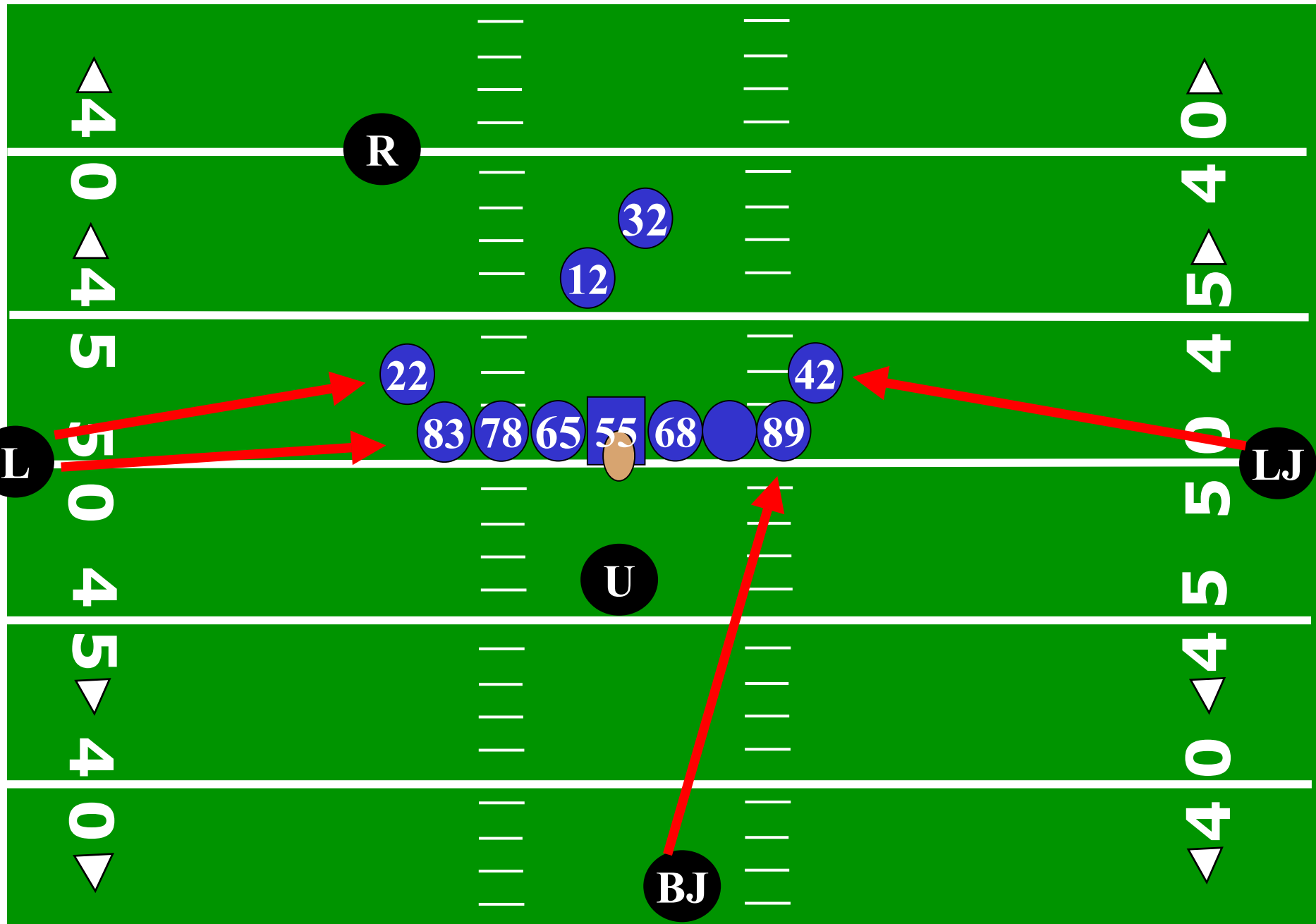
MOTION CHANGES STRENGTH TO L'S SIDE



MOTION CAUSES TRIPS TO L'S SIDE

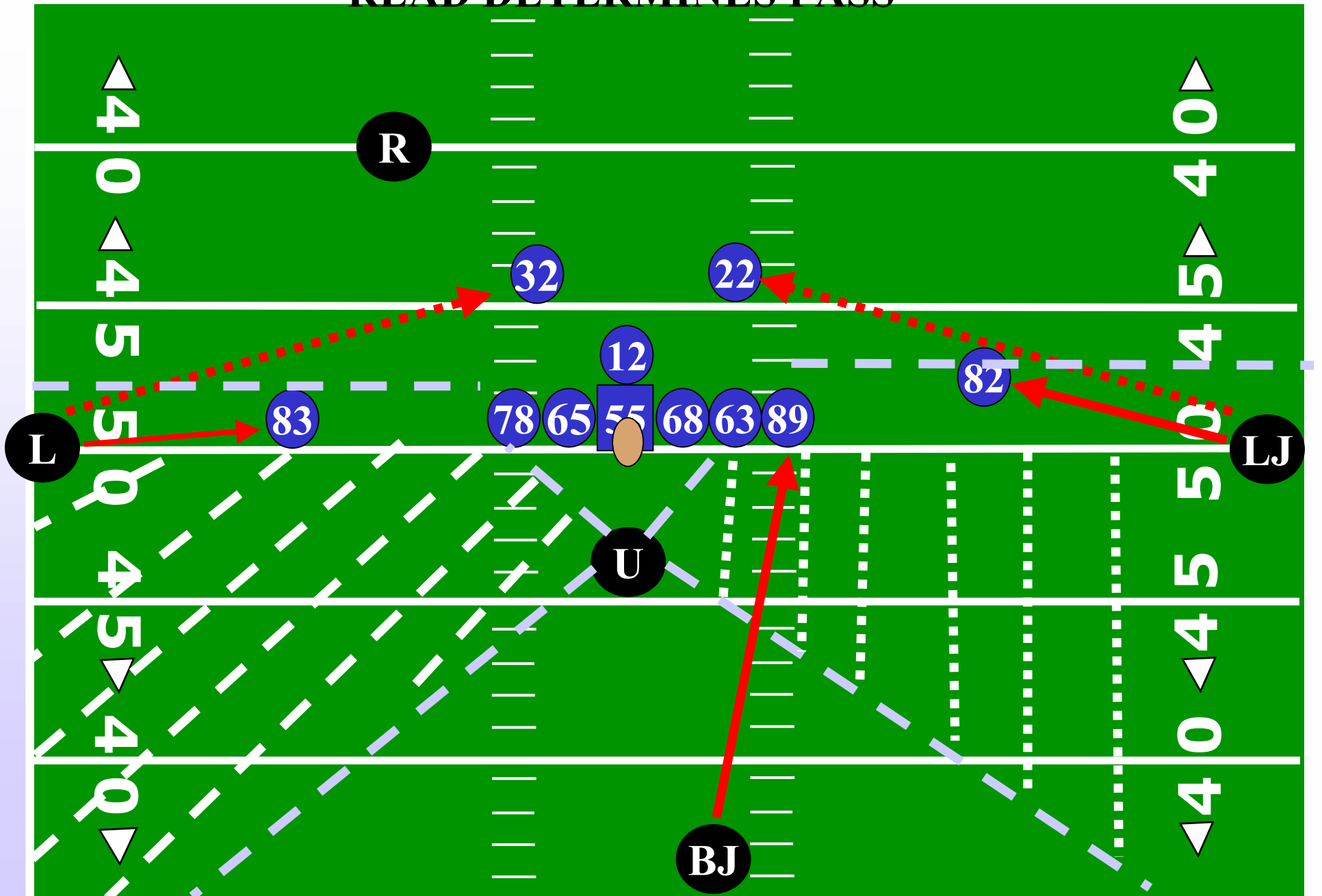
PUNT





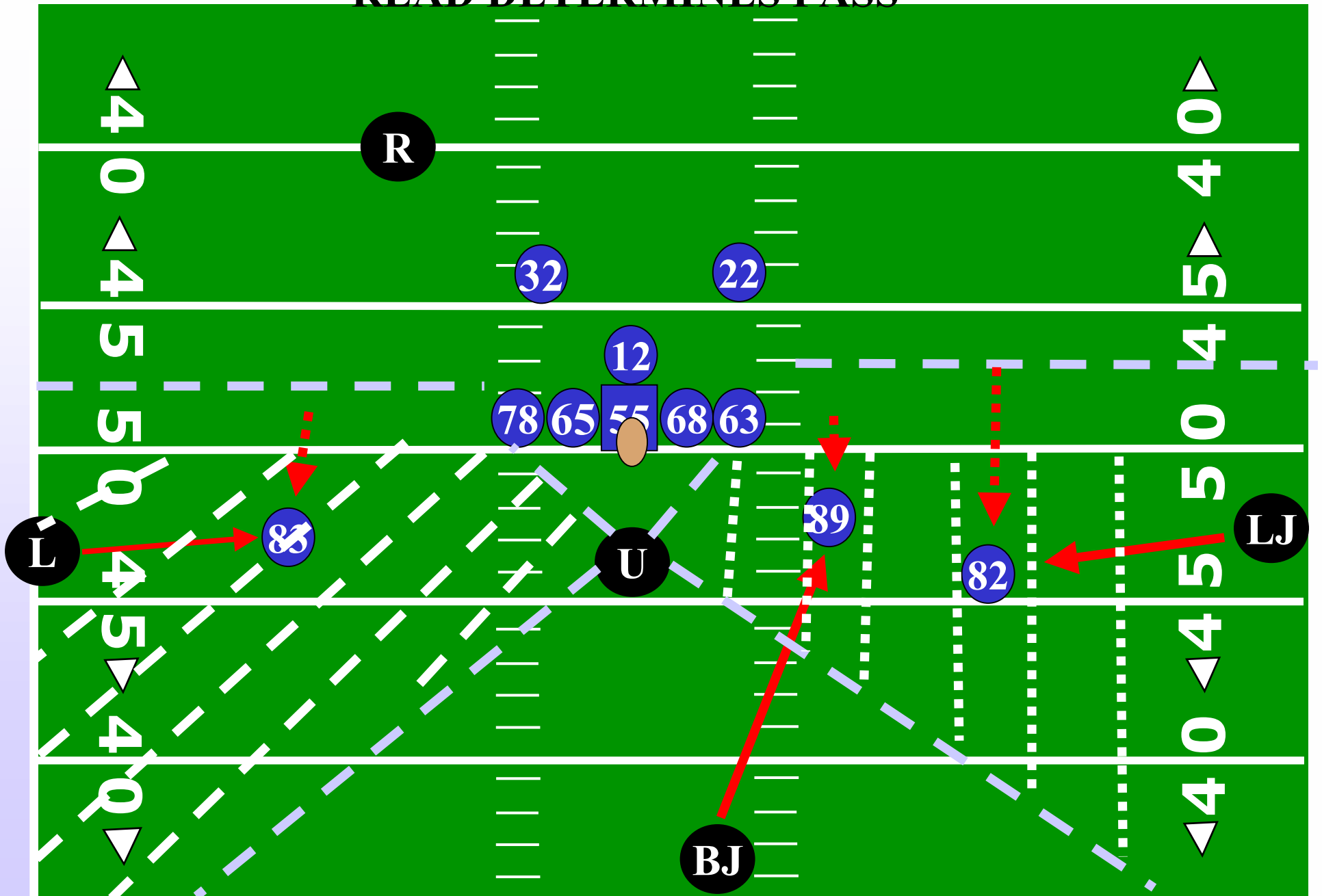
BALANCED FORMATION - LJ DECLARED STRONG

READ DETERMINES PASS



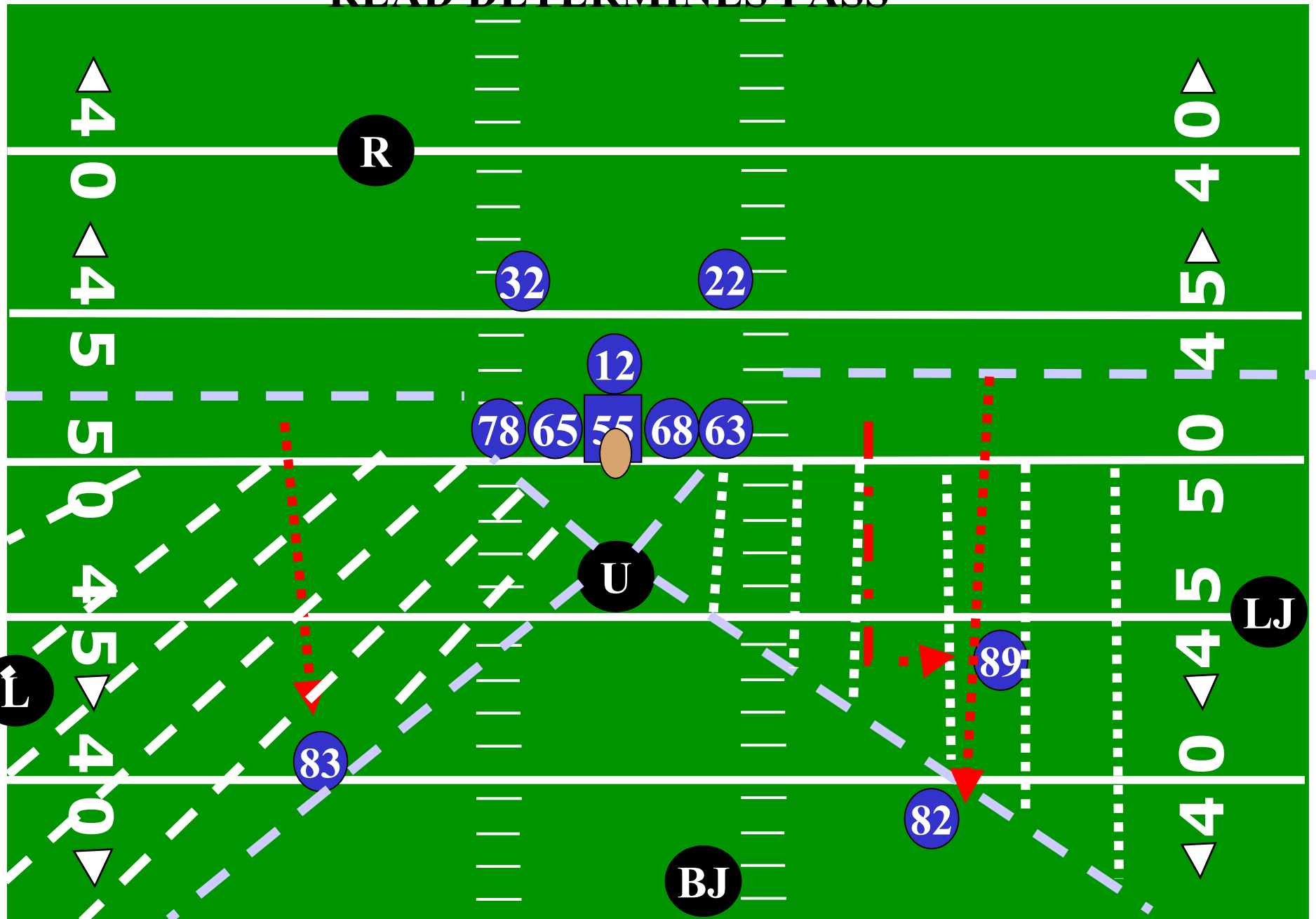
ZONE COVERAGE AFTER R HAS ADVANCED 5 TO 7 YDS

READ DETERMINES PASS



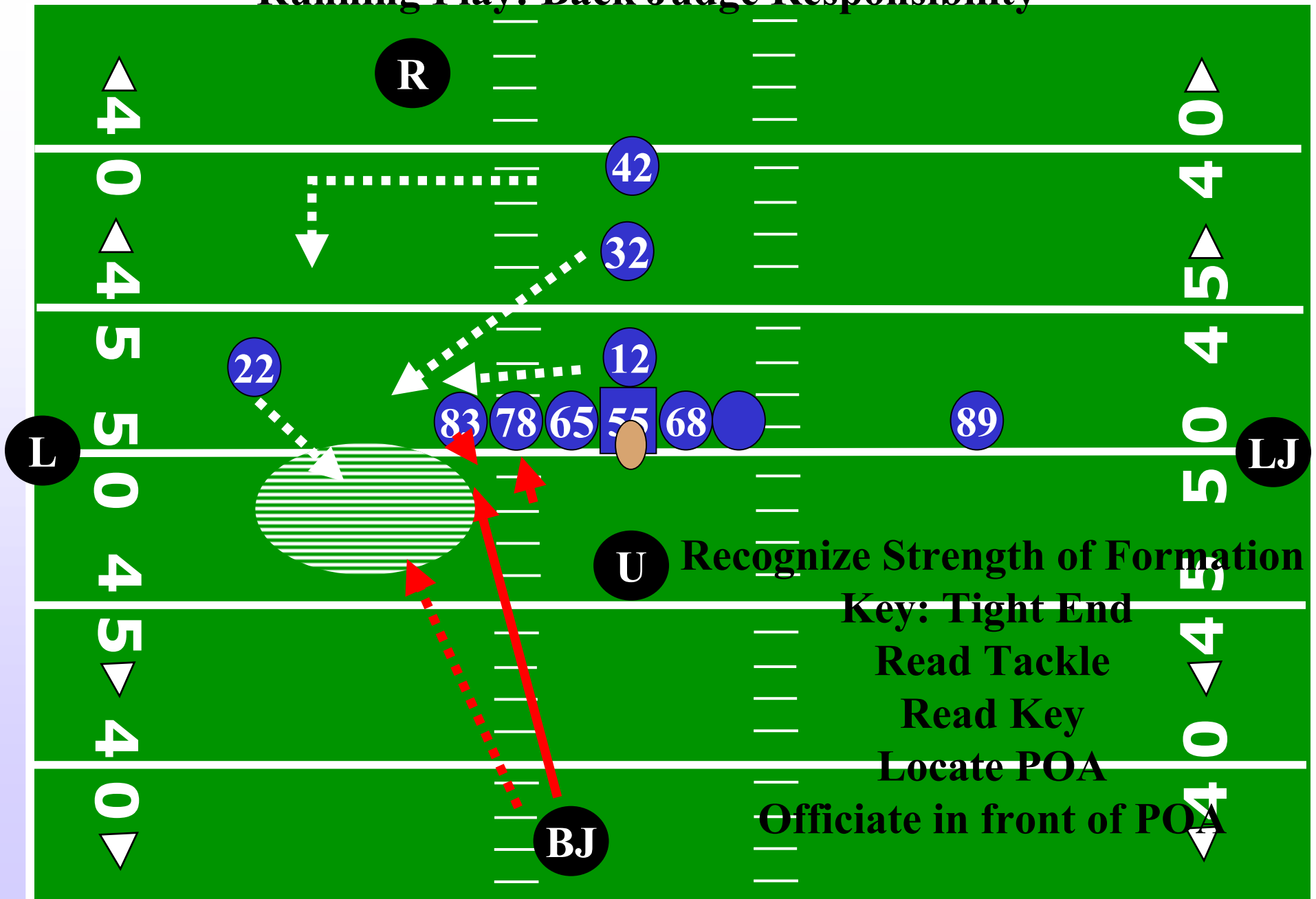
ZONE COVERAGE AFTER R HAS ADVANCED 5 TO 7 YDS

READ DETERMINES PASS



ZONE COVERAGE AFTER R HAS ADVANCED 5 TO 7 YDS

Running Play: Back Judge Responsibility



Keys

4
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Keys are intended to help determine MAN coverage at the initial snap.

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Definitions

Strength of Formation: *Determined by number of eligible receivers outside tackle.*

4
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Tight End: *End man no more than 4 yards from nearest lineman.*

5

Back in Backfield: *Player in backfield between the tackles at snap.*

5

Trips: *Three or more receivers outside tackle to one side.*

Back Judge

5

Has first key; Based on strength and number of receivers.

0

Usually the End on the Strong Side.

Trips: *Is responsible for two outside receivers.*

4

Balanced Formation: *Declare strength to Line Judge's side.*

5

Linesman and Line Judge

4
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Has second key

Do not key off the same player as Back Judge.

4

Strong Side: *Key strong side back*

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Weak Side: *Key off receiver(s) to your side*

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Trips: *Inside eligible receivers*

Balanced Formation: *Declare strength to Line Judge's side. Page 54*

R, L, LJ, BJ: Read tackle at snap (run or pass); Umpire: Read guards and center at snap

