

**Time Schedule for Varsity Contests -- 5 Man Crew  
(6/1/17)**

Prepared by Bruce Maurer, DOD

**Prior to Kickoff (KO)**

7:30PM	TIME ON CLOCK & CREW DUTIES	7:00P M
6:00P M	<b>Crew:</b> Arrive on site; check-in with Game Mgmt. Need to discuss Inclement Weather Policy?	5:30P M
6:30P M	Timer(s) to Officials LR & discuss Point Differential Rule with <b>LJ</b> (GC) & <b>BJ</b> (PC - If Used)	6:00P M
6:30P M	HT & VT Teams: Bring FB's to Officials Locker Room; <b>U:</b> Approve FB's for HT & VT & return them	6:00P M
6:49P M	<b>U:</b> Ask <b>Crew</b> -- Flags? Bean bags? Whistles? Coin? Rule/Case/Gold Book (Before leaving LR)	6:19P M
6:50P M	<b>Crew:</b> Walk to field & talk with first available HC Note 1: Time may be earlier due to distance from LR to field	6:20P M
6:55P M	<b>Crew:</b> Introductions: Look HC in the eye; firm handshake; smile; complete the following: <b>R:</b> Players legally equipped? Captain's #'s; Kicker - Right or Left Footed; Unbalanced Line? Note 2: Storms forecasted? Ask HC's for help to see lightning & hear thunder <b>HL</b> (VT)/ <b>LJ</b> (HT): Give Lineup Card; Get back coach's name; unusual plays; get player's # who fouled; Unusual situations/Pen. Enf.; KO Depth by KT; will change if VT is on PB SL & HT is opposite PB <b>R:</b> Team box emphasis; players on the edge- UNS- do you want to take care of it? Good luck!	6:25P M
6:59P M	Timer: Put 30 Minutes on GC & Start It So Time Expires 1 Minute Before KO	6:29P M
7:05P M	<b>LJ/BJ</b> (HT) & <b>U/HL</b> (VT): Secure a maximum of 4 captains/team	6:35P M
7:10P M	<b>R:</b> Flip coin	6:40P M
7:12P M	<b>Crew:</b> Record toss winner & options selected	6:42P M
7:13P M	<b>Crew:</b> Inspect field; talk with Ball Persons; stretch & loosen up	6:43P M
7:14P M	Both Teams Clear the Field; <b>R:</b> Inquire & Introduce yourself to any Medical Professionals on site	6:44P M
7:15P M	<b>HL:</b> Talk to Chain Crew-NO Stripes; Website has Info; <b>LJ:</b> See Timer if not in LR – Point Differential	6:45P M
7:28P M	<b>Crew:</b> Meet at 50 YL (center of field); <b>BJ</b> brings FB	6:58P M
7:29P M	<b>Crew:</b> Jog to KO IP Note 3: <b>LJ</b> steps on field with stop sign signal until GC is set to 12:00 for 1st qt. then tells <b>R</b>	6:59P M
7:30P M	<b>R:</b> Sound Whistle for KO	7:00P M

**Halftime (20m + 3m)**

**TIME ON CLOCK**

20m	<b>R:</b> Wind GC for 20 minute halftime; crew sets watches; <b>LJ</b> times the halftime	20m
5m	<b>LJ/BJ</b> (HT) & <b>U/HL</b> (VT): Leave Official's LR for Team LR's	5m

4m	<b>LJ/BJ (HT) &amp; U/HL (VT):</b> Inform HC Only of remaining time for half time	4m
0m	<b>LJ/BJ (HT) &amp; U/HL (VT):</b> Escort Both teams to arrive on the field	0m
3m	<b>R:</b> Wind GC for 3 minute warm up	3m
3m	<b>BJ (HT) &amp; U (VT):</b> Bring 1 captain to 50 YL Center of Field; <b>R:</b> Secure options & signal PB	3m
2m	<b>Crew:</b> Meet at 50 YL (center of field)	2m
1m	<b>Crew:</b> Jog to KO IP; Crew sound whistles to get teams ready for 2nd half KO	1m
	Note 4: <b>LJ</b> steps on field at numbers with stop sign signal until GC is set to 12:00 for 3rd qt. then tells <b>R</b>	
0m	<b>R:</b> Sound Whistle for KO	0m
	Note 5: <b>LJ</b> will time all 30 minute intervals for an interrupted game due to thunder & lightning	
	Note 6: Time may be earlier due to walking distance from LR to the field	
	Note 7: Playoffs: 1st game- arrives 2 hours before KO. Subsequent games- arrive 1 hour 30 minutes prior to KO.	

**Time Schedule for Sub Varsity Games-- 4 Man Crew  
(6/1/17)**

Prepared by Bruce Maurer, DOD

**Prior to Kickoff (KO)**

5:00PM TIME ON CLOCK & CREW DUTIES

9:00AM

4:40PM	<b>Crew:</b> Arrive on site; check with Game Management; Need to discuss Inclement Weather Policy?	8:40AM
4:41PM	<b>Crew:</b> Walk to field & talk with first available HC; Crew Introductions: Look coach in the eye;	8:41AM
	firm handshake; smile; complete the following: <b>R:</b> Players legally equipped; ineligible player's # in	
	an eligible position; captain's #'s; Kicker -- Right or Left Footed; Unbalanced Line?	
	Note 1: Storms forecasted? Ask for coaches help to see lightning/hear thunder	
	<b>HL (VT)/LJ (HT):</b> Get back coach's name; unusual plays; get player's # who committed foul;	
	explain unusual situations/penalty enforcement; will change if VT is on PB SL & HT is opposite PB	
	<b>R:</b> Team box emphasis; players on the edge- UNS- do you want to take care of it? Good luck!	
4:50PM	<b>LJ (HT) &amp; U/HL (VT):</b> Secure captains; max.-- 4 captains/team	8:50AM
4:51PM	<b>R:</b> Flip coin	8:51AM
4:52PM	<b>Crew:</b> Record toss winner & options selected	8:52AM
4:53PM	<b>R:</b> Inquire & Introduce yourself to any Medical Professionals on site; <b>U:</b> Check FB's	8:53AM
4:53PM	<b>LJ:</b> Inspect Field & Talk to Timer -- Point Differential ; <b>HL:</b> Talk with Chain Crew (NO Stripes)	8:53AM
4:58PM	<b>Crew:</b> Meet at 50 YL (center of field) -- 9th/JV	8:58AM
4:59PM	<b>Crew:</b> Meet at 35 YL & Place FB -- 7th/8th; Jog to KO IP -- 9th/JV	8:59AM
5:00PM	<b>R:</b> Sound whistle for Snap (7th/8th) or KO (9th/JV)	9:00AM

**Halftime (10m + 3m)**

TIME ON CLOCK

10m	<b>R:</b> Wind GC for 10 minute halftime; <b>Crew</b> set watches; <b>LJ</b> time halftime	10m
5m	<b>LJ (HT) &amp; U (VT):</b> Go to team LR's or team meeting on/near the field	5m
4m	<b>LJ (HT) &amp; U (VT):</b> Inform HC Only of remaining time for half time	4m
0m	If the teams leave the field, the <b>LJ (HT) &amp; U (VT)</b> will escort them to the field	0m
3m	<b>R:</b> Wind GC for 3 minute warm-up	3m
3m	<b>LJ(HT) &amp; U (VT):</b> Bring 1 captain to 50 YL Center of Field; <b>R</b> --Secure options & signal PB	3m
2m	<b>Crew:</b> Meet at 50 YL Center of Field (9th/JV only)	2m
1m	<b>Crew:</b> Meet at 35 YL & Place FB (7th/8th); Jog to KO IP (9th/JV)	1m
0m	<b>R:</b> Sound whistle for Snap (7th/8th) or KO (9th/JV)	0m
	Note 2: <b>LJ</b> will time all 30 minute intervals for an interrupted game due to thunder & lightning	
	Note 3: Time may be earlier due to walking distance from LR to field	