

# National Federation 4 Person Mechanics Football

# Coin Toss

- R and U bring in captains
- Flanks come into the hash marks and watch their teams

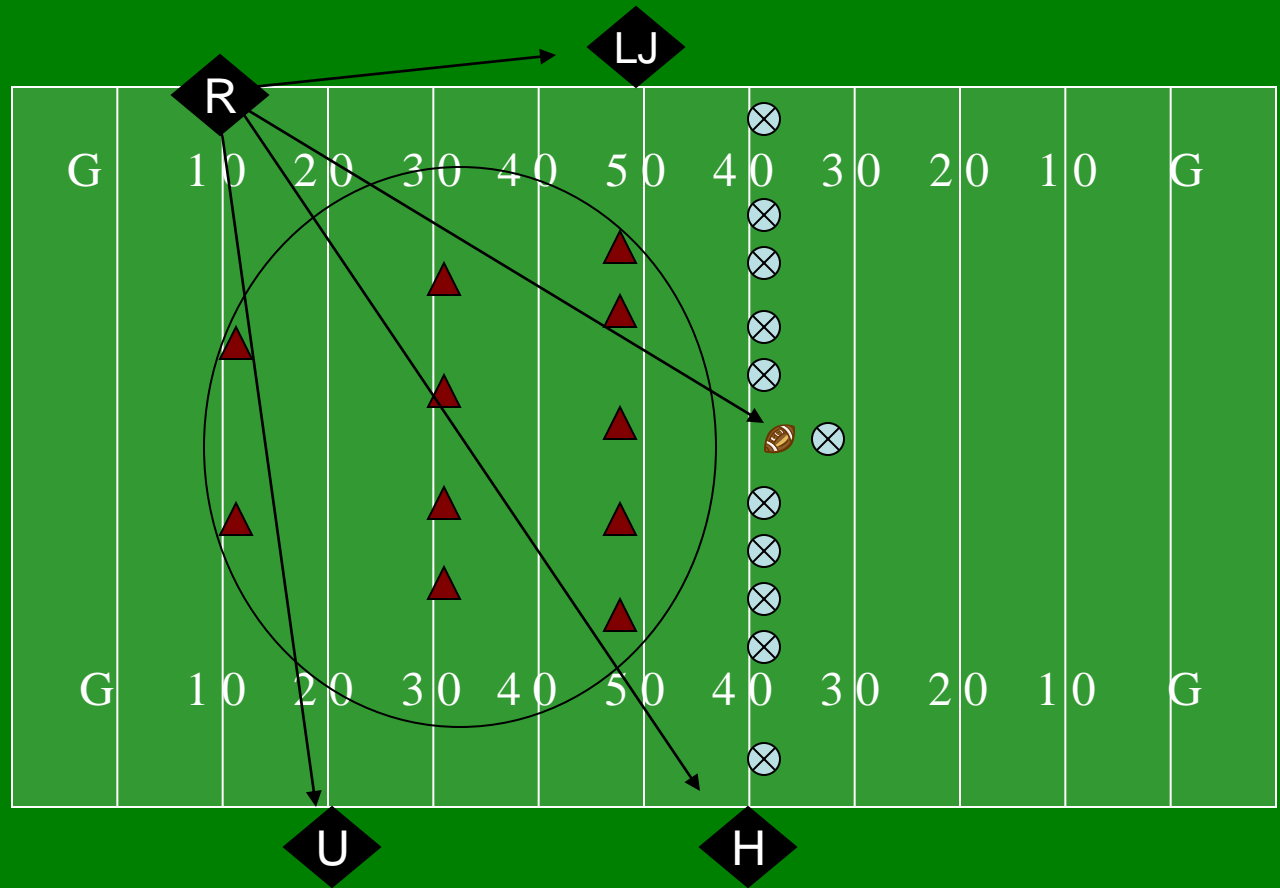
# Before Kickoff

## Referee

Position near R's  
10-yard line  
opposite  
Linesman

Count R Players

Check other  
officials in position  
and signal ball  
ready for play  
after other officials  
and kicker ready



# Before Kickoff

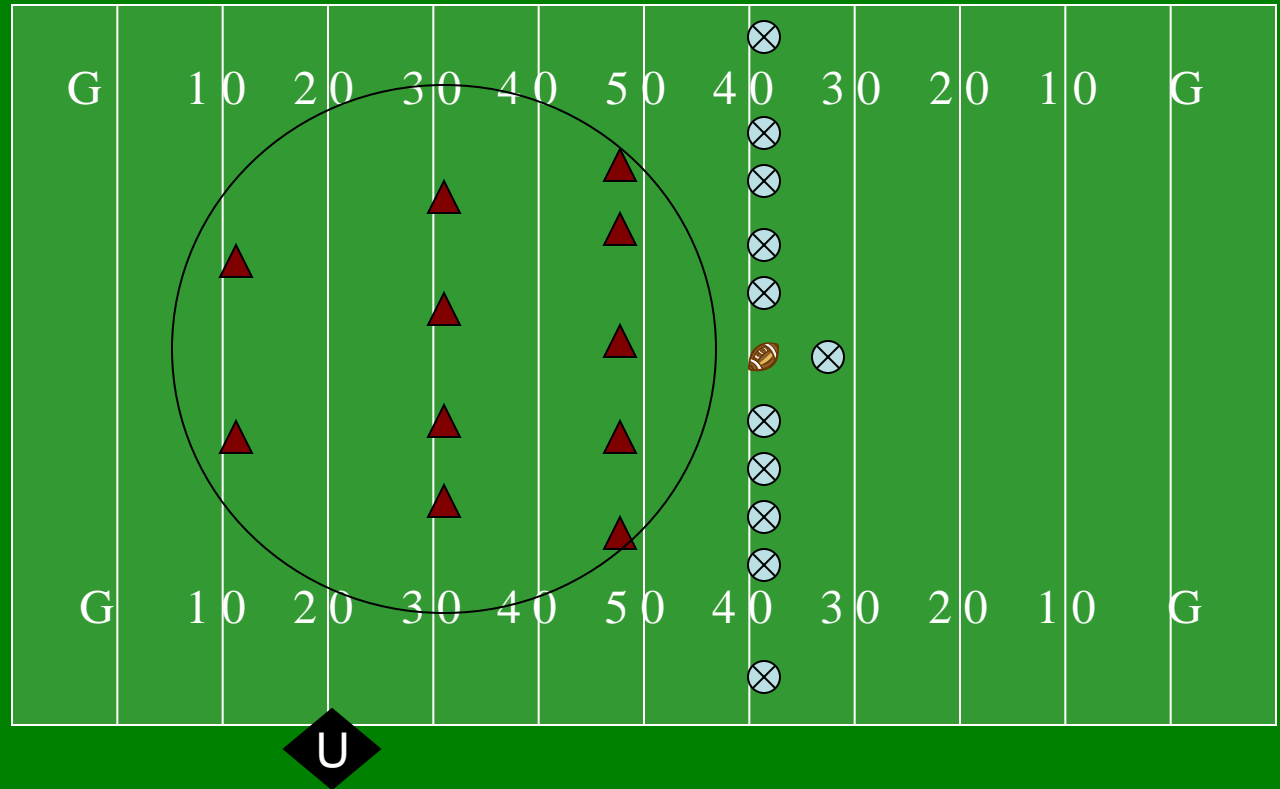
## Umpire

Position on R's 20  
yard line opposite  
Line Judge

Count R Players

Ensure coaches,  
players,  
substitutes in  
proper location

Hold hand in air to  
inform Referee  
ready



# Before Kickoff

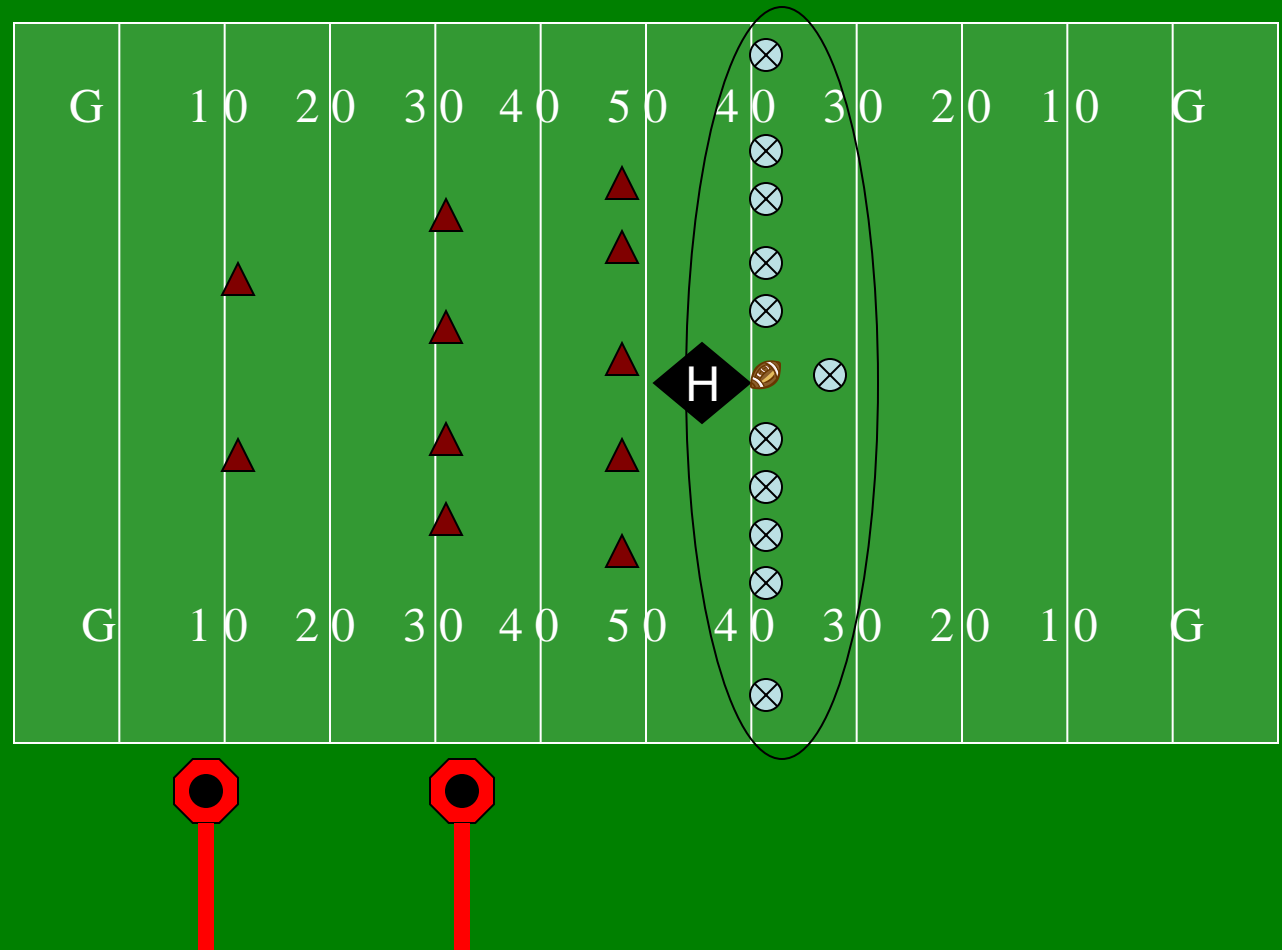
## Linesman

Position on K free-kick line

Hand ball to kicker and point out Referee. Inform to wait for ready for play signal

Count K Players

Move to sideline with line-to-gain equipment and hold hand in the air to inform Referee ready



# Before Kickoff

## Line Judge

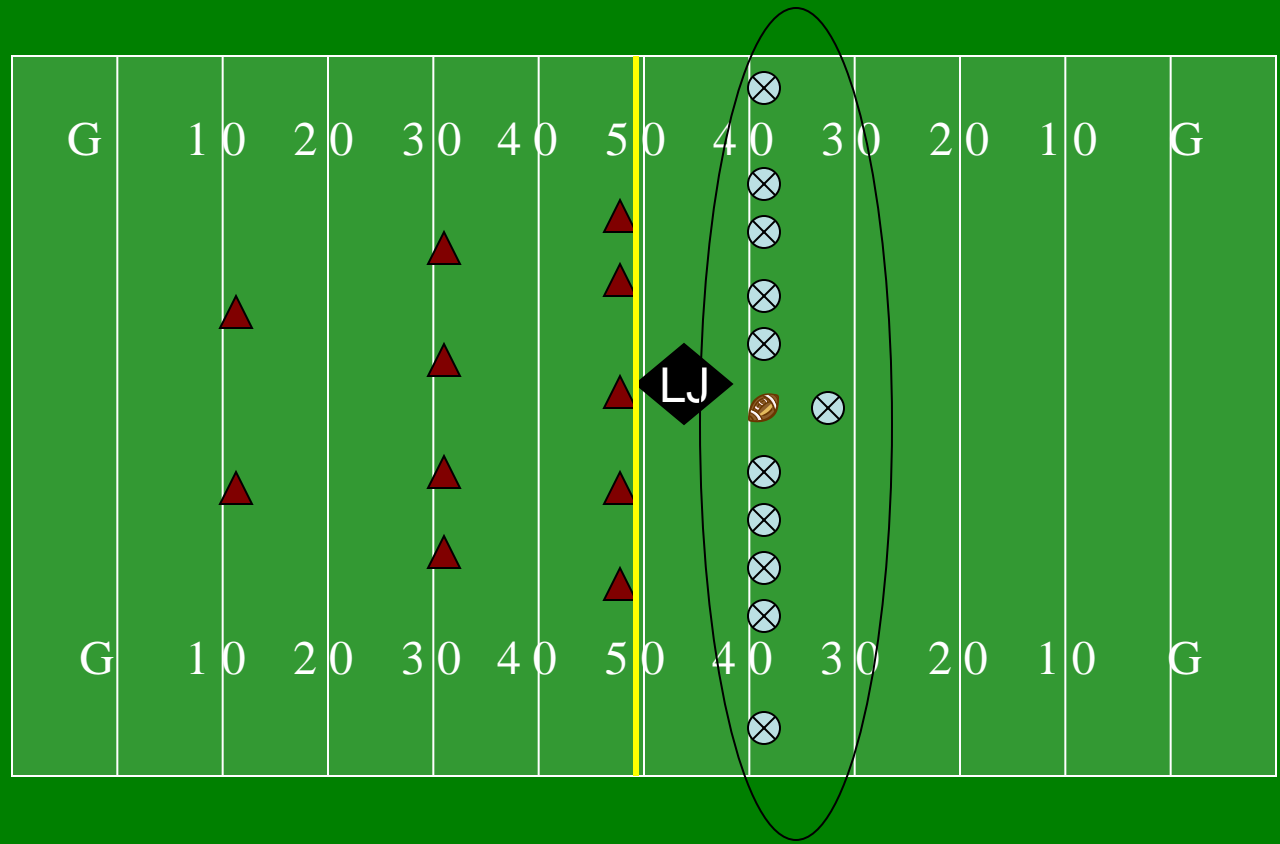
Position on R's Free Kick line and identity

Move to side line opposite Linesman

Ensure coaches, players, substitutes and others in proper location

Count K

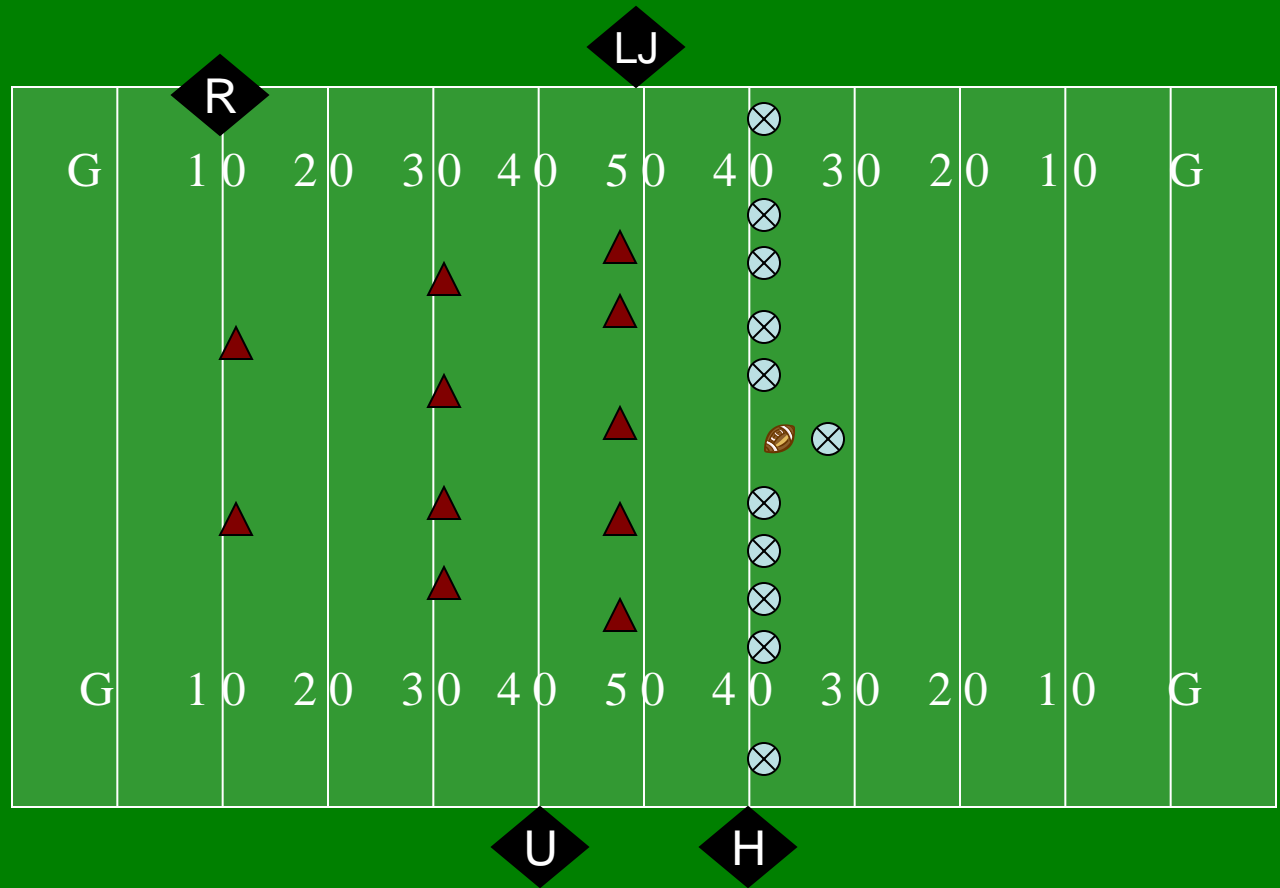
Hold arm in air to inform Referee ready



# OnSide Kickoff

If the R declares a short kick mechanic, the U moves up to the 40 yard line.

All other officials stay in their normal position



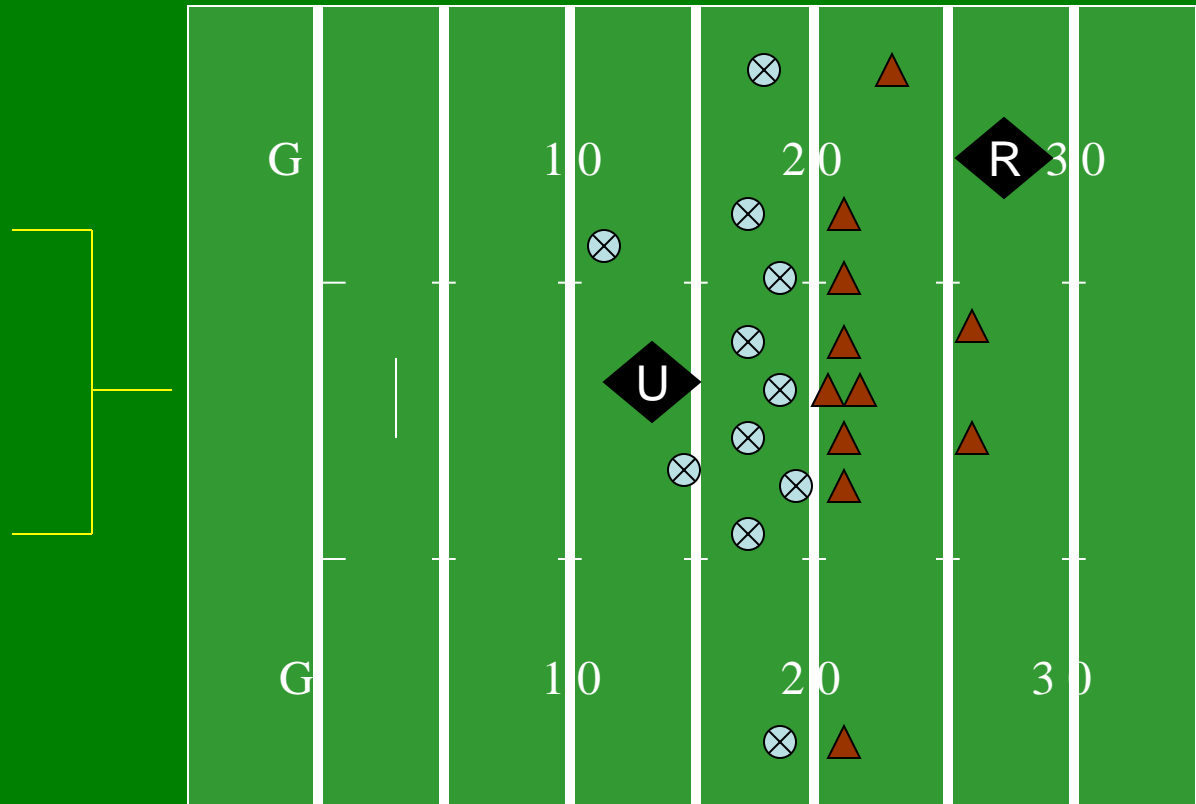
# Basic Scrimmage Position

## Referee

A's backfield 3 to 4 yards behind deepest back on passing arm of Quarterback able to view opposite side tackle

## Umpire

3 to 8 yards off ball as to not interfere with vision or movement of defensive backs.

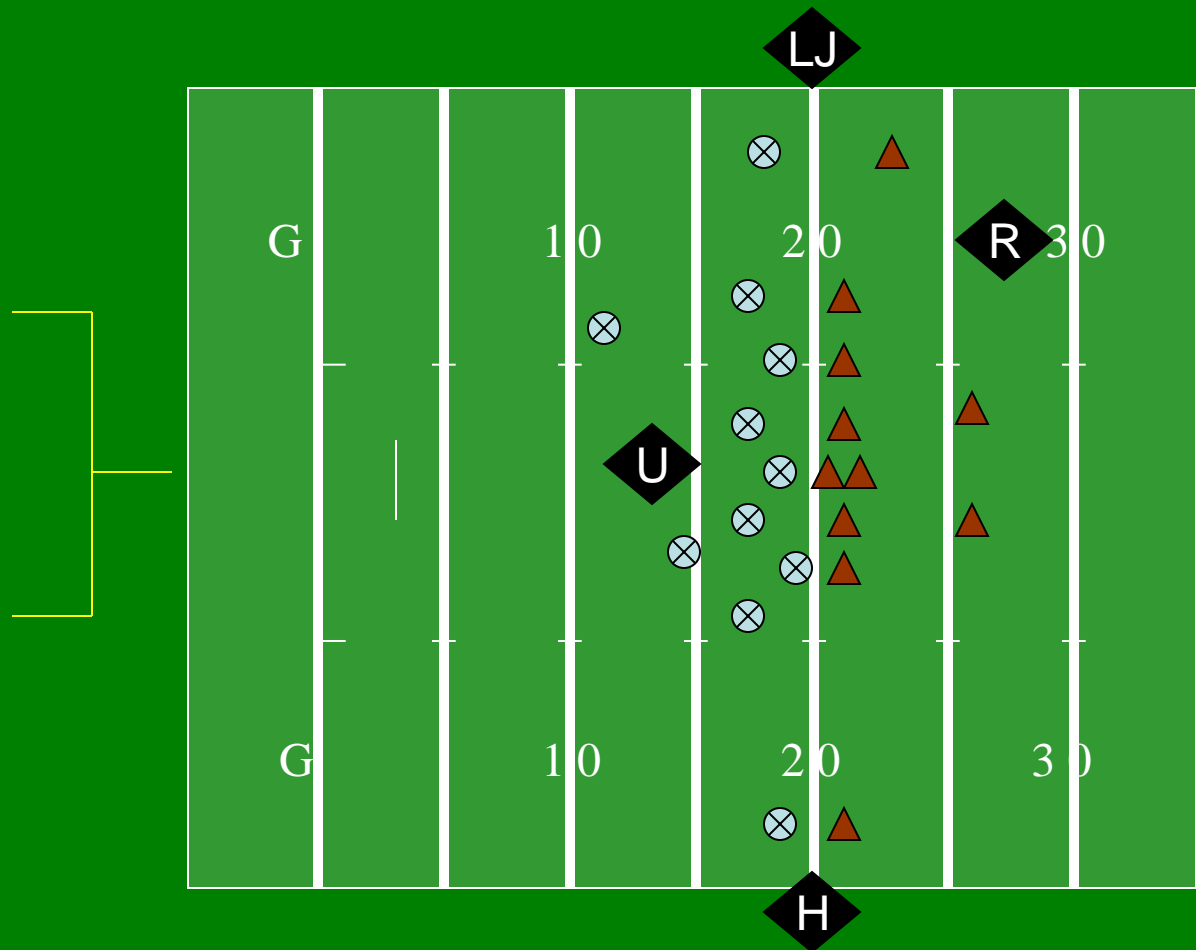




# Basic Scrimmage Position

## Linesman & Line Judge

Start on side line straddling line-of-scrimmage.



# Prior to Snap (All Plays)

## Referee

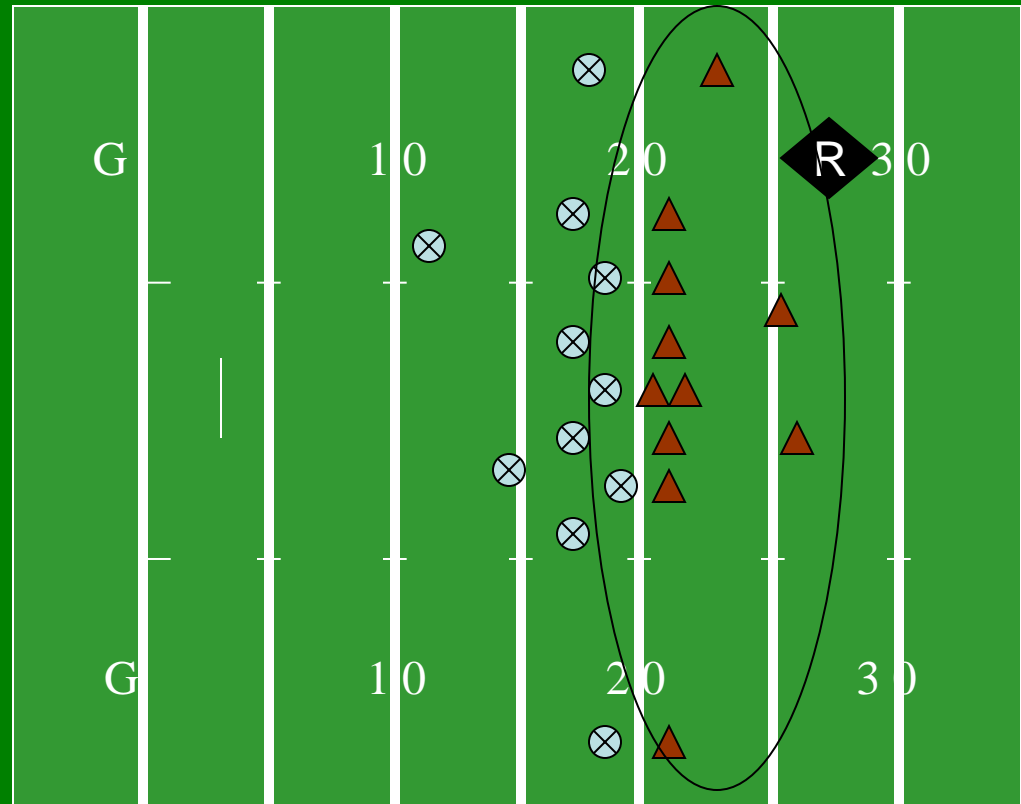
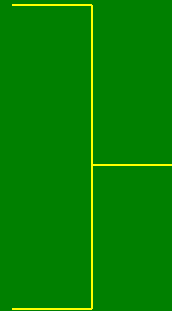
Declare ball ready-for-play

Count A players

Responsible for 25 second count and timeouts

Check players set for one second prior to snap.

Watch for snap infractions, illegal shifts, and false starts



# Prior to Snap (All Plays)

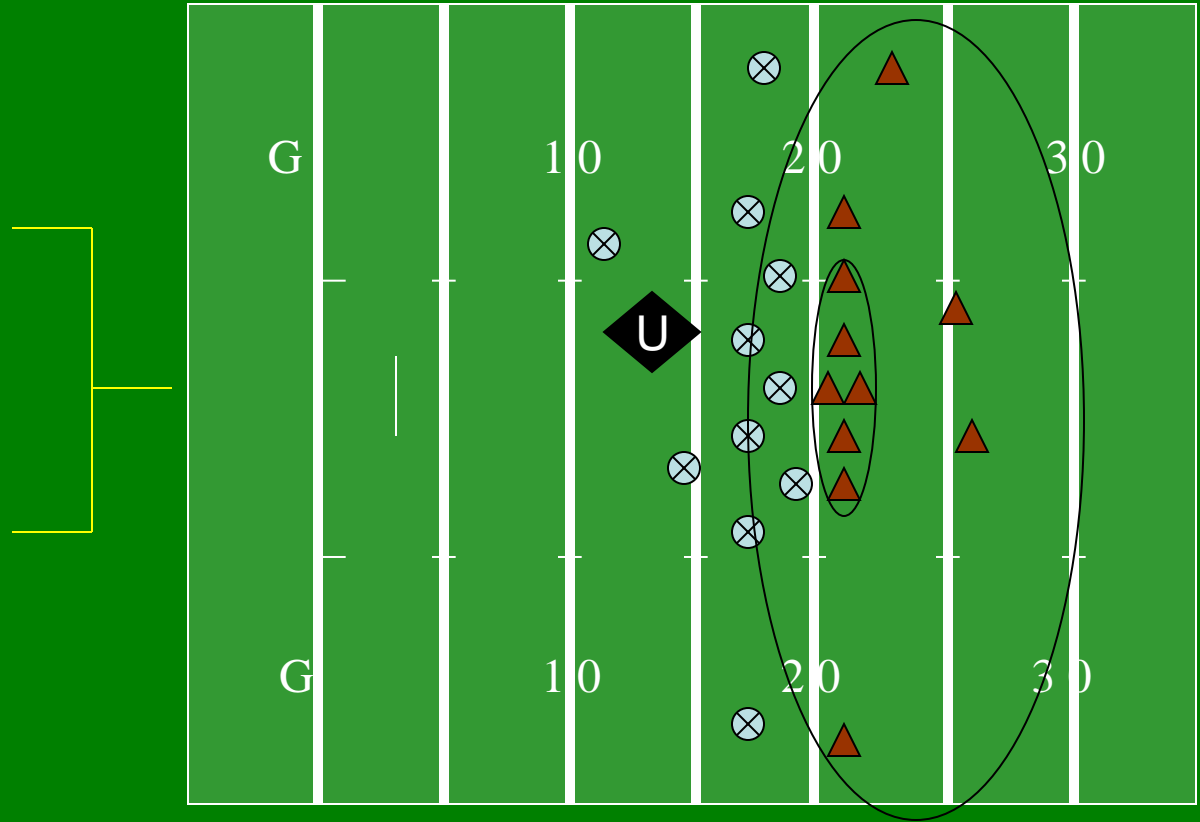
## Umpire

Vary position as to not block view of B players or allow A to use you as interference

Count A Players

Check five players on line numbered 50 to 79

Be ready to rule on snap infractions, false starts, encroachments, disconcerting signals by defense and be aware of B players line up in free blocking zone



# Prior to Snap (All Plays)

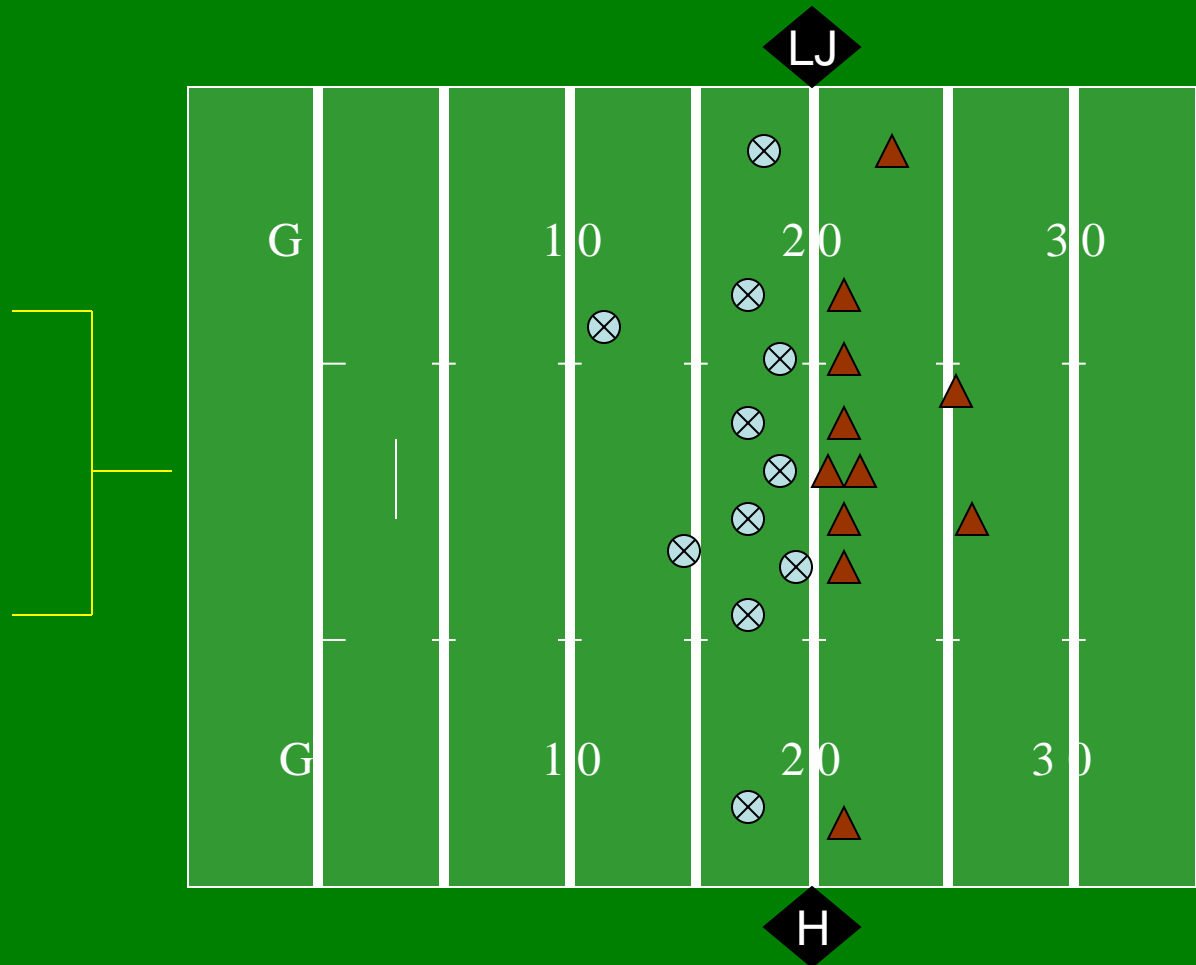
## Linesman & Line Judge

Check down number on box and signal down

Extend arm back to indicate A player closes to you off the line-of-scrimmage

Check to see if all backs, flankers, split ends in legal position and check eligibility

Determine if player in motion movement is legal



# Prior to Snap (All Plays)

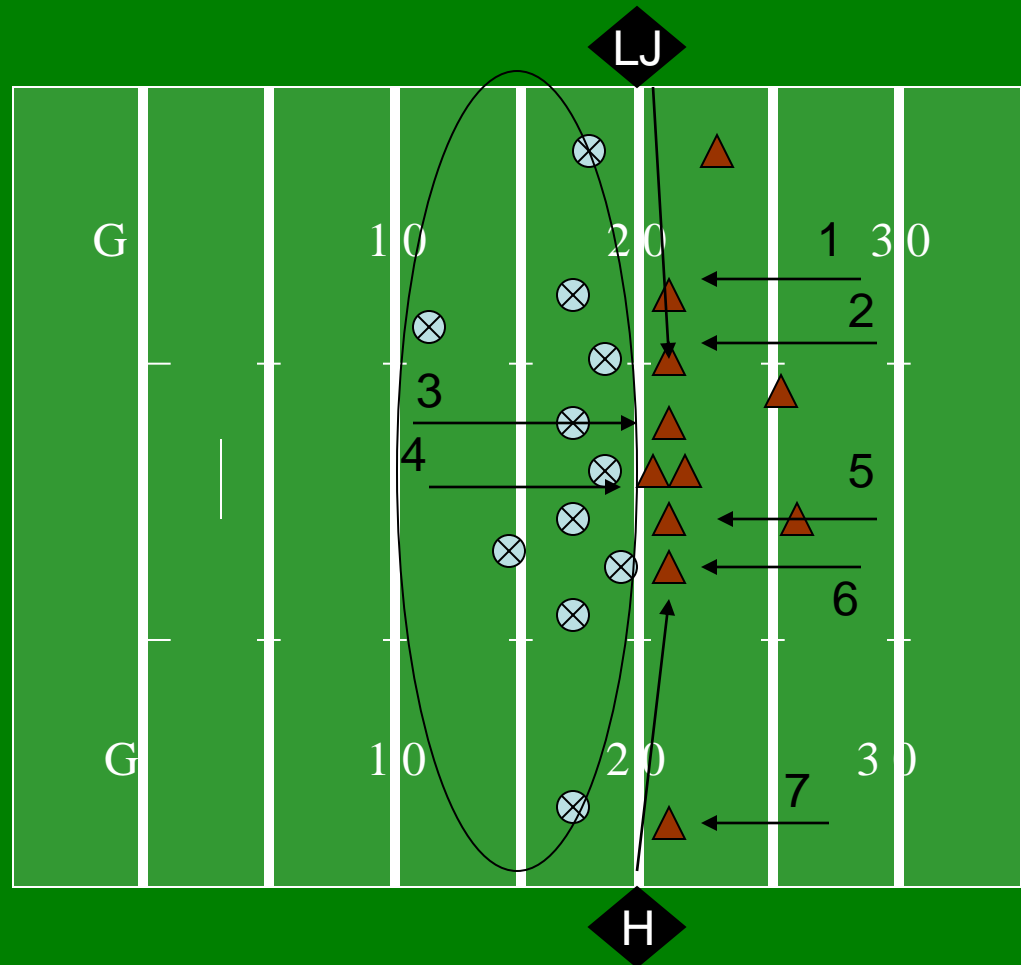
## Linesman & Line Judge

Check for seven on the line-of-scrimmage

Help in determining  
false start,  
encroachment,  
interference with snap

Count B players and be  
alert for illegal  
substitutes

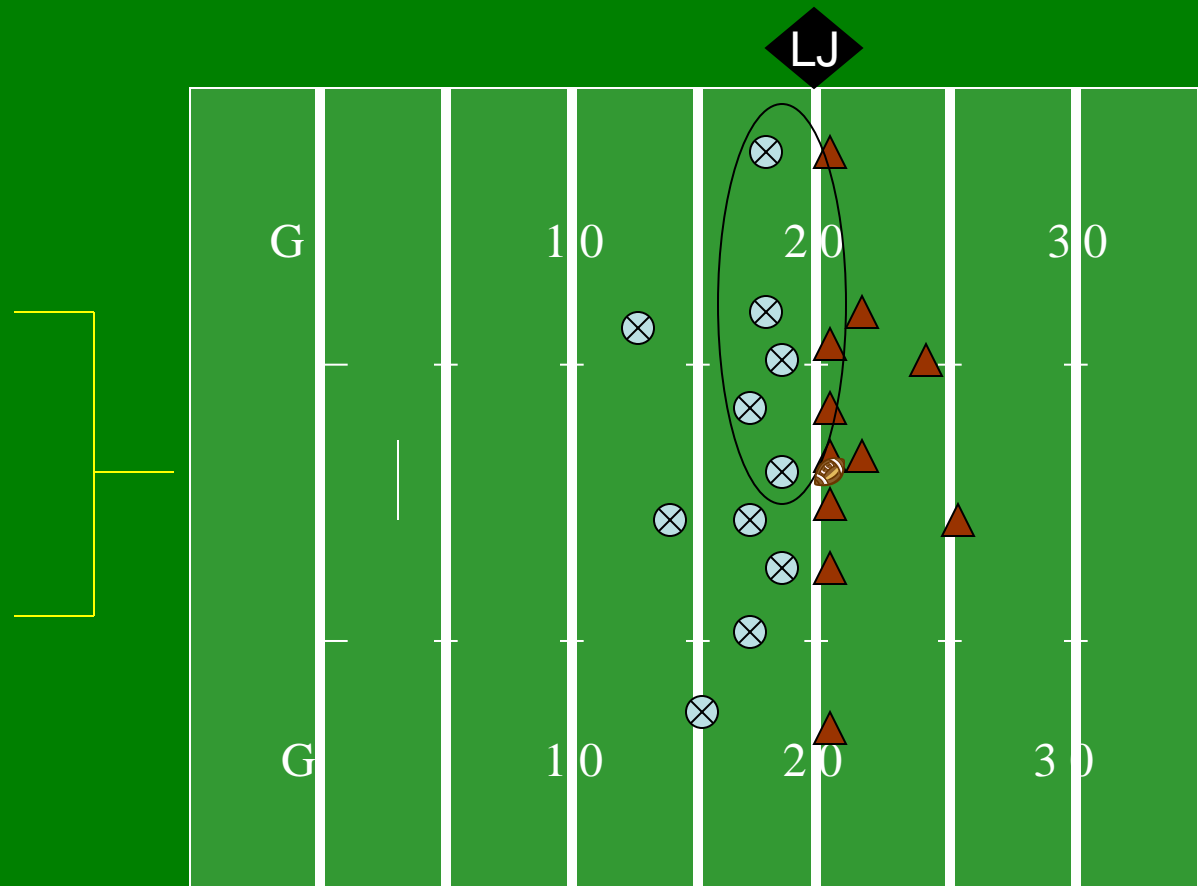
Key off tackle for run /  
pass



# Running Play

Mechanics are the same as a 5-man mechanic except there is not BJ.

For the long run so both flanks have responsibility for goal line



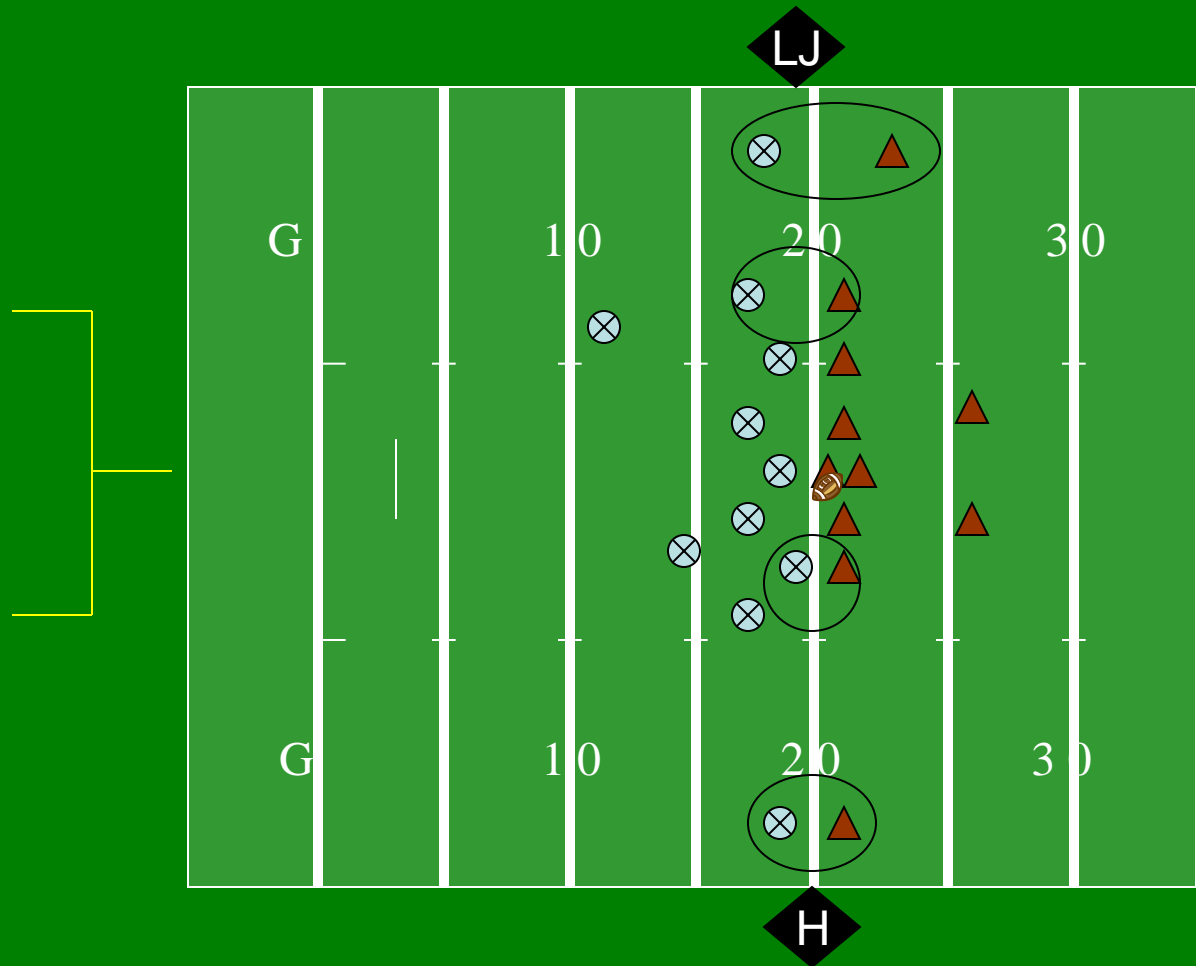
# Passing Plays

## Linesman & Line Judge

Move 5-7 yards cautiously after the snap.

Should be half way between LOS and deepest receiver

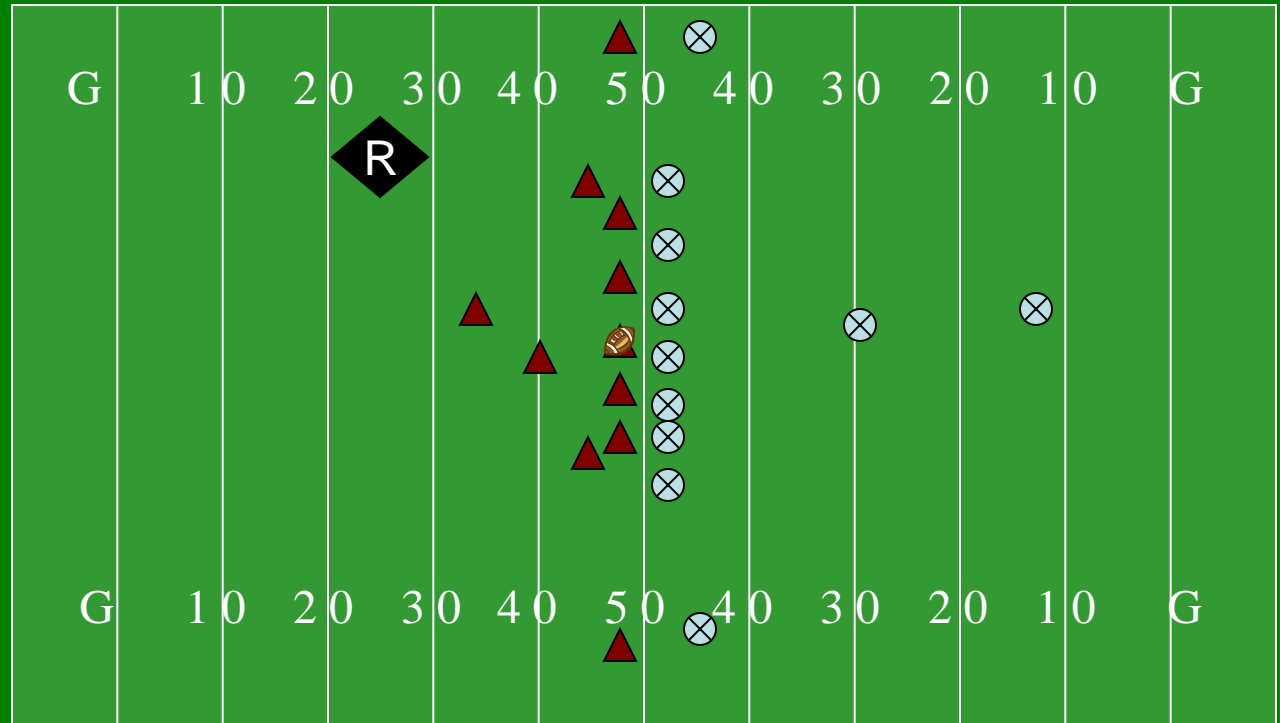
Responsible for any receivers in your half of the field



# Scrimmage Kick

## Referee

Position 2-3 yards  
behind of kicker, 3-5  
yards outside of  
tight end on Line  
Judge side

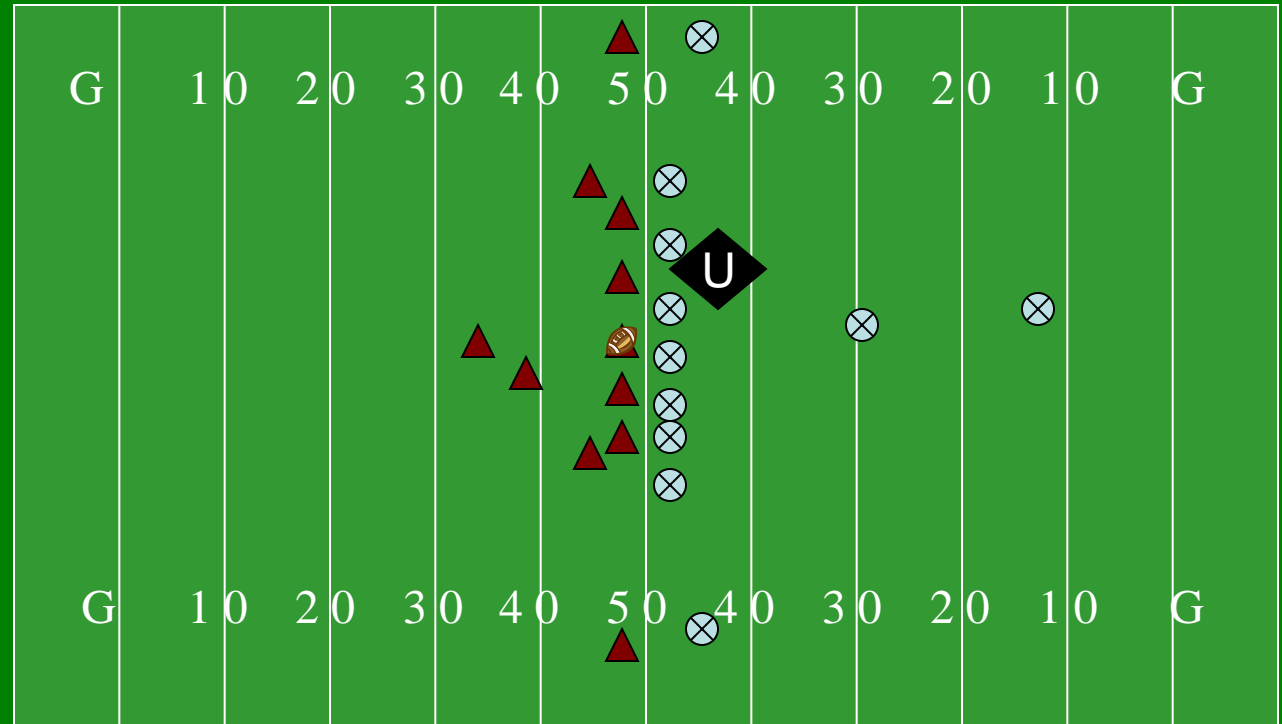




# Scrimmage Kick

## Umpire

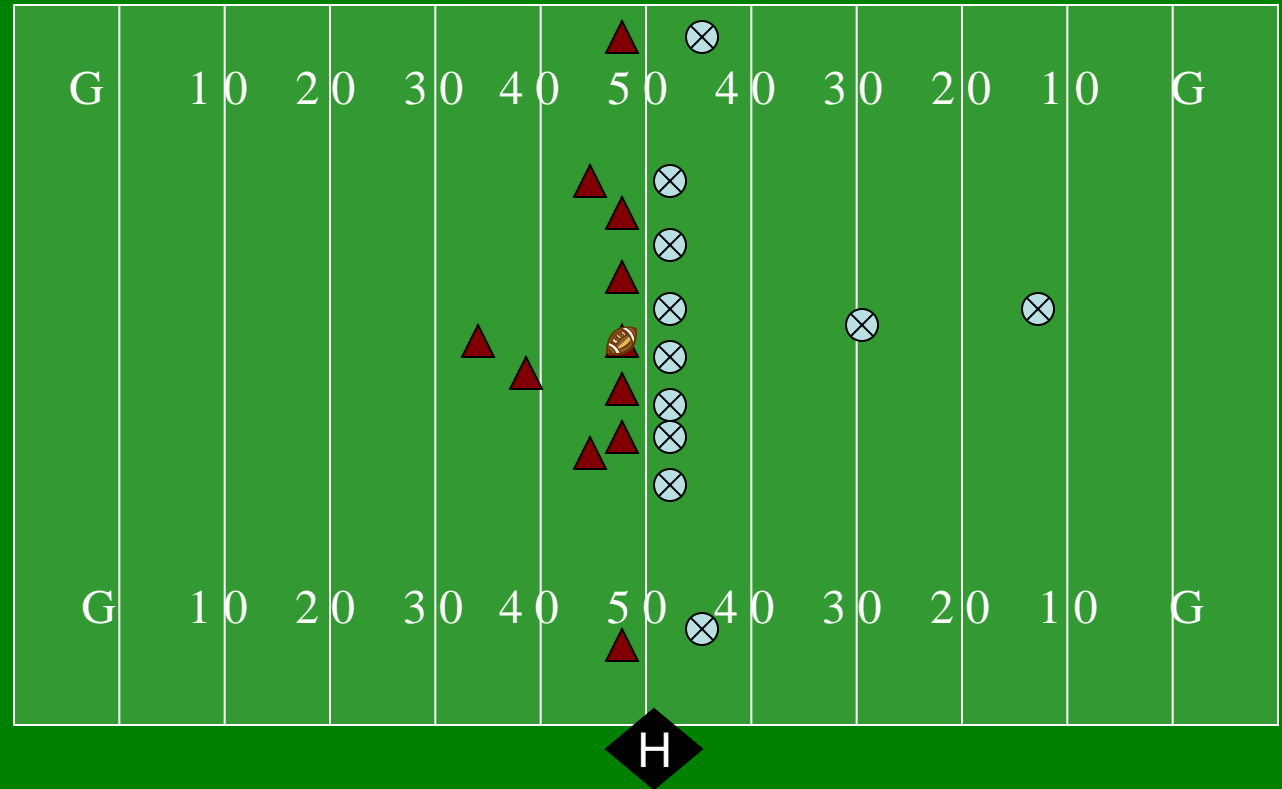
Position 4 to 7 yards deep, keeping ball in view



# Scrimmage Kick

Linesman

On LOS



# Scrimmage Kick

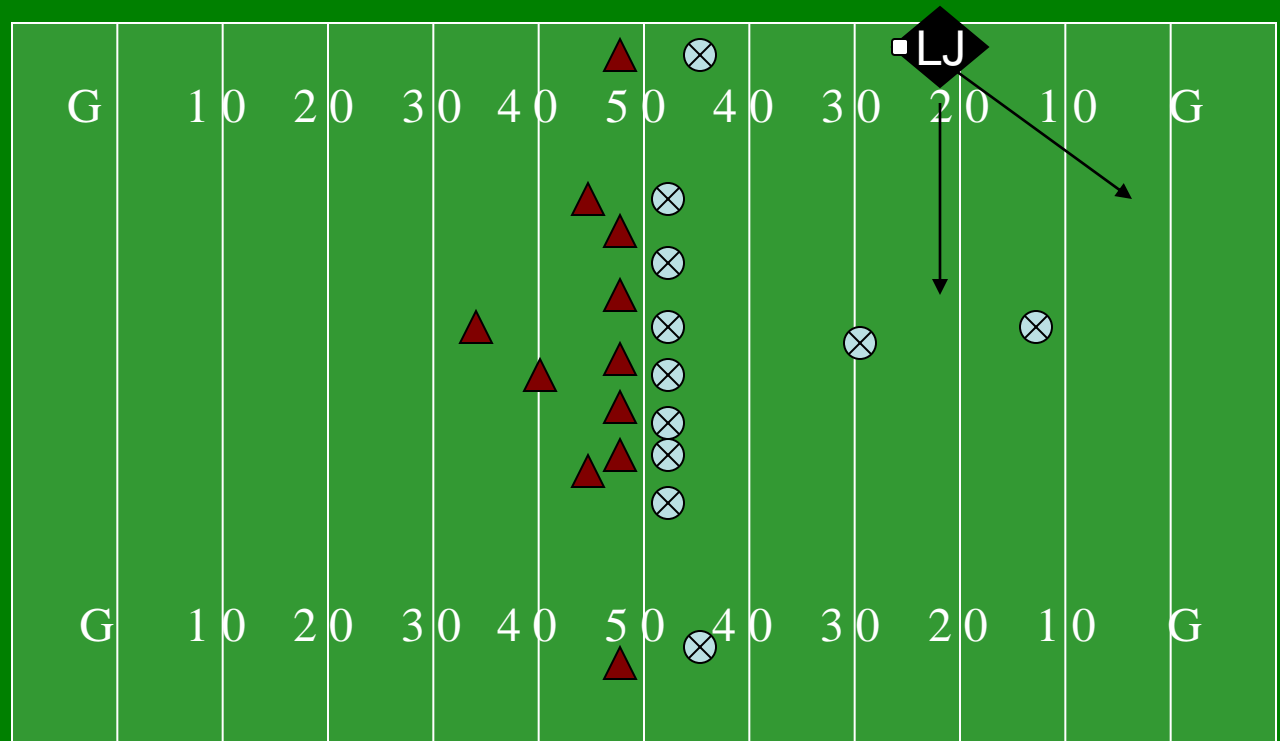
## Line Judge

Position 7 to 10 yards wider and in front of deepest receiver and in position to cover sideline

Carry bean bag in hand

Be ready to rule on momentum inside 5 yard line

Observe initial action around receiver

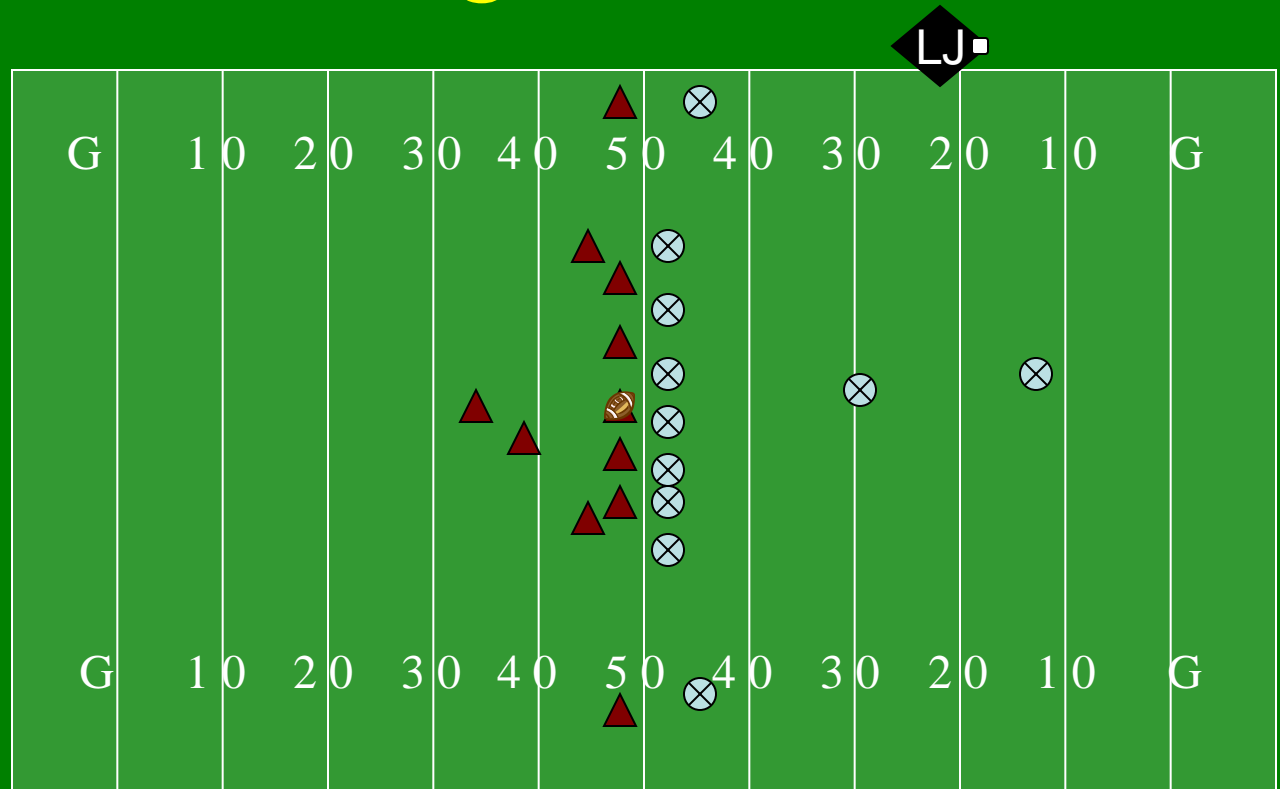


# Scrimmage Kick

## Line Judge

Drop Bean Bag to mark end of kick

Maintain responsibility of ball carrier on returns up the middle and to your side until released to other official



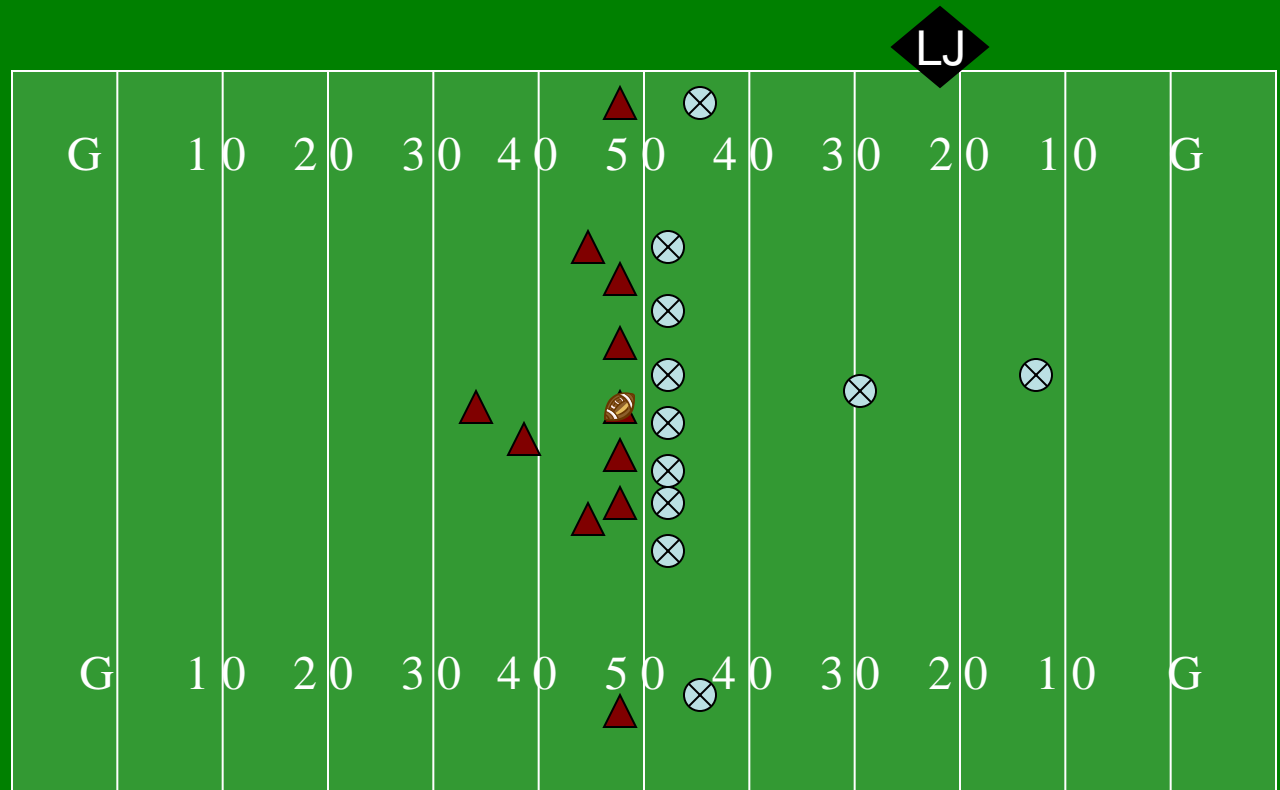
# Scrimmage Kick

## Line Judge

If out of bounds in flight, move past where ball went out and walk forward until Referee spots you

Grounded kicks out of bounds, mark spot and observe action

Returns to Linesman side, move slowly behind play observe all action



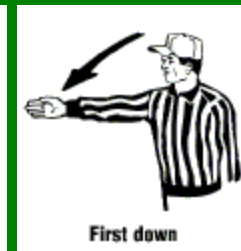
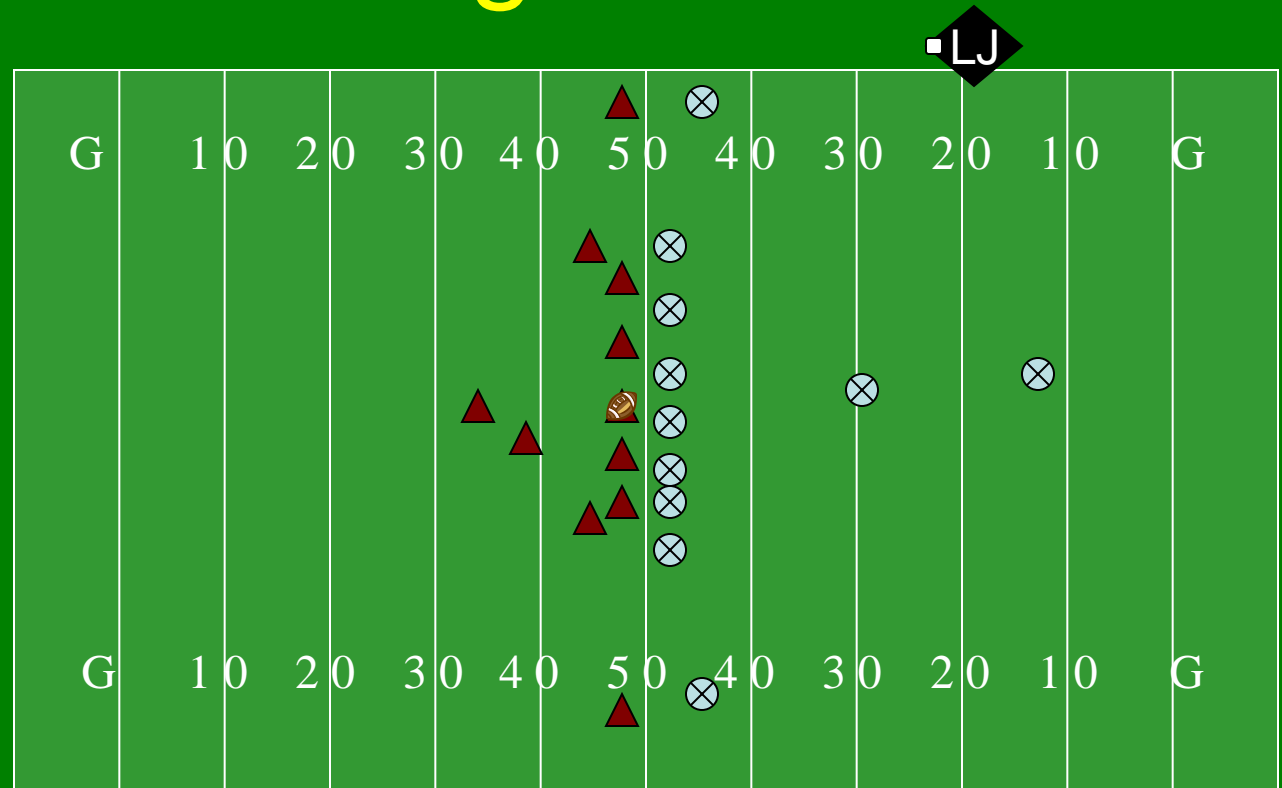
# Scrimmage Kick

## Line Judge

If K first to touch, mark spot of first touching with bean bag

If fair catch is signaled, sound whistle after kick is complete, and mark spot

Be ready for muff



# Field Goal and Try Attempts

## Referee

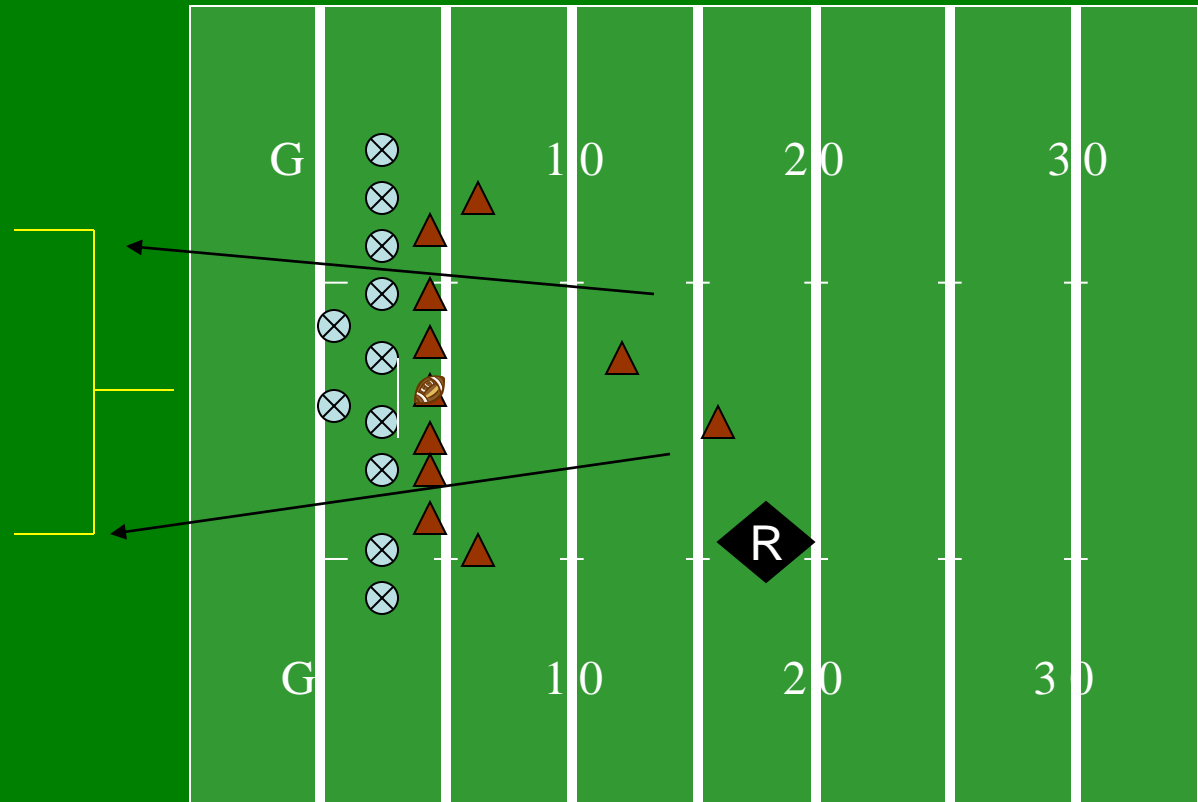
Position 1 yard behind and 2 to 3 yards to side of kicker able to see kicker and holder

Rule on motion of backs

Be ready for fumble or fake

After kick, move behind kicker to Judge whether ball goes between uprights

If Try is blocked, sound whistle, Field Goal, ball is live



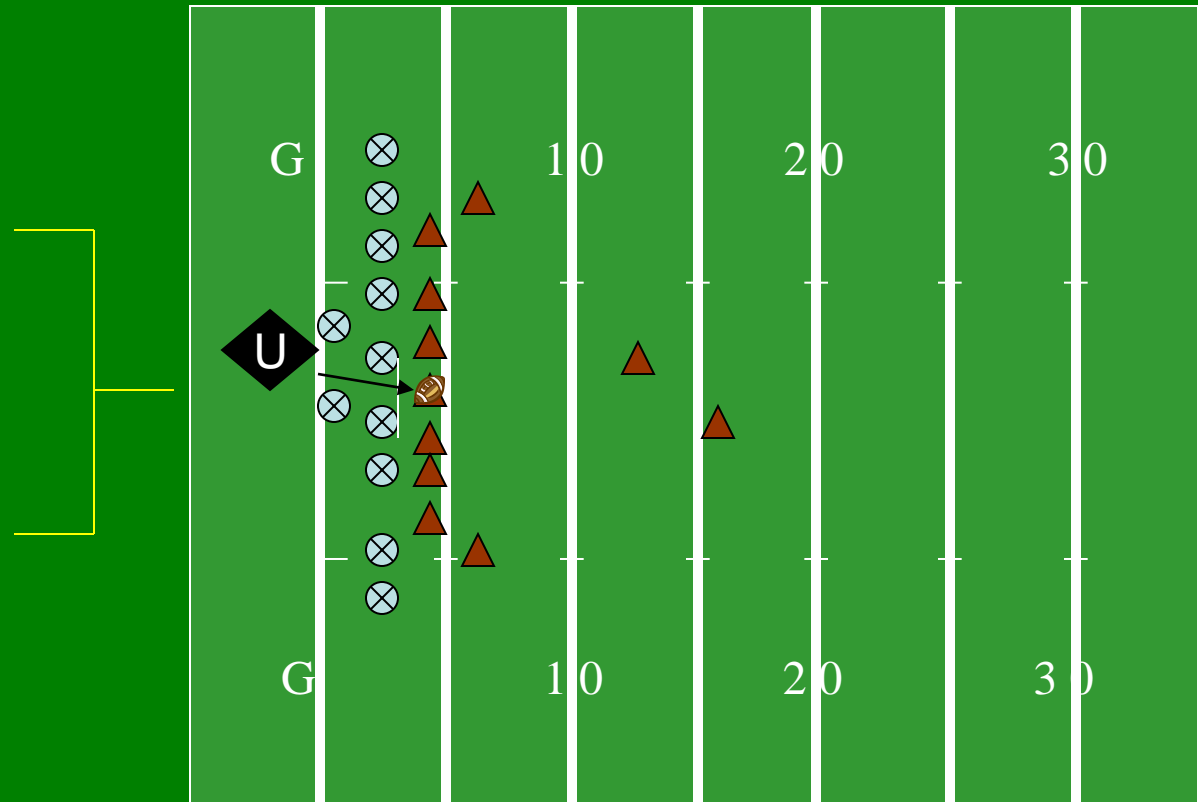
# Field Goal and Try Attempts

## Umpire

Position 5 to 7 yards deep keeping ball in view and checking numbering exceptions

After snap, step toward neutral zone watching for roughing the snapper

After kick crosses neutral zone, pivot to line judge side and assist with coverage



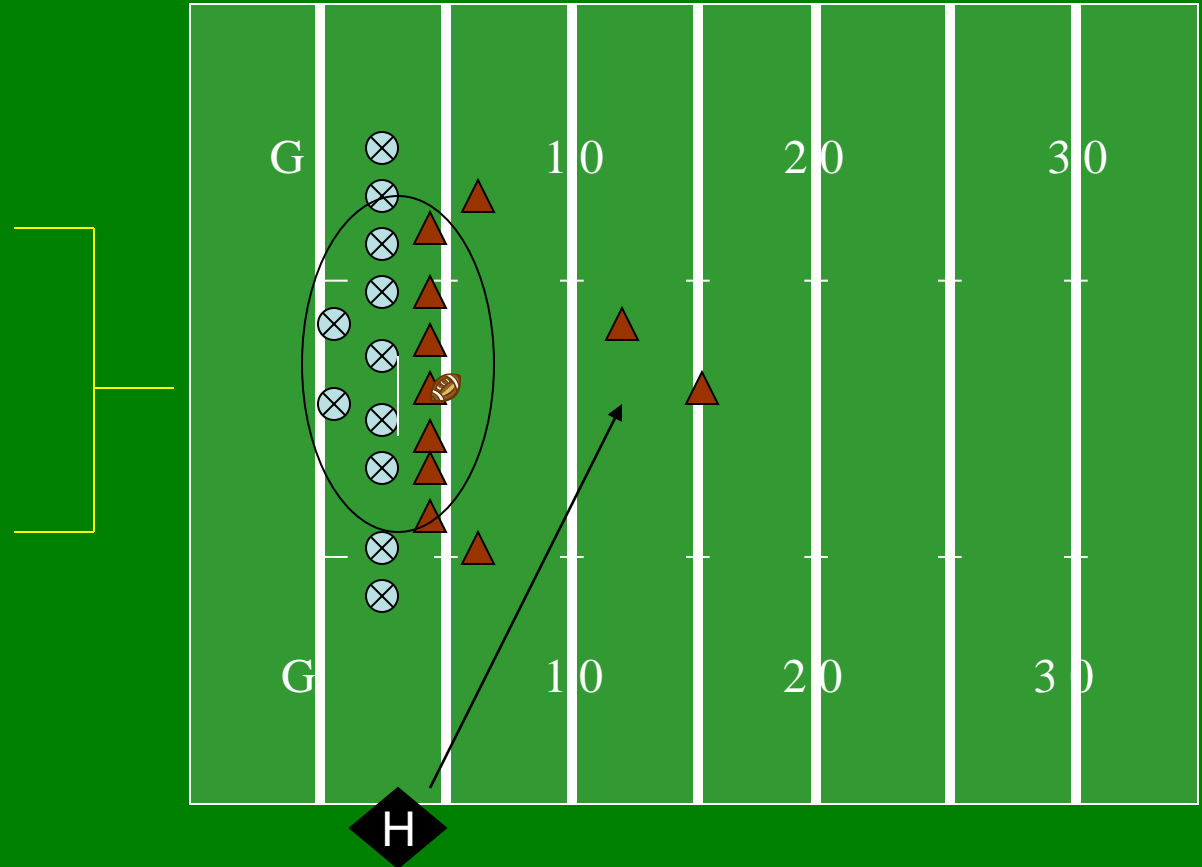


# Field Goal and Try Attempts

## Linesman

Position on line-of-scrimmage

Watch line play and for  
Roughing the Holder  
of Kicker



# Field Goal and Try Attempts

## Line Judge

Position on line-of-scrimmage

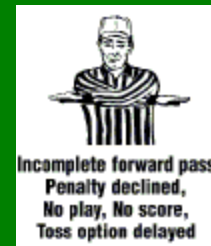
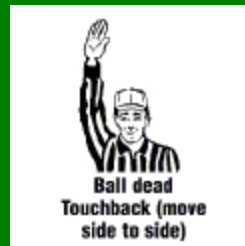
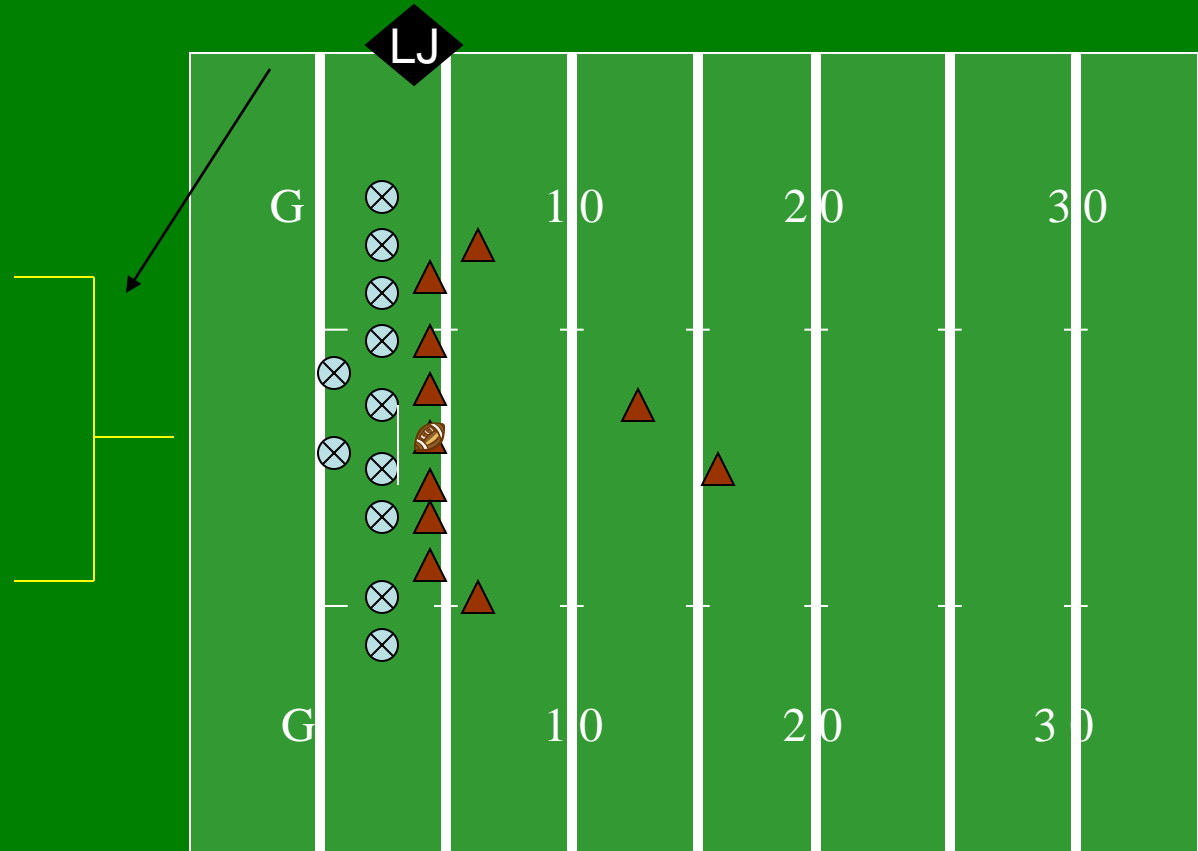
Handle same as any goal line play

After snap, move towards end line and determine if ball clears cross bar

Sound whistle when ball crosses plane of end zone

If unsuccessful, signal no score

If field goal attempt, signal touchback



# Field Goal and Try Attempts

## Line Judge

Outside 15 yards

Position under  
uprights

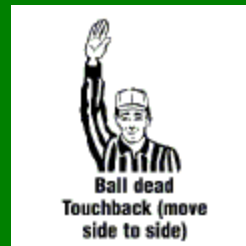
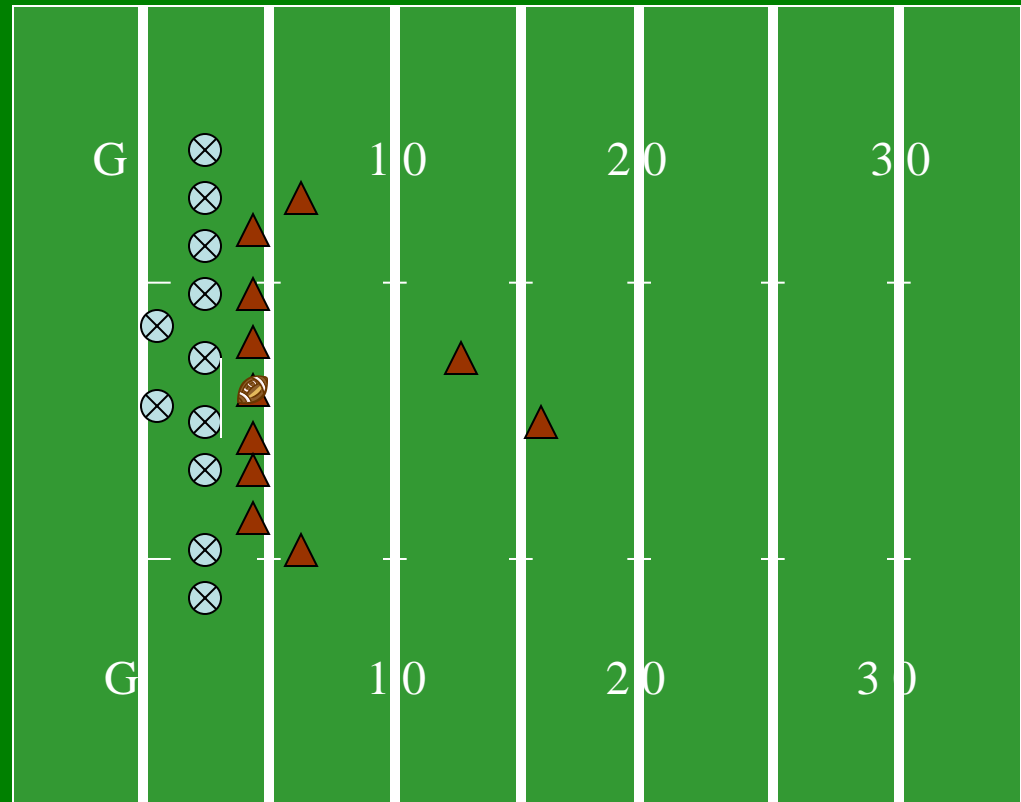
Sound whistle when  
ball crosses plane of  
end zone and rule on  
kick

If successful signal  
score

If unsuccessful, signal  
no score and if field  
goal attempt, signal  
touchback

If field goal does not  
cross plane, move to  
sideline and handle as  
scrimmage kick

LJ



# Goal-Line Plays (Inside 10 yards)

## Referee

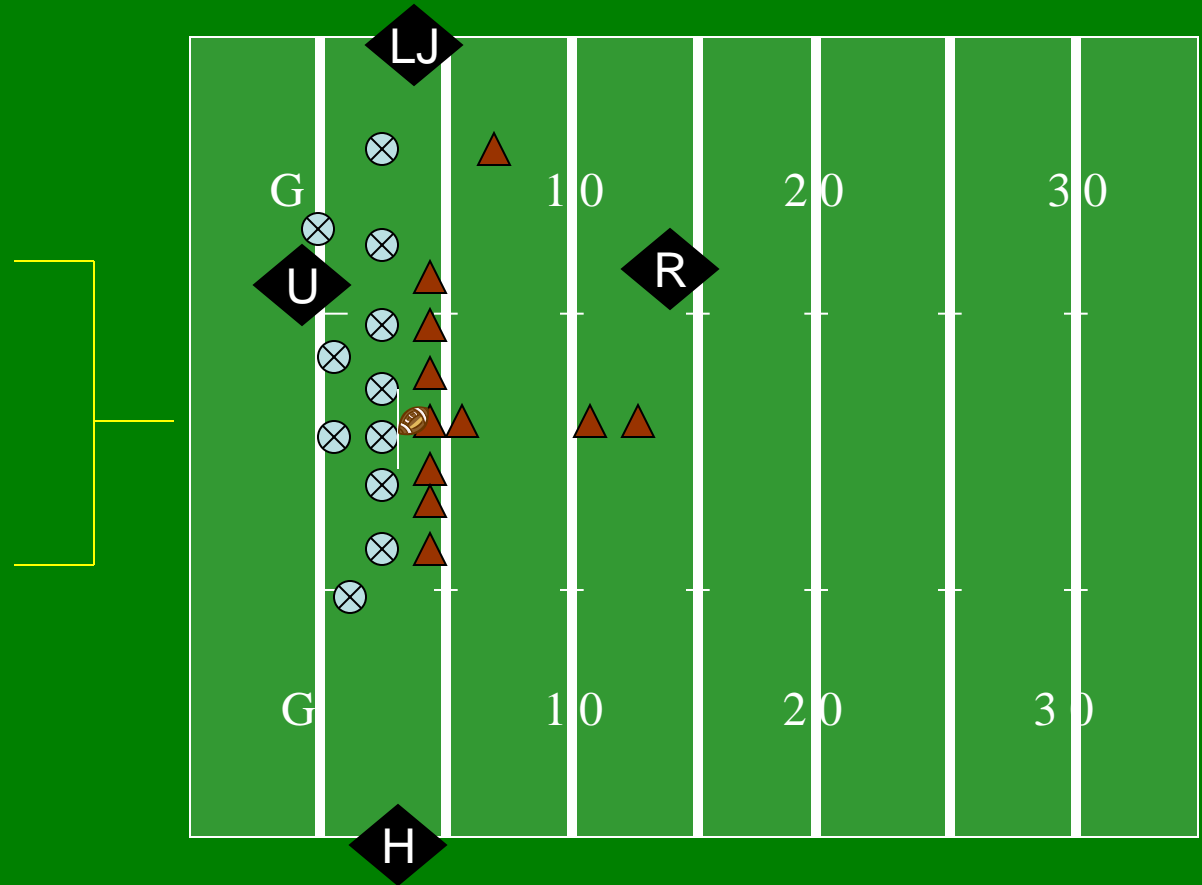
Same Coverage as  
Running and Passing  
Plays

## Umpire

Move up to goal line,  
be ready to move to  
end line if necessary  
on pass

## Flanks

Move to goal line and  
work back on play



# Goal-Line Plays (Inside 10 yards)

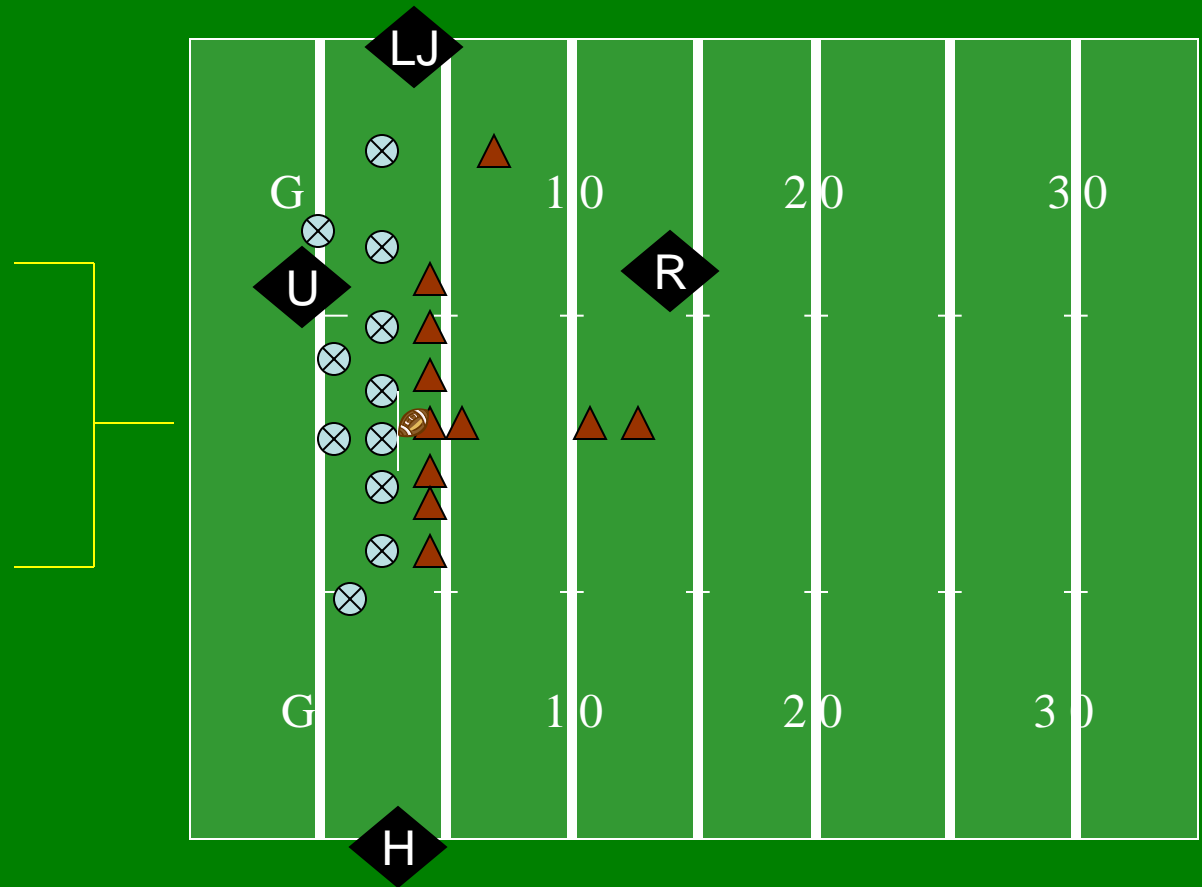
## All Officials

ONLY signal

Touchdown if you see  
ball cross goal line  
(primary coverage is  
wing officials – U  
should communicate  
to make sure wing  
officials do not have  
play over in FOP!)

Do NOT mirror signal

Communicate on dual  
coverage areas



# Measurement

## Line Judge

Align Linesman up  
with line and ball

## Linesman

Walk chains out, place  
clip on line and hold

## Umpire

After Linesman ready,  
pull chain

## Referee

Hold ball and  
determine if ball  
across line-to-gain

