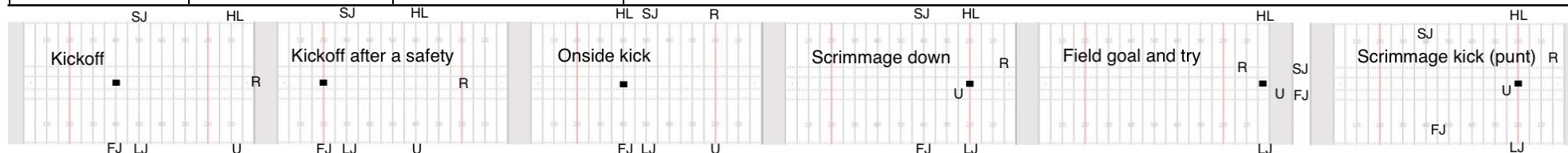


## 6 person mechanics

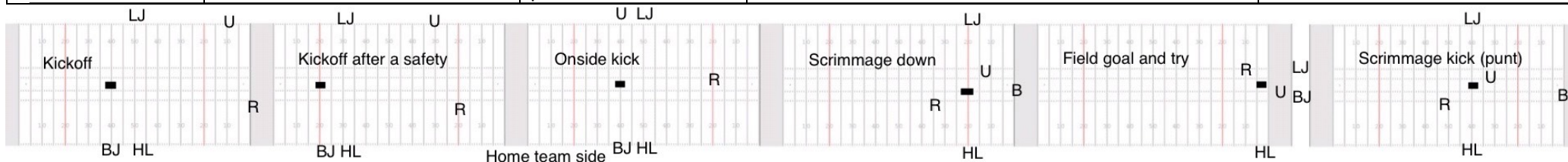
	Referee	Umpire	Linesman	Line Judge	Field Judge	Side Judge
<b>Kickoff</b>	Goal line, center of the field. If after a Safety- 40yds from K. Onside- <b>Sideline (HL's side) deeper of: 40yds from K or 5yds deeper than deepest R. Count R</b>	5-10 yard line (opposite side from HL). Count R. If after a safety, 40yds from K. Onside- <b>Sideline (LJ's side) deeper of: 40yds from K or 5yds deeper than deepest R. Count R.</b>	5-10 yard line, home side (If officials on the chains- opposite press box). If after a safety, 40yds from K. For Onside- <b>K's free kick line.</b> Count R.	R's free kick line (opposite sideline from HL). If deep kick- drift 10yds down sideline. Count K.	K's free kick line on the LJ side (opposite sideline from HL). Set the kicking team. <b>Angle towards hash on deep kick.</b> Count K.	R's free kick line (HL side). Set the receiving team. If deep kick- drift 10yds down sideline. Count K.
<b>Scrimmage Kick (Punt)</b>	3-5 yards outside TE and 2-3 yards behind kicker on kicking leg side	Same position as run. Remind R lineman to "stay off the snapper." Observe action on snapper.	Move 5 yards downfield initially. If kick is cleanly away, slide 10-12 yards downfield for coverage. Remind chain crew to remain where they are.	On LOS; hold momentarily after snap until ball crossed neutral zone. Observe contact on ends.	FJ-7 yards on the field, 2-3 yards in front of up-receiver, bean bag in hand. FJ has <b>2/3 of field.</b> SJ- 7 yards on the field, <b>2-3 behind deepest receiver,</b> bean bag in hand. SJ has 1/3 of field. FJ/SJ- when snap is at the 40 or closer, initial position is at your pylon. <b>Give first touching signal if first touching.</b>	
<b>FG attempt or Kick Try</b>  Remind each other that a field goal attempt is a "live ball"	2-3 yards to rear and 3-5 yards to side of holder, facing holder. Do not watch kick in flight.	Same position as run. Remind R lineman to "stay off the snapper." Observe action on snapper. For snap inside the 10 and play becomes run, assist with GL coverage.	Same as normal scrimmage down. If play becomes a run: HL, be prepared to assist R with spot behind LOS. LJ, hold LOS until ball crosses to rule on illegal forward pass or kick. Both, be prepared to assist with goal line coverage for advancing play.		Position beyond end zone and behind your upright. FJ has the crossbar and whistle. Communicate with SJ "Yes" or "No." Signal together. For a broken play on a field goal attempt outside the 10, the FJ should move to the goal line, and the SJ should remain on the end line. For a broken play Inside the 10, the FJ & SJ should move to the hash and officiate normally.	
<b>Goal line play</b>  Inside the <b>7</b> remind crew that positions and responsibilities change	Same set up as run. Do not initiate TD signal from behind runner	Same set up as run. Do not give TD signal (use thumbs up signal).	Snap outside the <b>7</b> , deep wing (FJ/SJ) has the goal line on a running play, do not overrun the deep wing (stop by the 1). Snap between <b>7</b> and the goal line (confirm with FJ/SJ that you have the goal line) - you are responsible for the goal line. Release to goal line and officiate back to ball. If you do not see the ball, crash into the pile for coverage. Use hand up to indicate dead ball spot in the field of play. Do not signal until both wings are clear on call.		Snap between the 20 and outside the <b>7</b> , initial position is on the goal line. You are responsible for the goal line on a running play. For pass coverage- move to stay deeper than the deepest receiver. Only move back to the goal line if the play turns into a running play. Snap between the <b>7</b> and the goal line, move to a position up to 2 yards beyond the end line, between the hash and the 9 yard mark (top of the numbers). Position laterally to best cover the formation. Confirm with HL/LJ that he has the goal line when you move to the end line.	
			It is imperative that the responsible covering official is on the goal line as the runner approaches to score. If the runner is approaching the pylon, move wider, but hold the goal line. Do not echo scoring signal.			



6 Person mechanics continued						
<b>Penalty Administration</b> All (or SJ) – record your fouls on game cards.	Preliminary signal to offended sideline (if mic- just to press box). Final signal to press box.	Well marked field- walk off first and final step only.	Mark off yardage with U. Do not move chains until yardage is clearly assessed. Give enforcement options to coaches.	Indicate direction of enforcement and hold enforcement spot. Give enforcement options to coaches.	Assist with: Obtain ball. Hold spot or cover flag (if wing threw the flag).	Assist with: Obtain ball. Hold spot or cover flag (if wing threw the flag). Move to box until HL is ready for it to move.
<b>Running Play</b>  Be a good “Dead Ball Official”	10-12 yards from the LOS, <b>tight end width</b> , on passing arm side of quarterback. Count A. After snap, fade to A’s GL and trail runner. You have runner to LOS. Help with ball relay to U if needed.	4 to 7 yards behind Team B's line (opposite referee) and between A's tackles (vary position). Count A. <b>Guard spot of ball, positioned to officiate, until ball made ready.</b> Snap key: Center and guards. Rotate to, and officiate action. Be ready to take dead ball spot from wing. Go out and get the ball if necessary.	Straddle the LOS outside of the sideline. Count A's backs (4 or less) if your sideline is on offense. Count B if your sideline is on defense. Observe movement. Snap Key: Tackle to determine run or pass. If run, remain on LOS and read action ahead of runner to the LOS. At the LOS, pick up the runner. Use downfield foot to mark progress. If play ends OOB, rotate, hold spot, and continue to officiate. FJ/SJ will retrieve ball. If play ends inbounds, move to spot, retrieve ball, and relay ball to the FJ/SJ, or U/R as appropriate. On critical spot (YTG/Goal line) crash to spot and hold. After a long run, move down field to take spot from FJ/SJ. <b>If the ball is snapped over the QB's head: HL, move back and help R cover play. LJ, hold the LOS.</b>		20 yards beyond defensive line of scrimmage and one yard on the field. Deeper than deepest defensive back (FJ sets the depth, the SJ lines up off of FJ). Initial step at the snap is backwards. Count B. SJ has 25 sec clock ( <b>at 15 sec, move onto field and chop last 5 sec</b> ). Snap Key: Tackle to determine run or pass. If run to your side, cover action. If away, drift toward center of the field for coverage. As play develops, maintain a 15 yard cushion between you and the HL/LJ. DO NOT GET BEAT DEEP. For ball relay: If play ends OOB retrieve the ball while escorting opponent out of sideline area. If play ends inbounds, flex in at an angle between the wing and the Umpire to relay if necessary. Flex in (both FJ and SJ simultaneous) between downs to verbalize the down and start your player count. On long run, hold spot until HL/LJ take it from you.	
<b>Pass Play</b>  Same initial position and key as run  All wing officials- Do not stare at passer, time share 80% receiver, 20% passer.	Remain deeper and wider than passer. Be ready to assist on passes into the flat. Alert B lineman that “Ball is gone!” when pass is thrown. You are responsible for Intentional grounding call (Wing may help).	When read pass, step toward neutral zone. Observe action of players between A’s tackles. Pivot to cover quick short passes down middle. On long passes, do not rotate until line action stops. Rule on ineligible downfield and illegal forward pass.	If tackle shows pass at the snap, Initial key is the Inside receiver (if two eligible’s outside the tackle) or the back closest to the LOS (if only one eligible on your side). HL- If pass, slow release up to 5 yards downfield. LJ- Hold on the LOS until ball crosses. Rule on forward or backward quick pass. HL/LJ: as the play evolves, your key switches to eligibles in your zone (short pass and the quick out). Communicate with FJ/SJ on downfield passes.		NEVER GET BEAT DEEP! If tackle shows pass at the snap, switch to outside receiver for initial coverage key. As play evolves, your key switches to eligible’s in your zone (deep and center zone). On a deep completed pass, when ball becomes dead, wait for wing to come take spot, then take ball and relay to Umpire. Do not let receivers get behind you. Maintain at least a 15yd cushion with HL/LJ. For snap outside the <b>7</b> , slide with deepest receiver. If it turns into run, return to the goal line. For snap from the <b>7</b> or closer, initial position is on the end line.	
<b>Timeout/ Timing</b> All- record time quarter and team for T/O.	Confirm T/O’s remaining with crew.	Time 60 second T/O interval. Give 15 seconds remaining double whistle burst.	Make sure only one of two types of conference used. Notify captain and head coach of number of T/O’s remaining.		Observe sideline for unauthorized conferences. FJ- Keeps auxiliary time on the field, or, is the primary time keeper if no scoreboard time. <b>FJ times 60 sec interval after a score.</b>	

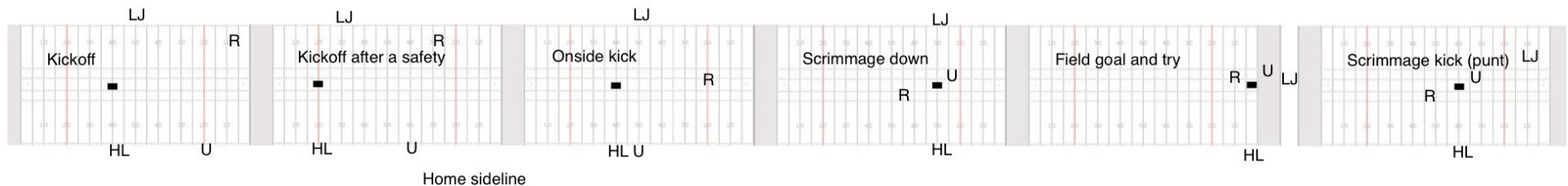
# Mechanics Cheat Sheet 5 Person

5 person mechanics					
	Referee	Umpire	Linesman	Line Judge	Back Judge
<b>Kickoff</b>	Goal line linesman's side just outside hash marks	R's 10 yard line on LJ side	R's free kick line home team side.	R's free kick line opposite linesman. Deep kick- Cover 15yds down sideline	K's free kick line on linesman side
<b>Scrimmage Kick</b>	3-5 yards outside TE and 2-3 yards behind kicker on kicking leg side	4-7 yards deep. Same as run.	On LOS; hold momentarily after snap; know if ball crossed neutral zone	On LOS; watch initial contact then move downfield	10-12 yards wider than and 2-3 yards behind deepest receiver on linesman side
<b>FG attempt or Try</b> (any distance)	2-3 yards to rear and 3-5 yards to side of kicker facing holder	4-7 yards deep. Same as run. Shade to the wing vacated side.	Wing facing holder- go behind upright; wing looking at back of holder- remain on LOS		Behind upright; has crossbar and whistle
<b>Goal line play</b>	Do not initiate TD signal from behind runner	Do not give TD signal (thumbs up signal)	Snap between 10 & 5- release downfield, stay ahead of runner to goal. Snap inside 5, release to goal line and officiate back to ball		Start from end line if snap is from 10 yard line or inside
<b>Penalty Administration</b>	Signal to press box side only	Well marked field- walk off first and final step only	Proceed to succeeding spot	Hold enforcement spot	Assist with: Obtain ball, hold spot or recover flag; relay foul info to sideline
<b>Running Play</b>	12-15 yards from the LOS and 5 yards wide of the huddle on passing arm side of quarterback. Snap Key: Through backs to tackle on opposite side.	4 to 7 yards behind Team B's line (opposite referee) and between A's tackles. Snap key: Center and guards.	Straddle the LOS on or outside of the sideline. Snap Key: Tackle to determine run or pass		15 to 25 yards beyond defensive LOS and always deeper than deepest defensive back. If ball is on inbounds line, position no wider than near upright. Snap Key: Tackle on the strong side
<b>Pass Play</b>  Same initial position and key as run  Downfield officials- Do not stare at passer	Remain deeper and wider than the passer.	When read pass, step toward neutral zone. Observe action of players in and just behind neutral zone. Rule on ineligible downfield and illegal forward pass. Pivot to cover quick short passes down middle	Delay, then slow release 5-7 yards downfield. Initial Key is the inside receiver if two eligible, outside if one. Responsible for eligible's in your zone (underneath and side zone). Rule on direction of quick pass.		Retreat when key (tackle) shows pass. Do not let receivers get behind you. Initial pass key is the outside receiver on the strong side. Responsible for eligible's in your zone (deep and center zone).



## Mechanics Cheat Sheet 4 Person

4 person mechanics				
	Referee	Umpire	Linesman	Line Judge
<b>Kickoff</b>	Near R's 10, inside the sideline, opposite the linesman.	R's 20 yard line on HL side	K's free kick line home team side.	R's free kick line opposite linesman. Deep kick- Cover 15yds down sideline
<b>Scrimmage Kick</b>	3-5 yards outside TE and 2-3 yards behind kicker on LJ side.	4-7 yards deep. Same as run.	On LOS; hold momentarily after snap; know if ball crossed neutral zone	7-10 yards wider than and in front of the deepest receiver. Cover sideline as well. Carry bean bag.
<b>FG attempt or Try (any distance)</b>	1 yard to rear and 2-3 yards to side of kicker facing holder. After kick, rule on ball passing through uprights.	4-7 yards deep. Same as run.	Remain on LOS. You rule on roughing/ running into holder or kicker	Under upright to determine if ball passes over crossbar. Use single arm signal.
<b>Goal line play</b>	Do not initiate TD signal from behind runner.	Do not give TD signal (thumbs up signal)	Snap between 10 & 5- release downfield, stay ahead of runner to goal. Snap inside 5, release to goal line and officiate back to ball	
<b>Penalty Administration</b>	Signal to press box side only	Well marked field- walk off first and final step only	Proceed to succeeding spot	Hold enforcement spot
<b>Running Play</b>	12-15 yards from the LOS and behind team A. Snap Key: Through backs to tackle on opposite side.	4 to 7 yards behind Team B's line (opposite referee) and between A's tackles. Snap key: Center and guards.	Straddle the LOS on or outside of the sideline. Snap Key: Tackle to determine run or pass	
<b>Pass Play</b>  Same initial position and key as run  Downfield officials- Do not stare at passer	Remain deeper and wider than passer.	When read pass, step toward neutral zone. Observe action of players in and just behind neutral zone. Rule on ineligible downfield and illegal forward pass. Pivot to cover quick short passes down middle	Slow release 5-7 yards downfield. Key receivers on your side. Rule on direction of quick pass.	



## Mechanics Cheat Sheet 3 Person

Three Person Mechanics			
	Referee	Linesman	Line Judge
<b>Kickoff</b>	Center of the field, 10 yards deeper than the deepest receiver.	K's free kick line home team side.	R's free kick line opposite linesman. Deep kick- Cover 15yds down sideline
<b>Scrimmage Kick</b>	3-5 yards outside TE and 2-3 yards behind kicker on LJ side.	On LOS; hold momentarily after snap; know if ball crossed neutral zone	7-10 yards wider than and in front of the deepest receiver. Cover sideline as well. Carry bean bag.
<b>FG attempt or Try (any distance)</b>	1 yard to rear and 2-3 yards to side of kicker facing holder. After kick, rule on ball passing through uprights.	Remain on LOS. You rule on roughing/ running into holder or kicker	Under upright to determine if ball passes over crossbar. Use single arm signal.
<b>Goal line play</b>	Do not initiate TD signal from behind runner.	Snap between 10 & 5- release downfield, stay ahead of runner to goal. Snap inside 5, release to goal line and officiate back to ball	
<b>Penalty Administration</b>	Signal to press box side only. Walk off dead ball foul enforcements.	If R threw flag, HL walk off enforcement, LJ hold enforcement spot. If wing throws flag, other wing go to enforcement spot, then walk off enforcement.	
<b>Running Play</b>	12-15 yards from the LOS and behind team A. Snap Key: Through backs to tackle on opposite side.	Straddle the LOS on or outside of the sideline. Snap Key: Tackle to determine run or pass	
<b>Pass Play</b>  Same initial position and key as run  Downfield officials- Do not stare at passer	Remain deeper and wider than passer.	Slow release 5-7 yards downfield. Key receivers on your side. Rule on direction of quick pass.	

