

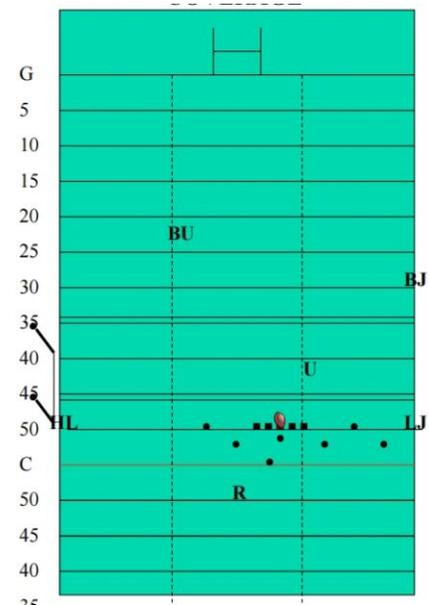
Six Man Football Mechanics – 2017 – by Frank Pryal, #44 KFOA

Points of Emphasis:

Referee	- Clock management, and penalty rulings
Umpire	- Ball placement, and penalty applications
Back Umpire	- Manages coverage, and crew alignment
Head Linesmen	- LOS, downs box, stick crew, and secondary penalty applications
Back Judge	- Assist with benches, and substitutions
Line Judge	- LOS, benches, and substitutions

Referee Keys:

- Must cover guard, and tackle on his side of the line of scrimmage
- Must protect the QB behind the LOS, and after releasing the ball
- Should not be looking downfield on passes, kicks
- Must protect the kicker during and after kick plays
- Do not move too quickly downfield on kicks from scrimmage
- Should not turn his back on LOS, while getting into position
- Notify captains, and give preliminary signal on penalties
- Go to LOS to receive penalty information where possible
- Check the score / 20 second clock after every play
- Check the downs box before the whistle
- Is everyone set pre-kickoff; players, officials, time keeper, stick crew
- Check for flags before signaling first down
- Announcing penalties; face benches, stand still, loud voice, and crisp signals
- Always remain calm, cool, and in control
- Count players on every play, always
- Game awareness; down, distance, score, last three minutes



Umpire Keys:

- Position ball between hash marks, and avoid bad field conditions
- Focus on your area, and assist only when needed
- Must cover centre, guard, and tackle on his side of the line of scrimmage
- Should not leave the middle of the field between the hash marks, unless kickoff
- Flash direction, and distance of penalties to head lineman
- Applies all penalties from appropriate spot, with conformation from head linesman
- Where was the ball scrimmaged from before the penalty(s)
- Hold position on kick from scrimmage plays, until wave of players pass
- Turn on all passes in your area
- Special attention on the centre on every play, especially kicks
- Look to the sideline officials for spots
- Build a rapport with the linesmen, and captains
- Assist with the LOS on bad kicks, and bad snaps
- Short yardage plays; protect yourself, and don't block the linesmen

Deep Officials keys:

- Coverage, hustle to position, crisp signals, always count players, ball relay
- Body language, where is my focus pre-snap
- Outside receivers, secondary receivers, and your zone
- Communication with sideline partner inside the twenty yard line
- Coverage changes at the seven yard line
- Watch the players, not the flight of the ball
- Deep coverage; protect the goal line, and dead ball line



- Move to a better angle to see between the players
- Crack back keys, protect the players
- BU; coverage signal, and timing signal on kick-offs
- Field goal coverage, is your partner on the same page

Sideline Officials keys;

- Coverage signal, always count players, what is the down
- What is the standard on the LOS
- Inside receivers, and your zone
- Sideline passes; who has catch, who has feet
- Important spots, get off the sideline
- SS, hold the LOS until the ball crosses, eyes follow play
- Lateral passes, Its your ruling
- HL, know the names of the stick crew
- Sideline officials, who is the head coach on options, timeouts
- Pre-snap, where is the end? Avoid cheap penalties
- Back side coverage, don't ball hawk
- Long ball relay, opposite sideline official assists with ball placement
- Kick-offs, LJ / UMP protect the ten yard zone

Crew keys:

- Focus on YOUR area, don't ball hawk, trust your partner
- Don't need multiple flags, and multiple stop clock signals
- Pick up flags, spots
- Dead ball hustle, keep the game moving
- Measurements, can always improve
- Coaches want the number, It's important
- Adjust coverage to game situations
- Goal line situations, eye contact, and slow whistle / signal
- Everyone participates in the pre-game

- Be on time, be ready, have fun
- Change of quarter, are we rushing
- There is no flag quota with twelve eyes watching