Six Man Mechanics
2008

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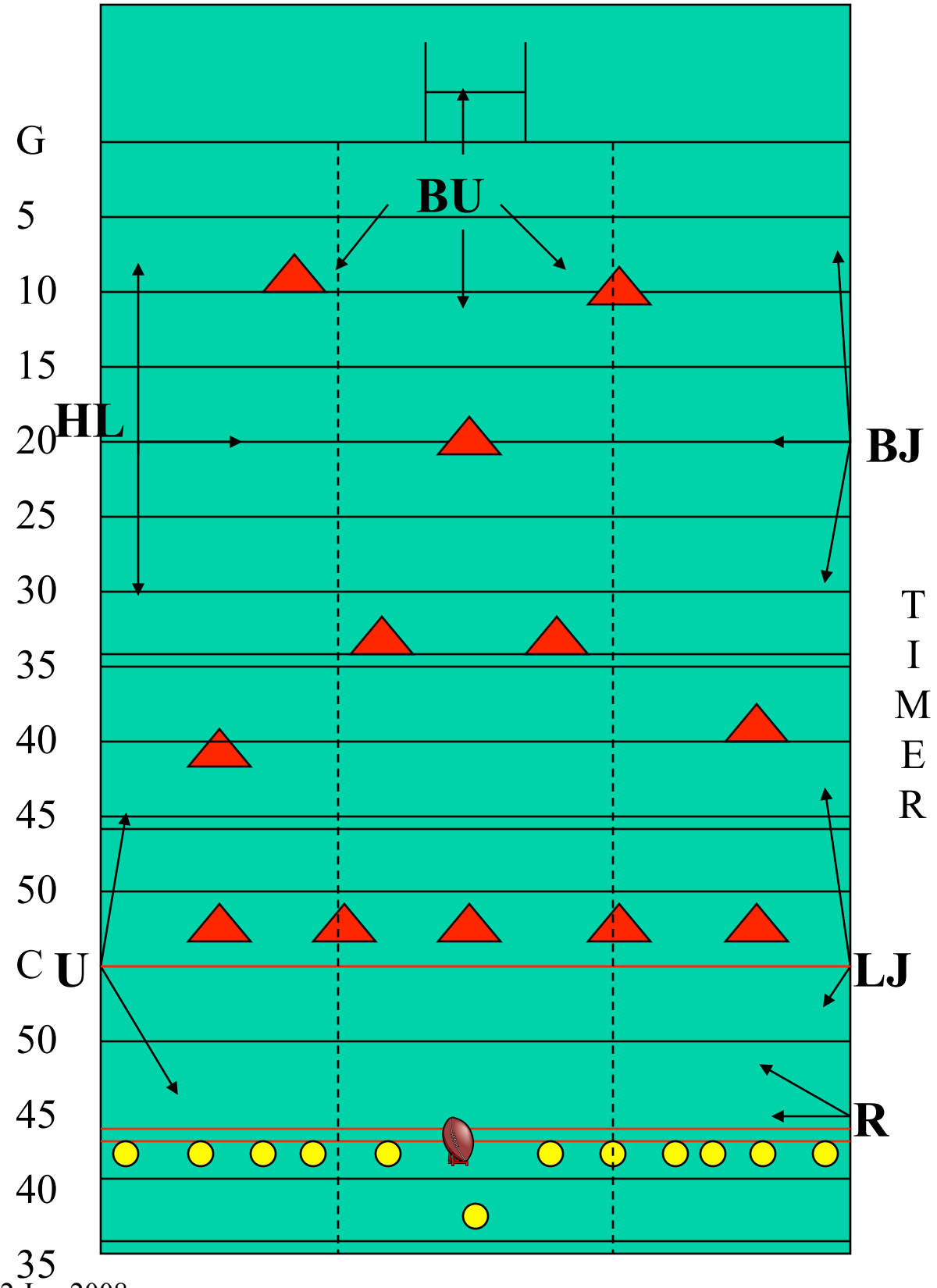
2 Jun 2008

Kick Off
Normal



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Normal Kick-off

Referee (R):

- kick off line
- Count kicking team
- Check with and acknowledge other officials
- Blow whistle and point downfield
- Allow 20 seconds for kickoff
- Check for Team A offside (obvious)
- Angle in towards hash mark watch for rascals
- Be prepared to take ball carrier if required

Umpire (U):

- 10 yd in front of kick off line opposite LJ,
- Check for ball and crew,
- Count both teams,
- Signal to R when ready,
- Watch for Team B offside,
- Watch kicker,
- Angle in towards hash mark, watch blocking,
- Be prepared to take ball carrier

Normal Kick-off

Head Linesman (HL)

•Initial position 15-20 yd a head of deepest receiver opposite the BJ
•Communication with BU re: coverage
•Covering the ball carrier - use the sideline
•Time in when ball touched
•Short kick coverage
•After the ball is dead

Line Judge (FJ)

•Initial position - 10 yd in advance of kick off line
•Hold your position
•Use the sideline
•Give & take coverage
•Short kick responsibilities
•Short kick - 10 yd mechanics

Normal Kick-off

Back umpire (BU)

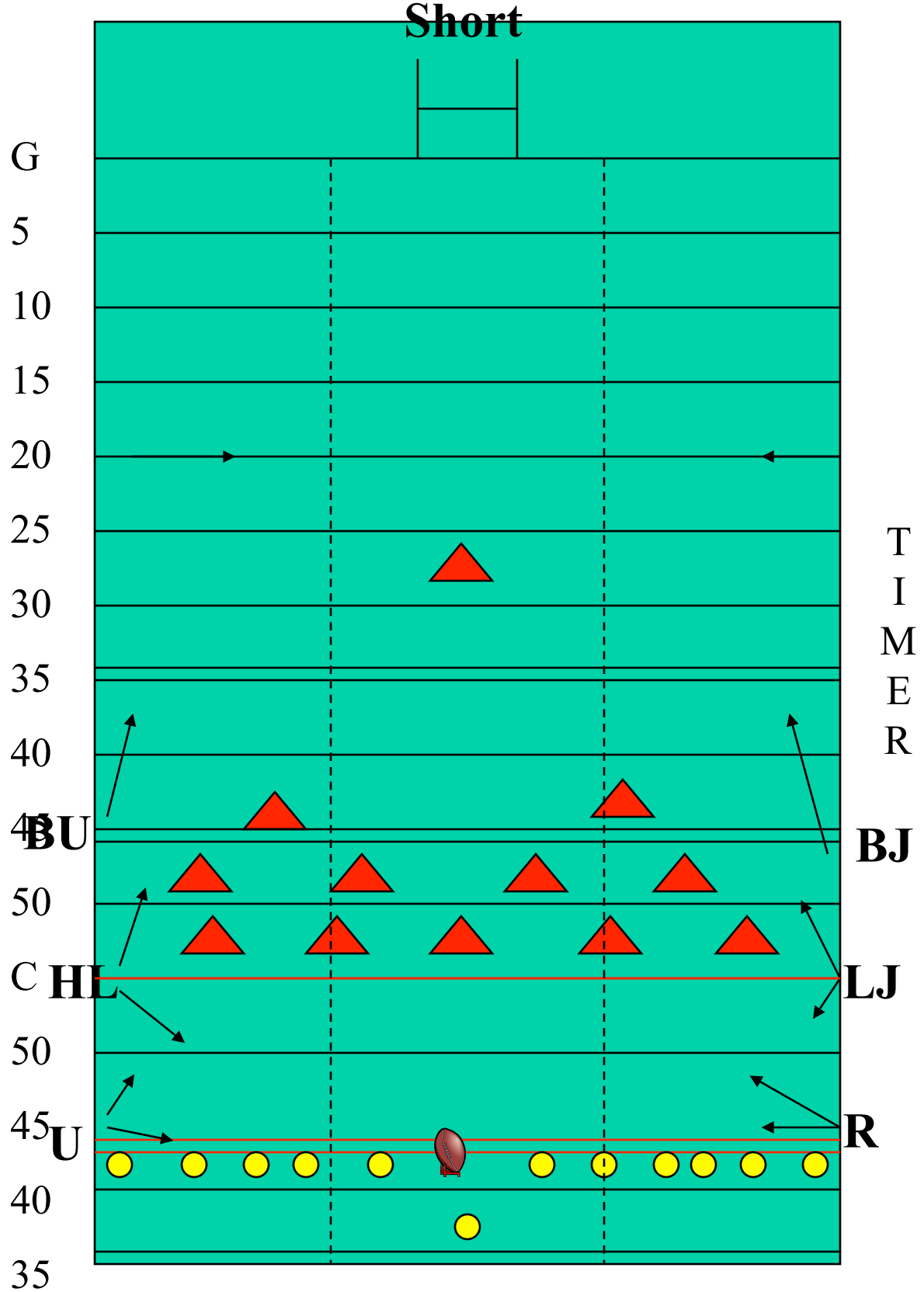
- Initial position
- Communicate receiver coverage
- Start clock
- Run back coverage

Back judge (BJ)

- Initial position
- Start clock
- Run back coverage

- **Short kick-off coverage**
  - Initial position
  - Deep sideline responsibilities

Kick Off
Short



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Short Kick-off

Agreed-to following convert,
Remind pairs of responsibilities

R:

- Kick off line
- Count kicking team
- Check with other officials
- Blow whistle and point downfield
- Allow 20 seconds for kickoff
- Check for Team A offside
- Move into position to see ball
- Watching blocking/interference
- Be prepare to take ball carrier

U:

- Kick off line opposite R
- Check for ball and crew
- Count both teams
- Signal to R when ready
- Watch for Team A offside
- Move into position to see ball
- Watching blocking/interference
- Be prepared to take ball carrier

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Short Kick-off

HL

•10 yards down from the R/U
•Who takes ball and who takes blocking?
•Make sure contact is legal
•Last touched before out of bounds
•Cover deep kick

LJ

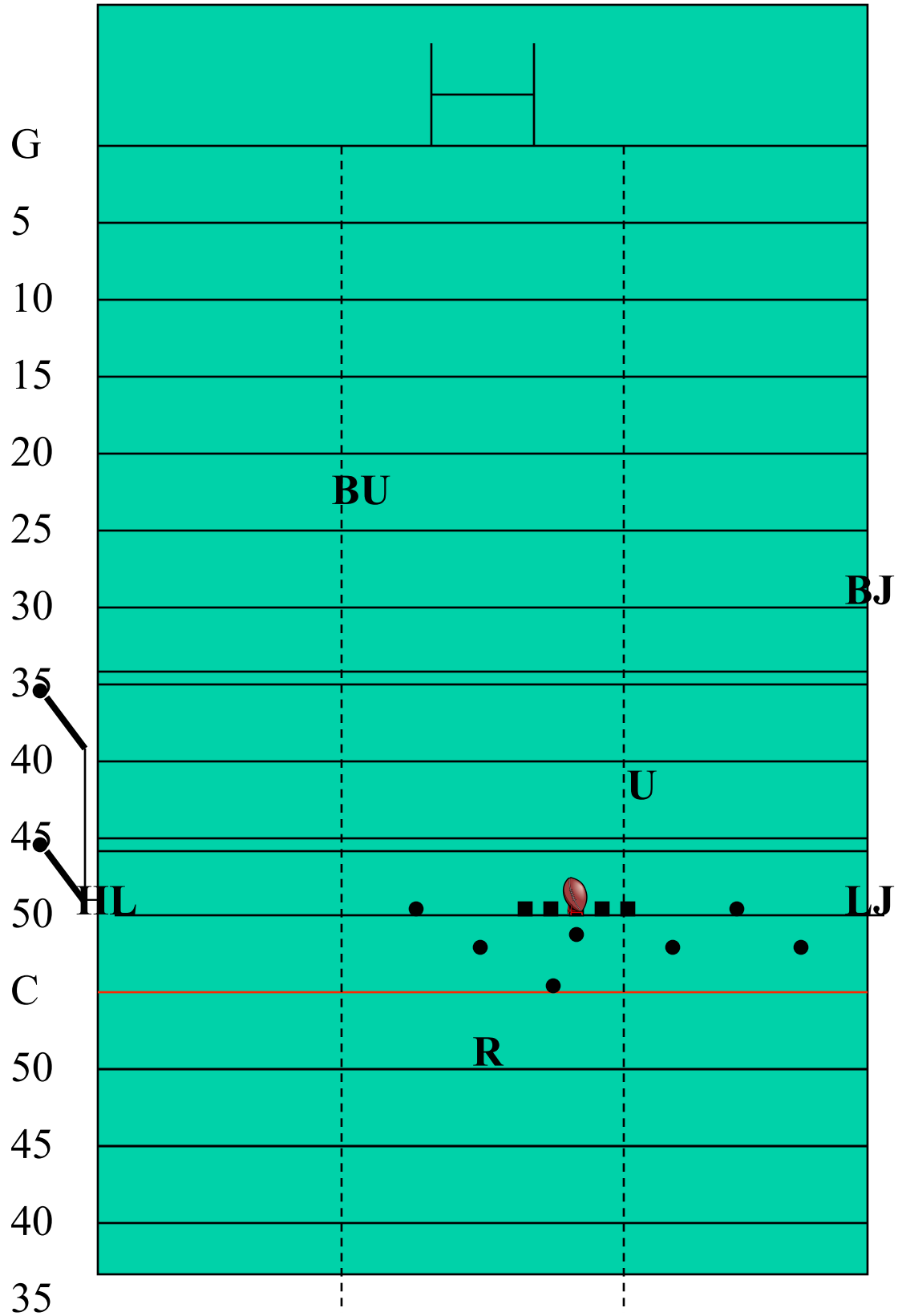
•10 yards off the kicking line
•Prime responsibility is to know whether the ball went 10 yds before being touched by kicking team.
•Last touched before out of bounds
•Who takes ball and who takes the blocking
•Talk to your partner about the coverage

Short Kick-off

•Both Back officials initial position will be on each sideline 10 yds down from their partner

•The BU is on the same side of the field as the HL and the BJ on the LJ side of the field.

PLAYS FROM SCRIMMAGE – COVERAGE



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Scrimmage Play - Back Umpire At Or Near The Hash Marks

Hold Man

- Must retain his position on the line of scrimmage until the ball crosses the line:

  a. To assist R on rulings concerning the passer near the line of scrimmage and assume prime responsibility for assisting on “quick-out” forward lateral situations.

  b. To signal to other game officials (by raising his arm) forward pass plays completed behind the line of scrimmage.

- Is responsible for the tactics for and against the inside receiver on his side of the line of scrimmage as he process down field for the first 8-10 yards

- Is responsible for the sideline up to the position occupied by the Outside Deep Man

- Is responsible for the ball on any play when it is his zone or visible to him

Scrimmage Play - Back Umpire At Or Near The Hash Marks

FREE MAN

- Must retain the line of scrimmage until the ball is snapped.
- Is responsible for the tactics for and against the **inside** receiver on his side of the field for the first 8 – 10 yards.
- Following the snap is free to move as required by play action or player movement.
- Is responsible to assist the R on "quick-out" forward pass situations to his side.
- Is responsible for his entire sideline from dead ball line to dead ball line.
- Is responsible for the ball in his zone or when it is visible to him.
- In conjunction with the **DEEP INSIDE MAN** will rule on forward pass plays thrown in to his zone or deep along his sideline or when visible to him.
- As required, will assume goal line coverage as the play develops

Scrimmage Play - Back Umpire At Or Near The Hash Marks

OUTSIDE DEEP MAN

- Depending on play action and field position, should line up 20 – 22 yards in advance of the line of scrimmage.

- Following the snap is responsible for tactics by and against the **outside** receivers on his side for the first 8-10 yards as they move downfield.

- By "looking through" his designated receiver(s), he may determine play development by the action of the passer and other backfield players.

- Is responsible for the sideline from his position to the dead ball line.

- Is responsible for any potential receivers on his side after they have proceeded beyond his initial position.

- In conjunction with the **INSIDE DEEP MAN**, will rule on any long forward passes in his zone or when the ball is visible to him.

- Will assist U with passes down the centre of the field 10 – 20 yards.

Scrimmage Play - Back Umpire At Or Near The Hash Marks

INSIDE DEEP MAN

- Depending on any action and field position will line up at or near the hash mark assuming a position two or three yards behind the deepest defensive back.

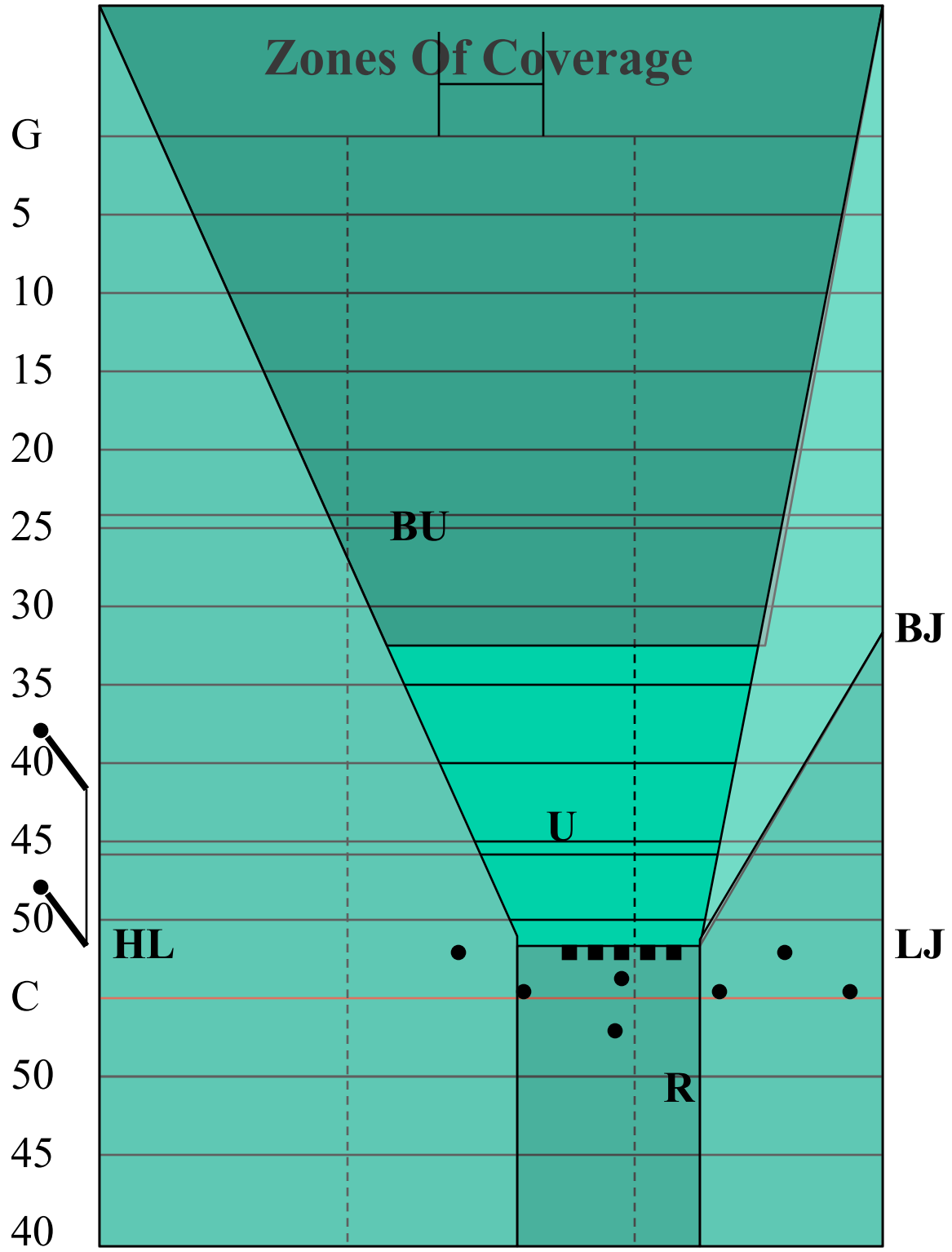
- Will be responsible for assisting R with the 20-second clock on all plays from scrimmage (Assumes visible 20 second clock.

- Following the snap is responsible for the tactics by and against the **outside** receivers on his side for the first 8 – 10 yards as they move downfield.

- Is responsible for the deepest active line, i.e. goal line or dead ball line.

- Is responsible to retain inside and deep control on any pass play to either side.

- Will assist U with passes down the centre of the field 10 – 20 yards.


Zones Of Coverage
G
5
10
15
20
25
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C
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45
40
BU
BJ
U
HL
LJ
R

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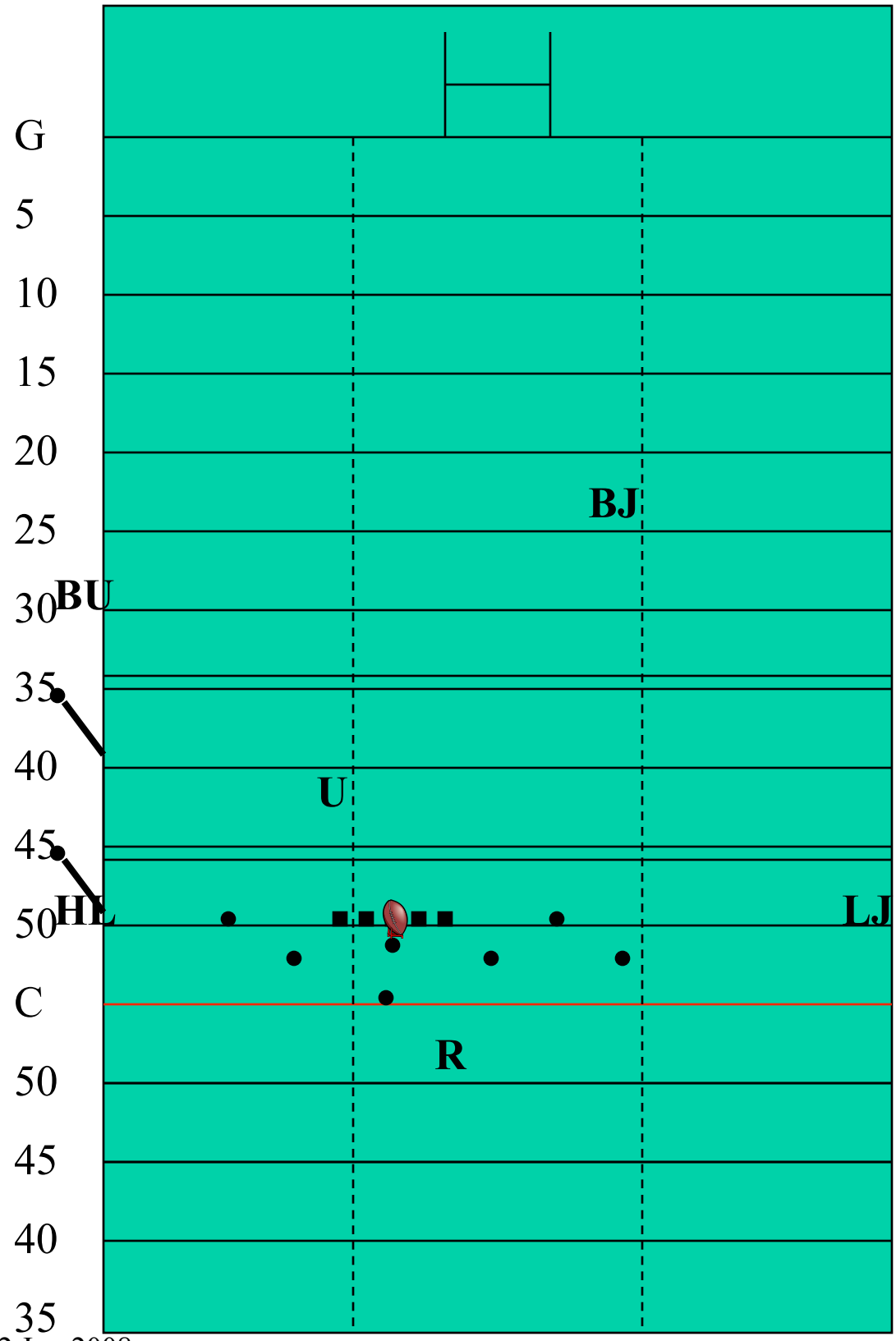

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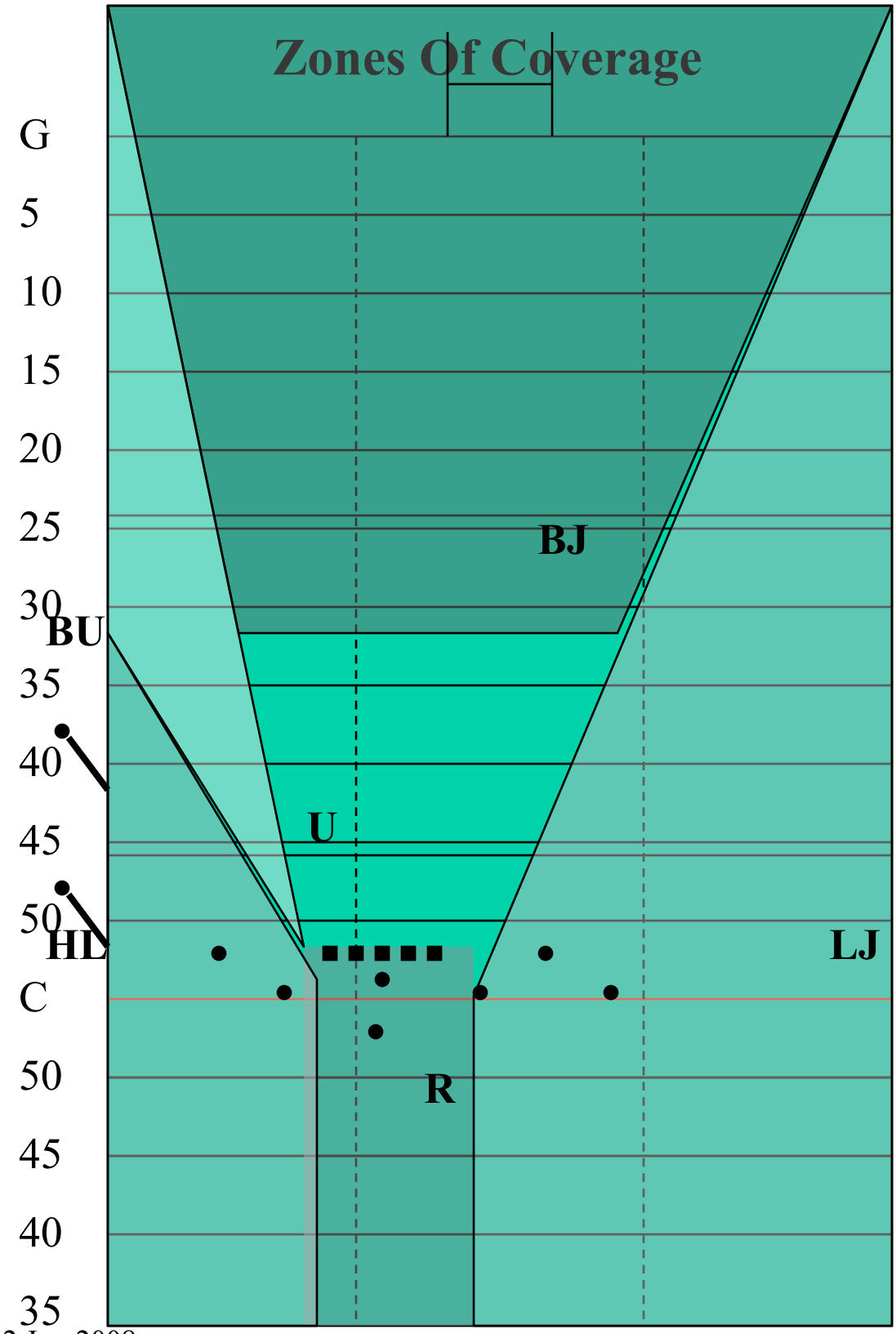
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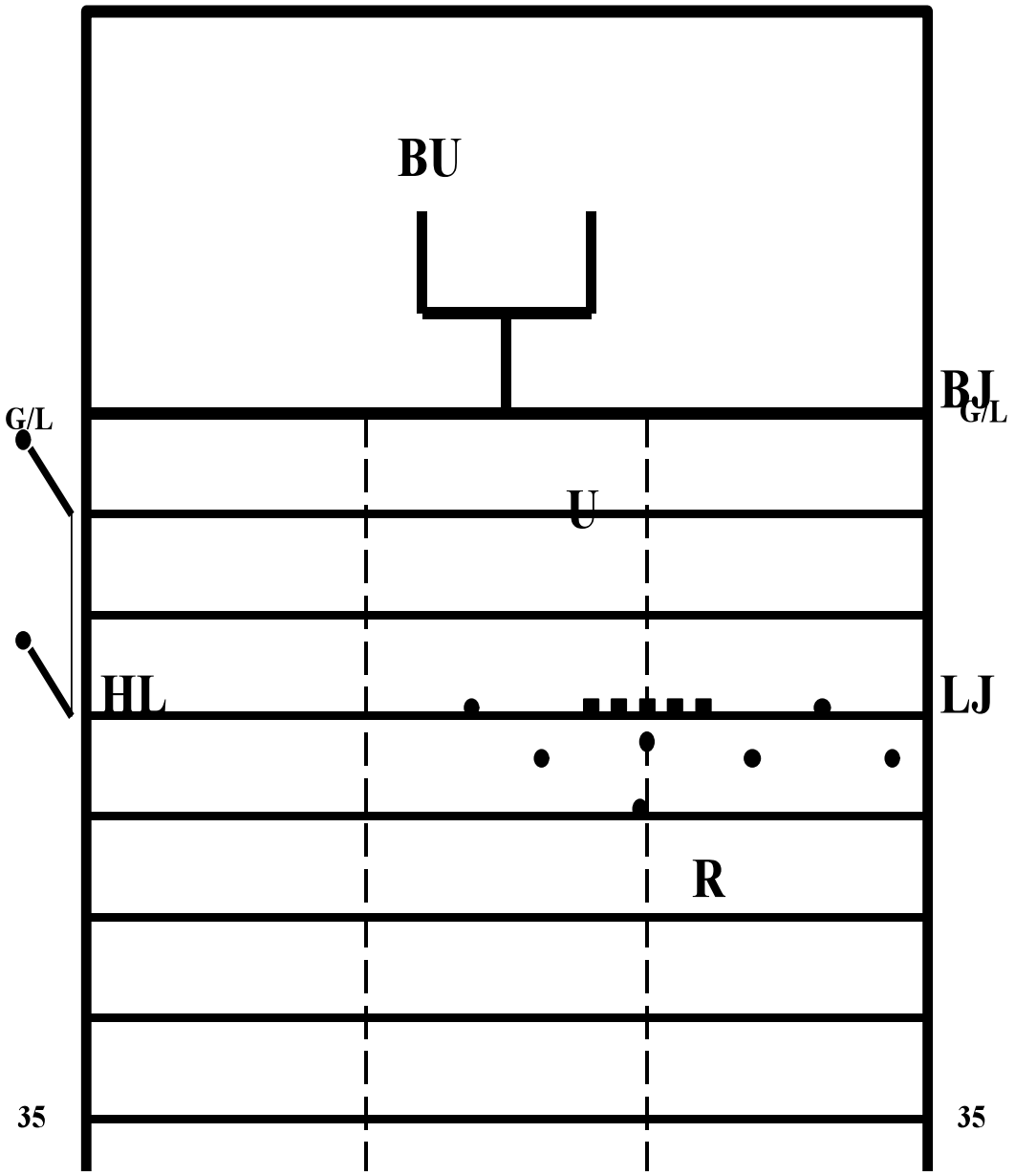
Plays Near the Goal Line



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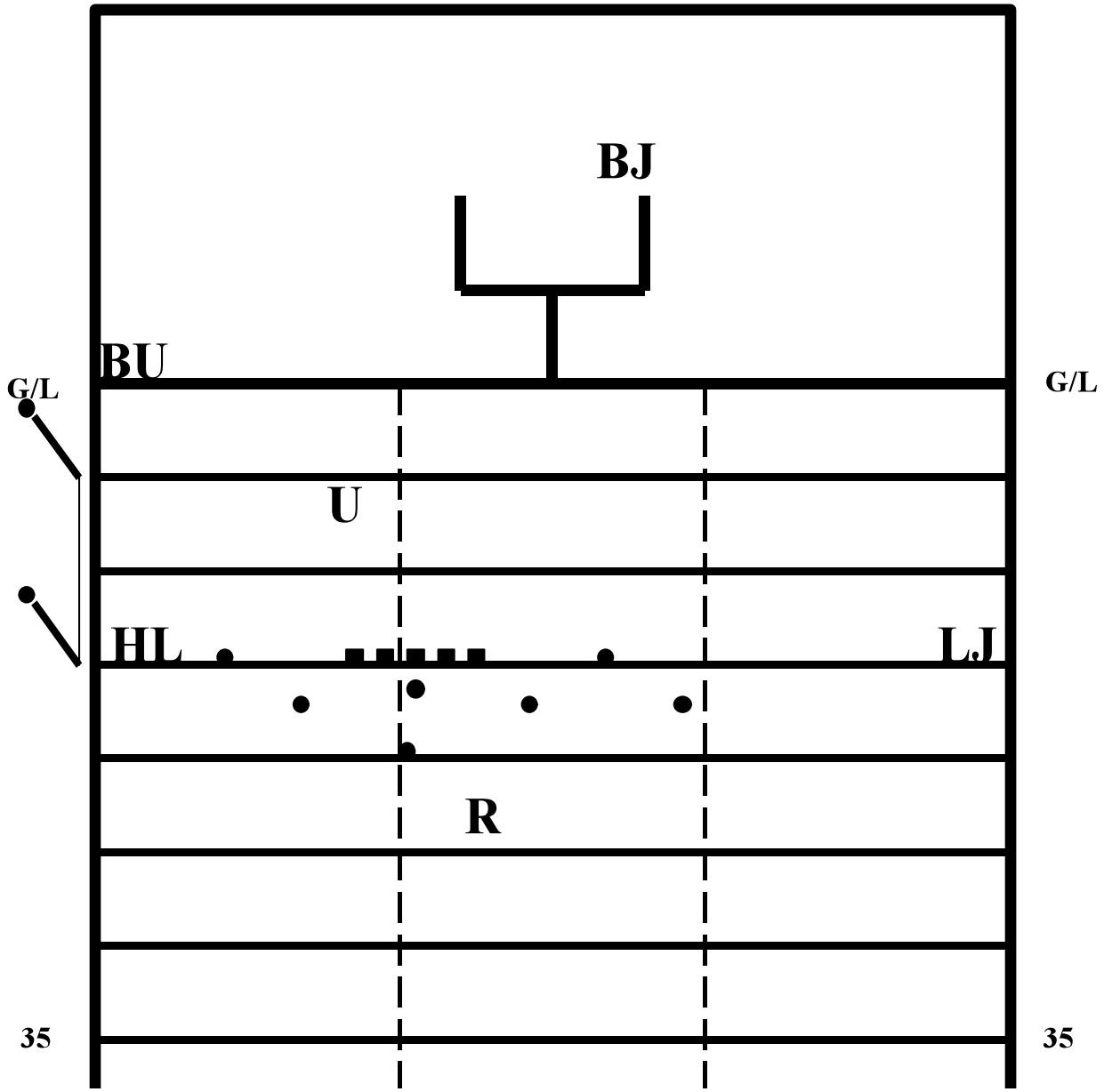

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Plays Near the Goal Line

R

- Be sure that all officials are in their designated positions.

- Assume any position laterally you deem best. However, be very certain you are in a position to see the ball snapped.

- A plunge in to the line is usually in to a congested area. Do not close in too fast. Be alert for fumbles.

- If touchdown, give a quick signal after getting decision from either sideman or U. If not, either official will move in fast to mark forward progress of the ball.

Plays Near the Goal Line

U

- Depending on the line of scrimmage, take a position close to, on, or inside the goal line.

- It is suggested you take a position on the side of the line of scrimmage closest to the goal post standard just off centre. In this position you are able to observe the line between the tackles.

- Be alert to cover fumbles from the field of play in to the goal area.

- Due to congestion in the middle of the line, the sidemen could be blocked out from actually seeing the ball. Therefore, you should be ready to give assistance. No signal is necessary if it is not a touchdown.

- Be alert for short passes.

Plays Near the Goal Line

SIDELINE OFFICIALS

- Do not get too close to the nearest player. Close in when you are positive the play has gone in to the line. Be aware of quarterback fake and boot legging.

- No signal is necessary unless you are **certain** a touchdown has been scored.

- Know your pass receivers and their positions. Be alert for forward passes in to your zone. Be prepared for forward pass interference **both offensively and defensively** – this is "pick play" country.

- On running plays to your side be prepared to move with the runner in to the goal area so that you have a full view of the ball at all times.

FREE MAN

- Following the snap move toward the goal line.

- On **plays starting on or inside the five-yard line**, move **immediately** to the goal line, boxing the play between yourself and the Umpire.

HOLD MAN

- Retain the line of scrimmage until the ball has crossed then follow its progress toward the goal line.

Plays Near the Goal Line

DEEP OFFICIALS:

OUTSIDE DEEP:

- Attempt to retain your initial position at the goal line on all play situations.

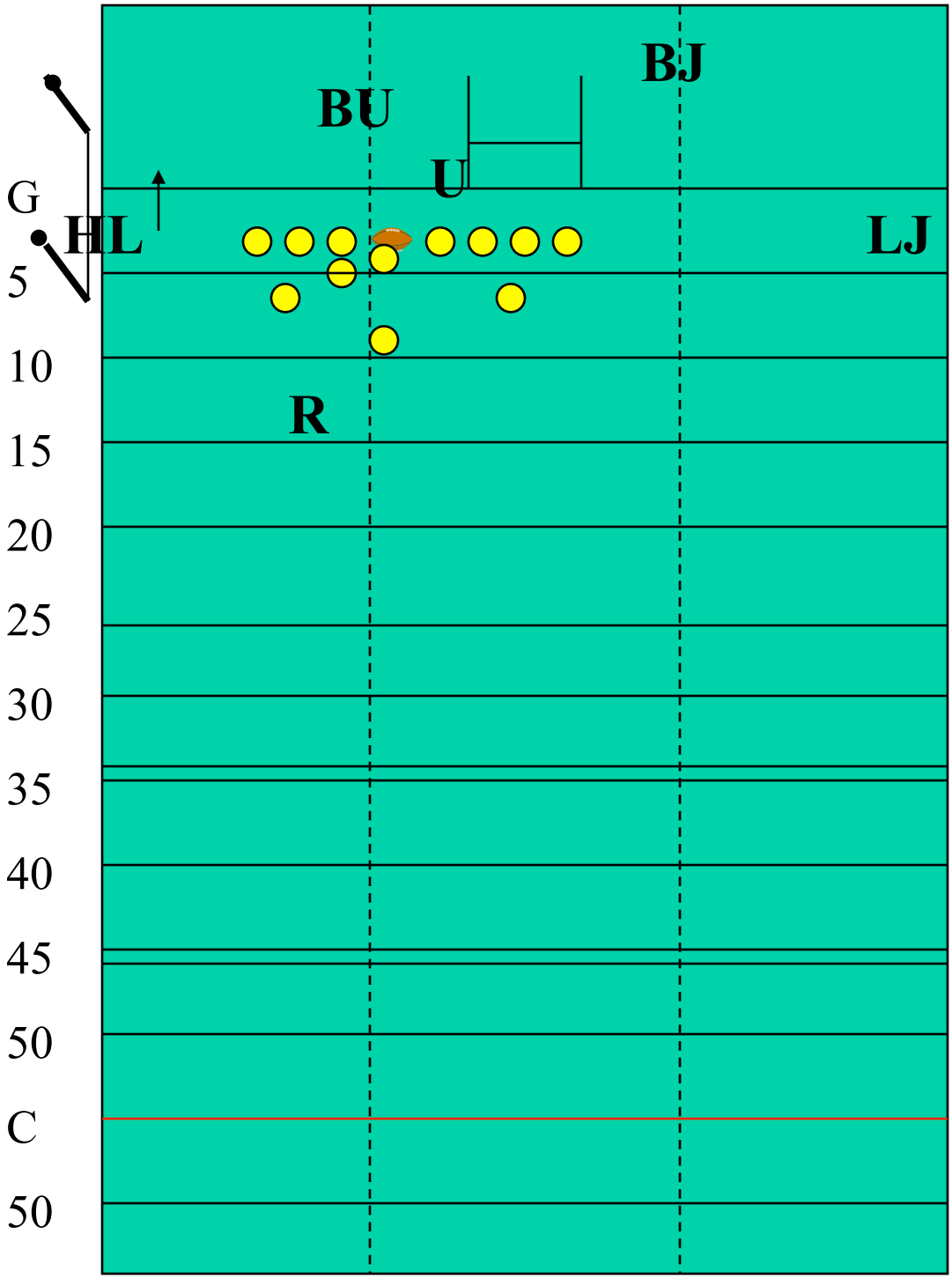
- As the line of scrimmage moves closer to the goal line you will find it necessary to move in to the goal area.

- **INSIDE DEEP**:

- You are responsible for the dead ball line from sideline to sideline

- Assume a position as near to the goal line as the defensive alignment will allow remembering you must always be deeper than the deepest player.

Goal Line – Outside B 2 Yd line to B 5 Yd Line



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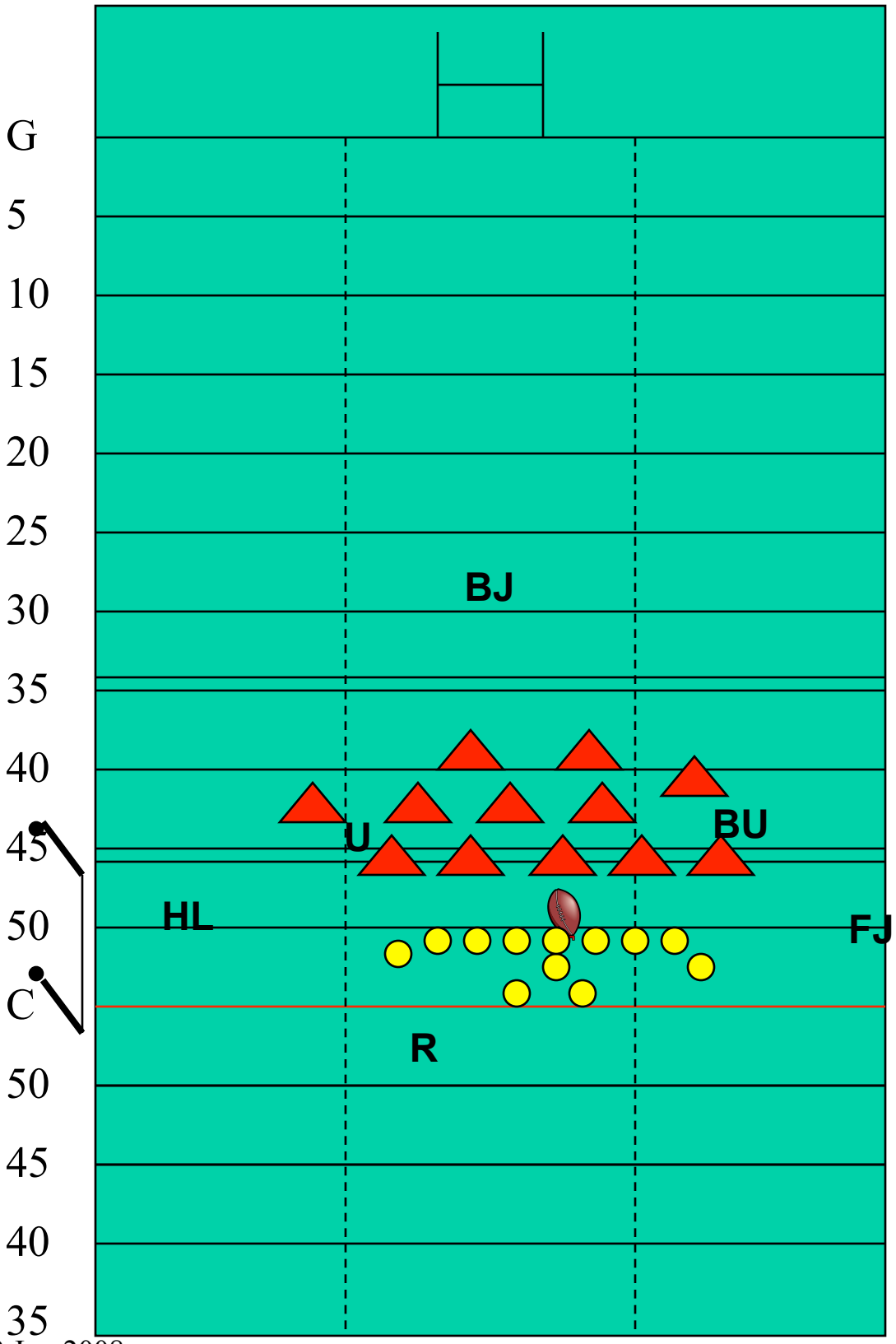
Short Yardage, 3 D & 2 Yd or Less or Inside B 2 Yd Line



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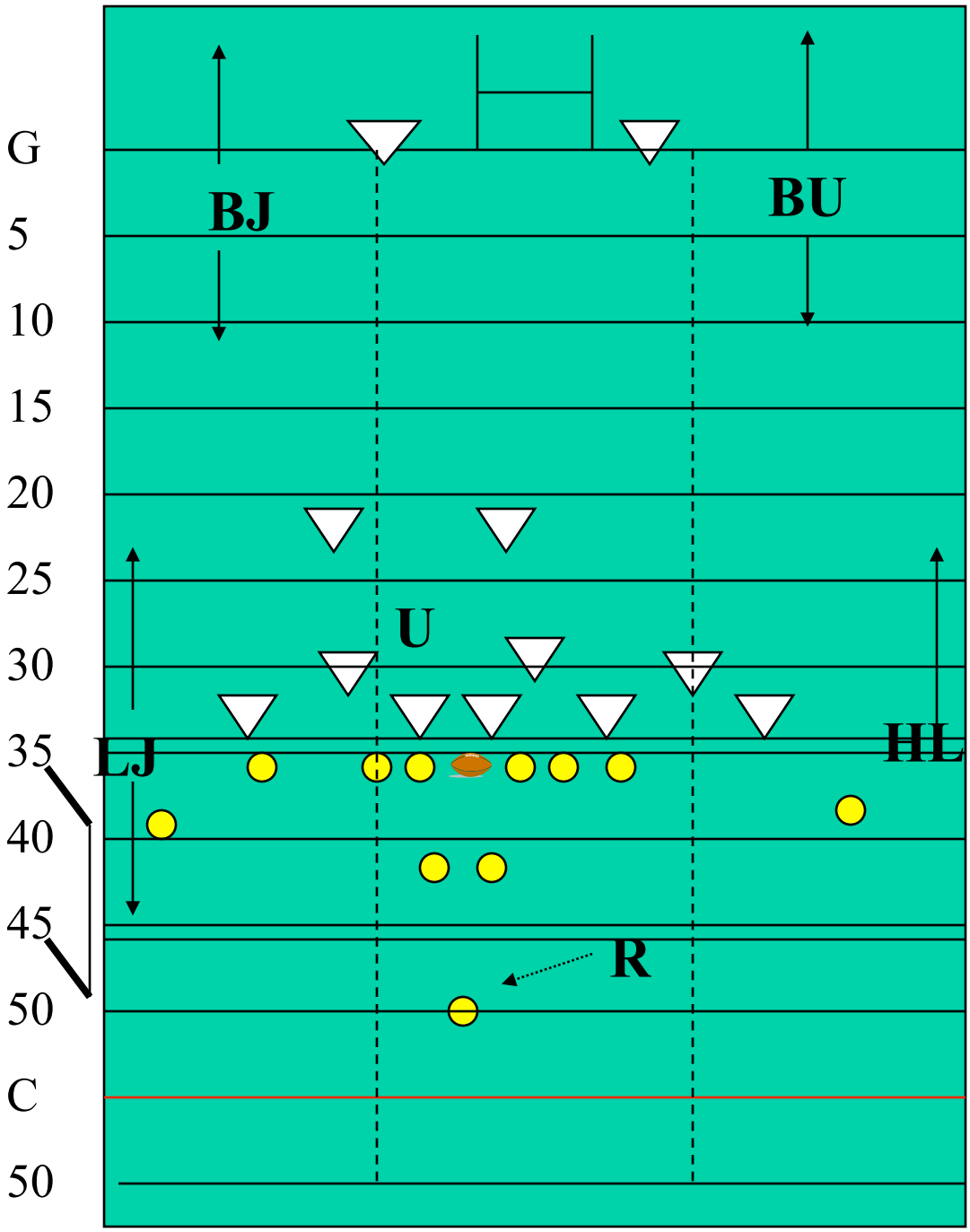
Punt



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Punt

R:

- Move to wide side of field and release U.
- U in place, blow time in (approp. arm signal)
- 3-4 yds ahead of kicker,
- Move forward as he moves forward,
- Watch for contact and roughness,
- Stay with kicker as long as players around him, (interference),
- Stay around linemen left at LOS,
- Move sticks if no penalty

U:

- Stay over ball until R moves you. Check crew.
- Move to short-side of field and watch linemen particularly centre for contact at head/neck area
- Use voice to prevent penalty (Holding)
- As wave of players moves downfield, turn and move with them.
- Concentrate on blocking in front of ball carrier (if in your area code)
- Provide Ref with information (1st D, flag)
- Move to spot ball

Punts

HL/LJ

•Position your self wide, never closer than the hash marks

•Stay on the line of scrimmage until the ball crosses it.

•It is your responsibility to know whether a short kick or a blocked kick crosses the L.O.S.

•Move downfield at a half sped to assist the downfield officials. Watch the blocking on your side ahead of the ball carrier.

•Take over the ball carrier once he reaches your zone.

•Move out of bounds and stay even or slightly behind the ball carrier

•If the kick is short (10-15 yds) or is deflected and continues across the L.O.S. and is dropping into a group of players, you have primary responsibility to whistle the play dead

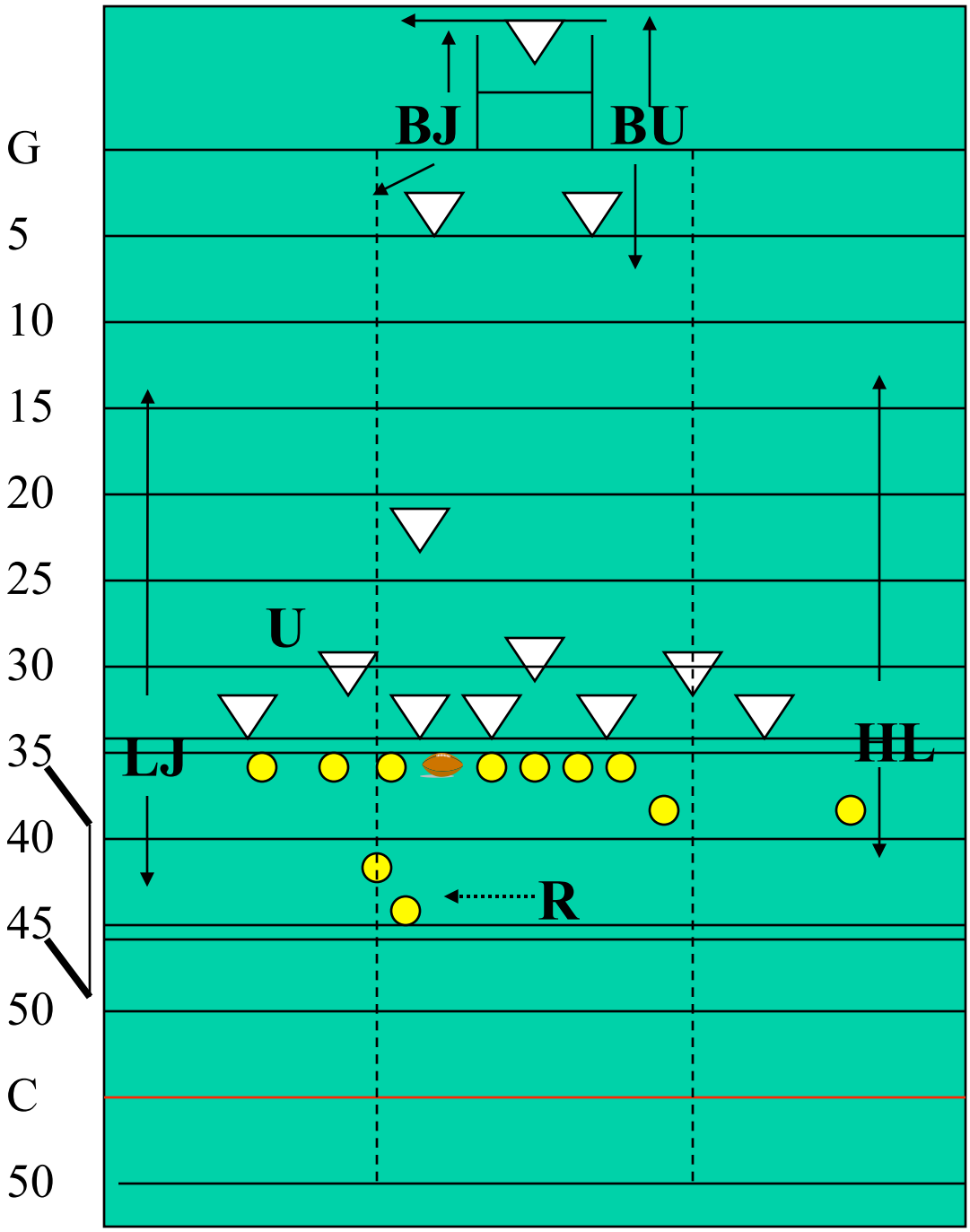
•If the snap goes over the punters head or the kick is blocked, move back with the ball to assist the Referee to cover the recovery of the loose ball, or any illegal interference while the ball is loose.

Punts

BJ/ BU

•Take position about 8 yds outside and 5 yrds. ahead of the receivers
•BU will signal if he has the ball carrier or the BJ has the ball carrier by the position of his arm
•If the ball bounces on the ground then both of them have the ball.
•Officials who takes responsibility for the ball carrier will have the no yards
•The other official will keep an eye on the blocking
•Maintain outside coverage throughout the play
•Be prepared to pass off ball carrier to side officials
•Never let any players behind you.
•End Zone Coverage.
•Dead Ball Line and Goal Line
•If ball goes out of bounds, signal time out, R will spot the ball where it went out
•It is your spot if the ball bounces out of bounds or R gives you a weird look
•Penalty- know if ball is in possession or in flight, point ball held or point of possession
•Possession gained in end zone or field of play.

Field Goal Outside 10



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Field Goal Outside 10

R:

- What yard line is LOS?
- Move to open side of field and release U
- U in place, blow time in (approp. arm signal)
- Position to see snap, holder and kicker (both get protection),
- Check holders knee
- Stay with kicker/holder as long as players around them,
- Be prepared for broken play, stay with ball carrier passer.
- Find Captain for next play (as required)

•U:

- Stay over ball until R moves you. Check crew.
- Move to short-side of field and watch linemen particularly centre for contact at head/neck area
- Use voice to prevent penalty (Holding),
- As wave of players moves downfield, turn and move with them.
- On broken play, where are the linemen?
- Concentrate on blocking in front of ball carrier (if in your area code)
- Provide R with information (1st D, flag)
- Move to spot ball. (ask where they want it)

Field Goal Outside 10

HL/LJ:

- Position – wide
- Make sure the ball crosses the L.O.S.
- Wide field goal procedure
    - Proceed down field all the way to the goal line if the ball goes in the end zone
    - Covering your contain man to make sure he gets down the field properly.

Field Goal Outside 10

BU / BJ

- Initial position - 1-3 yards behind posts
- Successful field goal mechanics
  Show and Blow
- Missed field goal mechanics
  - Goal line coverage
- Dead ball line coverage
- Short field goal miss.
  - Coverage of the no yards and the goal line

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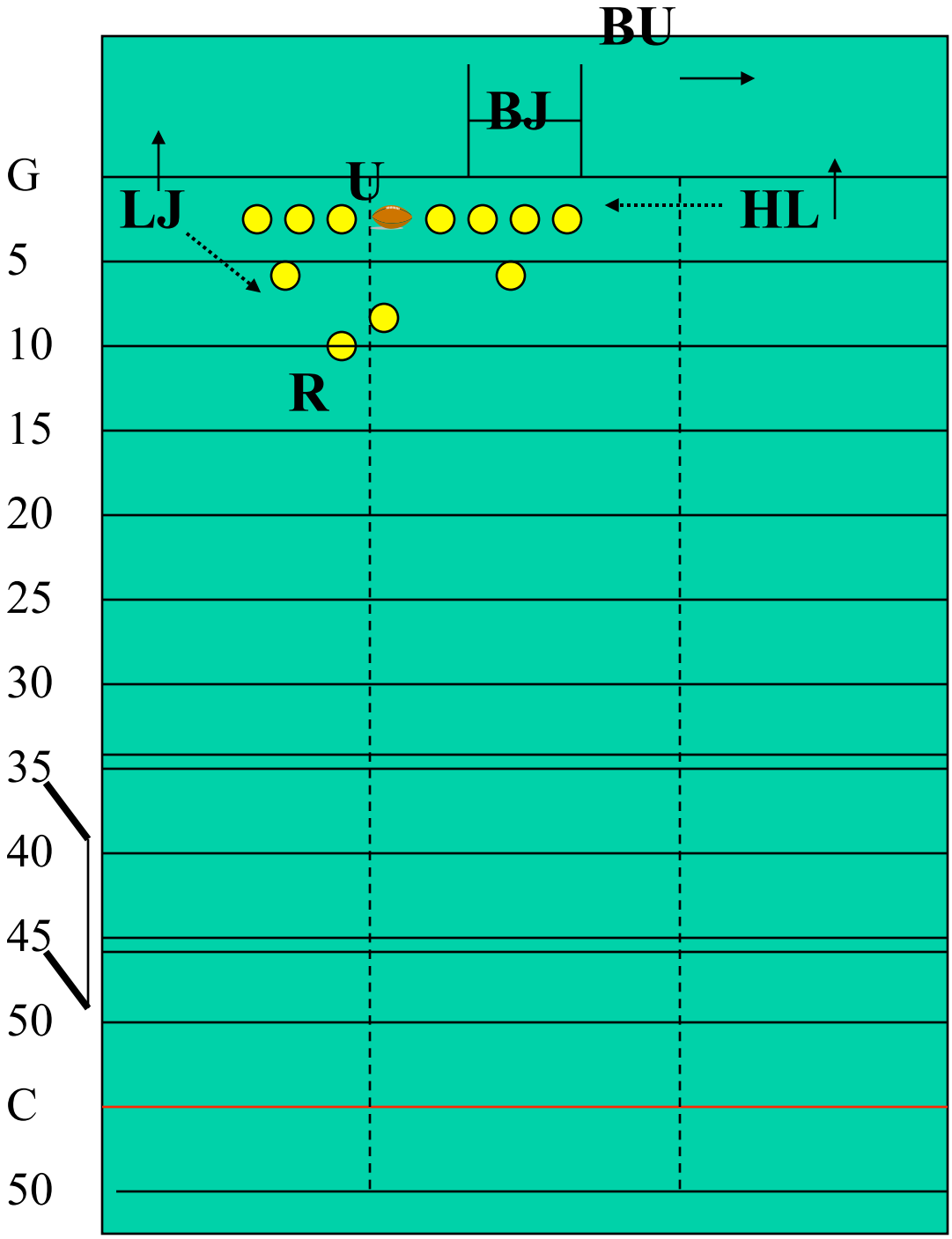
Field Goal Inside 10



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Field Goal Inside 10

R:

• Move to best position for coverage of goal posts.
• Release U
• U in place, blow time in (approp. arm signal)
• Rule on kick while facing end zone – side official should have holder/kicker protection,
• Be prepared for broken play, stay with passer.
• Find Captain for next play (as required)

U:

• Stay over ball until R moves you. Check crew.
• Move to best position to watch linemen particularly centre for contact at head/neck area
• Use voice to prevent penalty,
• On broken play, GET TO GOAL LINE, where are the linemen?
• Checking blocking.
• Move to spot ball. Ask what they want.

Field Goal Inside 10

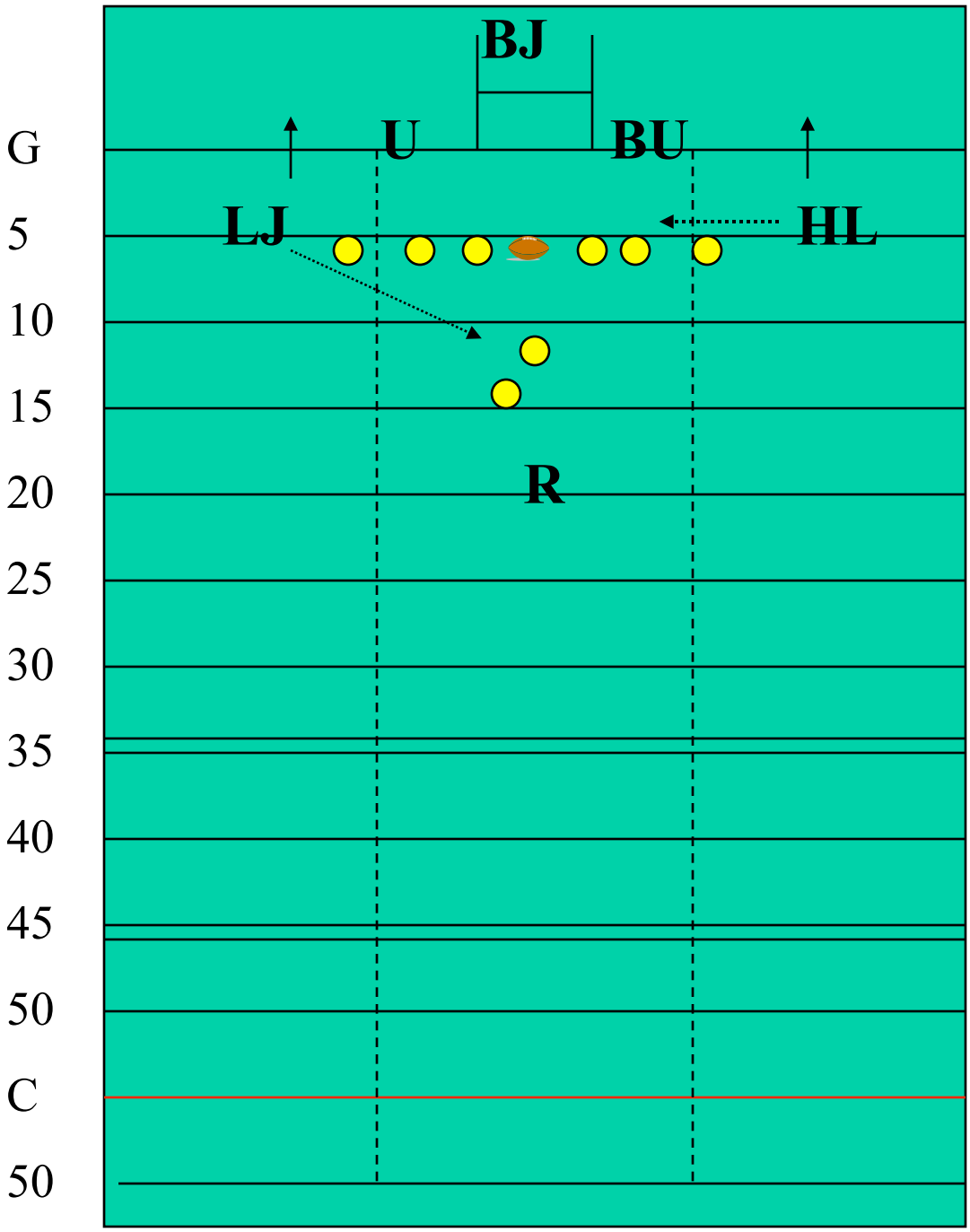
HL / LJ:

- Going either way
- Normal initial position
- Short side to cover goal line

BU / BJ:

- Initial position - 15-18 yards in end zone
- Missed field goal - cover as punt

Convert



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Convert – 1 point & 2 point

R:

• Move to best position for coverage of goal posts.
• Release U
• U in place, blow time in.
• Rule on kick while facing end zone – side official should have holder/kicker protection,
• Be prepared for 2 point, stay with passer.

U:

• Stay over ball until Rmoves you. Check crew.
• Move to position opposite BU to watch linemen particularly centre for contact at head/neck area
• Use voice to prevent penalty,
• On broken play, GET TO GOAL LINE, where are the linemen?
• Check blocking.

Convert – 1 point & 2 point

HL / LJ:

- Official facing holder has the holder and kicker
- Other Official has the line play.
- Broken play move right to the goal line.
- Keep an eye on blocking

BU / BJ

- Initial position
    - BU will move up to about 5 yds behind the Defensive team and towards the HL side
- Responsibilities
    - BU will check on legal tactics by the centre and linemen on his side
- BU will use voice to prevent any penalty.
- BJ will assist R on calling if it is good or not, if R is blocked out or looking into the sun.
- Broken Play
    - BU will cover the goal line and box the play in with the HL.
    - BJ will cover the Dead Ball line.