

CCF  A



Contra Costa County Football Officials Association

Mechanics

4 and 5 Person Crews

Power of 3

Primary Responsibilities – Safety, Fair Play, Sportsmanship

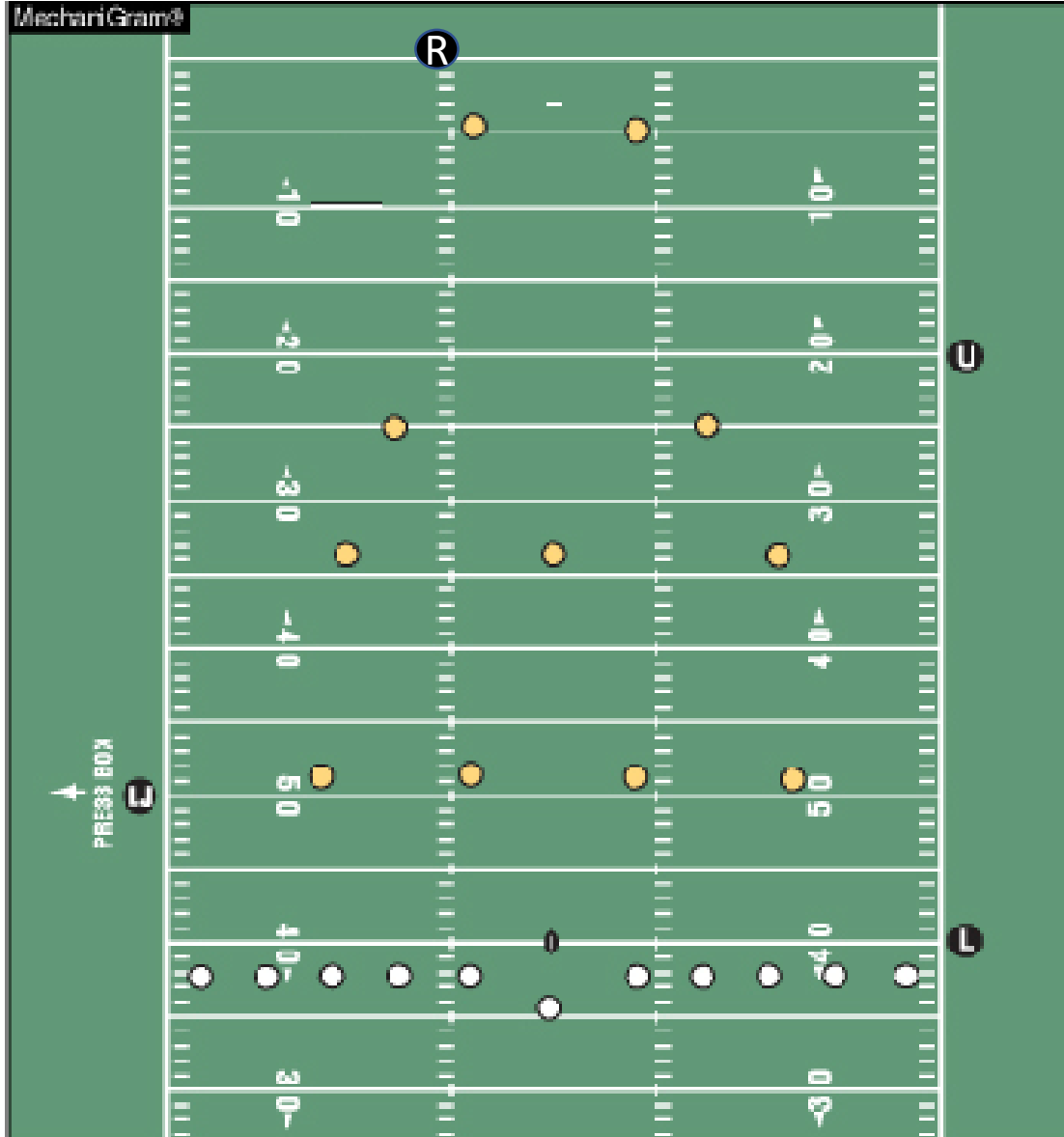
Three Stool Legs – Rules, Judgement, Mechanics

NFL, NCAA, NFHS – Specific rules and mechanics at each level that are to be enforced and used

Pre-snap Keys – Snap – Zone; Eyes on all 22 players every play, entire game



4 Man Free Kick Mechanics



Head Lines

- With K, start in middle of field, hand ball to kicker, count K, move off your sideline, beanbag in hand, raise arm signaling ready
- Ensure no players are more than 5 yrs behind free kick line
- Instruct kicker to NOT kick until the White Hat signals and blows the whistle.
- Protect kicker and move to center of field after kick

Line judge

- R's restraining line, count K
- Start on sideline, beanbag in hand, raise arm signaling ready

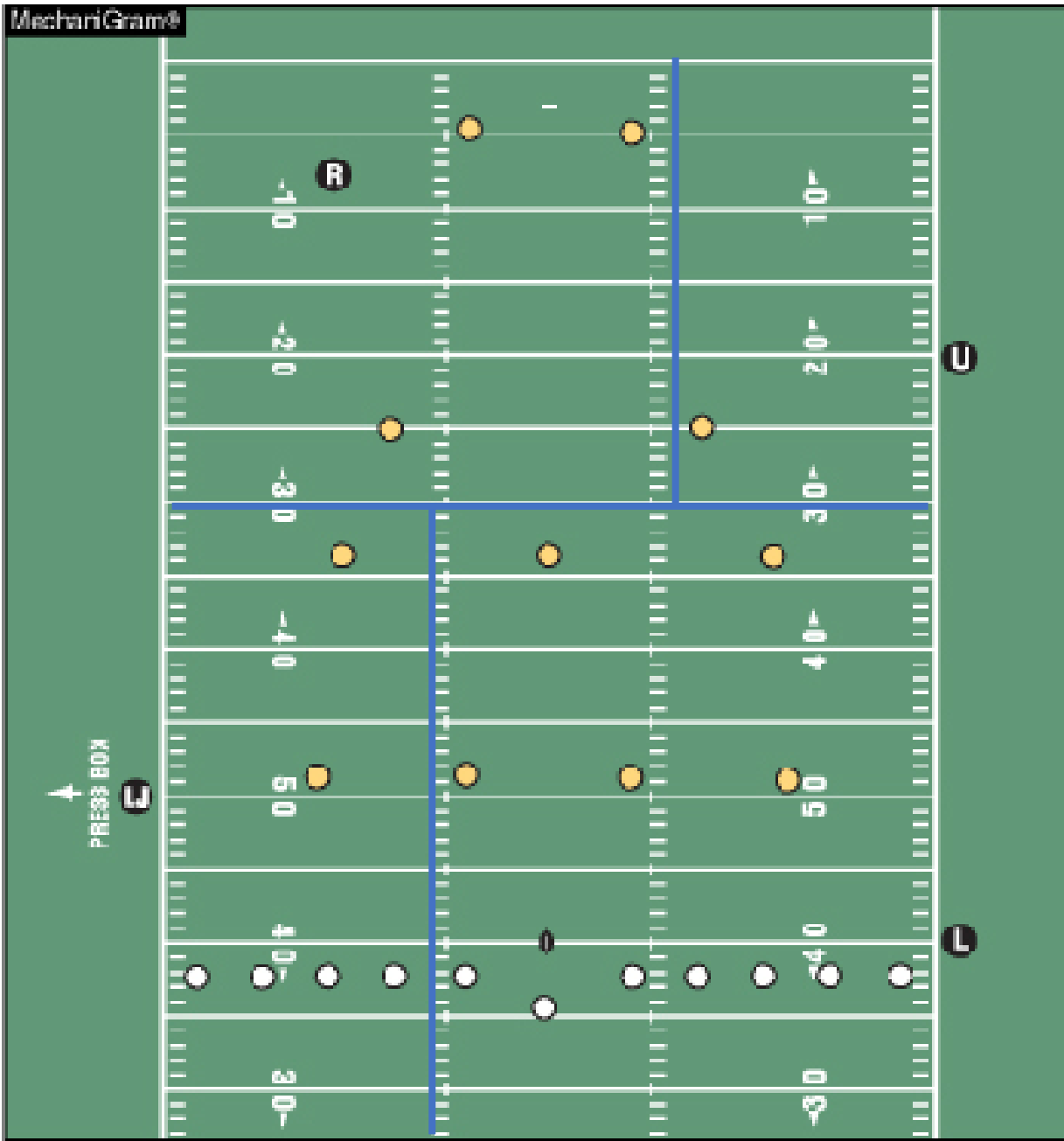
Umpire

- HL Side about 20 yard line but adjust depending on age and strength of kicker, count R, raise arm signaling ready

Referee

- Goal line, same side as LJ, little outside hash marks
- Ensures K has 4 players on each side of the kicker and counts R
- Signals ready to play

1. Once the ball is kicked – watch the players NOT the ball
2. Prepare as if every kick will be an on-side kick



4 Person Coverage Zones

Free Kick – 5 Man Mechanics

Back Judge

- With K, start in middle of field, hand ball to kicker, count K, move off you your sideline, beanbag in hand, raise arm signaling ready
- Ensure no players are more then 5 yards behind fee kick line
- Instruct kicker to NOT kick until the White Hat signals and blows the whistle.
- Moves to the center of the field after kick passes NZ

Line judge

- R's restraining line, count K
- Start on sideline, beanbag in hand, raise arm signaling ready

Umpire

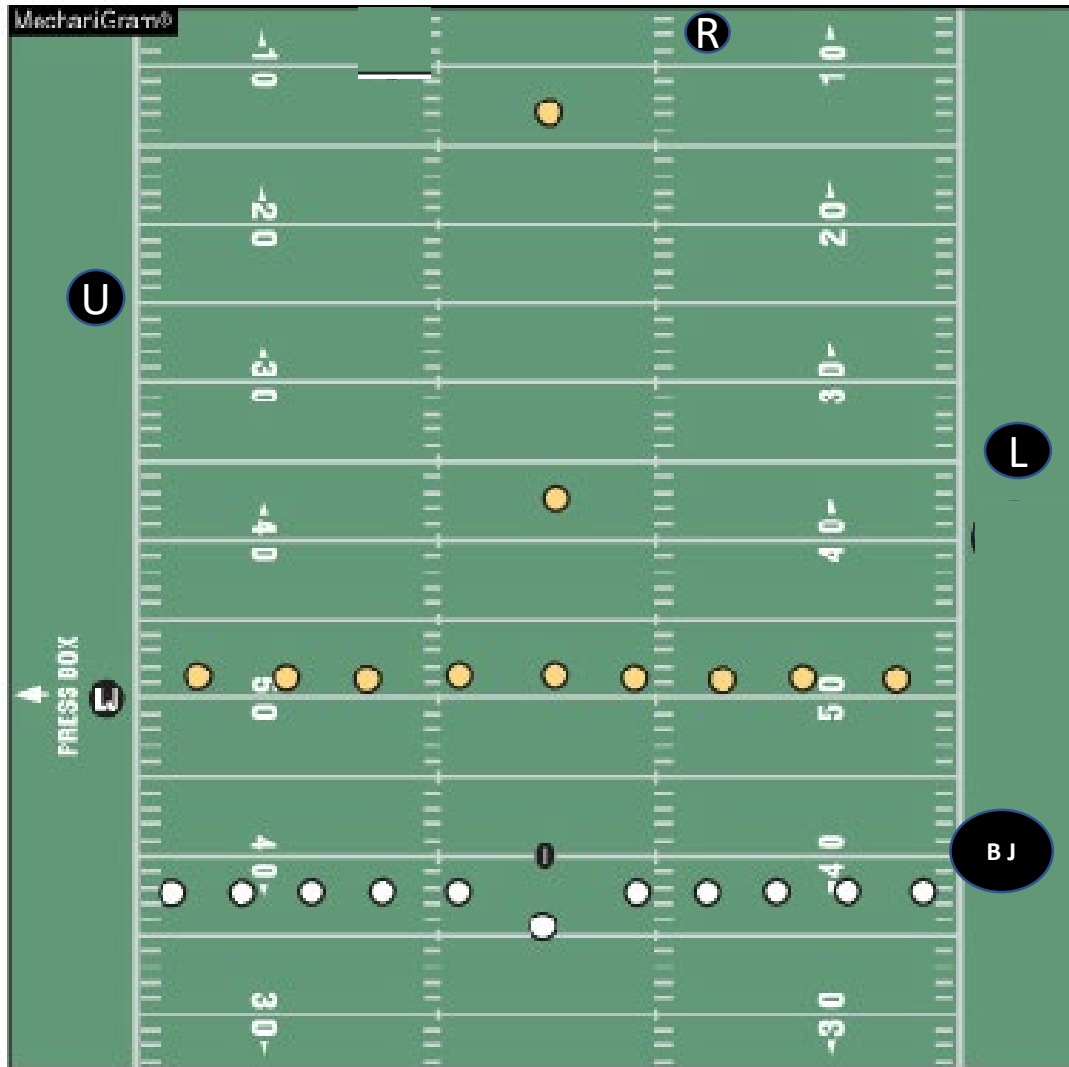
- LJ / Press Box side about 20 yard line but adjust depending on age and strength of kicker, count R, raise arm signaling ready

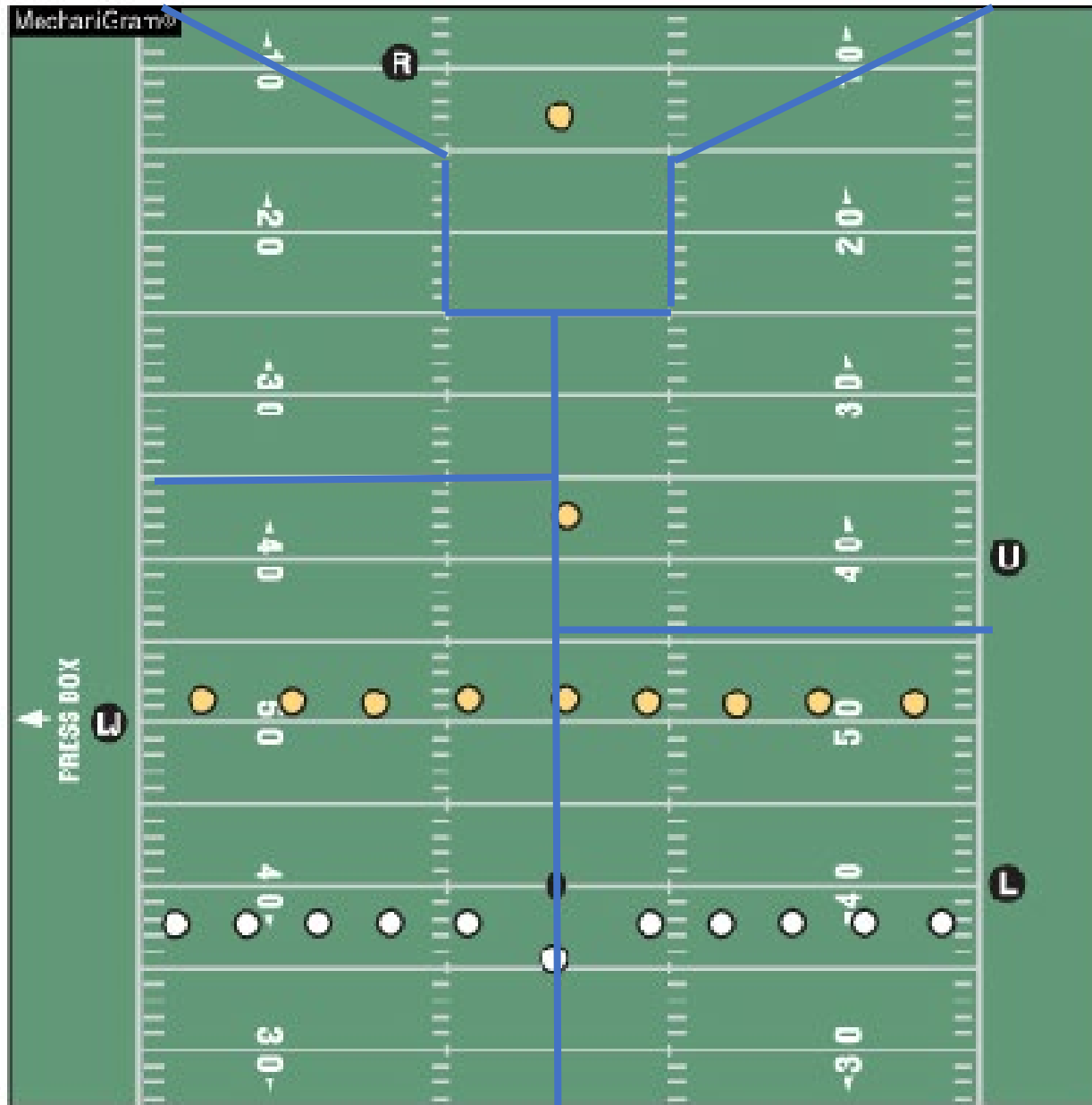
Linesmen (Head linesmen)

- Ensures sideline personnel are properly positioned
- Position at the 35 yard line

Referee

- Goal line, same side as LJ, little outside hash marks
- Ensures K has 4 players on each side of the kicker and counts R
- Signals ready to play





5 Person Coverage Zones



Scrimmage Down Pre Snap

5 Person

- Back Judge: 20-25 Yards deep, strength of the formation
- Line Judge: LOS off the sideline strength of formation, players on/off LOS
- Head Linesmen: Same as LJ, 4 players in backfield
- Umpire: 7-8 yrds, middle of field, Keys G-C-G; Do not start outside hash marks
- Referee: 10-15 Yards deep, QB passing arm, TE wind, key backs through to opposite Tackle

4 Person

- Head Linesmen: Same as 5 person
- Line Judge: Same as 5 person
- Umpire: Same as 5 person
- Referee: Same as 5 person

Position Keys

BJ

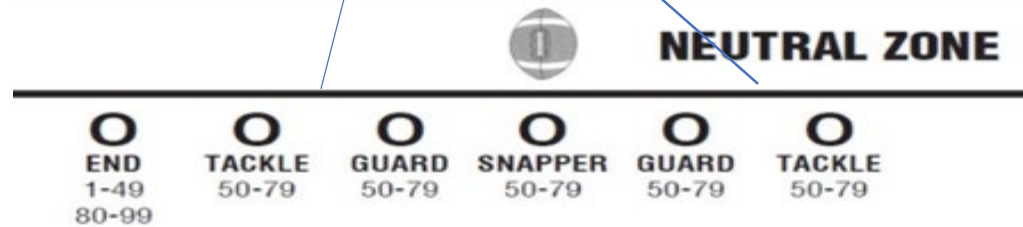
- 20-25 Yrd deep
- Strength of the formation

U

- 7-8 yds deep
- G-C-G
- Free Blocking Zone

HL

- Same as LJ
- 4 players in backfield
- Forward progress



LJ

- LOS off the sideline
- Keys Split end on his/her side
- Forward progress

R

- 10-15 yds deep
- Passing arm side
- Key's backs to opposite Tackle

A

Scrimmage Down Snap – Zone - Eyes

- -BJ 20-25 yards deep, read TE, pass or run, maintain deep coverage, pick up receivers in your deep zone
- -L key receiver to T read pass/run *stay at LOS until ball crosses LOS or receivers 10-15 yards downfield keep all receivers in sight , cross field mechanics with HL*
- -HL same as LJ
- -U key G-C-G, if read pass *step up to NZ*, preventative/dead ball skills
- -R maintain distance from QB, primary focus QB and backs

Scrimmage Kick - Punt Snap – Zone - Eyes

- BJ behind and to side deepest returner; R goal line coverage
- -HL side, primary focus returner, maintain distance
- -LJ clean snap release down sideline, when downfield primary focus first wave and kicks to your sideline
- -HL at LOS until kick crosses LOS, move down sideline, primary focus second wave
- -U key G-C-G, at snap *step up to NZ*, preventative/dead ball skills
- -R behind and to side of kicker, K's leg, kicker protection, clean up, cover K's GL

4 Person

-HL same as 5 person

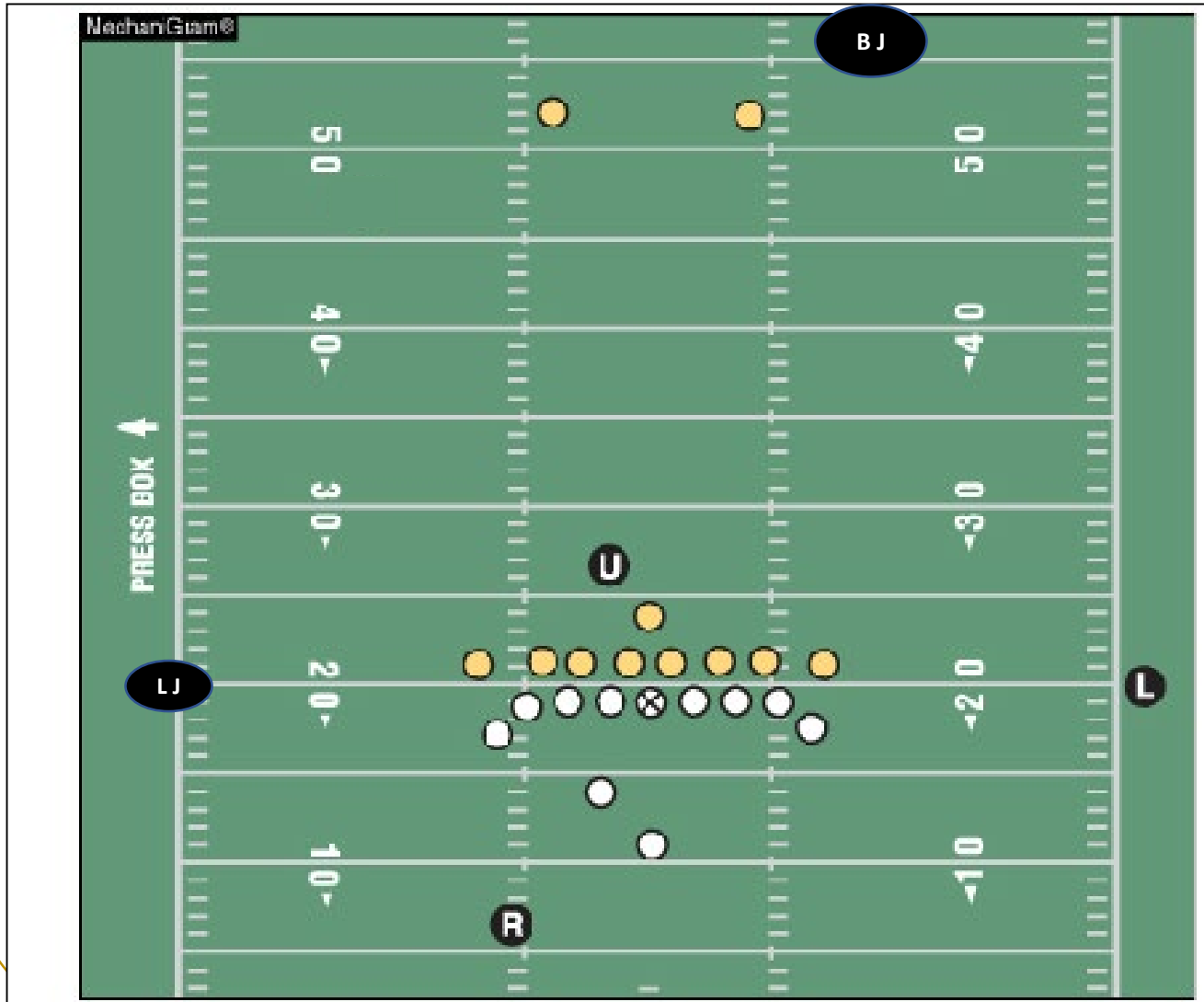
-LJ same as BJ, (front?)

-U same as 5 person

-R same as 5 person, except line up LJ side

Discuss bad snap coverage

5 Man Mechanics – Try and Field Goal



Line Judge & Headlines

- Flank looking at back of holder go back with BJ
- Other flank on LOS

Umpire

- Set's up 4- 7 yards deep
- Snapper protection

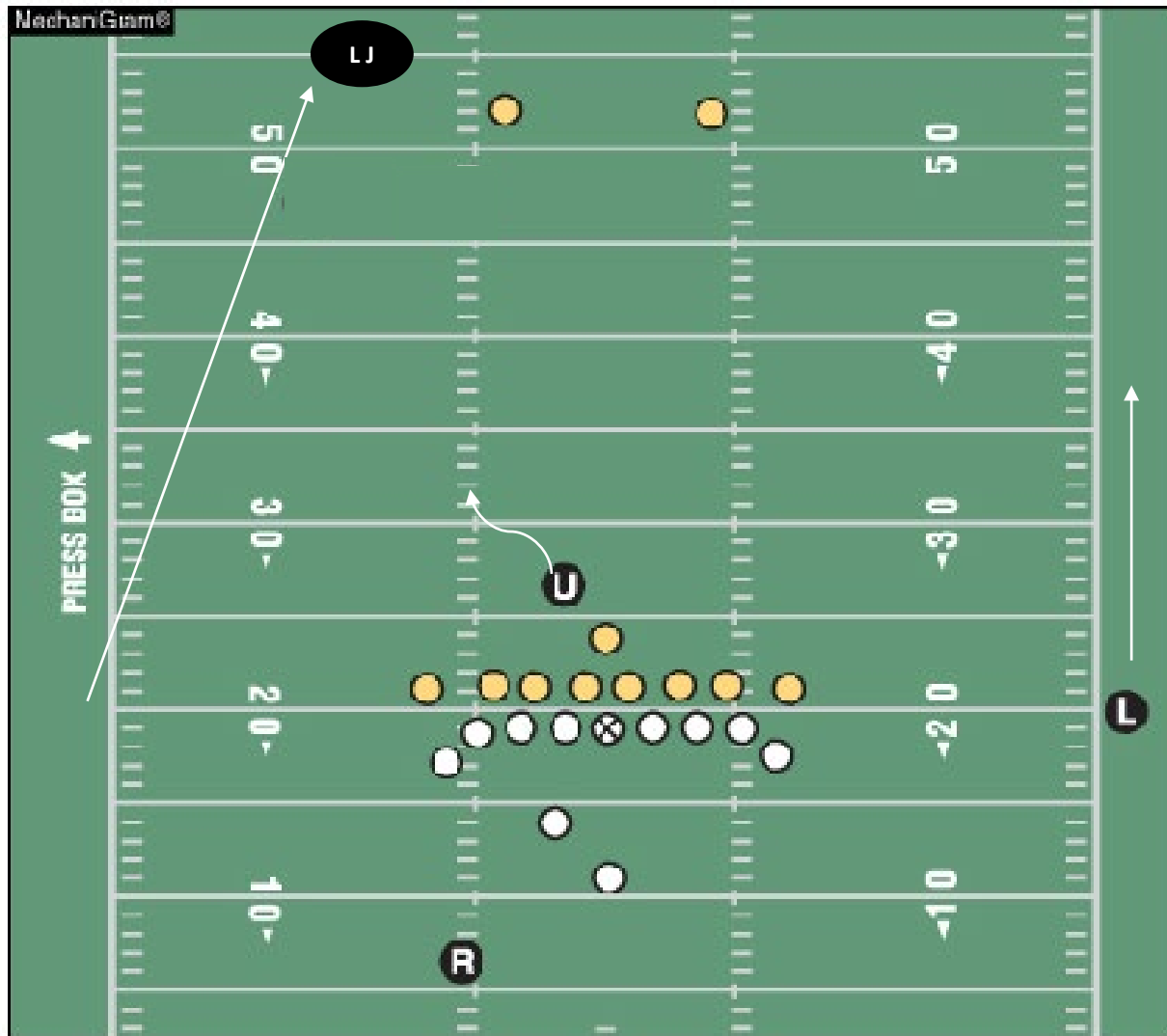
Back Judge

- The Back Judge behind goal post
- The Back Judge and Flank rule kick good/no good

Referee

- The referee position is 2-3 yards to rear and 3 - 5 yards to side of kicker facing holder
- Kicker/holder protection

Scrimmage Kick – 4 Man Mechanics



Line Judge

- Wait's for R to signal to go back behind R's Line
- Line up behind the deepest receiver.

Umpire

- 7-10 yards deep behind the LOS
- Say "Lay off the Snapper" to remind R players about the rule
- Key's : Snapper – once kick is away, let players clear and rotate towards the LJ side.

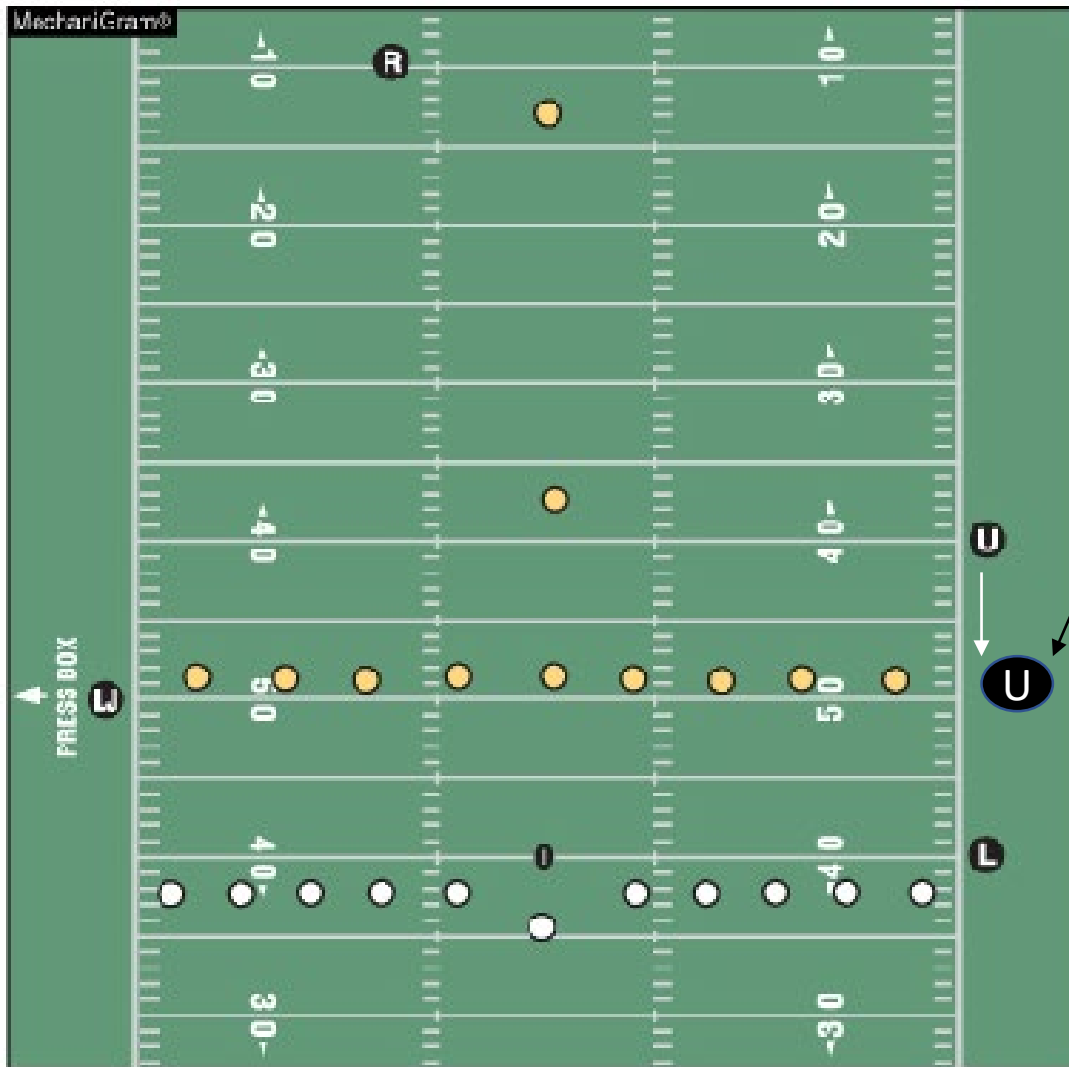
Linesmen (Headlines)

- Starting position is to straddle LOS
- Once the kick passes the LOS, release down the field and watch blocks (not the ball)
- Cover kick on your sideline

Referee

- Starting position is 3-5 yards behind the 2-3 yards outside the punter, on the line judge side.

On Side Kick Mechanics – 4 Man Mechanics



- Know the situation... close game, K needs to score before the half or end of game etc.
- L has K's line; encroachment before ball is kicked
- Umpire – Moves from the 40 yrd line to R's Line – (50 yrd line)
 - Beanbag in hand – raise arm when you are ready. LJ and U are responsible for marking the spot with the beanbag if K touches prior to 10 yards. (First Touching)
- Prior to the kick- U and LJ are responsible for R's line.
 - No R player can be in the NZ prior to the kick.
- Once the kick is made, watch for any illegal blocks. (Below the waist)
- K can only recover the ball after it goes 10 yards AND hits the ground
- Watch the ball and signal who recovers.
- Be prepared to blow the ball dead if prone player recovers.

Goal Line, Special Situations

- Goal/Reverse Goal Line:
 - -BJ End line – R End line reverse GL
 - -Flanks on snap move to GL, be there before the player/ball, move back if play ends short of GL, stay wide, come in when play is over
 - -U at GL middle of field
 - -R normal scrimmage play positioning
- Whistle Mechanics: 99% flanks, see the ball and player, one hand up
- Penalty Mechanics:
 - -Dead Ball Fouls – flag straight up, whistle, kill clock, report foul
 - -Live Ball Fouls – flag at spot of foul, keep officiating, end of play hold spot of end of play until released, report foul, know where spot of foul.
 - -Umpires live ball spot fouls are enforced from the spot not the hash marks.
- Bean Bag: Momentum, fumbles, first touching, end of punts
- Time outs, end of quarter, first down measurements, fire drill, sidelines, fights