5 Person Mechanics
Football
Referee

NCOA Sacramento
Pre-Game – Before Game Day

- Communication
  - Contact crew by Tuesday PM
  - Select JV crew positions prior to game day
- Contact School
  - Security
  - Special events
  - Parking and dressing
  - Cover It All
- Everyone should know their position
Pregame Discussion

- See Pregame Presentation (future meeting)
Pregame on Field

- Walk the field
- Instruct clock operator
- Philosophy
  - Have a job to do
  - No fraternizing with coaches or fans
Pre-game on Field

- Talk to coaches
  - Get captains numbers
  - Ask if players are legally equipped
  - Any special plays or formations
  - Obtain information about passer/kicker (left or right handed/footed)
  - Any special events
  - Get name of alternate coach (time outs) and get back coach
Captains and Coin Toss

- On press box sideline at 5 minutes
- Hold coin toss at 3 minute mark
- Instruct captains
  - Heads/tails
  - What if coin is dropped?
- Give winning captain options
  - What are 4 options?
Captains and Coin Toss

• Give signals
  – If defer, tap captain and give incomplete signal to press box.
  – Go to losing captain for their choice.
  – While facing same direction as first choosing captain, give signal
    – Swing leg, simulating kick
    – Give catching motion simulating receiving
• Huddle with officials to give results
• Hustle to kickoff position
Before Kickoff

Referee

Position near R’s goal line Linesman’s side

Count R Players

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

Ready for play is one single chop
Referee

Deep Kicks, Be ready to rule on touchback or player momentum

Kicks middle, start clock when kick is legally touched (other than first touching by K in the neutral zone)

Pick up runner and follow until released to covering official
After Kickoff

Referee

If kick goes OOB determine if touched by R inbounds

Kicks outside inbounds lines, move cautiously with play

Observe actions behind play and clean up

At end of play stop the clock
On-Side Mechanics

- Referee declares on-side mechanics

- Line up at R’s 10 in middle of field
  - Still have goal line
  - Count players
  - Mark ball ready for play
  - Wind clock when legally touched.
  - Stop clock at end of play
  - Clean up
Basic Scrimmage Position

A’s backfield 10-15 yards behind LOS
Wider than tight end
Line up on throwing arm of QB
Must be able to view tackle on opposite side
Prior to Snap (All Plays)

Move to position visible to clock operator

Declare ball ready-for-play

Don’t stay over the ball to put it in play

Count A players*

Check players set for one second prior to snap.

Watch for snap infractions, illegal shifts, and false starts
Running Play - Up the middle

Referee
Key opposite tackle
Responsible for ball carrier and action around him to the neutral zone
Running Play - To your side

Referee

Move behind play toward side of field where play advances and cover runner until reaching neutral zone or if down near line-of-scrimmage

Watch action behind ball and away from runner, action on quarterback, and backward or forward passes.

If runner goes out of bounds, help flanks with spot.

- If QB, he is yours
Running Play - Away

Referee

You have ball to the line of scrimmage
Opposite flank will clean up behind you
When play ends clean up
Relay ball if necessary
Check for first down
Running Play

Referee

When ball is dead, move to observe players, clean up and signal next down

Help relay ball and assist umpire with spot

If first down signal first down

If close R will stop clock if measurement is needed

Make sure all officials ready to go before signal ball ready for play
Passing Plays

Referee

Key opposite tackle (see notes)

Watch blocking

Remain wider and deeper than passer (If QB retreats to pass, back out at 45 degree angle)

After pass released, verbally alert defenders and observe action on passer, not ball

Don’t leave people behind you as you move up field
Passing Plays

Referee

Sole responsibility for intentional grounding; however, can get assistance from covering official

Determine if passer crosses neutral zone*

Continue to observe action behind neutral zone before leaving

On sack, flanks get forward progress
Scrimmage Kick

Referee

Position 2-3 yards behind kicker, 5 yards outside tight end on the kicking leg side

Signal to U if team is in scrimmage kick formation

Be able to see ball and all backs

Watch for fouls behind neutral zone and roughing / running into kicker

Be alert for blocked kicks and recovery (you have goal line)

Be alert for illegal kicking
Scrimmage Kick

Referee

After ball crosses neutral zone, observe line play and move down field slowly. Don’t leave anyone behind you as you move up field.

Be ready to pick up runner on long run and continue with him to goal line.
Scrimmage Kick

Referee

If ball kicked out of bounds in flight, assist the covering official with spot. Line up with hand in air.

If ball is blocked or a bad snap, rule on recovery or touchdown, you have the goal line.

In no foul, signal linesmen to move line-to-gain equipment into position for next play.

Make sure all officials ready prior to giving ready-for-play signal (let BJ get his bean bag).
Field Goal and Try Attempts

Referee

Position 2-3 yard behind kicker and 3-5 yards outside tight end facing holder

Count players

Observe Kicker and Holder

Be ready for fumble or fake

Assist Line Judge / Linesman with side line if run develops

Rule on roughing kicker / holder
Field Goal and Try Attempts

Referee

Signal to U if team is in scrimmage kick formation

After ball is kicked, if try is blocked, sound whistle, if field goal, ball live

Signal score or no score after receiving signal from covering officials

Face field, not press box, when giving signal
Goal-Line Plays (Inside 10 yards)

Referee

Same Coverage as Running and Passing Plays

If play ends near the goal line and flanks don’t have a spot, look to umpire if he has ball in end zone

On all touchdowns, R faces the press box when giving touchdown signal

If ball is inside the 5 yard line his mechanics stay the same
R’s starting position is the end line.

If the ball is at the 3-5 yard line the flank that is facing the R will come back to the goal line and the flank who is facing the R’s back will stay at the line of scrimmage.

If the ball is inside the 3 yard line than both flanks move the goal line and work out to the forward progress spot.

If a safety, flanks will make the call, you should be at the end line.
After Safety

Referee

Position near R’s 10-yard line on Linesman’s side

Count R Players

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

Wind the clock when legally touched

Stop the clock when play ends

Clean up
Penalty Enforcement

• Get information from officials
• Give preliminary signal
• Confer with captains, if needed*
• Confer with umpire where enforcement spot will be
• While umpire marches off penalty give signal to the press box
• Mark the ball ready for play
Measurement

Referee

Stop the clock

Determine if ball across line-to-gain

Signal new down on first down

If not a first down in side zone then take the ball and chain to hash

Signal ready for play
Timeouts

• Stop the clock
  • Signal 3 times
• Communicate to other officials the number of timeouts remaining
• Don’t group with other officials
  • Everyone has a job to do
End of Period
Between 1st and 2nd and between 3rd and 4th

• Stop Clock
• Ensure that there are no penalties or timing issues
• Raise ball over head to indicate end of period
• Write down, down and distance and yard line with U and HL
• Move with U to new spot
• Check with HL to assure chains are correct
• Confirm that clock is reset
• Mark ball ready for play
End of Half

- Stop Clock
- Raise ball over head to indicate end of period
- Have clock set to 15 or 20 minutes plus 3 minutes
- Wind the clock as teams leave field
Counting Players

• Count offense every play
• Give and hold signal for umpire and hold it longer for flanks
• Signal should be given when offense breaks huddle
• If less than eleven, give thumb down to flanks
• Flanks make the illegal formation call
• If greater than eleven, they have 3 seconds to make substitution or you have a foul for illegal substitution
Ball Mechanics

- R in most cases will not touch the ball
- U should get the ball on most plays
- Be prepared to relay the ball if needed.
- On pass plays, sometimes it's better for the R to move downfield to make the relay and let the U spot the ball. (Especially when it is wet and the U has the towel)
Hurry Up Mechanics

• Keep your tempo
• Make sure all officials are ready
• Don’t stay over the ball
• When all are ready, point to the U to move off the ball
• Then mark ready for play
Disqualified Coach or Player

- R and flank notify coach of his or player DQ
- Coach must leave the area and have no further contact with team
- Notify assigner that night of any DQ and follow-up in writing the next day
Bean Bag

- Mark spot of fumble (drop it on the yard line where the fumble occurred)
- A snap is a backwards pass, not a fumble
- Bean bag should be in your hands on all kicks,
  - First touch (there can be more than one first touch spot)
  - Fumble spot
Giving Signals

- Move to clear spot so the press box can see you
- Stand still and face the press box and give the signal (except try's)
- Practice in the mirror so you can see what others see
- Know the proper signals
Questions?