

NCOA Football – North T1 Class

Class 2

Free Kicks

Overview

- Administrivia
- Schedule
- Review Homework
- Assign Homework
- Film Study
- Kickoff Mechanics
- Onside Kick Mechanics

Administrivia

- New Students
- Registration
- Ready to Assign
- Concussion/Sportsmanship (email Tim Landrus)*
- NFHS 100 Point Test (email Tim Landrus)*
- Schedule / School Blocks
- Classification Letter

*Due 8/1, Tim Landrus – t.landrus@sbcglobal.net

Introductions

1. Name
 2. Line Judge or Head Linesman? Why?
 3. One of your assessment answers
- Assessment Questions
- Reason for officiating
 - Confusion
 - Highlight
 - Frustration
 - Goal
 - What you want from class

Class Schedule

Class	Date	Location	Topic
1	7/17	Jesuit	Pre-Game / Coin Toss
2	7/23	Jesuit	Free Kicks
3	7/30	Jesuit	Running Plays
4	8/13	Jesuit	Passing Plays
5	8/20	Jesuit	Punts
6	8/26*	Jesuit	Field Goals / Try
7	9/10	Jesuit	Goal Line / Reverse Goal Line
8	9/17	Jesuit	Turnovers
9	9/24	Jesuit	Miscellaneous

*Monday

Other Important Dates

- Saturday – July 27 – Clinic – Capital Christian
- Week of August 5 – Position Classes – Jesuit
- Friday & Saturday – August 16 & 17 – Scrimmages
- Tuesday – August 13 – Enforcement Test – Jesuit
- Thursday – August 22 – Games Start
- Wednesday – August 27 – General Meeting – Jesuit
- Tuesday – October 15 – General Meeting – Jesuit

Homework Review – Question 1

With 1:30 remaining in the 4th Quarter, Team K trails 31-28 and lines up for an onside kick from the K-40. K1's kick rolls on the ground before bouncing into the air at the K-49 where airborne K3 possesses it and lands at the R-49 where the play is blown dead.

Homework Review – Question 2

K kicks off from the K-40. R3 fields the kick at the R-4 and runs to the R-16 where he is tackled inbounds. During R3's run, R77 held K33 at the R-20.

Homework Review – Question 3

K kicks off from the K-40. R3 fields the kick at the R-4 and runs to the R-25 where he runs out of bounds. During the kick, K77 blocks R34 in the back at the R-45.

Homework Answers / Assignment

- Answers for Homework #1 will be posted to NCOA Arbiter Central Hub
- Homework #2 – Running Plays can be accessed from NCOA Arbiter Central Hub as well

FILM STUDY

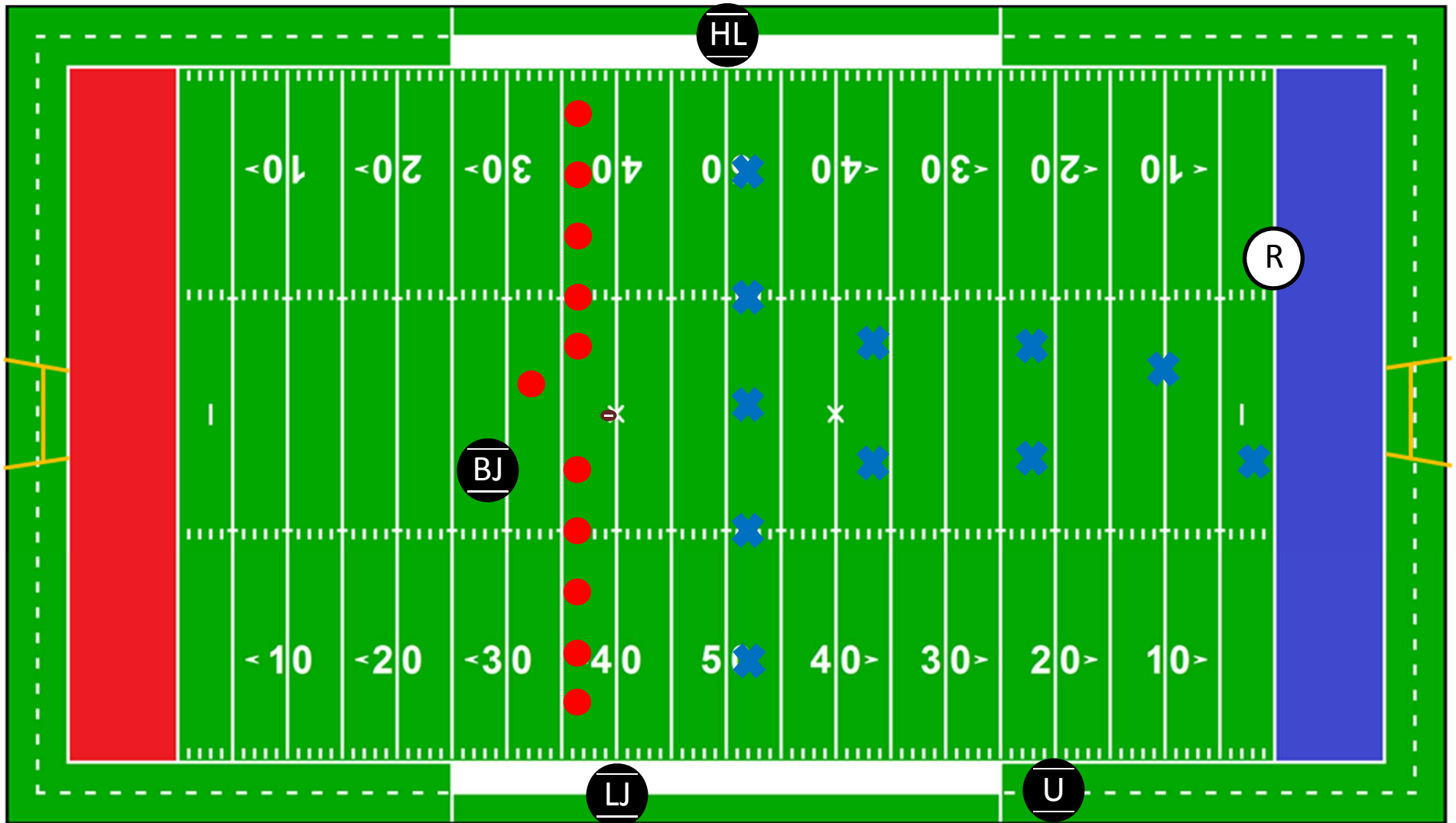
NCOA T1 Class 2 - Free Kicks

Kickoff - Preparation

Head Linesman And Line Judge

- Hustle up sideline to position
- If your team is kicking, make sure BJ has correct ball
- Get your team onto the field as soon as possible
- Clear sideline of all players, coaches, and others
- Make sure chain crew is in good position for next play (HL only)

Kickoff – Initial Positions



Kickoff – Initial Positions

Head Linesman

- R restraining line on your sideline
 - This is normally the 50 yard line
- Stand at back of restricted area to assist with keeping sideline clear

Line Judge

- K restraining line on your sideline
 - This is normally the K-40
- Stand at back of restricted area to assist with keeping sideline clear

Kickoff – Pre-Kick Routine

Head Linesman

- Move out to numbers and identify R's restraining line
- Count R players and check with Referee and Umpire
- Move back to sideline position
- Get bean bag in hand
- Check sideline to ensure it's clear
- Signal to Referee that you are ready

Line Judge

- Move out to numbers and identify K's restraining line
- Count K players and check with Back Judge
- Move back to sideline position
- Get bean bag in hand
- Check sideline to ensure it's clear
- Check that K players are within 5 yards of restraining line
- Signal to Referee that you are ready

Kickoff – At the Kick

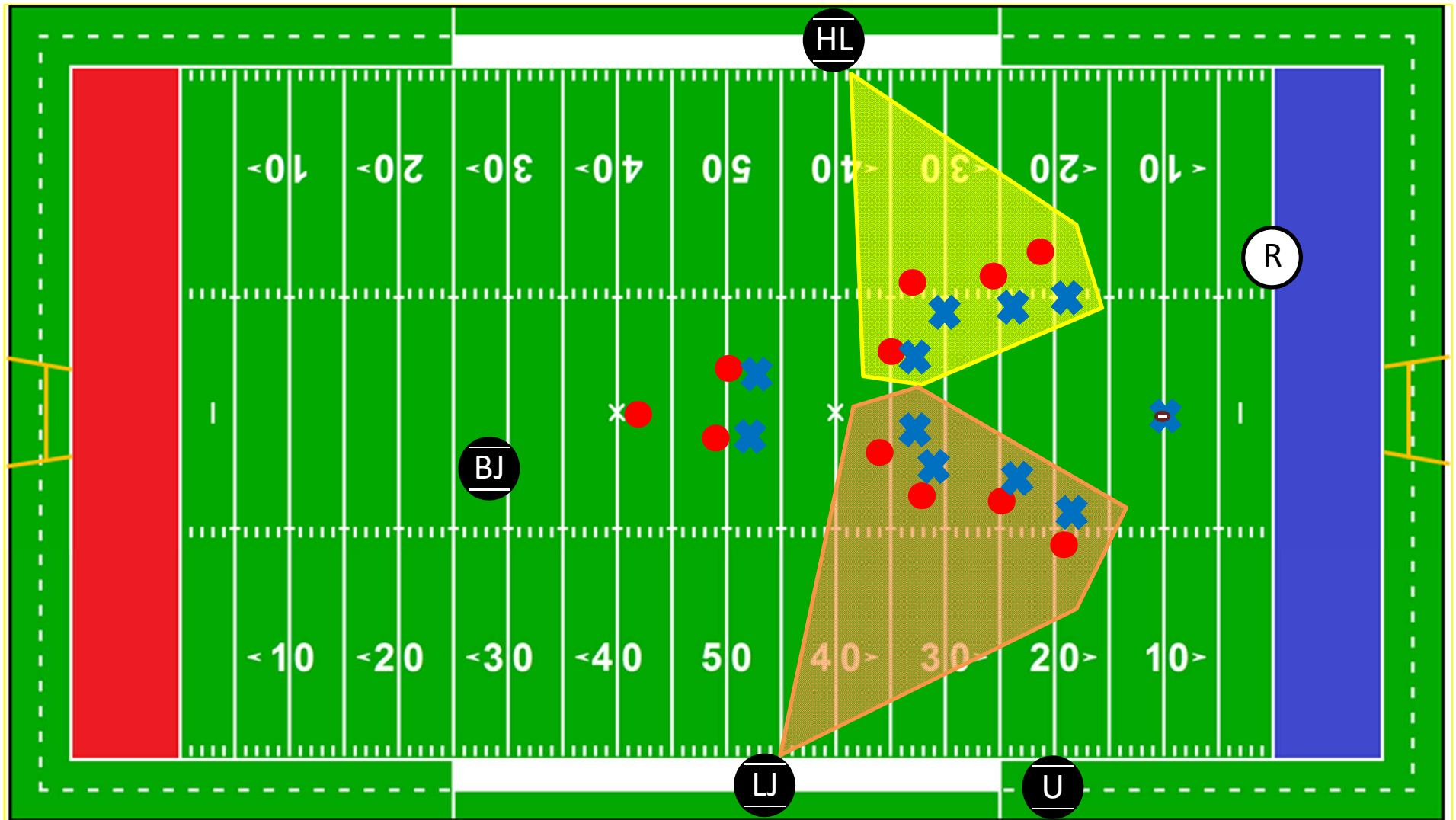
Head Linesman

- Ensure R does not encroach
- Be alert for surprise onside kick or short kick
 - If ball is kicked toward you
 - Know who touched it first (bean bag first touching by K)
 - Know where it was touched
 - Know who recovers the ball and where
 - If ball is kicked away from you
 - Watch for blocks by K or R in the neutral zone
 - Watch for any touching (if possible)

Line Judge

- Ensure K does not encroach
- Ensure K is in legal formation at kick (4 players on each side)
- Be alert for pop-up kick (shut down play)
- Be alert for surprise onside kick or short kick
 - Same duties as HL

Kickoff – Initial Responsibility

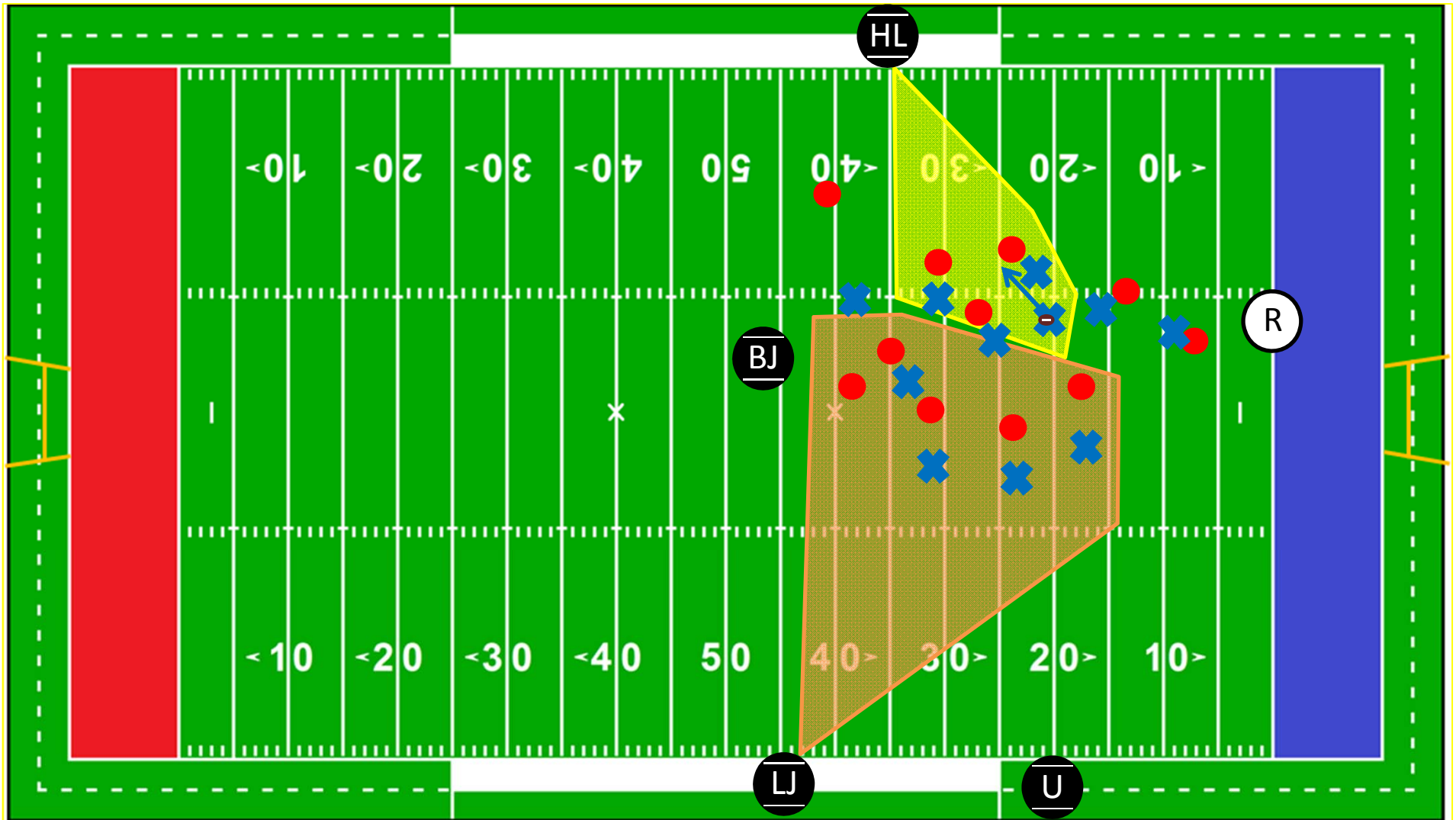


Kickoff – Initial Responsibilities

Head Linesman And Line Judge

- Allow players to pass and follow downfield approximately 15 yards
- Responsible for initial blocks by/on four (4) K players nearest to you
- Watch for:
 - Block Below the Waist
 - Block in the Back
 - Clipping
 - Holding

Kickoff – Secondary Responsibility



Kickoff – Secondary Responsibilities

Play Side Flank

- Maintain position 15 yards downfield from initial position
- Allow runner to pass you and follow play as normal
- Watch legality of blocks immediately in front of runner
- Watch runner
 - Potential Facemask
 - Potential Fumble
- Responsible for sideline and forward progress
 - If play ends before reaching LJ, U will get forward progress

Off Side Flank

- Maintain position 15 yards downfield from initial position
- If play passes you, follow slowly
- Widen view and observe backside players
 - Blindside Block
 - Unnecessary Roughness
 - Late Hit

Kickoff – Dead Ball

Play Side Flank

- If kick goes out of bounds, mark spot and throw flag if untouched by R
- Mark forward progress at a yard line and stop clock
 - If play does not reach LJ, U will mark forward progress and LJ will take spot from U
- Widen view and watch for dead ball fouls
- Assist in ball relay

Off Side Flank

- Stop clock
- Mirror opposite flank for forward progress spot
- Widen view and watch for dead ball fouls
- Assist in ball relay

Head Linesman

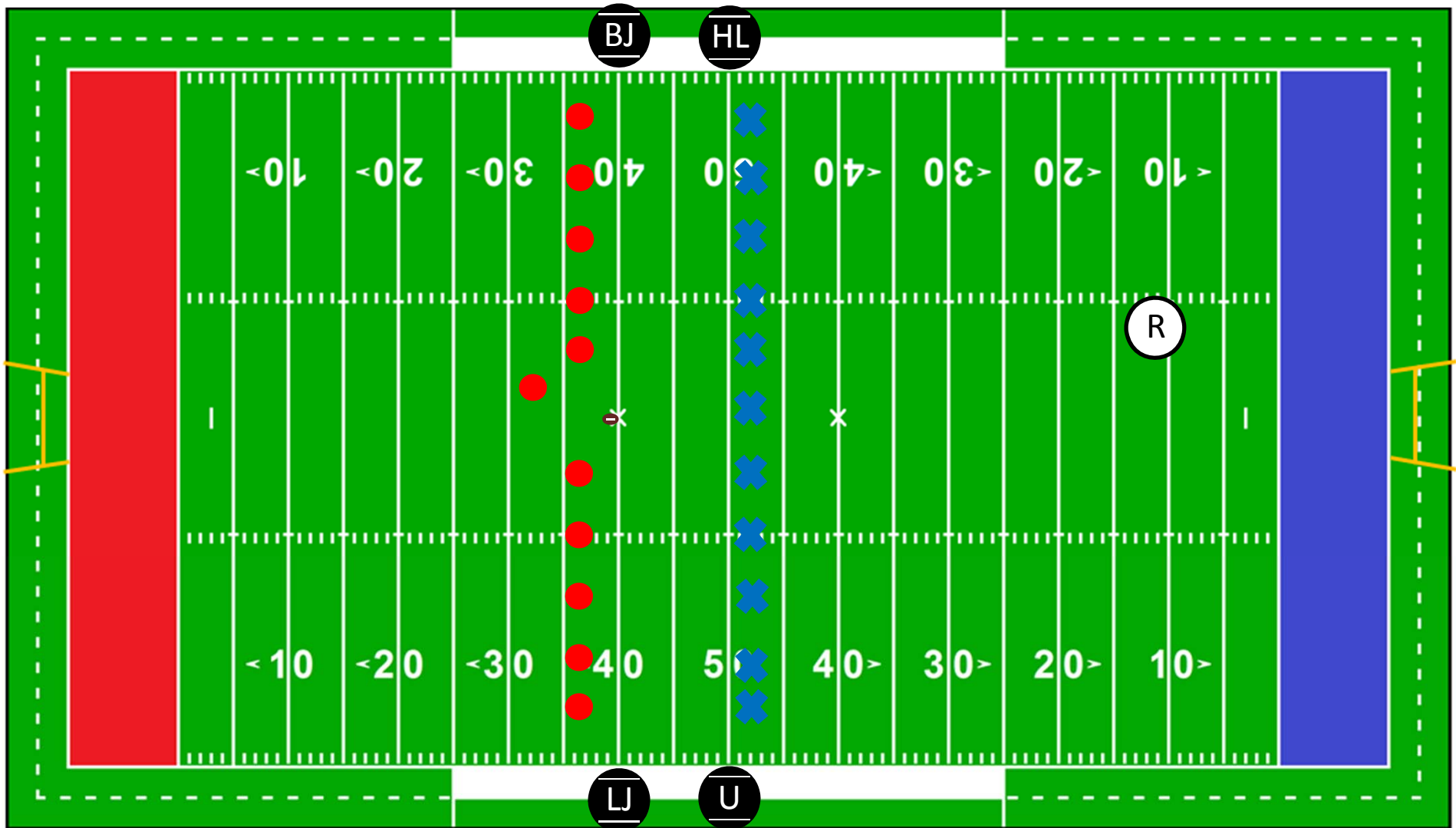
- Get chains set up as quickly as possible

Onside Kick - Preparation

Head Linesman And Line Judge

- Hustle up sideline to position
- If your team is kicking, make sure BJ has correct ball
- Get your team onto the field as soon as possible
- Clear sideline of all players, coaches, and others
- Communicate with crew that onside mechanic is being used

Onside Kick – Initial Positions



Onside Kick – Initial Positions

Head Linesman

- R restraining line on your sideline
 - This is normally the 50 yard line

Line Judge

- K restraining line on your sideline
 - This is normally the K-40

Onside Kick – Pre-Kick Routine

Head Linesman

- Move out to numbers and identify R's restraining line
- Count R players and check with Referee and Umpire
- Move back to sideline position
- Get bean bag in hand
- Check sideline to ensure it's clear
- Signal to Referee that you are ready

Line Judge

- Move out to numbers and identify K's restraining line
- Count K players and check with Back Judge
- Move back to sideline position
- Get bean bag in hand
- Check sideline to ensure it's clear
- Check that K players are within 5 yards of restraining line
- Signal to Referee that you are ready

Onside Kick – At the Kick

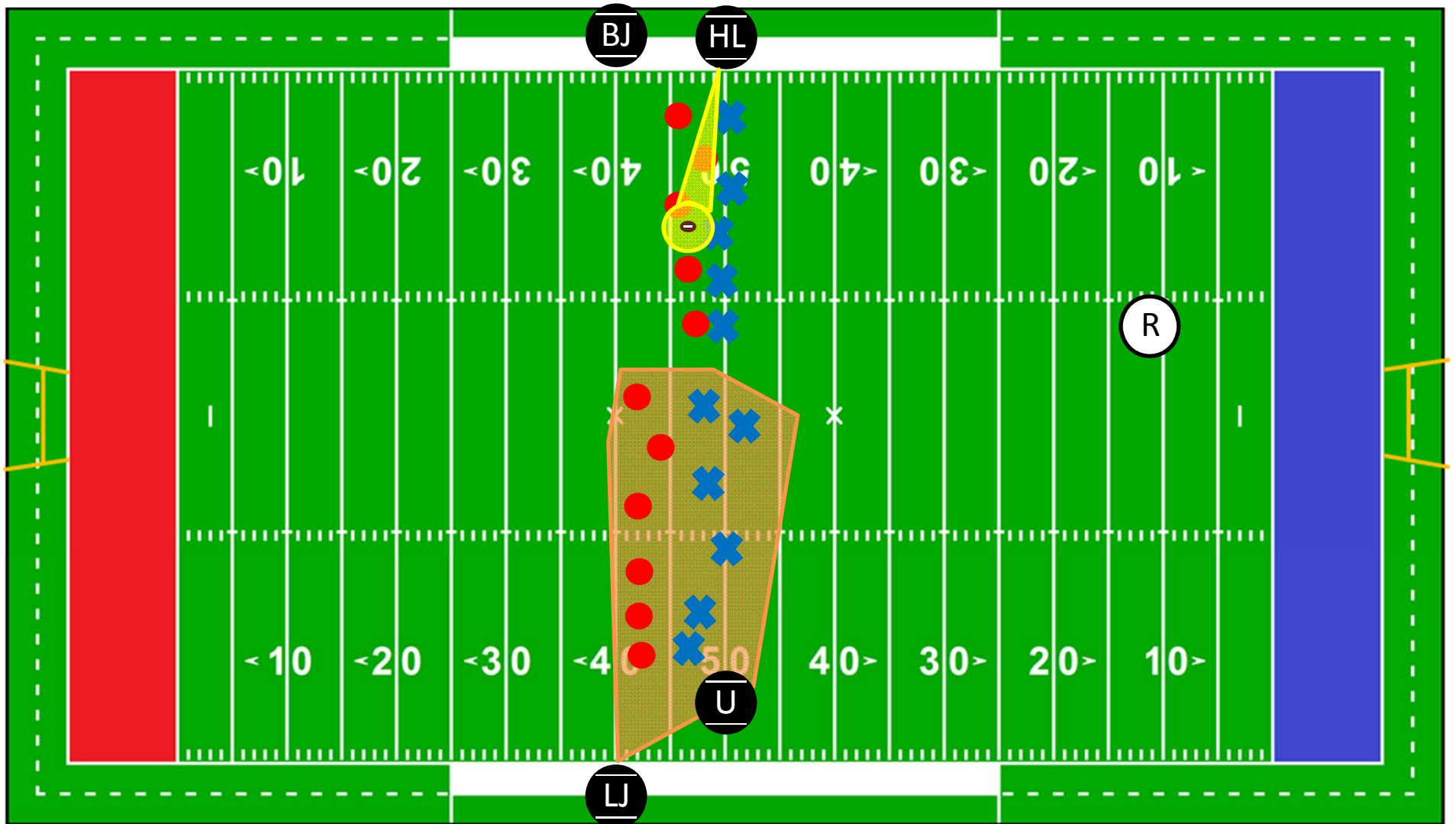
Head Linesman

- Ensure R does not encroach
 - Must be tight on this call as any encroachment could be an advantage

Line Judge

- Ensure K does not encroach
 - Must be tight on this call as any encroachment could be an advantage
- Ensure K is in legal formation at kick (4 players on each side)
- Be alert for pop-up kick (shut down play)
- Know whether kick was grounded or not

Onside Kick – To HL Side



Onside Kick – To HL Side

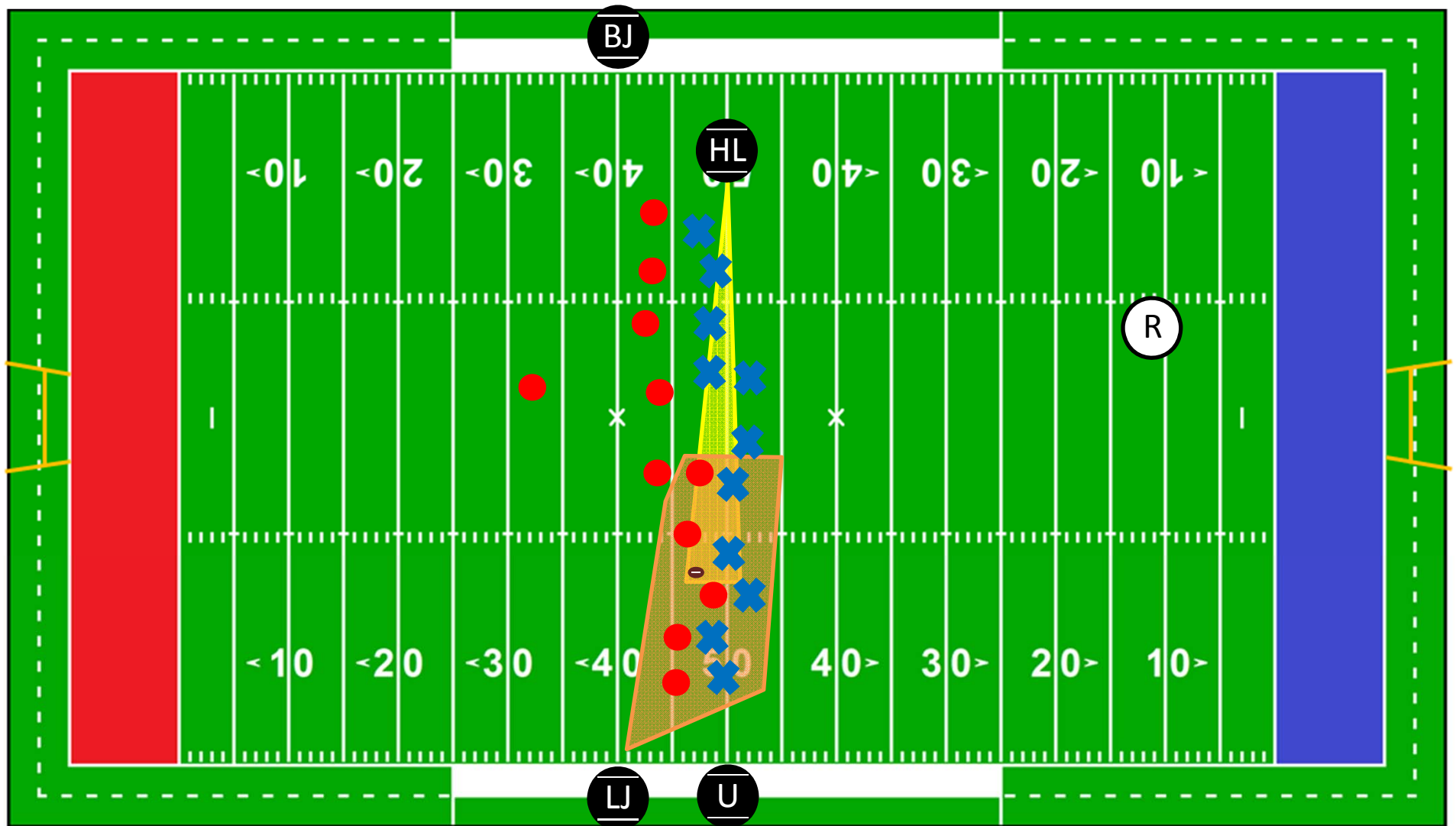
Head Linesman

- **RESPONSIBLE FOR THE BALL**
- Responsible for any touching of the ball
 - Mark first touch by K with bean bag
 - Know where each touch occurred (before or after crossing R's restraining line)
 - Wind the clock when kick is legally touched
- Responsible for who recovers the ball
- Responsible for where ball goes out of bounds if no one recovers
- When ball becomes dead, sound whistle and stop the clock

Line Judge

- Responsible for blocks by R or K on backside of play
 - Where did block occur
 - Who initiated contact
 - Where was the ball when contact occurred
- Mark any first touching by K with bean bag if seen
- When ball becomes dead, stop the clock

Onside Kick – To LJ Side



Onside Kick – To LJ Side

Head Linesman

- Move off sideline along R's restraining line as play permits
- Watch for ball status
 - Touches by K or R
 - Recovery of kick
 - When ball crosses R's restraining line
- Watch for blocks by R or K along R's restraining line
 - Where did block occur
 - Who initiated contact
 - Where was the ball when contact occurred
- When ball becomes dead, stop the clock

Line Judge

- Responsible for blocks by R or K on play side
 - Where did block occur
 - Who initiated contact
 - Where was the ball when contact occurred
- Mark any first touching by K with bean bag if seen
- When ball becomes dead, stop the clock

Onside Kick - Middle

When in doubt,
assume kick is
towards you

Onside Kick – Dead Ball

Head Linesman And Line Judge

- Stop the clock
- If there is a pile on the ball, assist in removing players from pile and identifying possession
- Be a presence on the field
 - Use voice and shirt to get players back to sidelines and allow crew to make the correct call
- Get together with crew to exchange all relevant information
- After call is made, move quickly to get next series started
 - Get correct ball on field
 - Get chains set (HL only)