

# NCOA Football – North T1 Class

Class 7

Field Goals / PATs

# Overview

- Administrivia
- Schedule
- Review Homework
- Assign Homework
- Review Game Situations
- Film Study
- PAT Mechanics
- Field Goal Mechanics

# Administrivia

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

Tim Landrus – [t.landrus@sbcglobal.net](mailto: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	7/16	Jesuit	Pre-Game / Coin Toss
2	7/23	Jesuit	Free Kicks
3	7/30	Jesuit	Running Plays
4	8/13	Jesuit	Sideline Control / Forward Progress
5	8/20	Jesuit	Passing Plays
6	8/26	Jesuit	Punts
7	9/10	Jesuit	Field Goals / Try
8	9/17	Jesuit	Goal Line / Reverse Goal Line
9	9/24	Jesuit	Turnovers / Miscellaneous

# Other Important Dates

- Tuesday – October 15 – General Meeting – Jesuit

# Homework Review – Question 1

A's ball 2<sup>nd</sup> and 20 on the A-30. QB A1's pass is tipped near the line of scrimmage and goes high into the air near the A-37. TE A84 and B6 both jump up, control the ball simultaneously, and then come to the ground, both on their feet. Still fighting for the ball, B6 pulls the ball away from A84, and then goes to the ground.

# Homework Review – Question 2

A's ball 3<sup>rd</sup> and Goal on the B-6. Receiver A82 is in the end zone and comes back toward the field of play in an attempt to catch a pass near the pylon. He leaves his feet and controls the ball while airborne in the end zone. A82 first contacts the ground out of bounds at the B-1 where he falls to the ground while maintaining control of the ball.



# Homework Review – Question 3

A's ball 2<sup>nd</sup> and 10 on the A-5. QB A1 drops back to the A-3 and throws a quick pass to receiver A4 near the sideline at the A-2. A4 muffs the ball and it hits the ground and bounces into the goal line pylon.

**Any topics to  
discuss from  
last week's  
games?**

# FILM STUDY

NCOA T1 Class 7 – FGs/PATs

# PAT – Preparation

## Head Linesman And Line Judge

- Ensure box is set in correct position
- Know whether team kicks PATs or not (pre-game)
- Know whether kicker is right or left footed (pre-game)
- Move under uprights (as applicable)
- Start Pre-Snap routine as soon as possible

# PAT – Initial Positions

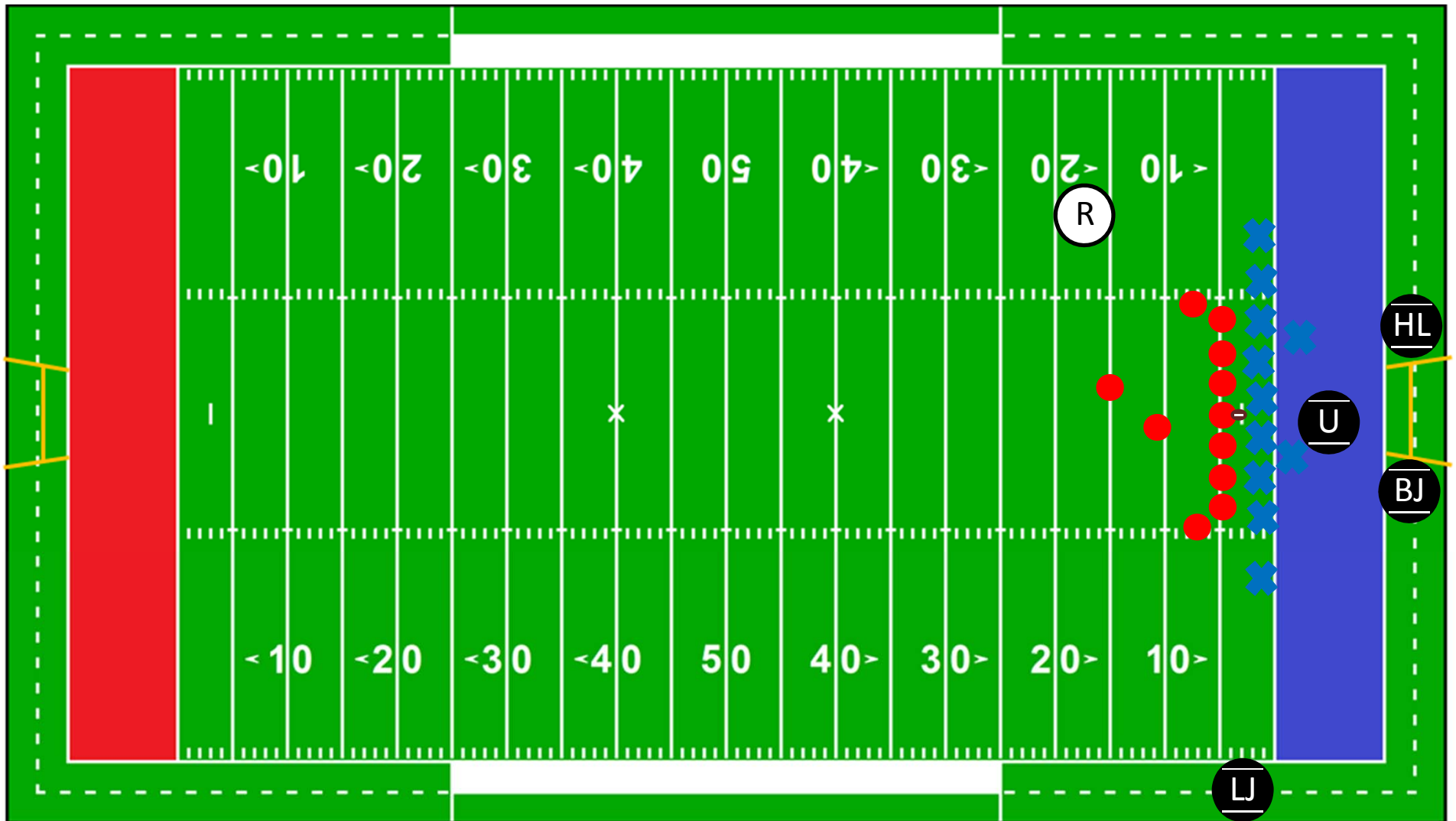
## **Flank on Referee side (facing holder)**

- Stand beyond end line, behind nearest upright
  - Distance should be where you feel most comfortable and have best coverage of upright

## **Flank opposite Referee (facing back of holder)**

- Straddle line of scrimmage on sideline
  - Distance from sideline should be whatever is comfortable
  - Further from sideline will help with staying out of play
  - Closer to sideline will bring action closer and help with ruling on out of bounds plays

# PAT – Initial Positions



# PAT – Pre-Snap Routine

## **Flank behind upright**

- Count defense and signal with Back Judge to confirm
- Call out eligible receivers on your side of formation
- Confirm with Back Judge proper communication of good/no-good call before signaling

## **Flank on line of scrimmage**

- Count defense and signal with Back Judge to confirm
- Count players in backfield to ensure legal formation
  - Pay special attention to formation (who is eligible)
- Have whistle in mouth
- Watch any players that start in motion
  - Potential illegal motion or illegal shift
- Watch neutral zone for encroachment / false start

# PAT – At the Snap

## Flank behind upright

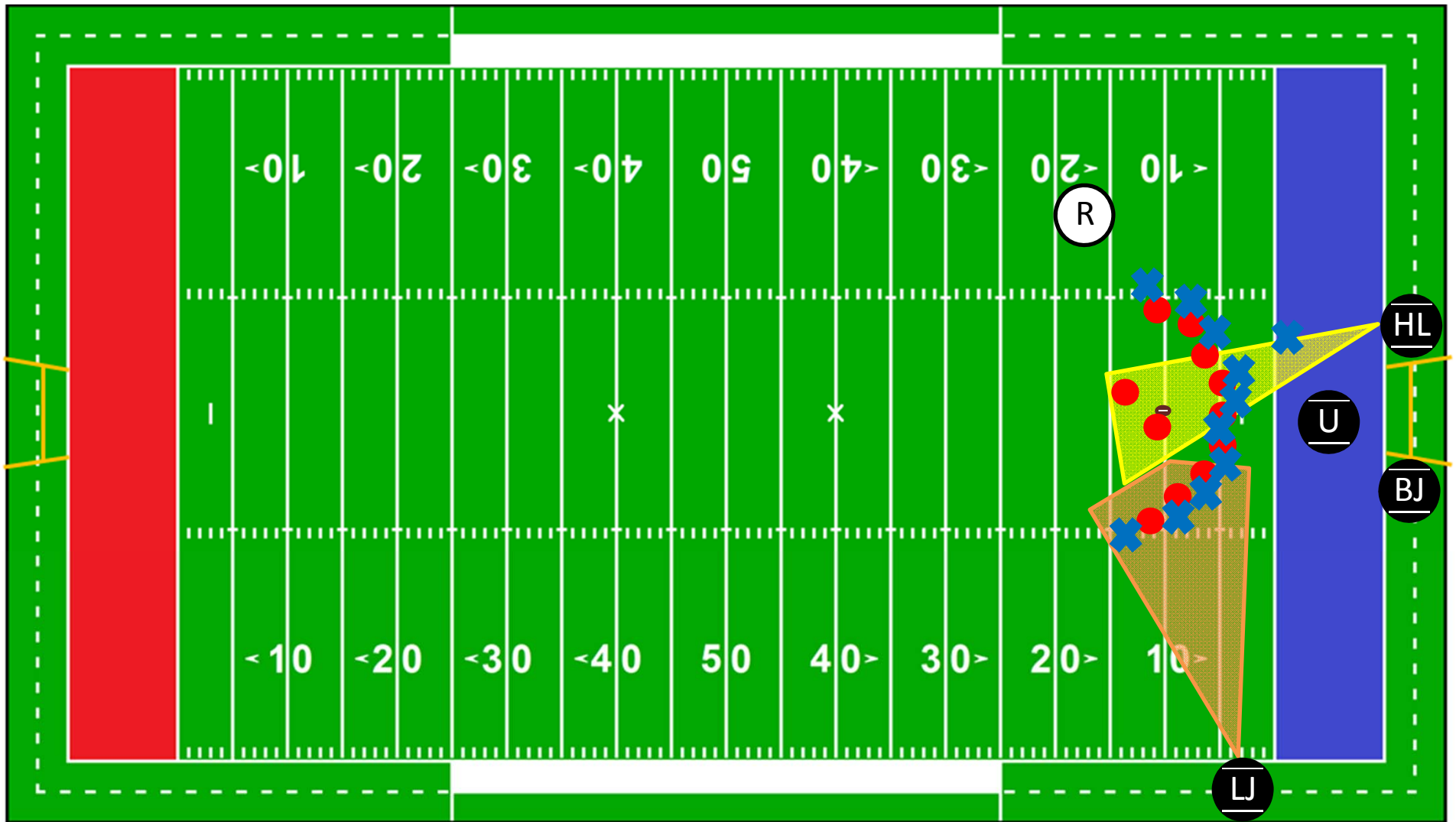
- Read play to ensure kick is made
  - No fake
  - No broken play
  - No blocked kick

## Flank on line of scrimmage

- Spit out whistle
- Throw flag for any illegal shift, motion, or formation, but let play continue
- Read play to ensure kick is made
  - No fake
  - No broken play
  - No blocked kick
- Watch outermost K players (tackle/tight end/wing) for any fouls during initial contact with defense
  - Holding
  - Illegal block



# PAT – At the Snap



# PAT – During Kick

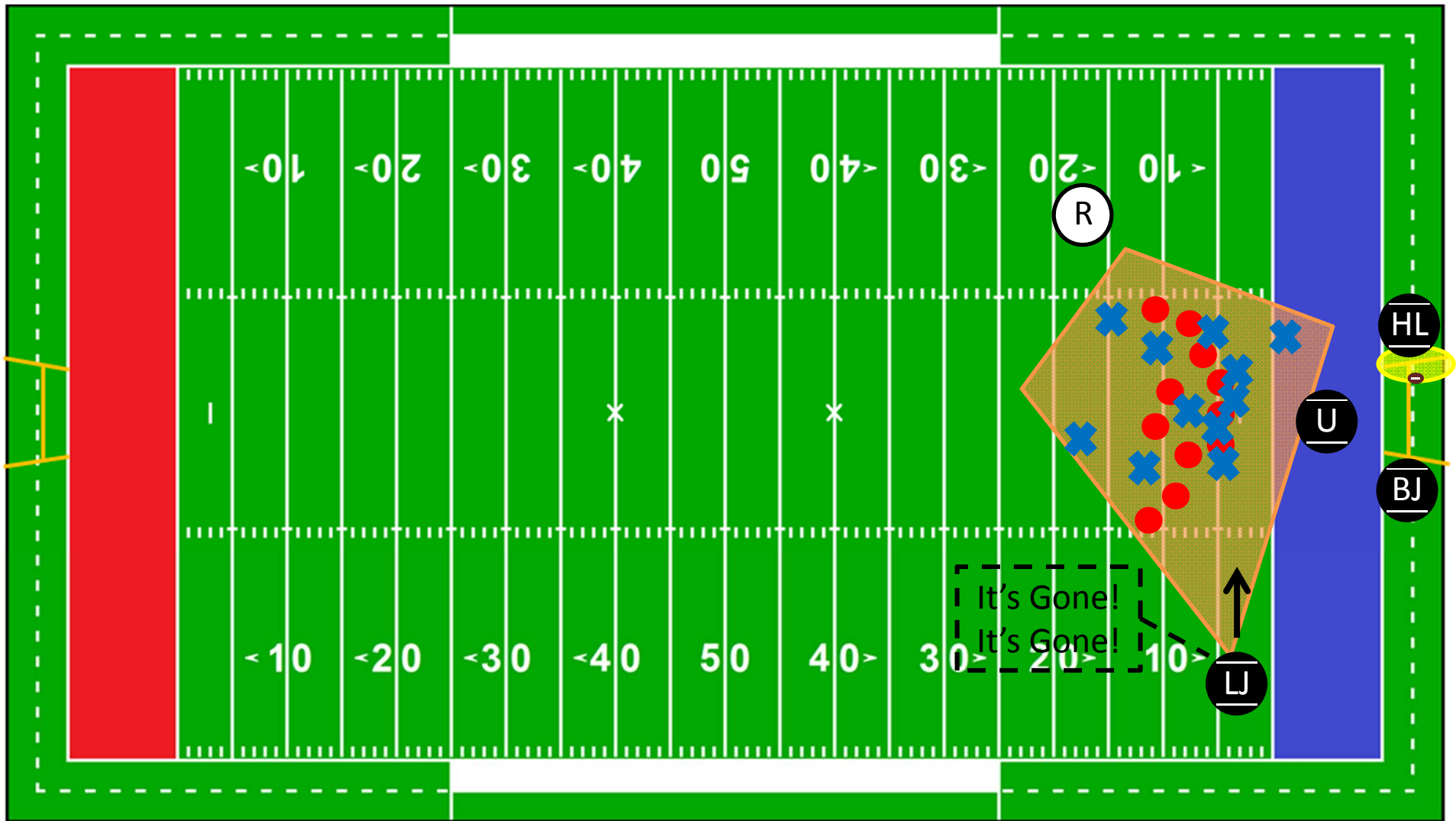
## Flank behind upright

- Rule on upright
  - Ball must be completely inside upright or upright extended
- Communicate with Back Judge on call
  - “Good, Good / No, No”
  - “Yes, Yes / No, No”
- Step into end zone and give proper signal

## Flank on line of scrimmage

- Be quick to close in once kick is away
- Use voice to alert players that play is over
  - “It’s Gone”
  - “It’s Away”
  - “It’s Over”
- Watch for dead ball fouls
  - Late Hit
  - Unsportsmanlike Conduct

# PAT – During Kick



# PAT – Fake / Broken Play

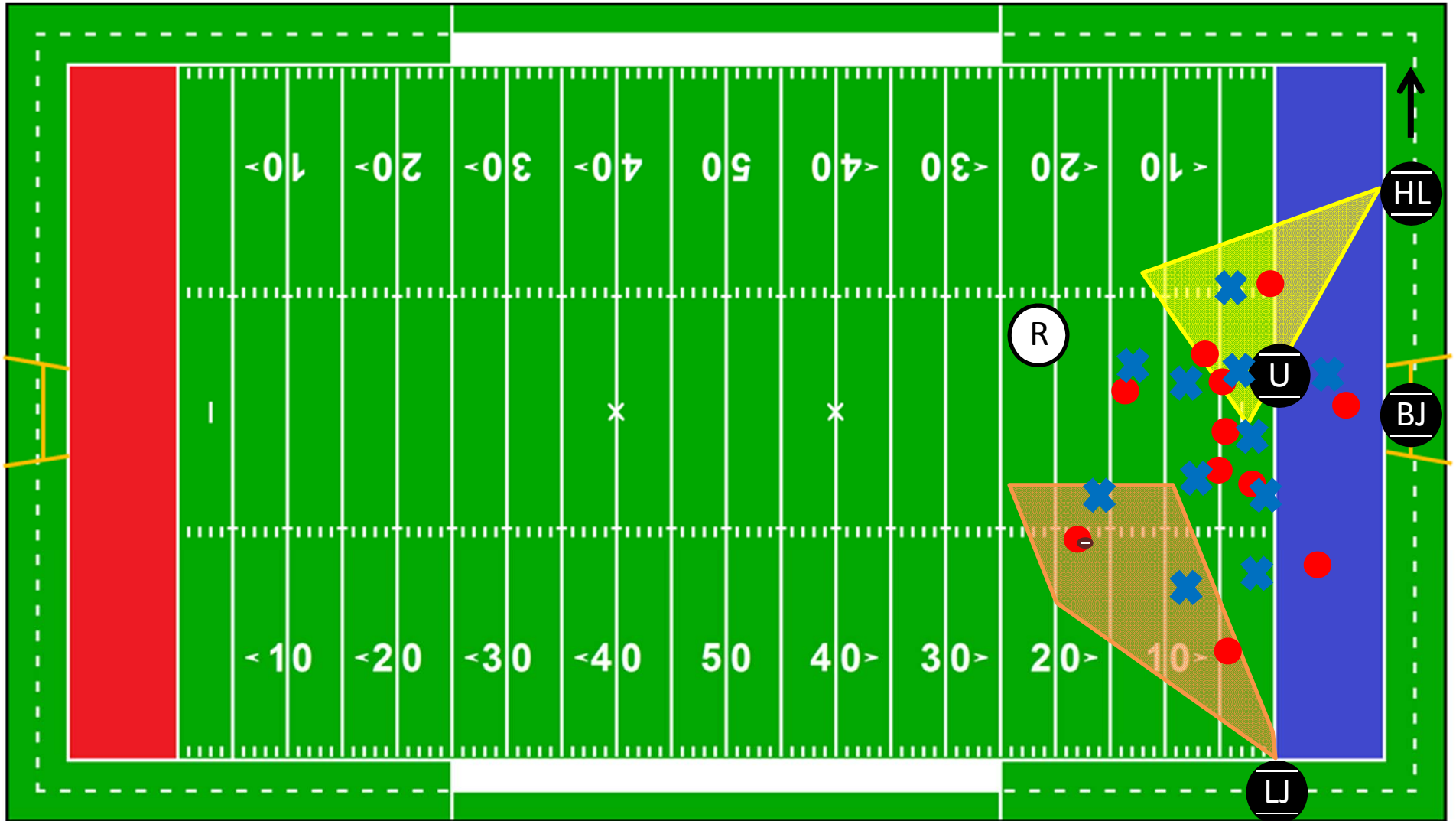
## **Flank behind upright**

- Move along end line to back pylon to assist in sideline coverage
  - Responsible for receivers in your area
    - Eligibility
    - Holding
    - Pass Interference
- Move to front pylon if possible
  - Rule on goal line

## **Flank on line of scrimmage**

- Move quickly to goal line
- Officiate as any other scrimmage play

# PAT – Fake / Broken Play



# PAT – Blocked Kick

Play is Dead when  
kick is blocked

# PAT – Dead Ball

## Head Linesman And Line Judge

- Watch for dead ball fouls as teams separate
  - Late Hit
  - Unsportsmanlike Conduct
- Assist in retrieving kicked ball (if possible)
- Hustle up sideline
- Assist in getting new ball (if applicable)
- Get teams ready for kickoff as quickly as possible

# Field Goal – Preparation

## Head Linesman And Line Judge

- Ensure box is set in correct position
- Know whether kicker is right or left footed (pre-game)
- Move under uprights (as applicable)
- Start Pre-Snap routine as soon as possible



# Field Goal – Initial Positions

Same as PAT

# Field Goal – Pre-Snap Routine

## Flank behind upright

- Count defense and signal with Back Judge to confirm
- Call out eligible receivers on your side of formation (if possible)
- Confirm with Back Judge proper communication of good/no-good call before signaling
- **Remind crew that ball is live (like a punt)**
- **Determine with Umpire who is responsible for goal line**
  - Snap inside 15, U is responsible
  - Snap outside 15, flank is responsible

## Flank on line of scrimmage

- Count defense and signal with Back Judge to confirm
- **Remind crew that ball is live (like a punt)**
- Count players in backfield to ensure legal formation
  - Pay special attention to formation (who is eligible)
- Have whistle in mouth
- Watch any players that start in motion
  - Potential illegal motion or illegal shift
- Watch neutral zone for encroachment / false start

# Field Goal – At the Snap

# Same as PAT

# Field Goal – During Kick

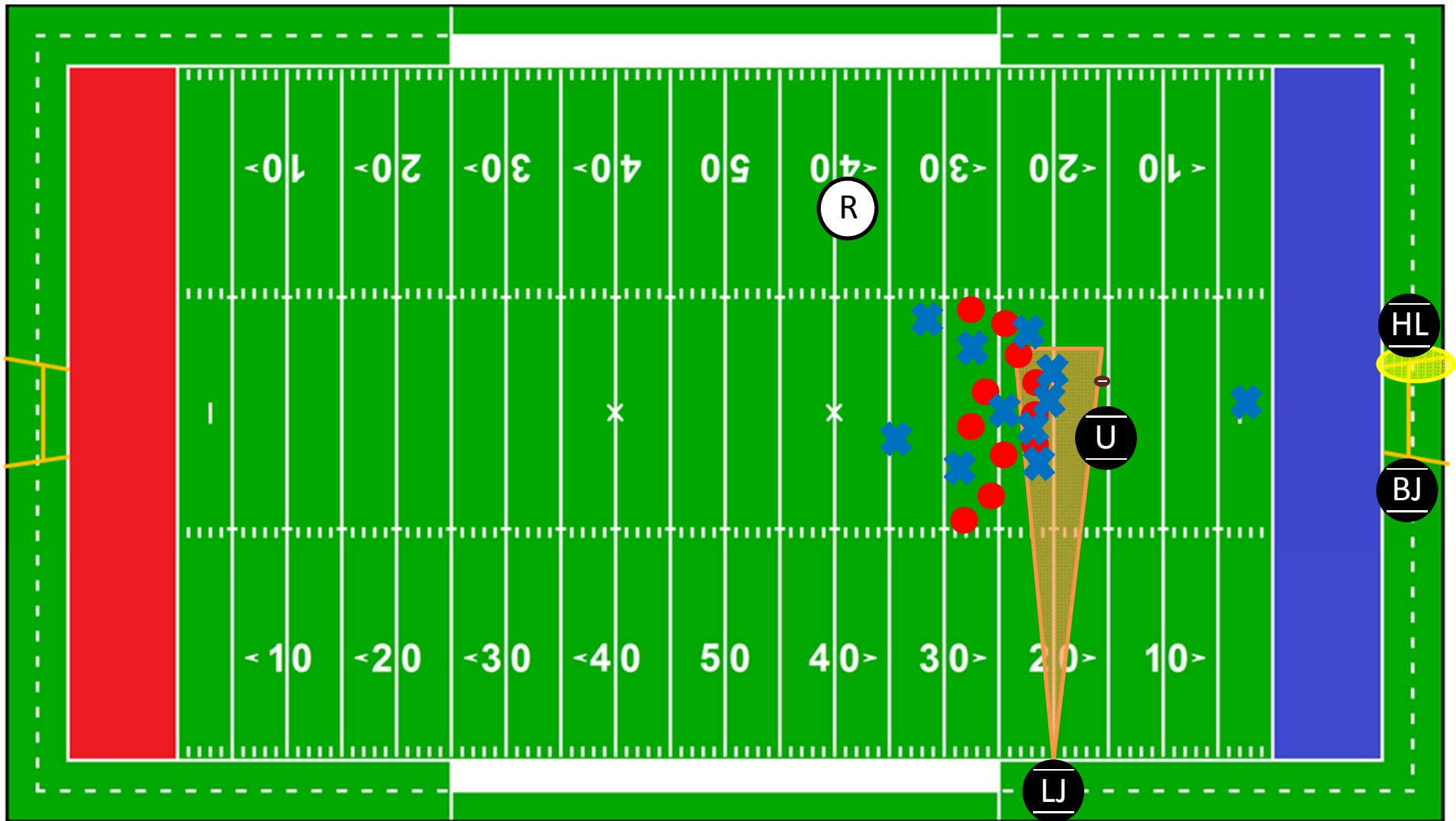
## Flank behind upright

- Rule on upright
  - Ball must be completely inside upright or upright extended
- Communicate with Back Judge on call
  - “Good, Good / No, No”
  - “Yes, Yes / No, No”
- Step into end zone and give proper signal

## Flank on line of scrimmage

- Remain on line of scrimmage until ball has crossed line of scrimmage
  - Must know if ball crossed line of scrimmage or not
- Assist Referee if kick is short or blocked
  - Did ball cross the line?
  - Was there first touching?
  - Where was ball recovered?
- Follow last wave of kicking team players downfield slowly
  - Holding
  - Illegal blocks
  - Blindside blocks

# Field Goal – During Kick



# Field Goal – Fake / Broken Play / Blocked Kick

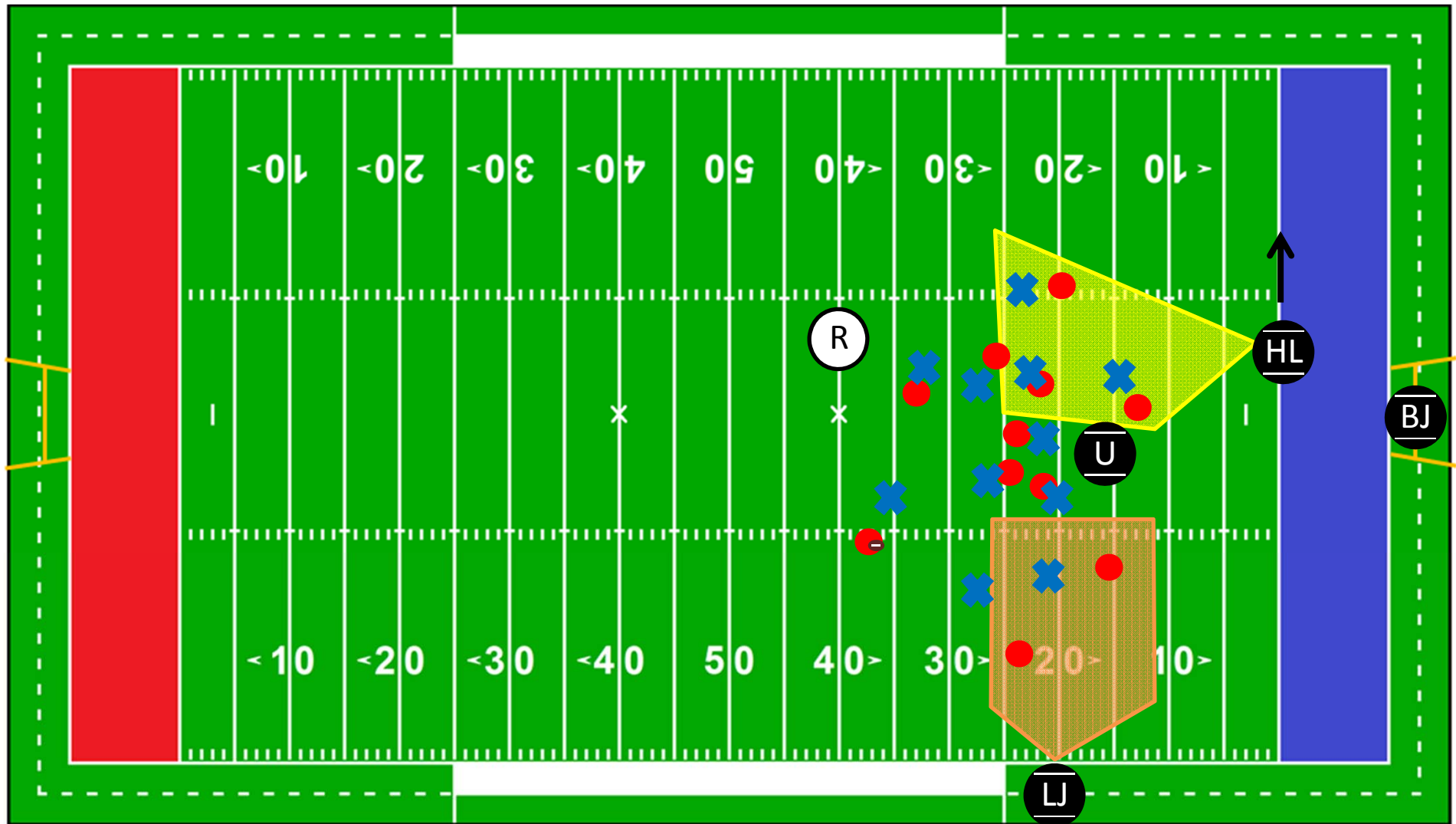
## Flank behind upright

- If short kick (snap inside 15) same as PAT
- If long kick (snap outside 15)
  - Move directly to goal line
    - Responsible for goal line
  - Officiate inside out
  - If possible, move out to pylon

## Flank on line of scrimmage

- For Blocked Kick, must know:
  - Did ball cross the line?
  - Was there first touching?
  - Where was ball recovered?
- Officiate as any other scrimmage play

# Field Goal – Fake / Broken Play / Blocked Kick



# Field Goal – Short Kick

## Flank behind upright

- If kick crosses goal line, play is dead
- If kick does not cross goal line
  - Move along end line to back pylon to assist in sideline coverage and follow play upfield
  - Watch first wave of kicking team
    - Holding
    - Illegal blocks
    - Blindside blocks
  - Watch returners for potential fair catch signals
  - Assist Back Judge with end of kick
    - Kick catch interference
    - Muffed catch
    - First touching

## Flank on line of scrimmage

- Officiate as punt play



# Field Goal – Short Kick

