

5-Man mechanics

AGENDA

- ▶ Intro from the Vice
- ▶ An Official's requisites
- ▶ Mechanics
- ▶ Kicks
- ▶ Keys/LOS
- ▶ Goal line
- ▶ Turnovers
- ▶ Penalty enforcement (mechanics)
- ▶ Questions

An Official's requisites

- Courage, a working knowledge of the rules and intimate knowledge of mechanics, communication, hustle and tact are all indispensable to a good official, but none any more important than **good judgment!!!!!!!!!!!!!!**

Courage

- ▶ A good game can quickly get out of hand as a result of an overly officious attitude or an undue laxity of enforcement. Be consistent. Officiate play 1 the same you would officiate play 150.
- ▶ When things do get out of hand, you MUST remain calm, unobtrusive and keep the emotions in check.

Rules and mechanics

- ▶ Familiarity with the rules and **full** understanding of the mechanics are essential.
- ▶ The intent of the rule must be kept in mind. Find a happy medium. Don't be overly strict nor too lax.
- ▶ You have to have "FOOTBALL SENSE"
 - ▶ Not everything is covered in the rule book or in the mechanics manual.

Communication – On field

- ▶ Signals
 - ▶ Wings should both know legality of formations
 - ▶ Can only be accomplished with signals
 - ▶ Should have 2 flags down on illegal formation (ILF)
- ▶ Everybody knows down and distance
- ▶ B and Wings communicate on catchable/uncatchable
 - ▶ we should “talk” then signal
- ▶ Never be too much in a hurry to get it right
 - ▶ Make sure you have all the information
 - ▶ But come to a decision promptly
- ▶ Communicate with coaches
 - ▶ Strive to get number and foul explanations

Hustle but don't hurry

- ▶ Hustle is essential, hurry is a hazard!
- ▶ Go with the flow. There are times in the game when you will need to pick up the tempo.
- ▶ Never hurry an injured player off the field
- ▶ Never rush to get another ball before the action is over and there is no more threat
- ▶ Never move the ball to the hash before checking for if a measurement is needed

Tact but not submission

- ▶ Be tactful in you conversations with coaches and players
- ▶ Never backdown from a position properly taken or a decision correctly rendered
 - ▶ Which means you need to know the rule and the enforcement

Judgment

- ▶ Football sense
 - ▶ Understand the situation
 - ▶ Expect the unexpected
 - ▶ Be in position
 - ▶ Learn their tendencies
 - ▶ Be fair
 - ▶ Be consistent
 - ▶ Don't be a ball watcher!
 - ▶ Peripheral vision

Expectations


- ▶ Set them high, but do the work!
 - ▶ Crew rule study
 - ▶ Use of HUDL
- ▶ Strive to work the perfect game
 - ▶ Learn from your mistakes
- ▶ Never too old (“experienced”) to learn or study

Mechanics

Understanding the mechanics

Why do we have them?

- ▶ There are only 5 of us and 22 of them. We are going to miss calls
- ▶ The mechanics are there to give you the best chance not to miss
 - ▶ Don't be a ball watcher!
 - ▶ Stay with your keys but know when to move to the ball and action around the ball
 - ▶ Don't guess. See all of the action. If you don't see it all there is a good chance you will be wrong

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- ▶ Crew - You must have a thorough knowledge of the duties and mechanics for your position.
 - ▶ Crew Chief - you need to understand the duties and mechanics of the other positions on the field
 - We all must.....
 - know the down and distance prior to each snap
 - Know the statues of the clock
 - Help others when help is needed; incorrect call, incorrect number, down
 - Know the signals and how to use them
 - Officiate away from the ball when the ball has left your area
 - Don't be a ball watcher
 - Be great dead ball officials

Crew Communications

- ▶ Substitutions
- ▶ Snap inside the 5-yard line
- ▶ Close goal line plays
- ▶ Sideline pass reception – possession and feet
- ▶ End line pass reception – possession and feet
- ▶ Intentional Grounding & Illegal Forward Pass
- ▶ Passes over middle (U can help)
- ▶ Ball Mechanics
- ▶ **Clock Coverage**
- ▶ Penalty Enforcement

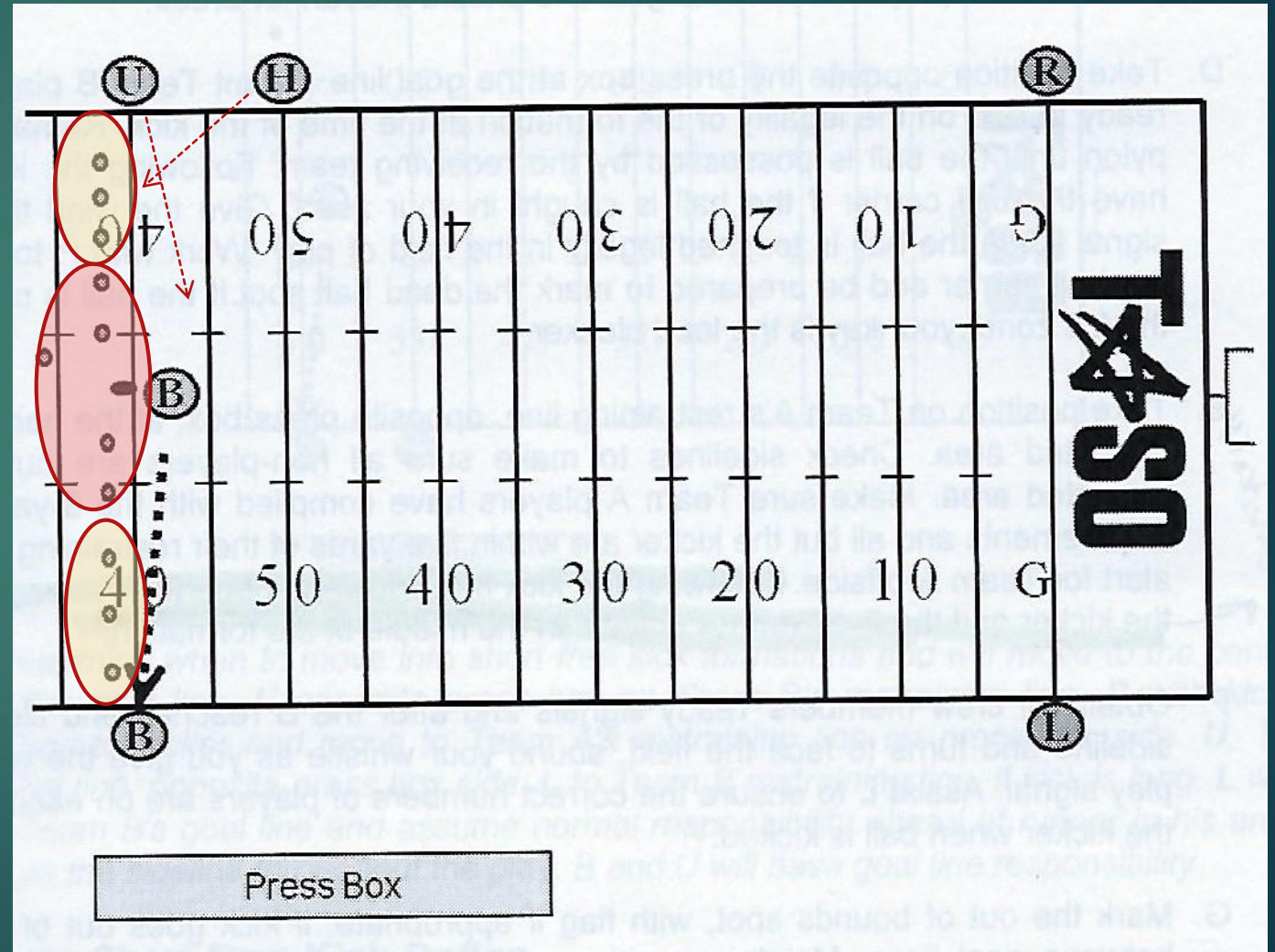


KICKS

FREE KICK

Mechanic By Position

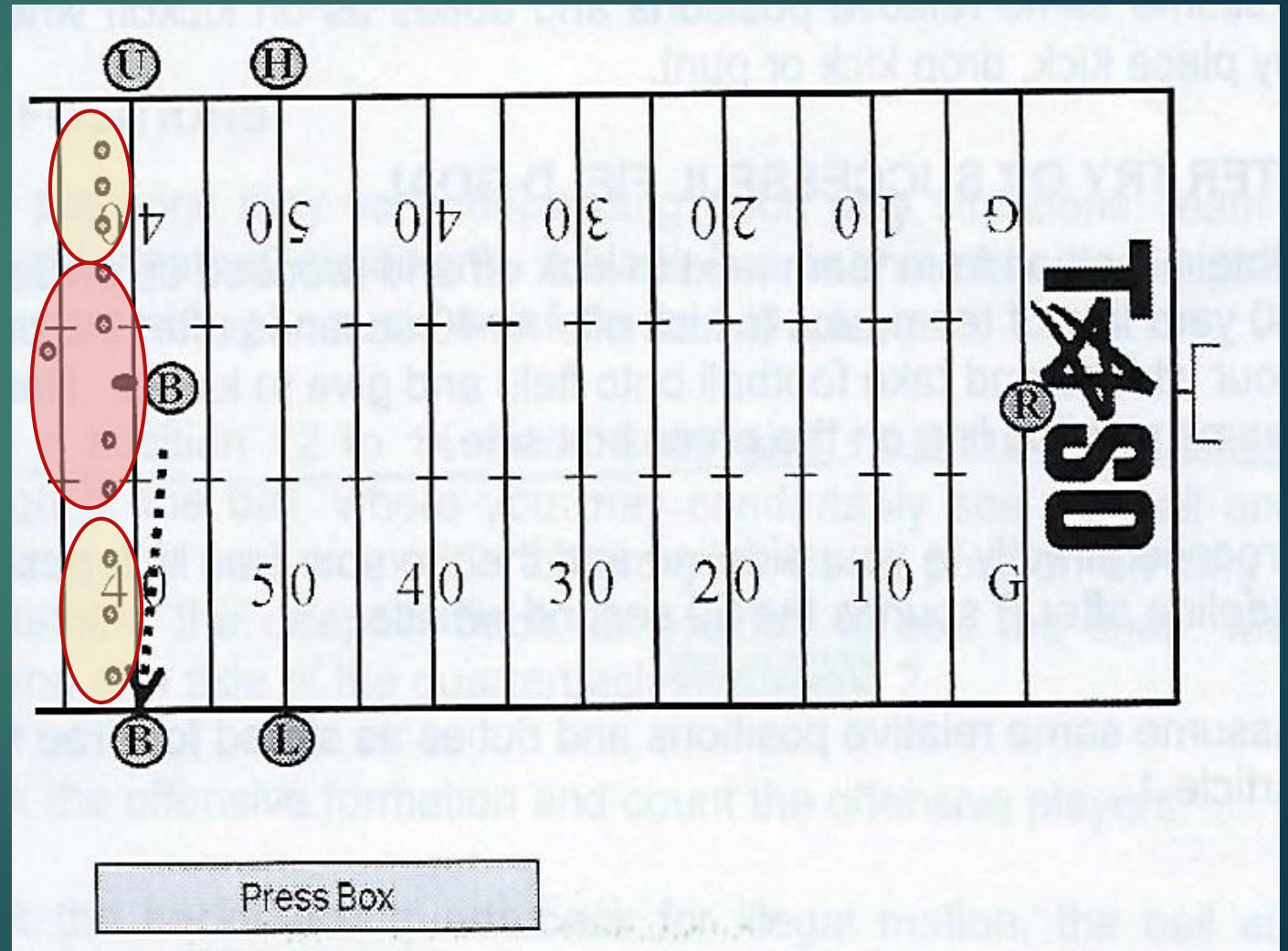
- ▶ B raise hand, stay on side In, you have goal if runner breaks
- ▶ U move to hash mark if ball goes past 50 yd In, key on the kicker
- ▶ H you have GL if runner breaks, move no more than 10 yds towards team B GL
- ▶ L & R bracket ball carrier with official on your side In. Spot the ball to the 2 yd In, if BC is in other zone, **you have lead blocker**
- ▶ All don't focus on flight of the ball, watch keys at kick then transition to PCA, **watch for fair catch signal**, watch blockers when BC is not in your zone, watch for reverse or hand-off



ONSIDE KICK

Mechanic By Position

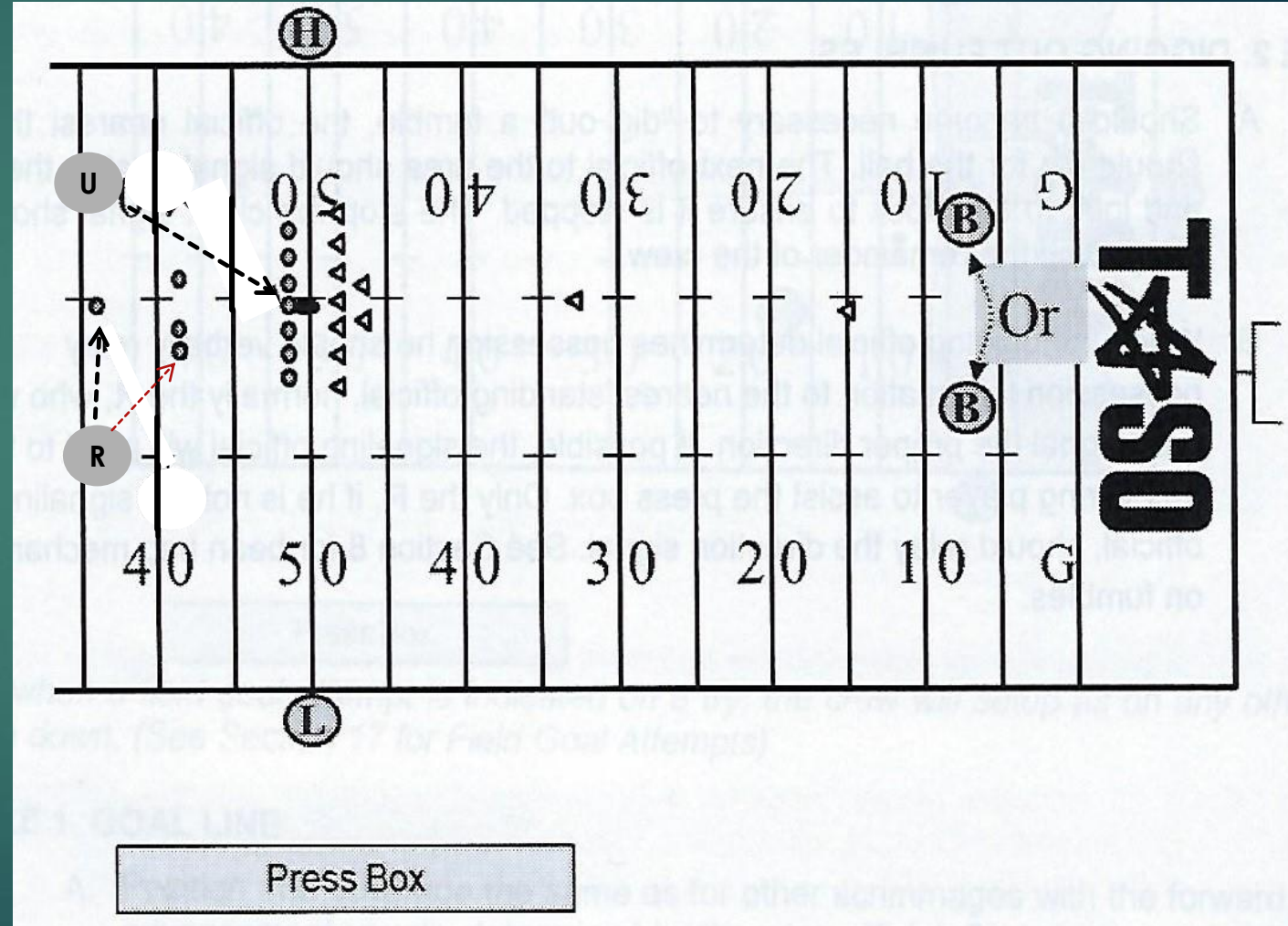
- ▶ B & U – U stay on sideline
- ▶ L & H know if the ball touched the ground, if the ball broke the receiving team's restraining line, know who touched the ball by either team
- ▶ R ready if it becomes a deep kick
- ▶ All Be aware of illegal blocking, KCI, offsides on a plane, all but R have bean bag ready, watch for fair catch signal, don't forget to start the clock if necessary.



Punts

Mechanics by Position

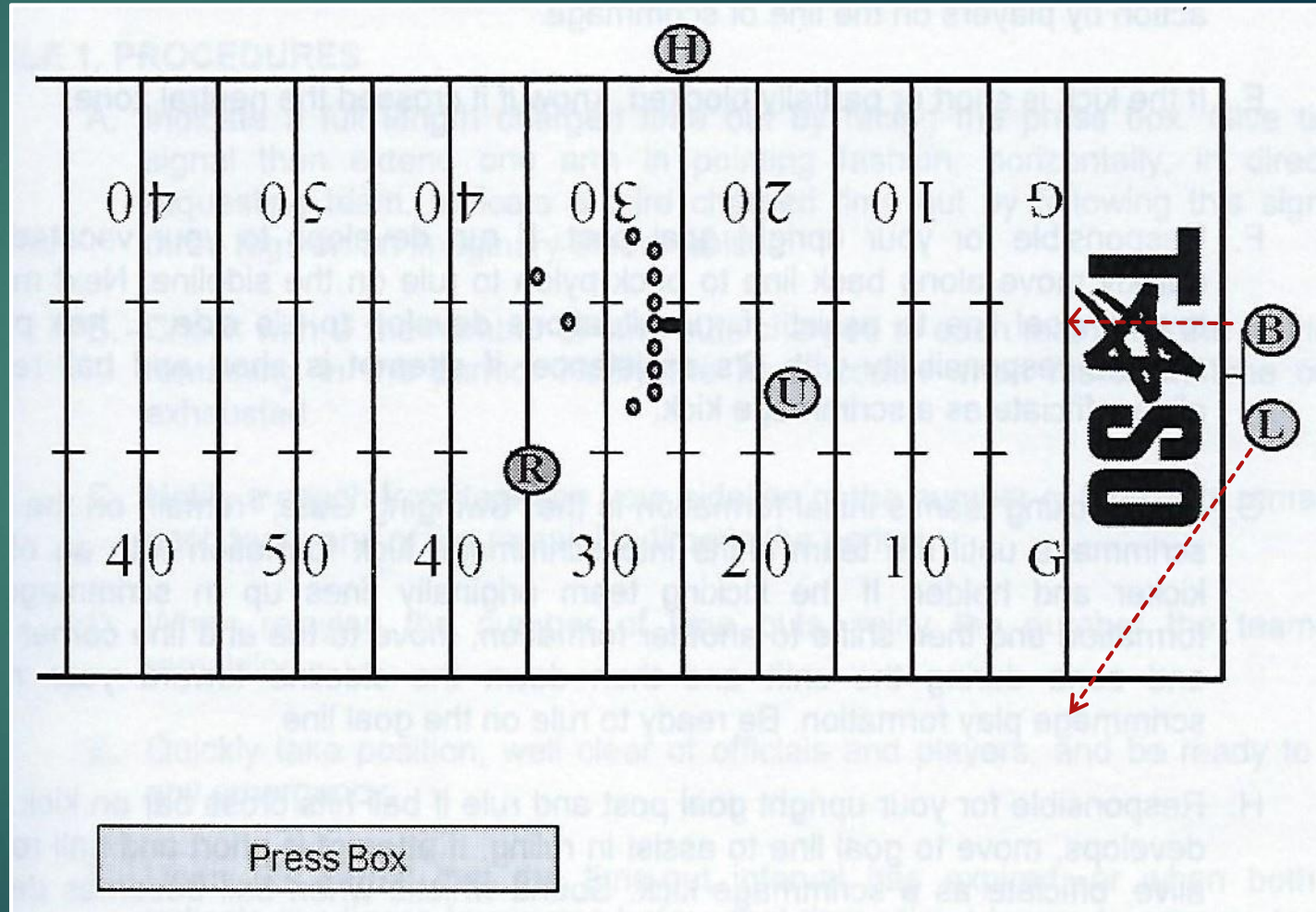
- ▶ B no less than 5 yds behind deepest receiver wide side of the field, \leq the 50 line be on GL, keep a 45 degree angle while ball is in the air, observe fair catch
- ▶ L & H hold position until ball crosses the NZ, observe fair catch, lead blockers, GL if the BC breaks
- ▶ R & U slightly behind and to the side of the kicker (outside of TE), observe blockers & kicker at same time, be on EL if near the EZ,
 - ▶ R open hand on chest if not in legal kick formation (10yds on a SK)
 - ▶ R GL inside the hashes if BC breaks; U stays in middle
 - ▶ R ready to mark ball OOBs
 - ▶ U moves back to center field after kick



Field Goal/ TRY

Mechanic by Position

- ▶ B & L if good both go up **TOGETHER**, rule on ball missed on your side, **only B** will signal if ball strikes crossbar, L has SL responsibility R is back up, **L & H** have GL, B move to GL middle if run
- ▶ U 5 yds off the ball, snapper in view,
- ▶ H all aspects of NZ are yours (ball cross or not), cover SL to both GLs
- ▶ R is on L's SL, open hand on chest if not in legal kick formation (7yds on a FG), slightly behind the kicker & outside the TE facing the kicker/holder, be ready to run!
- ▶ Be aware for eligible receivers, leaping, pull & shoot, fakes, etc



Fake Field Goal/FIRE

LOS outside 20

- ▶ B 45 and under, stay on endline
- ▶ H observe action on keys and work sideline to GL
- ▶ L get to your SL or pylon
- ▶ U observe linemen, be aware of IDP

LOS inside 20

- ▶ B on endline
- ▶ R, H&L responsible for goal line
- ▶ U observe linemen, be aware of IDP



Film Kick plays

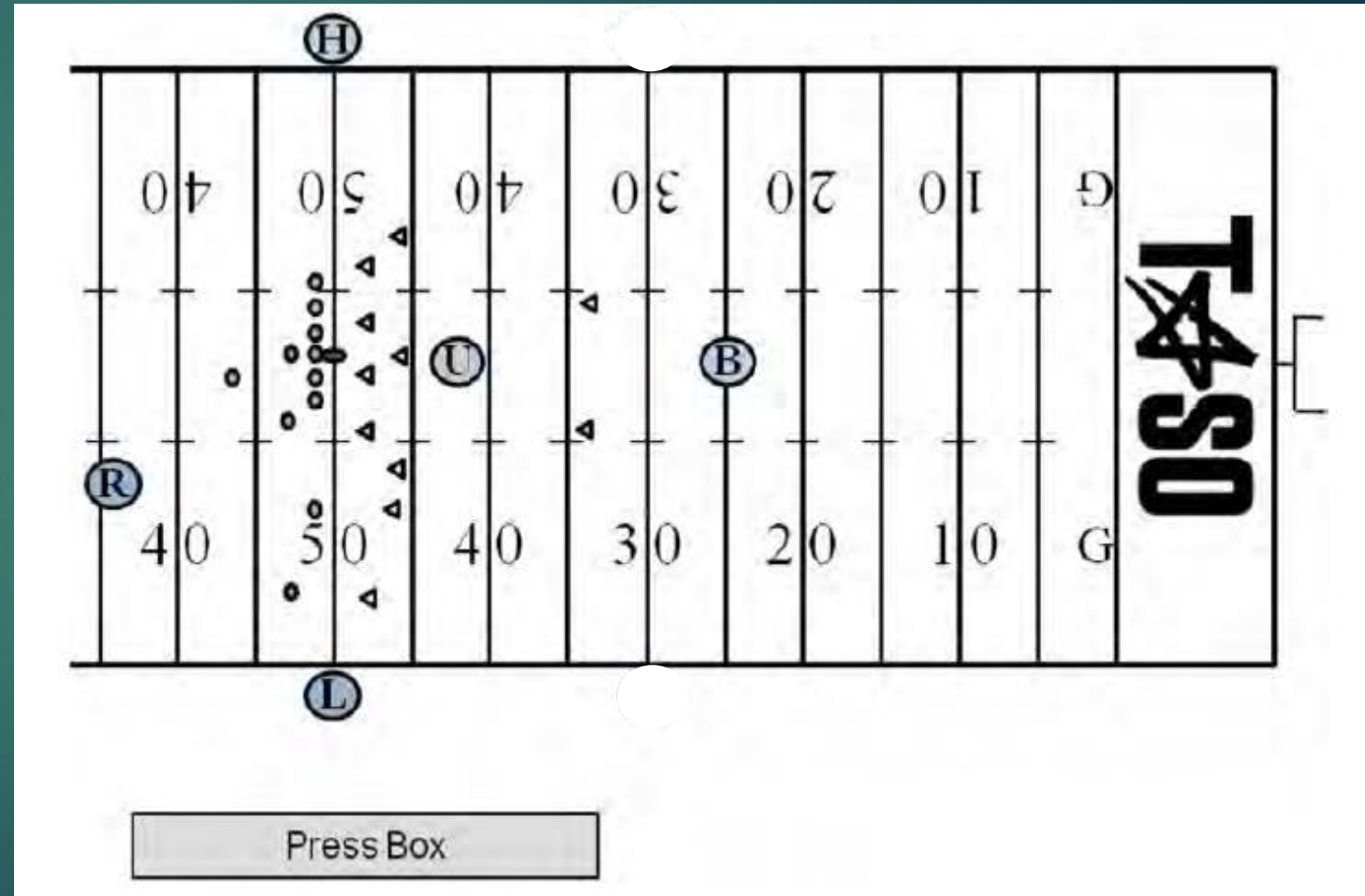


KEYS/LOS

Pre-Snap Position/Routine

Mechanic By Position

- ▶ R 12-14 yds deep & wide, see ball and opposite tackle (exception: trips on your side), QB throwing arm side, count O, watch man in motion (MiM), correct down
- ▶ U count O, **vary position according to D 6 to 10 yds deep**, usually opposite R to see linemen, aware of wing backs, know ineligible, disconcerting signals by D
- ▶ L & H **far side of SL**, 9 yds in, man on/off LOS (assist), aware of wings, ineligible receivers, **ILF, responsible for MiM your side**, signal man off the line (ack signal), **H talk to box man**, L count D
- ▶ B count D w/L, 20 -25 yds deep & on the side of the TE if one, no TE go strong side, know clock status, watch MiM



RUNNING PLAYS

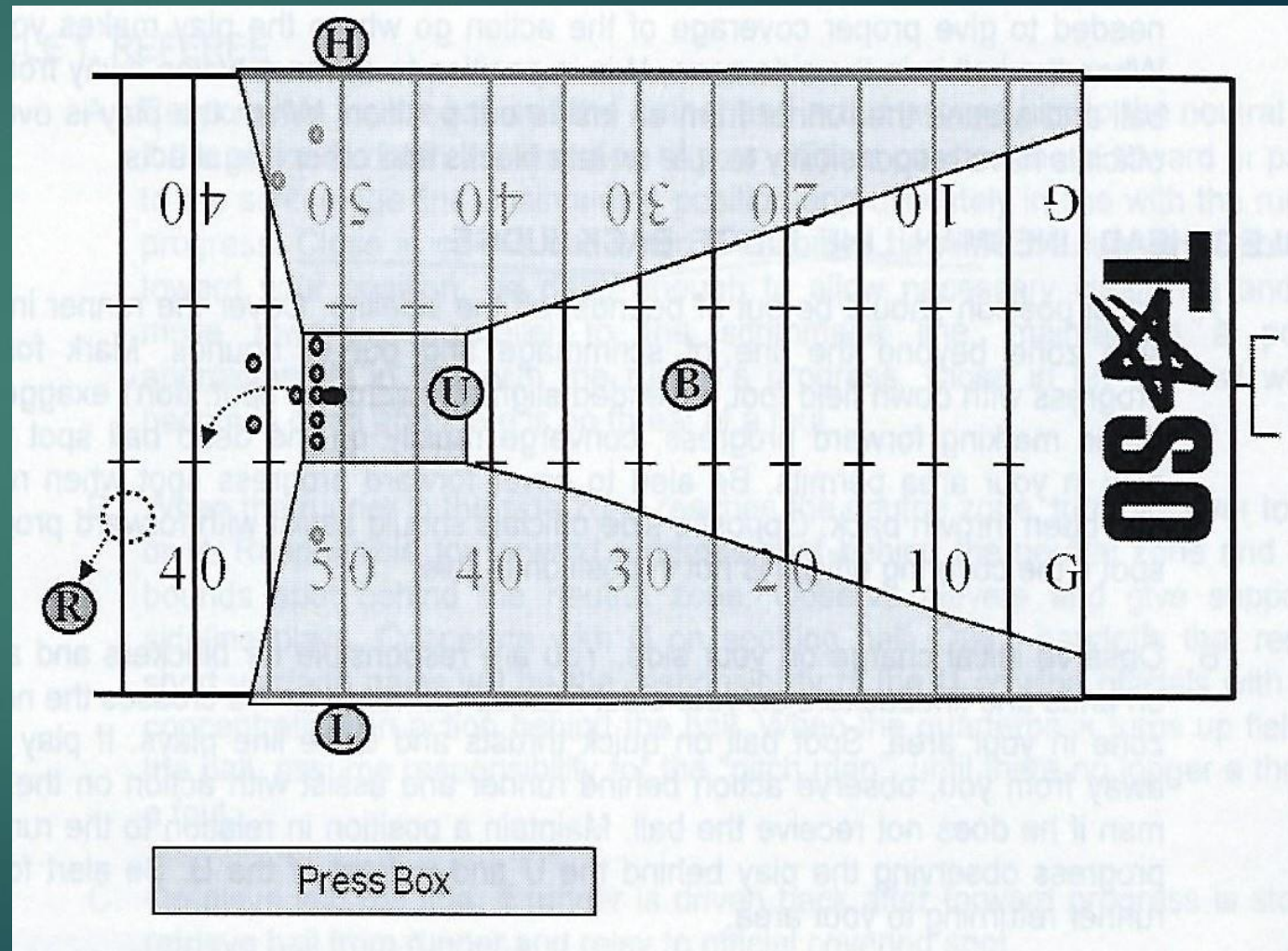
Mechanic By Position

- ▶ R watch behind the line, QB, help w/tackle on your side after the snap, runner behind the line to NZ, **work w/H & L on SL coverage**, close in on the ball when dead, work w/U on spotting ball near NZ (**much more moving than a 7-8 man crew**), if aware hold chain crew on fouls
- ▶ U responsible for the snap, stay w/keys until action dies down, move laterally to get out of the way; **between tackles: point of attack (POA), behind the ball, around the runner**, ok to sound whistle when run in the middle becomes dead in front of you, runs to outsides: clean-up the behind the BC, dead ball officiate
- ▶ L & H play to your side you have surrounding blockers then BC; play away observe action behind BC, watch pitch man, **STEP INTO PLAY SWEEPING INTO YOUR ZONE**, try to stay 5-7 yds behind BC, **mark fwd progress w/lead foot (slightly extend leg)**, raise lead hand, assist getting ball back to U; H: hold the chain crew on fouls
- ▶ B bracket runner between you & the wings, cover action in front of the BC, assist the R & wings in team areas
- ▶ Good dead ball officiating

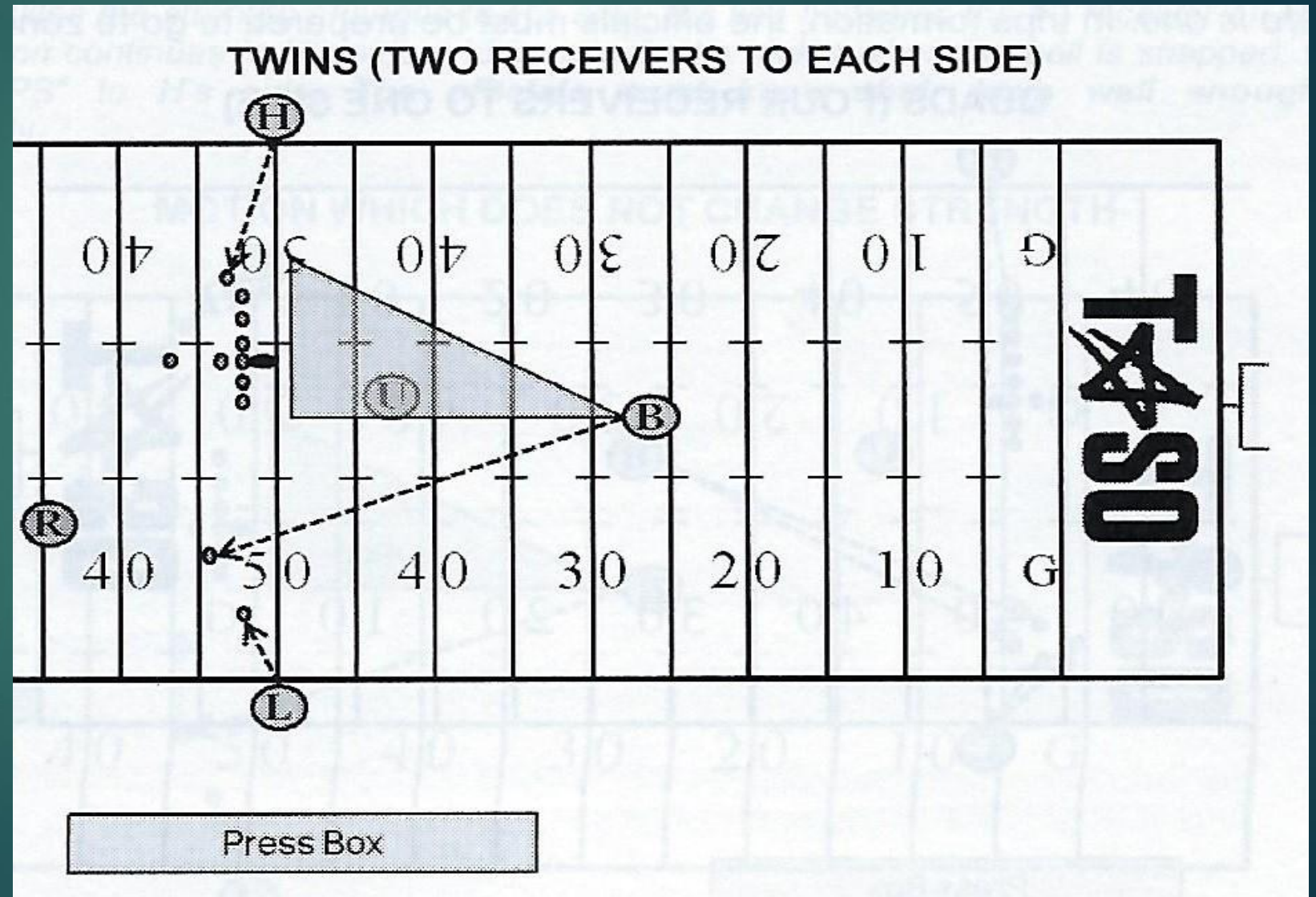
Pass Plays

Responsibilities by Position

- ▶ R responsible Opposite Tackle & QB, during play help with tackle on your side, verbal "ball is away", intentional grounding
- ▶ U responsible for interior lineman, help w/tackles. Help rule on legality of forward pass if needed, IDP, **DO NOT STEP FWD**
- ▶ H & L hold LOS until pass play observed, punch back on BKWD pass, responsible for belt, IDP, drift down field 5-7 yds, Illegal fwd pass, mark fwd progress, sweep arms if OOB
- ▶ B observe key, favor strong side of the field, be prepared to get deep, bracket receivers w/H & L
- ▶ ALL do not release too quickly in assuming zone responsibility, uncatchable pass
 - ▶ The number of eligible receivers dictates the "strong" side.



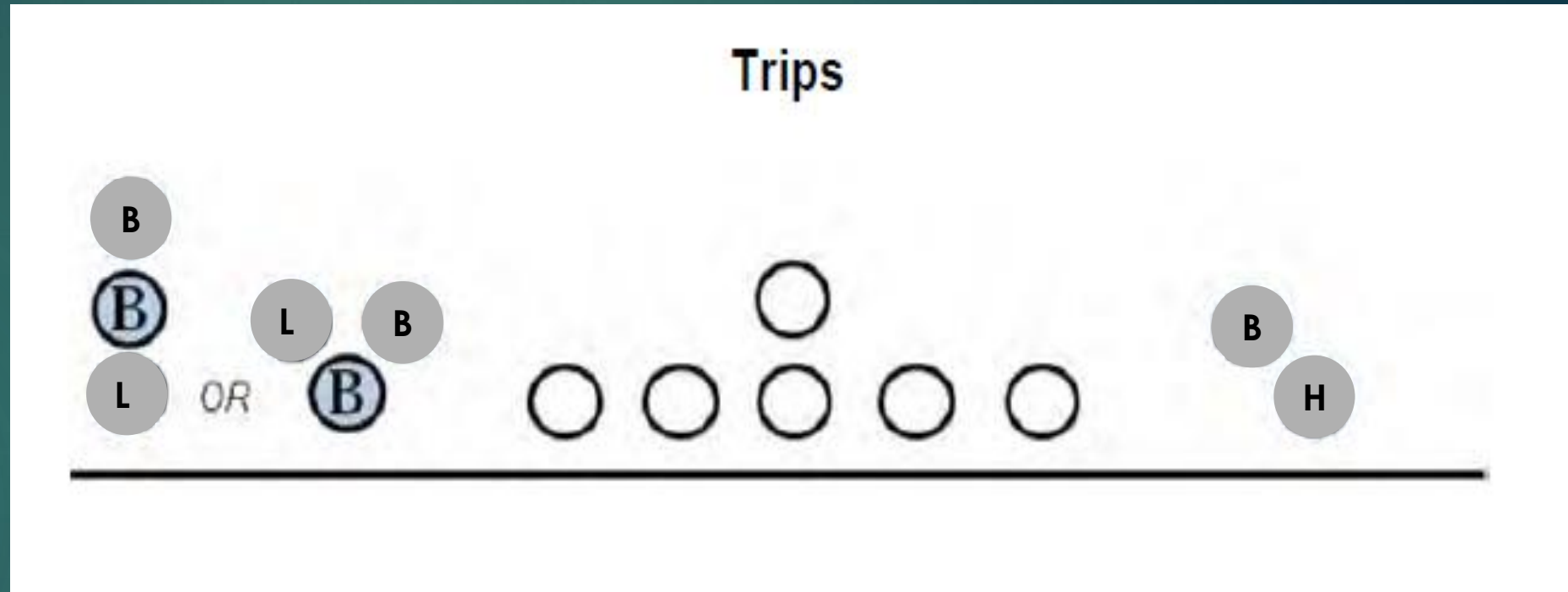
- ▶ B inside receivers
- ▶ L & H outside receivers



Trips

Keys by Position

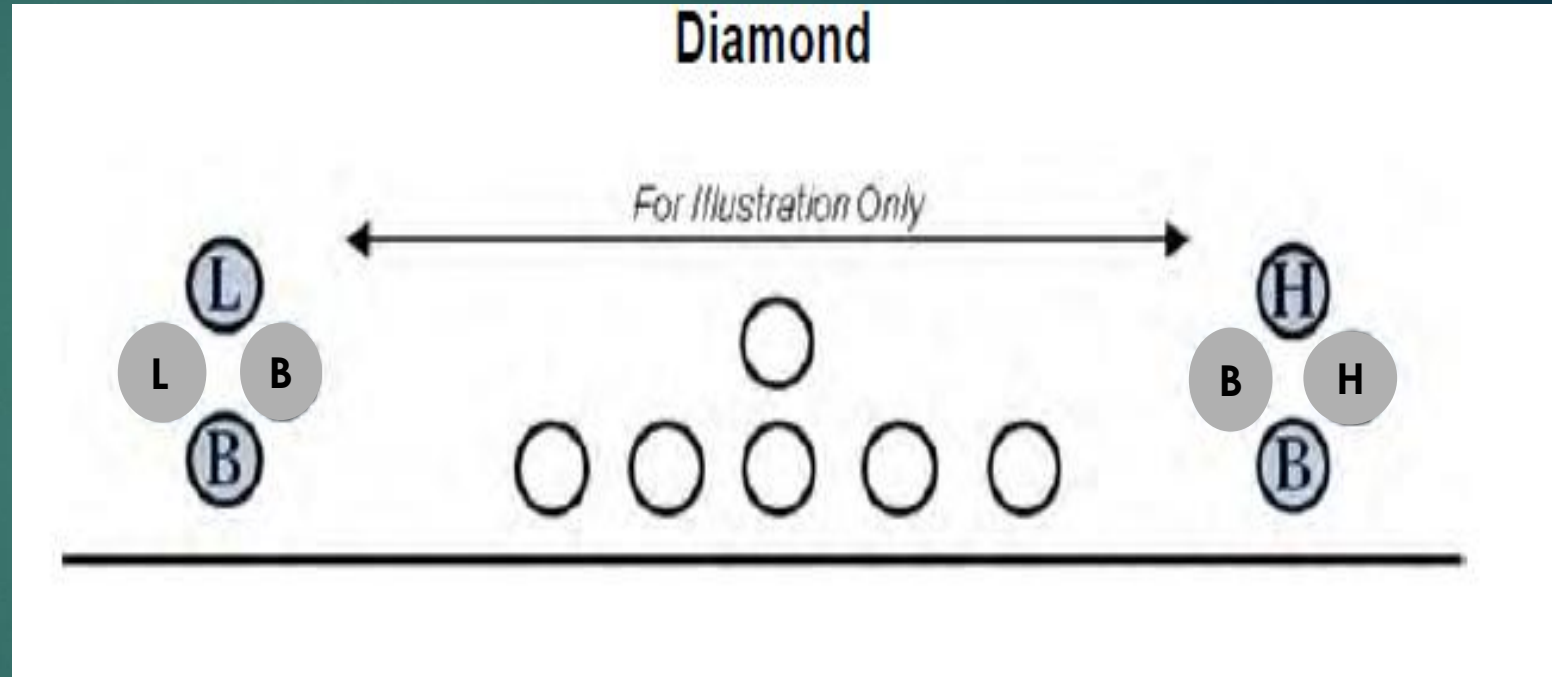
- ▶ B help H or L w/trips, they may have a back or QB roll to their PCA
- ▶ Don't leave keys to quickly



Diamond

Keys by Position

- ▶ H & L watch for backs into your PCA
- ▶ B help H or L w/trips, they may have a back or QB roll to their PCA



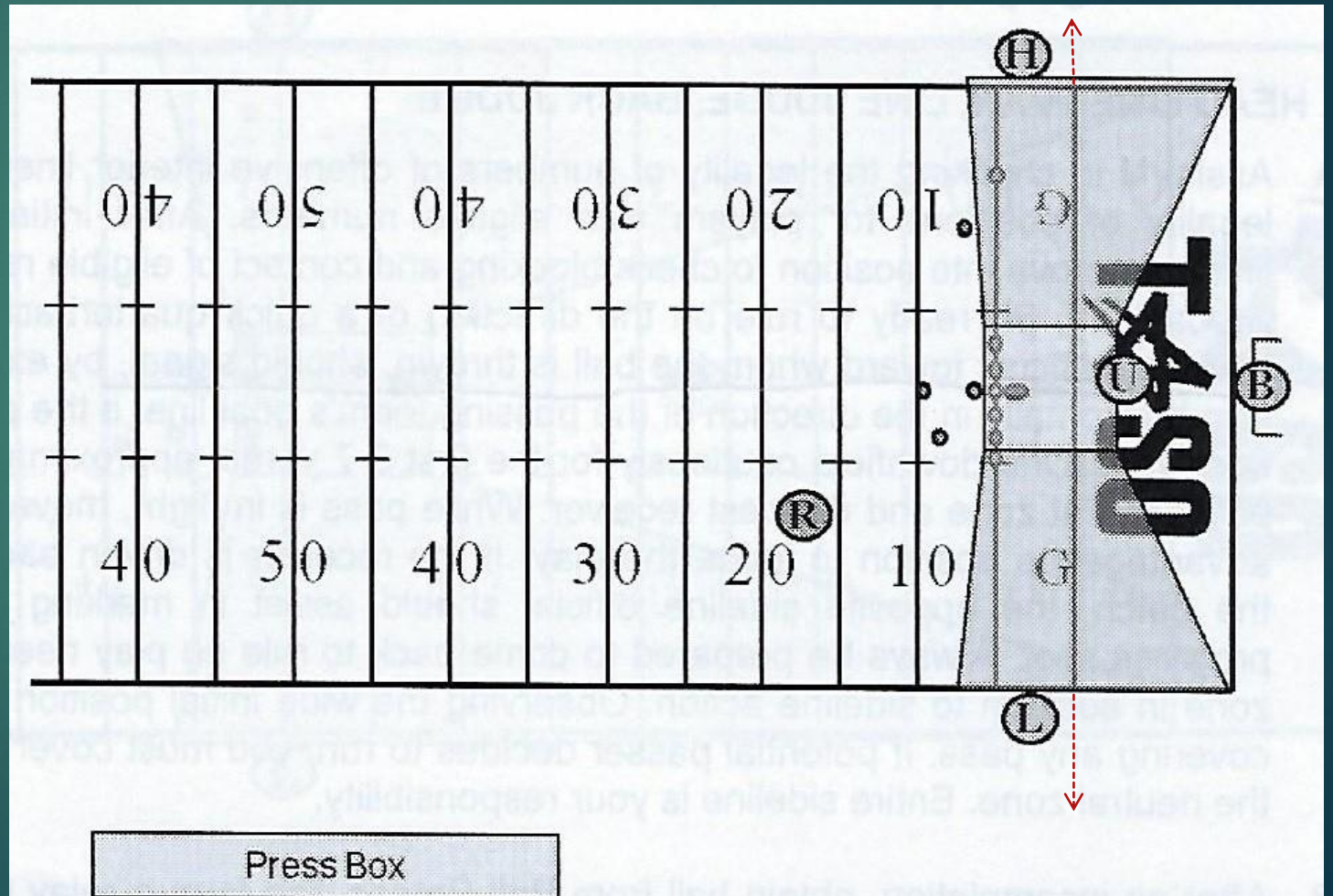


Goal Line

Goal Line

Mechanic By Position

- ▶ R signal score after all requirements met
- ▶ U watch ball after it is dead (no freebies from BC), **NEVER** signal score but you may assist H & L
- ▶ H & L snap at ≤ 5 yd line move to GL extended, **back up to 6 yds** when at the GL (pylon),
- ▶ B Inside the 25 yd line be on the EL, outside the 25 yd line be on the GL



Goal Line

LOS 25 to 5

- ▶ H & L will cover GL as normal
- ▶ U observe linemen, be aware of IDP.
- ▶ B responsible for end line

5-Yard Line to Goal Line

- ▶ H&L move to GL then move back if ball is short (exception: if the line to gain (LTG) is between you and the GL, go to the LTG first, then the GL)
- ▶ U, H & L Move in on the dead ball spot **QUICKLY (pinch in)**, use your finger and point to the ground if short to emphasize call
- ▶ If TD, pinch in quickly, if you don't see it...don't signal

Reverse Goal Line



Mechanics By Position

4 yd line or more

- ▶ R 10 yd In and under be on the EL
 - ▶ U Punts only – be on EL (normal punt mechanics in affect)
 - ▶ H & L normal mechanics, watch GL if threatened
 - ▶ B normal mechanics
-
- ▶ Know who's impetus but ball in EZ

On or inside own 3 yard line

- ▶ H & L move to GL immediately at the snap, get wide
- ▶ 3 to 10 yard line – L hold LOS, H read the play and react to GL if necessary

Turnovers

Turnovers

Mechanics

- ▶ H&L retreat, gain depth and take forward progress from GL to GL, responsible for leading blocks, runner OOB
- ▶ U Pick a safe area to observe action ahead of the runner, allow runner to pass then make your way downfield observing action behind the ball carrier
- ▶ B observe blocks, follow up, dead ball action behind play
- ▶ R remain with your quarterback, get to GL watch lead blockers
- ▶ All think “Blind Side Block”

Penalty Enforcement

Mechanics By Position

- ▶ R If possible, tell Box/chains not to move. Receive preliminary signal, give preliminary to press box (no need on pre-snap fouls), get report if necessary, report to coaches if not obvious, instruct U of penalty enforcement, give announcement, check U, check down marker is correct. Ensure all officials are ready. Declare ball ready for play & start clock if appropriate.
- ▶ U try to be near when foul is reported. Await instructions from R. **Secure ball, when ready, mark yardage with H...TOGETHER.** Cover ball until R clears you off.
- ▶ H Hold box & chains if possible. Report to coach. **Walk penalty with U.** Move box & chains. Set down marker as appropriate.
- ▶ L Report to coach. Hold enforcement spot until penalty is marked off. Move to new LOS once penalty marked off.
- ▶ B Cover flag if appropriate. Repeat signal on a Free kick.
- ▶ All If the ball is live, wait till ball becomes dead. Try to get spot of foul to the **closest hash mark.** Know status of the play (clock on the snap/ready). Give preliminary signal to R (if no discussion required add player #). Move to R (don't make the R come to you) if required. Ensure R and U enforce penalty from correct spot. If not your flag cover the flag if appropriate. If 2 or more flags down, all officials discuss; then one report to R. If all flags are different fouls, appropriate officials report.



Film Scrimmage plays

Conclusion