

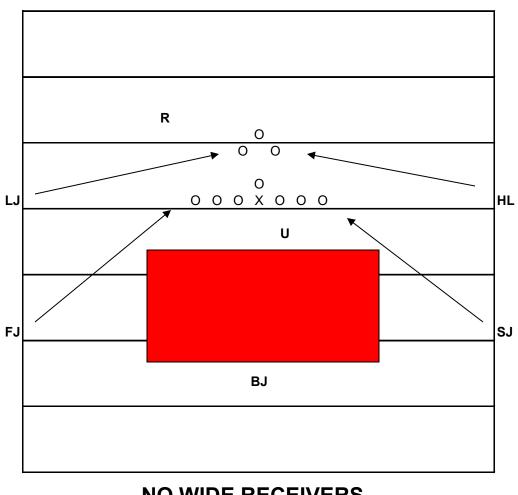
Seven Man(Official Mechanics

SINGLE RECEIVERS

SJ & FJ The widest set man is your key, including the tight end if he is the only receiver on your side.

LJ & HL Nearest man in the backfield

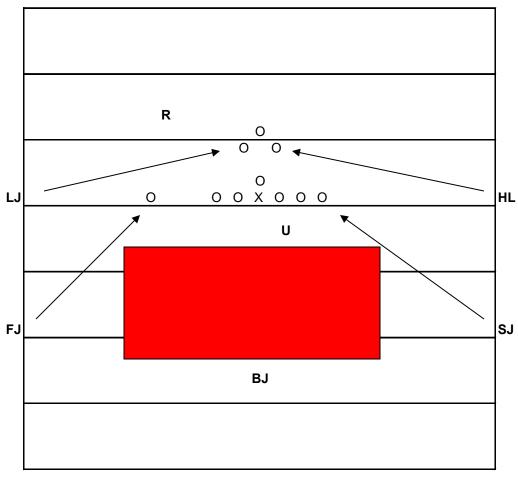
BJ Zone coverage



SJ & FJ The widest set man is your key, including the tight end if he is the only receiver on your side.

LJ & HL Nearest man in the backfield

BJ Zone coverage

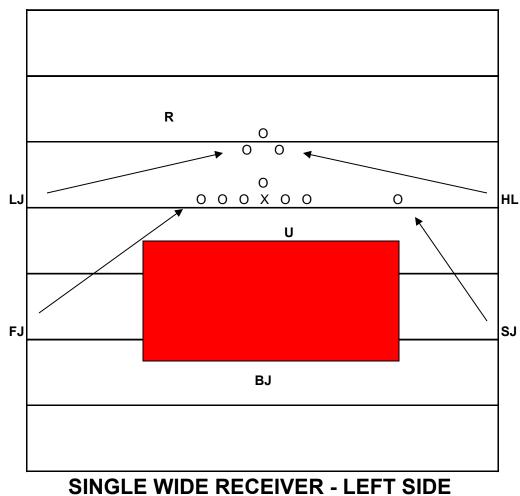


SINGLE WIDE RECEIVER - RIGHT SIDE FULL BACKFIELD

SJ & FJ The widest set man is your key, including the tight end if he is the only receiver on your side.

LJ & HL Nearest man in the backfield

BJ Zone coverage

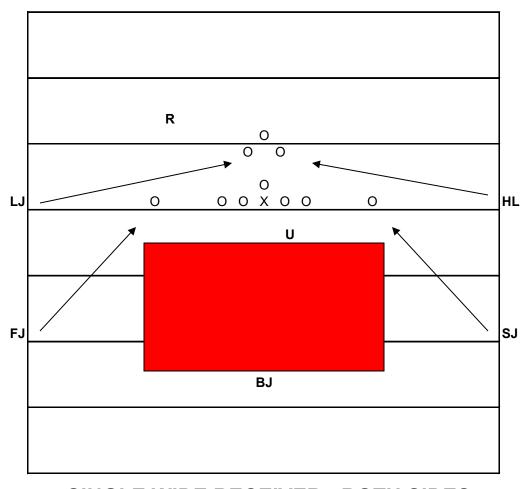


FULL BACKFIELD

SJ & FJ The widest set man is your key, including the tight end if he is the only receiver on your side.

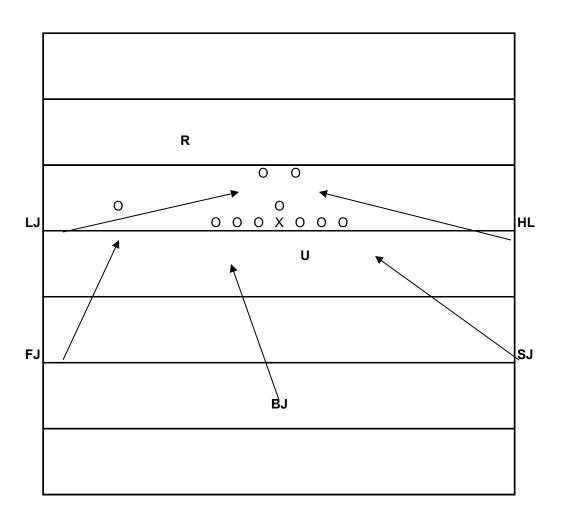
LJ & HL Nearest man in the backfield

BJ Zone coverage

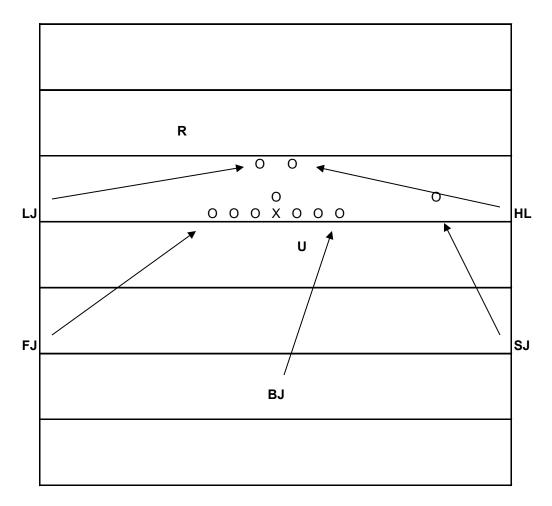


SINGLE WIDE RECEIVER - BOTH SIDES
FULL BACKFIELD

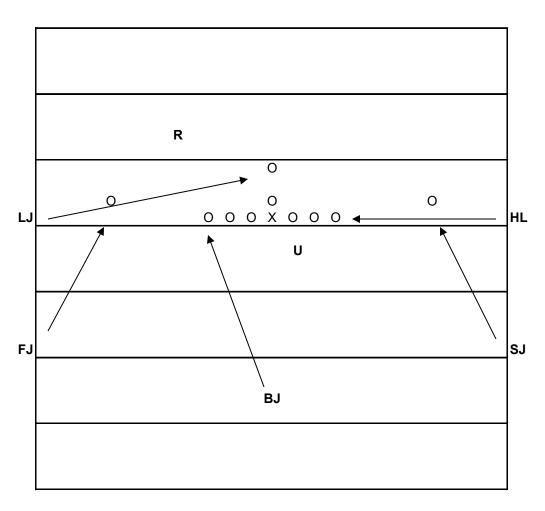
TWIN RECEIVERS



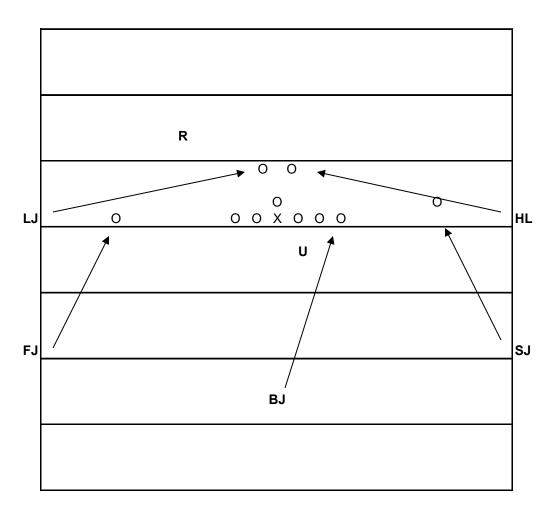
TWO TIGHT ENDS WITH A WIDE RECEIVER ON THE RIGHT SIDE



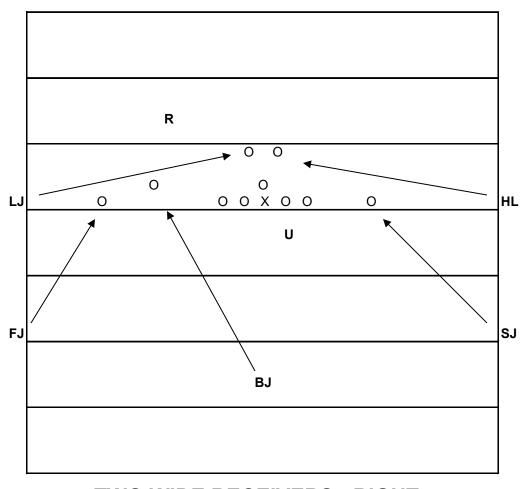
TWO TIGHT ENDS WITH A WIDE RECEIVER ON THE LEFT SIDE



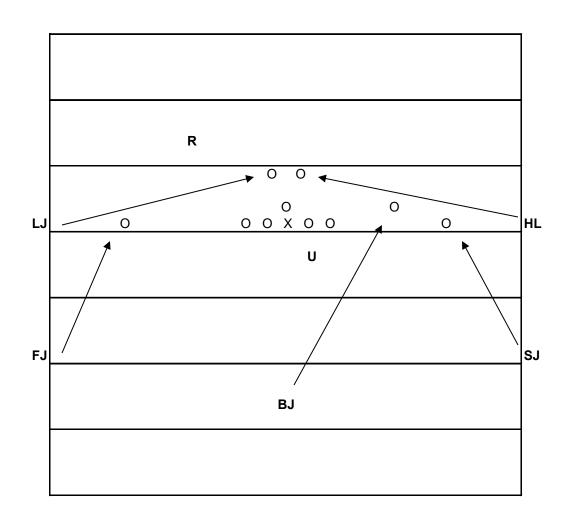
SINGLE WIDE RECEIVERS WITH TIGHT ENDS BOTH SIDES



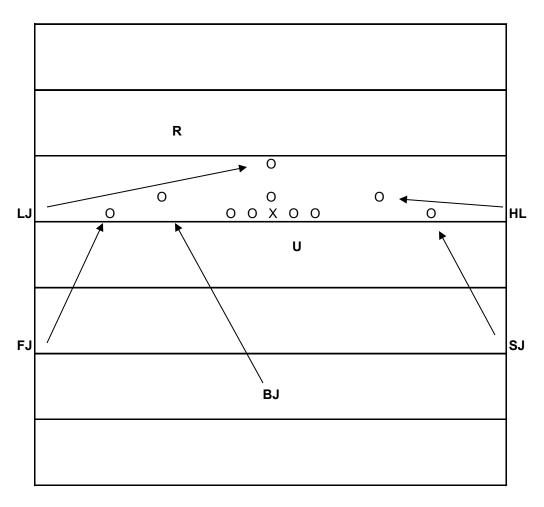
SINGLE WIDE RECEIVER - BOTH SIDES WITH ONE TIGHT END



TWO WIDE RECEIVERS - RIGHT
ONE WIDE RECEIVER - LEFT



TWO WIDE RECEIVERS - LEFT ONE WIDE RECEIVER - RIGHT



TWO WIDE RECEIVERS ON BOTH SIDES

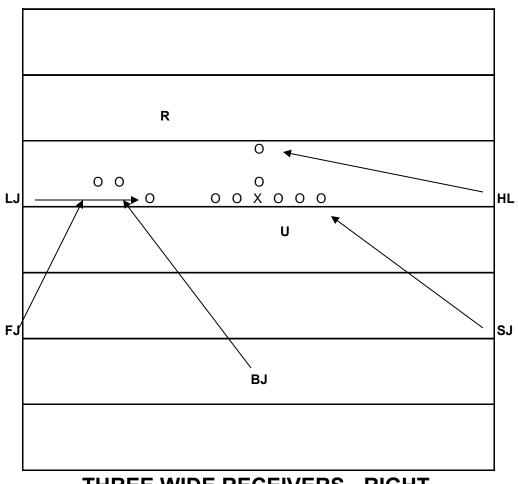
TRIP RECEIVERS

A trips formation is one where three or more receivers are positioned OUTSIDE the tackles on the same side of the ball.

SJ & FJ The widest set man is your key.

BJ The second man in is your key.

LJ & HL The third man is your key. It will either be a tight end or a back in the slot.

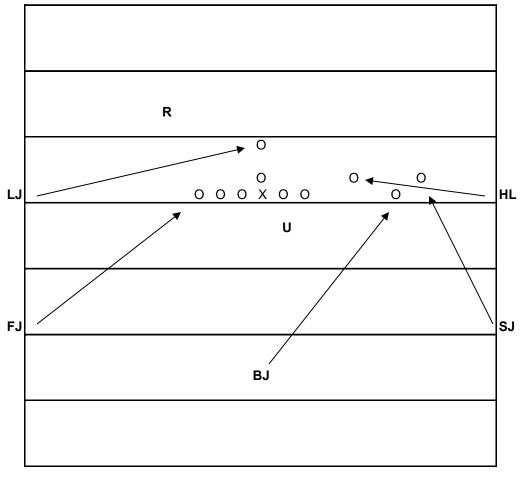


THREE WIDE RECEIVERS - RIGHT
TIGHT END ONLY - LEFT

SJ & FJ The widest set man is your key.

BJ The second man in is your key.

LJ & HL The third man is your key. It will either be a tight end or a back in the slot.



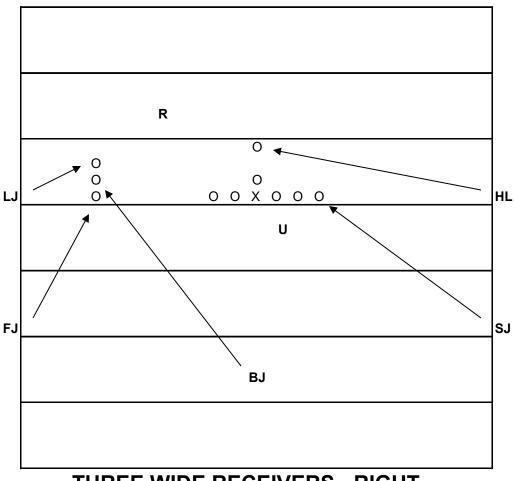
THREE WIDE RECEIVERS - LEFT

TIGHT END ONLY - RIGHT

SJ & FJ The front man is your key.

BJ The middle man in is your key.

LJ & HL The back man is your key.

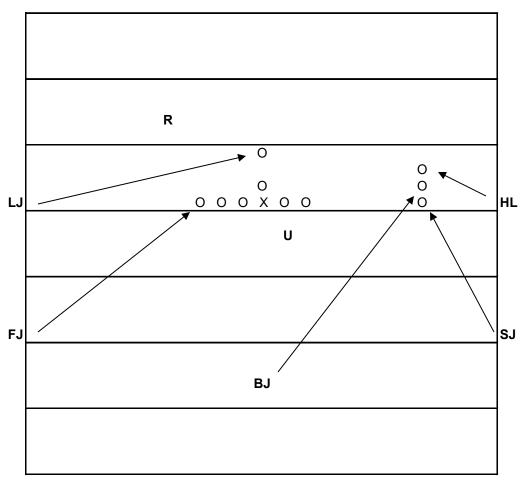


THREE WIDE RECEIVERS - RIGHT

SJ & FJ The front man is your key.

BJ The middle man in is your key.

LJ & HL The back man is your key.



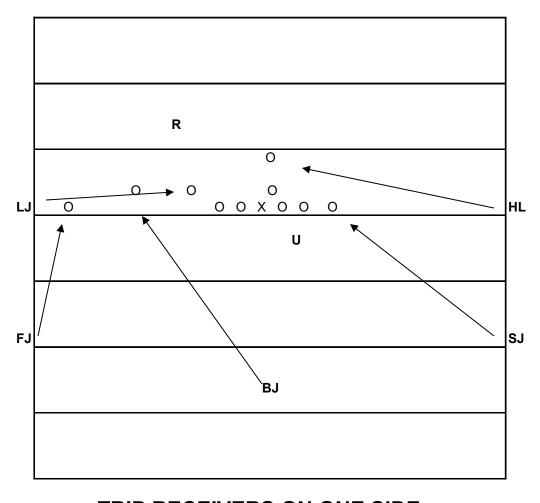
THREE WIDE RECEIVERS - RIGHT
TIGHT END ONLY - LEFT

FORMATIONS TRIP RECEIVERS ON YOUR SIDE OF THE FIELD

SJ & FJ The widest set man is your key.

LJ & HL The third widest man is your key. This may be either the tight end or slot back.

BJ Second Man



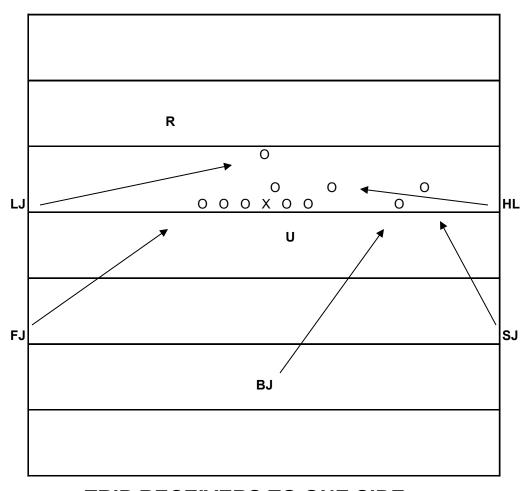
TRIP RECEIVERS ON ONE SIDE
TWIN RECEIVERS TO THE OTHER SIDE

FORMATIONS TRIP RECEIVERS ON YOUR SIDE OF THE FIELD

SJ & FJ The widest set man is your key.

LJ & HL The third widest man is your key. This may be either the tight end or slot back.

Second Man

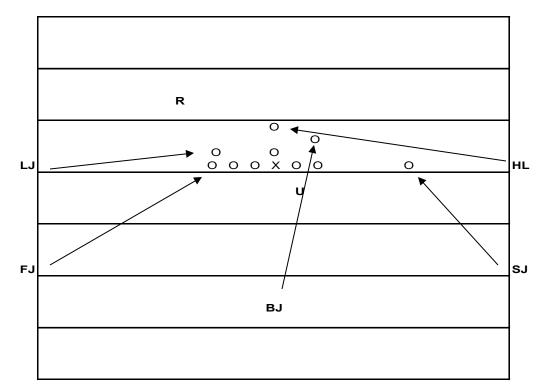


TRIP RECEIVERS TO ONE SIDE
TWIN RECEIVERS TO THE OTHER SIDE

MOTION MAN

FORMATIONS WHEN A MAN GOES IN MOTION

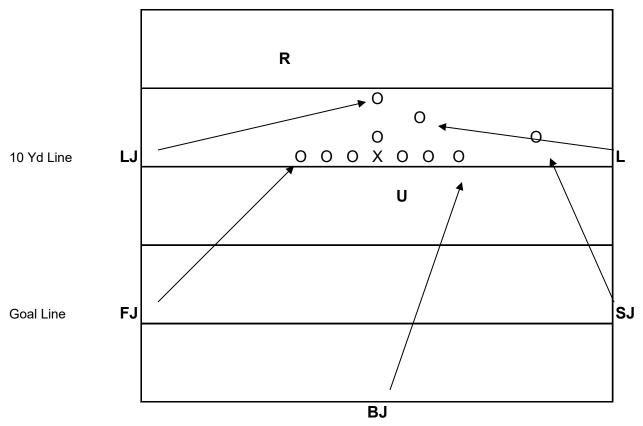
- BJ The man in motion becomes your key and remains your key even if he stops and sets before the snap. If a second man subsequently goes in motion, he now becomes your key.
- SJ & FJ Your key is the widest set man. If he goes in motion, you shift your key to the new widest set man, including the tight end if he is the only receiver on your side.
- LJ & L Your key becomes the nearest receiver to you other than the man in motion or the widest set man on your side.
- LJ & L You are responsible for the man in motion as to whether he is moving forward at the snap even though he may not be your key. Once he is past the tackle (if there is no tight end) or tight end opposite your side, he becomes the opposite wingman's responsibility for moving forward at the snap. REMINDER Once you relinquish responsibility for the man in motion, you then assume sole responsibility for the entire neutral zone.



GOAL LINE PLAYS

FORMATIONS GOAL LINE PLAYS (GOING IN)

ALL:	Be careful to maintain your key for as long as you can after the ball is											
	snapped before releasing to your zone coverage. Note action taken by and											
	on your key.											



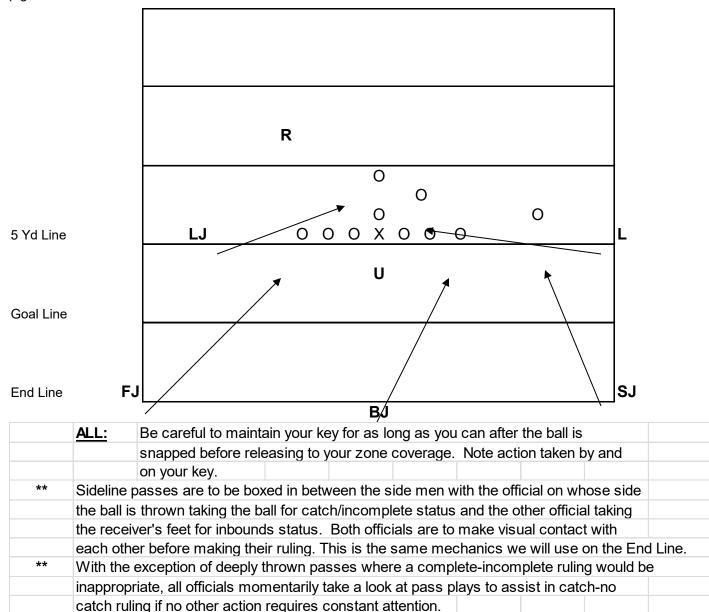
Sideline passes are to be boxed in between the side men with the official on whose side the ball is thrown taking the ball for catch/incomplete status and the other official taking the receiver's feet for inbounds status. Both officials are to make visual contact with each other before making their ruling.

With the exception of deeply thrown passes where a complete-incomplete ruling would be inappropriate, all officials momentarily take a look at pass plays to assist in catch-no catch ruling if no other action requires constant attention.

FORMATIONS GOAL LINE PLAYS (GOING IN)

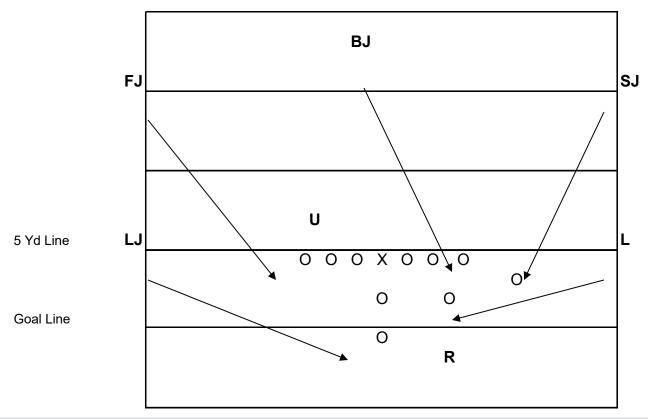
LJ & L - You have the Goal Line. You can pinch in.

LJ & L - At the snap go to the Goal Line and work back.



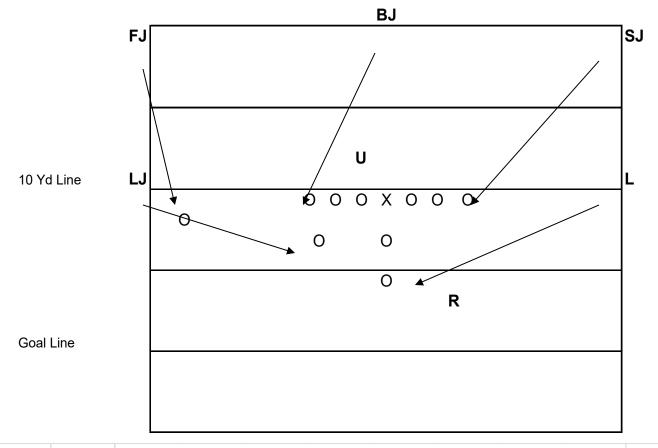
FORMATIONS GOAL LINE PLAYS (GOING OUT)

LJ & L - At the snap go the the Goal Line and work out.



	ALL:	Be careful to maintain your key for as long as you can after the ball is
		snapped before releasing to your zone coverage. Note action taken by and
		on your key.
**	Sideline	passes are to be boxed in between the side men with the official on whose side
	the ball i	s thrown taking the ball for catch/incomplete status and the other official taking
	the rece	iver's feet for inbounds status. Both officials are to make visual contact with
	each oth	ner before making their ruling.
**	With the	exception of deeply thrown passes where a complete-incomplete ruling would be
	inappro	oriate, all officials momentarily take a look at pass plays to assist in catch-no
	catch ru	ling if no other action requires constant attention.

FORMATIONS GOAL LINE PLAYS (GOING OUT)



	ALL:	Be careful to maintain your key for as long as you can after the ball is s
		snapped before releasing to your zone coverage. Note action taken by and
		on your key.
**	Sideline	e passes are to be boxed in between the side men with the official on whose side
	the ball	is thrown taking the ball for catch/incomplete status and the other official taking
	the rece	eiver's feet for inbounds status. Both officials are to make visual contact with
	each ot	her before making their ruling.
**	With the	e exception of deeply thrown passes where a complete-incomplete ruling would be
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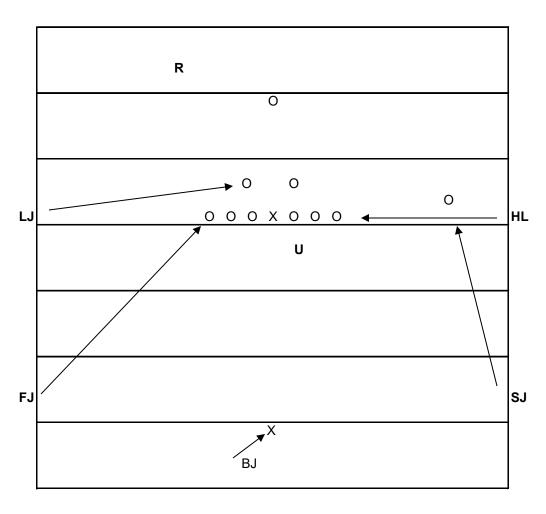
PUNT FORMATIONS

FORMATIONS PUNT FORMATION

SJ & FJ The widest set man is your key, including the tight end if he is the only receiver on your side.

LJ & HL Nearest man in the backfield

BJ Receiver



				FO	RMATI	<u>SNC</u>				
		<u>Pl</u>	JNT FO	RMATI	ON (50	Yard Li	ne and	<u>ln)</u>		
SJ & FJ	The wides	st set ma	an is vour	kev. incl	udina the	tiaht end	│ │if he is t	he only	receiver on	vour side.
	They are					J				
	Nearest n									
3J	Receiver	& Assit v	with Goal	Line						
				R						
					0					
50 Yd Line										50 Yd Line
oo ra Emio										OO TO LINE
					0	0				
40.14111								0		40.24111
40 Yd Line	LJ			0 (O X (0 0 0			HL	40 Yd Line
						U				
10 Yd Line										10 Yd Line
TO TO LINE					X					TO TO LINE
5 Yd Line				<u> </u>						5 Yd Line
				BJ						
Goal Line	FJ								SJ	Goal Line

KICKOFF FORMATIONS

FORMATIONS KICKOFF COVERAGE

						0			
		0 0	0.0	0		0.0	0.0		
40 yard lin	BJ	0 0	0 0	0	X	0 0	0 0	0	U
40 yara iiri									
50 yard lin	FJ		0	0	0	0	0		SJ
			U	U	U	U	0		
				0	0	0			
					0				
Goal Line				0					L
Goal Line	LJ			U	R	0			<u> </u>
					11				

				= 6					
					RMAT				
				KICKO	OFF CO				
						FAIR C			
				OR AW	ARDED	FAIR CA	<u>TCH</u>		
						0			
						U			
		0 0	0 0	0		0 0	0 0	0	
30 yard lin	BJ				X				U
20 yard lin	FJ								SJ
_			0	0	0	0	0		
				0	0	0			

FORMATIONS ONSIDE KICK COVERAGE

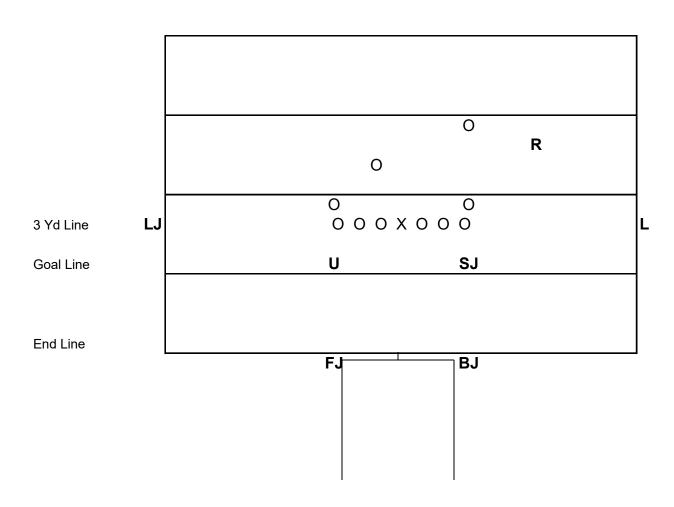
						0			
		0 0	0 0 0	0		0 0	0	0	
40 yard lin	BJ				X				U
45 yard lin	LJ								L
50 yard lin	FJ								SJ
		0 0	0 0	0	0	0	0		
		0	0						
10 yd Line					0				
,					R				
Goal Line									

Field Goals and Try

FORMATIONS Extra Point (Kick Try)

SJ - Double Umpire (Everything on your side of the snapper)

U - Snapper plus your side



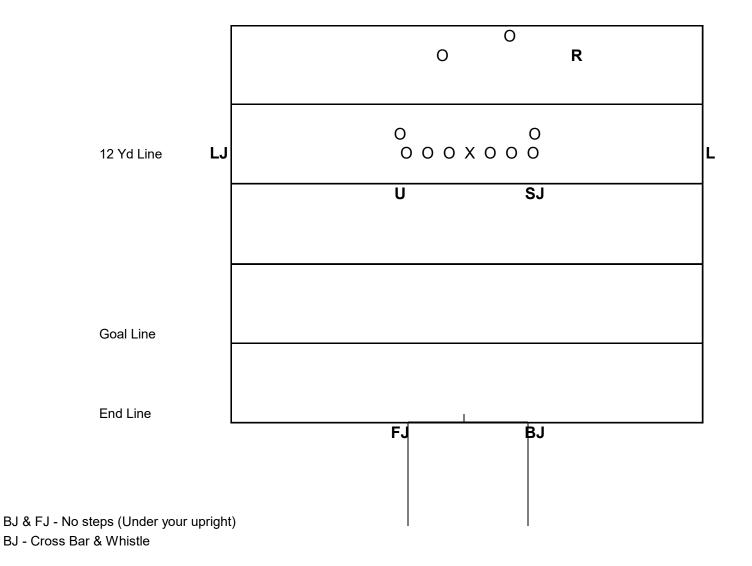
BJ & FJ - No steps (Under your upright)

BJ - Cross Bar & Whistle

FORMATIONS Field Goals

SJ - Double Umpire (Everything on your side of the snapper)

U - Snapper plus your side

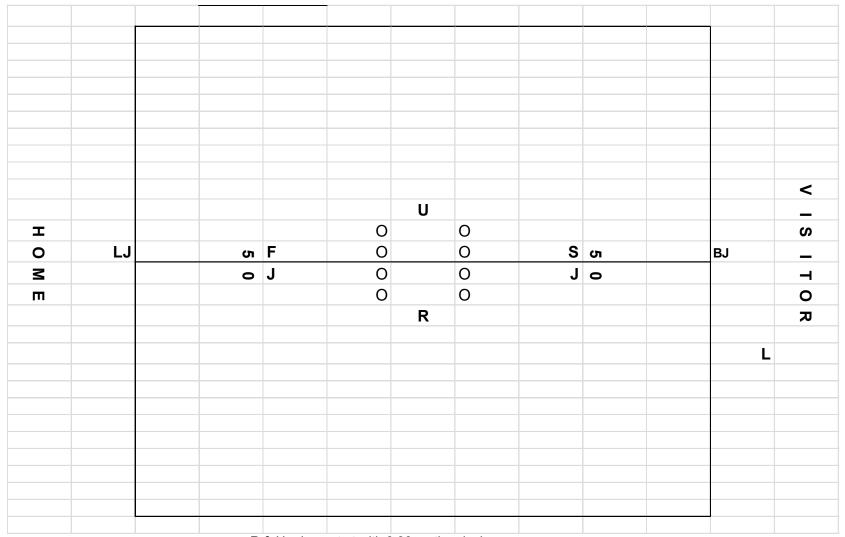


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Coin Toss

Coin Toss

Game Clock



R & U - Jog out at with 3:30 on the clock

FJ & SJ - Have Home Team and Visiting Team Ball

FJ & SJ - Have Captains on your sideline before 3 minutes

FJ & SJ - Stop at the top of the numbers

LJ & BJ - Don't leave your teams to get to the sideline

L - On the sideline observing teams