

SEVEN MAN MECHANICS OVERVIEW

Below is a basic overview of the seven man mechanics. Responsibilities outlined in the five man mechanics are understood to still apply unless stated otherwise.

PRE-GAME RESPONSIBILITIES

1. **Referee (R)** – Inspect field with the **B**
2. **Linesman (H)** – Give chain crew instructions with **S**
3. **Umpire (U)** –
 - a. Inspect players from both teams.
 - b. Police teams (buffer area)
4. **Line Judge (L)** –
 - a. Police teams (buffer area).
 - b. Will bring out home team.
5. **Back Judge (B)** –
 - a. The **B** will inspect the field with the **R**.
 - b. Will bring out visiting team.
6. **Field Judge (F)** –
 - a. Accompany and assist **S** with instructions of ball boys
 - b. Obtain home team captains for coin toss
7. **Side Judge (S)** –
 - a. Accompany and assist **H** with instructions for chain crew
 - b. Accompany and assist **F** with instructions of ball boys
 - c. Obtain visiting team captains for coin toss

All officials are responsible for monitoring the teams and maintaining the buffer area.

COIN TOSS

First Half and Overtime Toss

The coin toss mechanics are: **Referee** and **Umpire** will enter the field from the home team sideline at mid-field with the **Referee** facing the clock. The **Field Judge** (home) and **Side Judge** (visitors) will escort the Captains from their respective sidelines to the top of the numbers. The **Line Judge** (home) and **Back Judge** (visitors) will remain on the sideline with their respective teams and the **Linesman** will be with the chain crew. Once the coin toss is completed, all officials will meet in the middle of the field, mark their cards and break to their respective kick-off positions.

Second Half Options

At the conclusion of half time and during the first minute of the three minute mandatory warm up period, the **Side Judge** and **Field Judge** will meet with the head coach of each team to obtain their second half options. The crew of officials will then meet in the center of the field for second half instructions. On a signal from the Referee, the crew of officials will hustle to their pre-kickoff positions.

FREE KICK

Normal Kickoff

1. **Referee** –

- Will line up in the center of the field on the goal line
- Count and confirm number of R players with HL and LJ
- Obtain ready signal from Back Judge
- Rule on touchback or momentum as applicable.
- Will cover runner between numbers

2. **Head Linesman & Line Judge** –

- Will line up on the goal line pylon OB
- Count and confirm number of R players with R
- Signal ready to R by raising one hand when he points at you
- Will have runner responsibility on all deep kicks to your side (outside numbers)
- Rule on touchback or momentum as applicable.
- If kick is short of position and on your side of field, quickly move forward to see runner and the catch or recovery.
- Will follow runner until play becomes dead or the runner moves to the far side of the field.
- If kick is to the far side of the field quickly move up field and watching action ahead of runner.
- Responsible for dead ball spot when run is up your half of field.

3. **Umpire** –

- Position on K's restraining line on the visitor's sideline.
- Count K players and confirm with **B**
- Signal ready to **B** by raising one hand when he points at you
- Watch for encroachment by K, first touching by K, kick-catch interference by K.
- Once ball is kicked move to the hash mark on your side of field and officiate from the inside-out.
- Watch for fair catch signals on pooch kicks.

4. **Back Judge** –

- Initial position is on K's free kick line in the center of the field with kicker.
- Count K players and confirm with **Umpire**
- Obtain ready signal from the **Side Judge, Field Judge and Umpire**
- After instructing kicker, move to sideline on home side and raise hand when ready.
- Watch for encroachment by K, first touching by K, kick-catch interference by K.
- Once ball is kicked move to the hash mark on your side of field and officiate from the inside-out. .
- Watch for fair catch signals on pooch kicks.
- Cover initial blocks and be on the goal line waiting on runner

5. **Field Judge** –

- Position is on R's free kick line
- Signal ready to **B** by raising one hand when he points at you
- Watch for encroachment by R, first touching by K, kick catch interference by K.
- Watch for fair catch signals on pooch kicks and on deeper kicks short of the LJ.
- Clean up OOB area when runner goes out on your side

6. **Side Judge** –

- Position is on R's free kick line
- Signal ready to **B** by raising one hand when he points at you
- Watch for encroachment by R, first touching by K, kick catch interference by K.
- Watch for fair catch signals on pooch kicks and on deeper kicks short of the L.
- Clean up OOB area when runner goes out on your side

Short Free Kick

- **Linesman/Line Judge** will jump the S/F (between K's and R's restraining lines – normally the 45) and have will have responsibility for watching if ball is kicked into the ground, assisting to see who touches the ball first and watching for illegal blocks. Will remain on sideline after a long kick and responsible for sideline to K's goal line.
- **Referee** is responsible for possible deep kicks and R's goal line.

Short Free Kick (kicked deep)

- **Side Judge/Field Judge** will assume the duties of the L/H and the **Line Judge/Linesman** will assume the duties of the S/F
- Normal duties for all other officials

SCRIMMAGE PLAY

1. **Referee** – Normal duties.
2. **Umpire** – Normal duties.
3. **Head Linesman** – Normal duties with the chain and chain.
4. **Head Linesman and Line Judge** -
 - Except for the addition of a key receiver, responsibilities before, at, and after the snap are unchanged from 5 man mechanics.
 - Key receiver is the second or third eligible receiver from the outside at the snap. If key goes in motion, the BJ will take that player as key and the affected wingman will take the next receiver in. Responsible for action on or by key from the snap until it may be necessary to release your key so that you can cover normal scrimmage action in your zone. Keys are designated so that a set of eyes are on each receiver so that rulings on contact by A against B (clips, block in back, block below waste, hold, pass interference etc.) and contact by B on A (pass interference, illegal use of hands, holding, etc.) are more easily detected. Keys are for every play, not just pass plays.
 - Remain on LOS until ball crosses the LOS and then officiate normally. Responsible for forward progress, all spots, and out of bounds spots or until the 2 yard line.
 - A 20 yard separation should be maintained by the L/F and H/S to keep the play boxed in.
 - Determine if ball crosses the LOS on any play.
 - Determine if pass was thrown or kick made from beyond the LOS on any play.
 - Have goal line responsibility when the ball is snapped from the 5 yard line.
5. **Field Judge and Side Judge**
 - Count B players and confirm with **B**.
 - Position is normally 20 yards from the LOS. Adjust position near goal line as required.
 - Key receiver is the widest eligible receiver at the snap. If key goes in motion, the BJ will take that player as key and the affected FJ/SJ will take the next receiver in. Responsible for action on or by key from the snap until it may be necessary to release your key so that you can cover normal scrimmage action in your zone. Keys are designated so that a set of eyes are on each receiver so that rulings on contact by A against B (clips, block in back, block below waste, hold, pass interference etc.) and contact by B on A (pass interference, illegal use of hands, holding etc.) are more easily detected. Keys are for every play, not just pass plays.
 - Maintain deep positioning such that no player in your area gets deeper than your position.
 - If play ends anywhere in your side zone, assist in getting existing or new ball to the **Umpire** for spotting.

- If play goes out of bounds on your side, HL or LJ will have the dead ball spot. Go into OOB area and clean up or get opposing players back onto the field before retrieving a football
- **Side Judge** will assist **H** with set up and operation of chains at any available opportunity.
- If ball is snapped on or inside B's 20 to the 5 yard line, position on the pylon and maintain responsibility for goal line throughout play.

6. **Back Judge**

- Count B players and confirm with **F/S**.
- Position is normally 25 yards from the LOS
- Not typically responsible for getting ball to Umpire or from sideline, but will assist in ball retrieval and relaying to proper sideline (rotating the ball out).
- Maintain deep positioning such that no player in your area gets deeper than your position.
- Responsible for the end line in all situations
- Key receiver is the 2nd eligible receiver from strong side at the snap or first man out of the back field. If receiver goes in motion, the BJ will take that player as key and the affected FJ/SJ/HL/LJ will take the next receiver in. Responsible for action on or by key from the snap until it may be necessary to release your key so that you can cover normal scrimmage action in your zone. Keys are designated so that a set of eyes are on each receiver so that rulings on contact by A against B (clips, block in back, block below waste, hold, pass interference etc.) and contact by B on A (pass interference, illegal use of hands, holding etc.) are more easily detected. Keys are for every play, not just pass plays.
- If the ball is snapped on or inside the 25 yard line position is on the end line.

Goal Line Plays

Goal Line Coverage (Going In or Coming Out)

- When the ball is snapped at the 5 yard line going in, the **S/F** will move to the corner of the end line and sidelines. The **H/L** will read and react to cover the play and will be responsible for goal line coverage.
- When the ball is snapped from the 3 yard line going in or coming out, the **L/H** will move immediately to the goal and take goal line responsibility.

SCRIMMAGE KICKS

Punts

1. **Referee** – The alignment and responsibilities are unchanged from 5 man mechanics.
2. **Umpire** – The alignment and responsibilities are unchanged from 5 man mechanics.
3. **Head Linesman and Line Judge** –
 - Watch keys
 - **L** - Be prepared to assist on bad snap or blocked kick
 - **H** - Remain on LOS until ball crosses the line
 - When kick crosses LOS, move slowly and deliberately down field.
 - H/L are now responsible for cleaning up at the end of the play
 - HL is responsible for knowing if the ball crosses the LOS.
4. **Field Judge and Side Judge**
 - If ball is snapped on or inside R's 50 yard line, position on goal line pylon.

- Ball and ball crossing GL is your responsibility
 - **B** has receiver
 - If ball is snapped outside R's 50 yard line, position even with deepest receiver(s).
 - GL is now the **B's** responsibility
 - **F/S** has receiver
 - Count R players and confirm with BJ.
 - Help rule on validity of fair catch signal.
 - Observe fair catch signaler(s) who do not field the ball for then block.
 - Help rule on touchback or momentum.
 - If kick is short of position and on your side of field, move forward to see runner and the catch or recovery.
 - Will follow runner until play becomes dead or the runner moves to the far side of the field.
 - If kick is to the far side of the field move up-field watching action ahead of runner
 - Responsible for dead ball spot when run is up your side of field.
5. **Back Judge**
- Position to wide side of field and slightly behind deepest receiver(s).
 - Count and confirm number of Team R players with S/F.
 - Rule on touchback or momentum as applicable.
 - Responsible for marking end of kick with bean bag
 - Rule on validity of fair catch signal.

Try for Point/Field Goal

1. **Referee** – Normal duties.
2. **Umpire** – Normal duties.
3. **Head Linesman/Line Judge** –
 - a. Responsible for goal line and sideline
 - b. Move in to help separate players after play.
4. **Side Judge** –
 - Positioned as a second umpire.
 - Count and confirm number of Team R players with **B/F**.
 - Responsible for goal line (inside out).
 - Move in to help separate players after play.
5. **Field Judge** –
 - Positioned under upright to rule on kick.
 - NO STEP...SAY YES or NO!
 - Count and confirm number of Team R players with **S/B**.
 - **F** – On a busted field goal attempt move to goal line to rule on play.
 - **B** – On a busted field goal attempt, cover end line
6. **Back Judge** –
 - Positioned under upright to rule on kick (crossbar responsibility).
 - NO STEP...SAY YES or NO!
 - Count and confirm number of Team R players with SJ/FJ.
 - Responsible for end line.
 - Responsible for whistle when kick passes goal.

MEASUREMENTS

1. **Referee/Umpire/Head Linesman/Line Judge/Back Judge** – Normal duties.
2. **Side Judge** – Be near the down marker and set the box or the chains for the next series if a first down is awarded.
3. **Field Judge** –
 - Assures players or officials do not block the view of the measurement from the press box.
 - Have new ball for next play.
 - i. 3rd down or less – offensive team's ball
 - ii. 4th down – have both teams balls