## 3-Man Mechanics

## MECHANICS – 3-MAN

**COIN TOSS PROCEDURES**

1. The REFEREE will signal with his hands when the captains should be escorted to the center of the field.
2. Following the *REFEREE's* signal, *LINE* *JUDGE* escorts captains from press box side to center. *HEAD* *LINESMAN* escort captains from chains side to center.
3. The introduction of captains to *REFEREE* is conducted in the center of the field.
4. *LINE* *JUDGE* and *HEAD* *LINESMAN* make certain your team is either in their respective team box or in their end zone during the coin toss.
5. After meeting in the center of the field, *LINE* *JUDGE* and *HEAD* *LINESMAN* will move to the 45-yard line. *REFEREE* will face the clock.
6. *REFEREE* will introduce the crew.
7. *REFEREE* instructs captains. Visiting captains will call the coin toss. The visiting captain is required to indicate heads or tails prior the toss of the coin.
8. Once both teams have made the choices, move the captains so their backs are to the goal they're defending. The *REFEREE* will indicate winning captains and choice or option deferred. If the captain's choice is to defer, the *REFEREE* will give the proper signal (signal #10), then move to the other captains and give the signal for the appropriate choice.
9. After the toss, all meet and record results, then jog to kickoff positions

**QUARTER**

*REFEREE*

1. Be aware of the last-minute of play. If the ball is not in play when the clock runs out, step in to prevent the snap
2. Announce the end of the quarter, correctly record down, distance, yard line, and field position then release the *HEAD* *LINESMAN*
3. Check to make certain the down, distance, and yard line is correct
4. When officials are ready, and the *LINE* *JUDGE* indicates the intermission is over, declare the ball ready for play

*HEAD LINESMAN*

1. Record down, distance, yard line, and field position of the ball
2. Prepare the chains to move to the new location on the *REFEREE'S* signal. Make certain the clip is located appropriately on the nearest yard line and take note. Grab the clip and chain at the same time, reverse the chain crew, jog to the new position and place the chain on the new spot
3. Place your heel at the front of the ball for the down box

*LINE JUDGE*

1. Record down, distance, yard line, and field position of the ball
2. Prepare to go to the spot where the ball should be put into play at the start of the next quarter
3. Time the one-minute intermission and notify *REFEREE* when 45 seconds have elapsed
4. Jog to the new spot where the ball should be put into play on the opposite side of the field and confirm the proper placement of the ball
5. Stay between the teams to show presence as you move to the new spot
6. Confirm that the *REFEREE* and *HEAD* *LINESMAN* have the ball and chains at the right spot

ALL

1. Record down, distance, yard line, and field position of the ball
2. Verify the placement of the ball, down, distance, and field position are correct before the "ready for play" signal

**HALFTIME**

1. As soon as teams leave the field, the *REFEREE* will look at the timer and wind to start the half-time clock
2. All officials meet and review the first half
3. Flank officials will extend a 5-minute courtesy call to each team
4. *HEAD LINESMAN* or *LINE* *JUDGE* will confer with the coach who has the second-half decision on which way they would like to kick the ball. Do this when you provide the 5-minute courtesy call. Provide the information to fellow officials during the mandatory three-minute warm-up period

## **FREE KICK MECHANICS – 3-MAN**

**PRE-KICK MECHANICS**

*ALL OFFICIALS*

HUSTLE TO POSITION!

*REFEREE*

1. Take position at the goal line (or as appropriate behind the deepest receivers) in the middle of the field
2. Count the receiving team (use eyes, not fingers). Signal accordingly for less than/greater than/equal to 11 players
3. Signal *HEAD* *LINESMAN* to confirm count by extending your arm with a closed fist
4. Upon the ready signal from *LINE* *JUDGE*, if the receiving team is in position, blow the ready for play whistle
5. On anticipated short free kicks may cheat-up if possible
6. On a free-kick following a safety, take position five-yards deeper than the receiver(s) and not further from the goal line than the 20-yard line

*HEAD* *LINESMAN*

1. Go to your position on the receiving team's restraining line at the sideline. Have your team on the field within one minute following a score
2. Count the receiving team (use eyes, not fingers). Signal accordingly for less than/greater than/or equal to 11 players. Confirm with *REFEREE*
3. Hold bean bag in hand. Anticipate first touching
4. Provide ready signal only when the count is correct, receiving team is in position, sideline is clear, you are ready, and the *LINE* *JUDGE* signals he is ready

*LINE* *JUDGE*

1. Time the one-minute intermission following a score. Alert *HEAD* *LINESMAN* after 45 seconds. Have your team on the field within one minute following a score. Make certain the ball is inflated properly, has "pebble grain" and white stripes
2. Count the kicking team (use eyes, not fingers). Signal accordingly for less than/greater than/or equal to 11 players
3. Hand the ball to the kicker and tell him not to kick until the *REFEREE* blows his whistle.
4. Go to your position on the kicking team's restraining line at the sideline
5. Signal ready to the *HEAD* *LINESMAN* who will then raise arm for the ready signal
6. Upon the ready signal from *HEAD* *LINESMAN*, provide the ready signal to *REFEREE* (K may be in the huddle when you signal)
7. Hold bean bag in hand. Anticipate first touching
8. Provide ready signal only when the count is correct, kicking team is in position, sideline is clear, you are ready, and the HEAD LINESMAN signals he is ready

**FREE KICK FOLLOWING A FAIR CATCH**

*REFEREE*, position with the kicker.

*HEAD* *LINESMAN*, position on the kicking team's restraining line.

*LINE* *JUDGE*, position under the goal post.

**DURING THE FREE-KICK MECHANICS**

*REFEREE*

1. Identify your keys, the nearest receivers
2. Consider your areas of protection; goal line
3. Quickly check the direction of the ball (short, long, left, or right). If it is a short kick, move up and provide dead-ball support. On a kick out of bounds, move toward the out of bounds spot and throw your flag if in your zone
4. When the ball is touched, start the clock (two winds)
5. When the kick breaks the goal line plane (touched or untouched), signal touchback.
6. Observe action around the receivers and watch the middle players of the receiving team moving down the field. Cover blocking and other action on and by your keys
7. As the runner moves further downfield, assume coverage in behind the ball carrier
8. Maintain an inside-out view of the action around the field

HEAD LINESMAN

1. Identify your keys, the nearest six players of the kicking team
2. Watch the receiver's restraining line for encroachment by receiving team
3. Make sure the kick is not an illegal pop-up kick
4. Quickly check the direction of the ball (short, long, left, or right). If it is a short kick to your side of the field, you have primary responsibility for the ball. Be prepared to rule on ball advanced beyond R's restraining line, first touching, and possession. Use your bean bag as needed. On a kick out of bounds, throw a flag to the out-of-bounds spot. If the team on your sideline is the offended team, get the enforcement choice from the coach and advise the REFEREE
5. If it is a short free-kick away from your side, take a wide view and assist with blocks around the ball and blocks by K before the ball advances beyond R's restraining line
6. If it is a short free-kick, when the ball is kicked forward in the center of the field, you have joint responsibility, with the opposite flank and the REFEREE, for the ball and the legality of blocks
7. Observe action on the kicker: cover blocking and other action on and by your keys.
8. As the runner nears, assume coverage in front of the ball carrier. Be on the goal line before the runner. Maintain an inside-out view of the action around the ball carrier.
9. Drift down the field to assume coverage of the runner and take to the goal line. You have progress
10. On plays to the opposite side, mirror LINE JUDGE movement downfield. With wide vision, watch blocking and look for illegal acts. Use cross-field mechanics where appropriate
11. When the runner is downed in your coverage zone, stop the clock. Place the ball at your feet until the incoming ball is spotted. Duplicate other official's signals if the play does not end in your coverage zone

LINE JUDGE

1. Identify your keys, the nearest five players of the kicking team
2. Watch the kicker's restraining line for encroachment by the kicking team
3. Assist HEAD LINESMAN in making sure the kick is not an illegal pop-up kick
4. Quickly check the direction of the ball (short, long, left, or right). If it is a short kick to your side of the field, you have primary responsibility for the ball. Be prepared to rule on ball advanced beyond R's restraining line, first touching, and possession. Use your bean bag as needed. On a kick out of bounds, throw a flag to the out-of-bounds spot. If the team on your sideline is the offended team, get the enforcement choice from the coach and advise the REFEREE
5. If it is a short free-kick away from your side, take a wide view and assist with blocks around the ball and blocks by K before the ball advances beyond R's restraining line
6. If it is a short free-kick, when the ball is kicked forward in the center of the field, you have joint responsibility, with the opposite flank and the REFEREE, for the ball and the legality of blocks
7. Drift down the field to assume coverage of the runner and take to the goal line. You have progress
8. On plays to the opposite side, mirror HEAD LINESMAN movement downfield. With wide vision, watch blocking and look for illegal acts. Use cross-field mechanics where appropriate
9. When the runner is down in your coverage zone, stop the clock. Place the ball at your feet until the incoming ball is spotted. Duplicate other official's signals if the play does not end in your coverage zone

**DURING THE FREE KICK RETURN MECHANICS**

ALL OFFICIALS

Keep play and runner boxed in and sidelines covered at all times

RETURNS DOWN THE CENTER OF THE FIELD

REFEREE

Cover the secondary areas and view blocking and other illegal activity.

HEAD LINESMAN and LINE JUDGE

Keep the runner boxed in between you. View the action immediately around the runner.

RETURNS INTO THE HEAD LINESMAN SIDE ZONE

1. HEAD LINESMAN is responsible for the runner and action immediately surrounding the runner
2. HEAD LINESMAN covers the action in front of the runner, viewing blocking and other illegal activity
3. REFEREE covers behind and to the side of the runner, keeping a distance to view activity by other players, not around the play

RETURNS INTO THE LINE JUDGE SIDE ZONE

1. LINE JUDGE is responsible for the runner and action immediately surrounding the runner
2. LINE JUDGE covers the action in front of the runner, viewing blocking and other illegal activity
3. REFEREE covers behind and to the side of the runner, keeping a distance to view activity by other players, not around the play

POINTS OF EMPHASIS

1. There should always be two officials covering the secondary areas away from the ball carrier
2. All officials should dead ball officiate after the play
3. All officials will hustle and efficiently prepare for the start of the next series

### SCRIMMAGE PLAY MECHANICS – 3-MAN

**PRE-SNAP MECHANICS**

REFEREE

1. Signal up coming down to HEAD LINESMAN and then to rest of the crew
2. Retrieve the ball from the runner or obtain a new ball from another official or ball boy. Hustle outside the inbounds marks as needed to assist in retrieving the ball and spotting it. Make visual contact with all officials to determine if they are ready, verify the LINE JUDGE is ready to start the 25-second play clock
3. Indicate "Ready for Play" with a short whistle and hack or long whistle and wind (two times)
4. Count Team A players
5. Count Team A players numbered 50-79. Know ineligible players
6. Assume a position about 12-yards behind the neutral zone and outside the tackle on the quarterback's throwing arm side
7. Count Team A players (in the huddle, if possible) and signal
8. Identify formation and observe initial keys: snap, quarterback, false start, QB hard count and head bob, tackle on the opposite side

HEAD LINESMAN

1. Signal up coming down and confirm with REFEREE and LINE JUDGE.
2. Once the next down is confirmed with the REFEREE, move box/chains as necessary for the correct down and distance
3. Assume a position straddling the neutral zone, outside the sideline opposite the LINE JUDGE
4. Be prepared to indicate Team A’s restraining line to Team A wide receiver with your foot
5. Identify formation and signal status of eligible receivers on your side of the snapper
6. Use the prescribed Line of Scrimmage signals on all scrimmage plays.
7. Know eligible receivers on your side of snapper and identify your initial keys. Know your eligible receivers
8. Motion – if the motion man is going away from you, have primary responsibility for knowing if the motion is legal or illegal. If motion man is coming to your side and motion is forward, call it if you see it

LINE JUDGE

1. Signal up coming down and confirm with HEAD LINESMAN and REFEREE
2. Communicate with the REFEREE if necessary to indicate the game clock's status (on the ready with wind signal at waste or, on the snap with arms crossed at the chest). Time 25-second play clock from REFEREE's ready for play
3. Assume a position straddling the neutral zone, outside the sideline opposite the HEAD LINESMAN.
4. Count team B players, signal when Team A breaks the huddle
5. Be prepared to indicate Team A’s restraining line to Team A wide receiver with your foot
6. Identify formation and signal status of eligible receivers on your side of the snapper
7. Use the prescribed Line of Scrimmage signals on all scrimmage plays
8. Know eligible receivers on your side of snapper and identify our initial keys. Know your eligible receivers
9. Motion – if the motion man is going away from you, have primary responsibility for knowing if the motion is legal or illegal. If motion man is coming to your side and motion is forward, call it if you see it

### RUN MECHANICS – 3-MAN

**RESPONSIBILITIES AT THE SNAP**

ALL OFFICIALS

1. Check the status of the clock (running/stopped)
2. Mental note of down, distance, and game situation
3. Back into position, keeping a wide view of all players and dead ball action

REFEREE

1. Observe the snap, then momentarily read the action of the quarterback to determine the type of play
2. Allow your reads to take your focus to the point of attack while maintaining primary responsibility for action on and by the quarterback

HEAD LINESMAN

1. Observe the snap, then momentarily read run/pass by observing the block by the near tackle (block toward, pass block, pull, etc.)
2. Locate the ball and the point of attack but do not focus on it
3. On plays beginning at or within the five-yard line, going into the end zone, move to the goal line and officiate back to the line of scrimmage
4. On plays beginning at or within the three-yard line, going out of the end zone, move back to the goal line and officiate forward to the line of scrimmage

LINE JUDGE

1. Observe the snap then momentarily read run/pass by observing the block by the near tackle (block toward, pass block, pull, etc.)
2. Locate the ball and the point of attack but do not focus on it
3. On plays beginning at or within the five-yard line, going into the end zone, move to the goal line, and officiate back to the line of scrimmage
4. On plays beginning at or within the three-yard line, going out of the end zone, move back to the goal line and officiate forward to the line of scrimmage

**RESPONSIBILITIES AFTER THE SNAP**

REFEREE

1. After reading the quarterback, shift your focus to the Team A blockers and action behind the point of attack. Know where the runner is, but he should not be your primary focus once he is beyond the line of scrimmage
2. If the point of attack is outside the inbounds marks, move to that side while maintaining your view of the action behind and around the runner
3. If the point of attack is between the inbounds marks, box in from the rear, again focusing on blocks behind at the point of attack and around the runner
4. After the runner is down, maintain a wide view of the dead ball action. If the play ends out of bounds, hustle to the sideline and ensure players separate and return inbounds. Get the ball to the inbounds line
5. You are responsible for maintaining control around the pile. Talk to players as they un-pile, encouraging them to do so in a sportsmanlike manner
6. If the ball is dead between the inbounds marks, hustle to that spot while keeping your head up to observe the action around the pile

POINTS OF EMPHASIS

1. False starts
2. Illegal shifts
3. Motion
4. Free Blocking Zone
5. Blocking around the runner and by team A backs
6. Illegal acts around the runner
7. Reverses and trick plays
8. Free blocking zone

LINE JUDGE AND HEAD LINESMAN

1. After reading the block of the near tackle, momentarily locate the point of attack and the runner
2. You always have the progress spot until the runner crosses the goal line. This includes an accurate spot when the runner goes out of bounds
3. On plays within the 10-yard line, if a play threatens the goal line, be prepared to be at the goal line to make the appropriate call
4. If the play is away or between the inbounds marks, maintain a wide view of the action while paralleling the progress spot, observing player conduct away from the play
5. If the play is toward your side, observe blocks in front of the runner until you take over responsibility for the runner. If the runner is headed toward your sideline, allow the play to go past you (move into the offensive backfield, if necessary), then trail the play. If the runner crosses the sideline, hustle to the spot and mark progress. Signal timeout while observing the out-of-bounds dead ball action. Do not look at the ground. If the runner crosses the goal line and continues out of bounds, signal touchdown while observing all dead ball action
6. After the ball is dead, close to the dead-ball spot, do not pass players and do not close beyond the near inbounds mark unless:
7. The line to gain is threatened
8. The goal line is threatened
9. The ball is loose then recovered
10. In these three cases, hustle to the dead-ball spot.

POINTS OF EMPHASIS

1. Encroachment
2. False Starts
3. Illegal motion, shifts, formations
4. Clipping, blocks in back, and use of hands

### PASS MECHANICS – 3-MAN

**COVERAGE MECHANICS (In addition to Running Play)**

REFEREE

1. As QB drops to pass, drop back at 45 angle maintaining position behind QB on passing arm side
2. Observe initial blocks by offensive backs
3. Look through QB to observe blocking by the tackle opposite you
4. As QB is threatened and attempts to pass, determine if the arm is moving forward
5. Determine initial direction on all passes when QB takes at least a 3-step drop
6. On QB scrambles toward LOS, determine forward point where the ball is released
7. Signal if the pass is tipped/touched
8. viii. Announce "BALL IS AWAY" and protect QB until immediate action is complete or QB moves to participate. You have all calls on QB behind the line of scrimmage
9. Dead ball officiate
10. Spot the ball on plays
11. Anticipate
	1. Forward or backward pass
	2. Pass attempt vs. fumble
	3. Roughing passer
	4. Illegal pass (beyond LOS or intentional grounding)

LINE JUDGE & HEAD LINESMAN

1. Read through the key receiver to the nearest offensive lineman to read the play
2. Rule on the action by and on the key receiver during initial action. Following initial action, shift to zone coverage- focus on the short receiver
3. Remain near LOS until a pass is thrown unless all receivers are deep, stay underneath the shortest receiver (EXCEPTION: Snap from inside 5-yard line, move immediately to goal-line)
4. On QB drops of less than 3 steps, determine the initial direction of pass to your side
5. Maintain Outside-in coverage, move parallel to sideline, responsible for sideline from end line to end line
6. On catch attempts near the end-line or the sideline, focus on feet then hands
7. If a pass is caught in bounds and then the player goes out of bounds, blow your whistle, stop the clock, mark the spot, continue to officiate – Do NOT give catch signal
8. Do not mark the spot of passes caught out of bounds
9. Responsible for progress up to the goal-line
10. Off-ball officiate on plays away. Come into the hash mark on plays into the opposite side zone
11. Dead ball officiate
12. Anticipate
	1. Holding
	2. Pass interference
	3. Catch/No-catch
	4. Unnecessary contact / Personal fouls
	5. Forward/backward pass
	6. Illegal participation

**PASS RECEIVER COVERAGE KEYS**

Definitions

Receiver –

End or back lined up outside of offensive tackles.

Strength of the formation –

Determined by the number of eligible receivers on a particular side of the offensive formation. The strong side is the side with the most eligible receivers outside the tackles.

Tight end –

The end man on the line of scrimmage lined up no more than 4 yards from the nearest offensive lineman. If he is lined up wider, then he is a split end.

Back in the backfield –

A player in the backfield between the tackles at the snap.

Trips –

Three or more receivers on one side of the offensive formation outside the tackles.

Widest receiver –

If players are stacked one behind another, the one nearest the line of scrimmage is considered to be the widest.

The HEAD LINESMAN and LINE JUDGE key on the offensive formation's eligible players on their side of the field.

### SCRIMMAGE KICK MECHANICS – 3-MAN

**PRE-KICK MECHANICS**

REFEREE

1. Position to the LINE JUDGE side of the field and slightly behind the kicker (approximately 7 yards to the side and 5 yards deeper than the kicker)
2. Count the kicking team and confirm with the HEAD LINESMAN
3. View the lineman and know numbering exceptions
4. Tell the receiving team lineman, "DO NOT HIT THE SNAPPER." Look quickly to see if the snapper was hit at the start of the play

HEAD LINESMAN

1. Position on the line of scrimmage in front of the down marker
2. Count the kicking team and look for confirmation from REFEREE that he has eleven players
3. View formation to see that they have at least seven (7) players on the line of scrimmage
4. View the position of the outside kicking team players. Know who is eligible to catch a pass or go down field prior to the kick

LINE JUDGE

1. Position slightly behind and to the side of the deepest receiver on your side of the field (approximately 5-7 yards to the side and 3-5 yards behind the receiver). If two receivers, field position may require you to take a position between the receivers
2. On kicks from inside the receiving team's 40-yard line, take a position on the goal line
3. Count the receiving team and confirm
4. View the position of the outside kicking team players. Know who is eligible to catch a pass or go downfield prior to the kick
5. Provide fair catch instructions to the receiver(s) if possible
6. Hold a beanbag in your hand

**DURING THE SCRIMMAGE KICK MECHANICS**

ALL OFFICIALS

Strange things happen on kicks. Be mentally prepared for various scenarios based on your position.

REFEREE

1. Watch the action on the SNAPPER and watch for ineligible players downfield
2. Normal Kick –Watch blocking by the Team A backs and protect the kicker. Stay with the kicker until all is clear. Be the last official down the field and box in all players from behind with wide vision. If the return breaks through the defense, be prepared to take the runner to the goal-line
3. Bad Snap - When there is a bad snap on a scrimmage kick, and the play goes deep into the backfield, you will follow the ball back
4. Kick Out of Bounds – If the kick goes out of bounds in flight, line up the out of bounds spot with covering official by signaling with a hack
5. After the Play - Indicate to HEAD LINESMAN when to move chains, hustle to the new spot and indicate first down and direction of the ball
6. At the end of the play DEAD BALL OFFICIATE. Spot the incoming ball to be ready for play

POINTS OF EMPHASIS

1. Fake kicks
2. Bad Snaps
3. Blocked Punt
4. Roughing or Running Into the Kicker; Incidental Contact
5. Illegal Blocks
6. Illegal Use of Hands
7. Clock Status before and after the play

HEAD LINESMAN

1. Look to see that the ball has been kicked and quickly see where the ball is headed (i.e. short, long, right, left). DID THE BALL CROSS THE LINE OF SCRIMMAGE, HIT THE GROUND OR A PLAYER?
2. Normal Kick – View the blocking and action around the kicking team's eligible players and view line action until the ball clears. After the ball has crossed the line of scrimmage, quickly release down the field and parallel the play from the outside with wide vision. Continue to watch the action as the players and ball move toward the receiver. Observe blocking down the field and in front of the runner
3. Mark first touching with a bean bag
4. Bad Snap – When there is a bad snap on a scrimmage kick, and the play goes deep into the backfield (the HEAD LINESMAN will then have kick crossing or not crossing the line)
5. Kick Out of Bounds – On kicks out of bounds, you are responsible for your sideline. Line-up deeper than where the ball went out of bounds on the sideline (no deeper than the goal line) with outside arm straight above your head. Make eye contact with REFEREE and begin to walk toward the original line of scrimmage. The REFEREE will hack when you have reached the out of bounds spot
6. You are one of the covering officials; at the end of the play, spot progress and square-up with the LINE JUDGE, stop the clock, and signal the direction of the team in possession. DEAD-BALL OFFICIATE. If you are holding the spot, cover the ball until you are relieved by another official
7. Look to the REFEREE for confirmation to move the chains

POINTS OF EMPHASIS

1. Blocking
2. Touching of the ball; beyond the line of scrimmage
3. Illegal Kicking
4. Interference
5. Muff and First Touching Violations
6. Ineligible players downfield

LINE JUDGE

1. Look to see that the ball has been kicked and quickly see where the ball is headed (i.e. short, long, right, left).
2. Normal Kick – View the receiver and run up to be even with the receiver as he prepares to catch the ball. Your only view is the receiver and stay to the side of him by 5-7 yards. Look to see that the receiver catches the ball cleanly and that there was no kick catch interference or rule on a fair catch.
3. Drop your beanbag where the kick ends. Remember that the kick ends when any player gains possession or when the ball becomes dead. If the kick crosses the goal line, blow your whistle and signal touchback.
4. Keep the runner between you and the HEAD LINESMAN. You are responsible for coverage of runner from an inside-out view your side of the field. Your distance should be about 10-15 yards from the runner. You have progress.
5. Fair Catch - View the receiver and run up to be even with the receiver as he prepares to catch the ball. View the fair catch signal (valid or invalid?). Make certain the receiver catches the ball cleanly, and it does not go through his hands. With a confirmed catch, stop the clock and blow your whistle.
6. First Touch Violation – Use a beanbag if there is a first touching violation by the kicking team. Note: there may be more than one spot of the first touching violation.
7. At the end of the play, stop the clock and signal the direction of the team in possession.
8. DEAD-BALL OFFICIATE.
9. Kick Out of Bounds – On kicks out of bounds, you are responsible for your sideline. Line-up deeper than where the ball went out of bounds on the sideline (no deeper than the goalline) with outside arm straight above your head. Make eye contact with REFEREE and begin to walk toward the original line of scrimmage. The REFEREE will hack when you have reached the out-of-bounds spot.
10. Communicate possession and direction to the REFEREE.

POINTS OF EMPHASIS

1. Fair Catch Signals
2. Blocking
3. Goal Line
4. Illegal Batting or Forward Handing
5. Muff and First Touching Violations
6. Fair Catch or Kick Catch Interference
7. Ball Out of Bounds in Flight

### FIELD GOAL & PAT MECHANICS – 3-MAN

**PRE-SNAP MECHANICS**

ALL OFFICIALS

Prior to all field goal attempts, all officials should remind themselves of live ball by using the illegal procedure signal (#S19).

REFEREE

1. Take a position behind the potential kicker and 2–3 yards deeper than the kicker holder
2. Beware of a fake field goal or PAT. Be ready to assist in covering the sideline.
3. Before the snap, observe any linebackers that may be attempting to shoot the gap to block the kick
4. You have responsibility for the uprights and whistle
5. Before the snap, check for any illegal locking of legs by offensive linemen

HEAD LINESMAN

Take a position on the sideline (on PAT, move into numbers) and observe the neutral zone.

LINE JUDGE

1. At the goal post opposite the chains
2. Count defense.
3. You have sole responsibility for the protection of the snapper.
4. Check for the use of numbering exceptions by Team A.
5. You solely have cross bar.
6. Callout the jersey numbers of eligible receivers

ALL OFFICIALS – SWINGING GATE

All officials will be in their regular positions for a scrimmage down. If team A shifts to a formation normally used for a PAT or attempted field goal, all officials will assume their appropriate position.