

MECHANICS

Line Judge – Presented by Tim Podraza at SDCFOA Meeting 7/15/15

1. FREE KICKS

Prior to the kick

- Write down time on game card
- Take position at the pylon
- Count the receiving team (white is kicking to blue)
- Think kick rules (no blocks below the waist)

After the kick

- Wind clock when ball is legally touched in the field of play - Referee & covering flank wind out of end zone
- If you have the runner, take him as far as possible
- If kick is in middle, observe blocks at POA and get progress

After play ends

- Dead ball officiating
- Check and re-check clock – Does time on clock make sense?

2. SHORT FREE KICKS

Prior to the kick

- Write down time on game card
- Take position between restraining lines
- Count the kicking team (white is kicking to blue)
- Count the receiving team
- Know if ball was kicked into the ground
- Responsible for blocks
- Think kick rules (no blocks below the waist)

After the kick

- Wind clock when ball is legally touched
- Know what happened, who touched it first, where, who recovered, etc.

After play ends

- Dead ball officiating
- Stop the clock
- Re-check clock – Does time on clock make sense?

3. SCRIMMAGE PLAYS

Prior to the snap

- Know down and distance/status of the clock
- Count offense at or just out of the huddle
- Know where R is
- Complete signals w/HL
- Do I have a legal formation (define)? Everyone inside the numbers. No tunnel vision
- My key is #___ Guarded by #___
- Crackback zone – who can/cannot
- Shut down any false start

After the snap

- Ensure a legal snap
- Think snap, tackle, key
- If pass - follow key. If run - Observe action in front of the play.
- If play is away, watch backside blocks, be downfield and provide cross field spot for HL
- If play is toward me, take as much progress as possible – 90 degree angle

After play ends

- Dead ball officiating – Then find a clock
- Close towards dead ball spot
- Communicate with R on intentional grounding
- Get a new ball if appropriate – good throws

- Confirm down and distance – Make visual contact with Referee before changing down indicator on hand
- Ball mechanics 2/3 – 1/3 when no change of possession

4. **GOAL LINE MECHANICS**

Prior to the snap

- From the 7.5 yard line and in – Acknowledge with FJ that I have the goal line
- Same as Scrimmage Plays above

After the snap

- Get to goal line immediately
- Same as Scrimmage Plays above
- Come back into field of play at 90 degrees and get progress

After play ends

- Same as Scrimmage Plays above
- If close, make eye contact with Umpire (“Find the ball”)

Reverse Goal Line

- From the 5-yard line and in – Retreat to goal line at snap.

5. **PUNT PLAYS**

Prior to the snap

- Count offense (white kicking to blue)
- Do I have a legal formation (define)? Who is facing Referee to help w/blocked kick?
- Who are the eligible receivers to my side? Tackle #? Bean bag out (4th down fumble)
- Think kick rules (no blocks below the waist)

After the snap

- Ensure a legal snap
- Clear action on WB and tackle at LOS
- Stay at LOS until kick crosses
- Proceed downfield slowly and focus where appropriate
- Watch for blocks in the back and blocks below the waist
- Reverse fade mechanics to goal line

After play ends

- Dead ball officiating – focus away from ball
- Find a clock

6. **FIELD GOALS AND TRYS**

Prior to the snap

- Count the offense (Red is receiving)
- Legal formation? (Define) Unbalanced line? Who is facing Referee to help w/blocked kick?
- Eligible receivers on my side – Tackle #?
- Know previous spot if snapped outside the 20 yard line
- Think kick rules (no blocks below the waist)

After the snap

- Ensure a legal snap
- Watch blocks by wingbacks for “fouls” into kicker or holder

After play ends

- Observe dead ball action by moving towards center of field
- Find a clock

7. **SIGNALS**

- Unbalanced Line – 2 fingers winding @ belt or 4 fingers to side of face
- Balanced Line – Index fingers on both hands like a “one & one”
- 4th Down Fumble & Trys - Squirrel cage
- Communicate Goal Line Mechanics with HL
- Communicate with HL- Who is facing R on scrimmage kicks?