

4 Man Mechanics

An Overview

Kickoff - Referee

- Position - Near Rs 5 or 10 opposite HL (Home sideline)
- Count R
- Blow RFP after other officials signal that they are ready
- After Kick: Wind clock if in zone
- GL responsibility, including momentum (spot of catch bagged)

Kickoff - Umpire

- Position - Rs 20 yard line (Visitor side) - if suspected onside - move to 50
- Clear the sideline
- Count R
- Kick to your side: wind clock, pick up runner and follow. Stop the clock when ball becomes dead
- Kick away: clean up behind the play. Observe legality of blocks and action away from the ball

Kickoff - Head Linesman

- Take charge of the ball
- Position - Ks free kick line on visitor side
- Count K, clear sideline
- Dead ball fouls involving Ks free kick line. Administer penalty and place ball ready
- After Kick: Be alert first touching by K (bag it)
- Mark OOB spot with flag at spot if untouched by R
- After ball is downfield, move to center of field. Maintain coverage for Ks GL

Kickoff - Line Judge

- Position - Rs free kick line on home sideline
- Count K. Watch for infractions involving Rs free kick line
- After Kick: watch for first touching by K (bag), watch initial blocks, mark OOB with flag if untouched by R, whistle and signal if ball becomes dead in your area

Pass Coverage - Referee

- QB is your absolute priority - he is defenseless until the pass ends or he moves to participate in the play
- “Ball’s away”
- Rule on forward or backward pass - when in doubt, incomplete
- Responsible for ruling on illegal forward pass
- Solely responsible for intentional grounding

Pass Coverage - Umpire

- When you read pass - step toward LOS (This is a major difference from three man)
- Rule on ineligibles downfield
- Assist on illegal forward passes if able
- Cover short passes down the middle
- Know when forward pass first touches anything

Pass Coverage - HL and LJ

- Key: read through end to read the initial block of the tackle
- Be ready to rule on quick pass, whether forward or backward
- Cautiously downfield 5-7 yards, “split the difference” between that zone and the deepest receiver (while remembering that we have no one over the top to help)
- Interference by either team
- Your progress and sideline

Field Goal or Try from Inside the 15 - Referee

- Position - About 1 yard to the rear and 2-3 yards to the side looking into the holder's face
- Responsible for BOTH uprights. As such, when ball is kicked move quickly behind kicker into line of flight for the ball
- If try is blocked, ball is dead
- If FG is blocked, ball is live and can be advanced by whom?

Field Goal or Try from Inside the 15 - Umpire

- Position: 5-7 yards deep with ball in view
- Numbering exception
- Key off center and guards
- Action on snapper
- Be alert for ball crossing NZ or blocked kicks
- Pivot following kick to LJ side to observe action

Field Goal or Try from Inside the 15 - HL

- Position - normal spot on sideline
- Line, Kicker, Holder

Field Goal or Try from Inside the 15 - LJ

- Position - normal spot on sideline
- Handle as any goal line play
- Move toward EL to determine over/under crossbar
- Signal twice immediately if under crossbar
- Whistle when kick passes the uprights

Field Goal or Try from Outside the 15

- Referee and Umpire are the same as inside the 15
- HL: starts in normal spot, move downfield as any other scrimmage kick. Cover LOS to EL
- Line Judge: 5 yards behind and directly between uprights
 - Rule on successful/unsuccessful kick
 - Rule on possible touchback
 - Give appropriate signal

Scrimmage Kick (Punt) - Referee

- Position: 3-5 yards outside TE and 2-3 yards behind the kicker on LJs side
- Fouls behind NZ
- Alert for blocked kicks
- “Ball’s away”
- After ball is away, kicker is defenseless until the kick ends or until he moves to participate in the play
- Responsible for Ks GL
- Chop in kick OOB in flight

Scrimmage Kick (Punt) - Umpire

- Position: 10 yards deep with ball in view
- Numbering exception
- Key off guards and center
- Center protection
- Following kick, pivot to LJ side

Scrimmage Kick (Punt) - Head Linesman

- Position - normal spot on sideline
- Cover all kicks to your side
- Kick OOB in flight to your side, chop in
- Kick OOB on ground to your side - your spot
- Observe for fair catch signal
- On routine kick, cover gunners on your side and action in front of the receiver

Scrimmage Kick (Punt) - Line Judge

- Position: 7-10 yards wider than and in front of deepest receiver
- You are responsible for the initial action of the end on your side
- Bag the end of the kick
- All kicks down the middle and to your side
- Ball rolls OOB on your side, your spot
- Ball OOB in flight on your side, chop in
- Muffs/fumbles/momentum/touchback/safety are yours
- Fair catch by deepest receivers