



2019  
FHSAA Football  
7 Man Mechanics

# Notable Past Mechanics Changes

## Coin Toss Mechanics Clarified (Adapted To FHSAA)

**HL LJ BJ**

- Following the coin toss, the HL or LJ should secure the proper game ball of the team kicking off and provide it to the BJ.

## Referee Responsible For A Pass' Direction Inside The 5 Yard Line

**R**

- If the ball is snapped on or inside B's 5 yard line, the R is responsible for knowing if the pass is forward or backward.

## Mechanic For A Blocked Kick Or Snap Over The Kicker's / Holder's Head

**R HL LJ**

- The R and the wing official he / she is facing will retreat to cover the ball and box in the play.
- The wing official on the same side as the R will remain on the line of scrimmage until that line is no longer threaten. As the play develops, he / she will then move to officiate the play.

# Notable Past Mechanics Changes

Umpire, Side Judge, Back Judge And Field Judge's Coverage On Scoring Kicks Clarified

**U SJ BJ FJ**

- On all tries and field goal attempts, the SJ should be positioned on the side of the defensive formation that has the most players.  
If the defensive formation is balanced, the SJ should be on the side closest to the side line he / she came from (side opposite the press box).

Referee Microphone Mechanic For A Flag That Is To Be Disregarded

**R**

- If a flag is to be disregarded, the R announces that there is no foul for (name of the violation, explanation or often no further explanation needed) and the disregard the flag signal is given (S13).  
For example, "There is no foul for an ineligible receiver downfield, for the pass did not cross the line of scrimmage."

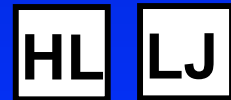
# Notable Past Mechanics Changes

## Side Judge and Field Judge Positioning From 25 – Goal



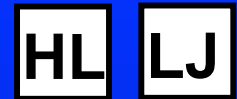
- The SJ and FJ will now be at the goal line pylon when the ball is snapped inside team B's 25 yard line.

## Head Lineman and Line Judge Motion Man Responsibility



- If a man goes in motion, observe him if he is on your side of the ball to ensure his motion is legal.

## Head Lineman and Line Judge Reverse Goal Line Mechanics



- From the 3 yard line to goal line, both the HL and LJ move to the goal line pylon at the snap.  
From the 5 yard line to 3 yard line, the LJ moves to the goal line pylon at the snap and the HL reads the play and moves to the pylon if appropriate.



# Notable Past Mechanics Changes

## Fake Field Goal Responsibilities

**HL** **LJ** **BJ** **FJ**

- When a fake field goal is attempted from a snap inside team B's 20 yard line, the HL and LJ will have the goal line.  
When a fake field goal is attempted from a snap on or outside team B's 20 yard line, the BJ and FJ will have the goal line.

## Umpire Positioning

**U**

- The starting position for the Umpire is on the side opposite the tight end, generally 5 – 7 yards (but not more than 8 yards) from the line of scrimmage. For non-scoring kicks (punts), however, the Umpire may be up to 10 yards off the line of scrimmage.



# Pregame Mechanics

6:45 pm Officials take the field in uniform. At least 2 officials monitor the 45 – 45 yard line “no fly zone”

Prior to 7:00 pm – Coach/Referee/Umpire meetings completed

Note: If one team leaves the field – the officials may leave the field

7:23 pm FJ and SJ have captains on the 50 yard line by 7:25 pm

7:25 pm BJ and LJ bring teams to the field – home team should enter first

7:26 pm R and U enter together from the home side and take their coin toss positions

7:27 pm Coin toss

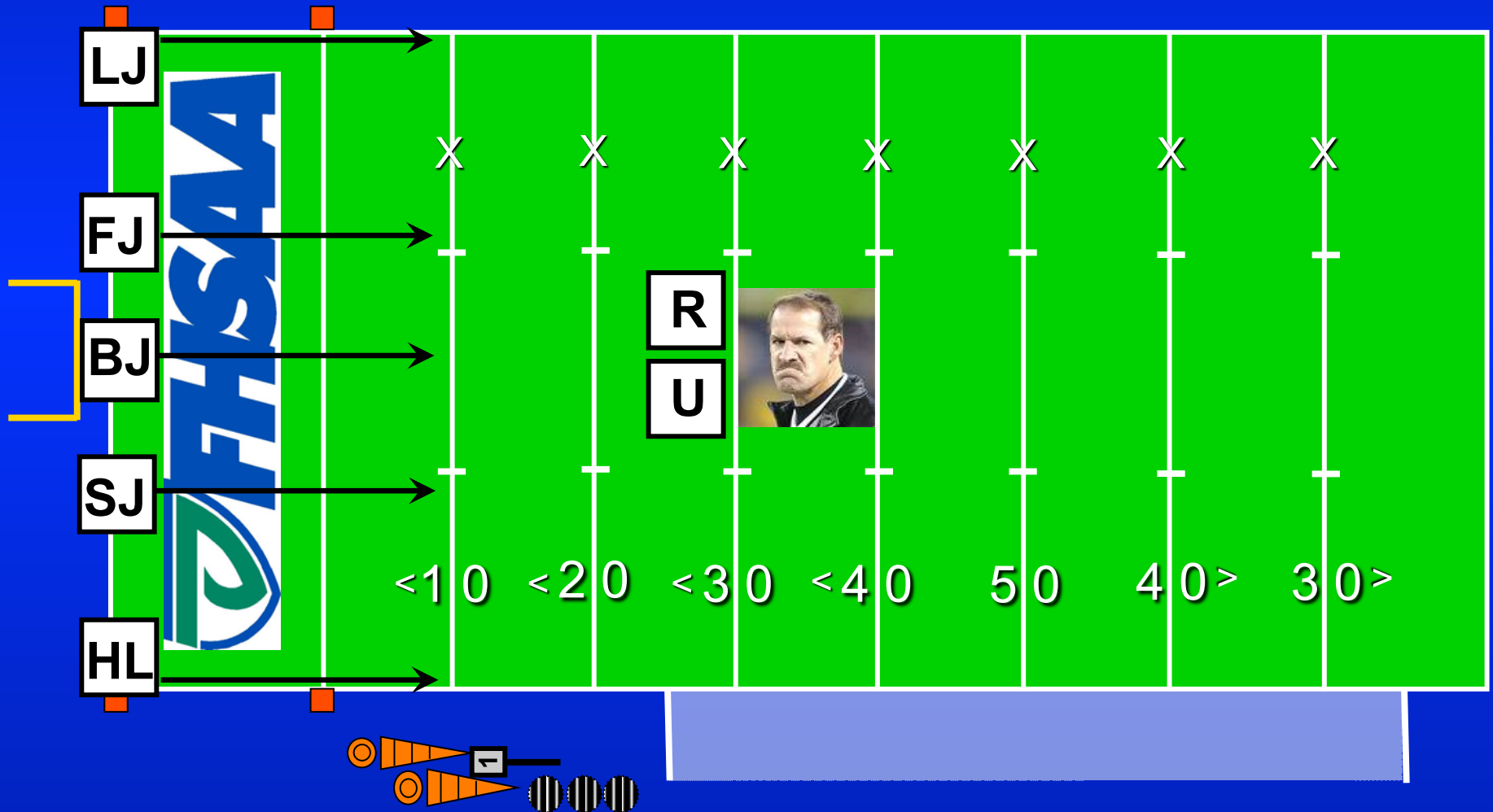
7:30 pm Kick Off

# Walking The Field

## 5 Man Field Inspection

- Releases R And U To Talk To The Coaches

Press Box



# Pregame

## Head Linesman And Side Judge

**HL**

**SJ**

- Check the chains and down marker
- Find your chain crew and brief them
- Spot check the field with the chains (Make sure no 1<sup>st</sup> and Goal from the 11 yard line)
- Find your ball boys and brief them
- Secure the game balls and make sure the Referee checks them
- Introduce yourself to the coaching staff, especially the head coach

## Line Judge And Field Judge

**LJ**

**FJ**

- Find your ball boys and brief them
- Secure the game balls and make sure the Referee checks them
- Introduce yourself to the coaching staff, especially the head coach

## Back Judge

**BJ**

- Be the police officer on the field. Patrol the 45 yard line zone and look out for unsportsmanlike behavior
- Help the Umpire with getting adornments removed

# Pregame

## Referee And Umpire



- Talk to the head coaches
- Verify legality of equipment and players (Umpire)
- Get the adornments off players
- Approve game balls (Referee get with the LJ and FJ, HL and SJ), remember that Spalding® balls must be used in the post season

## Side Judge And Field Judge



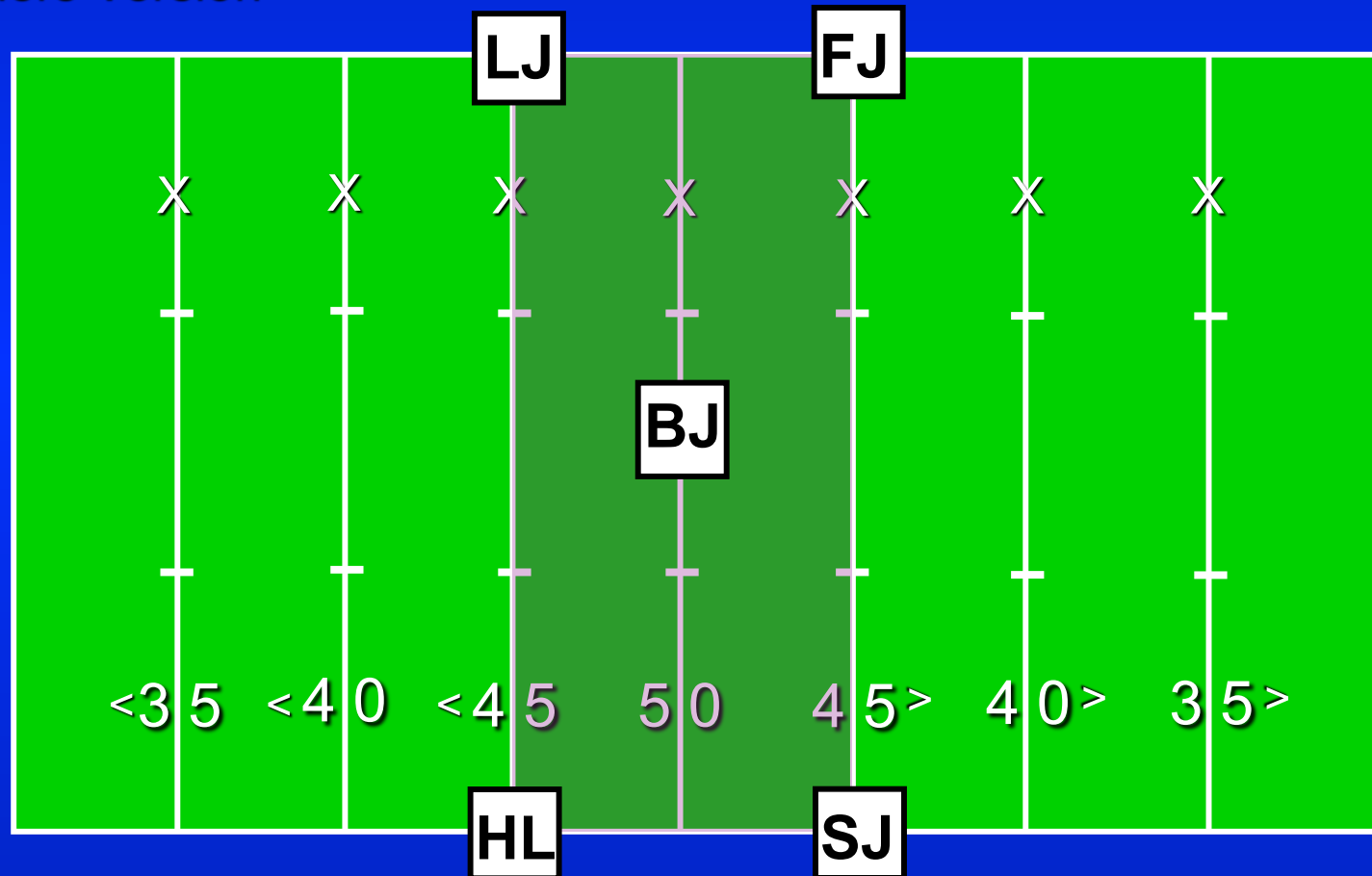
- Find out from the Referee and/or Umpire who the talking captain is for your sideline's team so you can line up the captains appropriately for the coin toss

# Pregame Field Policing

Cover The 45 Yard Line Zone

- 4 Corners Version

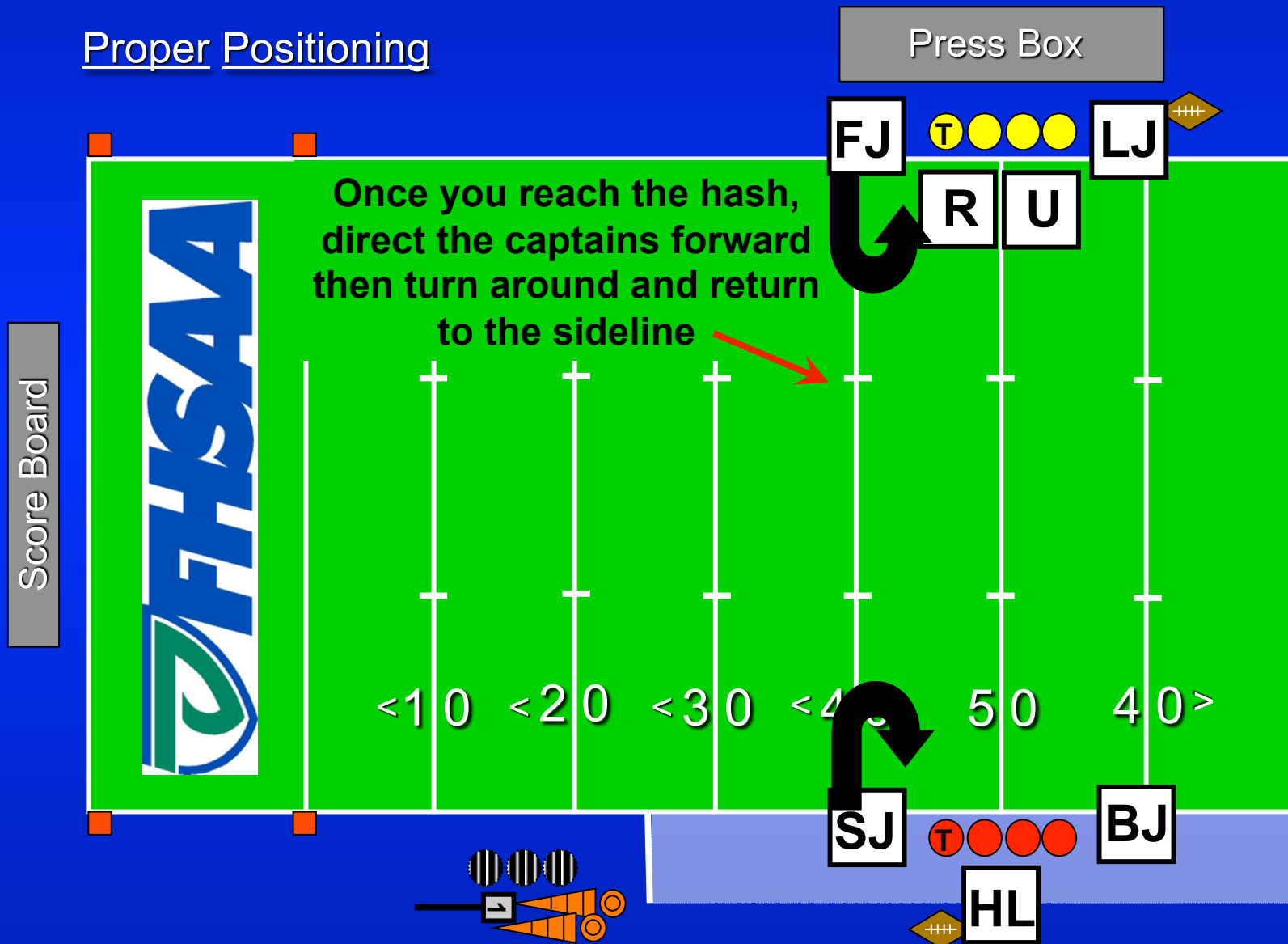
Press Box





# Coin Toss

## Proper Positioning

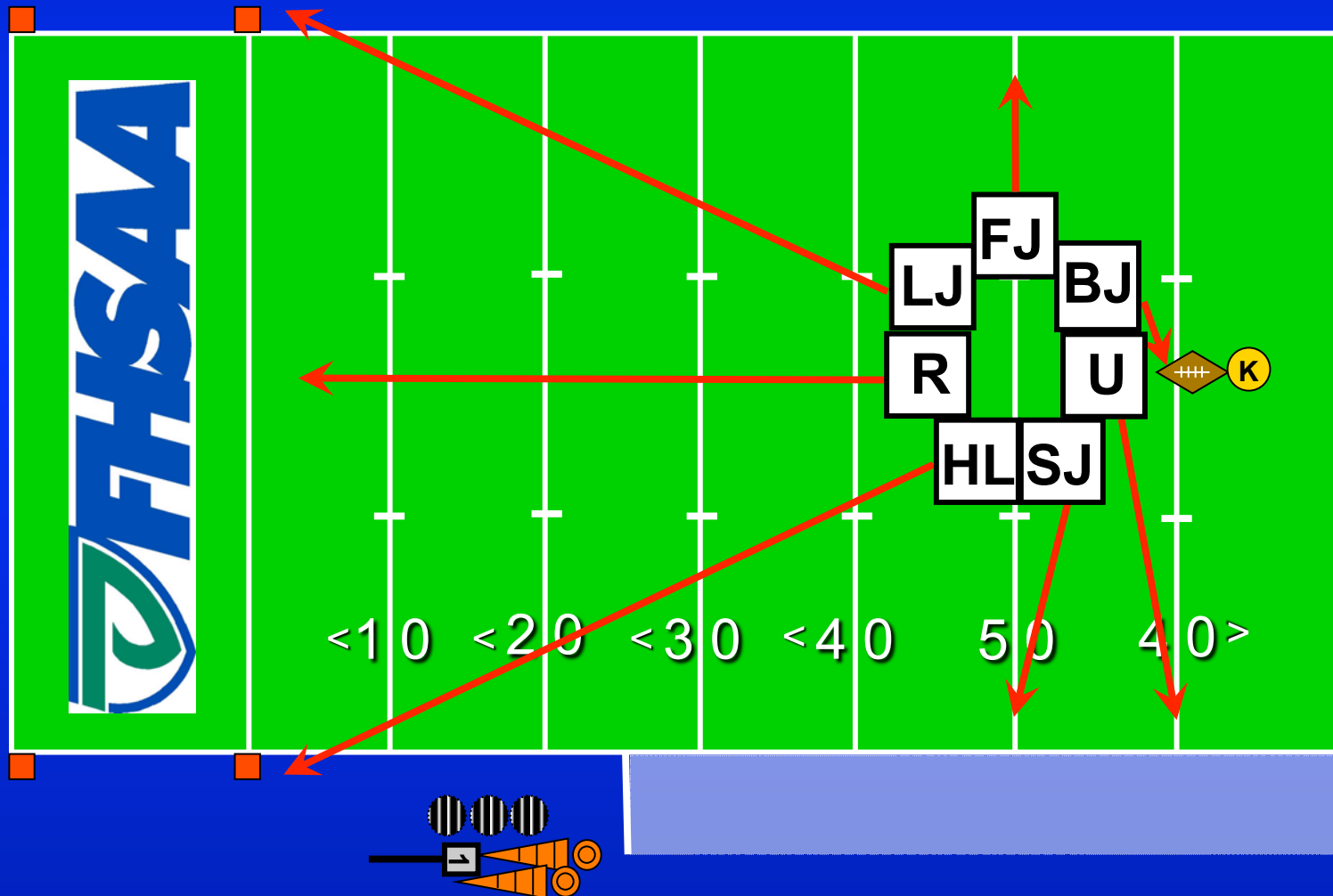


# Coin Toss To Kick Off

Proper Positioning

Press Box

Score Board

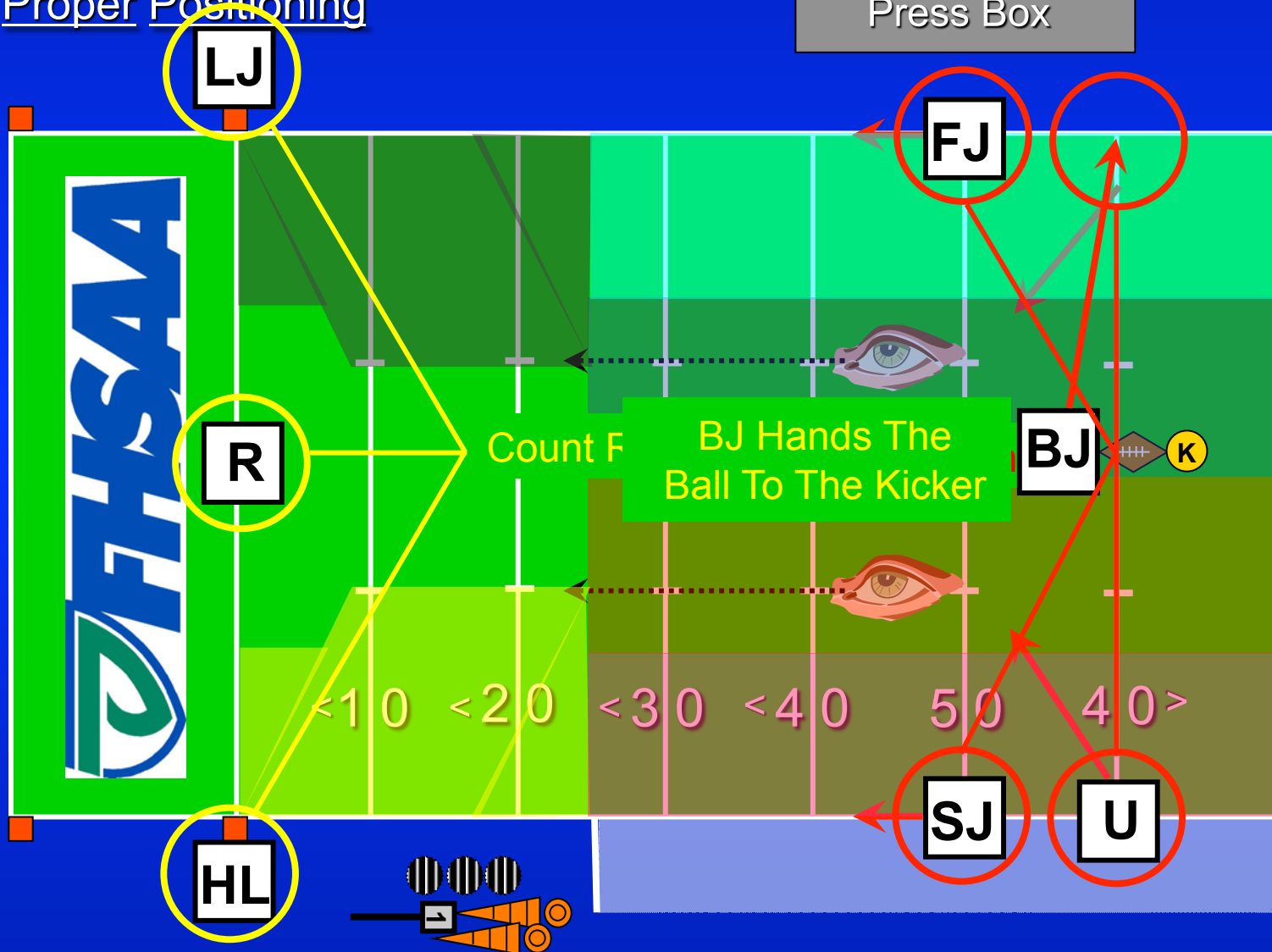


# Kick Off

Proper Positioning

Press Box

Score Board

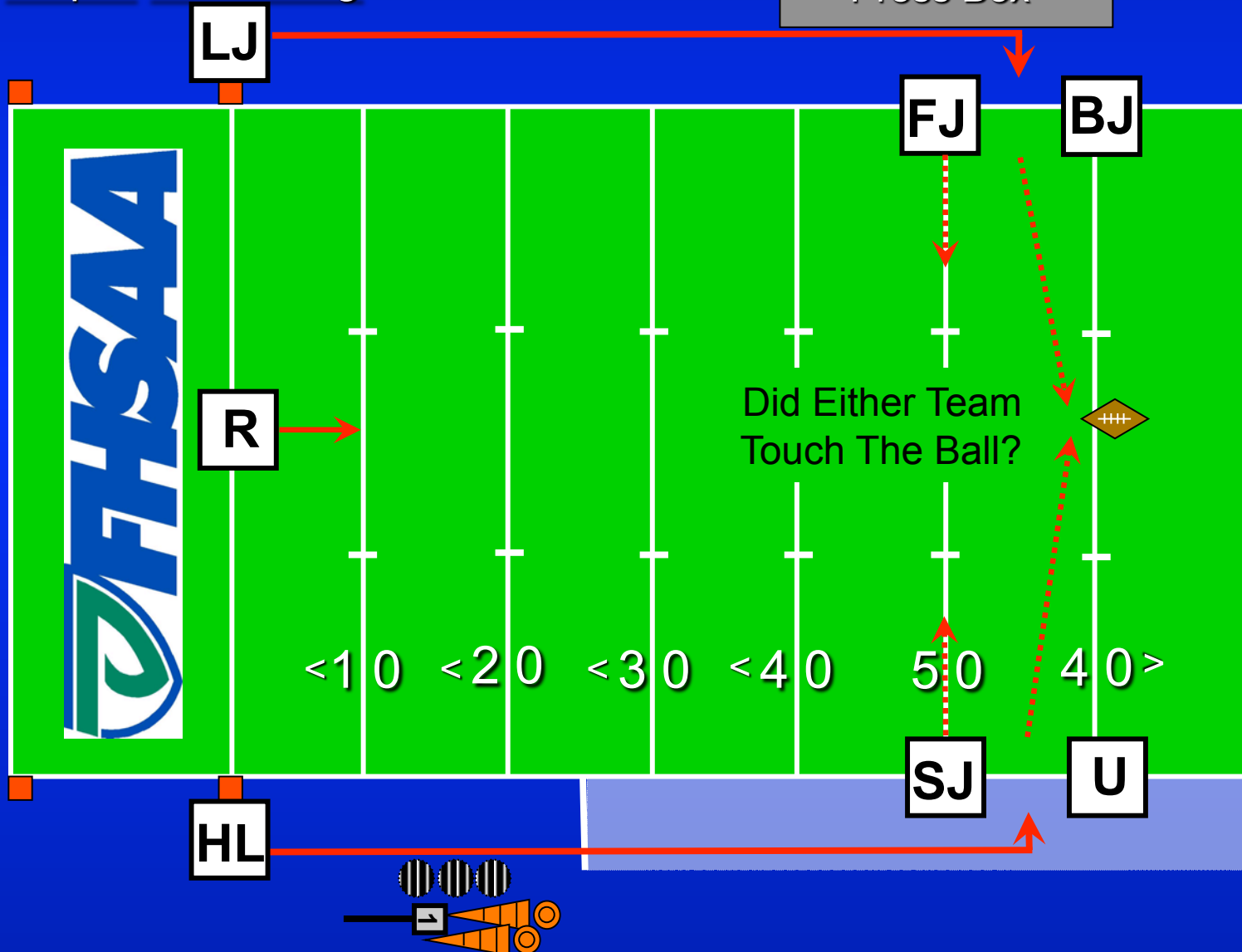


# Onside Kick

Proper Positioning

Press Box

Score Board

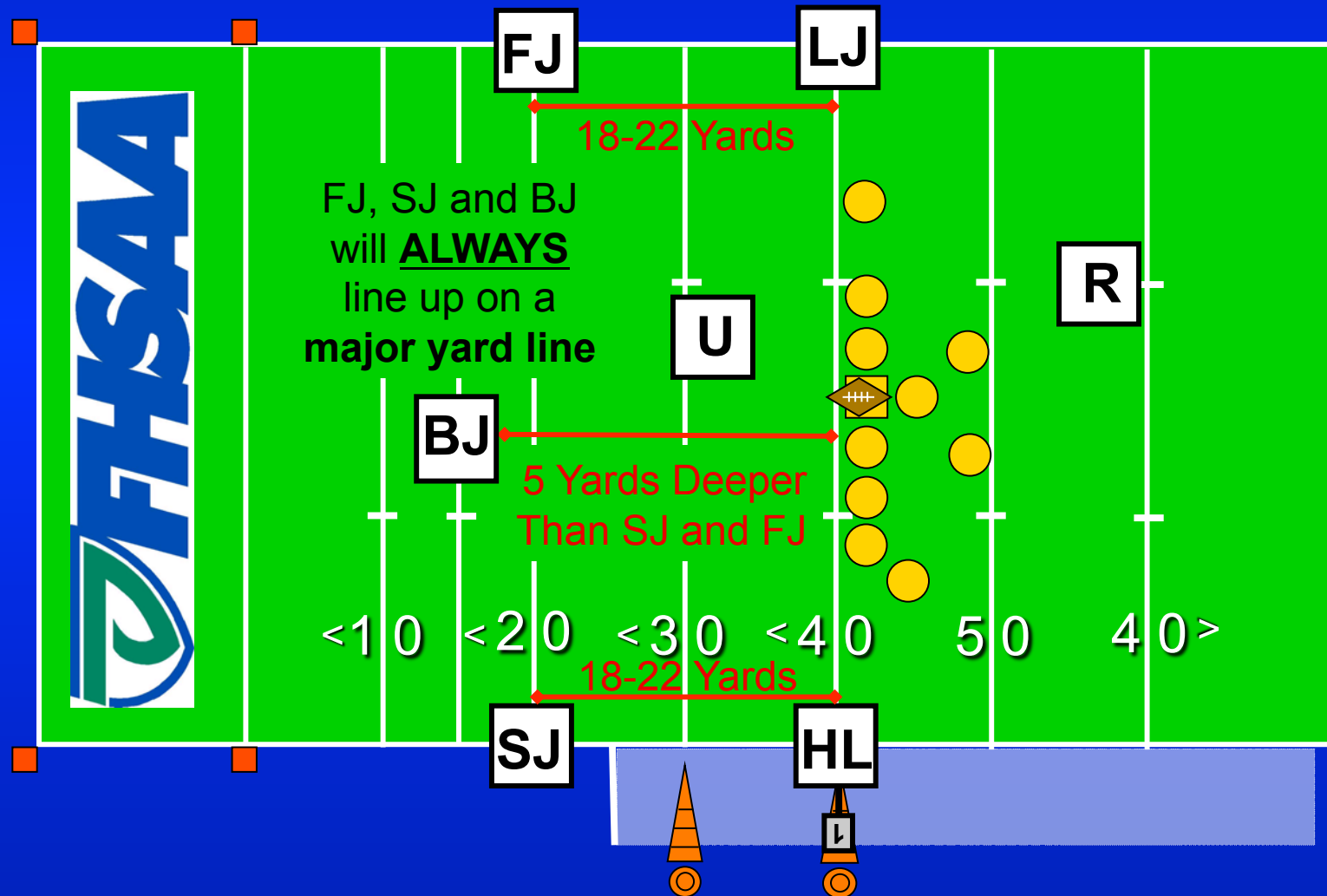


# Standard Play

## Standard Play Proper Positioning

Press Box

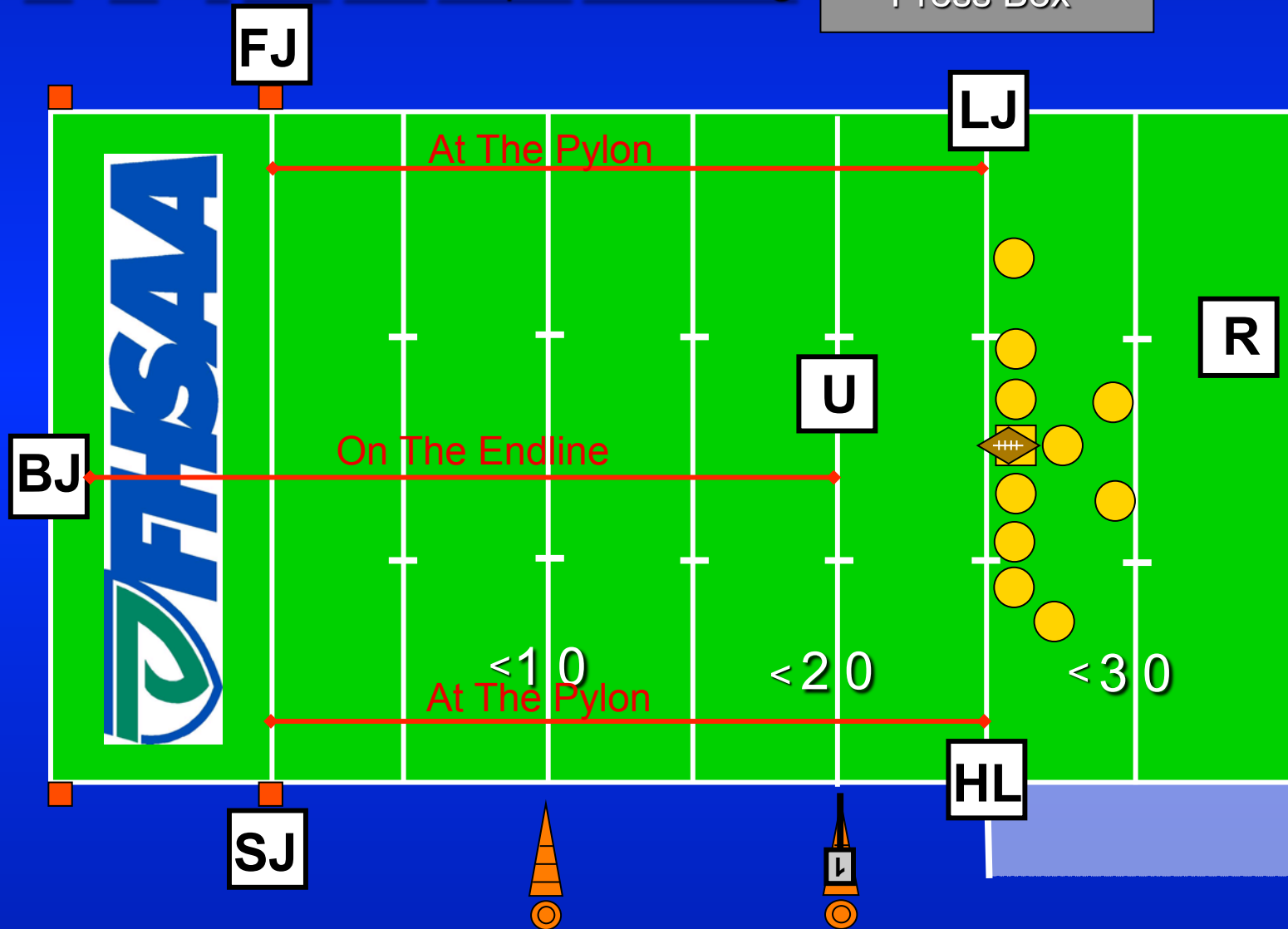
Score Board



# Inside The 25 / 20 Yard Line

25 / 20 – 5 Yard Line Proper Positioning

Press Box

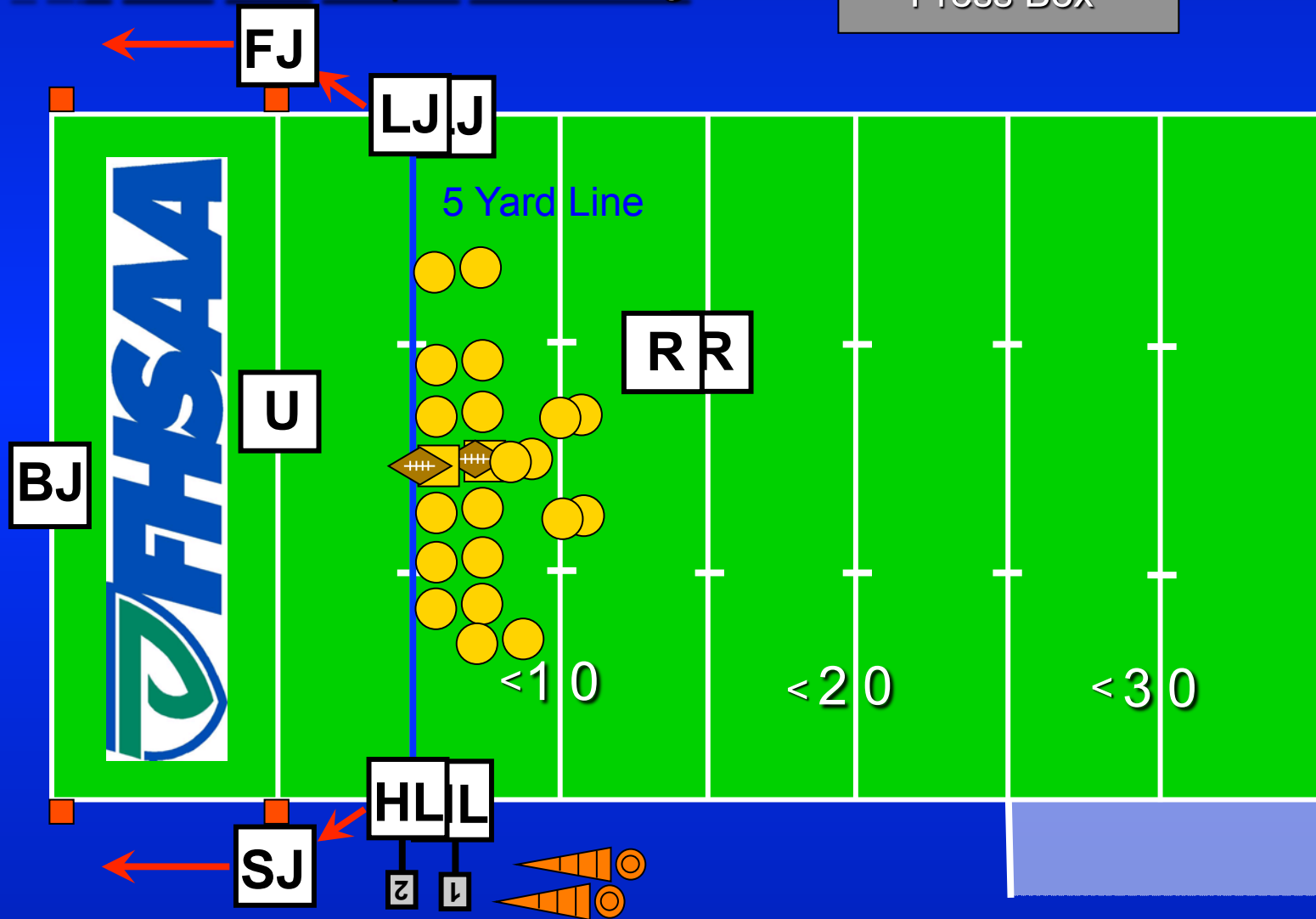


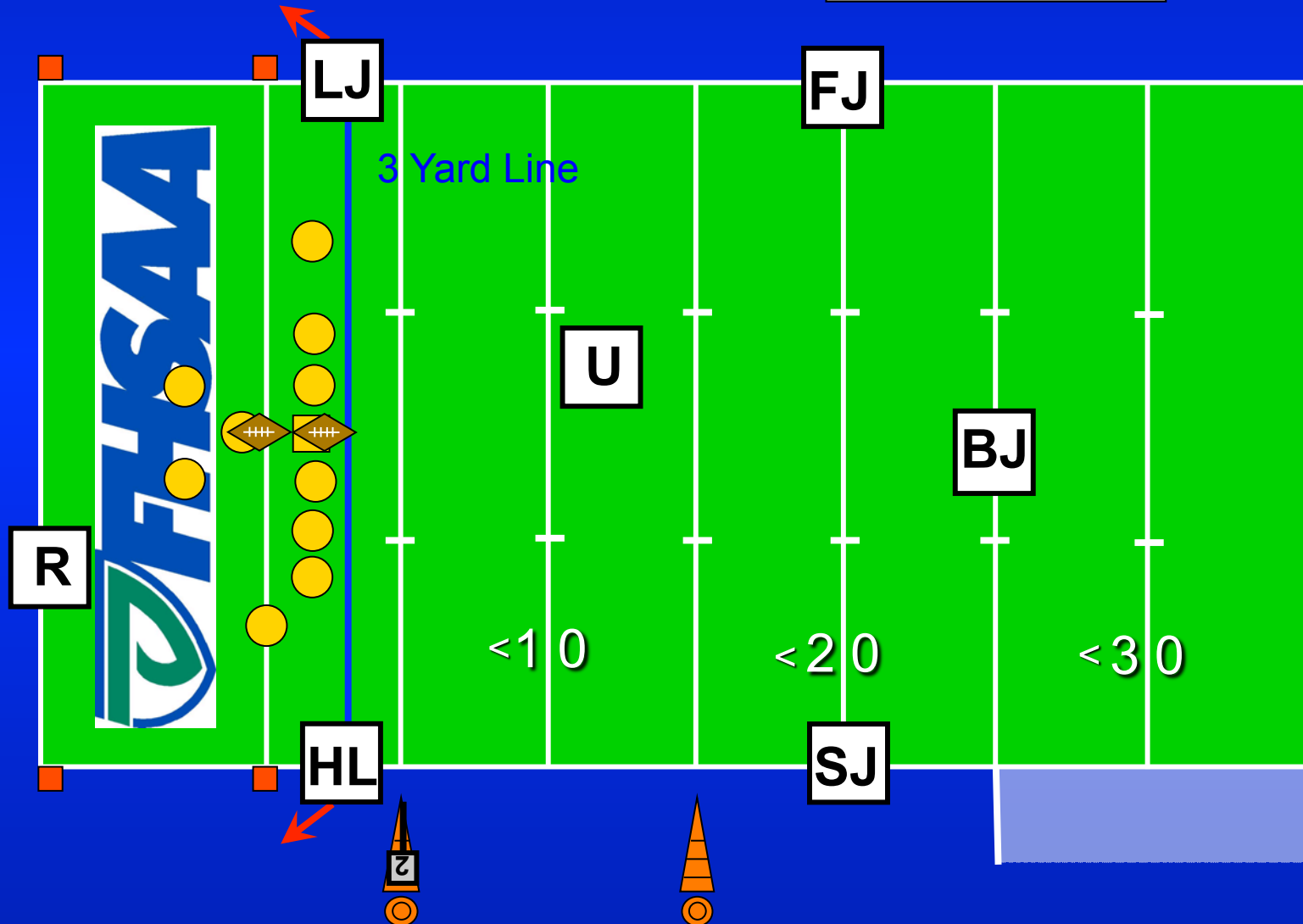


# Approaching The Goal Line

## 5 > 6 Yard Line Proper Positioning

## Press Box



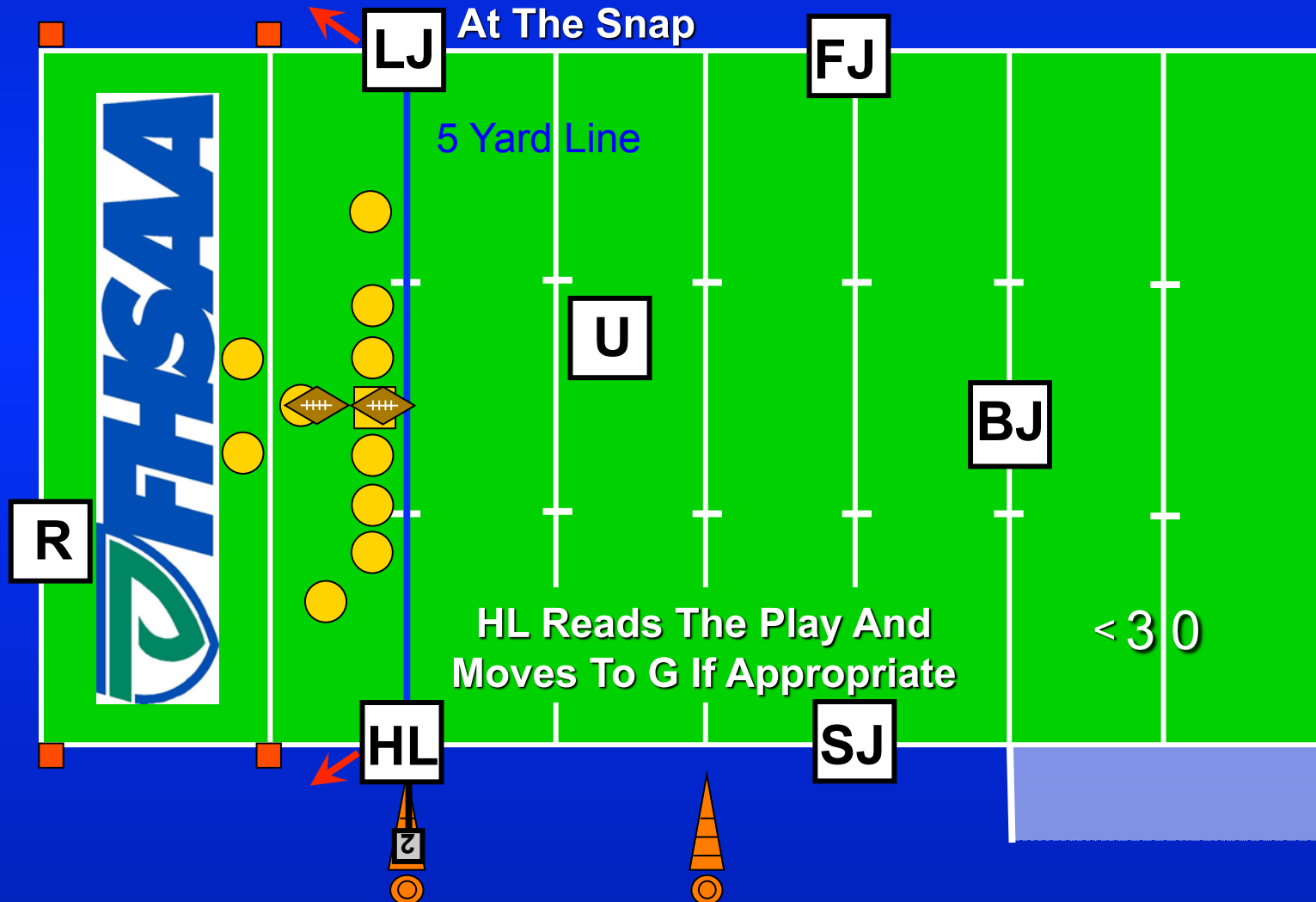


# Reverse Goal Line Mechanics 3 – 5

Reverse Goal Line Mechanics 3 to 5

Press Box

LJ Moves To G  
At The Snap



# Pre-Snap Duties

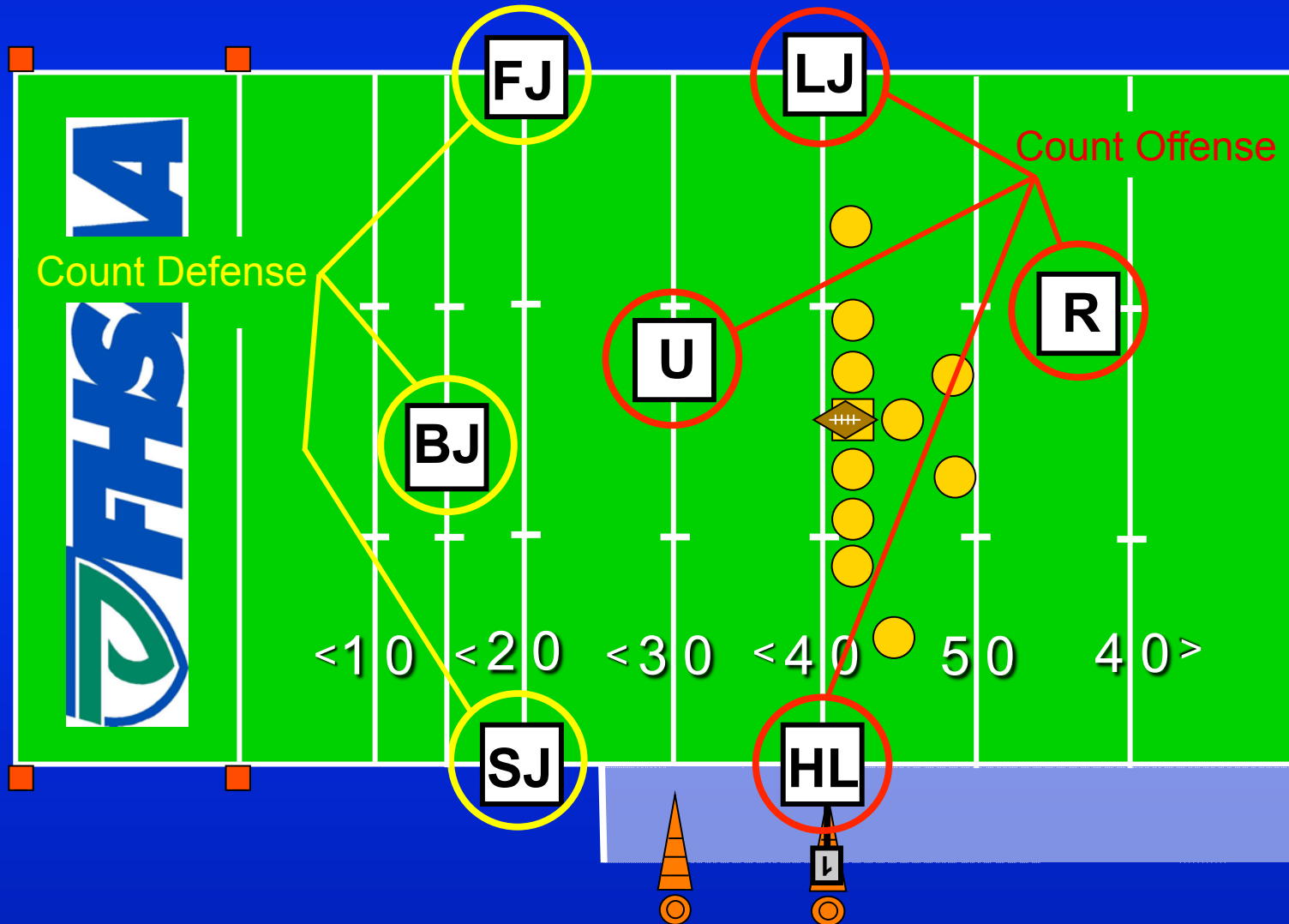
Counting

Press Box

Score Board

Count Defense

Count Offense

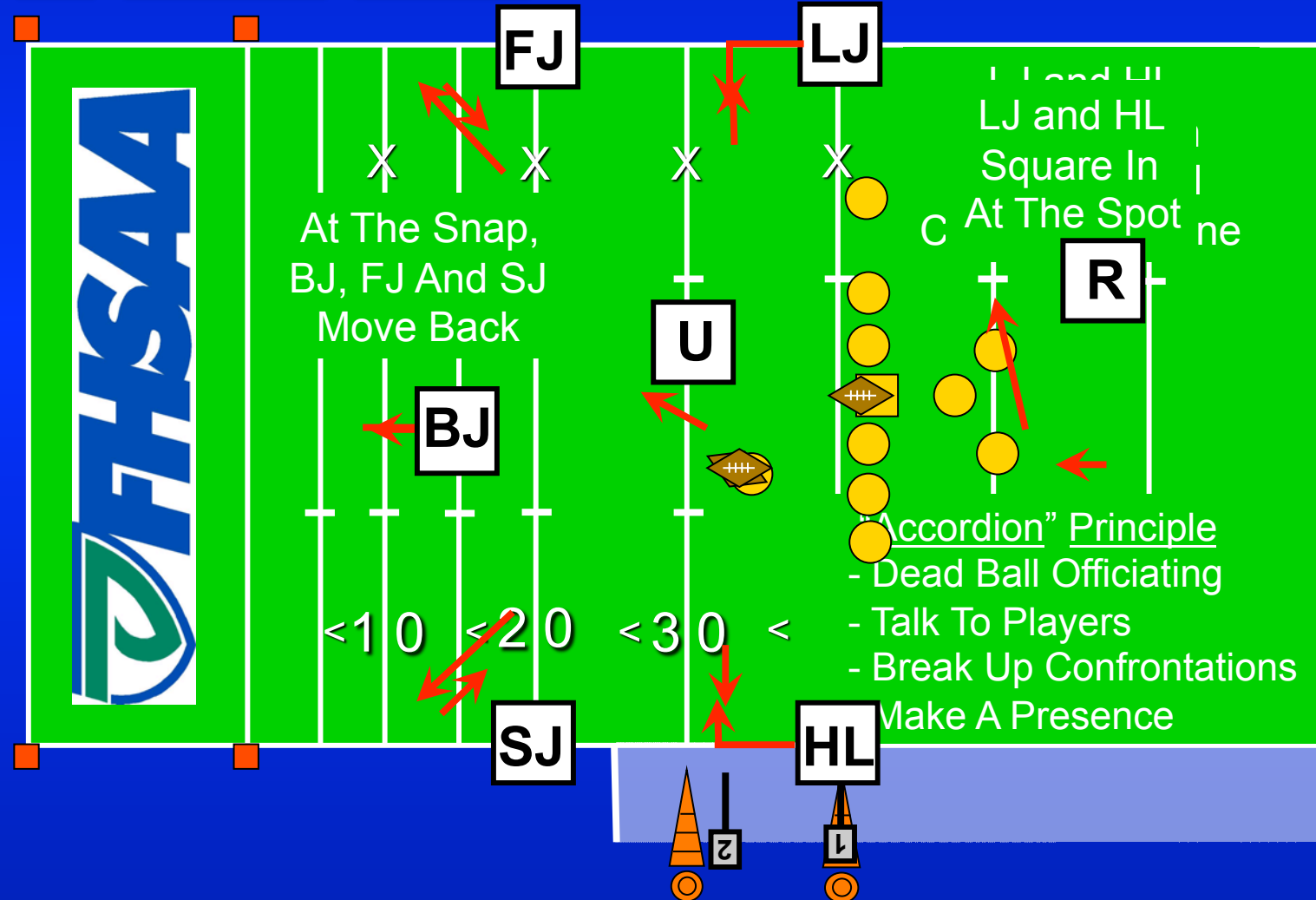


# Collapsing Box Coverage

Boxing The Play In  
The "Accordion" Principle

Press Box

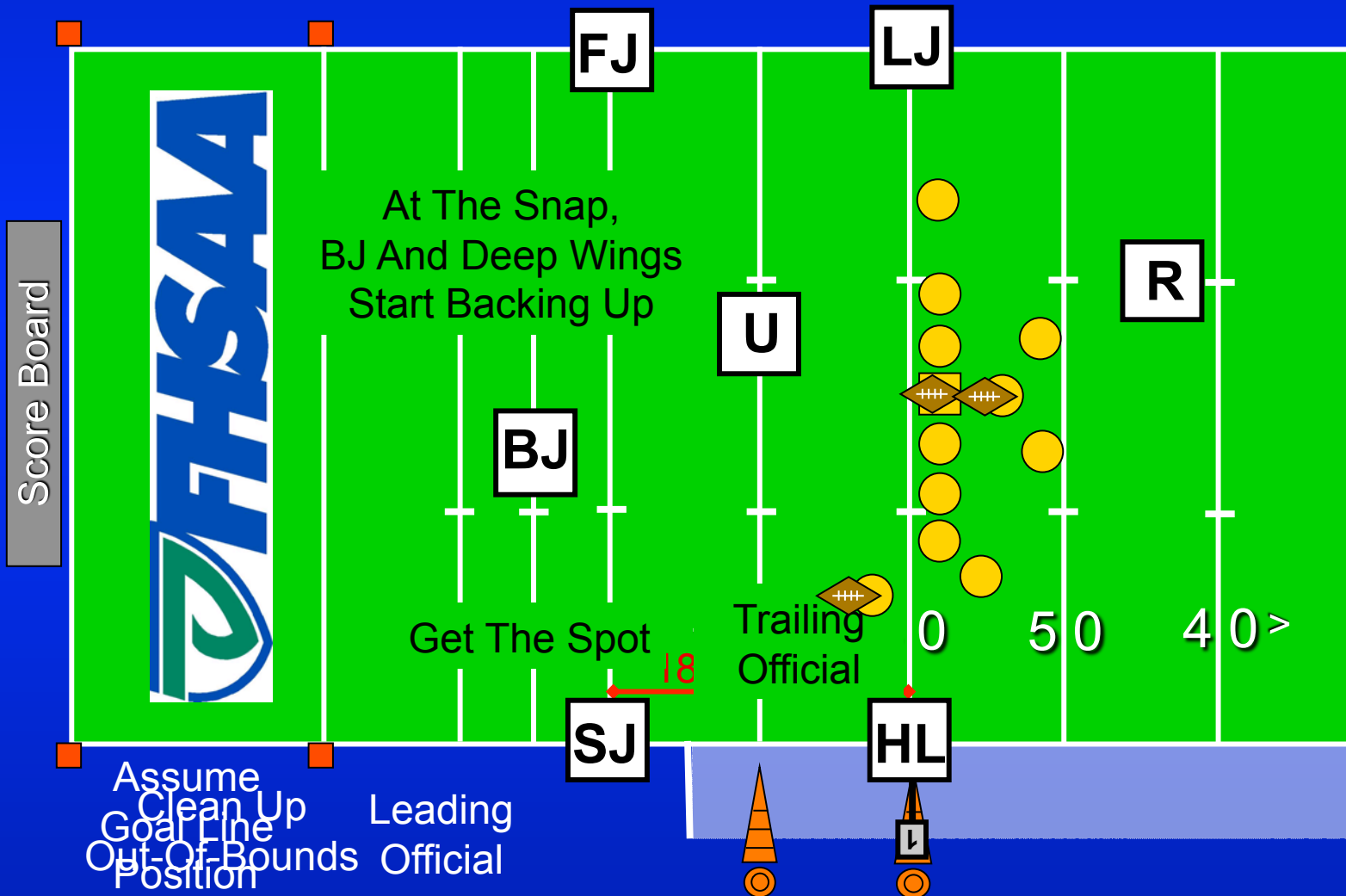
Score Board



# Long Run Down Sideline

Keep Relative Positioning

Press Box

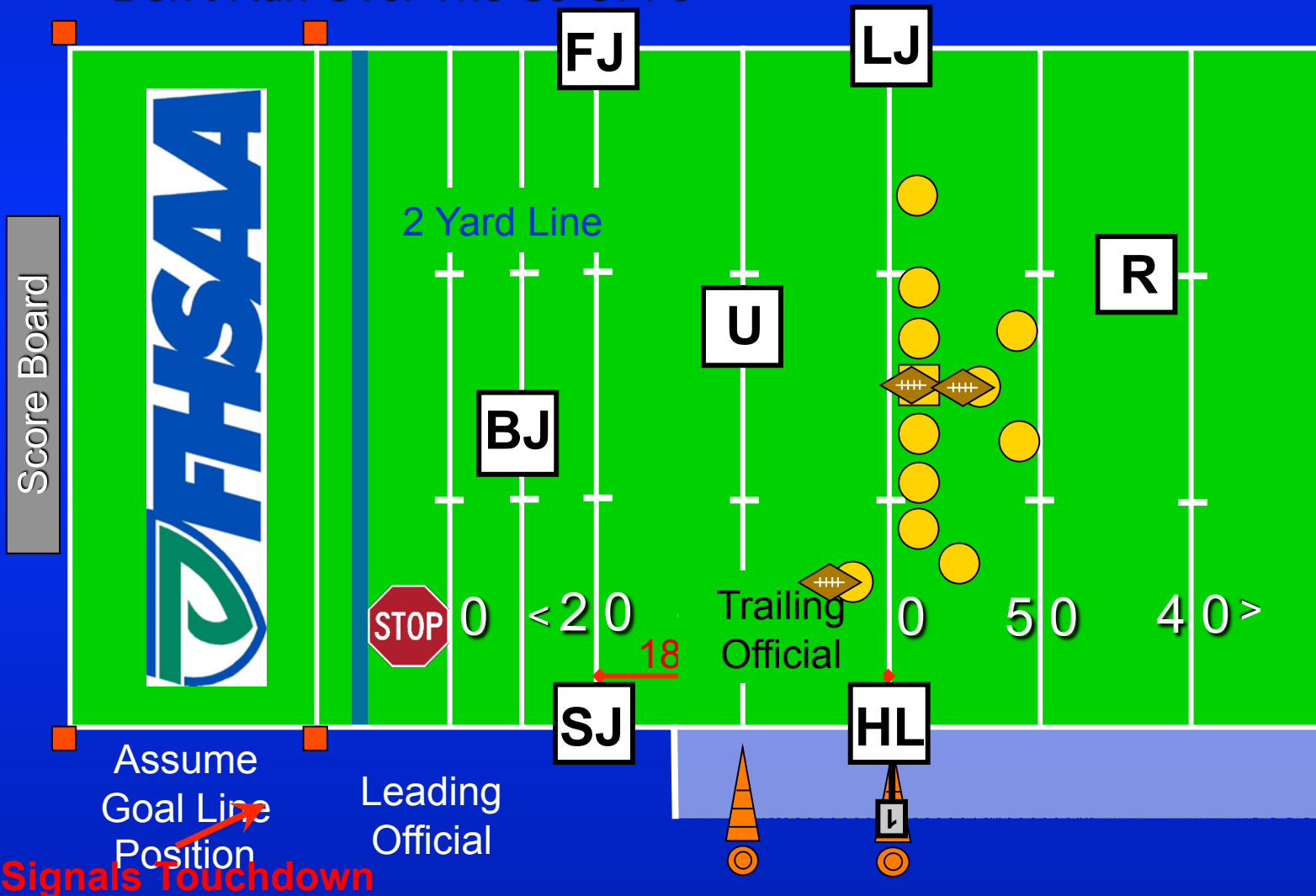




# Long Run Down Sideline

Keep Relative Positioning  
- Don't Run Over The SJ Or FJ

Press Box

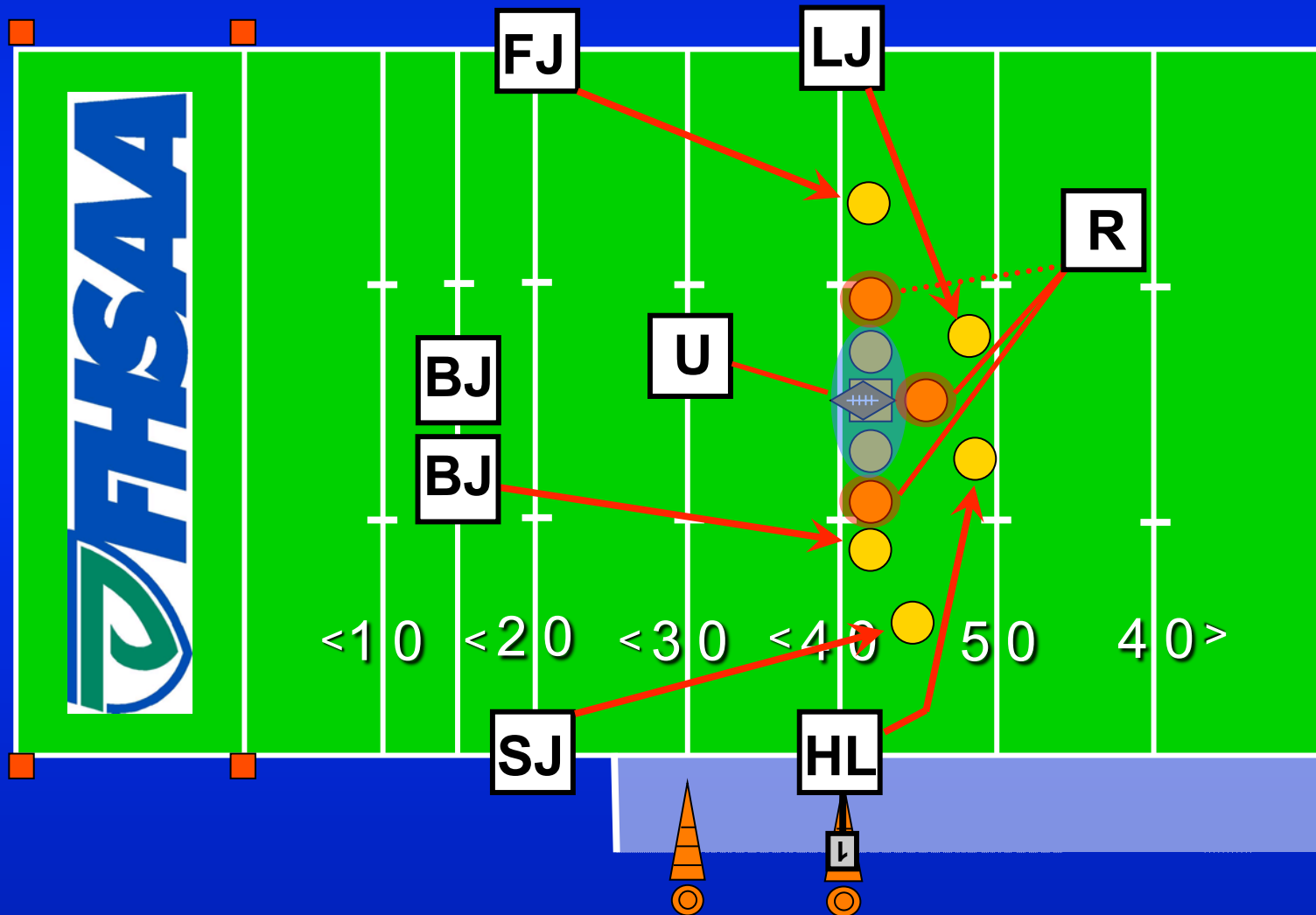


# Initial Keys

Pro Set

Press Box

Score Board

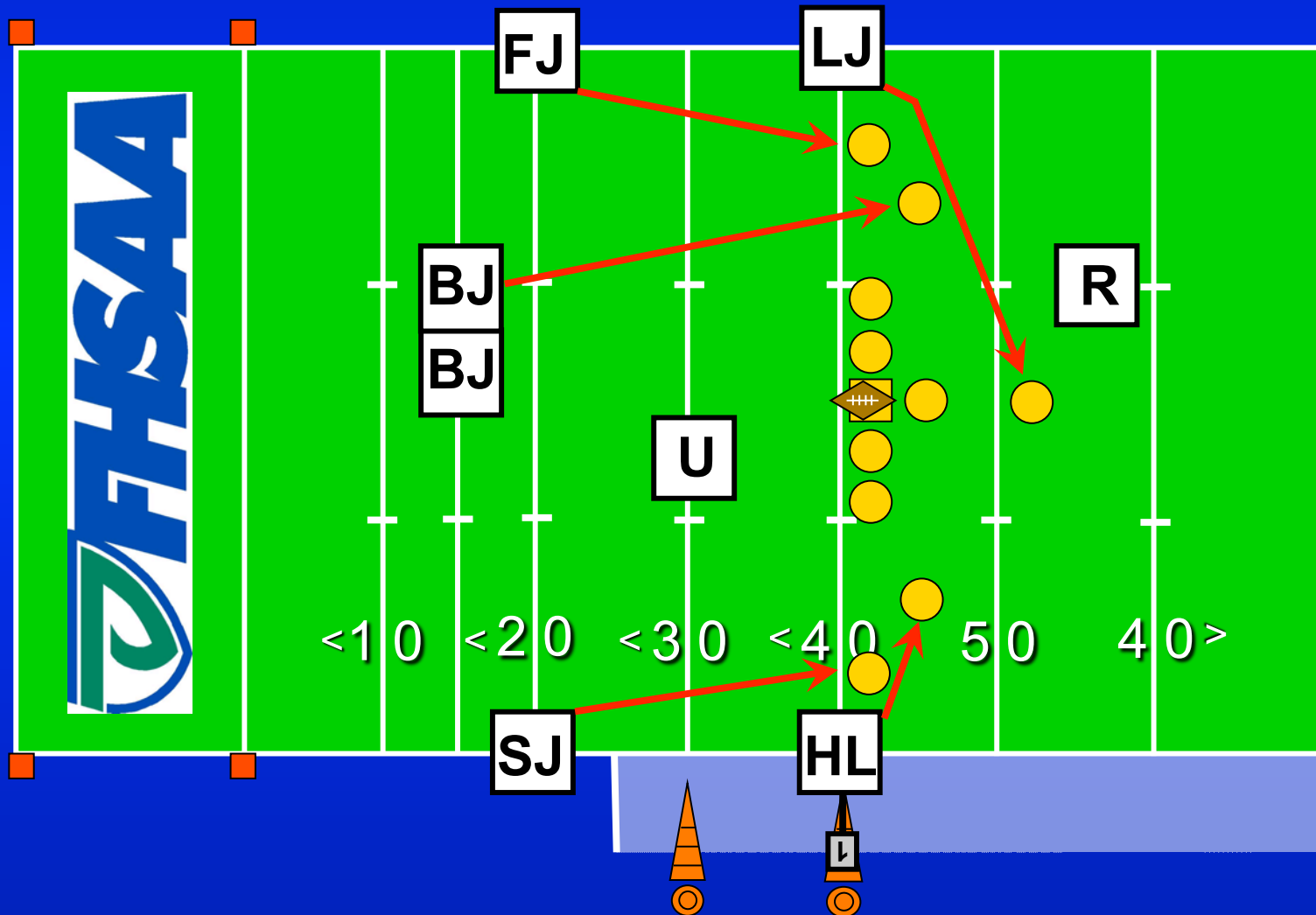


# Initial Keys

Double Wing

Press Box

Score Board

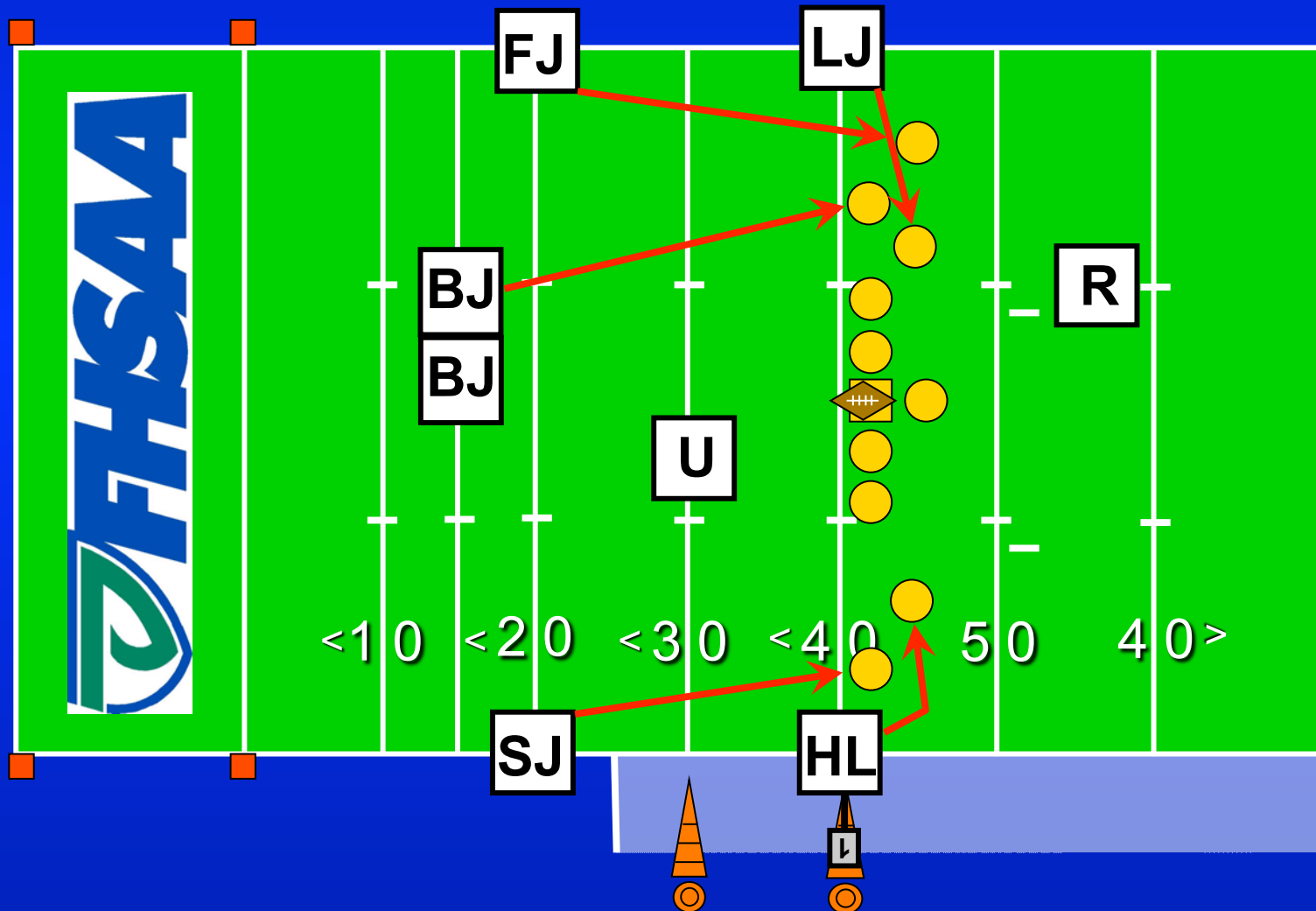


# Initial Keys

Trips Formation

Press Box

Score Board

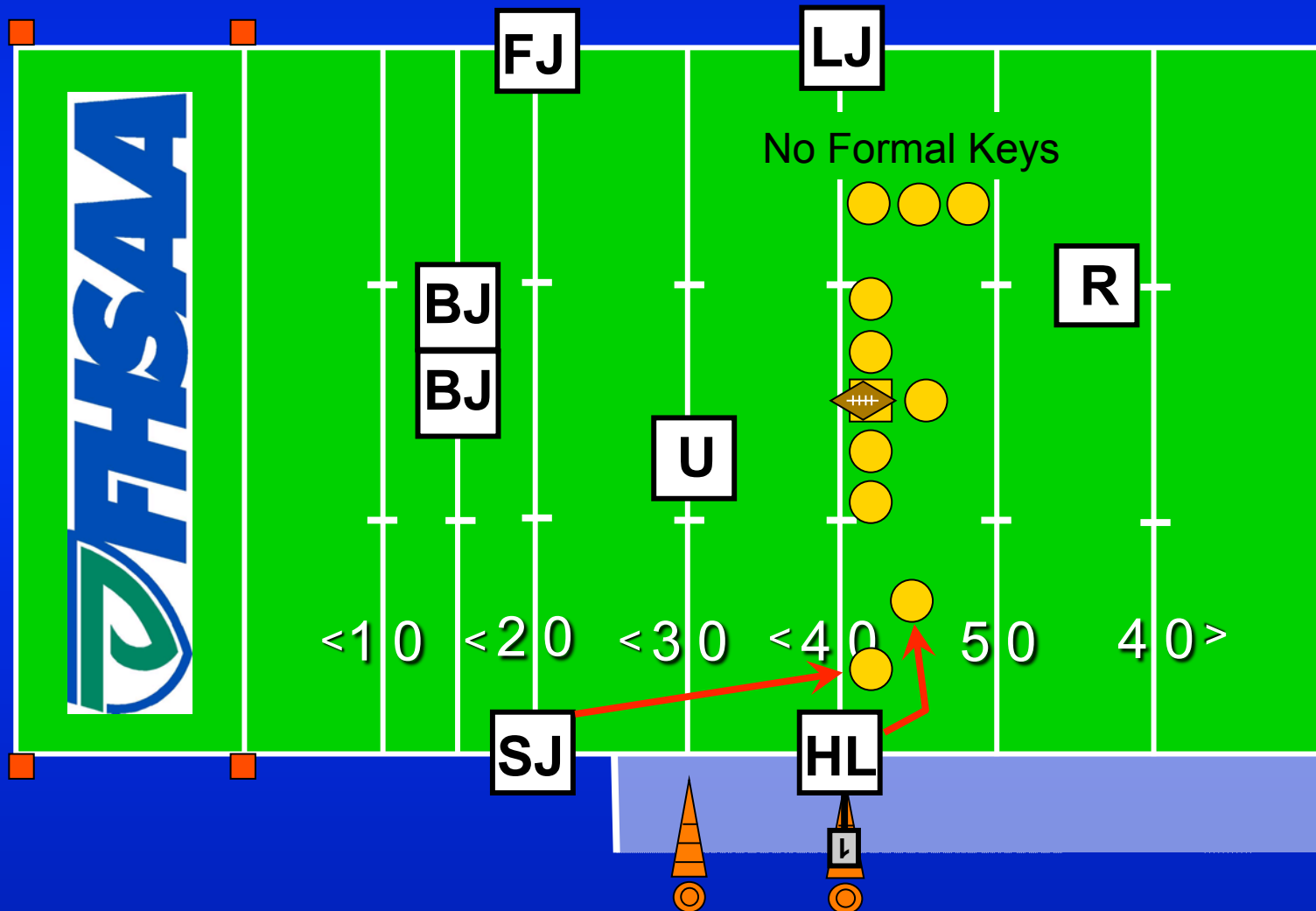


# Initial Keys

"Stacked" Formation

Press Box

Score Board

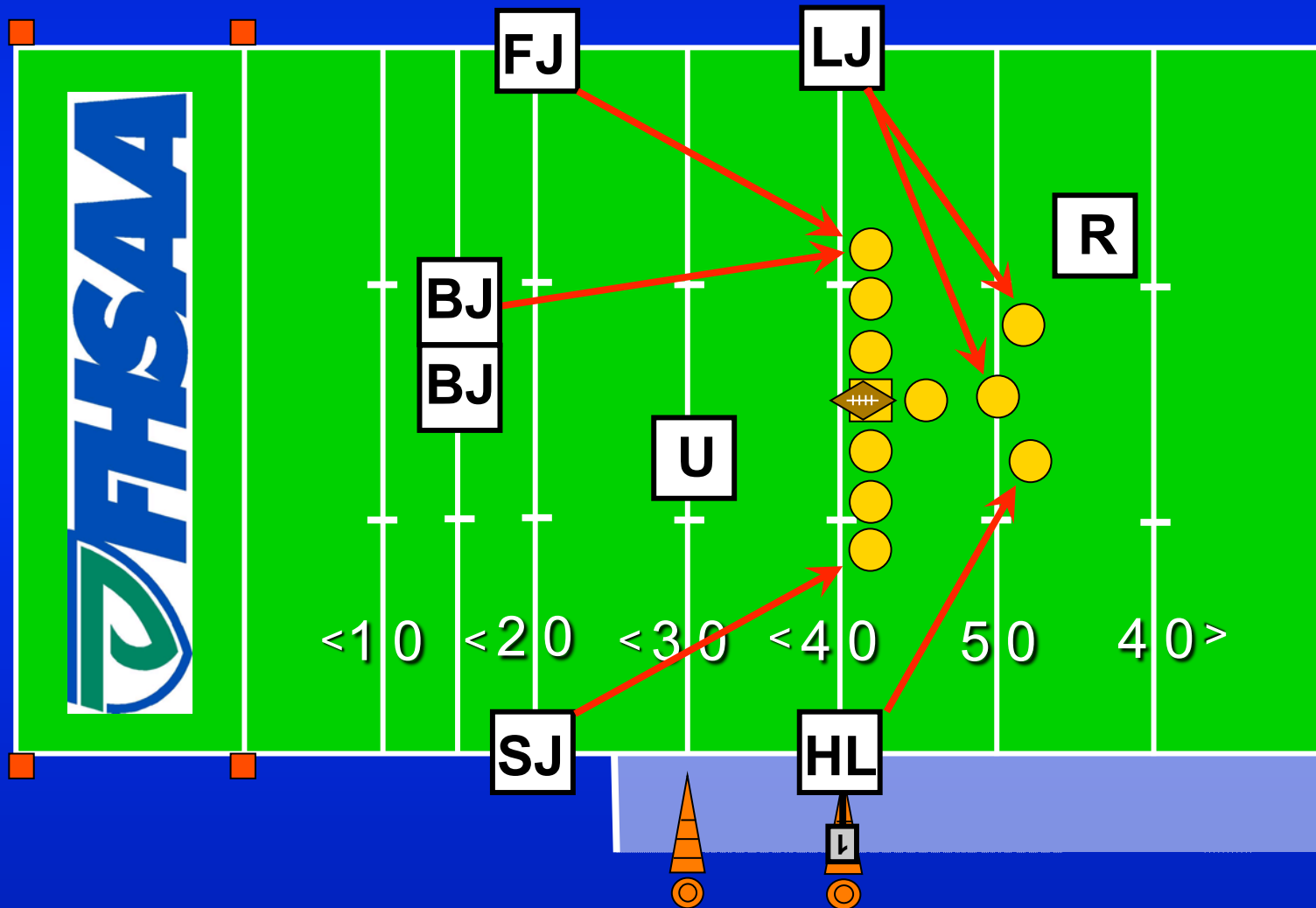


# Initial Keys

Double Tight End

Press Box

Score Board



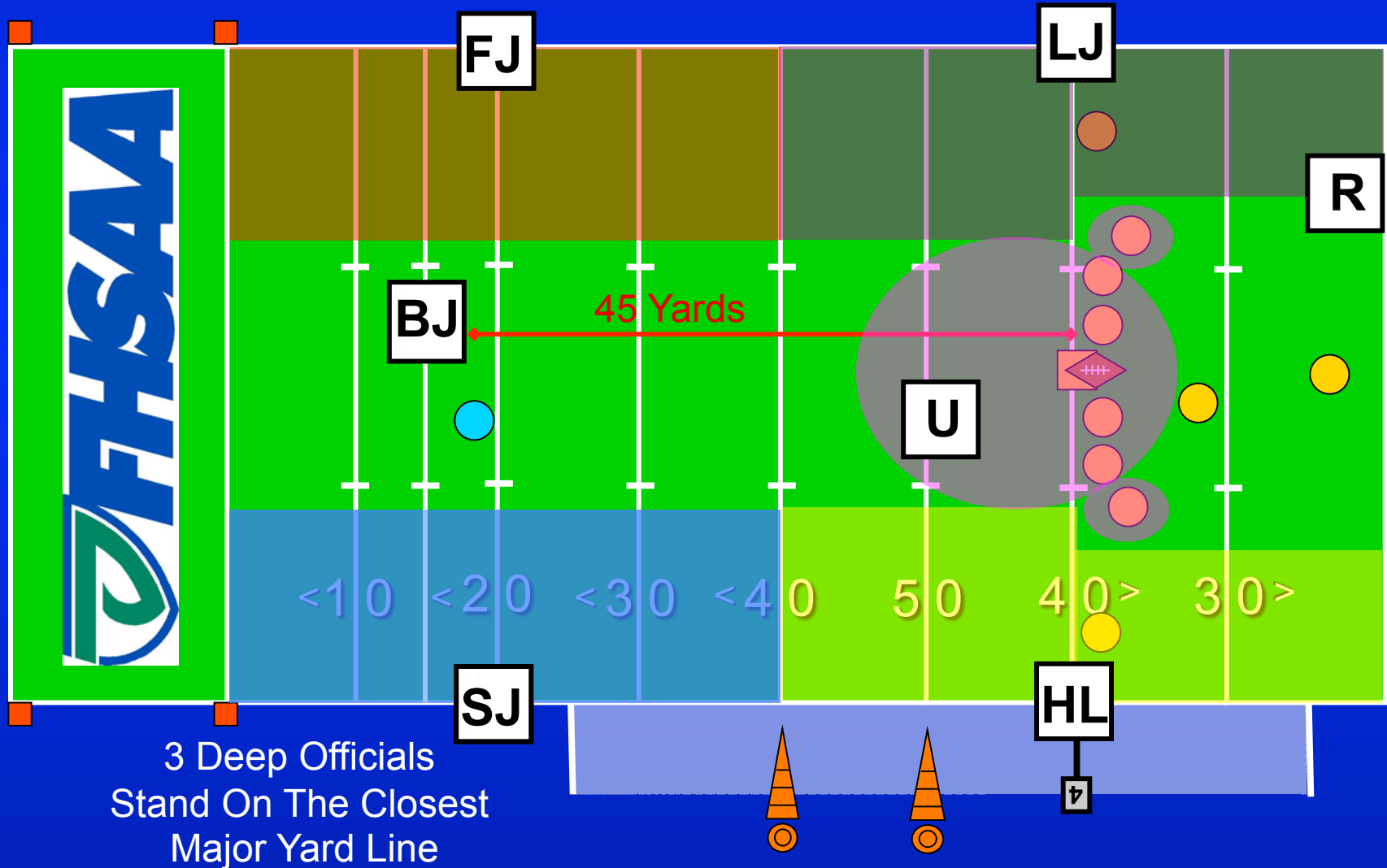


# Punt Mechanics

## Punt Proper Positioning

Press Box

Score Board



# "Reverse" Mechanics

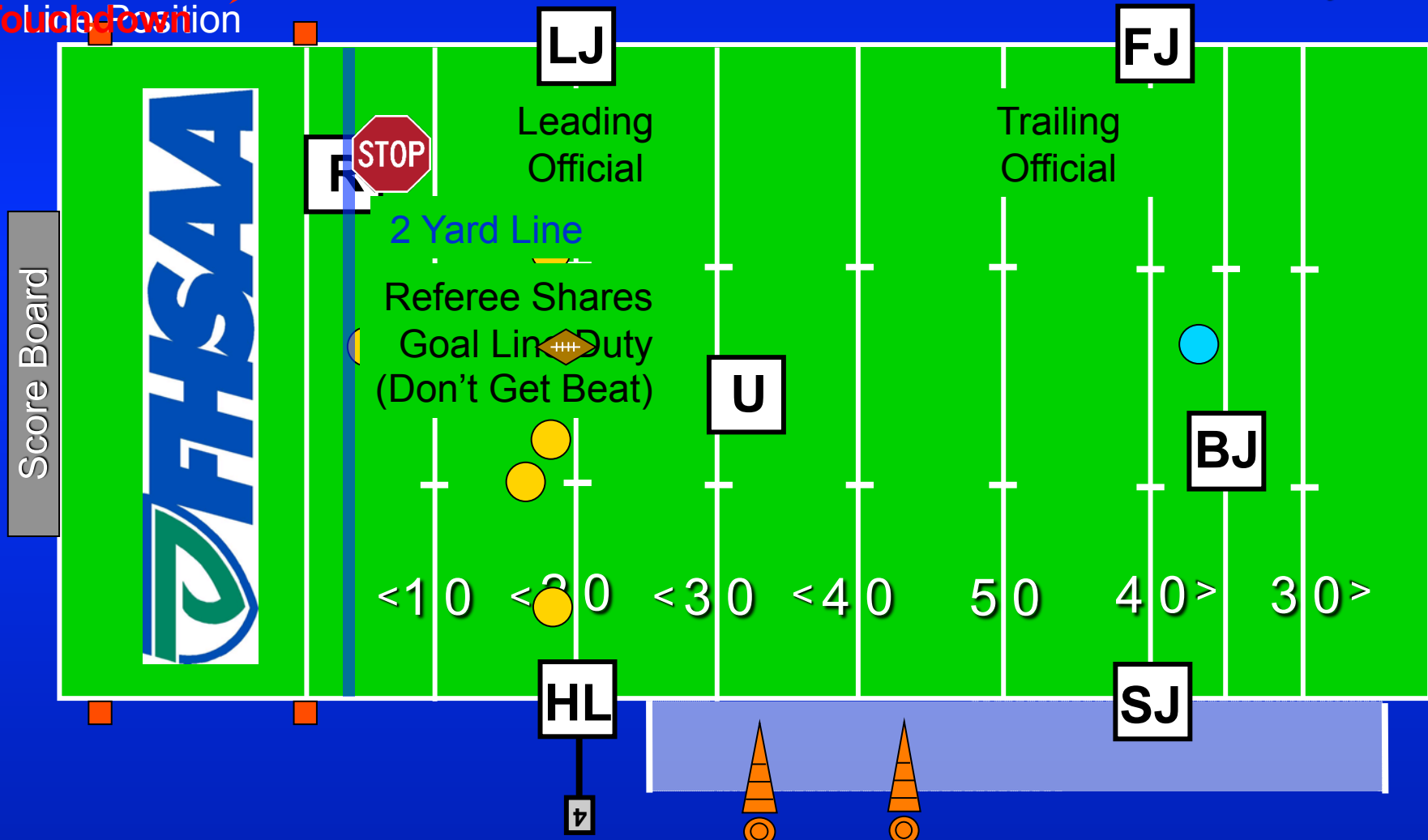
## Reverse Mechanics

- Occurs On Punt And Interception Returns, HL/SJ And LJ/FJ Duties Flip

Press Box

R Has Goal Line Duty

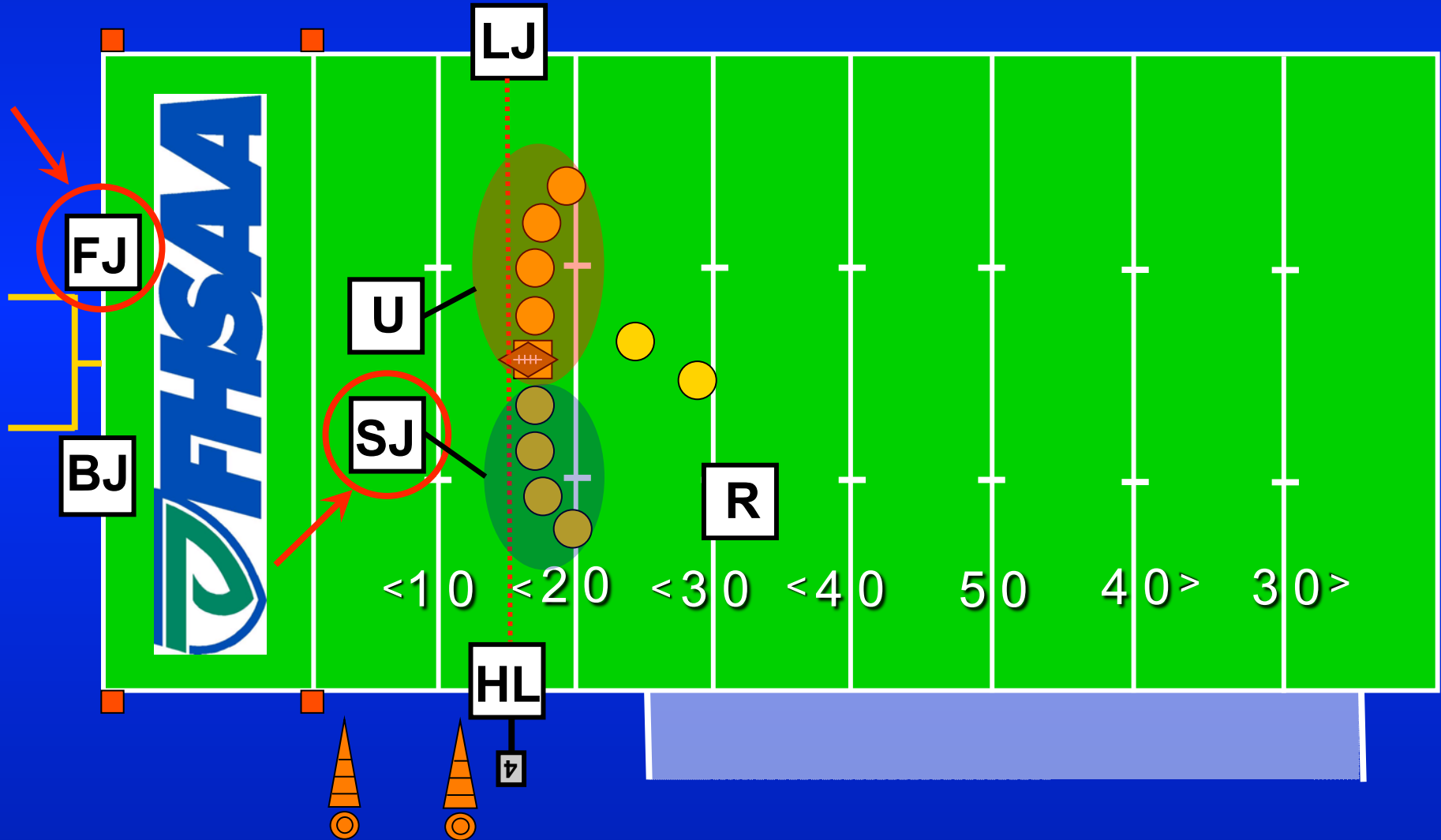
Signals Goal  
Touchdown



# FG And Try Mechanics

## FG And Try Proper Positioning

## Press Box



# Measurement Mechanics

Press Box

FJ

Field Judge  
Clears Players Away  
And Secures A New Ball  
If Appropriate



FJ



R

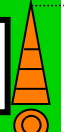
BJ

LJ



The Mechanics  
Of The Remaining  
Officials Are Exactly As  
In A NFHS 5 Man Crew

U



HL



4 0 >

3 0 >

2 0 >

1 0 >



SJ

Side Judge  
Takes Charge  
Of The Box



SJ



HL

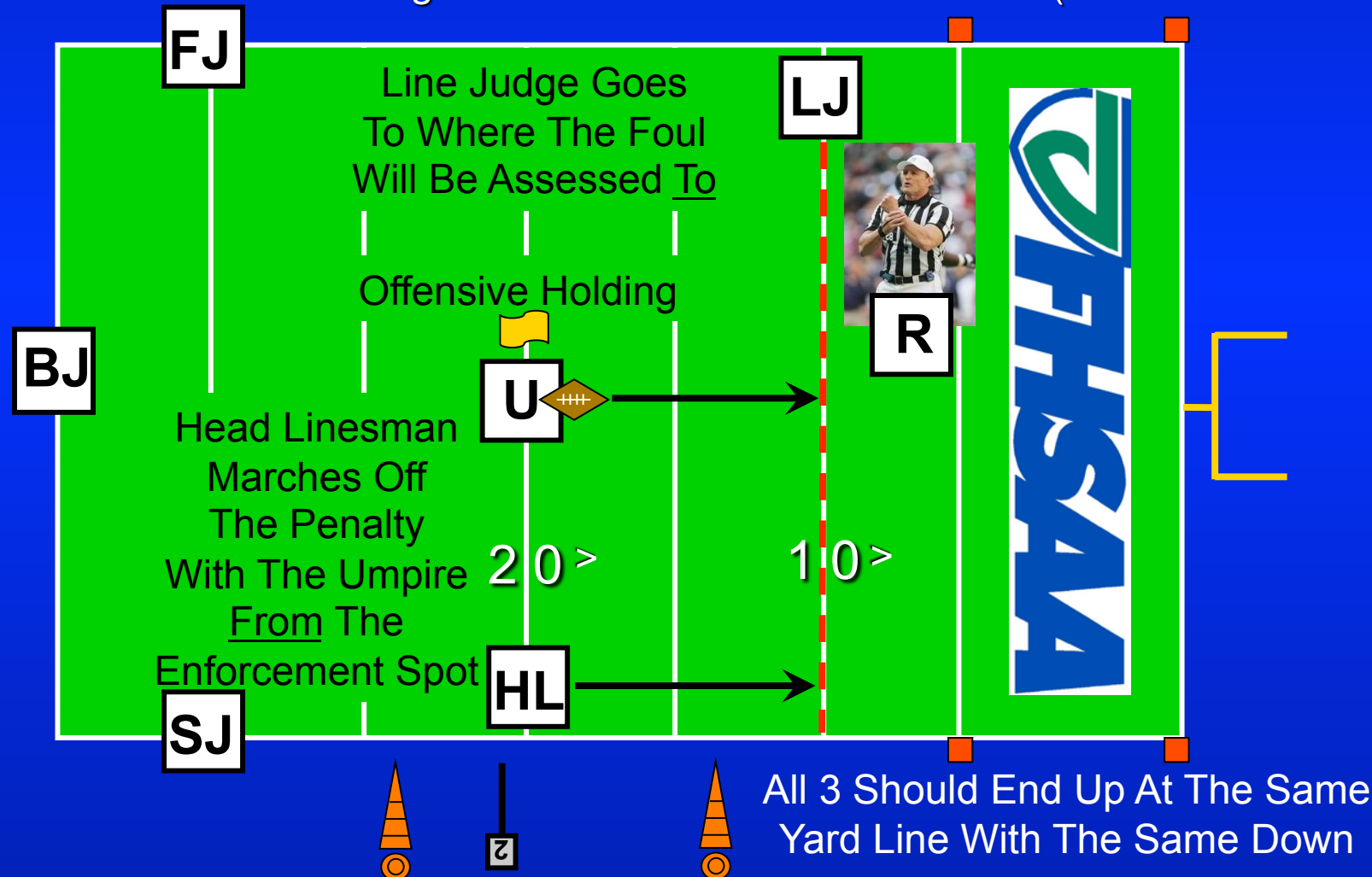


# Penalty Enforcement Mechanics

## Penalty Enforcement

- Checks And Balances (Opposite From NFHS)
- CCA Holds The Official Calling The Foul Primarily Responsible For Making Sure The Enforcement Is Correct (Whole Crew Really Is)

# Press Box



# During Game Responsibilities

## Side Judge

**SJ**

- Deals with all issues involving the game clock
  - Keeps the time on the field if the scoreboard malfunctions
  - Alerts the Referee of timing errors

## Side Judge And Field Judge

**SJ FJ**

- During time outs, take charge of instructing the teams to return to the field at the 15 seconds to ready-for-play whistle by the BJ
- Take chief responsibility for communicating penalty information, time outs remaining, game developments, etc. to the head coach
- Acts as the apprentice to the HL or LJ and assists them whenever possible
- Help with ball rotation, those coming out from the BJ and those going in to the U

# Odds And Ends

## CCA 7 Man Mechanics – Sort Of

- Use the positioning, coverage mechanics, keys, etc.
- Ignore the sections of the book obviously addressing NCAA mechanics such as throwing your hat when players go out of bounds, the 40 second clock, etc.
- Ignore the CCA “if in doubts”, they are opposite from the NFHS ones because they have instant replay to fix their mistakes while we don’t
- It’s only the mechanics, not the rules we are borrowing – it’s still NFHS rules

## Official Conferences

- We now have 7, rather than 5 different opinions and views
- Conference when you need to, otherwise keep your distance and positions
- Numerous conferences make it look like you don’t know what’s going on

# Microphone Mechanics

## Sounding And Looking Professional

- Practice, practice, practice
  - Say the words even in games you don't have a microphone on you
- Face the press box and STAND STILL
- There is no need to yell, that's why you have a microphone
- Speak in a conversational and unhurried tone
- Be informative and concise, but not ridiculously brief
- "Rehearse" with the Umpire to know you have all the information before making a formal announcement (foul, down,  $\frac{1}{2}$  the distance, etc.)
- Basic information includes:
  - Foul
  - Offense or defense / Kicking team or receiving team
  - Yardage of the penalty
  - Down
- Use "Prior to the snap" or "After the conclusion of the play" rather than "Dead ball"
- Never say the number of the player or the player's position, but when necessary you can say vaguely "the player involved"