

## 7-Man Kick Off Mechanics Change Proposal

### Referee

- A. Assume a starting position in the middle of the field behind the deepest receiver (usually GL or 2 yards deep in end zone).
- B. Count R and confirm with the H and L.
- C. Once the U indicates the other officials and players are ready, sound your whistle and give the ready for play signal.
- D. You are responsible for the end line. Be alert for a touchback or a kick beyond the end line.
- E. You are responsible for play clock and for knowing if K has at least four players on both sides of the kicker when the ball is kicked.
- F. Move laterally to be in position to see action at the point of attack. Be alert to a handoff or reverse.

### Umpire

- A. Starting position is on the VISITORS sideline on K's restraining line.
- B. Count K and confirm with the BJ.
- C. Confirm Front 4 Officials are ready.
- D. Raise your arm to signal the R Officials are ready.
- E. You are responsible for clearing your sideline to K's end line.
- F. Umpire keys on K's players #4 and #5 from his sideline and observes action on the kicker (see diagram).
- G. Ensure K's players are within 5 yards of their restraining line.
- H. Once the ball is kicked, move between the numbers and the hash marks moving down field no more than 8-10 yards.
- I. Observe action mainly toward the center of the field, observing off-ball action.
- J. If kick is to opposite side, move to the hash marks and observe action mainly toward the center of the field, observing off-ball action.
- K. As play moves toward you backpedal U has goal line responsibility with side officials and BJ.

**Note:** K's players #1 are not accounted for in the keys as he normally is not threatened until he reaches the Head Linesman or Line Judge's zone (see diagram).

### Linesman

- A. Starting position is on the sideline opposite the press box at R's goal line. You have goal line and pylon responsibility. Stay at the goal line until it is no longer threatened.
- B. Count the receiving team and confirm with R. Signal accordingly for less than/greater than/or equal to 11 players. You are secondary for knowing if K has at least four players on both sides of the kicker.
- C. **Key on the gunner (widest player of K) on your side of the field**
- D. Wind the clock when the ball is legally touched in the field of play, unless the ball is caught or recovered by a player who is legally down.
- E. When the runner is on your side of the field, you are responsible for blocks at the point of attack and the runner.
- F. When you do not have the ball, take a position to observe blocks on the backside of the runner.
- G. L has spot up to 35-yard line. (*CCA Mechanic GL-1yard line*)
- H. IF long return develops you are cleaning up with R.

## 7-Man Kick Off Mechanics.

### Line Judge

- A. Starting position is on the sideline on the press box side at R's goal line. You have goal line and pylon responsibility. Stay at the goal line until it is no longer threatened.
- B. Count the receiving team and confirm with R. Signal accordingly for less than/greater than/or equal to 11 players. You are secondary for knowing if K has at least four players on both sides of the kicker.
- C. **Key on the gunner (widest player of K) on your side of the field**
- D. Wind the clock when the ball is legally touched in the field of play, unless the ball is caught or recovered by a player who is legally down.
- E. When the runner is on your side of the field, you are responsible for blocks at the point of attack and the runner.
- F. When you do not have the ball, take a position to observe blocks on the backside of the runner.
- G. LJ has spot up to 35-yard line. *(CCA Mechanic GL-1yard line)*
- H. IF long return develops you are cleaning up with R.

### Field Judge

- A. Starting position is on the sideline on the press box side on R's restraining line.
- B. Assist in clearing your sideline.
- C. Field Judge keys on K's players #2 and #3 on his side of the field (see diagram).
- D. You must know if the ball was kicked into the ground.
- E. After the members of the kicking team have passed by, move no more than 10 yards toward R's goal line to provide better coverage in the critical area where contact occurs between the kicking and the receiving team.
- F. You have sideline coverage and spot from R's 40 to K's goal line on a runback. *(CCA FJ is ahead of play keeping play boxed in. Spot: 1yard Line to GL)*

**Note:** K's players #1 are not accounted for in the keys as he normally is not threatened until he reaches the Head Linesman or Line Judge's zone (see diagram).

### Side Judge

- A. Starting position is on the sideline opposite the press box on R's restraining line.
- B. Assist in clearing your sideline.
- C. Side Judge keys on K's players #2 and #3 on his side of the field (see diagram).
- D. You must know if the ball was kicked into the ground.
- E. After the members of the kicking team have passed by, move no more than 10 yards toward R's goal line to provide better coverage in the critical area where contact occurs between the kicking and the receiving team.
- G. You have sideline coverage spot from R's 40 to K's goal line on a runback. *(CCA SJ is ahead of play keeping play boxed in. Spot: 1yard Line to GL)*

**Note:** K's players #1 are not accounted for in the keys as he normally is not threatened until he reaches the Head Linesman or Line Judge's zone (see diagram).

## **7-Man Kick Off Mechanics Cont.**

### **Back Judge**

- A. Count K and confirm with the U. Hand the ball to the kicker and move to your starting position at the sideline on the home side on K's restraining line.
- B. You are responsible for clearing your sideline to K's end line.
- C. Back Judge keys on K's players #4 and #5 from his sideline and observes action on the kicker (see diagram).
- D. Ensure K's players are within 5 yards of their restraining line. Watch illegal action on the kicker.
- E. Once the ball is kicked, move between the numbers and the hash marks moving down field no more than 8-10 yards.
- F. Observe action mainly toward the center of the field, observing off-ball action.
- G. If kick is to opposite side, move to the hash marks and observe action mainly toward the center of the field, observing off-ball action.
- H. As play moves toward you backpedal U has goal line responsibility with side officials and BJ.

**Note:** K's players #1 are not accounted for in the keys as he normally is not the threatened until he reaches the Head Linesman or Line Judge's zone (see diagram).

### **NOTES:**

6-man mechanics R is now on the GL pylon Home Side. LJ to R's free kick line would take #2 and #3 on his side.

Bunch Kick Formation- Front line FJ and SJ take the inside players on their side. BJ and U take back line.

Unbalanced line. BJ or U take the 6<sup>th</sup> man on the opposite side.

Zones should remain close to the same.

New Mechanics should help with:

- Better vision / coverage of blocks in the middle.
- players going out of bounds and re-entering.
- Eliminate the habit of watching the return.

### **Questions:**

Spot Responsibility, discussion has been talked about in general meetings. CCA HL & LJ have spot GL- 1yard line. Keeping play boxed in at all time.



