



2011

Collegiate Commissioners Association
Football
7 Man Mechanics

2011 CCA Mechanics Changes

Keys For “Stacked Receivers” Clarified

- When multiple receivers are “stacked” one directly behind the other out wide in a formation, there are no formal keys assigned. Once the ball is snapped, officials will pick up the receivers as they move into their coverage zone.

2010 CCA Mechanics Changes

Head Linesman Moves Downfield Upon Reading A Pass



- When the Head Linesman reads a pass, he should move slowly and deliberately beyond the line of scrimmage to maintain focus on the receivers in his coverage area. Rarely will this drift downfield be more than 5 yards prior to the pass being thrown.

2009 CCA Mechanics Changes

No 2nd Half Meeting Of The Captains

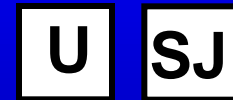
- Captains will no longer meet at mid-field to start the second half. The decision of which direction the kickoff will occur shall be obtained from the head coach either prior to the end of the 1st half or during the mandated 3 minute warm up prior to the start of the 2nd half.

Umpire Positioning



- 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.

Side Judge And Umpire Positioning On Scoring Kicks



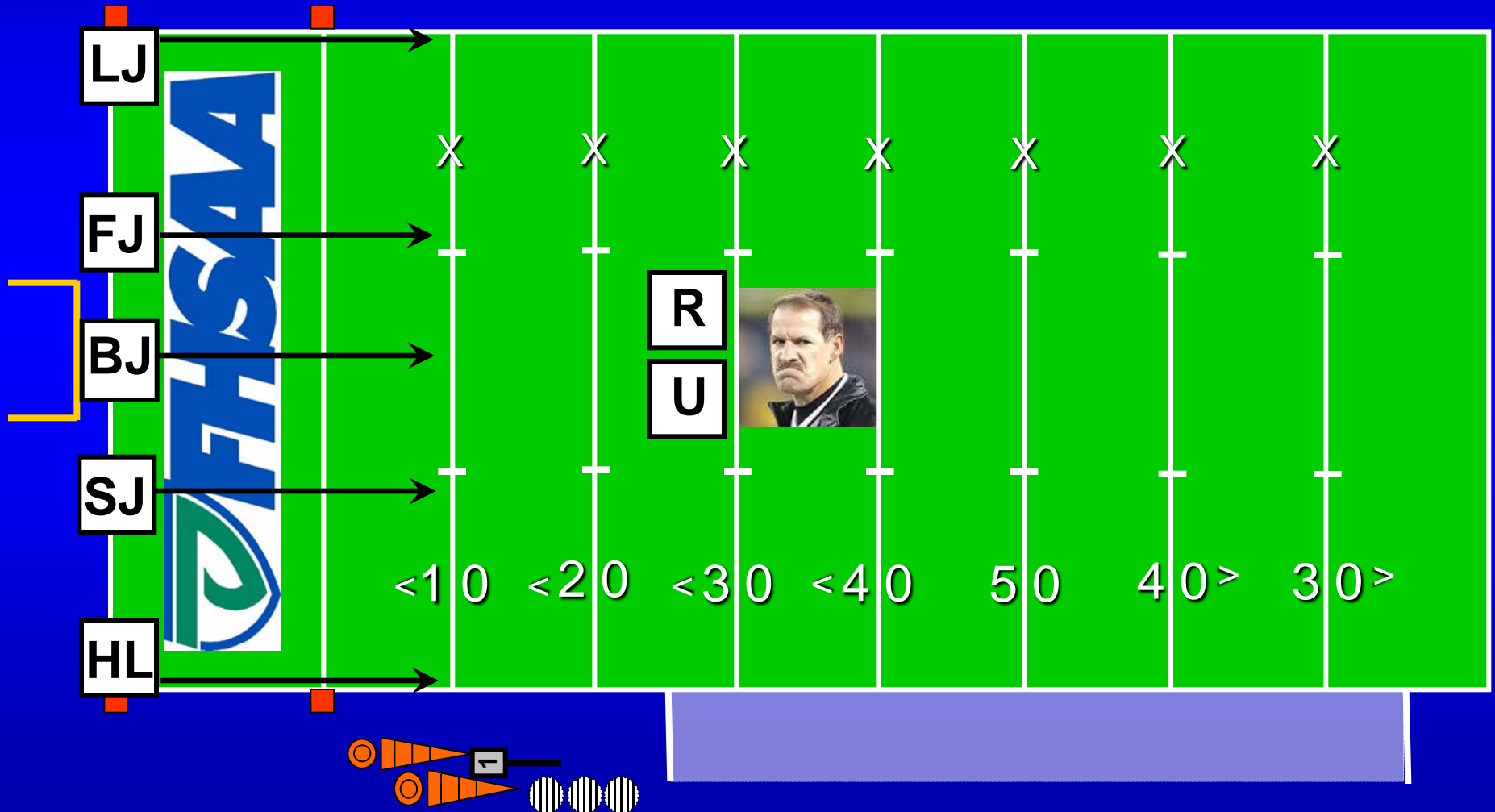
- When a “double Umpire” is used on scoring kicks, the starting position for the Umpire and Side Judge is generally 5 – 7 yards (but not more than 8 yards) from the line of scrimmage.

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 1st 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.

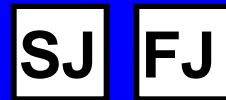
Pregame

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)

Side Judge And Field Judge

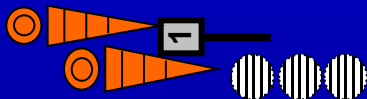
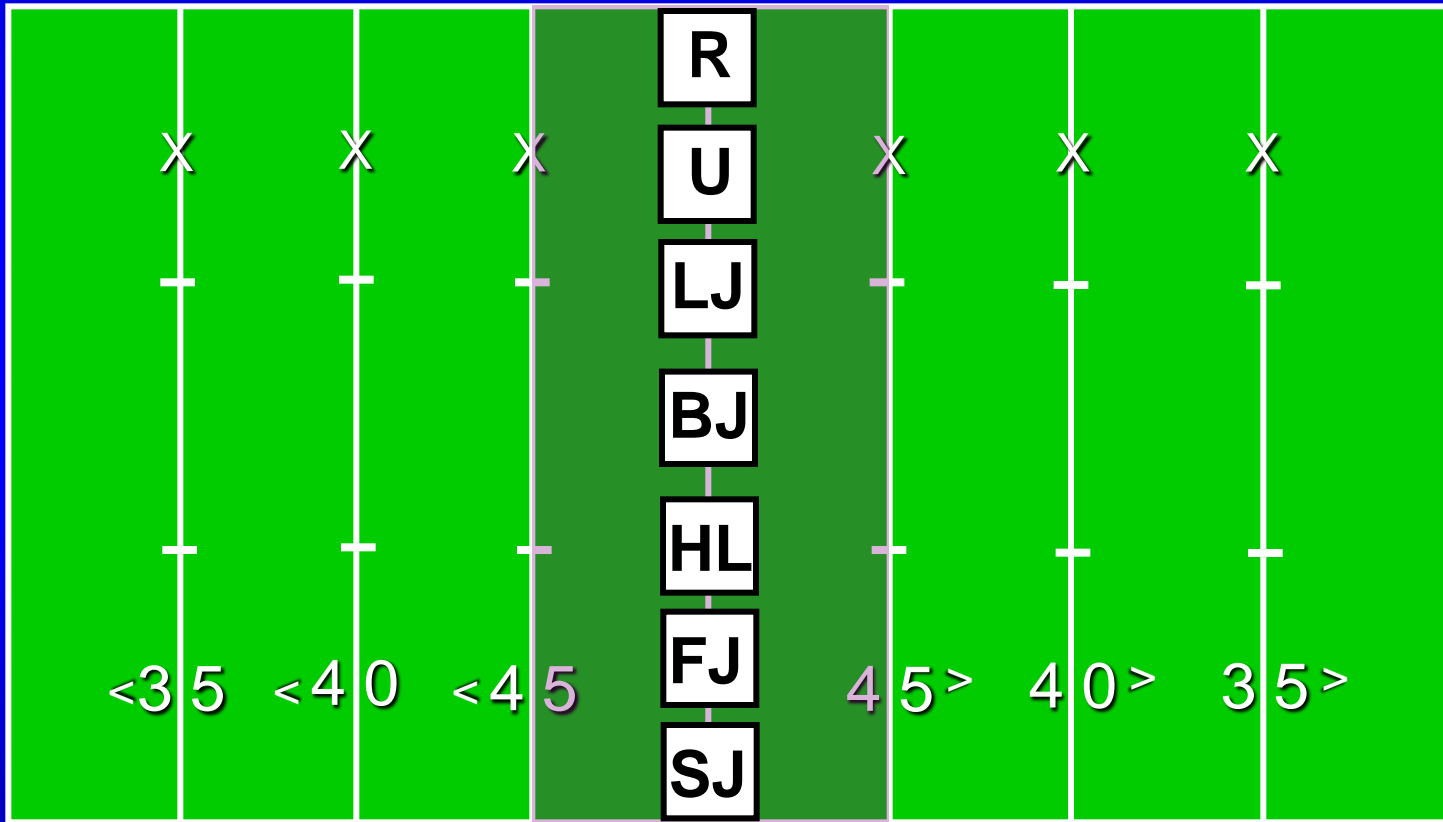


- Find out from the Referee and/or Umpire who the talking captain is for your sideline's team so you can line up the captains appropriately for the coin toss

Pregame Field Policing

Cover The 45 Yard Line Zone
- Official CCA Version

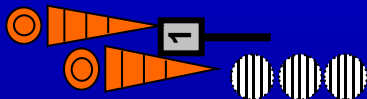
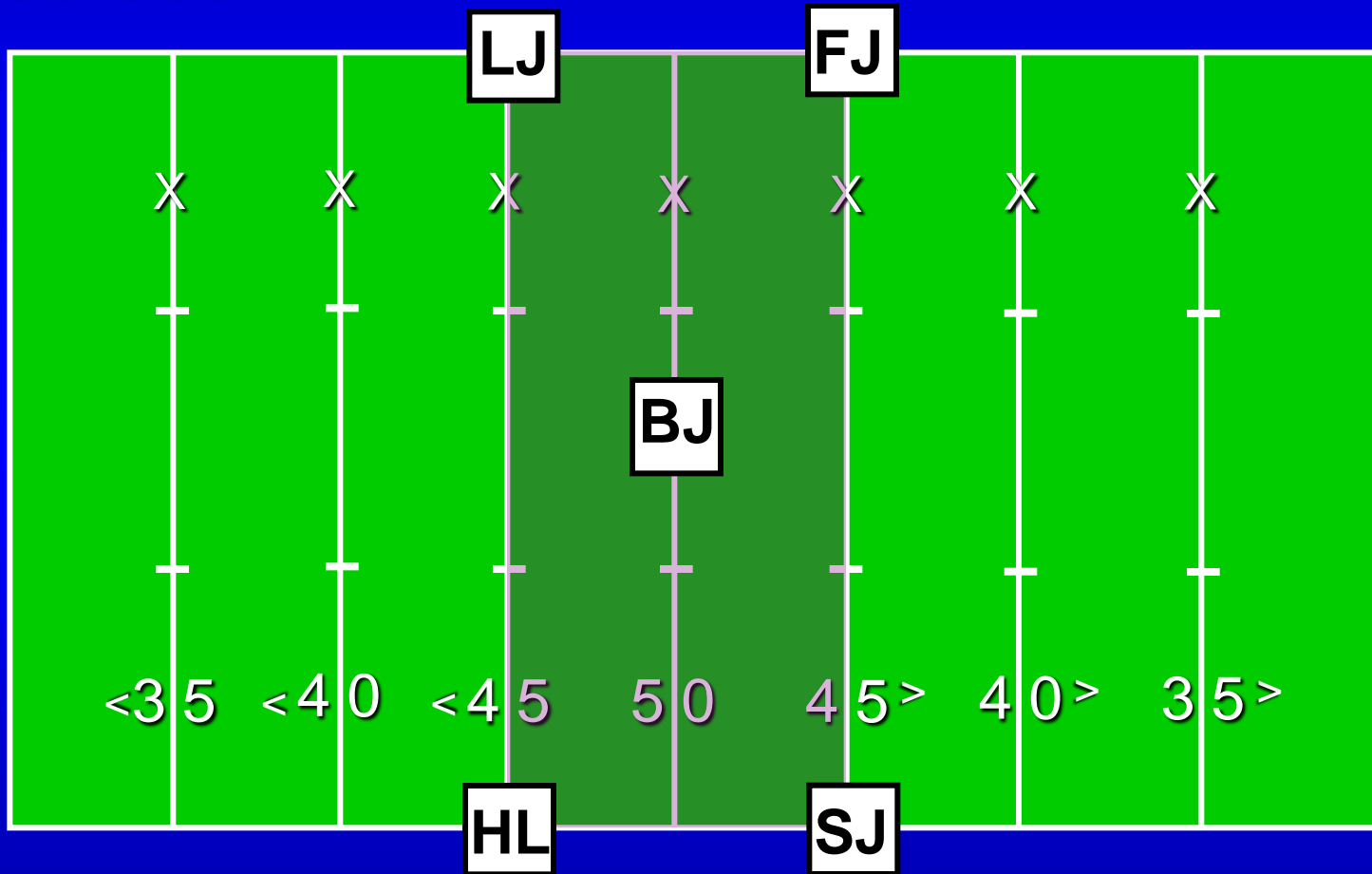
Press Box



Pregame Field Policing

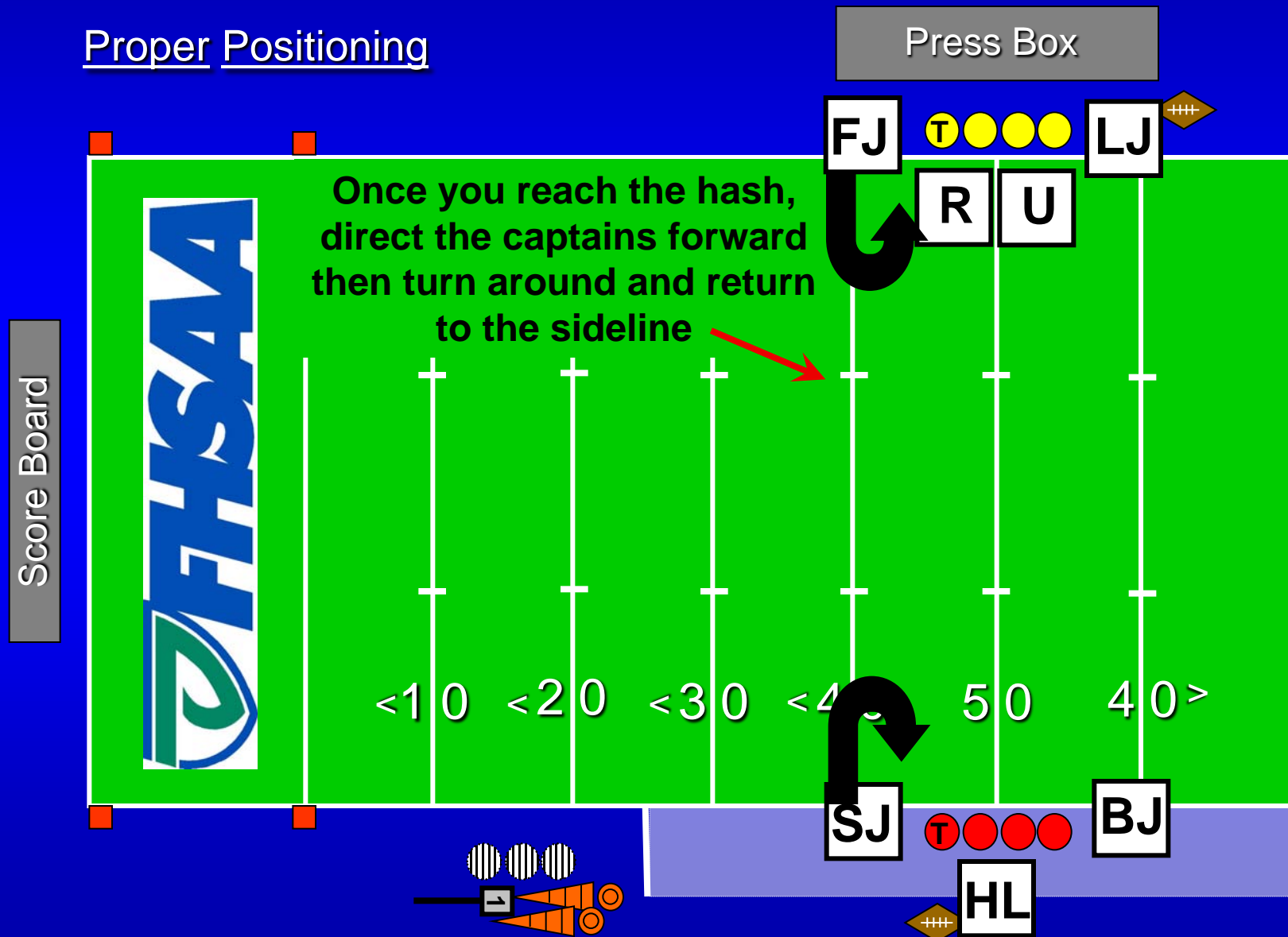
Cover The 45 Yard Line Zone
- 4 Corners Version

Press Box



Coin Toss

Proper Positioning

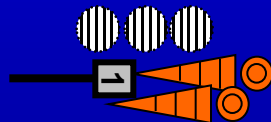
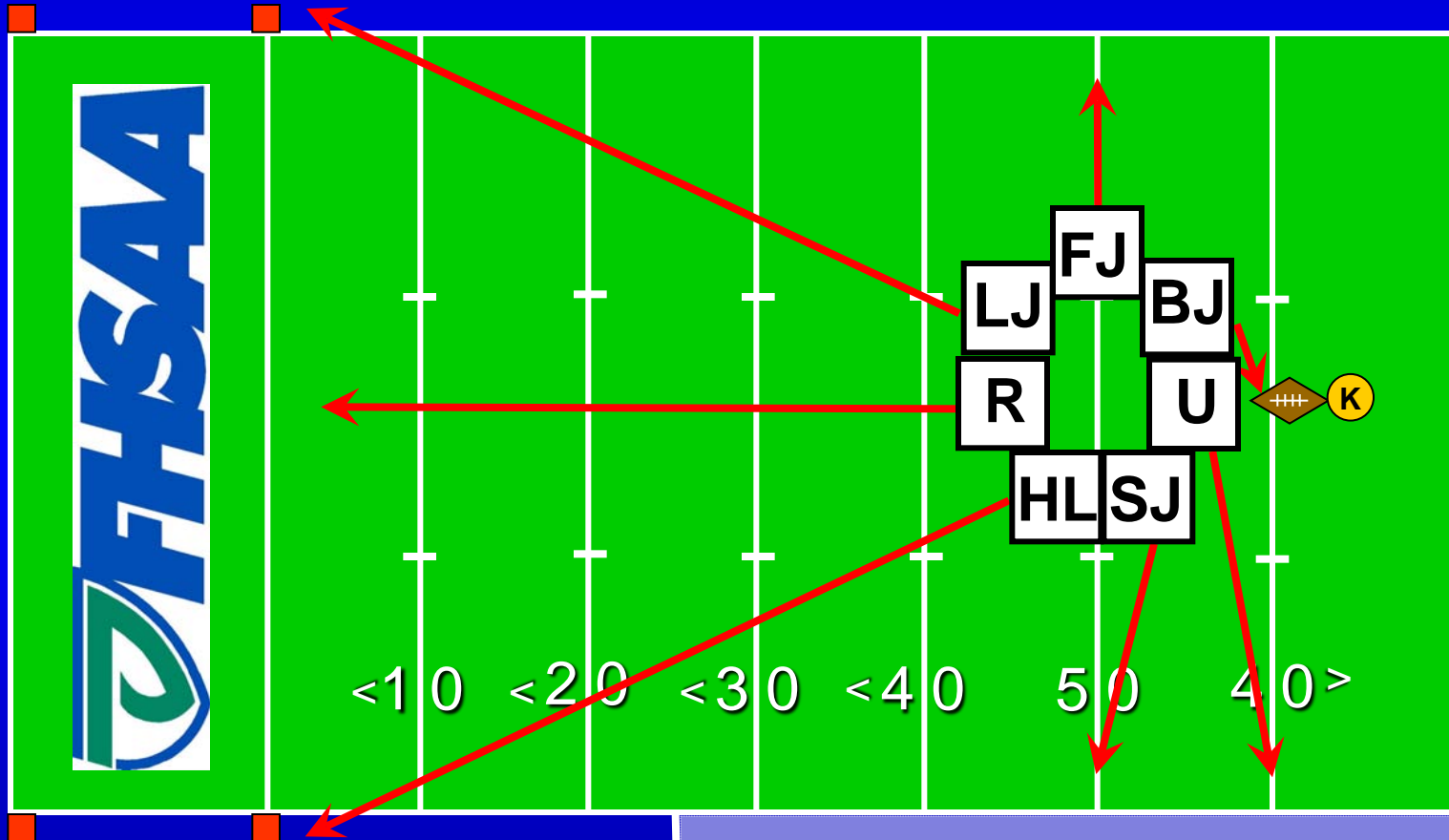


Coin Toss To Kick Off

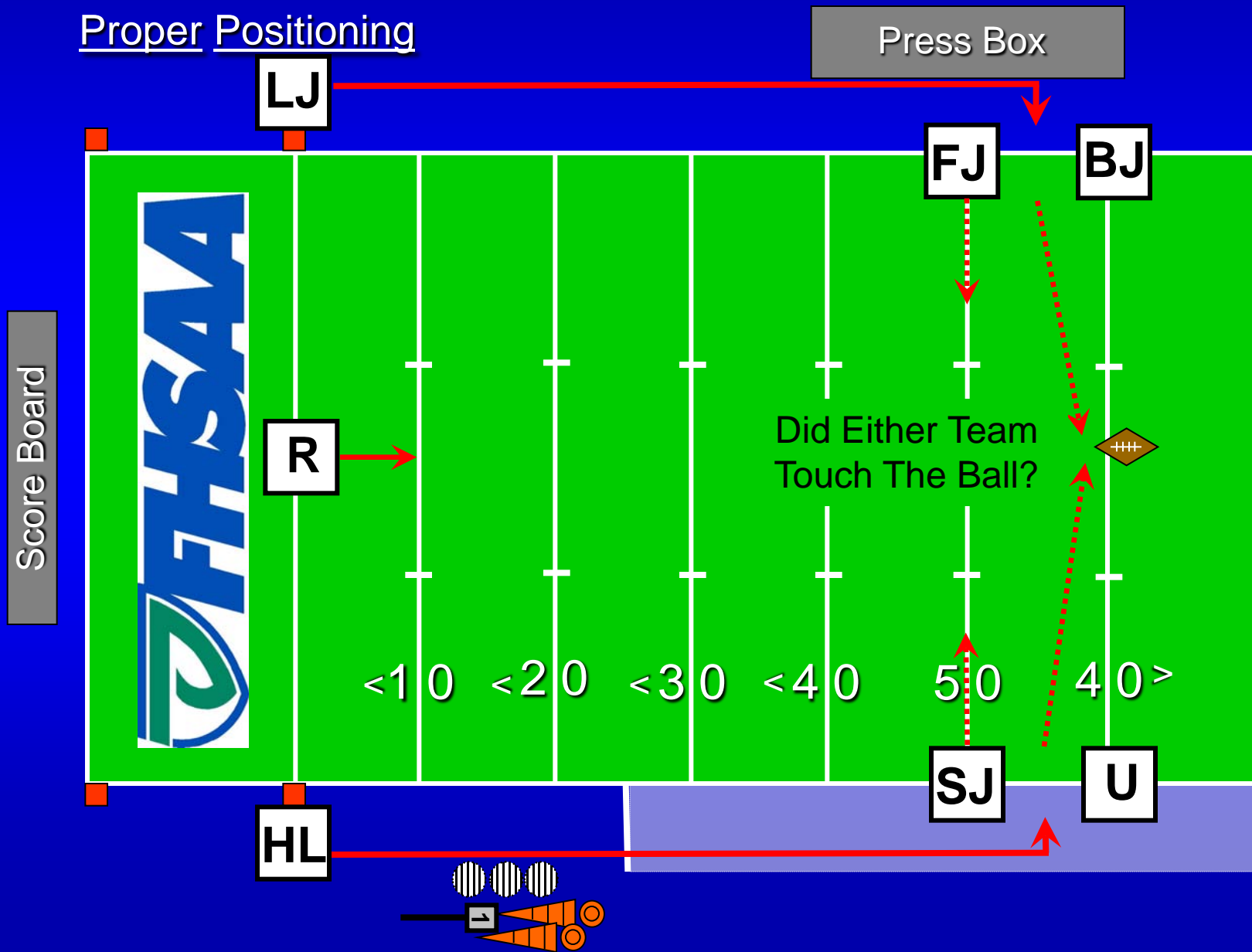
Proper Positioning

Press Box

Score Board



Onside Kick

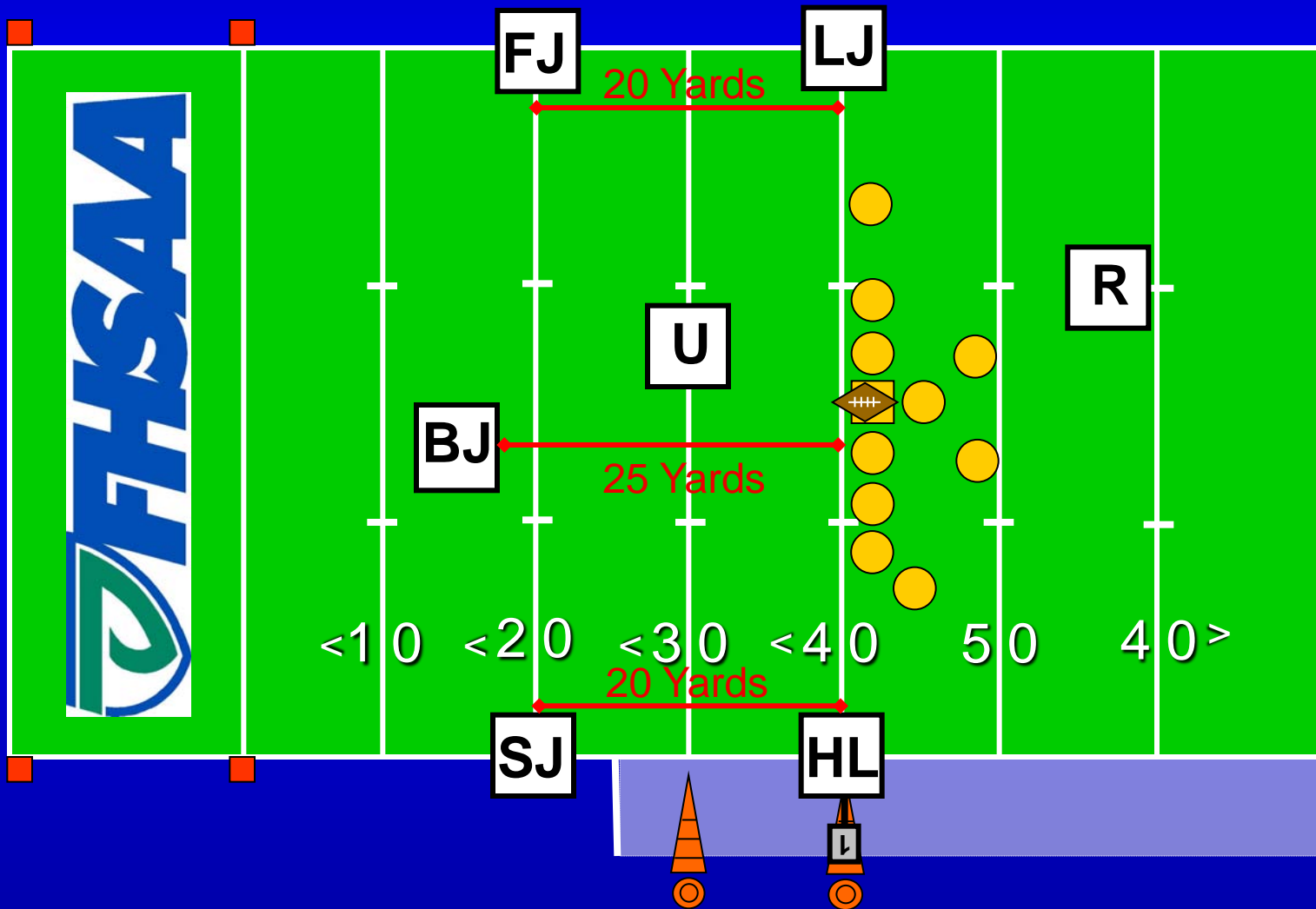


Standard Play

Standard Play Proper Positioning

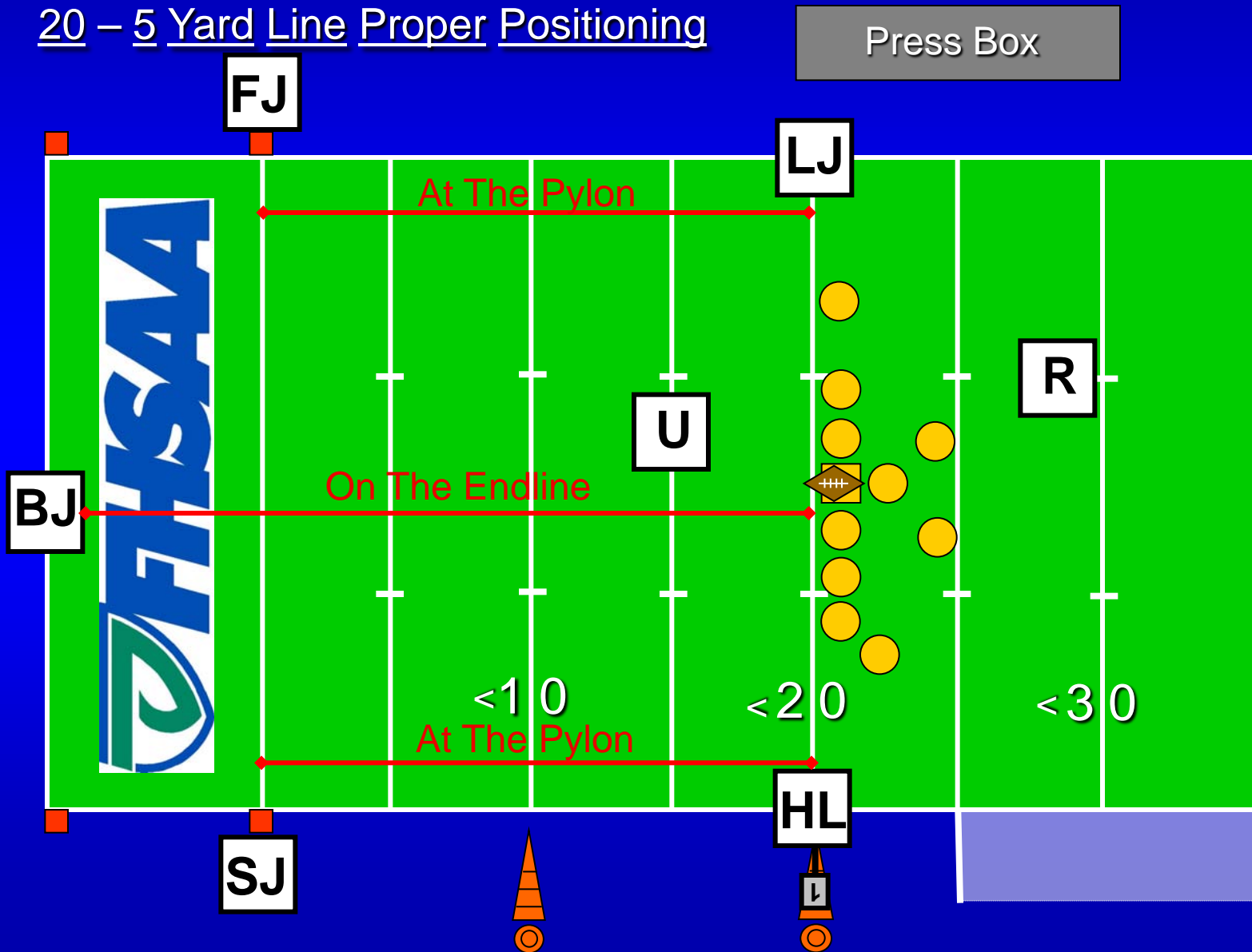
Press Box

Score Board



Inside The 20 Yard Line

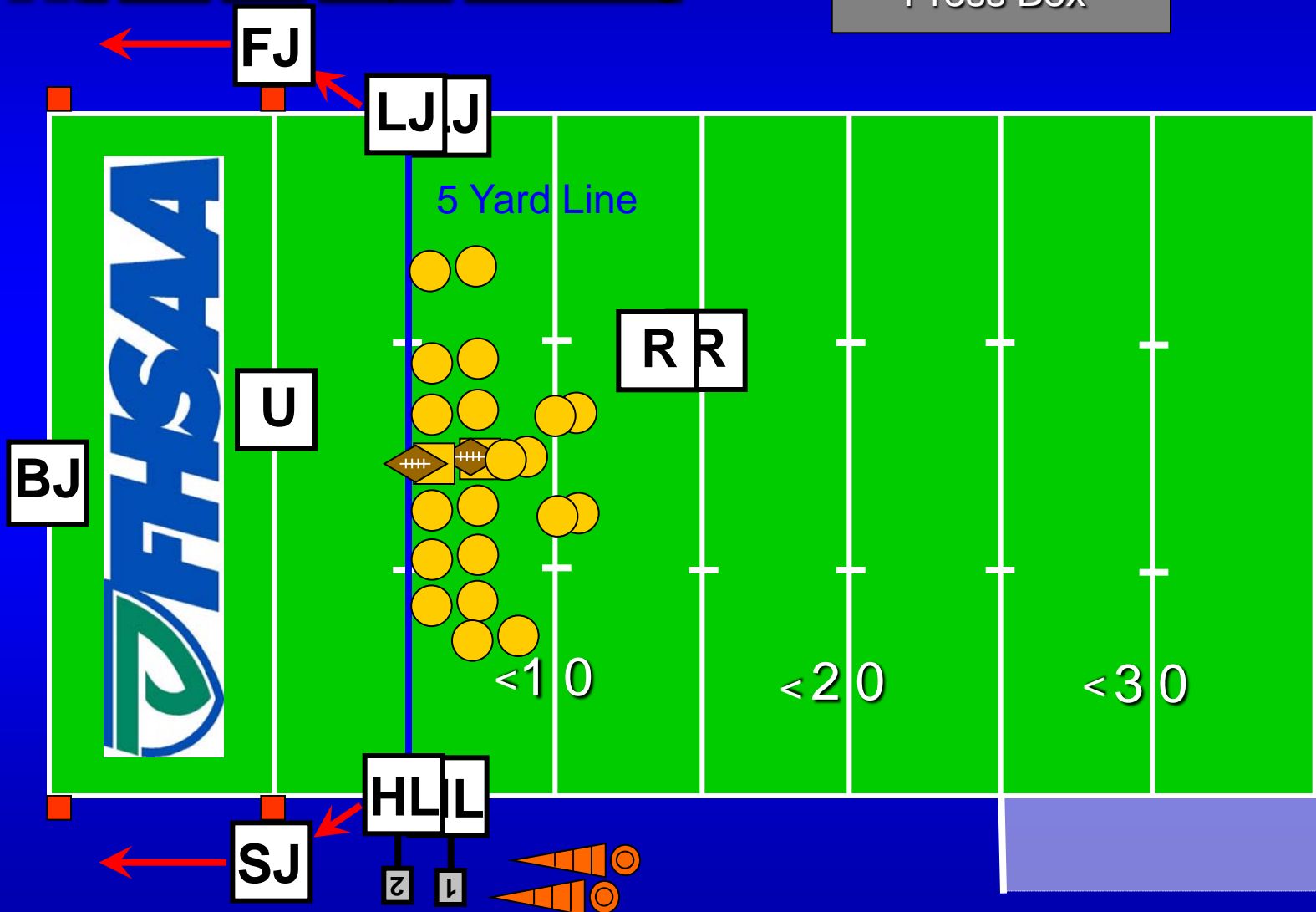
20 – 5 Yard Line Proper Positioning



Approaching The Goal Line

5 > 6 Yard Line Proper Positioning

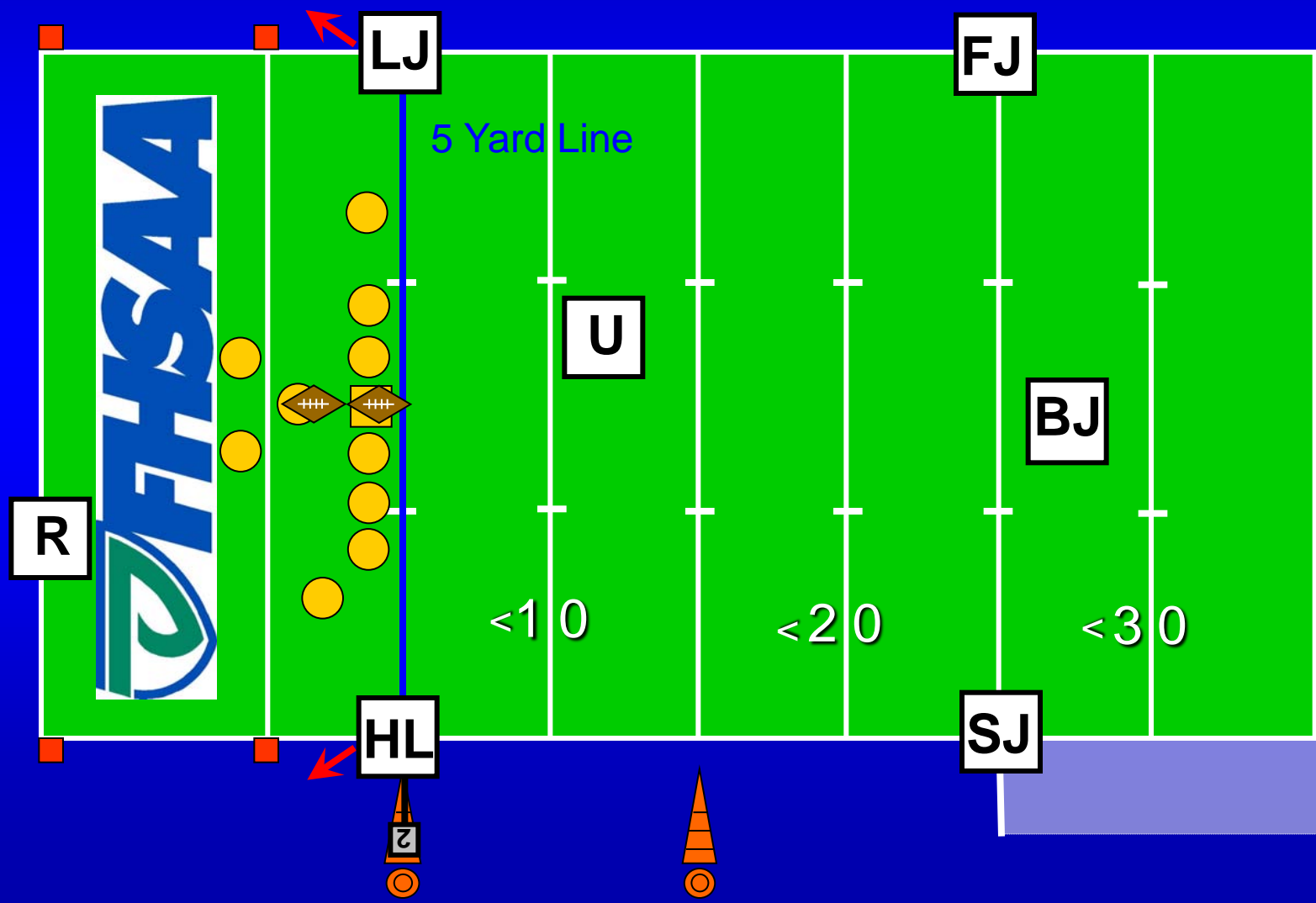
Press Box



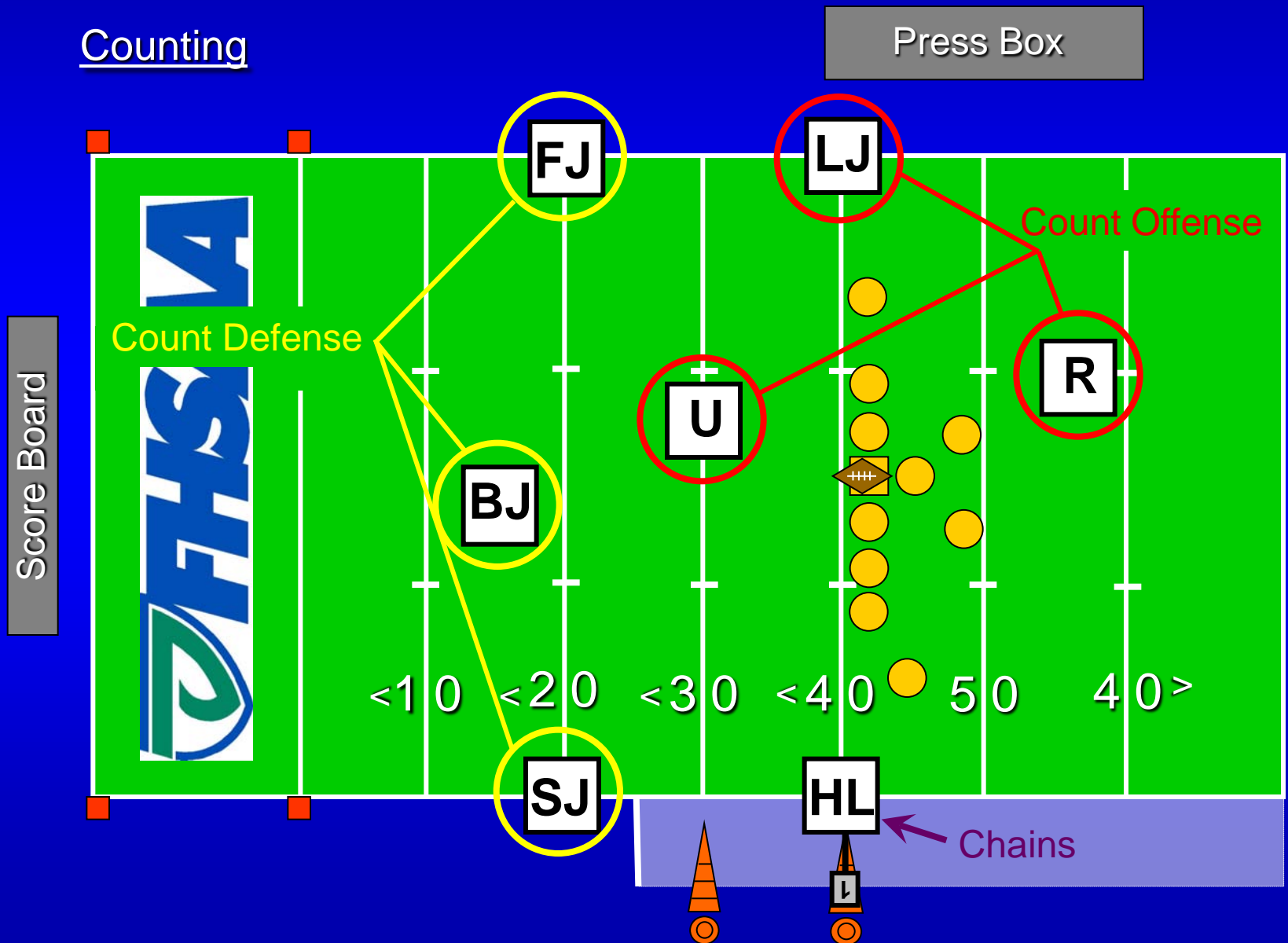
Reverse Goal Line Mechanics

Reverse Goal Line Mechanics

Press Box



Pre-Snap Duties

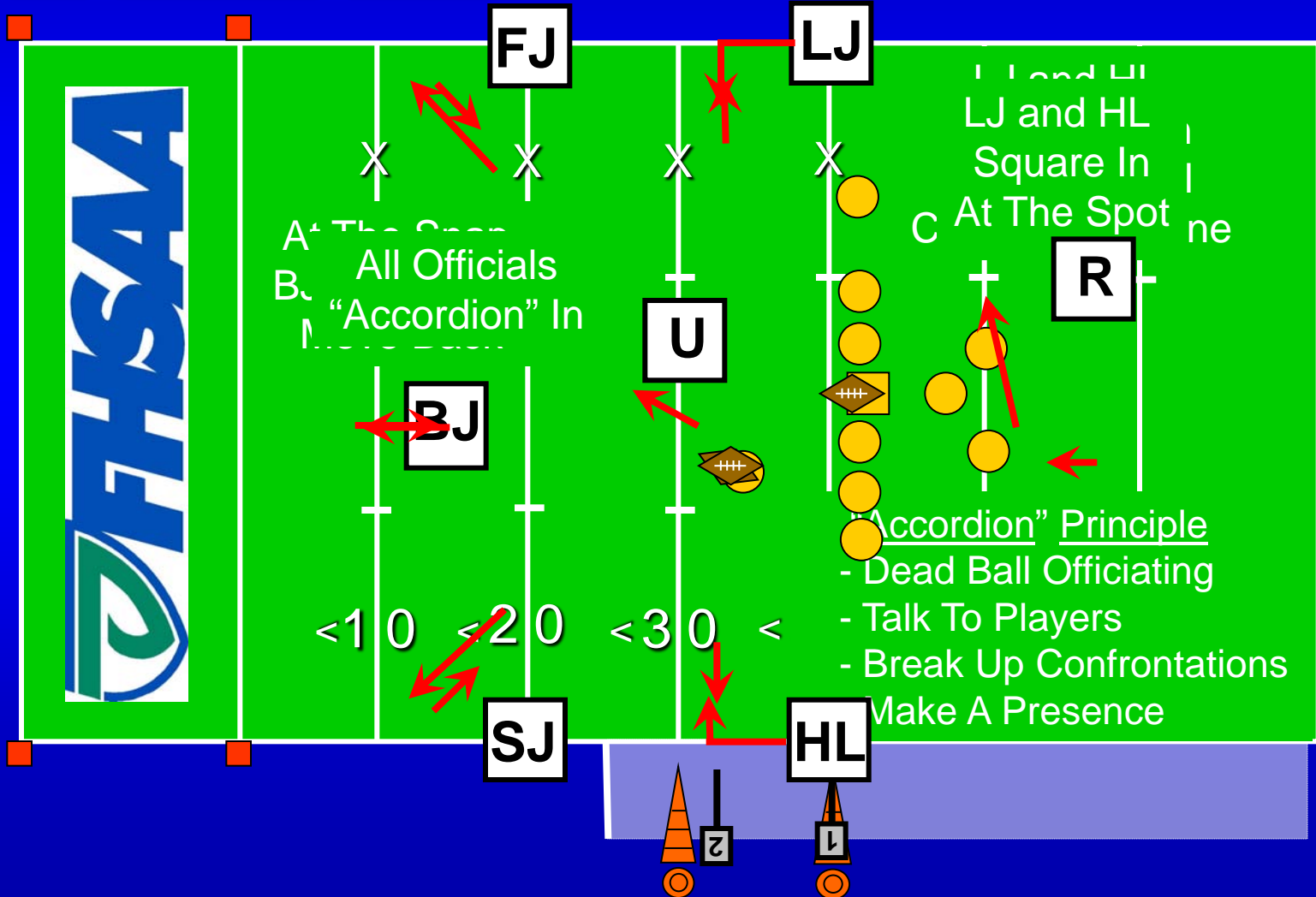


Collapsing Box Coverage

Boxing The Play In
The "Accordion" Principle

Press Box

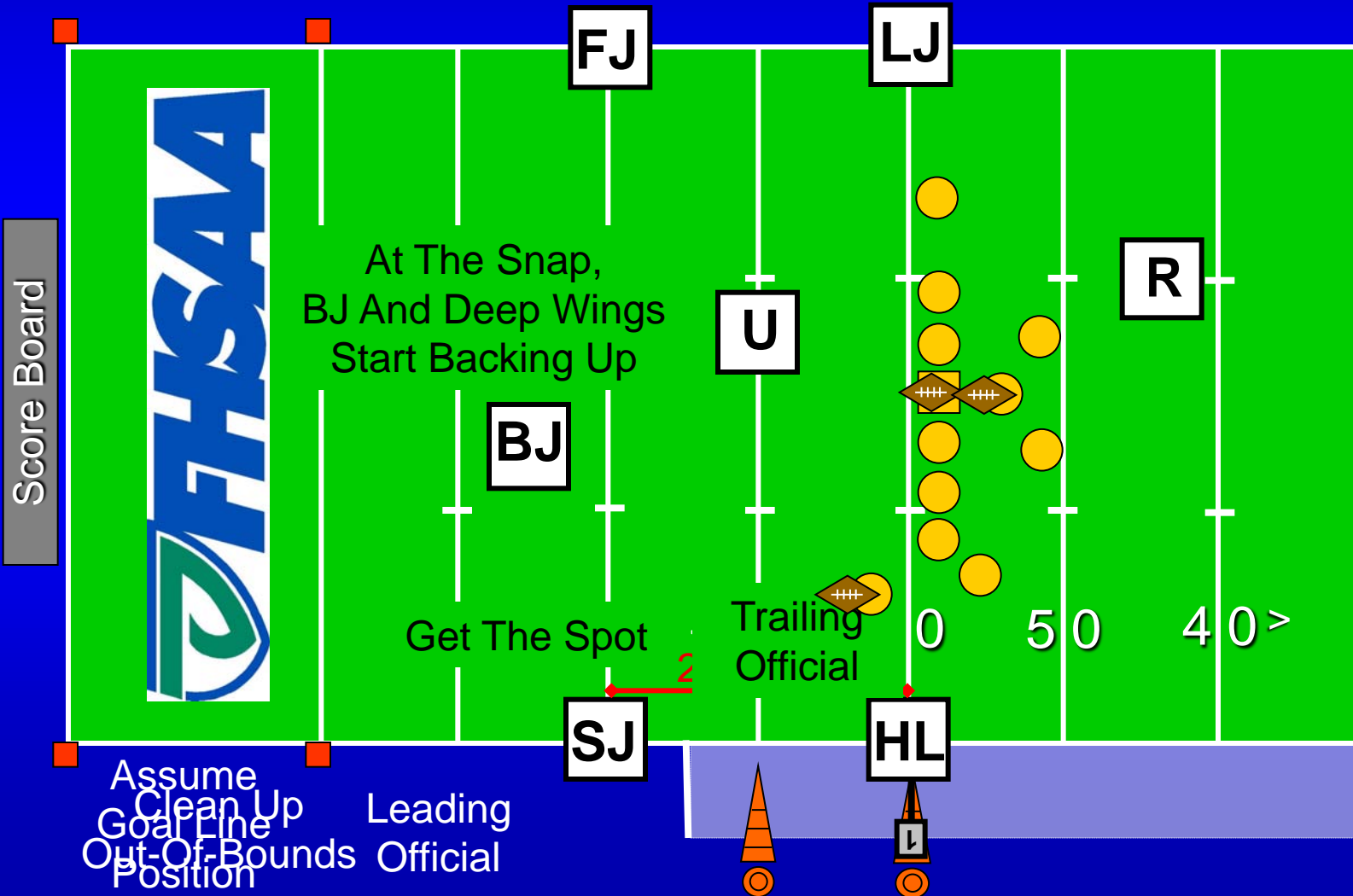
Score Board



Long Run Down Sideline

Keep Relative Positioning

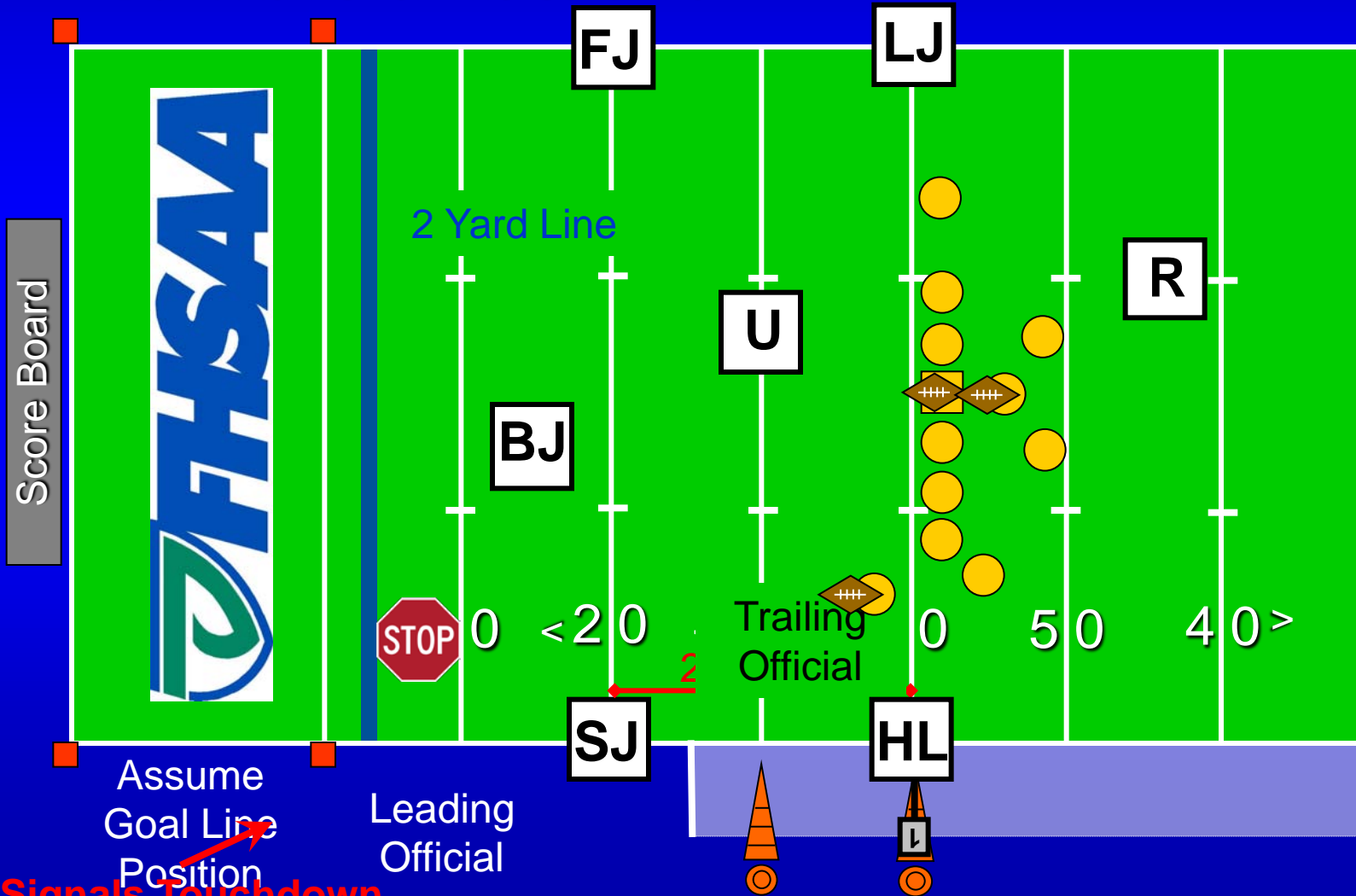
Press Box



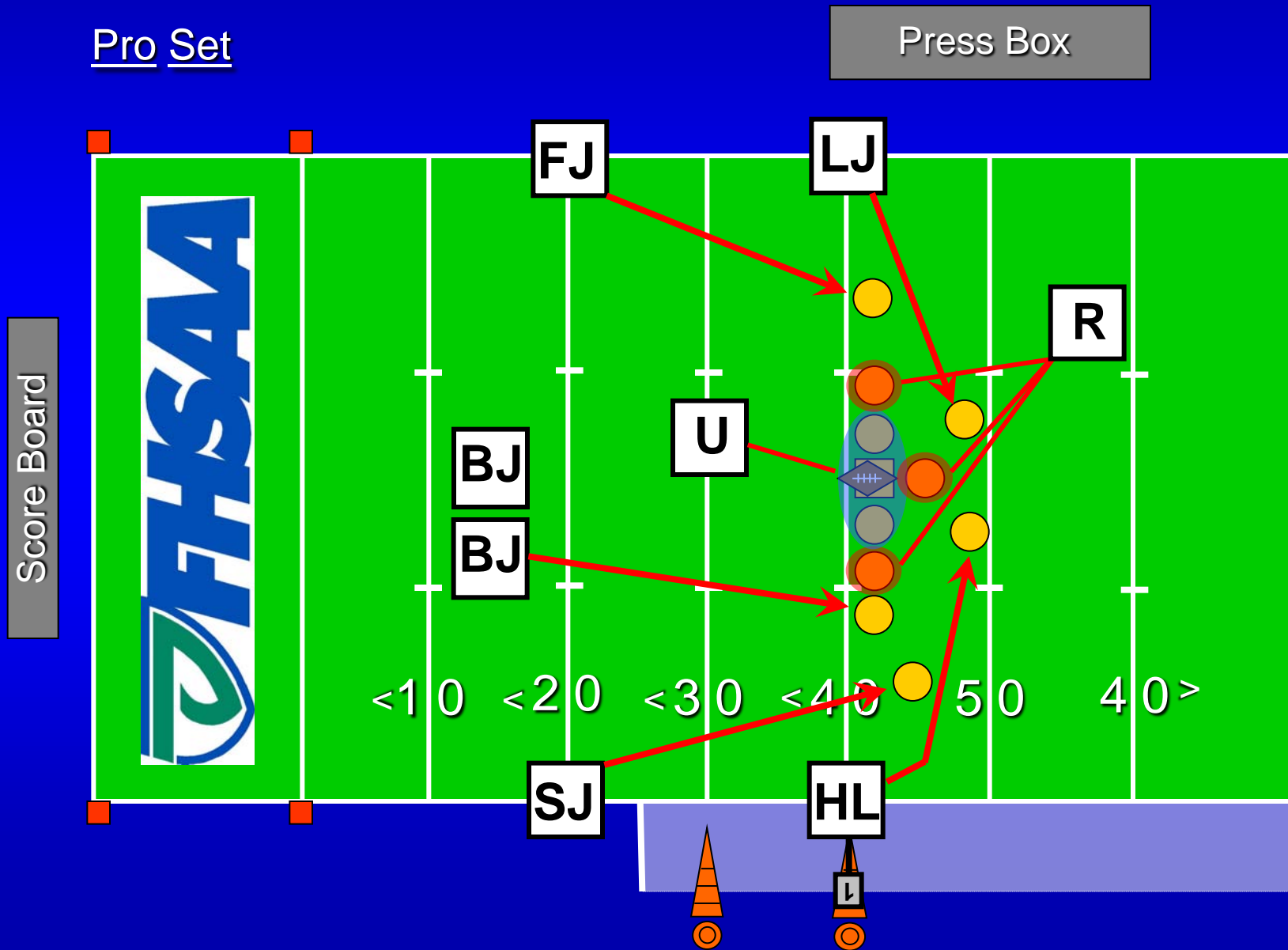
Long Run Down Sideline

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

Press Box



Initial Keys

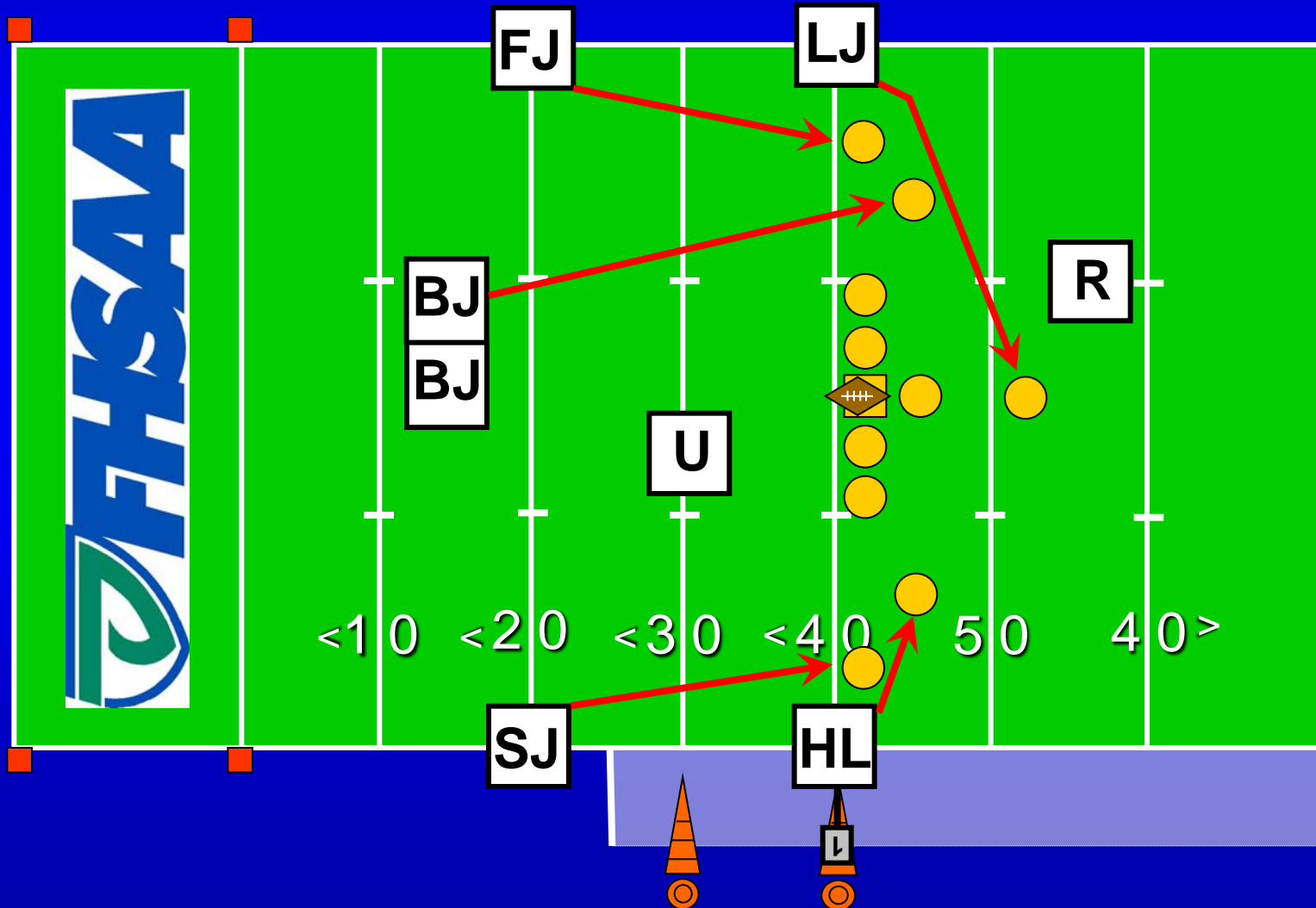


Initial Keys

Double Wing

Press Box

Score Board

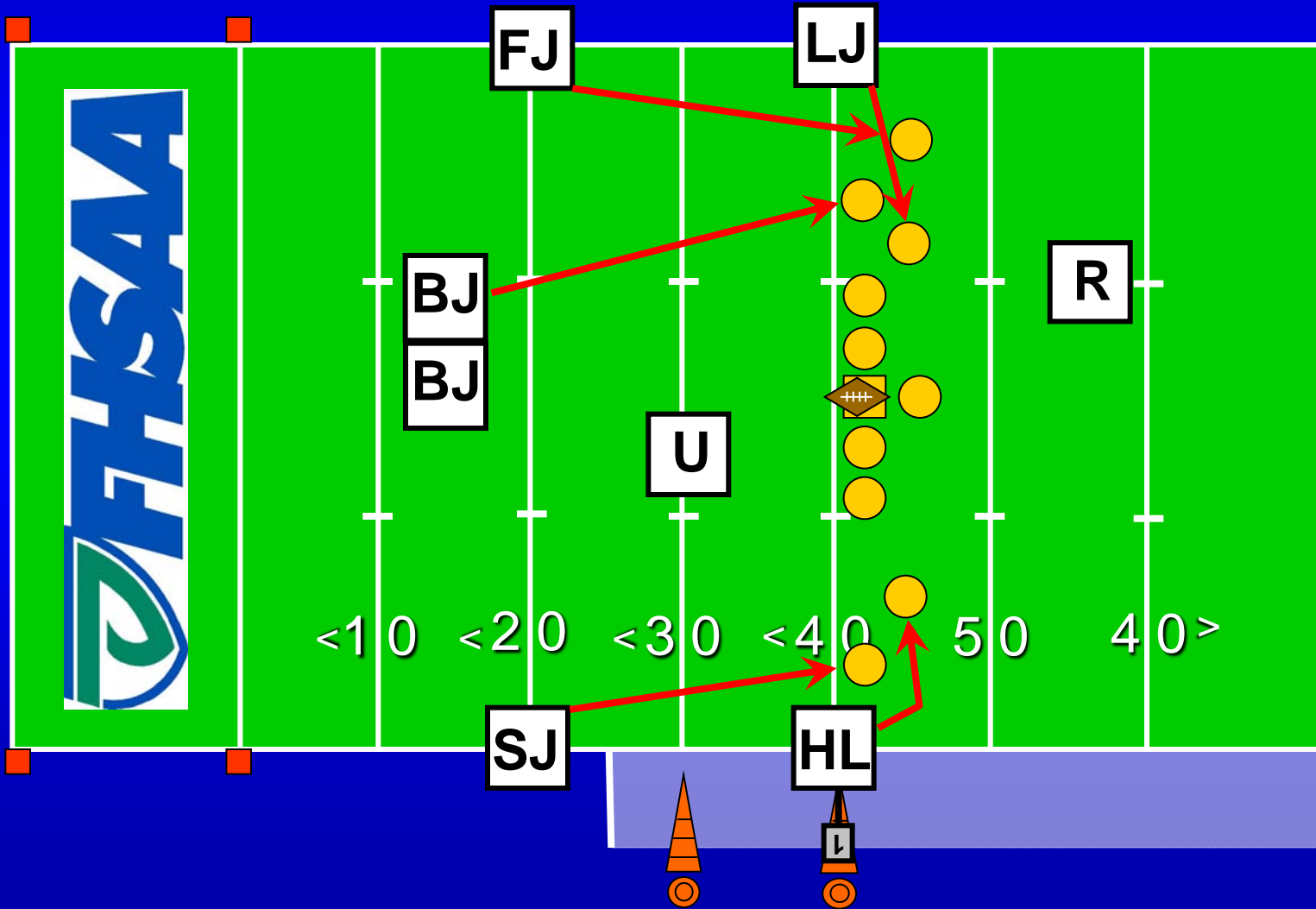


Initial Keys

Trips Formation

Press Box

Score Board

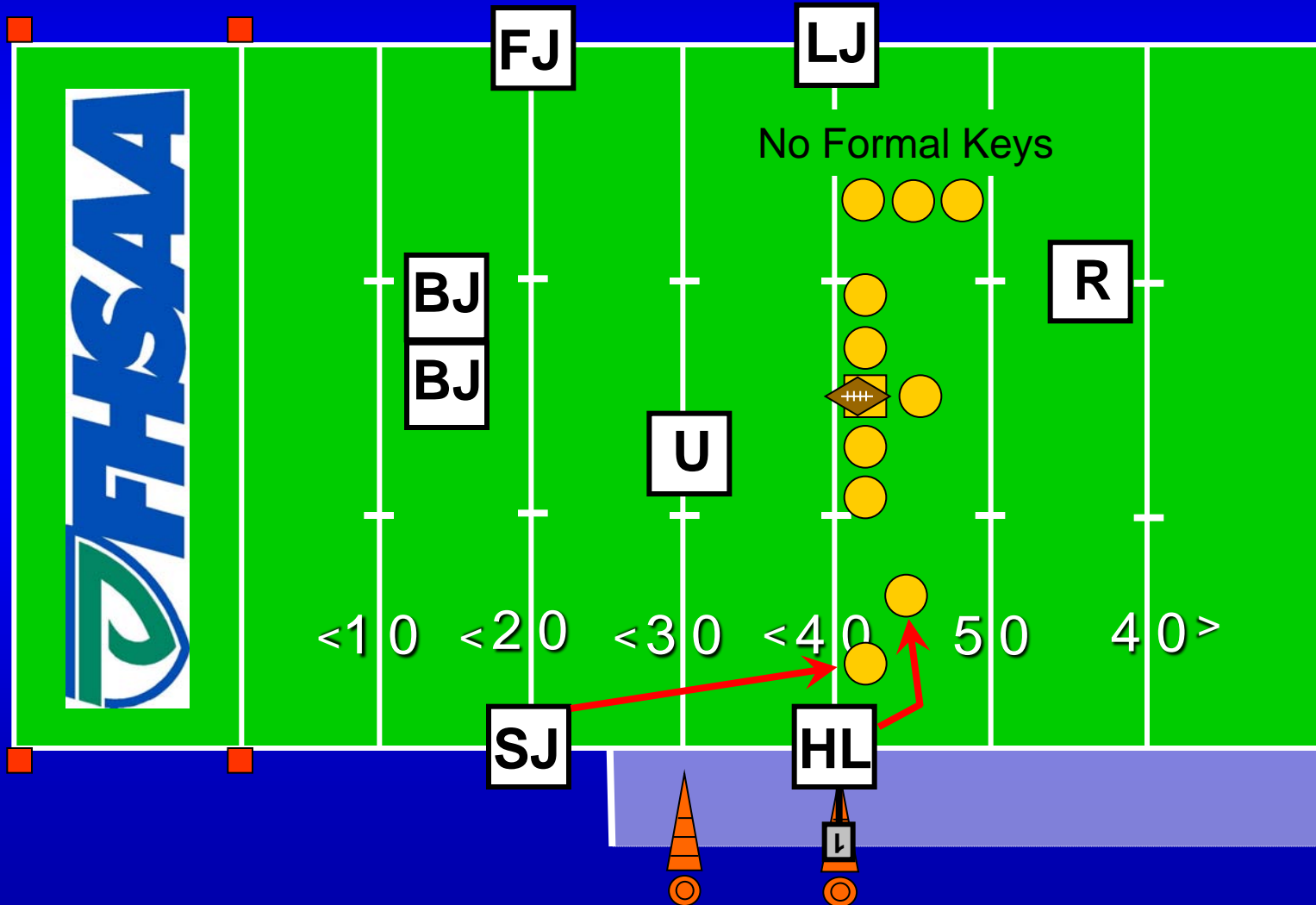


Initial Keys

"Stacked" Formation

Press Box

Score Board

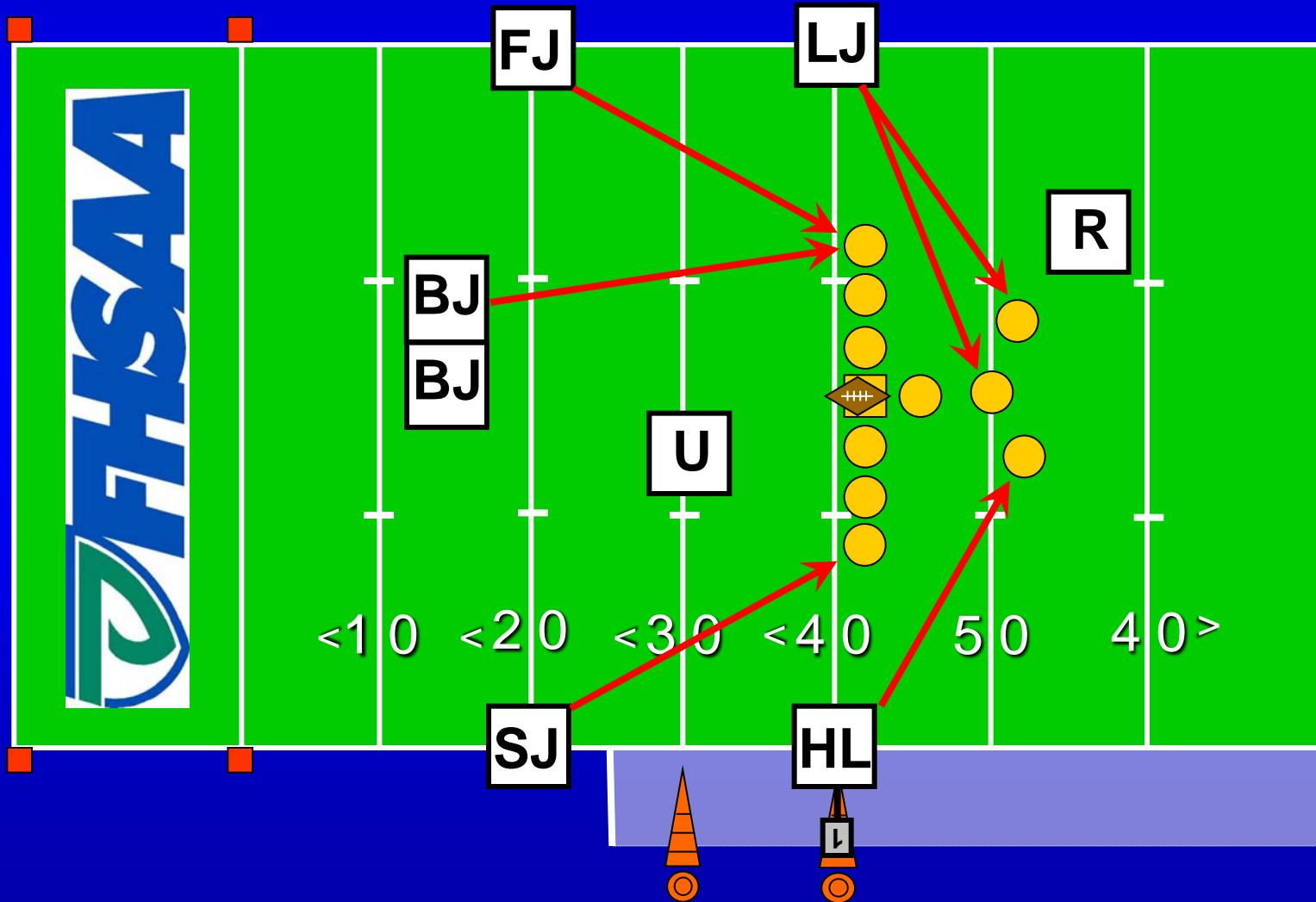


Initial Keys

Double Tight End

Press Box

Score Board

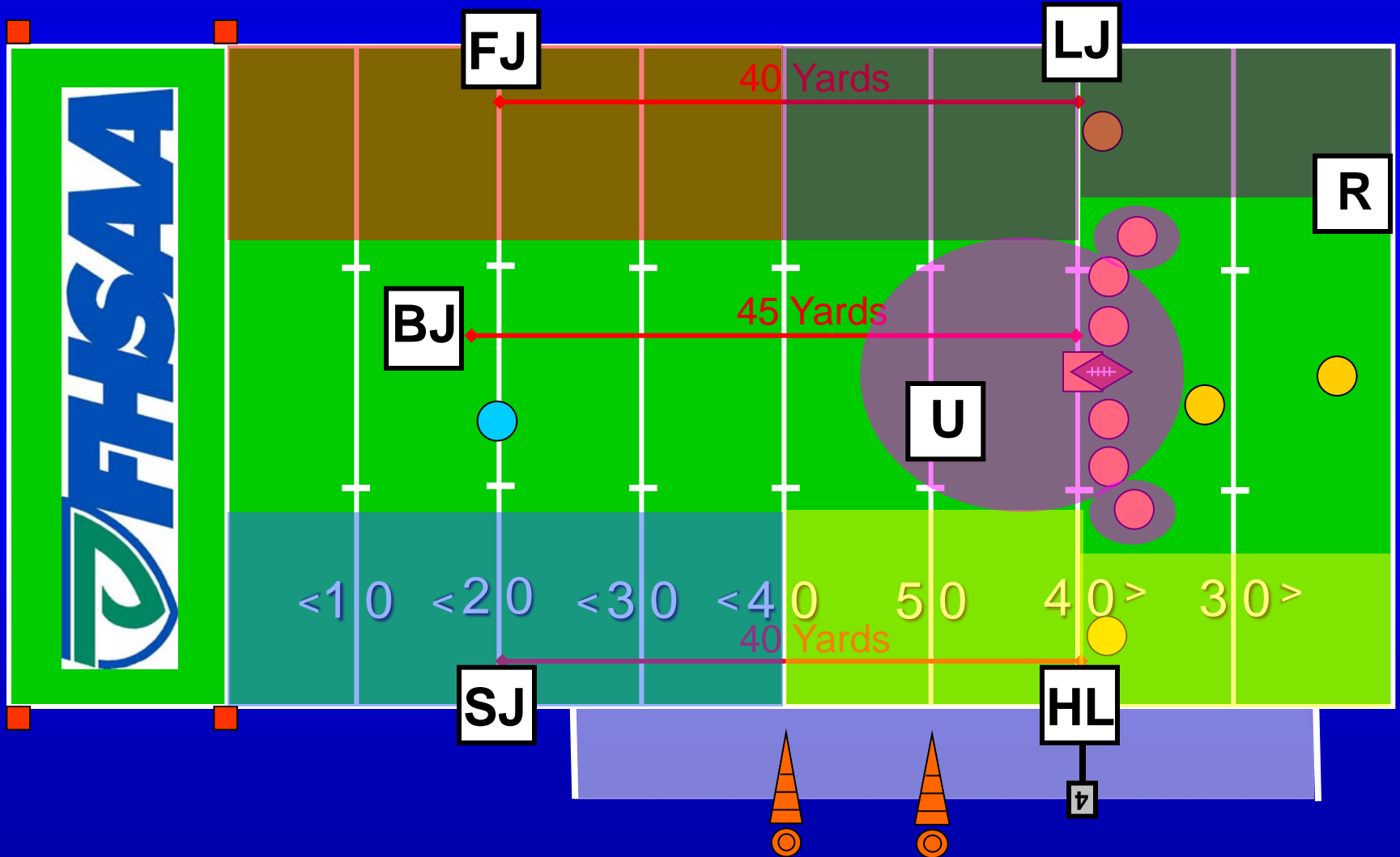


Punt Mechanics

Punt Proper Positioning

Press Box

Score Board



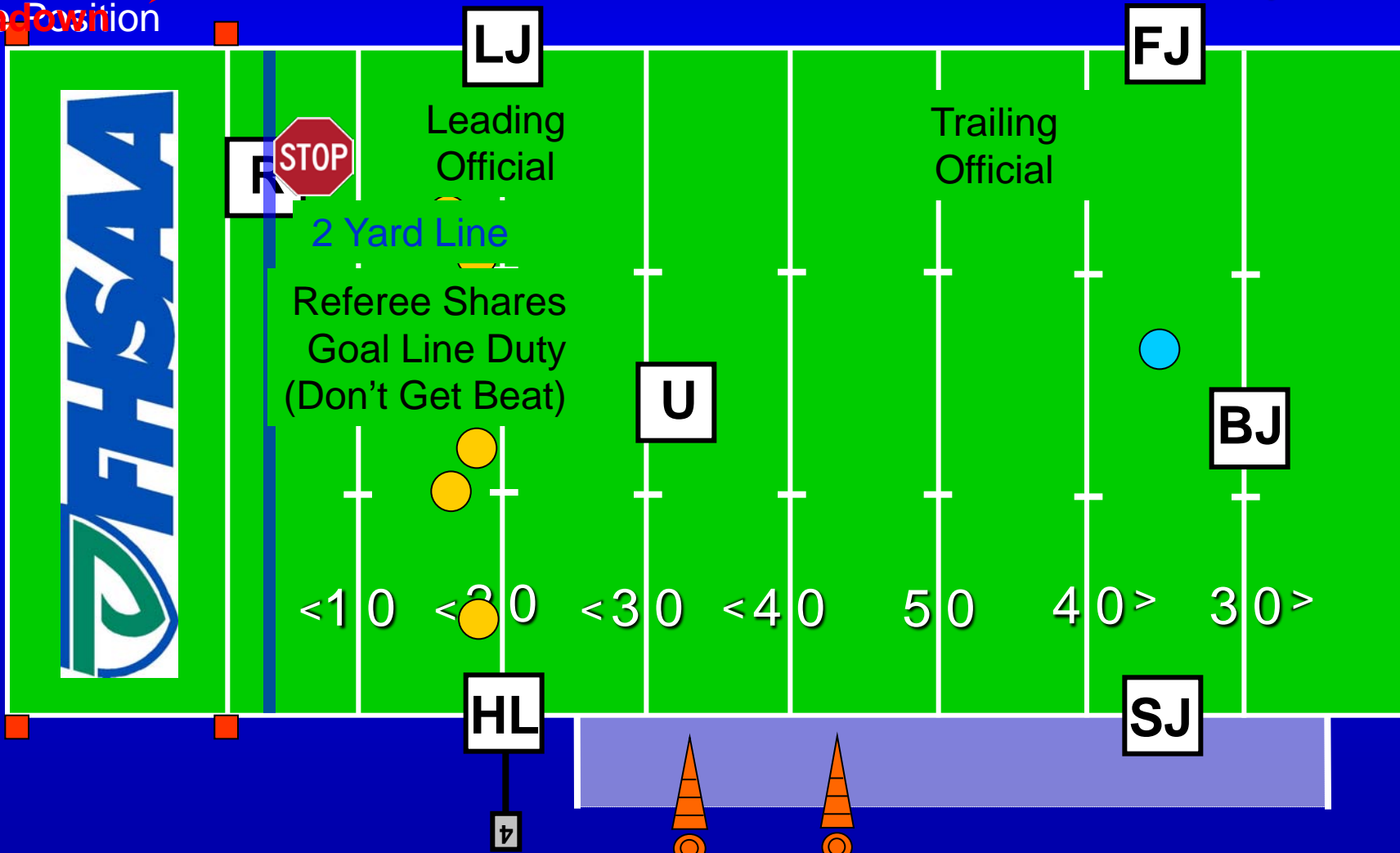
“Reverse” Mechanics

Reverse Mechanics

- Occurs On Punt And Interception Returns, HL/SJ And LJ/FJ Duties Flip
- R Has Goal Line Duty

Signals Goal
Touchdown

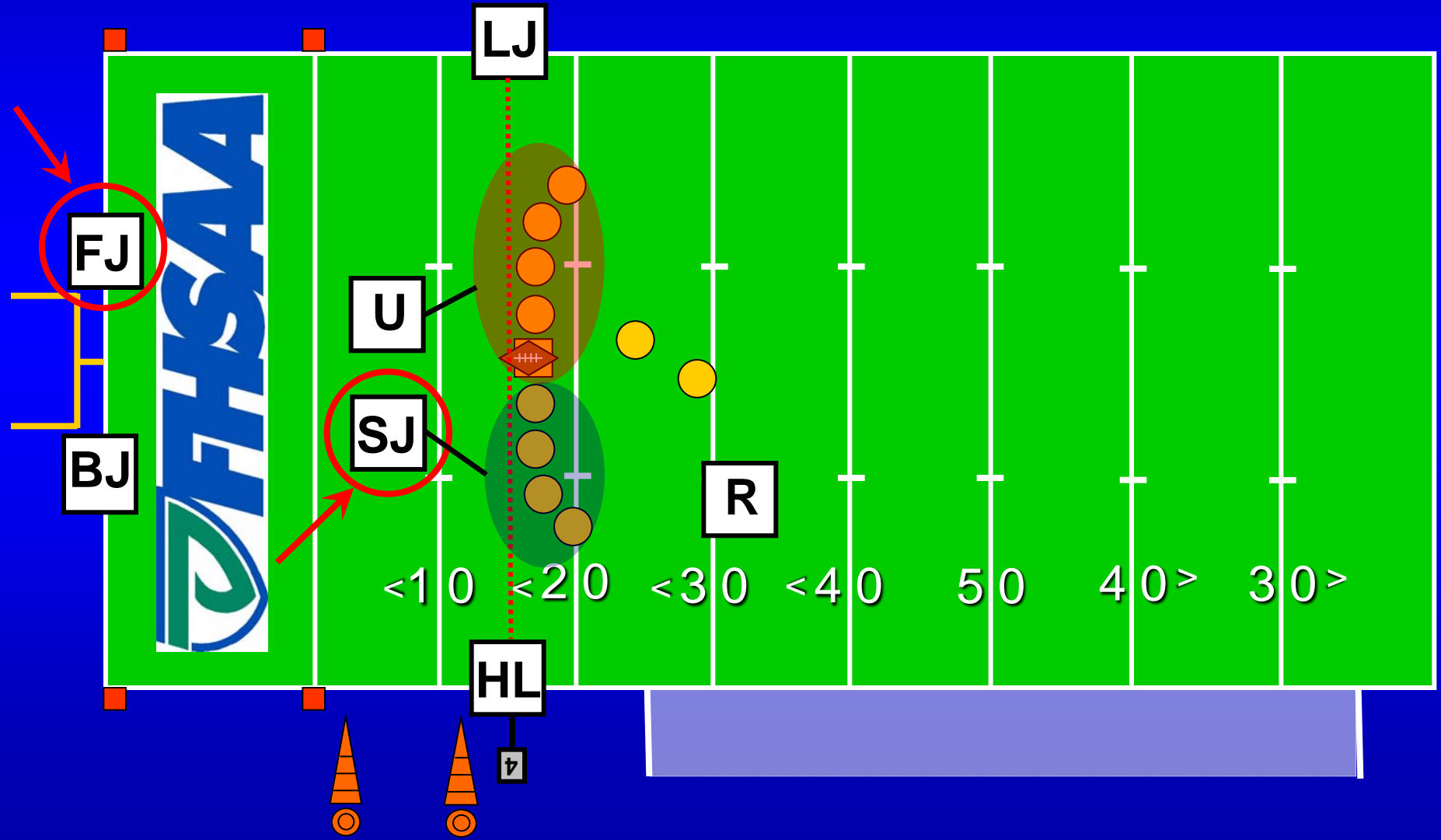
Score Board



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

40 >

30 >

20 >

10 >



SJ

Side Judge
Takes Charge
Of The Box

SJ



HL

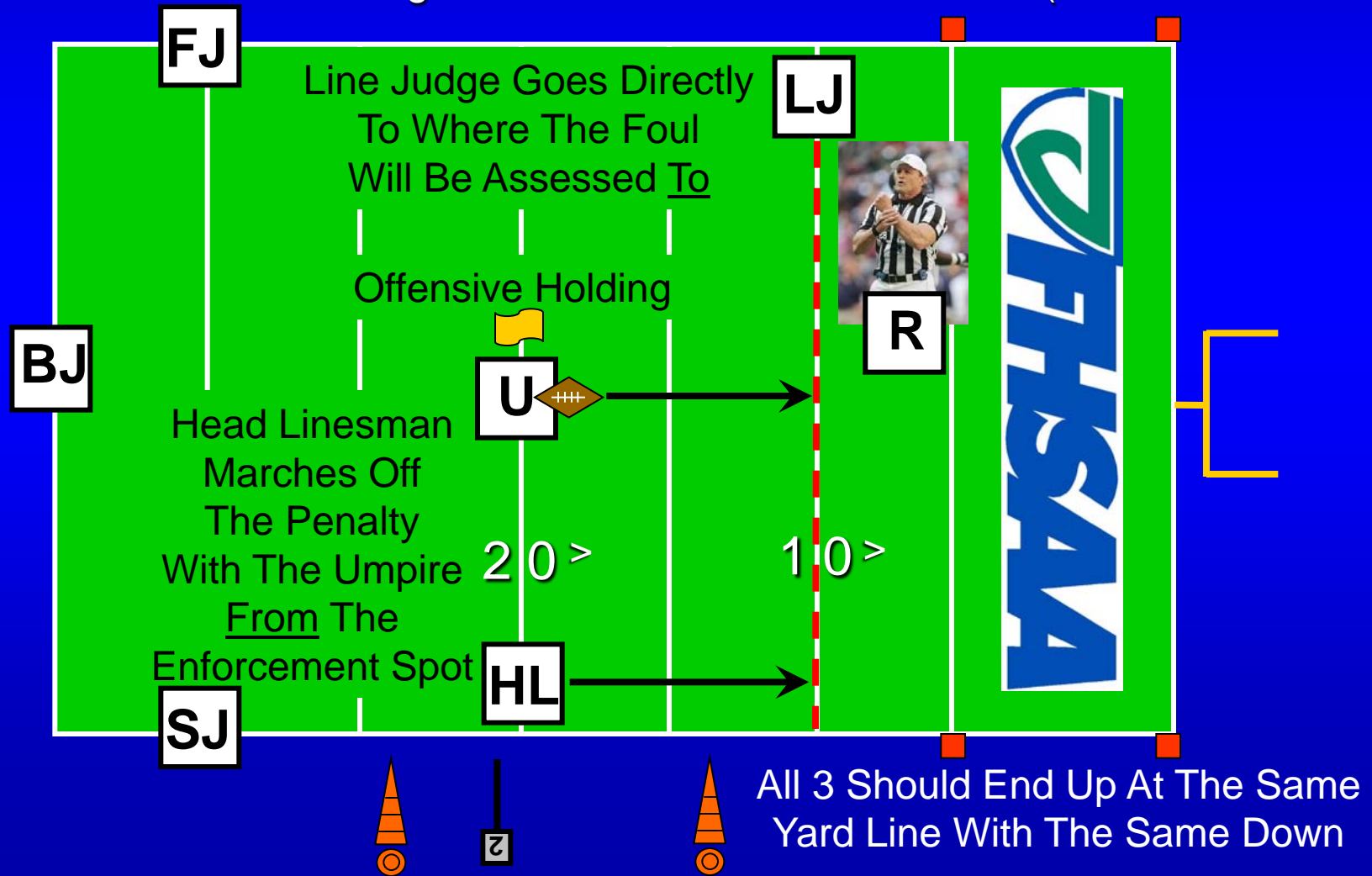


Penalty Enforcement Mechanics

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 (NCAA)
 - 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"