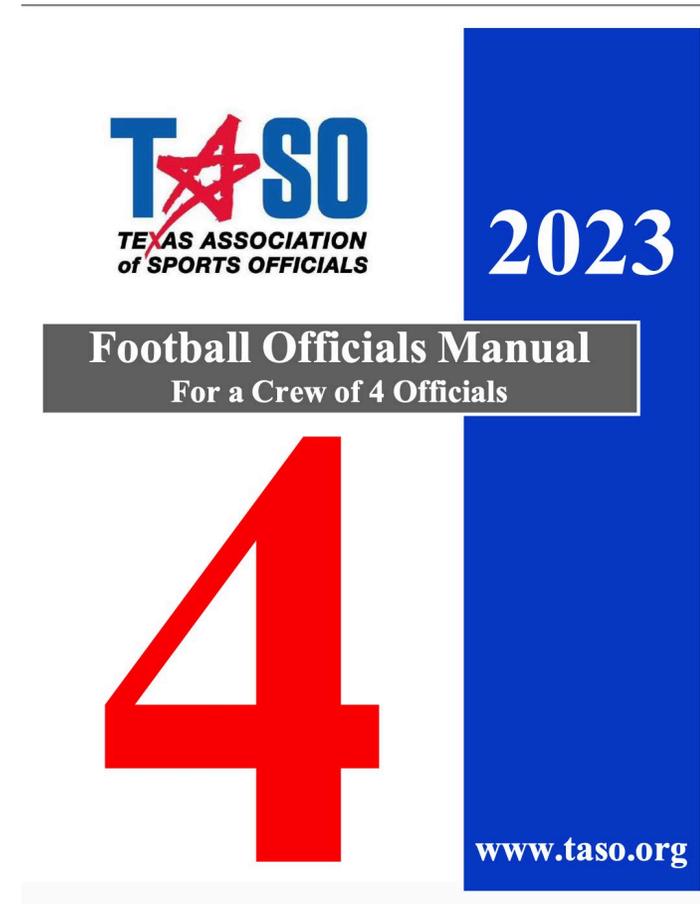
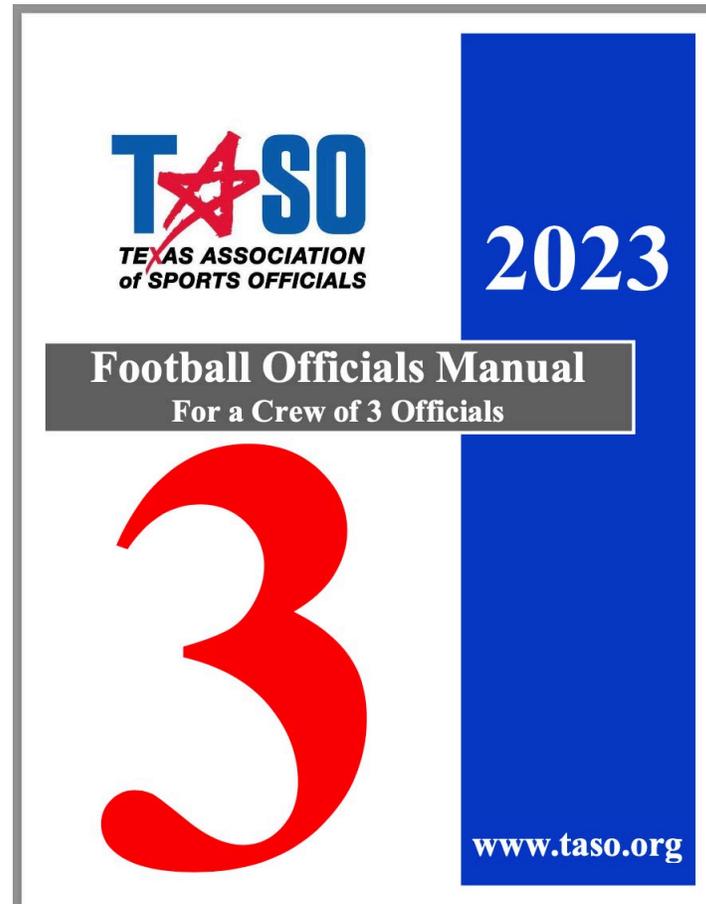


Mechanics for Crews of 3 and 4



Fort Worth Football Officials
Training Program

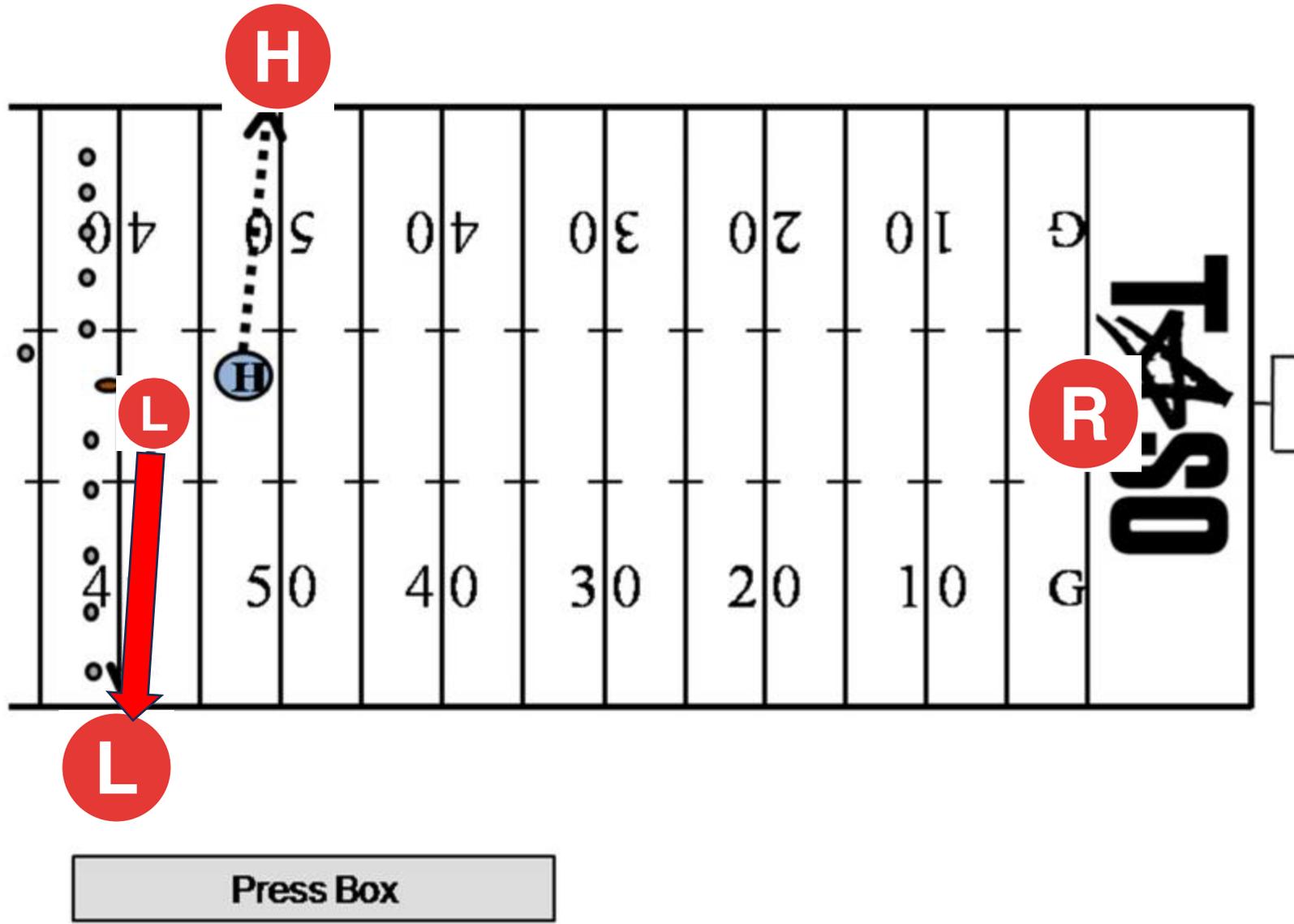
Better mechanics start here:



Free Kicks



Free Kick: Three



Free Kicks:

R

- Position slightly behind and to side of deepest receiver
- Goal line, end zone, and end line responsibilities
- Count receiving team with **H**
- Ready for play

Free Kicks:

H

- Sideline opposite press box, Team B restraining line
- Check sideline to make sure all players & coaches are clear
- Count receiving team with **R**

- Raise hand to signal **R** that sideline is ready, drop when whistle sounds

Free Kicks:



- Count kicking team for correct number of players
- Explain to kicker to kick only on  signal. Point out  on each free kick.
- Press box side, kicking team restraining line.
- Check sideline to make sure all players & coaches are clear

Free Kicks:



- Count kicking team for correct number of players
- Explain to kicker to kick only on **R** signal. Point out **R** on each free kick.
- Press box side, kicking team restraining line.
- Check sideline to make sure all players & coaches are clear

- When ball is kicked, ensure correct number of players on each side of kicker
- Observe action around kicker:
 - Unnecessary roughness on kicker or holder
 - Illegal kicks
 - Observe until five yard requirement has been met

Kick Coverage Mechanics



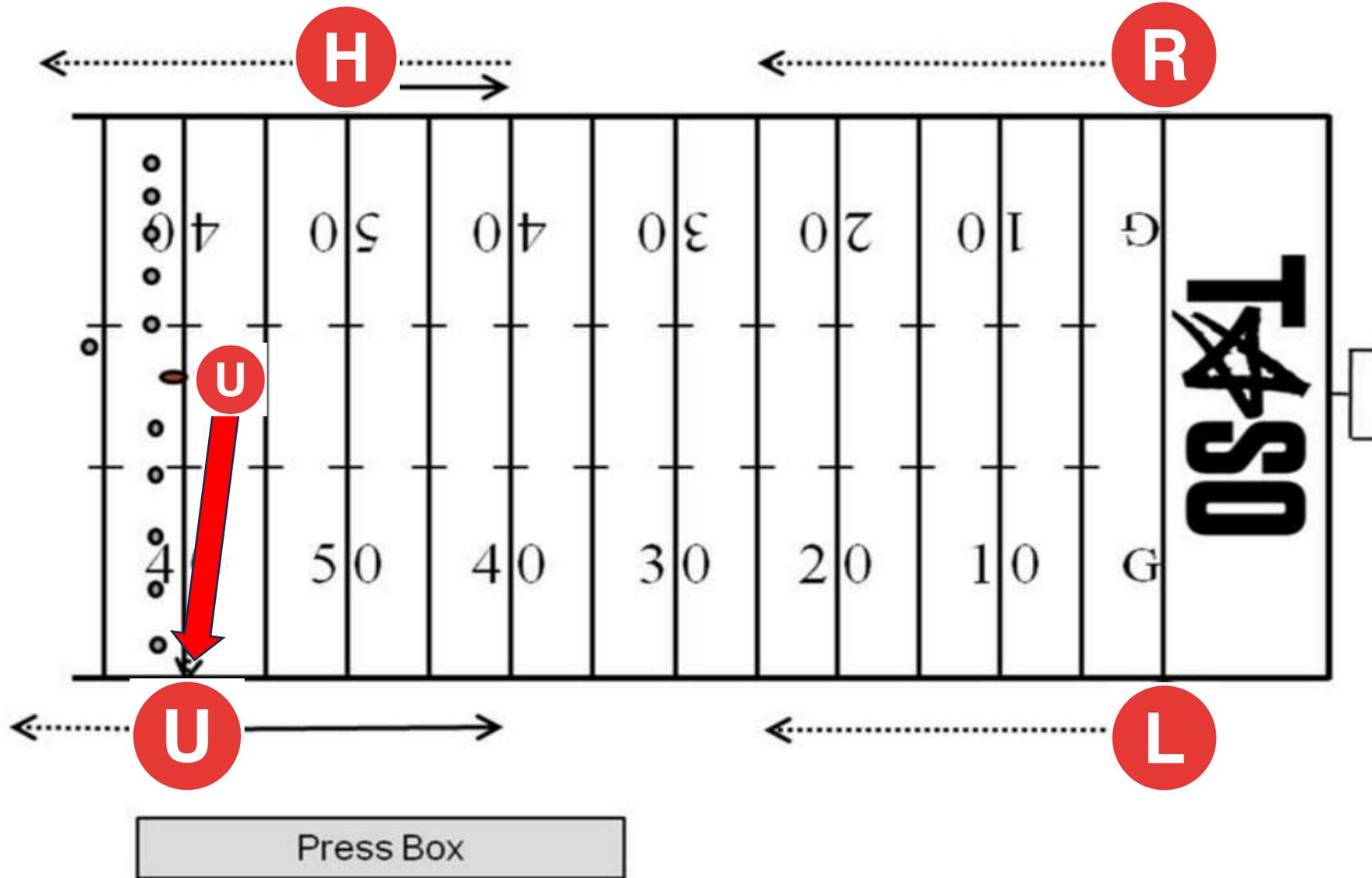
- Watch for short kicks and whether ball is touched legally or illegally
- Watch for infractions involving your restraining line
- Watch for Team A blocks prior to Team A becoming eligible to touch the ball
- Be in position to take runner if ball is advanced beyond 35 yd line

Kick Coverage Mechanics



- Signal to start game clock if legally touched in your area
- Be prepared to rule on muffs, fumbles, backward passes
- Mark OOB spot when kick, in flight or rolling, goes out of bounds
 - Bean bag if touched, otherwise flag
- Be alert for fair catch signal (valid or invalid) and KCI

SECTION 10. FREE KICKS



Free Kicks:

- Position opposite press box, behind pylon
- Goal line, end zone, and end line responsibilities
- Count receiving team with 
- Ready for play
- Standard coverage mechanics

Free Kicks:



- Position press box side, behind pylon
- Goal line, end zone, and end line responsibilities
- Count receiving team with 
- Raise hand to signal  that sideline is ready, drop when whistle sounds
- Standard coverage mechanics

Free Kicks:

- Sideline opposite press box, Team B restraining line
- Check sideline to make sure all players & coaches are clear
- Count kicking team with 
- Raise hand to signal  that sideline is ready, drop when whistle sounds
- Standard coverage mechanics

Free Kicks:

- Count kicking team with 
- Explain to kicker to kick only on  signal. Point out  on each free kick.
- Press box side, kicking team restraining line.

- When ball is kicked, ensure correct number of players on each side of kicker
- Observe action around kicker:
 - Unnecessary roughness on kicker or holder
 - Illegal kicks
 - Observe until five yard requirement has been met

Kick Coverage Mechanics



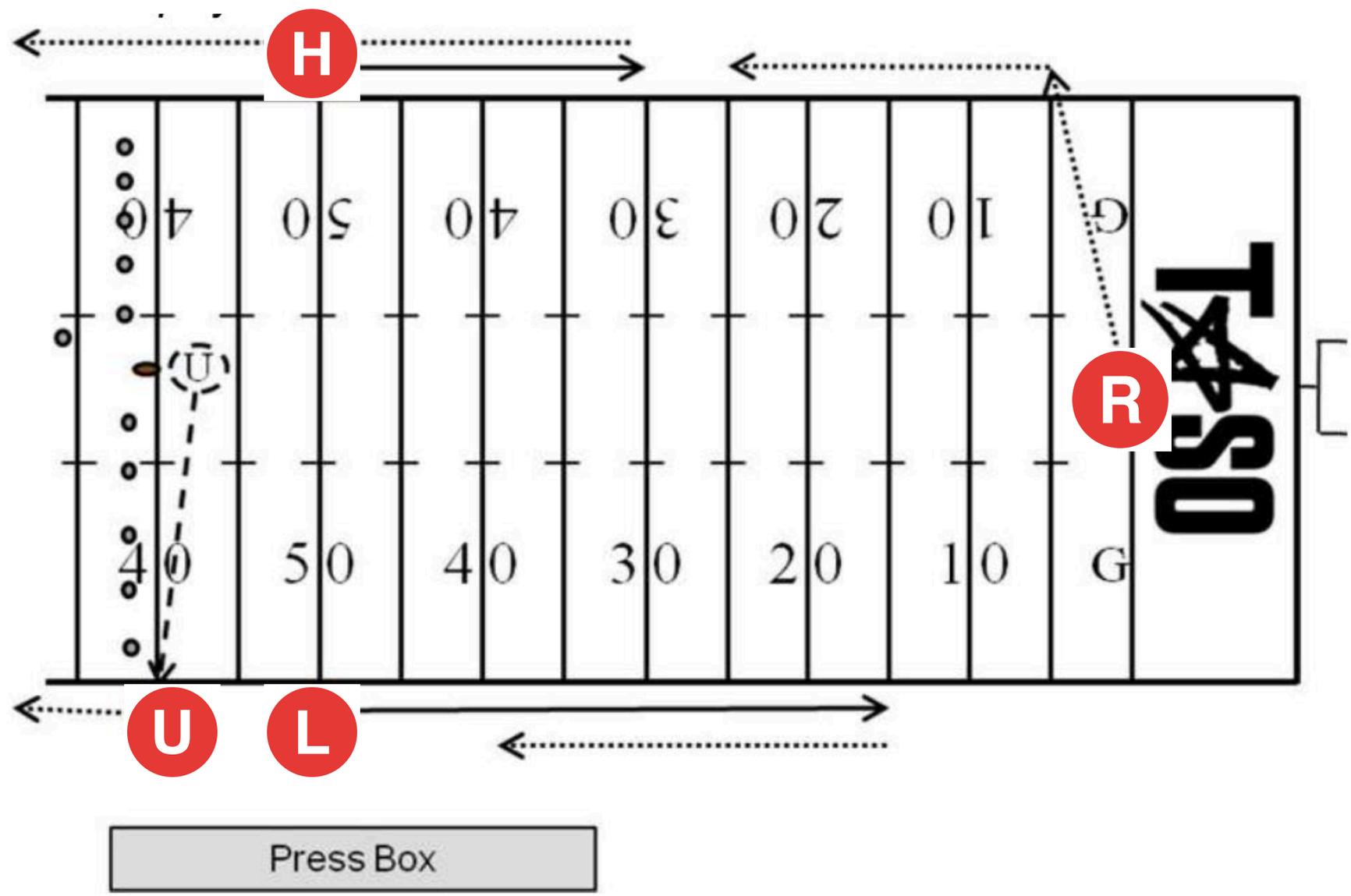
- Watch for short kicks and whether ball is touched legally or illegally
- Watch for infractions involving your restraining line
- Watch for Team A blocks prior to Team A becoming eligible to touch the ball
- Be in position to take runner if ball is advanced beyond 35 yd line

Kick Coverage Mechanics

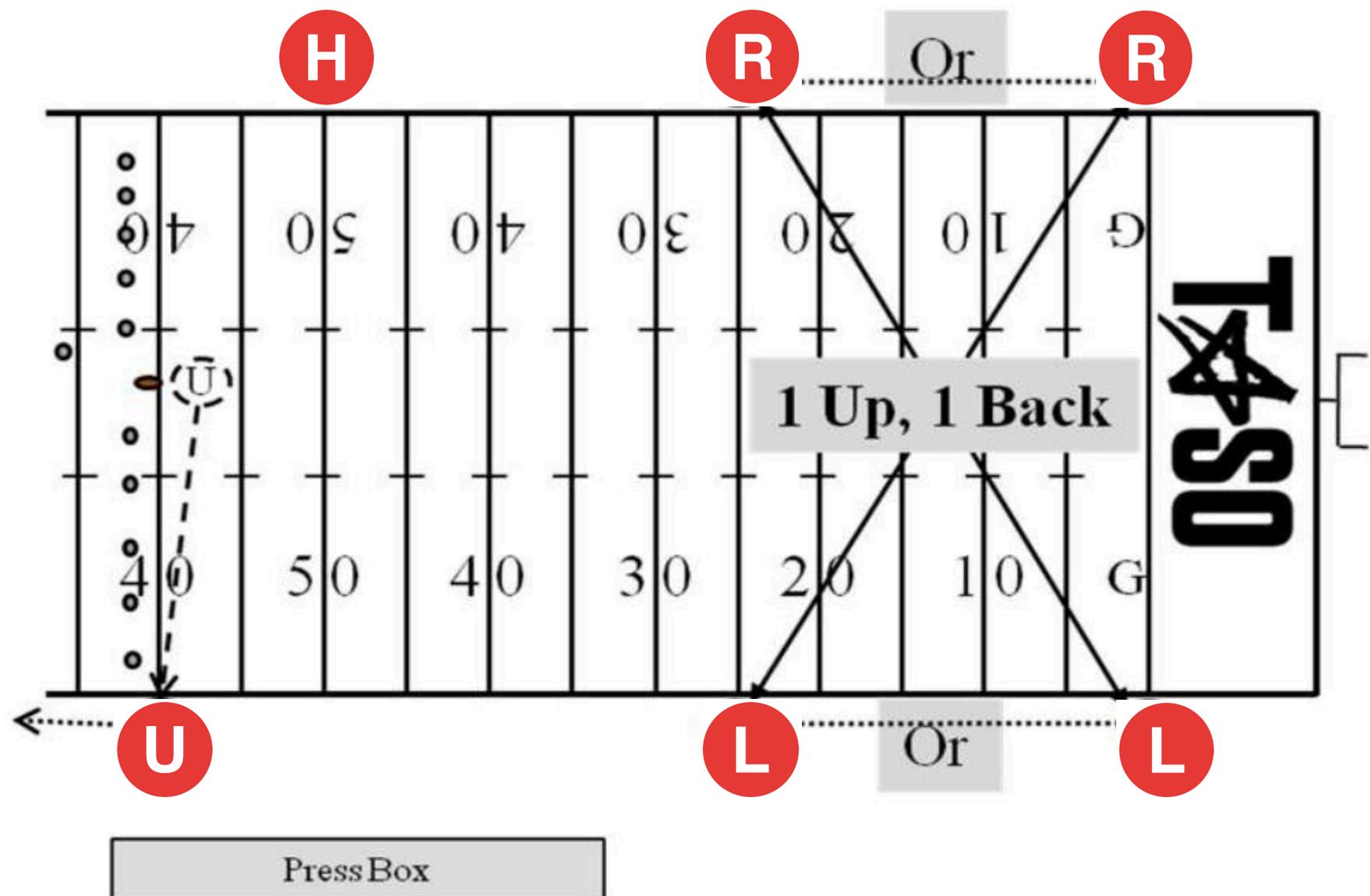


- Signal to start game clock if legally touched in your area
- Be prepared to rule on muffs, fumbles, backward passes
- Mark OOB spot when kick, in flight or rolling, goes out of bounds
 - Bean bag if touched, otherwise flag
- Be alert for fair catch signal (valid or invalid) and KCI

Short Kick Formation



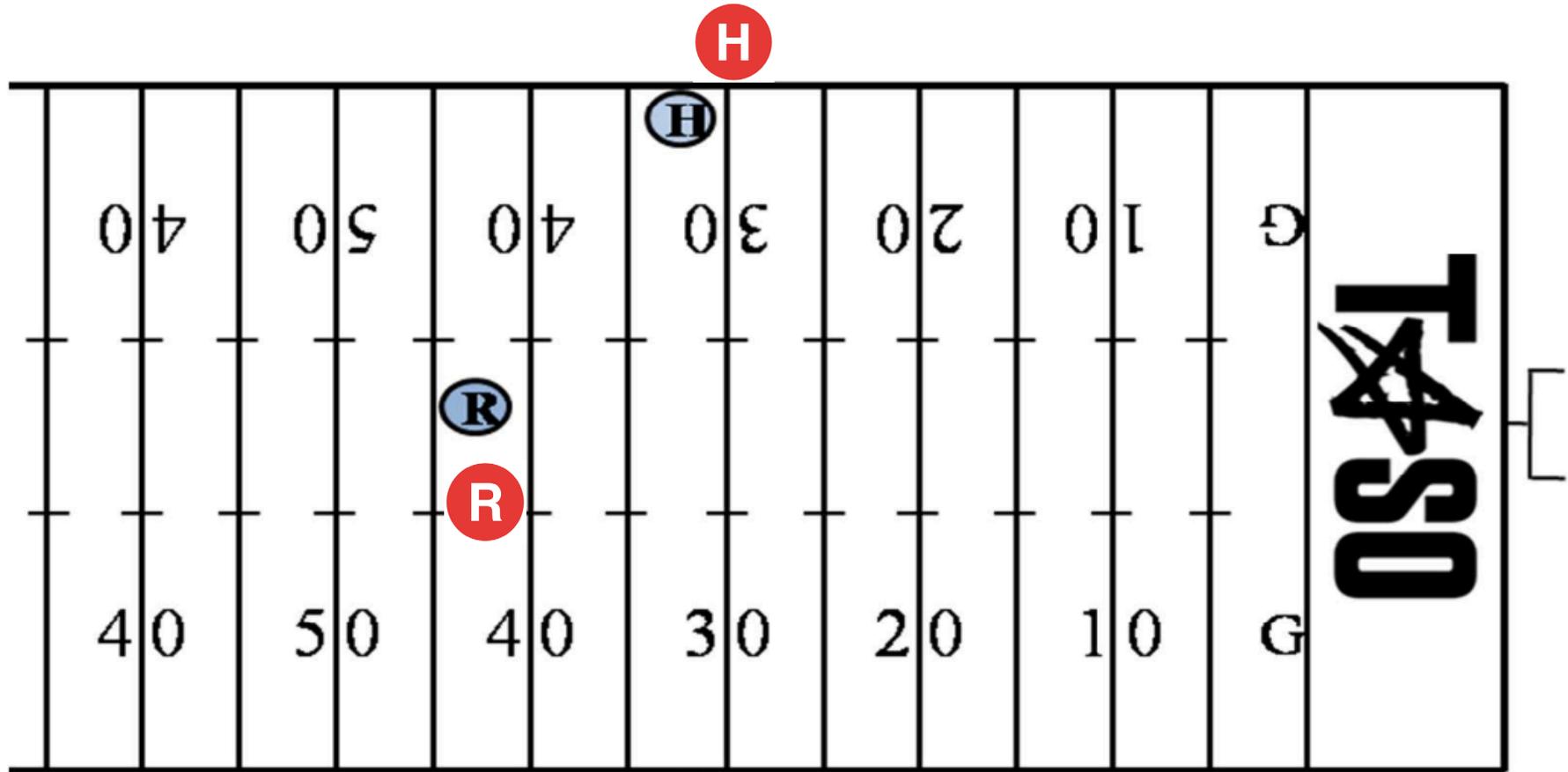
Alternate Short Kick Formation



Scrimmage Plays

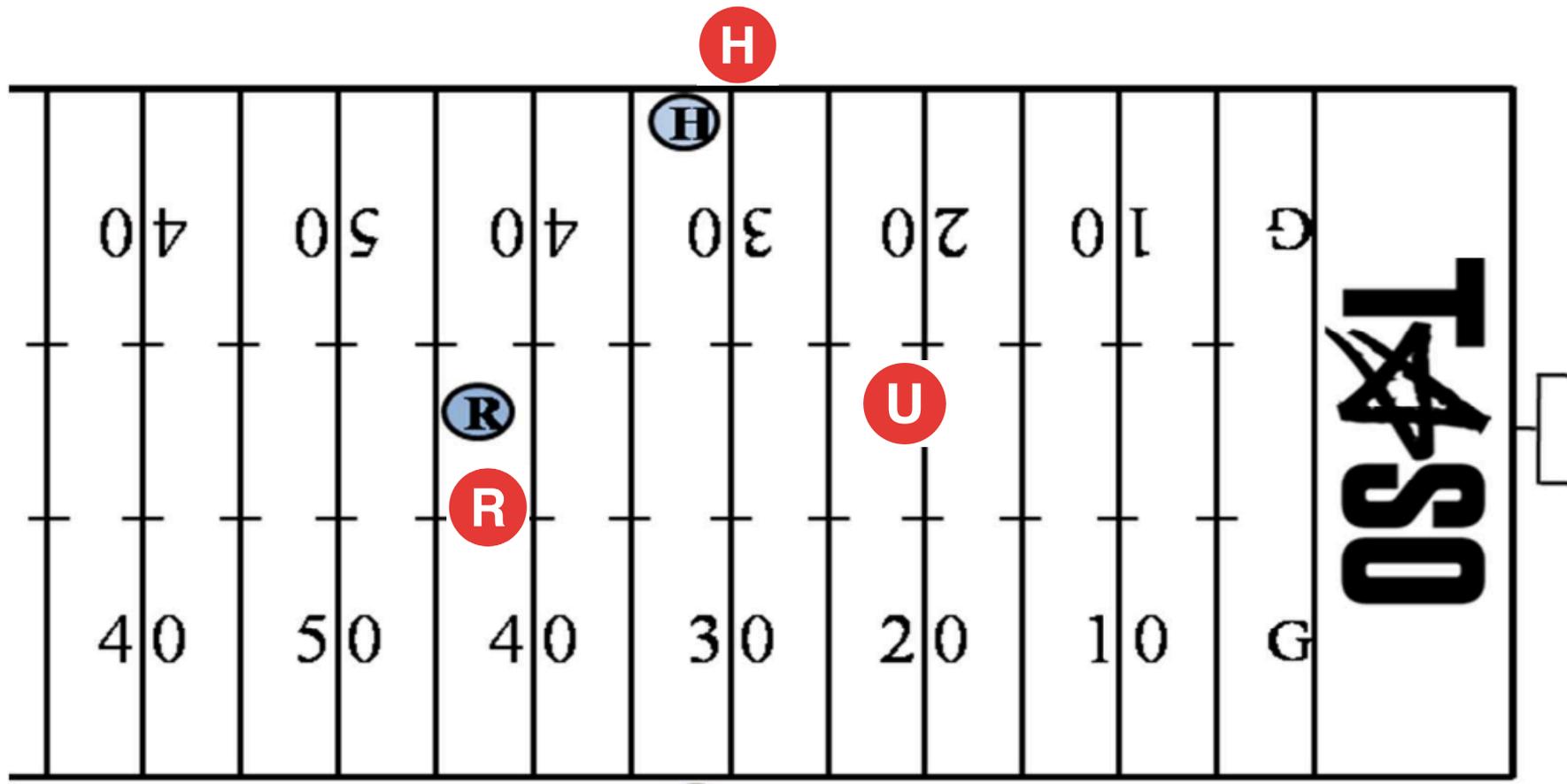


SECTION 10. PLAYS FROM SCRIMMAGE



Press Box

SECTION 10. PLAYS FROM SCRIMMAGE



Press Box

Scrimmage Plays: Before Ball is Snapped

R

- Position 12-14 yds deep and 12-14 wide of ball
- Be able to see ball and the backs (except flankers)
- Count players on offense with U
- Check offensive formation (5 players on LoS 50-79)
- Throwing arm side of QB if desired

Scrimmage Plays: Before Ball is Snapped

R

- Position 12-14 yds deep and 12-14 wide of ball
- Be able to see ball and the backs (except flankers)
- Count players on offense with **U**
- Check offensive formation (5 players on LoS 50-79)
- Throwing arm side of QB if desired

U

- Set ball then position 5-10 yds back; adjust to alignment
- Coordinate with **R** to cover interior line
- Count with **R** and know your ineligibleibles
- Be alert for disconcerting signals, legality of snap

Scrimmage Plays: Before Ball is Snapped

- H** • On the LoS, in position to see ball, backs, player in motion
- L** • Indicate offensive LOS by an extended foot to wide offensive players
- Check for maximum 4 offensive players in backfield
- **L** count players on defense
- Responsible for man in motion when on your side of snapper

Scrimmage Plays: Running Plays



- Watch initial charge of linemen, blockers leading runner
- Follow runner to sideline behind LoS
- Watch for fouls behind runner after he crosses NZ
- Assist flank officials on OOB runs, especially in team areas

Scrimmage Plays: Running Plays

R

- Watch initial charge of linemen, blockers leading runner
- Follow runner to sideline behind LoS
- Watch for fouls behind runner after he crosses NZ
- Assist flank officials on OOB runs, especially in team areas

U

- As play develops, cover action around point of attack
- Illegal use of hands, holding - both of offense and defense
- When hole opens, move away as laterally as possible
- Always take forward progress from flank officials

Scrimmage Plays: Running Plays



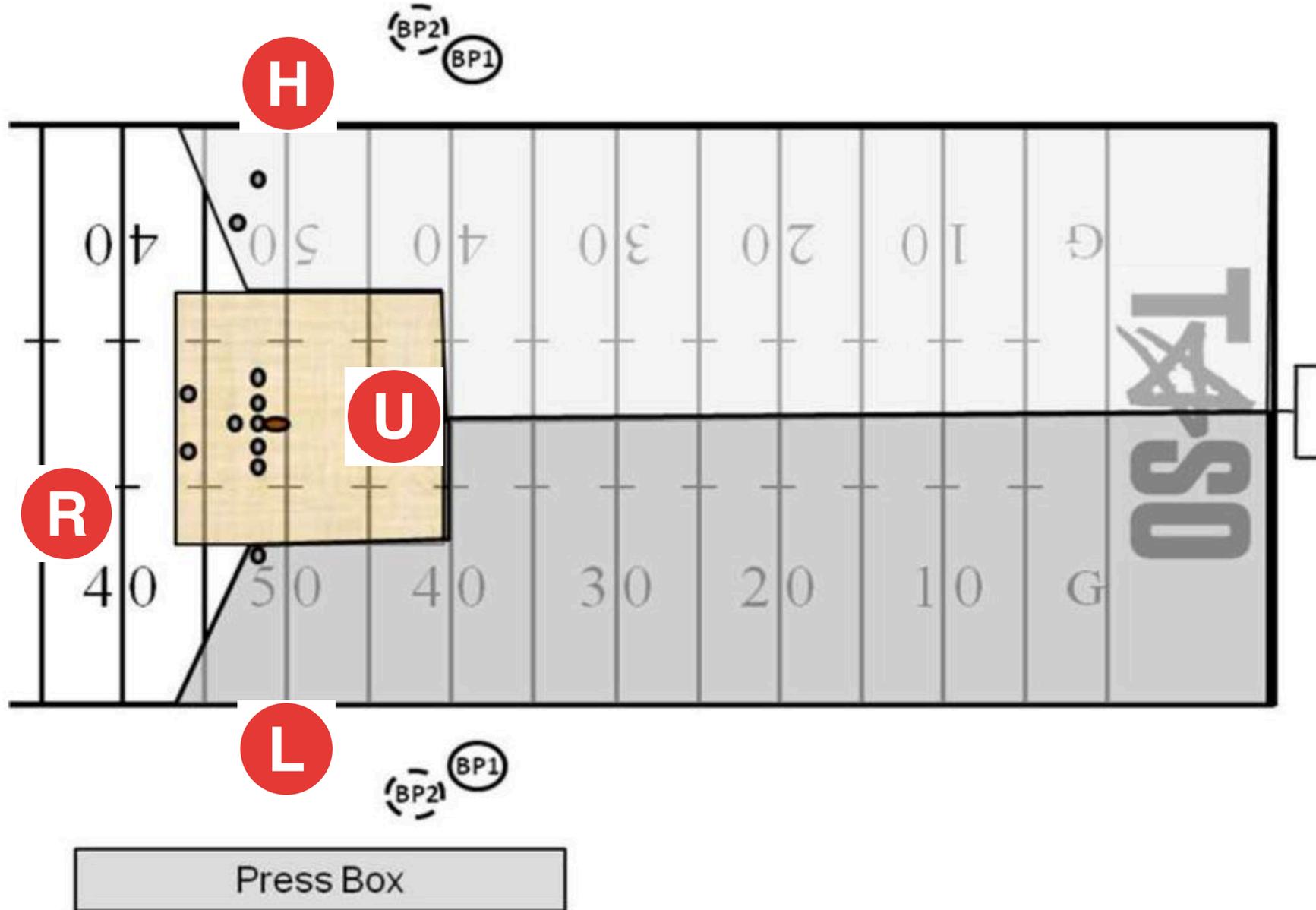
- NZ infractions, illegal blocks, play in front of runner
- Be alert to forward progress of runner



- Observe action behind play if ball is going opposite direction
- Hold spot if player goes out of bounds
 - NEVER TURN YOUR BACK TO THE BALL CARRIER
- Crash in close situations, especially near goal line



SECTION 11. PLAYS FROM SCRIMMAGE



Scrimmage Plays: Pass Plays

R

- Cover line play as on any scrimmage down
- Protect passer before and after ball is thrown
- Forward or backward pass, grounding – consult with L H
- verbally alert defenders when passer has released the ball

Scrimmage Plays: Pass Plays

R

- Cover line play as on any scrimmage down
- Protect passer before and after ball is thrown
- Forward or backward pass, grounding – consult with L H
- verbally alert defenders when passer has released the ball

U

- When you read forward pass, step toward LoS
 - Removes you as a target
 - Opens area for shallow drag pass patterns
 - Check for ineligible downfield
- Know where ball first touches anything (signal #11)

Scrimmage Plays: Pass Plays

H

- Cover line play as on any scrimmage down
- Be ready to rule on direction of a quick pass

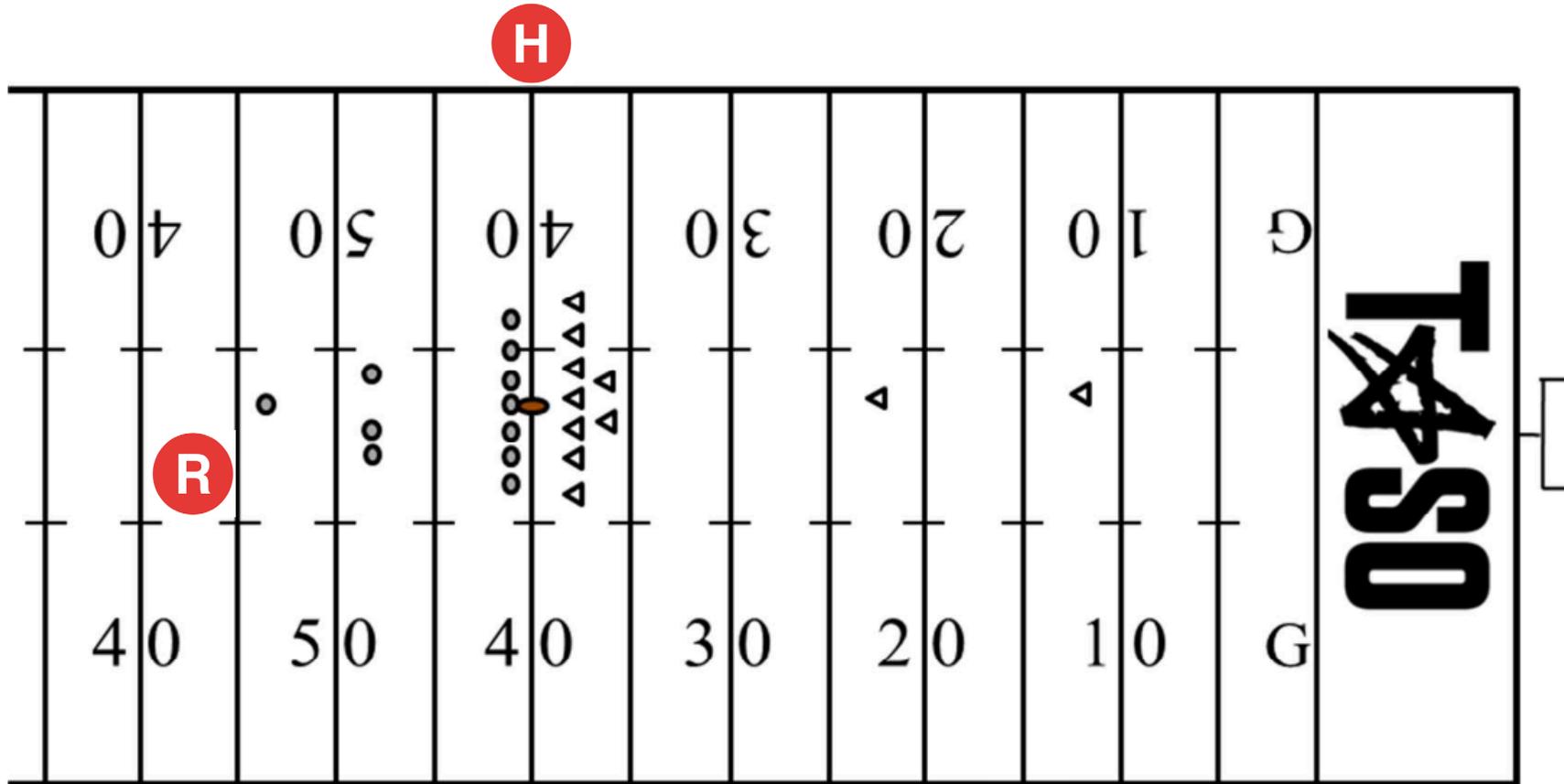
L

- Drift 5-7 yards, between flat and deepest receiver
 - When ball is in flight, move to most advantageous position
- Be in position to cover sideline, rule in/out of bounds
- Know eligible receivers – assist **U** if linemen are downfield
- ENTIRE SIDELINE IS YOUR RESPONSIBILITY

Scrimmage Kicks



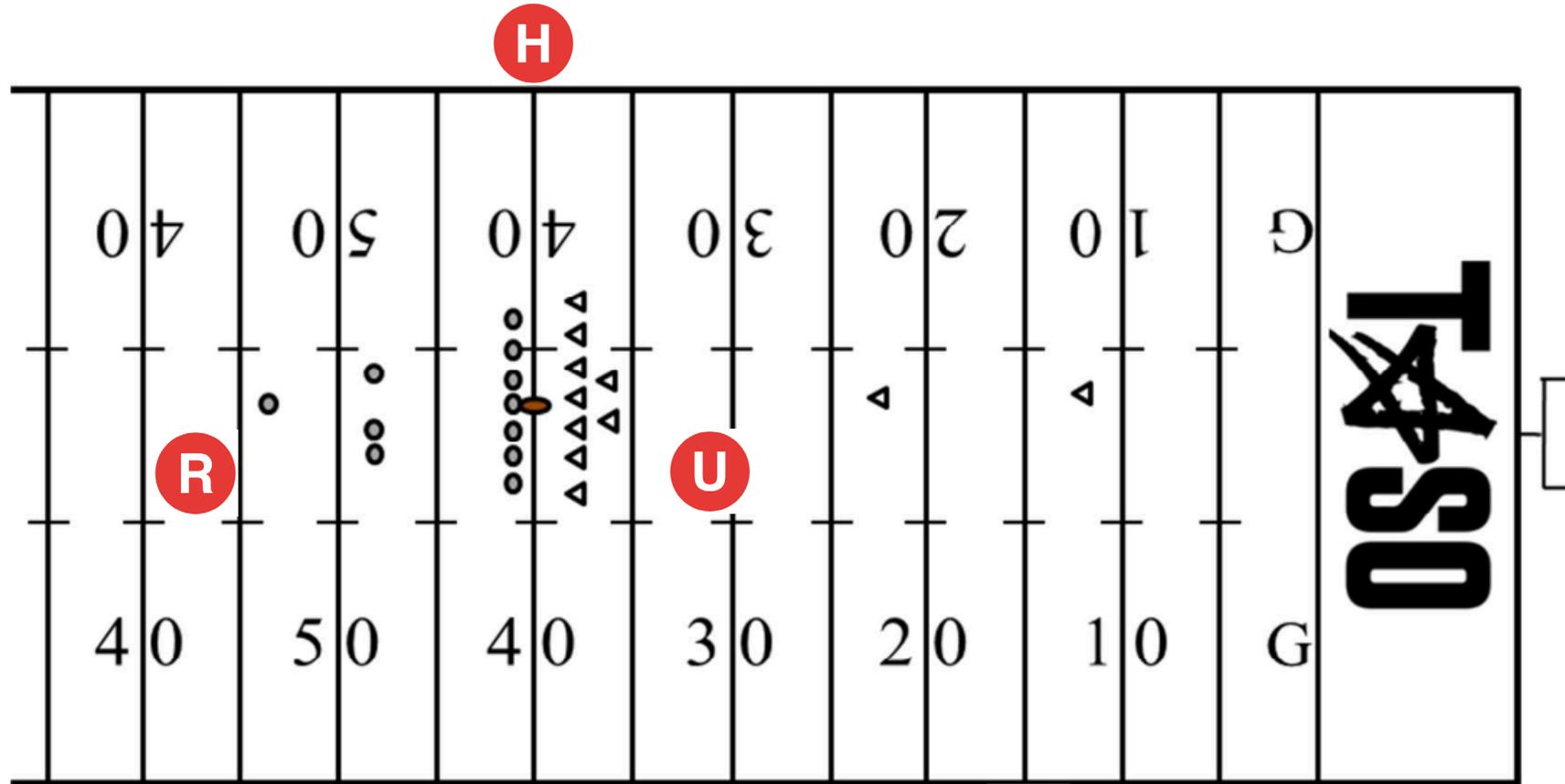
SECTION 15. SCRIMMAGE KICKS



Press Box



SECTION 15. SCRIMMAGE KICKS



Press Box



Scrimmage Plays: Scrimmage Kicks

R

- Slightly behind and to the **L** side of the kicker
- Open hand on chest to indicate if Team A is not in legal scrimmage kick formation
- Observe action of and against kicker
- Be alert for blocked kicks, recovery, advance

Scrimmage Plays: Scrimmage Kicks

R

- Slightly behind and to the **L** side of the kicker
- Open hand on chest to indicate if Team A is not in legal scrimmage kick formation
- Observe action of and against kicker
- Be alert for blocked kicks, recovery, advance

U

- Favor **L** side of field
- Observe defensive player over snapper or in A-gap
- As players move past you, turn and move toward return area
- If kick is blocked, know if it crosses NZ

Scrimmage Plays: Scrimmage Kicks



- Entire LoS at snap
- Fair catches, kicks OOB, blocked kicks, scrimmage plays
- If kick is blocked, know if it crosses NZ
- Once ball crosses NZ, release and officiate play downfield

Scrimmage Plays: Scrimmage Kicks

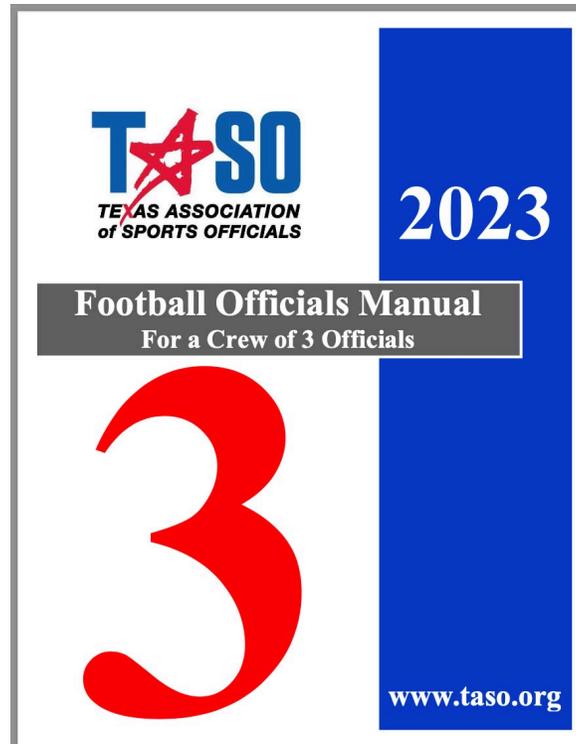


- Entire LoS at snap
- Fair catches, kicks OOB, blocked kicks, scrimmage plays
- If kick is blocked, know if it crosses NZ
- Once ball crosses NZ, release and officiate play downfield

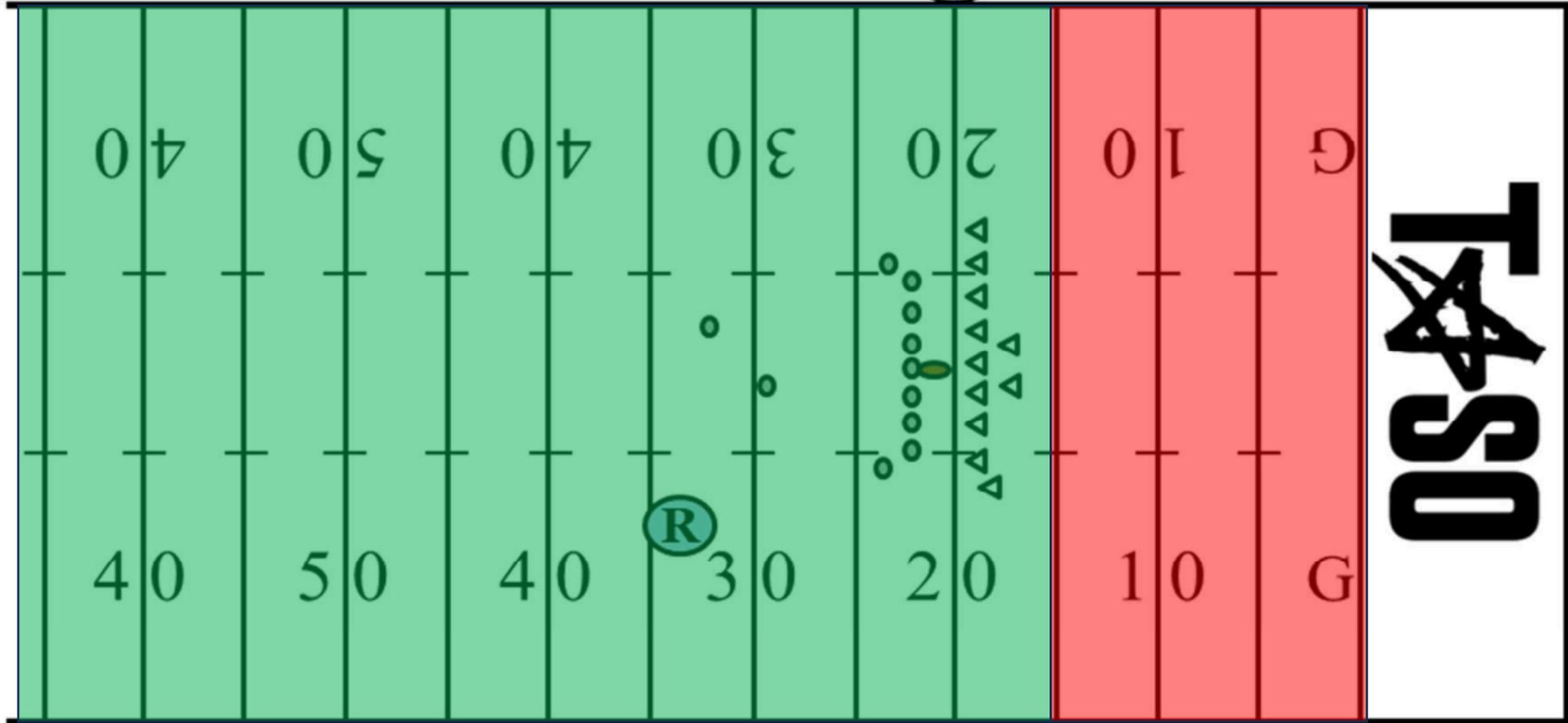


- Take position short of deepest receiver and adjust to play
- Fair catches, KCI, kicks OOB, touches, recovery and advance
- Mark end of kick with your beanbag!

Try and Field Goal Attempts



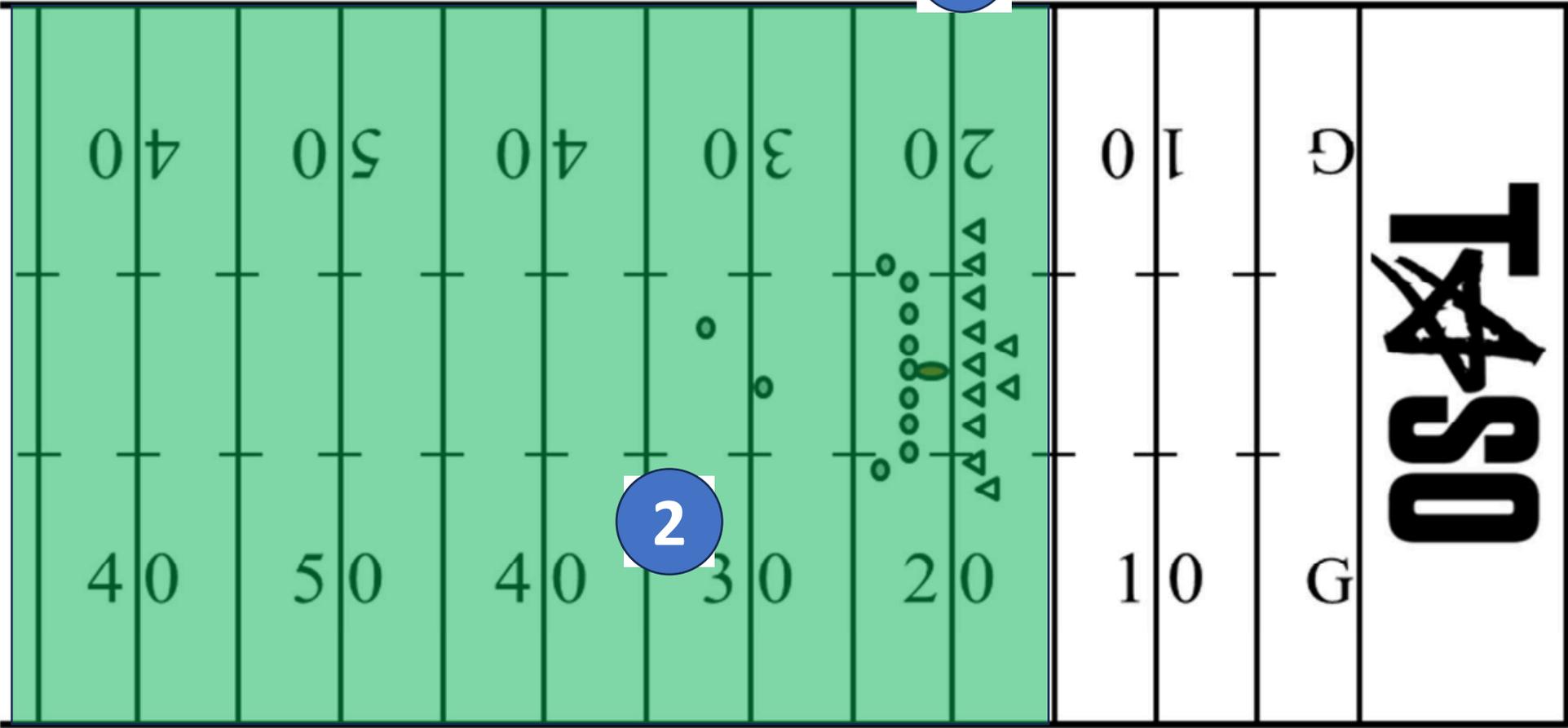
Snaps on/outside the Team B 15-yard line **(H)**



Press Box

Snaps on/outside the Team B 15-yard line

1

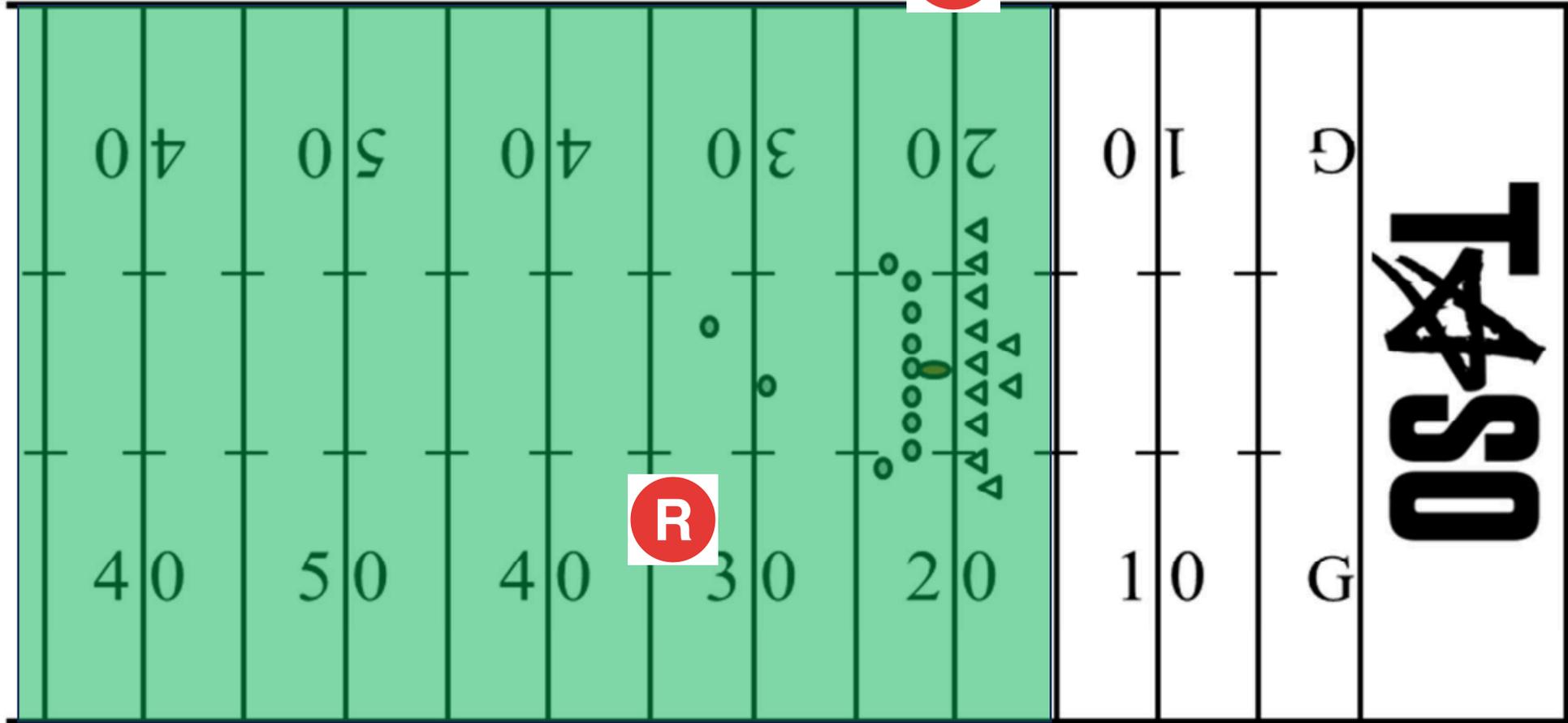


2

3

Press Box

Snaps on/outside the Team B 15-yard line



Press Box

Field Goals and PAT: On or Outside 15 yds

R

- Slightly behind and to the **L** side of the kicker
- Responsible for action around kicker and holder
- Responsible for a muff/fumble by holder

Field Goals and PAT: On or Outside 15 yds

R

- Slightly behind and to the L side of the kicker
- Responsible for action around kicker and holder
- Responsible for a muff/fumble by holder

H

- Entire LoS, including action on the snapper
- If kick is short or partially blocked, know if it crossed NZ

Field Goals and PAT: On or Outside 15 yds

R

- Slightly behind and to the L side of the kicker
- Responsible for action around kicker and holder
- Responsible for a muff/fumble by holder

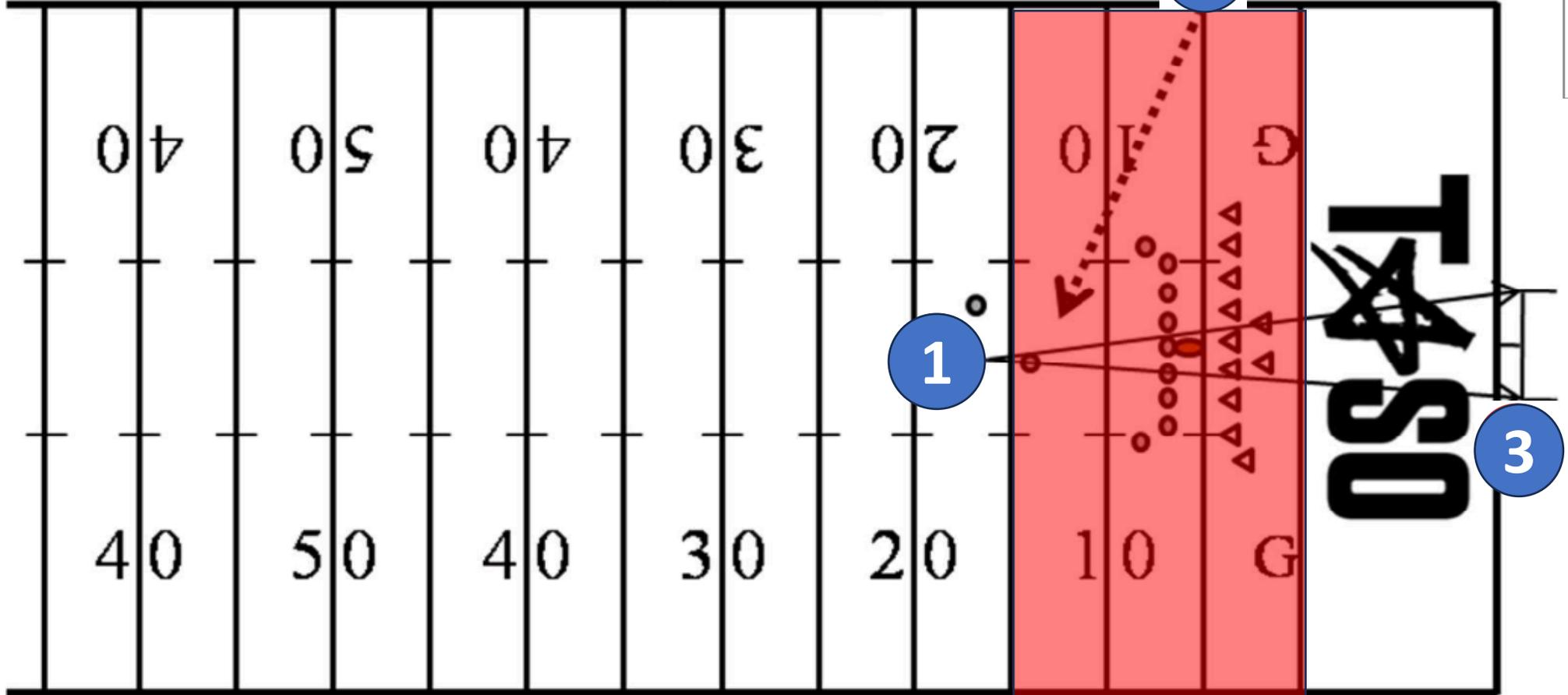
H

- Entire LoS, including action on the snapper
- If kick is short or partially blocked, know if it crossed NZ

L

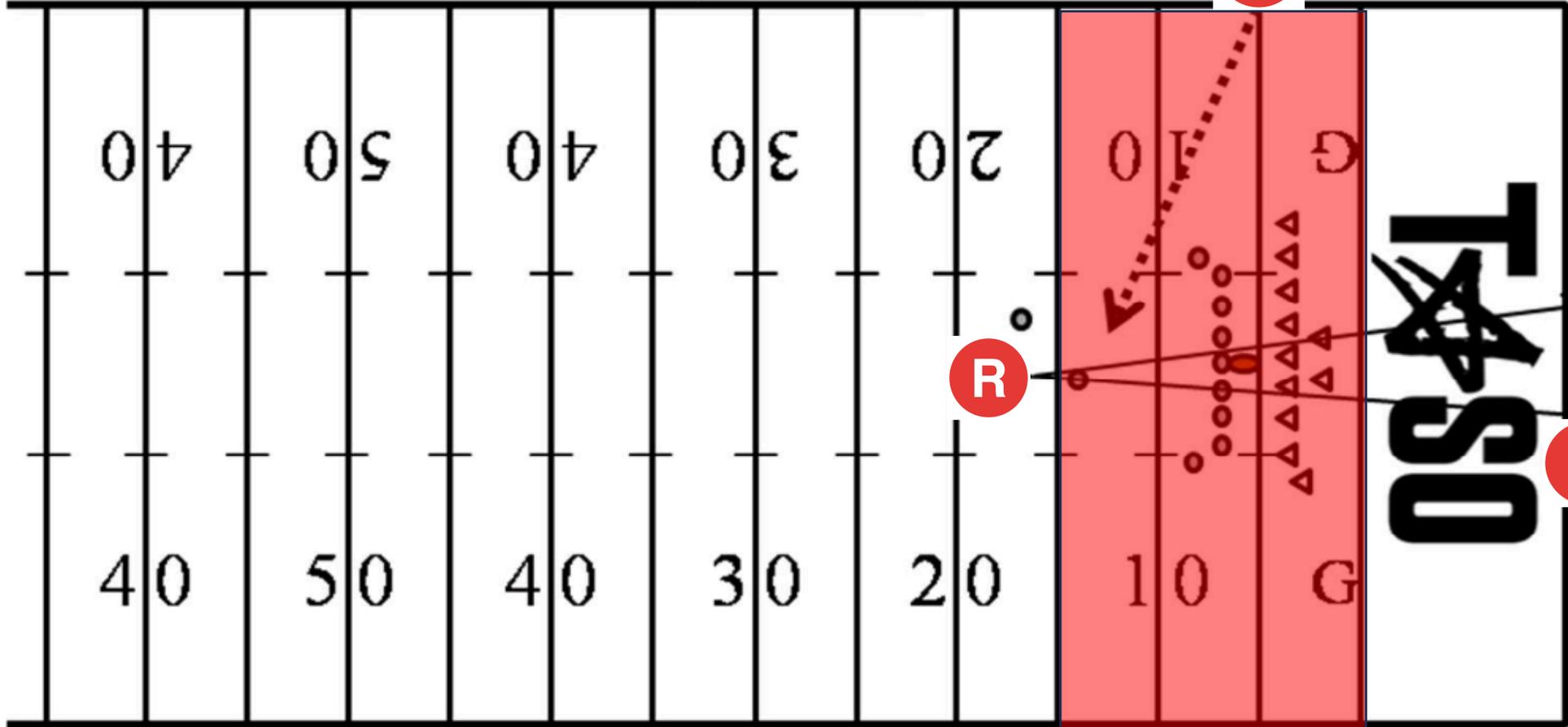
- Sole responsibility for ruling on attempt
- If kick is short and ball remains alive, officiate as if it were a scrimmage kick

Snaps inside the Team B 15-yard line



Press Box

Snaps inside the Team B 15-yard line



Press Box

Field Goals and PAT: **Inside 15 yds**



- Take position directly behind where ball will be kicked
- Responsible for ruling on FG/PAT through uprights

Field Goals and PAT: **Inside 15 yds**



- Take position directly behind where ball will be kicked
- Responsible for ruling on FG/PAT through uprights



- Entire LoS, including action on the snapper
- Responsible for action on kicker and holder
- If kick is short or partially blocked, know if it crossed NZ

Field Goals and PAT: **Inside 15 yds**



- Take position directly behind where ball will be kicked
- Responsible for ruling on FG/PAT through uprights

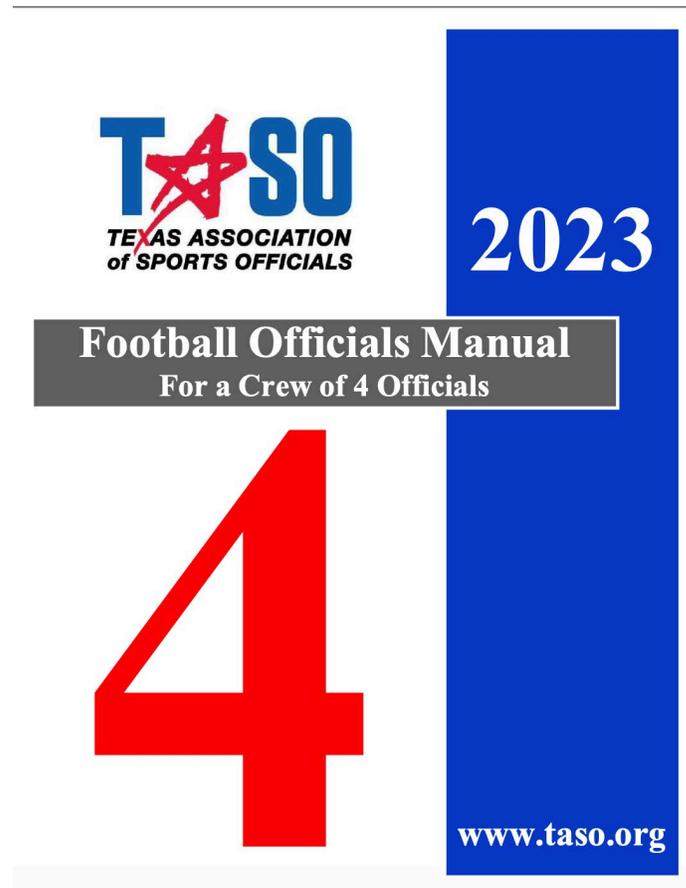


- Entire LoS, including action on the snapper
- Responsible for action on kicker and holder
- If kick is short or partially blocked, know if it crossed NZ

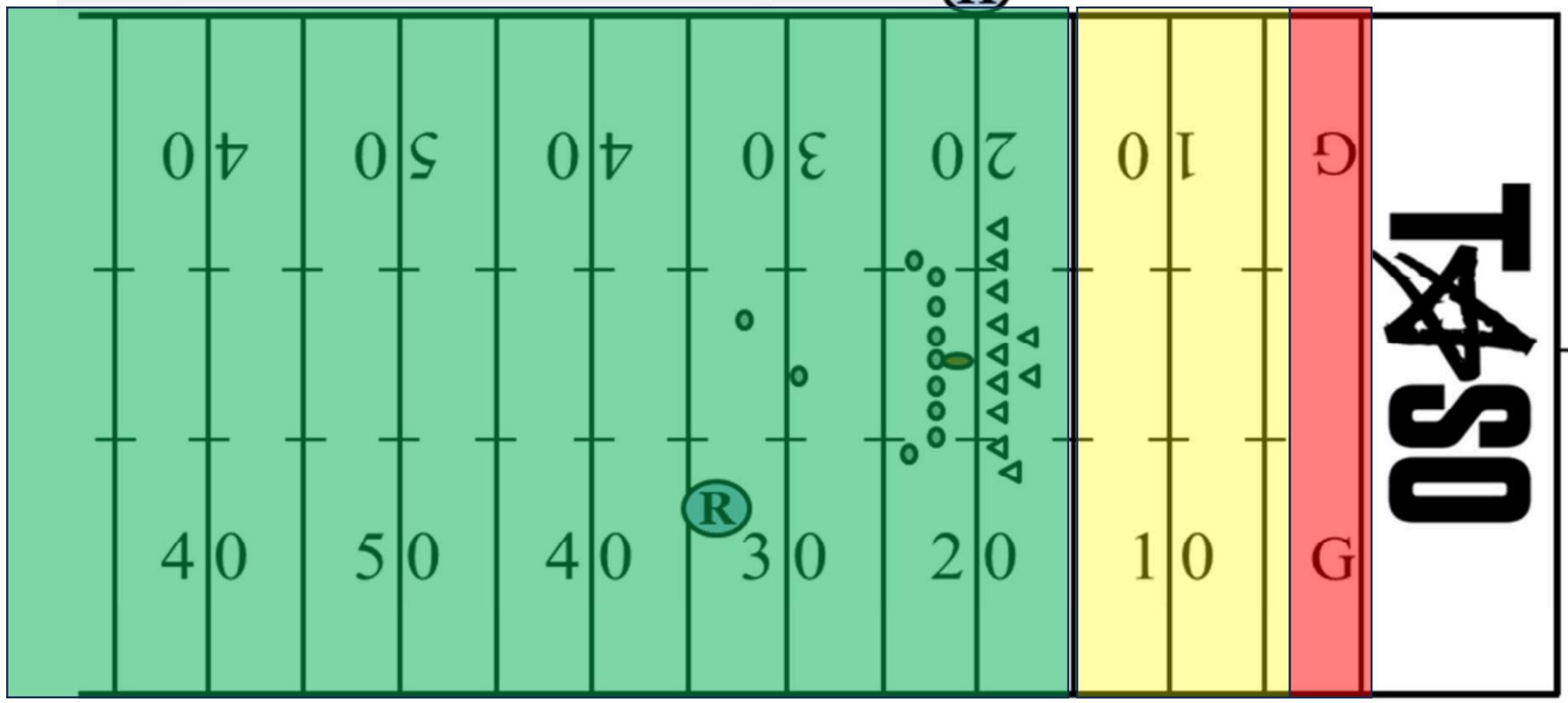


- Take position to side of goal post
- Rule on on attempt only when ball passes near crossbar or strikes the goal

Try and Field Goal Attempts



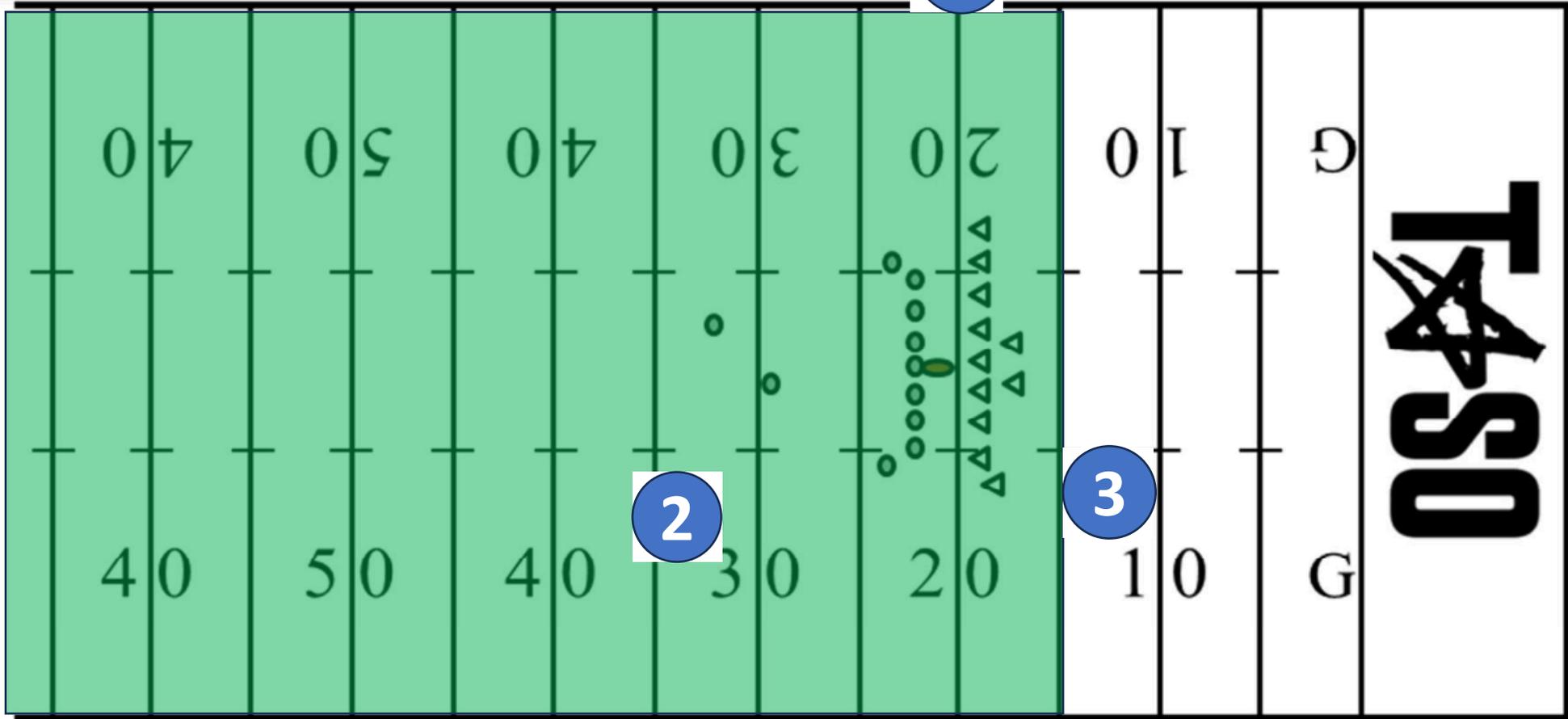
Snaps on/outside the Team B 15-yard line **(H)**



Press Box



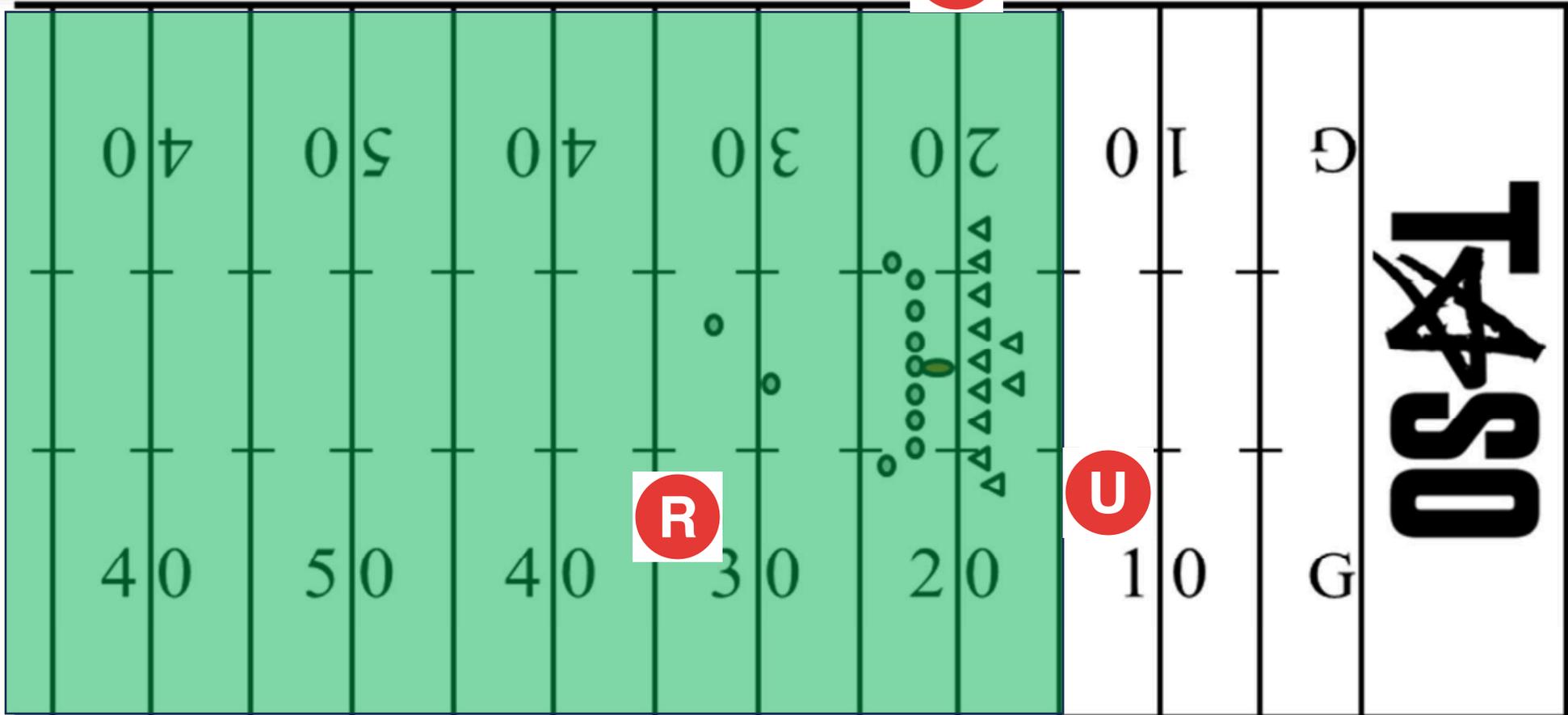
Snaps on/outside the Team B 15-yard line **1**



Press Box

Snaps on/outside the Team B 15-yard line

H



Press Box

Field Goals and PAT: On or Outside 15 yds

R

- Slightly behind and to the **L** side of the kicker
- Responsible for action around kicker and holder
- Responsible for a muff/fumble by holder
- Open hand on chest if kicker/holder not more than 7yds

Field Goals and PAT: On or Outside 15 yds

R

- Slightly behind and to the L side of the kicker
- Responsible for action around kicker and holder
- Responsible for a muff/fumble by holder
- Open hand on chest if kicker/holder not more than 7yds

U

- Take position favoring L side
- Be alert for snapper being fouled
- Shift observation to play behind line
- Assist in goal line coverage if run develops on L side



Field Goals and PAT: On or Outside 15 yds



- Responsible for entire LoS
- If kick is short or partially blocked, know if it crossed NZ
- Officiate as a scrimmage play if run develops

Field Goals and PAT: On or Outside 15 yds

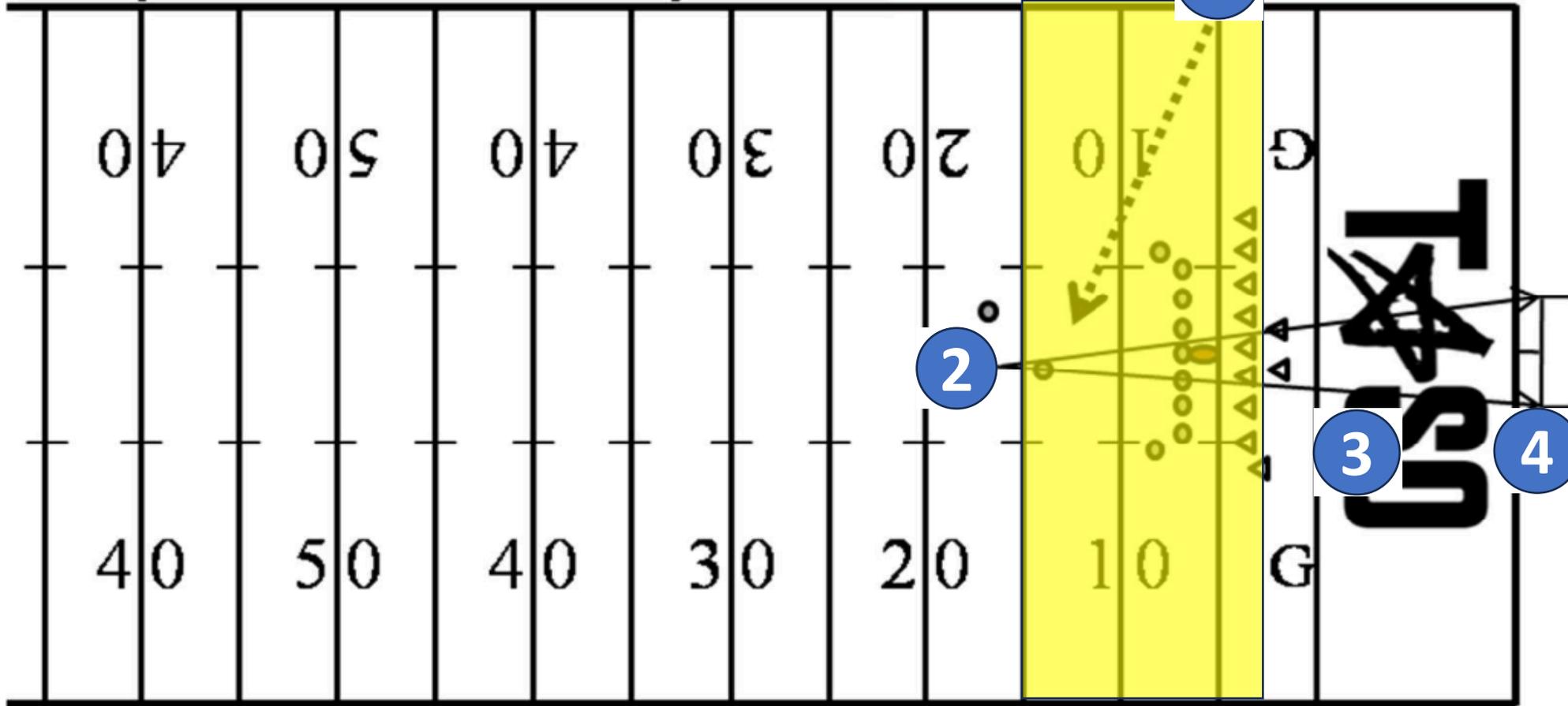
H

- Responsible for entire LoS
- If kick is short or partially blocked, know if it crossed NZ
- Officiate as a scrimmage play if run develops

L

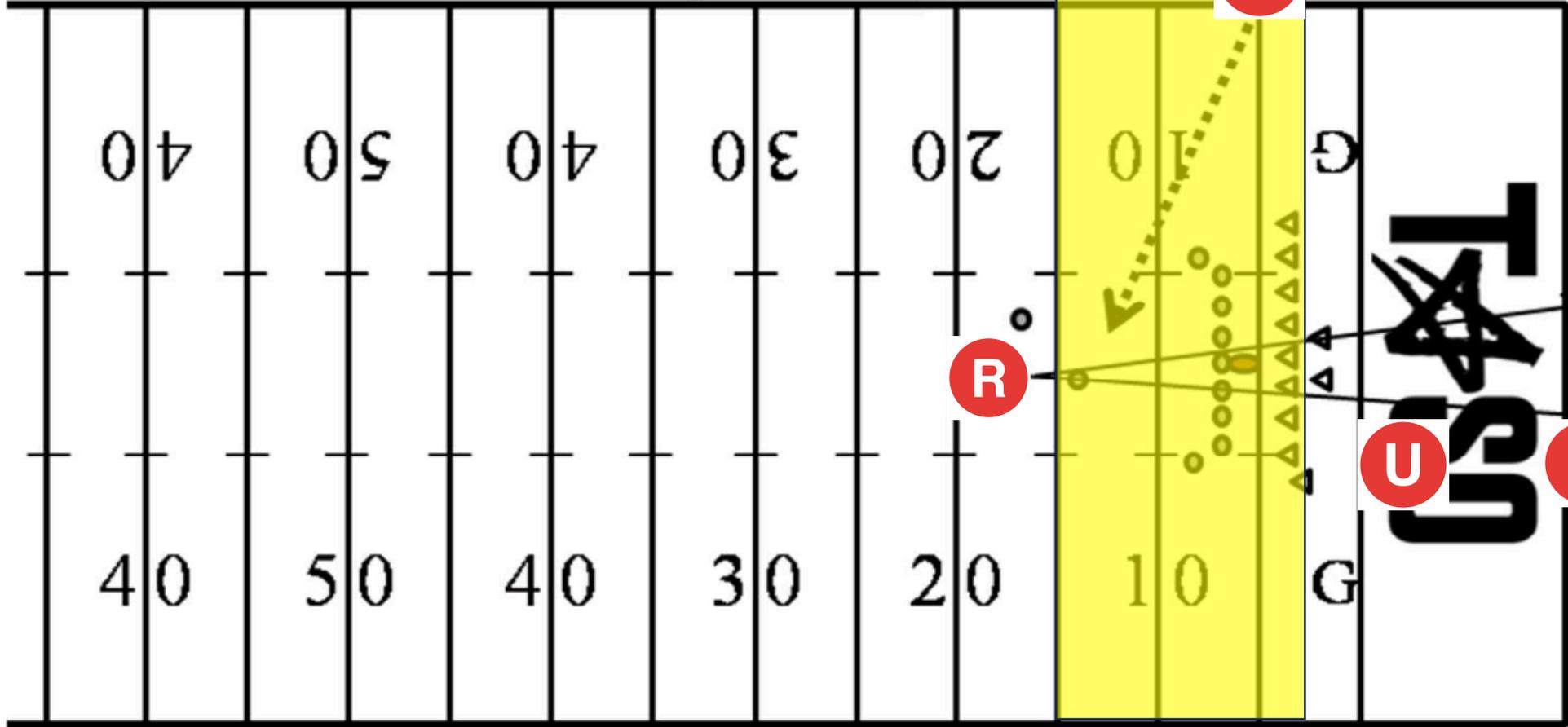
- Take position behind end line, in center of goal
- Responsible for ruling on attempt
- If kick is short and ball remains alive, officiate as if it were a scrimmage kick

Snaps inside the Team B 15-yard line



Press Box

Snaps inside the Team B 15-yard line



Press Box



Field Goals and PAT: Inside 15 yds



- Take position directly behind where ball will be kicked
- Responsible for ruling on FG/PAT through uprights

Field Goals and PAT: Inside 15 yds

R

- Take position directly behind where ball will be kicked
- Responsible for ruling on FG/PAT through uprights

U

- Same coverage as beyond 15 attempt

Field Goals and PAT: Inside 15 yds

R

- Take position directly behind where ball will be kicked
- Responsible for ruling on FG/PAT through uprights

U

- Same coverage as beyond 15 attempt

H

- Same coverage as beyond 15 attempt
- Also now responsible for action on kicker/holder

Field Goals and PAT: Inside 15 yds

R

- Take position directly behind where ball will be kicked
- Responsible for ruling on FG/PAT through uprights

U

- Same coverage as beyond 15 attempt

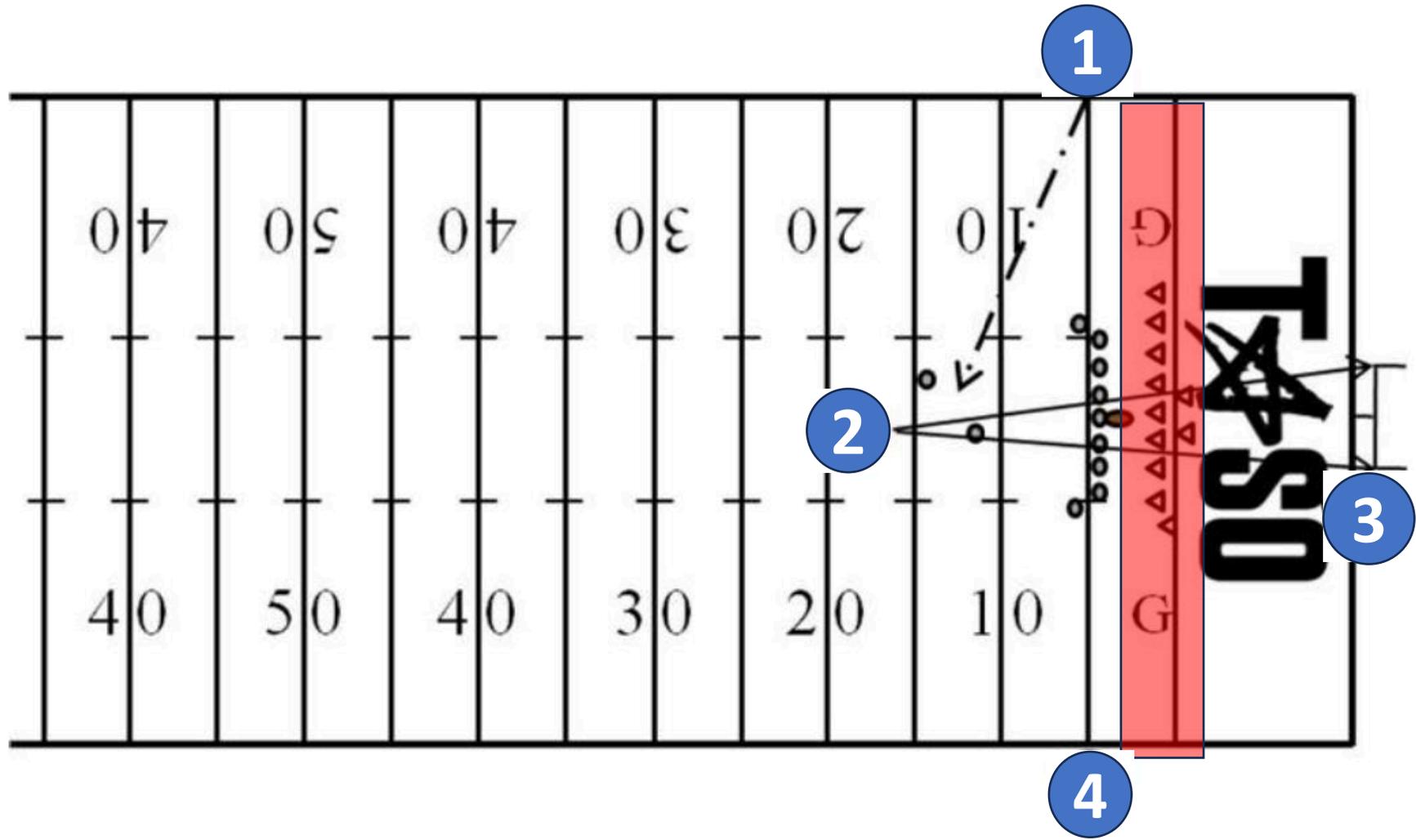
H

- Same coverage as beyond 15 attempt
- Also now responsible for action on kicker/holder

L

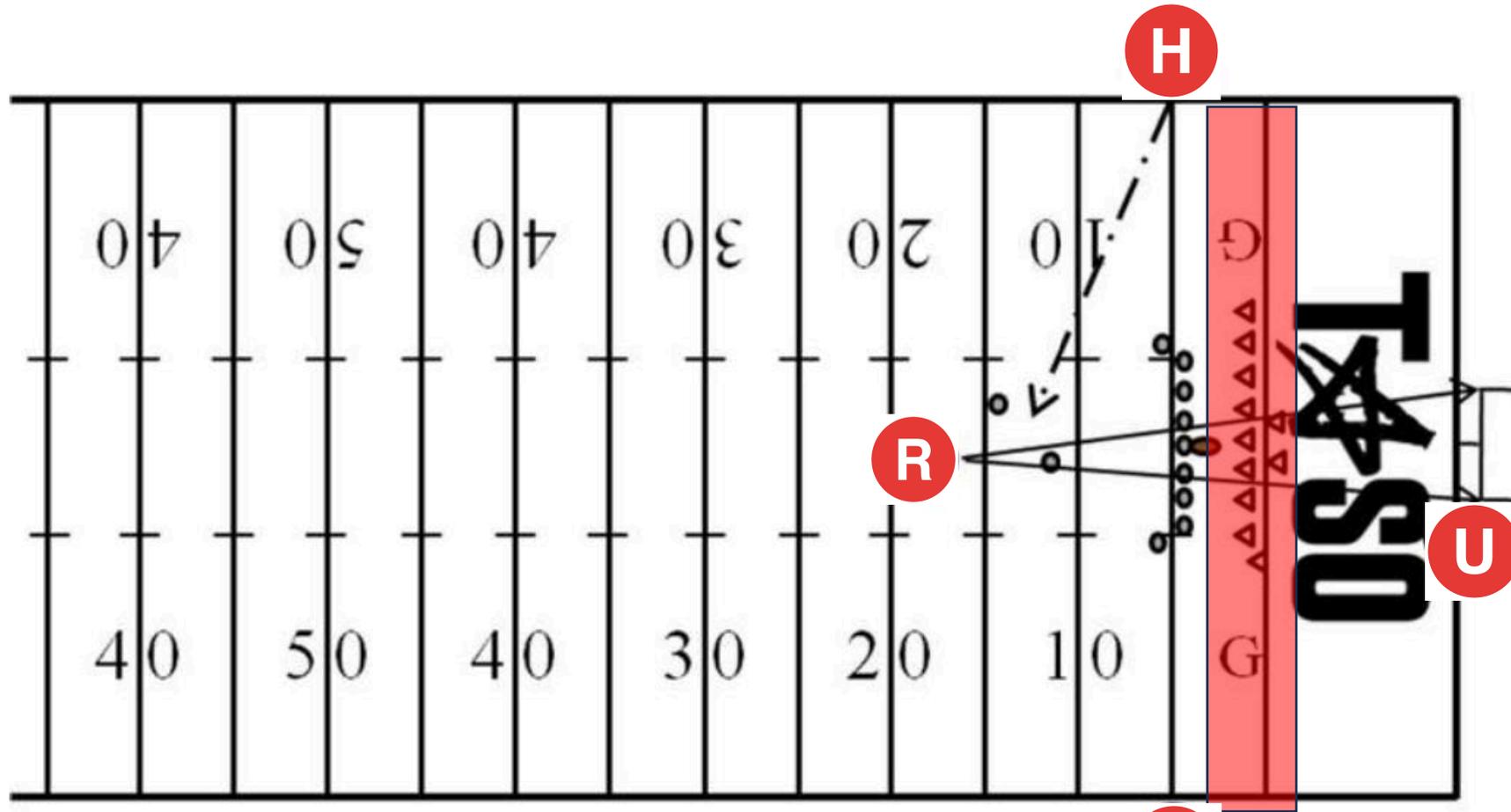
- Rules only on success or failure over crossbar
- No signal unless kick is short (R gives signal)

ARTICLE 3. TRY ATTEMPTS ON/INSIDE B's 3-YARD LINE



Press Box

ARTICLE 3. TRY ATTEMPTS ON/INSIDE B's 3-YARD LINE



Press Box



Field Goals and PAT: On or inside 3 yds



- Same position coverage as Inside 15 attempt

Field Goals and PAT: On or inside 3 yds

R

- Same position coverage as Inside 15 attempt

U

- Position on end line at inbounds line extended
- Rules only on success or failure over crossbar
- No signal unless kick is short (R gives signal)

Field Goals and PAT: On or inside 3 yds

R

- Same position coverage as Inside 15 attempt

U

- Position on end line at inbounds line extended
- Rules only on success or failure over crossbar
- No signal unless kick is short (R gives signal)

H

- Same coverage as Inside 15 attempt

Field Goals and PAT: **On or inside 3 yds**

R

- Same position coverage as **Inside 15 attempt**

U

- Position on end line at inbounds line extended
- Rules only on success or failure over **crossbar**
- No signal unless kick is short (**R** gives signal)

H

- Same coverage as **Inside 15 attempt**

L

- Responsible for LoS and **action against snapper**

Penalty Enforcement



Penalty Enforcement



- Call official's time out
- Preliminary signal, get enforcement option from coach

Penalty Enforcement

R

- Call official's time out
- Preliminary signal, get enforcement option from coach

L

- Hold the enforcement spot until penalty is completed

Penalty Enforcement

R

- Call official's time out
- Preliminary signal, get enforcement option from coach

L

- Hold the enforcement spot until penalty is completed

U

H

- Walk off penalty yards together
- **U** carries and sets ball. **H** manages box (new chains if necessary)

Penalty Enforcement

R

- Call official's time out
- Preliminary signal, get enforcement option from coach

L

- Hold the enforcement spot until penalty is completed

U

H

- Walk off penalty yards together
- **U** carries and sets ball. **H** manages box (new chains if necessary)

ALL

- Ensure correct down is indicated on box

Penalty Enforcement

R

- Call official's time out
- Preliminary signal, get enforcement option from coach

L

- Hold the enforcement spot until penalty is completed

U

H

- Walk off penalty yards together
- **U** carries and sets ball. **H** manages box (new chains if necessary)

ALL

- Ensure correct down is indicated on box

R

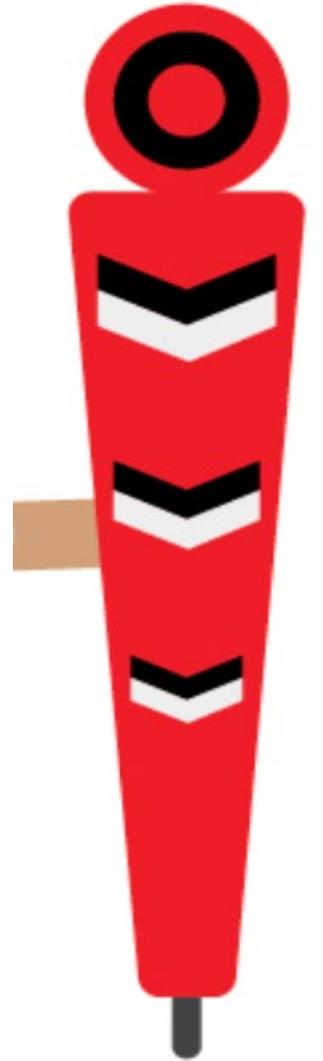
- Announce foul to press box and mark ball ready for play

Measurements



Measurements

- R** • Call official time out for measurement. Clear area.
- U** • Ensure ball is not moved after being spotted
- H** • Bring out chains - move box to stake
- L** • Mark spot perpendicular to ball on yard line. **H** sets clip.
- U** • Stretches chain. **R** makes ruling. Set ball and down box.





Tonight's Codes:

Birdville: 4621

Denton: 9834

Weatherford: 9917

FWFO: 888-789-3936 EXT: 801

questions@fwfo.org