

7-Man Mechanics MANUAL

1. Purpose

Trends in football at the high school level have been and remain in the direction of more “wide open” offenses that are typified by “spread” formations. Use of such offensive schemes puts great pressure on downfield coverage by the officiating crew. In addition, the diversity of offensive choices near the goal line and on passing plays into the end zone makes coverage around the goal line a challenge. Adding an official to assist in both coverage of receivers beyond the line of scrimmage and tighter coverage at the goal line and into the end zone is the primary purpose for adopting 7-Man Mechanics at the high school level. We will be using a 7-Man Mechanic system as a Pilot Program for the 2009 season for play-off games involving the five Dome crews beginning with the Qtr. Final round and continuing with the Semi-Finals, and Finals. The five Dome crews selected this year will begin the 7-Man Mechanics with the Qtr. Final game. Each Host Principal that will host a Dome crew in the Qtr. Final or Semi-Final round of play may deduct the fee for the one (1) official for that night from the required 10% sent to the LHSAA. We will continue with the required 6-Man Mechanics for all other Qtr. Final and Semi-Final games. If a non-Dome crew is requested to work a 7-Man Mechanic in the Qtr. Finals or Semi-Finals, this would be allowed at the expense of the schools involved.

2. Goals for 2009

- Establish initial 7-Man mechanics in order to cover the “Purpose” as stated above.
- Take guidance from other levels of football that already use 7-Man mechanics successfully; do NOT make an attempt to reinvent the wheel. Part of this effort includes changing the position nomenclature so that 2008’s Field Judge becomes 2009’s Side Judge and 2008’s Back Judge becomes 2009’s Field Judge. These NAME changes apply to both 6-Man and 7-Man mechanics.
- Establish an open line of communication with officials so that comments on, and suggestions for improvements to, the initially adopted 7-Man mechanics will be accepted in a prescribed and orderly fashion. To this end, officials may send e-mail with any comments and/or suggestions for changes to: kalexander@lhsaa.org

3. Organization of the 7-Man Mechanics Section

This section will cover 7-Man Mechanics on a per position basis much as in other sections of the Officials Manual. For all but the new Back Judge position, each position will be presented as “same as 6-Man” except for the specific differences that are part of that position’s duties in 7-Man. Few changes are required of the Referee, Head Linesman and Line Judge positions. Slightly more changes are required of the Umpire position. Only the Side Judge and Field Judge positions are heavily altered by the advent of the 7th on-field position.

4. Changes between 6-Man and 7-Man that impact the ENTIRE crew

- Goal line coverage begins at the 5 yard line going in for 7-Man as opposed to beginning at the 10 yard line as in 6-Man.
- EVERY eligible receiver has a single designated official to cover him initially on EVERY scrimmage play. As in 6-Man, once the play begins, officials must be prepared to cover whichever receivers flow into their zones of coverage. In 7-Man initial keys are determined by the offensive player’s positions:
 - FJ and SJ have the widest receivers on their side of the offensive formation.

- BJ has the next inside receiver toward the strong side of the formation (the side of the formation with a tight end). If no strong side, BJ has first man out of the backfield.
- HL and LJ each have the remaining (inside) receivers next closest to them.
- R has unconditional responsibility for the other eligible receiver, the player to whom the ball is snapped (typically the quarterback).

Referee Mechanics – 7-Man Crew

All coverage is “same as 6-Man” except as noted below.

- A. On field Pre-game & Escort Duties
- B. Coin Toss & Free Kicks Duties
- C. Scrimmage Plays
- D. Scrimmage Kicks
- E. Try for Point
- F. Goal Line Plays
 - (Goal line mechanics start at the 5 yard line “going in” in 7-Man)
- G. Time-outs
- H. Measurements
- I. End of Period and Procedures between Periods
- J. Penalty Administration

Umpire Mechanics – 7-Man Crew

All coverage is “same as 6-Man” except as noted below.

- A. On field Pre-game & Escort Duties
- B. Coin Toss & Free Kicks Duties
 - In addition to sharing a good count with the Side Judge and Field Judge, the Umpire will also share his good count of the kicking team with the Back Judge.
- C. Scrimmage Plays
- D. Scrimmage Kicks
 - Field Goals: The Umpire and Side Judge will operate in a “2 Umpire” configuration. The Umpire will work the side of the line toward the Pressbox. Both the Umpire and Side Judge will watch for illegal contact on the snapper. Each will also cover all other action on the line of scrimmage toward his side of the field.
- E. Try for Point
 - The Umpire and Side Judge will operate in a “2 Umpire” configuration the same as described above under Scrimmage Kicks.
- F. Goal Line Plays
 - (Goal line mechanics start at the 5 yard line “going in” in 7-Man)
- G. Time-outs
- H. Measurements
- I. End of Period and Procedures between Periods
- J. Penalty Administration

Head Linesman Mechanics – 7-Man Crew

All coverage is “same as 6-Man” except as noted below.

- A. On field Pre-game & Escort Duties
- B. Coin Toss & Free Kicks Duties
- C. Scrimmage Plays

- Key is the third receiver from the outside on the strong side of the formation if the strong side is to the HL"s side. If there is no strong side presented, key is the second receiver from the outside on HL"s side of the formation.
- D. Scrimmage Kicks
- E. Try for Point
- F. Goal Line Plays
 - (Goal line mechanics start at the 5 yard line "going in" in 7-Man)
- G. Time-outs
- H. Measurements
- I. End of Period and Procedures between Periods
- J. Penalty Administration

Line Judge Mechanics – 7-Man Crew

All coverage is "same as 6-Man" except as noted below.

- A. On field Pre-game & Escort Duties
- B. Coin Toss & Free Kicks Duties
- C. Scrimmage Plays
 - Key is the third receiver from the outside on the strong side of the formation if the strong side is to the LJ"s side. If there is no strong side presented, key is the second receiver from the outside on LJ"s side of the formation.
- D. Scrimmage Kicks
- E. Try for Point
- F. Goal Line Plays
 - (Goal line mechanics start at the 5 yard line "going in" in 7-Man)
- G. Time-outs
- H. Measurements
- I. End of Period and Procedures between Periods
- J. Penalty Administration

Field Judge Mechanics – 7-Man Crew

All coverage is "same as 6-Man" except as noted below.

- A. On field Pre-game & Escort Duties
- B. Coin Toss & Free Kicks Duties
 - Kick-offs:
 - Share count of K with BJ as well as with U and SJ.
 - Check off that BJ is ready before signaling ready for the kick-off to LJ.
 - On long returns the FJ has the goal line on a return to their side of the field.
- C. Scrimmage Plays
- D. Scrimmage Kicks
 - For Punts: Line up approximately even with Side Judge about 5 yards in front of the deepest receiver. Your primary focus is on blocks in front of the receivers except in cases of very short kicks.
- E. Try for Point
- F. Goal Line Plays
 - (Goal line mechanics start at the 5 yard line "going in" in 7-Man)
 - Position on the end line at the pylon at the corner of the end zone on your side.
 - Your initial key REMAINS the outside receiver on your side.
 - You are responsible for the end line in your area.
 - Be prepared to work with either the Back Judge or the Line Judge on ruling on completion of passes along the end line or sideline, respectively.

- G. Time-outs
- H. Measurements
- I. End of Period and Procedures between Periods
- J. Penalty Administration

Side Judge Mechanics – 7-Man Crew

All coverage is “same as 6-Man” except as noted below.

- A. On field Pre-game & Escort Duties
- B. Coin Toss & Free Kicks Duties
 - Kick-offs: Share count of K with BJ as well as with U and SJ.
- C. Scrimmage Plays
- D. Scrimmage Kicks
 - For Punts: Line up approximately even with Field Judge about 5 yards in front of the deepest receiver. Your primary focus is on blocks in front of the receivers except in cases of very short kicks.
 - For Field Goals: The Umpire and Side Judge will operate in a “2 Umpire” configuration. The Umpire will work the side of the line toward the Pressbox. Both the Umpire and Side Judge will watch for illegal contact on the snapper. Each will also cover all other action on the line of scrimmage toward his side of the field.
- E. Try for Point
 - The Umpire and Side Judge will operate in a “2 Umpire” configuration. The Umpire will work the side of the line toward the Pressbox. Both the Umpire and Side Judge will watch for illegal contact on the snapper. Each will also cover all other action on the line of scrimmage toward his side of the field.
- F. Goal Line Plays
 - (Goal line mechanics start at the 5 yard line “going in” in 7-Man)
 - Position on the end line at the pylon at the corner of the end zone on your side.
 - Your initial key REMAINS the outside receiver on your side.
 - You are responsible for the end line in your area.
 - Be prepared to work with either the Back Judge or the Head Linesman on ruling on completion of passes along the end line or sideline, respectively.
- G. Time-outs
- H. Measurements
- I. End of Period and Procedures between Periods
- J. Penalty Administration

Back Judge Mechanics – 7-Man Crew

Back Judge in a 7-Man crew is an entirely new position for 2009. Although there is some similarity between Back Judge in a 5-Man and Back Judge in a 7-Man, this section is designed to give comprehensive coverage for this position without relying on any knowledge of the (limited use) 5-Man Mechanics section.

A. On field Pre-game & Escort Duties

1. On field pre-game duties:
 - a. After pre-game conference, walk with the other officials to the press-box 50-yard line, huddle momentarily, and then break to perform pre-game field duties.
 - b. Work with the other deep judges to ensure that neither team, other than the kicker, encroaches over their 45-yard line. The kickers may kick from the opponent’s 45-yard line.
 - c. Ensure the kickers kick toward their own goal line.

2. Secondary on field pre-game duties:
 - a. Survey the field and make mental note of the field and danger spots on the field of play where you will be operating. If these spots need to be addressed before the field is safe for play, relay this to game management via the Line Judge.
 - b. Once the teams leave the field, meet with the crew to discuss any pertinent issues identified during the Referee/Coaches meetings.
3. Escort Duties:
 - a. You have no escort duties of your own.

B. Coin Toss & Free Kicks Duties

1. Coin Toss Duties:
 - a. Remain on the sideline at the 50-yard line
 - b. Ensure the other team members remain on their sideline.
 - c. Once the coin toss is completed, and the captains dismissed, meet at the center of the field with the crew to record toss results and any final instructions from the Referee.
 - d. When a team takes the field, break and hustle to your free kick position.
2. Free Kick – Duties:

Initial Position on initial free kick to start either half: Break the huddle, move down the 40 yard line on the press box side to the sideline on K's free kick line. Initial Position following a try for point or a successful field goal; move up the field (outside the pylon) on the press box sideline to the 40 yard line.

 - a. Count the kicking team and make sure they have 11 or fewer players. In the event there are more or less than 11 players, give a strong indication to that team that they need to get to 11. Confirm with Umpire, Side Judge and Field Judge by giving a “thumbs up” signal.
 - b. Wait for the Umpire to raise an arm, raise yours when ready, make eye contact with the Field Judge and lower arm.
 - c. Bean bag in hand. Use if the kick is touched by the kicking team prior to going 10-yards.
 - d. Watch for any infractions involving K's free kick line and blocks on the front line.
 - e. Start the clock when ball is legally touched.
 - f. Anticipate a short kick. If kick is short and to your side, watch for fair catch signal and watch the catch.
 - g. On an on-side kick, be prepared to mark spot of first touching by K with bean bag, if it is touched before the ball travels 10 yards and be prepared to rule on possession at end of the kick.
 - h. If a free kick goes out-of-bounds untouched by R and you are the closest official to the spot of infraction, go to spot and drop your flag.
 - i. If team on your sideline is the offended team on a free kick violation, try to get the coaches' choice of either:
 - 1) Taking the ball 25 yards from the previous spot,
 - 2) Re-kicking with a 5-yard penalty, or
 - 3) Taking the ball at the spot of the foul.
 - j. After ball is kicked, move down the field slowly while watching for fouls away from the ball. You are responsible for watching action on or by the 1 or 2 RECEIVING team players closest to the center of the of the group of receivers closest to their restraining line prior to the kick.
 - k. On runs to your side of the field, maintain your cushion with the Field Judge and be at the goal line to rule on whether the ball breaks the plane.
 - l. If return is up the far sideline, move across the field, keeping the play “boxed in” while watching for illegal blocks and holding.
 - m. Echo signals to start and stop the clock.
 - n. Free Kicks after an accepted free kick penalty:
 - Move to a position 5 yards from your previous free kick position. Do not go to your Initial position.
 - Help clear the sidelines in your area.
 - Resume normal kicking duties as stated above.

Free Kicks after a safety:

- Go up your sideline to K's free kick line and remain on the sideline.
- Resume normal kicking duties as stated above.

Free Kicks after an awarded fair catch:

- Take a position under the goal on the upright on the side of the field opposite the press box.
- Be prepared to give signal on kicks that are good and no good.
- Be prepared to move to the goal line on kicks that are short and near the goal line in order to rule on whether the kick may be advanced or is a touchback.

C. Scrimmage Plays

1. During the offensive huddle:

- a. Remember to move your hand down indicator and be aware of down, distance, and game clock.
- b. Think about your keys, crack back blocks, pass interference rules, etc.

2. Pre Snap:

Position – about 5 yards deeper than the other deep judges but in no case less than 5 yards deeper than the deepest defensive player. Shade toward the strong side of the offensive formation if there is a strong side to that formation.

- a. Count defense after the ready for play signal – check-off with the Side Judge and Field Judge with “thumbs up” signal if 11 or fewer players. Try to time your signal with the signal given by the other deep judges.
- b. If after the ready for play signal there are 12 or more players, and no player is attempting to leave the field, then throw your flag for substitution infraction and stop the clock.
- c. Be ready to focus on the near tackle to determine run or pass.
- d. Determine your key receiver. The Back Judge has the second receiver from the outside on the strong side of the offensive formation. If there is NO strong side to the formation, your key will become the first receiver out of the backfield.

3. At the Snap:

- a. If you verify more than 11 players on defense after the snap, throw the flag but do not stop play.
- b. Quickly read the tackle. If he “fires off the line” to block, it probably will be a running play so temporarily hold your position and begin to move back slowly in the event the ball goes outside toward the line of scrimmage. If they set up to pass block, it probably will be a pass play so be prepared to back up quickly. Do not be observed moving several steps backwards when the play is a short quick run up the middle.
- c. **After your initial read of the tackle's block, immediately shift your attention to your key receiver and observe all action on or by him.**

4. Running Plays:

- a. You are responsible for the end line on all plays.
- b. Work outside in on short runs up the middle, moving in and maintaining a presence towards mixed jerseys. You and the other deep judges should be moving in towards the end of the run together and back to your pre-snap positions together.
- c. Hold until the football is dead. Watch for action in your area such as crack back and other illegal blocks. Move up to area of “mixed jerseys”. Assist with dead ball activities, as needed. Keep “mixed jerseys” in front of you at all times.

5. Passing Plays:

- a. You are responsible for the end line.

- b. Initial key is the action on or by the second widest receiver on the strong side of the offensive formation. If there is no strong side of the formation, key on the first receiver out of the backfield.
- c. Be prepared to switch to zone coverage as the play develops. Shift your coverage from your initial key to whichever receivers flow into your zone of coverage.
- d. When pass is indicated down field, move with the deepest receiver giving enough ground to stay out their path. Stay ahead of this deepest receiver.
- e. Be aware of when the pass is in the air in order to rule if action on a receiver is holding or pass interference.
- f. Rule on complete passes in your area; assist in making rulings on passes in the other deep officials' areas.
- g. If the football is intercepted in your area, move in the direction of the play. Be prepared to rule on momentum inside the 5 yard line. Watch for illegal blocks during the return.
- h. If the pass is complete and is a first down, then signal to stop the clock. If the pass is incomplete, give the signal for the incomplete pass.
- i. Be prepared to relay the football as needed on complete or incomplete passes in your area.
- j. Watch for:
 - Illegal blocks by or on the receiver you are watching.
 - Illegal use of hands and holding.
 - Pass interference or face guarding.
 - Dead ball fouls and taunting.

D. Scrimmage Kicks

1. Punts:

Position - Line up at least 5 yards behind the deepest receiver and at least 5 yards toward the wide side of the field from the deepest receiver. If the snap is on or inside R's 40-yard line, line up on the goal line.

- a. Verify that the receiver(s) have received their verbal and visual briefing on how to make a valid fair catch. If this has not been handled by either Field or Side Judge, give that briefing and coordinate with the Field or Side Judge, as appropriate, to get the briefing handled correctly before the next expected punt. a. Count the defense and signal the Field Judge and Side Judge with "thumbs up" signal if 11 or fewer players.
- b. You are responsible for all catches made by the deepest receiver. You should maintain an approximate "5 yards back – 5 yards wide" position at a minimum from the receiver. Your goal is to be viewing the catch at approximately a 45 degree angle from behind when the catch is made. This position should also give you an adequate view of the receiver and the flight of the ball at all times during the kick. Focus on:
 - Fair catch signal by the receiver (valid and legal).
 - Interference on the receiver during the catch.
 - If the football is kicked over the receiver's head, stay with the ball and the action around the ball.
 - Mark the spot with a beanbag where R gains possession of the kick on a kick that crosses the neutral zone expanded.
- c. During a return, trail the runner. Forward progress will be determined by the other deep officials or the wings depending on the length of the return.
- d. Once the runner moves away from you, watch for illegal blocks in front of and around the runner. Focus on action away from the ball.
- e. If the play becomes dead in your area, mark the dead ball spot, and give the time-out signal.
- f. Watch for and be aware of:
 - First touching by the defensive team
 - Muffs
 - Fumbles, recovery and advancement
 - Other fouls
 - Football going into the end-zone

- The momentum rule

- g. On blocked kicks, pick up the football while remaining focused on players downfield.
- h. Be alert for passes that look like kicks.
- i. Be prepared to rule on pass interference during fake kicks that turn into pass plays.
- j. Notify the Umpire of dead ball status (i.e. fair catch or not).

2. Field Goals:

Position – Take position underneath the goal post upright on the side of the field AWAY from the press box.

- a. After kick has crossed the end line, confirm with the Field Judge if the kick was good or not (say “yes, yes, yes” or “no, no, no”)
- b. Once decision is made, move two steps into the end zone and give appropriate signal.
- c. The Field Judge has responsibility for whistle unless kick rolls into the end zone as a touchback on your side of the field.
- d. On blocked kicks or fake kicks, move to normal scrimmage position for the Side Judge and continue to officiate.
- e. Unless otherwise noted, treat as any other scrimmage kick.

E. Try for Point

1. Kick:

Everything is identical as a field goal except:

- Be ready to stop the play if kick try is unsuccessful.

2. Scrimmage Play:

- If there is no tee brought onto the field, then coverage is the same as an ordinary scrimmage play (either goal line or not, depending on the spot of the snap).

F. Goal Line Plays

- (Goal line mechanics start at the 5 yard line “going in” in 7-Man)

Position yourself on the end line shading toward the strong side of the offensive formation if a strong side is presented.

1. At the snap, your initial key REMAINS the second outside receiver to the strong side of the formation or the first back out of the backfield if no strong side was presented.
2. Once the football is snapped, move to a position to pick up the offensive player who comes into your area. Be prepared to work with either wide deep official to rule on catches along the end line using facing toward/facing away technique to determine which official rules on possession and which rules on feet inbounds.
3. Watch for illegal blocks on the corners and other fouls.
4. Treat as any other scrimmage play.

G. Time-outs

Position – Near middle of the field approximately even with the Side Judge and Field Judge unless you need to confer with another official. In that case go to the area where the other official is located, have your conference and then return to the middle of the field.

1. Record the period and time that each time out occurs.
2. Confer with other officials as to the number of times out remaining for each team.

H. Measurements

1. Assist with clearing players from the vicinity of the ball.

I. End of Period and Procedures between Periods

1. End of period

- a. When facing clock, know when time expires.
- b. If time expires prior to snap, sound whistle to prevent snap.
- c. If ball snapped immediately after time has expired, sound whistle loud and long – give time-out signal.
- d. Inform players near you of the situation (end of quarter, half, etc.).
- e. Be aware of down, distance, and yard line.
- f. Maintain a presence between mixed colors.
- g. If end of game, leave field together as a crew.

2. Between periods (quarters)

- a. Make note of the down, distance, and yard line where the ball will next be put into play.
- b. Monitor any mixed jerseys and usher players toward their respective sidelines.
- c. Move to your approximate new pre-snap location once players have moved to their sidelines.

Note: Everyone has a job to do during this time. Avoid side conversations and be professional.

J. Penalty Administration

1. Calling Penalties Live Ball:

- a. Do not blow your whistle when you observe the foul.
- b. Drop your penalty marker at the proper yard line.
- c. Take note of location and status of the ball and continue to officiate.

2. When ball becomes dead:

- a. Give time-out signal
- b. Sound whistle (get Referee's attention by sounding several short, loud blasts)
- c. Verbally report information to Referee. (Live ball, loose ball, dead ball, player's number, offensive or defensive foul).
- d. Mentally note whether clock should start on the ready or the snap.

3. Administering Penalties:

- a. If you have the succeeding spot, do not move until another official gets the spot from you, even if you know the penalty will cause a replay of the down.
- b. Be sure of the correct administration before you leave the Referee.

Note: If you are not the official who called a foul, cover the flag for that official who did.

5. Standard Free Kick - 7-Man Mechanics (SEE APPENDIX i)

Referee-----Will take initial position on the Goal Line in the center of the field. He will be responsible for the goal line and starting the clock. He will stay behind the runner who obtains possession and follow the runner up field.

Line Judge-----The LJ will set up behind the pylon on the Goal Line on the Home Sideline. He is responsible for the Goal Line and starting the clock. He is responsible for action to his side and the sideline to his side of the field.

Head Linesman-----Same as LJ only to his sideline.

Field Judge-----The FJ will set up at the 50yard line on the Press Box side. He shall be responsible for the restraining line of the receiving team. He shall be responsible for counting the receiving team. When it becomes apparent that there is no on-side kick, the FJ shall move down field at a controlled pace about 15 yards and will key action in front of the ball carrier.

Side Judge-----Same as FJ only to his sideline.

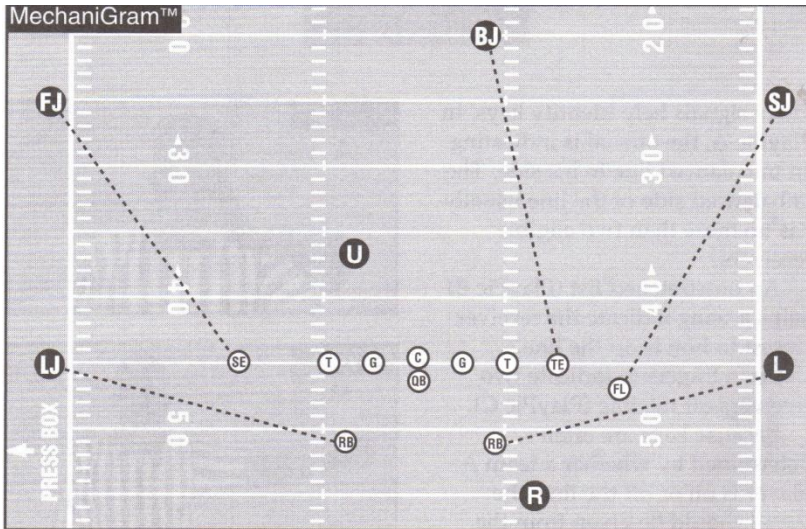
Back Judge-----The BJ will set up at the 40 yard line or the Kicking team's restraining line. He shall be responsible for offsides of the kicking team. After the ball is kicked, he shall move onto the field at about the hash mark closest to his sideline. He shall remain as the deepest official and shall be responsible for the kicking teams Goal-Line.

Umpire-----After a successful extra point or an attempt try, the Umpire shall secure a football and travel up the friendly sideline (the scoring team) to the 40 yard line of the kicking team or to the designated spot for the kick-off. He shall stay on the sideline until the Side Judge, who is responsible for the timing between scoring, motions him on the field. At that time, the U shall take the ball to the center of the field or to the spot where K has designated to kick-off. After checking with the kicker, the U will fist up with the BJ, FJ, and SJ to signify that the proper number of players are present and the positions are ready for the kick-off. The U will then hold out his left arm parallel to the ground and raise his right arm to signify to the R that the kick-off can proceed. After the R blows his whistle, the U will drop his right arm and will motion with his left arm to the kicker that he may kick the ball. The U is responsible for the kicker until he has traveled 5 yards and regained his normal balance after the kick. The U will then fade toward the hash mark toward the visitors sideline and work up the field watching for illegal blocks.

6. On-Side Kick-Off 7-Man Mechanics (SEE APPENDIX ii)

7 MAN MECHANICS - KEYS

PRO SET, STRENGTH TO LINESMAN'S SIDE



Referee: Quarterback, backs and tackles.

Umpire: Interior linemen.

Linesman: Third eligible receiver from the sideline to your side of the formation. In this case, the back on your side of the field if he leaves the backfield.

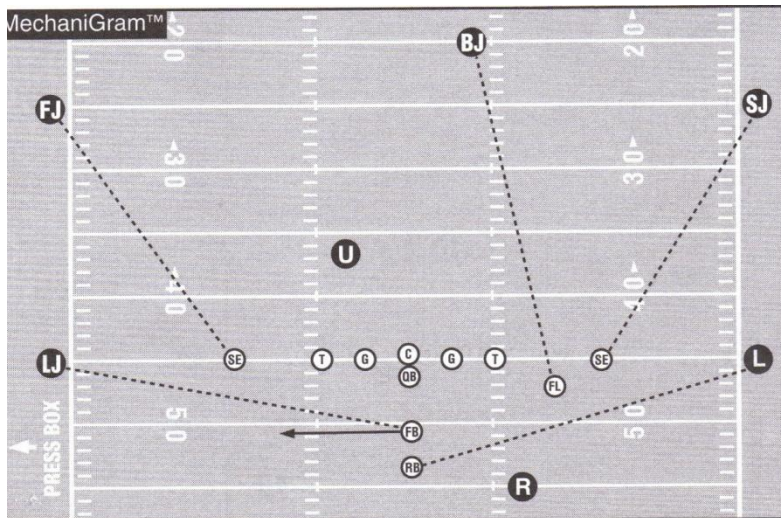
Side judge: Widest eligible receiver in the formation on your side of the field. In this case, the flanker.

Line judge: Normally the third eligible receiver from the sideline to your side of the formation. With only two eligibles on your side, your key is the inside receiver. In this case, that's the back on your side of the field if he leaves the backfield.

Field judge: Widest eligible receiver in the formation on your side of the field. In this case, the split end.

Back judge: Second eligible receiver on the strong side of the field. In this case, the tight end.

MOTION MAN INSIDE TACKLE AT SNAP



Referee: Quarterback, backs and help on tackles.

Umpire: Interior linemen.

Linesman: The motion man until he crosses the opposite tackle. When that happens, key is the running back.

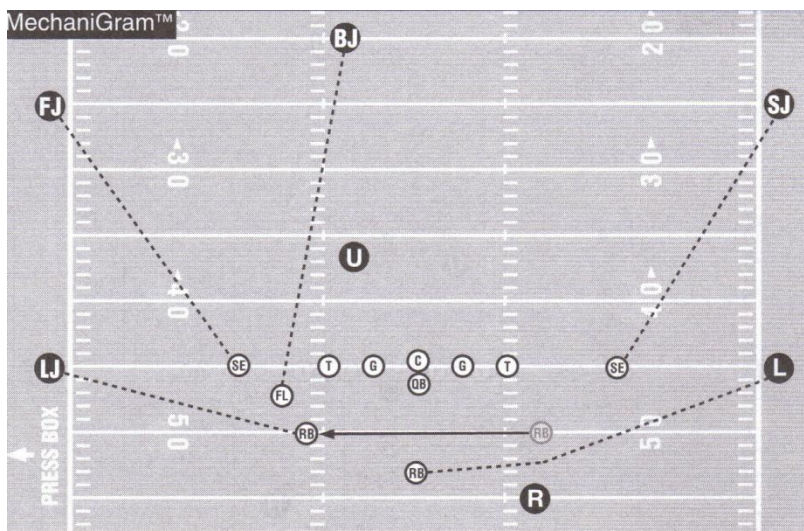
Side judge: Widest eligible receiver in the formation on your side of the field. In this case, the split end.

Line judge: Normally the third eligible receiver from the sideline to your side of the formation. With only two eligibles on your side, your key is the inside receiver. In this case, that's the motion man if he gets outside the tackle.

Field judge: Widest eligible receiver in the formation on your side of the field. In this case, the split end.

Back judge: The second eligible receiver on the strong side. In this case, that's the flanker.

MOTION MAN OUTSIDE TACKLE AT SNAP



Referee: Quarterback, backs and help on tackles.

Umpire: Interior linemen.

Linesman: Normally the third eligible receiver from the sideline to your side of the formation. With only two eligibles on your side, your key is the inside receiver. In this case, the back not in motion.

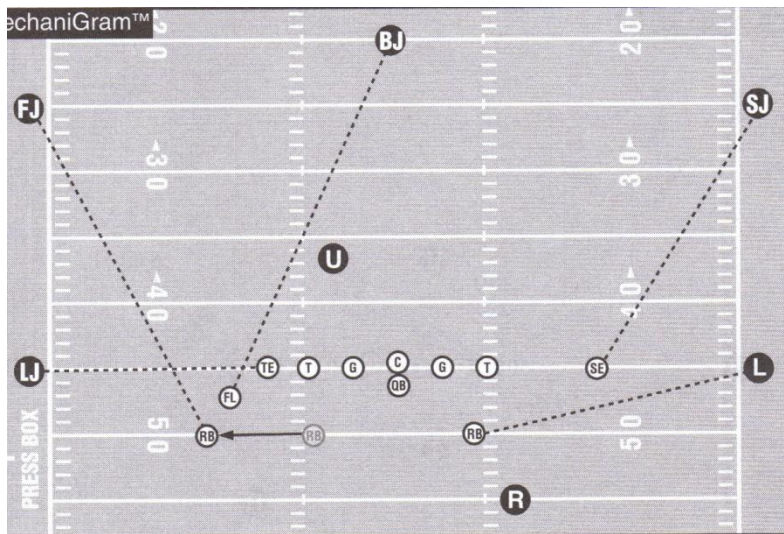
Side judge: Widest eligible receiver in the formation on your side of the field. In this case, the split end.

Line judge: Third eligible receiver from the sideline to your side of the field. In this case, the motion man. You are also to observe whether he moves upfield before the snap since he is outside the tackle.

Field judge: Widest eligible receiver in the formation on your side of the field. In this case, the split end.

Back judge: The second eligible receiver on the strong side. In this case, the flanker.

MOTION MAN IS WIDEST AT SNAP



Referee: Quarterback, backs and help on tackles.

Umpire: Interior linemen.

Linesman: Normally the third eligible receiver from the sideline to your side of the formation. With only two eligibles on your side, your key is the inside receiver. In this case, that's the back on your side of the field.

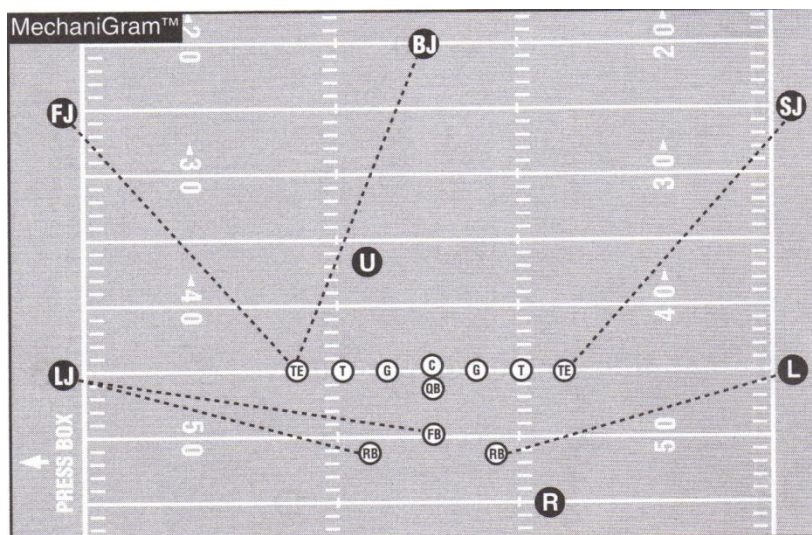
Side judge: Widest eligible receiver in the formation on your side of the field. In this case, the split end.

Line judge: Third eligible receiver from the sideline to your side of the field. In this case, the tight end. You are also to observe whether he moves upfield before the snap since he is outside the tackle.

Field judge: The widest eligible receiver in the formation on your side of the field. In this case, the motion man.

Back judge: The second eligible receiver on the strong side. In this case, the flanker.

DOUBLE TIGHT END, BALANCED FORMATION



Referee: Quarterback, backs and help on tackles.

Umpire: Interior linemen.

Linesman: Normally the third eligible receiver from the sideline to your side of the formation. With only two eligibles on your side, your key is the inside receiver. In this case, that's the back on your side of the field.

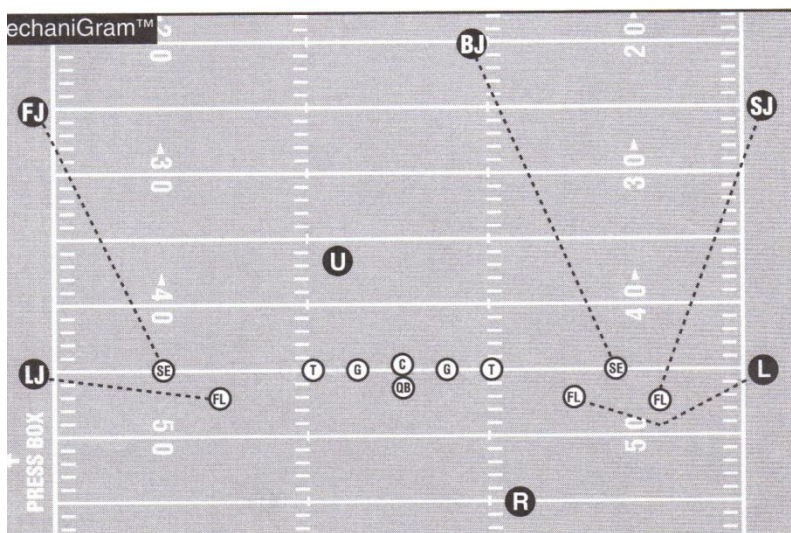
Side judge: Widest eligible receiver in the formation on your side of the field. In this case, the tight end.

Line judge: The widest backs on his side. In this case, the running back and the fullback.

Field judge: Widest eligible receiver in the formation on your side of the field. In this case, the tight end.

Back judge: The back judge assists to the line judge's side when the formation is balanced. He has the widest receiver on the line judge's side. In this case, that's the tight end.

TRIPS, EMPTY BACKFIELD



Referee: Quarterback, help on tackles.

Umpire: Interior linemen.

Linesman: Third eligible receiver from the sideline to your side of the formation. In this case, the inside flanker.

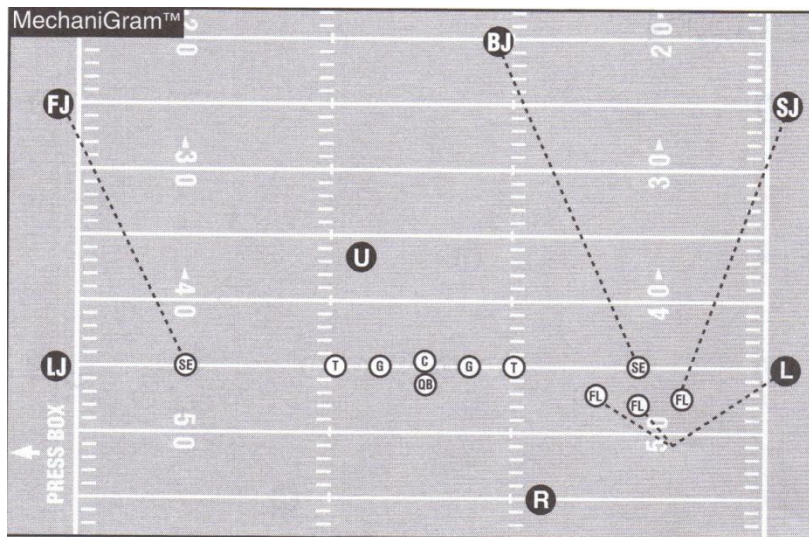
Side judge: Widest eligible receiver in the formation on your side of the field. In this case, the outside flanker.

Line judge: Normally the third eligible receiver from the sideline to your side of the formation. With only two eligibles on your side, your key is the inside receiver. In this case, that's the flanker.

Field judge: Widest eligible receiver in the formation on your side of the field. In this case, the split end.

Back judge: The second eligible receiver on the strong side. In this case, the split end.

FOUR RECEIVERS, UNALIGNED



Referee: Quarterback, help on tackles.

Umpire: Interior linemen.

Linesman: Third and fourth eligible receivers from the sideline to your side of the formation. In this case, the two inside flankers.

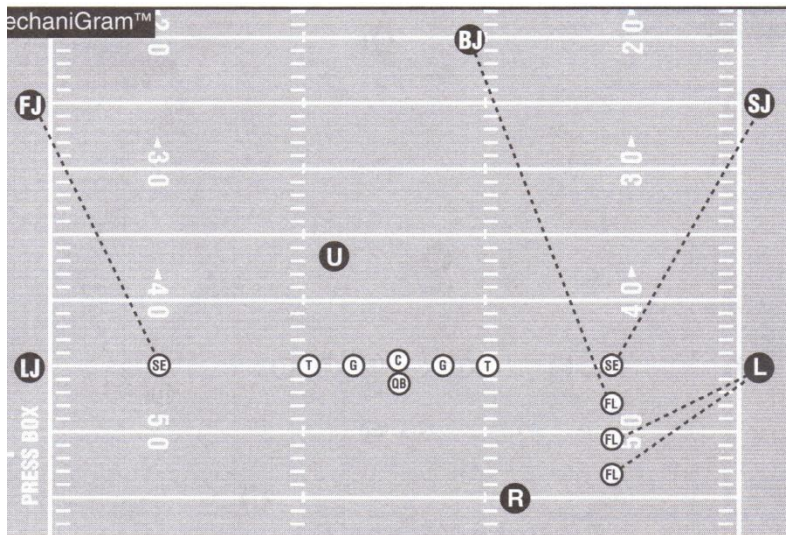
Side judge: Widest eligible receiver in the formation on your side of the field. In this case, the outside flanker.

Line judge: No formal key.

Field judge: Widest eligible receiver in the formation on your side of the field. In this case, the split end.

Back judge: The second eligible receiver on the strong side. In this case, the split end.

FOUR RECEIVERS, STACKED



Referee: Quarterback, help on tackles.

Umpire: Interior linemen.

Linesman: Third and fourth eligible receivers. In this case, the two deepest flankers.

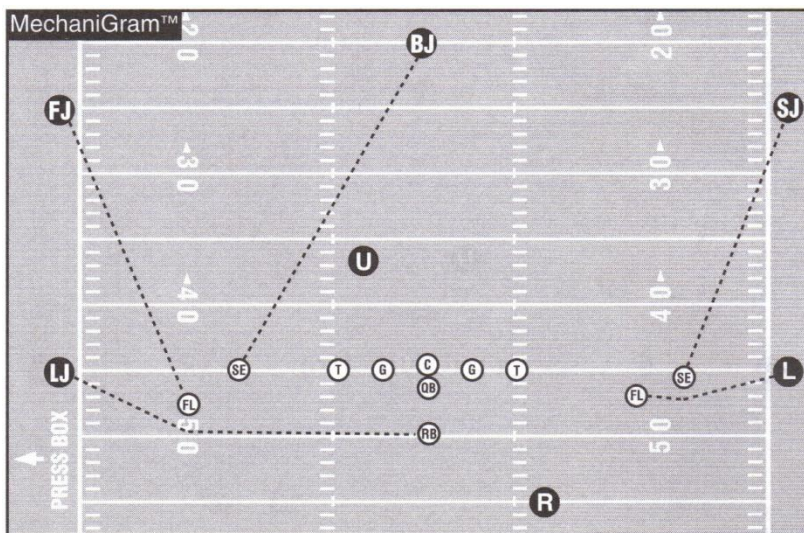
Side judge: Widest eligible receiver in the formation on your side of the field. Because the receivers are stacked, the man on the line is considered widest. In this case, that's the split end.

Line judge: No formal key.

Field judge: Widest eligible receiver in the formation on your side of the field. In this case, the split end.

Back judge: The second eligible receiver on the strong side. Because the receivers are stacked, the flanker closest to the line is considered the second eligible.

DOUBLE WING, BALANCED FORMATION



Referee: Quarterback, back and help on tackles.

Umpire: Interior linemen.

Linesman: Normally the third eligible receiver from the sideline to your side of the formation. With only two eligibles on your side, your key is the inside receiver. In this case, that's the flanker.

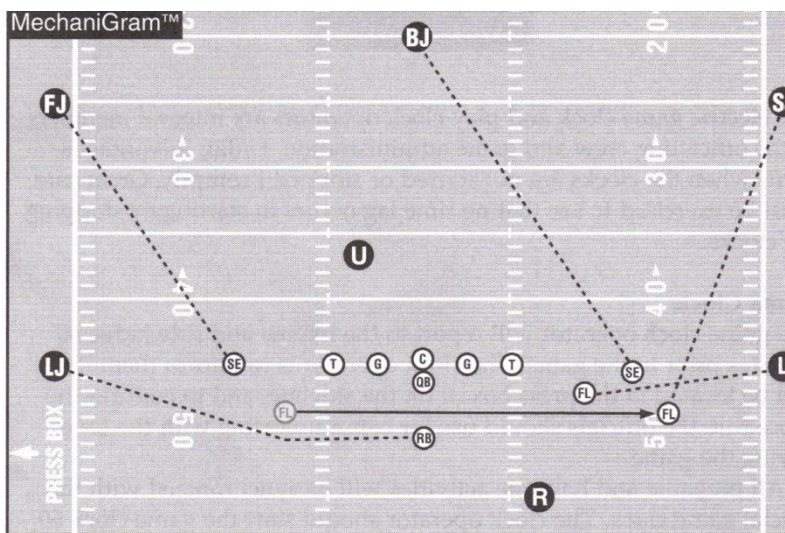
Side judge: Widest eligible receiver in the formation on your side of the field. In this case, the split end.

Line judge: The third eligible receiver from the sideline to your side of the field. In this case, that's the running back.

Field judge: Widest eligible receiver in the formation on your side of the field. In this case, the flanker.

Back judge: In a balanced formation, strength is declared to the line judge's side. Your key is the second eligible receiver on the strong side. In this case, the split end.

MOTION INTO TRIPS



Referee: Quarterback, back and help on tackles.

Umpire: Interior linemen.

Linesman: Original key was the flanker. When motion changed the formation, your key became the third eligible receiver on your side. In this case, that's the flanker not in motion.

Side judge: Original key was the split end. When motion changed the formation to trips, your key became the widest eligible receiver in the formation on your side of the field. In this case, that's the motion man.

Line judge: Original key was the third eligible receiver on your side, the running back. Motion changed the formation to trips on the opposite side. With only two eligibles on your side, your key is the inside receiver. In this case, that's still the running back.

Field judge: Widest eligible receiver in the formation on your side of the field. In this case, the split end.

Back judge: Original key was the flanker on the line judge's side.

When motion changed the strength of the formation, your key became the second eligible receiver on the strong side. In this case, the split end.

SEE APPENDIX i

STANDARD KICK-OFF

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B
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X

