

# REFEREE AND UMPIRE/CENTER JUDGE MECHANICS

## SCRIMMAGE PLAYS

### PRE SNAP POSITIONING

REFEREE- 12-15 YDS DEEP ON THE THROWING ARM OF THE QB JUST OUTSIDE THE TIGHT END. COUNT THE OFFENSIVE PLAYERS AND SIGNAL U/C AFTER.

UMPIRE/CENTER JUDGE- 12 YDS DEEP OPPOSITE THE REFEREE, JUST OUTSIDE THE TACKLE ON YOUR SIDE. COUNT THE OFFENSIVE PLAYERS AND SIGNAL R. OBSERVE THE OFFENSIVE NUMBERS MAKING SURE 5 PLAYERS NUMBERED 50-79 ARE IN THE GAME DURING DOWNS 1 THROUGH 3.

### PRE SNAP KEYS

REFEREE- GUARD AND TACKLE ON YOUR SIDE. ALSO EYES ON THE QB AND ALL BACKS IN THE TACKLE BOX.

UMPIRE/CENTER JUDGE- SNAPPER, GUARD AND TACKLE ON YOUR SIDE.

### RUNNING PLAY COVERAGE

REFEREE- AFTER THE SNAP, OBSERVE THE ACTION BEHIND THE LINE AND THE RUNNER TO THE NEUTRAL ZONE, AS WELL AS ACTION ON THE BALL AND THE QB ON HANDOFFS AND BACKWARDS PASSES. ONCE YOU READ RUN TO YOUR SIDE, FOCUS ON THE BLOCKS AT THE POINT OF ATTACK. ON RUNS AWAY, FOCUS ON BACKSIDE BLOCKS WITH EMPHASIS ON THE BACKSIDE LINEBACKER. IF THE QB SCRAMBLE OR ROLLS TO YOUR SIDE, STAY WITH HIM. IF QB ROLLS OR SCRAMBLES AWAY, GIVE UP TO THE UMPIRE/ CENTER JUDGE.

UMPIRE/CENTER JUDGE- AFTER THE SNAP, OBSERVE THE ACTION BEHIND THE LINE AND THE RUNNER TO THE NEUTRAL ZONE, AS WELL AS ACTION ON THE BALL AND THE QB ON HANDOFFS AND BACKWARDS PASSES. ONCE YOU READ RUN TO YOUR SIDE, FOCUS ON THE BLOCKS AT THE POINT OF ATTACK. ON RUNS AWAY, FOCUS ON BACKSIDE BLOCKS WITH EMPHASIS ON THE BACKSIDE LINEBACKER. IF THE QB SCRAMBLE OR ROLLS TO YOUR SIDE, STAY WITH HIM. IF QB ROLLS OR SCRAMBLES AWAY, GIVE UP TO THE REFEREE.

BOTH- FOCUS ON OFFENSIVE AND DEFENSIVE HOLDING AND CHOP BLOCKS.  
ON PLAYS AWAY FOCUS ON CLIPPING AND CHOP BLOCKS.

### **PASS PLAY COVERAGE**

REFEREE- PRIMARY RESPONSIBLE FOR THE PASSER UNTIL THERE IS NO THREAT OF A FOUL. THEN, ANY LINEMAN WHO IS BEAT ON YOUR SIDE. BE PREPARED TO PURSUE THE PASSER IF HE/SHE SCRAMBLES TO YOUR SIDE.

UMPIRE/CENTER JUDGE- PRIMARY RESPONSIBLE FOR THE SNAPPER AND LINEMEN ON YOUR SIDE, WITH AN EMPHASIS ON THOSE WHO ARE BEAT. BE PREPARED TO PURSUE THE PASSER IF HE/SHE SCRAMBLES/ ROLLS TO YOUR SIDE.

### **REVERSE MECHANICS ON CHANGE OF POSSESSION**

REFEREE- PRIMARY RESPONSIBLE FOR TEAM A GOAL LINE. WATCHING BLOCKING IN FRONT OF THE RUNNER/ RETURNER.

UMPIRE/CENTER JUDGE- PRIMARY RESPONSIBILITY IS THE PASSER. KEEP EYES ON HIM/HER UNTIL THEY SHOW PARTICIPATION IN THE PLAY (CHASING THE RETURNER/RUNNER). THEN HELP WITH BLOCKING WITH AN EMPHASIS ON BLINDSIDE BLOCKS.

### **AFTER THE PLAY IS OVER**

BOTH- THE UMPIRE/CENTER JUDGE IS THE PRIMARY ON SPOTTING THE BALL. THE REFEREE CAN AND WILL HELP WHEN THE PLAY ENDS IN THE SIDE ZONE OF THE UMPIRE/CENTER JUDGE. ON INCOMPLETE PASSES, THE OFFICIAL CLOSEST TO THE TEAM A SIDELINE WILL PROCEED THAT WAY, WHILE THE OTHER WILL GO TO THE PREVIOUS SPOT TO RECEIVE AND SPOT THE BALL.

## **SCRIMMAGE KICKS**

### **POSITIONING PRE SNAP**

REFEREE- ON THE KICKING LEG SIDE OF THE PUNTER, 2-3 YDS DEEPER THAN THE KICKER OUTSIDE THE TIGHT END POSITION. COUNT PLAYERS AND SIGNAL U/C

UMPIRE/CENTER JUDGE- OPPOSITE THE REFEREE EVEN WITH THE KICKER AND THE TIGHT END POSITION. COUNT PLAYERS AND SIGNAL REFEREE

### **PRE SNAP KEYS**

REFEREE- GUARD AND TACKLE ON YOUR SIDE. ALSO EYES ON THE SHIELD.

UMPIRE/CENTER JUDGE- SNAPPER, GUARD AND TACKLE ON YOUR SIDE.

### **AFTER THE SNAP**

REFEREE- MAKE SURE THE BALL IS LEGALLY KICKED. POINTS OF EMPHASIS ON THE SHIELD AND ANY LINEMAN BEAT ON YOUR SIDE. ONCE KICKED MOVE TO THE SPOT WHERE THE BALL WAS KICKED FROM AND OBSERVE ACTION IN FRONT OF THE RETURNER. RESPONSIBLE FOR TEAM A GOAL LINE.

UMPIRE/CENTER JUDGE- OBSERVE ACTION ON THE SNAPPER IS PRIMARY. SECONDARY IS ANY LINEMAN BEAT ON YOUR SIDE. ONCE BALL IS KICKED AWAY MOVE TOWARD THE ORIGINAL LOS OBSERVING ACTION TRAILING THE PLAY.

## **SCORING KICKS**

### **PRE SNAP POSITIONING**

REFEREE- FACING THE HOLDER, 10- 12 YDS DEEP. 2- 3 YDS OUTSIDE THE TIGHT END POSITION.

UMPIRE/CENTER JUDGE- **5 PERSON MECHANICS ONLY- WHEN SPOTTING THE BALL ON OR INSIDE THE 15 BE AWARE IF THE FIELD GOAL TEAM IS COMING ON THE FIELD. IF SO, TAKE POSITION UNDER THE UPRIGHT ON THE PRESS BOX SIDE OF THE FIELD, READY TO RULE ON KICK.** WHEN SPOTTING THE BALL OUTSIDE THE 15 OR DURING 7 OFFICIAL GAMES ANYWHERE, BE AWARE IF THE FIELD GOAL TEAM IS COMING ON THE FIELD. IF SO TAKE POSITION 10 -12 YDS DEEP ON TEAM A'S SIDE OF THE BALL OPPOSITE THE R AND OUTSIDE THE TIGHT END POSITION.

## **FREE KICKS**

**WE WILL FOLLOW THE PREVIOUS YEARS POSITIONING, KEYS AND MECHANICS DURING BOTH 5 AND 7 OFFICIAL GAMES**