TSSAA 7-man Football Mechanics

Preparation

7-man work harder... involved in every play... MAKE A PRESENCE!!!! Communicate, be visible 5 officials box in play... watch dead ball & off ball Don't over officiate

"accordion in" to 9-yard mark (top of the numbers) or until you fell pressure

Hustle... but don't run over each other

Lead has goal line - trail stop @ 2 yd line - Lead has forward progress inside 2 yd line

Mechanics Focus

HL/SJ work together LJ/FJ work together

HL/SJ/LJ/FJ work starting on sidelines (work outside-in) - HL/LJ heels on back of restricted area

HL/LJ pinch in on short yardage & goalline plays when formation is away from you (no closer than top of #'s)

SJ/FJ work balls in/out from sideline to/from U – must have new ball on all incomplete passes

HL/LJ follow play (do not leave LOS until ball crosses) – remember the "shadowing or mirroring" concept in 7-man (different than rotation in 5-man)

HL/LJ – **spot at top of #'s** (but crash spot on close 1st downs, goal line, or 4th downs) – inside the #'s, turn & job to sideline – top of #'s - back out to sideline

HL/LJ don't leave line until runner crosses it or pass crosses it

R do not echo TD signal (echo only on FG & Try)

Keep old ball on field until new ball is marked if old ball is in side zone

HL/LJ/SJ/FJ may give 'winding' signal on plays close to sideline – COMMUNICATE so everyone knows status If TV game, **FJ** goes to "Red Hat" on time-outs (sprint to position with 0:30 to go) - other judges alerts teams **Parade rest** on pre-game, coin-toss, waiting on kick-off, time-outs, injury

Scrimmage down

R 12-15yds from LOS & 5-yards wider than huddle

U 6/9-yards behind B LOS, between A's tackles w/snap in view; keep ball covered if snap threatened SJ/FJ 20-yards from LOS (key off SJ – SJ key off HL)

BJ 25-yards from LOS (take the lead of the backfield officials)

Pre-game

We all meet the coaches – except for introductions only R does the talking

LJ/FJ/U/ECO check visiting team for any illegal equipment

HL/SJ/BJ check home team for any illegal equipment

LJ/BJ - then position on 50-yd line on each hash mark (observe teams)

HL check chains - then position on 50-yd line hashes (observe teams)

SJ/FJ game balls, ball persons, & obtain kicking ball - then position on 50-yd line hashes (observe teams)

U check field & pylon placement (get black towel if needed) – then position on 50-yd line hashes (observe teams)

ECO check clock – then position on 50-yd line (observe teams)

R Game Admin meeting

Everyone meet in endzone when teams clear field (we may go back inside) – perform radio check

Coin Toss

SJ/FJ give kicking balls to LJ/BJ

When R gives receiving signal, toss ball to BJ for placement on 40-yd line FJ/SJ enter on 50-yd line behind captains

HL/BJ & LJ/ECO should also enter behind captains (even with FJ/SJ) 2nd half:

- @ start of mandatory warm-up SJ/FJ get coach's choices & relay to crew
- @ 2-minute mark be in position to enter field
- @ 1-minute mark go to kick-off position place ball on the correct 40-yd line

LJ>	45yd	<bj< th=""></bj<>
	R	
FJ	50yd	SJ
	U	
ECO		HL
	45yd	

Pre-Kickoff

BJ put kick ball on kicking line

Take spot so that when we break, we can move in direction of our kick-off spot Call out & point to the spot you are going

LJ R HL FJ 50yd SJ BJ ECO U

Goal Line

R

25vd

35yd

50yd

40vd

FJ

BJ

HL

SJ

U

Kickoff

R/LJ/HL count R & signal to each other

R gets ready signal from U/FJ/SJ

R signals BJ to hand ball to kicker (then BJ moves to sideline)

SJ/FJ count R & signal

U/BJ count K & signal

For beginning of each half & after Safety:

- FJ/SJ @ hashes, give R free kick line (stay at hash until BJ signal)
- BJ/U give K free kick line (BJ hand ball to kicker @ 15 second mark, U @ hash)
- U/FJ/SJ leave field together on BJ signal (R begins checking crew for readiness)

BJ don't leave field unless both teams have exactly 11 players

BJ don't leave field until 45-second count expires

BJ to verify 'K' formation

- · at least 4 on each side of kicker
- no player other than kicker is deeper than 5 yards from kick line

BJ/U/FJ/SJ heels on back of restricted area

After score, BJ/U/FJ/SJ meet at pylon

- BJ/U leave first, FJ/SJ follow 10 yards behind
- Square off at yard line & only BJ enters field (unless Safety)

Post-kickoff

R/LJ/HL work up from goalline to 25-vd line

LJ/HL after ball kicked should move up to be on yard line where ball caught

R has hash to hash

FJ/SJ drift down 10-15 yards to 35-yd line

- look for illegal blocks
- watch for 1st touching
- did ball hit the ground
- fair catches

BJ/U move at 45° angle to hashs (at 45-yd line), & to middle of field

- work down field 10-15 yards
- · work inside-out
- · observe center of field down to 25-yd line
- BJ DON'T get beat to the goalline

BJ observe action on kicker

Goal Line LJ R HL 25yd 35yd FJ 50yd SJ BJ 40yd U

Passes

HL/LJ if pass is behind LOS, "punch backward or forward" – responsibility goes to position in direction of pass Only covering official give 'incomplete pass' signal, everyone else 'stop-the-clock' signal

Same Official NEVER gives incomplete & TO signal on same play

HL/LJ move with key no more than 5-yards downfield

- Responsible for receptions between you & lead official
- SJ/FJ help with reception & out of bounds

HL/LJ stay on LOS until pass crosses (except inside 5-yd line, then U is on LOS)

- fwd/bwd pass (punch forward/backward)
- · ineligibles downfield
- pass behind LOS
- passer beyond LOS

BJ DON'T get beat to the goalline

SJ/FJ keys on widest receiver, then zone coverage, then the ball

BJ help with reception (SJ/FJ out of bounds – are feet down)

Outside 20-yard line

Lead official (BJ/SJ/FJ) read keys & keep 20-yd cushion - has goalline & forward progress inside 2-yd line Trail Official (HL/LJ) STOP @ 2-yd line & has forward progress down to 2-yd line

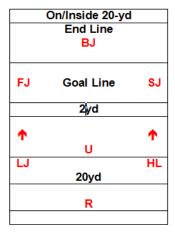
BJ works inside-out, all other work outside-in

On/inside B's 20-yard line (20- yard line down to 5-yd line)

BJ on endline

SJ/FL on goalline outside pylons (stay with goalline & signal touchdown)

HL/LJ on LOS move with play but STOP at 2-yd line



On/Inside B's 5-yard line

BJ on endline

SJ/FJ on endline outside pylons (may pinch-in if necessary)

Exception: SJ/FJ if line-to-gain is inside 5-yd line on 4th down - position on goal line

HL/LJ on LOS & move to goalline at the snap



On/Inside A's 5-yard line

R near endline

HL/LJ backup to goalline on snap

	On/Inside 5-yd	
	_	
	R Goal Line	
↑ 3	5yd	↑ ≓
FJ	20yd	SJ
	BJ 25yd	

FG/Try

FJ/BJ have uprights, BJ has whistle & crossbar

FJ/BJ take 2 steps forward (no angle) & signal 'good'/'no good' (hold signal until eye contact w/ R)

R echo signal

U/SJ on/near goalline on try (or same yard line)

U has snapper

HI/LJ crash in after kick on try to help shut play down

Everyone communicate "LIVE BALL" on FG attempt

If FG blocked or faked outside 25-yd line, BJ/FJ get to the pylons on goaline

Punts

HL/LJ hold position until ball crosses LOS, then drift 10-15 yards

NOTE: HL/LG become lead officials, SJ/FJ become trail officials

BJ middle of field

Inside the 45-yd line, BJ/SJ/FJ on goal line

Outside the 45-yd line, BJ/SJ/FJ 5-yds behind deepest receiver(s) - same yard line

BJ rules on touchback, 1st touching, end of kick (but everyone be alert for 1st touching)

BJ stavs with ball

SJ/FJ has fair catch & stays with signaler

End of Qtr

R/U/HL/BJ meet at ball to record information (BJ notify R at 15-second warning)

SJ/FJ record info at sideline, observe team (give 15-second warning when directed by R)

SJ get clip spot

LJ have yd line thru spot of ball

Penalty Admin

Get team to huddle

LJ hold enforcement spot

SJ/FJ hold enforcement spot

HL spot we end up after penalty administration (succeeding spot); arrive before U; be certain of down #

U/HL signal "1", "2', or "3", or "half" to 5, 10, 15 yard or half-the-distance penalty

U walk off penalties; visually confirm with HL & look to LJ before placing ball

BJ observe teams; cover flag; help obtain ball

Don't give penalty signals & don't have penalty discussion in front of coaches or teams

Measurements

LJ spot where clip will be placed

HL chains (reset if not 1st down)

SJ down marker

BJ ball

FJ clear players - obtain new ball if needed

U front stake

R declares after measurement

Leave ball in place until spot is determined (new ball spot off ball if turn-over; R take chains to spot before moving ball if next down; U gets spot before moving ball if 1st down)

