

NORTHERN DELAWARE FOOTBALL OFFICIALS ASSOCIATION

6 - Man Mechanics Manual

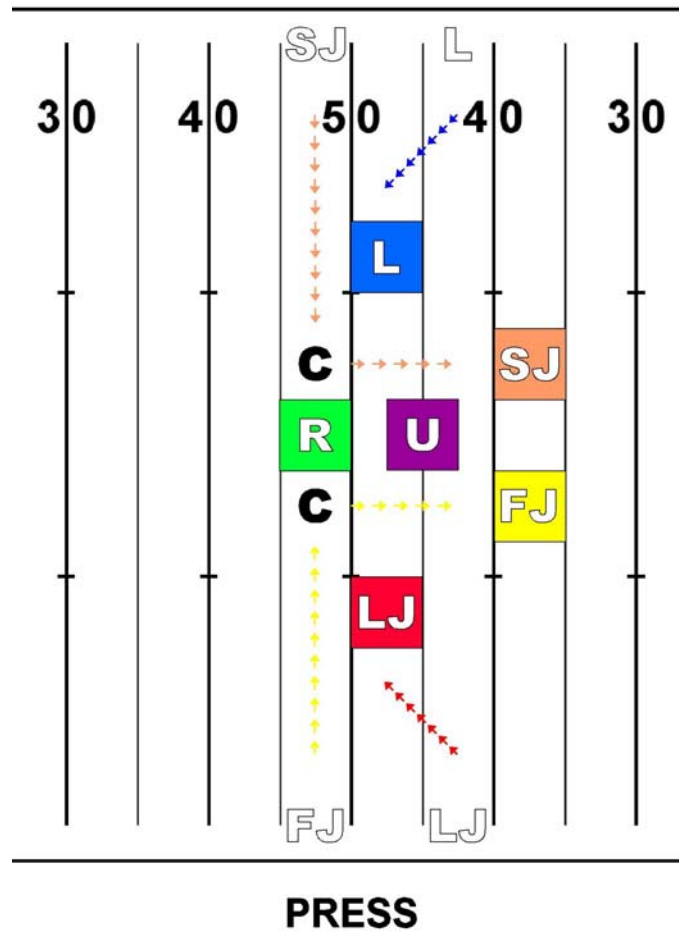
Revision 1.0
09/09/2002

Note concerning position assignments: On the high school varsity schedule, there is a back judge and a field judge assigned to the game. The back judge should follow the mechanics for the side judge as listed in this manual.

The icons used to illustrate the positions of the officials shown in the field diagrams are enhanced for visual effect. They are not meant to be interpreted as strict position assignments.

Revisions to this manual will be issued as our 6-man mechanics are developed.

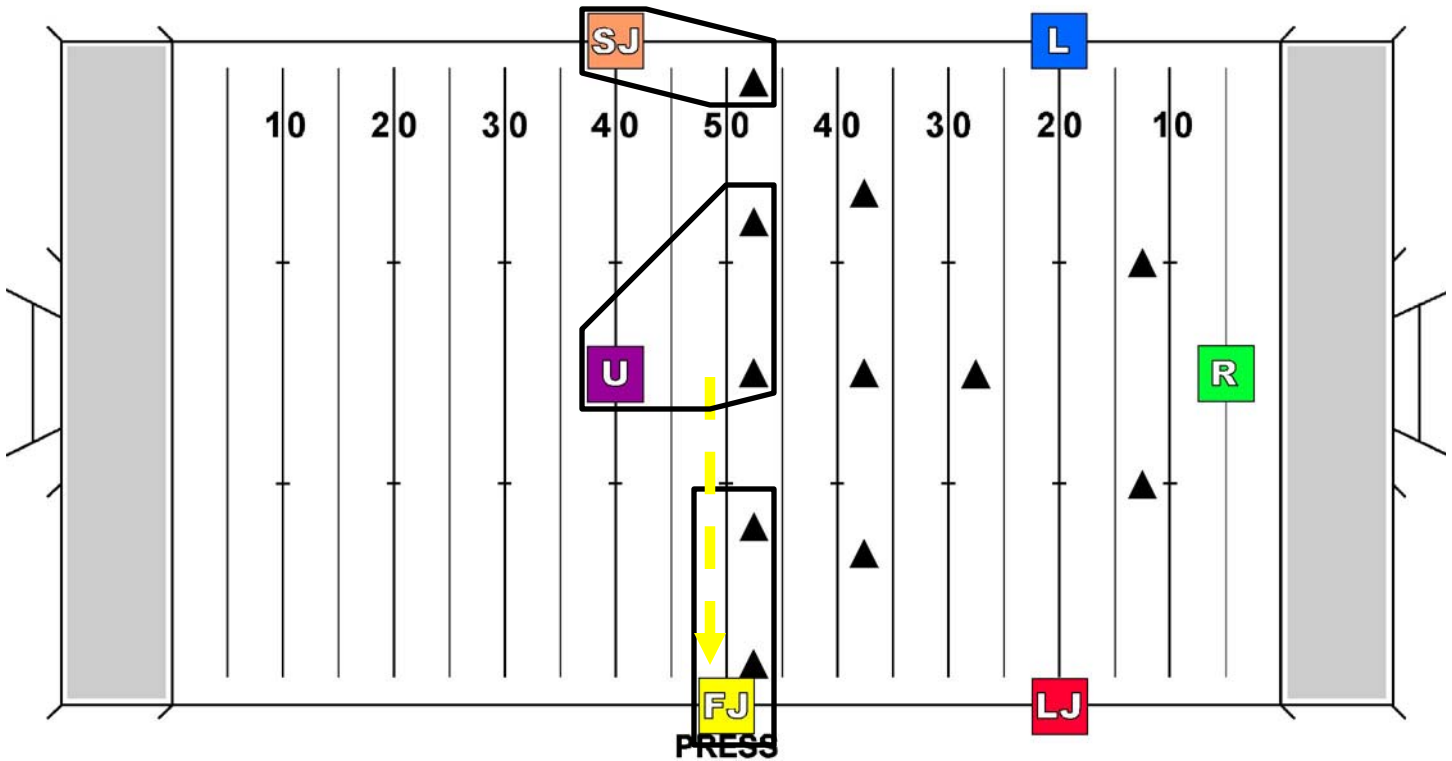
COIN TOSS



FJ and SJ bring captains to referee and position themselves beside the umpire. L and LJ walk in and remain at the hashes.

Mechanics change – visiting captain declares choice before coin is tossed. Umpire verifies.

FREE KICKS

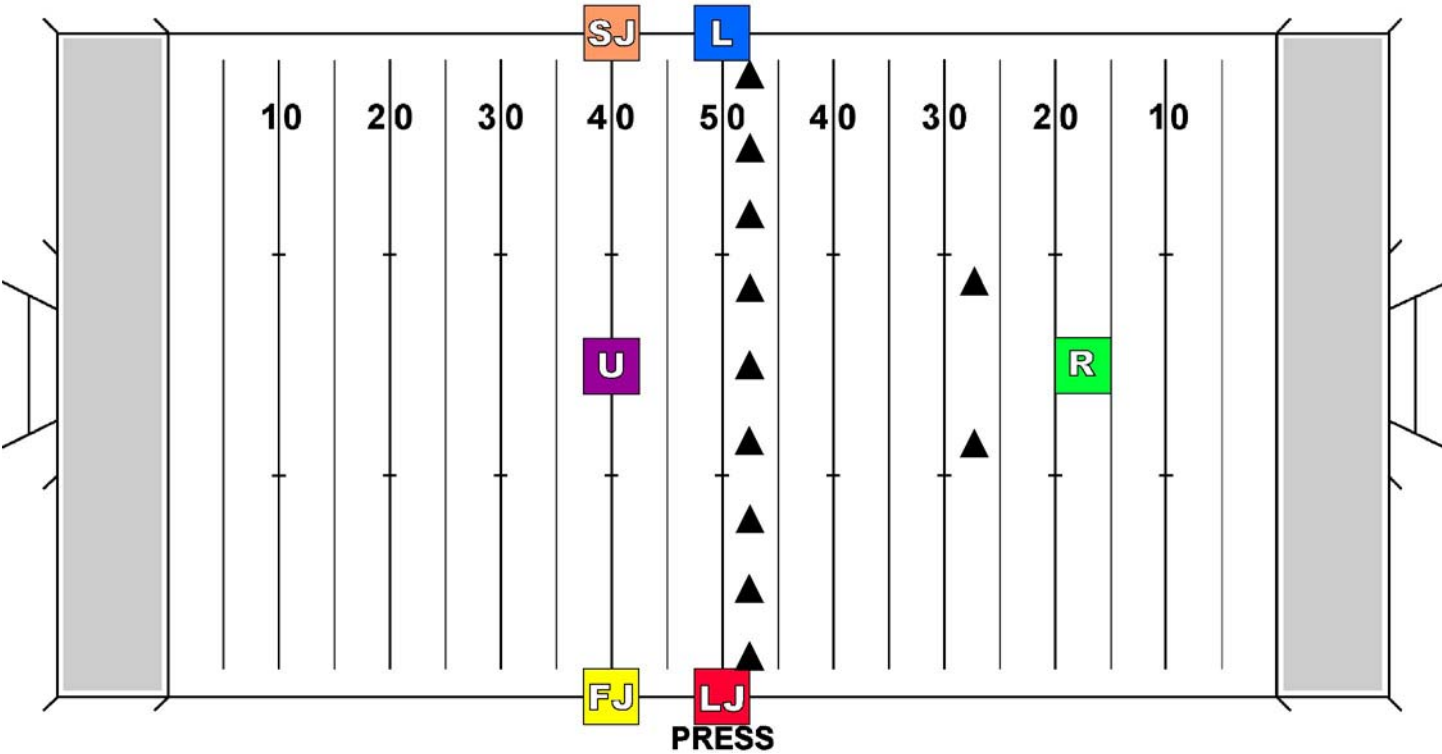


Front line blocking coverage as shown.

Officiate ahead of the runner until he enters your area, and behind the runner once he leaves your area.

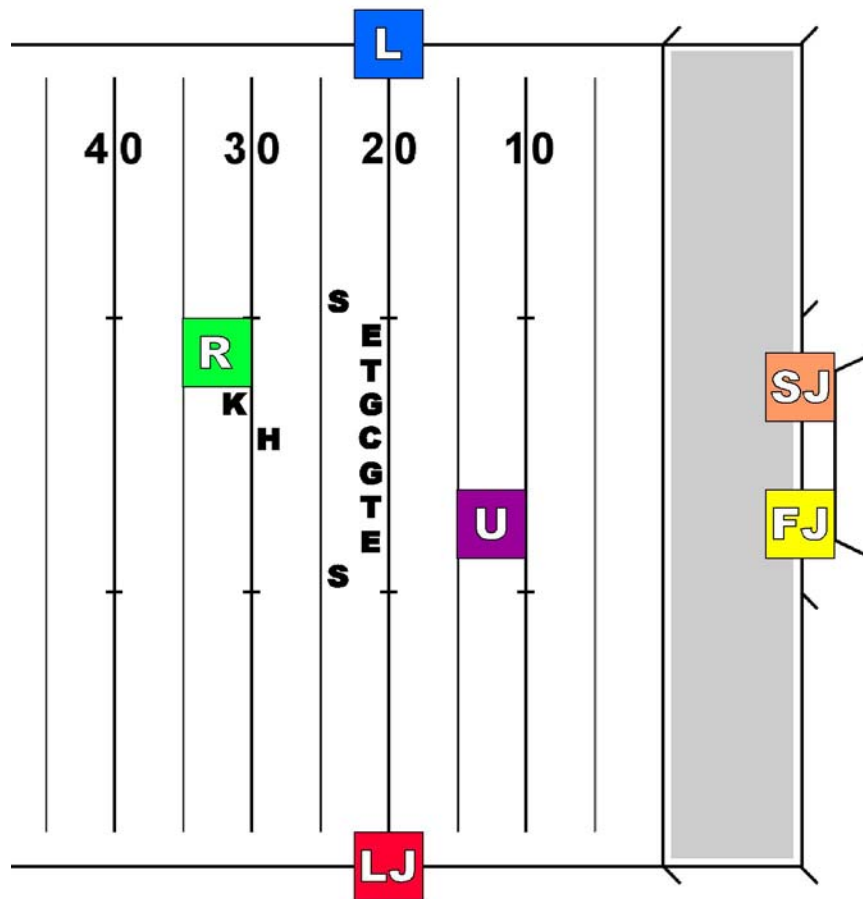
Mechanics change – kickoff out of bounds untouched by R – flag marks spot. No beanbag!

OBVIOUS SHORT FREE KICKS



L and LJ retreat to normal coverage if kick is long.

FIELD GOAL OR TRY



Officiate as normal scrimmage down.

FJ and SJ have end line responsibility.
L and LJ have side line responsibility to end line.

6-MAN MECHANICS – SCRIMMAGE PLAY BASICS

FJ and SJ should position themselves even with L and LJ and approximately 20 yards downfield (should for a perfect square).

L and LJ “nearest player on line” signal should be held slightly inward so FJ and SJ can see them.

FJ and SJ count B players and signal each other.

L and LJ almost always spot ball. Only exception is broken run or long pass.

L and LJ coverage on out of bounds plays – hold spot, turn back to field, signal time out. FJ, SJ, and R will clean-up. No more “drop and go”.

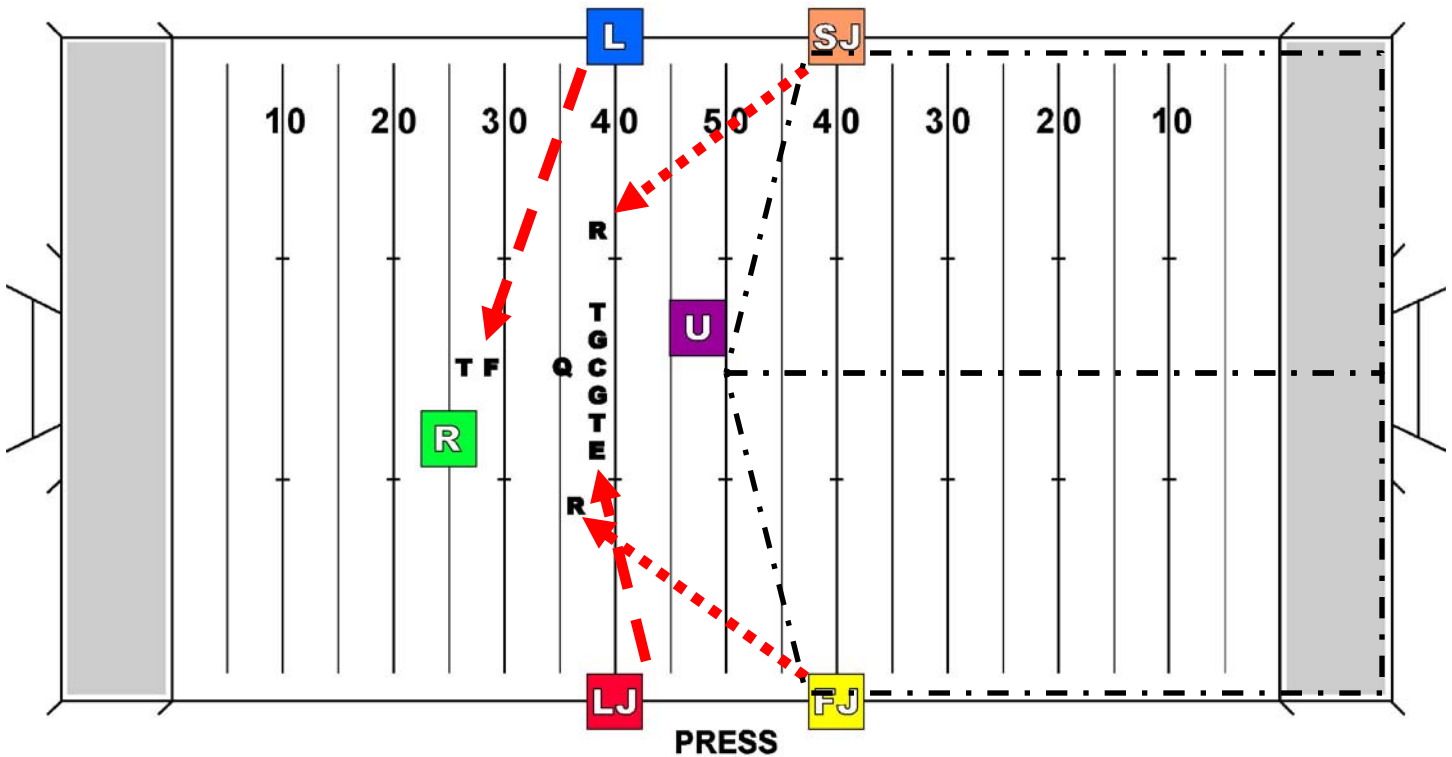
L and LJ should only move about 3 – 4 yards downfield on pass plays.

MISCELLANEOUS 6-MAN MECHANICS

FJ had timing responsibility, including game time, team time-outs, time between periods, half-time, etc...

SJ is responsible for 25 second timing.

KEYS



FJ and SJ take widest A player on his side. L and LJ take second player in.

Motion switches coverage.

Trips – L or LJ take 2 players.

After keys clear LOS and initial B players, switch to zone coverage for pass plays.

