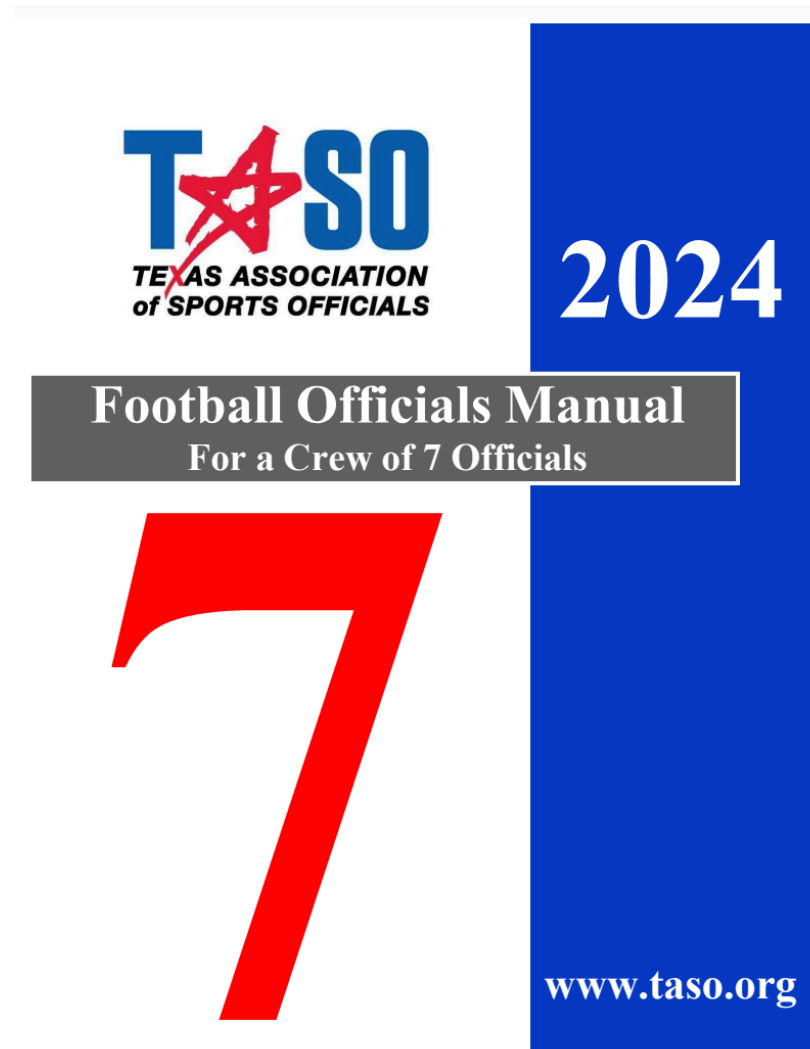


Mechanics for Crews of Seven



Fort Worth Football Officials
Training Program

Better mechanics start here:



Advantages of Seven Officials

- A crew of 7 will provide more consistent area coverage
- Better detection of infractions and enforcement of rules
- Better sideline control
- Preventative officiating is improved
- Improved coverage on the back side of a play
- Dead ball officiating improved
- Easier ball mechanics on deep pass plays and punt coverage



Pre-Game Responsibilities

****All officials adhere to standard 5 Man Mechanics**

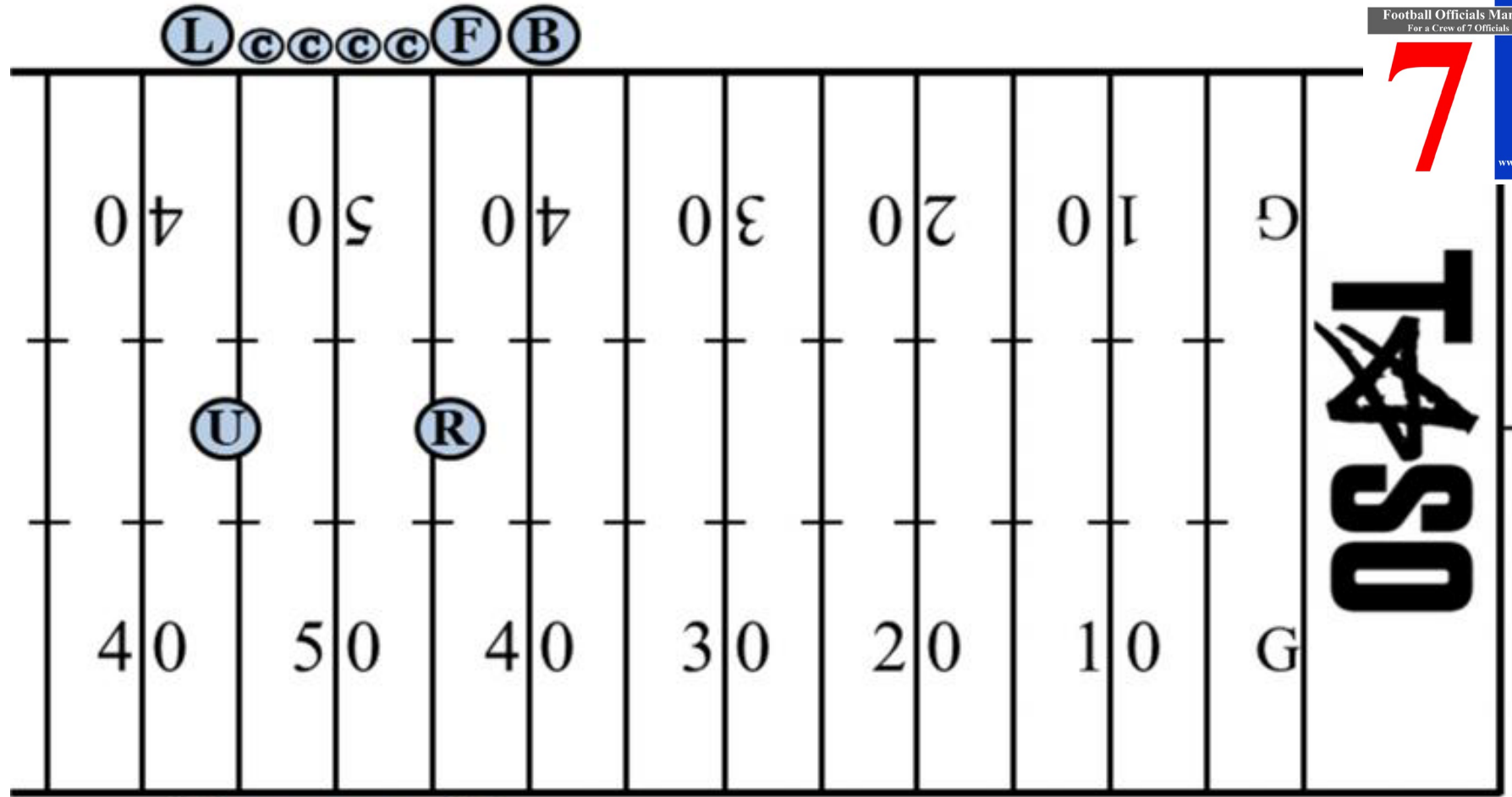
- S/B: Instruct clock operators minimum 60 min before kick. S has clock duties if there is no on-field clock

S/F:

- Monitor teams and maintain buffer area
- Accompany and assist H/L with directions for chain crew
- Accompany and assist with instructions for ball boys
- Bring captains to 50 on their team sideline four min before kickoff.



Coin toss



Press Box

Coin Toss

S/F

- Escort captains to 9yd marks and stop while sending them to middle of field with R/U
- Do not allow team members who are not involved in the toss inside the 9yd marks on your side

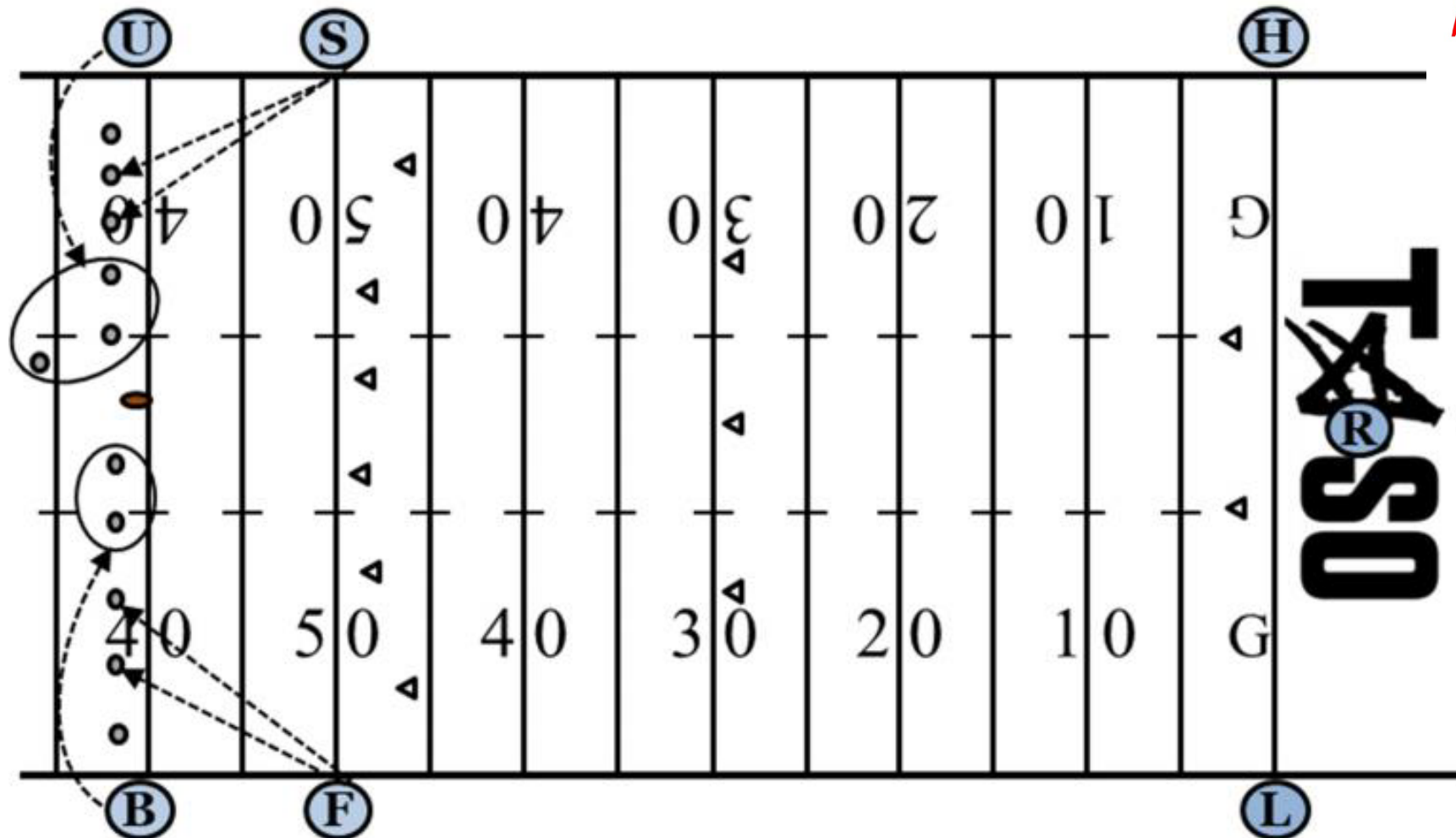
H/L/B:

- Remain on the sideline. H/B have a game ball from your sideline ready until winner of toss is determined

S/F is responsible for securing 2nd half option from coach on appropriate sideline



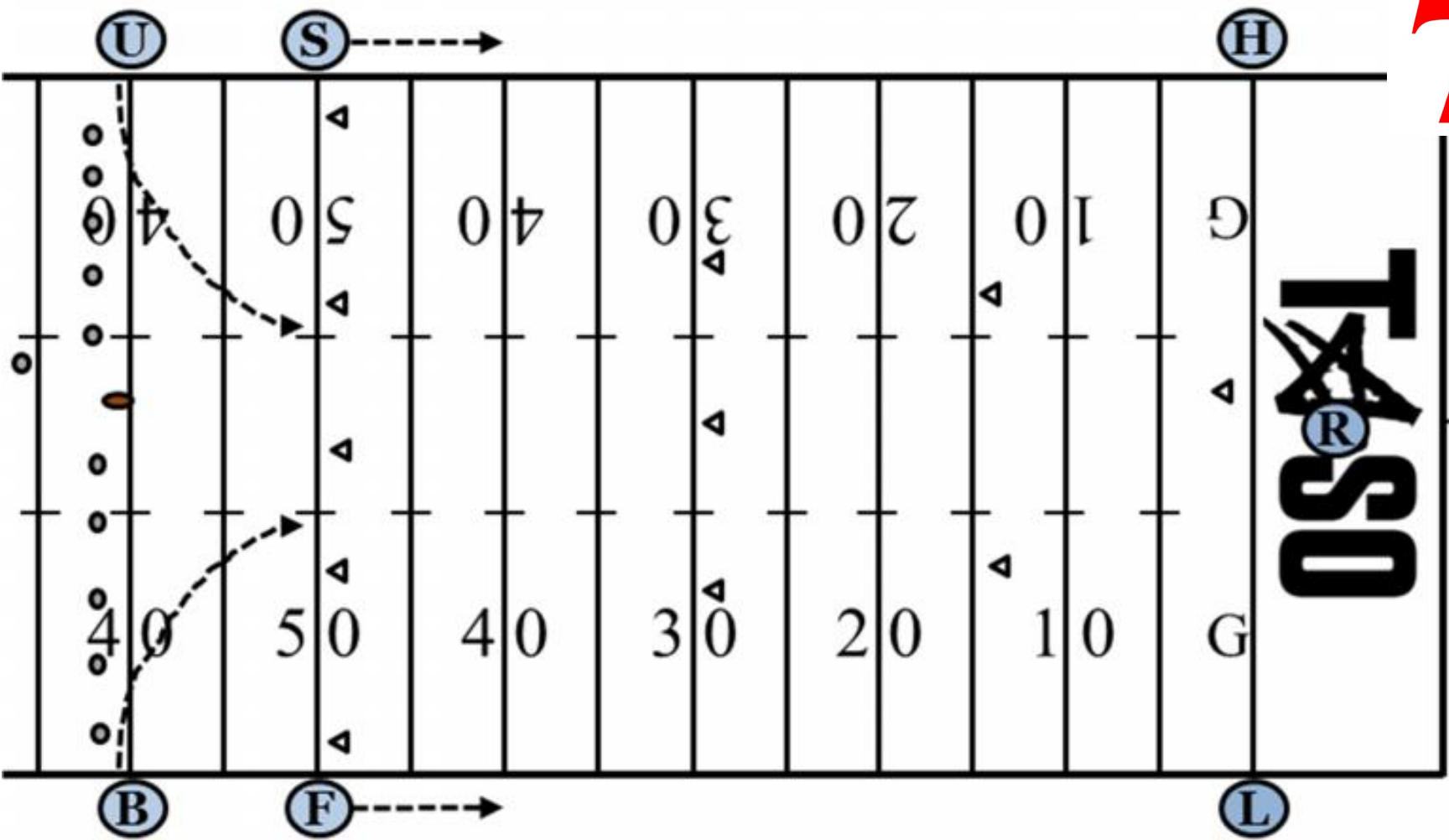
Free Kick: Keys



Press Box



Free Kick: Movement



Press Box



Prior to the Kick

- U/B/S/F: count the Kicking team.
- R/H/L: count the Receiving team.

- R: responsible for 4 Players on each side of the Kicker.
- U/B: responsible for Kicking team players having at least a foot no more than 5 yards behind ball.
- All: are responsible for clearing the sideline.
- **ALL: BE PREPARED FOR SURPRISE ONSIDE KICK!!!**



During the Kick

U/B:

- responsible for Kicking team being offside.
 - Deep kick: foot on the ground behind restraining line.
 - Onside kick: no player breaks the pane of glass.
- Keep an eye on kicker; don't let them get blown up.
- Watch area in front of the runner

H/L:

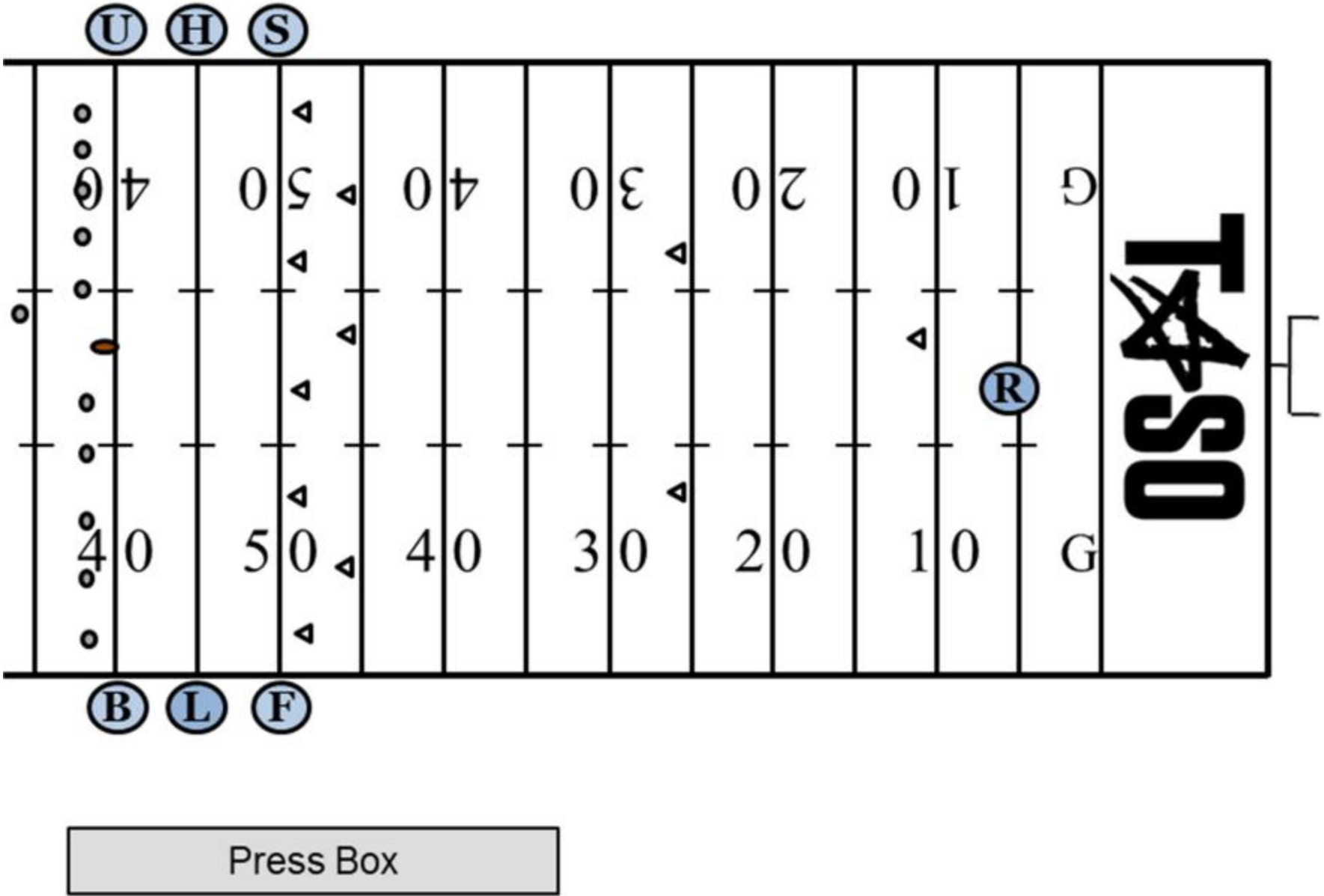
- prepare to get spot if ball goes out of bounds.
- be ready to rule on catch at goal line.
- If caught in the field of play, wind the clock.

During the Kick

- R: responsible for untouched ball in the end zone and the end line
- R/L/H: watch for illegal wedge
- S/F: move with purpose and maintain a cushion. Watch area in front of runner. You have spots inside Team A 2 yd line to goal
- All: be alert for fair catch, low blocks, blind side blocks, holding, etc



Short Kick



Short Free Kicks

- B/U: Team A's restraining line is a plane of glass. Kicker is the only player allowed more than 5 yds behind restraining line.
- H/L: responsible for kicks straight into the ground. Watch for blocks by Team A before the ball crosses Team B's restraining line. Assist with first touching by Team A.
- S/F: responsible for the ball crossing Team B's restraining line. Watch for blocks prior to the ball crossing the line. Be alert for fair catch signal. Be prepared to rule on kick catch interference.
- R: makes sure there are 4 players on each side of the kicker.
- If kick goes deep, S/F have forward progress on runner, H/L have goal line.



Clean Up After The Play

- All:
 - Try to get players off the field quickly. Play clock starts when ball becomes dead
 - Make sure players clear each other before we turn to find ball persons
 - Remember: Fair catch inside 25 brings ball out to 25

BE GREAT DEAD BALL OFFICIALS!

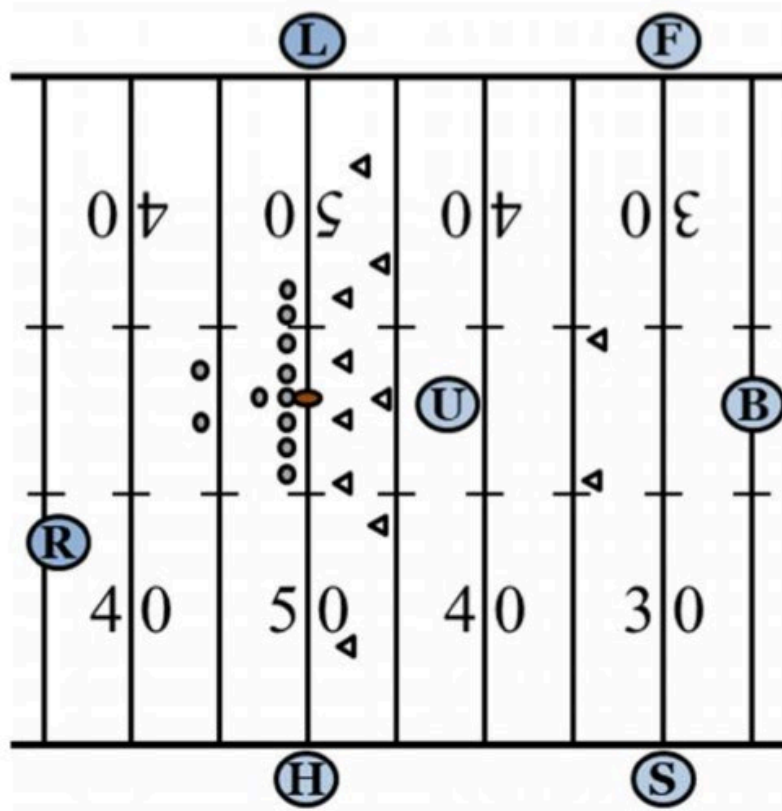


Scrimmage Plays for Crews of 7

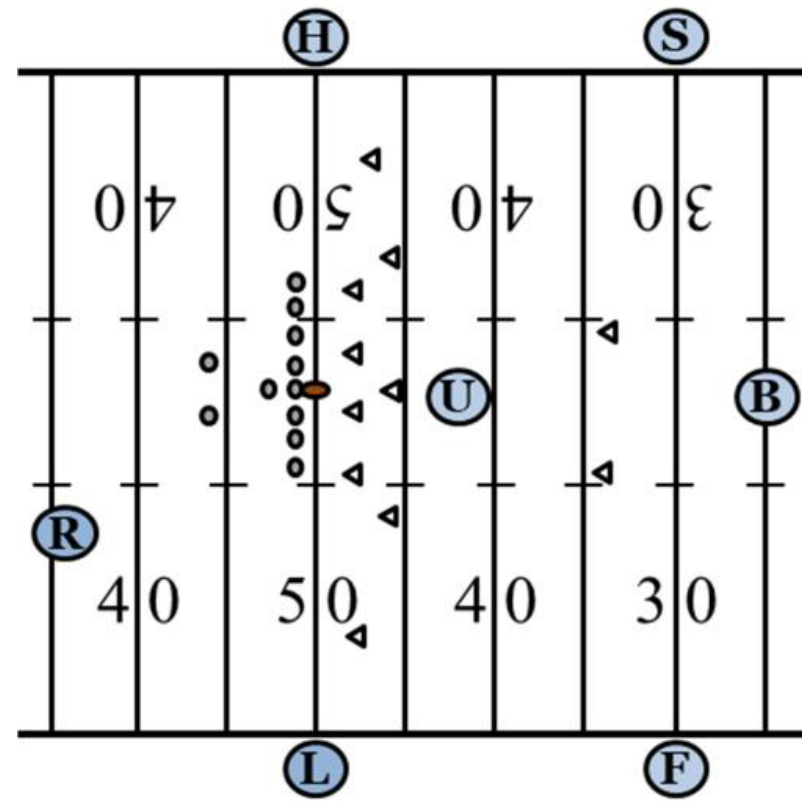


Scrimmage Plays

First half



Second Half



Scrimmage Plays: H/L

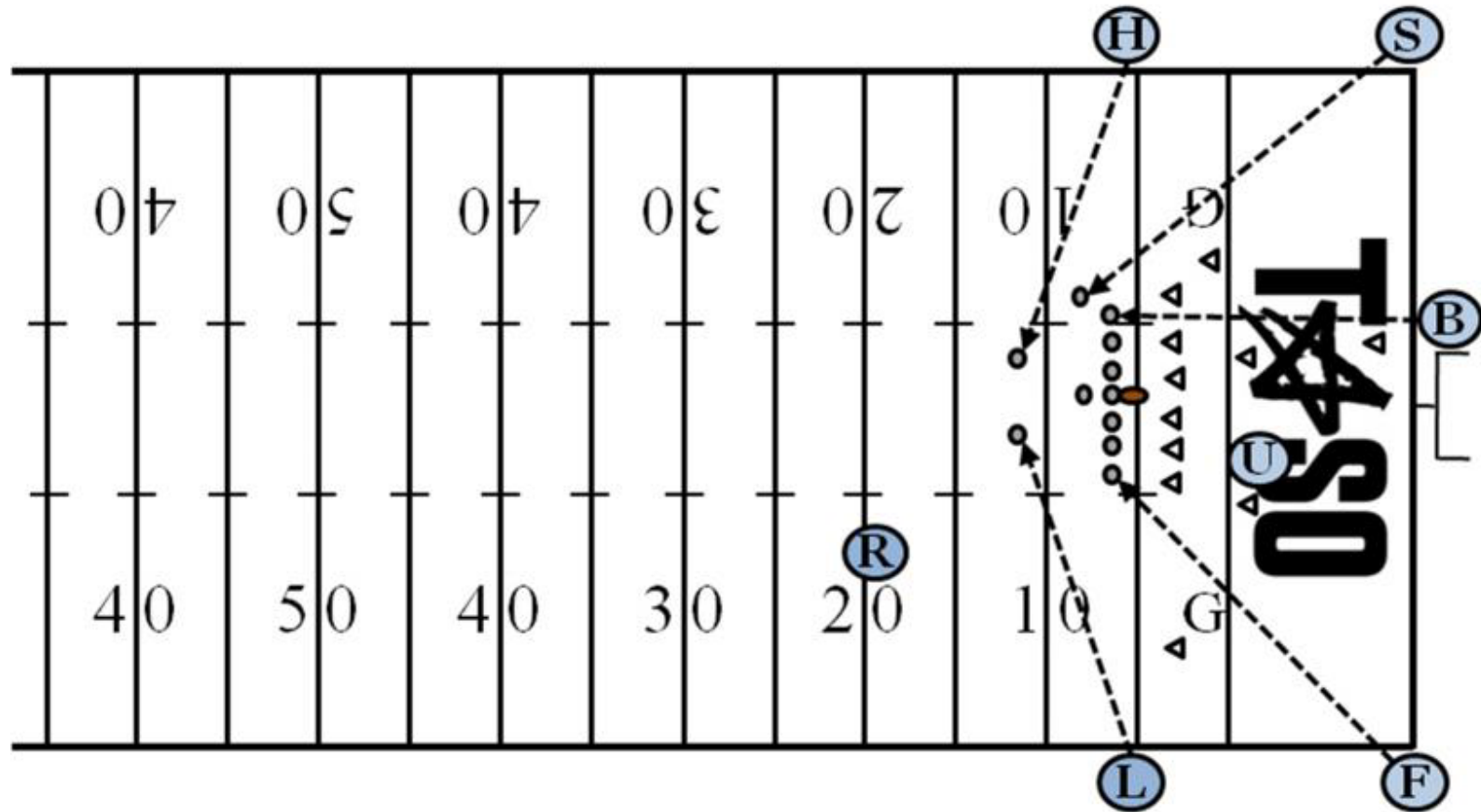
- Except for the addition of a key receiver, responsibilities are unchanged from 5 man mechanics.
- **Remain on LOS until ball crosses, then officiate normally**
- Responsible for all forward progress, OOB spots, until the B2 yd line
 - If play is snapped behind B7 and goes inside 2yd line, S/F has spot and will signal TD, etc. You veer several yds behind S/F and let them officiate. Do not run into them!
- If ball is snapped on or inside B7, you now have goal line (S/F position on end line)



Scrimmage Plays: S/F

- Position 20 yds beyond LOS, out of bounds, on the sideline. 20 yd separation should be maintained to keep play boxed in.
- If ball is snapped between B25 and B7, position on goal line. If snapped between B7 and goal line, position on endline
- Count Team B. Give closed fist signal to B
- S: Remember – you are always responsible for time and status of clock

Scrimmage
snap inside B7



Press Box



Pass Plays: Man/Zone/Ball

- *“MAN”* - Before the snap, identify and read your key(s) and note initial actions on and by key(s)
- *“ZONE”* - After the snap, officiate player action in your zone
- *“BALL”* - When direction of ball has been established (pass or run), officiate at and around the ball if in your zone; otherwise, back side officiating. When the ball is dead, continue to officiate your zone (dead ball officiating)

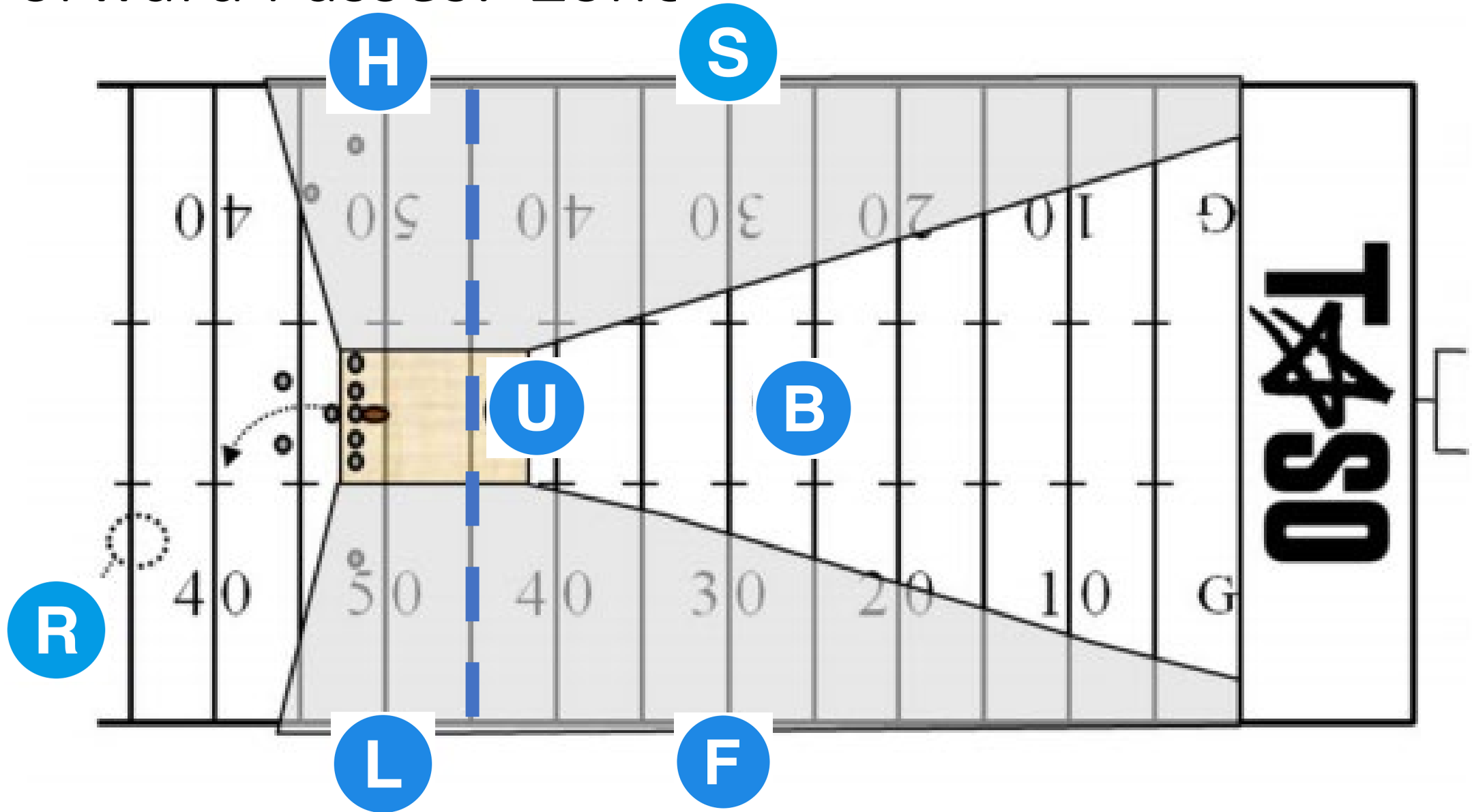


Man/Zone/Ball: Initial Keys

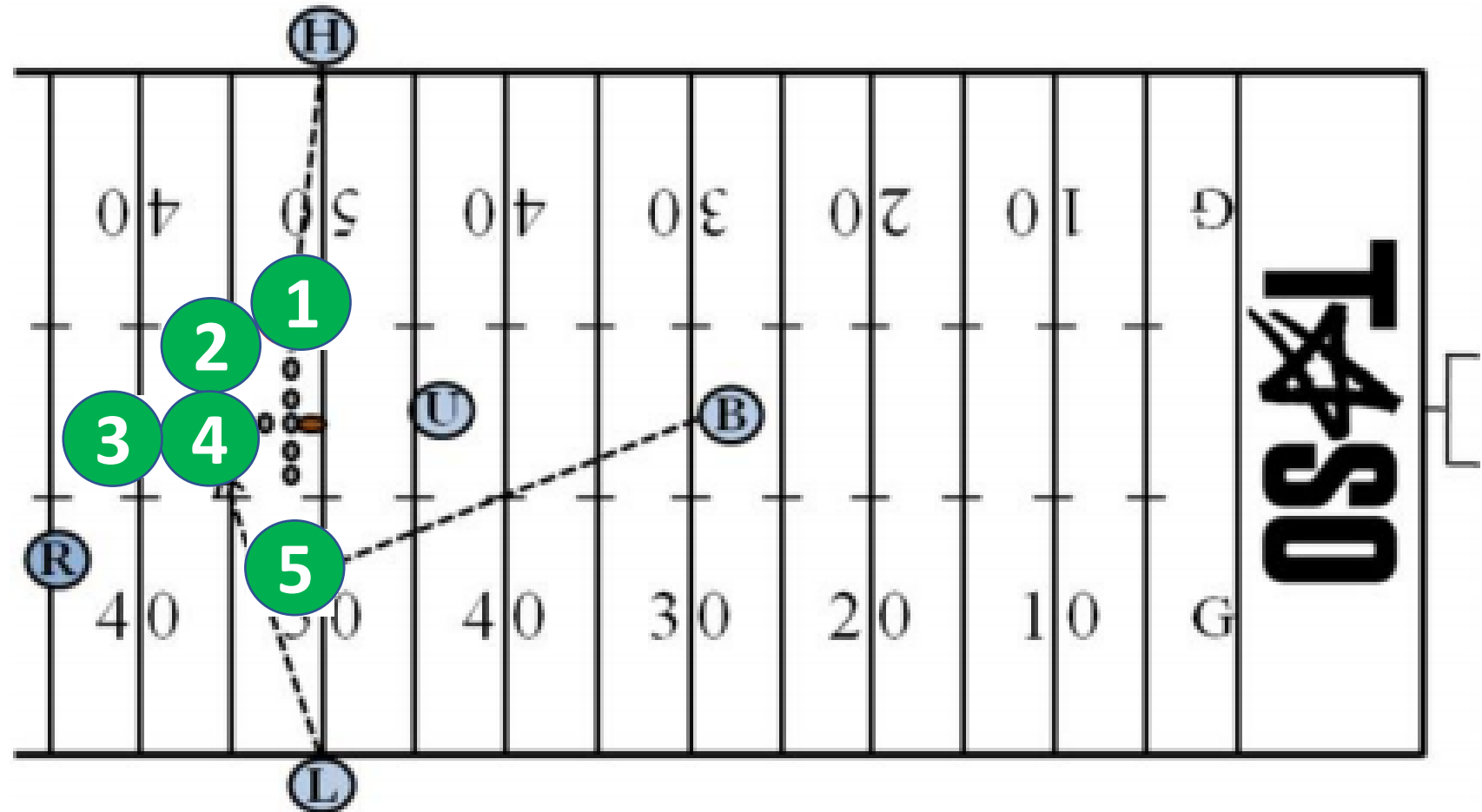
- **F S** will always watch widest eligible receiver in the formation on your side of the field (#1 receiver)
- **B** will watch the most inside eligible receiver on the strong side of the field. If balanced formation, "strong side" is to the Line Judge side. If lined up in quads, B has 2 most inside receivers.
- **H L** will watch the eligible receiver or back remaining on their side

KEYS WILL CHANGE WITH DIFFERENT FORMATIONS

Forward Passes: Zone

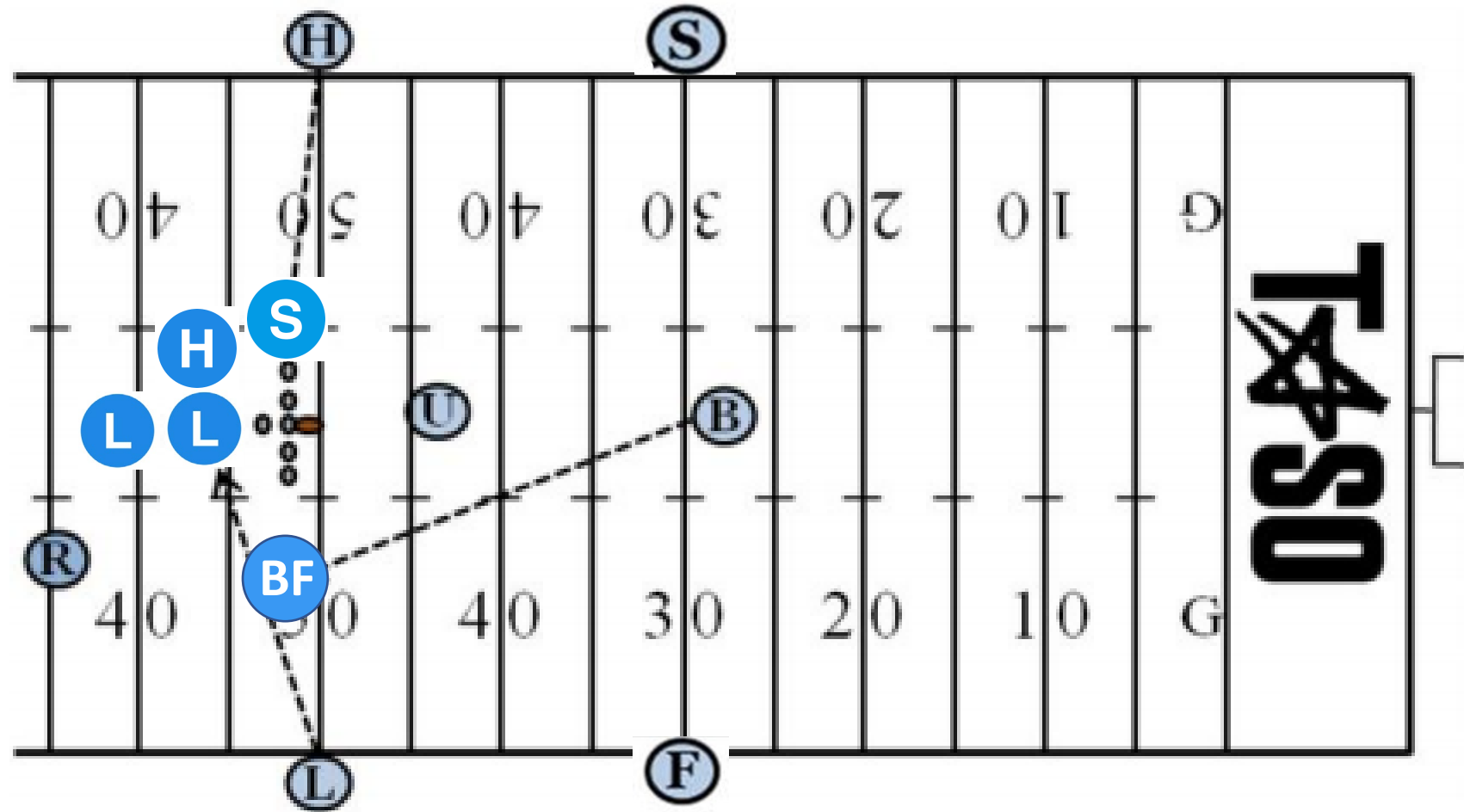


ONE RECEIVER TO EACH SIDE (BALANCED FORMATION)



Press Box

ONE RECEIVER TO EACH SIDE (BALANCED FORMATION)

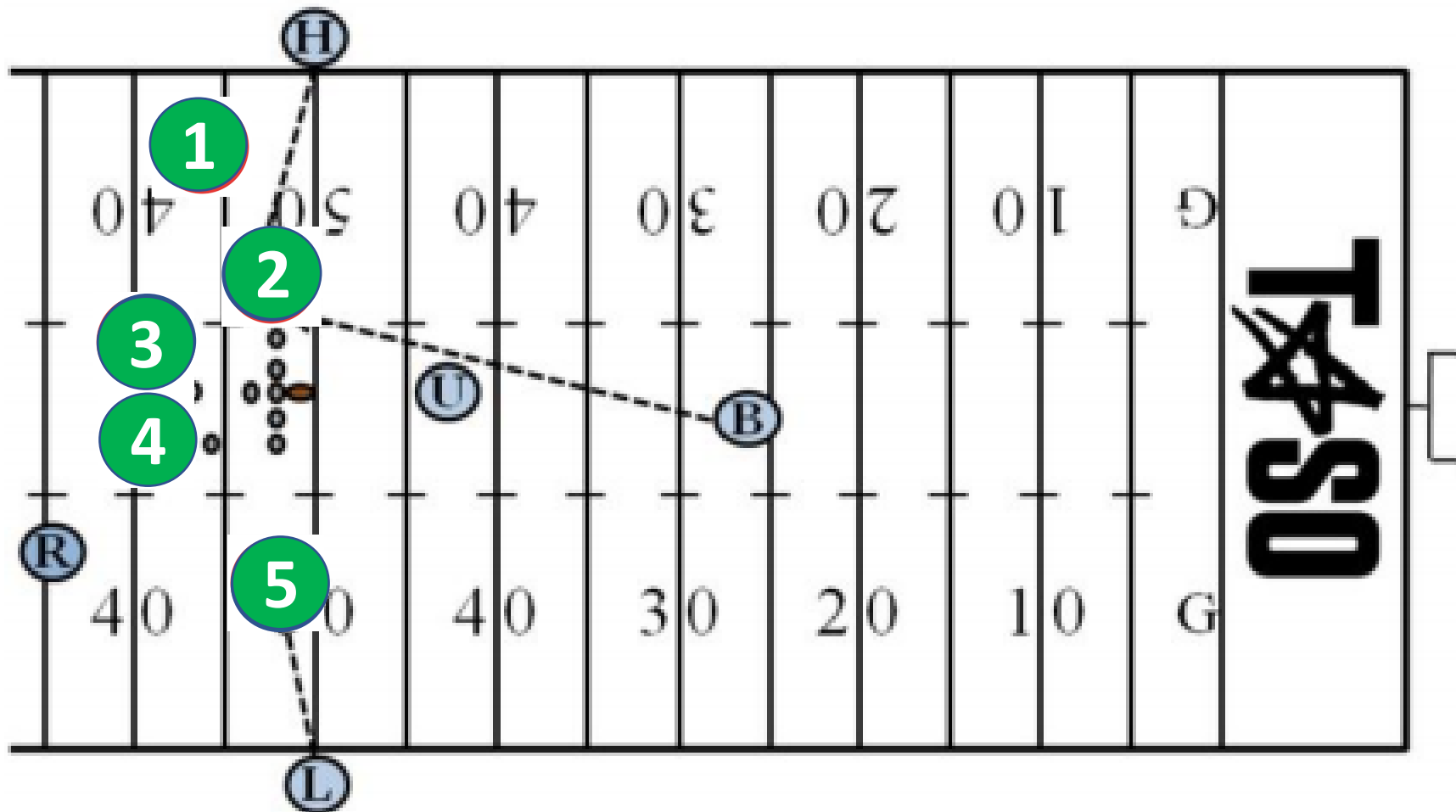


Press Box



STRENGTH TO H's SIDE

Balanced
w/ TE



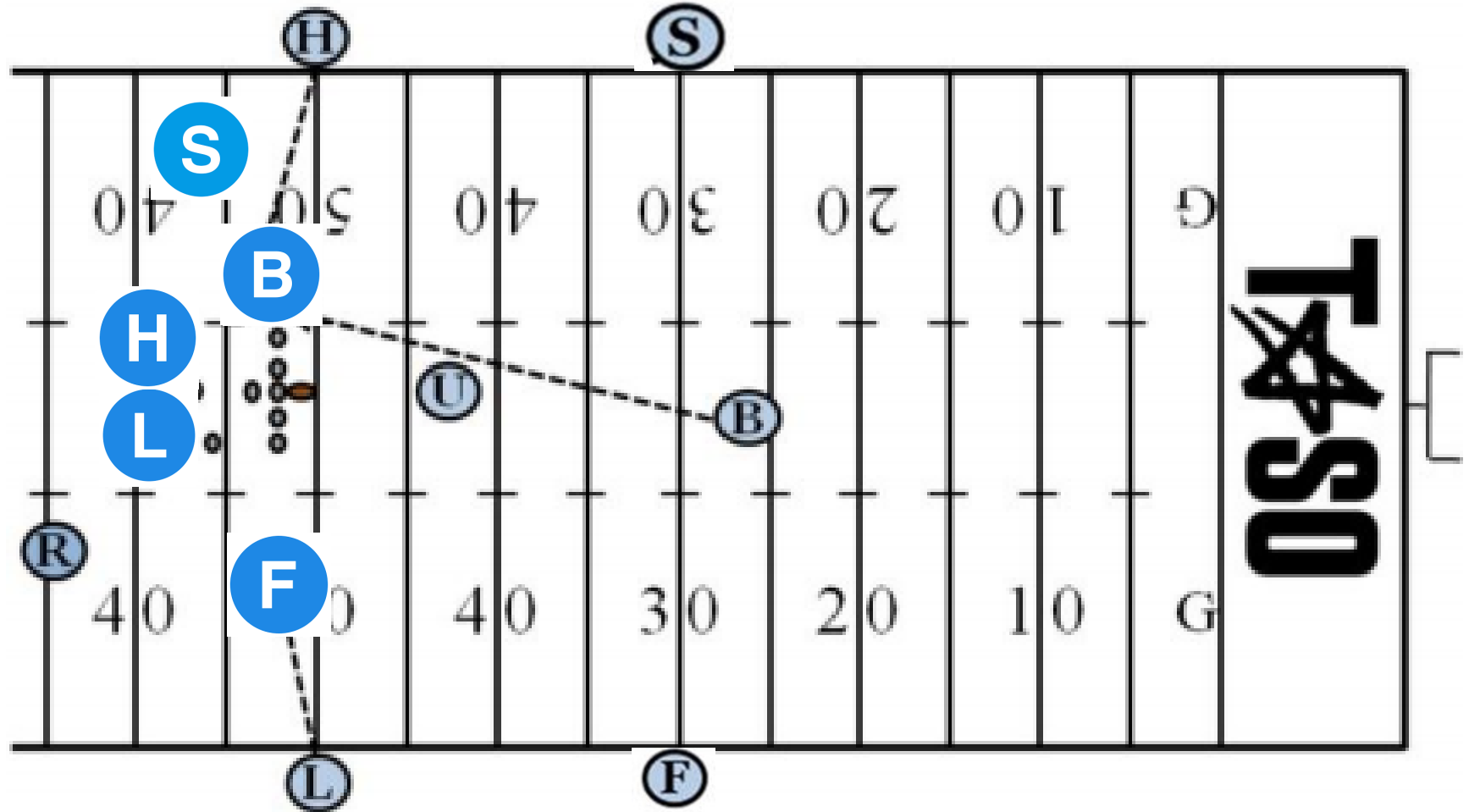
Press Box



When the formation is as above, strength is declared to H's side. H has the #1 receiver on

STRENGTH TO H's SIDE

Balanced
w/ TE

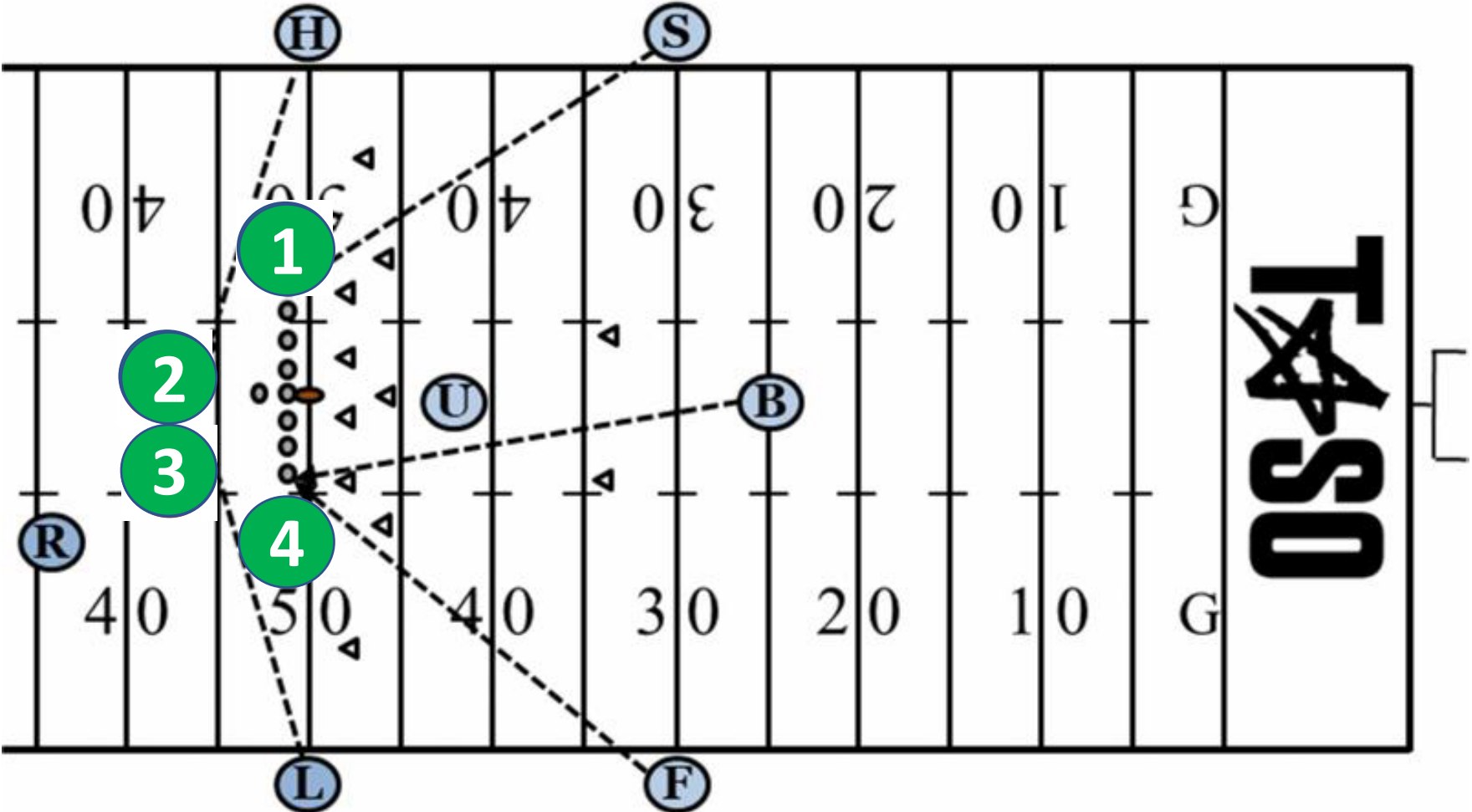


Press Box



When the formation is as above, strength is declared to H's side. U has the #1 receiver on

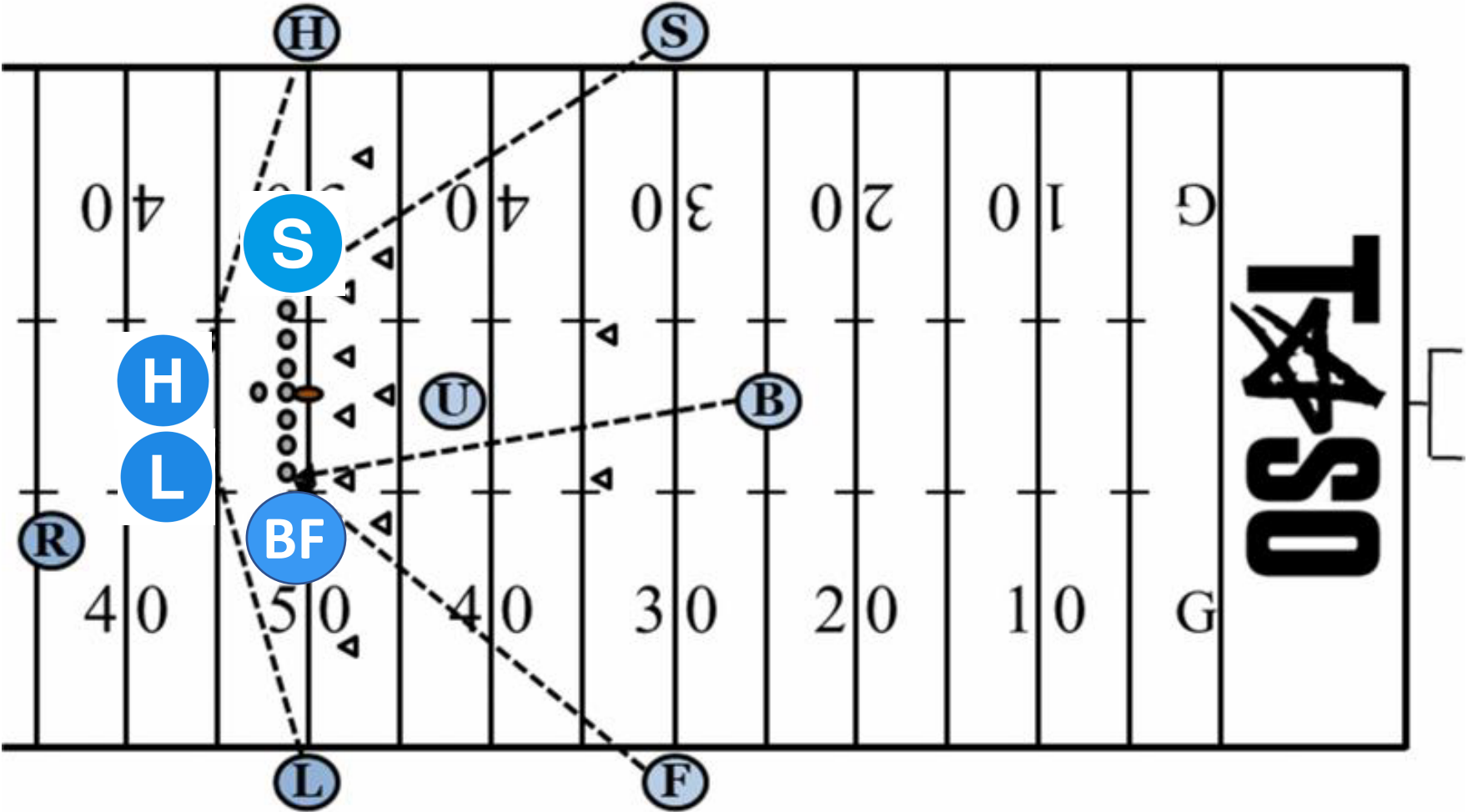
Balanced w/
double TE



Press Box



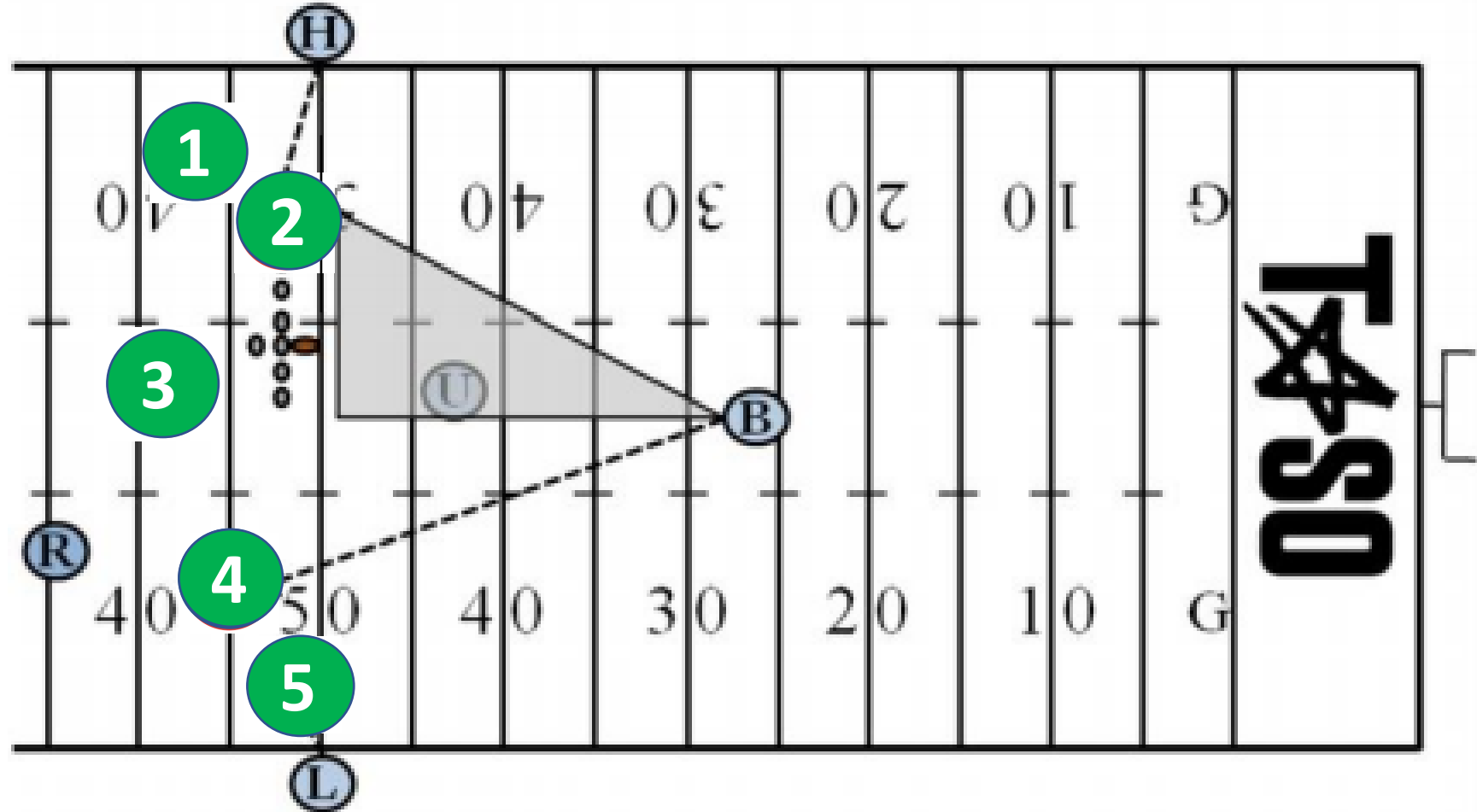
Balanced w/
double TE



Press Box



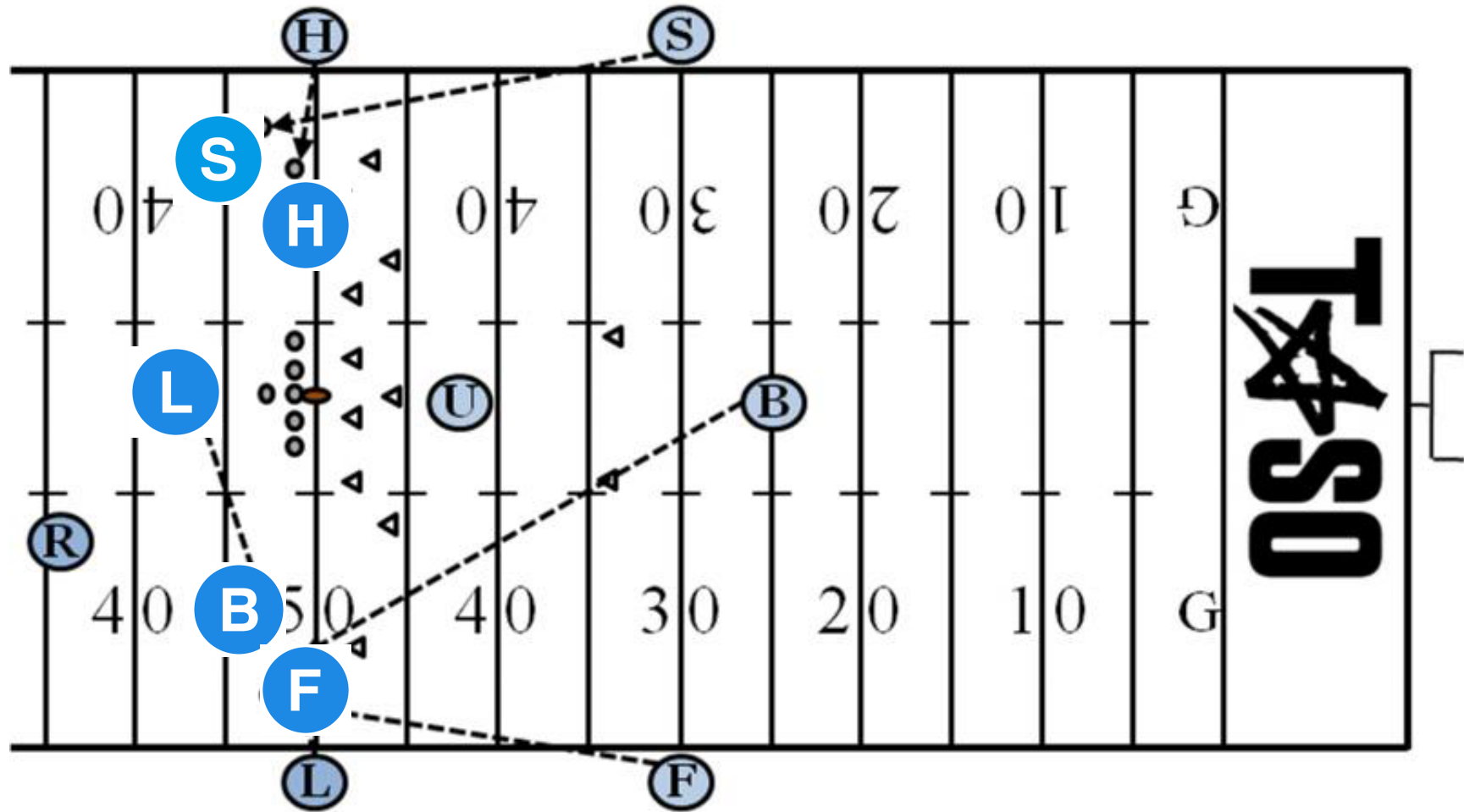
TWINS (TWO RECEIVERS TO EACH SIDE)



Press Box



Twins

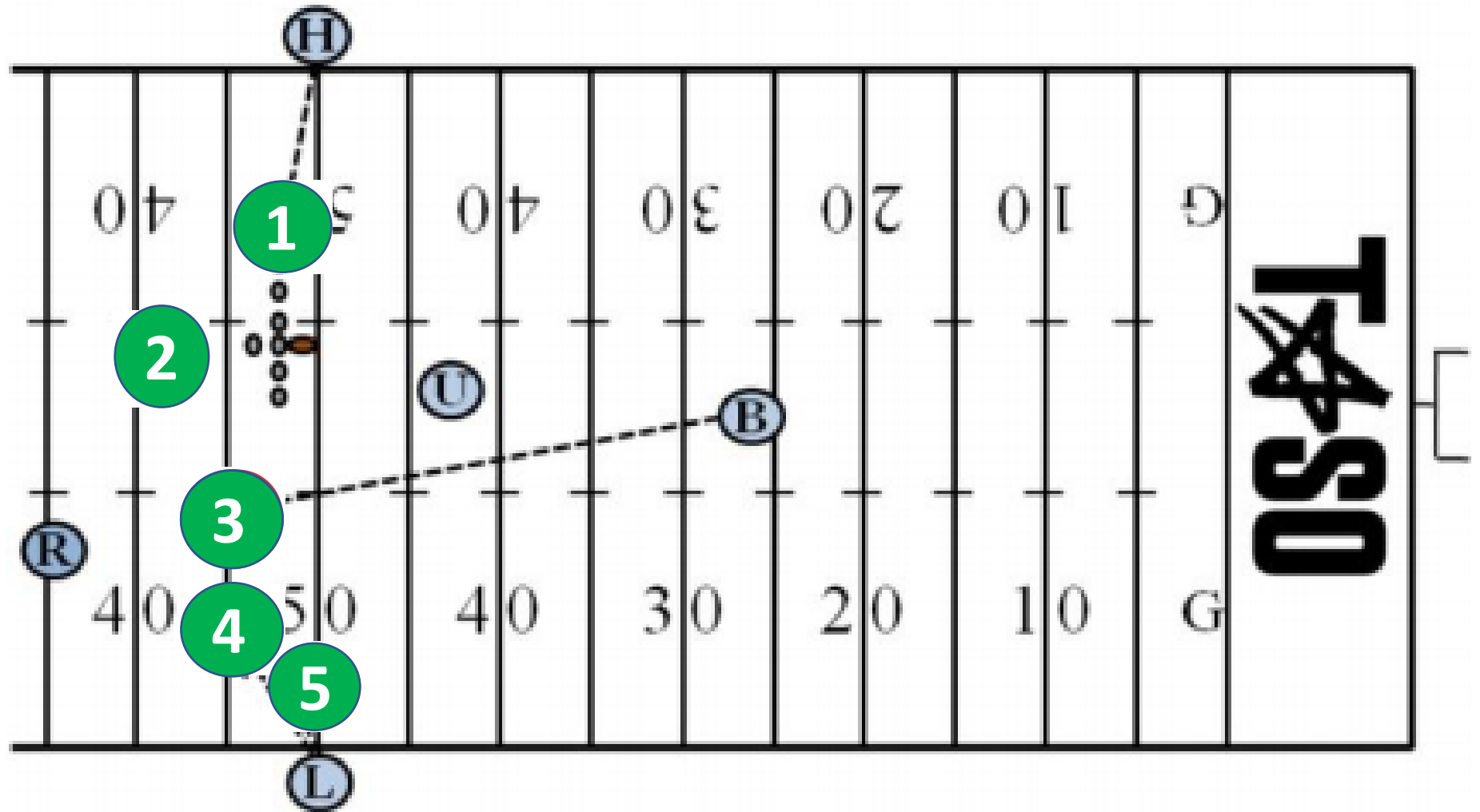


Press Box



TRIPS (THREE RECEIVERS ON ONE SIDE)

Trips w/
one in
Tackle Box

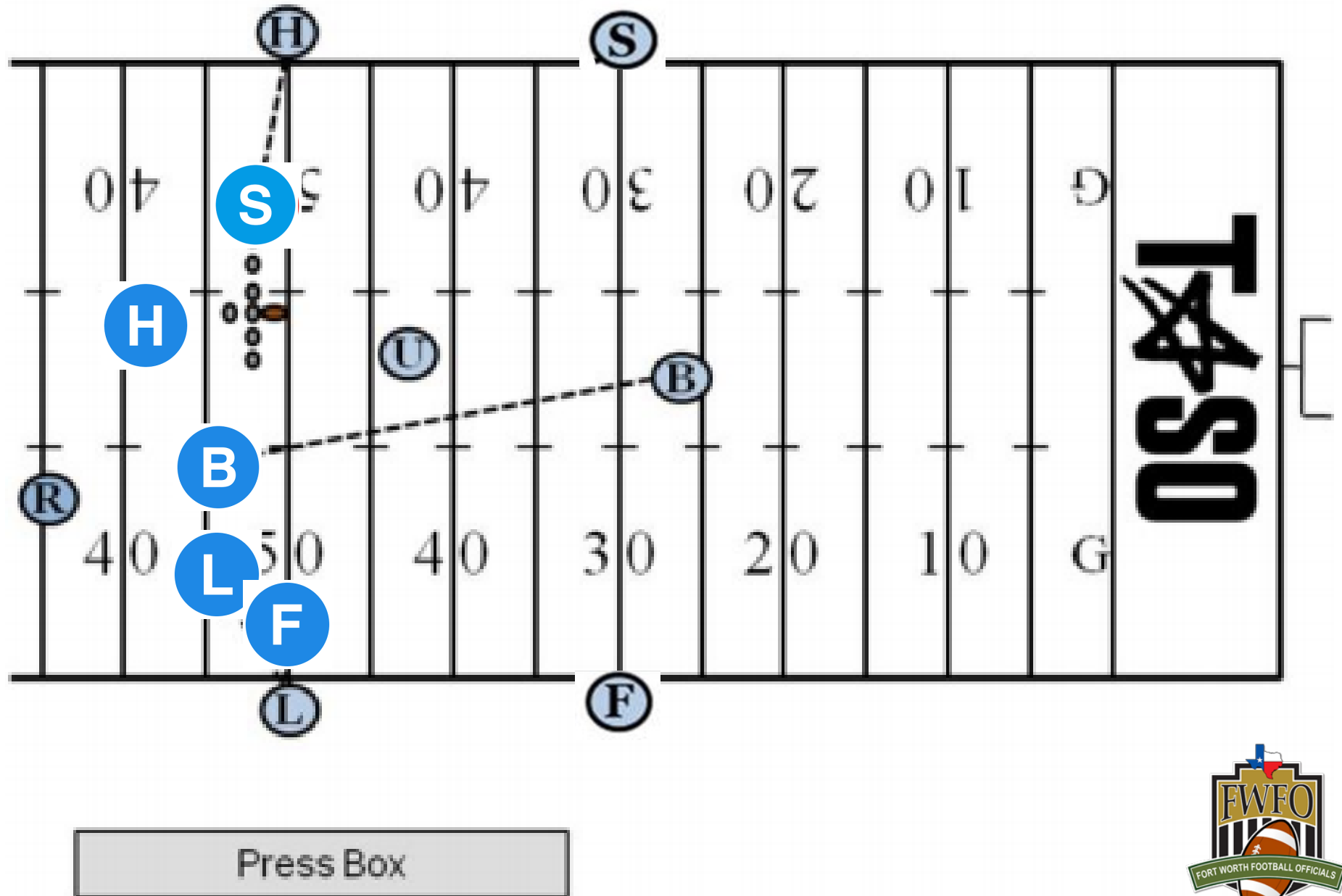


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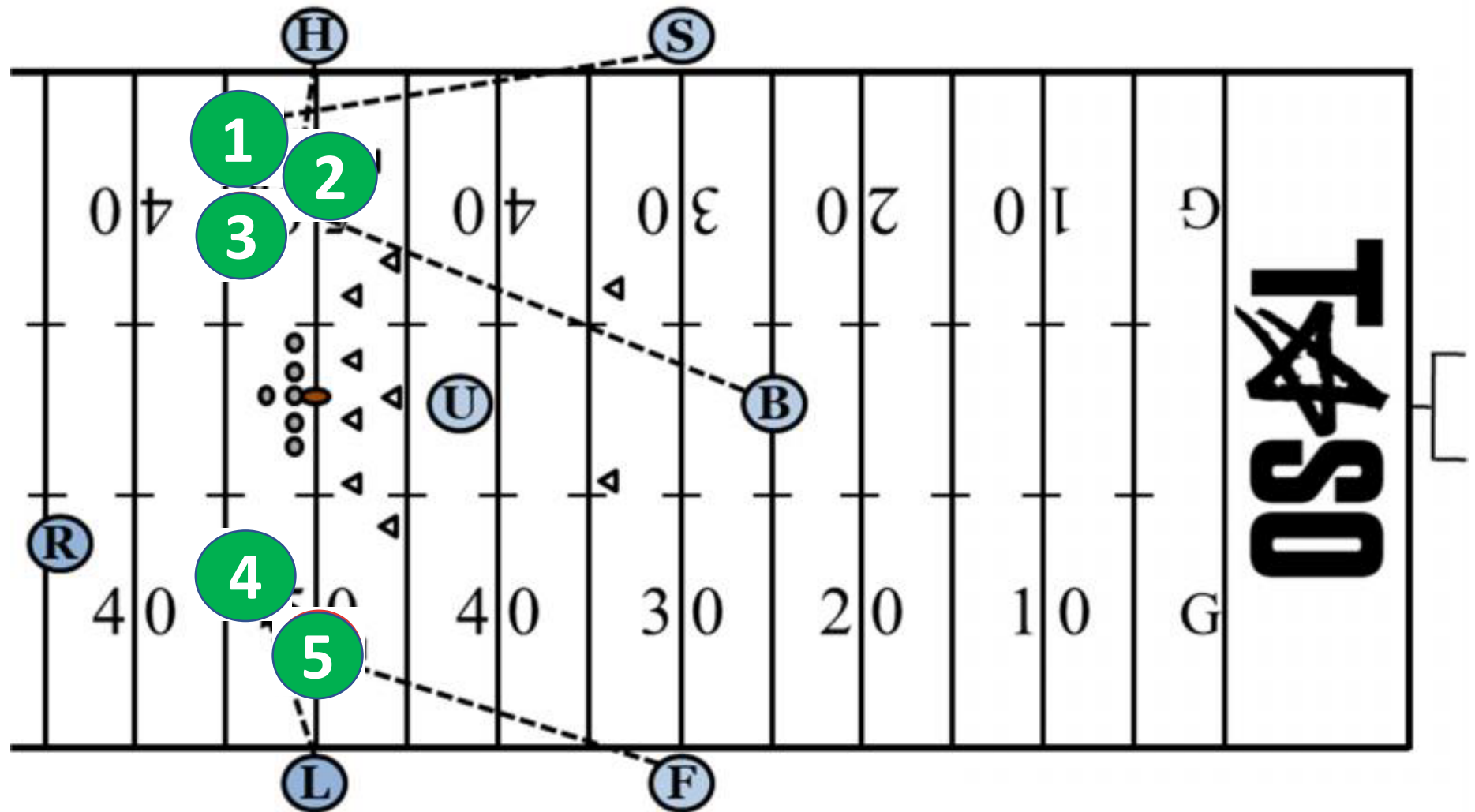


TRIPS (THREE RECEIVERS ON ONE SIDE)

Trips w/
one in
Tackle Box



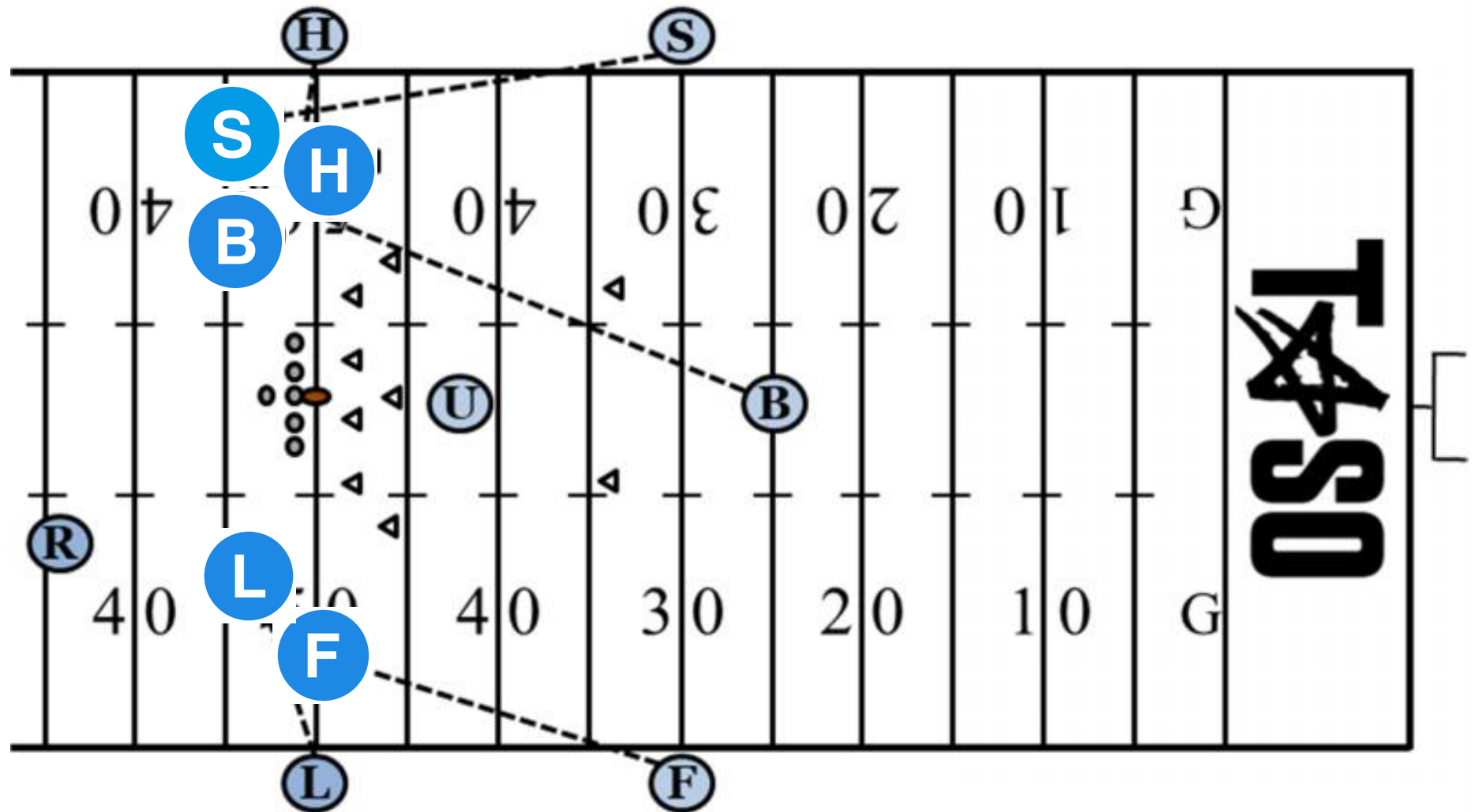
Trips w/
empty
backfield



Press Box



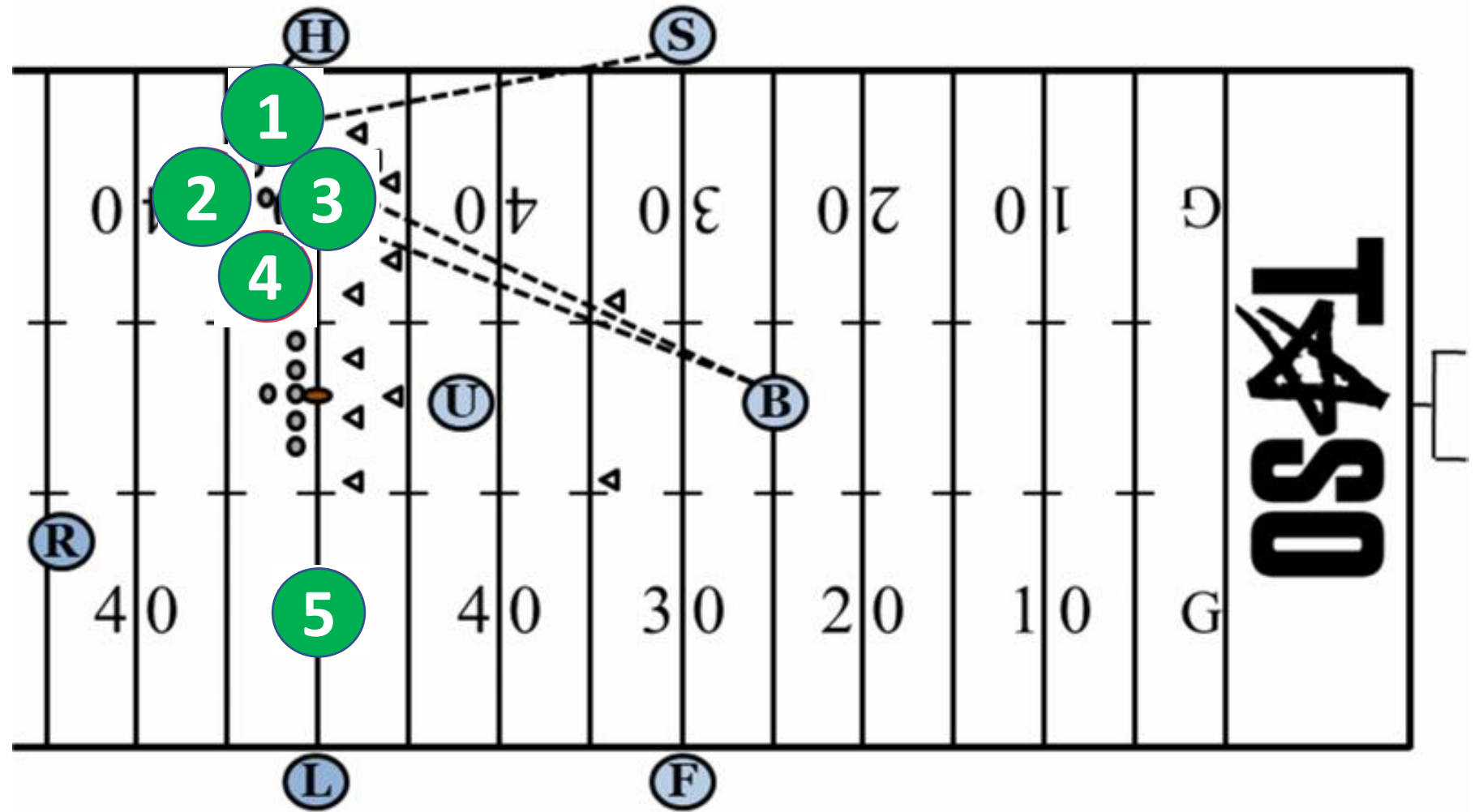
Trips w/
empty
backfield



Press Box



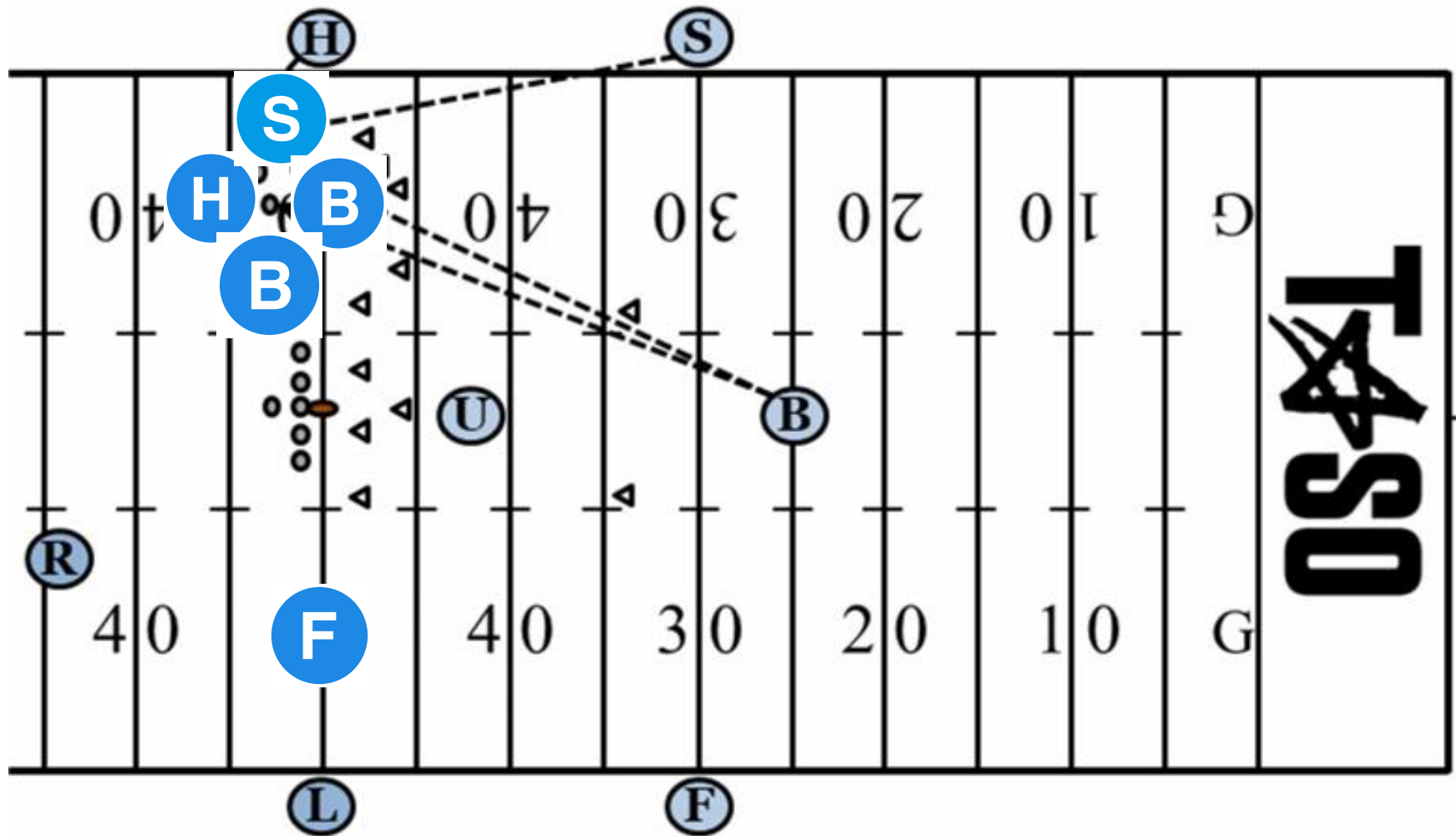
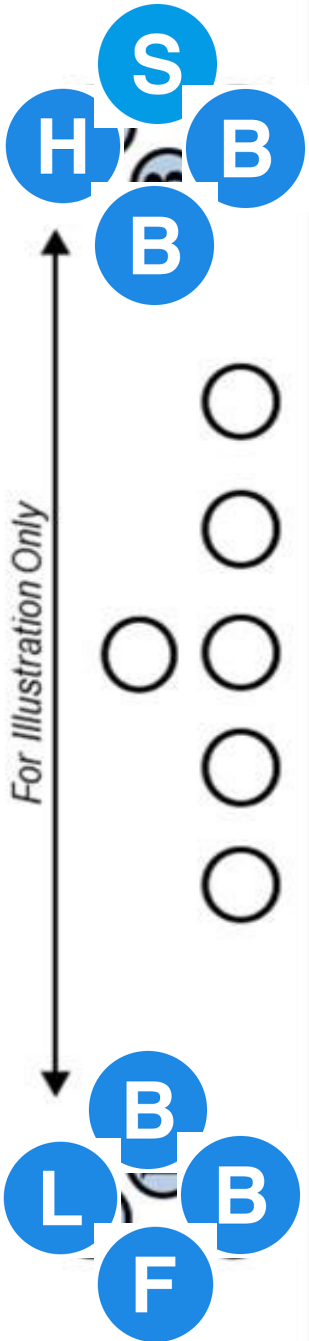
Quads:
Diamond



Press Box



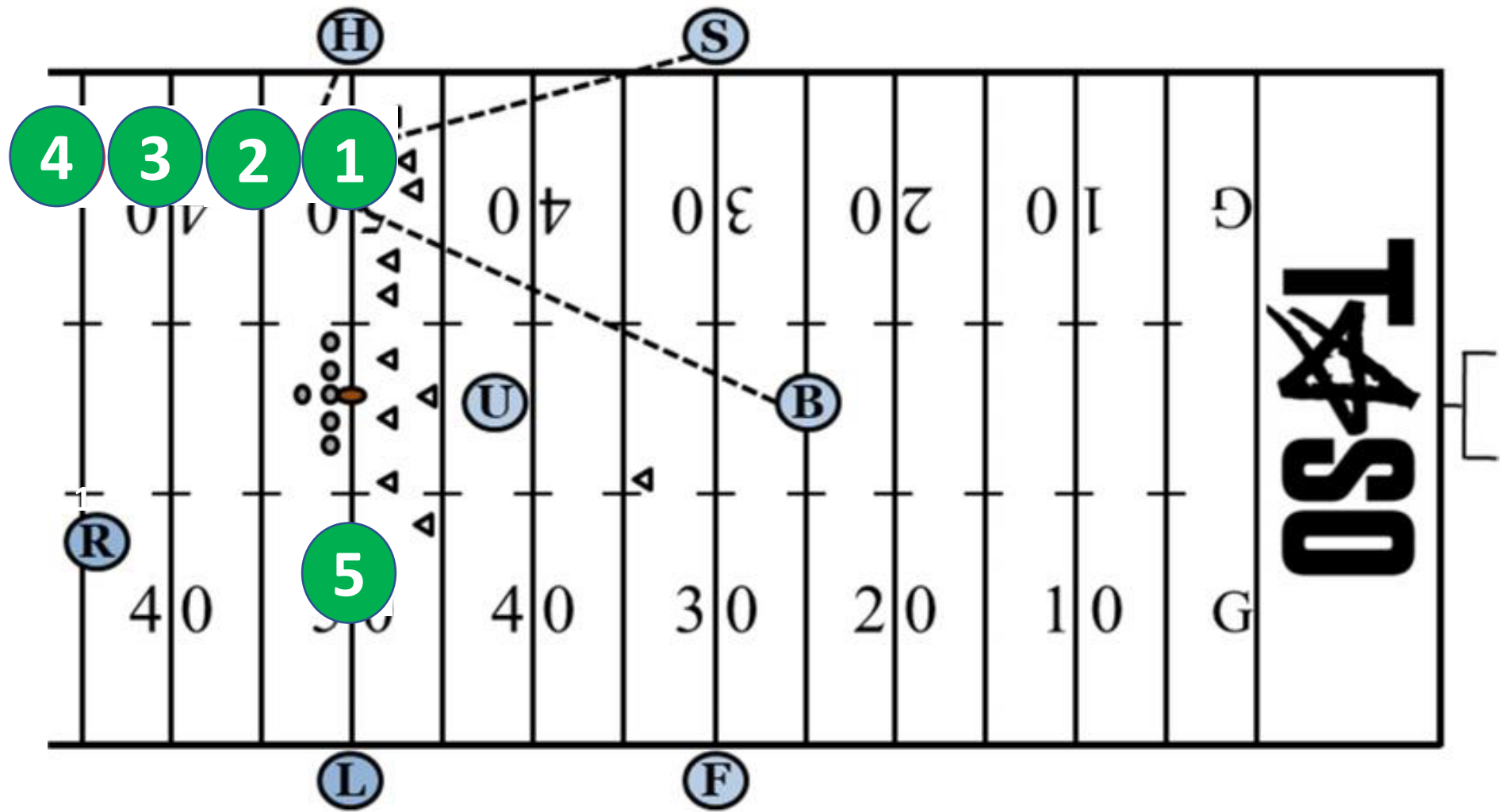
For Illustration Only



Quads:
Diamond



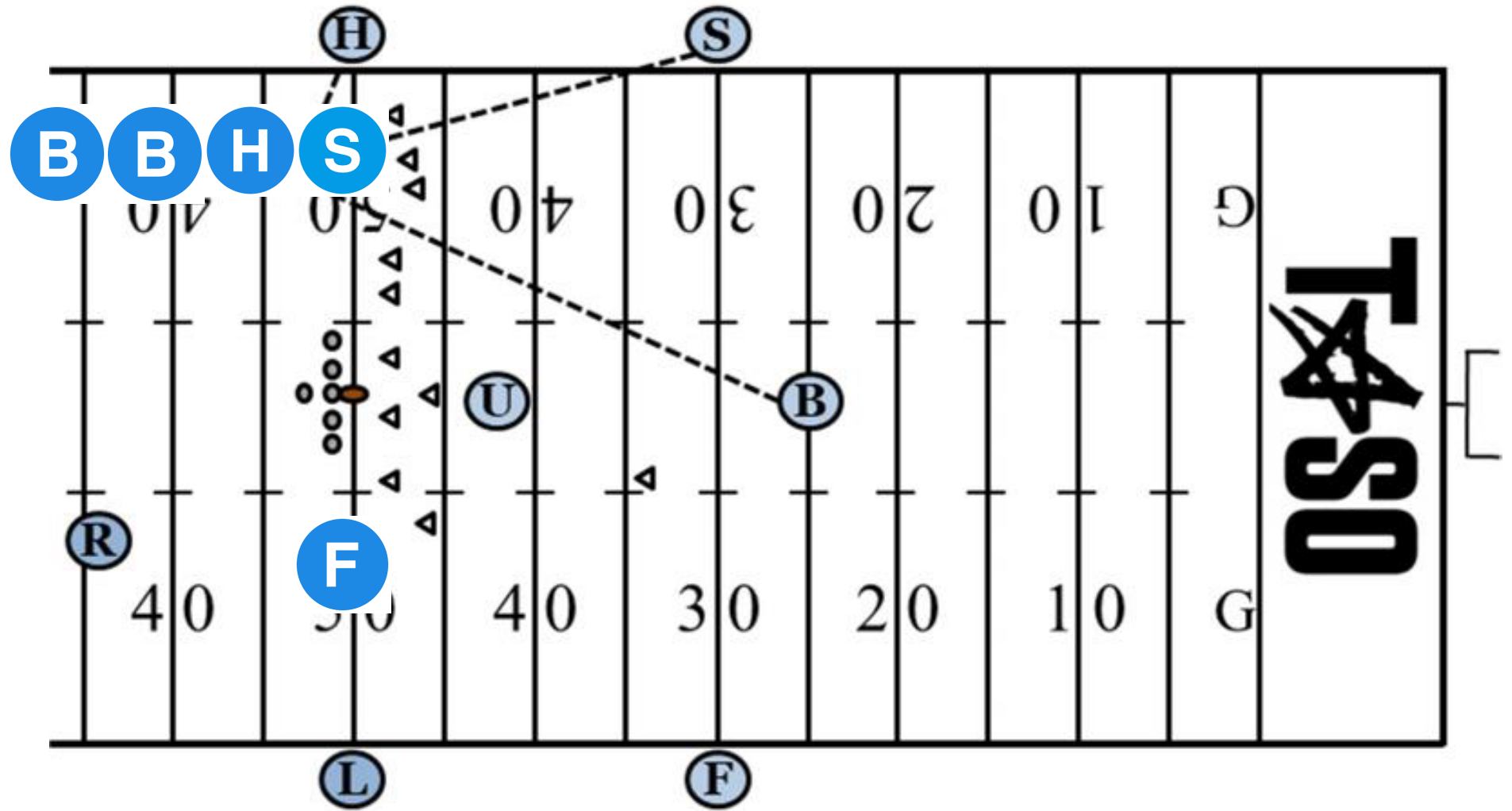
Quads:
Stacked



Press Box



Quads:
Stacked



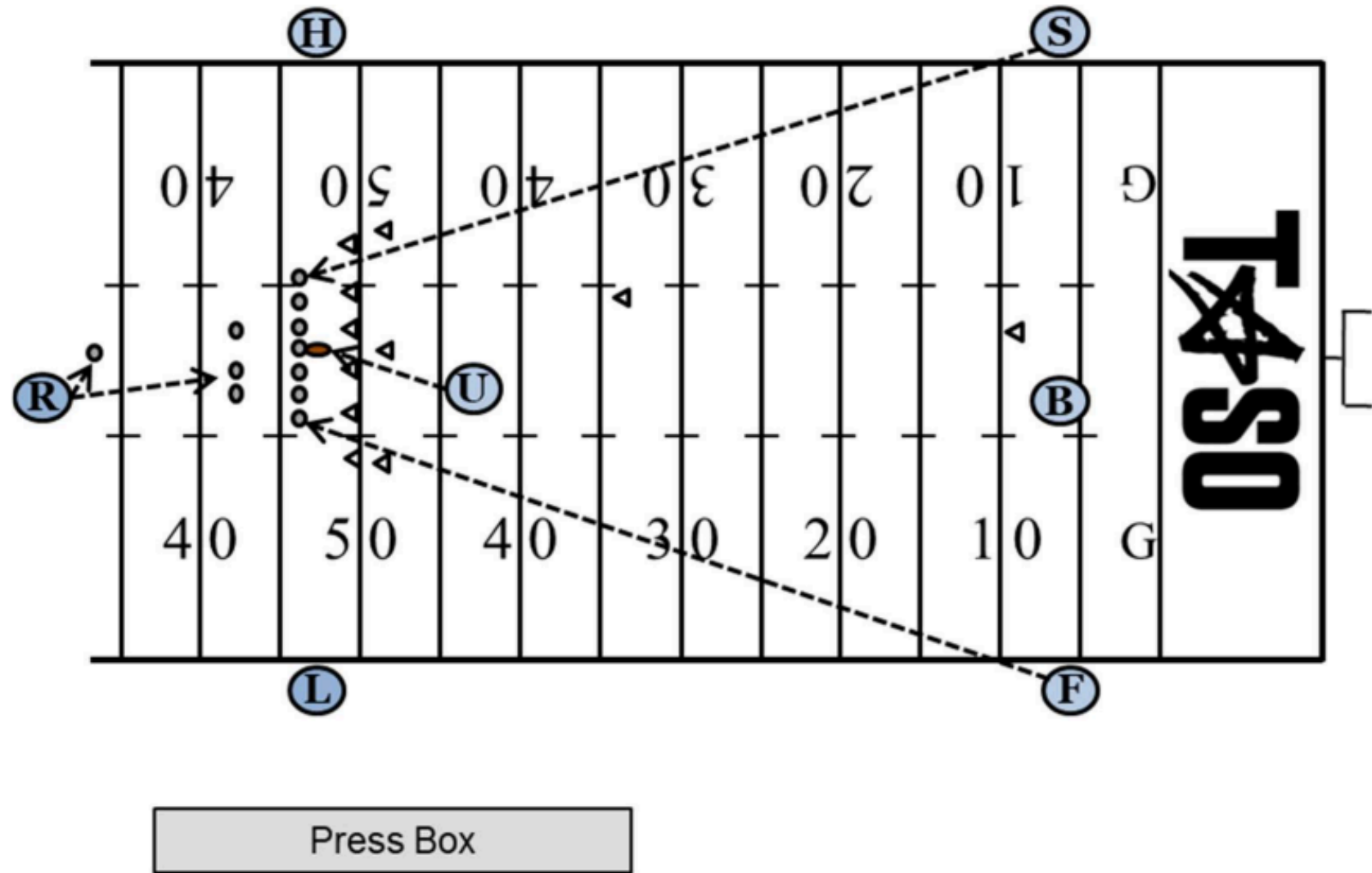
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Scrimmage Kicks/Punts



Scrimmage Kick: Seven

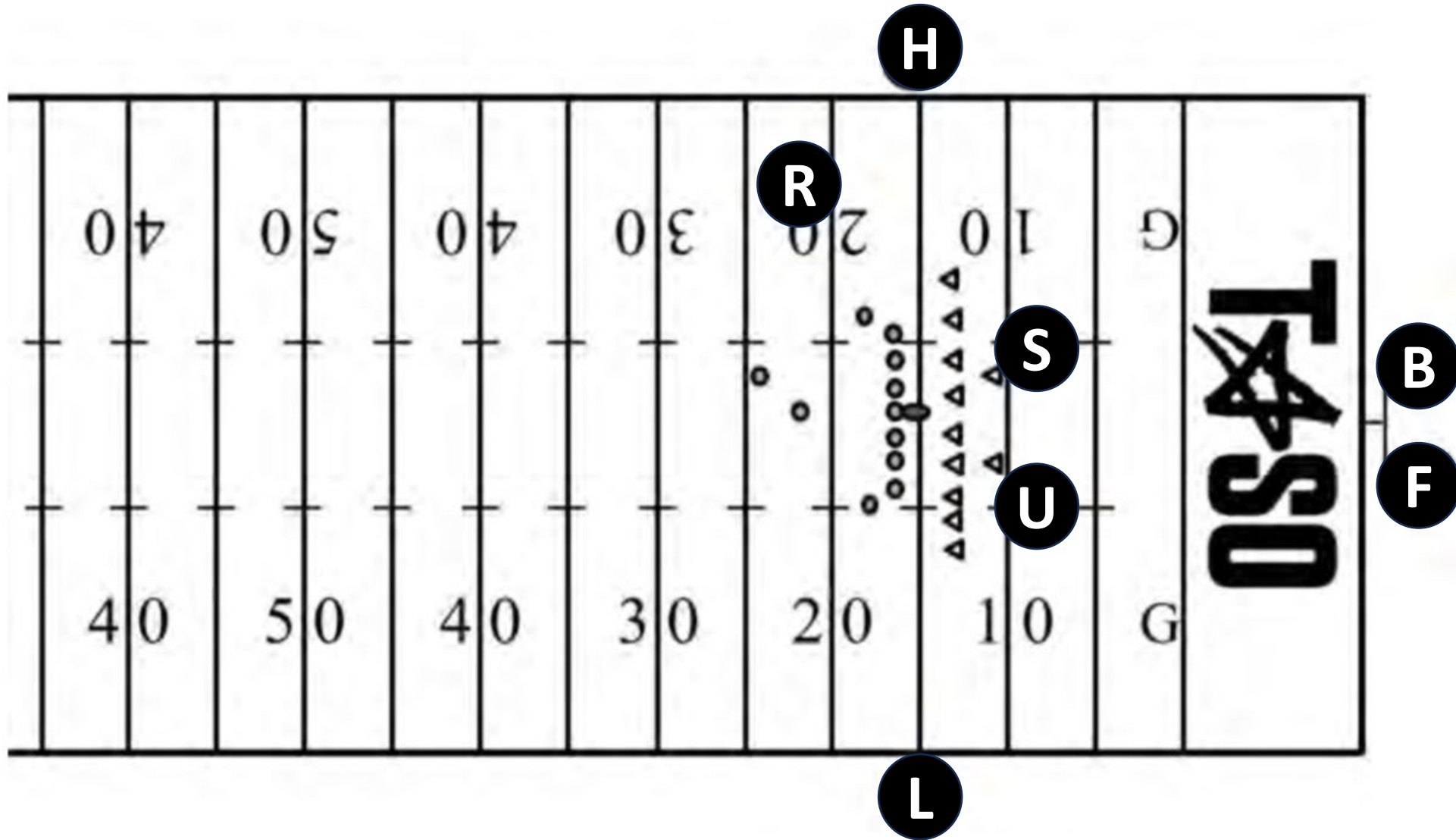


Scrimmage Kicks/Punts: F/S

- Take position on same yd line as B. If snapped inside 50, take position on goal line
- Count Team B and signal to B/S/F
- Help rule on valid/invalid fair catch signal, KCI, touchback, momentum
- B has receiver until he turns upfield, then he becomes S/F responsibility for progress, dead ball spot, etc.
- Back side official watch clean-up behind the play



Try and Field Goal: Seven



Try and Field Goal Mechanics

- R: Face the holder. Responsible for contact with the kicker and holder. Grant protection until K has had “reasonable time” to regain balance. Signal result of play after checking with B/F.
- U/S: 5 yds deep and observe line play. Warn defense to stay off center. Be aware of any illegal action by Team B players that are not stationary within one yard of LoS and in a 3 or 4 point stance
- H/L: Make sure kick crosses NZ. Be prepared to help on blocked kick. Be ready to cover GL in case of fake or bad snap. Know eligible receivers.

Try and Field Goal Mechanics

Back Judge/Field Judge:

- count defense and know eligible receivers.
- B has crossbar and his upright. If the kick is good communicate with each other, step up and signal in unison.
- If it is short both can signal no good. If it is wide to either side, only the covering official should signal.
- If the ball lands in the endzone on an errant kick or block it is dead.
- If a fake or bad snap on a try attempt to get to the corner of the EZ. If it is a longer kick, attempt to get to the goal line.

Measurements

- R/U/H/L/B: Normal duties
- Side Judge: Be near down marker and set box or chains for next series if a first down is awarded
- Field Judge: Clear area of players. Assure players and officials do not block view of measurement from press box.
 - If 3rd down or less – have Team A's ball ready
 - If 4th down – have both team's balls ready



Downside to 7-Man Mechanics?





Tonight's Codes:

Birdville: 4621

Denton: 9834

Weatherford: 9917

FWFO: 888-789-3936 EXT: 801

questions@fwfo.org