# 7-Man Mechanics Changes 2015

### Remarks

The items in this presentation summarizes all of the changes made in the 2015 CCA Mechanics Manual for a Crew of 7.

Editorial changes in previously existing items are highlighted in red.

Your supervisor is the authority. You are encouraged to understand this manual prior to your clinic so that if there are any clarifications needed between this book and your supervisor's instructions, you are prepared to discuss it.

### Officiating Philosophies

### **Ball-Spotting**

 Punts downed inside Team B's 5 yard-line should be spotted at the exact location and not moved to the nearest yard-line

### Sideline Plays

 Use substitution mechanics whenever plays end with Team A players going out of bounds into their own team area.

### Scrimmage Plays – Before the Snap

#### Referee

- Work on the right-hand side of the QB, at least as wide as the tight end and 12-14 yards deep
- Be in position to see the ball and all backs within the tackle box

### **Umpire**

Starting position 8-10 yards off the ball

### Side Judge

Primary responsibility for the game clock.

### Substitution Procedures

### Umpire

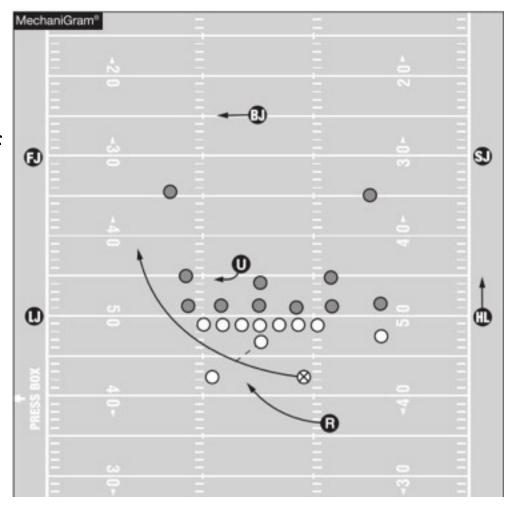
- Leaves the ball after spotting it, unless referee is showing the iron cross signal
- If referee gives the iron cross signal, get toward the vicinity of the ball and give the "stop sign" signal to communicate with the snapper to prevent him from snapping the ball.



### Running Play Coverage

## Head Linesman & Line Judge

- Pay increased attention to your key if he is pressed at the snap
- Observe blocking ahead of runner behind the line of scrimmage on running plays toward your side.



### Running Play Coverage (cont'd)

### Side Judge & Field Judge

- Primary responsibility cleaning up out of bounds
- Goal line responsibility and spots inside the 2 yardline

### **Back Judge**

 Assist umpire with second level blocking as the ball carrier moves toward the sideline.

### Goal Line Coverage

#### Referee

 Signal score only if necessary, such as delay in ruling or penalty announcements.

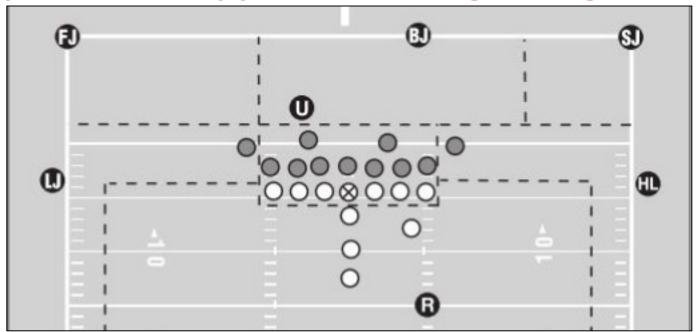
#### **Umpire**

- Do not block view of goal line for wing officials.
- When ball is snapped inside B-7 and no alternate
  official is available, responsibility for ruling on line of
  scrimmage on pass plays

### Goal Line Coverage (cont'd)

### Side Jude & Field Judge

- Positioned at goal line extended when ball snapped between B-25 and B-7.
- When ball snapped inside B-7, starting position is one step off end line pylon at a 45-degree angle



### Reverse Goal Line Coverage

#### Inside A-3:

 Both Head Linesman and Line Judge move immediately to goal line

#### Between A-3 and A-10:

- Line Judge holds the line of scrimmage
- Head Linesman reads play and reacts back to goal line if necessary.

### Forward Pass Coverage

### Head Linesman & Line Judge

- If receiver in your area not threatened, assist with tackle on your side or other receivers threatened within the 0- to 10-yard belt
- Provide information to referee on eligible receivers in area of a pass and whether pass crossed the LOS

### Reading Keys

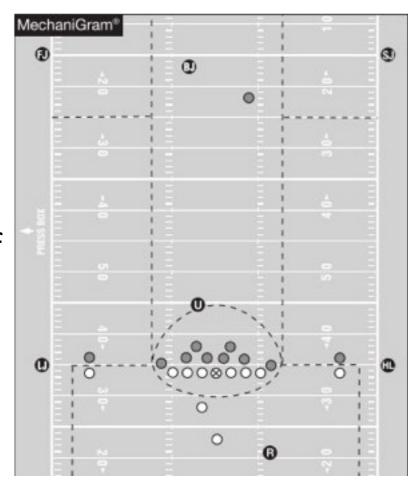
### Red Zone Coverage

- Expect to remain on keys longer
- Watch for pick plays and press/man coverage by defense

### **Punts**

#### Referee

- Starting position on right side of the kicker
- Observe action on kicker; be aware of flight of ball off his foot
- Secondarily responsible for blocking on shield



### Punts (cont'd)

### **Umpire**

 Turn toward the return area when first wave of Team A linemen pass you

### Head Linesman & Line Judge

- Hold LOS until kick crosses, move "deliberately" downfield (H still signals tipped kicks)
- Goal line responsibility on long returns

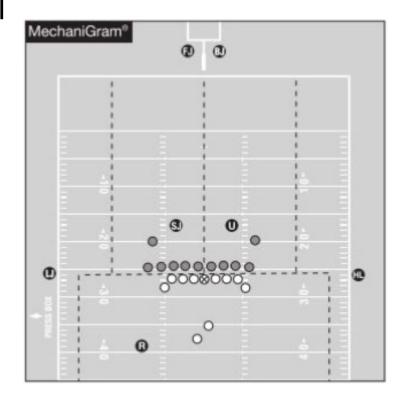
### **Scoring Kicks**

#### Referee

- For a try after TD, position between snapper and holder until crew is in place. Then, move into position and give RFP signal.
- Normal scrimmage and substitution mechanics if no kicker/holder is present

#### Head Linesman & Line Judge

Observe action on tight end & wingback on your side



### Scoring Kicks (cont'd)

#### **Umpire**

- Spot ball and coordinates with referee when to release center to snap the ball
- Positioned 5-7 yards opposite side judge
- Primary responsibility center and both guards
- Be alert for leaping or pull and shoot

#### Side Judge

- Positioned 5-7 yards on the side of defensive formation with more players
- Observes action against tackle and tight end on his side
- Be alert for leaping or pull and shoot

### Scoring Kicks – SWINGING GATE

#### Kicker and Holder in Position

- Side Judge adjusts position in front of gate
- Umpire stays over center
- Both adjust to normal scoring kick positions if Team A shifts to traditional formation

#### No Kicker and Holder in Position

- All officials take regular scrimmage down positions
- Umpire and Side Judge shift to scoring kick positions if Team A shifts to a scoring kick formation

### **Timeouts**

#### Referee

- Look for back judge's signal with 30 seconds remaining in timeout.
- Inform head coach when his team has used its last timeout

### Side Jude and Field Judge

 When team huddles near their sideline, keep all players and coaches outside the numbers.

### Play Clock

#### Referee

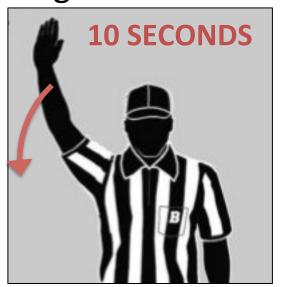
- Reset play clock if ball not ready for play with under 25 remaining
- Unusual delays will require an official timeout and/or announcement to play clock operator

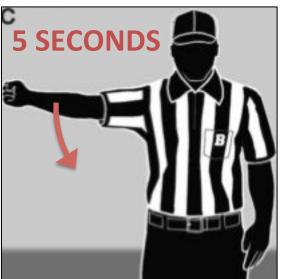


### Play Clock (cont'd)

### **Back Judge**

 Where there is no visible play clock, raise arm with 10 seconds remaining, lowering it continuously like a hand on a giant clock...





Arm should reach thigh when time expires

### Measurements

Note situations where a decision on accepting a penalty is precluded by the result of a measurement (example: leave the down box at previous spot during measurement)

**Back Judge** holds ball from the downfield side and shading away from the press box to leave room for umpire.

### Penalty Enforcement

#### Referee

- Personal foul signal and announcement should be used before any personal foul that has its own signal
- Note announcement guidelines for targeting fouls

#### Head Linesman & Line Judge

- Official in charge of chains walks off yardage with umpire
- Official opposite chains holds the enforcement spot until umpire and opposite official mark off the yardage

### Notable Referee Announcements

"There was no foul for roughing/running into the kicker because the ball was tipped."

"There was no foul for pass interference because the ball was tipped."

"There was no foul for intentional grounding because the ball was fumbled."

Note that the above announcements can also assist in initiating a booth review, if there is replay

### Miscellaneous

Use of social media is prohibited

**Head Linesman** provides 2 clips for the chains

Back Judge is equipped with at least 2 bean bags

All officials be aware of players pushing or pulling players off a pile (now UNS)

Media timeout is now the iron cross signal

Make sure those balls are legal!