

Clinic Mechanics**

****Thank you to Ken Rivera and Football Officials Camp, LLC for allowing us to use this list****

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Overview

The following summary of basic clinic mechanics has been developed to take the following factors into account:

1. Varying levels of experience of the officials in clinic
2. Many officials may work at positions with which they are not familiar
3. Some officials have never worked 7 man mechanics Varying levels of experience of the officials in clinic
4. Configuration of full- or split fields during the clinic scrimmages
5. Varying levels of players' athleticism

Our goal is to provide a starting point that emphasizes the basics that all officials should understand and be able to employ consistently throughout the clinic. This also provides your staff with a common point to present their instructions and insights during the scrimmages. **We realize, respect and appreciate the numerous philosophies regarding mechanics; however, the points listed below have been deemed to work best for this specific clinic.**

General Mechanics

Counting Players

1. Umpire and Referee count offense
2. Side Judge, Field Judge and Back Judge will count defense
3. Count and signal (with one arm extended forward toward line of scrimmage) prior to your designated team breaking the huddle.

Incomplete Pass

1. Covering official provides incomplete signal ONLY.
2. All other officials provide the stop the clock signal (Exception is referee).

Goal Line Mechanics

1. Ball snapped between the B-25 yard line and the B-20 yard line, BJ at the goal line, SJ/FJ 20 yards from line of scrimmage.
2. Ball snapped from the B-20 to outside the B-5 yard line, SJ/FJ on pylon, BJ on the end line.
3. Ball snapped at the B-5 to the goal line, SJ/FJ/BJ at end line.

Goal Line Coverage

1. SJ/FJ/BJ have coverage at Team B's goal line as play situation demands (Exception when ball snapped at or inside B-5 yard line).
2. Use NCAA touchdown signal with movement onto the field, as appropriate, to sell your call.

Sideline Coverage

1. If runner down inbounds near sideline, covering official should give two "wind the clock" signals.
2. Runner out of bounds, covering official stop the clock as moving to mark the out of bounds spot, other sideline official into the bench area. (Non-covering official does not need to give a signal).
3. If runner out of bounds, all other officials mirror covering officials stop the clock signal (Exception is referee).

Dead Ball Officiating

1. Make presence known by coming off sideline onto the field. (After the down, side officials should move to AT LEAST to bottom of numbers unless encounter players prior to that point)
2. All officials create an "accordion effect" by moving in toward dead ball spot on all plays.

Progress

1. Always square off when giving progress.
2. Covering officials move onto field at least half way to numbers (unless encounter players).
3. If play ends near line to gain, or short of goal line, move onto the field all the way to dead ball spot if possible.
4. Utilize cross-field mechanics to assist with progress whenever possible.
5. If runner down inbounds, we **WILL** use dead ball signal (hand extended overhead) to mark the end of the play.

Fouls

1. Always call any personal or unsportsmanlike foul, especially against a defenseless player.
2. Line of scrimmage infractions prior to snap, both flank officials hustle in and report to umpire.
3. Use NCAA rules for line of scrimmage infractions.
4. Live ball fouls should be called ONLY if material impact on play (Exception safety related personal fouls).

Between Downs

1. Umpire will move to retrieve football and spot the ball for the next down.
2. Referee will attempt to mark ball ready for play within a few seconds of the umpire placing the ball.
3. Side Judge will keep 25 second count, but **will not stop** play with a flag.

Scrimmage Kicks

1. Referee will be outside tackle or tight end, 6-8 yards deeper than the kicker, on the kicker's leg.
2. Umpire position a bit deeper than normal 8-10 yards from the line of scrimmage, with clear view of snapper.
3. Deep officials will be in a straight line, approximately 5 yards behind the receiver.

Position Mechanics

Referee

1. Consistent marking the ball ready for play and consistent game pace.
2. Prior to the snap, at least 12-15 yards deep, outside of tight end position on the side of QB passing arm.
3. Responsible for Team A substitution infractions breaking the huddle, false starts by the backs, illegal shifts.
4. Dead ball officiating, then with immediate emphasis on coordination of chains with linesman, clock status and consistent marking the ball ready for play.
5. Responsible for protection of quarterback on all plays.
6. Passing plays, observe tackle opposite side of passing arm (backside tackle).
7. Quick and decisive foul signals.

Umpire

1. Prior to the snap, 8-10 yards off the line of scrimmage.
2. After dead ball officiating responsibilities end, move to secure football and spot the ball for next down.
3. After conferring with flank officials, report dead ball line of scrimmage fouls to referee.
4. Primary responsibility for center/guard action.
5. Move into the side zone during dead ball interval on plays that end there (without leaving players behind).
6. Keep position on pass plays (do not move toward line of scrimmage).
7. If live ball foul occurs, hustle in to report to referee after play. (Exception if covering progress spot, wait until another official mirrors the progress spot and releases you).

Flank Officials

1. Prior to snap, positions off the field in the out of bounds area.
2. Responsible for substitutions leaving the field prior to the snap.
3. On forward pass plays, hold position on line until pass is released.
4. Responsible for all forward progress down to the B-2 yard line.
5. If providing **cross-field progress** spot to partner across the field, move out to **at least the bottom of the numbers** on your side of the field, holding the spot until partner takes the spot.
6. If live ball foul occurs, hustle in to report to the referee after the down ends. (Exception if covering progress spot, wait until another official mirrors the progress spot and releases you).

Deep Officials

1. Prior to snap, FJ/SJ 20 yards from line of scrimmage, BJ 25 yards from line of scrimmage. (Exception goal line mechanics defined in general section above).
2. Use fade mechanics to keep play in front of you as play or players move downfield.
3. Read keys at snap to determine if fade mechanics are required. (Don't immediately fade downfield at the snap).
4. Hustle into dead ball coverage on out of bounds plays never walk between plays.
5. Responsible for progress inside the Team B 2 yard line. (Exception is ball is snapped on or inside the B-5 yard line).
6. If live ball foul occurs, hustle in to report to referee after play. (Exception if covering progress spot, wait until another official mirrors the progress spot and releases you).

Keys At Snap

1. FJ/SJ has widest Team A player in formation to his side of field.
2. BJ has tight end or second man in on the side of trips.
3. Flanks have the tackle on their side of the formation, or the third man on their side of the formation in trips.
4. Responsibility for motion man depends on man's position at snap.
5. Double tight ends, strength will be to the LJ side of field for determining BJ key.