2023 FHSAA Football 7-Man Mechanics “Cheat Sheet”

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 8/23 | *FHSAA* | *Position* | *Breakdown* | *7 MAN* | *Football* |
|  | Referee | Umpire | Head L/Line J | Side J/Field J | Back J |
| ***COIN TOSS*** | Enter the field wit h  HOME TEAM Captain with R back to the scoreboard. | Enter the field wit h  VISITING TEAM Captain facing Scoreboard | Have Ball Boys ready to go… keep sideline clear!  Have Chains ready to go! | Have Ball Boys ready to go… keep sideline clear!!! | Hang out on Home side, after the toss obtain proper ball from either the FJ or SJ when you meet middle of field |
| ***KICKOFF*** | Count R.  On the goal line in  the center of the field. Sound the ready for play after the BJ  gives the kicking  team instructions and the arrives at sideline | Count K.  On K’s free kick line HOME side PRESS BOX), be on the lookout for the ball hitting the ground. After the kick, come off the sideline and out onto the field to the hash. | Count R.  On the pylon at the goal line, stay on the goal line until it is  not threatened.  Move downfield with the return and you have THE SPOT  You will signal touchback and give signal if on your side | Count K.  On R’s free kick line, watch the all blocks and first touching. Maintain at least 20- yard buffer out ahead of returner | Count K-Give instructions. Move to side line on K’s free kick line VISITOR side (OPP PRESS BOX). After kick, come off sideline-out onto the field to the hash. Responsible for goal line |
| ***ON-SIDE*** | On the goal line by  yourself. All 6 officials are up field. | Normal positioning.  Did the ball go 10 yards, strike the ground, get touched, etc.? | Leap between the  FJ/BJ and SJ/ U. Did the ball go 10 yards, strike the ground, get touched, etc.? | Normal positioning.  Did the ball go 10 yards, strike the ground, get touched, etc.? | Normal positioning.  Did the ball go 10 yards, strike the ground, get touched, etc.? |
| ***SCRIMMAGE PLAYS*** | Count A.  Position 12-14 yds deep on the passing arm side.  Key = opposite tackle, then QB.  Move to view running lanes side line to side line. | Count A.  Position 5-8 yds deep and opposite the Referee  Key = G, C, G and assist with the tackle  nearest the R. | Count A.- Off the field and on the sideline. **You have ALL forward progress.**  Key = Inside receiver on your  side and/or backs in the backfield. | Count B.  Position 18-22 yds deep on a solid line on the side line.  Key = Widest receiver on your  side. | Count B.  Position 5 yds deeper than the FJ/SJ on a solid line. Key = Second receiver in on the strong side. |
| ***RUN*** | Watch the blocks in  the running lanes on the front side at the point of attack. | Watch the blocks on  the interior line and on the back side at the point of attack. | ALL Forward progress up to the 2-yard line on long runs. | Spot from the goal  line to 2-yard line. Clean up out of bounds. Keep Space | Monitor dead ball  areas and clean up out of bounds if needed. |
| ***PASS*** | Watch the opposite  side tackle at the snap, observe the  QB and stay with him until not threatened.  After the pass, watch the QB and not the ball. Follow the QB  out of bounds into the side zone if he scrambles. Rule on pass vs. fumble, roughing the passer and also intentional grounding. | Watch for ineligibles  Down field, move up to line of scrimmage once you read pass, turn after the pass is thrown and assist on pass plays behind you. | Watching for  forward/backward passes and the passer beyond the LOS. HELP with lineman down field & backs catching screen passes PAST the LOS | Keep all t he  players in front of you and don’t get beat. Let HL/LJ take forward progress ALL the way to the 2-yard line UNLESS a long pass completion is right in front of you. Snaps at the 25 yd line in, you are positioned goal line pylon.  Clean up out of bounds. | Keep all the players  in front of you and don’t get beat deep. Goal line coverage when the ball is snapped outside the 25 yd line. From snaps at the 25 yd line in, you have the end line. |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| *2023* | Referee | Umpire | Head L/Line J | Side J/Field J | Back J |
| ***SCRIMMAGE KICKS*** | 2 yards behind the  kicker at the top of  #’s on the kicking leg  side. | 10 yards deep, let  the 1st wave pass, then turn and monitor blocks. | Hold line of scrimmage until kick crosses, drift 8-12 yds downfield, monitor blocks of first wave and maintain your buffer on reverse mechanics. Do not get beat to goal line… SJ/FJ have spots not you!! | on a major yard line approximately even with the deepest receiver, take all forward progress. NEW spot is YOURS! | Approx. 5 yds behind the deepest receiver to the wider side of the field on a major yard line (5 yards deeper than SJ/FJ). Bean bag the PSK spot. |
| ***SCORING KICKS*** | 2 yards behind the  kicker at the top of the #’s, on the side facing the holder. | U has C, G, T on  the side opposite the  SJ (2nd ump) has G, T responsibility  U and SJ must know the numbering  exceptions for entire LOS | Both remain on the  line of scrimmage, HL primarily rules when the ball crosses the LOS.  If a fake or botched FG snapped from the 20 yd line in,  HL/LJ have goal line responsibility. | 1st half SJ is a second umpire.  1st half FJ has the upright. If a fake or botched FG snapped outside the 20 yd line, fire out to the goal line pylon on your side. | BJ has the upright  and crossbar. If a fake or botched FG snapped outside the 20-yard line, fire out to the goal line pylon on your side, otherwise you will remain on the end line. |
| ***MEASUREMENTS***  ***& CHANGE OF QUARTERS*** | Normal.  Normal | Normal  **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**  Normal | Normal  LJ goes to proper NEW spot at opposite end of field | FJ/SJ have new ball ready, keep players back SJ has the down box at front stake \_\_\_\_\_\_\_\_\_\_  FJ stays with the home team-- SJ moves the box man. | Normal.  \_\_\_\_\_\_\_\_\_\_\_\_\_  Normal  BJ monitors visiting team. |
| ***PENALTY ENFORCEMENT*** | Normal- Use good mic mechanics on ALL games to get ready for televised games when you DO have a Mic | U walks the penalty  off with the HL, both confirm with the LJ. | HL walks off the  Penalty with the U, both confirm with the LJ HOLDS spot from which penalty is enforced. | Watch and confirm. | Watch and confirm. |
| ***GOING IN***  ***5 TO G*** | You must rule on a  forward vs. backward pass. (The wings are breaking at the snap and can’t help you.) | Move up to the LOS,  you must rule on a pass beyond the LOS. (The wings are breaking at the snap and can’t help you.) | Outside the 5 yd  line, you have up to the 3-yard line. From the 5 yd line in, you go to the  goal line at the snap and work back. | Outside the 5 yd  line, you have the goal line.  From the 5 yd line in, you move to the back-end line pylon. | End line once inside  the 25 yd line. |
| ***GOING OUT REVERSE GOAL LINE*** | End line responsibility, work with HL and LJ on Safety | Move up to the LOS,  you must rule on a pass beyond the LOS. (The wings are breaking at the snap and can’t help you.) | 3 yd line to goal, BOTH move to the goal line at the snap. 3- 5 yd line, LJ moves back at the snap and the HL moves back if the goal line is threatened. | Normal. | Normal. |
| ***POINTS OF EMPHASIS-- ALL*** | ***We use CCA 7-man mechanics borrowed from NCAA, but we must still use NFHS rules*** ***and signals.***  Be careful NOT to  bunch up, too many officials in one spot does not look good | Wing guys make sure NOT to run up on one anot her.  LJ/FJ meet HOME coach prior to KO  HL/SJ meet VISITING coach prior to KO  Reverse rolls 2nd half | VERY important to  get your sideline clear and KEEP it clear, teams are not use to having an official 20 yds deep on the side line.  You only need to run into one coach to  ruin your day! | On time outs “box  in” the teams so you will always have at least one official “pushing” them back onto the field.  5 will WALK field prior to KO then check teams while R/U meet coaches …BJ center of Field | DRINK WATER OFTEN AND DO NOT BUNCH UP…  WALKING NOT AN OPTION -- HUSTLE  HAVE FUN |