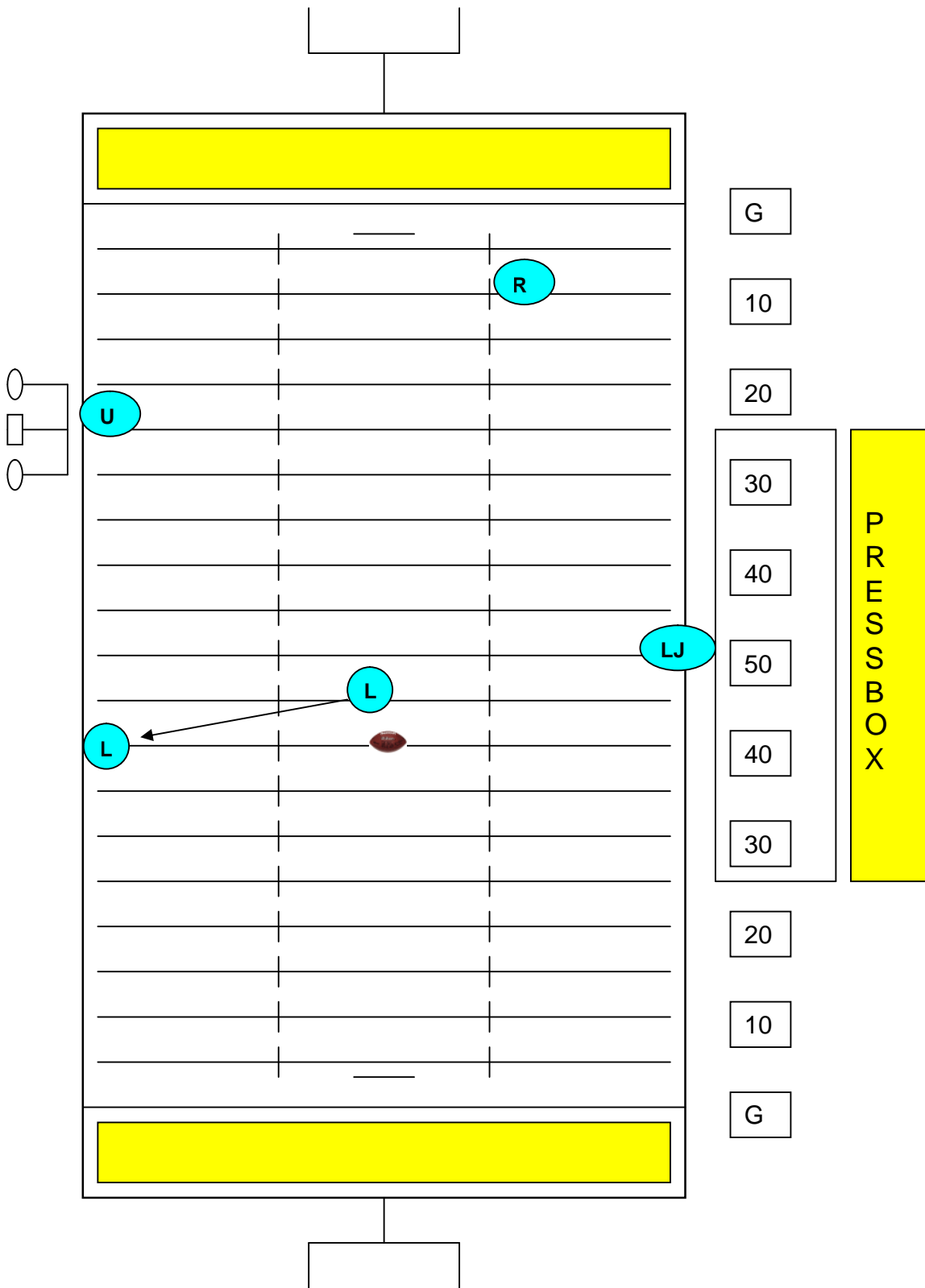


Free Kick Mechanics (4 Man)



Free Kick Mechanics (4 Man)

Referee

Before kick:

Position: R's 5-10 yard line inside sideline opposite the Linesman.

Count R players.

Check positions of other officials.

After ready signs have been received from other officials, declare the ball ready for play and sound whistle.

After kick:

Kick down the middle:

Signal the clock to start when kick is touched other than 1st touching by K.

Pick up runner and follow until releasing to covering official.

Kick deep:

Retreat to goal line to rule on touchback.

If kick is caught inside 5 yard line and player is downed in end zone, or ball goes out-of-bounds there, mark spot of catch with bean bag and rule on whether player's momentum took him into end zone.

Kick outside opposite inbounds lines:

Move cautiously with play.

Observe action of players in vicinity of runner.

Serve as clean up behind, to side of, and around runner.

Kick out-of-bounds -determine if R had touched or last touched ball inbounds.

Kick out-of-bounds on Referee's sideline:

Sound whistle.

Give a time-out signal and mark spot.

Determine if R had touched or last touched ball inbounds.

Toss flag if R did not touch the ball.

Umpire

Before kick:

Position: R's 20-yard line on sideline opposite the Line Judge.

Monitor the bench area, then move to sideline opposite the Line Judge.

Count R players.

Hold arm above head to indicate you are ready.

After kick:

Kick to your side:

Signal the clock to start when kick is touched, other than 1st touching by K.

Pick up runner and follow.

When ball becomes dead, sound whistle and give time-out signal.

Be alert for 1st touching by K and mark the spot with beanbag.

Mark spot where kick goes out of bounds on your side of field:

Beanbag spot if touched inbounds by R.

Drop penalty marker if untouched inbounds by R.

Maintain a position enabling coverage of your sideline at all times.

Observe legality of blocks and action away from the ball when you are not covering the runner.

Kick to opposite side of field:

Move cautiously toward the play.

Observe action of other players in vicinity of runner.

Free Kick Mechanics (4 Man)

Linesman:

Before kick:

Take charge of the ball.

Position: K's free-kick line in side zone to monitor bench area and assist kicking team in getting into position.

Move on the field to the kicker and after checking the legality of kicking tee, hand kicker the ball.

Point out Referee and instruct kicker to wait for the Referee's signal before kicking.

If the kicker is not ready, place the ball on the ground and then proceed to the sideline.

Count K players.

Move to position just outside the sideline on K's free-kick line on the line-to-gain equipment side.

Be certain coaches, players, substitutes and others are in proper locations.

Hold arm above head to indicate that you are ready.

Watch for any infractions involving K's free-kick line.

If there is a dead-ball foul, administer the penalty and place the ball ready.

After kick:

Be alert for 1st touching by K, mark spot with beanbag.

Be alert for kick that does not cross R' free-kick line.

If there is a penalty for a foul before kick ends requiring re-kick, administer penalty and place the ball ready.

Mark out-of-bounds spot if kick goes out-of-bounds in your area:

Beanbag spot if touched inbounds by R.

Drop penalty marker if untouched inbounds by R.

Watch initial blocks by players near R's free-kick line and action against the kicker and holder.

After ball has gone downfield, move deliberately in that direction while watching for fouls away from the ball.

Maintain a position enabling coverage of your sideline at all times.

Be in position to take over coverage of runner in your area on long return.

Line Judge:

Before kick:

Be certain coaches, players, substitutes and others are in proper locations.

Position: R's free-kick line outside sideline opposite the Linesman.

Count K players and identify the free-kick line for the receiving team.

Hold arm above head to indicate that you are ready.

Watch for any infractions involving R's free-kick line.

After kick:

Be alert for 1st touching by K.

Mark spot of 1st touching with beanbag.

Watch initial blocks in your area.

If ball becomes dead in your area, sound whistle and give time-out signal.

Mark spot where kick goes out-of-bounds on your side of field with penalty marker if untouched inbounds by R.

After ball has gone down field, move deliberately in that direction while watching for fouls away from ball.

Free Kick Mechanics (4 Man)

All Officials:

Covering official signal clock to start when kick is touched, other than 1st touching by K.

Kick out-of-bounds between goal lines:

- Sound whistle.

- Give a time-out signal and mark spot.

- Determine if R had touched or last touched ball inbounds.

- Toss flag if R did not touch the ball.

Maintain position to cover sideline at all times.

Sound whistle when ball becomes dead in your area and give time-out signal.

Carry beanbag in your hand.