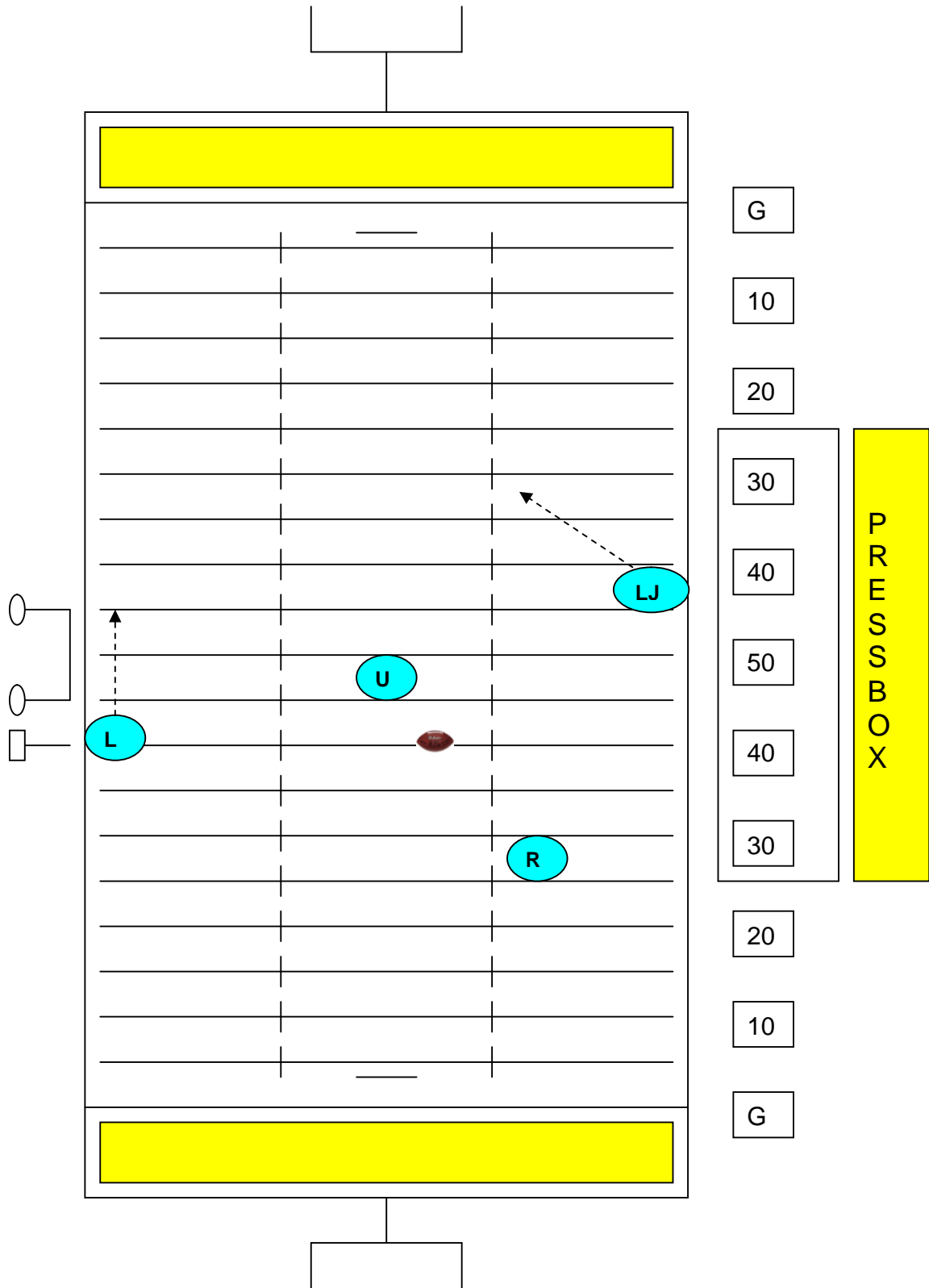


Scrimmage Kick Mechanics (4 Man)



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Referee

After the ball is spotted:

- a. Check down and distance with Linesman.
- b. Declare the ball read-to-play.
- c. Position: 3-4 yards in advance and 5-7 yards outside player in kicker's position on Line Judges side of the field.
- d. Count K's players.

After the snap:

- a. Watch for fouls behind the neutral zone especially near the kicker.
- b. Be alert for blocked kick and be ready to rule on recovery.
- c. After the ball crosses the neutral zone, observe line play.
- d. Move downfield slowly following the kick.
- e. Watch for fouls and be ready to pick up runner if there is a long return.
- f. Determine from covering official if ball was touched beyond neutral zone and by whom.
- g. Kick out-of-bounds in flight:
 - a. Long kick – line up the covering official with spot ball crossed sideline by using outstretched arm.
 - b. Short kick – go directly to out-of-bounds spot.
- h. Check with Line Judge for possible fair catch.
- i. If no foul, signal Linesman to move the line-to-gain equipment.
- j. Obtain ready sign from Linesman before giving ready-for-play signal.

Umpire

After the ball is spotted:

- a. Position 4-7 yards deep keeping the ball in view.
- b. Count K players.
- c. Check numbering exception.
- d. Key offensive guards and center.

After the snap:

- a. Step toward the neutral zone and be alert for rough the snapper, then shift to action of offensive guards and backs behind the neutral zone.
- b. Read the play and be alert for run or pass.
- c. Be alert to assist the Referee in covering a short or blocked kick and be responsible for determining if the ball crosses the neutral zone.
- d. Follow the kick, pivot to view Line Judge side of the field to observe blocks in the side zone and move toward the return area observing players away from the ball.
- e. Be alert for fouls in the secondary and move downfield slowly.
- f. When the ball goes out-of-bounds, move to help relay the ball to the inbounds spot.

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Linesman

After the ball is spotted:

- a. Position is the same as for run or pass.
- b. Check down marker and count R players.
- c. After "Ready" responsible for neutral zone.

After the snap:

- a. Cover all kicks to your side.
- b. Ball out of bounds in flight:
 - a. Sound your whistle and give the time-out signal.
 - b. Move farther downfield than where it went out.
 - c. Walk upfield until Referee spots you on the sideline.
- c. Ball rolls out of bounds:
 - a. Sound your whistle and give the time-out signal.
 - b. Hold the spot and continue to observe action.
 - c. Drop your beanbag at the spot if ball must be retrieved.
- d. Assist Referee in covering ball on short or blocked kick:
 - a. Note if kick is touched beyond the neutral zone.
 - b. Note if recovered in or behind the neutral zone.
 - c. Carry your beanbag in hand during the down to mark 1st touching, fumble, momentum or end of kick spots.
- e. If fair-catch signal is made, observe if signaler blocks.
- f. Routine Kick:
 - a. Unless kick comes close to your side, delay move to sideline, cover clipping and other fouls in secondary.
 - b. Move with the runner if he comes to your side.
 - c. Follow to the goal line if run is broken.
 - d. When ball becomes dead:
 - i. Sound whistle, give the time-out signal and mark the spot.
 - ii. Make sure of possession on fair catch.
 - e. If there is a foul, have free official cover the ball while official who had the foul reports information to the Referee.
 - f. Watch Referee for signal to move line-to-gain equipment.

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Line Judge

After the ball is spotted:

- a. Position is 7-10 yards wider than and in front of the deepest receiver, in position to cover sideline as well as kick.
- b. Count R players.

After the snap:

- a. Carry the beanbag in hand during the down to mark 1st touching, fumble, momentum or end of kick.
- b. Responsible for initial action on or by the end on your side.
- c. Cover all kicks down the middle and to your side.
- d. Ball out of bounds in flight:
 - a. Sound your whistle and give the time-out signal.
 - b. Move farther downfield than where it went out.
 - c. Walk upfield until Referee spots you on the sideline.
- e. Ball rolls out of bounds:
 - a. Sound your whistle and continue to observe action.
 - b. Drop beanbag at spot if you must retrieve the ball.
- f. Ball stays inbounds:
 - a. Be ready to rule on whether the kick is touched by either team.
 - b. If ball is muffed, be prepared to rule on possession.
 - c. Be alert for a hand-off and reverse.
 - d. If K is 1st to touch a kick which is moving, mark the spot of 1st touching with beanbag and continue to cover play.
 - e. If K is 1st to touch a kick which is motionless beyond the neutral zone, sound your whistle, give the time-out signal and mark the spot.
- g. Following a fair catch:
 - a. Sound whistle, give the time-out signal and mark the spot.
 - b. Observe action of signaler when no fair catch is made.
 - c. Be prepared to rule on touchback or safety, or whether receiver's momentum took him into the end zone.
- h. When kick is returned:
 - a. Move with the runner if he runs up the middle or to your side until another official picks him up.
 - b. When this is done, delay and observe action behind the ball.
- i. When kick becomes dead:
 - a. Sound whistle immediately and give the time-out signal.
 - b. Inform the Referee of the ball's status before placing it for the next play.
- j. If the kick is caught inside the 5-yard line and the player is downed in his end zone or the ball goes out of bounds there, be prepared to rule on whether his momentum took him into the end zone.
- k. Mark the spot of the catch inside the 5-yard line with the beanbag.