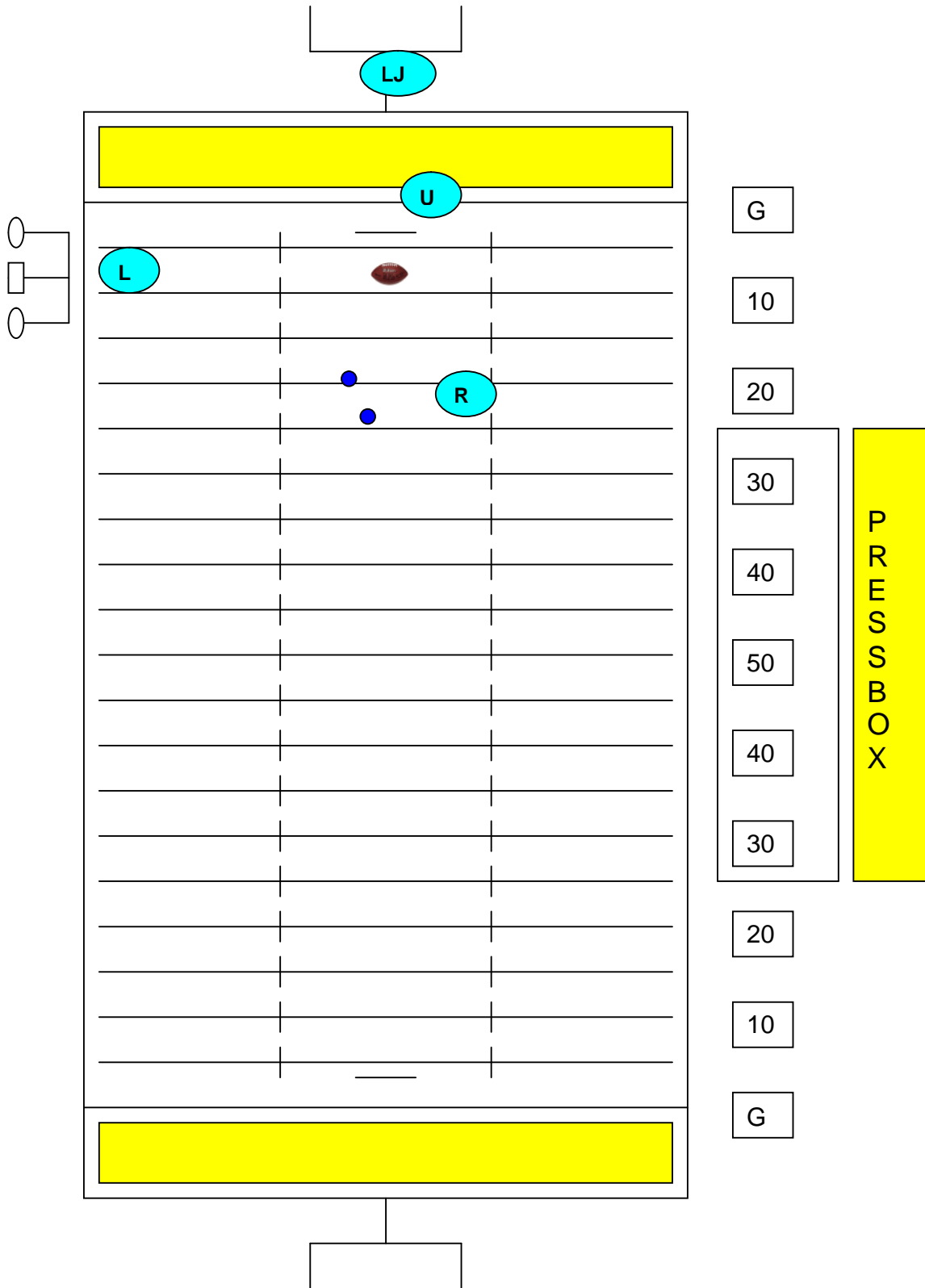


Field Goal or Try Mechanics (4 Man)



Field Goal or Try Mechanics (4 Man)

From Inside the 15-yard Line

Referee

After the ball is spotted:

Position 1 yard to the rear and 2-3 yards to the side of potential kicker, facing potential holder and able to see holder receive the ball.

Count the kicking team players.

Rule on motion of backs within your line of vision.

After the snap:

Watch for a fumble by the holder.

Be alert for a run or pass, but if the ball is kicked, move quickly behind kicker to line of flight of ball.

Rule on kick after getting the "over or under" the crossbar signal from the Line Judge.

Signal score or no score.

If **try** is blocked, immediately sound whistle and give the no score signal.

If **field goal** is blocked, ball remains alive.

Umpire

After the ball is spotted:

Position 5-7 yards deep, keeping ball in view.

Check for use of the numbering exception.

Key action on the center and guards.

After the snap:

Step toward neutral zone reading interior linesmen.

Check action on the snapper.

Be alert for lick crossing the neutral zone and short pr blocked kicks.

Following the kick, pivot to view Line Judge side of field to observe blocks in the side zone and move downfield watching action away from the ball.

Linesman

After the ball is spotted:

Position 9 yards outside the offensive end.

Observe the neutral zone.

After the snap:

Read the end and tackle – be alert for run or pass.

If ball is kicked, watch for roughing the kicker or holder.

Line Judge

After the ball is spotted:

Position 9 yards outside the offensive end.

Count the receiving team.

Handle as any goal line play.

After the snap:

Read the offensive end.

Move toward the end line to determine if ball passes over or under crossbar.

If the ball passes **under** the crossbar, immediately signal no score and sound whistle.

If the ball passes **over** the crossbar, give the Referee a thumbs-up signal and blow whistle.

Field Goal or Try Mechanics (4 Man)

From outside the 15-yard line

Referee

Position 1 yard to the rear and 2-3 yards to the side of potential kicker, facing potential holder and able to see holder receive the ball.

Responsible for action on the kicker and holder after the snap.

Cover as any scrimmage kick.

Signal score or no score.

Umpire

Position 5-7 yards deep, keeping ball in view.

Cover as any scrimmage kick.

Linesman

Position: 9 yards outside the offensive end.

Move downfield as any scrimmage kick.

Line Judge

Position: 5-yards behind and directly between the uprights.

Rule whether kick is successful or unsuccessful.

If unsuccessful, rule on a possible touchback.

Give the appropriate signal.

Responsible for your sideline and endline on runs and passes.