

# SEVEN MAN MECHANICS FOR SCFOA

(Revised 11-03-2011)

These mechanics are for SCFOA 7-man crews typically in the play-offs. These mechanics are written to supplement the existing 5 man mechanics by only high- lighting changes to existing 5 man crew responsibilities. Responsibilities outlined in the 5 man mechanics are understood to still apply unless stated otherwise.

## **PRE-GAME RESPONSIBILITIES**

1. **Referee** – The alignment and responsibilities are unchanged from 5 man mechanics.
2. **Umpire** – The alignment and responsibilities are unchanged from 5 man mechanics.
3. **Linesman** – The alignment and responsibilities are unchanged from 5 man mechanics.
4. **Line Judge** – The alignment and responsibilities are unchanged from 5 man mechanics.
5. **Back Judge** – The alignment and responsibilities are unchanged from 5 man mechanics.
6. **Field Judge** –
  - Accompany and assist BJ with instructions of ball boys for home team.
  - Obtain home team captains for toss 5 minutes before game time if necessary.
7. **Side Judge** –
  - Accompany and assist BJ with instructions of ball boys for visiting team.
  - Accompany and assist L with instructions for chain crew.
  - Obtain visiting team captains for toss 5 minutes before game time if necessary.

### **COIN TOSS**



### **First Half and Overtime Toss**

The coin toss mechanics are essentially unchanged from standard mechanics. Captains will be escorted to the center of the field as shown in the diagram.

### **Second Half Options**

At the conclusion of half time and during the first minute of the three minute mandatory warm up period, the Referee and the Back Judge will meet with the head coach of each team to obtain their second half options.

The crew of officials will then meet with the Referee and Back Judge in the center of the field for second half instructions, usually with about 1 minute left in the warm up period.

On a signal from the Referee, the crew of officials will hustle to their pre-kickoff positions.



## FREE KICK

### Normal Kickoff

Officials will line up as shown in the diagram.

#### 1. Referee –

- Will line up in the center of the field on the goal line
- Count and confirm number of R players with HL and LJ
- Obtain ready signal from Umpire and ECO (if assigned)
- Will have responsibility for or share responsibility for ball on all deep kicks
- Rule on touchback or momentum as applicable.
- Will follow runner until releasing to up-field officials.

#### 2. Head Linesman & Line Judge –

- Will line up straddling pylon on the goal line
- Count and confirm number of R players with R and (HL or LJ)
- Signal ready to R by raising one hand when he points at you
- Will have shared responsibility for ball on all deep kicks to your side
- Rule on touchback or momentum as applicable.
- If kick is short of position and on your side of field, quickly move forward to see runner and the catch or recovery.
- Will follow runner until play becomes dead or the runner moves to the far side of the field.
- If kick is to the far side of the field move up field and towards kick watching action ahead of runner.
- Responsible for dead ball spot when run is up your half of field. Runner should be lead by FJ/SJ who will rule on TD.

#### 3. Umpire –

- There are no changes in responsibilities or alignment until the ball is kicked
- Count K players and confirm with BJ, FJ, and SJ.
- Obtain ready signal from BJ, FJ, SJ and then give ready signal to R
- When the ball is kicked move to the hash mark on the HL's side of the field and officiate from the inside-out as is done on 5 man crew. This includes officiating from inside-to-inside with BJ who is on the other hash mark.
- Watch for fair catch signals on pooch kicks.
- Cover initial blocks and lead runner to the goal line if return is long.

#### 4. Back Judge –

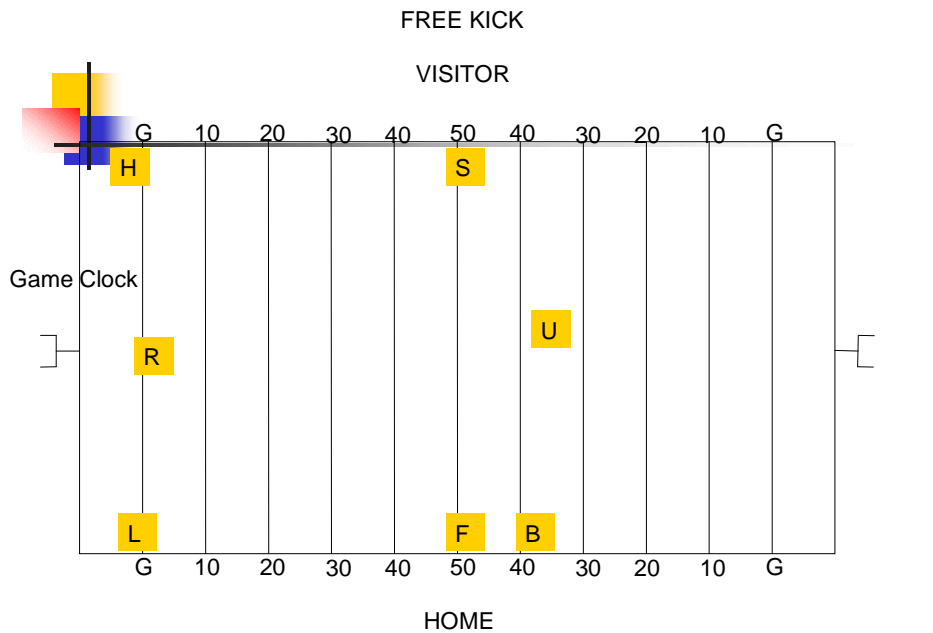
- Position is on sideline on K's free kick line
- Count K players and confirm with U, FJ, and SJ
- Signal ready to U by raising one hand when he points at you
- **Back Judge is responsible for 25 second clock.**
- Watch for encroachment by K, first touching by K, kick-catch interference by K.
- When the ball is kicked that will travel beyond R's 40 (20+ yards) move to the near hash mark and parallel the U and officiate from the inside-out as is done by the U on 5 man crew. This includes officiating from inside-to-inside with U who is on the other hash mark.
- Watch for fair catch signals on pooch kicks.
- Cover initial blocks and lead runner to the goal line if return is long.

**5. Field Judge –**

- Position is on sideline on R’s free kick line
- Count K players and confirm with U, BJ, and SJ
- Signal ready to U by raising one hand when he points at you
- Watch for encroachment by R, first touching by K, kick catch interference by K.
- Watch for fair catch signals on pooch kicks and on deeper kicks short of the LJ.
- Cover the initial blocks by R and lead runner to the goal line if return is long.
- LJ should have spot for any out of bounds play, clean up OOB area when this occurs.
- Responsible for sideline to K’s goal line.

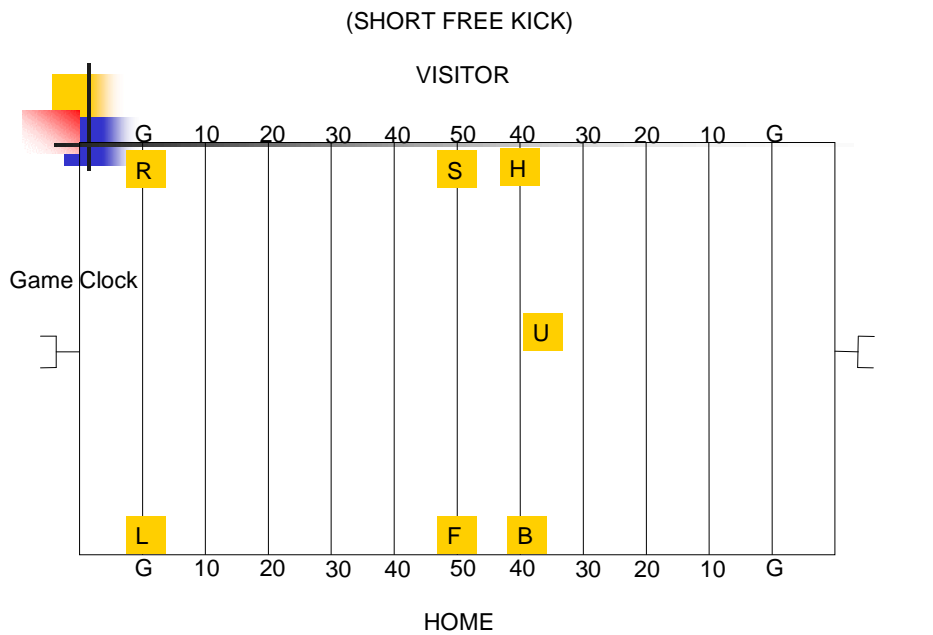
**6. Side Judge –**

- Position is on R’s free kick line
- Count K players and confirm with U, BJ, and FJ
- Signal ready to U by raising one hand when he points at you
- Watch for encroachment by R, first touching by K, kick catch interference by K.
- Watch for fair catch signals on pooch kicks and on deeper kicks short of the L.
- Cover the initial blocks by R and lead runner to the goal line if return is long.
- HL should have spot for any out of bounds play, clean up OOB area when this occurs.
- Responsible for sideline to K’s goal line.



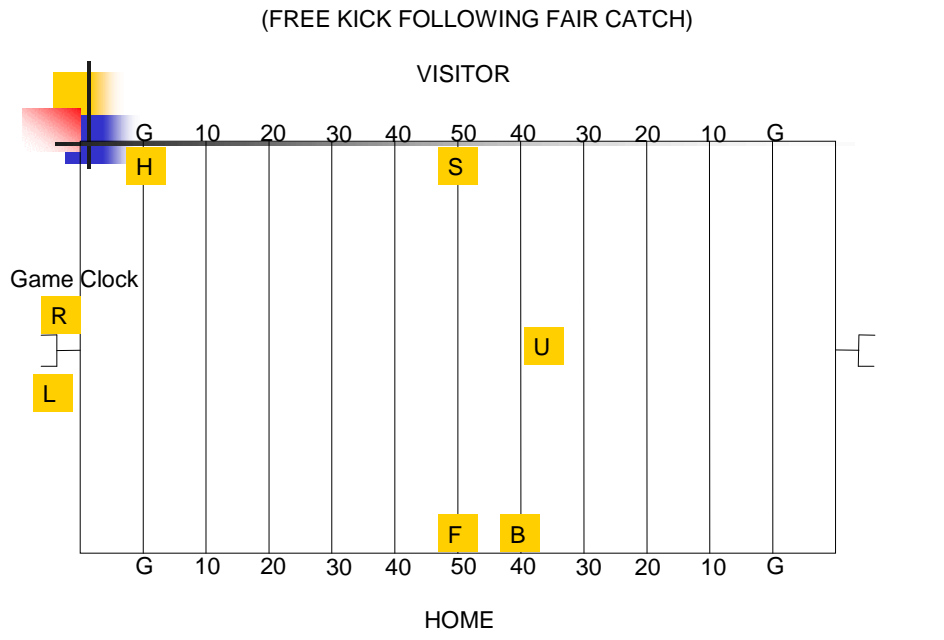
**Anticipated Short Free Kick**

- Positions are as shown in the accompanying diagram
- Head Linesman jumps SJ (to K’s free kick line) and normal responsibilities as BJ except for remaining on sideline after a long kick and is responsible for sideline to K’s goal line.
- R and LJ split field for possible deep kicks and assume normal responsibilities for HL and LJ.
- BJ remains at sideline on K’s free kick line on short kicks ruling on first touching, fair catch signals and possession in coordination with FJ. Lead runner to goal line if returned.



**Free Kick Following a Fair Catch**

- Alignment is as shown in the diagram
- R and LJ are positioned under each upright to rule on kick
- HL is positioned on the goal line and has sole responsibility for goal line, touchback, and momentum.
- For kick that is fielded and returned, R and LJ must hustle to cover normal responsibilities as best a possible.
- BJ, U, SJ, and FJ are positioned and have normal responsibilities.
- FJ must be prepared to assist deeper coverage down sideline to cover for absent LJ on returned kick.



## SCRIMMAGE KICKS

### Punts

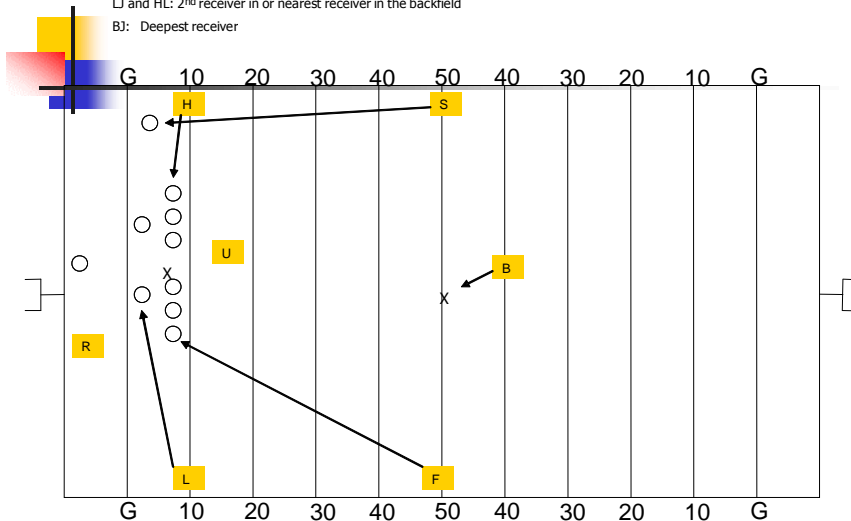
1. **Referee** – The alignment and responsibilities are unchanged from 5 man mechanics.
2. **Umpire** – The alignment and responsibilities are unchanged from 5 man mechanics.
3. **Head Linesman and Line Judge** –
  - Watch keys
  - Be prepared to assist on bad snap, blocked kick, or fake
  - Remain on LOS until ball crosses the line or it is necessary to move towards K's goal to assist in coverage for action behind the LOS
  - When kick crosses LOS, move slowly and deliberately down field.
  - Be prepared to lead runner all the way to the goal line on long return maintaining separation from SJ/FJ. The roles of coverage are reversed from a scrimmage play for the HL/LJ and SJ/FJ regarding coverage of spots and cleanup on a punt.
  - HL is responsible for knowing if the ball crosses the LOS.
  - LJ will assist in knowing if ball crosses LOS.
4. **Field Judge and Side Judge**
  - If ball is snapped on or inside R's 40 yard line, position on goal line pylon.
  - If ball is snapped outside R's 40 yard line, position about 5 yards in front of receiver(s).
  - Count R players and confirm with BJ.
  - Will have shared responsibility for ball on all deep kicks to your side. Will have sole responsibility for ball that goes out of bounds on your side.
  - Rule on validity of fair catch signal.
  - Observe fair catch signalers who do not field the ball for illegal blocks.
  - Rule on touchback or momentum as applicable.
  - Responsible for receivers and their actions if ball goes over their head, BJ takes ball.
  - If kick is short of position and on your side of field, move forward to see runner and the catch or recovery.
  - Will follow runner until play becomes dead or the runner moves to the far side of the field.
  - If kick is to the far side of the field deliberately move up-field watching action ahead of runner and cleaning up behind play.
  - Responsible for dead ball spot when run is up your side of field. Runner should be lead by HL/LJ who will rule on TD.
  - Assist in marking end of kick with bean bag if outside bottom of numbers.
5. **Back Judge**
  - Position to wide side of field and slightly behind deepest receiver.
  - Count and confirm number of Team R players with SJ/FJ.
  - **Back Judge is responsible for 25 second clock.**
  - Will **ALWAYS** have responsibility for or share responsibility for ball on **ALL** deep kicks unless the ball goes out of bounds.
  - Rule on touchback or momentum as applicable.
  - Will follow runner until releasing to up-field officials.
  - Primarily responsible for marking end of kick with bean bag from bottom of numbers in.
  - Rule on validity of fair catch signal.
  - Responsible for the team R's goal line.

## Punt Formation (outside 40 yard line)

SJ & FJ: Widest set man, including the TE if he is the only receiver on your side

LJ and HL: 2<sup>nd</sup> receiver in or nearest receiver in the backfield

BJ: Deepest receiver



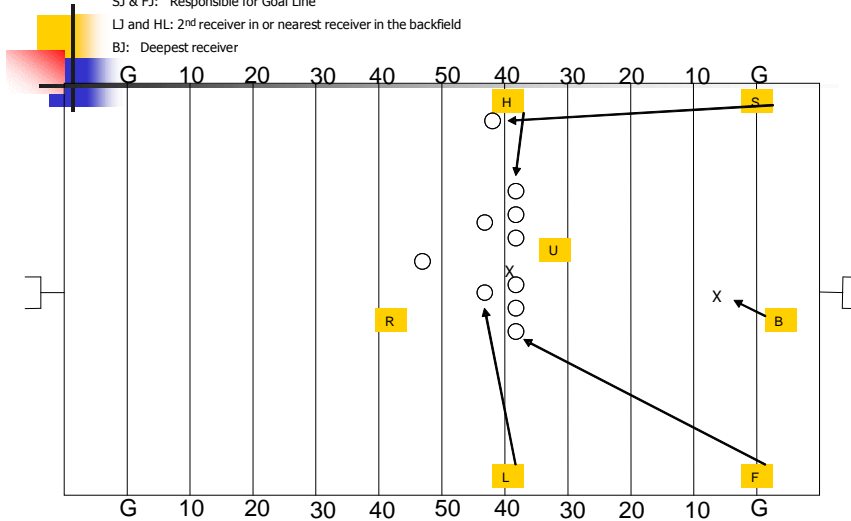
## Punt Formation (40 yard line and in)

SJ & FJ: Widest set man, including the TE if he is the only receiver on your side

SJ & FJ: Responsible for Goal Line

LJ and HL: 2<sup>nd</sup> receiver in or nearest receiver in the backfield

BJ: Deepest receiver

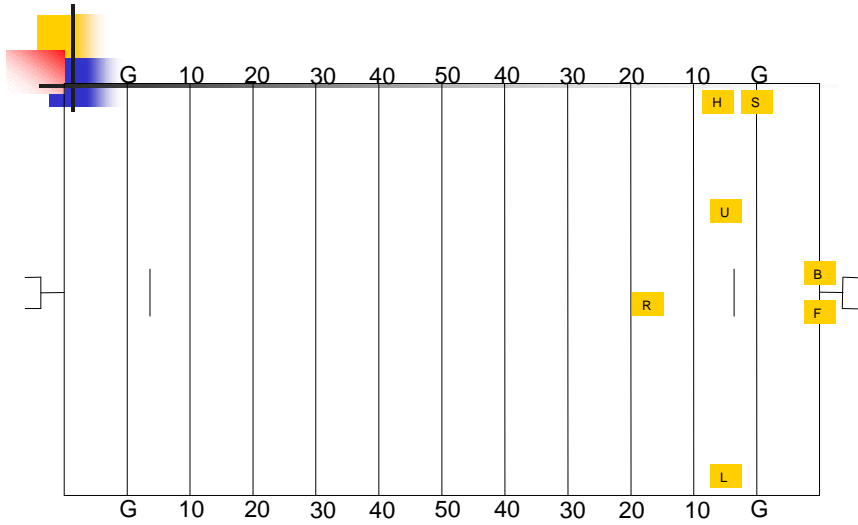




## **Try for Point and Field Goal**

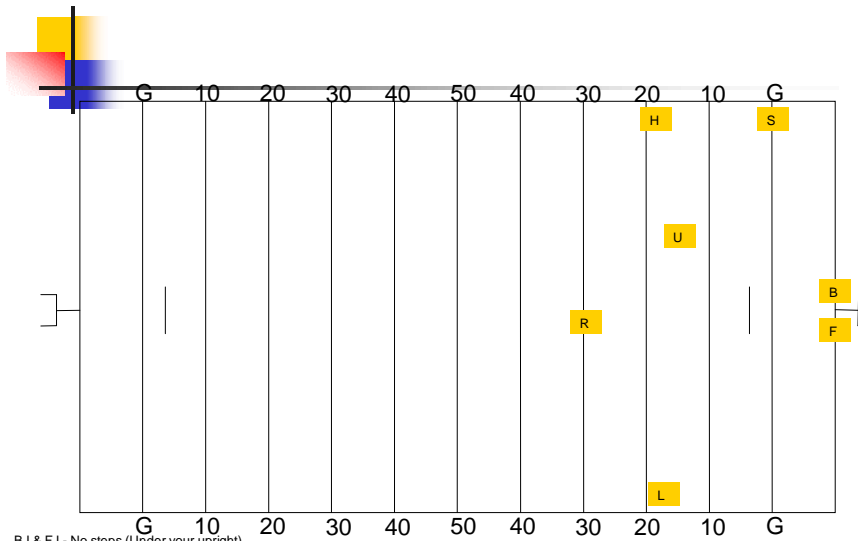
1. **Referee** – The alignment and responsibilities are unchanged from 5 man mechanics.
2. **Umpire** – The alignment and responsibilities are unchanged from 5 man mechanics.
3. **Head Linesman** – The alignment and responsibilities are unchanged from 5 man mechanics. Cover as any scrimmage play or scrimmage kick play. (SJ is positioned on goal line pylon).
4. **Line Judge** –
  - The alignment and responsibilities are unchanged from 5 man mechanics. Cover as any scrimmage play or scrimmage kick play.
  - Responsible for goal line and sideline to the end line due to the absence of the FJ.
  - Move in to help separate players after play.
5. **Side Judge** –
  - Positioned on goal line pylon.
  - Count and confirm number of Team R players with BJ/FJ.
  - Responsible for goal line.
  - Clean up behind Umpire or behind play.
  - Move in to help separate players after play.
6. **Field Judge** –
  - Positioned under upright to rule on kick.
  - NO STEP...SAY YES or NO!
  - Count and confirm number of Team R players with SJ/BJ.
  - If field goal attempt rolls to end zone move to goal line to rule on touchback.
  - If ball is not kicked move to goal line to assist with inside-out coverage or down end line to assist with side line and to cover play as situation develops.
7. **Back Judge** –
  - Positioned under upright to rule on kick (crossbar responsibility).
  - NO STEP...SAY YES or NO!
  - Count and confirm number of Team R players with SJ/FJ.
  - **Back Judge is responsible for 25 second clock.**
  - Responsible for end line.
  - Responsible for whistle when kick passes goal.

### Extra Point (Kick Try)



BJ & FJ - No steps (Under your upright)  
 FJ - Whistle  
 BJ - Cross Bar

### Field Goal Attempt



BJ & FJ - No steps (Under your upright)  
 FJ - Whistle  
 BJ - Cross Bar

## SCRIMMAGE PLAY

1. **Referee** – The alignment and responsibilities are unchanged from 5 man mechanics.
2. **Umpire** – The alignment and responsibilities are unchanged from 5 man mechanics.
3. **Head Linesman** – The responsibility with the chain and chain crew are unchanged.
4. **Head Linesman and Line Judge -**
  - Positioned on Line of Scrimmage (LOS) wider than widest player. Position does NOT have to be on the sideline on every play unless player position puts you there. Position should be about the same as on 5 man crew.
  - Responsible with the Umpire and opposite wingman for 7 men on the LOS. Indicate to other officials by holding up number of fingers overhead when any number other than 3 men on LOS is detected on your side of the snapper.
  - Except for the addition of a key receiver, responsibilities before, at, and after the snap are unchanged from 5 man mechanics.
  - Key receiver is the second eligible receiver from the outside at the snap. If key goes in motion, the BJ will take that player as key and the affected wingman will take the next receiver in. Responsible for action on or by key from the snap until it may be necessary to release your key so that you can cover normal scrimmage action in your zone. Keys are designated so that a set of eyes are on each receiver so that rulings on contact by A against B (clips, block in back, block below waste, hold, pass interference etc) and contact by B on A (pass interference, illegal use of hands, holding, etc) are more easily detected. Keys are for every play, not just pass plays.
  - Remain on LOS until ball crosses the LOS and then officiate normally. Responsible for forward progress, all spots, and out of bounds spots for as far as possible or until the 2 yard line (if snapped outside the 7 to 10 yard line). If the runner or pass overtakes the FJ or SJ they will then have the spot. The FJ or SJ will attempt to lead the runner or pass to the goal line. Except for plays near the goal line, the HL/SJ and LJ/FJ should not be close together on the field during a down. A 20 yard separation should be maintained to keep the play boxed in.
  - Determine if ball crosses the LOS on any play.
  - Determine if pass was thrown or kick made from beyond the LOS on any play.
  - The LJ will determine who covers the goal line when the ball is snapped from the 7 to 10 yard line.
5. **Field Judge and Side Judge**
  - **Count B players and confirm with BJ.**
  - Position is normally 20 yards from the LOS. Adjust position near goal line as required.
  - Key receiver is the widest eligible receiver at the snap. If key goes in motion, the BJ will take that player as key and the affected FJ/SJ will take the next receiver in. Responsible for action on or by key from the snap until it may be necessary to release your key so that you can cover normal scrimmage action in your zone. Keys are designated so that a set of eyes are on each receiver so that rulings on contact by A against B (clips, block in back, block below waste, hold, pass interference etc) and contact by B on A (pass interference, illegal use of hands, holding etc) are more easily detected. Keys are for every play, not just pass plays.
  - Cover sideline to the end line. Responsible for goal line if ball is snapped outside the 7 to 10 yard line.
  - Maintain deep positioning such that no player in your area gets deeper than your position.

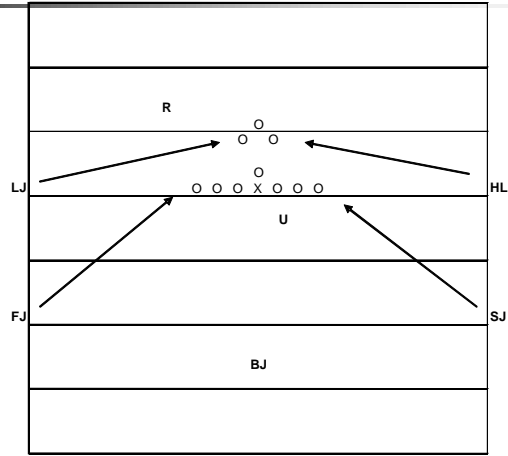
- Have sideline ahead of play all the way to goal line. Maintain 20 yard separation from HL/LJ.
- If play ends anywhere in your side zone, assist in getting existing or new ball to the Umpire for spotting.
- If play goes out of bounds on your side, HL or LJ will typically have spot. Go into OOB area and clean up or get opposing players back onto the field.
- Side Judge will assist HL with set up and operation of chains at any available opportunity.
- Clean up behind U if play goes to the other side of the field.
- If ball is snapped on or inside B's 20 to the 7 to 10 yard line, position on the pylon and maintain responsibility for goal line throughout play.

## 6. Back Judge

- **Count B players and confirm with FJ/SJ.**
- **Back Judge is responsible for 25 second clock.**
- Position is normally 25 yards from the LOS
- Responsibilities are the same basic ones as applied in 5 man mechanics. Not typically responsible for getting ball to Umpire or from sideline, but will assist in ball retrieval and relaying to proper sideline.
- BJ will never have a player deeper than his position on the field.
- Responsible for the end line in all situations
- Maintain position to officiate from inside-out.
- Key receiver is the 3<sup>rd</sup> eligible receiver from loaded side at the snap or first man out of the back field. If receiver goes in motion, the BJ will take that player as key and the affected FJ/SJ/HL/LJ will take the next receiver in. Responsible for action on or by key from the snap until it may be necessary to release your key so that you can cover normal scrimmage action in your zone. Keys are designated so that a set of eyes are on each receiver so that rulings on contact by A against B (clips, block in back, block below waste, hold, pass interference etc) and contact by B on A (pass interference, illegal use of hands, holding etc) are more easily detected. Keys are for every play, not just pass plays.
- If the ball is snapped on or inside the 20 yard line position is on the end line.

## No Wide Receivers or Single Wide Receiver

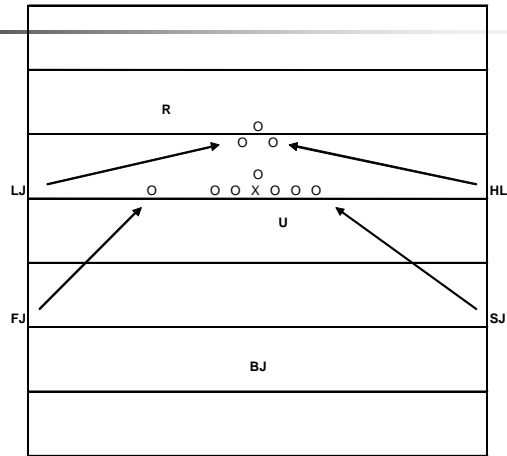
SJ & FJ: Widest set man, including the TE if he is the only receiver on your side  
 LJ and HL: 2<sup>nd</sup> receiver in or nearest receiver in the backfield  
 BJ: First receiver out of backfield



**NO WIDE RECEIVERS**

## No Wide Receivers or Single Wide Receiver

SJ & FJ: Widest set man, including the TE if he is the only receiver on your side  
 LJ and HL: 2<sup>nd</sup> receiver in or nearest receiver in the backfield  
 BJ: First receiver out of backfield

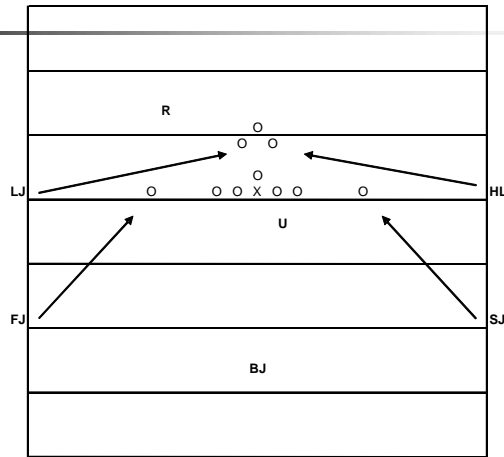


**SINGLE WIDE RECEIVER - RIGHT SIDE**

**FULL BACKFIELD**

## No Wide Receivers or Single Wide Receiver

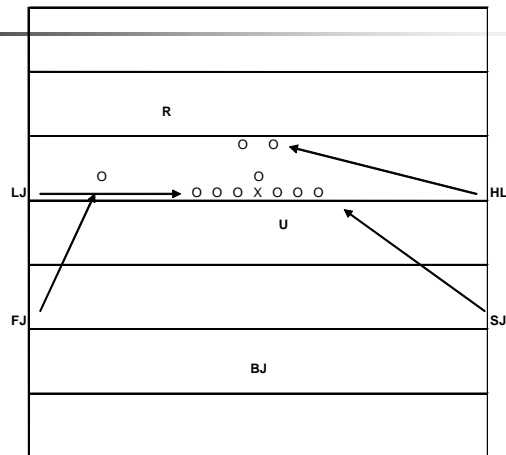
SJ & FJ: Widest set man, including the TE if he is the only receiver on your side  
 LJ and HL: 2<sup>nd</sup> receiver in or nearest receiver in the backfield  
 BJ: First receiver out of backfield



**SINGLE WIDE RECEIVER - BOTH SIDES**  
**FULL BACKFIELD**

## Two Eligible Receivers on Your Side

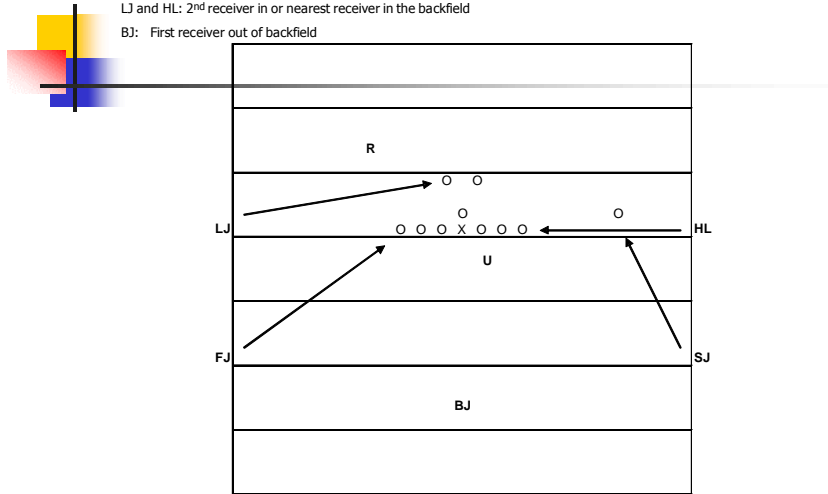
SJ & FJ: Widest set man, including the TE if he is the only receiver on your side  
 LJ and HL: 2<sup>nd</sup> receiver in or nearest receiver in the backfield  
 BJ: First receiver out of backfield



**TWO TIGHT ENDS WITH A WIDE RECEIVER ON THE**  
**RIGHT SIDE**

## Two Eligible Receivers on Your Side

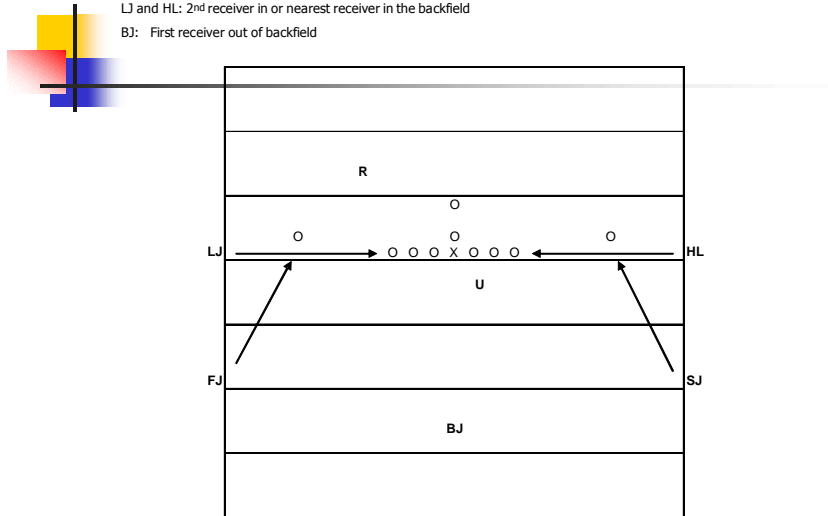
SJ & FJ: Widest set man, including the TE if he is the only receiver on your side  
 LJ and HL: 2<sup>nd</sup> receiver in or nearest receiver in the backfield  
 BJ: First receiver out of backfield



**TWO TIGHT ENDS WITH A WIDE RECEIVER ON THE LEFT SIDE**

## Two Eligible Receivers on Your Side

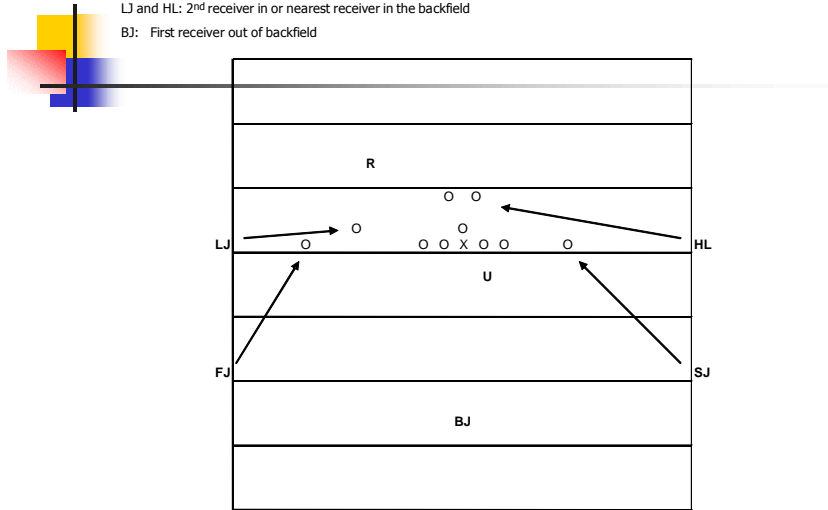
SJ & FJ: Widest set man, including the TE if he is the only receiver on your side  
 LJ and HL: 2<sup>nd</sup> receiver in or nearest receiver in the backfield  
 BJ: First receiver out of backfield



**SINGLE WIDE RECEIVERS WITH TIGHT ENDS BOTH SIDES**

## Two Eligible Receivers on Your Side

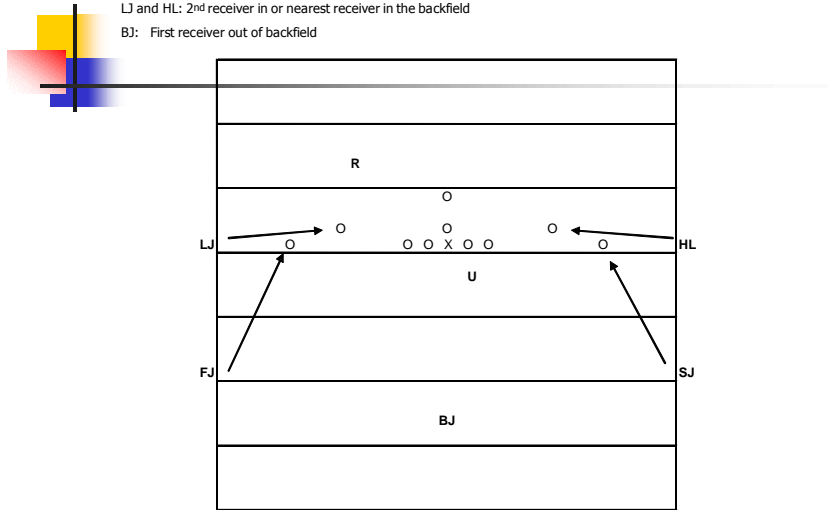
SJ & FJ: Widest set man, including the TE if he is the only receiver on your side  
 LJ and HL: 2<sup>nd</sup> receiver in or nearest receiver in the backfield  
 BJ: First receiver out of backfield



**TWO WIDE RECEIVERS - RIGHT**  
**ONE WIDE RECEIVER - LEFT**

## Two Eligible Receivers on Your Side

SJ & FJ: Widest set man, including the TE if he is the only receiver on your side  
 LJ and HL: 2<sup>nd</sup> receiver in or nearest receiver in the backfield  
 BJ: First receiver out of backfield

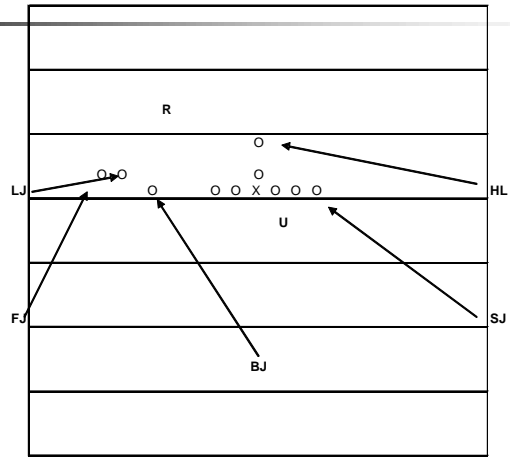


**TWO WIDE RECEIVERS ON BOTH SIDES**



## Three Eligible Receivers on Your Side

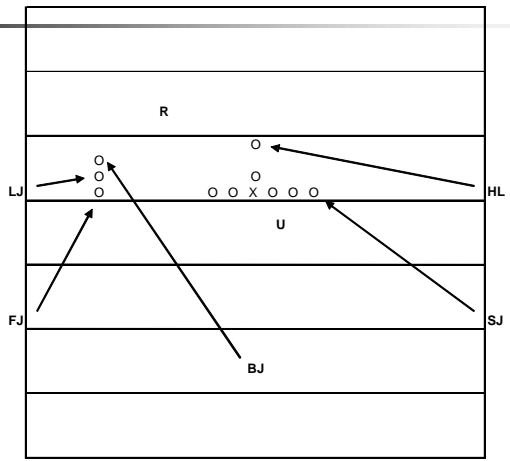
SJ & FJ: Widest set man, including the TE if he is the only receiver on your side  
 LJ and HL: 2<sup>nd</sup> receiver  
 BJ: 3<sup>rd</sup> receiver (either TE or a back in the slot)



**THREE WIDE RECEIVERS - RIGHT**  
**TIGHT END ONLY - LEFT**

## Three Eligible Receivers on Your Side

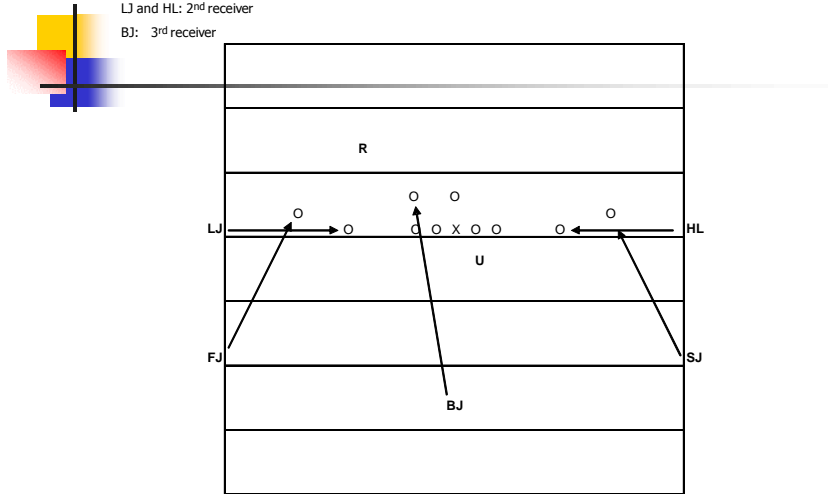
SJ & FJ: Widest set man, including the TE if he is the only receiver on your side  
 LJ and HL: 2<sup>nd</sup> receiver  
 BJ: 3<sup>rd</sup> receiver



**THREE WIDE RECEIVERS - RIGHT**  
**TIGHT END ONLY - LEFT**

## Three Eligible Receivers on Your Side

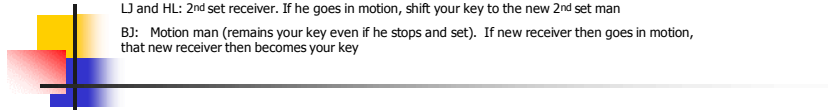
SJ & FJ: Widest set man, including the TE if he is the only receiver on your side  
 LJ and HL: 2<sup>nd</sup> receiver  
 BJ: 3<sup>rd</sup> receiver



**TRIP RECEIVERS ON ONE SIDE**  
**TWIN RECEIVERS TO THE OTHER SIDE**

## Man in Motion

SJ & FJ: Widest set man. If he goes in motion, shift your key to the new widest set man  
 LJ and HL: 2<sup>nd</sup> set receiver. If he goes in motion, shift your key to the new 2<sup>nd</sup> set man  
 BJ: Motion man (remains your key even if he stops and set). If new receiver then goes in motion, that new receiver then becomes your key



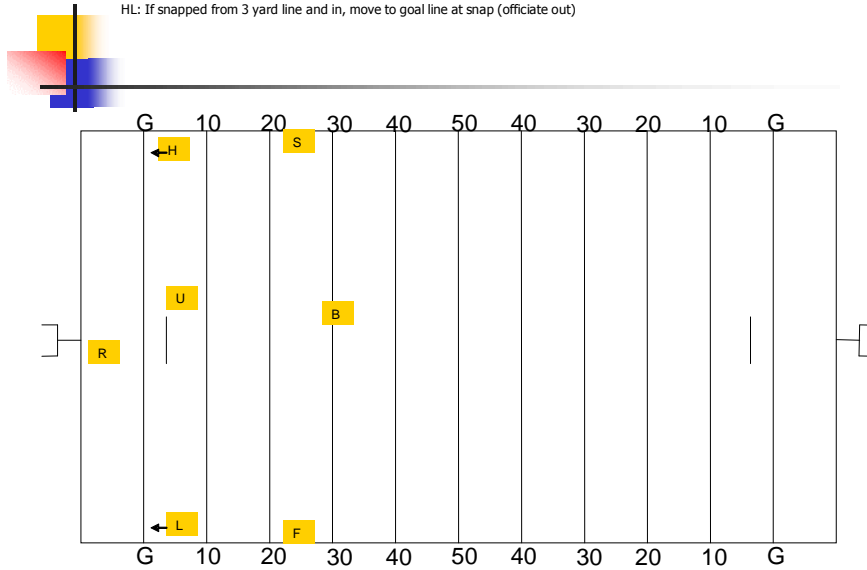
## Goal Line Plays

### Reverse Goal Line Coverage

- If ball is snapped inside A's 5 yard line, LJ should move to goal line at snap and officiate out. HL should be prepared to move to goal line.
- If ball is snapped inside A's 3 yard line, HL & LJ should move to goal line at snap and officiate out.

### Reverse Goal Line Plays (Going Out)

LJ: If snapped from 5 yard line and in, move to goal line at snap (officiate out)  
HL: If snapped from 3 yard line and in, move to goal line at snap (officiate out)



## Goal Line Coverage (Going In)

- If ball is snapped outside B's 7 yard line, SJ and FJ are responsible for goal line coverage. HL and LJ will cover runner to the 2 yard line and release him.
- If ball is snapped at B's 7 yard line, the HL and LJ are responsible for goal line coverage.
- LJ will make the determination when to cover the goal line. When the LJ and HL have the goal line, the SJ and FJ are to be positioned on the end zone corner pylon.

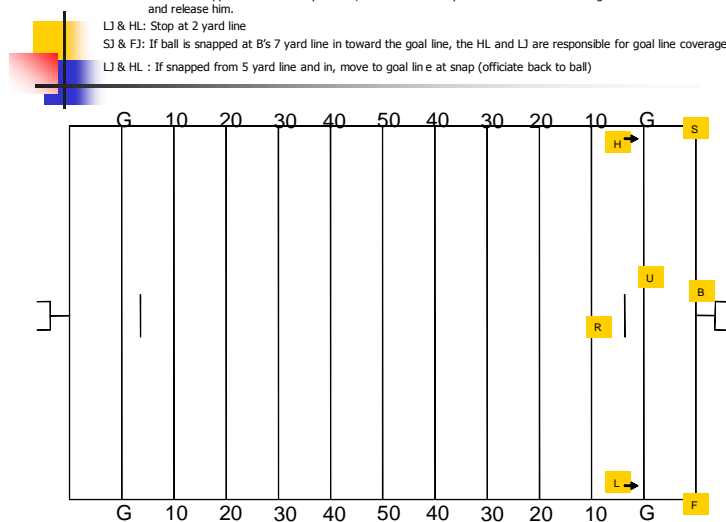
### Goal Line Plays (Going In)

SJ & FJ: If ball is snapped outside B's 7 yard line, SJ and FJ are responsible for end line coverage. HL and LJ will cover runner to the 2 yard line and release him.

LJ & HL: Stop at 2 yard line

SJ & FJ: If ball is snapped at B's 7 yard line in toward the goal line, the HL and LJ are responsible for goal line coverage.

LJ & HL : If snapped from 5 yard line and in, move to goal line at snap (officiate back to ball)



## TIMEOUTS

1. **Referee** – The alignment and responsibilities are unchanged from 5 man mechanics.
2. **Umpire** – The alignment and responsibilities are unchanged from 5 man mechanics.
3. **Head Linesman** – The alignment and responsibilities are unchanged from 5 man mechanics.
4. **Line Judge** – The alignment and responsibilities are unchanged from 5 man mechanics.
5. **Back Judge** – The alignment and responsibilities are unchanged from 5 man mechanics.
6. **Field Judge/Side Judge** – Share responsibility with HL/LJ for team on your side as team conference and ball location dictate. Also share responsibility with HL/LJ for TV Red Hat if on your side as team conference and ball location dictate.

## MEASUREMENTS

1. **Referee** – The alignment and responsibilities are unchanged from 5 man mechanics.
2. **Umpire** – The alignment and responsibilities are unchanged from 5 man mechanics.
3. **Head Linesman** – The alignment and responsibilities are unchanged from 5 man mechanics.
4. **Line Judge** – The alignment and responsibilities are unchanged from 5 man mechanics.
5. **Back Judge** – Responsible for assuring that the ball is not moved once it is spotted for measurement.
6. **Side Judge** – Be near the down marker and set the chains for the next series if a first down is awarded.
7. **Field Judge** –
  - Assures player or officials do not block the view of the measurement from the press box.
  - Have new ball for next play if necessary.