



Week 5 notes

- **Mechanics Manual Updated** – Minor changes and corrections, the latest Mechanics Manual can be found [here](#) (Note the word REV in the title of the document refers to the revision #)
- **Minimum Viewing Distance** - Scientifically proven, the best distance to observe players is 8-12 yards. We all fit somewhere in this range, especially if movement is part of it. Work on what suits you best and strive to be that distance in making your judgement calls. Obviously, the nature of the game and the players will not always allow us to accomplish this. Sideline officials are restricted by the sideline. Our mechanics teach us to be at the goal line and that can be right where the play is too. We all at times attempt to get too close! It also fits with the purposeful movement philosophy. Limit your tendency to get too close, settle, and you will have a better view!
- **Back Judges, help your flanks** When you give up the goal line, be mindful that on certain plays it's nearly impossible for the flanks to beat the runner to the goal line. If the endline is not threatened and if you can get to the goal line, get there! It's acceptable to be halfway back and then either go back to the end line or come up to the goal line.
- **Shifting Linemen into the Backfield** – Remember if a team shifts a lineman into the backfield from different formations, they must have 5 legal numbers on the LOS.
- **Swinging Gate Formation** – If, while they are in the swinging gate, the kicking team has a player with a knee on the ground 7 yards or more behind the LOS, in position to be the holder and receive the long snap, and another player 3 yards or less behind that player in position to attempt a place kick; they are legally in a scrimmage kick formation and they are eligible for the numbering exception and the center is protected. If they run a play out of this legal scrimmage kick formation, then the play will be legal, but we must know the numbering exceptions in case a pass is thrown beyond the LOS.
- **Straddling the Sideline or End Line** - When LOS officials make judgements on whether a receiver is in or out of bounds with a sideline catch in end zone, or a BJ at the end line, we still see officials make a movement to get near or straddle the line to observe the catch. With today's predominance of synthetic turf surfaces that are extremely well lined, there is no need to make this movement. Better to stay a yard or even more, stationary as possible, less movement. Being on a line is necessary and important on the goal line, where penetration of the plane is critical and great positioning will 'sell' the call.

- **Selling the Call-** For some reason, I'm seeing very important changes of possession with absolutely no point of direction. Make the point a part of your routine. If you are a flank and the scrimmage kick goes OOB. Get to the spot and signal direction. I know everyone knows which direction the ball is going but the whole idea is to make it part of your muscle memory. Free kicks are another opportunity. The runner goes down, you've got the spot, come in hard signaling time out and then point direction. Back Judges, receiver signals fair catch, throw a bean bag, kill the clock and signal direction. This looks great and builds confidence in the crew by the coaches and spectator. We **MUST HAVE POINTS OR NEXT DOWN SIGNALS** on potential changes of possession (interceptions, fumbles, muffed punts etc.) be slow and measured but then MAKE THEM BIG!
- **Self-Evaluation Components (Walt Anderson NFL)** – How well did we manage the game? Did we consistently apply the rules and philosophies? How were our mechanics? How did we do as a team? How did I do as an individual? Utilize these five questions with your crew as you self-evaluate your performances each week! Great job now let's get even better!
- **Long Incompletions** – I'm seeing some very good ball mechanics on long incompletions. New balls are coming in, old balls are going out. Flanks be sure to introduce the ball boy that is working with you to the Umpire. Make sure the ball boy understands what you expect from him. Umpires don't hesitate to call for the ball. Head to the sideline as soon as color separate. It's OK for the ball boy to take a few steps on the field. Flanks, if you're not involved directly, as soon as the play is over and colors separate, get a new ball from your ball boy and relay it to the U. BJ, get the old ball off to the ball boy working with you. Get to know his name and go over what you expect from him during the game during pregame.
- **Signals and Clock Awareness** – Everyone on the crew should be relaying signals. If one person signals time out, we all signal time out. The clock operator is dependent on good signals from all officials. Checking the status of the clock is one of the first things we do in our dead-ball officiating sequence. Accurate spot, action by players at the end, and then check the status of the clock. Let's make this a crew goal for this week!
- **PAT/Field Goal Holder** – If a team chooses to have their holder **not** have his knee on the ground, then they are no longer in a scrimmage kick formation thus no protection for the snapper and no numbering exceptions. If a holder has his knee on the ground, he may then rise to advance, hand, or pass the ball. Remember, the holder with his knee on the ground must rise first if he wishes to hand or pass the ball (forward or backward).
- **Sportsmanship** – Crew chiefs please begin your games with the concept of sportsmanship. Explain actions that attract undue attention and respect for the opposing team. We should all be on the same page, and most of the coaches are! Keep up the great work.

Odds and Ends

- **Definitions** – The **Line of Scrimmage** for each team is a vertical plane through the point of the ball nearest the team's goal line. It is determined at the ready-for-play. So, each team has a line of scrimmage on their side of the football. The **Neutral Zone** on a regular scrimmage down, is the space between the two scrimmage lines. This **Neutral Zone May Be Expanded** following the snap up to a maximum of 2 yards behind the defensive line of scrimmage.

- **Ineligibles Downfield** - Ineligible A Players may not advance beyond the expanded neutral zone on a legal forward pass play before a legal forward pass that crosses the neutral zone is in flight. If B touches the pass in or behind the neutral zone, this restriction is terminated.

- **DPI Indicators**
 - Playing through the receiver
 - Cutoff
 - Armbar
 - Holding/Restriction
 - Early Contact/Not playing the ball

Use these terms when explaining your DPI or OPI call to a coach.

- **Food For Thought** – 3rd and 9 at the R14-yard line with 20 seconds remaining. K's field goal attempt is blocked and the ball is recovered by K26 at the R20-yard line. What is the status of the clock? Running? Stopped? Whose ball? Answer in next weeks bulletin.