

## WVSSAC 6-MAN CREW MECHANICS

Referee, Umpire, Linesman, Line Judge, Field Judge, Side Judge

Linesman and Side Judge on chain side; Line Judge and Field Judge opposite.

Game timing is the responsibility of the Side Judge. The Field Judge has the timing of the time outs and intermissions. The 40/25-second clock is the responsibility of the Field Judge.

**Pre-Game Duties:** Once field inspection completed R, LJ and FJ remain on press box side of field. FJ responsible to get captains of his team to coin toss location at least three minutes prior to kickoff. The U, L and SJ are opposite the press box and the SJ has the responsibility for his captains.

**Coin Toss:** The Referee and Field Judge escort their captains toward the center of the field. FJ has ball from his team and will stop at hash. Line Judge remains at sideline. The Umpire and Side Judge accompany their captains to the center. SJ has ball from his team and stops at the hash. The Linesman remains on his sideline. Crew meet in center of field after toss.

**Kickoff:** R deeper than deepest receiver and in center of field. LJ, on press box sideline at about 20-yard line. L, opposite press box on sideline at about 15-yard line. U has the kickers and remains with the kicker and will instruct him when the kick the ball after R give the ready signal. SJ has the kicker's restraining line (normally the 40). FJ has the restraining line of the receivers (normally the 50). FJ and R count receivers and U and SJ count kickers.

R has goal line, end zone, momentum and center of field. SJ and FJ have sidelines to goal and neutral zone. U has kicker and holder if there is one and center of field to his goal.

For a short free kick, FJ moves to kicker's free kick line, L moves up to receiver's free kick line. LJ moves to receiver's 45-yard line. Again, staggered coverage by L and LJ is desirable. R will be centered, deep.

**Scrimmage Plays:** R and U count the offense while SJ and FJ count the defense. SJ and FJ shall be 15-20 yards deep or deeper than deepest defensive back and positioned on the sideline.

L and LJ have LOS responsibilities, don't leave too rapidly. L and LJ are responsible for the sideline **all the way to the 2 yard line**. If L and LJ can cover down sideline with flow, they should do so. SJ and FJ watch all perimeter action after play is dead, unless covering a sideline deep play.

SJ & FJ pinch in at an angle to the top of the numbers when the play is dead to observe dead ball action.

Wings start on the sideline and have forward progress to the 2-yard line unless the ball is snapped from the 5-yard line in where they have goal line responsibility.

Passing keys for deep wing officials is widest eligible their side. If trips to one side, deep wing has widest eligible, L/LJ have two inside eligibles.

**Scrimmage Kicks:** PUNTS: L and LJ hold until ball crosses neutral zone. [1] FJ on sideline slightly in front of deepest receiver. Responsible for kicks in your side zone. SJ be slightly behind the deepest receiver but be able to see a catch of the punt. [2] These two positions may be reversed, depending on lateral field position of the ball. If the ball is near middle, go with [1] mechanic. [1] SJ responsible for goal line. FJ and SJ cover momentum rule. Covering official drop bean bag where kick ends in field of play.

**FIELD GOAL and TRYS BY KICK:** FJ rules on cross bar. FJ and SJ slightly behind their respective upright to rule on ball passing between uprights. Nearer official communicates as to success or failure and both step into end zone and signal. Be alert to break away to cover fakes and broken plays. FJ has the whistle.

**Goal Line Plays:** When the ball is **on or inside the 10-yard line** L and LJ lead runner to goal. SJ and FJ start on end line inside your wing official (just about at hash pylons or adjust laterally) and be ready to cover end line and toward corner. Assist wings on runner being downed near goal since they are concentrating on the ball breaking the plane. All four flank officials need to communicate prior to each down concerning coverage.

**Time-outs:** L assumes a position near team on your side, LJ be near team on your side, SJ and FJ be about half way between sidelines and hash on your side. U over the ball and R communicate with all.

**Measurements:** FJ has ball responsibility throughout measurement. L, with clip (which is in middle of the yard line farthest from the front stick). U, take sticks from front chain crew member, wait till the LJ has made sure the L has the chain stretched, then place front stick on side of ball opposite the press box. SJ, if it is a first down see that the down marker is properly set. SJ can do same if L is marking forward progress and line-to-gain has been passed. SJ can help with maintaining spot of front stick while measurement is progressing.

**Flags:** U, L, LJ, FJ and SJ; when foul is called by another official assist by covering and holding spot of flag and dead ball spot. Leave ball on ground until called for. Free officials continue to observe players. LJ have enforcement spot if different from previous spot. L must go to succeeding spot to check measurement of U.

**End of Period:** SJ keep R informed of clock status near end of period. You are responsible if clock is to R's back. LJ cover your team during this period while SJ covers team on L's sideline. FJ continue on down the field observing all players and be near new spot. FJ is responsible for timing the length of the interval between periods and halftime. FJ and SJ alert respective teams with about 5 minutes remaining in half-time.

Any additions or corrections to these mechanics will be communicated from the WVSSAC office when necessary. Unless noted, the general mechanics for a 5-man crew shall prevail.

## **PRINCIPLES OF SIX-MAN MECHANICS**

1. Don't officiate the ball. Officiate around the ball and be good dead ball officials.
2. Wide and deep. The less you move, the better you see.
3. Position yourself so that the play is coming toward you or going away from you.  
Try to avoid allowing the play to cross your face (Umpire is exception).
4. Short wings: do not leave the line of scrimmage on running plays until the ball crosses the line. Trail the play by five to seven yards. If it's a slow developing play, take three or four steps up field and wait for the play to come to you.
5. Short wings: on passes, know when to go and when to hold.
6. Short wings: you have all the spots to the two yard line!
7. Deep wings: you have the spots from the two yard line only!
8. Deep wings: fade mechanics. Try to maintain at least a 20 yard cushion.
9. Short Wings: cross-field mechanics and soft spots.
10. Short Wings: bracket the play between you and the other deep official on your side. Don't turn your six into a five!
11. The most important line on the field is the goal line; the second most important line on the field is the sideline. The most important spot on the field is the intersection of the goal line and sideline – the goal line PYLON. Someone needs to be there!
12. These principles apply to free kicks and scrimmage kicks as well.
13. The sixth man is added value on all plays, preventive officiating (let them know there are six of us out there) and dead ball officiating, especially when the opposing team players enter the team box area.

- SJ and FJ take original position 20 yards deep on the sideline.
- After the snap, if the play is to the other side of the field, SJ and FJ may move into field of play no farther than the bottom of the numbers. Have goal line and sideline.
- SJ and FJ keep a 20-yard buffer unless wings are not at the spot. Eye contact and communication.
- SJ and FJ should have "an accordion" effect, coming in on plays to let players know they are there and back pedaling back to position.

- U: On pass plays over the middle, turn and look to help out. We are vulnerable on this play so special attention is needed. Off wing and deep officials step onto the field to also help with this play.

**6-MAN KICKOFF**

