

SIX MAN CREW – ABRIDGED VERSION

(<http://football.refers.org/mechanics/>) for full version

NOTE: SJ is on the linesman side of the field, FJ with the line judge across from the chains.

PRINCIPLES OF SIX-MAN MECHANICS

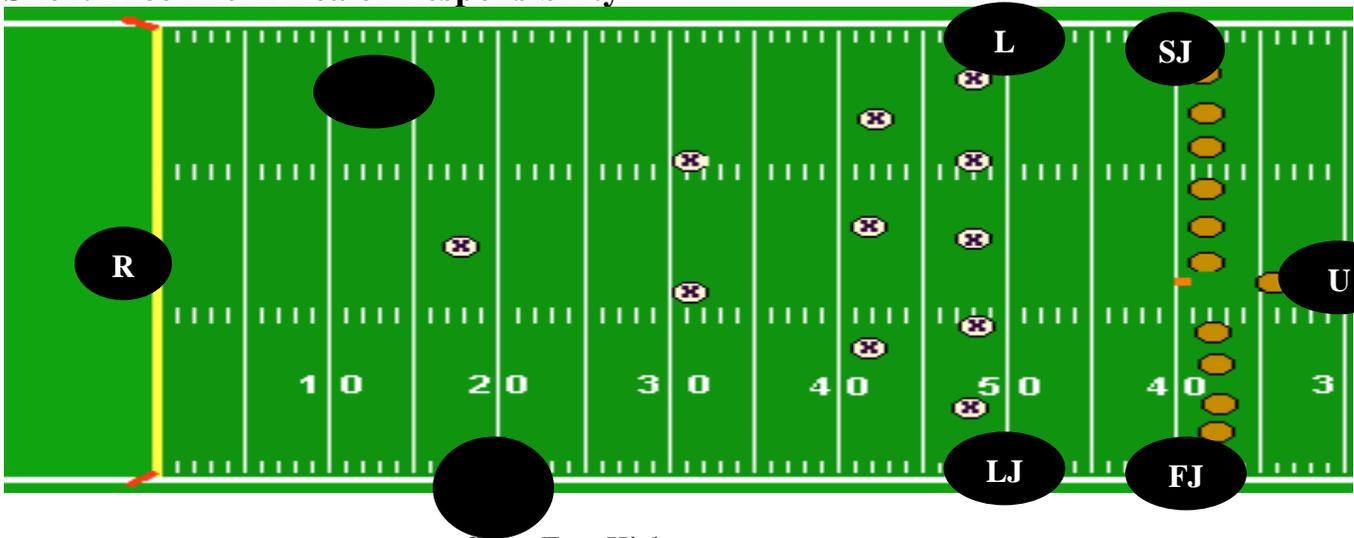
1. Don't officiate the ball. Officiate around the ball and be good dead ball officials.
2. Wide and deep. The less you move, the better you see.
3. Position yourself so that the play is coming toward you or going away from you. Try to avoid allowing the play to cross your face (Umpire is exception).
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.

Coin Toss/Halftime/Overtime



Coin Toss. R and U in the middle of the field. Upon R's signal, FJ and SJ escort their captains to the hash and then return to their sideline. Keep the teams on the sidelines.

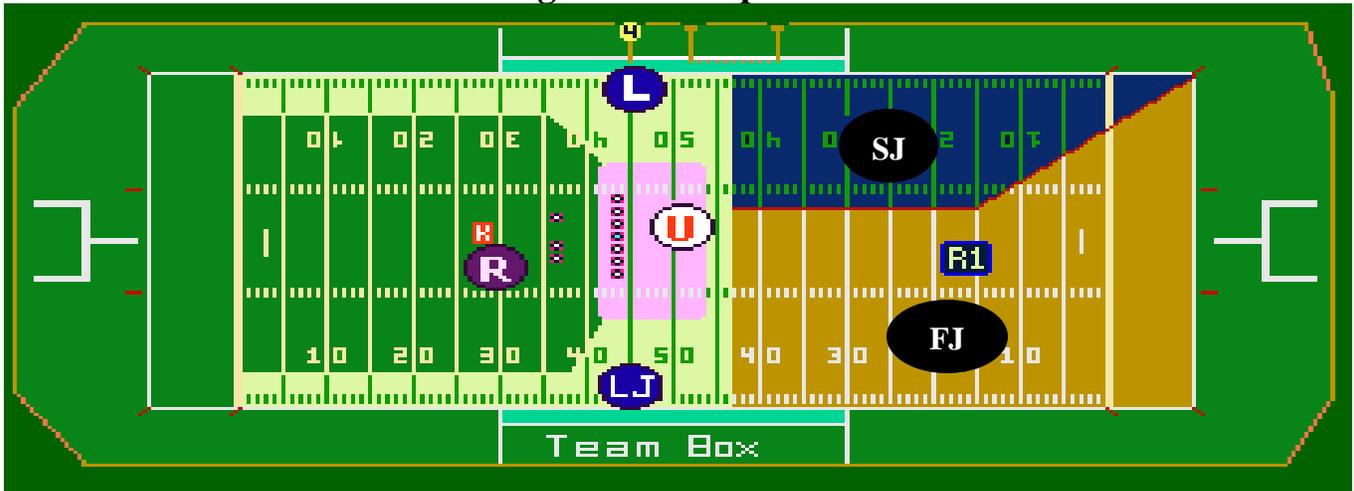
Short Free Kick Area of Responsibility –



Short Free Kicks:

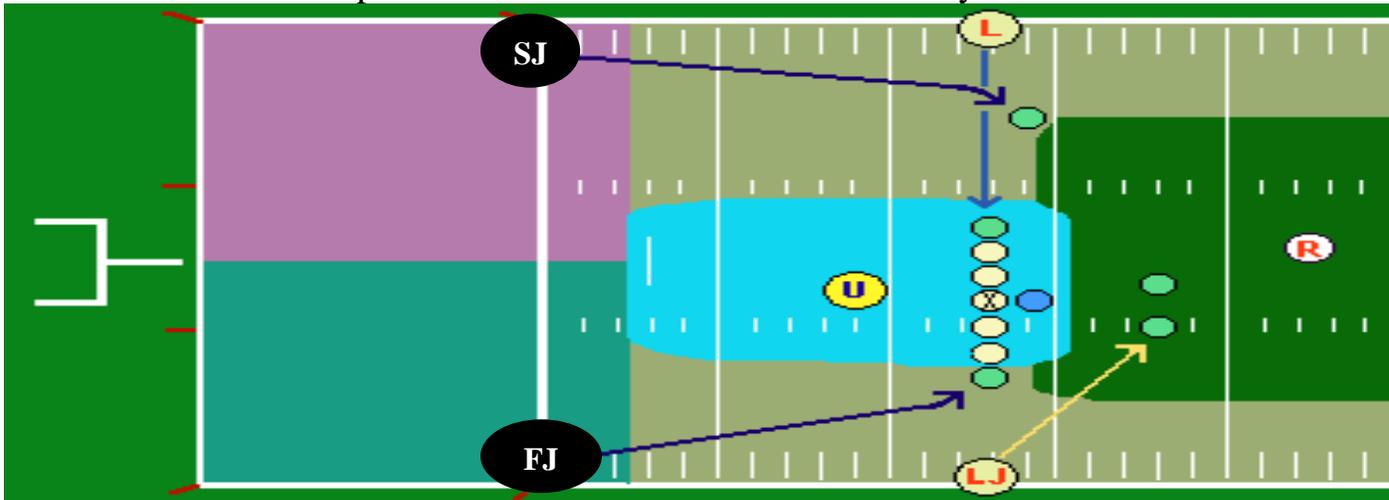
Wings move up to R's restraining line. Will have 4 in the box **but do not move** and let play come to you. If kicked long, the U will officiate as a regular kick and the wings will move back to help the R.

Punts and Scrimmage Kicks Responsibilities



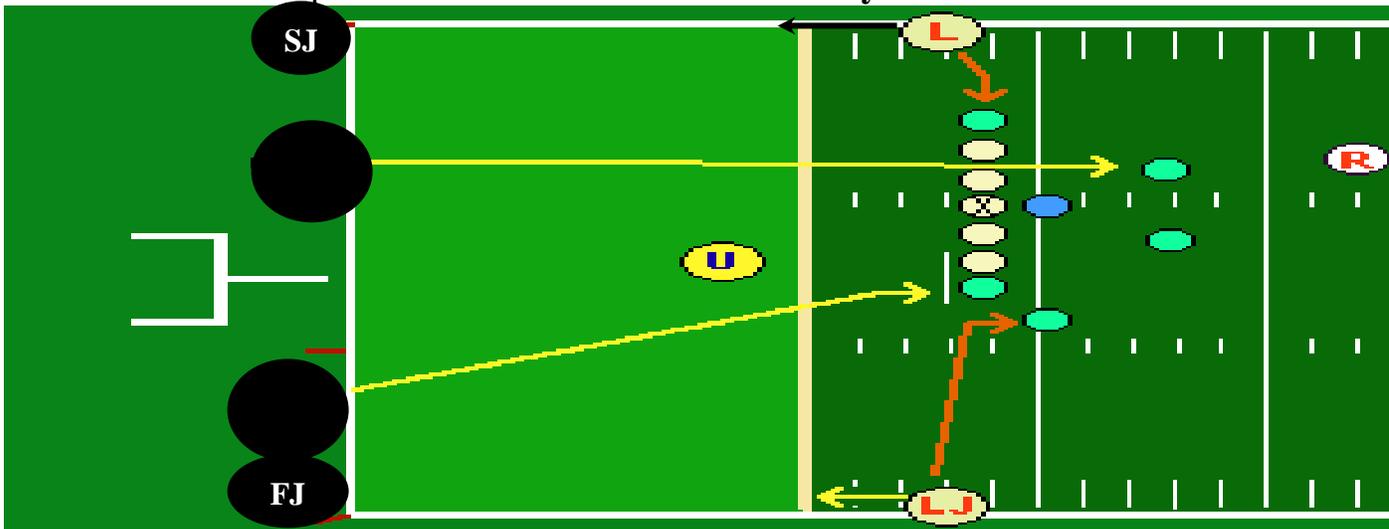
Punts and scrimmage kicks: huge added value with the 6th man. Wings stay on the line of scrimmage and do not rush down field, have goal line coverage. SJ and FL are even with the deepest receiver with the FJ having 2/3's of the field and the SJ having the remaining 1/3's for bean bag and receiver coverage. FJ and SJ cannot allow the ball to beat them to the goal line.

Basic Goal Line Responsibilities Ball between the 20 and 5 yard lines



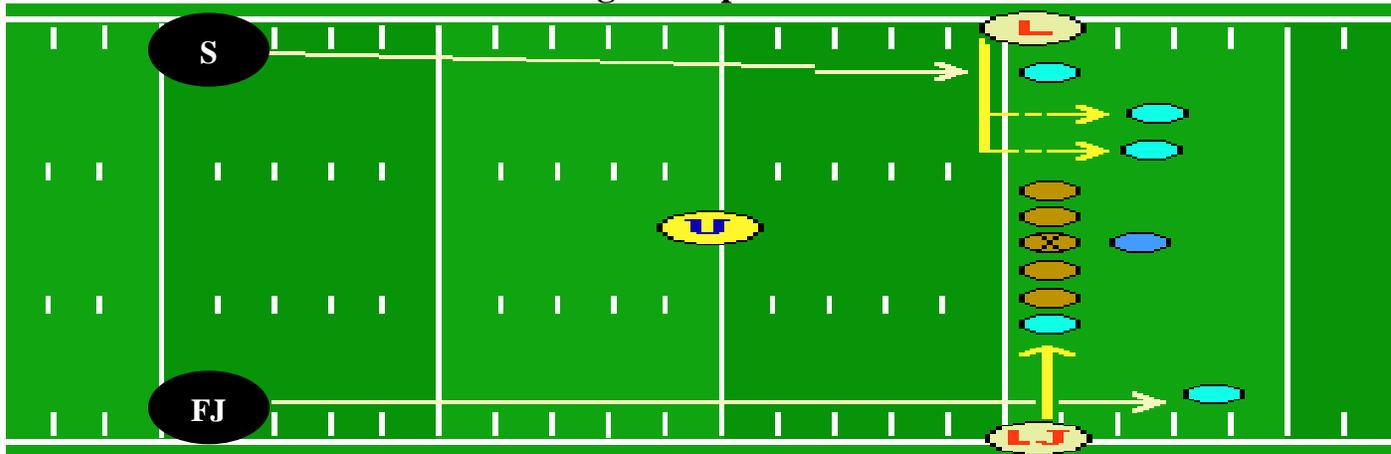
Goal line: Deep officials have the goal line up to the 2-yard line when the ball is snapped outside the 5-yard line going in. They should be on the goal line when the ball is snapped from the 20 to outside the 5. NEVER get beat to the goal line and keep a good 20 yard cushion letting the wings take forward progress most of the time. If for some reason the wings do not have a good forward progress spot (got caught up on the sideline, fell down etc.) help them out and be verbal. Do NOT give a new and improved spot. Let the wings take it.

Basic Goal Line Responsibilities: Ball at or inside the 5 yard line.



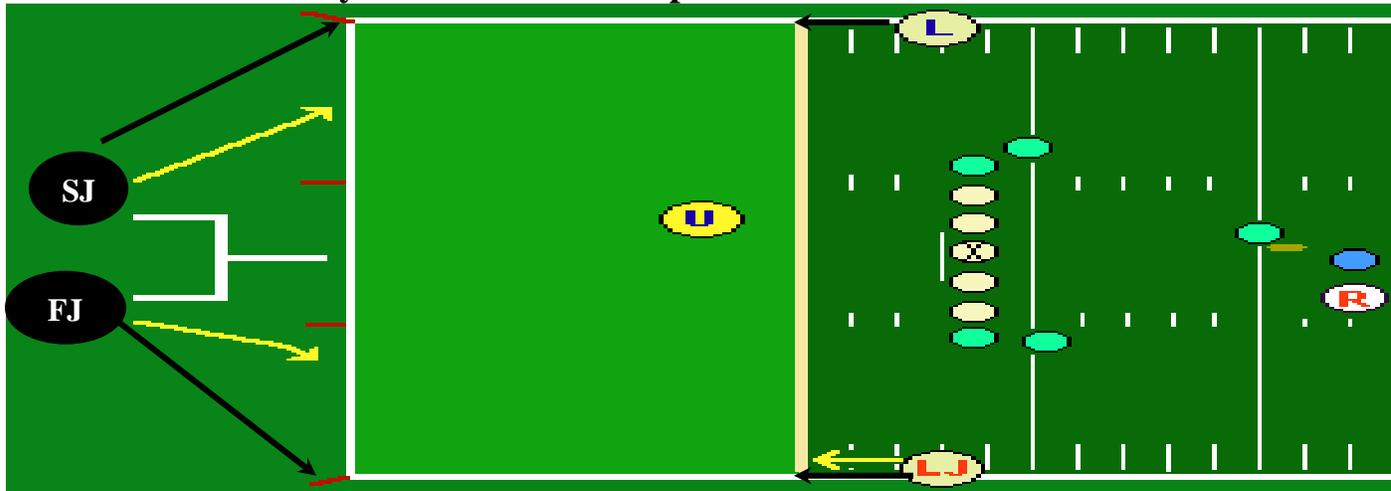
Goal line responsibilities: The wings have goal line and should move to the goal line at the snap and work back if not a TD. Use the goal line pylons and work well out of bounds. to get good position and make the right call (get the photographers and camera guys back). The FJ and SJ should be on the back endline pylons not on the post positions. Deep officials will keep outside coverage (ignore orange lines).

Pass Coverage – Trips



Pass Coverage: Deep officials key the outside receivers on all coverage plays. The wings have the next eligible receiver in and have the next 2 if trips. This is only at the snap and once the ball is in the air go to zone coverage.

Try and Field Goal Responsibilities



Try and Field Goal : THE biggest added value besides punt plays is the field goal play. Both wings stay on the line of scrimmage and the LJ will hold the line and could help with the holder and kicker.

BREAKDOWN : wings have the goal line, deep officials have the back endline pylon.
 IGNORE THE YELLOW LINES FOR DEEP GUYS, GET TO THE ENDLINE PYLON

Miscellaneous:

- **FJ has the 25-second clock putting up his hand at the 5 second mark. FJ times time outs and the one minute interval after TDs. SJ has the game clock.**

- **PAT's & Field Goals: FJ has his upright and cross bar and whistle when needed, SJ has his upright – come out together (yes, yes – no, no) and stop at the end line.**
- **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.**
- **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 backpedaling 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.**
- **LJ holds the line of scrimmage until the ball is beyond. Helps with the passer being beyond the line on pass plays, ineligible downfield, whether the ball is behind the line on screen plays, and whether the ball crosses the line on blocked kicks; If ball is on the 5 yard line going in or out then U has the I.o.s...**