



## QUICK REFERENCE GUIDE MECHANICS CREW OF 5

Rev: 2020-1  
MOFO 18<sup>th</sup> Ed

### PRE SNAP

- Get into position
- Check the Down and Distance
- Count and check off with your partners
- Identify your Keys
- Check for motion this may change your keys
- Watch for pre-snap issues

### SNAP

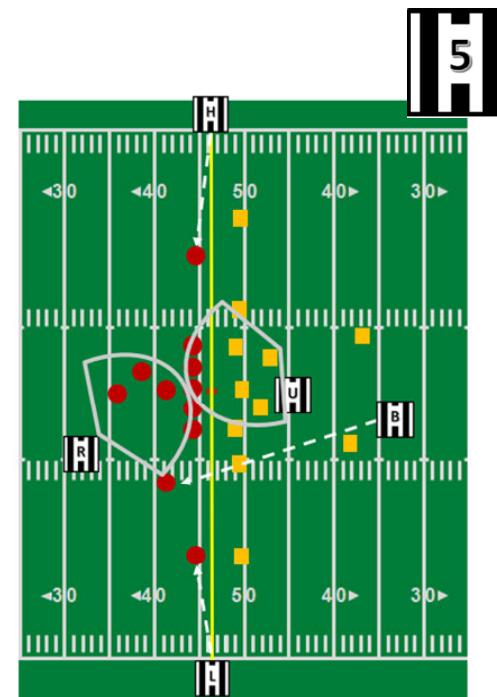
- Observe play and react – run, pass, kick etc
- Mark result of play – forward progress, out of bounds
- Keep officiating until all action stops.
- Check whether a 1st down has been made.
- Stop the clock if required.
- Move smartly to position for next down

**DON'T SWEAT THE SMALL STUFF!**

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## SCRIMMAGE PLAY POSITIONS AND KEYS

- **Referee** – 5-7 yards behind deepest back as wide as Tackle on the QB throwing arm side. Key same side Back, Tackle and Guard
- **Umpire** – 5-7 yards deep between offensive tackles, Interior Line
- **Wings** – In Neutral zone, on/outside sideline, Widest Receivers their side
- **Back Judge** – 15-20 yards deep. Strong side inside receivers

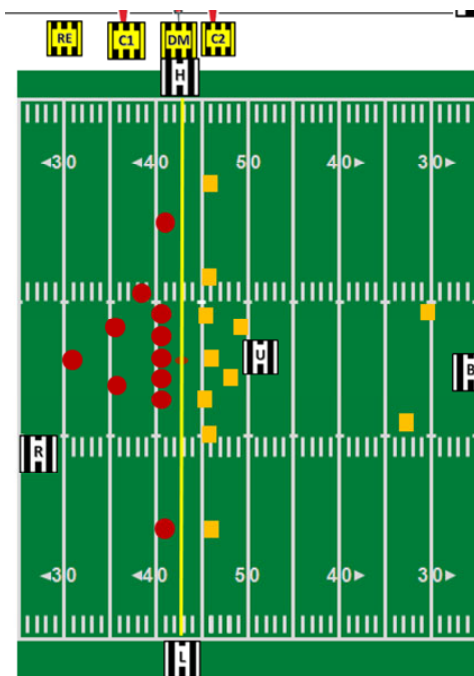


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Responsibilities	Referee	Umpire	Wings	Back Judge
Primary Key(s)	QB Kicker and holder	Interior linemen and the snap	Widest receiver(s) outside the tackle on their side	Strong side inside receiver(s)
Secondary Key(s)	Same side Back, Tackle and Guard	Lead blocks	Runner on play to your side of the field Tackle/back in pass play	Action ahead of the runner Pass coverage in pass play
Counting players	Kickoff: Receiving team Otherwise: Offense	Kickoff: Kicking team Otherwise: Offense	Kickoff: H – Kicking team L – Receiving team Otherwise: Defense	Kickoff: Kicking team Otherwise: Defense
Timing	None	Timeouts, break between quarters and after scores	L – Game clock, halftime and elapsed game time	Play clock
Measurement	Determine the outcome	Take the front stake when chains come onto the field	H – Bring chains on L – Help align the chains	Cover the ball
Positioning	Referee	Umpire	Wings	Back Judge
Kickoff	Receiver's goal line pylon (Chains side)	Kicker's rear restraining line (after handing ball to kicker)	H – Receiver's restraining line (Chains side) L – Receiver's goal line pylon (Press Box side)	Kicker's restraining line (Press Box side)
Normal play from scrimmage	QB throwing arm side, 5-7 yards behind deepest back	5-7 yards from the line of scrimmage between the offensive tackles (Slightly closer on goal line plays)	Neutral zone on your sideline	15-20 yards from the line of scrimmage
Scrimmage kick	2 yards deeper than the kicker and at least as wide as the tight end			5-8 yards behind, and 5-8 yards to the side of, the deepest returner
Field Goal Attempt/Try (PAT)	5-10 yards wider and 3-7 yards deeper than the kicker and holder	Normal position	H – Normal position L – One yard behind your post (Press Box side)	One yard behind your post (Chains side)

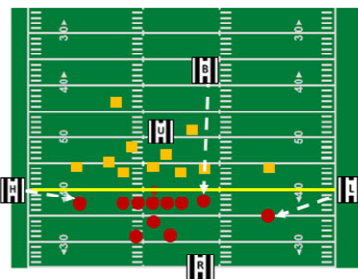
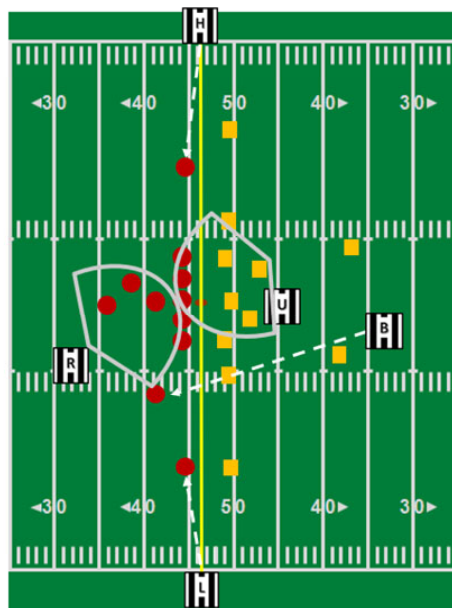
## SCRIMMAGE KICK POSITIONS AND KEYS

- **Referee** - Kicker and backs
- **Umpire** - Interior Line
- **Wings** – Players on your side [Linesman] The 'up' (blocking) back
- **Back Judge** - Deeper than usual. Kick returners  
Fair catch' Kick-catch interference  
Mark (bean bag) the end of kick

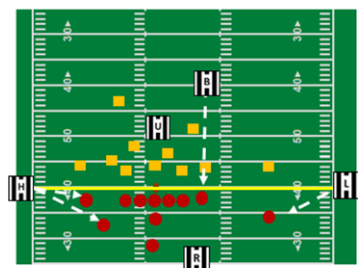




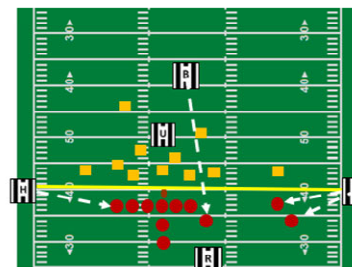
# KEYS – BASIC



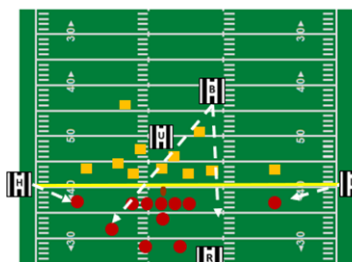
Pro set



Spread (two receivers each side)



Triple receivers on one side

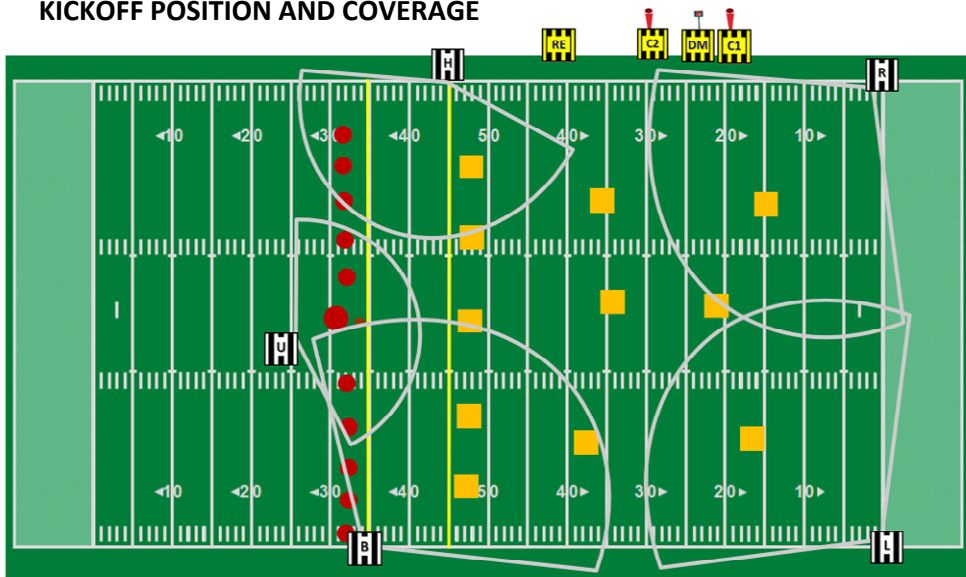


Motion which changes strength

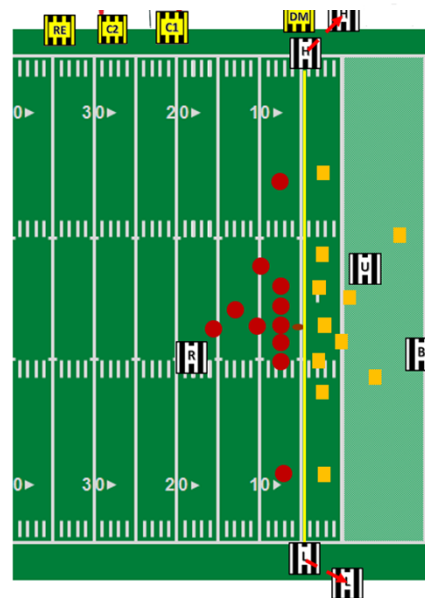
NEARING GOAL < 20 YD



## KICKOFF POSITION AND COVERAGE



## GOAL LINE



## POINT AFTER TD

