



QUICK REFERENCE GUIDE

MECHANICS CREW OF 6D

Rev: 2020-1

MOFO 18th 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

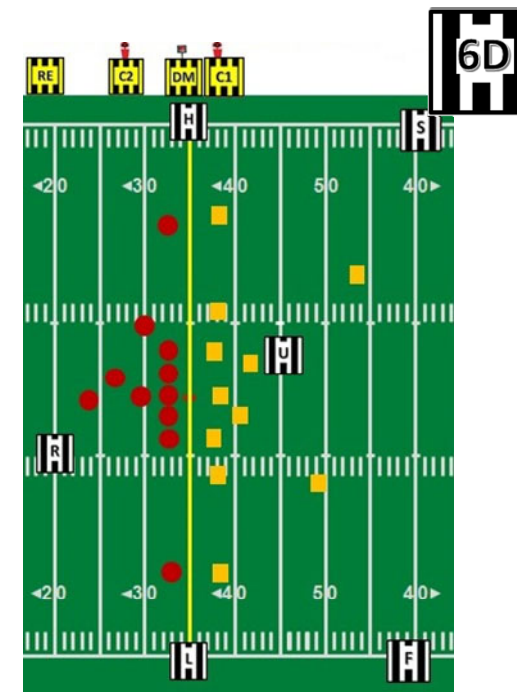
SNAP

- 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!

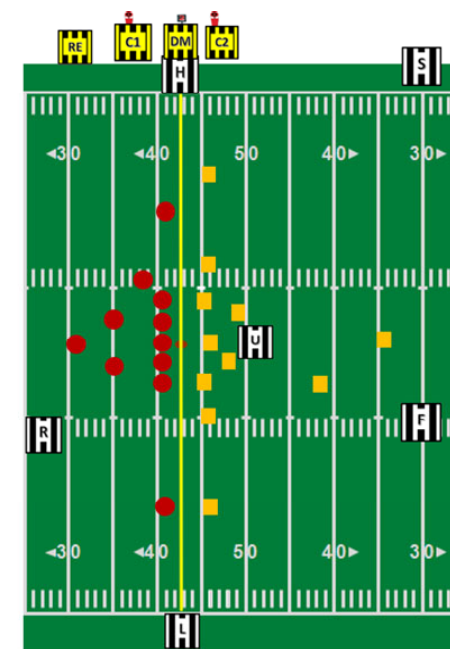
SCRIMMAGE PLAY POSITIONS AND KEYS

- **Referee** – 5-7 yards behind the deepest back as wide as tackle on the QB's throwing arm side. Key - same side Back, Tackle and Guard.
- **Umpire** – 5-7 yards deep between O tackles, Interior Line and the snap
- **Wings** – In Neutral Zone, on/outside sideline, Inside Receiver(s)
- **Deep Wings** - 20-22 yards deep. Widest receivers



SCRIMMAGE KICK POSITIONS AND KEYS

- **Referee** - Kicker and Backs
- **Umpire** - Interior Linemen
- **Wings** - Players on your side. [Linesman] The 'up' (blocking) back
- **Field Judge**
Fair catch/Kick-catch interference. Mark (bean bag) the end of the kick.
- **Side Judge**
Action in front of/around the returner



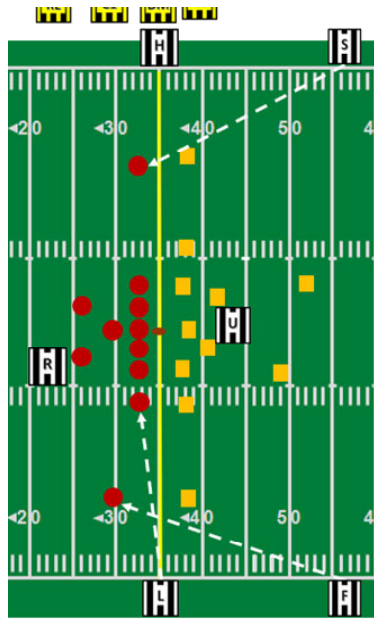
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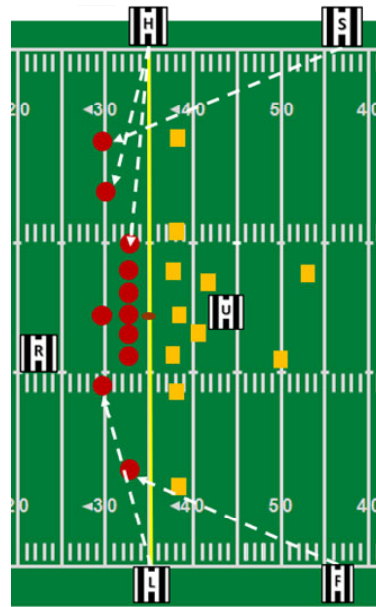
Responsibilities	Referee	Umpire	Wings	Deep Wings
Primary key(s)	QB Kicker and holder	Interior linemen and the snap	Inside receiver(s)	Widest receiver on their side
Secondary key(s)	Same side Back, Tackle and Guard	Lead blocks	Runner on play to your side of the field Tackle/back in pass play	Action ahead of the runner Pass coverage in pass play
Counting players	Kickoff: Receiving team Otherwise: Offense	Kickoff: Kicking team Otherwise: Offense	Kickoff: Receiving team Otherwise: None	Kickoff: Kicking team Otherwise: Defense
Timing	None	Timeouts, break between quarters and after scores	L (or F) – Game clock, halftime and elapsed game time	S – Play clock F (or L) – Game clock, halftime and elapsed game time
Measurement	Determine the outcome	Take the front stake when chains come onto the field	H – Bring chains on L – Help align the chains	S – Down marker @ front stake F – Cover the ball
Positioning	Referee	Umpire	Wings	Deep Wings
Kickoff	Receiver's goal line (Middle)	Kicker's rear restraining line (after handing ball to kicker)	H – Receiver's goal line pylon (Chains side) L – Receiver's goal line pylon (Press Box side)	F – Kicker's restraining line (Press Box side) S – Receiver's restraining line (Chains 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	Neutral zone on your sideline	20-22 yards from the line of scrimmage
Scrimmage kick	2 yards deeper than the kicker and at least as wide as the tight end	(Slightly closer on goal line plays)		F – 5 yards behind, and 10 yards to the side of, deepest returner S – on the sideline, 5 yards behind the deepest returner
Field Goal Attempt/Try (PAT)	5-10 yards wider and 3-7 yards deeper than, and facing, the kicker/holder	Normal position		One yard behind your post



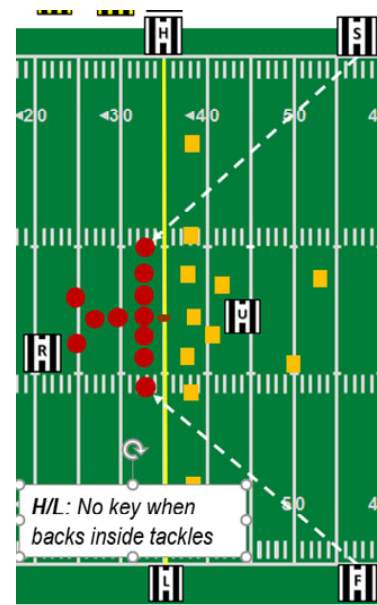
KEYS – PRO SET



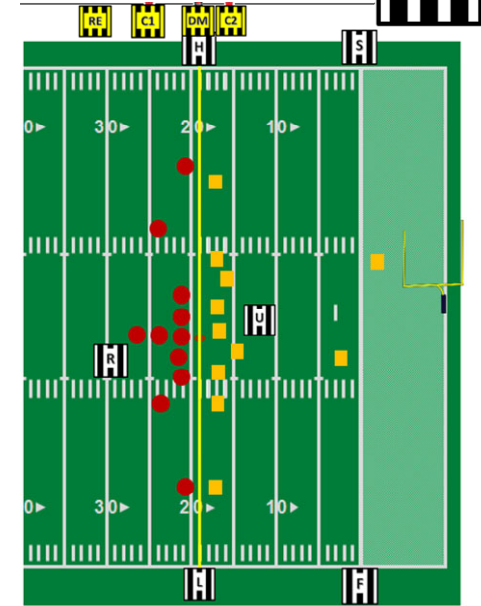
KEYS – SPREAD



KEYS – BALANCED



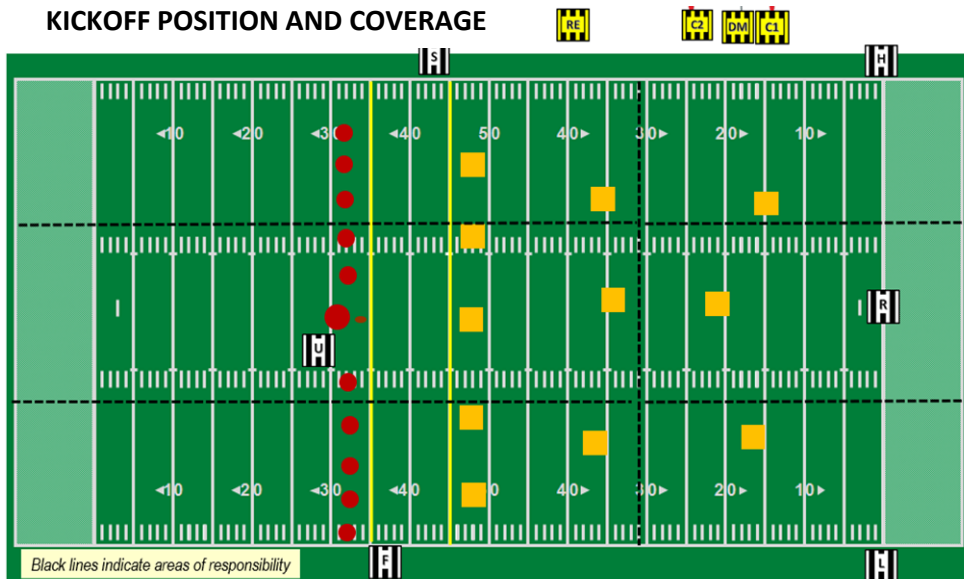
NEARING GOAL < 20 YD



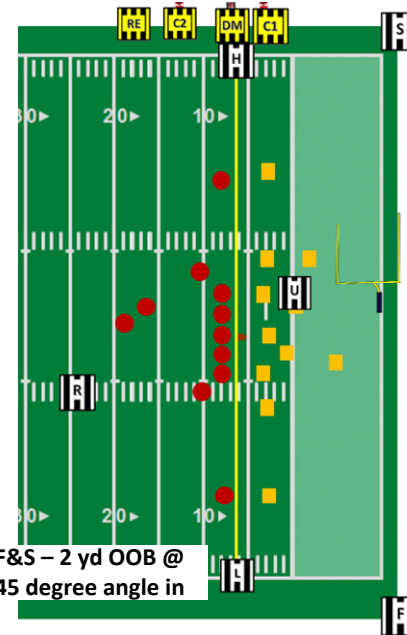
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KICKOFF POSITION AND COVERAGE



GOAL LINE



POINT AFTER TD

