



QUICK REFERENCE GUIDE

MECHANICS CREW OF 7

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

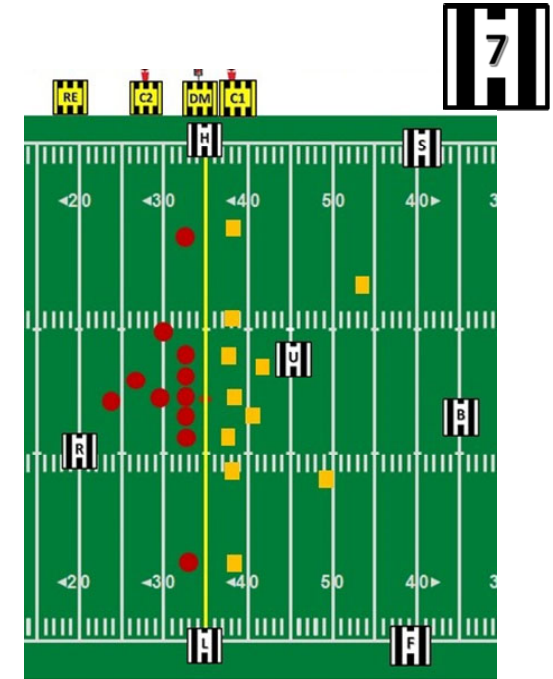
DON'T SWEAT THE SMALL STUFF!

Responsibilities	Referee	Umpire	Wings	Deep Wings	Back Judge
Primary key(s)	QB Kicker and holder	Interior linemen and the snap	Back(s) on their side outside the tackle	Widest receiver on their side	Strong side inside receiver or motion man
Secondary key(s)	Same side 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	Action ahead of the runner Pass coverage in pass play
Counting players	Kickoff: Receivers Otherwise: Offense	Kickoff: Kickers Otherwise: Offense	Kickoff: Receivers Otherwise: None	Kickoff: Kickers Otherwise: Defense	Kickoff: Kickers Otherwise: Defense
Timing	None	Timeouts, break between quarters and after scores	L (or F) – Game clock, halftime and elapsed game time	F (or 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	S – Down marker to front stake F – Clear Press box view	Cover the ball
Positioning	Referee	Umpire	Wings	Deep Wings	Back Judge
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 – Receiver's restraining line (Press Box side) S – Receiver's restraining line (Chains 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	20-22 from the line of scrimmage	25 yards from the line of scrimmage
Scrimmage kick	2 yards deeper than kicker and at least as wide as the tight end			In line with the Back Judge (Slightly closer on goal line plays)	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, and facing, the kicker/holder	Normal position		F – One yard behind your post (Press Box side) S – Second Umpire (Try)	One yard behind your post (Chains side)

RESPONSIBILITIES SUMMARY

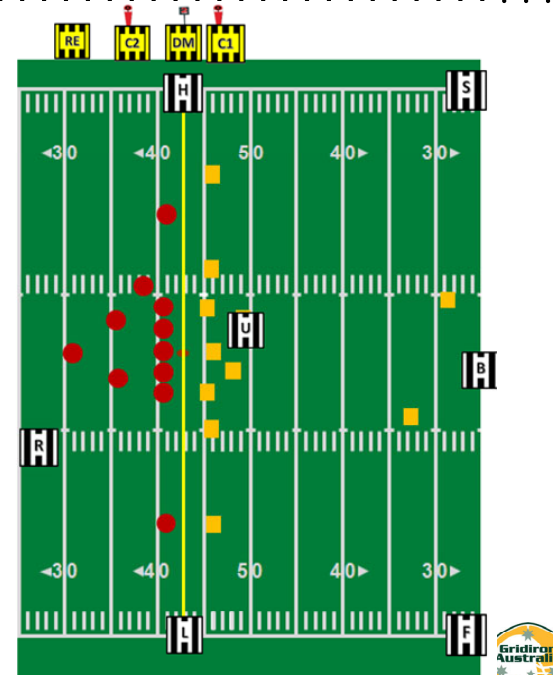
SCRIMMAGE PLAY POSITIONS AND KEYS

- **Referee** – 5-7 yards behind the deepest back. Key on same side Tackle and Guard.
- **Umpire** – 5-7 yards deep between offensive tackles, Interior Line and the snap
- **Wings** – In the neutral zone, on/ outside the sideline. Inside receiver
- **Deep Wings, Back Judge** – in a line, 20-25 yards deep. BJ 5 yards deeper. Wide Receivers, TE



SCRIMMAGE KICK POSITIONS AND KEYS

- **Referee** - Kicker and Backs
- **Umpire** - Interior Line
- **Wings** - Players on your side. [Linesman] The 'up' (blocking) back
- **Deep Wings** – Players in your area, Deeper than usual
- **Back Judge** - Kick Receivers



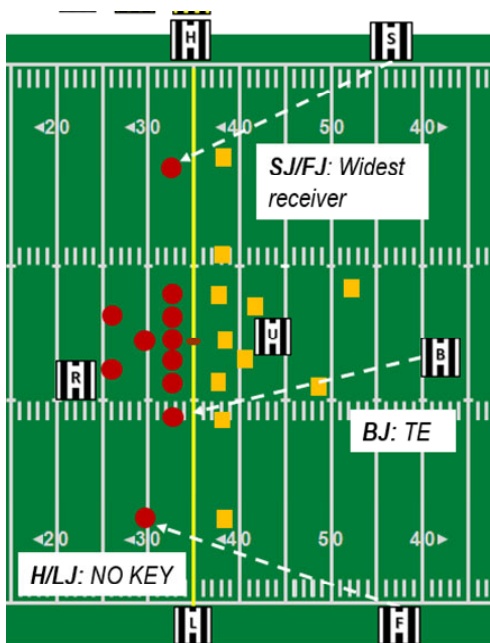
Comments: training@ago.org.au

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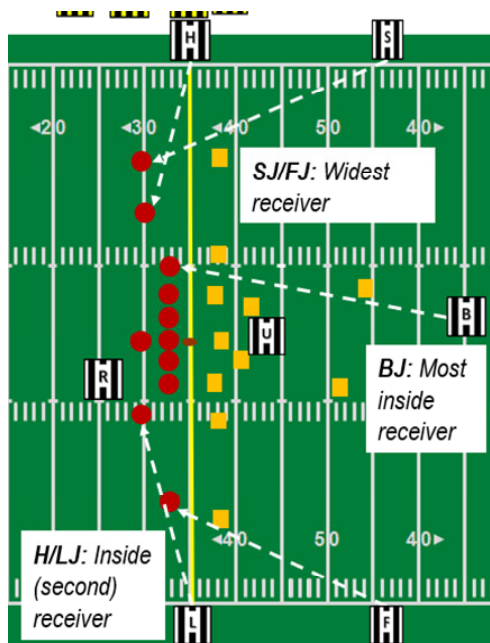




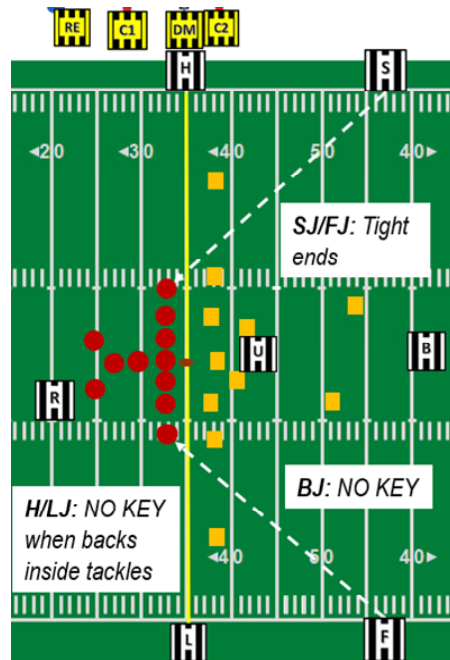
KEYS – PRO SET



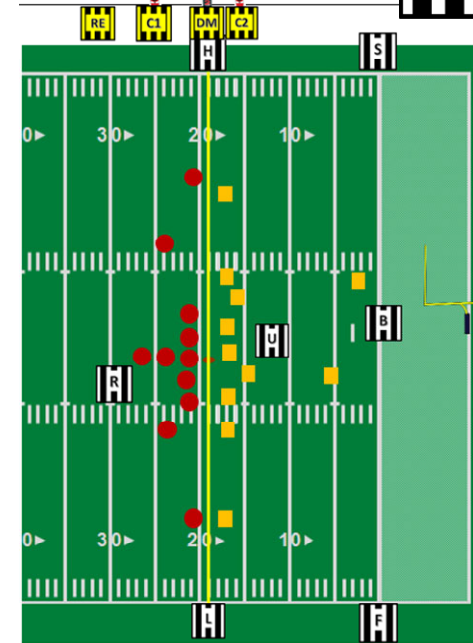
KEYS – SPREAD



KEYS – BALANCED



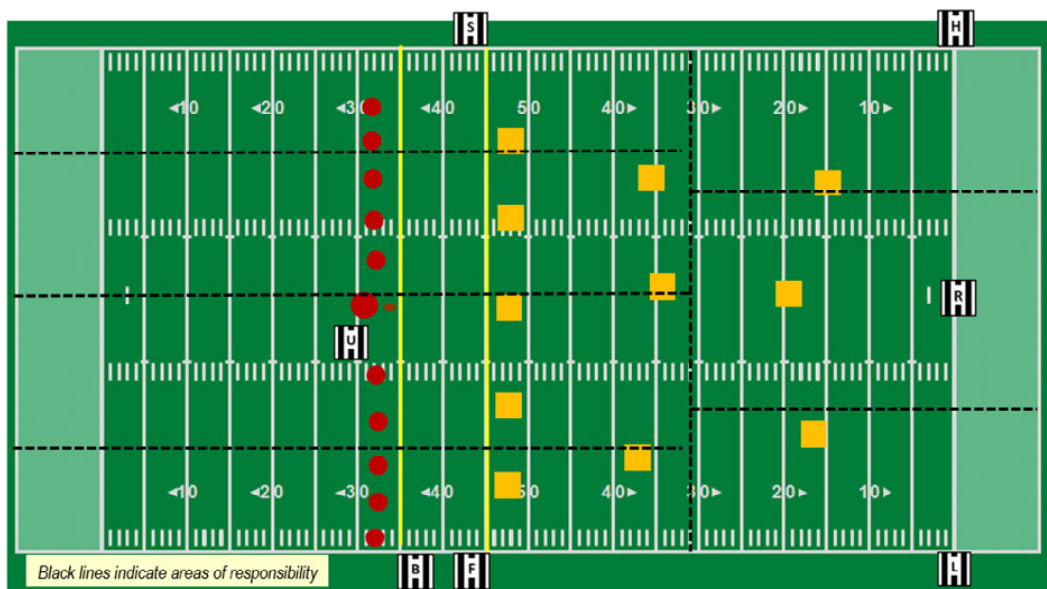
NEARING GOAL < 20 YD



Fold

Fold

KICKOFF POSITION AND COVERAGE



GOAL TO GO



POINT AFTER TD

