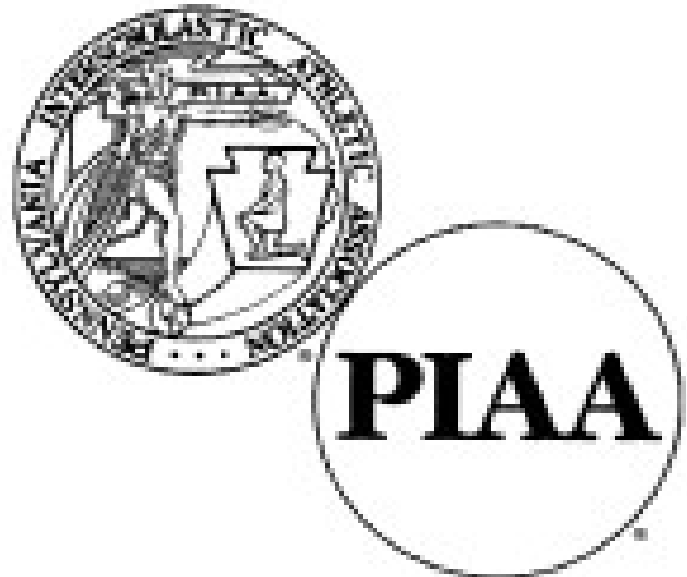


Playoff Mechanics—2011

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Our Mission

- Review the highlights from the PIAA mechanics manual for a crew of 7
- Reminders for 2011:
 - Manual was not revised for new rules, specifically, OT timeouts (slide #28)
 - Official ball (slide #35)
 - Second half option procedures (slide #38)
 - Timeline (slide #39)
- Review some game situations on film

Coin

Toss

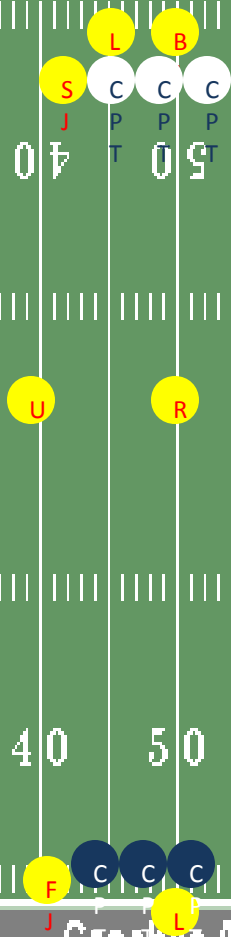
Team Box

Coaches Area

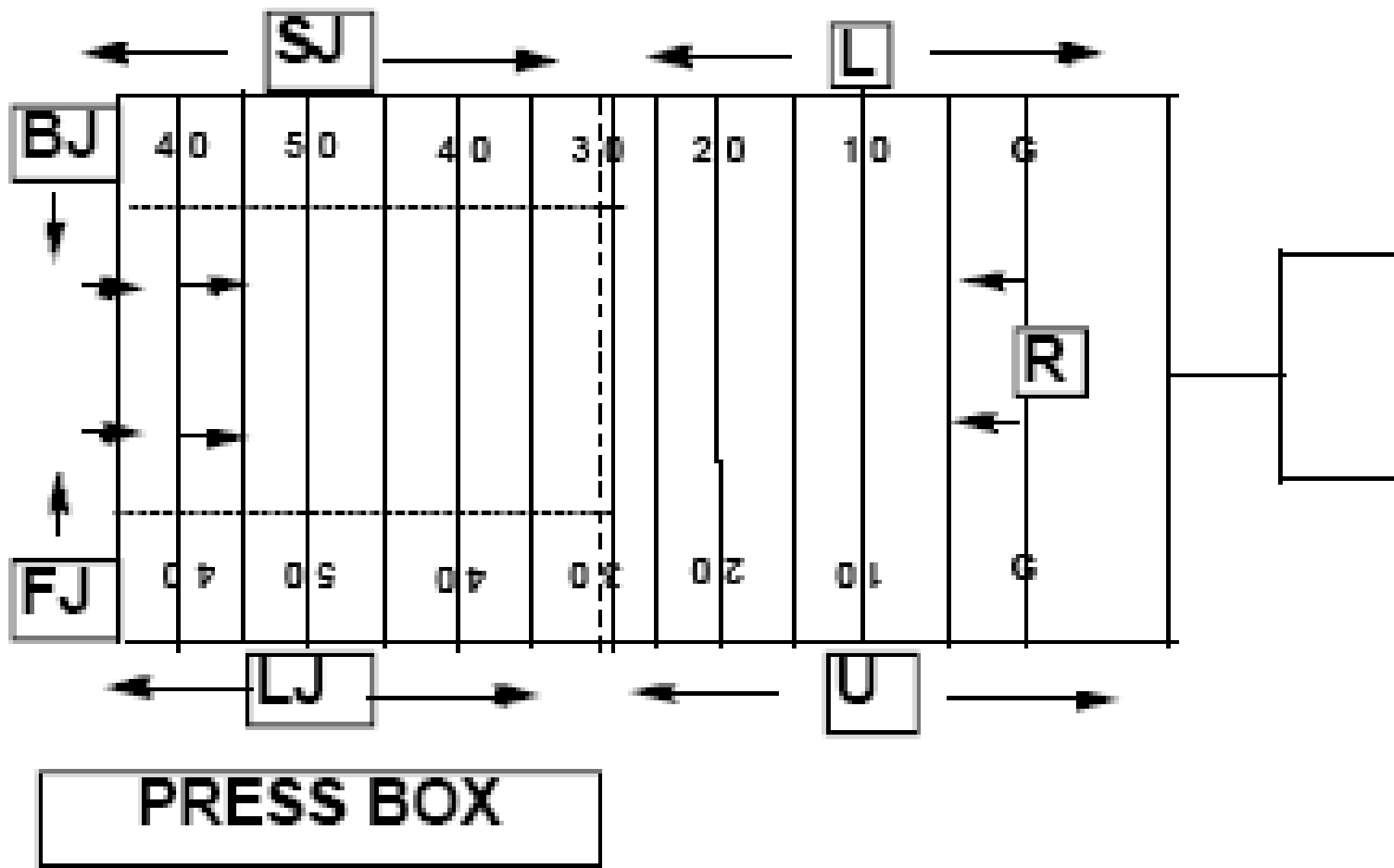
Coaches Area

Team Box

Press Box



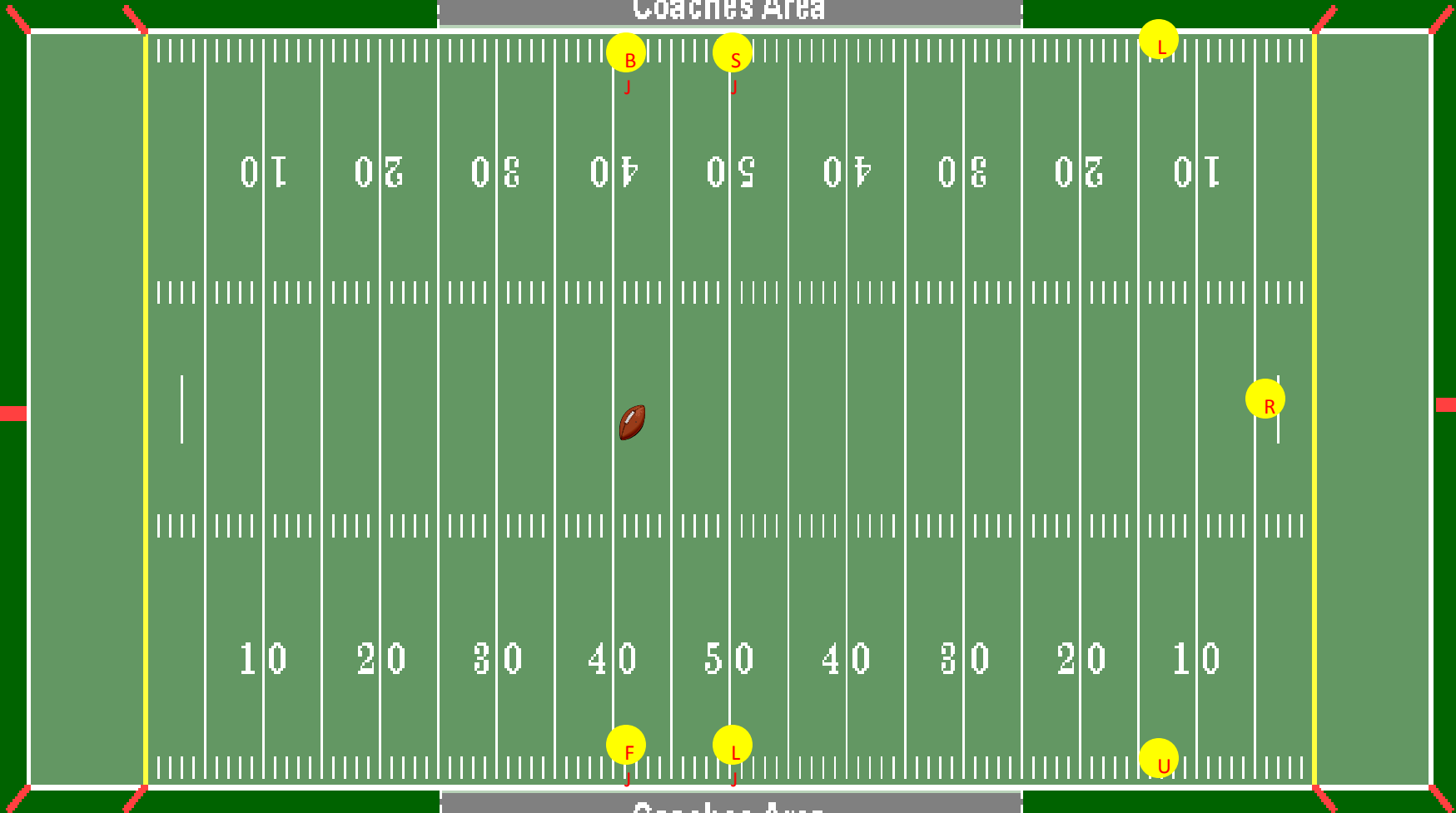
NORMAL KICKOFF BASIC FREE KICK AREA OF RESPONSIBILITY



Regular Free Kick

Team Box

Coaches Area



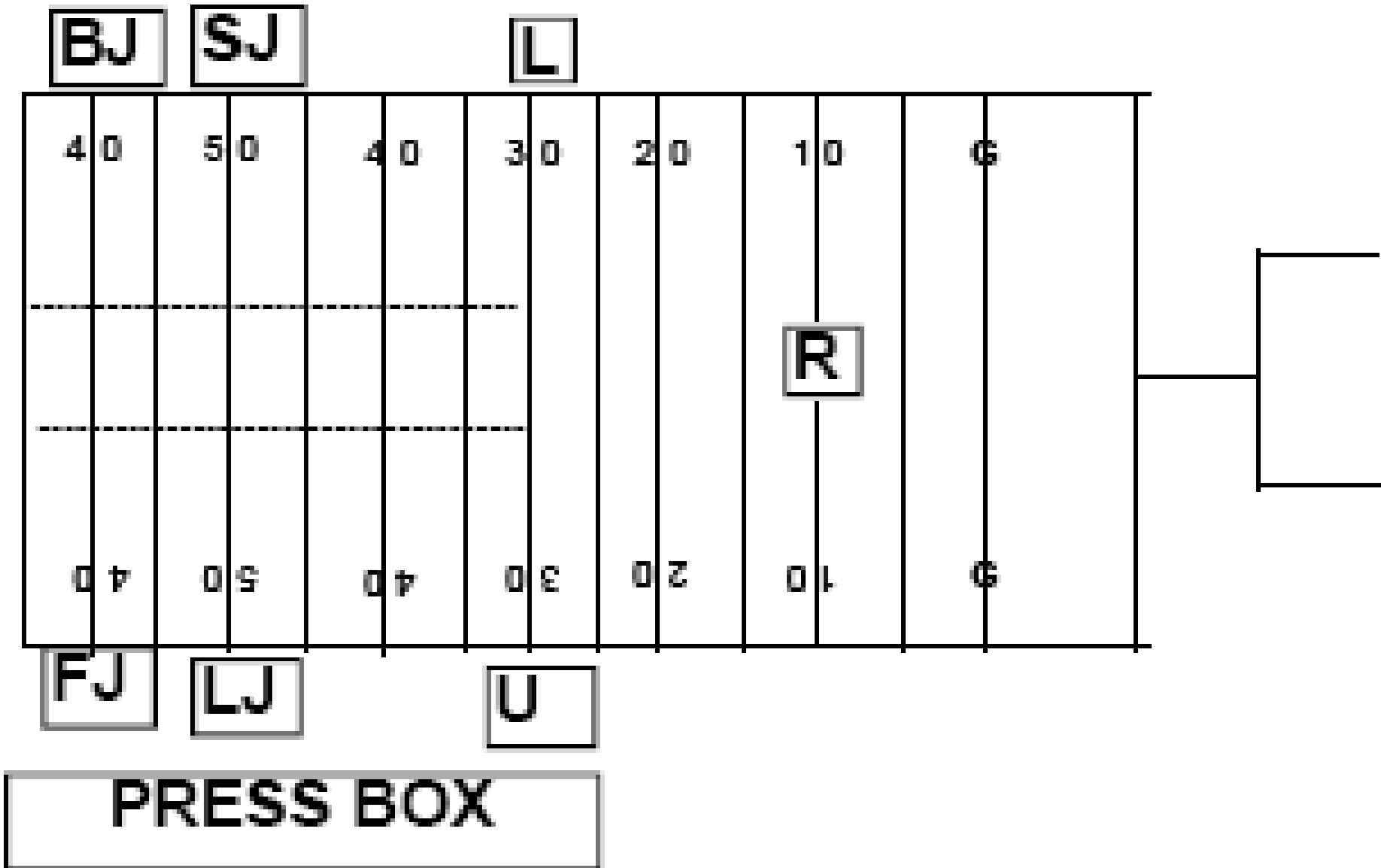
Coaches Area

Team Box

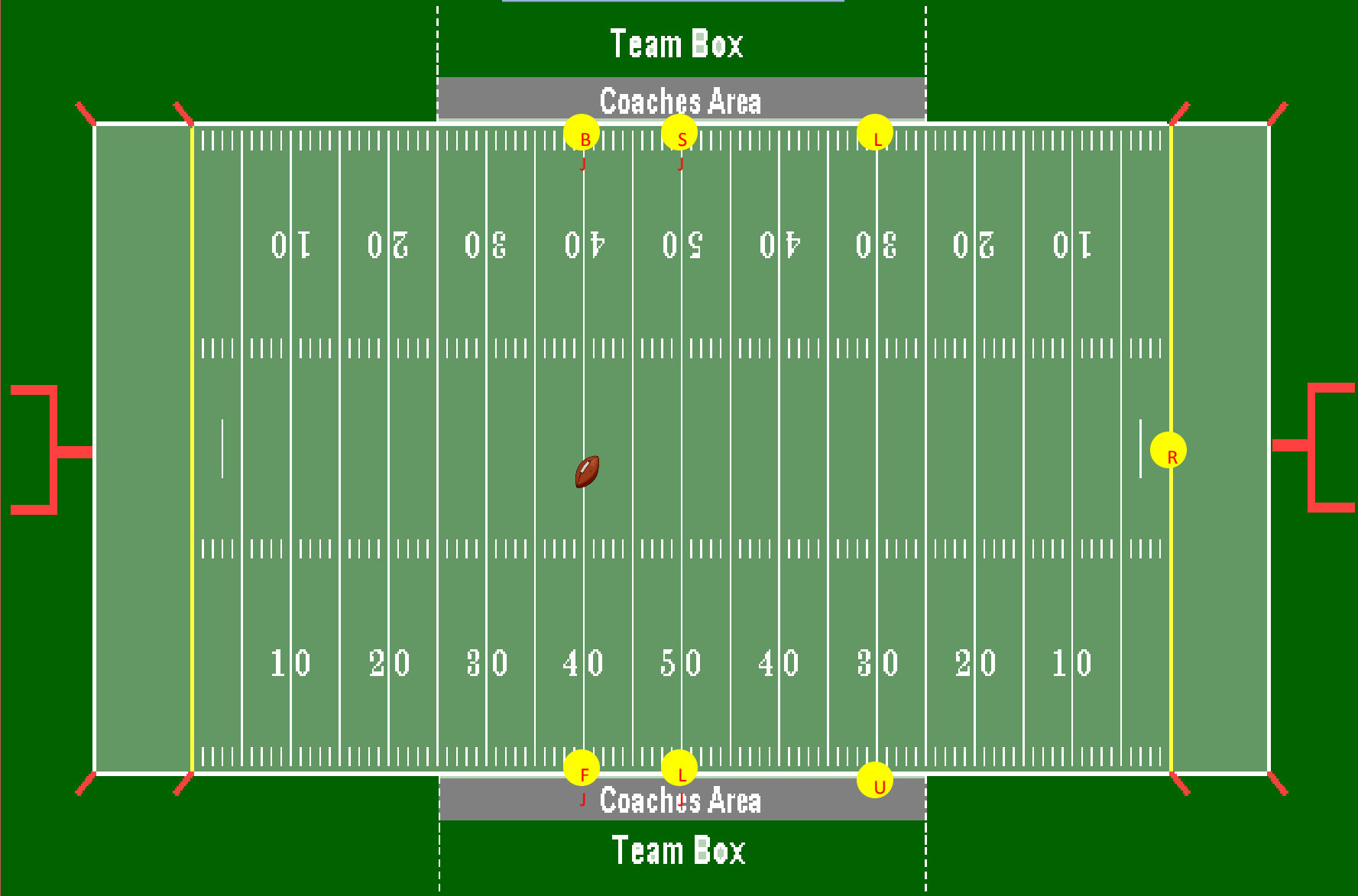
Press Box

SHORT FREE KICK

BASIC FREE KICK AREA OF RESPONSIBILITY

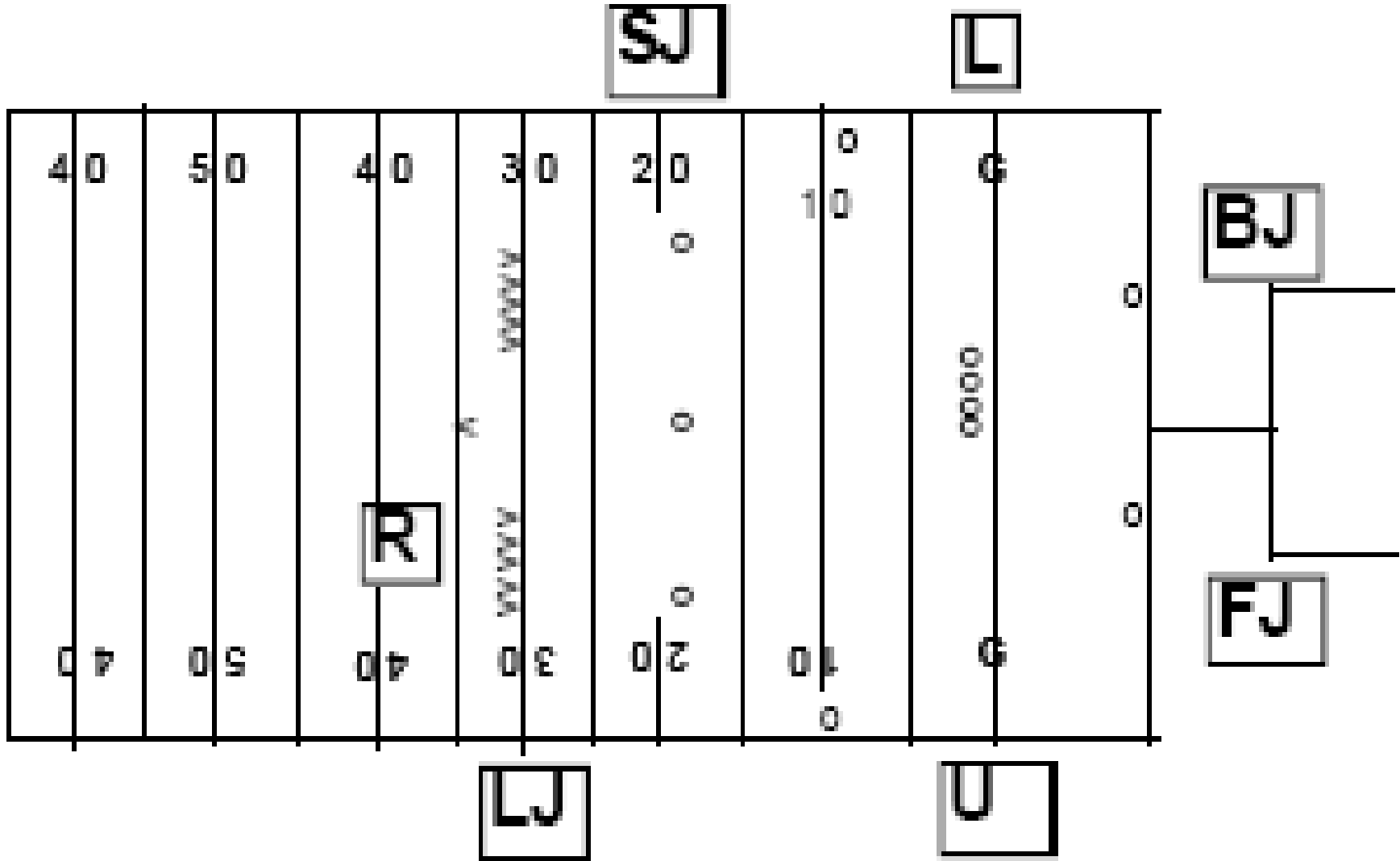


Short Free Kick



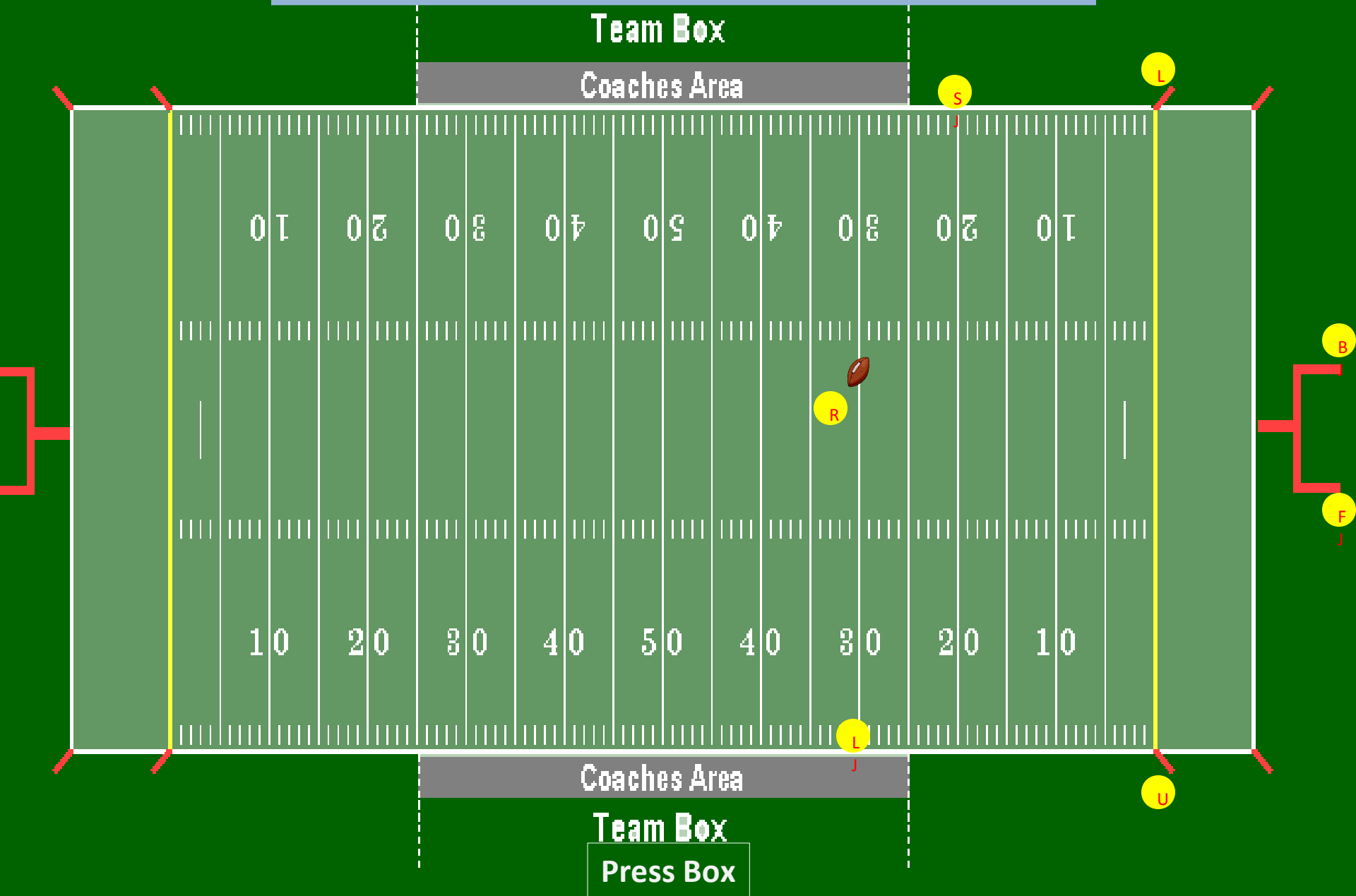
Press Box

FIELD GOAL TRY AFTER FAIR CATCH

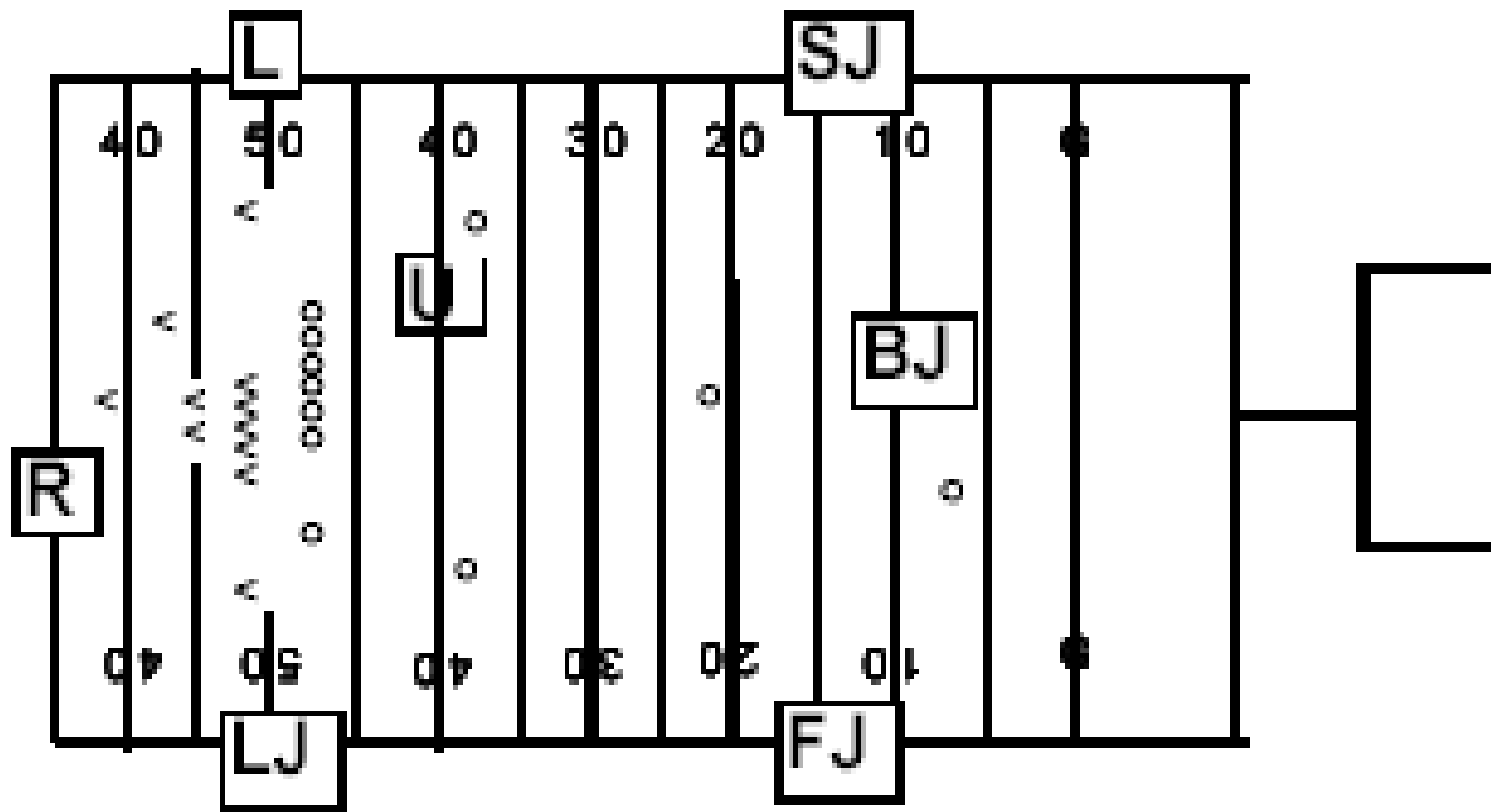


PRESS BOX

Field Goal Try After A Fair Catch/Awarded Fair Catch



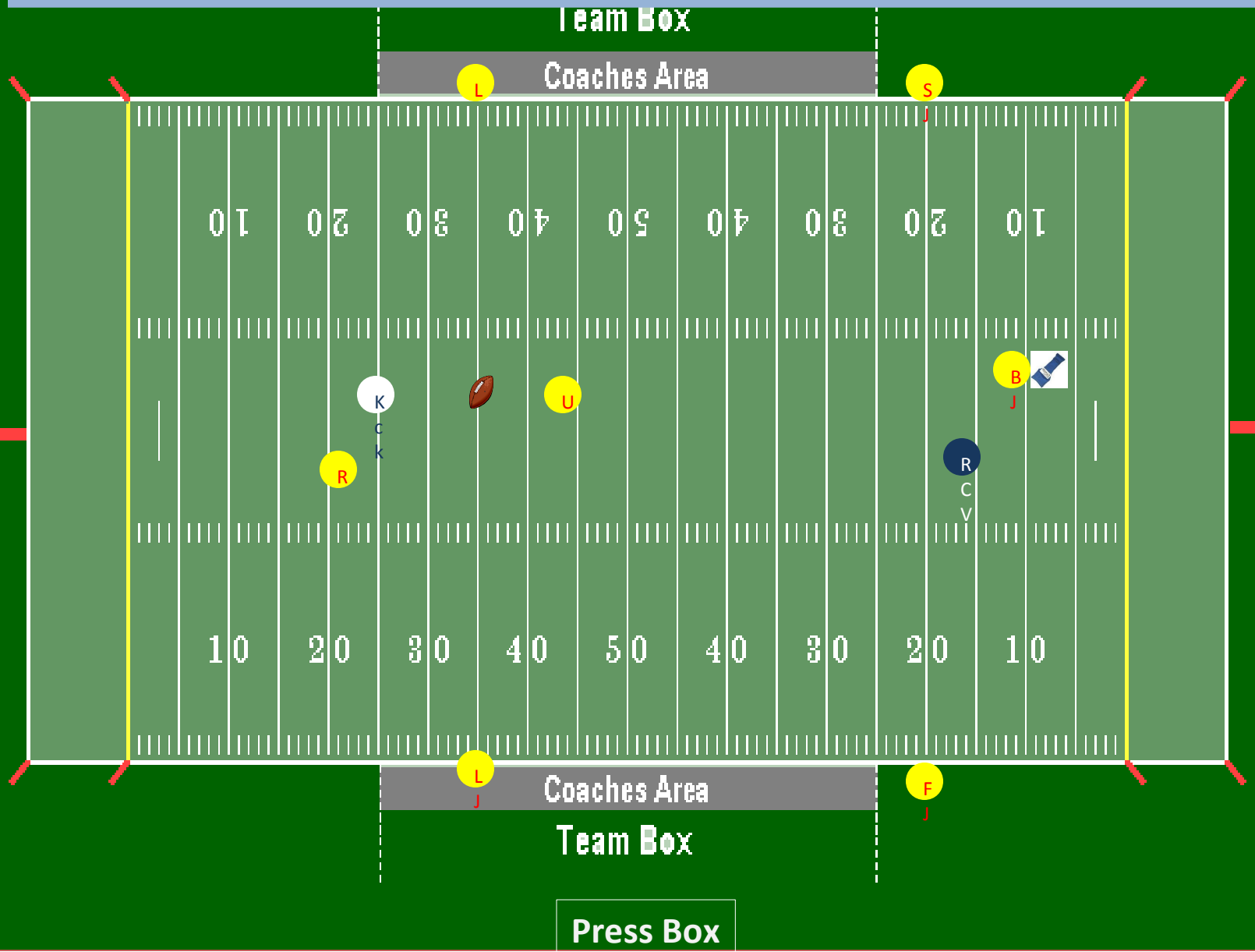
SCRIMMAGE KICKS



PRESS BOX

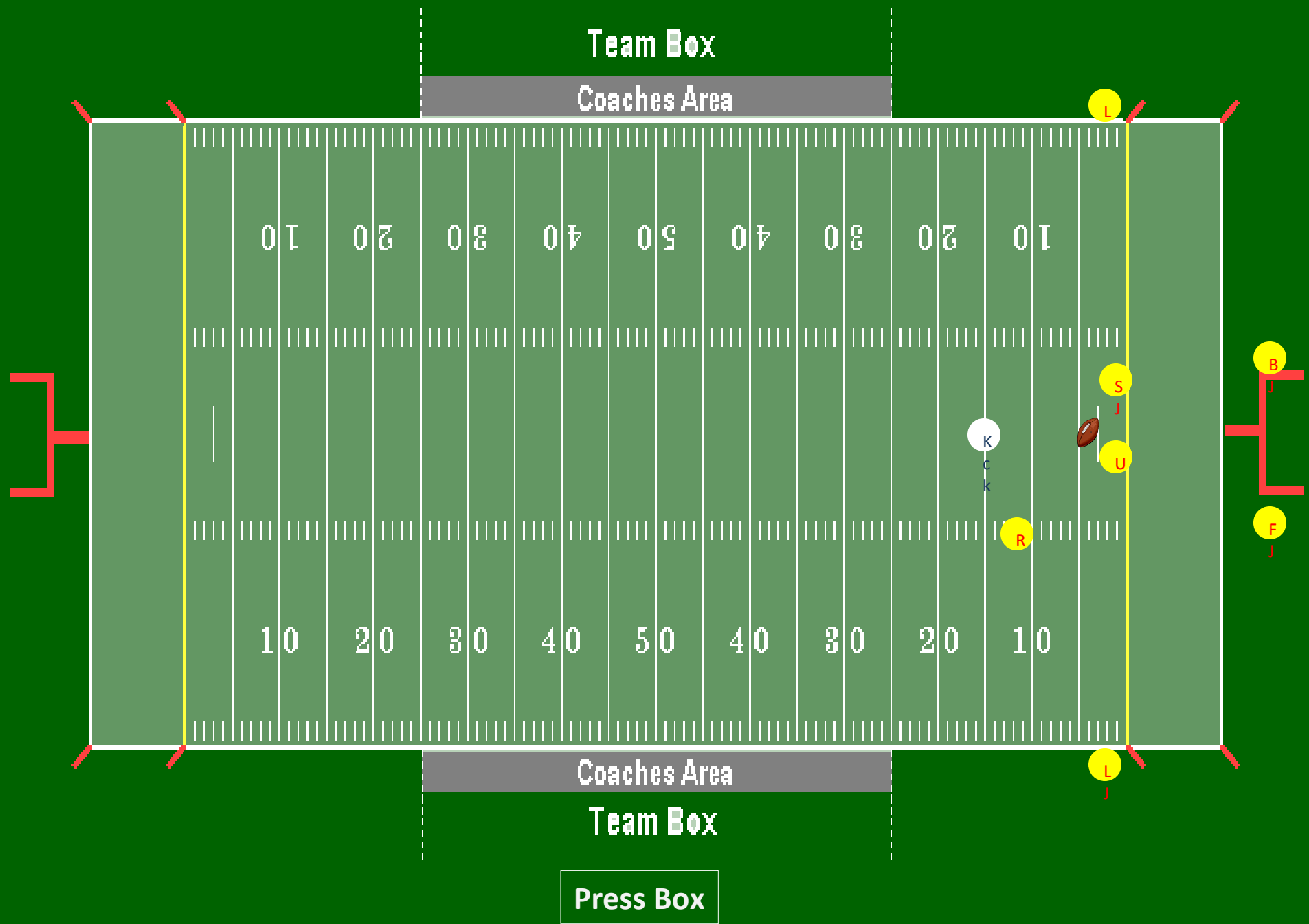
Punts-Bad Snap

R: Kicker's Leg; Short Wings: Chase If Opposite

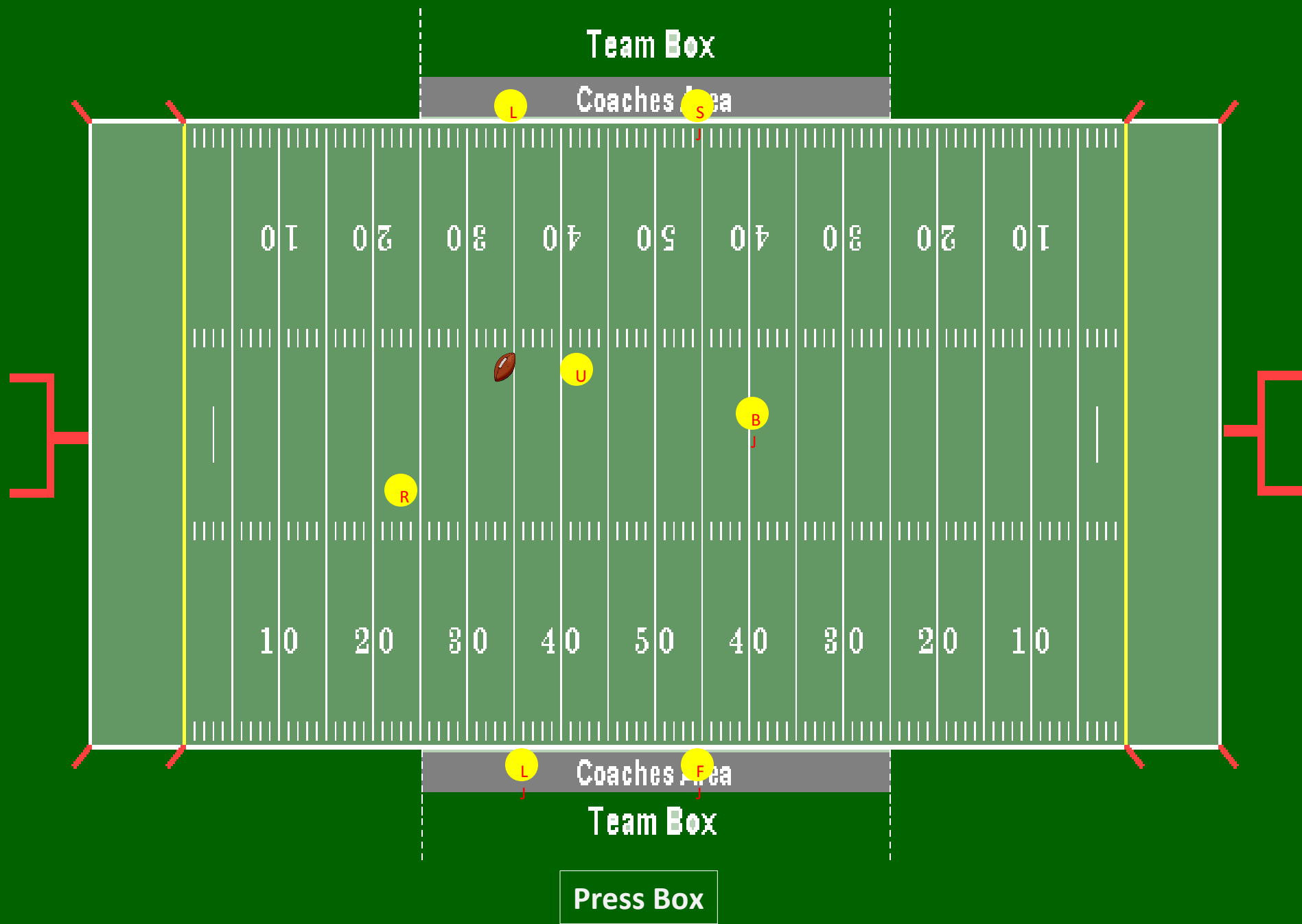


11/6/11

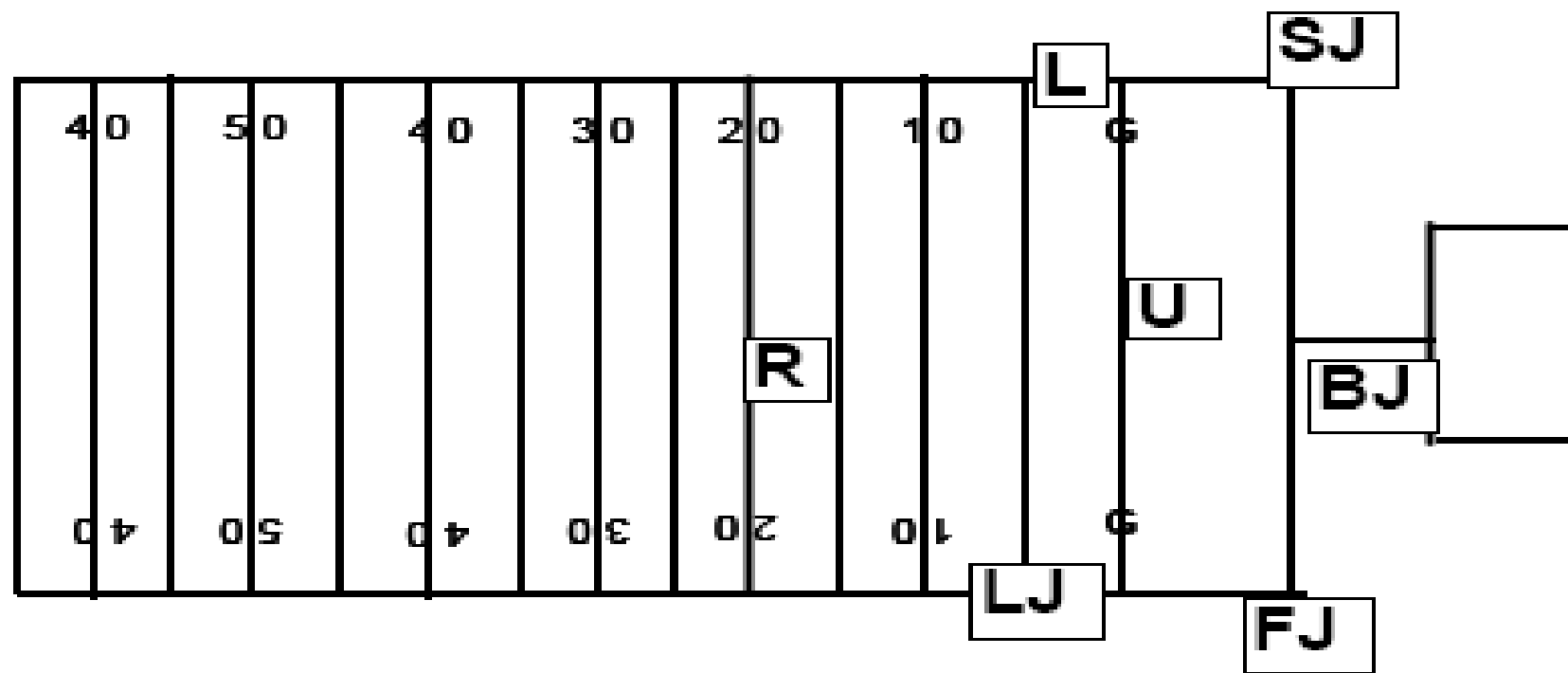
Tries and Field Goals



Accordion Effect on Scrimmage Downs



BASIC GOAL LINE RESPONSIBILITY BALL FROM 5-YARD LINES



PRESS BOX

FJ, SJ Position at end line pylons.

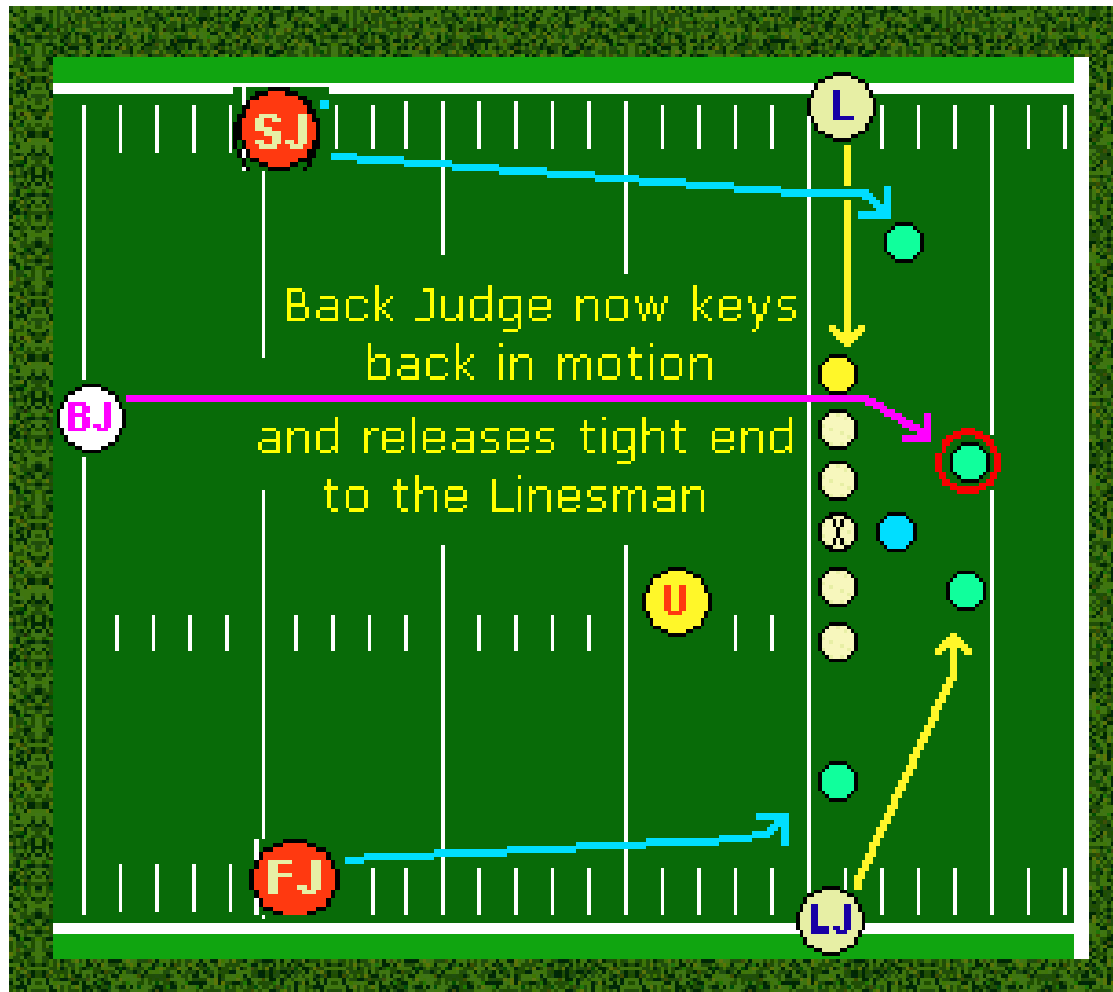
LJ When ball is snapped from the 5 yard line, and in, the Line Judge will immediately go to the goal line.

L, LJ, SJ, FJ, BJ All keys remain unchanged. All be alert for pick plays.

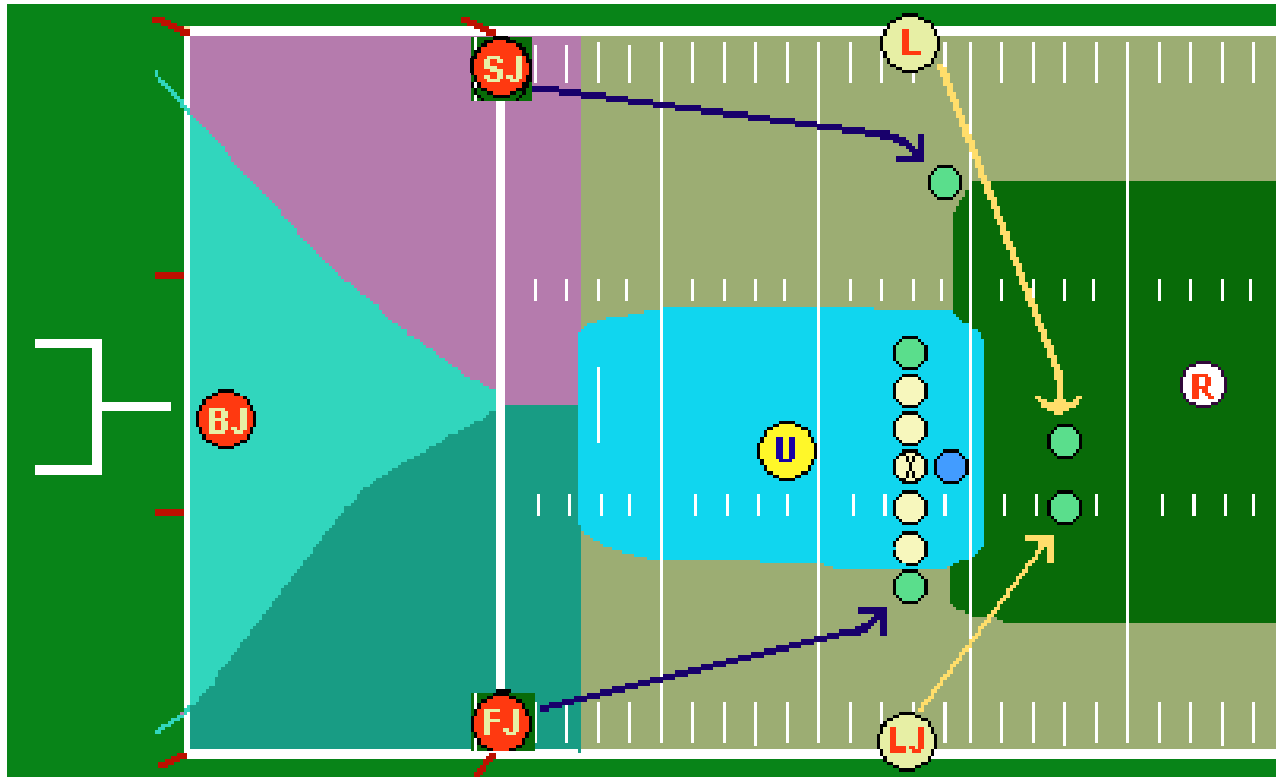
Keys

- SJ/FJ have widest receiver on their side.
- BJ has 2nd widest—but he always has motion man.
- HL/LJ—make sure you know who the BJ has and then take the next receiver
- Trips—SJ/FJ have widest, BJ has 2nd widest, HL/LJ has 3rd widest.

Keys #3—Motion



Goal Line Coverage Between 5 & 15



FJ and SJ have goal line responsibility



Time-outs Rule 3-5-1



HOME 14	TIME 00:00 QUARTER: 4	VISITOR 14
TIME-OUTS LEFT 0		TIME-OUTS LEFT 3
DOWN: 1 TO GO: 10		

HOME 14	TIME 00:00 QUARTER: OT	VISITOR 14
TIME-OUTS LEFT 1		TIME-OUTS LEFT 1
DOWN: 1 TO GO: 10		

Unused second-half time-outs
cannot carry over to overtime

Key Points

- Sideline officials should push each other down the field—keep the runner, receiver between the LOS official (HL/LJ) and the deep official (SJ/FJ/BJ).
- HL and LJ should get most of the spots, with the exception of very long passes
- LJ should stay at line of scrimmage to rule on forward passes thrown beyond the line of scrimmage—release after the ball is thrown—exception is when he has goal line.

Dead Balls

- Officials on the opposite sideline from where the ball is declared dead—come into the numbers on all dead balls—this is the accordion affect.

Reverse Mechanics

- Normally, HL and LJ get the spots and they push SJ and FJ down the field. SJ and FJ also have goal line when the ball is snapped from outside the 5.
- When there is a change of possession, these roles are reversed: SJ/FJ now have the spots, HL and LJ have the goal line along with R.
- We have this on punts, interceptions, fumbles with runs, etc.

Punts

Team Box

Coaches Area

L

S

10

20

30

40

50

40

30

20

10

K
C
K

R

U

R
C
V

B
J

10

20

30

40

50

40

30

20

10

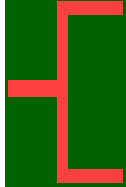
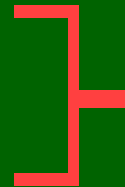
L
J

F
J

Coaches Area

Team Box

Press Box



Other Points

- R will line up on kicker's leg on scrimmage kicks—so he may be on HL's side or LJ's side.
- If snap is no good, official opposite R will chase. Official with R will hold to rule on LOS
- U concentrate on the snapper and 2 guards. R takes tackle opposite LJ, LJ takes his tackle.

Muddle Huddle

- U stay with ball
- SJ stay with team
- Work out how you shift when teams shift

Ball Control

- Get 3 balls from each team—the official ball is the Wilson GST, and the teams have been given game balls by the District, but they may use any legal Wilson football (per 2010 guidance)
- LJ/FJ side has 2 of the balls from each team, HL/SJ has 1 ball from each team
- Since 1 ball is in play, one ball boy has 3 balls, 1 has 2 at all times
- Ball comes in from LJ/FJ side at beginning of game and for all changes of possession
- If ball goes out on a side, it comes in from that side (except changes of possession)

Ball Control

- Use the numbers—if a ball is dead at the top of the number or closer to the sideline, mark the spot with a ball and throw in a new ball
- Normally, LJ or HL mark the spot, so FJ or SJ would relay new ball in

Ball Control—Examples

- Sweep to LJ's side, dead near sideline
 - LJ marks spot with ball that was in play
 - FJ gets new ball from ball boy, throws in to either BJ/R/U depending who is nearby
 - LJ picks up ball, tosses to either FJ or ball boy
- Punt o/o/b on HL's sideline
 - LJ or FJ get the new ball.
 - LJ/FJ throw the ball to the U.
 - HL/ SJ will throw the old ball to LJ/FJ through BJ

Second Half Option

- Captains will not go to midfield after the half
- Referee will assume the team with the option for the 2nd half will receive, unless, prior to the 2nd half, the head coach changes his option
- We will ask the coach of the team that will kick off which way they want to kick

Timeline—Kickoff minus:

- 1 hour 45 minutes—Crew arrives
- 90 minutes—Pre-game conference starts
- 60 minutes—R & U meet with head coaches
- 30 minutes—R& U meet with head coaches & captains to do sportsmanship & coin toss
- 20 minute—crew arrives on field to do pre-game duties
- 10 minutes—teams arrive on field
- 3 minutes—mock toss

Game Film Review