

Summary of 7 Man Mechanics—Revised November 5, 2011

Position:	Referee	Umpire	Linesman	Line Judge	Side Judge	Field Judge	Back Judge
Pre-game	Inspect field		Check chains, instruct crew	Inspect field Get home team w/FJ	Instruct ball boys Get visitors w/BJ	Instruct ball boys Get home team w/LJ	Check 25 second clock Get visitors w/SJ
Mock toss	Stand in center	Stand in center	Stay at sideline	Stay at sideline	Take visitors to hash, return	Take home team to hash, return	Stay at sideline
Kickoff (normal)	R's goal line, count R	R's 10 yd line, count R	R's 10 yd line, count R	R's free kick line, count R	R's free kick line, count K	K's free kick line, count K	K's free kick line, count K, protect kicker
Kickoff (on-sides possible)	R's 10 yd line, count R	R's 30 yd line, count R	R's 30 yd line, count R	R's free kick line, count R	R's free kick line, count K	K's free kick line, count K	K's free kick line, count K, protect kicker
Counting	A	A	7 on line	7 on line	B	B	B
Keys			3 rd eligible	3 rd eligible	Widest eligible	Widest eligible	2 nd eligible or motion man
Ball >5			Sideline	Sideline	Goal line	Goal line	End line
Ball <=5			Goal line	Goal line	End line	End line	End line
Punts	Kicker's leg		Chase bad snap if opposite R, goal line	Chase bad snap if opposite R, goal line	Downfield	Downfield	Downfield PSK spot
Try/FG	Kicker's leg Kicker & holder	Protect snapper			Twin umpire	Under post, count R	Under post, count R, whistle
FG after Fair catch	Behind kicker, protect kicker	R's goal line	R's goal line	K's restraining line Count K	R's restraining line Count R	Under post	Under post, whistle
Measure-ment		Take stick	Chains	Foot	Set box if 1 st	Clear View	Ball

Timing: BJ has official time, 25 second clock and timeouts. FJ has backup game clock.

Dead ball—officials on opposite side come in to numbers after ball is dead on opposite side of field.