

Arizona 7 Official Mechanics

Pregame

	Referee	Umpire	Head Linesman	Line Judge	Side Judge	Field Judge	Back Judge
Before the game	<ul style="list-style-type: none"> -Meet with each head coach, home team first, and complete the pregame conference. -The HL will accompany the R when visiting the home coach. -The LJ will accompany the R when visiting the visiting coach. -After conferences, inspect the field to ensure that there are no potential safety hazards. -Spot-check players for any illegal equipment or uniforms. -Relay any useful information from the pregame conference to other members of the crew. 	<ul style="list-style-type: none"> -Inspect the legality of the equipment of every player. -Meet with both team Centers and discuss all aspects of the U and snapper interactions (ask the OL Coach if it is permissible to talk to C) -Watch linemen actions, steps, blocking techniques, sets, etc. during warm-ups for both teams. 	<ul style="list-style-type: none"> -Accompany the R and meet with the home coach. -Check the sideline with the press box (home sideline). -Move all yard markers at least two yards off the sideline. -Move the G markers at least five yards off the sideline. -Check the line to gain equipment and instruct the chain crew. -With SJ, introduce yourself to both head coaches 	<ul style="list-style-type: none"> -Accompany the R and meet with the visiting coach. -Check the sideline opposite of the press box (visiting sideline). -Move all yard markers at least two yards off the sideline. -Move the G markers at least five yards off the sideline. -Check the line to gain equipment and instruct the chain crew. -With FJ, Introduce yourself to both head coaches 	<ul style="list-style-type: none"> -Meet with the official game timer. Confirm that the clock is running and set to hit zero three minutes before the scheduled game time. The items to cover with the clock operator should include: <ul style="list-style-type: none"> * When to start and stop the clock * Official's signals to look for (stop, wind, ready for play) * Length of halftime * 42-Point rule timing * Find out how the crew can contact the clock operator if required -Accompany FJ and instruct ball personnel on procedures -With HL, introduce yourself to both head coaches 	<ul style="list-style-type: none"> -During pregame warm-ups, primary on "Guard Duty" at 50 yard line ensuring teams remain on their side of the field -Get game balls from both teams -Instruct ball personnel on procedures -With LJ, Introduce yourself to both head coaches 	<ul style="list-style-type: none"> -If applicable, review 40/25 Play Clock procedures w/ play clock operator -Check the end zones and end lines. -Make sure that all pylons are in the correct positions. -Inspect the area around the end zones for any safety hazards.
Coin Toss	<ul style="list-style-type: none"> -Three minutes before the scheduled game time, be at center of the field w/ umpire -Signal Field Judge and Side Judge to escort captains to the top of the numbers -Conduct coin toss 	<ul style="list-style-type: none"> --Three minutes before the scheduled game time, be at center of the field w/ referee -Audibly repeat the captain's choice before the flip. -At conclusion of coin toss, pick up coin for referee 	<ul style="list-style-type: none"> -Remain on your sideline and ensure teams stay in their team box -Once the coin toss is completed, give ball to Back Judge 	<ul style="list-style-type: none"> -Remain on your sideline and ensure teams stay in their team box 	<ul style="list-style-type: none"> - Gather captains at midfield so they are ready for coin toss at three minutes before the schedule game. - When referee provides signal for coin toss to commence, escort the home team captain to the top of the numbers. Remain there to ensure teams stay on their side line. 	<ul style="list-style-type: none"> - Gather captains at midfield so they are ready for coin toss at three minutes before the schedule game. - When referee provides signal for coin toss to commence, escort the home team captain to the top of the numbers. Remain there to ensure teams stay on their side line. 	<ul style="list-style-type: none"> -Remain on your sideline and ensure teams stay in their team box

Free Kicks

	Referee	Umpire	Head Linesman	Line Judge	Side Judge	Field Judge	Back Judge
Zones and Keys	<ul style="list-style-type: none"> -Middle of Field behind deepest receiver/goalline. -Alert for TB or kick out of EZ. -Responsible for goalline. -Play clock. -Four on each side of the kicker. 	<ul style="list-style-type: none"> -Opposite pressbox on K's restraining line. -Key on K players #4 and #5 on your side and Kicker after the kick for 5-yards of restraining line. -When colors merge, watch backside. 	<ul style="list-style-type: none"> -1st half- pressbox, 2nd half opposite press box - Goal line and pylon responsibility. -Secondary for four on each side of kicker. 	<ul style="list-style-type: none"> -1st half opposite press box, 2nd half press box - Goal line and pylon responsibility. -Secondary for four on each side of kicker. 	<ul style="list-style-type: none"> -1st half pressbox, 2nd half opposite pressbox on R's restraining line. -Keys on Team K players #2 and #3 on their side. 	<ul style="list-style-type: none"> -1st half opposite pressbox, 2nd half pressbox on R's restraining line. -Keys on Team K players #2 and #3 on their side. 	<ul style="list-style-type: none"> -Pressbox side on K's restraining line. -Keep players inside 9-yard marks. -Key on Team K players #4 and #5 on their side. -Team K within 5-yards of restraining line. -Responsible for Team K's goal line on return.
Coverage	<ul style="list-style-type: none"> -Observe POA. -Watch for handoff and reverse. -observe action in front of runner. 	<ul style="list-style-type: none"> -Move between numbers and hash marks at 45 degree angle. -No more than 10 to 12 yards downfield. -Depending on kick, adjust into the field 	<ul style="list-style-type: none"> -Wind clock when ball legally touched in FOP. -Stay at GL until not threatened. -Frontside blocks in your area. -Backside blocks when ball away. 	<ul style="list-style-type: none"> -Wind clock when ball legally touched in FOP. -Stay at GL until not threatened. -Frontside blocks in your area. -Backside blocks when ball away. 	<ul style="list-style-type: none"> -Know if ball is kicked into the ground. -Move no more than 10-yds. downfield. 	<ul style="list-style-type: none"> -Know if ball is kicked into the ground. -Move no more than 10-yds. downfield. 	<ul style="list-style-type: none"> -Move between numbers and hash marks. -No more than eight to 10-yds. downfield.

Onside Positioning and Zones	-Slightly behind and to one side of deep receiver. - Responsible for Team R goal line. -Four on each side of the kicker.	-Same as regular free kick. -Be prepared to rule on touching or blocks	-Midway between the two restraining lines. -Secondary for four players on each side of the kicker.	-Midway between the two restraining lines. -Secondary for four players on each side of the kicker.	-Same as regular free kick.	-Same as regular free kick.	-Same as regular free kick.
Onside Coverage	-Start slightly behind deepest receiver and to one side. -Responsible for goal line and end line. -Be prepared if kicked deep. -Clock awareness.	-Treat restraining line as a tight plane. -If ball kicked to your side, you have secondary for touching by either team. -If the ball is kicked to the other side of the field, you are responsible for blocking. -Be alert for fair catch.	-Observe blocking by both teams. -Know if ball was kicked into the ground. -Alert for fair catch signal.	-Observe blocking by both teams. -Know if ball was kicked into the ground. -Alert for fair catch signal.	-Know if the ball broke Team R restraining line. - Primary for touching by either team. -Alert for fair catch signal.	-Know if the ball broke Team R restraining line. - Primary for touching by either team. -Alert for fair catch signal.	-Treat restraining line as a tight plane. -If ball kicked to your side, you have secondary for touching by either team. -If the ball is kicked to the other side of the field, you are responsible for blocking. -Be alert for fair catch.

Scrimmage Plays

	Referee	Umpire	Head Linesman	Line Judge	Side Judge	Field Judge	Back Judge
Before the Snap	-Line up on passing arm of Quarterback. -At least as wide as the tight end and 12-15 yards deep. -Count Team A & communicate for U/L/H to see -Illegal motion and False Start by setbacks and Quarterback. -Identify location of backs -Note play clock	-Count the offense. -Note lateral position of the ball. -Know the five ineligible and their numbers. -Rule of illegal movement by Center and both Guards. -Set up in a safe spot where you can see areas of responsibilities.	-Start just outside the sideline on the line of scrimmage. -May pinch in depending on game situation. -Alert for movement by linemen, especially Tackles on your side of the ball. -Indicate the line of scrimmage by extended foot, then straddle the line. -Observe motion man on your side of the ball.	-Start just outside the sideline on the line of scrimmage. -May pinch in depending on game situation. -Alert for movement by linemen, especially Tackles on your side of the ball. -Indicate the line of scrimmage by extended foot, then straddle the line. -Observe motion man on your side of the ball. - Assist Referee with game clock status.	-Count the defense. -Basic starting position is approx. 22-yds. from LOS on the sideline. -Monitor substitutions. -Primary responsibility for game clock.	-Count the defense. -Basic starting position is approx. 22-yds. from LOS on the sideline. -Monitor substitutions.	-Count the defense. -Basic starting position is 25-yds from the LOS, Stay/Monitors all 25/40-second count.
Running Play Coverage	-Observe action behind the line and the runner to the NZ. -Action on the ball and the Quarterback on handoffs and backwards passes. -Focus on POA blocks. -Assist on spotting ball on plays into side zone. -Stay with runner behind the LOS. -If the Quarterback pitches the ball, stay with the Quarterback. - Be alert for action on the Quarterback after a COP.	-On plays between the Tackles, focus on the POA around runner. -On plays outside the Tackles, slowly turn and watch the backside blocking for the runner. -Watch for late action on the pile. -It is ok to move inside the hashes to assist and retrieve the ball from the deep wing. -Moving inside the hashes, banana out in front of the end of the play away from players to get ball and see action around the pile.	-Know if your key is in press coverage. -Observe POA blocking behind the LOS on runs to your side. -Attempt to maintain a 5- 10- yd. separation from the runner. -When the play is away from your side, clean up behind the play.	-Know if your key is in press coverage. -Observe POA blocking behind the LOS on runs to your side. -Attempt to maintain a 5-10- yd. separation from the runner. -When the play is away from your side, clean up behind the play.	-Widest receiver to your side of the offensive formation. -Watch for crackback blocks. -Try to maintain 15-20 yd. separation to goal line. - Responsible for spots inside the two yardline and the goal line. - Second level blocks	-Widest receiver to your side of the offensive formation. - Watch for crackback blocks. - Try to maintain 15-20 yd. separation to goal line. - Responsible for spots inside the two yardline and the goal line. - Second level blocks	-Observe actions of players ahead of the runner. -Assist Umpire with second level blocking. -Be prepared for breakaway runs. -On runners OB, cover the area around the runner. - Be prepared to rule on the goal line on long runs. - Second level blocks

Goal Line

Positioning and Zones	-Same positioning as any scrimmage play. -If snapped inside Team B's seven yard line, responsible for knowing backward/forward pass.	-Stay off the goal line -Primary for knowing if passer was beyond the LOS. -Primary for whether ball crossed the LOS or not.	-Responsible for goal line when snapped on or inside Team B seven yard line. -Be alert for line to gain before goal line.	-Responsible for goal line when snapped on or inside Team B seven yard line. -Be alert for line to gain before goal line.	-Starting position on the goal line if ball snapped between Team B 25- 7 yard line. -Ball snapped on or inside Team B seven yard line, position is on back corner pylon. -Never take a starting position between Team B five and the goal line.	-Starting position on the goal line if ball snapped between Team B 25-7 yard line. -Ball snapped on or inside Team B seven yard line, position is on back corner pylon. -Never take a starting position between Team B five and the goal line.	-Ball snapped on or side Team 25, starting position is on the endline.
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Reverse Goal Line	-Be alert for positioning and coverage with the end line and awareness of Goal line as snap location moves outside the 10 yard line.	-Primary for knowing if passer was beyond the LOS. -Primary for whether ball crossed the LOS or not.	-If snapped on or inside the Team A three yard line, move immediately to the goal line at the snap. -If snapped between the Team A three yard line and the 10 yard line, read the play and react to the goal line if necessary.	-If snapped on or inside the Team A three yard line, move immediately to the goal line at the snap. -If snapped between the Team A three yard line and the 10 yard line, hold the line of scrimmage.			
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Forward Pass Coverage

Passing & Keys	-Primary key is opposite side Tackle, unless Trips then key should be trip side tackle - Primary for any lineman who is a threat of a foul. -Primary for the passer. - Assist Line Judge with pass thrown beyond/behind the LOS. - Officiate the biggest threat to QB	-Be alert for incoming pass receivers. -Assist Line Judge with pass behind/beyond the line of scrimmage. -Pivot to assist with "trapped" passes. -Be aware of ineligible downfield. -On long passes, stay on line action a little longer, then spin to see result of play. -Let R know result of the play every play.	-When a pass is read, primary responsibility is to your receiver. -Be prepared to move downfield only if your key takes you downfield, no preset distance. -Rarely drift more than 5-yards downfield on passes. -If your receiver is not threatened, assist with the tackle on your side or the receivers in the 10-yd. belt area. -Responsible for covering passes receptions between LOS and deep officials. - Assist the Umpire with ineligible downfield on passes thrown out of your area.	-When a pass is read, primary responsibility is to your receiver or other receiver in the 0-10 yd. belt. -If your receiver goes downfield, he has priority over your Tackle. -Primary responsibility for forward/ backward pass ruling. -Be prepared to rule on whether pass was thrown beyond/beyond the LOS. - Provide information whether the pass reached the LOS. - Assist the Umpire with ineligible downfield on passes thrown out of your area.	-Widest receiver to your side of the field. - Cover sideline from original position to end line.	-Widest receiver to your side of the field. - Cover sideline from original position to end line.	-Responsible for your receiver from snap until you must release him to cover action in your area of responsibility. -Player in motion is put into normal numbering of wide man and is determined at the snap.
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Punts

	Referee	Umpire	Head Linesman	Line Judge	Side Judge	Field Judge	Back Judge
Positioning and Zones	-Line up slightly behind and to the kicking leg side of the kicker outside the Tight End position. -Be at a 45-degree angle when ball is kicked move to area behind kicker to assist with kicks out of bounds. -Straddle end line if kicker is near the goal line and warn the kicker. - Be able to see blockers and kicker at the same time.	-Position is 10 yards off the line of scrimmage. -Align over snapper to see the snap.	-Take normal scrimmage down position. -Hold the LOS until the ball crosses the line.	-Take normal scrimmage down position. -Hold the LOS until the ball crosses the line.	-Take a position on sideline no less than five yards behind the deepest receiver. -Adjust position depending on whether and kicker's ability. - When the ball is snapped approximately Team A's 45-yard line, line up on the pylon.	-Take a position on sideline no less than five yards behind the deepest receiver. -Adjust position depending on whether and kicker's ability. - When the ball is snapped approximately Team A's 45-yard line, line up on the pylon.	-Line up no less than five yards behind and at the side of the deepest receiver, favoring the wide side. -If this position takes you inside the 10-yard line, line up on the goal line. -Maintain a 45-degree angle while the ball is in flight.
Coverage	-Action on the kicker and flight of ball off kicker's foot. -Secondary for blocking on punt shield. -Be aware if ball is kicked towards a sideline and move in position to line up (know how your communicating an out of bounds kick with your deeps). -Be aware of action on the kicker after the ball has been kicked as he is defenseless.	-Pay attention to players over the snapper. -Spin after first wave passes. -Watch backside for illegal blocks. -Transition / spin on returns that pass and watch backside for illegal blocks.	-Hold LOS until ball crosses LOS. -Look for action in front of the runner if the SJ has the runner. -Goal line responsibility on long returns.	-Hold LOS until ball crosses LOS. -Look for action in front of the runner if the FJ has the runner.	-Primary responsibility of the gunner on your side of the field. -When obvious ball not landing in your side zone, observe action in front of the receiver. -If return is to your side, take over the runner as soon as he starts to advance. - Offside official is responsible for blocking by fair-catch signaler. -Follow the ball if receiver fails to field the kick in your area. - If starting position was on GL, remain there until it is not threatened.	-Primary responsibility of the gunner on your side of the field. -When obvious ball not landing in your side zone, observe action in front of the receiver. -If return is to your side, take over the runner as soon as he starts to advance. - Offside official is responsible for blocking by fair-catch signaler. -Follow the ball if receiver fails to field the kick in your area. -If starting position was on GL, remain there until it is not threatened.	-Maintain 45-degree angle with the receiver. -Be prepared to rule on status of ball into end zone and validity of fair- catch signal. -Primary responsibility for kick-catch interference and legality of handoffs. -Bag the spot of the end of the kick, anywhere, sideline-to-sideline. -If all deep officials are lined up on the goal line and the kick is short, you are primary for the ball and must leave the goal line if necessary.

Blocked Kick or High Snap	-Retreat and box in the play with short wing opposite.	-Maintain position -Look for ineligible downfield if passed.	-Wing official on same side as Referee will hold the LOS until no longer threatened. -Wing official the Referee is facing will retreat and box in the play.	-Wing official on same side as Referee will hold the LOS until no longer threatened. - Wing official the Referee is facing will retreat and box in the play.	-Watch for illegal blocks beyond the Line of Scrimmage.	-Watch for illegal blocks beyond the Line of Scrimmage.	-Watch for illegal blocks beyond the Line of Scrimmage.
Scoring Kicks							
	Referee	Umpire	Head Linesman	Line Judge	Side Judge	Field Judge	Back Judge
Positioning and Zones	-Hold ready-for-play while standing between snapper and holder until crew is in place. -When all is clear, move back into position and signal to clear the Umpire/ blow RFP. - If no kicker or holder in position, take normal scrimmage position with the Umpire in position to prevent the snap. -Starting position is approx. 10-yds. wide of the potential kicker, facing the holder. -Observe the motion of the backs in you vision along with action on the kicker and holder. -Cover as usual if the play results in a run or pass. - Only signal score when all requirements are met.	-Umpire spots the ball. -Move back five to seven yards off the ball other side of the Side Judge, keeping the Center in view. -Primary for action on the snapper and action by/against the two guards. -Remind defense to stay off the snapper and no leaping.	-Take regular scrimmage position. -Observe action by/ against Tight End and Wing Back on your side. -Be prepared to cover from LOS to end line on your side. -Responsible for covering the play on short field goal and TRY attempts and fake field goals. -Do not leave LOS until ball has crossed the neutral zone.	-Take regular scrimmage position. -Observe action by/ against Tight End and Wing Back on your side. -Be prepared to cover from LOS to end line on your side. -Responsible for covering the play on short field goal and TRY attempts and fake field goals. -Do not leave LOS until ball has crossed the neutral zone.	-Positioned five to seven yards off the ball on the defensive side of the formation that has more players. -Observe the action on/against the Tackle and Tight End on his side of the formation.	-Take position directly under the upright of the goal on your side of the field. -Be prepared to move out into position to cover a play in the end zone on short field goal and TRY attempt.	-Take position directly under the upright of the goal on your side of the field. -Be prepared to move out into position to cover a play in the end zone on short field goal and TRY attempt. -If the ball strikes the cross bar, Back Judge is responsible for the ruling.
Swinging Gate Formation- Kicker and Holder in Position	-Take usual scoring kick position.	-Usual scoring kick responsibilities. -Shade toward offset linemen to watch blocks after snap. -Look for ineligible	-Take usual scoring kick position.	-Take usual scoring kick position.	-Take usual scoring kick with the Side Judge adjusting to a wider position in front of the gate on their side.	-Take usual scoring kick position.	-Take usual scoring kick position.
Penalty Enforcement							
	Referee	Umpire	Head Linesman	Line Judge	Side Judge	Field Judge	Back Judge
Responsibilities		-Meet with calling official to get foul briefing. -Move with calling official to the R for foul details. -If U calling official, kill the clock when play is over and hustle to the R to explain the foul. -If U and other Officials have a flag down, meet up to discuss details, then 1 will report to the R. -U will mark off penalty with H first then look to LJ for validation enforcement is correct. -If R has the flag, meet with him to discuss his foul and options. This gives him time to process his foul.					