



**REFEREE**

**2015**

## Mechanics (5 & 4 Man Crews): Brief & Concise

Primary Responsibilities (PR) are listed for each position. **R** has PR for Crew using Gold Book. Mechanics are for 5 Man Crews with 4 Man differences indicated with a “NOTE”. They are summarized on the PR for 4 Man in the lower right hand corner box. The Mechanics are alphabetized to locate easily. All Crews Must meet with both HC’s prior to each game for Varsity & Sub Varsity Games. There are NO exceptions. Changes from last year are shaded. (6/2/15)

### 1. Ball Handling Mechanics (BHM)

- A. **CREW** (Ball Exchange): On COP relay the “old” FB to the SL after there is no threat of a DBF. Do not wait for a “new” FB to remove “old” FB to Ball Person. Do not kick the FB.
- B. **CREW GOAL**: 100% Completions. Take extra steps before underhand only relay.
- C. Contenders watch DB Action while Pretenders are in a big hurry to secure a new FB. We cannot miss a DBF because we are looking for a new FB.
- D. **R/BJ** relay ball & spot off Near Side **Wing** if ball is near the sideline. Hustle to secure FB.
- E. **CREW**: During hurry-up, play with 1 FB only as much as possible.
- F. **CREW**: During Inclement Weather make shorter relays & run FB in when needed.
- G. **CREW**: Do not throw FB toward SL so it hits the ground (Looks unprofessional).
- H. **BJ**: Relay new or current FB on plays that gain approximately 10 YDS. You are part of the triangle from Wing to U. **R** does same on plays that gain less than 10 YDS, unless **U** wants to hustle & secure a new FB.
- I. **HT & VT TEAMS**: Each team keeps their own FB’s on their own SL.

### 2. Bean Bag Mechanics (BBM)

- A. **Fumble**: Throw blue BB into air at chest level. Throwing BB into air helps prevent inadvertent whistles. When a crew member sees a BB he knows ball is loose & will not sound his whistle. Get BB on correct YL but not at the spot of the fumble. BB’s are NOT thrown for intercepti

### 3. Change of Possession Mechanics (COPM)

- A. **Covering Official**: Signal New Direction first (2X), then signal TO (2X).
- B. **Non-Covering Officials**: Signal TO (2X) immediately when crewmate signals COP.

### 4. Coach/Referee Conference Mechanics (CRCM)

- A. Definition: HC wants to Review a Rule Misapplication/ Misinterpretation. Consequences for NOT Following this Mechanic is Officials could be suspended a maximum of 2 years. NOTE: We “stay out of trouble” by granting the Coach/Referee Conference.
- B. **CREW**: OHSAA Requires NFHS Rule Book, Case Book & Gold Book (OT) is at the Field.
- C. **R/Wing**: Meet HC at SL & listen to him. Judgment calls do not apply. **R** will explain Ruling to HC. **R** can meet with **CREW** to discuss the ruling. It is imperative that all CREW members have an opportunity to talk. **R** must facilitate talk so an overly aggressive official is NOT allowed to dominate the discussion.
- D. **CREW**: If HC Disagrees with **R**’s Ruling, then **CREW** Must Secure 3 Books, Find Ruling in the Books & Show the HC. Use the Rules Index in the Gold Book.

## 5. Coin Toss Mechanics (CTM)

- A. **R:** Face Scoreboard at 50 YL. **HL/U:** Opposite PB SL. **LJ/BJ:** PB SL.
- B. **NOTE:** Coaches & other players must be outside the HM's for the toss. You can allow some media & "honorees" near the toss. Captains may be in street clothes or not legally equipped for the coin toss.
- C. **R:** Request officials to introduce themselves to Captains. Ask which Captain will call & ask him for "call", & then repeat it (Items D – G should take only 2-3 minutes).
- D. **R:** Toss coin (at 20 minutes), catch it, then ask Captain to repeat the "call". Ask Captain if he wants to Defer or choose for 1<sup>st</sup> half. If Defer, Signal PB. If choose kick/receive/GL, turn captains & signal PB. **NOTE:** It is okay to conduct CT earlier if both teams are ready. This could include cold or inclement weather, senior night, homecoming, or team's left field.
- E. **R:** Discuss Sportsmanship with Captains & then check options with Crew.
- F. **BJ (HT)/U (VT):** 2<sup>nd</sup> Half: Bring 1 Captain each to center of field & meet with **R**.
- G. **R:** 2<sup>nd</sup> Half: Secure options from Captains & signal PB. Discuss sportsmanship if needed.
- H. **OT:** Toss, secure choices, turn captains, & signal PB by pointing to GL.

## 6. Dead Ball Mechanics (DBM)

- A. **R/HL/LJ/BJ:** When space permits STOP a minimum of 5 YDS from the pile of players (**Exception:** GL or close to a 1<sup>st</sup> down – hustle in hard & fast). This allows the officials to see more of the "big picture" and call Dead Ball Fouls when warranted. Of course if the game becomes "chippy", then move closer to the pile –Preventive Officiating.
- B. **R:** In most cases there is no need to run to the DBS at or beyond LOS. Stay back & swivel (2X) your head, watching for any DB action. Then hustle to your IP.
- C. **ALL (Ball Dead):** Swivel head (2X) & watch players in your area rather than stare at DBS. BE A GREAT DB OFFICIAL.
- D. **CREW:** Immediately raise arm/hand to indicate next down. BE A GREAT DB OFFICIAL!
- E. **CREW:** Officiate DB action FIRST. Penalize first DB Hit; it usually stops it.

## 7. End of Period – First & Third Mechanics(EOPM)

- A. **ALL:** Record down, distance, & yard line. **Check scoreboard** & verify all info. Light jog to SS.
- B. **R:** Ensure there are no penalties; communicate verbally with **BJ** regarding no Extension, & signal End of Period to PB. Verbally confirm down, distance, & location of FB with **U**.

## 8. Field Goal Mechanics (FGM)

- A. Definition: FG from any YL. (Assume Right Footed Kicker below) **NOTE:** Initial Position (IP):
  - 1. **R:** Plant Leg Side of Kicker. 5 YDS Deeper than Holder, 10 YDS Wide of Holder, & Shoulders at a 45 degree angle.
- B. Read & React (R&R) Then Flow:
  - 1. **R:** Communicate ASAP to Crew when you see "Tee" & Kicker coming on field. KEYS: Eligible Backs & Holder #, Snap, Snapper, Holder, Catch, NO FAKE, Rushers, & Kicker/Holder. Delay marking ball ready until **U** gets to EL. Inform RT loudly to "stay off center & holder/kicker". Yell "Ball's Away" when FB is kicked warning RT to avoid kicker/holder. FG good – Watch KT & RT for DBF. FG blocked – back pedal – might be needed at GL. Count 1001 & 1002 on Center (Foul for direct contact within 2 seconds).

9. **Fight Mechanics – Actual Fight (FMA)**

- A. **Definition:** 2 or more opponents are swinging at each other (rare in Ohio).
- B. **CREW:** If players are swinging, stand back, & “take numbers”. Keep other players away from fight. Once players go to ground, attempt to break it up.
- C. **HL/LJ:** Primary responsibility for SL & keeping non-players from leaving their bench.
- D. **CREW:** After order is restored, huddle away from everyone, discuss, & then assess penalties & DQ’s. Give all officials an opportunity to speak & be heard – important.
- E. **R:** Go to SL with **Wing** present & inform each HC -- penalties & DQ’s for both teams.
- F. **R (Signal):** DB & Personal Foul, Not UNS, since there is contact while fighting. Signal DQ for each player ejected from game for each team.
- G. **CREW:** After game record facts. Complete required Ejection Forms; follow OHSAA Ejection Policy, as best you can. OHSAA makes any necessary adjustments.
- H. **CREW:** During weeks 1 – 10 Contact League Assigner or Commissioner.

10. **Fight Mechanics – Prevention (FMP)**

- A. **Definition:** Tempers are rising; players are getting “personal”; it is “heating up”.
- B. **CREW:** Allow no talking between opposing teams; stop it immediately. “Pinch into field” further. Your presence is vital.
- C. **CREW:** Talk with players on “edge” of a late hit, but not late enough to call.
- D. **CREW:** 2 opponents “chest up” or shove each other. Get between the opponents & stop it then assess penalties, if warranted. If players are not swinging, get between them. This is GOOD DB Officiating. Positive statements can defuse it.
- E. **CREW:** Be Assertive without being Aggressive – Do Not push players to ground, tackle players, grab a player’s face mask or pull them off pile. Sound your whistle loudly.
- F. **CREW:** It is vitally important to penalize FIRST late hit, when warranted.

11. **First Down Mechanics (FDM)**

- A. **Definition:** Close to a first down
- B. **CREW:** If CLOSE regarding first down MEASURE. There are too many games where a Crew refused to measure, & then, in “eyes of coaches, they could do no right”. On synthetic & well-marked grass fields, if forward stake is beyond hash & DBS is behind same hash, we will not measure. Too many times we look across field & think “that is not even close”, and then we bring chains across field -- “Wow – that was close or is a first.

12. **Flag Mechanics (FLM)**

- A. **All flags** must be in front & tucked in. Carry 1 or 2 center weighted Black ball Flags only.
- B. Never throw a flag at a player; **No Spot:** Throw flag high into air. **Spot:** Throw flag to corresponding YL. Passer beyond LOS – Drop Flag at spot. Crew must cover a spot foul flag.
- C. Same Foul: Multiple flags – move flags to same spot. Confirm foul & player # & then 1 official signals Prelim to R. **UNS/DB Personal Foul:** Throw flag high into the air.

13. **Forward Progress Mechanics (FWPM)**

See GB

14. **Free Kick After Fair Catch (FC)/Awarded FC (FKFC)**

- A. Initial Position (IP): R (Kicker)
- B. NOTE: 4 Man: **R** (KT Line)
- C. Read & React (R&R) Then Flow:
  - 1. **R:** Ask BJ if it is a FC. Ask HC where to spot FB.
  - 2. **CREW:** Once kicked use FGM.

15. **Free Kick After Safety (FKS)**

- A. Initial Position (IP): R (RT 20 YL)
- B. NOTE: 4 Man: **R/HL** (RT 30 YL)

16. **Fumble Mechanics (FUM)**

- A. Covering Officials throw BB. **R** will stop game clock (no whistle) after 2 seconds if there is no signal from an official regarding possession. If A retains possession, covering official signals next down & **R** winds game clock immediately along with LJ.
- B. Large pileup & officials have to “dig”. Covering official, who rules team possession, yells team color & closest official signals direction (2X) of team possession, after making sure of proper direction. Stop clock (2X) for COP.

17. **Game Management Mechanics (GMM)**

- A. **R** (Meetings with HC’s): Inform HC that **CREW** will send player(s) to SL who is approaching “fouling status”. **CREW:** Record player’s numbers on game cards who are sent off field. Player can reenter when HC thinks he is ready to play & behave appropriately. Send any player out who is talking to an opponent. We are paid to “control” the game. Too often we let the early talking continue then later during the game we try to regain “control”. Stop the talking between teams early and often.
- B. **CREW** (Halftime): **R** winds Game Clock then TEAM Jogs Off field together.
- C. **CREW** (End of Game): **R** signals End of Period & **CREW** gets together as a TEAM & RUNS OFF the Field to the Locker Room. Don’t Stay to Visit – Preventive Officiating.

18. **Goal Line Mechanics (GLM)**

- A. Use GLM for Try-Run/Pass (2 Pts.)
- B. Definition: Snap on/inside +10 YL.
  - 1. **R:** 15 YDS behind LOS & 8 YDS Wide of QB at 45 degree angle. Wide Side of Field.
- C. Read & React (R&R1 & 2) Then Flow:
  - 1. **R:** Same as Pass or Run Play. After TD watch players moving toward SL. Do NOT signal TD to PB. After TD ask Captain for location to spot FB for TRY.

19. **Hat Mechanics (HATM)**

- A. **HL/LJ/BJ:** Throw hat if any A/K Player goes OOB w/o being blocked prior to a COP or when there is no COP. Muddy Field: Save hat & YELL the player’s number loudly!!!

20. **Hurry-up Offense Mechanics (HUM)**

- A. **R/HL/LJ:** Adjust position by not moving in as far when FB is dead.
- B. **R:** Emphatically tell Center & QB to “wait for my whistle” if A is ready to snap. **R:** If Center is over FB, back pedal quickly to IP before marking ball ready.

- C. **CREW:** When A catches or runs with FB, use 1 FB only when spotting for next down.
- D. **CREW:** GOAL for every game is efficient, quick, & accurate FB spotting so A never has to wait for officials other than for TO's or 1<sup>st</sup> down measurements.

## 21. Kick Off Mechanics (KOM)

- A. Definition: KO at KT 40 YL. Score & time don't indicate Onside KO. Same IP for R/HL/LJ if KO is at 35 YL.

NOTE 1: Players do not have to be legally equipped until the KO (Grades: 9-12) or spotting the ball (Grades: 7<sup>th</sup> & 8<sup>th</sup>) which starts the game.

NOTE 2: 4 Man: R (RT 10 YL near PB SL Wind Clock (2X): R signals when Kick touches player/caught between your SL & far HM.

R/HL: When TB is ruled both officials sound whistle loud & repeatedly while running to the field numbers to prevent DB Fouls.

- B. Initial Position (IP):

1. R: Straddle GL on wide side of 1 receiver & between 2 receivers.

- C. Pre Kickoff:

1. R/HL/LJ: Count RT & secure "ready" signal from HL/LJ/BJ (raised arm).
2. **CREW:** If wind blows ball off tee (2X), then a KT member must hold the FB.
3. R/HL/LJ: Count RT;

- D. Read & React (R&R) Then Flow:

1. R: KEYS – RT Touching Kick, Wind, GL, TB, Blocks Ahead of Runner, Clean Up Behind Runner & R&R. Straddle GL & maintain 5 YD cushion until GL is not threatened. Wind clock. Signal TB if needed. Move up field watching blocking ahead & around the runner. Once ball is dead swivel head (2X) & clean up first.
2. R/HL/LJ: When R signals TB, R jogs to the 10 YL & sounds whistle loud & repeatedly.

## 22. Microphone Announcements Mechanics (MAM)

- A. R: Microphone MUST be controlled by R ONLY, if it is heard in stadium. If not, do NOT use. Stand still; face PB; be concise, accurate, & think before talking. Pause for effect.
- B. R (Practice): No microphone in this game – verbalize fouls when you signal PB.
- C. R: Briefly announce unique rulings; keep it short & sweet; avoid being too technical
- D. R (Examples): Player's # is announced.
  1. Dead Ball, False Start, # 79, Offense, 5 YDS, Still 1<sup>st</sup> Down
  2. Illegal Motion, # 38, Offense, 5 YDS, Repeat 2<sup>nd</sup> Down
  3. Roughing the Passer, # 41, Defense, 15 YDS, Automatic 1<sup>st</sup> Down
  4. Intentional Grounding, # 12, Offense, 5 YDS, Loss of Down, 3<sup>rd</sup> Down
  5. SL Warning (Give Name of HS), Their First.
  6. 6. Time-out, Offense, Their First

### 23. Measurements Mechanics (MM)

- A. **R**: Makes final decision to measure, signals TO to PB, & motions chains in.
- B. **R**: Looks at stake & FB, signals 1<sup>st</sup> down or signals short to PB. After grabbing forward progress spot on chain, move chains inside the HM & spot new FB if necessary. If short of a 1<sup>st</sup> down wait for **HL** to reset the clip & chains.

### 24. Observer/Crew Meeting Mechanics

- A. Definition: Applies to Weeks 11 – 15 Only.
- B. Observer can meet with the **CREW** at halftime (Maximum 10 Minutes) & Post Game (reasonable amount of time). Listen attentively & be polite. However, if Observer makes a suggestion that is Different from the Gold Book, show him the Gold Book.
- C. **CREW**: Observer is REQUIRED to give CREW the OHSAA FB Observation Forms. If he does not, email the DOD – FB within 48 hours after the game.

### 25. Onside Kick Off Mechanics (OKOM)

- A. Definition: Score &/or time indicate an Onside Kick might occur. KO at KT 40 YL. 5 Man: **R** (GL), NOTE: 4 Man: **R** at 10.
- B. If in doubt, use OKOM. Discuss after Try—**R** makes Decision ONLY if disagreement.
- C. **CREW**: HC indicates his team onside kicks a lot – use OKOM always when they KO.
- D. Do **NOT** give signal regarding possible onside KO - - ready for onside KO every time.
- E. **R**: IP is in middle of the Field. Stay at GL until there is no chance FB might touch GL.

### 26. Pass Mechanics (PM)

- A. Definition: Snap is between – 10 YL & + 10 YL. A Pass is thrown. NOTE: 4 Man: **Wings** have all receivers on their side & dual coverage over middle of field.
- B. Initial Position (IP):
  - 1. **R**: 15 YDS behind LOS & 8 YDS wide of QB at 45 degree angle; Wide Side of Field.
- C. Read & React (R&R1, 2, & 3) Then Flow:
  - 1. **R**: KEYS -- Snap/QB/Opposite Tackle/Passer; Maintain a 5 YD cushion with Passer. Yell “Ball’s Away” once slowly to tell B Rushers to stay off the Passer. If B hits the Passer after you have said “Ball’s Away” once slowly it is Roughing the Passer.
  - 2. **R**: BP – signal and yell “back”. If Passer rolls, maintain a 10 YD cushion; eye on passer after pass. DON’T Be a Head Wagger. Passer close to LOS –Memorize spot of release & move to it quickly – check with **U** – beyond or behind. Be ready to rule on Passer who is hit – Pass or Fumble.
  - 3. **CREW**: STOP-N-WATCH at moment of Judgment – You Can See Much Better!!

## 27. Penalty Enforcement Mechanics (PEM)

- A. **Calling Official:** Give Prelim Signal for foul called after ball is dead. We look STRONG & DECISIVE by giving Prelim Signals ASAP!! If 2 officials have same foul, confer, & then 1 signals. After Prelim Signal, he describes to **Wing** what team did.
- B. **Calling Official:** Be Descriptive – more than # 88 held; need info to “sell” call.
- C. 10 Sec. Rule: Simple 5 YD DB Foul – **CREW GOAL:** Mark ball ready w/in 10 seconds.
- D. 10 Sec. Rule: Assumes Center has FB & hands it to **U** for 5 YD mark off.
- E. **R:** Find open space immediately & give Prelim Signal; do not walk around!!!
- F. **R:** Signals 1 Prelim ONLY to PB for 5 YD DBF – FST, ENC, DOG, Ill Sub, etc. Otherwise he signals a Prelim & Final Signal to the PB only (Exception: If TV Cameras are located on SL opposite PB then give all signals to both SL’s. Check with TV before the game).
- G. **CREW:** ASK questions NOW-- maybe wrong Pen. Enforcement; not in Locker Room. It is imperative that the **R** give each official a chance to talk, not just the aggressive official when the enforcement is complicated or the Crew disagrees as to what is the enforcement.

## 28. Pre Snap Mechanics (PSM)

- A. **CREW:** Hustle to IP once the ball is spotted for next down.
- B. **R (Wide Side):** For GLM, Passes, Punts, RM & Runs the **R’s** IP is the Wide Side of the Field. Snap in the middle of the field? R determines Wide Side. **R** No Longer will ask the HC’s whether their QB’s or Punters are right/left – only Try/FG Kicker.
- C. **R/U:** Count A 11 Players & Hold Signal for 2 seconds. Get eye contact.
- D. **R:** Primary Responsibility for A subs in & out of huddle. Mark ball ready after A is behind their LOS unless they delay. Mark ball ready ONLY after down box is set for 1<sup>st</sup> down.
- E. **R:** If A is at LOS or moving to LOS, Back Peddle Out to IP before marking ball ready.
- F. **R/U:** In Sub Varsity Games the numbering Rule does not apply. Communicate with B if A has an ineligible player’s number in an eligible position.
- G. Check Signaling Mechanics for more info.

## 29. Punt Mechanics (PUM)

- A. Definition: KT lines up in punt formation.
- B. Initial Position (IP):
  - 1. **R:** 5 YDS Deep & 10 YDS Wide of Punter at 45 degree angle; Wide Side of Field. If Punter is between the - 5 YL & GL, R’s IP is 10 YDS wide & standing on the GL at a 45 degree angle. If Punter is on GL or in EZ, **R** stands on EL, 10 YDS Wide.
- C. Read & React (R&R) Then Flow:
  - 1. **R:** Signal Crew when Tee& Kicker enters field. KEYS – Snap, KT Catch, Eligible Backs & Holder #’s, Blocking by Backs, & Kicker. Inform RT players loudly to “stay off center” & “stay off punter”. Count 1001 & 1002 on Center (Foul for direct contact within 2 seconds). Be aware of low snap & Kicker’s knee. Yell “ball’s away” when FB is punted. Determine roughness/ running into. Stay with Kicker until there is no threat of a foul.
  - 2. **R:** Jog to LOS, stop, & watch KT/RT. If runback, back peddle & get to GL, if needed.
  - 3. **CREW:** If punt is tipped, give the tip signal (2X).



### 30. Reverse Mechanics (RM)

- A. Definition: Snap will be inside – 10YL.
- B. Initial Position (IP):
  - 1. **R**: 8 YDS Wide of QB at 45 Degrees on EL (Errant snap). Wide Side of Field. NOTE: If snap is between – 10 YL & - 15 YL, **R's** IP is 10 YDS Wide of QB at 45 Degrees on GL.
- C. Pre Snap: **R** will signal both Wings that they have GL by pointing at them & then at GL. Wings confirm this by pointing at themselves & then at GL. Eye contact between **R** & Wings is a MUST regarding GL responsibility.
- D. Read & React (R&R 1, 2 & 3) Then Flow:
  - 1. **R**: Remain at EL until no threat, and then move forward. Maintain 5 YD cushion w/QB.
  - 2. NO LONGER IN RM: Once the ball touches - 10YL, **R** has responsibility for GL. The **R** will point to himself & then to GL, signaling Wings that the GL is his. Wings will point to GL & then to **R** confirming that **R** has GL. If QB rolls toward **R** “suddenly”, **R** must move back quickly, straddling GL. Do not “open door” to avoid QB/RB. If QB/RB is tackled at GL, **R** is the only official that can rule on DBS -- Safety or “in field of play”.

### 31. Run Mechanics (RUM)

- A. Definition: Snap is between – 10YL & + 10YL. Run occurs from scrimmage.
- B. Initial Position (IP):
  - 1. **R**: 15 YDS behind LOS & 8 YDS wide of QB at 45 degree angle. Wide Side of Field.
- C. Read & React (R&R) Then Flow:
  - 1. **R**: KEYS: Snap/QB/Handoff/QB/Line Play at Point of Attack (POA). Follow QB if he rolls – 10 YD cushion. Eye on QB after handoff. Check line play at POA & action around RB. When QB/RB is tackled Swivel your head (2X) for DBF.

### 32. Signaling Mechanics (SIM)

See GB for info

### 33. Third & Fourth Down Mechanics (TFM)

See GB

### 34. Timing & TO Mechanics (TOM)

- A. **CREW**: When scoreboard clock does not work or turned off, announce remaining time at 9, 6, 4, & 2 minutes. Once inside 2 minutes attempt to announce the time remaining after every play. Use a very loud voice to communicate to benches.
- B. **R**: Check Scoreboard for the correct number of Time-outs before marking ball ready.
- C. **R/BJ**: Official facing scoreboard rules on snap versus end of period.
- D. **CREW**: Every official MIRRORS every TO (2X) signal on every play.
- E. **CREW**: TD, TB, Safety, & Incomplete Pass Signals automatically STOP clock – do **not** follow any of these signals with a TO signal.
- F. **CREW** (Inside 2 Minutes & All TO's): Someone MUST visibly see scoreboard clock was stopped on OOB, incomplete passes, TO's, etc – it is that critical
- G. **R/HL/LJ** (KO & Start Clock): Kick touches player/caught between HM's – **R** only signals. Kick touches player/caught in SZ – **R & near Wing** Only signal.
- H. **CREW** (Team TO): When necessary for several officials to get together & talk, then DO IT. But still keep an eye on “your” team as needed.

- I. **CREW** (Team TO): Calling official – Whistle, signal TO (2X), point to team (2X). **R** signals TO (2X) facing PB, & turns to team’s GL & points that way (2X), both arms.
- J. **CREW** (Team TO): All 5 officials signal TO’s REMAINING for each team to each other & records it. The **R** will give 2 “tugs on the steamboat whistle” & point to the team’s GL while facing PB when they are OUT of time-outs.
- K. **CREW** (Clock Stopped): Give “stop signal” to **R** for unusual delays in marking ball ready.
- L. **R/U/LJ** (TV Games): **LJ** signals **R/U** with “stop signal” until TV Coordinator indicates to **LJ** that TV is ready. **U** stays over Ball until **LJ** signals that TV is ready.

### 35. Try-Kick Mechanics (TRYM)

- A. Definition: Try will probably be kicked. (Assume Right Footed Kicker below)
- B. Initial Position (IP):
  1. **R**: Plant Leg Side of Kicker. 5 YDS Deep & 10 YDS Wide of Holder, at a 45 degree angle.
- C. Read & React (R&R) Then Flow:
  1. **R**: Signal crew when Tee & Kicker enters field. KEYS: Backs & Holder #, Snap, Holder, Catch, NO FAKE, Center, & Kicker/Holder. Ask Captain where FB is spotted. Mark ball after **U** is on EL. Tell RT to “stay off center & K/H”. Yell “Ball’s Away” when FB is kicked to warn RT to avoid K/H. After Kick – Watch KT & RT for DBF. Do NOT signal PB on a successful kick (score). Count 1001 & 1002 on Center (Foul for direct contact within 2 seconds).
  2. **R/HL/LJ**: Fake Try short of GL, Wings mark FWP Only. **R** signals No Score to PB when Runner is short of GL only.
  3. **CREW**: Huddle after Try only if absolutely necessary.

### 36. Victory Formation Mechanics (VCM)

- A. Definition: Winning team HC informs officials we are “going to take a knee”. Opponent is out of team time-outs or tells Wing that we will not use them. Winning Team is ahead by 9 or more points. If the score differential is 8 or less points tell the teams to “defend themselves”.
- B. **CREW**: Officials pinch in close. **R/U**: Inform A & B that A will take a knee—nothing rough. QB has protection once his team indicates he will take a knee. **R**: Emphatically inform QB he MUST take a knee ASAP – no fakes. If he fakes & does not take a knee it is an Unfair Act.
- C. **CREW**: Ask winning team HC if his team will take a knee; score/time dictates this. If yes, Wing assertively informs losing team HC. Inform all players loudly. Communication is important!!

### 37. Whistle Mechanics (WM)

- A. **R**: Mark ball ready when clear of all players
- B. Sound your whistle (SEE LEATHER) when ball is dead by Rule. Not more than 1 or 2 whistles; rarely 3. Who has primary coverage? Contending Crew has Great whistle Discipline.
- C. Ball dead by Rule – 1 only strong short blast of whistle by covering official(s); keep whistle in mouth until threat of a dead ball foul is over. Whistle on every play – NO Exceptions.
- D. Repeated blasts of whistle to indicate foul away from play; TO; HC Requests Info; Stop Play for Something Unusual; & “Fighting” or “Opponents talking with each other”.
- E. Plastic Whistle only. Carry whistle in your hand only during the down, not in your mouth.
- F. Finger whistle – use OHSAA Approved Hand Signals with both arms, if needed.
- G. Whistle can be in mouth prior to snap. Drop or remove it from mouth after snap.