

NFHS

3-Official Football Kicks Mechanics—Revised

KICKOFF

I. REFEREE

A. Before kick:

1. Position is near R's 10-yard line in center of field.
2. Count R players.
3. Check positions of other officials.
4. Hold arm above head to request ready sign from officials and kicker.
5. After ready signs have been received, drop arm and sound whistle to signal that kick be made.
6. If short-free kick is anticipated:
 - a. Take regular position.
 - b. Be alert to assist other officials.

B. After kick:

1. Kick down the middle:
 - a. Signal clock to start when kick is touched, other than first touching by K.
 - b. Pick up runner and follow until releasing to linesman or umpire.
2. Deep kick:
 - a. Retreat to goal line to rule on touchback.
 - b. If kick is caught inside 5-yard line and player is downed in end zone, or ball goes out of bounds there, mark spot of catch with bean bag and rule on whether player's momentum took him into end zone.
3. Kick outside opposite inbounds lines:
 - a. Move cautiously with play.
 - b. Observe action of other players in vicinity of runner.
 - c. Serve as clean-up behind, to side of, and around runner.
4. Kick out of bounds—determine if R had touched or last touched ball inbounds.

II. UMPIRE

A. Before kick:

1. Take charge of ball.
2. Position is K's free-kick line in side zone to monitor bench area and assist kicking team in getting into position.
3. Move on field to kicker and after checking legality of kicking tee, hand kicker ball, point out referee and instruct kicker to wait for referee's signal before kicking.
4. Count K players.
5. Obtain captain's ready sign.
6. Move to position just outside the sideline on K's free-kick line opposite the line-to-gain equipment side.
7. Be certain coaches, players, substitutes and other individuals are in proper locations.
8. Hold arm above head to indicate you are ready.
9. Watch for any infraction involving K's free-kick line.
10. If there is a dead-ball foul, administer penalty and place ball ready.

B. After kick:

1. Be alert for first touching by K—mark spot with bean bag.
2. Be alert for kick which does not cross R's free-kick line.
3. Watch initial blocks by players near R's free-kick line and action against kicker and holder.
4. If there is a penalty for a foul before kick ends requiring rekick, administer penalty and place ball ready.
5. Mark spot where kick goes out of bounds on your side of field.
 - a. Bean bag spot if last touched inbounds by R.
 - b. Drop penalty marker if untouched inbounds by R or not last touched inbounds by R.
6. Kick to opposite side of field:
 - a. Move cautiously toward play.
 - b. Observe actions of other players in vicinity of runner.
7. After ball has gone downfield, move down the sideline while watching for fouls away from ball.

III. LINESMAN

A. Before kick:

1. Position is R's free-kick line outside sideline opposite umpire.
2. Monitor bench area, identify the free-kick line for the receiving team, then move quickly to sideline opposite umpire.
3. Be certain coaches, players, substitutes and other individuals are in proper location.
4. Count R players.
5. Hold arm above head to indicate you are ready.
6. Watch for any infraction involving R's free-kick line.

B. After kick:

1. Kick to your side:
 - a. Signal clock to start when kick is touched, other than first touching by K.
 - b. Pick up runner and follow.
 - c. When ball becomes dead, sound whistle and give time-out signal.
2. Kick to opposite side of field:
 - a. Move cautiously toward play.
 - b. Observe action of other players in vicinity of runner.
3. Be alert for first touching by K and mark with bean bag.
4. Mark spot where kick goes out-of-bounds on your side of field:
 - a. Bean bag spot if last touched inbounds by R.
 - b. Drop penalty marker if untouched inbounds by R or not last touched inbounds by R.
5. After ball has gone downfield, move down the sideline while watching for fouls away from ball.
6. Maintain a position enabling coverage of your sideline at all times.
7. If ball becomes dead on your side prior to crossing R's free-kick line, sound whistle promptly and take charge.

IV. ALL OFFICIALS

A. Signal clock to start when kick is touched, other than first touching by K.

B. Kick out-of-bounds between goal lines:

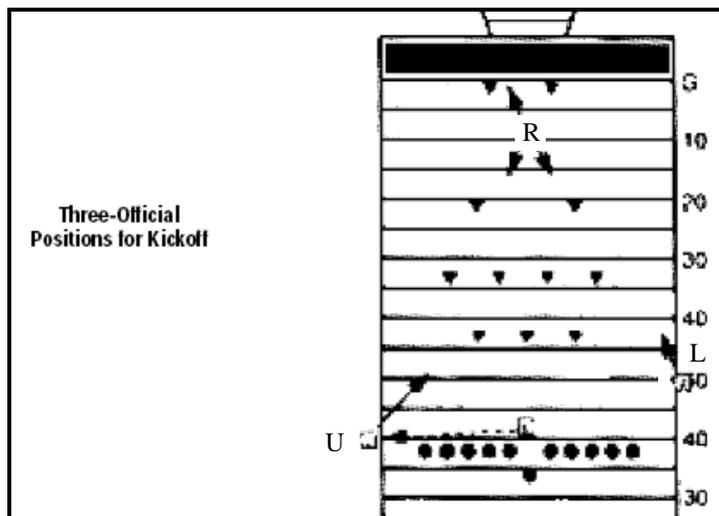
1. Sound whistle.
2. Give time-out signal and mark spot.
3. Determine if R had touched or last touched ball inbounds.
4. Toss flag if R did not touch the ball.

C. Sound whistle when ball becomes dead in your area and give time-out signal.

D. Carry bean bag in hand.

E. Free kick following safety:

1. Each official assumes same relative position and has same duties as on kickoff.
2. Ball put in play by drop kick, place kick or punt.



SCRIMMAGE KICKS

I. REFEREE

A. After ball is spotted:

1. Check down and distance with linesman.
2. Declare ball ready-for-play by using established procedure.
3. Position: 3-4 yards in advance and 5-7 yards outside player in kicker's position, and on kicking leg side.
4. Be able to see ball and observe all backs.
5. Count K players.

B. After snap:

1. Watch for roughing the snapper.
2. Watch for fouls behind neutral zone especially near kicker.
3. Be alert for blocked kick and be ready to rule on recovery.
4. After ball crosses the neutral zone, observe line play.
5. Move downfield slowly following kick.
6. Watch for fouls and be ready to pick up runner if there is long return.
7. Determine from covering official if ball was touched beyond neutral zone and by whom.
8. Kick out of bounds in flight:
 - a. Long kick—line up covering official with spot where ball crossed sideline by using an outstretched arm.
 - b. Short kick—go directly to out-of-bounds spot.
9. If no foul, signal linesman to move line-to-gain equipment.
10. Obtain ready sign from linesman before giving ready-for-play signal.

II. UMPIRE

A. After ball is spotted:

1. Position: Wide and 10 yards in front of receiver.
2. Check numbering exception.
3. Count R players.

B. After snap:

1. Carry bean bag in hand during down.
2. Kick caught inside 5-yard line and player downed in his end zone:
 - a. Mark spot of catch with bean bag.
 - b. Be prepared to rule if momentum took him into end zone.
3. Kick down middle or to your side:
 - a. Move quickly downfield.
 - b. Cover action around ball.
 - c. Pick up runner if kick is returned.
4. Kick rolls out of bounds along your sideline:
 - a. Sound whistle.
 - b. Give time-out signal.
 - c. Mark spot.
 - d. Continue to observe play until all action stops.
 - e. If necessary drop bean bag.
 - f. Retrieve ball and toss to nearer official at inbounds spot.
5. Kick is to linesman side:
 - a. Move slowly downfield watching action around ball.
 - b. If out of bounds on linesman side, help retrieve ball and go to inbounds spot.
 - c. Spot the ball.
6. K touches kick beyond line:
 - a. Mark spot of first touching with bean bag.
 - b. Sound whistle if K is first to touch kick at rest beyond neutral zone.
7. Following fair catch:
 - a. Sound whistle as soon as kick is caught.
 - b. Give time-out signal.
 - c. Mark spot.
8. If there is a foul, official not involved should cover ball while official who had foul reports information to referee.

III. LINESMAN

A. After ball is spotted:

1. Position: Same as for run or pass.
2. Check down number.
3. Responsible for knowing if ball crossed neutral zone.

B. After snap:

1. Hold position until ball crosses the neutral zone.
2. Cover all kicks to your side.
3. Ball out of bounds in flight:
 - a. Sound whistle and give time-out signal.
 - b. Move farther downfield than where it went out.
 - c. Walk upfield until referee spots you on sideline.
4. Ball rolls out of bounds:
 - a. Sound whistle and give time-out signal.
 - b. Hold spot and continue to observe action.
 - c. Drop bean bag at spot if ball must be retrieved.
5. Assist referee in covering ball on short or blocked kick:
 - a. Note if kick is touched beyond neutral zone.
 - b. Note if recovered in or behind neutral zone.
6. Routine kick:
 - a. Unless kick comes close to your side, delay your move down sideline, cover clipping and other fouls in secondary.
 - b. Move with runner if he comes to your side.
 - c. Follow to goal line if run is broken.
 - d. When ball becomes dead:
 - (1) Sound whistle, give time-out signal, and mark spot.
 - (2) Make sure of possession on fair catch.
7. If there is a foul, free official cover ball while official who had foul reports information to referee.
8. Watch referee for signal to move line-to-gain equipment.

FIELD GOAL or TRY

I. REFEREE

- A. Position: Behind kicker to cover acts in vicinity. Be able to see holder receive ball.
- B. Count K players.
- C. Judge whether kick goes between uprights.
- D. Try blocked, sound whistle—field goal blocked, ball remains live.

II. UMPIRE

- A. Position: Near goal line.
- B. Count R players.
- C. Determine if ball passes above crossbar.
- D. Sound whistle when successful kick passes uprights or when it is apparently unsuccessful after breaking goal-line plane.

III. LINESMAN

- A. Position: Same as for pass or run.
- B. Watch for roughing the kicker or holder.

IV. ALL OFFICIALS

- A. Position and duties are similar to any scrimmage kick.