

ECAC – CFO Mechanics Differences 2012

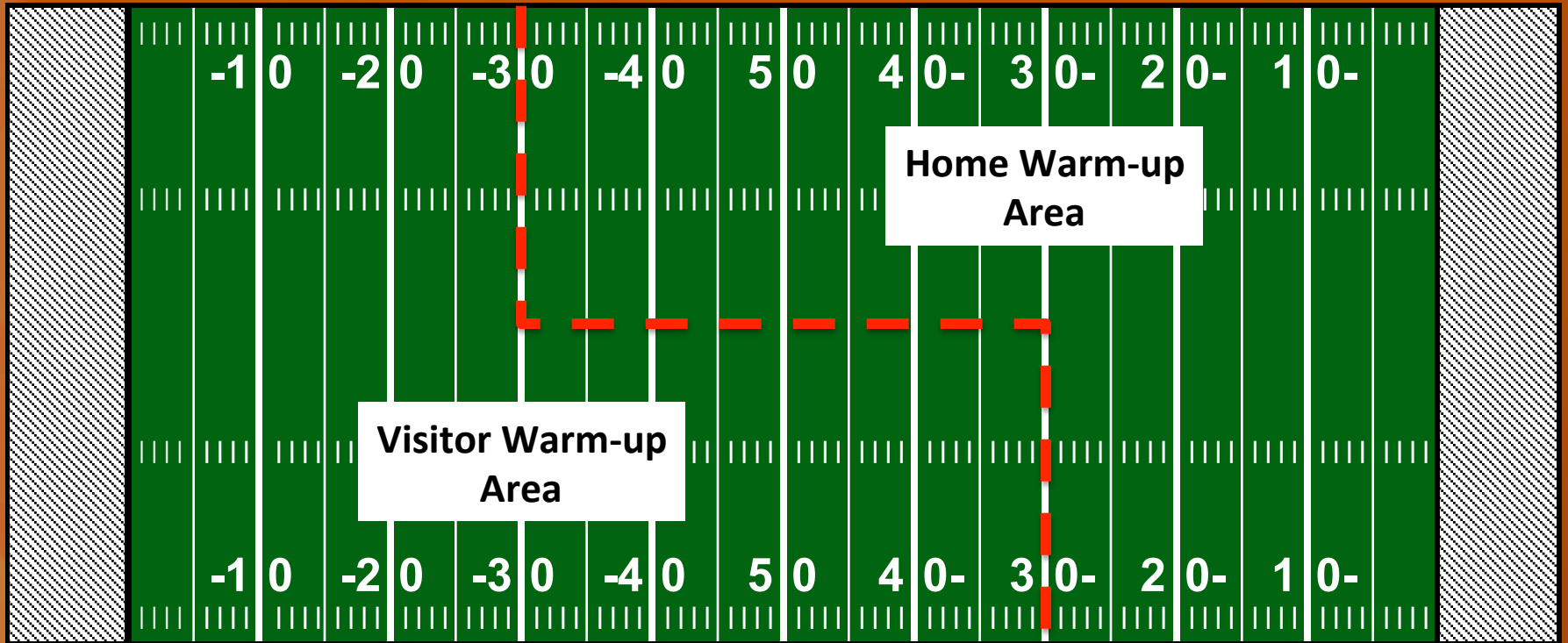
***EAIFO Southern Chapter Clinic
August 18, 2012***



Pre-game Warm-ups:

- Team practice areas prior to 40 minutes to KO

Home Team Bench

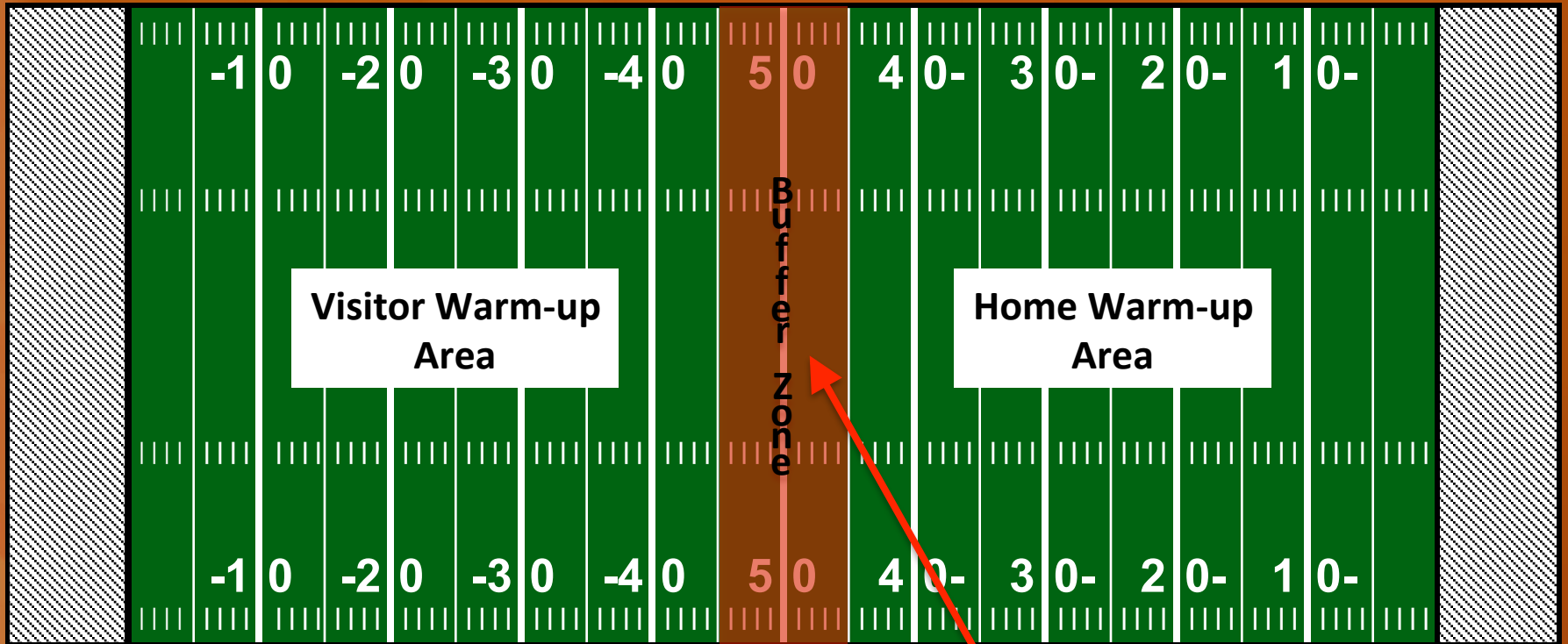


Visiting Team Bench

Pre-game Warm-ups:

- Team practice areas between 40 minutes prior to KO and the coin toss

Home Team Bench

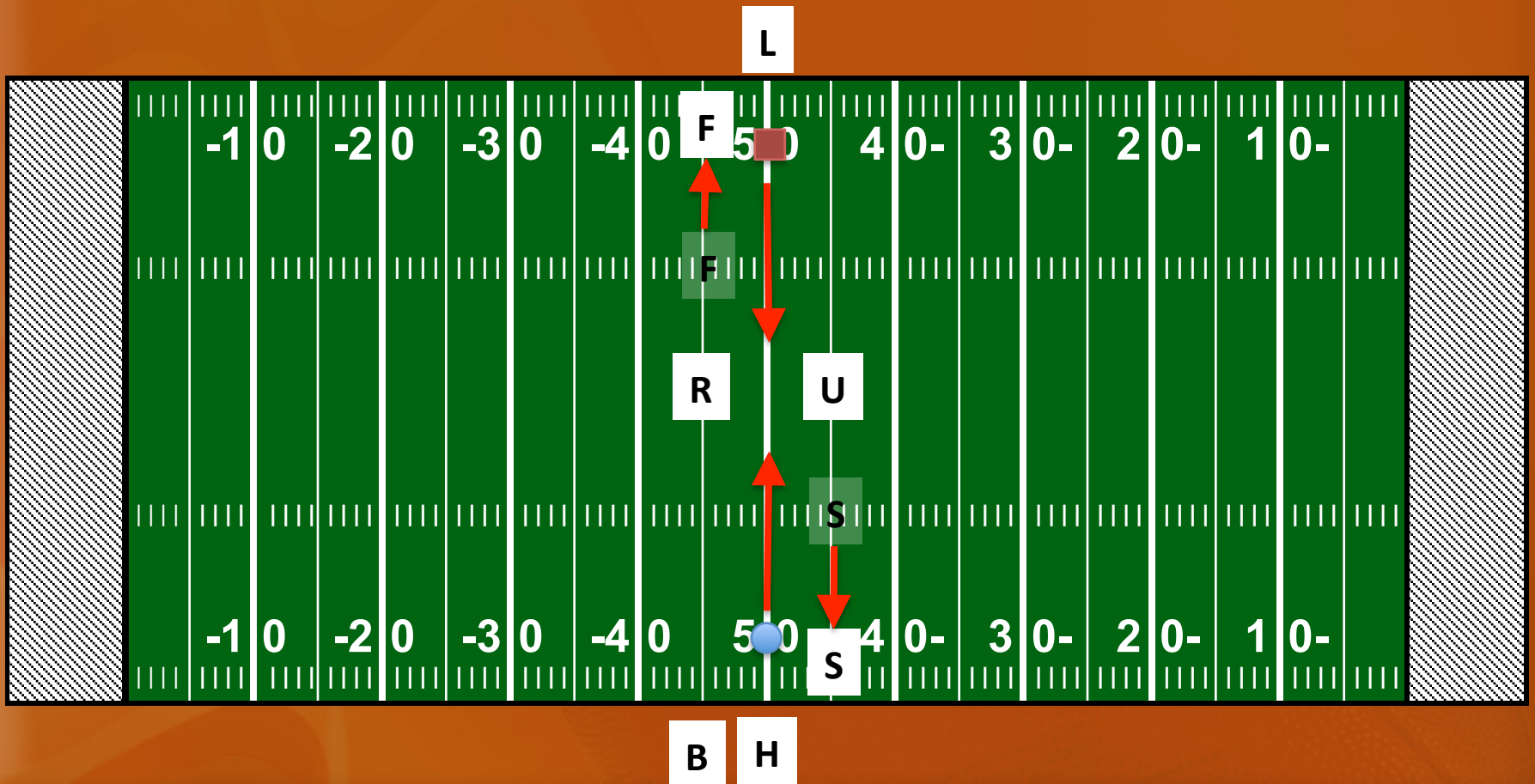


Visiting Team Bench

No players are allowed in this Buffer Zone

Coin Toss:

- F & S – escort captains to inbounds line, then return to the vicinity of the sideline.
- L – obtain game ball and brings to center of field after coin toss



Free Kicks:

- U, B, F & S – New keys: Key on the kickers
 - U & B – keys on players 4 and 5 on your side of the field
 - F & S – key on players 2 and 3 on your side of the field
- U & B - ensure all A players are within 5 yards of their restraining line and inside the nine yard marks before the ready for play

Free Kick Coverage:

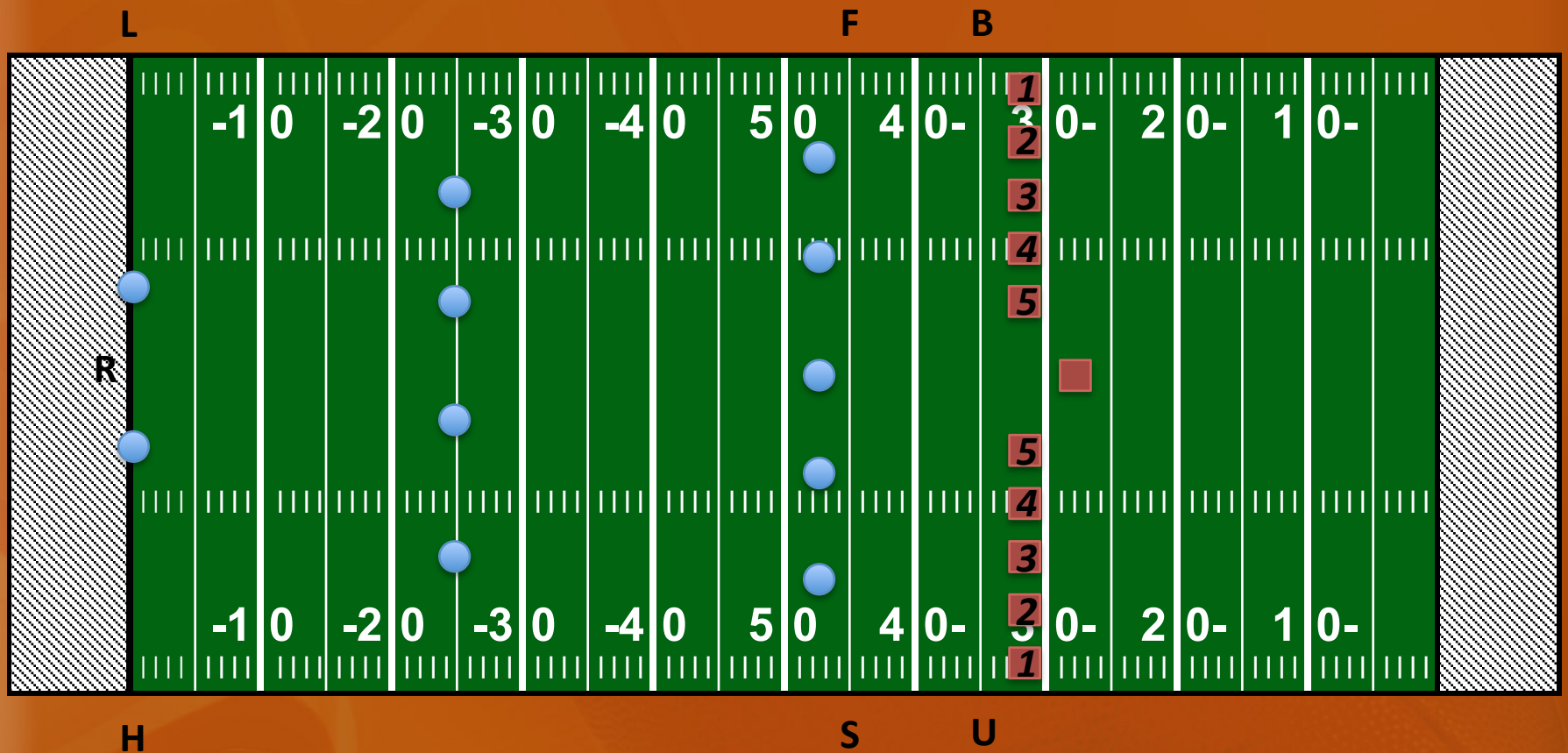
- U & B – move between the numbers and inbounds line and downfield towards B's goal line no more than 10 to 15 yards
- F & S – no more than 10 yards downfield towards B's goal line
- H & L
 - Wind the clock, if the receiver touches the ball between the bottom of the numbers and your side line
 - If receiver catches ball between the nine yard marks and the opposite sideline, move to a position ahead of the receiver, if possible
 - If receiver is between the R and your sideline, remain at the goal line until no longer threatened

Onside Kick Coverage:

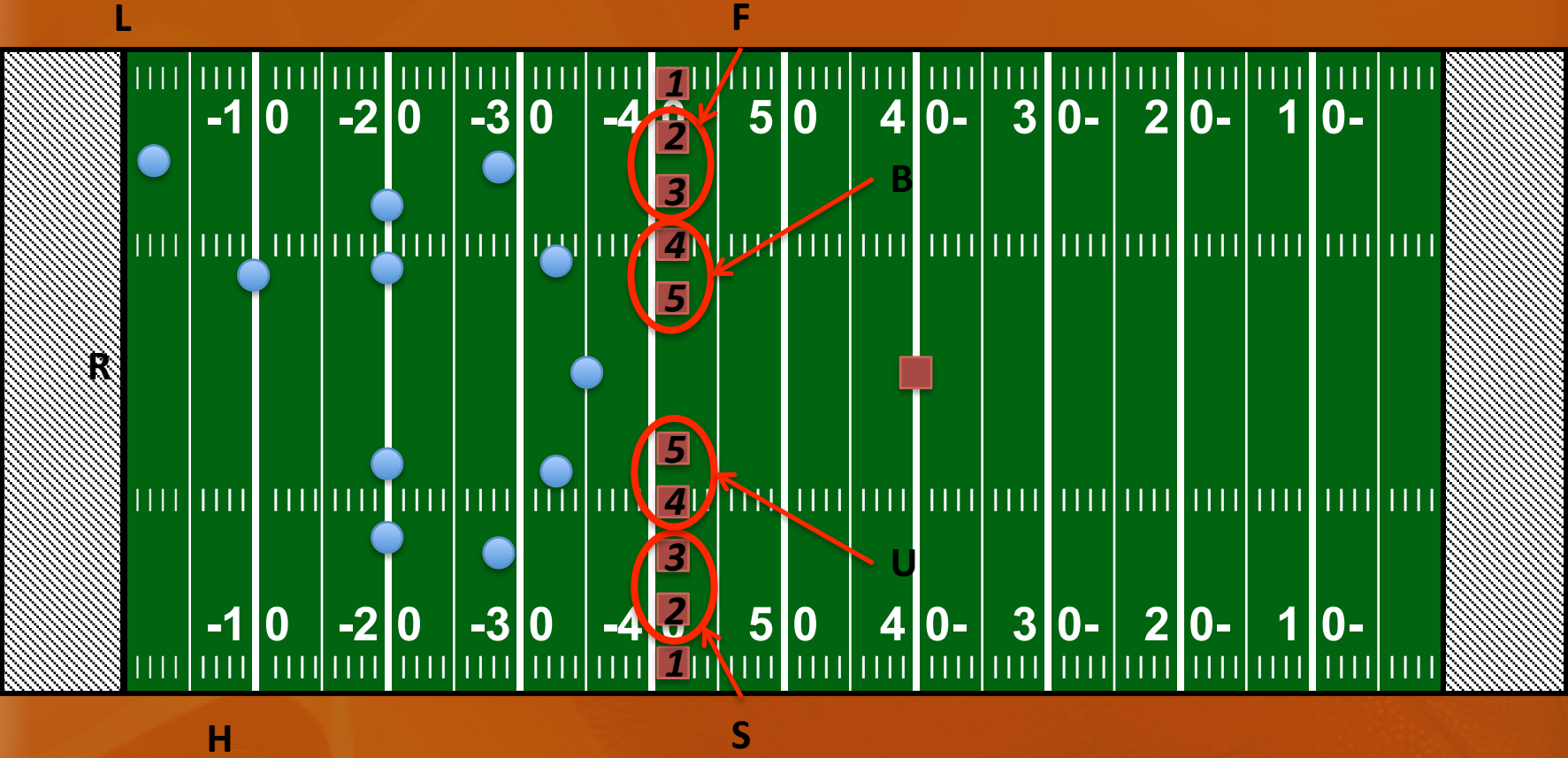
- H & L
 - Know if the ball is kicked into the ground and if it has taken more than one bounce
- F & S
 - Be aware of fair catch signal and determine with H & L if there was KCI



Free Kick Keys Key Numbering

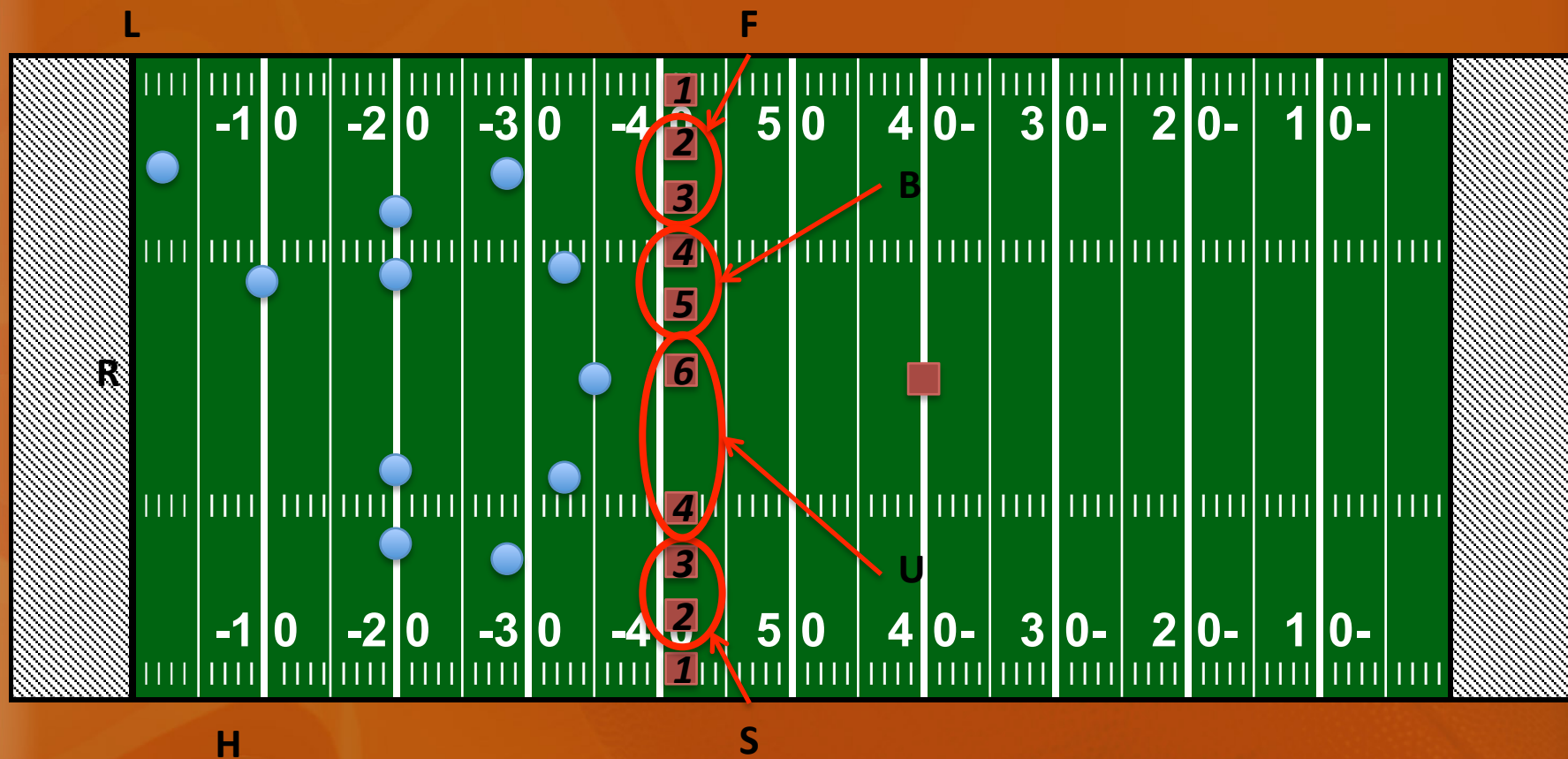


Free Kick Keys
Key Coverage – Even Alignment (5 – 5)



Free Kick Keys

Key Coverage – Uneven Alignment (6 – 4)



Scrimmage Plays:

- R
 - Before the snap
 - Note the tackle box
 - New key (Forward Pass) - Tackle on opposite side of the field (R's initial position is on the throwing arm side of QB)
 - Blocking below the waist
 - Identify restricted players, and if possible observe these players blocks
- L & H
 - Motion man
 - Observe motion man on your side of the ball (direction of motion does not matter) and ensure motion is legal
- F & S
 - Team A snaps between team B's 25 and 5 yard line
 - Initial position is on the goal line
 - Never take an initial position between team B's 5 yard line and the goal line! Be on the goal to rule on possible score
- B
- Blocking below the waist
 - Note position and number of back on opposite side of R and if possible observe that back's block

Forward Pass Plays and Coverage:

- R
 - Know the position of the passer relative to the tackle box and whether the passer is under duress
 - Get help from covering official with respect to eligible receiver being in the area
 - Determine from L if ball has crossed the NZ
- H
 - Primary responsibility is your receiver, but can assist with tackle on your side
 - When you read pass, be prepared to move downfield
 - Move at a pace that is dictated by the action of the play
 - Rarely move more than 5 yards downfield prior to pass being thrown
 - If down and distance circumstances warrant, your movement may be more than 5 yards downfield
- L
 - Primary responsibility is your receiver, but can assist with tackle on your side
 - Rule on pass behind or beyond the NZ
 - Rule on whether pass is forward or backward behind the NZ and punch back on backward pass

Punts:

- Ball snapped inside team A's 45 yard line
 - F & S – initial position on sideline and no less than five yards behind deepest receiver
 - B – no less than five yards behind and at the side of the deepest receiver favoring the wide side of the field
- Ball snapped at or outside team A's 45 yard line
 - F & S – initial position on sideline and at the pylon
 - B – initial position is on the goal line and favoring the wide side of the field

Note:

- Anytime the deepest receiver is inside the 10 yard line, B's initial position should be on the goal line and favoring the wide side of the field
- There is no restriction that F, S and B be aligned on the same yard line across the field

Punt Coverage:

- R – has primary responsibility for observing the shield in front of the kicker



As written in the CFO mechanics manual:

- H – hold position until ball crosses NZ
- L – when ball is kicked, move slowly downfield and assist R in observing the shield in front of the kicker



So. Chapter mechanics to be used:

- H – when ball is kicked, move slowly downfield
- L – hold position until ball crosses NZ and assist R in observing the shield in front of the kicker



- F & S – be alert for fair catch signal and offside official has responsibility for blocking by fair-catch signaler

Scoring Scrimmage Kicks:

Fake kicks

- When team A snaps inside team B's 20 yard line
 - H & L – have the goal line
- When team A snaps outside team B's 20 yard line
 - F & B – have the goal line

(Yes, both F & B move thru the EZ to the goal line!)

Reverse Goal Line Mechanics: (Team A snaps inside its own 5 yard line)

- If team A snaps inside its own 3 yard line
 - H & L – move to the goal line at the snap
- If team A snaps between its own 3 and 5 yard line
 - L – move to the goal line at the snap
 - H – read play and move to goal line if necessary
- *Remember:*
 - Ball must be completely in the field of play to avoid a safety
 - Known the team that provides impetus should a loose ball go into the EZ

Play Clock Mechanics: (If play clock malfunctions and is shut off)

- B – will manually time on his watch
 - Between the last 10 seconds and 5 seconds of the count
 - B – will raise his open hand and arm straight-up and over head
 - During the last 5 seconds of count
 - B – will close his hand into a fist and extended his arm straight out to the side

Unsportsmanlike Conduct – Official Mechanics:

- Officials should not rush toward an player or players to prevent a celebratory act
- Officials should maintain a presence at a reasonable distance and observe the action of the player or players
- If the action borders on UNS, no foul is to be called and relay the information to the head coach
- If the action is UNS, a foul should be called

Chain Crew Mechanics:

- Use of a second clip is mandatory!
- H – will provide 2 clips for chain crew to use
 - Clip man will mark the new yard line with the second clip, leaving the first clip in place until after the first-down play ends
- *Suggestion:*
 - *H or box man obtain (from trainer) a long piece (12" or so) of athletic tape*
 - *Place tape vertically on the pole of the down box*
 - *H provides the box man a permanent marker and have him write down on the tape, the yard line each time he places the clip on the chain*
 - *Place a new piece of tape on the pole of the down box during the half or as necessary*

Uniforms:

- If jackets are worn before the game (i.e., during the pre-game warm-ups)
 - Must be black
 - All crew members are to dress identically (That is, if one official is wearing a jacket, all must be wearing or not wearing a jacket!)

Other stuff:

- No mention of “sweeping” (F & S) side lines before FK’s (good practice?)
- No mention of moving onto the field (H & L) for backside coverage during kicks or scrimmage plays

