2024 IHSAA Football Mechanics Check List - Observer Form

1. Counts players and communicate to crew every play. S	<u>REFEREE</u>		<u>LINE JUDGE</u>	
would be, on the passing side of the QB. S NI U 3. Follows the QB wherever he goes, especially to the sidelines. S NI U 4. Trails all sweep plays in clean-up mode. S NI U 5. Gives clear NFH5-approved hand signals when communicating. S NI U 6. Announces the number of the player who fouled when making your announcement. S NI U 7. Does not wind the clock on a kickoff return, the covering wing official will wind the clock. S NI U 9. Winds the clock on ready for play after a play out of bounds, change of possession, incomplete pass, To, etc. The clock will start on the snap in those situations and the clock tops and by rule the elock starts on the ready for play. S NI U 9. Winds the clock on ready for play after a first down inbounds or after a foul and by rule the elock starts on the fready for play. S NI U 2. Counts the players every play and communicate to the crew. S NI U 4. Knows where the ball should be laterally on the field. S NI U 5. After reading pass, moves toward the LOS to help determine ineligible receiver and/or illegal forward pass. S NI U 6. On wide runs, pivots to watch blocks on the backside as the play flows toward the sideline. Slowly trail the play up shy frow stoward the sideline. Slowly trail the play up show to ward the sideline. Slowly trail the play office as the play into stoward the sideline. Slowly trail the play up show to ward the sideline. Slowly trail the play office as the play flows toward the sideline. Slowly trail the play up show to ward the sideline. Slowly trail the play up show to ward the sideline. Slowly trail the play up show to ward the sideline. Slowly trail the play up show to ward the sideline. Slowly trail the play up show to ward the sideline. Slowly trail the play up show to ward the sideline should read the play, and if he return was while the ball and to work the sideline should read the play, and if he eight play move back to the dead ball spot and square in appropriately. If	1.		1.	
would be, on the passing side of the QB. □S □NI □U 3. Follows the QB wherever he goes, especially to the sideline and in the field of play fit hey reached the line to gain. □S □NI □U 4. Trails all sweep plays in clean-up mode. □S □NI □U 5. Gives clear NFHS-approved hand signals when communicating □S □NI □U 6. Announces the number of the player who fouled when making your announcement. □S □NI □U 7. Does not wind the clock on a kickoff return, the covering wing official will wind the clock. □S □NI □U 8. Does not wind the clock to start the play after a play out of bounds, change of possession, incomplete pass, TO, etc. The clock will start on the snap in those situations and the clock operator knows that. □S □NI □U 9. Winds the clock on ready for play after a first down inbounds or after a foul and by rule the clock starts on the ready for play. □S □NI □U 2. Counts the player sar foul and by rule the clock starts on the ready for play. □S □NI □U 2. Counts the players every play and communicate to the heath. Hold your location letting the players pass you like on a regular scrimmage play, then slowly trail the play. □S □NI □U 2. Counts the players every play and communicate to the crew. □S □NI □U 3. At the snap, is 5-7 yards from the LOS, in position to see the ball at the snap, between the tackles, holds at the LOS and position to see the ball at the snap, between the tackles, holds and the fleld of play about 5 yards downfield and to the heath for play about 5 yards downfield and to the crew. □S □NI □U 5. After reading pass, moves toward the LOS to help determine ineligible receiver and/or illegal forward pass. □S □NI □U 5. After reading pass, moves toward the LOS to help determine ineligible receiver and/or illegal forward pass. □S □NI □U 6. On wide runs, pivots to watch the likes of the field of play, move back to the dead ball spot and square in appropriately. If the line to gain is between the line of scrimmage and the goal line, stool line the snap plothesis in the field of play, move back t	2.	At the snap, is 12-15 yards deep and at least outside	2.	Determines who is on/off the LOS should you have
S Follows the QB wherever he goes, especially to the sidelines. S NI U U U U U U U U U		the tackle and at most 2 yards outside where the TE		wideouts. S NI U
## Beline to gain. □S □N □U ## Another Survivariance of the player who fouled when making your announcement. □S □N □U ## Does not wind the clock on a kickoff return, the covering wing official will wind the clock. □S □N □U ## Does not wind the clock to start the play after a play out of bounds, change of possession, incomplete pass, TO, etc. The clock will start on the snap in those situations and the clock operator knows that. □S □N □U ## Winds the clock on ready for play after a first down inbounds or after a foul and by rule the clock starts on the ready for play. □S □N □U ## Down the field of play about 5 yards downfield and to the hash. Hold your location letting the players pass, you like on a regular scrimmage play, then slowly trail the play— S □N □U ## Counts the players every play and communicate to the crew. □S □N □U ## After reading pass, moves toward the LOS, in position to see the ball at the snap, between the tackles, holds as the play flows toward the sideline. Slowly trail the play flows toward the side in the field of play, move back to the dead ball spot and square in a the dead oball sort of the field of play, move back to the dead ball spot and square in appropriately. If the play and square in a the LOS and past th		would be, on the passing side of the QB.	3.	Winds, then stops clock if runner is down close to
sidelines. □S □NI □U 4. Trails all sweep plays in clean-up mode. □S □NI □U 5. Gives clear NFHS-approved hand signals when communicating. □S □NI □U 6. Announces the number of the player who fouled when making your announcement. □S □NI □U 7. Does not wind the clock on a kickoff return, the covering wing official will wind the clock. □S □NI □U 8. Does not wind the clock to start the play after a play out of bounds, change of possession, incomplete pass, TO, ett. The dock will start on the snap in those situations and the clock operator knows that. □S □NI □U 9. Winds the clock on ready for play after a first down inbounds or after a foul and by rule the clock starts on the ready for play. □S □NI □U 9. Winds the clock on ready for play after a first down inbounds or after a foul and by rule the clock starts on the ready for play. □S □NI □U 9. Winds the clock on ready for play after a first down inbounds or after a foul and by rule the clock starts on the ready for play. □S □NI □U 9. Winds the clock on ready for play after a play out of bounds, change of possession, incomplete pass, TO, ett. The dock will start on the snap in those situations and the clock operator knows that. □S □NI □U 9. Winds the clock on ready for play after a first down inbounds or after a foul and by rule the clock starts on the ready for play. □NI □U 9. Winds the clock on ready for play after a first down inbounds or after a foul and by rule the clock starts on the ready for play. □NI □U 10. At the snap, is 5-7 yards from the LOS, in position to see the ball at the snap, between the tackles, hold with appropriate signals. □S □NI □U 11. On kickoffs, starts on the slock of the sidelline (quick pass, sweep, pitch, option) steps 3-5 on 3 down plays, flows to the line to gain, only stopping momentarily if it is a quick pass to be able to rule if the pass is forward of the last on the snap in the leady of the play ends in the field of play, move back by the line to gain it the stemed by a defender. Then trail the play and in the field		□S □NI □U		the sideline and in the field of play if they reached
4. Trails all sweep plays in clean-up mode. S	3.	Follows the QB wherever he goes, especially to the		the line to gain. □S □NI □U
then trail the play, and square in at the dead ball spot with appropriate signals. S □N □U 6. Announces the number of the player who fouled when making your announcement. □S □N □U 7. Does not wind the clock on a kickoff return, the covering wing official will wind the clock. □S □N □U 8. Does not wind the clock to start the play after a play out of bounds, change of possession, incomplete pass, TO, etc. The clock will start on the snap in those situations and the clock operator knows that. □S □N □U 9. Winds the clock on ready for play after a first down inbounds or after a foul and by rule the clock starts on the ready for play. □S □N □U 10 Minzer 1. On kickoffs, starts on R's restraining line, diagonal into the field of play about 5 yards downfield and to the hash. Hold your location letting the players pass you like on a regular scrimmage play, then slowly trail the play. □S □N □U 2. Counts the players every play and communicate to the crew. □S □N □U 3. At the snap, is 5-7 yards from the LOS, in position to see the ball at the snap, between the tackles, and never in front of the LB's. □S □N □U 5. After reading pass, moves toward the LOS to help determine ineligible receiver and/or illegal forward pass. □S □N □U 7. Marks off penalties with the H and L to confirm the proper yardage is marked off. □S □N □U 8. On wide runs, pivots to watch blocks on the backside as the play flows toward the sideline. Slowly trail the play downfield if needed. □S □N □U 9. On wide runs, pivots to watch blocks on the backside as the play flows toward the LOS cent more and after the 2nd wave passes you, pivot and watch blocks by the by those players in the middle of the field. □S □N □U 10. On purpt plays, starts to the line to gain, only stopping momentarily if it is a quick pass to be able to rule if the pass; and square in appropriately if it is a quick pass to be able to rule if the pass; and square in appropriately. If the play and square in appropriately. If the play ends in the field of play, move back to the dead		sidelines. \square S \square NI \square U	4.	On 1 st and 2 nd down plays between the tackles, holds
Spot with appropriate signals. □ □ □ □ Spot with appropriate signals. □ □ □ □ Spot with appropriate signals. □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □	4.	Trails all sweep plays in clean-up mode.		at the LOS until the runner gets 3-4 yards downfield,
communicating. □S □NI □U 6. Announces the number of the player who fouled when making your announcement. □S □NI □U 7. Does not wind the clock on a kickoff return, the covering wing official will wind the clock. □S □NI □U 8. Does not wind the clock to start the play after a play out of bounds, change of possession, incomplete pass, TO, etc. The clock will start on the snap in those situations and the clock operator knows that. □S □NI □U 9. Winds the clock to other winds the clock operator knows that. □S □NI □U 19. Winds the clock on ready for play after a first down inbounds or after a foul and by rule the clock starts on the ready for play. □S □NI □U 19. Winds the clock on ready for play after a first down inbounds or after a foul and by rule the clock starts on the ready for play. □S □NI □U 20. Counts the field of play about 5 yards downfield and to the hash, Hold your location letting the players pass you like on a regular scrimmage play, then slowly trail the play. □S □NI □U 20. Counts the players every play and communicate to the crew. □S □NI □U 21. At the snap, is 5-7 yards from the LOS, in position to see the ball at the snap, between the tackles, and never in front of the LB's. □S □NI □U 22. Counts the players every play and communicate to the crew. □S □NI □U 23. At the snap, is 5-7 yards from the LOS, in position to see the ball at the snap, between the tackles, and never in front of the LB's. □S □NI □U 24. Knows where the ball should be laterally on the field. □S □NI □U 25. After reading pass, moves toward the LOS to help determine ineligible receiver and/or illegal forward pass. □S □NI □U 26. On wide runs, pivots to watch blocks on the backside as the play flows toward the sideline. Slowly trail the player on the field of play, move back to the dead ball spot and square in appropriately. When the snap is between the E3's and after the players on your did in the dead ball spot and square in appropriately. If the players on your did in the field of play, move back to the dead ball spot an		□S □NI □U		then trail the play, and square in at the dead ball
6. Announces the number of the player who fouled when making your announcement. □S □NI □U 7. Does not wind the clock on a kickoff return, the covering wing official will wind the clock. □S □NI □U 8. Does not wind the clock to start the play after a play out of bounds, change of possession, incomplete pass, TO, etc. The clock will start on the snap in those situations and the clock operator knows that. □S □NI □U 9. Winds the clock on ready for play after a first down inbounds or after a foul and by rule the clock starts on the ready for play. □S □NI □U 9. Winds the clock or neady for play after a first down inbounds or after a foul and by rule the clock starts on the ready for play about 5 yards downfield and to the hash. Hold your location letting the players pass you like on a regular scrimmage play, then slowly trail the play. □S □NI □U 3. At the snap, is 5-7 yards from the LOS, in position to see the ball at the snap, between the tackles, and never in front of the IB's □S □NI □U 4. Knows where the ball should be laterally on the field. □S □NI □U 5. After reading pass, moves toward the LOS to help determine ineligible receiver and/or illegal forward pass. □S □NI □U 7. Marks off penalties with the H and L to confirm the proper yardage is marked off. □S □NI □U 8. On punt plays, starts play speak of the ball should be laterally on the field. □S □NI □U 9. Goal line going in (goal line mechanics)-When the snap is between the line to gain is between the line of scrimmage and the goal line, stop their first, then continue to the GL after the LTG has been reached. □S □NI □U 10. On wide runs, pivots to watch blocks on the backside as the play flows toward the sideline. Slowly trail the play of the first, then continue to the GL after the LTG has been reached. □S □NI □U 10. On punt plays, starts play and if he thinks the GL may be threatened for a potential safety, he should go to the GL if the play and if he thinks the GL may be threatened for a potential safety, he should go to the GL if the play and	5.	Gives clear NFHS-approved hand signals when		
when making your announcement. S		communicating. \square S \square NI \square U	5.	On 1 st and 2 nd down plays coming towards the
open up to watch blocks in front of the runner until he is threatened by a defender. Then trail the play, and square in at the dead ball spot with appropriate signals.	6.	Announces the number of the player who fouled		
 7. Does not wind the clock on a kickoff return, the covering wing official will wind the clock.		when making your announcement.		
and square in at the dead ball spot with appropriate signals.				
S. Does not wind the clock to start the play after a play out of bounds, change of possession, incomplete pass, TO, etc. The clock will start on the snap in those situations and the clock operator knows that. S	7.	·		•
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to rule if the pass is forward or backward, and then continue to the line to gain. "3" down flow" S	8.		6.	
those situations and the clock operator knows that.				· · · · · · · · · · · · · · · · · · ·
9. Winds the clock on ready for play after a first down inbounds or after a foul and by rule the clock starts on the ready for play. □S □NI □U 8. On punt plays, releases hard downfield at the snap, beating any runner there. "4th down go" □S □NI □U 8. On punt plays, releases hard downfield at the snap, watching the gunners (1th couple of players) on your side of the field for holds and illegal blocks in the back. Do NOT watch the ball and do NOT watch the return man while the ball is in the air. 9. Goal line going in (goal line mechanics) - When the ball is at or inside the opponent's 10-yard line, both wing officials should make an immediate movement to the crew in front of the LB's. □S □NI □U 1. At the snap, is 5-7 yards from the LOS, in position to see the ball at the snap, between the tackles, and never in front of the LB's. □S □NI □U 2. Counts the players every play and communicate to the crew. □S □NI □U 3. At the snap, is 5-7 yards from the LOS, in position to see the ball at the snap, between the tackles, and never in front of the LB's. □S □NI □U 4. Knows where the ball should be laterally on the field. □S □NI □U 5. After reading pass, moves toward the LOS to help determine ineligible receiver and/or illegal forward pass. □S □NI □U 6. On wide runs, pivots to watch blocks on the backside as the play flows toward the sideline. Slowly trail the play downfield if needed. □S □NI □U 8. On punt plays, gees immediately to the line to sain gain at the snap, beating any runner there. "4th down plays, releases hard downfield at the snap, watching the snap, beating any runner three. "4th down plays, releases hard downfield at the snap, watching the snap is players on your side of the field for holds and illegal blocks in the back. Do NOT watch the ball is not he sak. Do NOT watch the ball is not he sak. Do NOT watch the ball is not he sak. Do NOT watch the ball is not he return man while the ball is not he sak. Do NOT watch the return man while the ball is not he sak. Do NOT watch the return man while the		·		
9. Winds the clock on ready for play after a first down inbounds or after a foul and by rule the clock starts on the ready for play. □S □NI □U WPPIRE 1. On kickoffs, starts on R's restraining line, diagonal into the field of play about 5 yards downfield and to the hash. Hold your location letting the players pass you like on a regular scrimmage play, then slowly trail the play. □S □NI □U 2. Counts the players every play and communicate to the crew. □S □NI □U 3. At the snap, is 5-7 yards from the LOS, in position to see the ball at the snap, between the tackles, and never in front of the LB's. □S □NI □U 4. Knows where the ball should be laterally on the field. □S □NI □U 5. After reading pass, moves toward the LOS to help determine ineligible receiver and/or illegal forward pass. □S □NI □U 6. On wide runs, pivots to watch blocks on the backside as the play flows toward the sideline. Slowly trail the play downfield if needed. □S □NI □U 7. Marks off penalties with the H and L to confirm the proper yardage is marked off. □S □NI □U 8. On punt plays, goes immediately to the line to gain at the snap, beating any runner there. "4th down plays, goes immediately to the line to gain at the snap or punt plays, releases hard downfield at the snap, watching the gunners (1* couple of players) on your side of the field of play, releases hard downfield at the snap, watching the gunners (1* couple of players) on your side of the field of the field of play, releases hard downfield at the snap, watching the gunners (1* couple of players) on your side of the field of play, nove back to NOT watch the ball and do NOT watch the return man while the ball is on NOT watch the ball in a do NOT watch the ball is at or inside the opponent's 10-yard line, both wing officials should make an immediate movement toward the goal line at the snap (in anticipation of a TD). If the play ends in the field of play, move back to the dead ball spot and square in appropriately. When the snap is between the 5-yard line going out, (reverse goal				
inbounds or after a foul and by rule the clock starts on the ready for play. □S □NI □U 1. On kickoffs, starts on R's restraining line, diagonal into the field of play about 5 yards downfield and to the hash. Hold your location letting the players pass you like on a regular scrimmage play, then slowly trail the play. □S □NI □U 2. Counts the players every play and communicate to the crew. □S □NI □U 3. At the snap, is 5-7 yards from the LOS, in position to see the ball at the snap, between the tackles, and never in front of the LB's. □S □NI □U 4. Knows where the ball should be laterally on the field. □S □NI □U 5. After reading pass, moves toward the LOS to help determine ineligible receiver and/or illegal forward pass. □S □NI □U 6. On wide runs, pivots to watch blocks on the backside as the play flows toward the sideline. Slowly trail the play downfield if needed. □S □NI □U 7. Marks off penalties with the H and L to confirm the proper yardage is marked off. □S □NI □U 8. On punt plays, starts jung any runner there. "4th down go" □S □NI □U 8. On punt plays, releases hard downfield at the snap, watching the gunners (1t² couple of players) on your side of the field for holds and illegal blocks in the back. Do NOT watch the ball and do NOT watch the back. Do NOT watch the ball and do NOT watch the back. Do NOT watch the ball and do NOT watch the back. Do NOT watch the ball and do NOT watch the back. Do NOT watch the ball and do NOT watch the back. Do NOT watch the ball and do NOT watch the back. Do NOT watch the ball and do NOT watch the back. Do NOT watch the ball and do NOT watch the back. Do NOT watch the ball and do NOT watch the back. Do NOT watch the ball and do NoT watch the back. Do NOT watch the ball and do NoT watch the back. Do NOT watch the ball sin the air. □D No NoT watch the ball and do NoT watch the ball should make an immediate movement toward the ball should make an immediate movement toward the goal line at the snap (in anticipation of a TD). If the play ends in the field of play, move bac	_		7	
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## Some purpose in the snap, watching the gunners (1.** couple of players) on your side of the field of play about 5 yards downfield and to the hash. Hold your location letting the players pass you like on a regular scrimmage play, then slowly trail the play. □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □		-		
## Watching the gunners (1st couple of players) on your side of the field for holds and illegal blocks in the back. Do NOT watch the ball and do NOT watch the ball and do NOT watch the ball and do NOT watch the ball is in the air. S		on the ready for play. LS LINI LU	Q	-
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you like on a regular scrimmage play, then slowly trail the play. S				
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2. Counts the players every play and communicate to the crew.		you like on a regular scrimmage play, then slowly		□S □NI □U
the crew. □S □NI □U wing officials should make an immediate movement 3. At the snap, is 5-7 yards from the LOS, in position to see the ball at the snap, between the tackles, and never in front of the LB's. □S □NI □U 4. Knows where the ball should be laterally on the field. □S □NI □U 5. After reading pass, moves toward the LOS to help determine ineligible receiver and/or illegal forward pass. □S □NI □U 6. On wide runs, pivots to watch blocks on the backside as the play flows toward the sideline. Slowly trail the play downfield if needed. □S □NI □U 7. Marks off penalties with the H and L to confirm the proper yardage is marked off. □S □NI □U 8. On punt plays, starts just behind the LB's and after the punt, step up toward the LOS even more and after the 2nd wave passes you, pivot and watch blocks by the by those players in the middle of the field. □S □NI □U wing officials should make an immediate movement toward the goal line at the snap (in anticipation of a TD). If the play ends in the field of play, move back to the dead ball spot and square in appropriately. If the play ends in the field of play, move back to the dead ball spot and square in appropriately. 10. Goal line going out (reverse goal line mechanics)-When the snap is between the 5 and 10-yard line going out, the L should read the play, and if he thinks the GL may be threatened for a potential safety, he should go to the GL. If the play ends in the field of play, move back to the dead ball spot and square in appropriately. 11. Goal line going out (reverse goal line mechanics)-When the snap is between the 5-yard in appropriately. When the snap is between the 5-yard in appropriately. When the snap is between the 5-yard in appropriately. If the play ends in the field of play, move back to the dead ball spot and square in appropriately.		trail the play. □S □NI □U	9.	Goal line going in (goal line mechanics) - When the
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TD). If the play ends in the field of play, move back to the dead ball spot and square in appropriately. If the line to gain is between the line of scrimmage and the goal line, stop their first, then continue to the GL after reading pass, moves toward the LOS to help determine ineligible receiver and/or illegal forward pass.		the crew. S NI U		wing officials should make an immediate movement
to the dead ball spot and square in appropriately. If 4. Knows where the ball should be laterally on the field. S	3.	At the snap, is 5-7 yards from the LOS, in position to		toward the goal line at the snap (in anticipation of a
4. Knows where the ball should be laterally on the field. □S □NI □U 5. After reading pass, moves toward the LOS to help determine ineligible receiver and/or illegal forward pass. □S □NI □U 6. On wide runs, pivots to watch blocks on the backside as the play flows toward the sideline. Slowly trail the play downfield if needed. □S □NI □U 7. Marks off penalties with the H and L to confirm the proper yardage is marked off. □S □NI □U 8. On punt plays, starts just behind the LB's and after the punt, step up toward the LOS even more and after the 2nd wave passes you, pivot and watch blocks by the by those players in the middle of the field. □S □NI □U 10. Goal line going out (reverse goal line mechanics)-When the snap is between the 5 and 10-yard line going out, the L should read the play, and if he thinks the GL may be threatened for a potential safety, he should go to the GL. If the play ends in the field of play, move back to the dead ball spot and square in appropriately. When the snap is between the line of scrimmage and the goal line, stop their first, then continue to the GL after the LTG has been reached. □S □NI □U 10. Goal line going out (reverse goal line mechanics)-When the snap is between the 5 and 10-yard line going out, the L should read the play, and if he thinks the GL may be threatened for a potential safety, he should go to the GL. If the play ends in the field of play, move back to the dead ball spot and square in appropriately. When the snap is between the Sund the goal line and the goal line and the GL, both the L and the H both should make an immediate movement toward the goal line at the snap (in anticipation of a safety). If the play ends in the field of play, move back to the dead ball spot and square in appropriately.		·		
the goal line, stop their first, then continue to the GL 5. After reading pass, moves toward the LOS to help determine ineligible receiver and/or illegal forward pass.				
 5. After reading pass, moves toward the LOS to help determine ineligible receiver and/or illegal forward pass.	4.	· · · · · · · · · · · · · · · · · · ·		<u> </u>
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play downfield if needed.	6.	•		
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8. On punt plays, starts just behind the LB's and after the punt, step up toward the LOS even more and after the 2nd wave passes you, pivot and watch blocks by the by those players in the middle of the field. S	7.	•		- · · · · · · · · · · · · · · · · · · ·
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field. S NI U ends in the field of play, move back to the dead ball spot and square in appropriately.				
spot and square in appropriately.				
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<u>HEADLII</u>	<u>VESMAN</u>		the goal line, stop their first, then continue to the GL			
1.	Keeps your sideline area clean.		after the LTG has been reached.			
	□S □NI □U		□S □NI □U			
2.	Determines who is on/off the LOS should you have	10.	Goal line going out (reverse goal line mechanics)-			
	wideouts. S NI U		When the snap is between the 5 and 10-yard line			
3.	Winds, then stop clock if runner is down close to the		going out, the H should go should go to the GL. If the			
	sideline and in the field of play if has reached the		play ends in the field of play, move back to the dead			
	line to gain. □S □NI □U		ball spot and square in appropriately. When the snap			
4.	On 1 st and 2 nd down plays between the tackles, holds		is between the 5-yard line and the GL, both the H			
	at the LOS until the runner gets 3-4 yards downfield,		and the L both should make an immediate			
	then trail the play, and square in at the dead ball		movement toward the goal line at the snap (in			
	spot with appropriate signals.		anticipation of a safety). If the play ends in the field			
	□S □NI □U		of play, move back to the dead ball spot and square			
5.	On 1 st and 2 nd down plays coming towards the		in appropriately. $\square S$ $\square NI$ $\square U$			
	sideline (quick pass, sweep, pitch, option) steps 3-5					
	yards backwards into the offensive backfield and	BACK JU				
	open up to watch blocks in front of the runner until	1.	On kick offs, starts on K's restraining line, diagonal			
	he is threatened by a defender. Then trail the play,		into the field of play about 10 yards to the 50. Be			
	and square in at the dead ball spot with appropriate		ready to retreat on a long run as you have GL			
	signals. $\square S$ $\square NI$ $\square U$	_	responsibilities. S NI U			
6.	On 3 rd down plays, flows to the line to gain, only		Counts the defensive players. S NI U			
	stopping momentarily if it is a quick pass to be able	3.	Is 25 yards from the LOS at the snap and always in			
	to rule if the pass is forward or backward, and then		the middle of the field. If you read pass, start to			
	continue to the line to gain. "3 rd down flow"		backpedal and keep all players in front of you. You			
	□S □NI □U		should beat any players to the GL. S NI U			
7.	On 4 th down plays, goes immediately to the line to	4				
	gain at the snap, beating any runner there. "4th	4.	Can see the play clock or be responsible for the delay of game. \Box S \Box NI \Box U			
	down go"	-	On runs between the tackles, observes blocks in			
_	□S □NI □U	5.	front of the runner against the second level			
8.	On punt plays, releases hard downfield as soon as		defensive players, usually the linebacker or strong			
	the ball is kicked, watching the gunners (1st couple of		safety. S NI U			
	players) on your side of the field for holds and illegal blocks in the back. Do NOT watch the ball and do	6.	On runs to either side of the field, observes blocks in			
	NOT watch the return man while the ball is in the air.	Ŭ.	front of runner at the point of attack.			
	S □NI □U		□S □NI □U			
۵	Goal line going in (goal line mechanics) - When the	7.	Cleans up on out-of-bounds plays when necessary.			
Э.	ball is at or inside the opponent's 10-yard line, both		□s □NI □U			
	wing officials should make an immediate movement	8.	On punt plays, start out right behind the return man,			
	toward the goal line at the snap (in anticipation of a		move opposite of him to be about 5-7 yards wide			
	TD). If the play ends in the field of play, move back		and 5-7 deeper than the returner on the catch.			
	to the dead ball spot and square in appropriately. If		Watch the return man for a valid or invalid fair catch			
	the line to gain is between the line of scrimmage and		signal until he possesses the ball. Do NOT watch the			
	2 12 g 2 22 22 22 22 22 22 22 22 22 22 22		ball in the air. S NI U			
Above, a	Above, are listed mechanics specific to each position in a 5-man football crew. Please check the box for each mechanic witnessed					

Above, are listed mechanics specific to each position in a 5-man football crew. Please check the box for each mechanic witnessed during the contest. For a reference, Satisfactory would be considered if an item is completed more than 90% of the time while Unacceptable would be considered if an item is completed less than 60% of the time.