

SCRIMMAGE KICKS (PUNTS) TRIAL MECHANICS

(Bold indicates change from standard mechanic)

1. Referee
 - A. After ball is spotted:
 1. Check down and distance with Head linesman.
 2. Declare ball ready-for-play by using established procedure.
 3. Position: 3-5 yards outside tight end and 2-3 yards behind kicker, **on Head linesman's side of field.**
 4. Be able to see ball and observe backs,
 5. Count K players and indicate to Umpire that you have counted the kicking team.
 6. Signal to crew that K is in scrimmage-kick formation.
 - B. After snap:
 1. Watch for fouls behind neutral zone especially around the kicker.
 2. Be alert for blocked kicks and be ready to rule on recovery.
 3. After ball crosses neutral zone, observe line play.
 4. Move downfield slowly following the kick **along the inbounds marks on the Head linesman's side. Move toward return area observing players away from the ball.**
 5. Watch for fouls and be ready to pick up runner if there is a long return.
 6. **If ball goes out of bounds on your side, help relay the ball to inbounds spot.**
 7. Determine from covering official if ball was touched beyond the neutral zone and by whom.
 8. Kick out of bounds in flight – line up covering official at the spot where the ball crossed the sideline by using an outstretched arm.
 9. If no foul, signal Head linesman to move line-to-gain equipment.
 10. Confirm line-to-gain indicator is set before giving the ready-for-play signal.

2. Umpire

A. After ball is spotted:

1. **Position: 3-5 yards outside tight end and 2-3 yards behind the kicker on the Line judge's side of the field.**
2. Count K players and indicate to the Referee that you have counted the kicking team.
3. Check numbering exception.
4. Key offensive guards and center.

B. After snap:

1. Be alert for roughing the snapper, then shift to action of the offensive guards and backs behind the neutral zone. **Watch for illegal blocks by the backs.**
2. Read play. Be alert for run or pass.
3. **Be alert to cover a blocked kick and be ready to rule on recovery.**
4. **Move downfield slowly following the kick, along the inbounds marks on the Line judge's side.** Move toward return area observing players away from the ball.
5. **Watch for fouls and be ready to pick up runner if there is a long return.**
6. **If ball goes out of bounds on your side, help relay the ball to inbounds spot.**

NHFOA Trial Scrimmage Kick Mechanic Survey

Getting into your position prior to the snap

Very Difficult Difficult No Different Easy Very Easy

Comments _____

Making the ball ready for play

Severely Delayed Delayed No Different Quickened

Comments _____

Communication prior to the snap

Very Difficult Difficult No Different Easy Very Easy

Comments _____

Reading your keys from this position

Very Difficult Difficult No Different Easy Very Easy

Comments _____

Coverage at the snap

Very Difficult Difficult No Different Easy Very Easy

Comments _____

If there was a bad snap, how was coverage to the Line judge's side?

Very Difficult Difficult No Different Easy Very Easy

Comments _____

Moving down field for coverage

Very Difficult Difficult No Different Easy Very Easy

Comments _____

Coverage on the return

Very Difficult Difficult No Different Easy Very Easy

Comments _____

Effect on game pace

Very Difficult Difficult No Different Easy Very Easy

Comments _____

Overall, this mechanic will _____ punt coverage

Complicate Make Challenging Make no difference to Improve Greatly Improve

Comments _____

General Comments

Thanks
Stan Marro, 2018 Mechanics Supervisor