

ECAC 2007 Football Officiating Manual

6 Man and 7 Man Mechanics

Differences:

SITUATION/PLAY	6 MAN MECHANIC	7 MAN MECHANIC	NOTE/COMMENT
1. Game Balls – Section 3, Article 4	Approximately 1 hr. prior to game (FJ) will receive, test, and certify balls; pg. 10	Approximately 1 hr. prior to game (BJ) will receive, test, and certify balls.	Up to 6 balls submitted per team.
2. Timer Conference Section 3, Article 5	Upon arrival at game the game and play clock operators and the (SJ) will conduct thorough Pre-Game Briefing; pg. 10 Clock and 25 second ECAC operators must be in locker 90 minutes prior to game.	Upon arrival at game the game and play clock operators and the (SJ,BJ) will conduct thorough Pre-Game Briefing. Clock and 25 second ECAC operators must be in locker 90 minutes prior to game	Also meet with (R) to discuss signals and emergency communications.
3. Pre-Game Duties – Section 4, Article 2.	(HL,LJ) leave sideline in time to notify head coach at 4 minutes prior to scheduled game time; pg. 11 (SJ/FJ) send captains in 3 minutes prior.	(BJ,LJ) leave sideline in time to notify head coach at 4 minutes prior to scheduled game time. (SJ/FJ) send captains in 3 minutes prior.	At least one bean bag must be available on field at all times. No jackets or dark glasses are to be worn, including during on field pre-game duties.
4. Pre-Game Coin Toss Section 5, Article 2	Press box side: (SJ,LJ) Far Sideline: (FJ,HL) pg. 14	Press box side: (BJ, SJ,LJ) Far Sideline – (FJ,HL)	(R) Press Box side, (U) Far Sideline or (R,U) in the middle of the field
5. General Game Duties Substitutions/Counting Section 6, Article 1	(FJ,SJ) responsible for counting DEF; pg. 16 (SJ) insure play clock operates in accordance with R signals.	(BJ,FJ,SJ) responsible for counting DEF. (BJ) insure play clock operates in accordance with R signals.	Closed fist, thumbs up, shoulder level signal. All officials must carry game card.
6. General Game Duties Substitutions/Counting Section 6, Article 1, C Free Kicks Counting	(U,FJ,SJ) responsible for counting Kick Team. (R,LJ,HL) count Receiving Team; pg. 16	(U,BJ) responsible for counting Kick Team. (LJ,HL,FJ) count Receiving Team.	Clock Status is a crew responsibility. 2007 inadvertent whistle change requires all members to be aware.
7. Time Outs Section 6, Article 5, A	When covering official gives clear TO signal, this signal is mirrored by the opposite official (HL by LJ, or SJ by FJ); SJ responsible for play clock during TO	When covering official gives clear TO signal, this signal is mirrored by the (BJ) and the opposite official (HL by LJ, or SJ by FJ). (BJ) responsible for play clock during TO.	

8. Interval Between Downs Section 6, Article 6, E	1. When ball becomes dead at end of down, (SJ,FJ) move in accordion like fashion to provide coverage; pg. 22	1. When ball becomes dead at end of down, (SJ,FJ,BJ) move in accordion like fashion to provide coverage.	
8. Interval Between Downs, con't. Section 6, Article 6, E	Ball – Dead OOB, primary responsibility for (SJ,FJ) move quickly to spot, protect opposing players, ball rotation is secondary; pg. 22	Ball – Dead OOB, primary responsibility for (SJ,FJ) move quickly to spot, protect opposing players, (BJ) rotates ball in.	(R) should get there
8. Interval Between Downs, con't. Section 6, Article 6, E	(FJ) will ensure 25-second clock operates in accordance to (R) signals; pg. 22	(BJ) will ensure 25-second clock operates in accordance to (R) signals.	
9. Timing Section 7, Article 1, B	(FJ) 25 second clock; pg. 23	(BJ) 25 second clock	
10. Timing Section 7, Article 2, E	(R,U,SJ) wind clock when ball is kicked on all free kicks; pg. 23	(R,U,BJ) wind clock when ball is kicked on all free kicks.	New procedure.
11. Free Kicks – Section 8, Article 1, A	(U) Gives ball to kicker, raise arm, R starts play clock. (U) moves to (HL) sideline, waits for signal from (FJ) indicating 45 seconds have elapsed; pg. 25	(U) Gives ball to kicker, raise arm, R starts play clock. (U) moves to (HL) sideline, waits for signal from (BJ) indicating 45 seconds have elapsed.	This procedure can take place as soon as teams are ready to go. If Kicker or team not on field, U place ball on ground and raise arm to start clock.
11. Free Kicks – Section 8, Article 1, A	(FJ) time the official's timeout, will signal other crewmembers by raising arm over head; pg. 25	(BJ) time the official's timeout, will signal other crewmembers by raising arm over head.	This procedure can take place as soon as teams are ready to go
12. Free Kicks – Section 8, Article 1, C	(R, LJ) wind clock when ball is legally touched in field of play or exits goal-line.	(R,LJ) wind clock when ball is legally touched in field of play or exits goal-line.	New procedure. Change for 2007.
13. Free Kicks – Section 8, Article 1, C	(FJ) help with legality of kicking team's formation; pg. 27	(BJ) help with legality of kicking team's formation.	
14. Free Kicks – Section 8, Article 1, C	#5 – (SJ,FJ) sideline responsibility to kicking teams goal line; pg. 27	#5 – (SJ,FJ) sideline responsibility to kicking team's goal line. (BJ) Goal Line responsibility.	Normal handoff to (SJ,FJ) occurs at the 30-35 yard line.
15. Onside Kicks – Section 8, Article 1, A	(U,FJ) assume normal FK positions.	(U,FJ,SJ,BJ) assume normal FK positions.	(R) will assume position in middle of

Positioning	(HL,LJ) move to KT restraining line, (SJ) to Rec. Team restraining line; pg. 28	(HL) move to KT restraining line, (LJ) remain at 10 YL.	the field approx. at 10 YL (never closer than 10 yards behind deepest receiver)
15. Onside Kicks – Section 8, Article 1, B After Kick	(U,SJ,R) Wind Clock If kick long, (R) has goal line. (U,FJ,HL) responsible for KT formation. (HL,LJ) observe K Team beyond restraining line. (LJ,HL) primary responsible for illegal kicks and illegal touch; pg. 29	(U,BJ,R) Wind Clock If kick long, (R,LJ) have goal line. (U,BJ,HL) responsible for KT formation. (HL,BJ) observe K Team beyond restraining line. (LJ,HL) primary responsible for illegal kicks and illegal touch	Somewhat New Procedure
16. Scrimmage Plays Section 9, Article 3, B Keys	(FJ,SJ) key on widest eligible receiver on their side. (LJ,HL) key on tackle plus 2 ND inside eligible receiver on their side; pg. 36	(FJ,SJ) key on widest eligible receiver on their side. (BJ) based on strength, key on 2 ND eligible receiver on strong side (LJ,HL) key on tackle plus 3 RD inside eligible receiver on their side.	
16. Scrimmage Plays Section 9, Article 4, B Running Plays	(SJ,FJ) have goal line responsibility and must not get beat deep; pg. 44	(BJ) – have goal line responsibility and must not get beat deep. (FJ,SJ) at pylon.	
17. Scrimmage Plays Section 9, Article 5, A Passing Plays	(SJ,FJ) observe initial action on/by eligible receiver, coordinate with appropriate wing official involving sideline; pg. 45	(SJ,FJ) observe initial action on/by eligible receiver, coordinate with appropriate wing official involving sideline. (BJ) be prepared to switch to cover receivers who enter zone – coordinate with (SJ,FJ) on close calls.	
18. Scrimmage Kicks Section 10, Article 1, A Outside 50 YL	(SJ,FJ) assume position even with deepest receiver; pg. 46	(SJ,FJ) assume position even with deepest receiver. (BJ) positioned 5 yards behind deepest receiver.	Bean bag in hand
18. Scrimmage Kicks Section 10, Article 1, B Outside 50 YL	(SJ,FJ) Bean Bag spot of end of kick for PSK enforcement; pg. 46	(BJ) – Bean Bag spot of end of kick for PSK enforcement.	
19. Scrimmage Kicks Section 10, Article 2, A Inside 50 YL	(SJ,FJ) position selves at Goal Line; pg. 48	(SJ,FJ,BJ) position selves at Goal Line.	

20. One point tries and Field Goals Section 11, Article 1	(U) primary responsibility for snap and illegal contact; pg. 50	Double (U) (U and SJ) (SJ) positioned 7 yards deep on (HL) side, (U) on (LJ) side, (U) still primary responsibility for snap and illegal contact.	
20. One point tries and Field Goals Section 11, Article 1	(FJ,SJ) positioned on end line under respective goal post uprights. (FJ) rules if ball hits crossbar, blows whistle; pg. 50	(FJ,BJ) positioned on end line under respective goal post uprights. (BJ) rules if ball hits crossbar, blows whistle.	Ensure that (R) has seen the signal.
20. One point tries and Field Goals Section 11, Article 1, E If Try or FG breaks down.	(U) officiate from inside out, watching illegal action at POA. (FJ,SJ) share responsibility of end line; pg. 51	(U) and (SJ)– officiate from inside out, watching illegal action at POA. (BJ) has responsibility of end line.	
21. Timeouts Section 13, Article 2, C	(FJ) time the TO; pg. 55	(BJ) – time the TO	
21. Timeouts Section 13, Article 2, E	When (R) notified by (FJ) of 50 second mark, he communicates to other officials that he is about to mark ball ready for play; pg. 55	When (R) notified by (BJ) of 50 second mark, he communicates to other officials that he is about to mark ball ready for play.	
22. Measurements Section 14, Article 1, E	(FJ) after dropping bean bag at nose of ball, will hold ball stationary throughout measurement; pg. 58	(BJ) after dropping bean bag at nose of ball, will hold ball stationary throughout measurement. (FJ) keep area clear to press box, have a replacement ball ready.	
23. End of Period, Half time, Extra Periods Section 15, Article 1, A End of Period	(FJ,SJ) monitor team activity, and (if appropriate) alert teams when notified by (FJ). (FJ) will time interval – notify other officials when 45 seconds has expired; pg. 59	(BJ,SJ) monitor team activity, and (if appropriate) alert teams when notified by (FJ). (BJ) will time interval – notify other officials when 45 seconds has expired.	
24. End of Period, Half time, Extra Periods Section 15, Article 2,	(FJ) at halftime should insure game balls are returned to official’s locker room; pg. 59	(FJ,BJ) at halftime should insure game balls are returned to officials locker room.	
25. Rushed Situations attachment E – Rule 3,	(R) with help from other officials, will	(R) with help from other officials, will	

Section 5, Article 2-e,- D	monitor Team B substitutions. (FJ or SJ) may signal (R) that B has completed substitutions; pg. 68	monitor Team B substitutions. (BJ) may signal (R) that B has completed substitutions.	
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