

Team Box

Coaches Area

10 20 30 40 50 40 30 20 10

KICKING GAME

SWOA

2010

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SESSION TOPICS

Basic Mechanics Review (10 minutes)

- Free Kick
 - Normal
 - Onside
- Scrimmage Kicks
 - PAT/ FG
 - Punt

Rules Discussion – Kicking Game (10 minutes)

- Illegal Blocks
- Fair Catch
- Roughing Kicker
- First Touching, Momentum
- KCI

Video Observation (25 minutes)

Free Kick Mechanics

Referee:

- Count, check with other officials, declare ready for play
- After kick signal clock to start when touched (other than K)
- Zone coverage
- Be ready to rule on TB, momentum
- Clean up behind runner
- Mark out of bounds spot (only in your area)

Umpire/ HL/ LJ :

- Positions... *NEW 2010: LINE JUDGE Before kick: – Temporarily move to **nine-yard marks (top of numbers)**, then count K players and identify the free-kick line for the receiving team*
- Clean up sidelines, Count players, hold hand up to signal to Referee all is ready
- Be alert for first touching by K (bean bag)
- Signal clock to start only when touched in your primary
- Mark spot of Kick out of bounds (bean bag if last touched by R, penalty flag if untouched by R)
- Follow runner (when in your primary)
- Clean up action behind runner if play is opposite side
- Observe legality of blocks and action away from ball when not covering the runner
- Mark out of bounds spot when in your primary

Free Kick Mechanics

Back Judge:

- Count K players
- If foul is to be administered on Kick give signal and administer
- Check legality of tee, hand kicker ball, point out Referee to Kicker, give instructions
- Move to sideline position, raise arm to indicate ready
- If ball falls or blows off tee sound whistle and moves to kicker for instructions (new 2010)*
- Rule on infractions of K free kick line
- Time 25 second count
- Be alert for first touching by K (bean bag spot) or ball that does not cross R free kick line
- Mark out of bounds spot untouched by R with penalty marker
- Watch initial blocks and legality of action on kicker
- Move down field along sideline, be prepared to pick up runner on a long return.
- Watch for fouls away from the runner.

Onside Kick Considerations

Referee:

- Pre Kick routine stays the same (communicate OSK?)
- Position at 10 yd line ? Read R's position
- Be ready to assist other officials

Umpire/ HL/ LJ / BJ:

- Pre Kick routine stays the same
- Bean bag in hand
- Position changes- good pregame discussion, who is where and when do you make this change, how to communicate this
- Be alert for first touching by K (bean bag)
- Be alert for kick that does not cross R free kick line
- Mark spot of Kick out of bounds (bean bag if last touched by R, penalty flag if untouched by R)
- Observe legality of blocks
- Sound whistle when ball in your primary becomes dead and give signal.

PAT/ FG Mechanics

Referee:

- NEW 2010 Position: Position: **2-3 yards** to rear and **3-5 yards** to side of potential kicker, facing holder and able to see holder receive ball.*
- Count K and communicate to U
- Signal to crew scrimmage kick formation
- Observe K, holder and opposite tackle
- Assist on sideline coverage if run/pass develops to R side
- Signal score if successful
- If kick is blocked (PAT- dead ball) (FG- Live ball)

Umpire:

- Position 4-7 yds deep keeping ball in view
- Count K and communicate to R
- Be aware of numbering exception
- Observe action on snapper
- Be aware of Kick crossing LOS
- Assist Referee for coverage of short or blocked kicks
- Observe blocking
- Assist on goal line if run pass develops to Referee side

PAT/ FG Mechanics

LJ/ HL:

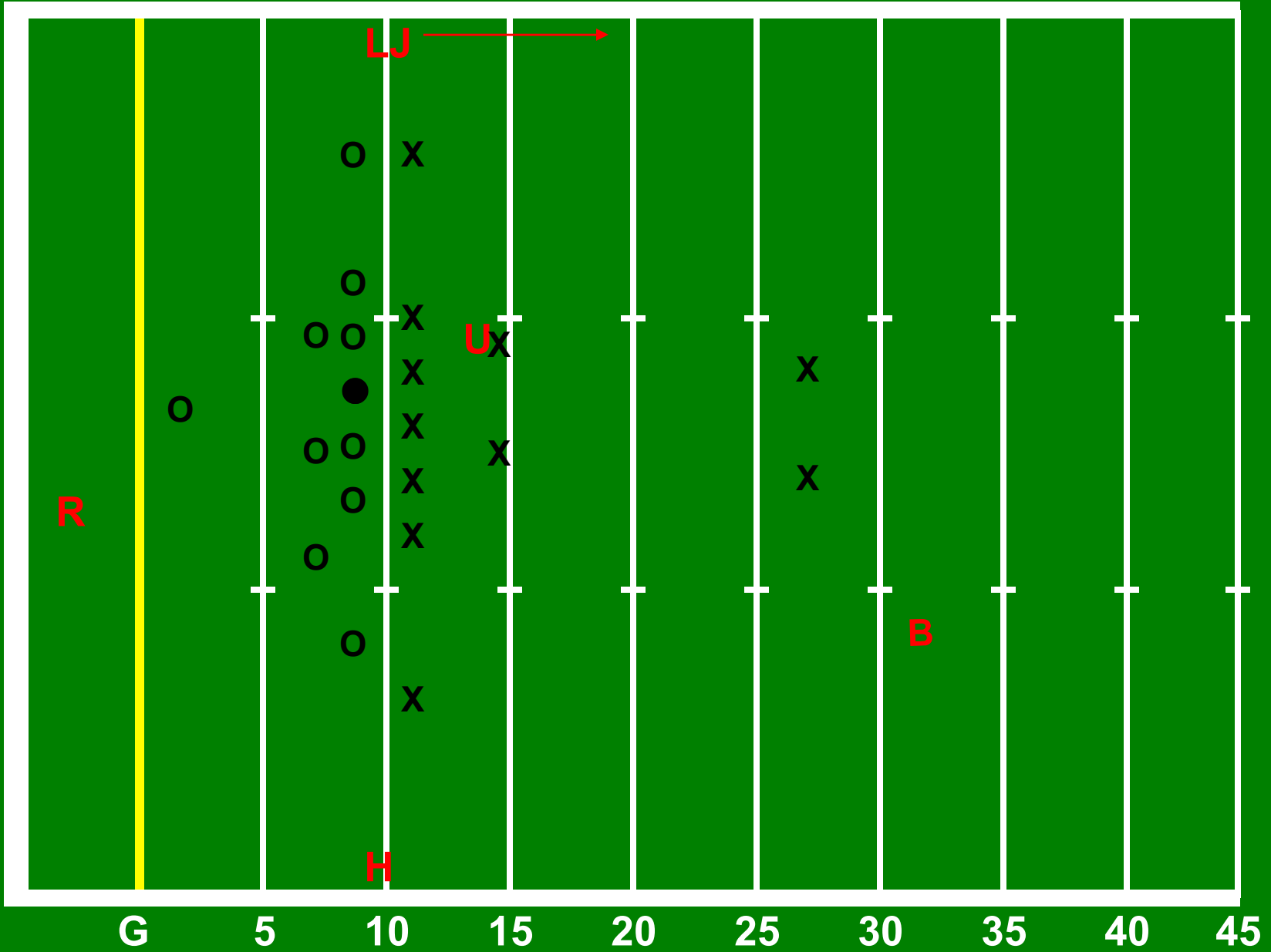
- Position – Whomever is looking at back of holder stays on side line
- Count R and communicate to BJ
- Observe NZ
- If run or pass develops cover like any other goal line play
- If run or pass develops to Referee side, get to Goal line quickly

BJ/ (HL or LJ):

- Position – behind end zone and behind upright
- Count R players and communicate
- BJ has 25 second clock
- Rule on Kick (BJ has crossbar and upright; wing has upright)
- Sound whistle when kick crosses upright or becomes dead (BJ)
- Both officials simultaneously move 1 yd into end zone and give signal (successful or not (2x))
- If kick is blocked, short or fake key tight end on your side
- Wing to move quickly to vacated sideline to assist in coverage then to goal line if needed
- Be prepared to mark first touching, fumble, momentum or end of kick.

Punt Coverage

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Punt Mechanics

Referee:

- New 2010 Position – Position: **3-5 yards** outside the tight end and **2-3 yards behind** the kicker, on kicking-leg side.*
- Count K and communicate to U
- Signal to crew scrimmage kick formation
- Watch for fouls behind NZ, near the Kicker
- Be alert for blocked Kick
- After ball crosses NZ, observe line play
- Move down field slowly
- Watch for fouls and be ready to pick up runner in a long return
- Kick out of bounds
 - Line up covering official with spot ball crossed sideline by using outstretched arm
 - If a short kick out of bound go directly to out of bounds spot

Umpire:

- Position 4-7 yds deep keeping ball in view
- Count K and communicate to R
- Be aware of numbering exception
- Key offensive guard and center
- Observe action on snapper, read play be alert for run or pass
- Assist Referee for coverage of short or blocked kicks
- After kick pivot towards LJ side to observe blocks in side zone

Punt Mechanics

HL / LJ:

- Position –same as scrimmage down
 - LJ release at snap, move down field covering your side
 - HL waits unit ball crosses NZ then slowly moves down field.
- Count R and communicate to BJ
- Cover all kicks to your side
- Ball out of bounds in flight- sound whistle – time out signal
 - Move down field further than where ball went
 - Walk up field until Referee spots you on the sideline
- Ball rolls out of bounds- whistle – time out signal – mark with bean bag
- Watch for fouls and be ready to pick up runner when in your area
- LJ assists with action of “signaler” when no fair catch is made

BJ:

- New 2010 Position: **10-12 yards wider than and 2-3 yards behind the** deepest receiver on linesman’s side of field.*
- Count R and communicate to H/L
- New 2010: Carry contrasting colored bean bags (first touching and end of kick)*
- Short kicks on sidelines will be covered by wings- observe action around the ball
- Cover long kicks out of bounds to HL side line
- Cover all kicks in middle of the field
- Rule on touching by either team, be alert for handoff or reverse
- Pick up runner, once runner is in wings area pick up action behind runner
- Let referee know status of ball after the play

Key Rules- Considerations

Block in the Back/ Clipping:

- Don't be a ball watcher
- Is R in chase mode.....
- See the entire play- don't guess (make it be there)
- Let the players show you what happened (did the blocked player land on his face or his side)
- How does your crew handle difference of opinion on blocks?

Fair Catch:

- BJ -Talk to the receivers and tell them what will constitute a signal
- Once signal is given, K cannot touch signaler and signaler cannot block
- Ball is dead once R possess ball- after any signal is given
- Signaler must be given unmolested opportunity to make the catch
- Muff vs. Fumble?

Key Rules- Considerations

Momentum:

- Catch of kick between 5 yd line and goal line...don't split hairs
- Original momentum takes player into EZ where ball is declared dead
- Ball placed at spot of catch (bean bag)
- Discuss what ifs.... in your pregame

Free Kick out of bounds:

- R choice
 - 5 yds penalty from previous spot rekick
 - Put ball in play 25 yards beyond previous spot (35 yd)
 - Decline penalty put ball at oob spot

First Touching:

- Defined:
 - Free kick K touches ball before it crosses R free kick line (prior to R touching)
 - Scrimmage Kick – k touches beyond the nz to R's goal line prior to R touching or ball coming to rest
 - Touching ignored if caused by R pushing or blocking K into ball
 - Right of R to take ball at spot of first touching is canceled
 - R touches kick and thereafter commits a foul
 - Any accepted foul committed during the down

Key Rules- Considerations

Roughing the Kicker:

- Is kick imminent, rugby style kick, bad snap, etc – don't reward K for a mistake they made
- Roughing vs. running into?
- Did Kicker have a chance to "come back to the turf" following the kick unmolested?
- Did R hit K's plant leg?

Kick Catch Interference:

- May happen on any kick (scrummage or free) in flight
- K cannot touch the ball or R (unless blocked into or ward off blocker) or obstruct R's path to the ball
- Applies even when no fair catch is given
- Does not apply after free kick has been touched by Receiver
- Does not apply after scrummage kick has been touched by receiver clearly beyond nz at the time of touching

Illegal Kicking Batting:

- Know what constitutes a legal vs. illegal kick
- Batting allowed:
 - K may bat toward his own goal a grounded scrummage kick beyond NZ
 - K may bat kick in flight beyond NZ only if no R player in position to make catch

Video Observation (2010 USA Football NFHS)

Free Kicks:

- 4 Onside Kick Plays
- 3 Free Kick coverage and mechanics

Scrimmage Kicks:

- PAT / FG attempts
- 4 Punt plays

**All plays narrated by Bill Lemonnier, USA Football

**Use these clips for preseason review and pregame discussions.



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Have a Great
Season

2010

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