

FLAG MECHANICS QUICK START



Update : 2015/07/12

PRE-GAME CHECKING

- On the first game of each team, officials must check :
 - Flags : line up the players and ask them to pull their two flags
 - Clothes : pants with no pockets, no caps, shoes with rubber cleats only
 - Balls
- Down marker
- Home team and visiting team



TOSS

- 2 men crew
 - R brings the visiting team
 - FJ brings the home team
- 3 or 4 men crew
 - R is at midfield
 - FJ, LM/SJ bring the captains (max 2)
- Reminder for the captains
 - Team will save time on incomplete pass if the receiver brings back the ball
 - No contact
 - The defender must raise the flag high in the air and actively seek out the runner to return the flag



DON'T FORGET

- To cover ALL the lines
- To write the score and the scorer
- To ask after each TD, 1 or 2 point conversion
- 2 mn break between halves



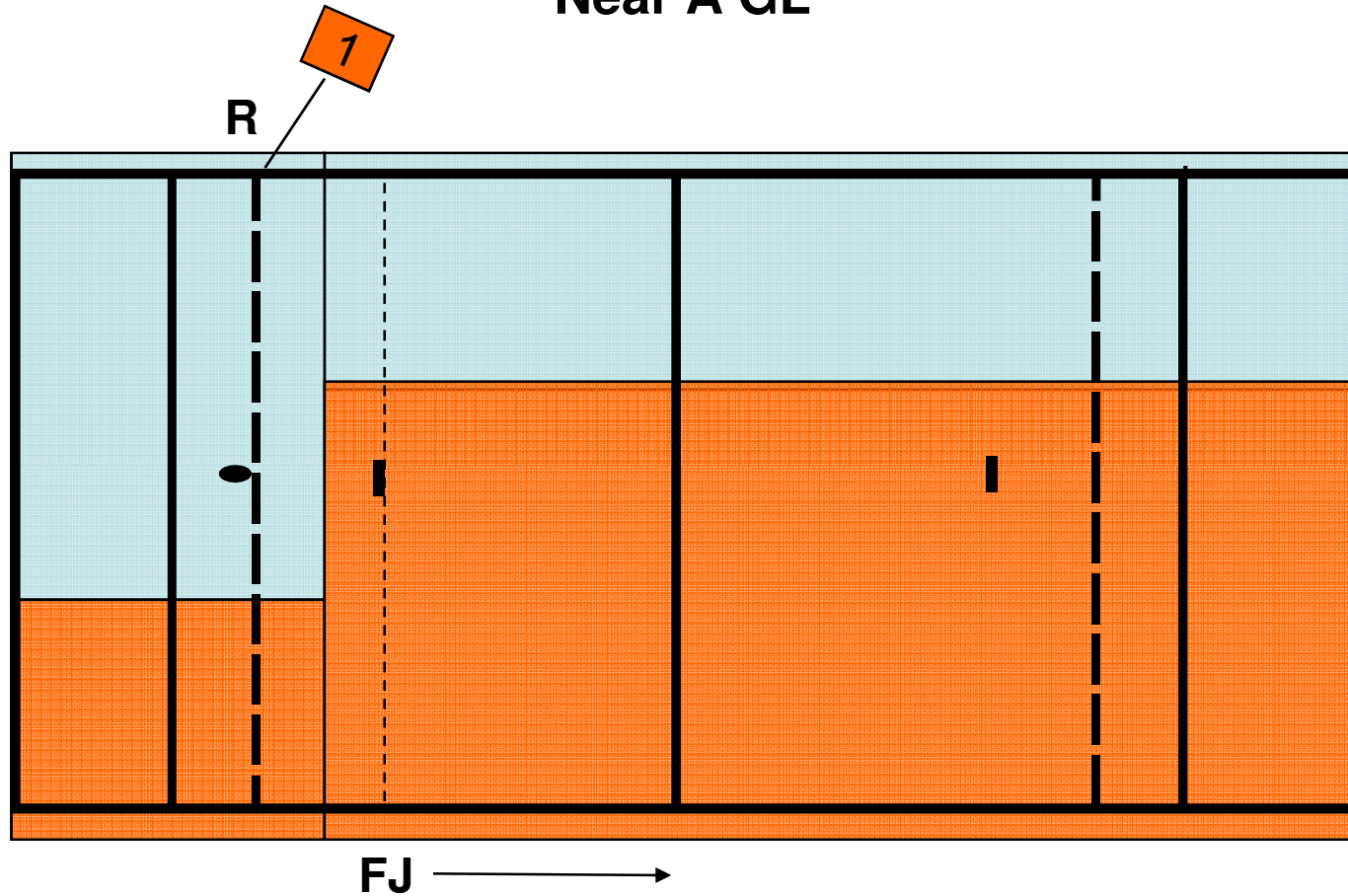
2 MEN MECHANICS

- Referee
 - On the LOS with down marker
 - 25 sec, 7 sec
 - Counts the offense
 - Checks DOF/FS, Illegal motion/shift, NZI
 - A Goal line responsibility
 - Checks any action against the blitzers during their run if QB is in shotgun position
- Field judge
 - 7 yards of the LOS
 - Game time
 - Counts the defense and the possible blitzers
 - B Goal line responsibility



2 MEN MECHANICS

Near A GL



R : wait for the runner crossing the LOS

FJ : 7 yards from LoS then go gently midfield

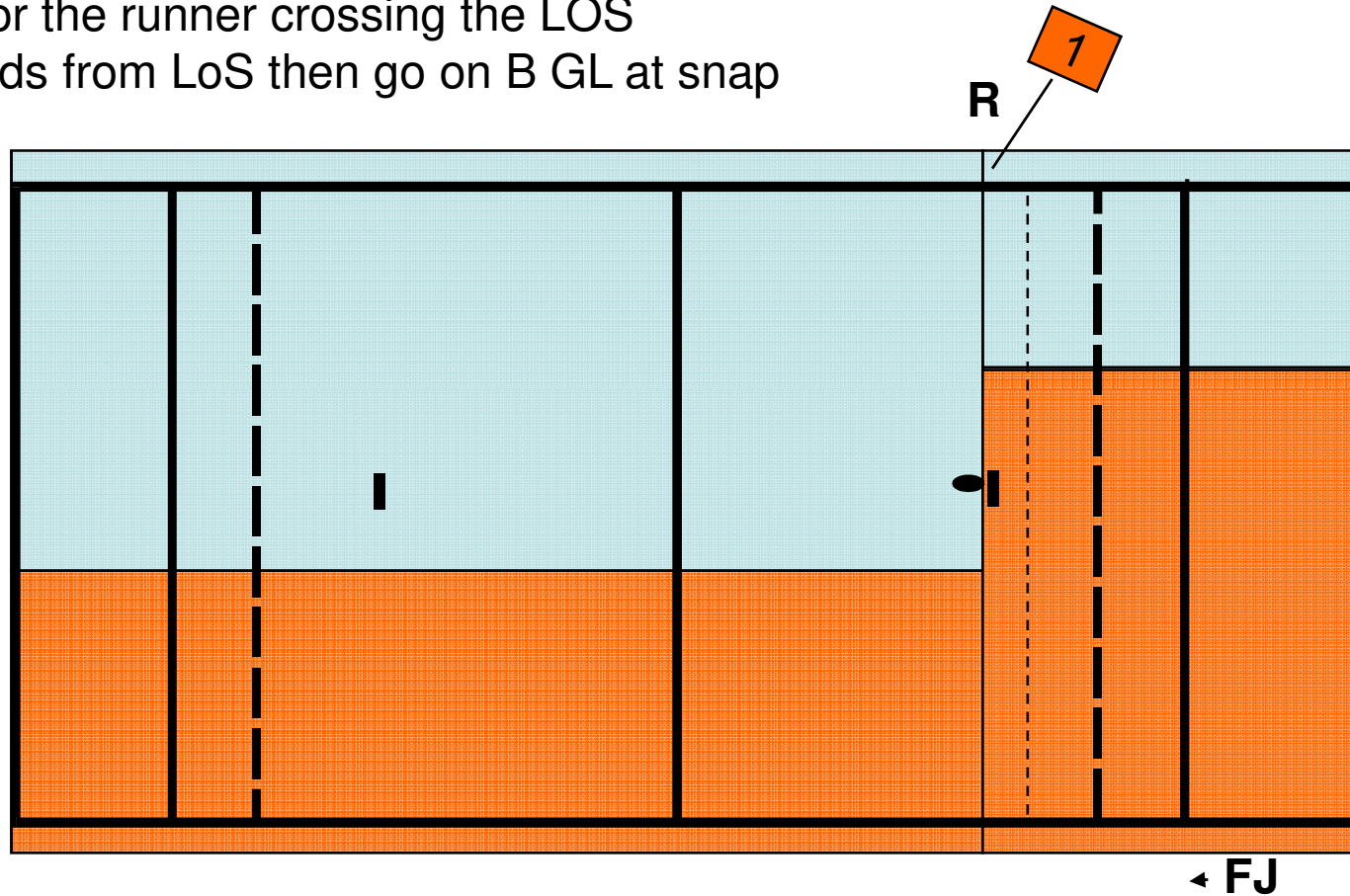


2 MEN MECHANICS

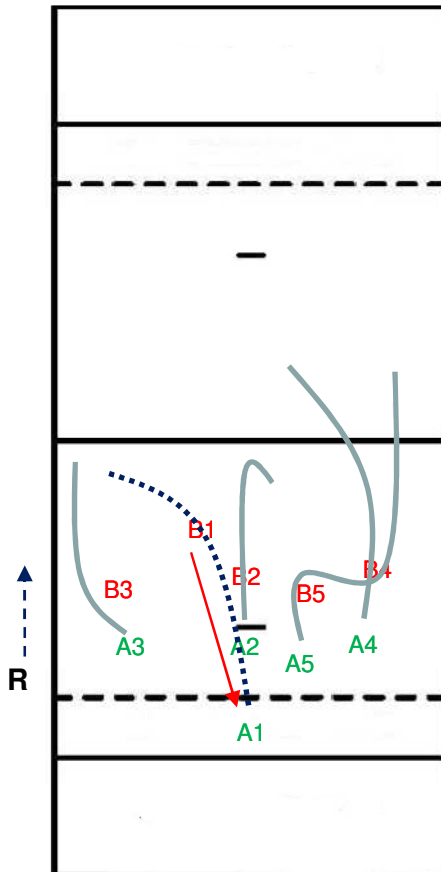
Near B GL and 1 or 2 point conversion or long distance on 4th down

R : wait for the runner crossing the LOS

FJ : 7 yards from LoS then go on B GL at snap



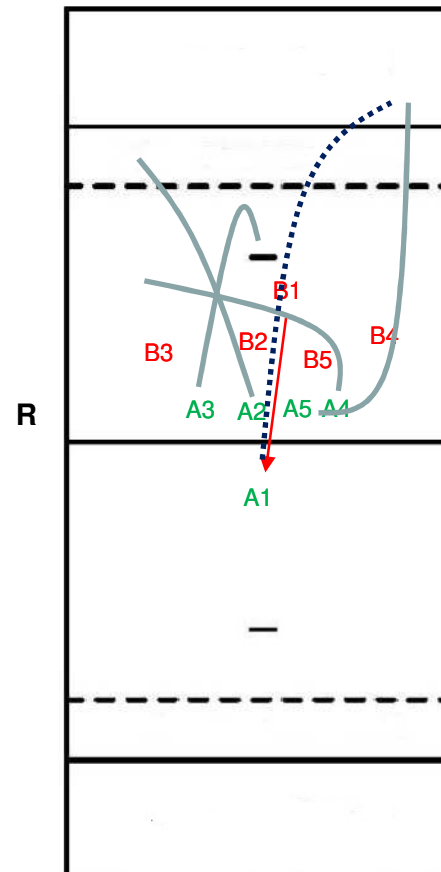
2 men mechanics



Situation : Pass on the WR of the weak side.

R : Blitzzer B1 is on the weak side (check the pattern of A2). As soon as the pass is thrown, verify QB A1 is not threatened anymore and turn to see the pass. Follow the play and check the flag pull or the feet out of bond

FJ : move back, stop at midfield and when the pass is thrown, run and watch A3 catching (or not) the ball. If the catch is made, try to be on the GL before A3



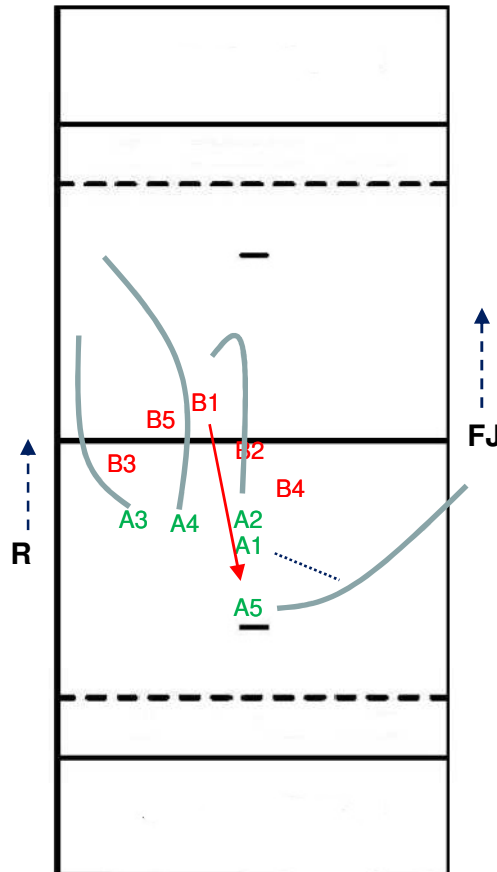
Situation : Pass on the Slot of the strong side.

R : Blitzzer B1 is on the strong side (check the moves of other defenders). As soon as the pass is thrown, verify QB A1 is not threatened anymore. Follow the play and watch any illegal contact

FJ : move back and when the pass is thrown, run and watch A5 catching (or not) the ball. If the catch is made, try to be on the GL before A5



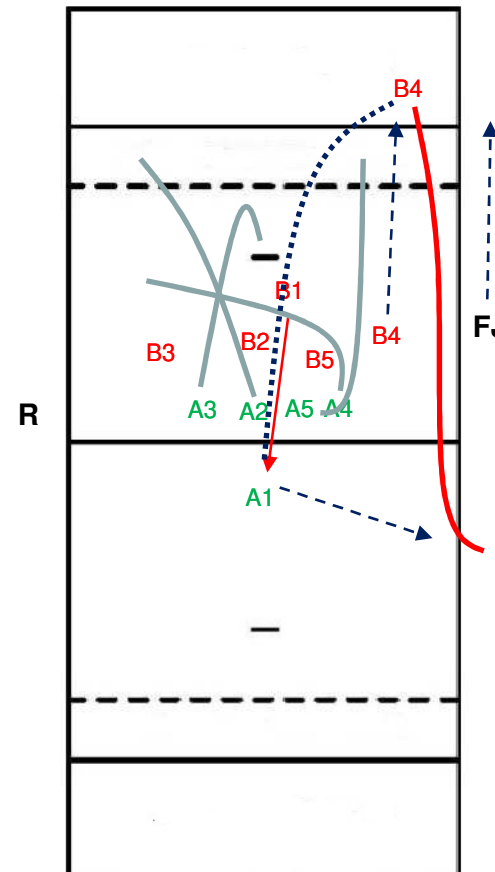
2 men mechanics



Situation : Run on the weak side.

R : Blitzer B1 is on the strong side (check the pattern of A2). Follow the pitch from A1 to A5 and check any illegal flag pull

FJ : move back, watch where A5 goes out of bound



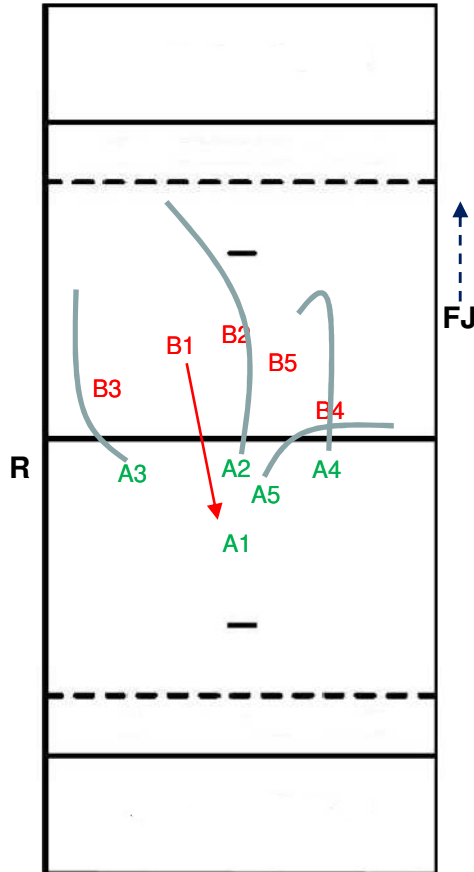
Situation : Interception.

R : after the interception, watch the A players and go on the A GL.

FJ : move back and when the pass is intercepted by B4, follow him and watch when he goes out of bond



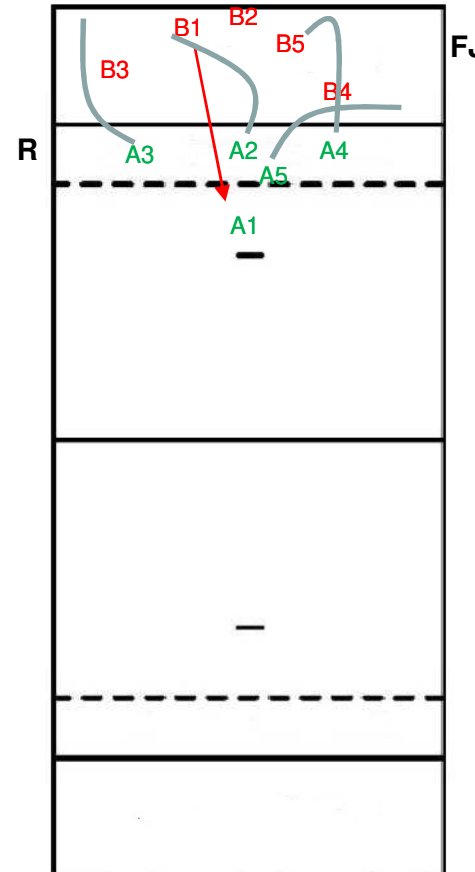
2 men mechanics



Situation : short pass for the first down.

R : Blitzers B1 is on the weak side (check the pattern of A2). Check short pattern and contact between A's and B's

FJ : move back and watch short patterns, seek for help if 1st down



Situation : short pass for the TD.

R : Blitzers B1 is on the weak side (check the pattern of A2). Check short pattern and contact between A's and B's

FJ : move back and watch short patterns, seek for help if A's crosses GL



3 MEN MECHANICS

- Referee
 - 45° behind the QB or sideline, FJ side
 - Team A Goal line or LOS responsibility
 - Checks any action against the blitzers during their run
 - 25 sec, 7 sec
- LinesMan
 - On the LOS with down marker
 - Counts the offense
 - Checks DOF/FS, Illegal motion/shift, NZI
 - Remember the possible blitzers
 - B Goal line responsibility (2nd)
- Field judge
 - 7 yards of the LOS
 - Game time
 - Counts the defense and the possible blitzers
 - B Goal line responsibility (1st) when GL covered by LM



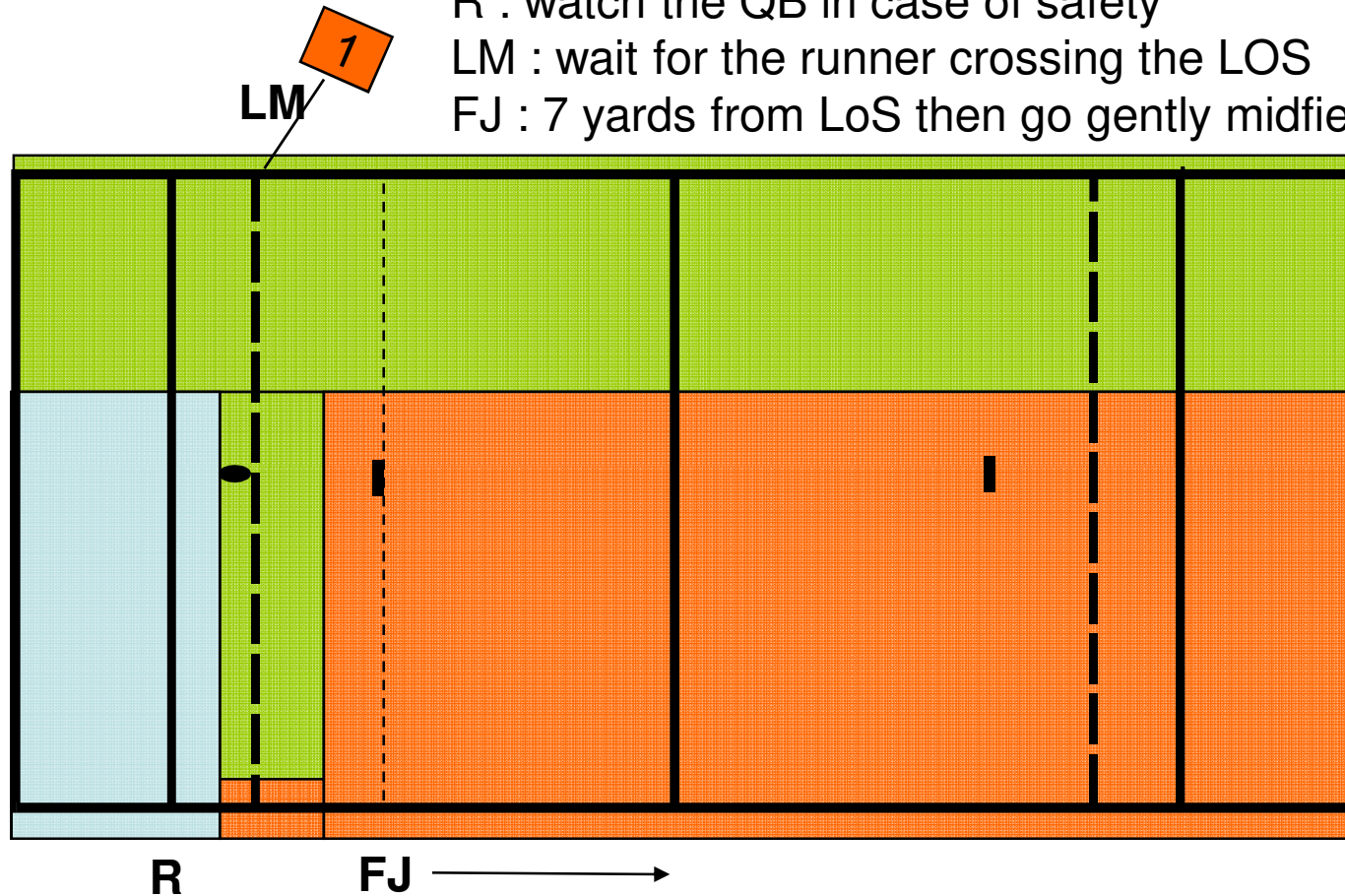
3 MEN MECHANICS

Near A GL

R : watch the QB in case of safety

LM : wait for the runner crossing the LOS

FJ : 7 yards from LoS then go gently midfield & watch



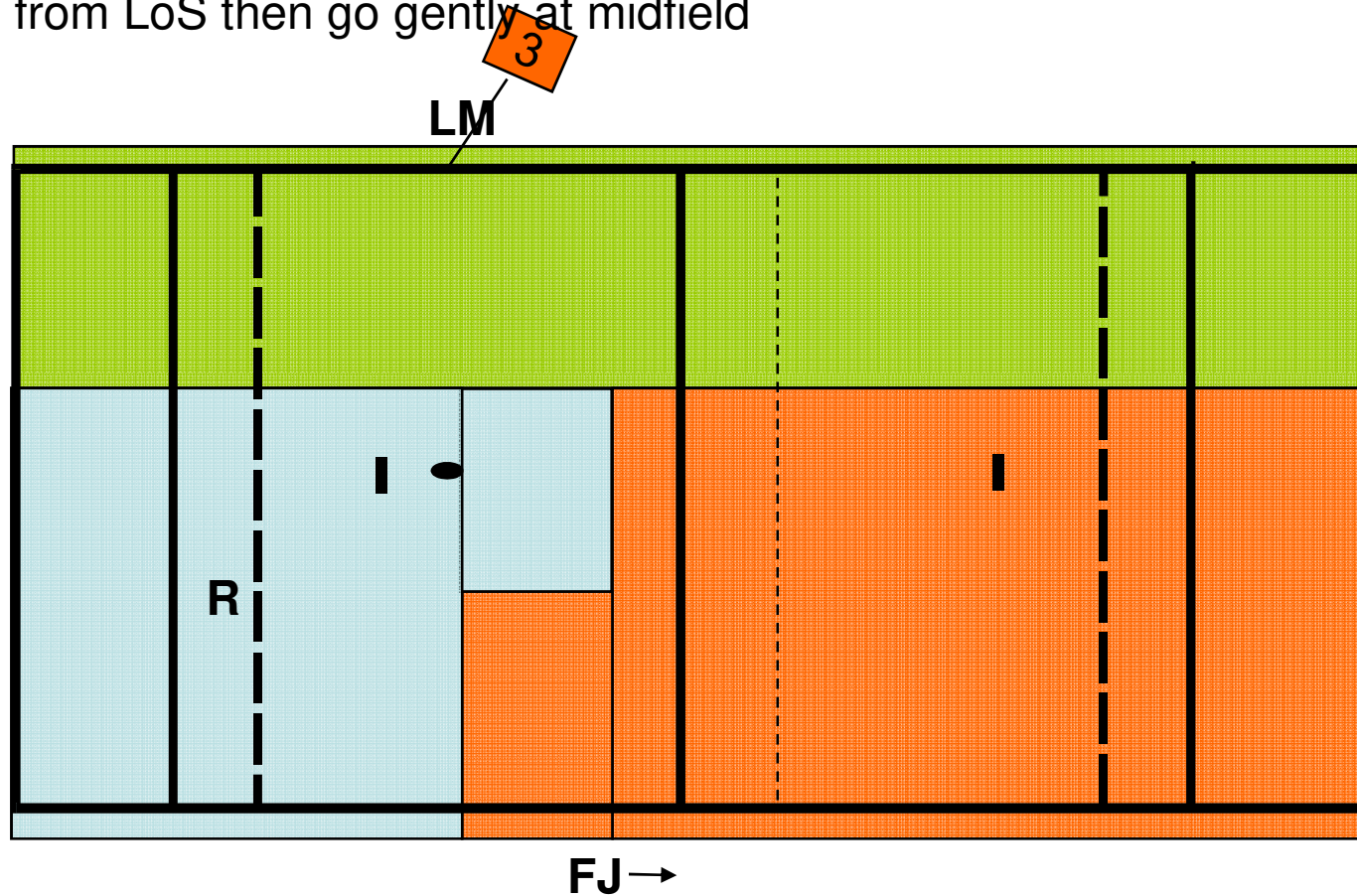
3 MEN MECHANICS

Normal play - A Zone

R : stay 45° from the QB, check blitzers

LM : watch the QB and wait for the runner crossing the LOS

FJ : 7 yards from LoS then go gently at midfield



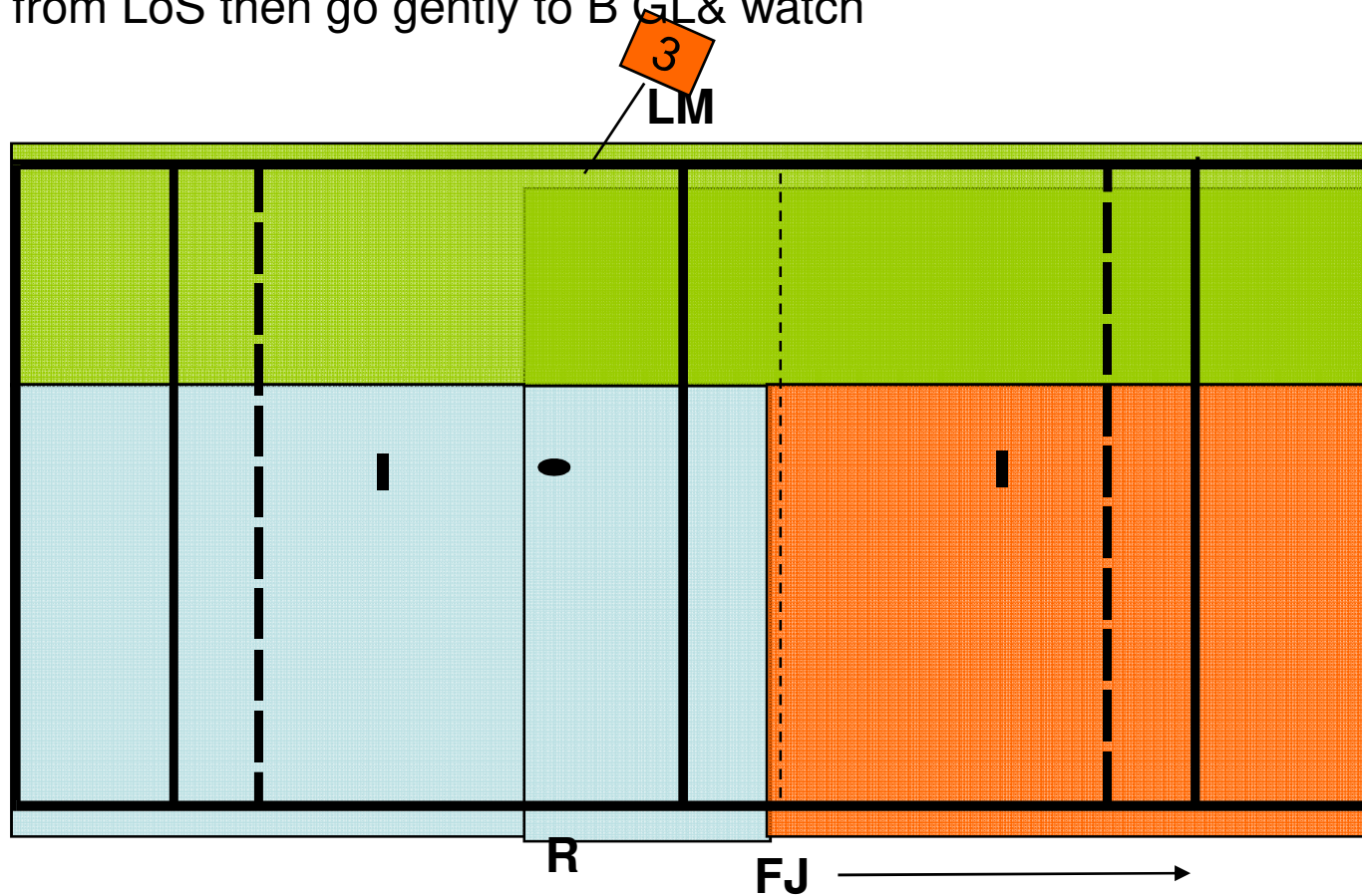
3 MEN MECHANICS

Near midfield

R : check blitzers, watch the QB and wait for the runner crossing the LOS

LM : be already at midfield

FJ : 7 yards from LoS then go gently to B GL& watch



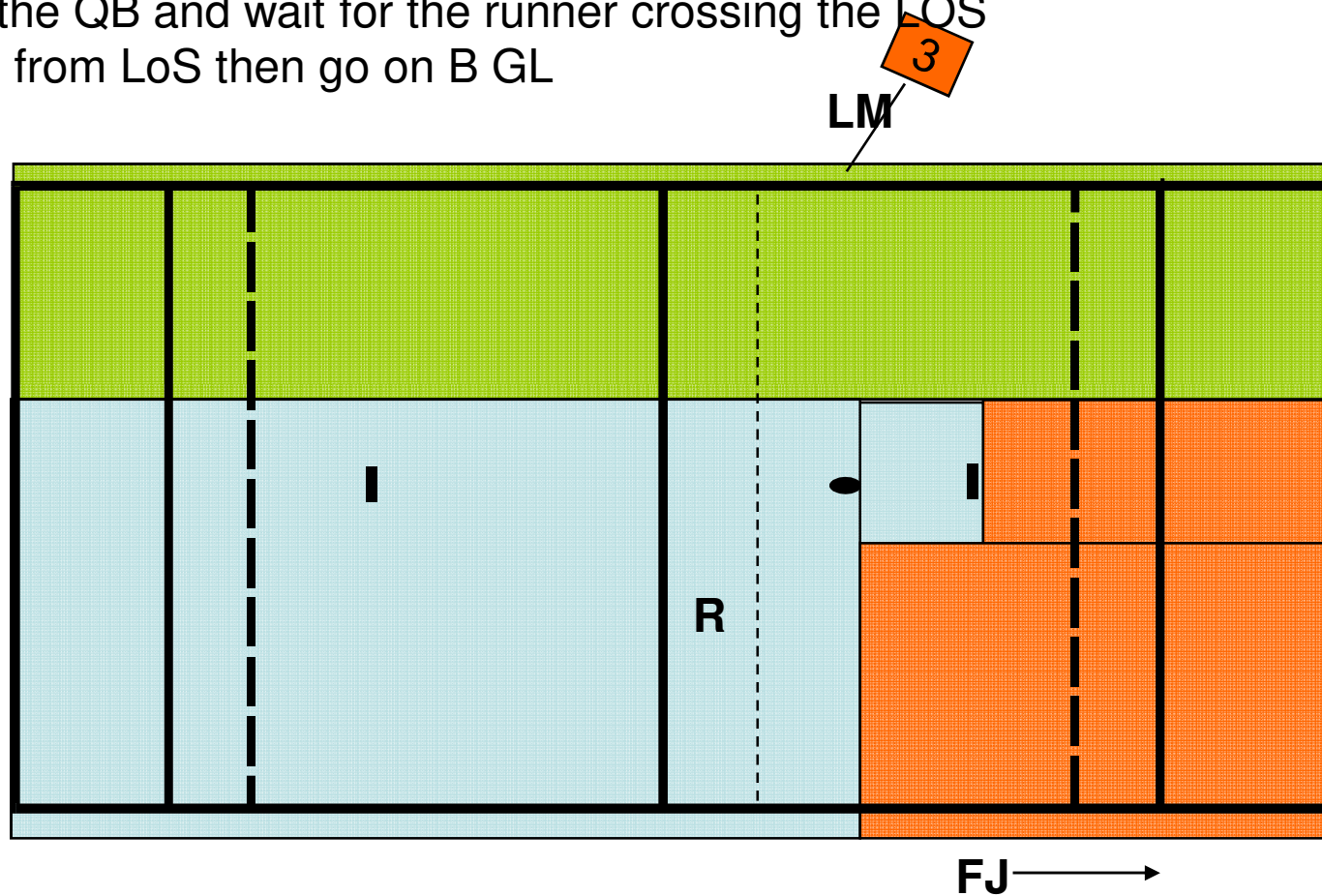
3 MEN MECHANICS

Normal play - B Zone

R : stay 45° from the QB, check blitzers

LM : watch the QB and wait for the runner crossing the LoS

FJ : 7 yards from LoS then go on B GL



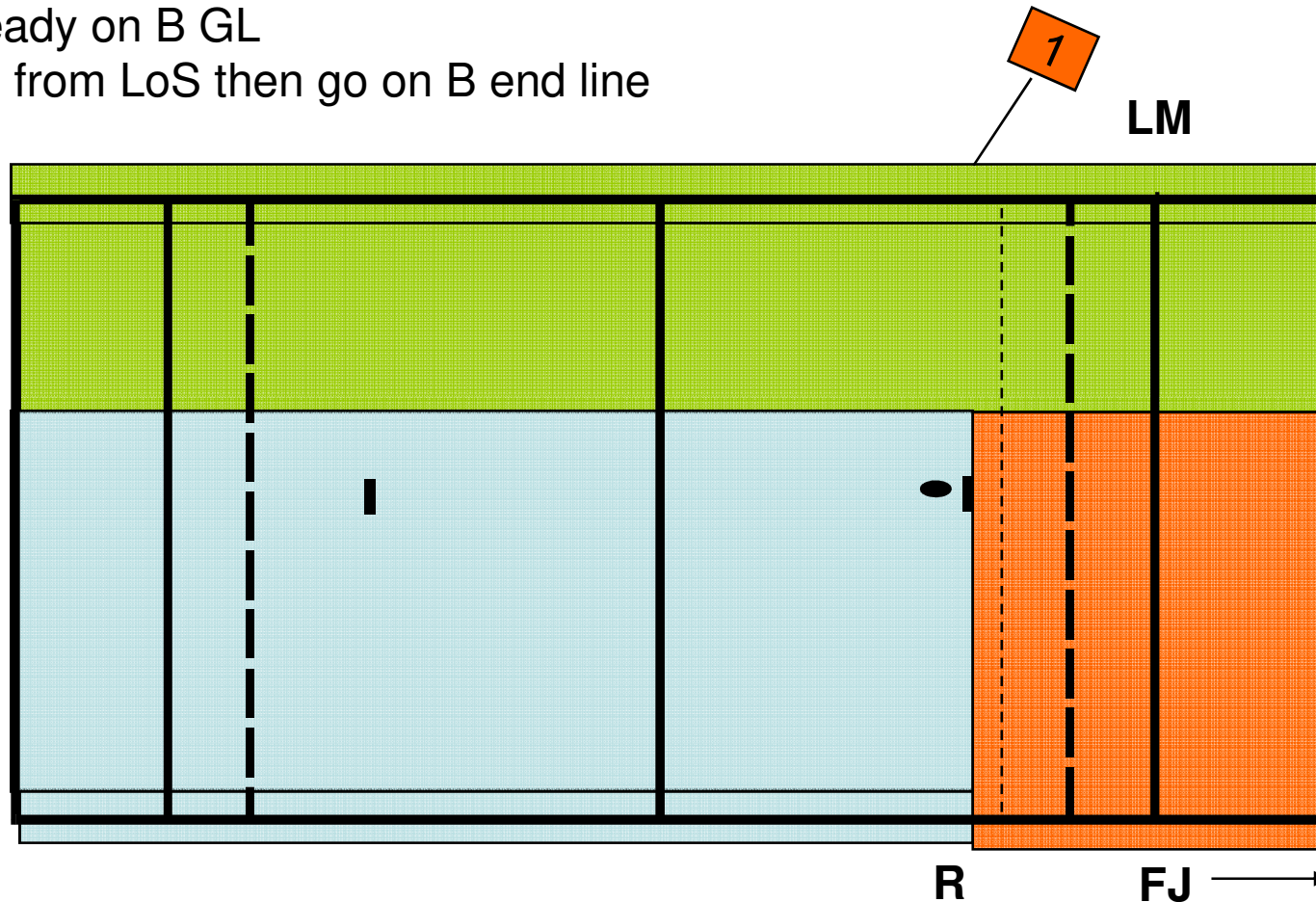
3 MEN MECHANICS

Near B GL and 1 or 2 point conversion or long distance on 4th Down

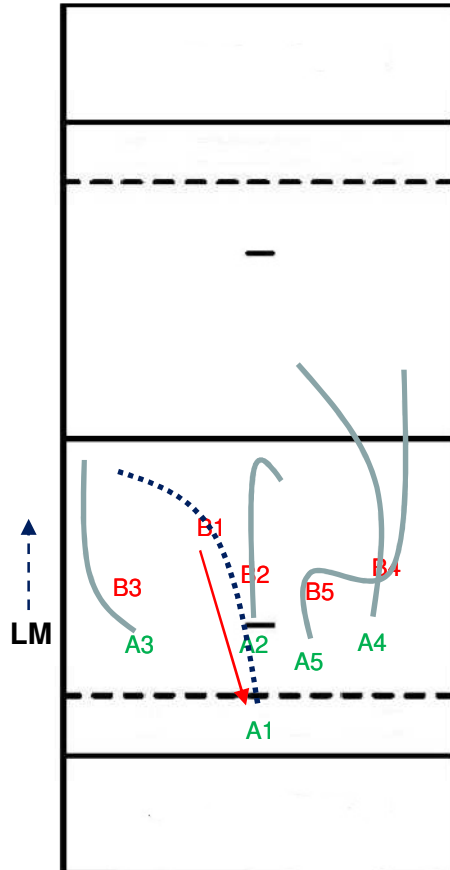
R : check blitzers, watch the QB and wait for the runner crossing the LOS

LM : be already on B GL

FJ : 7 yards from LoS then go on B end line



3 men mechanics

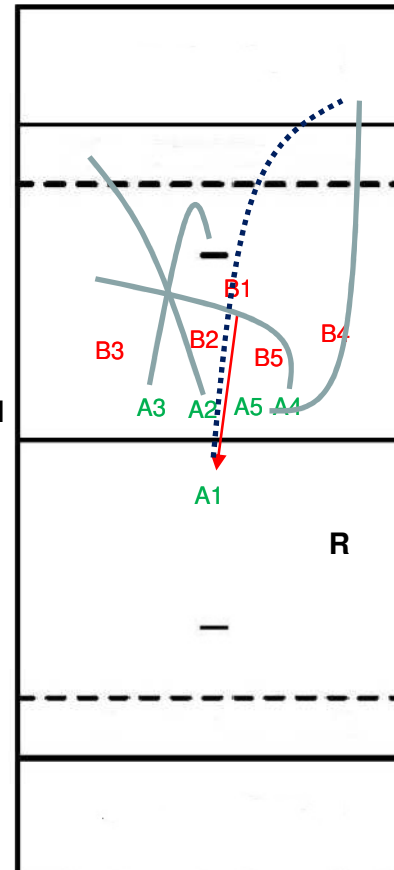


Situation : Pass on the WR of the weak side.

R : Blitzers B1 is on the weak side (check the pattern of A2). As soon as the pass is thrown, verify QB A1 is not threatened anymore and follow the play.

LM : Check any illegal contact on short routes or within the first 5 yards of the LOS. After the pass is thrown, follow A3 and check the flag pull or the feet out of bond

FJ : move back, when the pass is caught, be on the GL before A3



Situation : Pass on the Slot of the strong side.

R : Blitzers B1 is on the strong side (check the moves of A2 and A5).

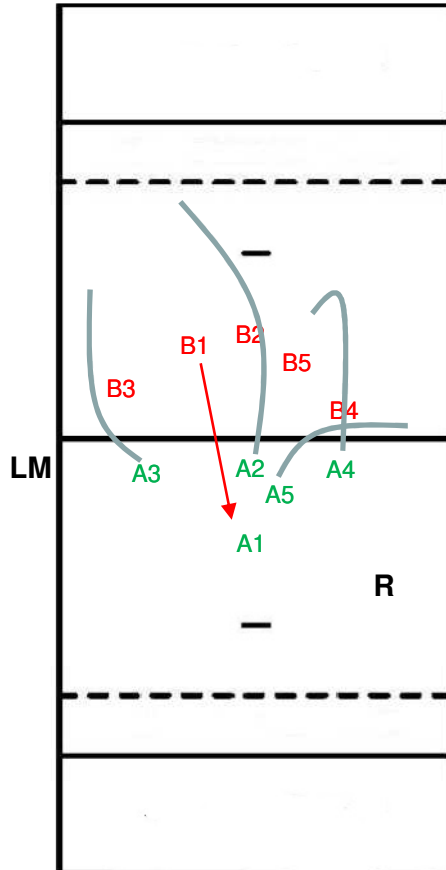
Follow the play

LM : Check any illegal contact on short routes or within the first 5 yards of the LOS and follow the play

FJ : go directly to GL and when the pass is thrown and watch A5 catching (or not) the ball.



3 men mechanics

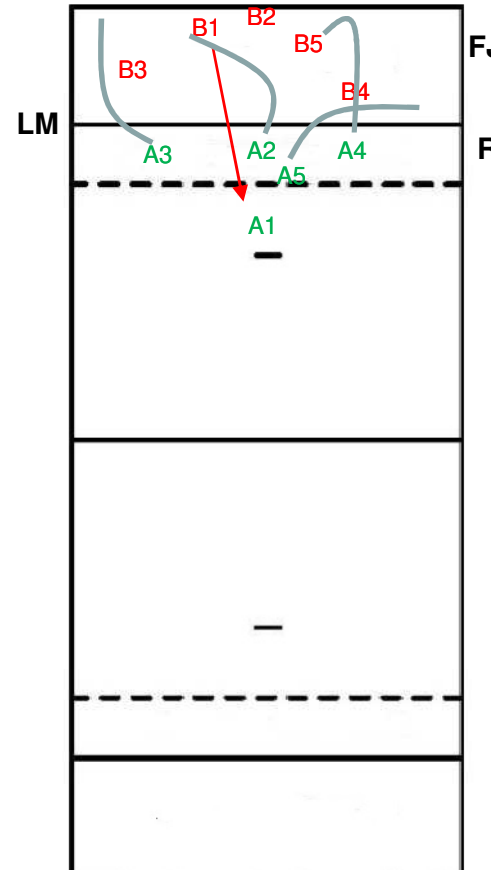


Situation : short pass for the first down.

R : Blitzzer B1 is on the weak side (check the pattern of A2). Check short pattern and contact between A's and B's

LM : stay on LoS and move to midfield to help FJ (easy if A1 is in shtogun position, if not, R could be on LoS and LM moves directly at midfield at snap)

FJ : move back and watch short patterns, seek for help if 1st down



Situation : short pass for the TD.

R : be on LoS. Blitzzer B1 is on the weak side (check the pattern of A2). Check short pattern and contact between A's and B's on your side

LM : already on GL, check short pattern and contact between A's and B's on your side

FJ : move back and watch deep patterns



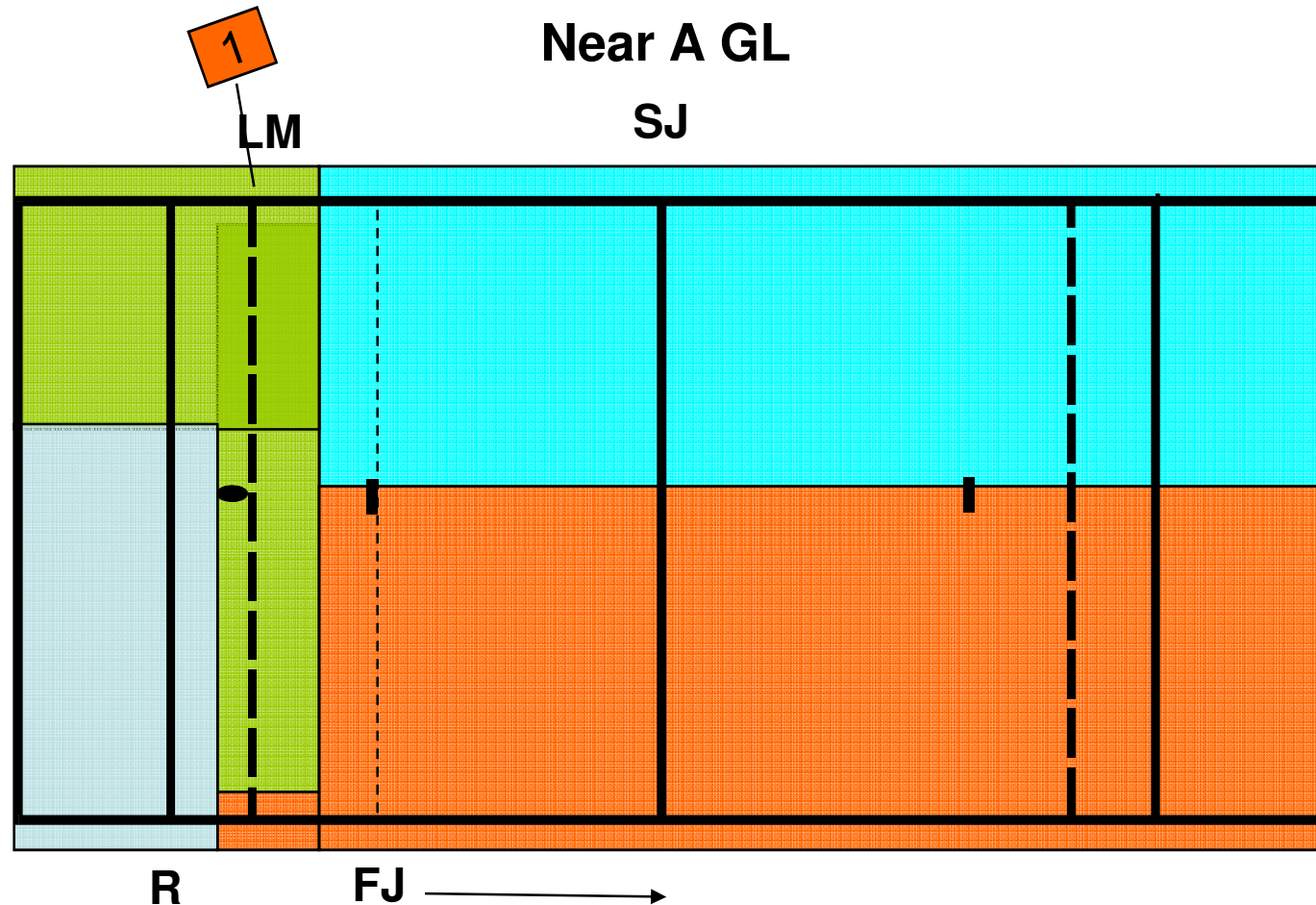
4 MEN MECHANICS

- Referee
 - 45° behind the QB or sideline, FJ side
 - On the LOS
 - Team A Goal line responsibility
 - 7 sec
 - Checks any action against the blitzers during their run
- LinesMan
 - On the LOS with down marker
 - Counts the offense
 - Checks DOF/FS, Illegal motion/shift, NZI
 - Remember the possible blitzers
- Field judge
 - 7 yards of the LOS
 - Game time
 - Counts the defense and the possible blitzers
 - B Goal line responsibility
- Side judge
 - 7 yards of the LOS or line to gain or GL
 - 25 sec (raise arm when 10s left)
 - Counts the defense and the possible blitzers
 - B Goal line responsibility



4 MEN MECHANICS

Near A GL



R : check blitzers and watch the QB for safety

LM : wait for the runner crossing the LOS

SJ & FJ : FJ only 7 yards from LoS then go gently at midfield (or SJ directly at midfield)



4 MEN MECHANICS

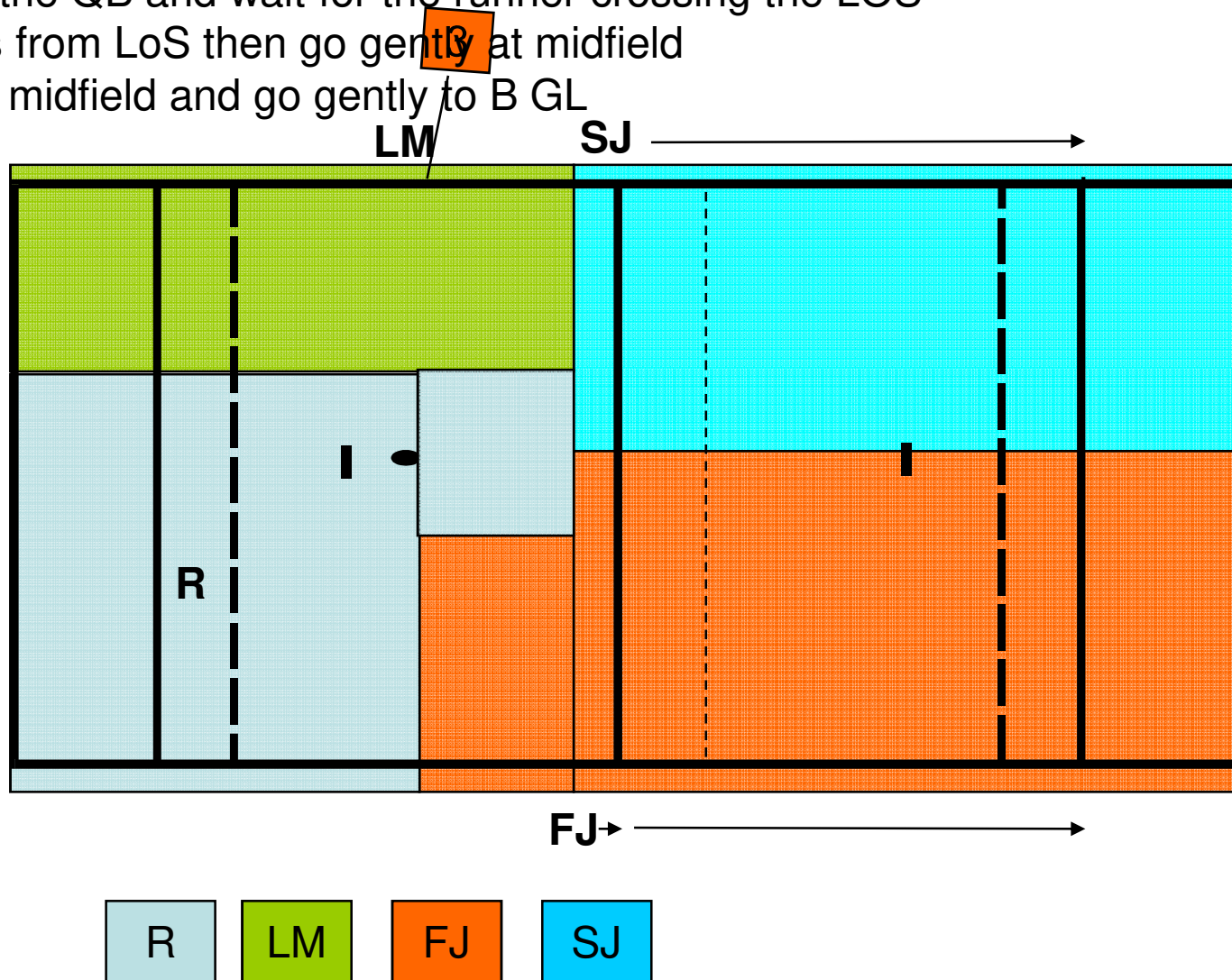
Normal play – A Zone

R : stay 45° from the QB

LM : watch the QB and wait for the runner crossing the LOS

FJ : 7 yards from LoS then go gently at midfield

SJ : start at midfield and go gently to B GL



4 MEN MECHANICS

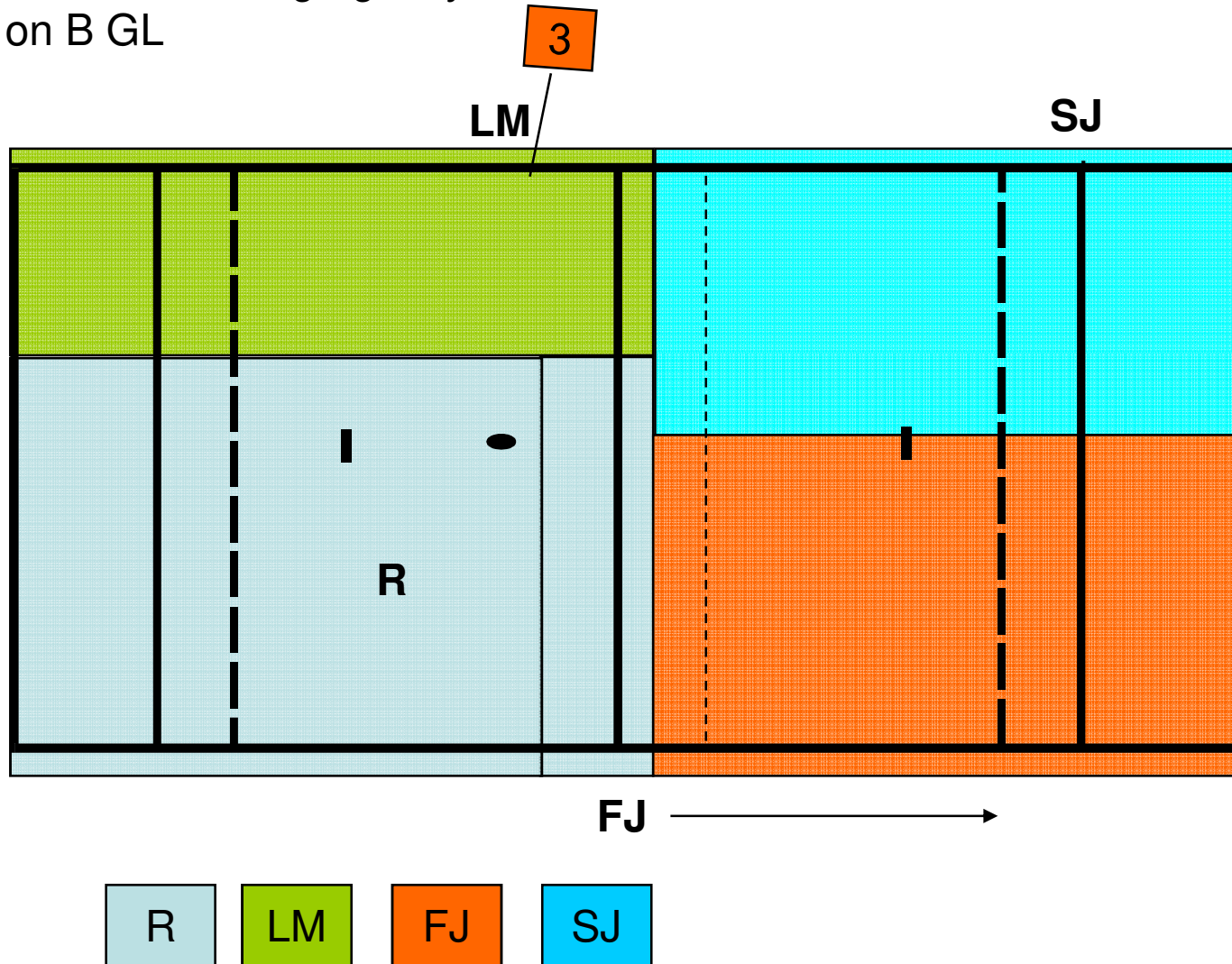
R : check blitzers

Near midfield

LM : watch the QB and wait for the runner crossing the LOS

FJ : 7 yards from LoS then go gently on B GL

SJ : directly on B GL



4 MEN MECHANICS

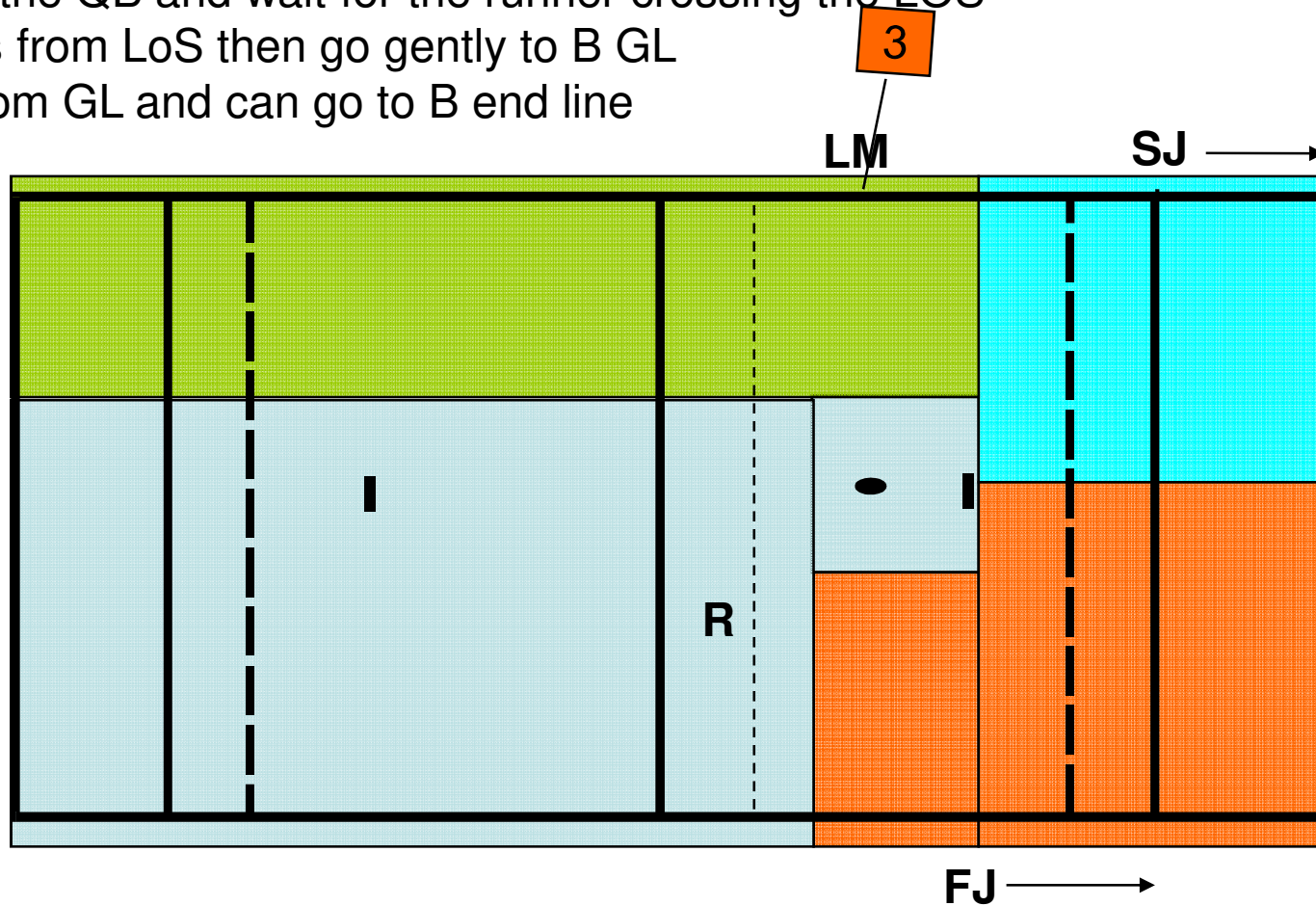
Normal play – B Zone

R : stay 45° from the QB, check blitzers

LM : watch the QB and wait for the runner crossing the LOS

FJ : 7 yards from LoS then go gently to B GL

SJ : start from GL and can go to B end line



4 MEN MECHANICS

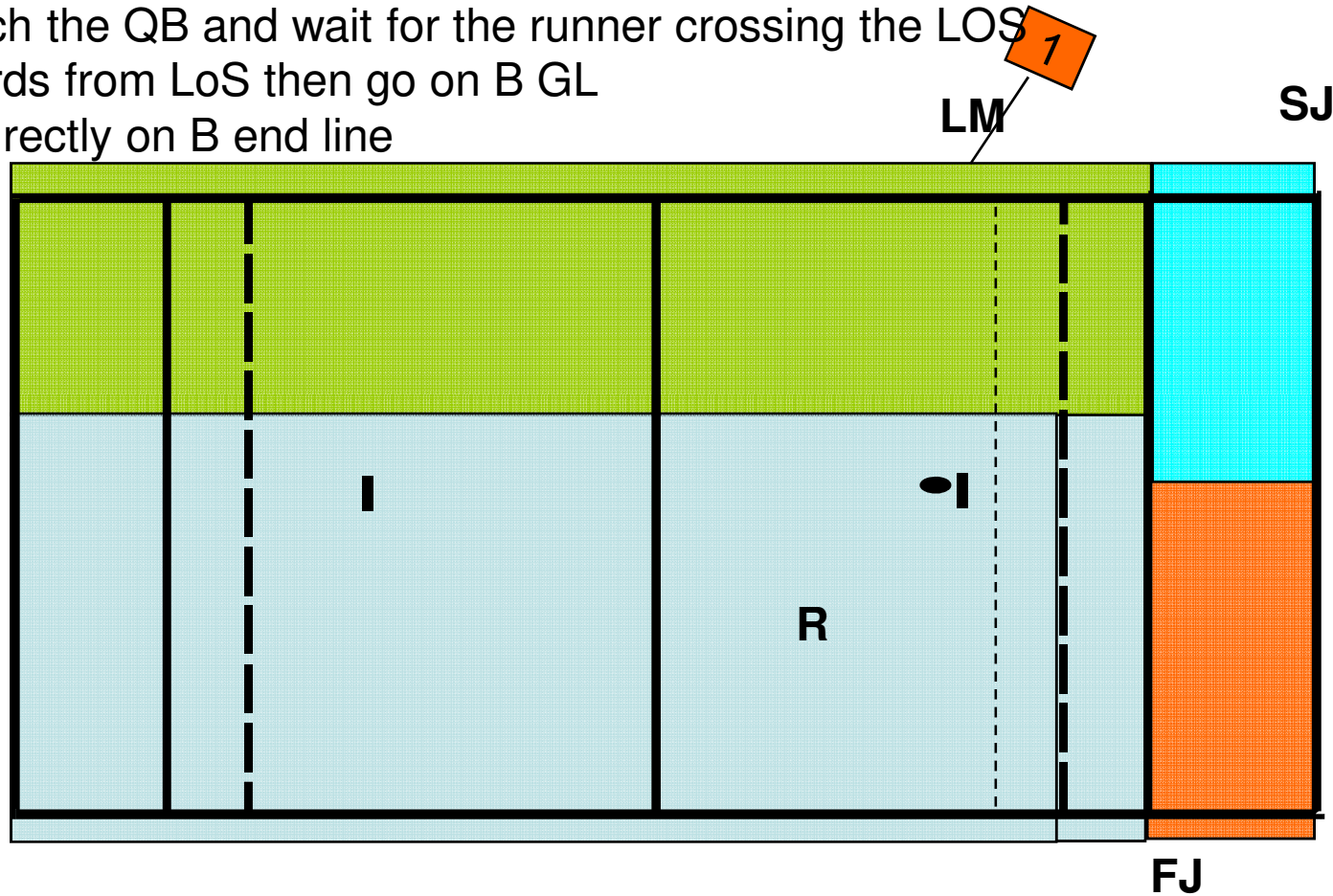
Near B GL and 1 or 2 point conversion or long distance on 4th down

R : check blitzers

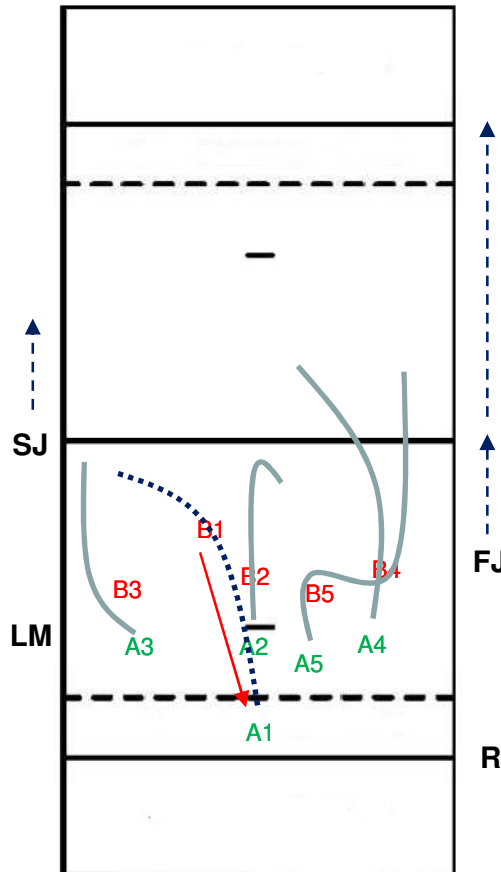
LM : watch the QB and wait for the runner crossing the LOS

FJ : 7 yards from LoS then go on B GL

SJ : be directly on B end line



4 men mechanics



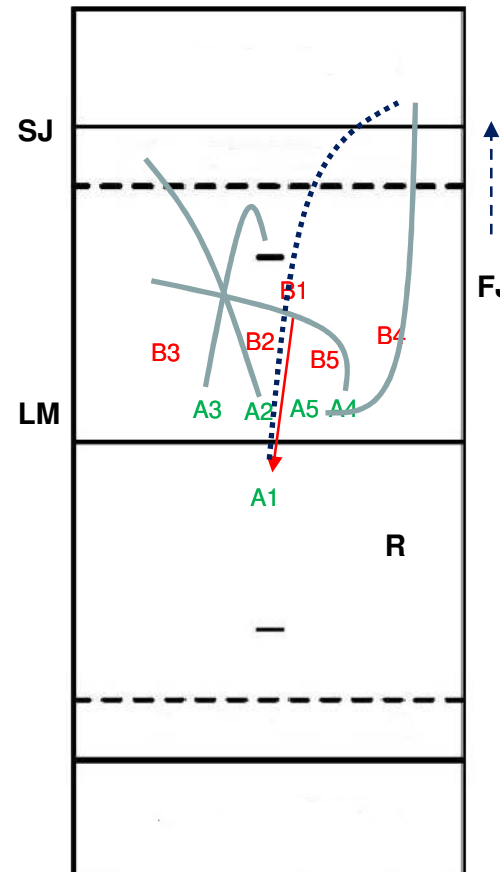
Situation : Pass on the WR of the weak side.

R : Blitzler B1 is on the weak side (check the pattern of A2).

LM : check any illegal contact on the LoS. Turn and watch A3

FJ : go directly at midfield and watch the receivers in your zone

SJ : move back and watch the receiver in your zone. Let midfield to the FJ and go to the GL



Situation : Pass on the Slot of the strong side.

R : Blitzler B1 is on the strong side (check the moves of A2 and A5).

Follow the play

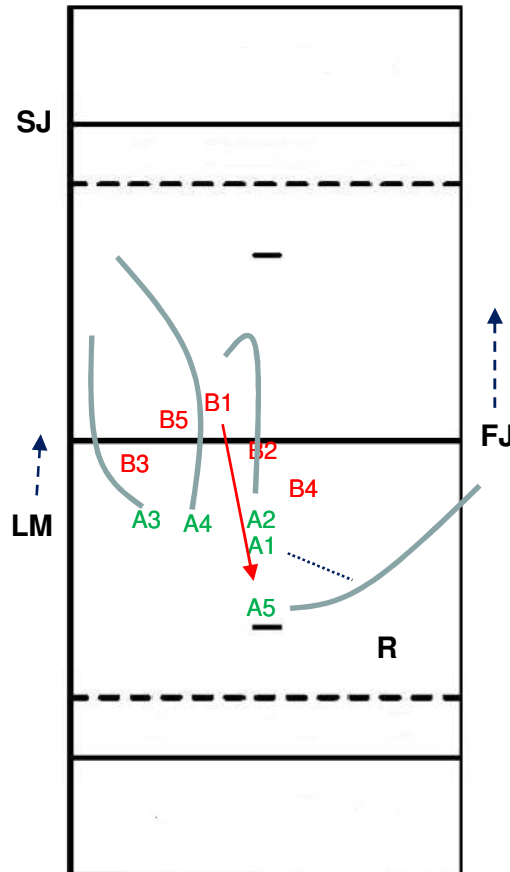
LM : check any illegal contact on the LoS and follow the play

FJ : go gentle to the GL and when the pass is thrown, watch A5 catching (or not) the ball.

SJ : from the GL, watch the receivers in your zone and when the ball is thrown, check with FJ for the reception



4 men mechanics

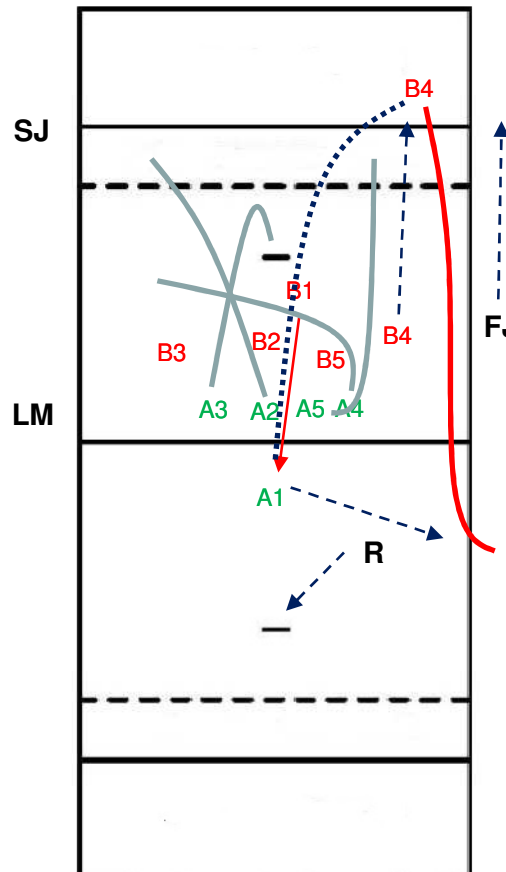


Situation : Run on the weak side.

R : Blitzer B1 is on the strong side (check the pattern of A2). Follow the pitch from A1 to A5 and check any illegal flag pull

LM : as soon as you see the pitch, go to midfield
FJ : moves back, watch where A5 goes out of bound

SJ : from the GL or less deeper, watch the play developing



Situation : Interception.

R : after the interception, watch the A players and go inside the field.

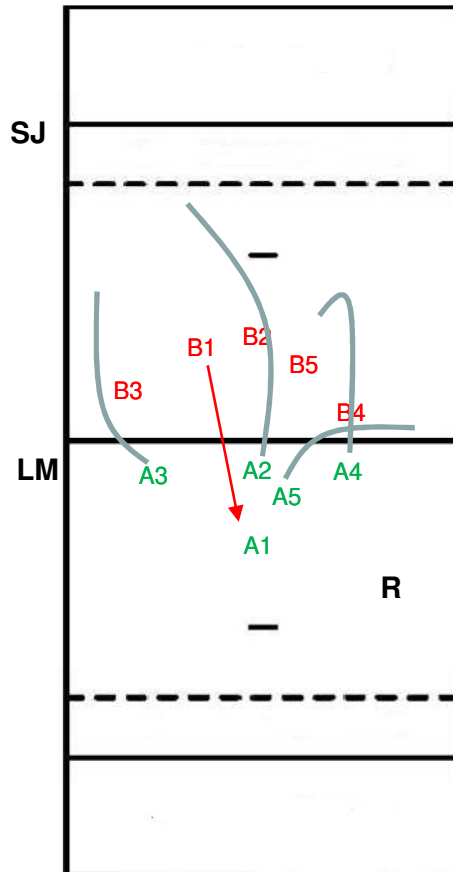
LM : after the snap, watch the receivers on your side

FJ : moves back and go on the GL. After the interception by B4, follow him and watch when he goes out of bound

SJ : from the GL or less deeper, watch the play developing



4 men mechanics



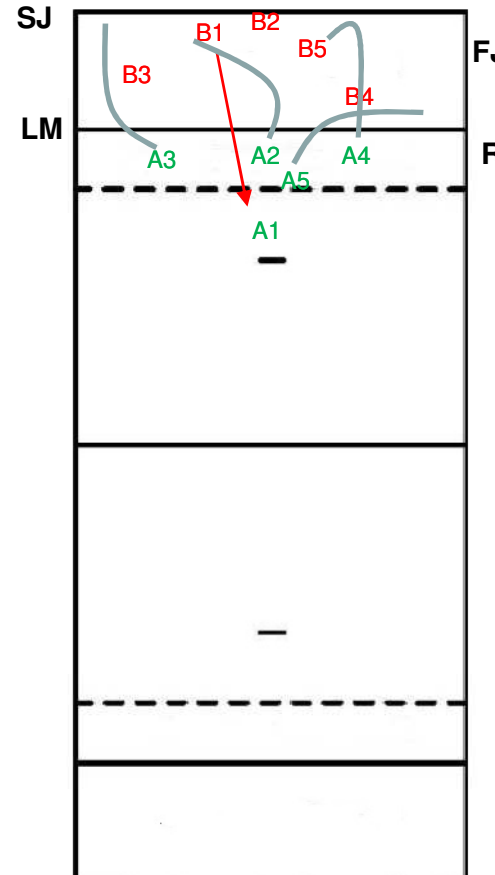
Situation : short pass for the first down.

R : Blitzzer B1 is on the weak side (check the pattern of A2). Check short pattern and contact between A's and B's

LM : stay on LoS and move to midfield to help FJ (easy if A1 is in shtogun position, if not, R could be on LoS and LM moves directly at midfield at snap)

FJ : move back and watch short patterns, seek for help if 1st down

SJ : deeper than he FJ or already on the GL (if the receivers are fast or offense is not on 4th down)



Situation : short pass for the TD.

R : be on LoS. Blitzzer B1 is on the weak side (check the pattern of A2). Check short pattern and contact between A's and B's on your side

LM : already on GL, check short pattern and contact between A's and B's on your side

FJ : move back and watch deep patterns

SJ : already on end line checking depp patterns

