



Australian Gridiron Officiating



Introduction to Officiating Gridiron

2023 Programs



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Introduction to Officiating Part 9 – Kicking Plays

2023 Programs



Part 8 – Punts, Field Goals

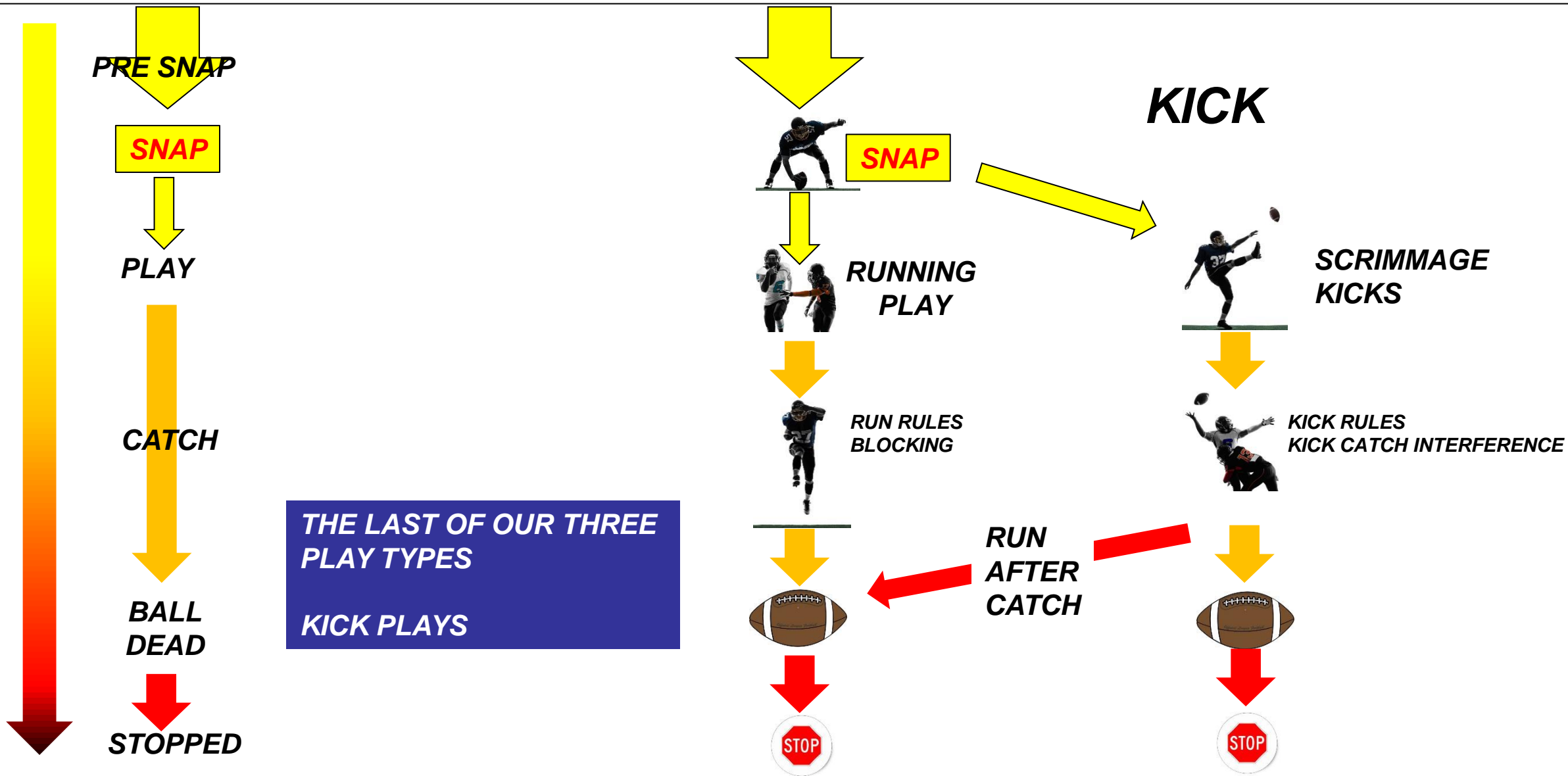
- Positions
- Kick catch interference
- Fair catch
- Out of bounds - marking spot
- Coverage of runback - ball carrier, other action, blocking below waist



Importance of Kick Plays

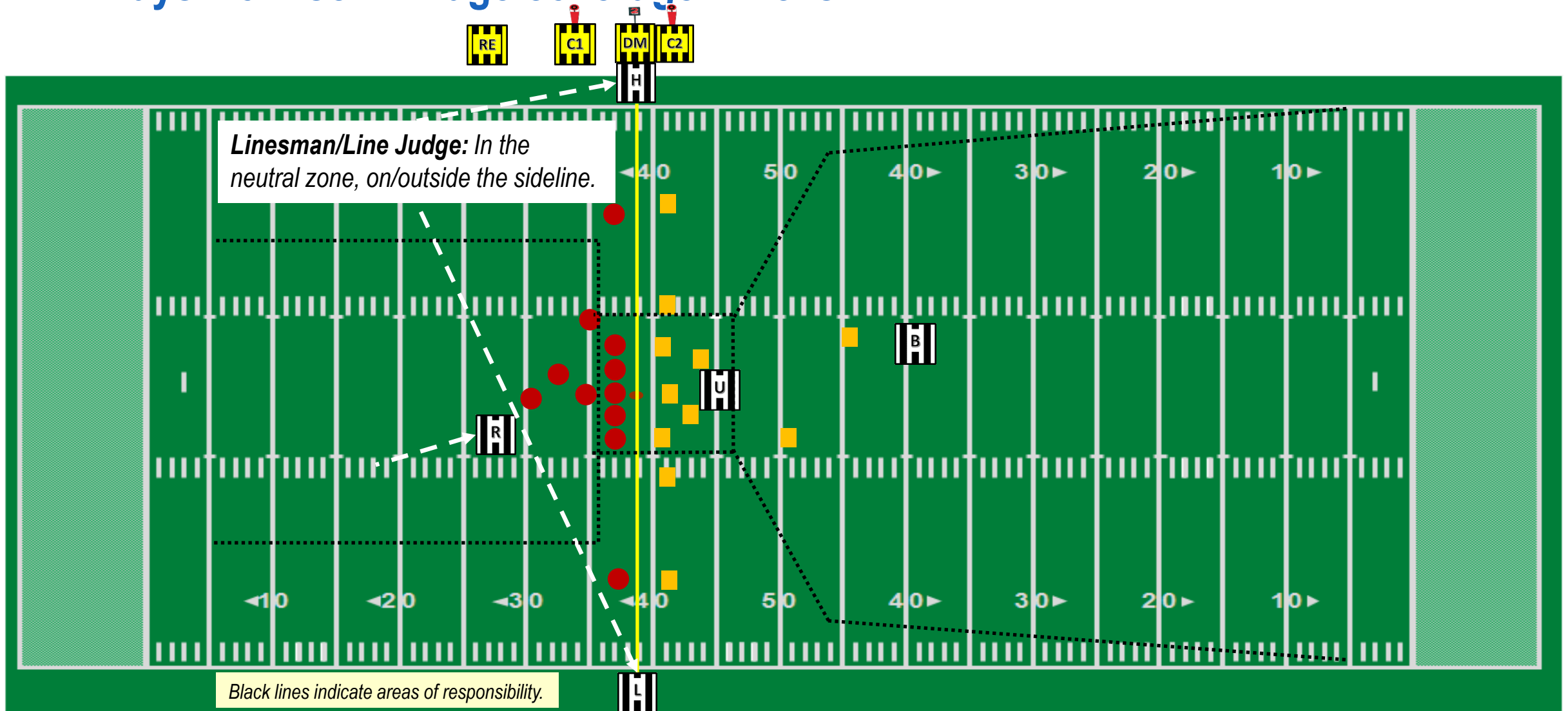
- Identify foul play in the kicking game that you as an official **MUST** watch for
- These are the fouls – what you need to look for and report
- During most kick plays, players have more room to gain speed, this can lead to higher collision speeds and potentially more injuries
- **A caution: Kicks occur infrequently but they can cause the most problems**





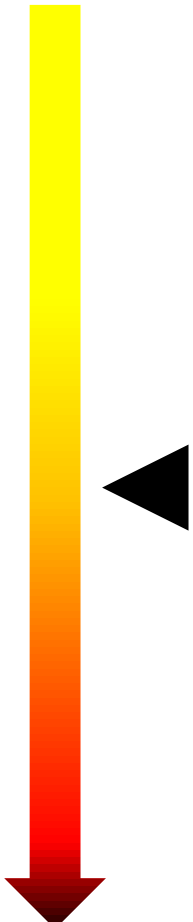


Plays from scrimmage coverage - Kicks





Scrimmage Kick Play Checklist for Wings

- 
- **Linesman**
 - Move downfield 15-20 yards when ball crosses LOS
 - **Line Judge**
 - Move downfield 10-15 yards when ball is kicked
 - Revert to standard mechanics if the play turns into a run or pass
 - Watch for action ahead of the ball carrier





Fouls to Look for on Scrimmage Kicks

Before Play

- Illegal scrimmage formation
- False start
- Offside



During Play

- Roughing the Snapper
- Roughing the Kicker or Holder
- Blocks below the waist
- Clips
- Blocks in the back
- Holding
- Kick Catch Interference
- Player goes Out of Bounds
- Late Hits (dead ball)





Legal and Illegal Touching after a Free Kick

LEGAL

- Receiving Team can touch ball when it is kicked
- Kicking team can touch the ball when it
 - touches a Receiving Team player or,
 - goes, and remains, beyond Receiving Team's restraining line or,
 - touches anything beyond Receiving Team's restraining line

ILLEGAL

- Kicking Team illegally touches the ball
 - Illegal touching – a violation, not a foul

Being blocked into the ball (Forced touching) is disregarded that includes

- Player blocked into the ball
- Ball batted by an opponent

Batting

- Intentionally striking the ball with the hand or arm





Effect of Fair Catch Signal

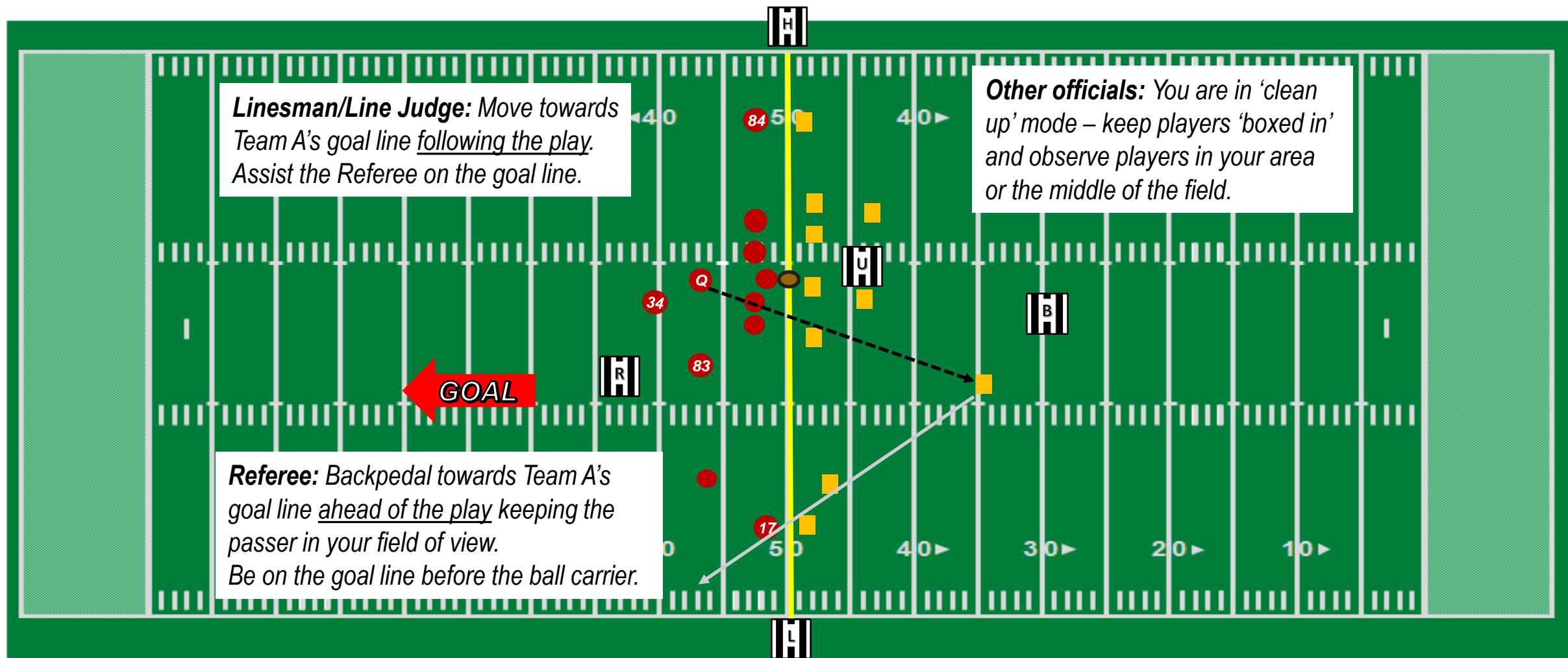
Effect of a fair catch signal

- Ball dead as soon as either team catches or recovers the kick
- Kicking team cannot tackle or block a player completing a fair catch
- Receiving team player carries the ball more than 2 steps in any direction – FOUL
- FLAG
- BLOW WHISTLE





Covering a Return – Kick or Interception





Expert Advice

Summary thoughts on scrimmage kicks

The purpose of a kick is to exchange possession.

- If the kick is blocked (i.e. does not cross the neutral zone)
 - Look for the football and
 - Let the play continue.
- Once the kick is downfield watch for kick-catch interference.
- Do not let the ball lay there – give players 2-3 seconds to recover it then blow it dead.
- Get the next series started.

Illegal actions: Kicking team

- Procedural – often formation issues.
- Blocking below the waist.
- Kick-catch interference.

Illegal actions: Receiving team

- Contacting the snapper, kicker and holder.
- Triple-teaming an offensive lineman.
- Blocking below the waist on the return.



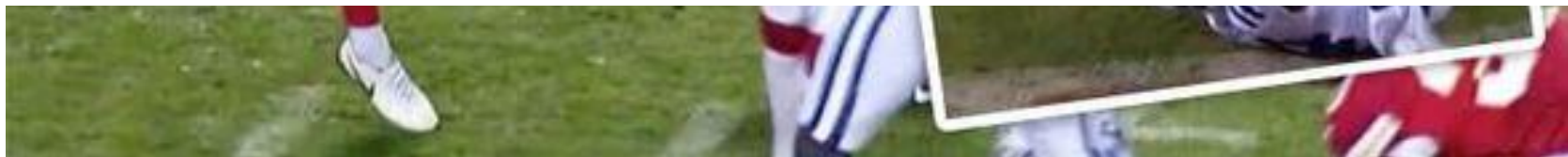
What do I do?

- Watch your assigned area or players
- Protect the players from fouls and unsafe play
- If you have a marginal foul make a judgement
- If you see a foul
 - Throw a flag and keep officiating
- A verbal warning can work – once...
- At the end of play talk to the Referee





Field Goals and Points After Touchdown





Positioning – goal line plays

Ball snapped on or inside Team B's 7-yard line;

Referee

- Normal position

Umpire

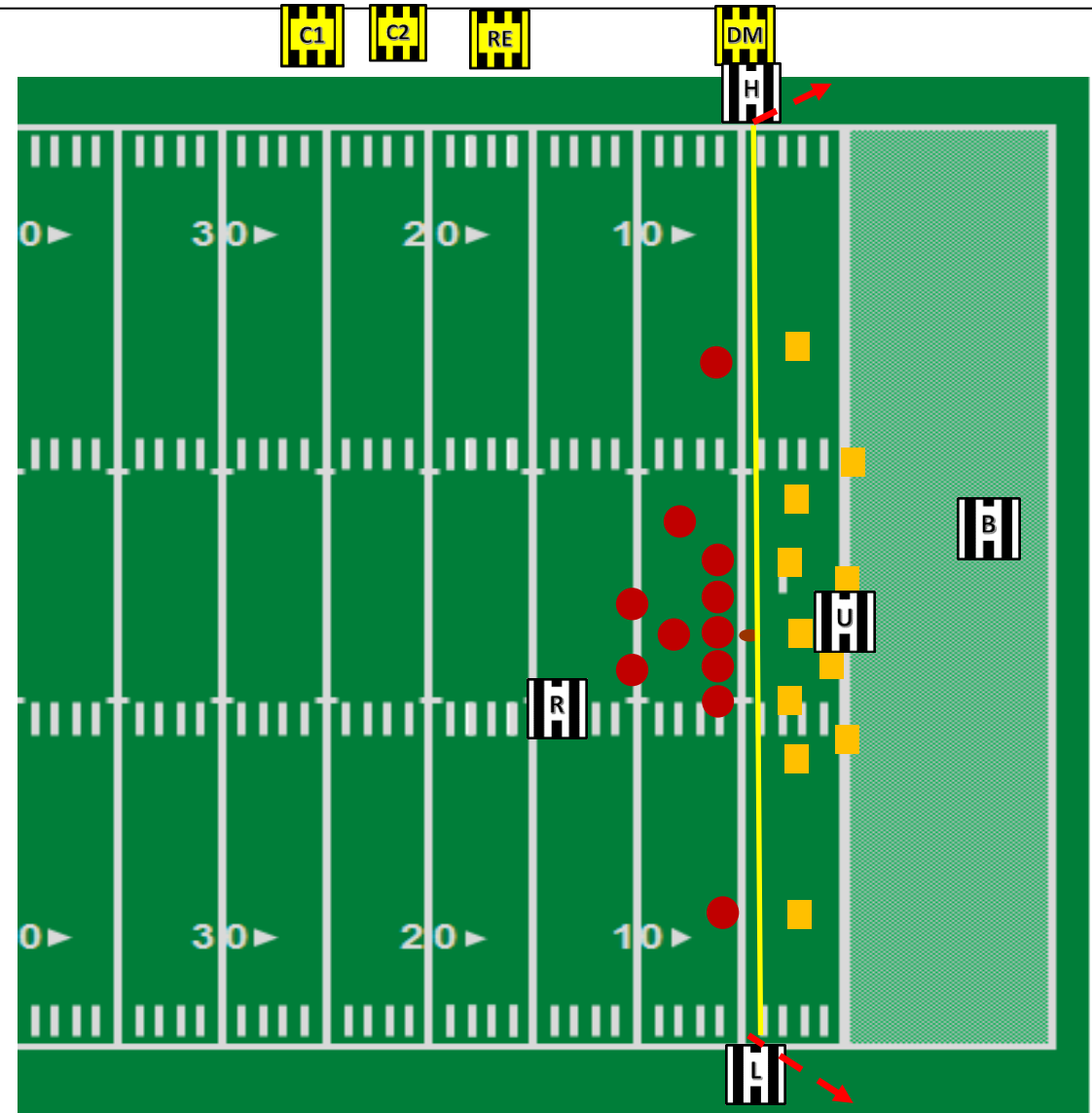
- Slightly closer to the neutral zone

Linesman and Line Judge

- [Run play] Be at the goal line before the ball carrier
- [Pass play] Move immediately to the goal line then respond to the play
- Drop off the pylon at least 2-3 yards

Back Judge

- On the end line





Positioning – Try (PAT)

Referee

- 5-10 yards wider and 3-7 yards deeper than the kicker and holder.
- Be on the Line Judge's side of the field to cover the sideline if the Line Judge is behind the posts.

Umpire

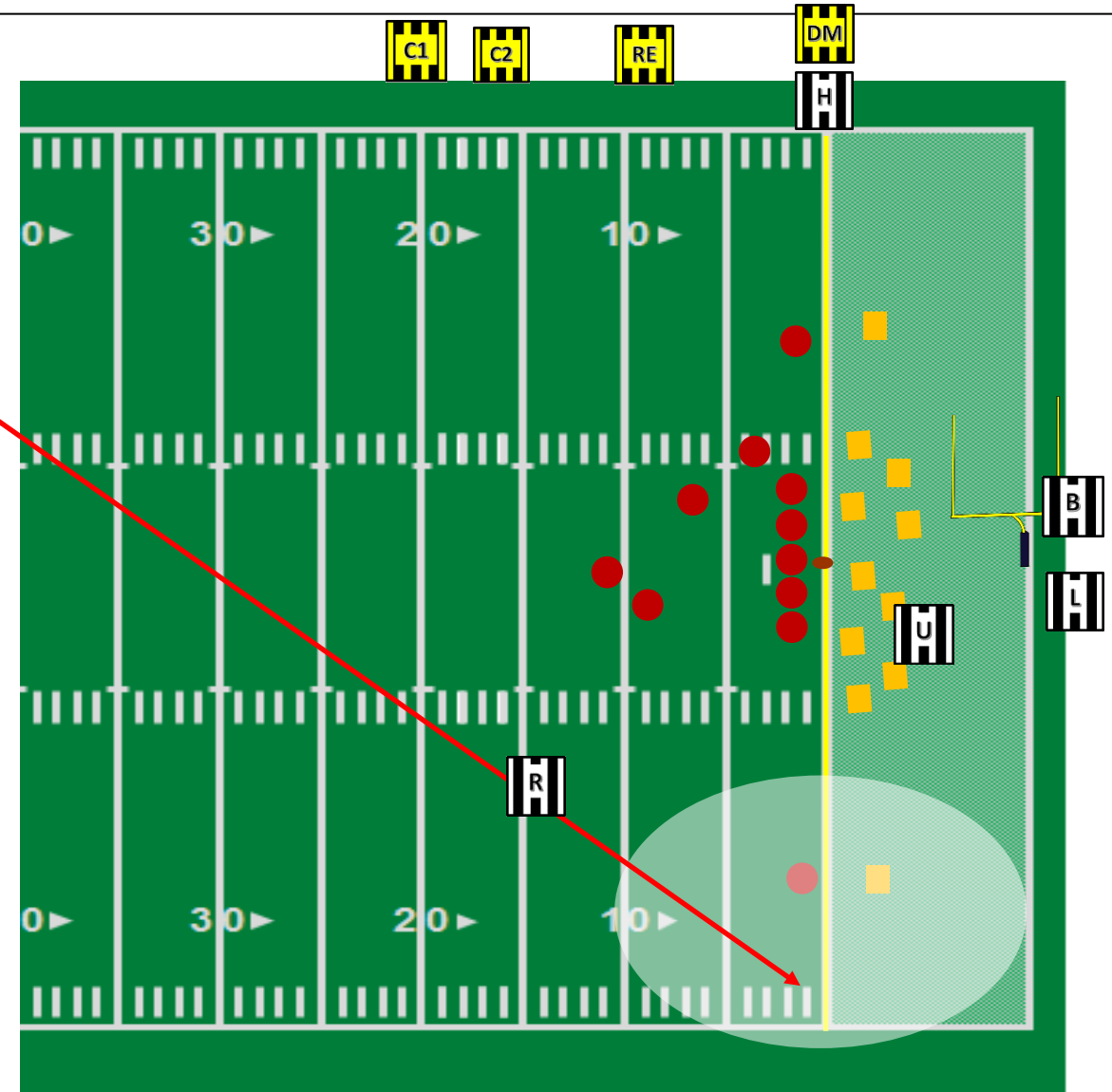
- Move to the goal line if there is a run to the Line Judge's sideline and that official is not there.

Linesman (and Line Judge if not behind the posts)

- After the kick, jog in towards the players.
- On blocked or fake kicks, switch to normal run or pass coverage.

Line Judge and Back Judge

- One yard behind your goal post.
- [Back Judge] Rule on the crossbar.
- On blocked or fake kicks, respond as appropriate.





Summary – What we have covered

- Scrimmage Kick coverage
- Returns and Interceptions
- Field Goals
- Point After Touchdown





What are we going to cover?

- ~~What you need to do before the Game~~
- ~~What happens at the Kick Off~~
- What to look for on Scrimmage Plays
 - ~~Before the snap~~
 - ~~Runs~~
 - ~~Passes~~
 - ~~Kicks~~
 - ~~Field Goals~~
- Reporting what you saw
- Other things to help with

END OF PART 9



*Your companion
Ron the Rookie....*



The End

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