

July 5, 2008

Board of Directors
TASO – Football Division

RE: 2008 Proposed Free Kick Mechanics Change for Crews of Four Officials, for 6-Player Football (only)

Accompanying are proposed text changes to the TASO Football Officials Manual for a Crew of Four Officials, for Free Kicks in 6-Player Football only.

This proposal was presented at the April board meeting and in the May telephone conference phone call, but was tabled to solicit additional input from officials that regularly work and/or have acknowledged expertise in 6-Player Football.

I have contacted officials that have been working Six-Player Football, as well as chapter officers for the chapters in District 1, which cover a major percentage, if not a majority, of 6-Player Football in Texas. Every person with whom I have made contact has wholeheartedly endorsed this proposed change. The only additional request made was to offer the ability to use conventional 'deep kick' mechanics when/if game conditions dictate.

As best I can tell, this change was requested by an official outside of District 1, so it would appear to be something that would be endorsed by a strong majority of TASO officials working 6-Player Football.

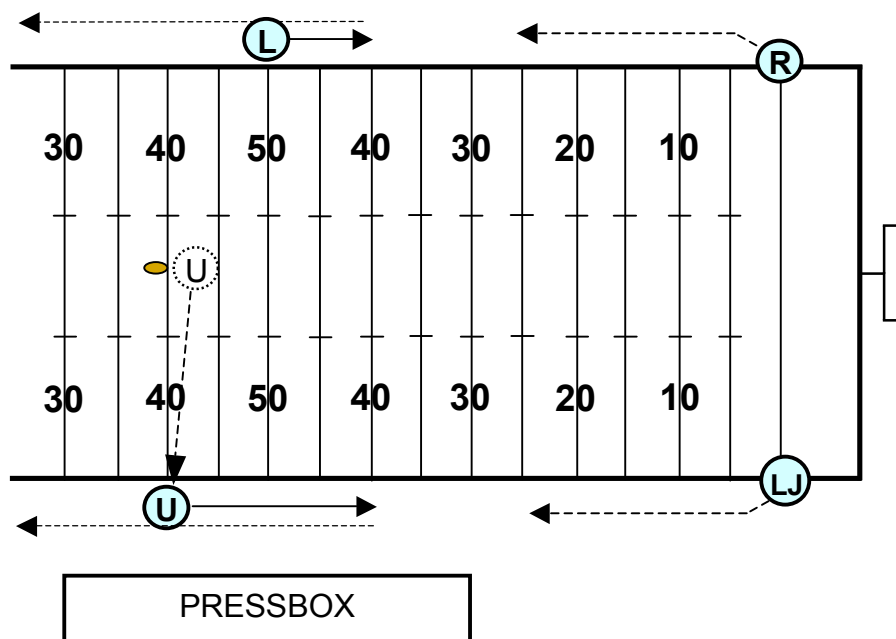
Although the 'substance' of the accompanying proposal document is essentially the same, it is not the same as was presented at the April Board meeting and in the May telephone conference call. This is for two reasons:

- 1) To accommodate the request to revert to 'deep kick' mechanics when game conditions dictate, and
- 2) To simplify the actual change. The original proposal added an entirely new article to Section 10. However, I realized that this is completely unnecessary. All that is needed is to add some text at the beginning of Section 1 and Section 2 to indicate when the mechanics are to be used. This proposal document reflects that simplification, and the amended text is in red.

Rationale for the proposed change is at the end of the edited section below.

Robert Cameron
Mechanics Committee
District 1, TASO-Football

SECTION 10. FREE KICKS



U instructs kicker, moves to sideline at A's restraining line. *L* on press box sideline on goal line pylon. *H* is opposite press box side, on Team B's restraining line. *R* is on sideline opposite pressbox on goal line pylon.

ARTICLE 1. KICKOFFS

Note: Primary free kick mechanics for 11-player football; alternate for 6-player football, to be used when game conditions dictate.

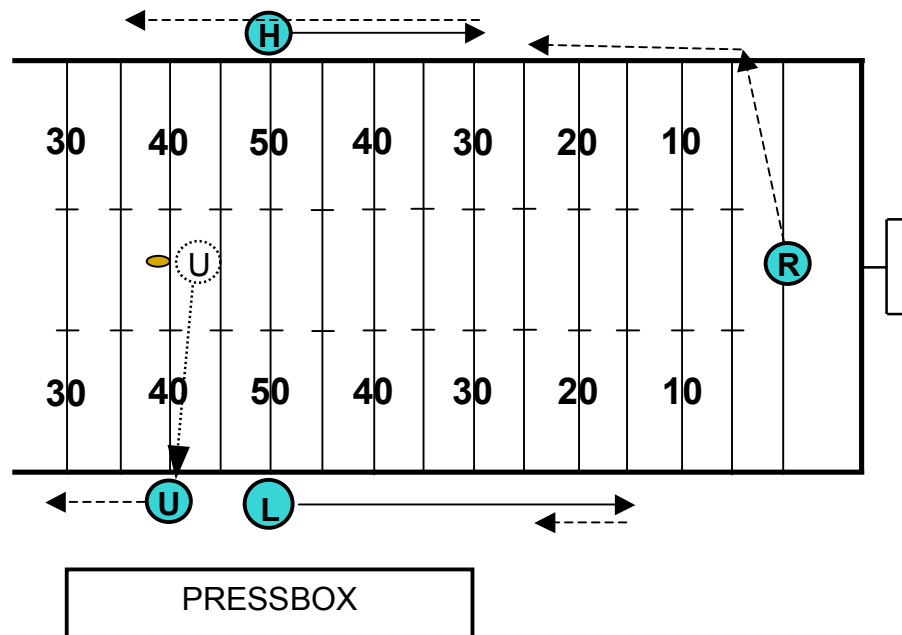
- U** A. Hand ball to kicker and give him instructions; Caution the kicker to wait for the signal and whistle. Also caution him not to kick the ball if it falls from the tee. Move to position off sideline at A's restraining line. Count Team A players. Check sideline to make sure all non-players are out of the restricted area. Ensure Team A players have complied with the 9-yard mark requirements. When all are ready, indicate by raising and keeping one arm aloft until **R** drops arm and sounds his whistle.
- H** B. Takes position off the sideline opposite the press box at Team B's restraining line. Count Team B players. Check sideline to make sure all non-players are out of the restricted area. Ensure Team A players have complied with the 9-yard mark requirements. When all are ready, indicate by raising and keeping one arm aloft until **R** drops arm and sounds his whistle.
- L** C. Take position off the sideline on pressbox side on goal line of Team B. Check sideline to make sure all non-players are out of the restricted area. Count Team B players. When all are ready, indicate by raising and keeping one arm aloft until **R** drops arm and sounds his whistle. Be alert for Team A encroaching.
- R** D. Take position on sideline opposite pressbox at the goal line of Team B. Check sideline to make sure all non-players are out of the restricted area. Count

Team B players. Obtain all crew members' ready signal and when all are ready, sound your whistle as you give the ready for play signal.

- U, H** E. When ball is kicked, ensure the correct number of players are on each side of the kicker.
- F. Following deep kick, move cautiously downfield outside sideline until ball is in return, then retreat toward A's goal line. Lead runner to A's goal line; be on A's goal line before runner crosses. Observe blocking action in front of runner, if to your side; observe action away from runner if to opposite side.
- R, L** G. If kick goes deep, rule on actions involving the goal line, sideline or end line. If touchback occurs, move into field of play to stop any late or illegal actions but do not ignore players behind you. When ball is in return, remain off sideline and take forward progress of runner.
- L** H. Responsible to observe legal touching and signal clock to start if between your sideline and opposite inbounds line. If ball falls in **R**'s side zone, observe action in front of/around receiver.
- R** I. Responsible to observe legal touching and signal clock to start if between your sideline and near inbounds line. If ball falls in **L**'s area of responsibility, observe action in front of/around receiver.
- ALL** J. If kick threatens a sideline, move quickly to the area to rule. Mark the out of bounds spot, with flag if appropriate, if kick goes out of bounds between goal lines. Maintain position enabling coverage of your sideline at all times. If kicked in your area, cover any muff, advance, or any Team B player who catches or recovers the ball.
- K. Observe any player who is out of bounds before or during the kick.
- L. Signal clock to start if you observe ball legally touched in the field of play.
- M. Observe legality of blocks and action away from the ball when not covering the runner.
- H, U** N. Watch for infractions involving restraining lines. Watch for short kick and whether it is touched or recovered legally or illegally.
- ALL** O. Be alert for fair catch signal and interference with the opportunity to catch a kick. When you do not have the ball, take a position to observe action in your area ahead of the runner.

ARTICLE 2. ~~OBVIOUS~~ SHORT FREE KICKS

Note: Primary kickoff mechanics for 6-player football; alternate obvious short free kick mechanics for 11-player football.



R at goal line, middle of field. U hands ball to kicker, gives instructions, moves off pressbox sideline at A's restraining line. H at usual location – off sideline opposite pressbox, at B's restraining line. L off pressbox sideline, at B's restraining line.

- R** Take position at B's goal line, in middle of field. Count B players; declare ball ready for play *immediately when U reaches sideline and signals ready*. At kick, observe for Team A with four players on each side of kicker. Move toward pylon in direction of kick; rule on action involving ball and sideline / goal line / end line. If runback develops, move toward sideline opposite pressbox, and cover play from off sideline; rule on forward progress.
- U** On signal by **L**, hand ball to kicker and instruct kicker to wait for ready-for-play signal from **R**, and not to kick ball if it falls from the tee. Move off pressbox sideline at A's restraining line; take position and raise hand to indicate readiness immediately. At kick, observe for encroachment by A, and know if kick strikes ground or is in flight. Observe for illegal blocking by Team A, and assist with action on ball, fair catch signals by B players, interference by A players. If ball is kicked deep, move downfield (off sideline) cautiously, and 'fade' (retreat) toward A's goal line when ball is in return (as regular deep kick).
- H** Same duties and positioning as for regular deep kick. Rule on progress of ball, legal touching (start clock), illegal touching by A. If ball is kicked deep, when ball is in return, 'fade' (retreat) toward A's goal line. Assume forward progress responsibility if **R** is unable to get to sideline.

L Take position off pressbox sideline at B's restraining line. Clear sideline and count B players. Raise hand when ready. Rule on progress of ball, legal touching (start clock), illegal touching by A. If ball is kicked deep, move downfield quickly and assist with action involving ball and sideline; assist **R** with rulings on actions involving ball and goal line. When ball is in return, rule on forward progress.

ALL Rule on kick-catch interference, fair catch signals, legal/illegal touches, kicks out of bounds.

ARTICLE 3. FREE KICK AFTER SAFETY

ALL Assume same relative positions and duties as on kickoff when ball is put in play by either place kick, drop kick or punt.

ARTICLE 4. AFTER TRY OR SUCCESSFUL FIELD GOAL

U After try or successful field goal, note time, obtain ball of team which is to kick off. Move up the scoring team's sideline to kicking team's restraining line. After 45 seconds have elapsed from the end of the previous down (on **L** signal), instruct the kicker and hand him the ball when 60 seconds have elapsed.

RATIONALE: TASO members working predominantly six-player football requested this change to better cover the frequent short 'pooch' kicks prevalent in that game. This places more eyes closer to the area where the ball will land, thus, offering greater ability to observe KCI, first touching, fair catch signals, etc.