

## **MECHANICS EXPERIMENT – SWITCHING SIDELINES**

For the 2022 season, associations receiving LHSAA approval may use an experimental mechanic in which the **Head Linesman and Line Judge (and Field Judge and Side Judge in crews of 6 or 7)** switch sidelines beginning in the second half. This document is meant to give guidance and promote consistency for working this mechanic.

### **GENERAL PRINCIPLES**

When switching sidelines, officials switch only their location on the field. They do not switch their assigned positions, mechanics for play coverage, or identification of initial receiving keys. As a result, the assigned Line Judge is always the Line Judge and always works Line Judge mechanics for game play situations. The same applies for the Head Linesman, Field Judge, and Side Judge. The only difference occurs when an official needs to handle a sideline-specific matter, such as the line-to-gain / chain crew.

The chains always remain on the sideline opposite the press box.

### **POSITIONING AND CHAIN CREW RESPONSIBILITY**

During the **pregame coin toss and first half** of the game:

- The Line Judge (and Field Judge in a crew of 6 or 7) will be positioned on the sideline opposite the press box.
- The Head Linesman (and Side Judge in a crew of 6 or 7) will be positioned on the press box sideline.
- The Line Judge will be responsible for the chains.
- Other officials work the locations stated in the Officiating Manual.

During the **second half** of the game **and continuing through overtime**:

- The Line Judge (and Field Judge in a crew of 6 or 7) will be positioned on the press box sideline.
- The Head Linesman (and Side Judge in a crew of 6 or 7) will be positioned on the sideline opposite the press box.
- The Head Linesman will be responsible for the chains.
- Other officials work the locations stated in the Officiating Manual.

### **WORKING THE MECHANIC**

As a general rule, the following statements apply:

- When officiating game play, work the mechanics of your assigned position.
  - This includes game and play clock responsibilities, pre-snap matters, identifying receiver keys, and play coverage.
- When handling other matters, work the duties needed for your sideline.
  - This includes escorting teams from the locker rooms to the field and working with ball personnel and the chains.

### **PREGAME**

Both the Head Linesman and Line Judge should meet with the chain crew prior to the game. The Head Linesman should provide the chain crew with the clip.

All sideline officials should meet with and introduce themselves to both Head Coaches and discuss any sideline issues. It may be advisable to have this meeting while the Referee is attending the PAC.

## **ESCORTING DUTIES**

Prior to the game:

- In a crew of 5:
  - The Back Judge will escort to the field the team who will occupy the team bench on the side of the field opposite the press box.
  - The Head Linesman will escort to the field the team who will occupy the team bench on the press box side of the field.
- In a crew of 6 or 7:
  - The Field Judge will escort to the field the team who will occupy the team bench on the side of the field opposite the press box.
  - The Side Judge will escort to the field the team who will occupy the press box side of the field.

After halftime:

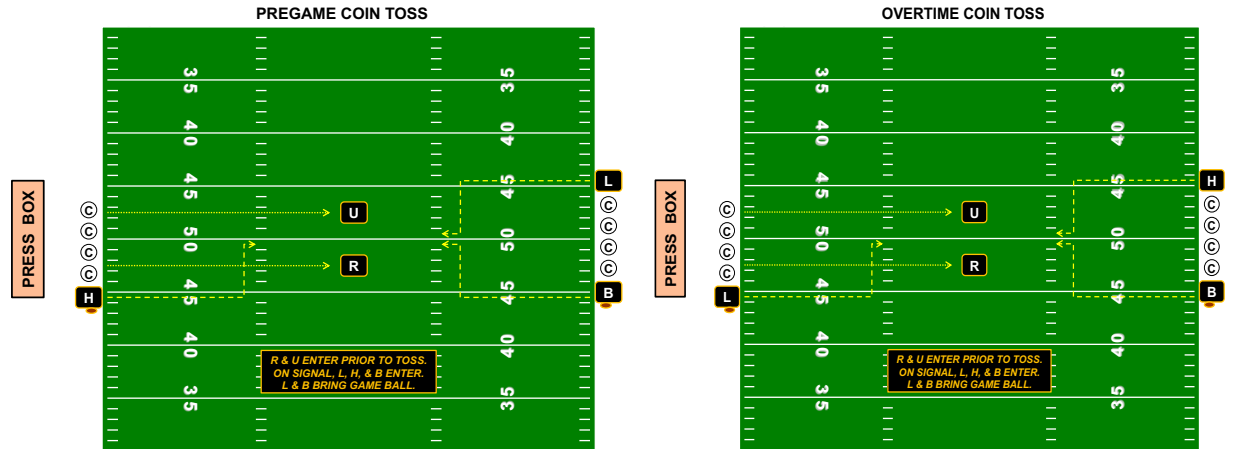
- In a crew of 5:
  - The Head Linesman will escort to the field the team who will occupy the team bench on the side of the field opposite the press box.
  - The Back Judge will escort to the field the team who will occupy the team bench on the press box side of the field.
- In a crew of 6 or 7:
  - The Side Judge will escort to the field the team who will occupy the team bench on the side of the field opposite the press box.
  - The Field Judge will escort to the field the team who will occupy the press box side of the field.

## DIAGRAMS

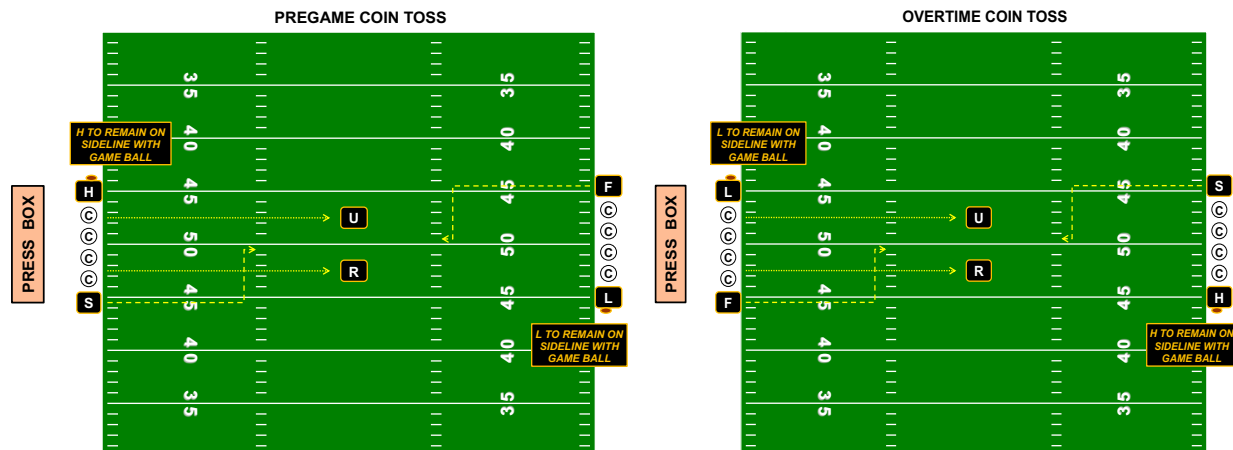
For any diagram not shown below, treat the diagram in the Officiating Manual as reflecting the second half and overtime official locations. Reverse the sideline locations of the Head Linesman, Line Judge, Field Judge, and Side Judge for the first half. This includes diagrams involving measurements. However, do not change or reverse any positions or coverage for diagrams showing initial receiving keys

### COIN TOSS

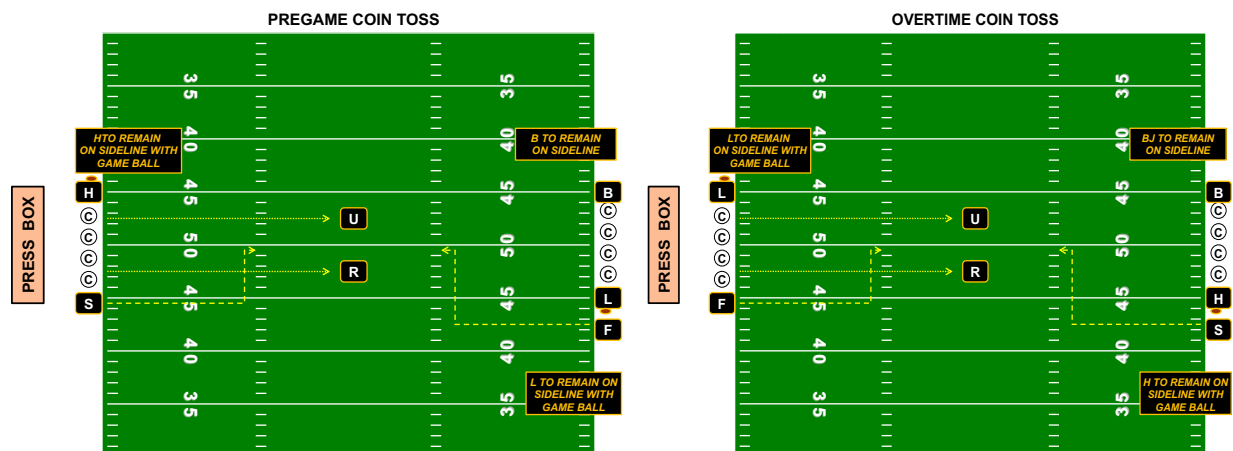
#### Crew of 5



#### Crew of 6



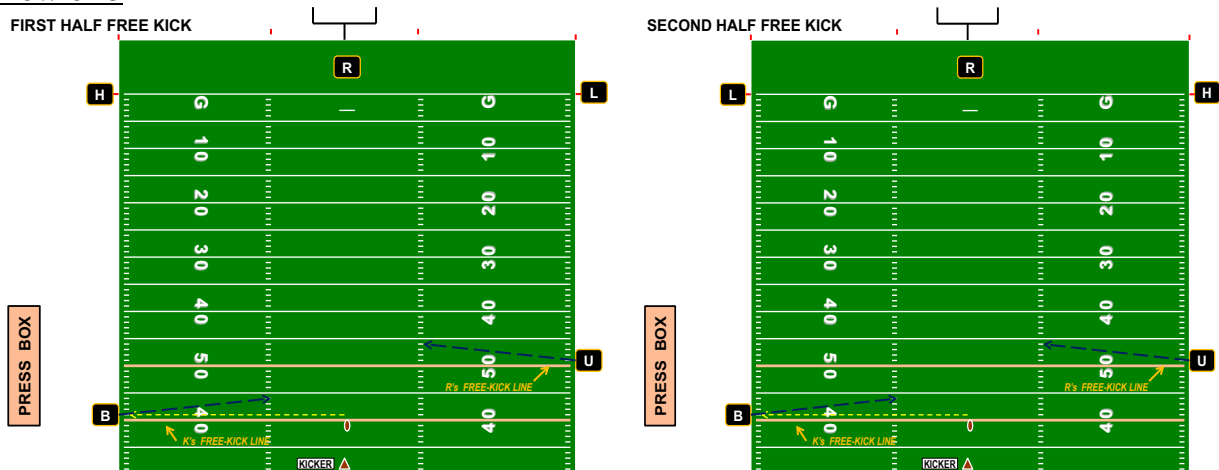
#### Crew of 7



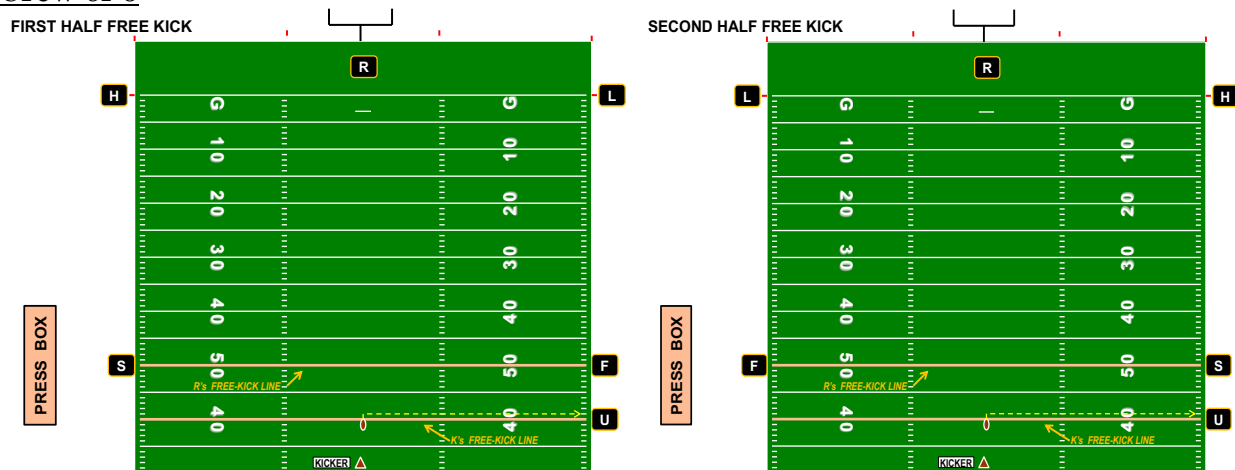
## FREE KICKS

The Head Linesman, Line Judge, Field Judge, and Side Judge switch sides. Others maintain their same sideline locations for the entire game. The Back Judge always presents the ball to the kicker in crews of 5 and 7 from the press box side. The Umpire always presents the ball to the kicker in a crew of 6 from the sideline opposite the press box.

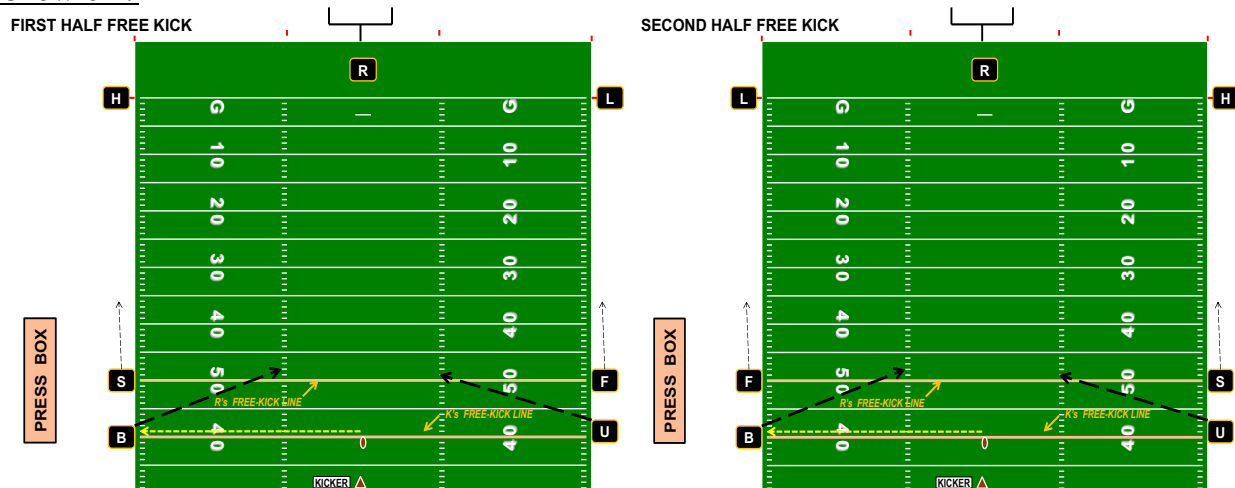
### Crew of 5



### Crew of 6



### Crew of 7



Crew of 5

## FIRST HALF ONSIDE KICK



### FIRST HALF ONSIDE KICK



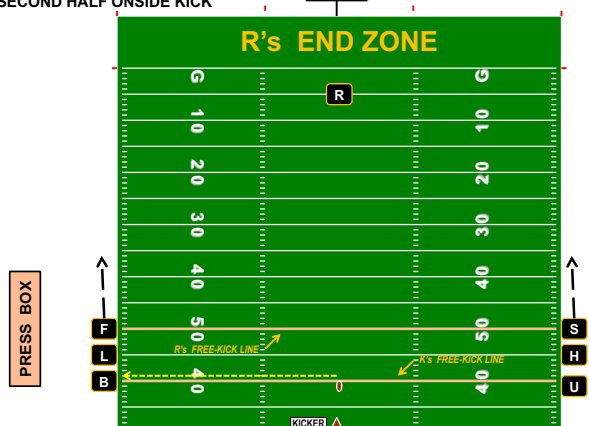
## SECOND HALF ONSIDE KICK



### FIRST HALF ONSIDE KICK



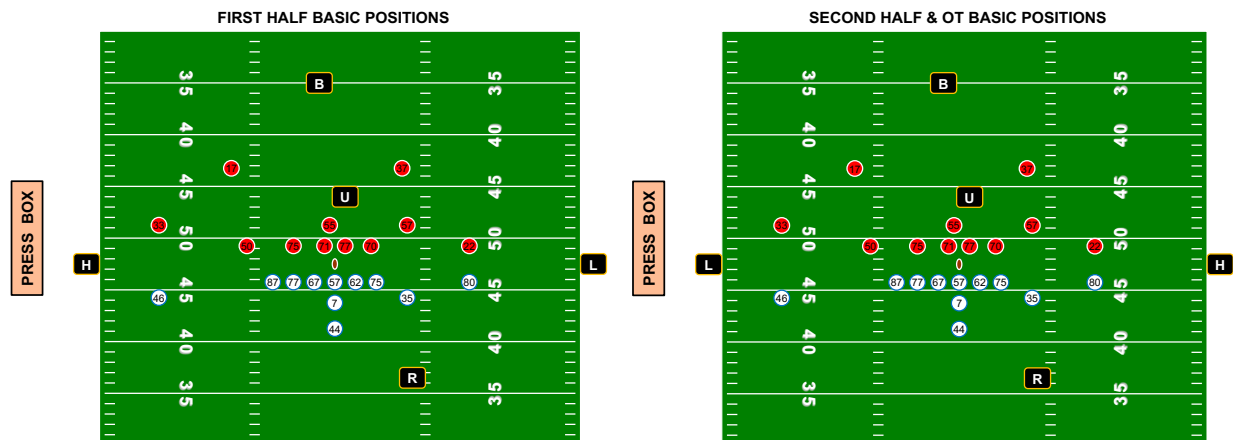
## SECOND HALF ONSIDE KICK



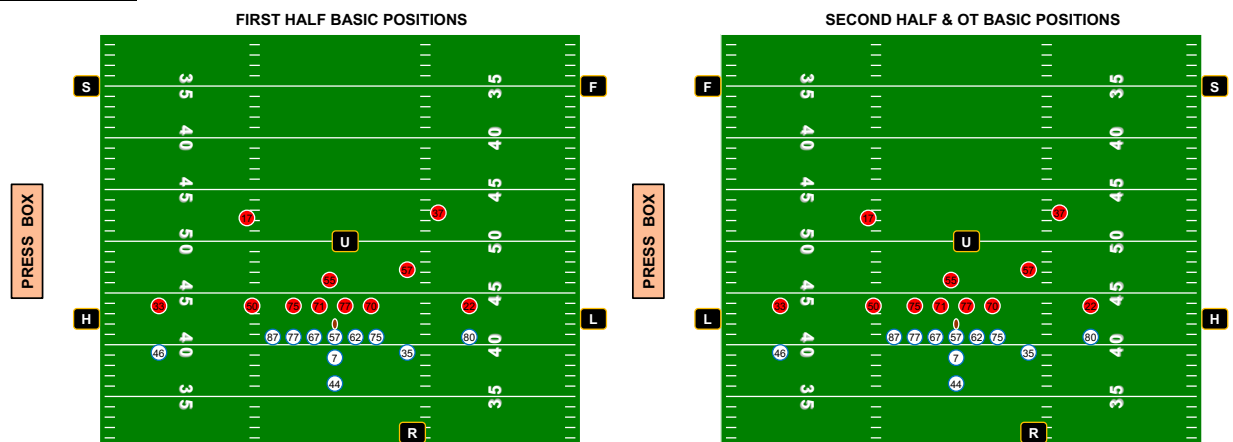
## BASIC COVERAGE

Initial receiving keys, as demonstrated in the Officiating Manual, remain the same throughout the game by position. They do not change based on an official's sideline. When a team presents a balanced set of receivers, the Line Judge's side is always the strong side, regardless of what sideline the Line Judge is working.

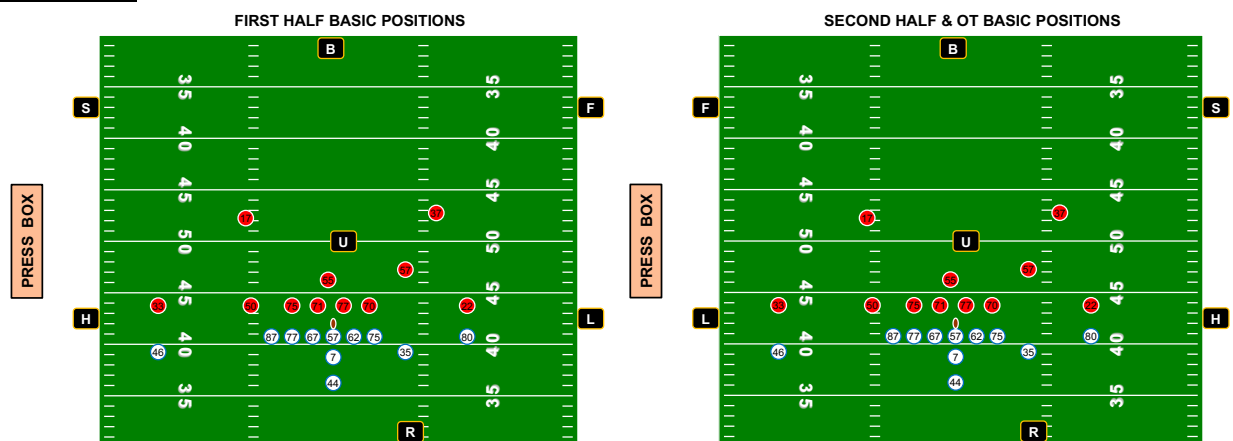
### Crew of 5



### Crew of 6



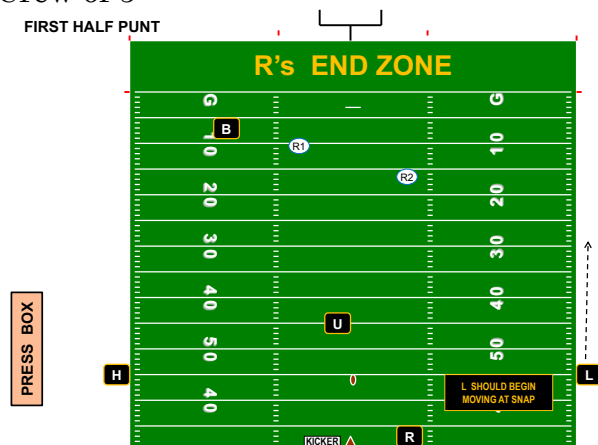
### Crew of 7



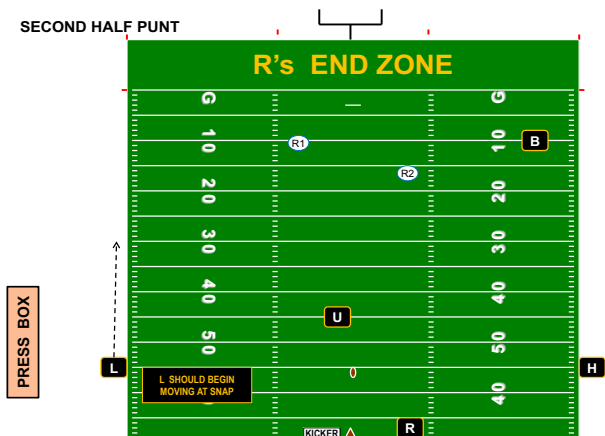
# PUNTS

Crew of 5

FIRST HALF PUNT

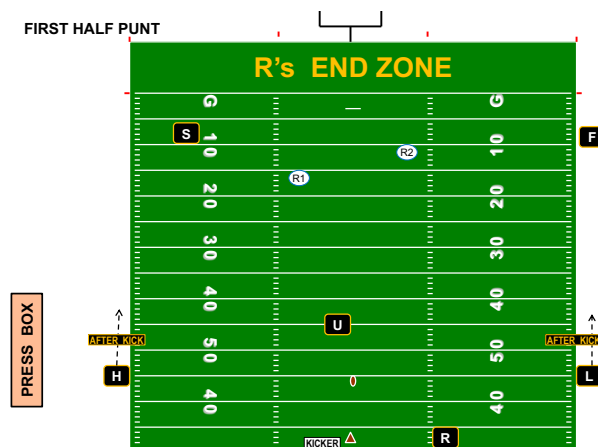


SECOND HALF PUNT

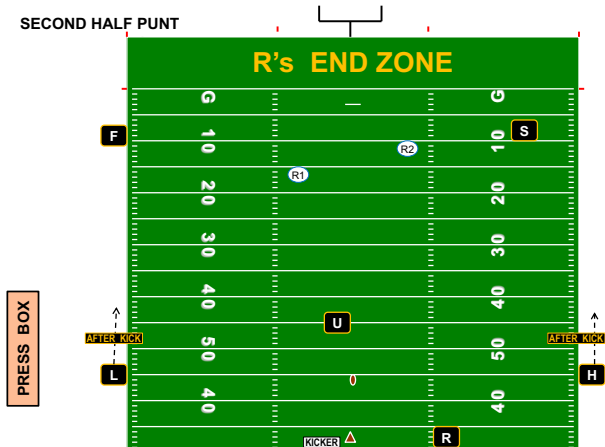


Crew of 6

FIRST HALF PUNT

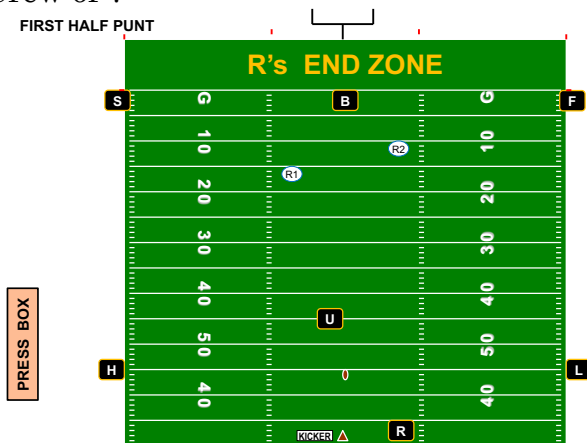


SECOND HALF PUNT

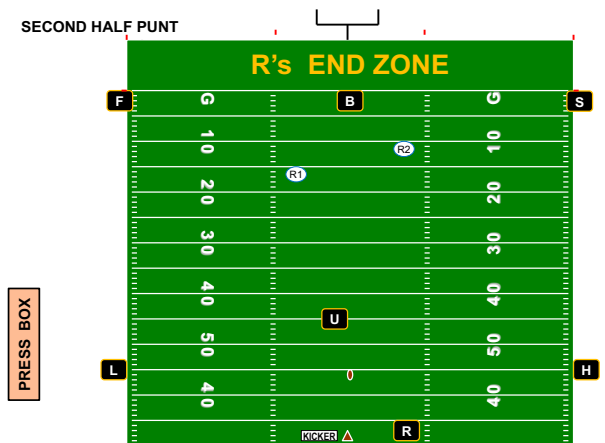


Crew of 7

FIRST HALF PUNT



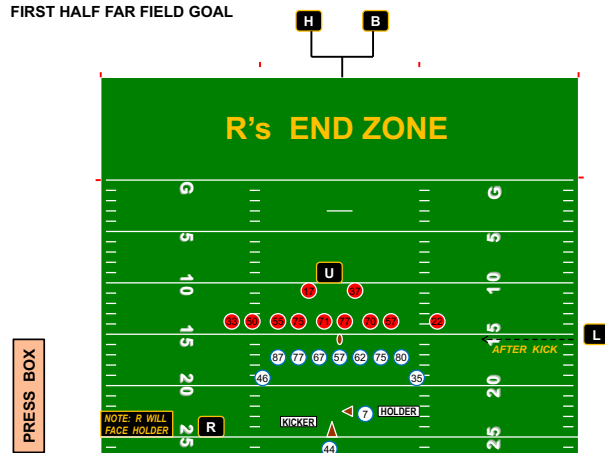
SECOND HALF PUNT



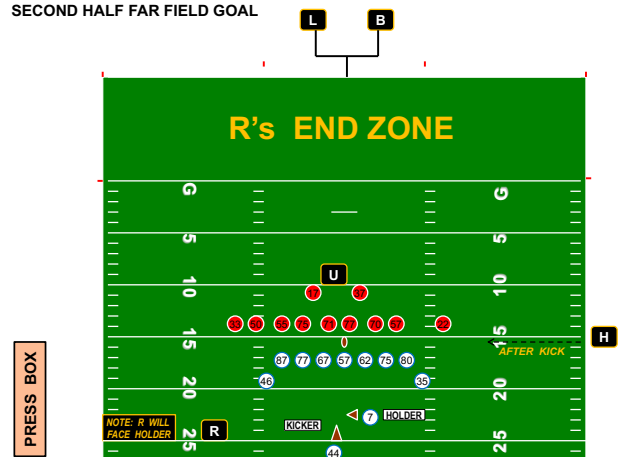
# FIELD GOAL MECHANICS

## Crew of 5

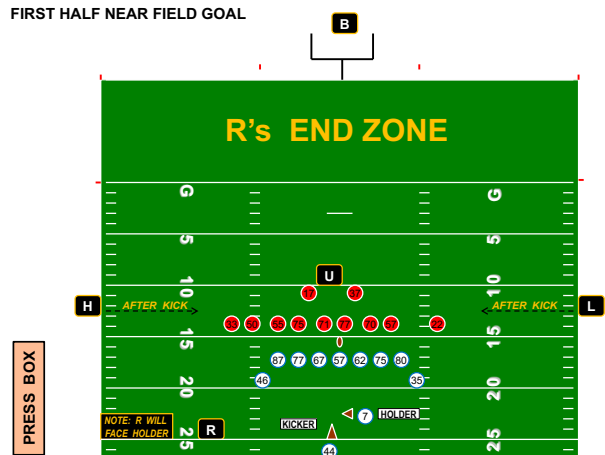
FIRST HALF FAR FIELD GOAL



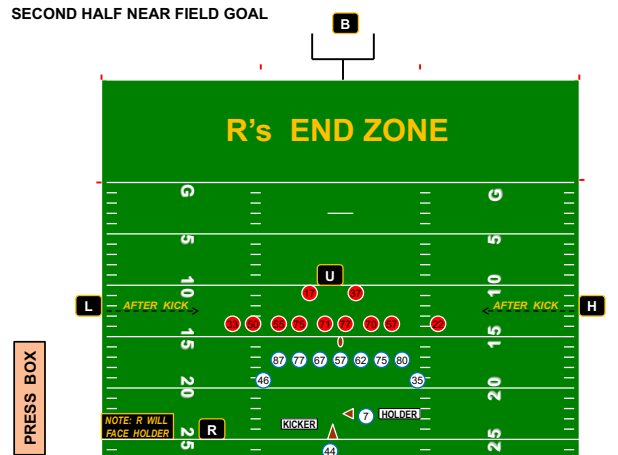
SECOND HALF FAR FIELD GOAL



FIRST HALF NEAR FIELD GOAL

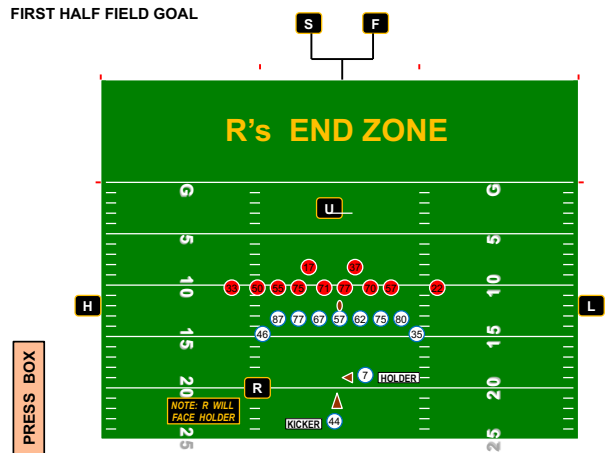


SECOND HALF NEAR FIELD GOAL

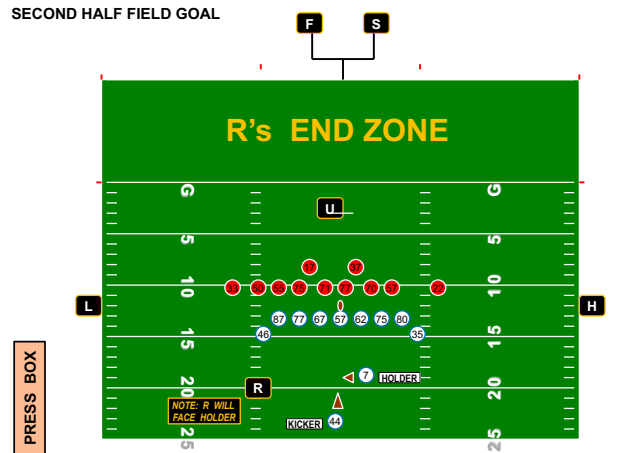


## Crew of 6

FIRST HALF FIELD GOAL



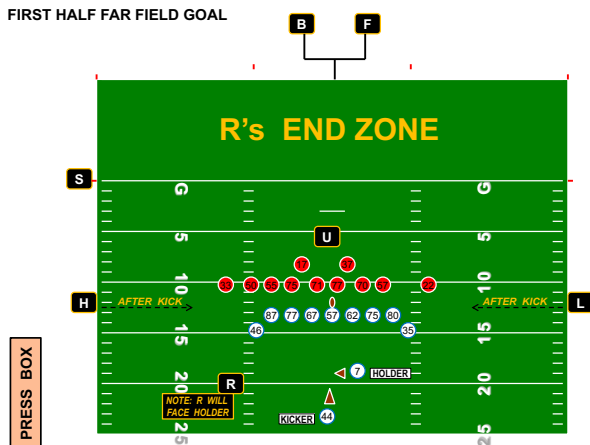
SECOND HALF FIELD GOAL



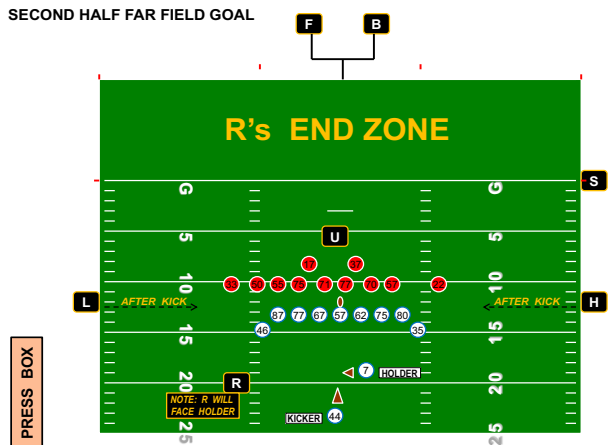


# Crew of 7

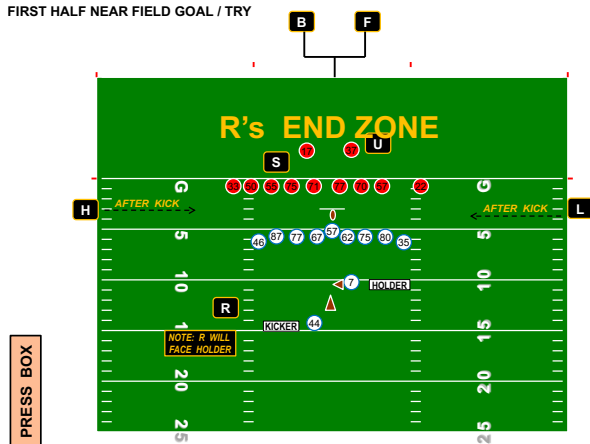
FIRST HALF FAR FIELD GOAL



SECOND HALF FAR FIELD GOAL



FIRST HALF NEAR FIELD GOAL / TRY



SECOND HALF NEAR FIELD GOAL / TRY

