

**MHSAA District 4**  
**Center Judge Mechanics – 7 Officials**

**1. Coin Toss Mechanics**

- a. CJ-Stand at 45 Yard Line with **U** opposite **R** prior to other officials escorting players out for coin toss

**2. Kickoff Mechanics**

- a. CJ-Kicker's 40 Yard Line, Opposite Press Box Sideline; come in to hash marks after kick off.
- b. CJ-FREE KICK AFTER SAFETY- Kicking Teams 20 Yard Line Opposite Press Box Sideline.

**3. On Side Kick**

- a. CJ-Kicking Team's 45 Yard Line, Opposite Press Box Sideline.

**4. Penalty Enforcement Mechanics**

- a. CJ-Help with half the distance, 1<sup>st</sup> down, & loss of down penalties. Double check penalty enforcement by **U**.
- b. CJ-Assist with securing a new ball, if needed.
- c. CJ-Assist **R** with player numbers in reporting fouls.

**5. Pre Snap Mechanics**

- a. CJ-Count Offense/K players.
- b. CJ-Assist **R** whether Game Clock starts on ready or snap whenever the Game Clock is stopped by Rule.

**6. Punt Mechanics**

- a. R-1-2 Yards deeper than punter & 10 Yards wide of punter on right side.
- b. CJ-5 Yards deeper than punter & 10 Yards wide of punter on left side.
- c. CJ-Initial Key is Snapper. Focus - blocks ahead of punter. Cover blocked punt with **R**.
- d. U- Line "Heads Up" on the Snapper.

**7. Run Mechanics**

- a. R-15 Yards from LOS & 8 Yards wide of QB on right side.
- b. CJ-15 Yards from LOS & 8 Yards wide of QB on left side.
- c. CJ-Keys - Guard/Tackle/Tight End on your side.
- d. CJ-Focus on play ahead of runner & Point of Attack.
- e. CJ- Assume Runner/QB responsibility if they cross your "Face". Let the runner cross your vision to maintain an inside/out view of the play.
- f. R-Focus on players around Point of Attack in item e above.
- g. CJ-Assist, if needed, on ball rotation on plays that gain less than 10 Yards.

**8. Pass Mechanics**

- a. R-15 Yards from LOS & 8 Yards wide of QB on right side.
- b. CJ-15 Yards from LOS & 8 Yards wide of QB on left side.
- c. R-Keys - Snap/QB/Opposite side Tackle.
- d. CJ-Keys - Guard/Tackle/Tight End on your side.
- e. CJ-Assist on Forward/Backward passes & fumbles.
- f. R Only-Calls Roughing Passer/Intentional Grounding. Secure info from CJ as needed.
- g. CJ-Assume Passer responsibility if QB or a Backward pass crosses your "Face". Let him cross your vision to maintain inside/out view of the play.
- h. R-Focus on players around Point of Attack in item g above

**9. Dead Ball Mechanics**

- a. CJ-Stay back & swivel your head unless action by players dictate moving to the pile.
- b. CJ-Stop near field number's & observes dead ball play. Move to Sideline only if player action dictates it.
- c. CJ-Do not wind Game Clock to mirror **HL/LJ**.

**10. Field Goal/Try Mechanics**

- a. R-1-2 Yards deeper than holder & 10 Yards wide of holder on right side.
- b. CJ-5 Yards deeper than holder & 10 Yards wide of holder on left side.
- c. CJ-Initial key is Snapper. Focus on blocks ahead of holder. Cover blocked Field Goal with **R**.  
R Only-Calls Roughing/Running the Kicker/Holder. Secure info from CJ as needed