

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, 1st 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