

# DEEP OFFICIALS MECHANICS / KEYS

**SCCFOA DEEP OFFICIALS SYMPOSIUM – 2 AUGUST 2008**

**YOU MUST BE TOTALLY FOCUSED – CONCENTRATING EACH & EVERY PLAY  
YOU CAN'T TAKE PLAYS OFF – YOU CAN'T GO BRAIN DEAD  
AT THE END OF A GAME YOU SHOULD BE MORE MENTALLY DRAINED THAN PHYSICALLY TIRED**

## **PRE-SNAP ROUTINE** *(YOU CAN ADD TO THIS)*

CLOCK  
DOWN & DISTANCE  
COUNT THE DEFENSE  
KNOW YOUR KEY

## **POSITIONING**

FJ/SJ      18-22 YARDS (COMFORT LEVEL)  
*NOTE: SJ/FJ DO NOT NEED TO BE ON SAME YARD LINE*  
BJ      25 YARDS

*NOTE: GOAL LINE MECHANICS - BALL INSIDE 25 YARD LINE – SJ/FJ ON GOAL LINE*

## **AT THE SNAP**

ATHLETIC POSITION / STANCE – BALLS OF YOUR FEET (DON'T BE FLAT-FOOTED)  
FADE (MODIFIED) / READ / REACT  
DON'T BAIL OUT = DON'T TAKE YOURSELF OUT THE PLAY  
CUSHION = MAINTAIN MINIMUM CUSHION OF 7-10 YARDS TO SEE PLAY

## **SIGHT-LINES**

*THIS IS A FOOTBALL!* VINCE LOMBARDI  
ALLOWS YOU TO LOOK BACK THROUGH YOUR KEY TO THE BALL (QUARTERBACK)  
NEED TO KNOW STATUS OF THE BALL AT ALL TIMES (SOFT EYES)  
ALLOWS TO KNOW WHAT TO CALL & WHEN IT'S AN ILLEGAL ACT

## **KEY / ASSIGNMENT / RESPONSIBILITY**

**5 ELIGIBLE RECEIVERS + QB / 5 OFFICIALS ASSIGNED TO WATCH THEM = H-L-S-F-B  
REFEREE HAS QUARTERBACK!**

- ❖ **SNAP SHOT**
- ❖ **STAY WITH YOUR KEY . . .**  
    **“NOTHING BAD HAPPENS IF YOU STAY WITH YOUR ORIGINAL KEY”**
- ❖ **SWITCHING – THE Z-WORD IS A FOUR-LETTER WORD**  
    REASON TO SWITCH – TO MAINTAIN BEST SIGHT-LINES  
    BUT DON'T SWITCH – IF YOUR MAN CAN FOUL OR YOUR KEY CAN BE FOULED  
    ALSO, ONLY SWITCH IF SOMEONE COMES INTO YOUR FACE  
    **NEVER GUARD AIR! NEVER GUARD AIR! NEVER GUARD AIR!**  
    IF GOING TO SWITCH = AN EARLY SWITCH IS BETTER THAN LATE SWITCH
- ❖ **BALL (BALL IN THE AIR – ALL EYES GO TO THE PLAYERS PLAYING THE BALL!)**  
    ONE EXCEPTION:  
    STAY WITH YOUR KEYS IF THEY ARE INVOLVED IN A  
    PERSONAL FOUL / FIGHT / UNSPORTING ACT

**JIM FARMER**