



**Dallas Football Officials Association** 

**New Members Training** 



## **Ball Mechanic Principles**

- Mechanics are designed to provide the best possible officiating techniques for Football Officials
- Good ball mechanics is a very important part of the game.



## General Ball Handling

- **RELAYING BALL** Should be done quickly and efficiently, with as few exchanges as possible.
- TOSSING BALL All tosses shall be <u>underhand</u>, with a spiraling motion, and on a generally flat trajectory to chest level of person receiving ball. Do not toss ball over players.
- SPOTTING BALL Official that spots ball should do so as quickly and as accurately as
  practical with one placement. However, any official that has positive knowledge that ball is
  not spotted correctly should take necessary measures, including stopping clock, to get ball
  located correctly.
- START OF EACH HALF H and L will have game ball from team on their respective sidelines in hand during the coin toss or option selection. Deliver to L (or U) the game ball from team that will kick-off.
- CHANGE OF POSESSION If Team B will next put the ball in play the Team B sideline official will secure a ball to transfer in to the R (or U). The Team A sideline flank official will receive the ball being transferred out.



## Game Balls

- There is no such thing as a kicking ball. All balls submitted for approval prior to the game must be rotated in and out of the game as necessary.
- Composite Balls are allowed in Sub-Varsity games only
- When the R (or U) places the ball on the ground he has deemed the ball acceptable for play.
- Do not let a team request a new ball late in the play clock count to keep from getting a *Delay-of-Game* foul or for no other valid reason
- By rule, only the R (or U) may determine when a ball is to be replaced.
- The crew must have an air pressure test gauge, an air pump, and a marker, to test, inflate and mark the game balls in case the officials' dressing room does not have these items.



## Summary

- A crew proficient in ball handling will not allow ball to fall to ground while handling and transferring it.
- These slides represent a subset of the ball mechanics listed in the Crew of 4 Officials Mechanics manual.
  - Please creview out Section 9 (page 23) for further details

