

KICKING PLAYS CREW CARD

Every position, both crew sizes. The white marker is the **Referee**; boxed items are white-hat only. Press box is on the right of each diagram.

R

Referee (white hat)

U

Umpire

LM

Linesman (H/DJ)

LJ

Line Judge

BJ

Back Judge (5-man)

X

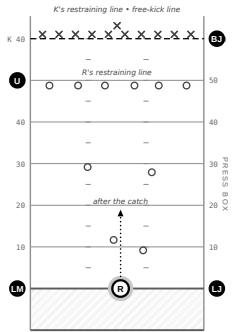
Kicking team

O

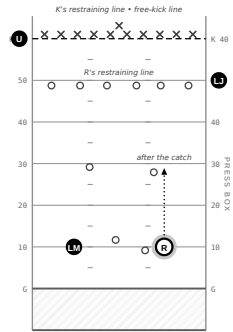
Receiving team

KICKOFF ▶tee and kicker come on · free kick from K's 40

CREW OF 5



CREW OF 4



EVERYONE ON THIS PLAY

- Think inside first, every single kick. Bean bag in hand outside the line.
- Nobody kicks without 11 and 11. Raise an arm to the Referee when your count is good and your area is clear.
- Only the covering official winds the clock — between the hashes that is the Referee alone; in a side zone it is the Referee and the near wing.
- Trail the runner by at least five yards. Blocks ahead of him matter more than the dead-ball spot.

WHITE HAT ONLY

- Straddle R's goal line, middle of the field. In a crew of 4, R's 10 on the press box side.
- Collect every raised arm, then sound the ready.
- Five-yard cushion; hold the goal line until it is no longer threatened. Rule the touchback, bag momentum inside the 5.
- On a touchback, signal it and jog upfield sounding your whistle repeatedly.

CREW OF 5

- R** Straddles R's goal line, middle. Wide side of a single returner; splits two.
- U** R's restraining line (the 50), 2 yds out of bounds, opposite press box.
- BJ** K's 40, 2 yds out of bounds, press box side. Hands the kicker the ball, then clears.
- LM** Goal line, sideline opposite the press box.
- LJ** Goal line, press box sideline.

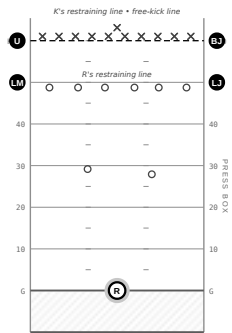
Wings move up to the 10 if that team's first kick fell short of the 15.

CREW OF 4

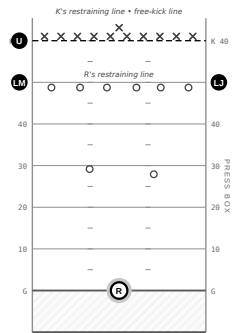
- R** R's 10, press box side.
 - U** K's 40, opposite the press box — Team K and K's line, alone.
 - LJ** The 50 (R's restraining line), press box sideline.
 - LM** R's 10, opposite the press box.
- No Back Judge. Referee and both wings count Team R.

ONSIDE & SHORT FREE KICK ▶score and time say they need it back

CREW OF 5



CREW OF 4



EVERYONE ON THIS PLAY

- Officiate your restraining line as a plane. Bag in hand, restricted area cleared before you raise your arm.
- Never signal that a short kick is expected — be ready for one every time.
- Know first touching and exactly where it happened. K cannot recover before the ball goes ten yards or is touched by R.
- On the pile, the officials at the restraining lines dig it out. Find the ball before anyone signals.

WHITE HAT ONLY

- Middle of the field on the goal line, both crew sizes. Stay until the ball can no longer reach it.
- The call to go to short alignment is yours if the crew disagrees. When in doubt, use it.
- If a coach says in pregame that his team kicks short, use it every time they kick.

CREW OF 5

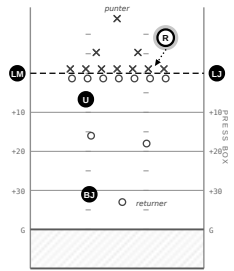
- R** Middle of the field, on the goal line.
 - LM / LJ** Up to the 50 (R's line) on their own sidelines.
 - U** K's 40, opposite the press box.
 - BJ** K's 40, press box side.
- U and BJ hold at the 40 for first touching, early blocks and possession.

CREW OF 4

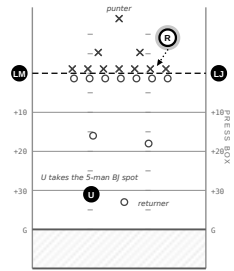
- R** Middle of the field, on the goal line.
 - LM / LJ** Up to the 50 on their own sidelines.
 - U** K's 40, opposite the press box — alone on that line.
- Nobody has K's line on the press box side. Say it out loud so that wing helps.

PUNT ▶4th down, K in scrimmage kick formation

CREW OF 5



CREW OF 4



EVERYONE ON THIS PLAY

- Wings hold the line of scrimmage until the kick crosses it — use the down box as your reference.
- The deep official bags the post-scrimmage-kick spot and first touching, and owns the goal line and touchbacks.
- K is exempt from the 50-79 numbering rule; note the numbers in case they throw. Officiate the fake all the way through.
- Once the kick is away, cover blocks ahead of the returner, not the ball.

WHITE HAT ONLY

- Five yards deep, ten wide of the punter at 45°, wide side. Punter in his own end zone — you're on the end line.
- Tell R: stay off the center, stay off the punter. Watch for a low snap and the kicker's knee.
- Yell "ball's away." Roughing or running into — stay with the kicker until there is no threat, then jog to the line and stop. Long return: back-pedal to the goal line.

CREW OF 5

- R** Five deep, ten wide of the punter at 45°, wide side of the field.
- U** Seven yards off the line inside the ends, opposite the Referee.
- LM** Sideline at the line. Pauses first, reading a possible block.
- LJ** Sideline, straddling the line until the kick crosses.
- BJ** Eight wide, five deep of one returner; splits two at five. Goal line if the returner is on or inside R's 10.

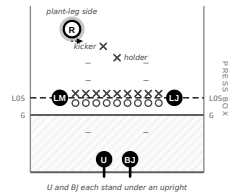
Punts are the only play where the Umpire mirrors the Referee.

CREW OF 4

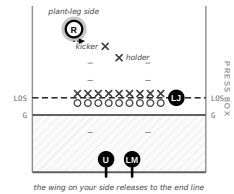
- R** Same as a crew of 5.
- U** Takes the deep spot — everything the 5-man Back Judge does, PSK bag and goal line included.
- LM / LJ** Both hold their own sidelines at the line of scrimmage. Nobody is in the interior. The Referee widens his clean-up behind the kick.

FIELD GOAL & TRY ▶tee and place-kicker come on — call it out

CREW OF 5



CREW OF 4



EVERYONE ON THIS PLAY

- Call the tee and kicker out loud the moment they come on the field.
- The two under the posts signal together, then step two yards into the end zone. Miss landing in the end zone: no score, then touchback.
- Wings on the field numbers: snap, fake, near tight end or wingback block. On a fake short of the goal line they mark progress only.
- The snapper gets two seconds of protection — direct contact inside that is a foul. A blocked kick stays alive.

WHITE HAT ONLY

- Plant-leg side of the kicker: five deeper than the holder, ten wide, shoulders at 45°. Do not mark the ball ready until the Umpire reaches the end line.
- Keys: eligible backs and holder's number · snap · snapper · holder · catch · **no fake** · rushers · kicker and holder.
- Ask the captain where he wants it spotted for the try. You do not signal the score.

CREW OF 5

- R** Plant-leg side of the kicker, five deeper and ten wide of the holder.
- U** Under the upright opposite the press box.
- BJ** Under the press box upright.
- LM / LJ** On the field numbers at the line of scrimmage.

Muddle huddle: the two under the posts move to the end line, wings go 2 yds out of bounds.

CREW OF 4

- R** Same as a crew of 5.
- U** Takes one upright.
- LM / LJ** The wing looking at the Referee's back releases to the end line, takes the other upright.

Other wing stays on the numbers at the line, alone. Settle who rules the kick good or no good.

SETTLE THESE BEFORE THE TOSS — the white hat runs it; everyone answers

- Who goes deep on a 4-man punt.** This card sends the Umpire. Some associations send the Line Judge and keep the Umpire inside.
- Who rules the kick good or no good** — the officials under the posts, or the Referee from behind on a short try.
- Kickoff details.** Wings at the goal line or up to the 10; which sideline the Referee takes in a crew of 4; who has the opposite pylon.
- Free kick after a safety, and after a fair catch.** Both rare, both a different alignment.
- Counting.** Referee and both wings count Team R; Umpire and Back Judge count Team K. No kick without 11 and 11.