

FREE KICK MECHANICS

REMINDERS FOR BACK JUDGES (CREW OF 5) AND FOR HEAD LINESMEN (CREW OF 4)

[From the August 2014 edition of Referee Magazine, page 18, and additional information from the 2014 Mechanics Manual]

- Count team K. Do not let K participate with fewer or more than 11 players
- Hand the ball to the kicker, point out where the Referee is, and remind the kicker to wait for the RFP signal
- Ensure that no K player other than the “potential” kicker is more than 5 yards behind K’s free kick line
 - If the “potential” kicker is more than 5 yards behind K’s free kick line, remind yourself that he must kick the ball
- Go to your sideline position, and remind the team and coaching staff to be out of the restricted area
- Confirm your count of team K with the LJ
- Raise your hand to signal to the Referee that you are ready
- Kill the play immediately if:
 - The ball falls off the tee
 - The potential kicker was more than 5 yards behind K’s free kick line, and another player kicks the ball (foul for encroachment)
 - Any player of K encroaches (other than the kicker or holder)
- Once the ball is kicked:
 - Move to the center of the field, going downfield no more than 10-15 yards