

CFOA MECHANICS CHANGES IMPLEMENTED IN 2020
(All changes are highlighted in **YELLOW** in the CFOA Mechanics Manual)

| Page | Section | Subject | (in the CFOA Mechanics Manual) |
|------|---------|--|--------------------------------|
| 24 | 11 | FREE KICKS | |
| | 1. | Referee | |
| | a. | Responsibility for determining whether K has at least 4 players on each side of the kicker when the ball is kicked. | |
| 36 | 14 | RUNNING PLAYS | |
| | III. | Headlines and Line Judge | |
| | c. | On sweeps toward you step back toward the offensive backfield, allow the players to pass you and then follow the play down the sidelines. | |
| 41 | 18 | SCRIMMAGE KICKS (PUNT PLAYS) | |
| | II. | Umpire | |
| | a. | Optional: Offensive backfield, opposite referee, 10 yards deep and outside tackle. | |
| 61 | 28 | 4 PERSON MECHANICS SUPPLEMENT MANUAL | |
| | 1. | Referee will time and communicate the 40/25-second play clock. When 5 seconds remain in the 40/25-second play count, raise one arm overhead and the lower your arm parallel and use a visual motion sideways to count down the last 5 seconds. | |
| 64 | 28 | POSITION AND COVERAGE (FREE KICKS) | |
| | a. | Referee | |
| | i. | Responsibility for determining whether K has at least 4 players on each side of the kicker when the ball is kicked. | |
| 65 | 28 | POSITION AND COVERAGE (SCRIMMAGE PLAY) | |
| | 1. | Referee | |
| | a. | When 5 seconds remain in the 40/25-second play count, raise one arm overhead and the lower your arm parallel and use a visual motion sideways to count down the last 5 seconds. | |
| 66 | 28 | POSITION AND COVERAGE (SCRIMMAGE PLAY) | |
| | III. | Headlines and Line Judge | |
| | c. | On sweeps toward you step back toward the offensive backfield, allow the players to pass you and then follow the play down the sidelines. | |

68 28 POSITION AND COVERAGE (SCRIMMAGE KICK)

II. Umpire

c. Optional: Offensive backfield, opposite referee, 10 yards deep and outside tackle.

76 29 3 PERSON MECHANICS SUPPLEMENT MANUAL

1. Referee will time and communicate the 40/25-second play clock. When 5 seconds remain in the 40/25-second play count, raise one arm overhead and the lower your arm parallel and use a visual motion sideways to count down the last 5 seconds.

86 29 SCRIMMAGE KICK MECHANICS (3-MAN)

III. Line Judge

a. Approximately 7-10 yards to the side and 3-5 yards behind the receiver.

88 29 DURING THE SCRIMMAGE KICK MECHANICS

IV. Line Judge

a. Approximately 7-10 yards to the side and 3-5 yards behind the receiver.