

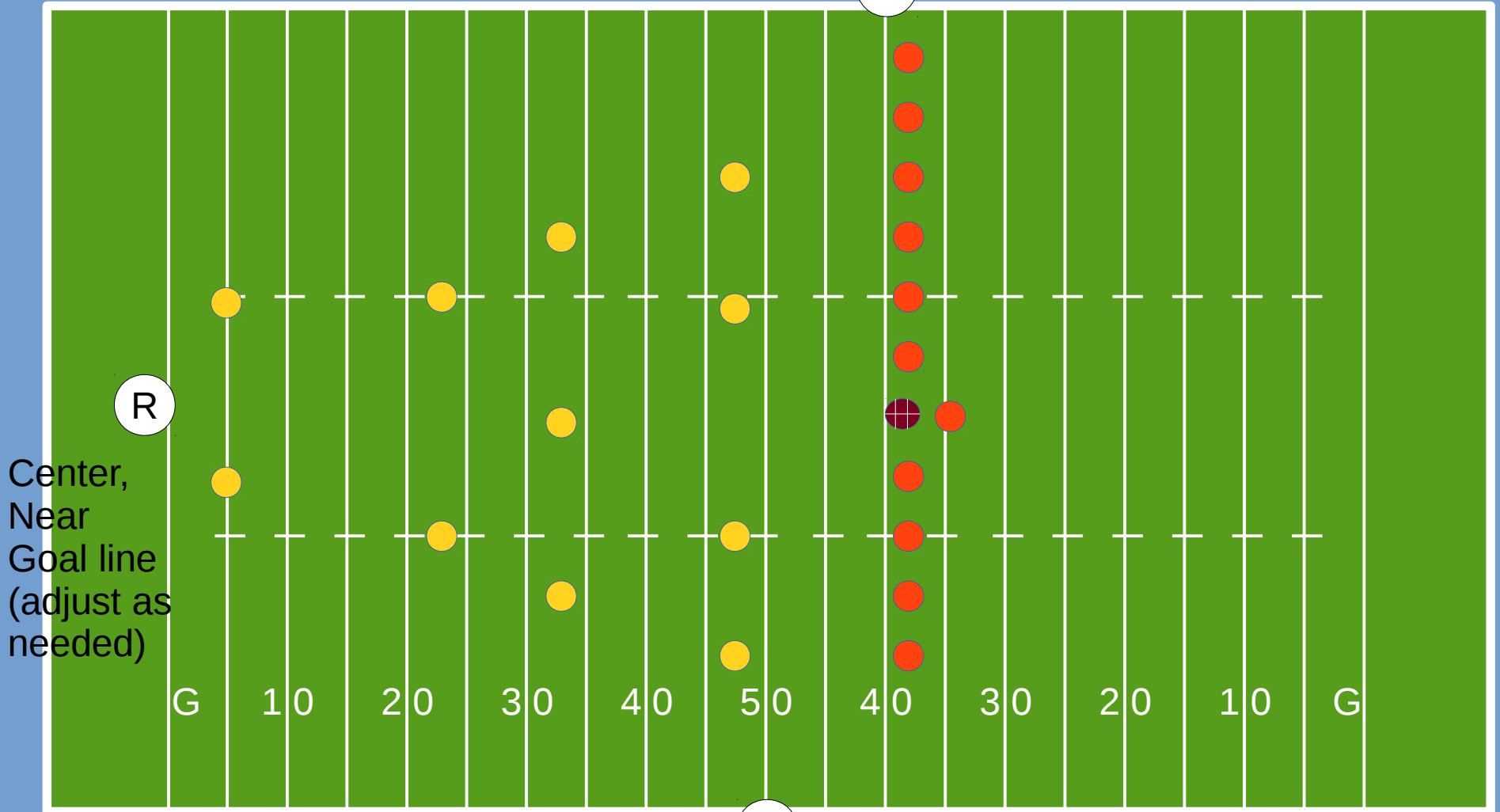
3-Man Mechanics

Kickoffs



K line, chain side

HL



U

R line, opposite HL

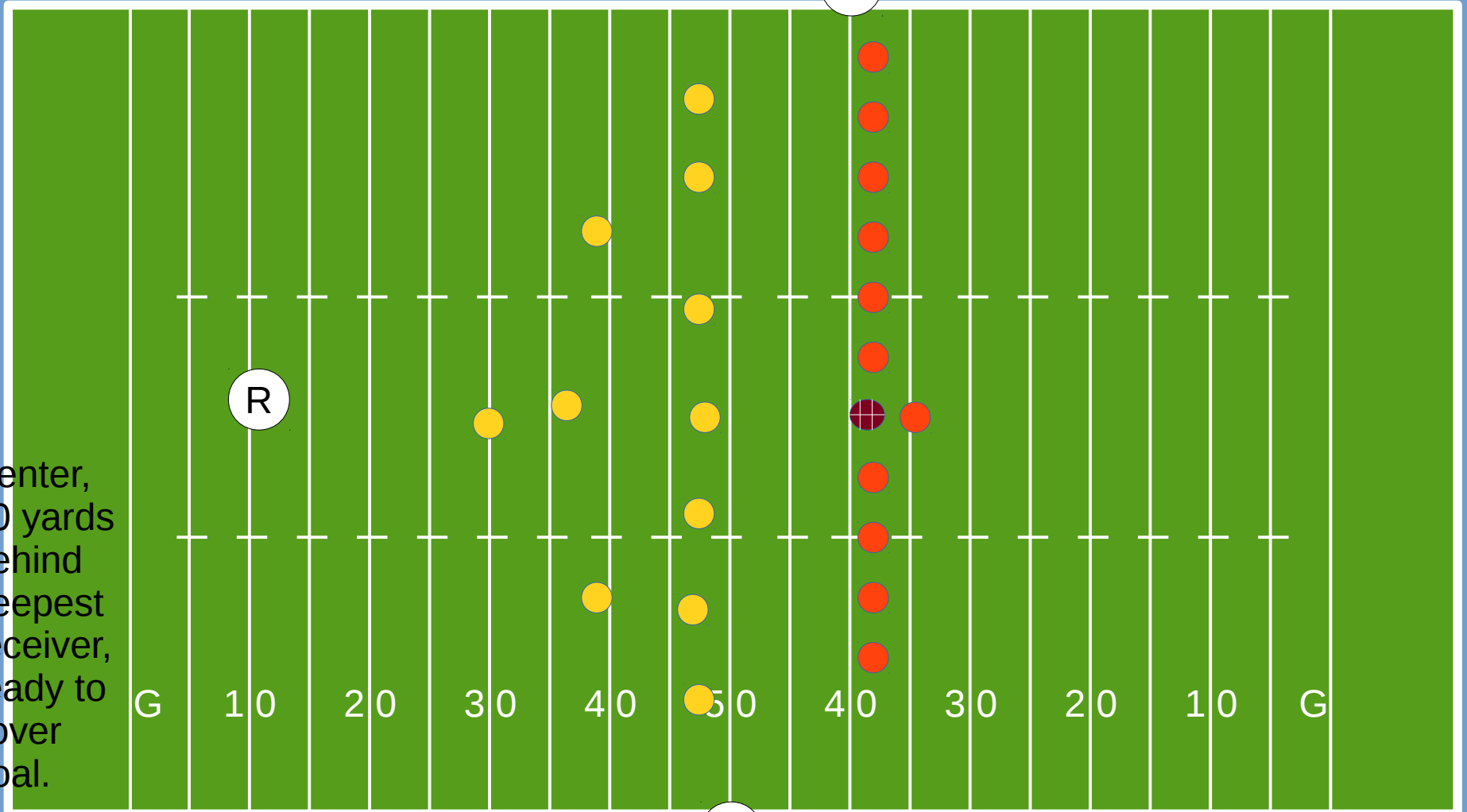
3-Man Mechanics

Kickoffs (Onside)



K line, chain side

HL

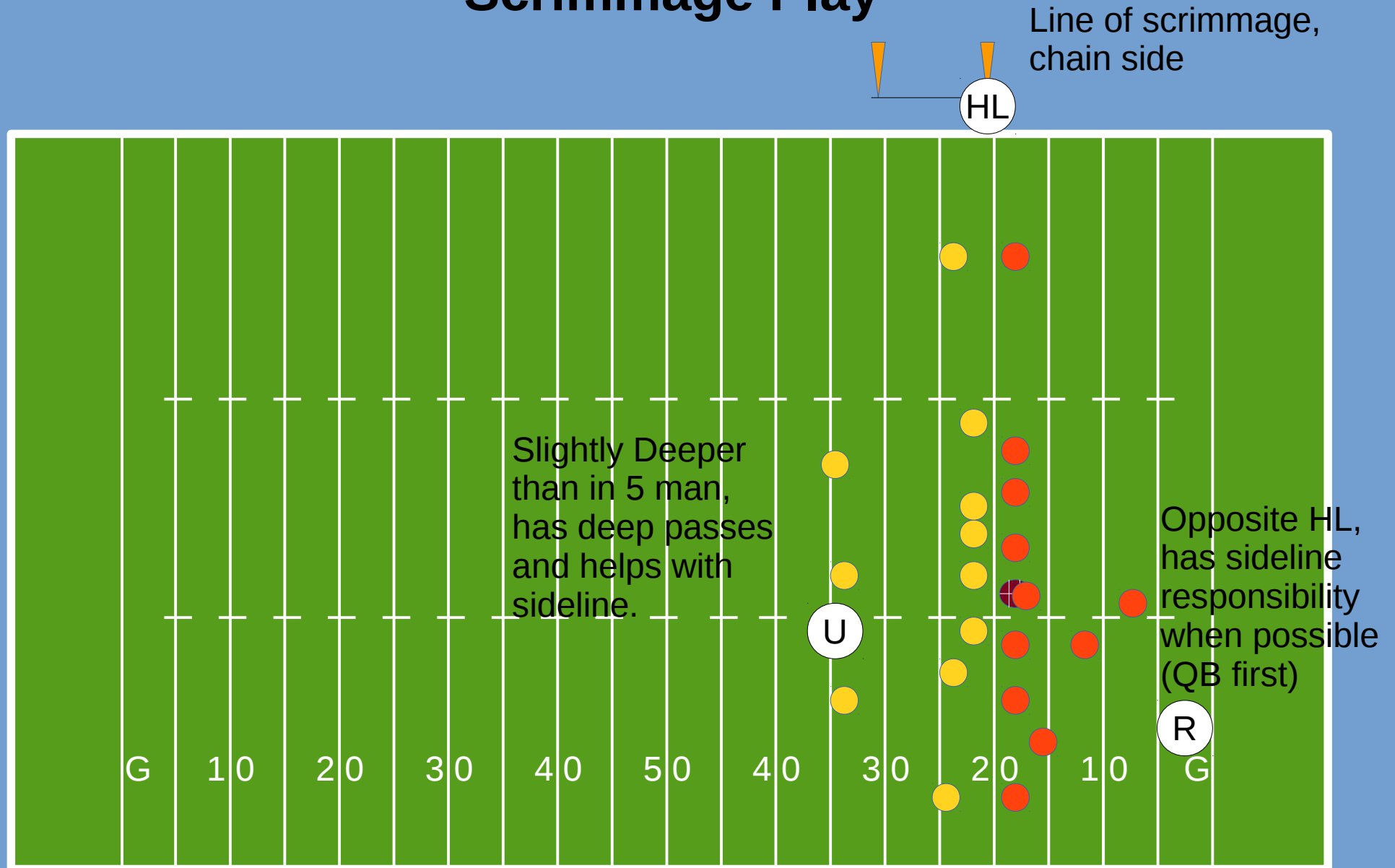


U

R line, opposite HL

3-Man Mechanics

Scrimmage Play



3-Man Mechanics

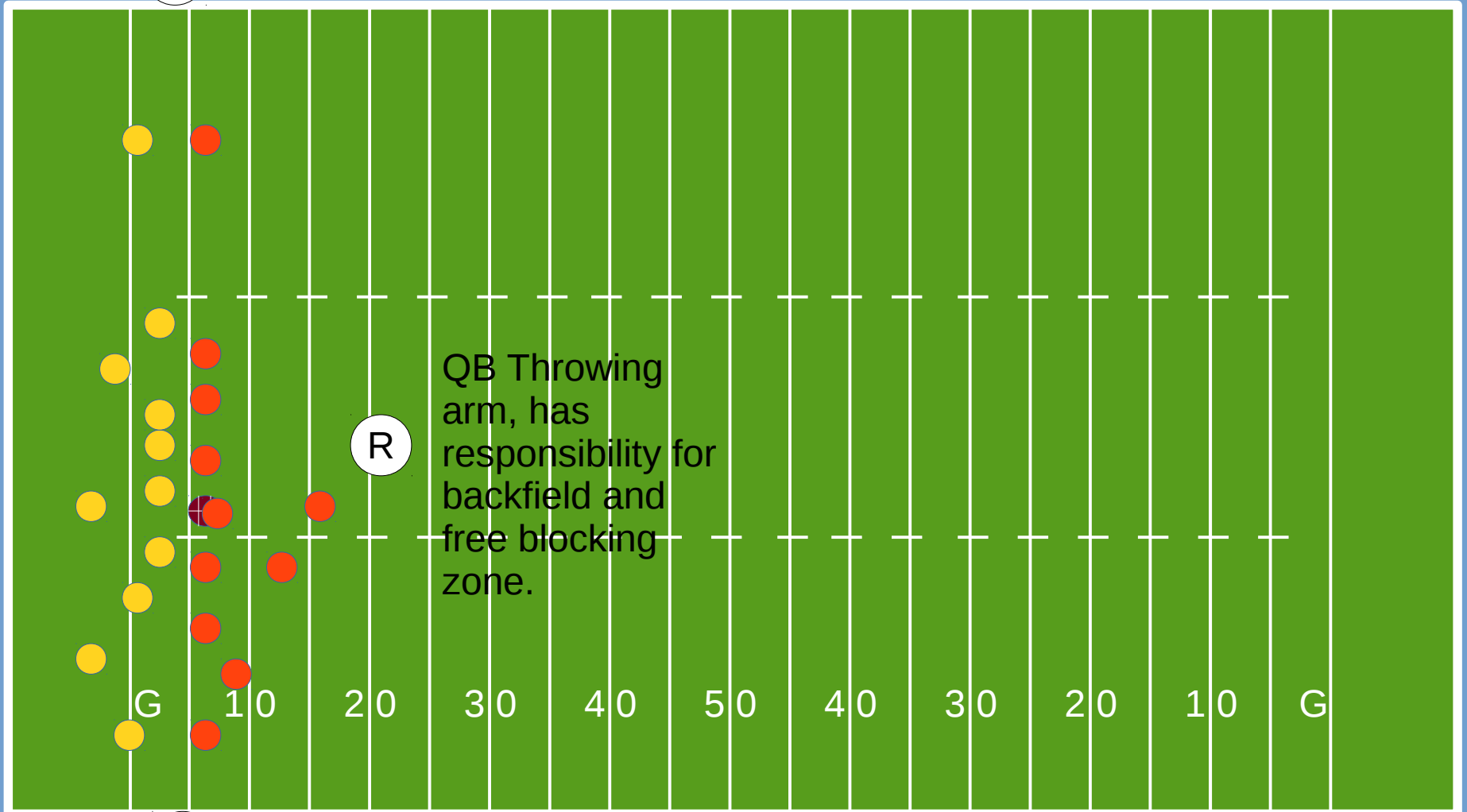
Scrimmage Play (Near Goal)



Line of scrimmage, chain side.

HL

Move to goal on snap and work back.



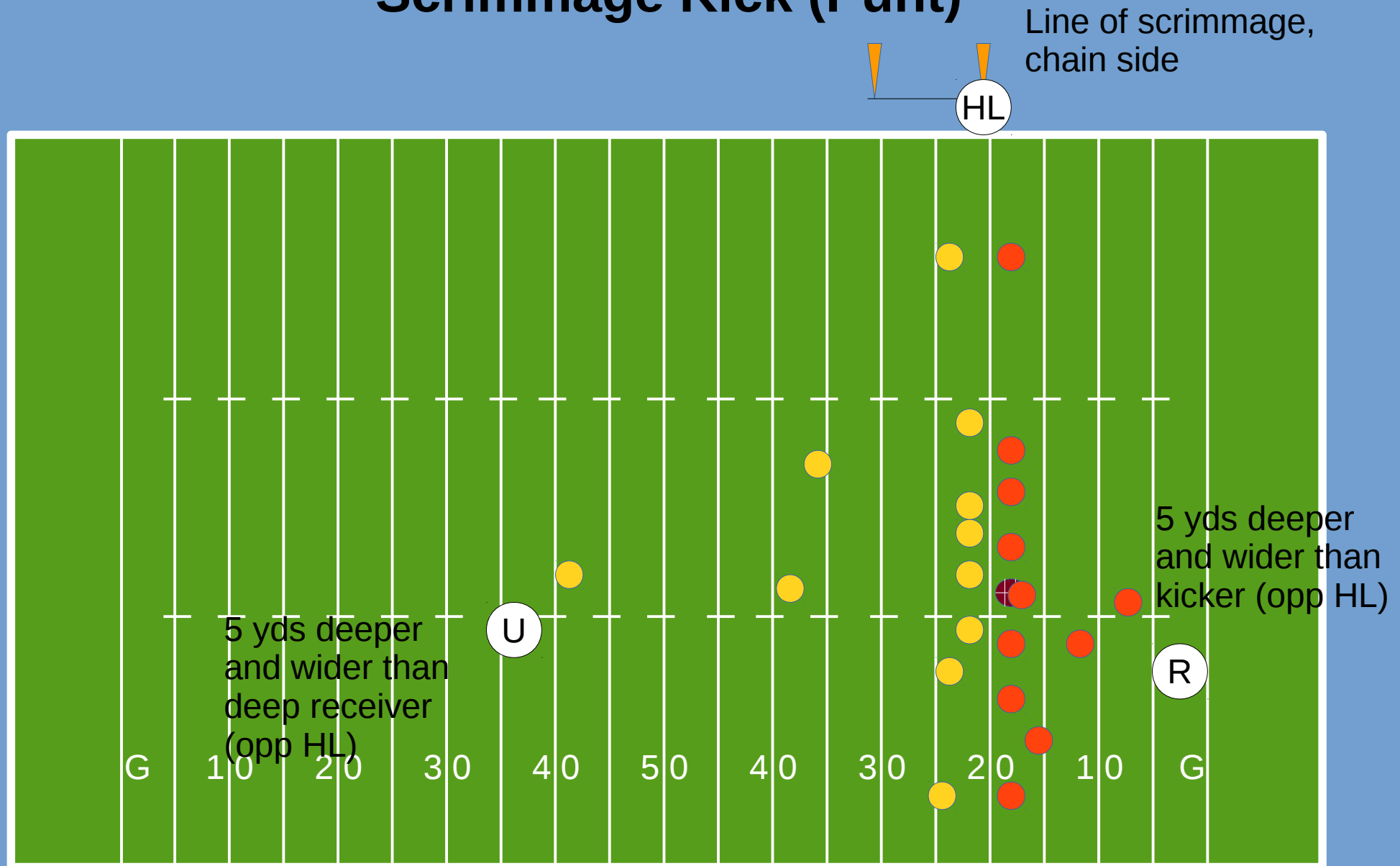
U

Line of scrimmage, opposite HL.

Move to goal on snap and work back.

3-Man Mechanics

Scrimmage Kick (Punt)

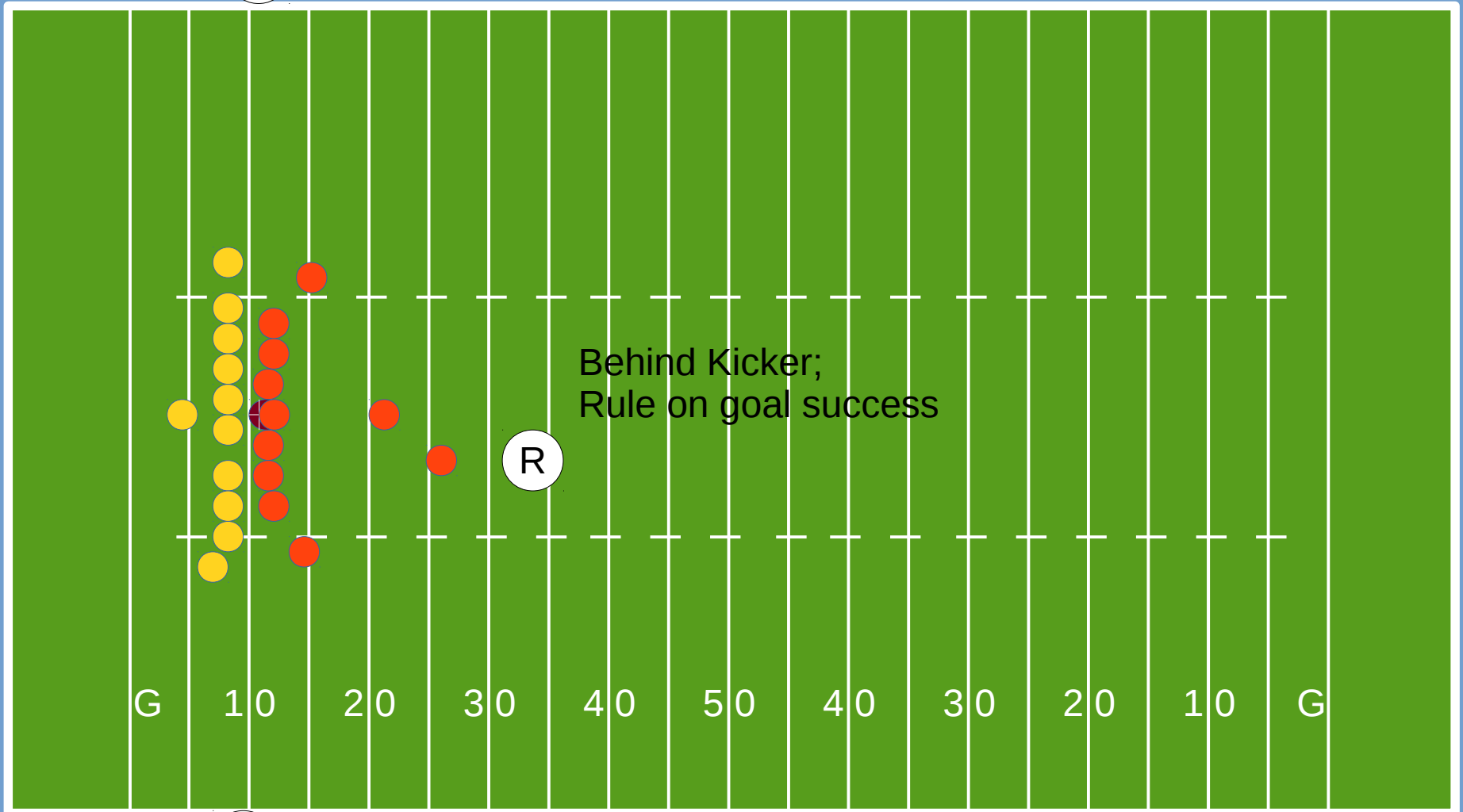


3-Man Mechanics

Scrimmage Kick (Try/FG) – All Distances

Line of Scrimmage, chain side;
Protect kicker/holder

HL



U

Line of scrimmage, opposite HL;
Quick look at crossbar if necessary

3-Man Mechanics

Game Timing

- Referee: Play Clock (25 sec), Timeouts
- Umpire: Game Clock (unless scoreboard used)
- Linesman: N/A
- Scoreboard can be used if run by proficient individuals.