

## Wing Officials' On-Field Mechanics

1. Pre-game
  - 1.1. Chain Crew Instructions
    - Keep them as simple as possible
    - At a minimum, remember the name of the box man
    - Recommend spotting the box on every play
  - 1.2. Field Inspection
    - Look for the usual stuff
  - 1.3. Introduction to Coach
    - Try to get the Referee to let you give the crew card to the head coach on your side of the field
    - At a minimum, introduce yourself before the coin toss
2. Kickoffs
  - 2.1. Initial position dictated by mechanics manual
  - 2.2. Adjustment to initial position can be determined by observing kickers before game
  - 2.3. Count the receiving team
  - 2.4. Signal count to Referee
  - 2.5. Do not put your hand up until everybody is ready including the Umpire
  - 2.6. Wind the clock when the ball is legally touched
  - 2.7. Look to the Referee on the call to move up for the on-side kick
  - 2.8. Out of bounds untouched or last touched by K is a flag
3. Running Plays
  - 3.1. Communicating on the line or in the backfield to the wideouts
  - 3.2. Player alignment (legal formation & identify keys) and preventive officiating
  - 3.3. Motion and turn up ("shaving")
  - 3.4. Fouls must be at the point of impact
  - 3.5. Clean up behind plays to the opposite side
  - 3.6. Keep an eye on the QB on plays to the opposite side
  - 3.7. Square off for the spots
  - 3.8. Stay wide, Stay wide, Stay wide
4. Pass Plays
  - 4.1. Same pre-snap as running plays
  - 4.2. Know the eligible receivers
  - 4.3. Drop no more than 10 yards into coverage and pick up receivers in your zone
  - 4.4. Break deep when the ball is thrown if necessary
  - 4.5. Be ready to come back towards the line to support a run
  - 4.6. Be ready to help your partner on plays on the other side
  - 4.7. Never split ball and feet with back judge, you take everything Feet first then ball Only 1 foot, but has to be the first one
  - 4.8. Make pass interference calls only when there is an impact on the play Other blatant hits are personal fouls

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5. Scrimmage Kicks
  - 5.1. Same pre-snap duties
  - 5.2. Know the eligible receivers, it could be a fake
  - 5.3. LJ release at the snap, the motion down field does not have to be a spring
  - 5.4. HL has responsibility for the ball crossing the line
  - 5.5. Be ready to help R if the snap is bad
  - 5.6. Be ready to cover your goal line
  - 5.7. HL releases slowly after the ball crosses the line
  - 5.8. If the ball crosses the line and bounces back behind without being touched, it can be recovered and advance by A (SLOW WHISTLE)
  - 5.9. Once the kick has been made on an extra point, pinch to control the middle
  
6. Dead Ball
  - 6.1. Run/jog back to your position after every play facing your sideline.
  - 6.2. When the play is out of bounds, mark the spot and face out of bounds, looking at the players, and continue to officiate (Note: once player of opposing team is no longer is clear, then no need to continue looking out of bounds).
  
7. Other
  - 7.1. Penalty Options
    - Inform your coach of the penalty / options and try to get a decision (e.g., does coach want to accept or decline the penalty), especially on a Kick off out of bounds.
  - 7.2. Penalty Enforcement
    - Try to use yardlines when possible
    - HL walk penalty with Umpire
    - LJ hold the enforcement spot until sure the penalty was accurately enforced
  - 7.3. Communication with Coaches
    - Try to direct most of your communication to the head coach
    - "Please" and "Thank You" will usually result in more cooperation from your sideline
    - Be lenient with coaches and allow them to express themselves in a sportsmanlike manner; however, when the situation starts to elevate too far, don't be afraid to use your flag
  - 7.4. Signals
    - Counting, confirm with your partner that the board's approved mechanic is to count LOS and confirm signals
    - Signal widest man off the LOS
  - 7.5. Help your partner
    - Be in a consistent position to help your partner, especially on passes where the receiver is hit instantly (i.e., crossfield mechanics)
    - Don't be hesitant to use your partner, when needed
    - Mirror spots. In most cases, but not always, the official whose side the ball becomes dead near, should be lined up on.
  - 7.6. Preventive Officiating
  - 7.7. Attempt to talk players out of a penalty.
  - 7.8. Let the little stuff go.