

PRE-GAME CHECKLIST – Deep Wing (F / S) – 6-Man Crew



SLOW DOWN!	Officiate the “Next Play”	Make it BIG
If you “think”, it’s NOT	Be sure, then flag	Prelim Signals (If 1 Flag)
Process the Play	Dead Ball Officiate	Know and communicate clock status – Every play
Be the best communicator on the crew.		
Be the calming influence when a coach is upset and wants an answer. Only give answers you know.		

PRE-GAME	
R & U meet with head coaches; review unusual situations	U verifies player equipment
H & L inspect chains; meet chain crew	F & S test/mark game balls; instruct ball persons
S meets Play Clock operator	F meets Game Clock operator
All officials inspect field/equipment; record player numbers needing re-check	Escort teams; teams on field 5 minutes before game time

PRE-SNAP ROUTINE / TIMING	
F: Game Clock responsibility	S: all other timing – 40/25 play clock, timeouts, 60-second interval, halftime
S: meet Play Clock operator	F: meet Game Clock operator
Count Team B every scrimmage play; confirm with partner	Know down & distance and clock status every play

FREE KICKS	
Normal kickoff: F on K restraining line; S on R restraining line	F/S count kicking team; verify with U/S
S: time 60-second interval after score; at :30 quick whistle and bring team out	F: hand ball to kicker, point out R, raise hand for RFP
After kick: S follows keys #2/#3/#4; F watches kicker/blocks and gets set near 50	Both: stay with keys; outside-in; identify chase-mode blocks

SCRIMMAGE PRE-SNAP / RUNNING PLAY	
Initial scrimmage position 20-25 yards from LOS at sideline/off field	Initial key: #1 receiver to your side
Count Team B; confirm with partner using extended fist	S: manage play clock reset; communicate 40/25 to R
Keep cushion; don't get beat to GL	On running plays, own action by/against your key

PASSING PLAY	
Passing: maintain cushion; keep players in front	On end-zone pass, play-side deep wing stays GL unless pass is clearly deep and GL no longer threatened
Back-side deep wing owns end line; move toward middle as needed	Far-side pass: move into numbers to help deep coverage
Sideline catches: both work feet first, then ball; communicate with partner	Do not release keys too quickly; switch when routes declare

HOLDING CATEGORIES: Grab & Restrict * Hook & Turn * Takedown * Reverse Takedown * Tackle

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PASS COVERAGE / CHANGE OF POSSESSION			
Trips: deep wing covers widest receiver(s)	Quads: deep wing covers two widest	Normal opposite side: standard key progression	Zone = switch keys as routes declare; communicate
Protect sideline/end line and maintain cushion	On catch/no-catch: feet first, then ball	Use partner for confirmation on close catches	Do not signal until you have completed the equation
On interceptions/fumbles, F/S have progress to Team A 2	H/L have GL and spots inside Team A 2	Get to GL before runner	Clean up dead ball/OOB action

DPI CATEGORIES (6): PCHANG * Playing through the back * Cut Off * Hook and Turn * Arm Bar * Not Playing the Ball * Grab and Restrict

OPI CATEGORIES (4): BPPD * Blocking downfield * Push off (w/ separation) * Pick * Driving through

GOAL LINE MECHANICS – 6-MAN CREW

GOAL LINE POSITIONING	
STARTING AT B-25: F/S are at the GOAL LINE (GL)	B-15: wide-side deep wing goes to END LINE (EL); F/S offset
B-10: BOTH deep wings go to EL; H/L have GL responsibility	B-7: BOTH deep wings move to interior EL pylons
B-7: H/L have GL responsibility; KEY SWITCH occurs	Deep wings: be at assigned EL/pylon before the play arrives
For normal B-7-and-in manual mechanics, key inside receiver(s) and use end-line pylon positioning	Check with H/L before TD on sideline/pylon plays

SCRIMMAGE KICK (PUNT)

Punt: initial position 3-5 yards behind deepest receiver on sideline	Set on GL for kick out of bounds when snap B-40 or returner at -10 or closer
FJ primary for 2/3 of field; SJ primary for 1/3 by hash demarcation	Mark end of kick / illegal touching with bean bag
Fair catch: be patient; ball must be possessed before whistle	If kick caught/recovered, use reverse mechanics as assigned

TRY / FIELD GOAL

FG/Try: F/S behind goal posts, count B and identify eligible receivers	FJ has whistle on PAT/FG kicks; be ready for fake
SJ: if ball snapped outside 15, move directly to GL and work inside-out	FJ: move along end line and have end-line responsibility
On short returned kick: F/S work outside/ahead; be at GL before runner	Watch illegal touch/batting and goal-line action

DEAD BALL / PENALTY / CLOCK

S: communicate play-clock status; F: game-clock status	After penalty, one deep wing protects dead ball; other protects flag
Communicate foul, number, down/distance to coach	F communicates clock status to R after announcement
Measurements: F holds dead ball at spot until new ball is placed	Stay active in dead-ball officiating and help manage sideline