

2024 IHSAA Deep Wing Mechanics Summary

- **Positioning:**
 - Field Judge is on pressbox/L side of field and Side Judge is on chain/H side of field
- **Pregame and Coin Toss**
 - F is with the L and will walk out to the hash with captains
 - S is opposite the press box with the H and will do the same
- **Free Kicks**
 - Before the Kick
 - Lined up on the receiving teams restraining line (U has K's restraining line)
 - After the Kick
 - Move down field about 10-15 yards watching for blocks between the hash and sideline if the kick is to your side
 - If the kick is away from you help with blocks in the middle of the field
 - Onside
 - H/L position between K/R's receiving line
- **Punts**
 - Initial positioning is 5 yards behind the returner
 - If the punt is inside the 50, start on the goal line
 - Before the kick is caught watch gunners coming down the field
 - After the kick is caught move to blocks in front of the returner or on the back side of the play if it goes away from you
 - Deep wings have responsibility for spotting forward progress of kick receiver
 - H/L slowly trail kick and have GL responsibility
- **Extra Points/Field Goals**
 - F is going to be positioned under the upright with the B
 - S is going to be positioned in the middle of the field to assist the umpire
 - U has snapper + their side of line; S has other side of line
- **Scrimmage Plays**
 - Lineup 25 yards away from the play, F/S should be at same yd line
 - Initial key is widest receiver on your side of the field (know jersey # of key/defender)
 - Switch to deep thirds on pass plays as they progress
 - Short wings retain responsibility for forward progress down to 2 yd line, deep wings can help with forward progress on long pass plays
 - If the ball is snapped at the 25 yd line your position is the 5 yd line
 - If it is snapped inside the 25 and outside the 7 you will be on the goal line and have spots from the 2 to the goal line
 - Snapped on the 7 or in, position is the back pylon (just off the field at 45 degrees)
- **Other Info**
 - Do not spot the ball unless it is a punt, turnover, or inside the 2 yard line
 - Watch O guard to read run/pass – they will indicate faster than O tackle
 - Help H/L keep sidelines clear
 - Don't officiate players free of foul, find threats and keep officiating

Appendix I: Deep Wing Mechanics

Meeting With the Ball Personnel

Coordination with the ball personnel is a critical component to having good ball mechanics during a game. An appropriate pre-game meeting is therefore important. The pre-game conversation is led by the Side Judge and Field Judge. It is a single meeting with all ball personnel from each team. It is important to remind the ball personnel that they are a part of the officiating crew, and that their behavior must reflect a neutral demeanor. Additionally, all ball personnel should refrain from “chasing” or “running with” a ball carrier on a long breakaway play.

A new ball will enter through the Side Judge or Field Judge, depending on which side of the field the play ends. A new ball enters only when requested by the on-field official. Ball personnel should have a ball available for the Side Judge/Field Judge on every play, however, not every play will require replacing the ball. The ball personnel who are on the defensive side of the ball will retrieve the ball on incomplete passes, down outside the hashmarks, punts, or any other situation when the ball is declared dead beyond the line of scrimmage.

Ball personnel are not to enter the field of play at any time to retrieve a ball and are to remain outside the white once the ball exchange has taken place. When the line of scrimmage is outside the team box (20-yard line to goal line), all ball personnel need to be outside the limit lines once a ball exchange has been completed. Ball personnel should not be below the 10-yard lines during a scrimmage possession.

With under two minutes and the clock running, the Umpire will handle the ball and will not require a new ball. If the game clock stops and will restart on the snap, the officiating crew reverts to regular ball mechanics. For tries and field goals, use the same ball mechanics with ball coming in from the side closest to where the play ended.

If one ball boy on each side:

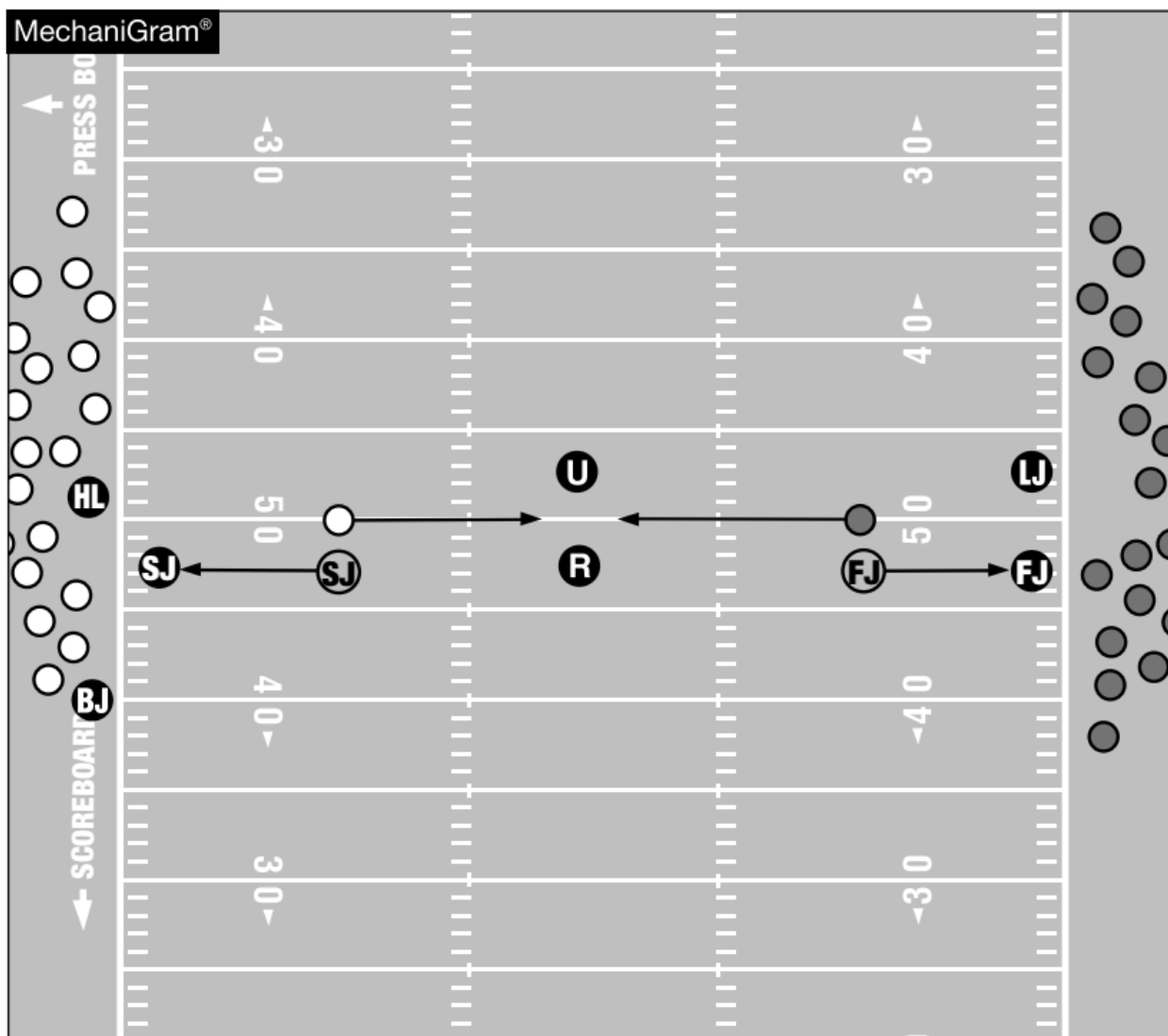
- Position between SW and DW.
 - Think about who will be looking for a football.
 - Always be behind the white and at the end of the play, step out to the edge of the white and hold the ball up above your head.
- The SW will be looking for a ball on incomplete passes and COP plays.
- The SW will be looking for a ball on punt plays.
- The DW will be looking for a ball when the runner ends up being tackled outside the top of the numbers and on KO plays.
- Don't throw a ball until you see them holding out both hands and saying "ball."
- Don't ever come inside the 10 yard line. It is too busy inside the 10, and we know you will be there.

If two ball boys on each side:

- Think about who will be looking for a football.
- Always be behind the white and at the end of the play, step out to the edge of the white and hold the ball up above your head.
- One is 5 yards downfield from the SW and will feed balls to the SW.
- One is right between the SW and DW and will feed balls to the DW.
- The SW will be looking for a ball on incomplete passes and COP plays.
- The SW will be looking for a ball on punt plays.
- The DW will be looking for a ball when the runner ends up being tackled outside the top of the numbers and on KO plays.
- Don't throw a ball until you see them holding out both hands and saying "ball."
- Don't ever come inside the 10 yard line. It is too busy inside the 10, and we know you will be th

Coin Toss Positioning

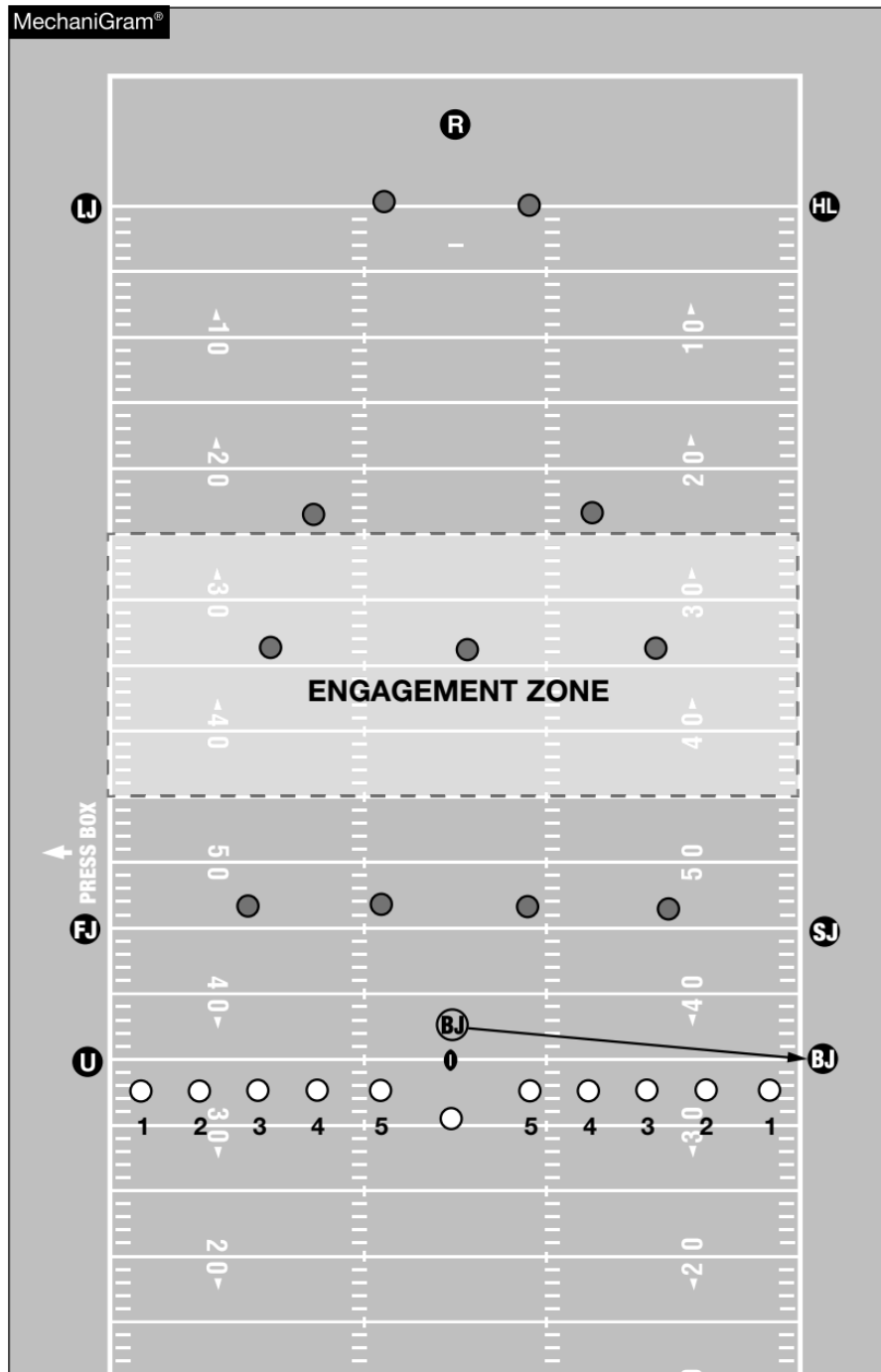
NB: Because NFHS mechanics do not entail wing officials switching sides at halftime, the pressbox in the below diagram will be on the right (not the left, as indicated). Again, in the semifinals and finals, the line judge and field judge will be on the pressbox side, while the side judge and head linesman will be on the chains side.



Free Kicks: Positioning, Zones and Keys

Side Judge: Assist in clearing your sideline. Starting position is on the sideline opposite the press box on Team B's restraining line. Side Judge keys on Team A players two and three on their side of the field.

Field Judge: Assist in clearing your sideline. Starting position is on the sideline on the press box side at Team B's restraining line. Field Judge keys on Team A players two and three on their side of the field.

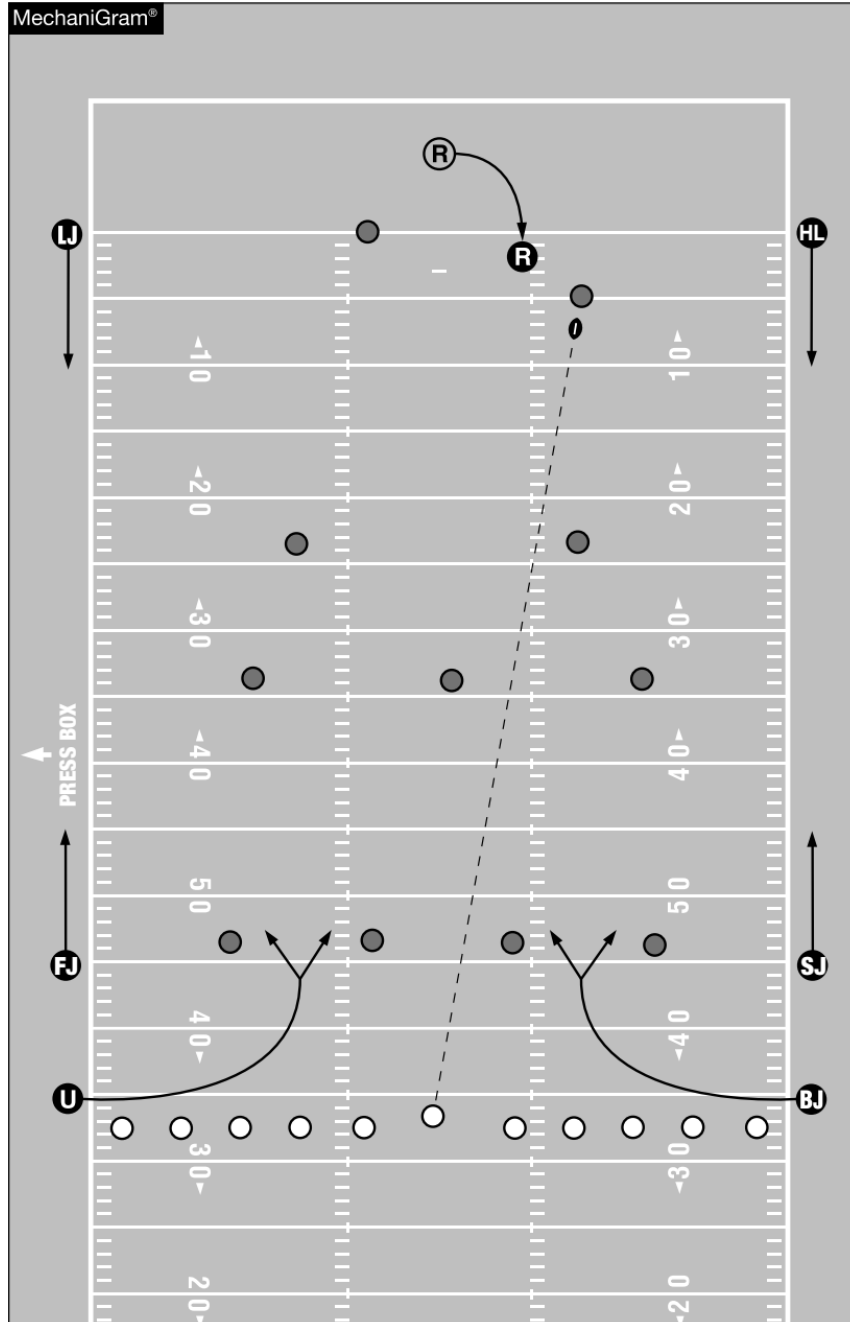


Free Kick Coverage

Side Judge and Field Judge: Know if the ball was kicked into the ground or if it has taken more than one bounce. Move no more than 10 yards toward Team B's goal line. That will give better coverage in the critical area where contact occurs between the kicking and receiving team.

Lateral Position of the Ball

After a touchback, all crew members, especially wing officials on the sideline of Team B, should be alert if the head coach wants to relocate the position of the ball.

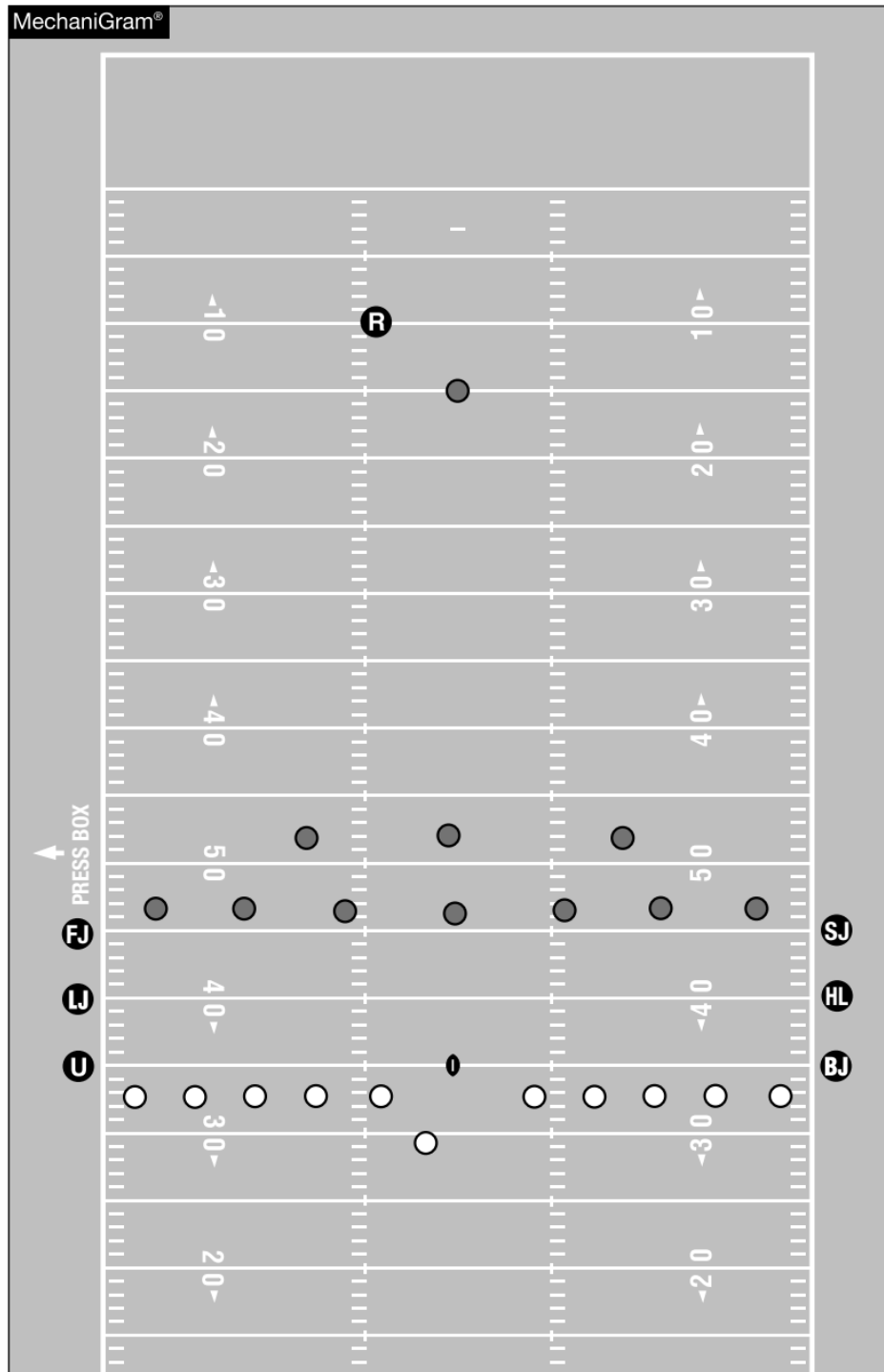


Onside Kick Positioning and Zones

Side Judge: Starting position is on the sideline opposite the press box on Team B's restraining line.

Field Judge: Starting position is on the sideline on the press box side at Team B's restraining line.

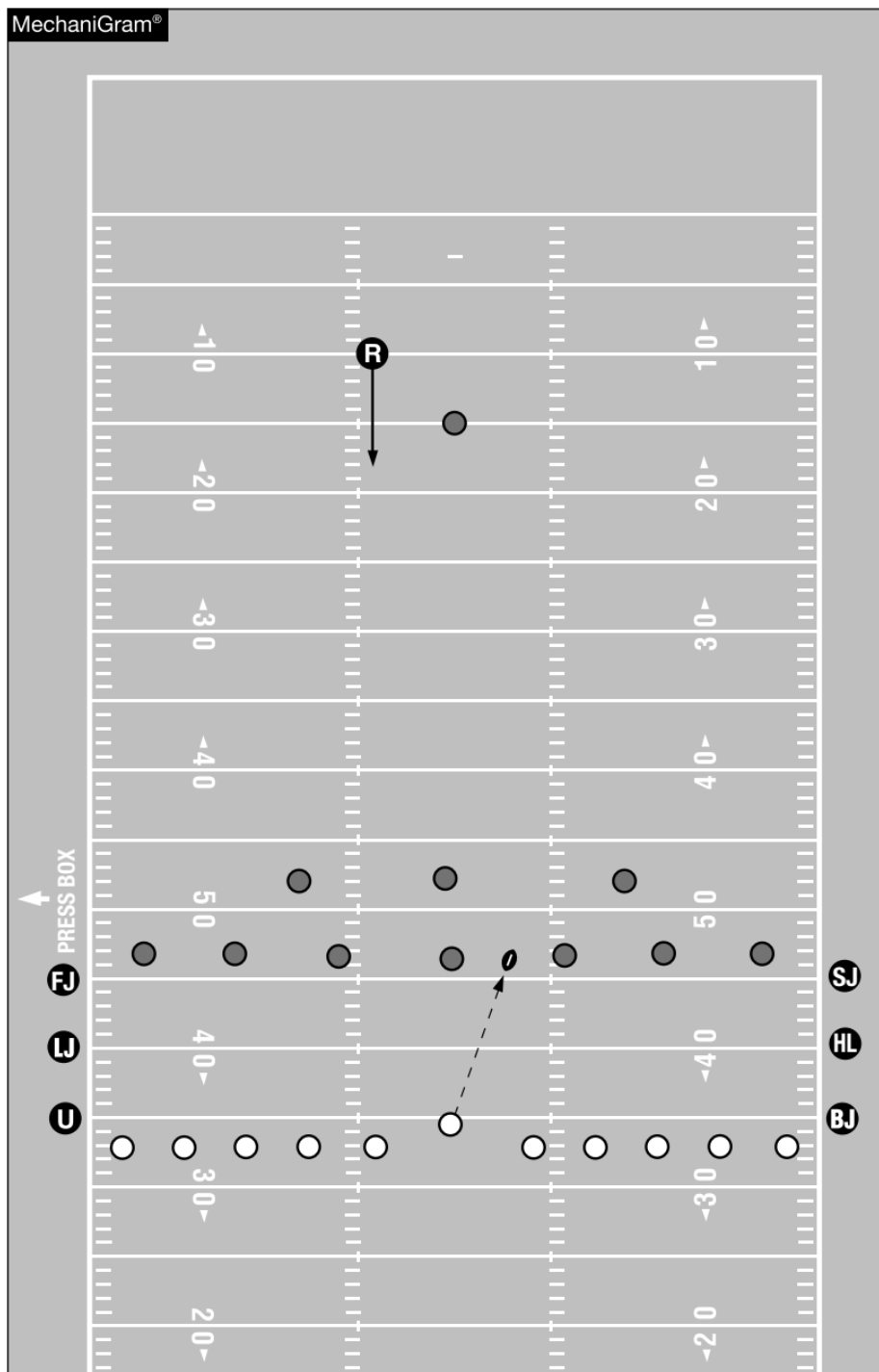
Line Judge and Field Judge, Head Line-Judge and Side Judge: Before taking positions, meet briefly to review responsibilities and coverage.



Onside Kick Coverage

Side Judge and Field Judge: Have bean bag in hand. You must know if the kick broke the plane of Team B's restraining line. You are primarily responsible for touching by either team. Be alert for a fair-catch signal by Team B and be prepared to cover the play if a Team B player recovers the kick and attempts to advance the ball.

All: Remember that the clock needs to be properly started and stopped on onside kick plays.

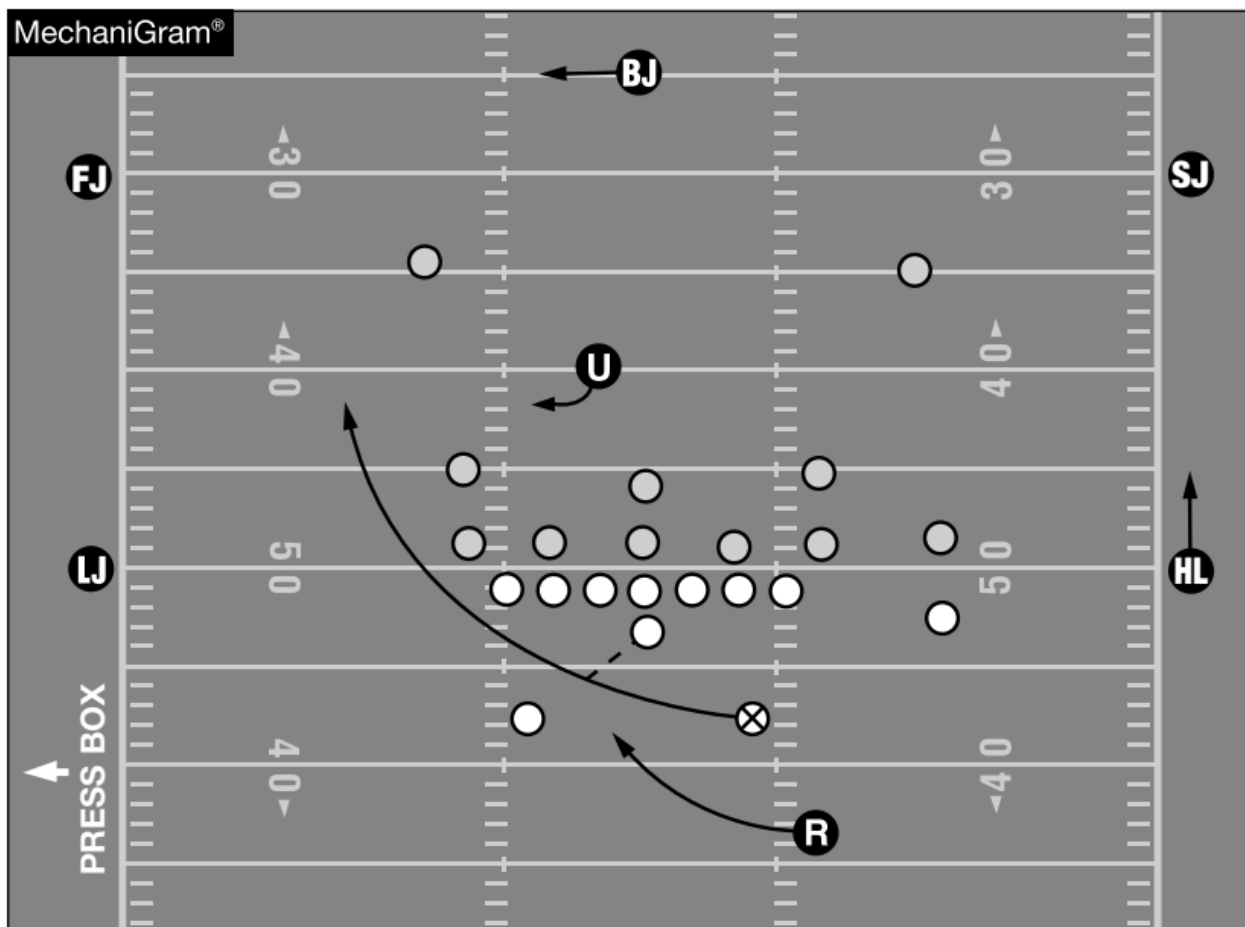


Scrimmage Plays: Before the Snap

Field Judge and Side Judge: Count the defense. Read your keys and know your eligible receiver responsibilities. Be aware of violations of the restricted team area. The Field Judge and Side Judge are primarily responsible for the game clock. In the event the clock is running when it should be stopped, give and repeat the appropriate signal until the clock has been corrected. If an appreciable error on the game clock is noted, or if inefficiency is habitual, the Side Judge shall call a timeout and advise the Referee. The basic starting position is approximately 25 yards from the line of scrimmage and on the sidelines.

Running Play Coverage

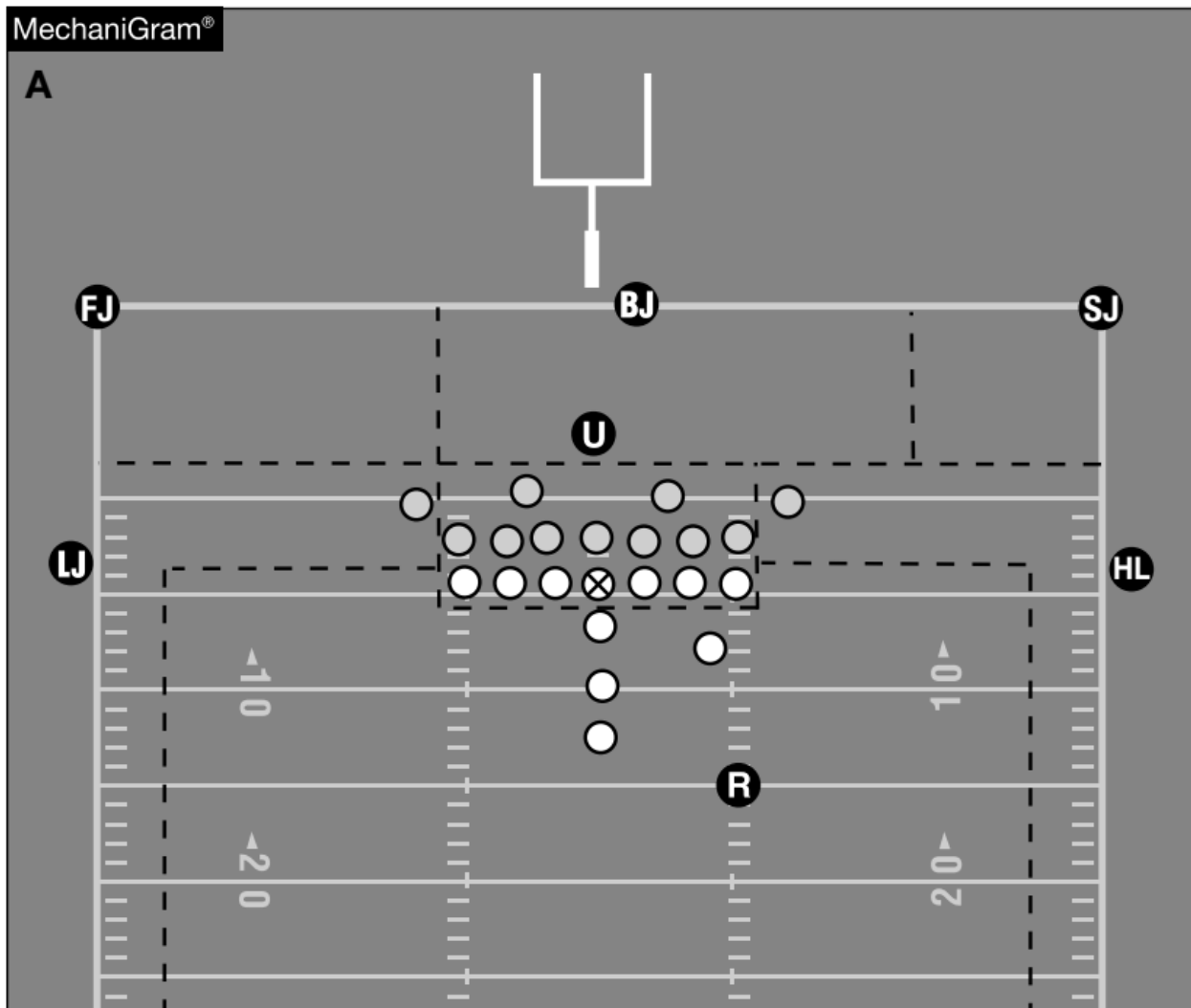
Side Judge and Field Judge: After the snap, observe action involving the widest receiver on your side of the field. Pay special attention to crackbacks. Box in the widest player. Cover your sideline from about 25 yards beyond the neutral zone, trying to maintain a 15- to 20-yard cushion to the goal line. Do not turn your back toward the play. If the play is to your side of the field and the Head Line-Judge or Line Judge marks the out-of-bounds spot, clean up action around the play and out of bounds. You have goal line responsibility and spots inside the two yardline.



Goal Line Positioning and Zones

MechaniGram A depicts the positioning and zones when Team A is on or inside Team B's seven yardline. On passes to the back corners of the end zone, the Side Judge or Field Judge and covering wing official can work in tandem to rule on the catch.

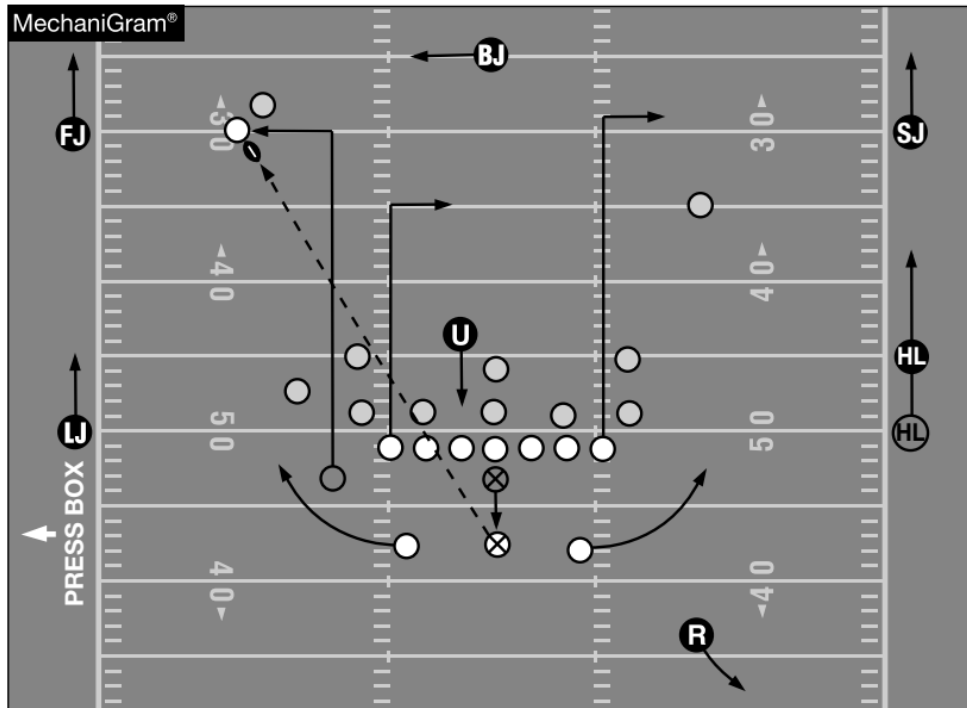
When the play is over, all officials should move toward the pile to prevent late hits and to ensure that the players untangle in a prompt manner.



Side Judge and Field Judge: When the ball is snapped outside Team B's 25 yardline, starting position is the same as for any scrimmage play. When the ball is snapped at or inside Team B's 25 yardline to Team B's seven yardline, starting position is on the goal line at the pylon and you are responsible for the goal line. You should never take an initial position between the five yardline and the goal line. In order to rule on a score, you must be on the goal line extended. When the ball is snapped from Team B's seven yardline in, starting position is on the endline where it intersects with the sideline, one step off the sideline at a 45-degree angle from the endline corner pylon.

Forward Pass Coverage

Side Judge and Field Judge: Observe contact on your eligible receiver and the defensive back. Cover the sideline from your original position to the endline. Maintain deep positioning, Cover the play and watch the defenders' action on the receiver when the ball is thrown in your area. Be particularly alert when a receiver flashes back toward the ball.



Coverage Notes

As a pass play develops, officials may be required to shift their focus from their initial keys and go to "zone coverage," observing players in their area.

When a pass is thrown, all covering officials in the area must focus on the spot of the catch. That is especially important for the Umpire, who must immediately turn in the direction of the pass if the play dictates.

Judging whether or not a catch was made and the legality of the contact on the receiver are paramount. If the pass is caught, officials resume watching players in their zone. If there is a question on the catch, the officials away from the pass may be able to help rule on the play.

Initial Responsibilities for Receivers

Most offensive formations have five eligible receivers, not counting the backfield player that receives the snap. It is important to establish which official has initial responsibility for each eligible receiver. The two line of scrimmage officials and the three deep officials are assigned these initial responsibilities.

The duration of initial responsibility starts at the snap and extends until the assigned receiver is moving freely in space 1) without near and immediate threat from a defender and 2) without the receiver moving directly towards an opponent for a potential pick play. This position in open field is called "free

of foul.” Man-to-man defensive coverage on eligible receivers typically produce longer durations of initial responsibility since the defender sticks close after the receiver moves after the snap. Crossing patterns that start at the snap (receivers that move immediately inside) also create longer durations of initial responsibility because of the threat of picks. A receiver may be free of foul immediately after the snap if the defensive secondary is in a zone coverage and the receiver releases towards open space.

The five officials read the offensive formation and determine how many receivers are outside the tackle box on either side. This determination is made only at the snap to account for a receiver that is in motion. A numbering system is used to identify each of the outside receivers on either side of the formation. The widest receiver is #1, the next widest is #2, and so on.

Determining Initial Responsibilities

The Side Judge and Field Judge have initial responsibility for the widest receiver on their side. The exception is when two or more outside receivers are lined up in a Stack or Bunch (see below).

Stacking/Bunching

Formations that have two or more receivers that are in close proximity to each other are called Stacks (receivers in vertical column) or Bunches (one on the line of scrimmage, one or more in backfield). Initial responsibilities for Stacks/Bunches are determined as follows:

- If three receivers are in a Stack/Bunch as trips on one side of the formation, the line of scrimmage official defaults to the receiver with the shallowest route. The Back Judge and either Side Judge or Field Judge take the remaining vertical routes, with the Side Judge or Field Judge taking the outside (closest to the sideline) route.
- If four receivers are in a Stack/Bunch on one side of the formation, the determination for initial responsibilities is the same as for a three-receiver Stack/Bunch above, except the Back Judge has the two, interior vertical routes instead of just one.

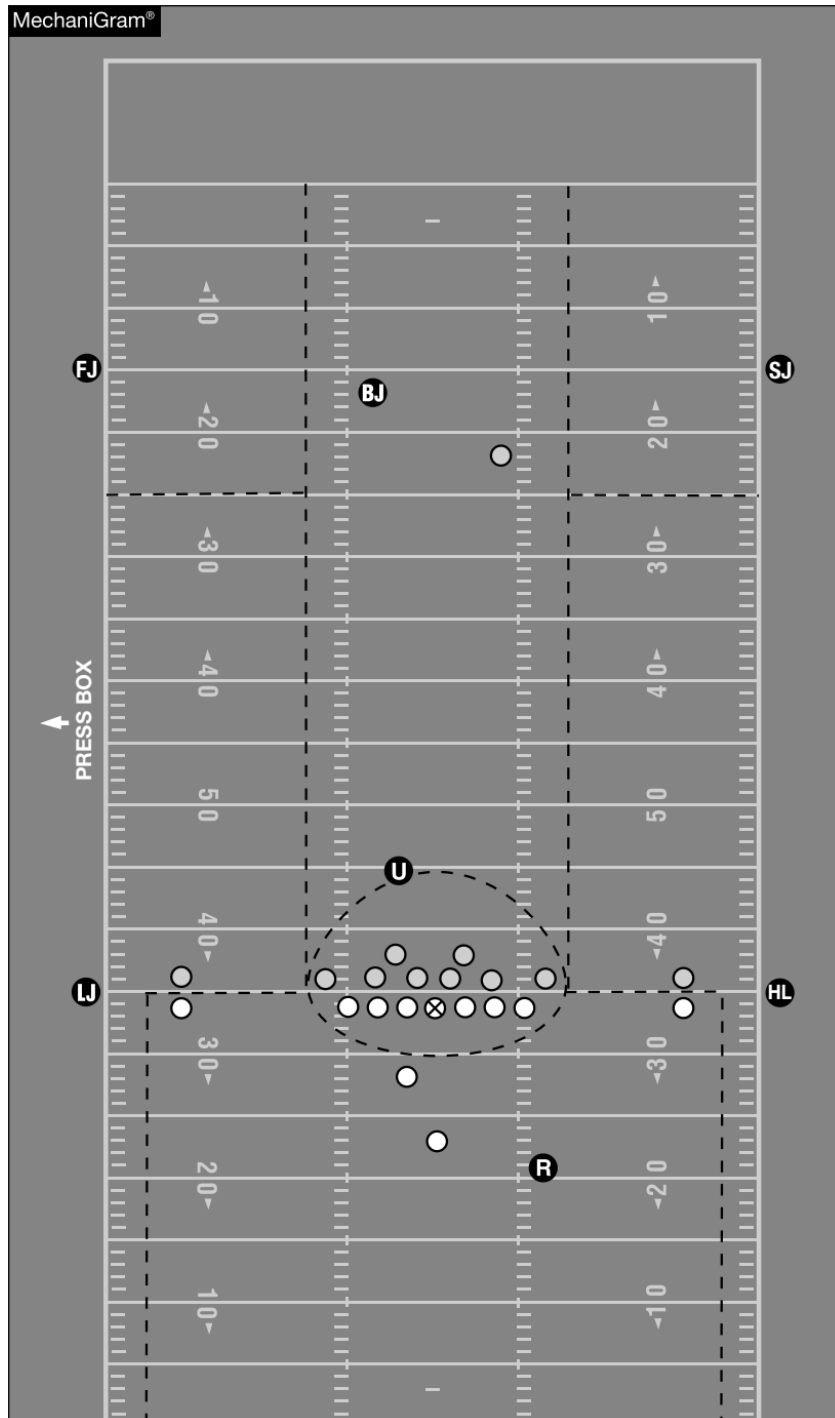
Other Factors for Initial Responsibility

- On multiple receiver sets, officials should prioritize observing any receiver that has a defender pressing him at the snap. “Press” or “pressing” is a defender lined up immediately across the neutral zone from a receiver with the intent to jam him as soon as the ball is snapped. This includes multiple officials observing this action against a single receiver if other receivers are not pressed.
- An official’s initial responsibility ends when the receiver gets to a position that is free of foul. At this point, the official should go into zone coverage, observing receivers in their area of coverage.
- An official should expect situations where they need to observe two receivers at the same time. This is especially true when receivers line up near each other and intentionally cross their patterns or when waiting for Stacks/Bunches to declare their route.
- It should be expected that the duration of initial responsibility is longer when in the Red Zone. Man-to-man defense is most prevalent in the Red Zone and receivers getting to a position that is free of foul usually occurs if and only when the pass is delayed due to a scrambling passer.

Punts

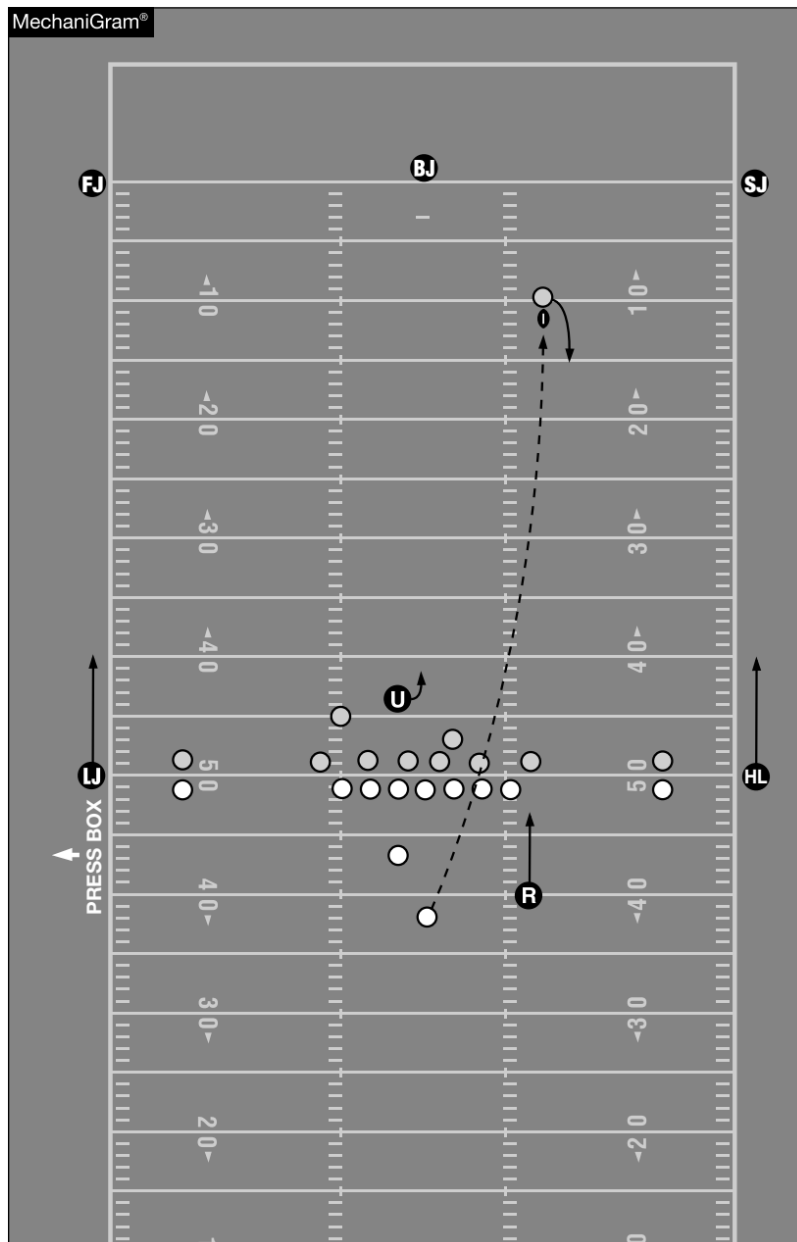
Positioning and Zones

Field Judge and Side Judge: Take a position on your sideline no less than five yards behind the deepest receiver. The kicker's ability will help dictate when to take a position on the goal line. When the ball is snapped at approximately Team A's 45 yardline, take an initial position at the goal line pylon.



Punt Coverage

Field Judge and Side Judge: Primary coverage of the gunner on your side of the field. When it's obvious the kicked ball will not land on your side of the field, move to a position to observe action in front of the receiver. If the return is to your side, take over the runner as soon as they start to advance the ball. Be alert for fair catch signals and the actions of players when a signal is given. The offside official is responsible for blocking by the fair-catch signaler. Be prepared to rule on interference with the catch opportunity by your gunner and the legality of handoffs on the return. Follow the ball if the receiver fails to field a kick in your area. If initial starting position is on the goal line, Field Judge and Side Judge must remain on the goal line until it is no longer threatened. If initial position is not on the goal line, Field Judge and Side Judge must move immediately to the goal line should it be threatened at any point during the down.

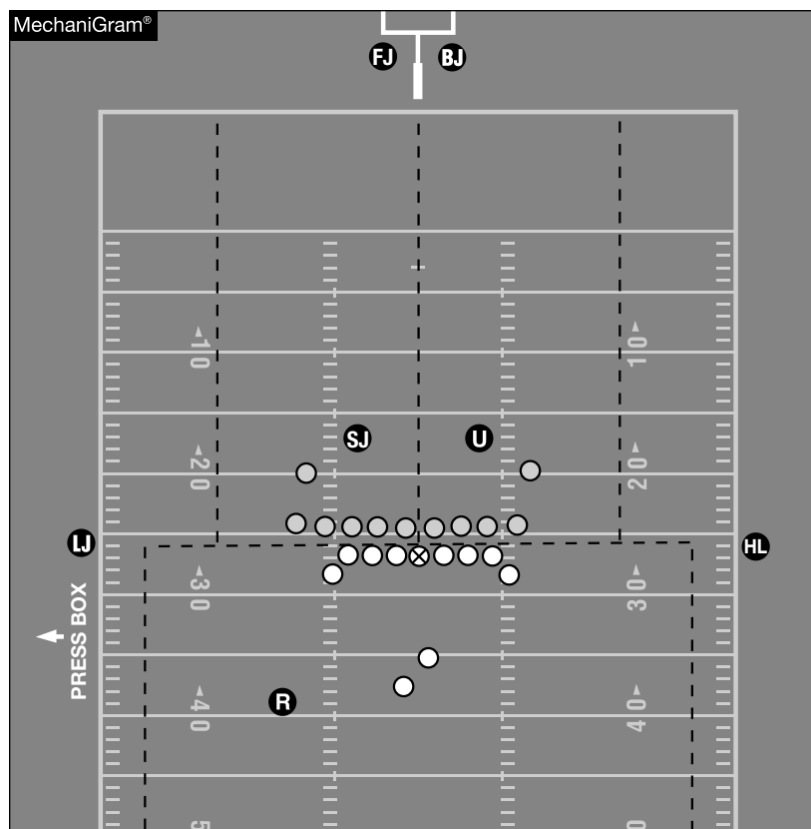


Scoring Kicks and Tries

Positioning and Zones

Umpire and Side Judge: The Umpire and Side Judge line up on Team B's side of the ball. The Side Judge's position is dictated by the type of scoring kick. For kick tries, the Side Judge is positioned opposite the Referee. For field goals, the Side Judge is opposite the Referee when the snap is from the middle of the field; the Side Judge is positioned to the wide side of the field on field goals when the ball is snapped from any position other than the middle of the field. The Umpire takes a position five to seven yards off the ball opposite the Side Judge while keeping the snapper in their view. After the snap, they are primarily responsible for action by and against the center and action by and against the two guards. The Side Judge should be positioned five to seven yards off the ball. They observe action on and against the tackle and tight end on their side of the field. If the kicking team has a tackle-over formation, the Side Judge should key on both tackles on their side. Both officials should be alert for the pull and shoot. Umpire is primary to observe the defense's formation.

Field Judge and Back Judge: Take positions inside the limit line to look up the upright of the goal on your side of the field. You are responsible for ruling on the success or failure of field-goal attempts. The official nearest the ball rules on the play. Both should be prepared to move out into position to cover a play in the end zone or on short field goal and try attempts. Be prepared for first touching or batting of ball, a blocked kick or a kick striking an upright or crossbar. If the ball strikes the crossbar, the Back Judge is responsible for the ruling. The Back Judge is responsible for the endline. The Field Judge moves to any position that will allow them to help on the play.



Fake Kicks

As a guideline on fake kicks, when the ball is snapped inside Team B's 20 yardline, the Line Judge and Head Line-Judge have the goalline the Back Judge and Field Judge move along the end line to the sideline. When the ball is snapped on or outside Team B's 20 yardline, the Field Judge and Back Judge move toward the pylons on their sides of the field and have the goalline.

Swinging Gate Formations

When Team A uses a swinging gate formation with a kicker and holder in position, take initial positions as a normal scoring kick with the Side Judge adjusting to a wider position in front of the gate on their side and the Umpire over the snapper. If the original swinging gate shifts to a traditional scoring kick formation, move to your normal scoring kick position.

On a scoring kick down when Team A is spread with no holder and kicker in position, assume regular scrimmage down positions. If Team A subsequently shifts to a traditional scoring kick formation with a kicker and holder in position, the Umpire and Side Judge will shift to their normal positions for a scoring kick.

Lateral Position of the Ball

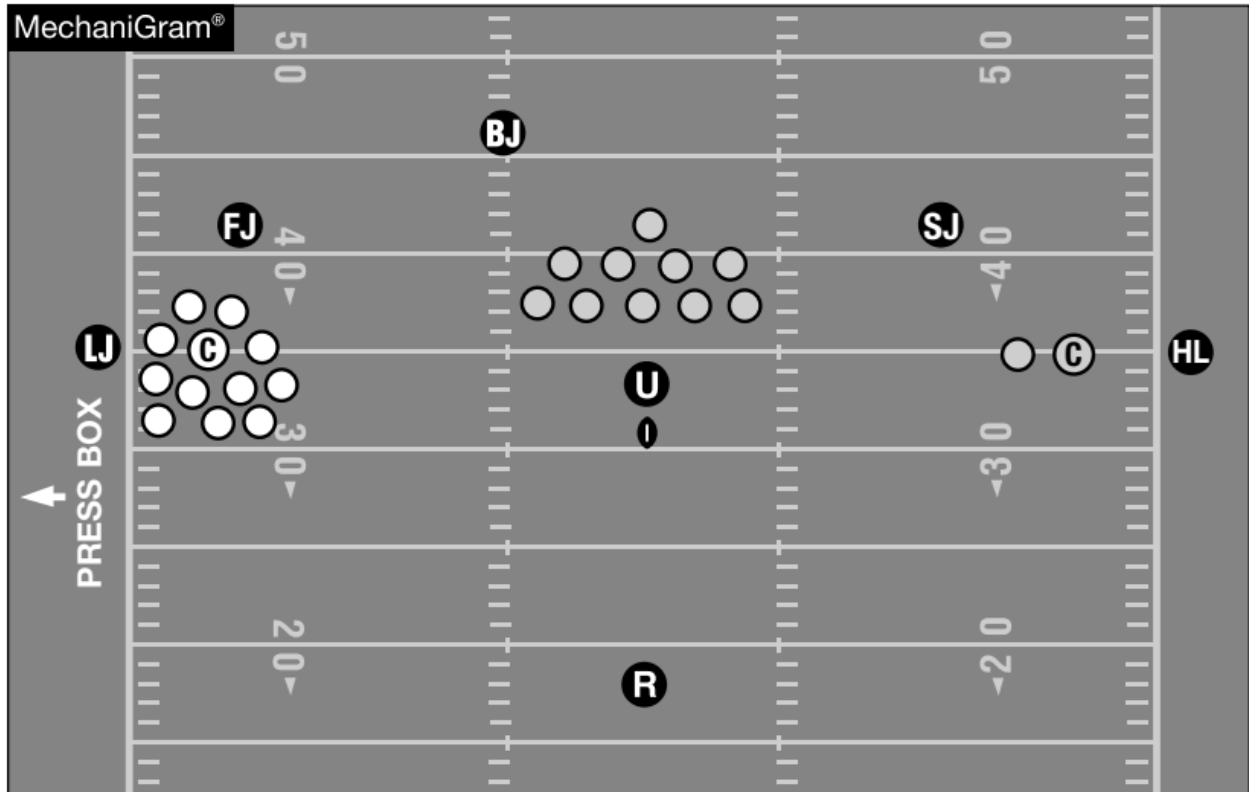
All crew members, especially wing officials on the sideline of the scoring team, should be alert if the head coach wants to relocate the position of the ball on a try. That must be communicated before the play clock goes under 25 seconds.

2-Point Tries

If a 2-point try ends short of but near the goal line, the covering official should work the end of the play as they would any other scrimmage down. That would include giving a dead ball signal, using the whistle and marking a spot. After the play is clearly over, the covering official or Referee may then use Signal 10 indicating an unsuccessful try.

Timeout

Side Judge and Field Judge: Observe team on your side of the field and be ready to assist Head Line-Judge and Line Judge in getting teams back to the field promptly once the timeout expires. If a team huddles near the sideline, all players and coaches must remain outside the numbers and in front of the team area.



Measurements

The Field Judge ensures that officials or players do not block the press box's view of the measurement. If the measurement is outside a hash, the Field Judge or Side Judge should have a new ball ready to be spotted.

Short of a First Down

The Field Judge or Side Judge will have obtained a new ball and have it at the inbounds mark.

First Down

If the measurement occurred in a side zone, the Back Judge should remain with the ball on the ground to ensure the ball is spotted properly for the next play. The Side Judge or Field Judge should assist the Head Line-Judge or Line Judge by indicating the spot on the sideline where the rear stake of the chains should now be placed.

Fouls

Observe the actions of the Referee, Umpire, Head Line-Judge and Line Judge and make sure that no errors have been made.

If any official feels a mistake has been made, they must bring it to the attention of the Referee immediately.