

Overtime (3-1-3)
Head coaches to do coin toss, cannot defer
Team A may not have a first down if it regains possession after a change of team possession. One timeout per team, per period, use or lose (no carryovers at all, timeouts called between periods charged to succeeding period).
1OT: 11 and 6 Man: Ball on 25-yard line, A's ball until after 4 th down, score, or turnover, 1- or 2-point try allowed.
2OT: Ball on 25-yard line, A's ball until after 4 th down, score, or turnover 11 Man: Must go for two points (run/pass) 6 Man: Must go for one point (place or drop kick)
3OT: 11 Man - Alternate tries from the 3 (run/pass) unless relocated by penalty 6 Man – alternating tries from the 7 unless relocated by penalty Try rules apply (penalty enforcement and fumble rules)

Categories of Holding (9-3-3-b)	Categories of DPI (7-3-8)
Grab and restrict	Arm bar
Hook and restrict	Hold
Jerk and restrict	Not playing the ball
Turn and Twist	Hook and twist
Tackle	cutoff
Takedown	
Must be visible, material effect, advantage gained, and point of attack	
OPI: DPI Categories, and also blocking downfield before ball is touched, shoving or pushing off, driving through a defender with established position, ball must cross NZ to be a foul	
DPI eligibility begins when ball is thrown, OPI is at snap	
Ball must cross NZ to be a foul, no OPI/DPI after tip	
If you're not sure, it's not – MAKE IT BIG!	

Unsuccessful Field Goals
If kick fails, B's ball at previous spot, relocated to 20 middle of the field if inside that. (8-4-2-1-b-1, 1a)
After RFP, may be relocated after a charged team timeout (8-4-2-b-1-b)
If ball does not cross NZ, or B touches after crossing NZ, scrimmage kick rules apply:
<ul style="list-style-type: none"> If the ball does not cross the neutral zone, or if Team B touches the ball after it crosses the neutral zone, all rules pertaining to scrimmage kicks apply if the ball crosses the neutral zone, is untouched by Team B after crossing the neutral zone, and is declared dead behind the neutral zone, all rules pertaining to scrimmage kicks

Clipping (2-5-1-a, b)
A block against an opponent in which the force of the initial contact is from behind and at or below the waist. The position of the blocker's head or feet does not necessarily indicate the point of initial contact.
Clipping not allowed, except offensive players on LOS at snap within BZ, subject to restrictions:
Player in BZ may not block opponent with force of initial contact from behind and at or below knee
Player on LOS may not leave BZ and return and legally clip
No player may violate 9-1-6 (BBW)
When a player turns their back to a potential blocker who has committed themselves in intent and direction or movement.
When a player attempts to reach a runner or attempts to legally recover or catch a fumble, a backward pass, a kick or a touched forward pass, that player may push an opponent below the waist at or to the butt (9-3-6, exception 5)
Clipping allowed against runner
Note: BZ disintegrates when ball leaves, no clipping after that

Batting (2-11-3)	
Intentionally striking it or intentionally changing its direction with the hand(s) or arm(s).	
No player shall bat other loose balls forward in the field of play or in any direction if the ball is in the end zone (9-1-4-c) – however -	When it doubt, it is not a bat
	Swatting the ball, is batting the ball
If a scrimmage kick untouched by Team B after crossing the NZ is batted in Team B's EZ by A, it is a violation for illegal touching (6-3-2). The spot of the violation is Team B's 20-yard line. This is a special case of batting in the EZ and is not a foul	A legal bat is considered new impetus
An airborne fumble batted forward by the opposing team is a foul, but impetus does not change. It's still with the fumble.	For a pass, only eligibles can bat it (9-1-4-a)
An airborne backwards pass that is batted forward by the opposing team is not a foul nor does it change impetus.	ALWAYS a foul if batted forward!
10 yards and loss of down for fouls by Team A if the loss of down is not in conflict with other rules. No loss of down if the foul occurs when a legal scrimmage kick is beyond the neutral zone]	
A ball in player possession may not be batted forward by a player of that team. (9-4-3)	

Block in the Back (9-3-6)
10-yard penalty. Blocking in the back is illegal except when:
O-line in blocking zone (2-3-6) may block in the back, until they leave blocking zone. Blocking zone disintegrates when ball leaves
When a player turns their back to a potential blocker who has committed themselves in intent and direction or movement.
When a player attempts to reach a runner or legally attempts to recover or catch a fumble, a backward pass, a kick, or a touched forward pass, they may push an opponent in the back above the waist (9-1-5 Exc. 3).
When the opponent turns their back to the blocker under 9-3-3-a-1-(b)
When an eligible player behind the neutral zone pushes an opponent in the back above the waist to get to a forward pass (9-1-5 Exc. 4).
Blocking In the Back leads to Clipping if low
Blindside blocks are always prohibited – defined as initiated from outside the opponent's field of vision, or otherwise in such a manner that the opponent cannot reasonably defend themselves against the block.

Offsetting Fouls (5-2-8)
If live-ball fouls by A and B are reported to R, the fouls offset, down is repeated
10-second runoff does not apply when there are offsetting fouls
By rule (5-2-8) the fouls themselves - not their penalties (regardless of different distances, loss of down, etc.) simply offset each other, and the down is repeated. A single live-ball foul by A/B can offset multiple live-ball fouls by B/A
Exceptions: When there is a change of team possession during a down, and the team last gaining possession had not fouled before last gaining possession, it may refuse offsetting fouls and hereby retain possession after completion of the penalty for its foul (clean hands)
When all Team B fouls that occur before possession changes are governed by PSK rules, Team B may refuse offsetting fouls and accept PSK enforcement
If A and B foul and B had not fouled before the COP, the fouls cancel, and the down is not repeated. (Exceptions: Penalties for flagrant PF, US, DBPF, and live-ball fouls treated as dead-ball fouls are enforced on the succeeding play.)
Multiple Fouls - two or more live-ball fouls committed by the same team during the same live-ball action. Only one foul can be enforced.
Violations (illegal touching, etc.) do not offset a foul Fouls Offset, Penalties Cancel

4th Down Fumble Rule (7-2-2-a exceptions)
Snap cannot be fumbled – it is a backwards pass, so whoever recovers CAN advance on 4 th down plays
If Backwards Pass/Fumble caught or recovered simultaneously, ball is dead and belongs to team last in possession
On 4 th down, fumbles recovered ahead of spot of fumble, return to that spot (no free yardage). Ball recovered behind spot of fumble – ball remains at that spot
On a Try, ball is dead when before COP, when A fumbles and is recovered by another Team A player other than the fumbler.
Team B recovers – live ball (11-man) ball is dead (6-man)
Signal is rolling arms (like illegal procedure)– to remind you that only the runner who fumbled can advance the ball – signal to all – tell yourself, only the runner (can advance the ball), only the runner (can advance the ball) to help you recognize/remember it

Beanbags	
Drop a beanbag: where you SEE a fumble, where scrimmage kick ends, when K first touches a kick, where A or K player goes OOB by accident or voluntarily, where ball is caught/recovered when momentum rule applies, where ball is located for Inadvertent Whistle	
Drop, don't throw, toss underhand	
Have beanbag in hand for free kicks, especially declared outside kicks	
When in doubt, drop a beanbag – no harm in picking it up	
Not needed to indicate where ball is intercepted (excepting momentum inside 5 YL) or where free kick ends	
Dead-ball officiate – drop beanbag if necessary to mark spot if you have to move off spot to separate players	
Drop a beanbag if fast-paced offense and chains/box man hasn't caught up yet	

Intentional Grounding (7-3-2)	
IG: The passer to conserve time throws the ball directly to the ground (1) after the ball has already touched the ground; or (2) not immediately after controlling the ball.	
The passer to conserve time throws the ball forward into an area where there is no eligible Team A receiver	
The passer to conserve yardage throws the ball forward into an area where there is no eligible Team A receiver	
Exception: It is not a foul if the passer is or has been outside the tackle box and throws the ball so that it crosses or lands beyond the neutral zone or neutral zone extended	
Referee makes call – wings must let R know if receiver is in area, and if ball crosses NZ	

Three and One Principle (10-2-2-3)	
Team A foul BEYOND Basic Spot	Enforced from Basic Spot
Team B foul BEHIND Basic Spot	
Team B foul BEYOND Basic Spot	
Team A foul BEHIND Basic Spot	Enforced from spot of foul
Team A: Team in possession/Offense and Team B: Team not in possession/Defense	
Foul simultaneous with snap – basic spot is always previous spot	
Foul during loose ball play – basic spot is always previous spot	
Loose Ball Play: any legal kick, legal forward pass, backward pass in/behind NZ, fumble occurring in/behind NZ (offensive/A only), any run or runs that precede any of the actions above.	
A loose-ball play ends when a player from either team catches or recovers the ball or when the ball becomes dead by rule. A loose ball play can end while the play is still in progress.	
All penalties are enforced using the Three and One principle. "Three-and One" means that all penalties are marked off from the basic spot EXCEPT when the offense fouls behind the basic spot. Fouls by the offense behind the basic spot are marked off from the spot of the foul. (holding, grounding, etc.)	

PSK (10-2-3-a)	
PSK: The receiving team commits a foul after the ball has crossed the expanded neutral zone AND before it is possessed or becomes dead by rule AND the receiving team fouls on their side of the expanded neutral zone AND the receiving team has possession of the ball at the end of the down.	
The basic spot for PSK enforcement is the end of the kick and the receiving team retains possession of the ball. (Make sure to beanbag end of kick!)	
PSK Requirements:	Foul by R
	During a kick that crossed Neutral Zone
	K will not be next to put ball in play
Fouls that are part of the punt coverage are PSK.	
Fouls that are part of the punt rush are previous spot.	
Know WHEN the foul occurred, not just where	

Live Ball Fouls – Team A	Live Ball Fouls – Team B
Live Ball Fouls do not occur until there is a snap, do not kill play	
Illegal Formation	Defense Offside (lined up in NZ, no contact)
Illegal Shift	More than 11 players on field at snap – only enforcement options are to decline penalty or replay down w/ 5 yards tacked on
Illegal Motion	
Illegal Shift (7-1-2-a)	
Shift: movement by 2 or more players at same time prior to snap	
2 or more in motion at snap – illegal shift , live ball foul	
Under no circumstances can personnel in motion be moving towards the LOS at snap – this is illegal motion foul – live ball foul	

Dead Ball Fouls – Team A	Dead Ball Fouls – Team B
Dead Ball Fouls CANNOT be corrected, shut down the play	
Illegal substitution, Delay of Game, Offensive Encroachment (lined up in NZ), illegal snap, more than 11 on field	Defense Offside (w/ contact) Defense Offside (B in NZ, causing reaction), Defense Offside (unabated to QB), DOG – simulating signals or snap count
False start - simulating start of snap, motion man turning up early, restricted lineman picking up his hand/shifting stance, all players not set for 1 sec before snap	Substitutions: Sub is a replacement for a player, becomes a player when enter field and communicate with teammates, officials, enters huddle, or participates in a play (3-5-1)
Must be set for 1 full second before snap. This converts to false start – blow it dead	Replaced player has 3 seconds to leave (3-5-2-c-2)
	B always given opportunity to match up on subs – not so for A (3-5-2-e)
A has more than 11 in huddle – dead ball foul (3-5-3-a)	When A subs, give Iron Cross signal to indicate subs, and communicate with U

Free Kicks (6-1)
All A players must be no more than 5 yards from restraining line
A cannot touch ball until touched by B, or goes beyond B's restraining line
If touched by A first, beanbag it, it is a violation, not a foul
Ball untouched by B lands on or behind B's EZ, it is a touchback, ball on 25 (20 6 man)
Team A players may not go OOB and then return inbounds (unless forced out)
Illegal wedge – 2 or more aligned shoulder to shoulder, no foul if touchback fair catch, or kick
Team A cannot block until A is eligible to touch the ball (touched by B, or crosses B's restraining line)
No BBW on free kicks, ever
Free Kick untouched by B OOB: 5 yards from previous spot and rekick, OR OOB spot +5 yards, or decline and take on 30 (11-man) or 20 (6-man)
After ball has been made ready for play, all K players must be within 5 yards of restraining line
At least 4 Team A members on each side of kicker – no requirement for six-man
K cannot advance a recovered free kick!
A kick is a kick is a kick (2-16-1-c)

Fair Catches (6-5)
Ball is dead where caught by B with valid FC signal, unless inside 25 – then relocated to 25. Invalid FC signal – ball is dead where caught or recovered – exception is for Free Kick; ball is still placed at 25.
If a Team B player makes a valid FC signal, the unimpeded opportunity to catch a free or scrimmage kick continues if this player muffs the kick and still has an opportunity to complete the catch. If that player (or another Team B player) subsequently catches the kick, the ball is placed where the player making the signal first touched it. This protection terminates when the kick touches the ground.
FC rules only apply during SKs that cross NZ or during FKs
If a Team A player makes valid or invalid FC signal and does not touch the ball, they cannot block or foul opponent during the entire down
A kick is a kick is a kick (2-16-1-c)

Kick-Catch Interference (6-4)
Must give 'halo' to receiver (shoulder width one yard in front)
Protection ends when ball touches ground, when B muffs/touches a scrimmage kick beyond NZ, or when any B player muffs/touches FK in FOP or EZ Blocked into receiver is not a foul
During a free kick a player of the receiving team in position to receive the ball has the same kick-catch and fair-catch protection whether the ball is kicked directly off the tee or is immediately driven to the ground, strikes the ground once and goes into the air in the manner of the ball kicked directly off the tee.
When in question, it is an interference foul
Kicking a Loose Ball (Illegal Kicking) (9-4-4)
A legal scrimmage kick is a punt, drop kick or place kick made according to rule.
Illegal kick does NOT change the status of the loose ball or forward pass
A player shall not kick a loose ball, a forward pass or a ball being held for a place kick by an opponent. (9-4-4)
A kick is intentional – make sure it is before you flag it!

Momentum (8-5-1)
Must be inside 5 for momentum to apply, beanbag down at spot
Recovery must be: interception of a pass or fumble; or recovery of opponent's fumble or backward pass; or catch or recovery of a kick; and their own momentum carries them into EZ, and ball REMAINS there and is declared dead. This includes a fumble that goes from the end zone into the field of play and out of bounds. Momentum applies until/unless ball crosses back over the goal line
Momentum does not mean touchback
Impetus (8-7-2-a)
The team responsible for the ball being out of bounds behind a goal line or being dead in the possession of a player on, above or behind a goal line is the team whose player carries the ball or imparts an impetus to it that forces it on, above or across the goal line, or is responsible for a loose ball being on, above or behind the goal line.
Initial impetus is considered expended and the responsibility for the ball's progress is charged to a player: 1. If that player kicks a ball not in player possession or bats a loose ball after it strikes the ground. 2. If the ball comes to rest and that player gives it new impetus by any contact with it, other than through forced touching.
A loose ball retains its original status when there is new impetus.

5 Man Mechanics Pass Keys
'Man, Zone Ball'
Man – at the snap, once in routes, switch to Zone, quickly if not pressed, switch to Ball once in air
Balanced formation: L has RB, H has TE, B has receiver on L's side
Strength to H's side: L and H have outermost receiver, B has TE
Strength to L's side: L has outermost receiver, H has TE on his side, B has inside receiver on L's side
Twins on each side: L and H have outermost receiver to their side; B covers inside receiver on L side. B's secondary key is insider receiver on H's side coming into the middle
Trips: L and H have outermost receivers on their sides, B has inside receiver. 3 rd receiver covered by the closest key.
Quads: L has two outside or back receivers, B has inside/frontmost receivers. H has lone
Motion may change keys – determining factor is location of receivers at the snap

LOD Fouls
Illegal Scrimmage Kick (also loss of 5 yards) – 6-3-10
Illegally handing ball forward (also loss of 5 yards) – 7-1-6
Planned loose ball play (also loss of 5 yards) – 7-1-7
Intentionally throwing backwards pass OOB (also loss of 5 yards) – 7-2-1
Illegal forward pass by A (also loss of 5 yards) – 7-3-2
Intentionally grounding forward pass – 7-3-2
Forward pass illegally touched by player OOB – 7-3-4
Illegally batting ball (also loss of 10 yard, see exceptions) – 9-4-1
Illegally kicking ball (also loss of 10 yards, see exceptions) – 9-4-4

Wing ABCs
Dead Ball officiating first!
A – Assignment/Initial Keys
B - Ball Location – spotted correctly?
C - Clock
D – Down and Distance (chains)
E - Eligibles
F – Formation (no more than 4 in backfield/3 for 6-man Crash in on goal line plays and close to LTG)
Always be confident in your calls – SELL THEM!

Situation	Play	Referee
Administration of a penalty	25	Chop or Wind
At start of period	25	Chop
Measurement	25	Chop or Wind
Offensive (Team A) Helmet Off	25	Chop or Wind
Offensive (Team A) Injury	25	Chop or Wind
Defense (Team B) Awarded First Down	25	Chop
After All Field Goal, Punt or Point After Touchdown Plays	25	Chop
Start of a Team’s Possession in an Extra Period (OT)	25	Chop
Inadvertent Whistle	25	Chop or Wind
Timeout by Either Team	25	Chop
Timeout by Official	25	Chop or Wind
Period Extension	40	Chop
After TD, before the try	25	Chop
Period Extension	25	Chop

Block Below Waist (2-3-2, 9-1-6)	
Block is below the waist (2-3-2), sliding down from waist is not a foul	
Team A: (9-1-6-a)	Team B (prior to COP): (9-1-6-b)
Linemen with initial position completely inside the tackle box may legally block below the waist inside the tackle box on their initial line charge.	Players aligned in a stationary position within 1-yard of the line of scrimmage within the tackle box may legally block below the waist in the tackle box on their initial line charge.
A block initiated 1-yard beyond the neutral zone is considered within the tackle box.	All other Team B players are not allowed to block below the waist except against a ball carrier.
Stationary Backs lined up within the tackle box may block below the waist within the tackle box until the ball leaves the tackle box only if the force of the initial contact is directed from the front.	No BBW on scrimmage or free kicks
“Directed from the front” is defined as within the clock face region between “10 o’clock and 2 o’clock” forward of the area of concentration of the player being blocked.	After COP, BBW is always illegal
All other Team A players are not allowed to block below the waist.	
NO BLOCKS OUSTIDE TACKLE BOX	

Targeting (9-1-3, 9-1-4)	
Helmet-to-helmet is not automatic foul!	Defenseless? YES
9-1-3 – leading with crown	Was hit to head or neck area? YES
9-1-4 – defenseless player	Is there an indicator? YES - What is it?
If player is NOT defenseless, can only be 9-1-3 – if not, no foul	All the above: 9-1-4 Targeting
Defenseless player: act of/just after throwing pass, receiver catching w/ no time to defend, kicker kicking/just after, kick returner or just after catch, player on ground, player obviously out of play, BSB recipient, ball carrier who has been stopped, QB after COP, sliding/given himself up, or BSB applies	Possible Indicators: Launch, crouch/thrust, lead w/helmet/shoulder/forearm, lowering head (crown contact)
When it doubt, or crew disagreement, go with Non-Flagrant (2x for ejection) – if no question, it is Flagrant	
Be able to answer, ‘What indicator did you see?’	

5-Man Crew General Mechanics	5-Man Crew Kick Mechanics
Coin Toss: H, B opposite press box side, R brings out C's, L, U on press box side, U brings out C's	Short Kicks – R deep, H and L on R restraining line, B and U on K restraining line
U, R – number on Offense, B – number on Defense, H, L – number of team on their sideline	Deep Kicks – R and L deep on respective sides, H at R's restraining line, B and U at K's restraining line, B hands ball to K
B responsible for game timing (PC/GC)	Scrimmage Kick – H and L on LOS, R behind K, U in front of C, B deep
H, L - Responsible for legality of motion man whenever he is on your side of the snapper	Field Goal or Try – R behind K, H on LOS, U offset from C, B and L under goal
'Man, Zone Ball' – at the snap, once in routes, switch to Zone, quickly if not pressed, switch to Ball once in air	Free Kick untouched by B OOB: 5 yards from previous spot, rekick, OR OOB spot +5 yards, or decline and take on 30 (both 6 and 11-man)
H and L have shorter routes, B has deeper	Momentum rule (8-5-1-a) - 5 yards and in (beanbag)
See 5 – Man Mechanics Pass Keys for specific assignments	Beanbag where a free kick is touched by A, before reaching B's restraining line. Beanbag where scrimmage e kicks ends!
	Assume it will be dropped/muffed!

4-Man Crew Kick Mechanics	4-Man Crew General
Short Kicks – R deep, H and L on R restraining line, B/U on K restraining line	Coin Toss: H, R opposite press box side, R brings out C's, L, B/ U on press box side, U brings out C's
Deep Kicks – R and L deep, H at R's restraining line, B/U at K's restraining line, B hands ball to K	B/U, R count Offense, wings count Defense
Scrimmage Kick – H and L on LOS, R behind K, B/U deep	L responsible for GC, R responsible for PC
Field Goal or Try – R behind K, H on LOS, B/U and L under goal - *different mechanics for FGs over 15 yards, see mech. manual	Wings - Responsible for legality of motion man whenever he is on their side
Free Kick untouched by B OOB: 5 yards from previous spot, rekick, OR OOB spot +5 yards, or decline and take on 30/20 (11, 6 man)	Tackles are initial key for wings to read run/pass
Momentum rule (8-5-1-a) - 5 yards and in (beanbag)	Wings have all receivers spread to their side of the field
Beanbag where a free kick is touched by A, before reaching B's restraining line. Beanbag where scrimmage kicks ends!	L, H have middle of the field to sidelines, all the way to end zone, on passes – no help deep
Assume it will be dropped/muffed!	Wings have responsibility for illegal blocks more than 7 yards from the middle offensive lineman and by backs outside the normal tackle position.

6 Man Rule Exceptions
10 min quarters – overtime rules, see overtime card – after 2 nd OT, must kick for 1 pt
No more than 6 in huddle, dead ball foul if breaks with more than 6
Try: Ball is dead when B gains possession or it is obvious that a kick is no good. Don't blow it dead as soon as it is kicked, only when it is good or not
30 YL line for KO, 20 for safety, 20 for touchbacks, if OOB, spot +5 or decline and ball on 30
Must have exchange between receiver of snap and another player to advance, unless loose & touched by B
Muff snap and recovered by A beyond NZ: LOD, only foul if they attempt to advance ball
No more than 3 in backfield at the snap
The ball is dead when a passer catches his own forward pass (untouched by B), and it is ruled as an incomplete forward pass.
All players are eligible to catch a forward pass, except that a pass is ruled incomplete when caught by the passer. If thrown to snapper, must travel at least one yard in flight
Field goals: 4 points; successful try, 2 points if successful through place or drop kick and 1 point if successful by pass or run. Exception: 1 Point awarded to the defense for a Safety on the Try
If in shotgun or scrimmage kick formation, and no one is in position for a hand-to-hand snap, defense must wait one second after snap to initiate contact with center

Extension of Periods
Scenarios where a Period will be extended, during a play in which time expires:
A penalty is accepted as a live ball foul (except for 10-2-5-a, Fouls During Or After A Touchdown, Field Goal or Try)
At the option of the offended team, the period is not extended if the foul is by the team in possession and the statement of the penalty includes loss of down
There are offsetting fouls
Inadvertent Whistle
If a touchdown is scored during a down in which time in a period expires

Pregame – Home Coach
Head Coach Name:
KO Time?
Special Pre-Game Activities?
Ball Boy Name(s)
No Captains at halftime, let us know choice going into locker room
Coin Toss Preferences?
Who has sideline responsibility (we WILL enforce this, Rule 1-2-3)?
Unusual Plays/formations?
Mandatory equipment (KNEEPADS), casts that need to be checked, etc.?
Rule Change/Awareness Questions: 10 sec RO, TGT, BBW/BSB, fighting is auto DQ, etc.?
Game Clock Operator:
Play Clock: BJ/U
Bad Weather Policy?
Game Administrator:

Pregame – Away Coach
Head Coach Name:
KO Time Confirmed?
Ball Boy Name(s)
No Captains at halftime, let us know choice going into locker room
Coin Toss Preferences?
Who has sideline responsibility (we WILL enforce this, Rule 1-2-3)
Unusual Plays/formations?
Mandatory equipment (KNEEPADS), casts that need to be checked, etc.?
Rule Change/Awareness Questions: 10 sec RO, TGT, BBW/BSB, fighting is auto DQ, etc.?
Play Clock: BJ/U
Game Administrator:

Philosophies
Backwards pass: when in question, it is forward, not backward
Bean bags: drop bean bag when you see the ball fumbled, not when you see the ball loose
OH away from play - let it go
If a defender has beaten the blocker be alert for OH. If he is beat, the blocker, is going to cheat. <u>Watch the feet.</u>
It is not a foul for IBB if the initial contact is from the side.
If the process of the catch includes going to the ground, the receiver must maintain possession of the ball when he contacts the ground to be awarded a catch.
For a pass to be ruled uncatchable, it must be BLATANTLY uncatchable
Do not call a foul in the 4th Q that you passed on earlier in the game. Do not pass on a call in the 4th Q that you called earlier in the game.
PFs and Player Safety Fouls should always be called regardless of time and score.
Touching the Face Mask or a grab and release is not a foul - must be a pull or twist for foul
To have OH there must be a clear and visible material restriction: a pull, a yank, or a jerk.
For a restricted offensive player to be illegally downfield on a forward pass that crosses the LOS the ENTIRE player's body must have been more than 3 yards past the LOS before pass is RELEASED to have a foul for IDP.
When in question, it is targeting; when there is no question, it is flagrant

Philosophies, continued
QB head bobs or jerks are FST. QB hard counts are not fouls. A flinch is a flinch and a FST.
Go slow. See the play, read the play, then, make the call.
If you think it's a foul it is not. If you know it's a foul it is.
There is no such thing as "that's not your call". All officials are responsible for their primary area and secondarily responsible for ruling on action anywhere on the field.
If player actions are deemed to be "fighting", auto DQ – when in question, it is pushing
When in question, the runner fumbled the ball and was not down.
When in question, the ball is passed and not fumbled during an attempted forward pass.
The ground cannot cause a fumble., CAN cause an incompleton.
When in question it is not a Touchdown.
Trick or unusual plays must be completely legal. (formations, etc.)
A player may fake a spike and throw a pass, but not fake taking a knee (dead ball)
If you think a runner stepped OB he did not.
There must be contact to have DPI and the legal pass must be untouched and catchable – no DPI if pass does not cross LOS, and no face guarding rule
Flagrant PF is DQ, contact fouls are UNR, non-contact fouls are UNS

5 Man Crew Measurements
If series started online, do not measure
H: Grip chain at spot and bring it in
L: Mark spot for clip
U: Stretch chain
R: Make ruling
B: Clear players and officials for press box side view. Hold ball if necessary.
Make it look good and crisp!
Pylons
The goal line and goal line pylons are in the end zone. (2-31-3-b)
A player who touches a pylon is out of bounds. (4-2-1-c)
A (loose) ball that touches a pylon is out of bounds behind the goal line. (4-2-3-b)
Ball must touch pylon or cross GL before runner touches pylon or OOB.
A run with a ball touching, crossing over, or inside the pylon are all TDs.
Touching a pylon at GL, even with ball outside FOP, is a TD, as long as runner is not declared OOB

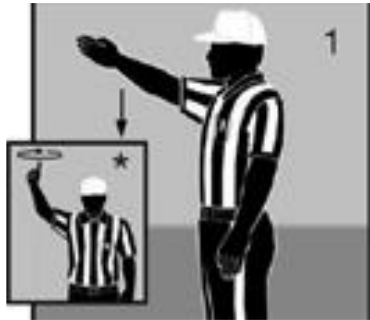
Scrimmage Kicks (6-3)
If Team A is in a scrimmage kick formation at the snap, any Team B player within one yard of the line of scrimmage must be aligned completely outside the frame of the body of the snapper at the snap
2-16-1-c Any FK or SK continues to be a kick until it is caught or recovered by a player or becomes dead.
A SK has crossed the NZ when it touches the ground, a player, an official or anything beyond NZ
Behind NZ: A SK that fails to cross the neutral zone continues in play. All players can advance the ball
SK touches in EZ, untouched by B: Touchback, ball on 25
Touching ALWAYS precedes possession and control.
SK Beyond NZ: K cannot touch ball until it touches an opponent – this is illegal touching violation (beanbag it!) – if penalty is accepted by either team, privilege is cancelled, otherwise B’s ball at spot of illegal touch
No Team A player who goes out of bounds during a scrimmage kick play may return inbounds during the down (unless blocked OOB, must return immediately)

Defensive Pass Interference (7-3-8-c)		
Two elements: CONTACT and MATERIAL RESTRICTION – must have both to have a foul		
Grab and restrict (G/R)	Not playing the ball (early contact) (NPTB)	Playing Through the Back (PTTB)
Arm Bar (AB)	Hook and Turn (H/T)	Cut Off (CO)
Both Contact and Legal Forward Pass must be beyond NZ (possibly have defensive holding, etc.)		
Must have intent to impede eligible receiver		
Pass must be Catchable Legal Forward Pass		
BALL must cross NZ to be a foul, no OOPI/DPI after a tip		
Must be visible, material effect, advantage gained, and point of attack		
Once ball is tipped, no foul possible for OPI/DPI		
Feet tangled up and both playing ball: no foul (incidental contact)		
Positioning: BJ needs to be in middle of field, not necessarily behind U (if ball on hash)		
If you’re not sure, it’s not – MAKE IT BIG! Know the category!		

Offensive Pass Interference (7-3-8-b)	
4 categories of OPI, IN ADDITION to 6 from DPI:	
Creating separation/pushing off	Driving through defender w/established position
Blocking downfield before ball is touched	Setting a pick (common around EZ)
Separation/pushing off: key is arm/elbow extending to create separation	
How do we miss PI? Not watching our keys and getting there late, getting out of position to see the action, no material restriction, foul doesn’t fit into a category	
Ball must cross	
OPI can include action prior to the pass – eligibility for foul begins at snap	
If you’re not sure, it’s not – MAKE IT BIG! Know the category!	

10 Second Runoff Study Guide

Situation	Play Clock		10Sec R.O.	Leave Game	TO Back In	
	40	25			Yes	Yes
Defensive Player Loses Helmet						
No Fouls, Under 1 Minute Remains in Half, & Only Reason to Stop Clock	X		X	X	X	
Foul by Team B Under 1 Min Remaining in Half (foul WAS 10 sec RO eligible)	X		X	X	X	
Offensive Player Loses Helmet						
No Fouls, Under 1 Min Remains in Half, & Only Reason to Stop Clock		X	X	X	X	
Foul by Team A & Under 1 Min Remaining in Half (foul WAS 10 sec RO eligible)		X	X	X	X	
Defensive Team Injury						
Under 1 Min Remains in Half	X		X	X		X
Under 1 Min Remains in Half w/ Foul by Team B (foul WAS 10 sec RO eligible)	X		X	X		X
Under 1 Min Remains in Half with a Helmet Off by Team B (No Foul)	X		X	X		X
Clock Stopped for Incomp Pass, Run OOB, or 1st Down Anytime in the Game ²	X			X		X
Offensive Team Injury						
Under 1 Minute Remains in the Half		X	X	X		X
Under 1 Minute Remains in the Half w/ Foul by Team A (foul WAS 10 sec run-off eligible)		X	X	X		X
Under 1 Minute Remaining in the Half with a Helmet Off by Team A (No Foul)		X	X	X		X
General Statements:						
A TO can ALWAYS avoid a 10 second run-off	Notes:					
If a 10 second RO is declined, the game clock will ALWAYS start on snap	¹ All play situations listed above assume a run play (not incomplete pass) and a team A player is tackled inbounds short of the line to gain (unless otherwise stated). ² Common admin stoppages that void a 10 Second Run-Off: incomplete forward pass, Team A first down, ball carrier OOB, fumble forward OOB, fumble backward OOB, Team B first down & legal kick down ends. Admin stoppages ONLY apply to PHO & injury situations, not 10 second RO eligible fouls (i.e., incomplete illegal forward pass, incomplete ING, etc.). If the same team commits a 10 sec RO foul & a non-RO foul with no other events occurring on that play, a 10 sec RO still applies.					
If a 10 second RO is accepted, the game clock will ALWAYS start on RFP						
If penalty yardage is declined, the 10 second RO is automatically declined						
A TO can ALWAYS buy a player w/ helmet off back into the game w/ no injury						
A TO MUST be called by the team requesting a player return after a helmet off						
A single TO can buy a player back in (for helmet off) & avoid a 10 second run-off on the same play						
A TO can NEVER buy an injured player back into the game						
When you throw your flag, do you also immediately come out and stop the clock and shut everything down? If not, 10-second runoff won't apply.	³ If the same team commits a 10 sec RO foul & a non-RO foul with no events by the opposing team, a 10 sec run-off applies.					



RFP/Untimed Down



Start the Clock



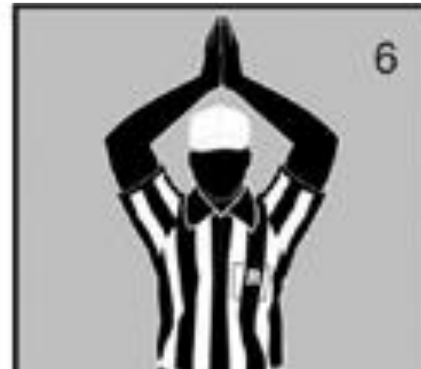
Stop the Clock



TV/Radio Timeout



Touchdown or Field Goal



Safety



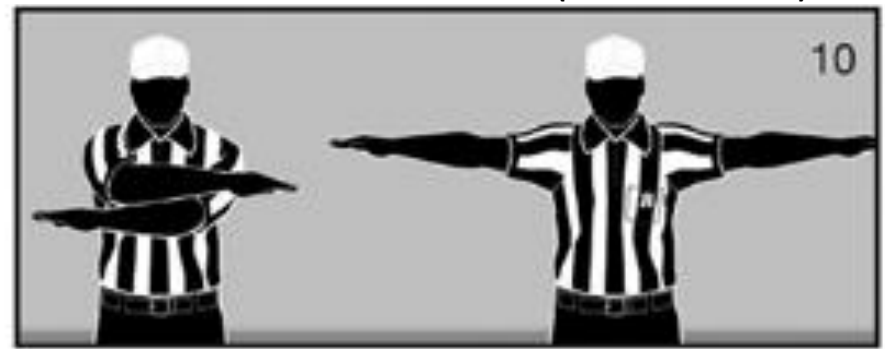
**Deadball foul/Touchback
(move side to side)**



First Down



Loss of Down



**Inc Pass/Unsuccessful Try of FG/Penalty Declined/
Coin Toss Option Deferred**



Legal Touching



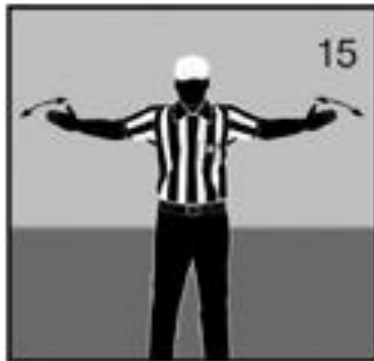
Inadvertent Whistle



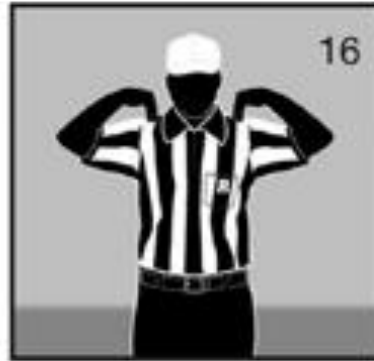
Disregard Flag



End of Period



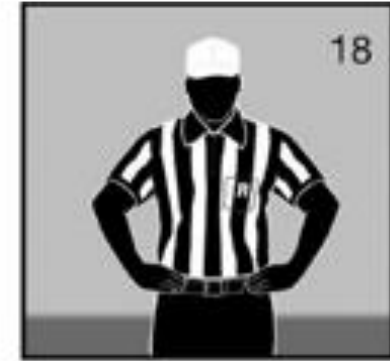
Sideline Warning



Illegal Touching



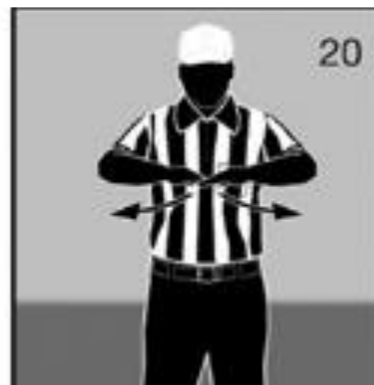
Uncatchable Pass



**Offside B/Offside A or B
on Kickoff**



**False Start/Encroachment A/
Illegal Formation**



**Illegal Motion (1 hand)
Illegal shift (2 hands)**



Delay of Game



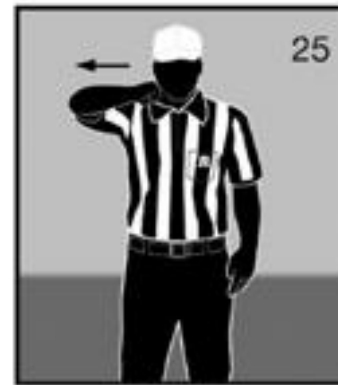
Substitution Infraction



Equipment Violation



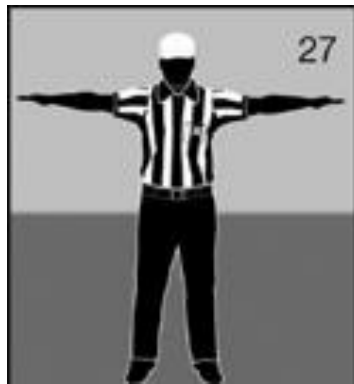
Targeting



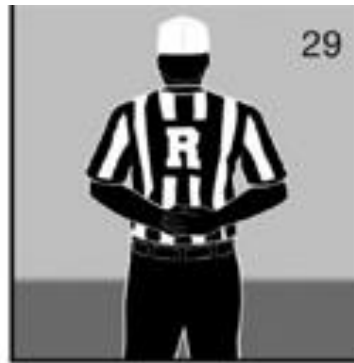
Horse-collar Tackle



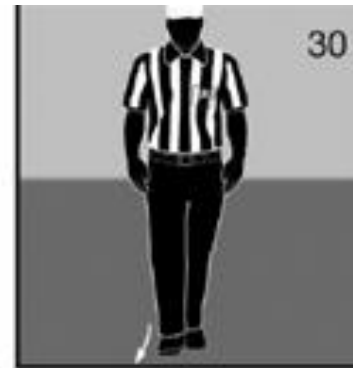
Hands to the Face



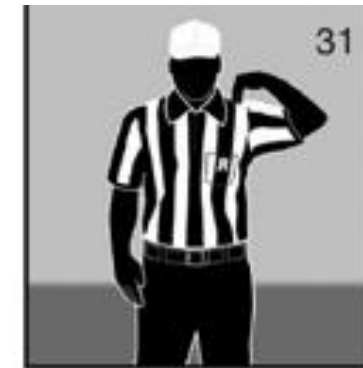
Unsportsmanlike Conduct



Sideline Interference (Face PB when giving signal)



Running into/Roughing kicker or holder



Illegal batting/kicking (for illegal kicking, F/U with point to foot)



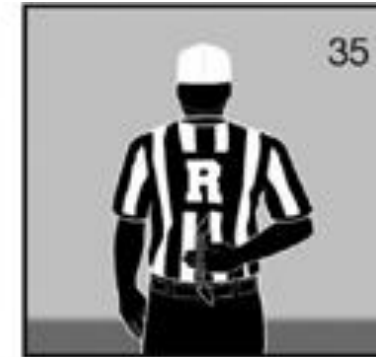
Illegal Fair Catch



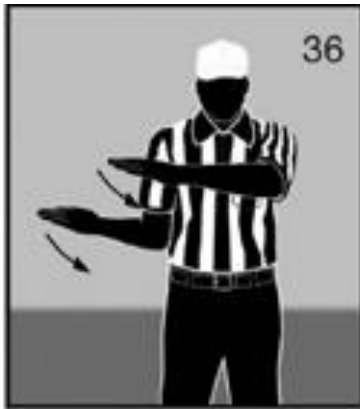
Pass Interference/KCI



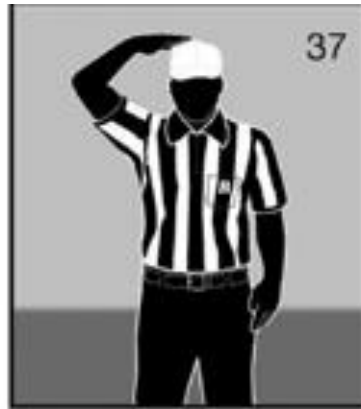
Roughing the Passer



Illegal Pass/Illegal Forward Handling (face Press Box)



Intentional Grounding



Ineligible downfield on pass



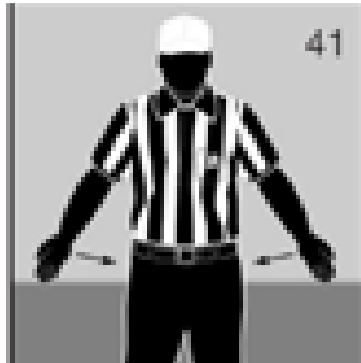
Personal Foul



Clipping



**Block Below the Waist/
Illegal Block**



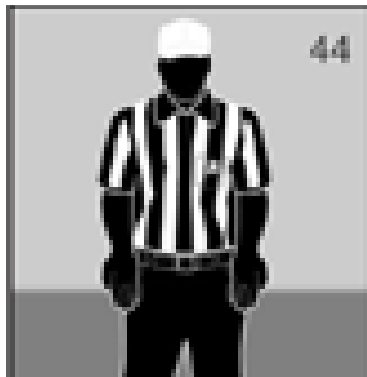
Chop Block



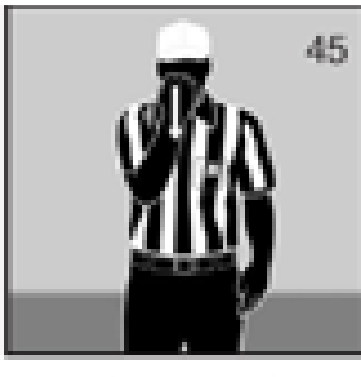
Holding/Illegal Use of Hands



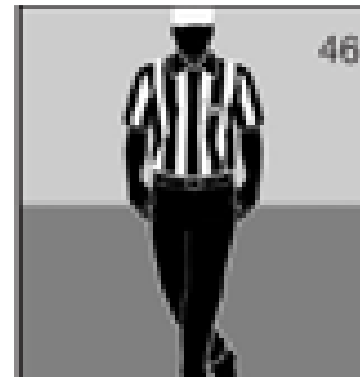
Illegal Block in the Back



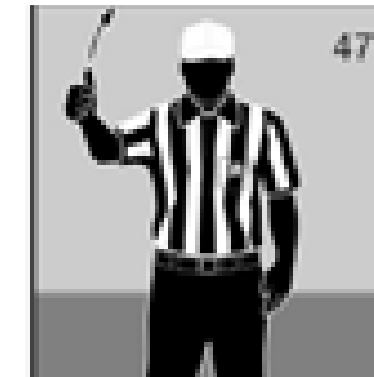
**Helping the Runner/
Interlocked Blocking**



**Grasping of Facemask
or helmet opening**



Tripping



Disqualification/Ejection