

Weekly notes Nov. 8, 2008

Gentlemen: Please review the following comments during your pre-game meeting.

Administrative:

1. Due to a technical problem with Game Day Tape Exchange ? I will not be forwarding game tapes from the NE 10 ? we will do this from the start of the 2009 season.
2. Keep your profiles up to date ? especially cell phone numbers ? playoffs and ECAC bowl games will be assigned in the coming weeks. I will call cell phone numbers first.
3. Some of you have expressed disappointment in your locker room changing facilities ? please continue to bring this to my attention. Some schools are not providing towels or cold drinks. I will deal with this at each of the leagues end of season meetings.
4. Comment from one of our leagues commissioners: ?I only wish all officiating system and organizations could be as good as yours in football.? This comment is a direct result of your hard work and competence.
5. When viewing game tape or receiving comments from me as a supervisor ? try not to personalize the message ? someone has to make a decision on whether a call is incorrect, correct or marginal. Be professional and act accordingly.
6. Comment from one of our coaches ? ?You will see that I've rated all crews excellent. To clarify that, and I do not want to jinx this with 1 game left, but in the nine seasons I've been here this year was the first where I felt we had quality, consistent officiating in every game. ( I'm sure you remember last season where an official's mistake cost us a chance to win).? ?I had spent some years as an NCAA dII head coach and I believe this year's officials, week in and week out, gave us that kind of professionalism and quality.? ?I do not know how the other coaches in our conference feel but please pass my sincere appreciation along to the officials.? Nice to hear. Again keep up the good work.

Game situations:

1. If we have a ?jump ball? situation where 4 or 5 men are attempting to catch a forward pass and there is some minimal contact do not call DPI or OPI ? let them fight for the pass without penalty.
2. OPI ? in some situations the ball must be catchable by the defense in order to call this penalty. Remember this does not apply to Team A players blocking downfield during a legal forward pass play. Discuss mechanics.
3. Roughing the passer ? R?s you have been doing a good job protecting the QB after pass plays ? however remember to stay with the QB after he hands the ball off to a running back.
4. Review momentum rule ? excellent call in game that I watched on film. Pass tipped and intercepted by B at the 3 yd. line ? momentum carried him into the EZ ? he proceeds to run around in the EZ not sure whether he wants to return the int. and then takes a knee. Crew correctly placed the ball at the 3.
5. Hurry up offense ? Umpires make sure that you do not leave the ball to quickly ? remember if the ball is on the ground and officials are in their correct positions he is allowed to snap the ball.
6. QB runs out of the pocket and is outside the tackles. He throws the ball away and it

lands beyond the LOS ? no intentional grounding. Same play however he rolls back into the pocket and throws the ball away ? no call for int. grounding.

7. HL and LJ ? verbalizing whether an offensive man is on the line or off is a dangerous habit to get into ? give him your foot and let him line up accordingly. We do not verbalize to a slot man that he is on or off the LOS.

8. Hold your whistles on scrimmage kicks where there is a fair catch or an illegal touch ? make sure that R has possession of the ball before killing the play.

9. If you throw a flag and had a clear view of the entire play stay with your call. We are picking up to many flags and allowing ourselves to be taken off a call. If you are attempting to assist your crew member make sure that you are 100% correct.

Play situations:

1. PLAY: Fourth and 10 on B's 30. Holder A4, with a knee down, passes the ball to blocking back A36 who advances to B's 22 where he fumbles. The ball is batted backward by B94 and rolls out of bounds on B's 18. At the snap, B44 ran forward toward the neutral zone, leaped and landed on snapper A55. Assume that A7 was in position to kick the ball when A4 passed the ball although rumor has it that this may no longer be relevant (4-1-3-b).

2. PLAY: Fourth and 10 on A's 30. B44 is in position to catch A6's punt on B's 40. A88 blocks B47 in the back into B44. The ball hits B47 on B's 40 and A84 recovers the ball on B's 38. The ball would not have hit B47 without the block.

3. PLAY: Fourth and 14 on B's 24. The score is A22-B24. A27 advances to B's 18 where he is downed. B94 was offside at the snap. Eight seconds remain in the quarter. (Clock?)

4. PLAY: Second and goal on B's 8. The score is A24-B28. B44 intercepts A19's legal forward pass in B's end zone and advances to A's 36 where he runs out of bounds. B94 was offside. After the play, the game clock reads 0:04. Team A has no timeouts remaining. Clock?

5. PLAY: Fourth and 14 on A's 16. B37 catches A4's punt on the 50 and advances to A's 2 where he is downed. Team A is flagged for an illegal motion foul. B86 holds on A's 4 during B37's run. Time expires in the first half during the down.

General:

Obviously this is a very important week for all of our teams. Rivalries, championships, playoffs, winning/losing season and team pride are all at stake this week. Continue to be professional, hustle, make ?Cadillac? calls, communicate, be prepared and enjoy the competitive spirit of college football. Working games at this time of the year should be exciting and rewarding to all of us who enjoy this game so much. Thanks for all or your dedication and continue to be the excellent officials that you are. bw

Weekly notes Nov. 1, 2008

Gentlemen:

1. R's working NE 10 games ? please send me an e-mail when you receive dvd's of your games indicating that you have received and will review the tapes.
2. Review the quiz below during your pre-game routine. At this point discussion of play situations is most important.
3. Fill out all required forms before leaving the school that you are working. Too many AD'S calling me requesting data for you after the game.
4. Do not dictate to AD'S game personnel deployment. Last week an H removed a school rep. from the clock area to act as a penalty recorder ? AD not happy.

Game issues:

1. Once again, LEAVE THE FIELD IMMEDIATELY AFTER THE COMPLETION OF THE GAME. GET YOUR CLIP BEFORE TIME EXPIRES. LEAVE THE GAME BALLS TO HOME MANAGEMENT. NO HAND SHAKING WITH COACHES. DO NOT ATTEMPT TO BREAK UP SCUFFLES THAT OCCUR AFTER THE LAST WHISTLE HAS BEEN BLOWN. THIS HAS BEEN REPEATED MANY TIMES ? PLEASE FOLLOW THIS DIRECTIVE.
  2. Discuss original keys prior to the snap ? we are still calling too many penalties out of our areas. Wing men ? holding on centers and guards usually are not your call ? watch lead blocker then take ball carrier.
  3. Observed excellent protection of QB'S by R's on film and in person.
  4. 5 plays sent in by coach this week ? we are correct on 4 and one is marginal ? nice to be able to call coach with this type of response.
  5. Pass interference ? remember advantage ? disadvantage ? defender playing ball ? not playing ball ? no such thing as ?face guarding? ? ball uncatchable only give signal if you would have called DPI.
  6. Preliminary signals ? up to R when deciding when to do this ? on obviously acceptable penalties probably not needed.
  7. Measurements ? ?kick? the ball out to the wings if it is close ? once the ball originally dead in a side zone has been spotted at the hash or inside by U no measurement.
  8. Keep working on dead ball mechanics ? nothing upsets coaches as much as a missed dead ball personal foul ? we do not have to eject players for late hits.
- Play situations:

1. PLAY: Third and 6 on B's 46. Team A has no timeouts remaining. A33  
>advances to B's 41 making it 4th and 1 on B's 41. With 35 seconds on the play  
>clock, Team A sends in the punting team. With 20 seconds on the play clock, the  
>Team A coach changes his mind and sends back the original offensive players to  
>go for a first down. Team B has time to match up with the Team A  
>substitutions. QB A19 advances to B's 39 where he is downed.  
>

>2. PLAY: Try on B's 4 (Team A so elects). The score is A28-B28 with time  
>expired in the fourth quarter. A4's kick is successful. A34 held on B's 7 and  
>B96 committed a personal foul after the try.  
>  
>3. PLAY: Fourth and goal on B's 9. B47 intercepts A18's legal forward pass  
>one yard deep in B's end zone. B47 is immediately contacted in the back by A83  
>and driven to B's 3 where he is downed.  
>  
>4. PLAY: Fourth and 10 on B's 40. A33 is running on B's 36 when B94 pulls  
>A33 to the ground with a horse collar tackle. A33 fumbles before he is declared  
>down. A77 recovers on B's 28 while grounded. Clock?  
>  
>5. PLAY: Third and 10 on A's 30. A33 catches a screen pass while deep in the  
>backfield and is tackled on A's 18. After the tackle, B98 gets into A33's  
>face and calls him an expletive deleted.  
>  
>6. PLAY: Fourth and 2 on A's 40. B18 holds his extended arm straight up for  
>a fair catch signal without waving his arm on B's 22. He muffs the ball on  
>B's 20 and B44 recovers on B's 16 and advances to the 50 where he is downed.  
>A84 was in the neutral zone at the snap.  
>  
>7. PLAY: Second and 10 on B's 40. A80 muffs the legal forward pass on B's  
>28. B44 intercepts on B's 24 and runs to A's 40 where he fumbles the ball. B56  
>falls on the ball on A's 38. During B44's run, QB A18 was blocked below the  
>waist on the 50.

Team A extra point attempt is blocked by B56. The ball does not cross the LOS and subsequently rebounds behind Team A kicker where B89 bats the blocked kick forward in an attempt to recover the kick. B89 catches the batted ball at the B15 and advances 5 yds. where he is tackled by A33. Ruling?

Team A free kick is caught at the B35 by B36 and advanced 10 yds. Team B44 signaled for a fair catch at the B25. B35 is hit by Team A1 at the B45. No whistle was sounded until B was tackled at the B45. Ruling? Mechanics?

General:

Keep up the good work! As we near the end of the season you have teams who are attempting to win conference championships and those who are trying to salvage a losing season with a win. Both situations are very important to head coaches and a schools program. Officiate the same in both types of games. Concentrate, communicate, hustle, and be good dead ball officials and all will be well. Have a great weekend. bw

weekly notes october 25

From: **bward@ecac.org**

Sent: Fri 10/24/08 9:05 AM

To: bward@ecac.org

Weekly Notes Oct. 25, 2008

Gentlemen:

Administrative:

1. OPS checks were sent out this week and you should have received your checks as of this date. If there are inaccuracies please e-mail me and I will direct you to the correct individual at the ECAC. Collecting on travel that was not entered in the original game notice is going to be a problem.
2. Do not call schools asking for game tape nor should you assume that all colleges are willing to copy your game onto a DVD. Check with me first!
3. I am not a collection agency!! Some of you have not paid your administrative fee for this year. Take care of this immediately or you will no longer work for me.
4. A reminder ? no tobacco products are allowed on campus prior to, during, or after games.
5. Some of you are posting answers to officiating questions on line with ZEBRA TIMES ? a reminder that using the ECAC logo when responding is NOT PERMITTED.
6. Comment from AD ? ?The men that you assign to our home games arrive dressed professionally and are always on campus surprisingly early. Of all of the sports officials who work at our school the football guys are the most impressive when on campus.? Nice to hear. Keep up your impressive image.
7. Beginning last weekend I have been given permission by game tape exchange to copy NE 10 games and distribute them to the R?s working the game. Watch the tapes and learn from them.

Game comments:

1. We had 3 ejections last weekend. I support the ejections however once again let me remind you that when possible we should be working with coaches to avoid ejections. Also, never be confrontational with coaches no matter how angry you may be with a situation. You must remain professional, calm and in control. No finger pointing, yelling, or use of profanity is acceptable. Big difference between ejecting a player for a flagrant foul and for fighting. Review the rules pertaining to fighting.
2. Review inadvertent whistle rule ? we should not have any at this level however if we do have one we must use the rule appropriately. Remember that penalties that occur prior to an inadvertent whistle are enforced.
3. Dead ball officiating needs to improve in some cases. Use your presence to break up ?chicken fighting? before it escalates into a fight.
4. Forward pass tipped by B ? do not call pass interference however do not let the defense ?unload? on a defenseless offensive player. Observed an excellent example of this last weekend. We made the correct call for a personal foul in the above situation.
5. Review forced touching. Players being blocked into loose balls and inadvertently touching.
6. Review kick catch interference ? does not have to be contact to call this ? would prefer that this not be called if Team B catches the kick cleanly.
7. Make sure that you are giving the Head Coaches correct rules interpretations. If you are not sure ask another crew member before giving him your answer.

8. In my opinion we are calling to many fouls. 26 fouls called in one game last weekend ? score 42-6. Many calls late in the game against losing team. In this type of game attempt to call only safety violations and move the game along as quickly as possible.

Play situations:

1. PLAY: Second and 12 on A's 8. A12 is sacked on A's 2. A63 holds in Team A's end zone. The penalty is accepted. Time expires in any of the four quarters during the down.

2. PLAY: Third and 7 on A's 8. A11 takes the snap and throws a backward pass intended for A34. A34 slips on the soggy field and his feet come out from under him. The pass hits on A's 3 and immediately comes to rest. In an attempt to recover the ball, A66 pushes B77 in the back and forces him into the ball. The ball goes into the end zone where A66 recovers it while downed.

3. PLAY: Fourth and 10 on A's 30. A4's punt is returned for a touchdown by B44. During the kick, A77 commits a personal foul on A's 40. Time expires in the second quarter during the down. If an option, Team B would elect to enforce the penalty on the succeeding kickoff. Team B deferred their option at the coin toss.

4. PLAY: Third and 28 on A's 40. Team A substitutes a wide receiver with five seconds on the 40-second clock. The Umpire goes over the ball and the 40-second clock expires before Team B has a reasonable chance to promptly complete a substitution.

5. PLAY: Fourth and 4 on B's 20. A88 voluntarily goes out of bounds to get by B44. A14's legal forward pass is touched by A88 while he is straddling the sideline with one foot out of bounds and one foot inbounds. B96 was offside. Clock?

6. PLAY: Fourth and 3 on A's 45. A4's punt is illegally touched by A88 on B's 16. B44 picks up the ball on B's 14 and advances to B's 40 where he is tackled by the face mask by A66 and fumbles. A55 recovers the ball while grounded on B's 48. During B44's run, B65 held A76 on B's 20. Clock?

7. PLAY: Third and 1 on B's 21. With seconds remaining in a half and the ball declared ready for play, Team A quickly lines up and is set for a second. A55 legally snaps the ball. A12 receives the legal snap and throws the ball forward directly to the ground. At the snap, two backs are in motion after being set with their teammates for the required second. When the ball becomes dead, two seconds show on the game clock.

General:

Another important weekend for all of us. Close conference races mean important contests. Lets not let teams use us as an excuse for a poor season. I have confidence that all of our crews are prepared to work at a high level of competency and have indicated such to coaches and AD'S. Work hard, enjoy the moment and be solid!

bw

weekly notes Oct. 18, 2008  
From: **wizardmcc@aol.com**  
Sent: Thu 10/16/08 10:21 AM  
To: wizardmcc@aol.com  
Weekly notes Oct. 18, 2008  
Administrative:

OPS checks will be sent out today or tomorrow for games played the first half of this season. Please check the amount and e-mail me if the amounts are incorrect. Note: if you are over paid for a game let me know immediately. If your zip code was entered into the system when your game was played then you may not receive mileage. Do not call the ECAC with OPS issues ? contact me. Flat rate schools ? Maine Maritime, Norwich, Bridgton Academy, Vermont U, Plymouth State, Husson. No travel for NE 10 games and ACFC games. No travel for JV games.

Continue to up date your availability ? I still have games that are not covered.

#### Game Notes:

In general too many flags are being thrown. Last week I received a tape with 4 holding calls on it ? flags were thrown and they were not there on tape. Remember to make your calls ?Cadillac? calls when possible.

Do not ask what time you have to be at a game site unless it is a JV game. 3 hours is our policy ? I should not have to repeat this again.

Watch for chop blocks down field ? deep men this is usually your call.

Obvious ball over thrown and the receiver is hit above the shoulders is a call that we should not miss ? concentrate.

Review the numbering exceptions on scrimmage kicks ? make sure that we understand the ramifications of a center placing his hands on the ball prior to the snap ? this makes a difference for eligible receivers.

Watch what you say and do prior to the game ? do not spend an inordinate amount of time chatting with coaches or players ? one coach complained that one of you ?high fived? an opposing player prior to the game. Remember perception is very important to coaches.

KEYS ? we are not spending enough time with our original keys ? do not switch off to soon ? 7 men all have specific keys on every play. Please review.

?Fishing in someone else?s pond? Make sure that you are not calling fouls outside of your zone that other officials have passed on. Everyone wants to make a crew saving call however throwing flags from the opposite side of the field is risky at best.

Complaints from clock operators. You are not raising your hands at the end of the play in a manner that is viewable from the press box. Mirror signals when possible.

Umpires ? get out the way of defensive backs and linebackers ? I know that this is impossible in many cases however some of you are not

moving well to avoid contact.

Communication ? I have addressed this many times ? one more time ? be professional, courteous and as thorough as possible with your comments to coaches on the sideline. Never use profanity. Have your R call me if you feel that you are being abused.

Review definitions of crack back blocks that may occur beyond the LOS ? we are giving coaches incorrect information about this rule.

Prior to the game ? check equipment ? do not make an issue of socks or other minor uniform attire ? call me and I will deal with the situation the following week,

Received this communication from one of our R's ? please take note.  
.... And as you know Dennis Redding will be present to observe....listen... watch... teach... instruct.....But he is the least of your concern as he should be... If we do the job,,, nothing to worry about..This should be a pretty good game.... Two evenly matched teams... I would recommend that you go on line and read up on both teams... Who is the leading passer, receiver, runner???? How many penalties a game do they take? What is their average? Are they a first or fourth period team? Similar opponents??? Get educated into what you might see on Sat? How good is the kicker? Do you know anyone who has had either of them??? If you do, have you talked with them?What does the game mean? Some are bigger than others.. Is this a 'big'one for both teams??? I think you will find that they are tied in the standings... and at this level all games are big...  
Now in regards to last week.....There is a famous picture of George Washington being rowed across the Delaware... Well the game we work is kinda like George.. WE all have to ALL row in the same direction to get him (the game) across the Delaware... We ALL owe it to each other to be ready to do the GAME... We as officials are the third team on the field.... The officiating group, this group, that is where your loyalty has to be. We all owe it to each other whether we work one game together or ten to be mentally and physically ready for the game. In the thirty plus years that I have coached and officiated, I don't have much patience with someone that says "We sucked. But I was great". Get ready, be prepared.... Replay your last game in your head. Ask yourself where you can improve.. And improve this weekend....

Muddle huddle ? we will go with the following mechanic for this weekend if this occurs in one of our games.

Since I could not find anything in the ECAC manual for alignment at halftime we had the U stay with the snapper and the SJ go with the "huddle". I know the CIP does it just the opposite and told the guys I would check with you to see if you wanted to use that mechanic. The guys were fine 2nd half, however I do not know if others are confused as well. By the way Merrimack does this after every TD. Fortunately ST A was ready for it.

Question from coach and our reply  
Bill,

When a team aligns in a Punt formation and the Punter rolls out in a rugby punt technique how is he protected by rule? My understanding is he is treated with the same rules as a QB?

When a team uses the rugby style punt (kicking the ball while running) there can be no roughing the kicker or running into the kicker because he has never established himself as a kicker and it is not "obvious" that kick will be made. See relevant rules below:

#### Roughing or Running Into Kicker or Holder

ARTICLE 4. a. When it is obvious that a scrimmage kick will be made, no opponent shall run into or rough the kicker or the holder of a place kick

(A.R. 5-2-2-I and A.R. 9-1-4-I, III and VI).

III. A1, from a nonscrimmage kick formation, makes a quick, unexpected kick so suddenly that B1 cannot avoid contact. RULING: This is not roughing or running into the kicker since the rule applies only when it is reasonably obvious that a kick will be made.

VI. Kicker A1, in a scrimmage kick formation, moves laterally two or three steps to recover a faulty snap, or recovers a snap that went over his head and then kicks the ball. He is contacted by B2 in an unsuccessful attempt to block the kick. RULING: A1 does not automatically lose his protection in either case. A1 is entitled to protection as in any other kicking situation. When it becomes obvious that A1 intends to kick (in a normal punting position), defensive players must avoid him.

The rugby style kicker is however protected from other personal fouls such as hitting a player obviously out of the play, contact to the head etc.

Pre-game conferences ? I have observed many excellent pre-games ? keep up the good work ? at this point in the season use test questions to keep the crew interested. Also, I will be sending our tapes for your review and use in pre-game conferences for NE 10 games.

#### Play situations:

1. Team A offensive tackle is lined up without is helmet breaking the plane of the offensive center leaving Team A with only 6 men on the LOS. Team B def. tackle lines up in the neutral zone. Ruling? Is this a ?talk to? at certain times during the game? Would we let this go in overtime?
2. Team B recognizes late that Team A is going to attempt a scrimmage kick. They rush off late and have 13 men on the field of play at the snap. The LJ recognizes that team B has too many men on the field and blows his whistle as the ball is snapped. Ruling? Mechanics?
3. Late in the game with the game clock at 41 seconds the ball becomes dead in the center of the field. The play clock is started with 41 seconds remaining. Team A requests that they want a timeout with one second remaining on the game clock. Inadvertently the LJ does not stop the clock and the game time expires. Ruling? Mechanics? Common sense?

#### General:

Many calls from coaches this past weekend ? some good and some not so good ? late hits, chop blocks, personal fouls not called, communication

issues, and "non-existent" holding calls seemed to be their major complaints. Get control of the game early. Use your presence to prevent incidents. Make sure that your calls are at the point of attack and "sellable." Many teams are on the "bubble" for playoff games and conference championships and your calls during the game are magnified. Work hard to get into proper position to see the entire play and most important of all concentrate for the entire game.

Let's continue to be the best that we can be in every game that we officiate.

bw

Supervisors conference call  
From: **wizardmcc@aol.com**  
Sent: Fri 10/17/08 7:37 AM  
To: wizardmcc@aol.com

Here are the notes from the Oct 7 - NCAA Div III Football Supervisors conference call.

Gentlemen: Please go over these notes in your pre-game. Pay particular attention to the horse-collar comments.

The D-III Championship Game will be an 11am (EST) start on ESPN2  
New play clock rules - very few problems. Overall the transition to the new rule has gone smoothly.

The game times are less this year with the new clock rules.

We are seeing more chop blocks than in the past due to the new chop block rule.

Regarding a "horse collar" tackle, if in doubt, rule it a legal play.

This goes against the normal philosophy of ruling on personal fouls, but a true "horse collar" tackle usually stands out immediately.

Remember, the runner must be grabbed by the inside back or side collar of his jersey or shoulder pads and immediately pulled down.

On kickoffs, when players are looping, slanting or moving behind the kicker, the Referee is the only official in position to accurately rule if the kicking team has the required 4 players on each side of the kicker. The U and BJ can usually make the ruling if all players are advancing straight up the field at the kick.

Referee microphone - The question was asked if D-III is exempt from requiring the referee to be "miked" beginning in 2010. The group felt they will be required to follow this requirement. Shonna will verify and report back to us. Note: Shonna did follow up and the microphone rule will apply to all divisions

bw

NCAA bulletin

From: **wizardmcc@aol.com**

Sent: Thu 10/16/08 10:09 PM

To: wizardmcc@aol.com

When there is an official's timeout for an injured player, the play clock will be set at:

(a) 40 seconds for injury to a player of Team B; or

(b) 25 seconds for injury to a player of Team A; and

will start on the referee's signal when the ball is declared ready for play.

This does not depend on the status of the game clock when the official's timeout for the injury occurs.

Below are two play situations to assist with the understanding of this interpretation:

PLAY 1. Second down. The ball carrier is tackled in the field of play short of the line to gain. The Umpire stops the game clock because of an injury to (a) tight end A88; (b) tackle B77.

RULING: The play clock is set at (a) 25 seconds; (b) 40 seconds. The play clock and game clock simultaneously start on the referee's signal when the ball is declared ready for play.

PLAY 2. Second down. Team A's forward pass is incomplete. The Line Judge then declares timeout because of an injury to (a) tight end A88; (b) tackle B77.

RULING: The play clock is set at (a) 25 seconds; (b) 40 seconds. The play clock starts on the referee's signal when the ball is declared ready for play. The game clock starts on the snap.

Rogers Redding interpretation  
From: **bward@ecac.org**  
Sent: Fri 10/17/08 12:51 PM  
To: bward@ecac.org  
Gentlemen:

FYI

Bill,  
Thanks for your note. Under the spirit and intent of the horse-collar rule, protection would extend to a player in the situation you describe. If the action would have been a foul had he not fumbled or passed the ball, then it would still be a foul under the circumstances of your play situation.

Rogers Redding  
Secretary-Rules Editor  
NCAA Football Rules Committee

-----Original Message-----

From: WizardMCC@aol.com [mailto:WizardMCC@aol.com]  
Sent: Fri 10/17/2008 9:10 AM  
To: footballrules  
Subject: NCAA football

Rogers,  
I received this e-mail from one of my referees. Would you please respond with your comments.

Regarding the horsecollar, is it your understanding that the player being tackled must retain possession through the entire tackle in order for a horsecollar to be called?

I've been reading on some of the online forums that if a player being tackled loses possession of the ball (fumbles, throws a forward or backward pass), he ceases to be a 'runner' and the horsecollar tackle foul is no longer possible by rule. I had a QB out of the pocket last week who was running forward away from me when a defender leaped and grabbed him by the back of the collar of his shirt and pulled him down. Just before he got to the ground, he threw a weak pass forward which was incomplete.

Could you clarify? Thanks.

Bill Ward  
ECAC Supervisor of Football Officials  
Cell 978 549-532  
5  
Fax 941 827-9033

weekly notes Oct. 1  
From: **bward@ecac.org**  
Sent: Thu 10/02/08 11:07 AM  
To: bward@ecac.org  
Weekly notes Oct. 1, 2008

Administrative:

1. Games on line to be accepted ? please do so asap.
2. Good weekend few calls from coaches. Keep up the good work.
3. Message sent to a crew who worked earlier in the year. Concerns loss of down. This should have been avoided and could happen to any one of our crews. ALL ARE RESPONSIBLE FOR THE CORRECT DOWN.

Utica int. ball and returns to the Becker 15. 1/10 Line to gain is the 5 yd. line ? play one Utica gains 9 yds. to the Becker 6 yd. line. Utica lines up for 2nd down ? penalty for too many men on the field. First down Utica as a result of the penalty. Ball is placed at the 3 yd. line 1/goal. Pass left inc. -2nd down qb fumbles the snap. 3rd down Utica kicks a FG. I have included the play script for your perusal.

You lost a down. Even if the first run by A was a first down and the chain crew did not drop the chains you lost a down. My suspicion is that you thought it was first and goal after the interception. THIS SHOULD NOT HAPPEN AT THIS LEVEL. LACK OF CONCENTRATION AND COMMUNICATION BY THE CREW. ALTHOUGH THE ULTIMATE RESP. FOR THE DOWNS IS THE HL ALL ARE RESP. FOR THE CORRECT DOWN ? THAT'S WHY WE WEAR SOMETHING ON OUR WRISTS TO KEEP TRACK OF THE DOWNS!!

Possible solution ? if one of your crew suspects that the down is incorrect then go to the press box and see if it can be verified. At the least a crew conference should be called for to discuss the issue.

4. In response to your requests to be informed about coaches comments I have been forwarding such comments to individuals who are involved in some low ratings situations. Please do not over react to these comments. Read them and take the comments for what they are ? coaches ?perceptions? of your performance. Overwhelmingly the comments are very good and in most cases near perfect. Use the comments to improve your officiating.

Game comments:

1. Remember that in general we want the receiver to be in possession of the ball at the end of a pass play. Wipeout diving for ball and stretched out catches the ball and hits the turf ? make sure that he retains possession of the ball at the end of the play. I know this is a difficult judgment call however this is a general philosophical issue that we should all be on the same page for.
2. Help each other out ? BJ assist FJ and SJ with the above call ? do not stand in the center of the field and watch the play.
3. Spots ? coaches concerned about the correct spotting of the ball ? hustle in if you have to too get a good spot ? do not just mirror each other ? if one of you has a better spot insist upon taking the spot.
4. Again ? watch what you say on the sidelines ? no profanity ? also do not point at coaches from the center of the field or yell to them concerning a call.
5. When calling a penalty ? where does the infraction take place ? point of attack. What is the result of the play? Does the person who is being held make the tackle? Most important what effect does the action

have on the overall play. If a runner is in the clear for a TD and A holds 15 yds. behind the play ?Pass on the call.

6. Do not communicate to coaches that ?WE DO NOT CALL HOLDING AWAY FROM THE PLAY? This is an officiating phil. that is general in nature and is not always applicable ? think reverse as an example.

7.

#### Personal Foul Signals

The following five foul signals shall be preceded by the PERSONAL FOUL SIGNAL:

Roughing the Kicker, Facemask, Chop Blocks, Roughing the Passer and Horse Collars.

This was agreed by all conferences last week and we want to be consistent with the national standard for this mechanic. If you have a personal foul for which there is no specific signal give the personal foul signal.

#### 2008 NCAA PLAY SITUATIONS?BULLETIN NO. 1

Play 10. Late in a quarter, Team A has second and seven at the A-35.

Ball carrier A28 is

tackled in the field of play after a gain of three yards. With the game clock showing 35

seconds remaining in the quarter, the officials stop the game clock because of a Team B

injured player.

RULING: Had the clock not been stopped for the injury, Team A could have let time

expire in the quarter (unless Team B is granted a charged timeout).

Although an injured

player is one of the reasons that the play clock would be set at 25 seconds, in fairness

Team A should not be forced to snap the ball again before the quarter ends. When the

injured player has left the field, the play clock remains off or does not start and the

referee blows his whistle while giving the wind-the-clock signal. Team A may choose to

snap the ball but will not incur a delay-of-game foul by allowing the game clock to expire

in the quarter. (3-2-4-c-4, 3-4-3) NOTE: By interpretation, the

referee?s discretion per

Rule 3-4-3 extends to the play clock as well as the game clock.

Please note that the above ruling covering an injury time out play is still the basis

for clock management for the final two minutes of each half. Injury time outs

granted by the Referee with more than forty seconds remaining on the game clock

will require the play clock to be reset at twenty five seconds and started by rule. It is

possible the opposing coach will question the validity of both the time out and the

injury since he is attempting to ?run out? the game clock; however, we are

supported by rule. We do not make any judgments on injuries other than to grant

the time out and seek immediate treatment for the player.

### Throwing Flags

When the spot of a flag is not relevant, as in all dead ball fouls and many live ball fouls, do not throw flags towards players. Simply toss the flag straight up into the air. Even when the spot of the foul needs to be marked with a flag, throw the flag away from players to the yard line of the foul and not at players.

### General comments:

We are almost half-way through the season and teams are starting to see their seasons in terms of success or mediocrity. Some are positioning themselves for playoffs and league titles. Work hard, concentrate and make solid calls so that we are not the brunt of a teams frustrations. Have a great weekend. bw

weekly notes sept. 27

From: **wizardmcc@aol.com**

Sent: Thu 9/25/08 10:43 AM

To: wizardmcc@aol.com

Weekly notes Sept. 27, 2008

Administrative:

1. Keep your schedules up dated ? November games will be assigned next week.
2. Some changes will be made in the next couple of weeks ? don?t read too much into the changes.
3. I am forwarding comments made by coaches in our rating system ? read them and possibly learn from them ? don?t over react ? I just want you to read some of the things that are being said about you in terms of ratings.
4. Be at the game site 3 hrs. prior to a game ? the pre-game should begin shortly after your arrival. Calzones, pizza, grinders, canolis prior to the game ? not sure this is good for optimum performance on the field.
5. Watch what you say to coaches, ad?s and field personnel ? do not use offensive language even if the other person is doing so.

Game issues:

1. We missed a couple of rules interpretations last week ? remember that all members of the crew are resp. for administration of fouls.
2. 4th down A is kicking from their own end zone ? kick is blocked and rolls to the one yd. line where it is touched by B ? the ball subsequently rolls out of the end zone. Ruling: Safety ? hard to believe that we ruled touchback.
3. Make sure that you are throwing ?Cadillac calls? especially if you throw from a distance.
4. I am seeing to many flags thrown for IBW, Holding etc. at the point where a tackle is made or on short gains. Hesitate before throwing flags when the infraction has little or nothing to do with the play.
5. Have the R call me if you are being unfairly abused on your sideline by non coaching personnel.
6. We missed and illegal fwd. pass last weekend. QB rolling to his right throws back to A77 who is behind the LOS. If the pass were backward it would be legal. However the pass was thrown forward and completed. No one in the crew saw this. H or LJ should have been able to rule on this. Keep alert to help your crew. Also, you must communicate with head coaches if they request an explanation. Do not avoid this. Explain carefully what you saw and then let it go.
7. Caution: if you have altered your flags and made them hard and unyielding for further throwing distance your are at risk for a law suit if someone gets injured.
8. H and LJ have resp. for man in motion away from them
9. R do not give options when penalty acceptance is obvious. i.e. face mask should be administered immediately.
10. Watch for horse collar calls. I have seen at least 3 not called.
11. Review mechanics for inclement weather ? change balls on every play if possible ? allow teams more approved game balls.

12. Attended an excellent pre-game on Saturday all involved ? showed in their game performance.
13. B lineman jumps offside is going back prior to the snap but still in the neutral zone ? pass on this ? no advantage gained.
14. Mechanic ? stop the clock for first down do not then extend your hand for a dead ball ? same with incomplete pass
15. Do not pull players off of a pile when there is a ?scrum? ? this could cause injury to player or official.
16. Do not penalize teams for illegal equipment ? have them leave the game or take a time out to change or add equipment.
17. Review free kick mechanics ? all 11 Team A men must be within the 9 yd. markers after the ball is marked ready for play. They do not have to be within 9 yds. when the ball is kicked. Make sure that all comply with this rule especially prior to an on side kick.

Play situations:

B1 intercepts a legal forward pass in his own end zone and advances the ball but does not get out of the end zone. During the run B2 clips A1 in the end zone. Ruling?

Same play however the clip occurs at the Team B 25 yd. line.

Any team A kick strikes the ground and a Team B player bats the ball across Team B goal line where Team B recovers it while grounded or it goes out of bounds. Ruling? Mechanics?

Team A untouched free kick goes 12yds where it is first touched by Team A. The ball subsequently goes out of bounds at the B 40 yd. line. During the kick Team A was offside.

Busy week with some interesting calls from coaches. They are concerned about helmet to helmet non calls, phantom holding calls, poor communication and a lack of rules knowledge. We must do a better job on penalty enforcement and rules interpretations. This is COLLEGE FOOTBALL AND SHOULD NOT HAPPEN AT THIS LEVEL.

Work hard this weekend and stay dry. Review plays where ball is fumbled. Inclement weather predicted so there may be many loose balls on the ground. Slow whistles!!

Many good reports from observers and I have seen some excellent work this past couple of weeks. Thanks for your cooperation on filling clock operator assignments- it is greatly appreciated. Keep up the good work!!

bw

inclement weather

From: **wizardmcc@aol.com**

Sent: Fri 9/26/08 7:02 AM

To: wizardmcc@aol.com

Gentlemen:

The forecast for Friday and Saturday calls for high winds, possible thunderstorms, and heavy rain. Below is the NCAA and ECAC lightening policy. If the schools have a game management individual who is in charge of this policy then go with his/her decisions. Please notify me if you suspend a game. Also, you may approve as many game balls as you wish. Notify both coaches of this decision prior to the game. Review Rule 3-3 article 3 on FR 71 and 72 in case you have to temporarily suspend a game. All men may wear protective rain gear when inspecting the field or observing prior to the game. Do not wear rain gear during the game. Have a great weekend and stay as dry as possible. Slow whistles!! R's - call me if warranted.

#### NCAA Officials and Game Management Lightening Policies

The purpose of this appendix is to provide information to those responsible for making decisions about suspending and restarting games based on the presence of lightning.

1. National Severe Storms Laboratory (NSSL) staff strongly recommend that all individuals should have left the game site and reached a safe structure or location by the time the person monitoring the weather obtains a flash-to-bang (lightning-to-thunder) count of 30 seconds equivalent to lightning being six miles away). This recommendation was developed as a practical way to make a judgment in situations where other resources such as technology and instrumentation are not available.

In addition, a smaller, but still real, risk exists with the presence of lightning at greater distances. Unfortunately, current science cannot predict where within the radius the next strike will occur.

2. The existence of blue sky and the absence of rain are not protection from lightning. Lightning can, and does, strike as far as 10 miles away from the rain shaft. It does not have to be raining for lightning to strike.

3. When considering resumption of a game, NSSL staff recommends that everyone ideally should wait at least 30 minutes after the last flash of lightning or sound of thunder before returning to the field of activity.

4. If available, electronic detection devices should be used as additional tools to determine the severity of the weather. However, such devices should not be used as the sole source when considering terminating play.

Weekly notes Sept. 20, 2008

Administrative:

1. Please up date your profiles on line - many of you are missing zip codes and the system is unable to calculate your mileage. Not sure what the colleges will do if you did not complete this task earlier in the season. I have up dated some of your addresses.
2. Same with availability – close out dates that you do not want to work.
3. Clock operators – remember **DO NOT COMMUNICATE TO AD'S THAT YOU WILL NOT OPERATE THE SCOREBOARD OR WE WILL LOSE ASSIGNMENTS.**
4. We are currently doing an audit of fees – if you have not sent in your \$75 admin. Fee your schedule will be adjusted.
5. **VARSITY GAMES (THIS INCLUDES JUCO AND COMMUNITY COLLEGE GAMES) – YOU MUST BE PRESENT IN THE LOCKER ROOM 3 HOURS PRIOR TO GAME TIME. CALL ME IF YOU ARE RUNNING LATE OR HAVE OTHER LOGISTICAL PROBLEMS.** JV games – 45 min. to 1 hour prior to the game if possible.
6. Uniforms – some of you are wearing “yellow” knickers – this is unacceptable at the collegiate level – buy a new pair if they look faded.
7. Good job this past week - no complaints about food requests.
8. Reminder – R please call me after all Northeast 10 games with a brief up date on the game.

Comments from observers and assignor:

1. Measurements – once again – measure if a coach requests one – especially on 4<sup>th</sup> down
2. 4<sup>th</sup> and a yard runner gets stuffed and there is a holding call – unbelievably we do not have a spot – H leaves to cover flag – LJ does not hold spot – R rules that A did not make the line to gain – team A punts there is a turn over and game is won by defending team. Spots are critical!!
3. See the entire play – do not guess – blocks in the back should be definite with the blocked player falling face down in most cases.
4. Scrimmage kick – bouncing on the turf nearly at rest – Team B blocks below the waist – hesitate with flag – if Team A covers the ball do not throw flag unless the contact was of a personal nature.
5. Many positive comments from coaches concerning communication issues. Keep up the good work in this area.
6. H and LJ remember to raise your hand for the dead ball signal as soon as you get to the spot. Mirror each other.
7. Clocks – we are continuing to make basic clock errors. Concentrate and adjust the game clock if necessary.
8. Team A fumbles and there is a pile up – mechanic – first man digs, second man stops the clock if necessary, play clock should start on the stop the clock signal, if A recovers the ball signal the down and start the clock immediately.

9. Clock operators – less than 40 seconds in a quarter and the clock is running – no play clock unless there is an administrative stoppage to reset to 25 seconds. Clock stopped at 10 seconds for an incomplete pass – play clock should be set at 40 seconds and running after incomplete pass signal from covering official. Concentrate!!
10. If there is a delay of game leave the play clock at zero if possible.
11. No ejections this past week – good job.
12. Umpires – as you know I am not one to encourage flags however in a game that has 80 pass plays one would think that there would be at least one holding call per team. Again use your judgment but be alert for holds at the point of attack.
13. Gloves – the NCAA has sent out a memo that allows gloves to have black material on the palm side of the glove. If you are not sure if they are legal let them use them and call me.
14. Pre-game conferences are important – I observed an excellent one on Sat. – all were involved.

Play situations:

A's ball 4<sup>th</sup> and 10 from the B 14. Team A FG is blocked at the Team B 21 and goes beyond the LOS where it is recovered by Team B at the Team B 1 yd. line. Ruling?

Team A scrimmage kick goes beyond the LOS. Team B player is interfered with when attempting to catch the kick. The kick touches the offending player and is loose on the turf. Team B picks up the ball and during the return a block below the waist against B is called. Ruling? Mechanics?

Team A FG attempt from the B 38 yd. line rolls dead on the B 3 without Team B touching the ball. Ruling?

Team A 4<sup>th</sup> and goal on the B7 – QB drops back to pass – QB attempts a forward pass however when his arm comes forward the ball is not propelled forward – “empty hand rule” Team B recovers the ball. During the loose ball R blows his whistle. At the snap Team A holds at the B 10. Ruling?

Team A scrimmage kick is rolling on the turf beyond the LOS – Team B player makes no signal however he yells for his team mates to “stay away.” Team B player picks up the ball and advances the ball 15 yds. Ruling? Same play however in addition to yelling stay away Team B player makes an incomplete or “stay away” signal below his waist.

In my opinion we had a very good weekend with few calls from coaches. Keep up the good work. Good dead ball officiating, see the entire play, communicate with the coaches, and hustle – results will be positive.

bw

Weekly notes Sept. 13, 2008

Gentlemen:

Good first week of the season. Many positive comments from coaches and observers.

Administrative:

1. Keep your availability up to date. If you do not close out a date you are open to work.
2. Referee's – make sure that you call the school prior to the date of your game to insure correct starting time and place to change.
3. You may request game film from schools – however if you are in doubt as to the acceptability of your request – call me and I will request game film.
4. There are still excessive e-mails being sent to all officials when I make minor changes to games – please work with me on this. You should be checking your schedule daily to see if games are added, deleted, or the time has changed. You must reconfirm your games if there is a time change or date change.
5. Send me an e-mail if your travel is incorrect. Flat fee schools, Community College, JUCO, ACFC, Northeast 10, JV games.
6. You must be at the game site 3 hours prior to the start of a game. JV games one hour prior if possible. Keep your cell phones on when traveling and call the R or me if you are going to be late for a game. In this computer age there should be no excuse for “getting lost.” Also, look the part prior to a game – shirt, tie, sports coat going in to games. No jeans!

Mechanics, rules, and observations:

1. We have done a decent job to this point on play clock operation however we are making errors on the game clock. SJ communicate with R on clock status. BJ you are in charge of the play clock. The game clock is everyone's responsibility!!
2. Umpires – do not stay over the ball when the offense is in a no huddle offense and all of your crew is ready to officiate. Let them snap the ball.
3. Dead ball officiating – some very good coverage on out of bounds late hits – we missed a couple of “cheap shots” in the middle of the field when ball is live – BJ stay back and keep a wide angle.
4. Watch for kickers taking a “dive” on scrimmage kicks – warn him and flag him if he continues to look for a call.
5. Celebration flags – know the time and score before you call this – merely throwing the ball into the air after a crucial TD is NOT A FOUL. SEE PAC 10 CALL LAST WEEKEND. TEAM UNNECESSARIY PENALIZED.
6. Ejections – we had only 23 games last weekend and we ejected 3 players. I am not saying that they were unwarranted however remember what we talked about at meetings – if possible flag the infraction and send the player to the bench area with out an ejection. You must call me immediately if you eject a player.

7. Players pushing and shoving after dead ball. Get the perpetrator if possible. When necessary offset. See the entire play before throwing flag. Last week helmet to helmet contact on QB we miss the call and flag QB for jumping up and getting in the tacklers face!
8. Goal line plays – do not stay on the sideline to make TD call – H and L keep coming in until you see ball short of EZ or TD.
9. I know that R's and H's do not want measurements. Give the coach a measurement if he requests one. Even if you are reasonably sure it is or is not a first down the coach will appreciate knowing the status. 4<sup>th</sup> and short should be an automatic measurement if ball is turned over and ball carrier is tackled at the LOS.
10. Clock operators – here we go again!! Reminder to all clock operators and to R's prior to the game. The clock operator's primary resp. is the operation of the game clock however HE/SHE WILL DO THEIR BEST TO WORK THE DOWN AND DISTANCE SECTION OF THE SCOREBOARD. Please do not communicate to the AD that you will not do down and distance or you will lose assignments. Please call me if you do not understand this edict.
11. Gloves – they should be gray – if they are not solid gray and there are no complaints from the opposing team – let them wear them and call me on Monday.
12. H and L get offensive linemen up on the LOS – complaints from coaches about “bowed line” wanting Illegal formation call. Warn first then flag if necessary.

Play situations:

4<sup>th</sup> and 10 at A's 5 – A75 holds B87 at the LOS at the snap prior to the scrimmage kick. B43 returns the kick to the A 35 yd. line. Ruling? Options?

Team A has no timeouts left with 15 seconds to play in the game. With the clock running after a run play A23 calls a time out. The officials signal and stop the game clock with 5 seconds remaining. Ruling? Mechanics? Coach indicates to the R that one of the officials told him he had one time out remaining. Note: coach is correct concerning the communication. Should we allow A to snap the ball?

Second and 20 at Team A 30. A11 looks to throw a screen pass to A22 at the A28 however A22 is held there by B55. A11 then throws a legal forward pass to A83 at Team A's 32 yard line.

General comments:

Remember our points of emphasis this year. Call fouls at the point of attack and be consistent. Work hard, be prepared and communicate. Have a good weekend.

bw