



2004 COLLEGE FOOTBALL GUIDE

A supplement to the *NCAA Football Rules* • Prepared by the editors of *Referee* magazine

New Personal Foul: Leaping

The list of personal fouls grew by one when the NCAA Football Rules Committee created a foul for leaping. The rule reference is 9-1-2-q.

While trying to block a scoring kick, defensive players will no longer be able to run forward, jump into the air and land on an opponent. Team B players who do not run forward before leaping will not be charged with a foul. If the leaping player lands on a teammate or on the ground, there is no foul. Because it's a personal foul against Team B, the penalty includes an automatic first down.

If the Team A player fouled is the snapper, the foul will likely (see *Leaping* p. 7)



A defensive player who leaps in an effort to block a scoring kick may be guilty of a foul under a change to NCAA rules for 2004. If the player ran toward the line of scrimmage before leaping and then lands on an opponent, he must be flagged for a personal foul.

Late Substitution Addressed

With a modification to Rule 3-5-2-e, the NCAA Football Rules Committee hopes to curb the practice of offensive teams rushing to the ball in order to prevent Team B from substituting.

The change is intended to relieve Team B from having to use a timeout in order to complete its substitution or prevent an illegal participation foul.

The situation most often presents itself after a change of possession or following a timeout, when Team A huddles at its sideline, comes onto the field and moves directly to the line without huddling on the field.

If Team A rushes to the line before the ready, the referee

should delay his whistle until Team B has completed its substitution. However, if the 25-second clock is running and it expires while Team B is attempting to substitute, the officials should stop the game clock, if running. Team A is penalized five yards for delay of game and is issued a warning that subsequent penalties will be 15 yards for unsportsmanlike conduct.

The rule does not apply if Team A is in a "hurry-up" offense near the end of either half, or if Team A is using a no-huddle offense, hoping to increase the number of offensive plays it runs and choosing not to substitute.

(see *Substitution* p. 2)

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Roughing the Passer Exemption Added

A defensive player who is blocked into the passer is exempt from a roughing foul, according to a change to NCAA Rule 9-1-2-o. However, if the contact on the passer would otherwise qualify for a personal foul (such as spearing or throwing him to the ground), a personal foul, rather than roughing the passer, must be called.

It does not matter if the contact with the passer was as a result of a legal or illegal block. That aspect differs from the exemption

for roughing the kicker or holder fouls.

Play 1: Second and 17 on Team A's 31-yard line. Immediately after the snap, quarterback A11 retreats to his 26-yard line and looks for a pass receiver. Rusher B77 charges and A2 pushes him in the (a) back, or (b) side. The contact causes B77 to charge into A11 immediately after A11 has released a forward pass. A2 catches the pass, advances to Team A's 49-yard line and fumbles. Grounded B32 recovers the ball at Team B's

48-yard line. **Ruling 1:** In (a) and (b), the contact by B77 is excused because of A2's block. The only foul in (a) is an illegal block in the back by A2. Team B will most likely decline the penalty and take possession, first and 10, at its own 48-yard line. There is no foul in (b). It will be Team B's ball, first and 10 at its 48-yard line.

Play 2: Third and 10 on Team B's 34-yard line. After the snap, quarterback A11 drops back to pass. B77 takes an outside rush. To hinder B77's rush, lineman

A52 swings his leg and contacts B77 at his knees. B77 stumbles, regains his balance and charges into A11 well after he released the pass. A82 catches the pass and is tackled at Team B's 20-yard line. **Ruling 2:** A52 is guilty of a personal foul for tripping. Because B77 had recovered from the illegal contact, he is guilty of roughing the passer when he charges into A11. The fouls offset, the penalties cancel and the down is replayed. It will be third and 10 at Team B's 34-yard line. □

Substitution

continued from p. 1

If officials see that Team A has substituted and is trying to rush the snap, the umpire should move quickly to stand over the ball and prevent Team A from snapping it. If Team B does not attempt a substitution, the umpire should back off and allow Team A to proceed. However, if Team B initiates substitution, the umpire must stay over the ball — thus allowing Team B the opportunity to substitute — before he takes his normal pre-snap position.

Officials should guard against Team B abusing the added leeway in time. The defense must execute its substitution in a timely manner. Otherwise, Team B is assessed a foul for delay.

Play 1: Team A is in scrimmage formation with only 10 players. The play clock is running. A88 enters the field and assumes a position as a wide receiver

inside the nine-yard marks.

Ruling 1: Legal substitution. Team A will be warned that additional use of that tactic will be under the jurisdiction of Rule 3-5-2-e.

Play 2: Team A is in its huddle with 11 players when A85 enters the huddle, which immediately breaks. Team A rushes toward the neutral zone. **Ruling 2:** Dead-ball foul, five-yard penalty (3-5-2-c).

Play 3: Team A assumes its formation quickly following a dead ball and does not substitute. **Ruling 3:** The ball may be snapped after meeting the requirements of Rule 7-1-3. Team B does not have special substitution privileges.

Play 4: Team A is in formation with 11 players and the play clock running. A27 and A85 run quickly to their positions and the replaced players leave the field. **Ruling 4:** The officials will not allow the snap until Team B has an opportunity to place substitutes in

position. If the 25-second clock expires, a delay penalty will be charged to Team A. Team A will then be notified that further use of the tactic will result in an unsportsmanlike conduct foul.

Play 5: Team A is in formation with 11 players. Early in the 25-second count, A33 and A87 run quickly to their positions and the replaced players leave the field of play. The officials believe Team B has sufficient time to complete its substitution. **Ruling 5:** If the 25-second clock expires and Team B has not made a valid attempt to substitute for the departing players, a delay

penalty will be charged to Team B.

Play 6: After a change of possession, Team A is huddled along its sideline. After the referee blows the ready, Team A runs onto the field and immediately sets in a scrimmage formation.

Ruling 6: The umpire should move quickly to prevent Team A from snapping the ball. If Team B attempts to substitute, the umpire should prevent the snap. If the 25-second clock expires during the substitution process, Team A is charged with a five-yard penalty for delay and Team A is given a warning. □

Acknowledgments

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When Fouls Offset

The intricacies of penalty enforcement are often complicated when both teams foul during a down. NCAA Rules 10-1-4 and 10-1-5 spell out how those situations should be handled.

Whenever both teams commit live-ball fouls, in most circumstances the fouls offset and the down is replayed. That applies to any number of fouls by either team. Thus, if flanker A81 is illegally in motion at the snap and the defense commits several live-ball fouls — pass interference, holding and roughing the passer, for instance — on the same play, the motion foul by Team A negates all the fouls that Team B committed and the down is replayed.

There are several important exceptions to offsetting fouls, and they may apply on plays involving changes of possession. Perhaps the most common is the so-called “clean hands” provision: If there is a change of possession during the play and the team last in possession had not fouled before possession changed — in other words, its “hands were clean” — that team may decline offsetting fouls in order to keep the football and its penalty will be completed in the usual manner. Here is a classic example:

Play 1: Team A has only six men on the line of scrimmage at the snap. B21 intercepts A12’s legal forward pass, and B53 clips on the return before B21 is tackled in the field of play. **Ruling 1:** Because Team B had not fouled before the

change of possession, it may choose to decline offsetting fouls and keep the football after the penalty for its clipping foul is either accepted or declined.

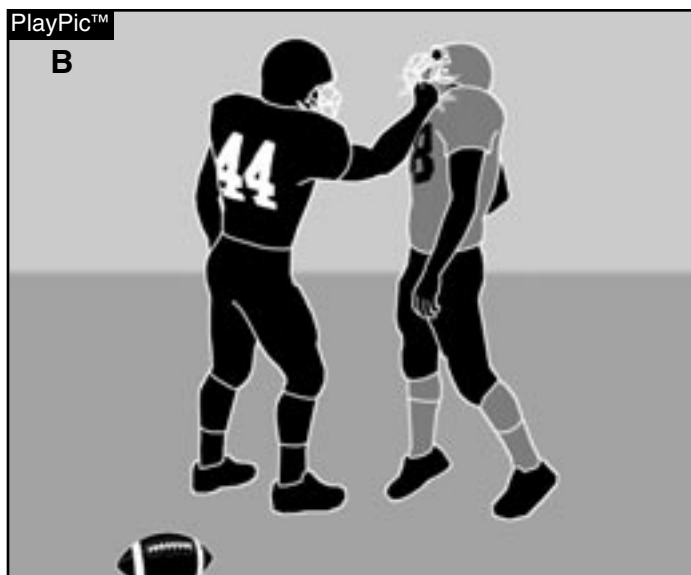
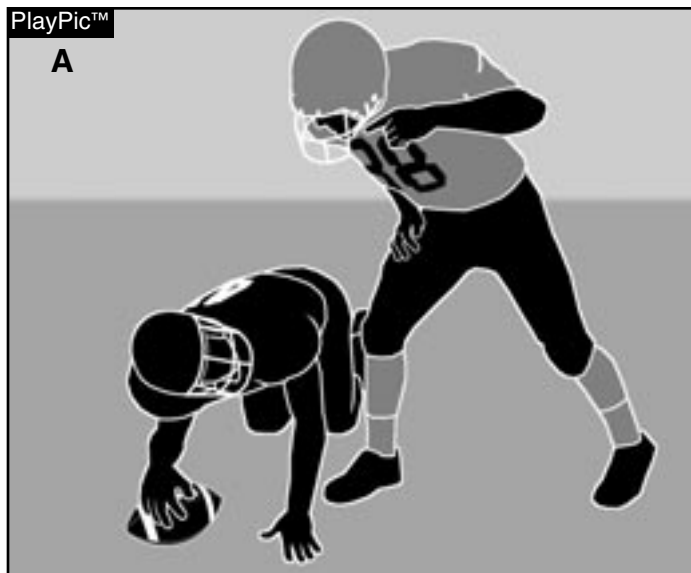
Note that without that exception, the fouls would offset and the ball would go back to Team A for a replay of the down. But the exception allows Team B to keep the football. Team A will likely accept the penalty for Team B’s clipping foul.

Play 2: Same as play 1, but the clock shows 0:00 in the half at the end of the play. **Ruling 2:** Team B will want to decline offsetting fouls to keep the football, because replaying the down will give the ball back to Team A for another snap. But Team A will want to decline the penalty for B53’s clip, thus ending the half and depriving Team B the opportunity of running a play during an extension of the period.

Here is a change-of-possession example in which the fouls offset; there is no option.

Play 3: B51 grasps guard A62’s face mask at the snap. While the quarterback is in the pocket to pass, A53 tackles B74 to prevent a sack. The pass is intercepted and B25 blocks below the waist on the return. **Ruling 3:** The fouls offset and the down is replayed. There is no option for Team B, the team last gaining possession, because it did not have clean hands; it committed a foul before the change of possession.

Now look at an example in which all of the fouls take place after the ball changes hands.



When unsportsmanlike (PlayPic A) or dead-ball personal fouls (PlayPic B) by both teams are reported and are considered to be part of a continuing action or are retaliatory acts, or the order of occurrence cannot be determined, the fouls cancel, the number or type of down established before the fouls occurred is unaffected and the penalties are disregarded, except that any disqualified player must leave the game.

Play 4: Team A punts on fourth down. On the return, B21 clips and A42 tackles the runner by grabbing and twisting his face mask.

Ruling 4: Without the exception, the fouls would offset and the down would be replayed, even though there were no fouls before the possession change. In particular, because Team B did not commit a foul before

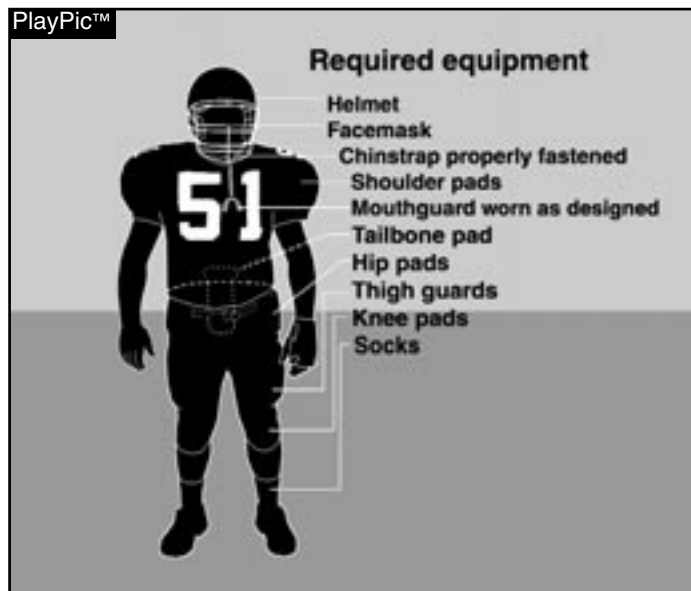
the change of possession, it has the option to decline offsetting fouls and keep the football. Thus the timing of the foul by Team A does not matter; it is only the timing of the foul by the team last in possession — Team B, in this case — that matters.

Dead-ball fouls. Dead-ball fouls, unlike those committed during a play, in
(see Fouls p. 8)

What Does a Legal Uniform Include?

In the NFL, players are fined for violations of the rules involving uniforms. NCAA uniform rules are not nearly as strict, but there are consequences for violations.

Towels. Towel must be made of a moisture-absorbing material. The towel must be solid white and without any markings. On scrimmage downs, only two players on each team on the field at any time may legally wear towels: any one Team A interior lineman and any one Team A back or any two Team B players. The lineman's towel has no size limitation and must be attached at the waist. The Team A back's and the Team B player's towel exposure must measure exactly four inches by 12 inches and it must be attached only at the front of the waist. On free-kick downs, any two players of each team may wear a



four-by-12 plain white towel on the front or side belt (1-4-5p).

Shirts, shoes and socks. The jersey must be full length and tucked into the pants (1-4-4e). Socks are required except for a barefoot kicker's kicking

foot. Shoes are not required. Socks and other leg coverings must be visible and of the same color, design and length (1-4-4h, AR 1-4-4 I). Consequently socks around the ankles are legal as long as every player is the same.

Headgear. Bandanas may be worn under the helmet provided they are not visible; it is a foul if a player wearing a bandana exposes it while by taking his helmet off on the field (1-4-5r, AR 1-4-5 I, II). Nylon skull caps and other head liners are not considered bandanas and are therefore legal.

Eye shields. The NCAA has developed a procedure under which a player may be allowed to wear a tinted eye shield. The request must be signed by the player's athletic director, head trainer and the player's parents or guardians (if the player is younger than 21) and documented by an ophthalmologist. Approval must come from a physician designated by the NCAA Committee on Competitive Safeguards and Medical Aspects of Sports (1-4-5s, App B).

(see Uniform p. 11)

CHALK TALK

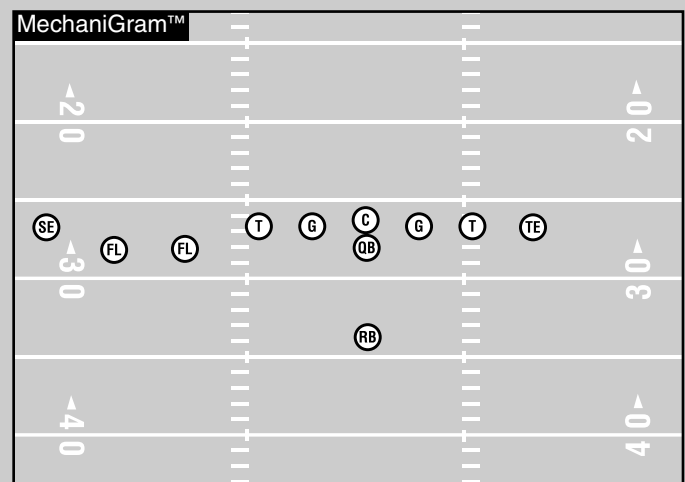
Don't Get Tripped Up by 'Trips'

As passing becomes a more significant part of offenses, the three-receiver, or "trips," formation is more prevalent as well. Although trips is generally considered a passing formation, officials should be aware of other options Team A has when using trips.

For instance, the outside flanker may go in motion to the opposite side of the line. That changes the keys and, depending on whether and

where he stops, may change what type of block he may legally throw. Watch for the quarterback starting under center before shifting into shotgun formation or vice versa.

The referee must observe that shift to ensure it doesn't simulate the start of a play. From the shotgun, shovel passes to backs are common. Wing officials — and, in some cases, the umpire — have primary responsibility for



knowing whether the pass was backward or forward. Officials responsible for observing receivers must watch ends and flankers working pick plays downfield.

Those are just a few of the permutations that can develop from one seemingly simple formation. It emphasizes the need to know rules, mechanics and keys. □

Flashback: 2003 NCAA Rule Changes

Understandably, officials spend a great deal of time studying the most recent rule changes. Often lost are the rule changes from the previous year. In order to refresh your memory, here are the 2003 rule changes, presented in approximate order of importance.

Kick-catch interference (6-4-1-a, d; 6-4 Penalty).

Team A players are no longer required to remain at least two yards away from a Team B player who is in position to catch a kick. However, deletion of what was generally referred to as “the halo” does not eliminate non-contact kick-catch interference fouls. The rules still mandate an unimpeded opportunity for any Team B player attempting to catch a free or

scrimmage kick. There is only one penalty for kick-catch interference: 15 yards from the spot of the foul.

Any Team A player who viciously contacts a potential kick receiver is subject to a flagrant personal foul and ejection. In such a case, only the personal foul penalty would be enforced. Referees should give only the personal foul signal (and the ejection signal if applicable), not the interference signal in combination with the personal foul signal. Also, only 15 yards are enforced in that case.

Protection on fair catch (6-5-1). After initially muffing the ball, a Team B player who has given a valid fair catch signal is granted an unimpeded opportunity and protection from contact

in order to complete the catch. The added protection only applies to Team B players who give a valid fair catch signal, are making a bona fide effort to catch the ball, are in position to catch it and have a reasonable opportunity to catch it. In the absence of a valid signal and a realistic effort to catch the ball, Team A players can otherwise legally impede and contact the player who muffs the kick. Also, if the muffed ball hits the ground, a catch is no longer possible; hence, the receiver giving the fair catch signal can be legally contacted and impeded.

Blocking below the waist (9-1-2-e). Previously, a stationary back had to be positioned seven yards or closer from the middle

lineman in the offensive formation in order to legally block below the waist toward the original position of the ball at the snap. Under last year’s change, the stationary back must be set such that he overlaps or is inside of the normal position of the offensive tackle. A back who is stationary and outside of the tackle’s normal position is prohibited from blocking below the waist toward the original position of the ball at the snap. The rule also applies to blocks below the waist that occur behind, in or within 10 yards beyond the neutral zone. In the case of an unbalanced line, the normal tackle position is defined as the second offensive lineman from the snapper.

(see Flashback p. 12)

No Pass Interference on Some Fake Punts

A trick play that sometimes resulted in a Team B pass interference foul will have to be expunged from team playbooks. The NCAA Football Rules Committee recognized the lack of fairness in that strategy and modified Rule 7-3-8-c-4.

If a Team A player is positioned as if to punt from scrimmage-kick formation throws a high pass that simulates the flight of a kick, Team B cannot be called for pass interference. However, Team B may still be called for holding, an illegal block or a personal foul.

Some teams have been using that deceptive technique to induce a defensive pass

interference foul during an alleged punt play. The defender, who is assigned to the Team A players positioned widest in the formation (often called “gunners”), often assumes the ball in flight is a kick, rather than a pass, and continues to block his opponent’s path. If the pass is catchable and Team B’s contact occurred during its flight, defensive pass interference would be called.

The rules committee believes that the defender is unduly disadvantaged by having to know the status of the ball — pass or kick — and, at the same time, mark

the progress of Team A’s player. The committee hopes the rule change will discourage use of the play.

Observing potential fouls will likely involve collaboration between the covering official and referee. The covering official will determine if apparent defensive pass interference occurred, while the referee will judge whether the pass simulated a punt.

Play: Fourth and 18 from Team A’s 25-yard line. Team A is in scrimmage-kick formation with A81 split wide to the right. B51 is head up on A81. A12 receives the deep snap and (a) throws a conventional

pass with a relatively flat trajectory, or (b) throws a high, arching pass that simulates the flight of a punt. While the pass is in flight, B31 pushes A81 in the chest at Team A’s 45-yard line. The catchable pass falls incomplete and the covering official throws his flag for defensive pass interference. **Ruling:** In (a), B31 is guilty of pass interference. Team B is penalized 15 yards from the previous spot, giving Team A first and 10 at Team A’s 40-yard line. In (b), because the pass replicated the flight of a punt, there is no foul. Team B takes over, first and 10 at Team A’s 40-yard line. □

Rules Regarding the Field Approved

College football fans watching games on television may get a better view of the action thanks to a rule change approved by the NCAA Football Rules Committee.

Another field-related rule change, spelling out the penalty for a player altering the field surface, was also approved.

In Rule 1-4-9-c, a new exception has been added regarding media equipment in the team areas. Overhead cameras will be allowed if positioned above the team areas but not over the field of play or end zones. The hanging cameras must not have an audio capability. Cameras are still allowed to be positioned on the goal post supports.

If a player improves the playing surface to gain an advantage, it will be considered a live-ball foul for unsportsmanlike conduct. The penalty, however, is only five yards, enforced from the previous spot. Previously, enforcement of the penalty was left to the referee's discretion. The rule reference is 1-2-9-a.

Play: Team A attempts an onside free kick from its 35-yard line, A81 recovers the ball at Team A's 46-yard line. The umpire notices that A12 kicked the ball off a small mound of dirt he had constructed. **Ruling:** Team A is penalized five yards from the previous spot and the down is replayed at Team A's 30-yard line. □

Airborne Receiver Gets More Latitude

Offenses will have more opportunities to score touchdowns thanks to a change to Rule 7-3-7-a.

A receiver will be credited with a catch if he receives the pass while airborne and his forward progress is stopped in the end zone or in the field of play. As it appeared last year, the rule only applied to airborne pass receivers in the field of play.

Play: Second and nine from Team B's 20-yard line.

Airborne A81 grabs a pass over (a) Team B's two-yard line, or (b) in Team B's end zone. While still airborne, A81 retains control of the ball despite being contacted by B41 and is obviously held before being carried out of bounds. **Ruling:** Complete pass in (a) and (b). In (a), Team A has first and goal from Team B's two-yard line. The clock will start on the ready. In (b), Team A scores a touchdown. □

Number of Fouling Player Should be Announced

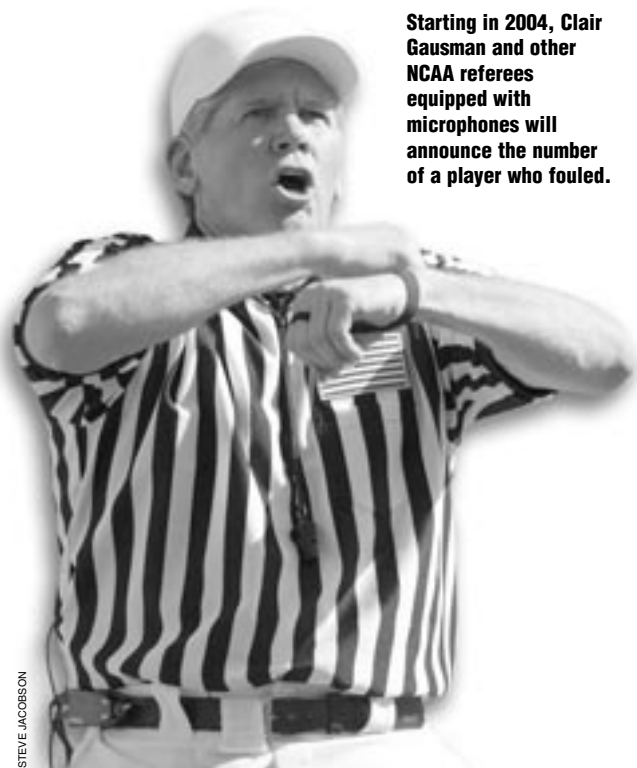
In an effort to pass along more information to coaches, spectators and the media, referees equipped with microphones will announce the numbers of players called for fouls. The policy comes about via a change to Rule 11-2-1-d.

Even with the additional public announcement, it would behoove wing officials to continue their policy of identifying the offending player directly to the head coach along with a description of the illegal act.

The referee should make every attempt to be clear of players before turning on the microphone, which

prevents player comments from being heard. Once turned on, the referee should announce the foul, the number and team of the player committing it and other pertinent information (down, enforcement spot, extent of penalty, etc.). The referee should speak in an unhurried, conversational and measured tone, matching the verbal description to the signals. For example, "Holding (pause) number 76 (pause) offense. The 10-yard penalty is enforced from the previous spot (pause). Repeat the down (pause). Second down." □

Starting in 2004, Clair Gausman and other NCAA referees equipped with microphones will announce the number of a player who fouled.



Leaping

continued from p. 1

not be roughing the snapper. The snapper will likely have had the requisite one second after the snap to protect himself.

The committee's intent is to flatly discourage the act of leaping, thus limiting potential harm to players on both teams.

In a seven-official crew, the umpire and back judge will be best positioned to see the foul. Six-official crews will rely on the umpire and wing officials. For crews of five, the umpire and linesman are likely to have the best view.

Play 1: Fourth and 17 for Team A from Team B's 22-yard line. As A31 attempts a field goal, B55 runs forward at the snap and leaps into the air with his arms extended vertically in an obvious attempt to block the kick. B55 (a) lands on the ground, (b) on snapper A50, or (c) B75. The kick is unsuccessful. **Ruling 1:** There is no foul in (a) or (c). Team B will take over, first and 10 from its 22-yard line. In (b), a personal foul is charged to B55. Team A will likely accept the 15-yard penalty, which will be enforced half-the-distance to the goal and includes an automatic first down. It will be Team A's ball, first and 10 from Team B's 11-yard line.

Play 2: Fourth and 17 for Team A from Team B's 22-yard line. As A31 attempts a field goal, B55

runs forward at the snap and leaps into the air with his arms extended vertically in an obvious attempt to block the kick. B55 lands on guard A2 at Team B's 22-yard line. The kick is successful. **Ruling 2:** B55 is guilty of a personal foul. Because the foul occurred less than three yards from the line of scrimmage, post-scrimmage kick enforcement does not apply. Team A may decline the penalty and keep the points or accept the penalty with half-the-distance enforcement from the previous spot and an automatic first down. The latter would give Team A first and 10 from Team B's 11-yard line.

Play 3: Team A is attempting a try from Team B's three-yard line. After the snap, B55 jumps straight up and extends his arms in an obvious attempt to block the kick. B55 lands on guard A61. Before leaping, B55 (a) was standing in place, or (b) ran toward the line of scrimmage. The kick is unsuccessful. **Ruling 3:** In (a), there is no foul. Play will resume with Team A's free kick from its own 35-yard line. In (b), B55 is guilty of a personal foul. Team A will likely accept the penalty, which moves the ball to Team B's 1-1/2-yard line. The penalty includes an automatic first down.

Play 4: On a field-goal attempt, B55 runs around the end and dives to block the kick. **Ruling 4:** No foul. Diving horizontally

is not a foul unless it results in roughing or running into the kicker or holder.

Play 5: On a kick try, B55 is positioned two yards off his line of scrimmage. Immediately after the snap, B55 runs forward and leaps into the air with his arms extended vertically in an obvious attempt to block the kick. B55 lands on the ground (a) on Team B's side of the neutral zone, or (b) on Team A's side of the neutral zone. The kick is successful. **Ruling 5:** There is no foul in (a) or (b). Where the Team B player is positioned is of no consequence, and a foul occurs only if a player who runs and leaps lands on an opponent. Landing on the ground is not a foul.

Play 6: Fourth and 17 for Team A from Team B's 22-yard line. As A81 attempts a field goal, B55 runs forward at the snap and leaps into the air with his arms extended vertically in an obvious attempt to block the kick. B55 lands on snapper A50 at Team B's 20-yard line. The kick is partially blocked by B55 or B52. The kick is (a) successful, or (b) unsuccessful.

Ruling 6: In both cases, Team B is guilty of a personal foul. Touching the ball is of no consequence in terms of the personal foul for leaping. Because the foul occurred less than three yards from the line of scrimmage, post-scrimmage kick enforcement does not

apply. In (a), Team A may decline the penalty and keep the points or accept the penalty with half-the-distance enforcement from the previous spot. In (b), B55 is guilty of a personal foul. Team A will likely accept the penalty, which moves the ball half the distance to Team B's 11-yard line and results in an automatic first down.

Play 7: Fourth and 17 for Team A from Team B's 22-yard line. As A81 attempts a field goal, B55 runs forward at the snap and leaps into the air with his arms extended vertically in an obvious attempt to block the kick, but lands on snapper A50 and teammate B75 at Team B's 20-yard line. The kick is (a) successful, or (b) unsuccessful. **Ruling 7:** There is no foul in either case. In order for a leaping foul to occur, the Team B player must land only on a Team A player.

Play 8: Fourth and 17 for Team A from Team B's 22-yard line. As A81 attempts a field goal, B55 runs forward at the snap and leaps into the air with his arms extended vertically in an obvious attempt to block the kick. Snapper A50 initiates a block on B55 below B55's waist, causing B55 to land on A50. The kick is (a) successful, or (b) unsuccessful. **Ruling 8:** No foul in either case. Because contact was initiated by A50, the Team B player is excused from contact. Note that A50's block is not illegal because B55 did not have both feet on the ground. □

Momentum Exception, Impetus Rules Changed

A new exception in the 2004 rulebook covers a situation in which Team A is protected in a momentum situation. Under the change, Team A's catch of an illegal forward pass may also result in application of the momentum exception. The change can be found in Rule 8-5-1-b Exc.

Impetus, which determines whether a play will result in a touchdown, touchback or safety, was also the subject of a rule change. The change to Rule 8-5-1-a involves the defensive team imparting impetus on a ball that becomes dead in its own end zone.

The following plays illustrate the change to the momentum exception.

Play 1: First and 10 for Team A from its own two-

yard line. A11 retreats to his own end zone and throws a legal forward pass intended for A82 at Team A's 15-yard line, but the pass is intercepted there by B32. B32 runs laterally for a few steps, then throws a pass intended for B53 in Team A's end zone. That pass is intercepted by A44 at his four-yard line. A4's momentum carries him into his own end zone, where he falls. **Ruling 1:** B32's pass is illegal because it came after a change of team possession. Because there was a change of possession prior to A44's catch, the momentum exception applies. Team A will begin a new series at its own four-yard line.

Play 2: Fourth and eight from Team A's 15-yard line.

B41 catches A22's short punt on Team A's 30-yard line and advances. At Team A's four-yard line, A33 bats the ball from B41's grasp. The ball bounces and A4 recovers it at his own two-yard line. A4's original momentum takes him into his own end zone, where he is subsequently downed.

Ruling 2: The momentum exception applies. It will be Team A's ball, first and 10 at its own two-yard line.

The change to the rule regarding impetus notes that if the ball becomes dead by rule behind its goal line and the impetus was imparted by the defending team, the result is a safety.

Play 3: Fourth and goal from Team B's three-yard line. A81's field-goal attempt

is blocked in the neutral zone and strikes the ground at Team B's six-yard line. From his own four-yard line, B42 bats the ball backward across his goalline. The ball bounces off the ground in the end zone, and A33 immediately recovers it.

Ruling 3: Team A scores a safety. Since the kick was untouched by Team B beyond the neutral zone, the ball is dead as soon as it hits the ground in Team B's end zone. Therefore, A81's recovery is moot. B41's bat is legal but imparts new impetus. Because the ball was declared dead in Team B's end zone and B42 is responsible for the ball being there, Team A scores a safety. □

Fouls

continued from p. 3

most circumstances do not offset, and they never offset live-ball fouls. In general, penalties for dead-ball fouls are administered separately in the order that they occur (10-1-5).

Play 5: B21 gives a fair-catch signal on a punt, catches the ball and runs for several yards. While making the tackle, A42 grasps and twists B21's face mask. **Ruling 5:** The advance of the dead-ball is a foul for delay (3-4-2-b-1) and grasping and twisting the face mask is also a foul. Team B is penalized five yards, then Team A is penalized 15 yards. Team B starts a new series, first down and 10.

Here's a similar situation, but this time Team B commits two dead-ball fouls.

Play 6: B21 gives a fair-catch signal on a punt, catches the ball at Team A's 40-yard line and runs several yards. Well after the whistle has blown, B52 blocks A33 and knocks him down at Team A's 30-yard line. **Ruling 6:** Both penalties are enforced from the succeeding spot (Team A's 40-yard line). That will leave Team B with a new series starting at its own 40-yard line. Because both fouls took place between series, the correct procedure is to administer all of the penalties, then set the chains.

There are circumstances in which dead-ball fouls

offset. When personal and/or unsportsmanlike conduct fouls committed by both teams are reported to the referee but the penalties have not been completed, the fouls offset and no penalties are enforced. That is also the case when the crew cannot determine the order of the fouls. The down and distance are the same as they would have been had the fouls not occurred.

Play 7: Team A's ball, third and 12 from its own 28-yard line. A30 advances to Team A's 35-yard line. As he rises after being downed, A30 taunts B52. B52 knocks A30 to the ground. **Ruling 7:** The fouls offset and there are no penalties. It will be fourth and five for Team

A. B52 is ejected if the officials rule that his action was a flagrant foul, such as slugging.

Finally, when live-ball fouls are followed by dead-ball fouls, the penalties for all are enforced, assuming they are accepted; they do not offset.

Play 8: Second and seven for Team A from its 43-yard line. B51 incidentally grasps A62's facemask at the snap. A33 is tackled at Team A's 40-yard line. After the play is over, A84 knocks B35 to the ground. **Ruling 8:** The penalties will be enforced in the order of occurrence and the down will be replayed. It will be second and 17 from its own 33-yard line. □

Work to Promote Sportsmanship

Cell phones in goal post pads. Leaps into the stands. Dancing on the opposing team's logo at midfield. You don't have to look hard to see those and other examples of poor sportsmanship. Few will deny it's a problem, but fewer still will take responsibility for ridding the game of those and other acts.

The high school level offers a better opportunity for those involved to espouse and teach the merits of good sportsmanship. It takes a team effort from coaches and officials, but it can be done. Here are some ways both groups can promote sportsmanship.

Officials. Many officials are so intent on doing their job as game administrators that they are unaware of the possibilities for positive influencing. The element of authority can be used effectively to promote goodwill among game participants.

When a game is in progress, officials can contribute to the spirit of personal consideration with small gestures and pointed statements. The very nature of their roles includes dealing directly with participants.

Officials should recognize good sportsmanship as ardently as they penalize bad sportsmanship. If a player hands the ball to you rather than leaving it on the ground, a simple "Thank you" from the official recognizes the act and promotes future acts of good conduct. When a player flies over the pile to avoid hitting a downed runner or a defender helps up an opponent when the one has blocked the other, an official should let the athlete know what a classy gesture it was.

Officials have other means of curtailing ill will between participants. When players bristle after hard but legal contact, positive reinforcement can prevent retaliation. "Hold it. Let's stay calm. No need to be upset," is a preferred technique. "Knock it off! Cut it out!" are surely "cease and desist" messages too, but they don't have to be delivered in an angry manner. Animosity begets animosity, and an official shouldn't contribute to it.

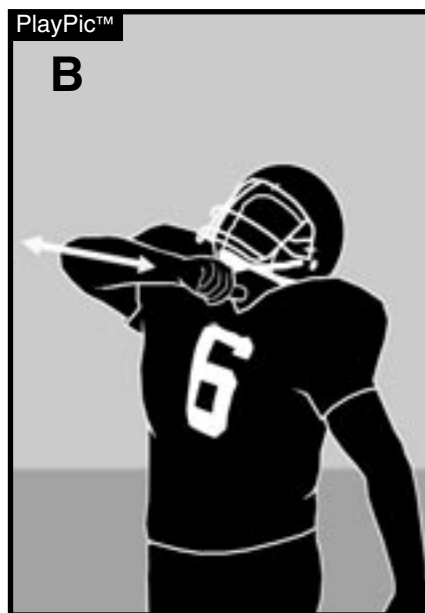
Coaches. Teams most often take on the characteristics of their coaches. When a coach is one who believes in

the virtues of fundamentals and a never-say-die attitude, the players can usually be counted on to play crisp football and not "cash it in" when they fall behind. Conversely, a coach who berates officials, uses profanity and constantly points out the mistakes of players will often have teams that follow suit.

Most officials will answer a coach's question if it is asked in a reasonable tone of voice. No one expects coaches to appreciate every call, but comments such as, "You blew that one," or, "How can you make a call like that?" deserve to be answered with silence or possibly a penalty flag.

While officials are expected to be well-versed in the rules, there is no reason coaches cannot have a solid understanding of them as well. Quoting rules from other levels of play hurts a coach's credibility.

The head coach can help the officials by keeping players in the team box and by moderating the behavior of assistant coaches. The head coach should be the only one communicating with the officials. □



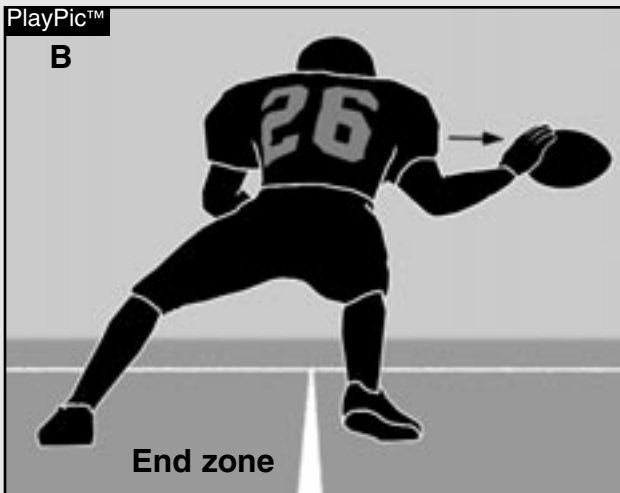
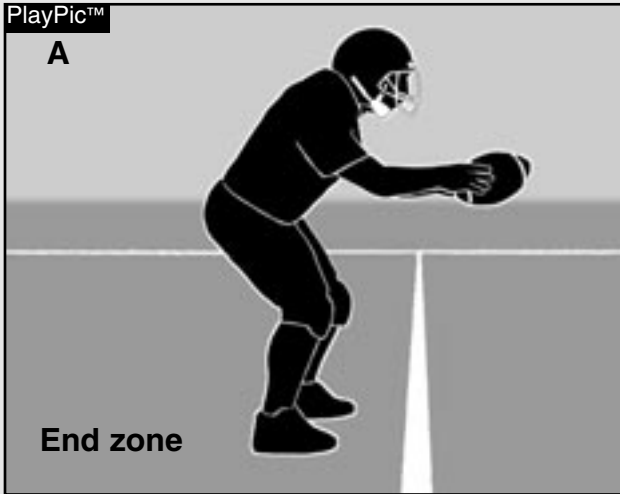
Acts such as the Heisman pose (PlayPic A), the throat slash (PlayPic B) and dancing over a fallen opponent (PlayPic C) must be penalized.

The Feet Don't Matter

During kick downs, the position of the ball and not a player's feet determine whether or not the ball has broken the plane of the goal line. The situation is most often seen when a Team A player is trying to down a scrimmage kick before it reaches the end zone and results in a touchback.

In PlayPic A, even though most of the player's body (including both feet) is in the end zone, the ball has not broken the plane. Therefore, the ball is dead and it belongs to Team B at its own one yardline. Similarly, PlayPic B illustrates that a Team B player straddling the line may legally bat the ball toward his own goal line in an effort to prevent a touchback. The ball remains live in that situation. That is considered illegal touching by Team A, which may come into play later in the down.

The rules regarding the ball crossing the plane apply equally to both teams. If a Team B player has all or part of his body in his own end zone but possesses the ball in such a manner that the ball doesn't break the plane of the goal line, the ball is not considered to be in the end zone. On kick plays, that may come into play in momentum situations. □



James Coleman (foreground) and James Butcher have perfect coverage on a pass play. A brief pregame discussion between officials who sometimes share coverage areas can help crewmates work together more effectively.

Pregame Addendum: 'Partner' Conferences

In addition to a thorough pregame conference, officials may find it helpful to talk things over with other crewmates. The additional conferences with crew "partners" — those officials who will often interact during a game — need not be longer than three to five minutes each, and the number of sidebar conversations will vary depending on crew size. Here are the most likely pairings and the ground the officials may wish to cover:

Referee-umpire. The relationship between those officials is perhaps the most important on the field. The list of items that must be coordinated is lengthy. An elementary item is counting the offense and communicating the count. Spotting the ball is a highly visible act: Where should the umpire stand? When can he release? How will the release be communicated when the

offense is on the ball, ready to snap? Are the procedures after an incomplete pass any different than after a running play? What if anything, will be done differently in the hurry-up offense?

Penalty administration must be efficient. How will the referee explain how the umpire should enforce the penalty? How will the numbering exception in a scrimmage-kick formation be handled? Who is responsible for checking the numbering of the interior linemen?

Referee-wings. Discuss how a short count (10 or less) of the offense will be communicated. The wings must know that to ensure there are seven players on the line. Communicating whether the ball became dead in or out of bounds is also important.

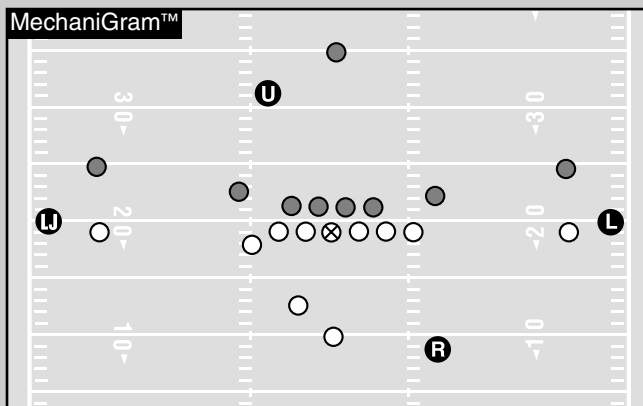
How will the linesman let the referee know when a five-yard penalty on the defense
(see Pregame p. 11)

CHALK TALK

New Starting Position for Umpires

The starting position of the umpire for scrimmage kicks in NCAA five-, six- and seven-official mechanics has been changed for 2004. Umpires should move 10 yards off the line of scrimmage instead of the usual five to seven yards. From that position, the umpire can get a better look at the “pull and shoot,” a maneuver being used by many teams. In the pull and

shoot, a down defensive lineman will grab an opponent — most likely a center or a guard — and pull him off to the side. That opens a gap that allows a teammate — usually a linebacker — to shoot up the middle. The defense thus increases its chances of blocking the punt or the field goal. The pull and shoot is considered defensive holding. □



Uniform

continued from p. 4

Knee pads. Many wide receivers believe knee pads slow them down. Fact or fallacy, knee pads are required equipment. All players must wear soft knee pads at least one-half-inch thick that cover the knees and are covered by pants. No pads or protective equipment may be worn outside the pants (1-4-4a).

Gloves. If worn, gloves or hand pads must be gray in color. The glove may

not have additional material (such as webbing) that connects any of the fingers and/or thumb (1-4-3d; 1-4-5b, m, n; 1-4-6d).

Pants. Players must wear pants of the same color and design (1-4-4a).

The penalty. If a player is not wearing mandatory equipment, or if illegal equipment is worn either before or during a down, the penalty is a timeout charged at the succeeding spot. If timeouts are exhausted, a five-yard penalty for delay is assessed (1-4-4 note). □

More Towels OK; Webbed Gloves Are Not

Two Team A players may now wear towels during free-kick downs, but gloves with webbing between the fingers are illegal.

A new exception to Rule 1-4-5-p Exc allows two players on Team A to wear four-inch-by-12-inch white towels on the front or side of the belt during free-kick downs. Previously, only Team B players could wear towels during a free kick.

Violations are considered equipment infractions. Officials should be diligent and identify players wearing illegal equipment before the game starts, thus

preventing a foul. However, if illegal equipment is discovered during a down, the offending player's team is charged with a team timeout.

Web-type gloves are now considered illegal equipment. The rule (1-4-5-m) includes any fitted hand covering that contains material connecting fingers and/or the thumb. It is not illegal for players to have their fingers taped together. As with illegal towels, officials should prevent potential violations by diligently looking for them in the pregame warmups. □

Pregame

continued from p. 10

will result in a first down? (The chain should be taped at the mid-point to assist with that determination.) What cues the flip of the down marker and the release of the chain crew after punts and long plays? Lastly, what is the procedure at the end of the first and third quarters?

Umpire-wings. The most important communication that takes place between those officials is getting the forward progress spot. When, if ever, will the umpire take it on his own? (Individual conferences may have specific guidelines regarding umpire involvement in spotting the ball.) When a wing has the spot, the umpire should face him and the wing must know when he can release. The wings should not be too quick in moving from where they

have spotted the ball lest the spot be lost.

Linesman-line judge.

Signaling whether the nearest player is on or off the line must be accomplished on every scrimmage play. Will only one signal be used for off-the-line or will both possibilities be signaled? On quick passes to the flank, who will determine whether the pass is forward or backward? Will a signal be used?

Wings-deep official(s).

What's the goalpost procedure on kick tries and field goals? Communication on double flags for pass interference must be discussed. There should be an affirmation the pass was catchable.

Deep officials. Again, communication on whether a pass was catchable also applies. Counting the defense and signaling the count (when the offensive huddle breaks) should be discussed. They should also confirm which official is responsible for the play clock and which has the game clock. □

Head Coach May Request Timeouts

In addition to players, head coaches will be allowed to request charged team timeouts starting in 2004. Rule 3-3-4-d has been modified to add head coaches to the list of team personnel allowed to request timeouts. Before the change, timeout requests were granted only to players or incoming substitutes who were inside the nine-yard marks.

Officials are to acknowledge a team timeout if the head coach requests it. In order to more quickly request a timeout, the head coach will be able to stand in the vicinity of the coaching box to get the attention of an official when the ball is dead. The head coach may request that the timeout be 30 or 60 seconds in duration.

The timeout request need only be verbal, but many coaches will use their hands to form a "T," similar to what is seen in basketball. If the coach



desires a 30-second timeout, he must touch his hands to his shoulders upon requesting the timeout.

It is strongly recommended that officials make eye contact to ensure that it's the head coach who is requesting a timeout. If the head coach is in the pressbox or otherwise not

on the sideline, a team loses the option of having a timeout requested from the sideline. Officials must not ignore their main duties of observing play and dead-ball officiating at the expense of granting a timeout request. Also, officials must remain cognizant of how many charged team timeouts a team

has remaining. Officials must prevent the erroneous granting of a timeout a team doesn't have.

The change does not mean players or substitutes inside the nine-yard marks may not request timeouts.

Play: Third and eight on Team B's 49-yard line. Team B has three timeouts remaining when Team B's (a) head coach, (b) offensive coordinator, (c) middle linebacker, or (d) squad member in the team area requests a timeout. **Ruling:** In (a), the nearest official should make eye contact with the coach and grant the timeout. If the head coach signals for a 30-second timeout, the official will repeat the signal to the referee. In (b) and (d), the official will ignore the request. When conditions permit, the covering official should explain to the head coach why the request was not granted. In (c), the timeout request should be granted. □

Flashback

continued from p. 5

Neither backs in motion in any direction at the snap nor linemen positioned more than seven yards from the middle lineman of the offensive formation may block below the waist toward the snap.

Game clock starts when free kick is touched (3-2-5). The game clock starts any time a free kick is legally touched in the field of play, when a runner enters the field of play after catching or recovering a free kick in his end zone, or when a loose ball enters the field

of play after a free kick was legally touched in the end zone.

Options for penalty enforcements (10-2-2-g). The offended team has the option for penalty enforcement on either the try or succeeding kickoff for live-ball personal fouls committed by opponents of the scoring team when a down ended in a touchdown. Added were dead-ball fouls before the try and unsportsmanlike fouls that occur during the scoring down or before the try. The offended team does not have the option of taking the penalty yardage in a subsequent extra period.

Illegal fair catch signals (2-7-3, 6-5-3). All references to illegal fair catch signals have been eliminated. Therefore, fair catch signals are either valid or invalid. Once a kick has been caught or recovered, the ball is dead if a Team B player has given a valid or invalid fair catch signal.

Sideline personnel (1-2-4-b). Individuals who are not squad members in uniform must wear a visible "team credential" in order to be allowed in the team area. Only 60 persons may be issued credentials, which must be visible and numbered. Those issued credentials should be directly involved in the game, such as coaches,

managers, trainers, administrators, ball persons, etc. There is no penalty for exceeding the maximum number or failure to wear the proper team credential. Officials are to report violations directly to their assigner or conference office. While the ball is in play, no one except an onfield official may be between the coaching line and sideline.

Delete kickoff option (8-3-6, 8-4-2-a). The captain of the team against which a touchdown or field goal was scored no longer has the option to kick off. The scored-upon team must receive the free kick or extra-period rules apply. □

Defenseless Players Deserve Protection

Today's college football players are stronger, faster and quicker than ever. Those attributes result in awesome displays of tackling and blocking, the sort of collisions that coaches and fans appreciate.

Unfortunately, there continues to be a preponderance of hard but illegal contact. The NCAA Football Rules Committee has once again made protection of defenseless players a point of emphasis.

The committee has gone so far as to list the acts that must be eliminated from the game. It is up to coaches to teach players not to engage in illegal acts and it is imperative that officials penalize them.

It would be next to impossible to list every specific violation that occurs in a football game. But the committee has attempted to make coaches, officials and players aware of some of the more common fouls:

- The quarterback moving down the line of scrimmage who has handed or pitched the ball to a teammate, and then makes no attempt to participate further in the play;

- The kicker who is in the act of kicking the ball, or who has not had a reasonable length of time to regain his balance following the kick;

- The passer who is in the act of throwing the ball, or who has not had a reasonable length of time to participate in the play again after releasing the ball;

- The pass receiver whose concentration is on the ball;

- The pass receiver who has clearly relaxed when the pass is no longer catchable;

- The kick receiver whose attention is on the downward flight of the ball;

- The kick receiver who has just touched the ball;

- The player who has relaxed once the ball has become dead; and

- The player who is obviously out of the play.

Remember also that intentional helmet-to-helmet contact is never legal, nor is any other blow directed toward an opponent's head. Flagrant offenders must be disqualified. □

Quick Tip

A Little Info Goes a Long Way

If you have officiated games involving certain coaches for several years, you can use previous experience to get accurate information. Asking, "In previous years you've used the wing-T; is that still your base offense, Coach?" will let the coach know you've done more than just show up to collect a paycheck all of those years. If the coach doesn't have time for an in-depth pregame conversation, watch the players warm up. You'll get at least an idea of what offense the team uses, how strong the quarterback's arm is, how far and accurately the kicker can kick, etc. □

Big Ten Replay Experiment Approved

The NCAA Football Rules Committee has recommended an experimental rule that would allow the use of video replay to review officials' calls in games played at Big Ten Conference stadiums in 2004.

"The committee appreciates the Big Ten's efforts in preparing the proposal," said committee Chair Herb Deromedi, athletics director at Central Michigan University. "The conference conducted a pilot program last year to assess the feasibility of its system and submitted a proposal that the committee determined was acceptable."

All games between Big Ten institutions will be played with the experimental rule. Non-conference opponents that play televised games in Big Ten stadiums will have the

option to play with the experimental rule.

The proposed system will involve using only the replays provided by the Big Ten's television partners. The technical advisor assigned to each game by the conference's officiating

department will be the sole person able to trigger the use of video replay and render a decision on the reviewed plays.

The technical advisor will have the ability to replay the televising network's video feed, but the advisor will not communicate with network personnel to request replays of specific plays or to request shots from specific camera angles.

In an interview with the *New York Times*, Jim Delany, Big 10 commissioner, said he envisions a less expensive, less intricate instant replay system than that used in the NFL. "I don't want to do it in a second-rate way," Delany said. "When you introduce something like this, less is more."

The NFL had about \$10 million in start-up costs and has spent several million each year to run

it. Delany envisions a system that will more fit the Big Ten's needs.

"We don't need to spend what the NFL spends, but we don't want to do it with an antenna on a coat hanger," Delany told *The Times*. □

BIG TEN
CONFERENCE

A 'Clean' Sideline Increases a Crew's Effectiveness

One of the most frustrating things for wing officials is not having enough room to work along the sideline. A review of the rules as well as

essential. After reminding the box holder that all spots are taken from the forward point of the ball, it must be made clear whether the

they do not get in the linesman's way. Once the clip is set, the chins can be moved back at least a yard from the sideline so they do not get in the linesman's way. The last safety point is once a first down is awarded inside the ten yardline, the chains are no longer needed and should be moved well away from the sideline.

Coaches and other non-players. There is no limit on the number of coaches in the two-yard belt designated for their use, but there can be no players in that area. Also, neither coaches nor players may be between the sideline and the coaching line while the ball is live (9-1-5, 9-2-1b1). The penalty for the first two offenses is the official sideline warning with no distance penalty. The third infraction is a five-yard

penalty. Any subsequent infractions bring a 15-yard penalty.

The preceding discussions assume the violators are not doing anything else contrary to rule. If taunting or official-bashing is taking place, the rules require an immediate penalty for unsportsmanlike conduct. In some areas, referees use the sideline warning to control chirping from the bench area. Again, use that technique if your supervisor authorizes its use.

There is no limit on the number of informal warnings that may be given. Each crew should have a policy on how to handle sideline situations. If the first offense results in contact with an official, a formal warning should be given without hesitation. □



DALE GARNEY

Because the chain crews properly positioned and the coaches and players are in the team area, head linesman Bristol Martin Jr. is able to safely cover a play at the sideline.

some tips for working the sidelines may help a tough job easier.

Under NCAA rules, the bench area is four yards from the sideline. The coaches must remain in a two-yard belt immediately in front of the bench area and behind the "coaching line," leaving the remaining two yards for the sideline officials to maneuver.

Chain crew. On the linesman's side of the field (or on both sides if supplemental line-to-gain equipment is used), the chain crew must operate two yards off the sideline. Those supplementary personnel are an essential part of game control. Anything other than a fully competent chain crew can make an arduous game for both linesman and referee.

Coordination between linesman and chain crew is

linesman will designate that spot or whether the box holder is expected to get it on his own. There are two techniques that are used. Some linesmen prefer to go to the sideline and mark the spot with the heel of their forward foot when a first down is made, leaving it up to the box holder on other downs. That ensures the correct spot is systemically taken and, more importantly, the linesman can attest to what was done. Other linesmen will allow the box holder to pick up the spot on his own for all downs within a possession. Find out if your supervisor as a preference and accede to his wishes. If not, do what works for you.

Whatever technique is used on first down, once the clip is set, the chains should be moved back at least a yard from the sideline so

Sideline Rules Review

The team area shall be limited to squad members in full uniform and a maximum of 60 other individuals directly involved in the game. The 60 individuals not in full uniform shall wear special team area credentials numbered 1 through 60. No other credential is valid for the team area.

Coaches are permitted in the area between the limit line and coaching line between the 25-yard lines. This area is the coaching box.

Marking the team areas from the 25-yard lines is a game management requirement.

No media personnel, including journalists, radio and television personnel, or their equipment, shall be in the team area or coaching box, and no media personnel shall communicate in any way with persons in the team area or coaching box.

Game management shall remove all persons not authorized by rule.

Practice kicking nets are not permitted outside the team area. However, in stadiums where playing enclosures are limited in size, nets, holders and kickers are permitted outside the team area and outside the limit line.

New Option for Team B on Free-kick Encroachment

With an alteration to Rule 6-1-2-b-Penalty, Team B has more options regarding how the penalty will be enforced.

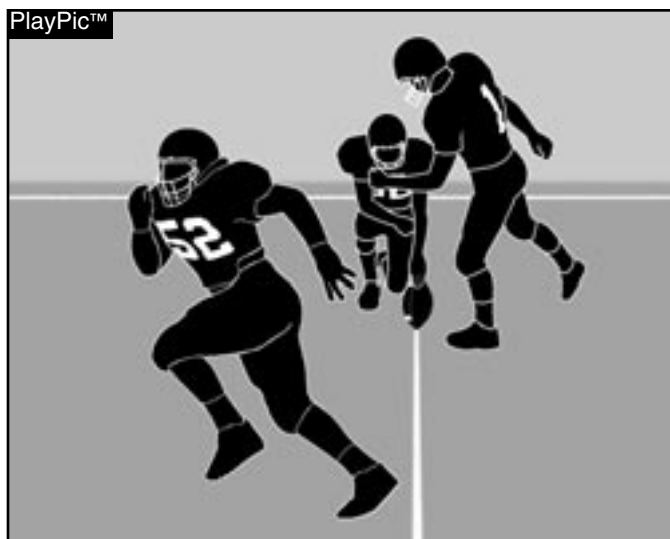
In addition to replaying the down after enforcement of a five-yard penalty from the previous spot, Team B can now choose to penalize the kicking team from the end of Team B's run. If a Team B player makes a fair catch or recovers the kick while grounded, the new penalty option will result in enforcement from the spot of the catch or recovery, respectively. If the kick ends in a touchback, the "end of the run" is considered to be the 20-yard line and the ball may be put in play at Team B's 25-yard line.

If Team A encroaches and the kick goes out of bounds untouched by Team B, the new penalty encroachment for the encroachment foul may not be added to the options for the kick out of bounds. In that case, Team B may choose to have the down replayed from the previous spot after enforcement of the five-yard penalty, take the ball 30 yards from the previous spot or take the ball at the spot it went out of bounds.

The new option is expected to save time and curtail injuries by reducing the number of re-kicks.

Play 1: During a free kick from Team A's 35-yard line, A81 is flagged for encroachment. B21 catches the kick at his eight-yard line and advances to Team

B's 26-yard line, where he (a) is tackled, (b) fumbles the ball and it is recovered by grounded B42 on Team B's 30-yard line, or (c) fumbles the ball and it is recovered by grounded B42 on Team B's 21-yard line.



The kicker and holder are excepted from the rule regarding encroachment on a free kick. A52, however, has encroached when he is beyond the restraining line when the ball is legally free-kicked.

Ruling 1: In (a), (b) and (c), Team B will have the option of accepting the five-yard penalty from the previous spot, resulting in a replay of the free kick from the 30-yard line, or having the five-yard penalty enforced from the end of the run. Team B will start a new series from (a) Team B's 31-yard line, (b) Team B's 35-yard line, or (c) Team B's 26-yard line.

Play 2: With 4:41 to play in the second quarter, Team A is kicking off from its own 35-yard line. A31 lofts a high, relatively short, free kick toward the sideline. The ball bounces at Team B's 36-yard line and is (a)

recovered by prone A42 at Team B's 34-yard line, or (b) goes out of bounds at Team B's 33-yard line. A53 was beyond his restraining line when the ball was kicked. **Ruling 2:** In (a) and (b), there is no Team B run,

thus the new option for penalty enforcement would not apply. In (a), Team B will likely accept the penalty, which is enforced from the previous spot. That will result in a re-kick from Team A's 30-yard line. In (b), Team A is also guilty of a free kick out of bounds. Team B may choose to have the down replayed from the previous spot after enforcement of a five-yard penalty, take the ball 30 yards from the previous spot or take the ball at the spot it went out of bounds. The encroachment foul and the foul for a kick out of bounds cannot be

combined; Team B must choose one or the other.

Play 3: During a free kick from Team A's 35-yard line, A31 is flagged for encroachment. B21 catches the kick at his eight-yard line and advances to Team B's 26-yard line, where he (a) fumbles the ball and it is recovered by grounded A42 on Team B's 30-yard line, or (b) is recovered by grounded B32 at Team B's 30-yard line. **Ruling 3:** In (a), Team B must accept the penalty in order to prevent Team A from beginning a new series. Team A will re-kick after enforcement of a five-yard penalty from the previous spot. In (b), Team B will likely choose to have the penalty enforced from the end of the related run (the spot of B32's recovery). Team B will begin a new series, first and 10 from its own 35-yard line.

Play 4: During a free kick from Team A's 35-yard line, A37 is flagged for encroachment. B19 catches the kick, then fumbles. The ball is recovered by A65, who advances and subsequently fumbles. B46 recovers the fumble and is downed at the Team B 30-yard line. **Ruling 4:** Team B may take the ball at Team B's 30-yard line for a new series, or have Team A re-kick after enforcement of a five-yard penalty from the previous spot. The enforcement privilege at the end of the Team B's run does not include a second change of team possession following the end of the kick. □

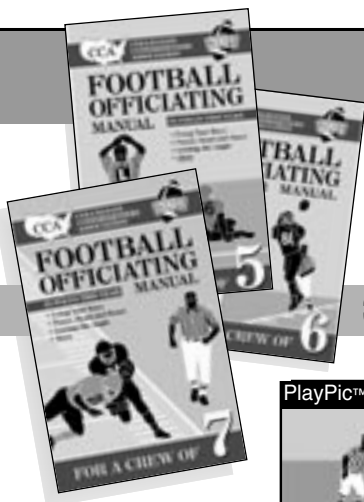


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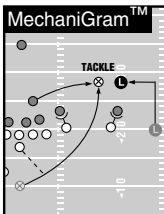
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The official has the angle to observe the player's feet and the ball.

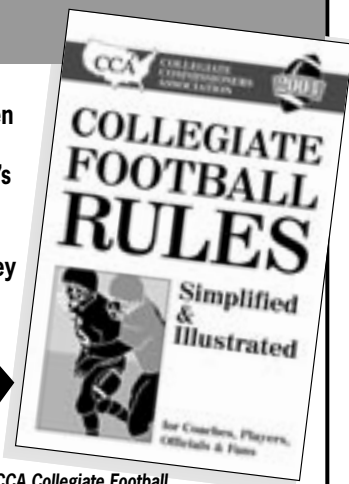


Forward progress should be handled by the covering official moving with the runner, parallel to the sideline, then moving to the selected place at right angles to the sidelines.

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