

### ***Play of the Day***

Play - Overtime - A 3rd & 10 on the B 25. QB A 12's pass is intercepted by B 22. B 22 runs 10 yards and fumbles. A 44 recovers and scores a TD. Team A was in an illegal formation. A 1 tackled B 22 by the face mask prior to his fumble. B 44 blocked in the back during the run by B 22.



**True False** - A ball from a free kick formation must be kicked from some point on or behind Team A's restraining line.

**Rule for the Day** - g. Fouls after a change of team possession (A.R. 3-1-3-XIV-XVII):

1. Distance penalties against either team are declined by rule in extra periods (Exceptions: Penalties for flagrant personal fouls, dead-ball fouls and live-ball fouls treated as dead-ball fouls are enforced on the succeeding play).
2. A score by a team committing a foul during the down is canceled.
3. **If both teams foul during the down and Team B had not fouled before the change of possession, the fouls offset and the down is not replayed.**

**Thought for the Day** - What you see depends on what you're looking for...

**Philosophy (NCAA) - Runner Down**

1. When in question, the runner fumbled the ball and was **NOT down**.
2. Don't knit-pick plays at the goal line pylon. If in question on plays at the pylon, rule **touchdown**.

***Ruling*** - B did not foul prior to the change of possession. The fouls offset and the down is not replayed.

**True False** - False - 6-1-1, 8-5-2

## ***Play of the Day***

Play - First period of overtime. A 3rd & 2 on the B 17. A 12 throws complete to A 88 at the 5 yard line. B 2 grabs A 88's facemask just after he crosses the goal line. A 88 then throws the ball into the stands.

### ***Rule for the Day -***

ARTICLE 5. Penalties for dead-ball fouls are administered separately and in order of occurrence (A.R. 10-1-5-I-VI) [Exception: **When unsportsmanlike or dead-ball personal fouls by both teams are reported to the referee and before any of the penalties have been completed, the fouls offset**, the number or type of down established before the fouls occurred is unaffected, and the penalties are canceled, except that any disqualified player must leave the game (Rules 5-2-6 and 10-2-2-a)].



**True False** - No player shall touch a free kicked ball until after it touches any player, the ground, or an official or anything beyond Team B's restraining line.

### **Philosophy - (NFL)**

#### **Unsportsmanlike Conduct**

Before the game, flags incidents can be penalized (flags thrown) and ejections could occur. If a player or coach "gets on an official", draw the line, "that's enough." Don't allow them to cross the line and allow their comments to be directed at an official that are "personal or racist" in nature. Penalize as UNS. TT 2008 POE

Problems with assistants? Go to the Head Coach

If a coach comes on to the field and "bumps" an official, penalize as UNS.

If a coach comes on to the field to "show up" an official, penalize as UNS.

**Ruling** - Fouls offset. Try form the B 3.

**True False** - True 6-1-3-a-3

***Thought for the Day*** - Life is change. Growth is optional. Choose wisely.....

### ***Play of the Day***

Play - Overtime 1st period. A 3rd & 3 on the B 18. A 44's pass is complete to A 88 in the end zone for a TD. B 55 roughs the passer.

**True False** - If on the above play B 22 had pulled down A 88 by the facemask in the end zone, the penalty would be enforced on the try or succeeding spot in overtime.

### ***Rule for the Day-***

Fouls During Or After A Touchdown, Field

Goal or Try:

ARTICLE 5. a. Fouls by the nonscoring team during a down that ends in a touchdown.

1. Penalties for personal **fouls are enforced on the try or the succeeding kickoff**, at the option of the scoring team. If there is no kickoff the accepted penalty is enforced on the try.

***Thought for the Day-*** "If is painful to look at your own trouble and know that you yourself, and no one else, has made it." Sophocles

***Ruling*** - Enforce the penalty on the try only. The penalty for this foul can not carry from one overtime period to the next.

**True False** - False - 10-2-5-a-1

***Food for thought*** - Make sure someone tells the HC. He may decline and assume that it will carry over to the next series,



## ***Play of the Day***

**Play** - A 3rd & 2 on the B 22. Score A 24 B 27. 2:35 left in the 4th quarter. Team A is out of time outs. QB A 12 rolls out left, is hit and fumbles at the B 24. The ball goes out of bounds at the B 26. Clock?

**True False-** A backward pass that goes out of bounds (not intentional) is ruled the same as a fumble out of bounds, with regard to the clock.



## ***Rule for The Day*** - e.

*Starts on the Referee's Signal.* For each of the following reasons, the game clock is stopped. If the next play begins with a snap, the game clock will start on the referee's signal:

1. Team A is awarded a first down, either through play or by penalty.
2. A Team A forward fumble goes out of bounds.
- 3. Other than with fewer than two minutes remaining in a half, a Team A ball carrier, fumble or backward pass is ruled out of bounds.**

***Thought for the Day*** - Without self discipline, success is impossible, period!" Lou Holtz

## **Philosophy (NCAA) - Replay**

1. Rulings in the replay booth and rulings on the field should be based on the same philosophies.
2. Pagers will be tested at 2:00 left before the start of the second half.
3. Referee checks the phones at 2:00 left in half time.
4. Phones and pager check is at 50:00 before the start of the game.

**5. Error on the side of review on any scoring play.**

***Ruling*** - A 4th & 7 on the B 26. Clock starts on the RFP.

**True False** - True