

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

**Play** - A 4th & 2 on the **B 48**. The snap sails over Punter A 86's head. A 86 recovers on the **A 40** and is hit and fumbles at the **A 41**. B 83 attempts to recover the ball at the **A 45** and accidentally kicks it towards his goal line. A 66, in an effort to keep team B from recovering, kicks the ball at the **B 46**, backward and out of bounds at the **A 45**.

**True False** - In the above play had a B player kicked the ball instead of A 66, the enforcement spot would be the A 41.

## ***Rules for the Day*** -

### SECTION 30. Play Classification

#### Running Play

ARTICLE 4. a. A running play is any live-ball action other than that during a free kick play, a scrimmage kick play or a legal forward pass play.

b. A run is that segment of a running play during which a ball carrier has possession.

**c. If a ball carrier loses possession by a fumble, backward pass or illegal forward pass, the running play includes the spot where the run ends and the loose-ball interval before possession is regained or the ball is declared dead (A.R. 2-30-4-I and II).**

d. A new running play begins when a player gains or regains possession.

**Philosophy - 1. The quarterback can throw the ball anywhere to give up the down if he is not under duress. The clock is not a factor.**

#### Illegally Kicking Ball

ARTICLE 4. A player shall not kick a loose ball, a forward pass or a ball being held for a place kick by an opponent. These illegal acts do not change the status of the loose ball or forward pass; but if the player holding the ball for a place kick loses possession during a scrimmage down, it is a fumble and a loose ball; if during a free kick, the ball remains dead (A.R. 8-7-2-



VII).

**PENALTY—15 yards, plus loss of down if the loss of down is not in conflict with other rules [S31 and S9] (Exception: No loss of down if the foul occurs when a legal scrimmage kick is beyond the neutral zone).**

d. The following are basic spots for the various categories of plays:

**1. Running plays.**

(a) *Previous spot*, when the related run ends behind the neutral zone.

(b) *End of the related run*, when the related run ends beyond the neutral zone.

(c) *End of the related run*, on running plays that have no neutral zone.

***Ruling*** - B 1st & 10 on the **A 37**. The basic spot is the previous spot, the **B 48**. The penalty for illegal kicking is enforced from the ***previous spot***, 15 yards & loss of down. Had the foul occurred behind the previous spot, it would be enforced from the ***spot of the foul***.

True False - False (Previous spot) 10-2-2-d-1

***Thought for the day*** - The question is not whether you have failed, but whether you are content with failure....

**Play for the Day -**

**Play** - A 3rd & 2 on the B 33. 4 seconds left in the 2nd half. A 98's field goal attempt is short and lands on the B 5. B 22 in an attempt to recover and muffs the ball to the B 2. B 22 then bats the ball from the B 2 out of the back of the end zone to keep A 44 from recovering for a TD. Time expires in the half.



**True False** - In the above play the period should be extended for an untimed down if the penalty is accepted.

**Rules for the day -**

b. Initial impetus is considered expended and the responsibility for the ball's progress is charged to a player:

1. If he kicks a ball not in player possession or **bats a loose ball after it strikes the ground** (Exception: The original impetus is not changed when a loose ball is batted or kicked in the end zone.) (A.R. 8-7-2-V).

**Postscrimmage Kick Enforcement**

ARTICLE 3. During a scrimmage kick play, postscrimmage kick enforcement applies only to fouls by Team B and only under the following conditions:

- a. The kick is not during a try, a successful field goal, or in an extra period.
- b. The ball crosses the neutral zone.
- c. The foul occurs three or more yards beyond the neutral zone.
- d. The foul occurs before the end of the kick (A.R. 10-2-3-I, II and V).
- e. Team A is not in legal possession of the ball when it is declared dead.

If these conditions are all met, the penalty is enforced according to the Three-and-One Principle with the postscrimmage kick spot as the basic spot.

**Philosophy** - 2. If the quarterback throws the ball within one yard of the line of scrimmage and he is outside the tackle box, the pass is close enough to the line of scrimmage, and intentional grounding should not be called. **Don't be too technical.**

3. When in doubt, a receiver has a reasonable opportunity to make a catch. (NCAA/MFOA)

**Ruling** - PSK enforcement. The result of the enforcement will be B 1st & 10 at the B 1. The result of the play is a safety. 2 points for Team A. Half is over.

**True False** - True 3-2-3-a-1

**Thought for the day** - "You must get involved to have an impact. No one is impressed of the win / loss record of the referee." *John Holcomb*

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

**Play** - 32 seconds left in the 3rd quarter. A 1st & 10 on the B 48. A 44 gains 3 yards on a run up the middle. The box man flips the box to 3rd down. The next play goes off with 3 seconds left in the quarter. The play is a run for a gain of 2 yards.

To start the 4th quarter the down box reads 4th down. Team A is in a punt formation but the R has not yet started the play clock. Team A has used its challenge

unsuccessfully earlier in the game. The team A coach calls time out and protests the down. Replay informs the R that the correct down is 3rd.

**True False** - *In the above play the coach would have no recourse has the 2nd or 4th period ended.*

**Philosophy** - 4. On simultaneous catches, award possession to the player that has final possession if possible, however, joint possession is awarded to the offense.

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

c. Correcting the number of a down.

1. This includes the result of a penalty enforcement that includes an automatic first down or loss of down.

**2. The correction may be made at any time within that series of downs or before the ball is legally put in play after that series.**

e. A player, incoming substitute or head coach may request a **head coach's conference** with the referee, if the coach believes a **rule has been enforced improperly**. If the rule enforcement is not changed, the coach's team will be charged a timeout, or a delay penalty if all timeouts have



been used.

1. Only the referee may stop the clock for a head coach's conference.
2. A request for a head coach's conference or challenge must be made **before the ball is snapped or free-kicked for the next play** and before the end of the second or fourth period (Rules 5-2-9 and 11-1-1).
3. After a head coach's conference or challenge, the full team timeout is granted if charged by the referee.

### Rule Decisions Final

ARTICLE 9. No rule decision may be changed after the ball is **next legally snapped**, legally free-kicked or the second or fourth periods have ended (Rules 3-2-1-a, 3-3-4-e-2 and 11-1-1).

**Ruling** - Head coach conference allowed (but technically not allowed after ball has been snapped for the next play). The down, however, may be corrected *"anytime within that series of downs or before the ball is legally put in play after that series"*. I am making the assumption that we would allow this coaches conference under 3-3-4. (We would not charge the a Team timeout due to the error on our parts)

**True False** - True 3-3-4-e-2, 5-2-9

**Thought for the day** - "You don't get to choose how and when you're going to die. You can only decide how you're going to live. Now." *Joan Baez*

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

**Play** - Late in the 4th quarter. Score A 24- B 27. A 3rd & 2 on the B 4. A 12 hands off to A 44 who is hit & fumbles at the B 1. The ball is then recovered in the end zone by B 22 lying on the ground. Team A had 5 players in the backfield and B 8 blocked below the waist in the end zone after the fumble by A 44 and before the ball was declared dead.

**True False** - In the above play if A had not fouled then enforcement spot would be the enforcement spot would be the previous spot.



## ***Rule For the Day***

d. *Starts on the Snap.* For each of the following, the game clock is stopped. If the next play begins with a snap, the game clock will start on the snap:

### **1. Touchback.**

### Offsetting Fouls

ARTICLE 4. If live-ball fouls by both teams are reported to the referee, the fouls offset and the down is replayed (A.R. 10-1-4-II, IX and X).

### *Exceptions:*

1. When there is a change of team possession during a down, and **the team last gaining possession had not fouled before last gaining possession**, it may decline offsetting fouls and thereby retain possession after completion of the penalty for its foul (A.R. 10-1-4-

I-VIII).

2. When Team B's foul is governed by postscrimmage kick rules,

Team B may decline offsetting fouls and accept postscrimmage kick enforcement.

3. When a live-ball foul is administered as a dead-ball foul, it does not offset any other foul, and any penalties are enforced in order of occurrence.

4. Rules 8-3-4-c and 3-1-3-g-3 (during a try or extra period after Team B possession).

**Philosophy** - 1. If action is deemed to be “fighting”, then the player must be disqualified. When in doubt of such actions, the player is **not fighting**. Never use the word “fighting” in a penalty announcement.

**Ruling** - Offsetting fouls. The team in final possession fouled prior to gaining possession. Replay the Down. **Clock starts on the snap.**

**True False** - False 10-2-2-d-1-b

**Thought for the Day** - If you help someone today they may forget tomorrow...Help someone today anyway.....

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

**Play** - QB A 12 is over the ball and shouting out the cadence. Defender B 55 is lined up 3 yards deep and runs to the line of scrimmage and stops abruptly there. Defensive lineman B 78 simultaneously and abruptly shifts over one position on the line of scrimmage. Lineman A 55 false starts immediately when B 78 shifts..



**True/False** - *Fouls by team B on a try. Team A may accept the score with penalties for roughing the kicker or passer enforced on the succeeding kickoff but may not carry over to an overtime period.*

**Rule for the Day** - 7-1-5-a-44. Player(s) aligned in a **stationary position within one yard of the line of scrimmage** may not make quick or abrupt actions that are not part of normal defensive player movement in an obvious attempt to cause an offensive player(s) to foul (false start). An official shall sound his whistle immediately [S7 and S21] (A. R. 7-1-5-IV).

### ***Philosophy*** -

5. Wide receivers that are the end man on the line of scrimmage must be on the line of scrimmage and break the plane of the line drawn through the waistline of the snapper **when the defensive player is in “press” position** or they will be ruled in the backfield.

**Ruling** - False start.

**Thought for the day** - The best way to predict the future is to invent it....

True /False - False. b. *Fouls by Team B on a try:*

1. Team A shall have the option of declining the score and repeating the try

after enforcement, or declining the penalty(ies) and accepting the score.  
Team A may accept the score with penalties for **personal fouls** enforced on the succeeding kickoff **or from the succeeding spot in extra periods** (A.R. 3-2-3-VII; A.R. 8-3-2-II; A.R. 8-3-3-I; and A.R. 10-2-5-XII-XIV).

## Play of the Day

**Play** - 4th & 3 on the A 45. Team A is in punt formation. At the snap linebacker B 55 runs toward the neutral zone and places his hand on the shoulder of A 60 (not the center). B 55 is able to leverage himself high enough to block the punt. B 34 recovers the punt on the A 39 where the ball is declared dead.

**Food for thought** - If this player leaps from beyond the NZ has he “landed” on the player by leveraging himself upward as described above?



## Rule for the Day -

### Player Restrictions

ARTICLE 5. a. No player may position himself with his feet on the back or shoulders of a **teammate** before the snap.

**PENALTY—Dead-ball foul. 15 yards from the succeeding spot [S27].**

b. No defensive player, in an attempt to block, bat or catch a kick, may:

1. Step, jump or stand on a teammate (Rule 9-1-2-n).
2. Place a hand(s) on a teammate to get leverage for additional height.
3. Be picked up by a teammate, or be elevated, propelled or pushed.

**PENALTY—15 yards from the previous spot [S27].**

n. No defensive player, in an attempt to gain an advantage, may **step, jump or stand on an opponent** (Rule 9-3-5-b). No defensive player who runs forward from beyond the neutral zone and leaps from beyond the neutral zone in an obvious attempt to block a field goal or try may land on any player(s). It is not a foul if the leaping player was aligned in a stationary position within one yard of the line of scrimmage when the ball was

snapped.

**Philosophy** - 5. If contact occurs before the runner has a foot down out-of-bounds, it is a legal hit.

6. If a runner near the sideline eases up after the whistle is blown, it is a personal foul if contact occurs. **Be alert to be sure that any contact is not part of the initial contact inbounds before calling a foul.**

**Ruling** - *Legal play by B 55. B 1st & 10 on A 39.*

**Thought for the day** - We are all faced with a series of great opportunities disguised as unsolvable problems....