

DOA
Penalty Mechanics and
Enforcement

7/22/15

Penalty Mechanics

Calling the Foul

- See the entire foul, not just the end
- Get the offender's number
- 'Drop' the flag at the spot of the foul
- Continue to officiate the remainder of the play and beyond
- Stop the clock at the end of the play
- Whistle 3 short bursts to alert your crew that you have a foul

Penalty Mechanics

Reporting the Foul

- Stop the clock
- If you also have progress spot, stay there until another official relieves you
- If multiple flags in same vicinity, discuss what each of you have before reporting to the Referee
- Report the result of the play, then the foul

Penalty Mechanics

Administering the Foul

- Referee
 - Minimize preliminary signals
 - Make decision for team if obvious
 - Agree with umpire enforcement spot, direction, and distance
 - Confirm clock status with crew
- Umpire
 - Become an expert in penalty administration
 - Get in on the reporting conversation ASAP
 - If decision needed, find the captain
 - Secure ball and get final disposition from referee
 - Walk off distance, check with wings before putting the ball down

Penalty Mechanics

Administering the Foul (Cont'd)

- Linesman/Line Judge
 - o Hold progress spot until enforcement decided
 - o Non-covering: Find out and communicate penalty to your coach ASAP so he can make his next decision
 - o If possible, give down and distance choices
 - o Walk with umpire to confirm enforcement distance
 - o Linesman – Confirm with chain crew new down and distance
 - o Line Judge – Signal Referee the clock status
- Back Judge
 - o Take over progress spot if not your foul
 - o Use signals on obvious fouls
 - o Communicate numbers to bench
 - o Relay ball to umpire to administer penalty
 - o Help 'clean up' (flags, players, coaches)



Penalty Enforcement

All fouls are enforced from the Basic Spot, except one.

- i.e. the “All-But-One” principle
- The Exception: Fouls by the OFFENSE that occur BEHIND the Basic Spot
 - o Examples:
 - Runs ends beyond the foul
 - Fouls behind the LOS on a loose ball play

Penalty Enforcement

Basic Spot

- Determined by the action that occurs during the down
- Basic Spot is the PREVIOUS spot for a foul:
 - o Which occurs simultaneous with the snap or free kick
 - o Which occurs during a loose-ball play (except roughing the passer)
 - o Which occurs during a free-kick down and an inadvertent whistle ends the down prior to possession by either team
- Basic Spot is the where the scrimmage kick ends (or the spot of the foul if behind end of kick) on fouls by R, (PSK – Post Scrimmage Kick enforcement)
- Basic Spot is the End-of-the-Run for running plays
 - o A fumble is also the end of a run
- Basic Spot is the succeeding spot for:
 - o Unsportsmanlike, dead-ball, and non-player fouls
 - o When the result of the play is a touchback

Penalty Enforcement

Classifications of Fouls:

- Loss of Down:
 - o Illegal Handing Ball Forward
 - o Illegal Forward Pass
 - o Intentional Grounding
 - o Illegal Touching
- Automatic First Down:
 - o Roughing the Passer, Snapper, Kicker, or Holder

Penalty Enforcement

General Yardage Penalties:

- 15 yards
 - o All safety fouls (clipping, low blocks, roughing, etc.)
 - o All unsportsmanlike fouls and ‘unfair’ acts
 - o All interference (OPI, DPI, Kick catching)
 - o Illegal Participation and Non-player fouls
 - o Illegal Kicking and Batting
- 10 yards – all ‘restriction’ fouls:
 - o Holding, block in the back, interlocked blocking, etc.
- 5 yards – everything else

Penalty Enforcement

Special Enforcements & Options:

- Free kick out of bounds (untouched by R)
 - o a) 5 yds & re-kick, or b) 25 yds & R put in play, or c) result of play.
- Kick-catching Interference
 - o a) 15 yds from previous spot & re-play down, or b) awarded fair catch and 15 yd penalty.
- Fouls by B during or after TD's (before try)
 - o a) Enforce on try, or b) subsequent kickoff
- Fouls by B on successful try or FG
 - o a) Enforce and replay down, or b) subsequent kickoff

Penalty Mechanics and Enforcement

- In Conclusion:
 - Memorize signals and penalty summary in the back of the rule book (go through them right before each weekend's games)
 - End Result?
 - o More consistent pace
 - o More professional and confident appearance
 - o Less opportunity for criticism
 - o Getting it right the first time
 - o Improve your ratings

10.3.1 A

- Third & 10 from B's 40. A1 takes the snap and runs wide then pitches back to A2. A2 catches the ball behind the NZ and runs to B's 10. a) During the pitch there is holding by B1, b) B2 grasps mask/helmet opening during the tackle

10.3.3 A

- B1 intercepts at A's 10 yard line and returns for a TD. After the INT but before the TD, B2 clips in A's EZ.

10.4.2 D

- A1 is behind the NZ and has the ball batted from his possession by B1. While the ball is loose a) A2 holds B1 or b) B2 grasps face mask

10.4.4 B

- A1 throws a pass from B's 22. B4 intercepts in the EZ and is tackled there. During B4's run, B2 holds A2 at B's 10 YL.

10.4.4 D

- Third & 6 from B's 40 YL. A1 advances to B's 30 where B1 grasps A1 FM/HO in attempting to tackle. A) A1 fumbles, recovered by B1 advancing to B's 40, b) A1 hands off to A2 who advances to B's 20, c) A1 pitches back to A2 who advances to the 18.

10.2.5 B

- After the last play in a tied game, B1 strikes A1 then A1 retaliates. A wins the coin toss and elects to go on a) offense or b) defense