

Indicated below are some items that have arisen during Week 3 & at Local Officials Association Meetings. These Rulings supersede any previous ones issued.

### **Questions and plays of the Week**

This is a new section that we have added to the bulletin. Questions that we received this week and plays.

1. Hurry-up offense: Once the ball is set, the team may snap. The ball is “set” when the U moves away. If you need to delay for any reason, U should stay with the ball. The silent wind (if appropriate) should happen right after the ball is set.
2. Play #1: MOV 2913.MOV This should be Illegal Participation under 9-6-4d. Previous spot enforcement
3. Play #2: WideWide - Clip 001.mp4 We don't have 9-4-3g (defenseless player) here. Do we have another foul?
4. Play #3: 125 (6481502).mp4 Good chop block call by the U
5. Play #4: WideWide - Clip 071.mp4 The defender can clearly see the QB pass here. There is no reason to deliver this blow. Roughing the passer!

### **General Items**

1. Talking to Players: Officials need to be careful on how they address players. Acceptable terms are “#”, “sir”, & “captain”. Unacceptable terms are “dude”, “boy”, & “buddy”.
2. False Start (FST)/Shift: Players are allowed to legally shift on any down. If the movement simulates the snap, it is a false start. We do not read intent. If it is a sudden and/or abrupt movement, it is a FST.
3. GLM: It is IMPERATIVE that the **Wings** go immediately to the GL when the ball is snapped on or inside the + 5 YL. When the ball is snapped between the +10YL & +5YL then the **Wings** need to start moving to the GL at the snap. **Wings** need to be at the GL prior to the ball arriving. If the LTG is between the LOS & the GL, and it is 3<sup>rd</sup> or 4<sup>th</sup> down, then the **Wings** need to move to the LTG initially while reading the play.

4. Holding: See GB, P. 41, Item #2: “If there is offensive or defensive holding but the action occurs clearly away from the POA & has no (or could have no) effect on the play, holding should not be called since the officials are concentrating on the POA.” We had a report of a **Wing** throwing an OH on the opposite side at the LOS when the QB was 20 YDS beyond the LOS on a sweep to the other side.

5. Suspending Players: When a player(s) need to be suspended for a short period of time implement Game Management Mechanics (GB, P. 14, # 17). Call an official’s time-out. The **Crew** will record player (s) #'s on their game cards. **Wing(s)** will escort player (s) to the SL & inform the HC of the player’s action. Then, later, if the same player must be suspended again, penalize him/her for UNS (assuming it is a non-contact act).

6. Ineligibles Downfield: Excellent officiating & **Crew** communication – after the play the **HL** indicated he saw ineligibles downfield 3 – 5 yards. He was pretty sure ball crossed the LOS. **U** confirmed ball was clearly beyond the LOS & was not touched.

7. OPI & Where Pass Was Caught: **BJ** called OPI on a pass caught behind the NZ. Obviously, if the pass is caught here one or both of the **Wings** are in R&R 1. They need to talk with the **BJ** immediately & wave off this flag. This would be a Great “Crew save”.

8. Preventive Officiating: A). A23 could have blind side blocked B23 – **Wing** told A23, “good job easing off & using hands to block”; B). B65 approached the Passer & at the last second veered off & did not hit passer after **R** said “balls away”. **R** told B65 good job staying off. Our communication with players can play a significant role to reduce fouls.

9. **LJ & BJ** Mechanics: Long pass thrown to receiver near the field numbers. **BJ** had DPI & **LJ** had incomplete pass only. Excellent Mechanics – **BJ & LJ** got together, talked, & then the **BJ** signaled DPI to the **R**. It is imperative that the officials get together & talk in these situations. Remember the Rules Philosophies on GB P. 42 & 43 regarding PI.

10. **U & PI**: Yes, if the **U** is 100% certain that he/she sees an OPI or DPI, he/she can call it.

11. **Wings** on Try - Muddle Huddle: Stay in GLM until the KT shifts to Try-Kick. **BJ/ U** on EL.

12. Team TO’s: HC was told by 2 **Crews** in 2 games that he was not allowed to go between the hash marks to meet with his team. He even referenced Rule 2-6-2a & b. **Crew** said No. Incorrect. One Coach can meet with his/her team between the 9 YD

marks during a Team TO. Even though the Team Box can be expanded to the 10 Yard Lines, teams must still huddle between the 25 Yard Lines during time-outs.

13. **U** & GLM (4 Officials): Ball snapped on + 9 YL. A2 ran toward EL & possessed ball in the air. He came down with his foot barely on the EL under the goalposts. Excellent signals by the **U** to indicate incomplete pass & receiver OOB's. Both **Wings** indicated they could not get near the EL in time to make this challenging call. Well done by the **U**.

14. **R** & Ready Signal (4 Officials): Be sure the **U** has a chance to get to his/her IP on a Punt.

15. **U** & Punt Play (4 Officials): Use **BJ** mechanics. Be on the wide side with 1 receiver.

16. Play Clock (4 Officials): **R** is responsible to "time" the 25 second count. **R** will communicate with the **U**, to hold up his/her arm/hand & count down loudly & waving his/her arm the last 5 seconds. Prior to the **U** count down, **R** will hold up a closed fist & verbally say "10" with 10 seconds on the PC.

Best wishes for a Great game this weekend!!