

## **“If in Doubts”: They Make Us Better Officials**

6/1/19

If In Doubts recommend not calling a foul in questionable situations, allowing play to continue instead of blowing the play dead, & giving the team the benefit of more favorable field position when it is difficult to determine where the ball is to be spotted. Please take some time to learn & understand how to apply each of the “If in doubts” in game situations.

1. If in doubt, consider the safety of all paramount to the game. (Rules 1 & 3)
2. If in doubt, it is **not** a foul. (Rule 2)
3. If in doubt, apply conserving/consuming time. (Rule 3)
4. If in doubt, the player is inbounds. (Rule 4)
5. If in doubt, measure for a first down. (Rule 5)
6. If in doubt, the airborne kickoff/punt near the GL is **not** a TB. (Rule 6)
7. If in doubt, implement onside kick mechanics. (Rule 6)
8. If in doubt, the kickoff/punt/pass is untouched. (Rules 6 & 7)
9. If in doubt, the pass is forward. (Rule 7)
10. If in doubt, the runner did **not** fumble. (Rule 7)
11. If in doubt, control of a pass followed by loss of possession is incomplete. (Rule 7)
12. If in doubt, the pass near the ground is a catch. (Rule 7)
13. If in doubt, the passer is behind B’s LOS. (Rule 7)
14. If in doubt, the player is on A’s LOS (Rule 7)
15. If in doubt, it is **not** a TD or a safety. (Rule 8)
16. If in doubt, it is Roughing the Kicker (Rule 9)
17. If in doubt on a punt, the foul by RT near the LOS is PSK. (Rule 10)