

To my Fellow Football Officials:

We keep getting lots a good feedback from around the state about our rules review and Mike Wise's video presentations. This type of training does not just happen. Your leadership puts in the time to have it available to all our members as we get ready for the season.

You expect a story or some preaching each week and I don't want to let you down.

Everyone knows what Easter is. What Good Friday is. What Maundy Thursday is. But do you know what Cannon Ball Sunday is?

That is the Sunday after Easter. You could shoot a cannon ball from the pulpit into the congregation and not hit a soul.

My point is we get into the rules and mechanics prior to the season. But, we need to stay in the rule book all year. You never know if that one little last look at something might save you next Friday night.

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Rule 3: Periods, Time Factors and Substitutions

RULE THREE QUESTIONS (Thanks to Mike Marcotte)

PLAY ONE: 4rd/19 for Team A from the Team A 27-yard line. A14 takes the snap and attempts a "quick kick" from the Team A 21-yard line. The kick is blocked behind the line, and A32 then picks up the ball and runs to the Team A 48-yard line, where he is tackled inbounds.

RULING: 1st/10 for Team A from the Team A 48-yard line. The game clock will stop when the ball is declared dead, the 25-second clock starts on the referee's signal; game clock on the SNAP. (3-3-2d8, AR 3-3-2 VI)

Remember this is the special rule about A being awarded a 1st down after a scrimmage kick. Easy one to miss on the field.

PLAY TWO: 1st/10 for Team A from the Team B 25-yard line with the clock running. As Team A approaches the line of scrimmage for the snap, Team B has 10 players on the field. Incoming substitute B32 runs into the defensive formation and B33, believing that Team B now has too many players, steps out of the back of the end zone and heads toward his sideline just before the snap.

RULING: 1st/5 for Team A from the Team B 20-yard line after enforcement of penalty for the dead ball illegal substitution foul. 25-second clock starts on the ready; game clock starts on the ready.(3-5-2c1)

A player leaving the field must leave on his sideline. Not the end zone or the other teams sideline.

PLAY THREE: 1st/10 for Team A from the Team A 20-yard line. A33 takes the handoff in the backfield from QB A14, and runs to the Team A 26-yard line, where he's legally contacted by B55

near the sideline. The ball flies loose and out of bounds at the Team A 24-yard line.

RULING: 2nd/6 for Team A from the Team A 24-yard line. Clock is stopped when the ball goes out of bounds. 40-second clock starts shortly after dead ball; game clock on the snap. 3-3-2d2 UIL
Exception

Another easy one to miss on the field

PLAY FOUR: 2nd/12 for Team A from the Team B 18-yard line, with Team A losing by 4 points and time running out in the 4th quarter. QB A12 drops back to pass, and under pressure at the Team B 25-yard line, throws the ball forward and out of bounds at the Team B 22-yard line, with no eligible receivers in the neighborhood. The clock reads 0:01.

RULING: 3rd/19 from the Team B 25-yard line. 25-second clock and game clock start on the ready. (3-3-2e14, 7-3-2 g/h)

This is ING to conserve time. Starting the clock on the RFP does not reward the QB for fouling. The LOS official must come to the R and tell him where the ball went OOB. Remember its not where it crosses the sideline. Its where it lands. In this case the ball landed at the B22

PLAY FIVE: First extra period; first possession. 1st/10 for Team A from the Team B 25-yard line. A13's pass is intercepted by B21 at the Team A 16-yard line. B21 returns the ball the length of the field for an apparent touchdown. During the run by B21, B66 launches and targets the head of A13 at the Team B 29-yard line, knocking him to the ground.

RULING: 1st/10 for Team B from the Team A 40-yard line (begin the second possession of the first extra period). Disqualify B66. Cancel the score by Team B. 25-second clock starts on the ready; game clock is dead. (3-1-3g)

The crew must know when the foul occurs and where was the ball when the foul happen. Good time for the crew to get together and confirm more than one official believes it was targeting.

PLAY SIX: 3rd/5 for Team A from the Team A 45-yard line. Late in the game, the score is tied. A17's legal forward pass is intercepted by B44 at the Team B 30-yard line. B44 advances to midfield, where he is hit and fumbles. A88 picks up the ball and advances to the Team B 8-yard line, where he attempts a pass to a trailing teammate, but the ball strikes the ground at the Team B 7-yard line. Time expires during the run by A88.

RULING: The period is over and is not extended; the ball is dead when it hits the ground. Begin the first extra period. (3-2-3a1)

This is an incomplete forward pass

PLAY SEVEN: 4th/4 for Team A from the Team B 24-yard line. A17's legal forward pass is intercepted by B44 at the Team B 15-yard line, and he runs out of bounds at the Team B 22-yard line. At the snap, B96 was offside.

RULING: 1st/10 for Team A from the Team B 19-yard line. 25-second clock starts on the ready; game clock starts on the READY. (3-3-2e4)

Another timing situation that you would think the clock would start on the ready

PLAY EIGHT: Time has expired for the fourth period, and Team A, trailing by 4 points, approaches the line of scrimmage to execute an untimed down (1st/10 from the Team B 22-yard line) resulting from a Team B penalty. Just before the snap, A66 false starts, shutting down the play.

RULING: 1st/15 from the Team B 27-yard line. Team A is entitled to complete the untimed down. 25-second clock starts on the ready; game clock is dead. (3-2-3, AR 3-2-3 I)

There still has been no play. A FST is not a play

SITUATION NINE: With 10 seconds remaining in the third period, neither team has taken a charged team timeout. Team A, facing 4th/1 at the Team A 22-yard line, asks for and receives a charged time out. With the time out ending, the ready for play whistle is blown and Team A approaches the line of scrimmage. Seeing an unexpected defensive alignment and with the play clock winding down, QB A13 turns to the Referee and requests a time-out.

RULING: Grant the time out. At the end of the time out, 25-second clock will start on referee's signal; game clock on the snap (3-3-4)

It is an NFL rule that a team cannot call a consecutive T.O>

SITUATION TEN: On the last timed down of a tied game (3rd/10 for Team A from the Team B 40-yard line) A25 is illegally in motion and B45 holds receiver A88 downfield. The referee announces that the fouls offset and that regulation play is over. As the officials call the team captains out for the toss to begin extra periods, Team A's coach requests a conference and asserts to the referee that one untimed down should be played.

RULING: 3rd/10 for Team A from the Team B 40-yard line. The game should be extended for one untimed down in the 4th period. 25-second clock starts on the ready; game clock is dead. (3-2-3a2, 3-3-4e2)

In most cases offsetting live ball fouls will extend the period.