

We have had a lot of comments and questions from the Rule 4 Review.

Question 5 had discussion about batting the ball toward the opponents goal line. The reason this was not a foul was because this was not a loose ball being batted. It was a ball in player possession which by definition is not a bat.

Question 4 had to do with a player's leg touching the pylon. The GL pylon is out of bounds behind the GL. In some cases this can result in a TD and in cases like this on make a player OOB.

We have had discussions at the TASO Football Board Meetings about our rules questions and the level of rules knowledge of most of our members. Our agreement was that so much of our efforts are aimed at the group of members who we would classify as advanced when in actually most of our members are not at that level. The result is that Cooper Castleberry will teach at the State Convention in Arlington this July a Class Called Officiating 101. This class is strongly recommended for any of our members but especially for those who need help with the basics and want to work on their football officiating foundation.

**RULE FIVE QUESTIONS:** Series of Downs, Line to Gain (thanks to Mike Marcotte)

**PLAY ONE:** Following the beginning of a series from the Team B 8-yard line, Team A faces 3rd/goal from the Team B 26-yard line as a result of quarterback sacks and penalties. The chains have been laid down. On 3rd down, QB A11 drops back to pass, releases the ball toward A87 in the end zone, and is roughed by B58 at the Team B 33-yard line. The pass falls incomplete.

**RULING:** 1st/10 for Team A from the Team B 13-yard line. 25-second clock starts on the ready; game clock on the snap. (5-2-2b, 9-1-2o PEN)

Roughing the passer during an incomplete pass is 15 from the previous spot and auto first down.

**PLAY TWO:** 2nd/goal for Team A from the Team B 9-yard line. QB A12's pass is thrown to A81, who leaps into the air at the Team B goal line. A81 grasps the ball while airborne over the end zone, and he is immediately contacted by B33, who drives him back into the field of play. A81 returns to the ground at the Team B 1 ½ yard line, stumbles, regains his balance, and retreats to the Team B 4-yard line, where he is tackled inbounds.

**RULING:** 1st/10 for Team A from the Team B 4-yard line. 40-second clock starts shortly after the dead ball; game clock starts on referee signal. (AR 5-1-3 II)

Had A81 gone to the ground from the contact and held on to the ball we would give him FP which would be a TD

**PLAY THREE:** 2nd/10 for Team A from the Team A 20-yard line. A23 takes the handoff from A11 and runs to the Team A 25-yard line, where he's hit by B48 and fumbles. B38 picks up the rolling ball at the Team A 28-yard line and carries it to the Team A 9-yard line, where he is contacted by A89 and the ball flies loose. A11 falls on the ball at the Team A 6-yard line.

**RULING:** 1st/10 for Team A on the Team A 6-yard line. 40-second clock starts shortly after the dead ball; game clock starts on referee signal. ( 5-1-1e1)

When we have a COP the series of downs is broken, the LOS goes away and we have a new series of downs once the ball becomes dead. The original LTG is gone.

**PLAY FOUR:** 3rd/goal for Team A from the Team B 1-yard line. A10 takes the snap and hands off to A27, who jumps forward over the line with the ball in his possession. A10 extends the ball over the goal line, and just after the ball crosses the goal line plane, it is batted loose by B77. The ball flies into the end zone, where B49 falls on it.

**RULING:** Touchdown for Team A. Ball is dead when it crosses the goal line plane in player possession. Next play will be try from Team B 3-yard line. 25-second clock starts on the ready; game

clock is dead. (Note the difference between this play and PLAY TWO!) (AR 5-1-3 VI)  
You cannot fumble a dead ball. The difference in this play and play 2 is one is completing a catch and the other a player is running with the ball in possession

**PLAY FIVE:** 3rd/10 for Team A from the Team A 40-yard line. A12 rolls around right end and is driven out of bounds at the Team B 20-yard line. A12 believes that he has been contacted out of bounds, but the officials rule the contact legal. As A12 turns to return to the huddle, he launches an “F-bomb” at the Line Judge.

**RULING:** 1st/10 for Team A at the Team B 35-yard line. A12 receives one of two unsportsmanlike conduct penalties leading to disqualification. 25-second clock starts on the ready; game clock on the snap. (5-2-7a)

This is a timing play. We always want to start Team A 1/10 not 1/25 whenever possible. However, depending on how late the UNS happened would depend on if it is 1/10 or 1/25

**PLAY SIX:** 2nd/3 for Team A from the Team B 42-yard line with the clock running. After the ready for play and shortly before the snap, B60 charges across the neutral zone, making contact with snapper A50. A71 then takes a step forward and delivers a forearm blow to B68’s chest.

**RULING:** 2nd/13 for Team A from the Team A 48-yard line. 25-second clock and game clock start on the ready. A71’s actions constitute one of two unsportsmanlike conduct penalties leading to disqualification. (5-2-6, 10-1-6b)

These are both dead ball fouls which are enforced in the order of occurrence if you can determine. In this case the first foul by B be penalized 5 from the B42 to the B37 then the A foul would be penalized 15 from the B37 which would move the ball back to the A48.

**PLAY SEVEN:** 4th/4 for Team A from the Team B 30-yard line. A23 runs to the Team B 25-yard line, where he is hit and fumbles, with the ball rolling out of bounds at the Team B 23-yard line. After the ball rolls out of bounds, A79 contacts B85, who is out of the play, in the back, knocking him to the ground.

**RULING:** 1st/10 for Team A from the Team A 40-yard line. 25-second clock and game clock start on the ready. Officials should judge whether A79’s actions are a personal or unsportsmanlike conduct foul. If unsportsmanlike, this would be one of two leading to disqualification. (AR 5-2-6 I)

A makes the LTG then we have a forward fumble OOB brought back to the B25. Then we penalize the A79 foul from the B25 to the B40 and make it 1/10

**PLAY EIGHT:** 3rd/7 for Team A at the Team B 22-yard line. A17’s field goal attempt is blocked behind the neutral zone, hits the ground at the Team B 17-yard line, rebounds untouched back behind the neutral zone, and after a scramble for the ball in which neither team gains possession, goes out of bounds at the Team B 26-yard line.

**RULING:** 1st/10 for Team B at the Team B 26-yard line. 25-second clock starts on the ready; game clock on the snap. (5-1-4b, 6-3-7, 8-4-2b)

Had the ball stayed in bounds and Team A recovered it in bounds it would be A ball 4th down

**PLAY NINE:** 2nd/4 for Team A at the Team A 30-yard line. Airborne eligible receiver A82 receives a legal forward pass at the Team A 35-yard line. As he receives the ball, A82 is contacted by B18 and first comes to the ground with the ball at the Team A 33-yard line, where the ball is declared dead inbounds.

**RULING:** 1st/10 for Team A at the Team A 35-yard line. A82’s forward progress is at the point where he receives the ball and is contacted by the opponent. 40-second clock starts shortly after dead ball; game clock starts on Referee’s signal. (5-1-3, AR 5-1-3 II)

This is the FP spot. Had A82 landed on his feet and not gone to the ground the ball would still be live and able to be advanced.

**SITUATION TEN:** 1st/10 for Team A from the Team B 22-yard line. While A7's legal forward pass is in the air, A82 commits offensive pass interference at the Team B 5-yard line. The pass is incomplete. The officials erroneously penalize Team A 15 yards and loss of down, making it 2nd/25 from the Team B 37-yard line. After A7 throws another incomplete pass on 2nd/25, the Team A Coach requests a conference and asserts that the OPI penalty was incorrectly enforced.

**RULING:** While the Coach is correct, the incorrect rule enforcement cannot be addressed at this point. The next down will be 3rd/25 from the Team B 37-yard line. Team A will be charged with a time out (or delay) if no time outs remain. The full team timeout is granted to Team A. 25-second clock starts on the ready, game clock on the snap. (5-2-9, 3-3-4e)

Once the ball is snapped you cannot go back and correct an on field ruling. However, if Team A committed a FST then we have not had a legal snap and the ruling could still be corrected.

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