

DEAD-BALL FOULS

PLAY 1: B2 is flagged for a late hit on A1. A1 responds by cursing at B2.

RULING 1: Both fouls are treated as dead-ball fouls. The penalties offset.

PLAY 2: B2 is flagged for a late hit on A1. A1 responds by cursing at B2. B3 curses at A1.

RULING 2: All fouls are treated as dead-ball fouls. The penalties for A1's and B2's fouls offset. The penalty for B3's foul is enforced from the succeeding spot.

PLAY 3: Third and 20 at team A's 25 yardline. A1 false starts. B2 reacts by crossing the neutral zone and forcibly contacting A1.

RULING 3: Only fouls that have a 15-yard penalty offset. In the play cited, the penalties are enforced in the order of occurrence. The penalty for A1's foul is enforced to team A's 20 yardline, then the penalty for B2's personal foul is enforced. The result is third and 10 for team A from its own 35 yardline.

PLAY 3: B2 is flagged for a late hit. Before the penalty is enforced, B2 curses the official.

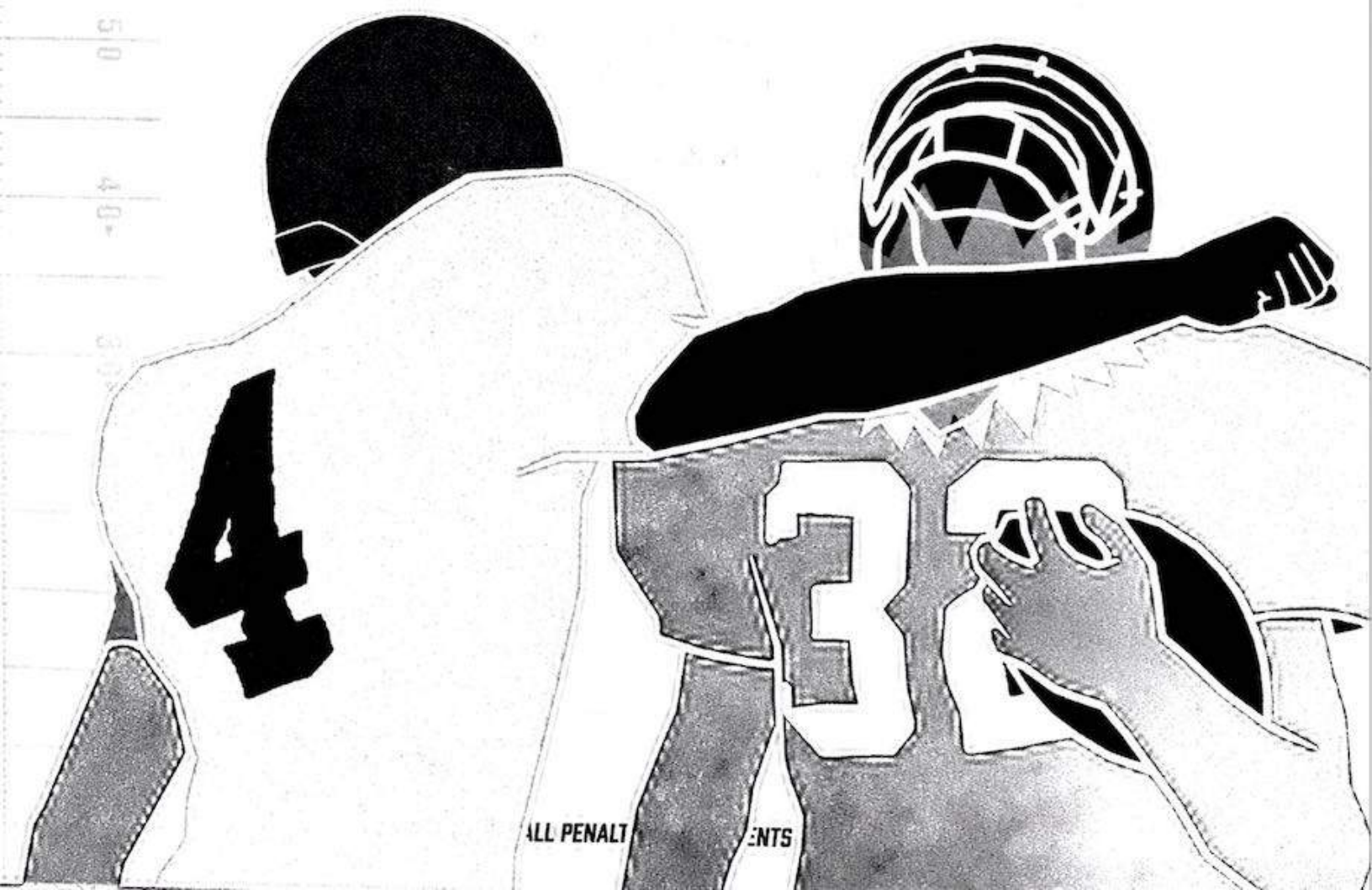
RULING 3: The penalties for both of B2's fouls will be enforced from the succeeding spot.

FOULS THAT PREVENT THE SNAP

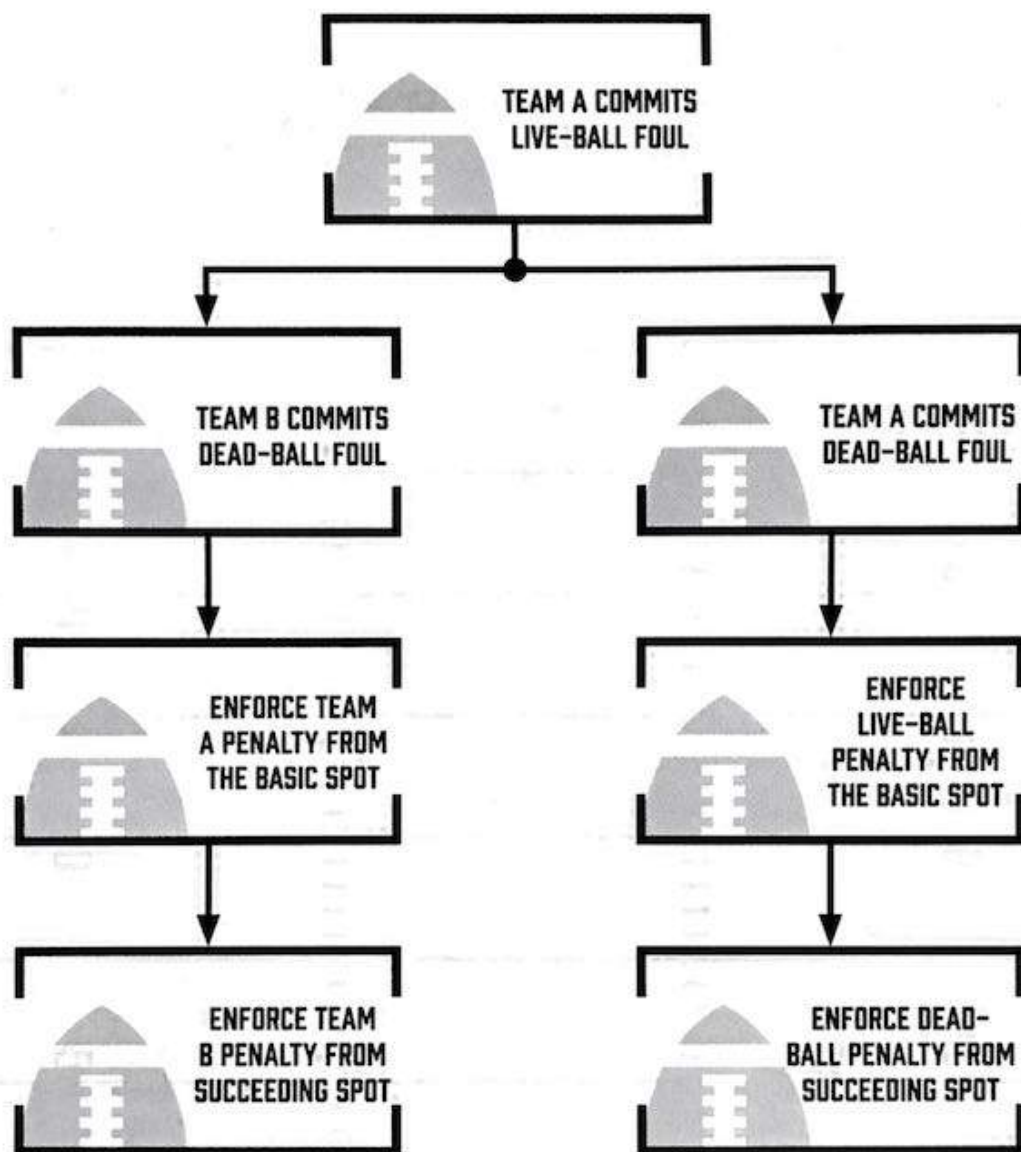
Fouls that prevent the snap include delay of game, an illegal snap, false start, illegal substitution and encroachment. Penalties for those fouls are enforced from the succeeding spot and the down remains the same, unless the penalty yardage for a team B foul results in a first down for team A.

CHAPTER 12

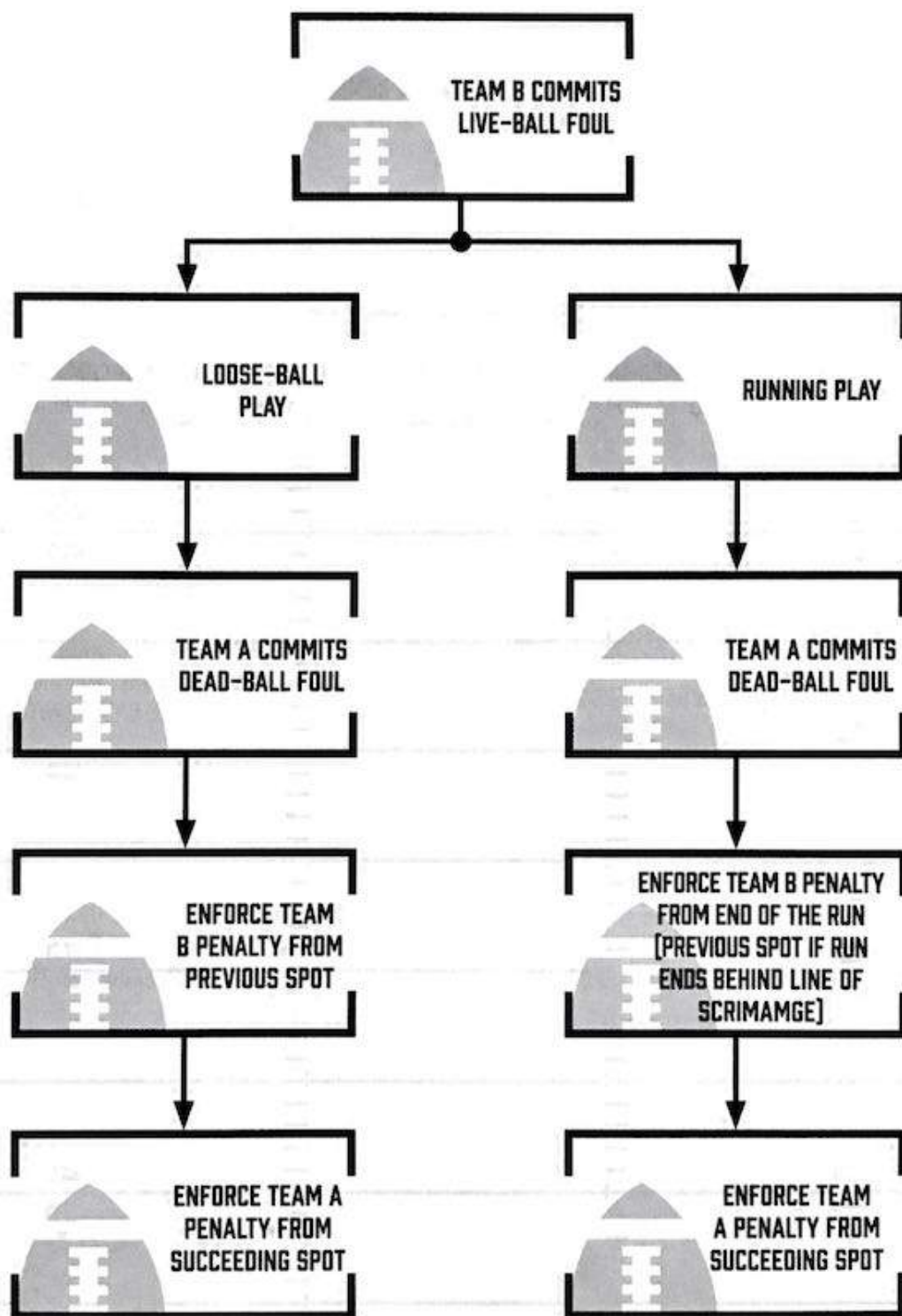
LIVE-BALL FOLLOWED
BY DEAD-BALL FOULS



LIVE-BALL FOLLOWED BY DEAD-BALL FOULS



LIVE-BALL FOLLOWED BY DEAD-BALL FOULS

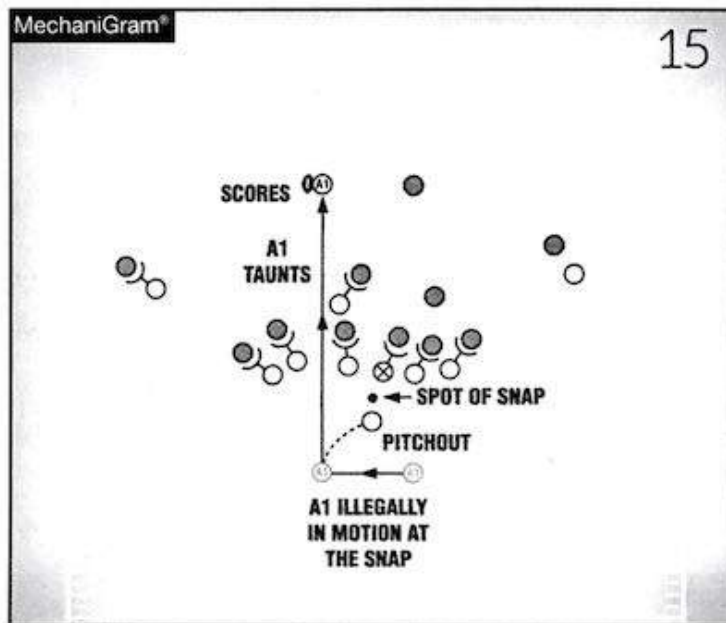


LIVE-BALL FOLLOWED BY DEAD-BALL FOULS

If one team commits a live-ball foul and then commits a dead-ball foul (or a live-ball foul enforced as a dead-ball foul), the penalties are enforced separately and in the order of their occurrence.

PLAY 1: As seen in MechaniGram 15, it's first and 10 for team A from team B's 15 yardline. Team A is flagged for illegal motion at the snap. A1 breaks into the clear and is running for an apparent touchdown. At team B's five yardline, he turns and taunts the team B players chasing him.

RULING 1: Team B will likely accept both penalties. The penalty for illegal motion moves the ball back to team B's 20 yardline. The penalty for A1's unsportsmanlike act is enforced from that spot. It will be team A's ball, first and 30 at team B's 35 yardline.



PLAY 2: Fourth and 10 at team K's 18 yardline. Team K is flagged for illegal motion at the snap. R1 returns the punt to team K's 40 yardline. After the whistle sounds, R2 is flagged for a late hit at team K's 35 yardline.

RULING 2: Team R will accept the penalty for team K's motion foul at the succeeding spot. The penalty for R2's dead-ball foul is then enforced from the succeeding spot. Team R will start a new series at the 50 yardline.

The distance penalty for unsportsmanlike, nonplayer or dead-ball personal fouls committed by teams can offset. Equal numbers

CHAPTER 12

of 15-yard penalties by both teams will offset and remaining penalties may be enforced.

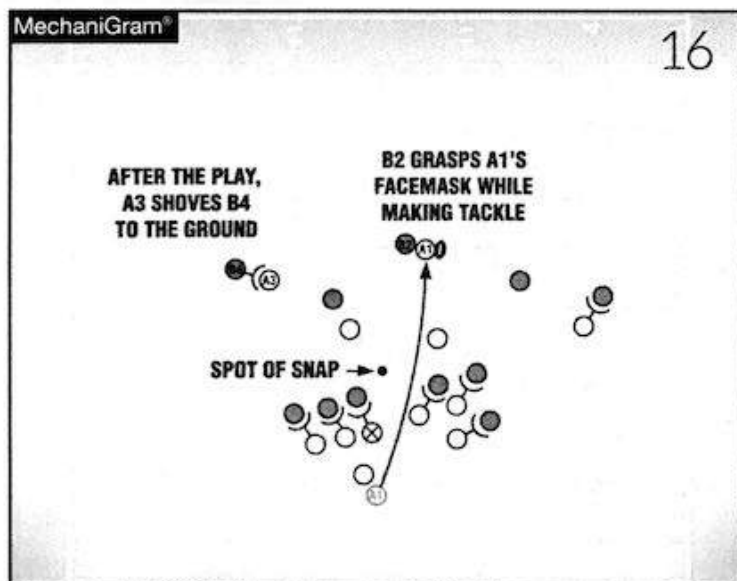
If one team commits a non-15-yard dead-ball foul and the other commits a 15-yard dead-ball foul, the penalties are enforced in the order of occurrence.

PLAY 3: Second and 15 at team A's 10 yardline. A1 false starts. B2 charges across the line and roughly contacts A3.

RULING 3: Both are dead-ball fouls. The penalty for team A's foul takes the ball to team A's five yardline. The penalty for B2's personal foul is then enforced, yielding second and five for team A from its own 20 yardline.

PLAY 4: First and 10 at team A's 10 yardline. A1's run gains four yards. After the ball is dead, A2 and B3 slug each other. The official flagging the incident (a) sees A2 punch first, followed by B3, or (b) does not know who threw the first punch.

RULING 4: In (a) or (b), the penalties offset. However, both players are disqualified for fighting.



PLAY 5: As seen in MechaniGram 16, it's second and five at team A's 30 yardline. A1 advances to team A's 40 yardline and B2 is flagged for grasping and twisting A1's facemask. After the play has ended, A3 shoves B4 to the ground.

RULING 5: A live-ball foul cannot be coupled with a dead-ball foul to create a double foul.

LIVE-BALL FOLLOWED BY DEAD-BALL FOULS

The penalty for B2's live-ball foul is administered, moving the ball to the 50 yardline (beyond the line to gain). The 15-yard penalty for the dead-ball foul is administered from that spot. It will be first and 10 for team A from its own 35 yardline. When a penalty moves the ball beyond the line to gain, a new series is awarded. When the penalty for a dead-ball foul is then enforced, the chains are moved but it is still first and 10.

PLAY 6: Fourth and 10 at team K's 40 yardline. R1 runs into punter K2. R3 fair-catches the punt at his own 30 yardline. K4 is flagged for a dead-ball personal foul.

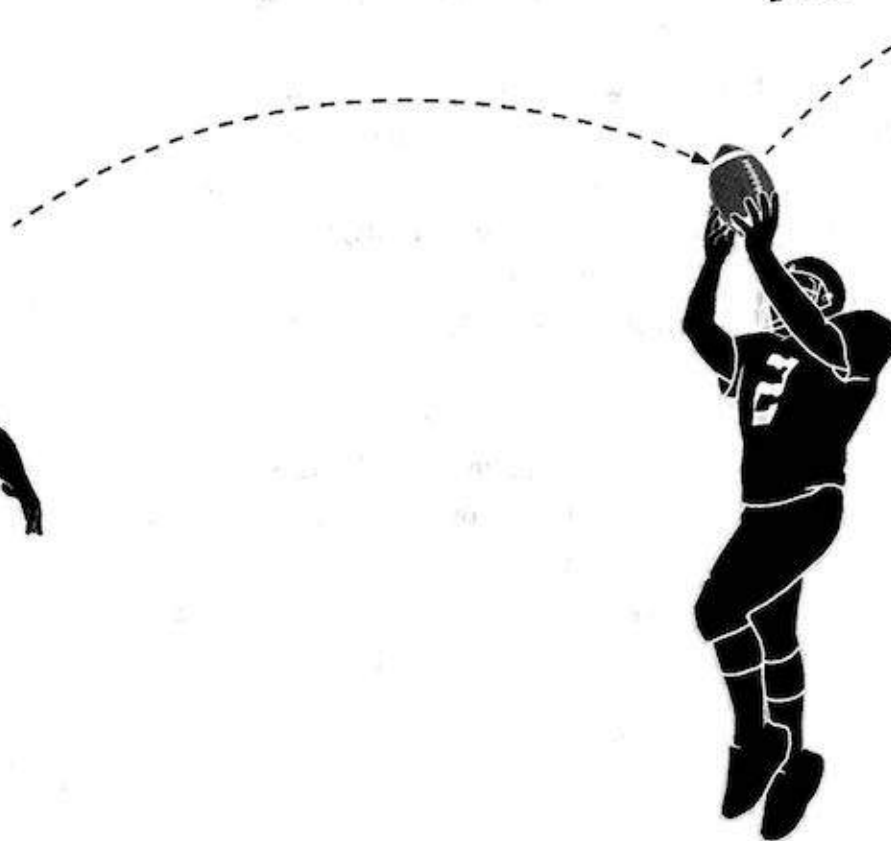
RULING 6: If team K declines the penalty for running into the kicker, only the penalty for its dead-ball foul would be enforced. Team K's best option would be to accept the penalty for running into the kicker, which is enforced from the previous spot. The penalty for the dead-ball foul is then enforced from that spot. The result is a replay of the down, fourth and 20 from team K's 30 yardline.

PLAY 7: Fourth and 10 at team K's 40 yardline. R1 runs into punter K2. R3 fair-catches the punt at his own 30 yardline. R4 is flagged for a dead-ball personal foul.

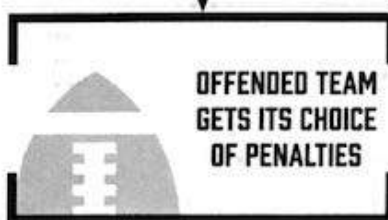
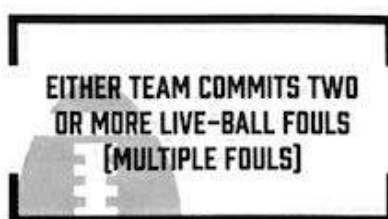
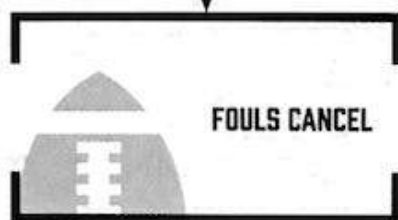
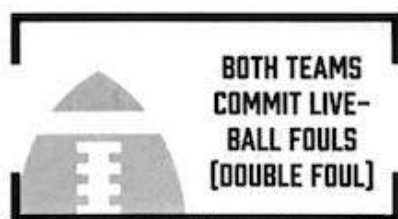
RULING 7: Both penalties may be enforced from the previous spot. The result is first and 10 for team K from team R's 40 yardline.

CHAPTER 13

DOUBLE AND MULTIPLE FOULS



DOUBLE AND MULTIPLE FOULS



CHAPTER 13

DOUBLE FOULS

A double foul occurs when each team commits one or more live-ball fouls (other than nonplayer or unsportsmanlike) at such a time that the penalties cancel.

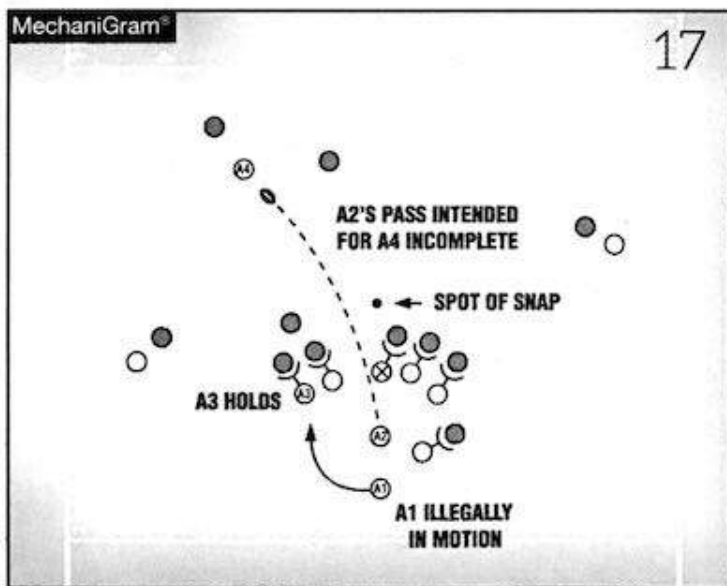
If both teams foul and there is no change of possession, the fouls cancel and the down is replayed.

PLAY 1: First and 10 at team A's 20 yardline. Team A is flagged for illegal motion at the snap. A1's legal forward pass results in a pass interference foul on B2.

RULING 1: That is a double foul. The penalties cancel and the down is replayed.

MULTIPLE FOULS

A multiple foul occurs when one team commits two or more live-ball fouls (other than nonplayer or unsportsmanlike). The offended team has its choice of which penalty to accept.



PLAY 2: As seen in MechaniGram 17, it's first and 10 at team A's 20 yardline. A1 is flagged for illegal motion at the snap. A2's legal forward pass is incomplete. While the pass is in flight, A3 is flagged for holding at team A's 16 yardline.

RULING 2: Team B will have its choice

DOUBLE AND MULTIPLE FOULS

of penalties. It is likely the holding penalty will be accepted. It is enforced from the previous spot, leaving team A with first and 20 at its own 10 yardline.

10

20

30

40

50

-40

-30

-20

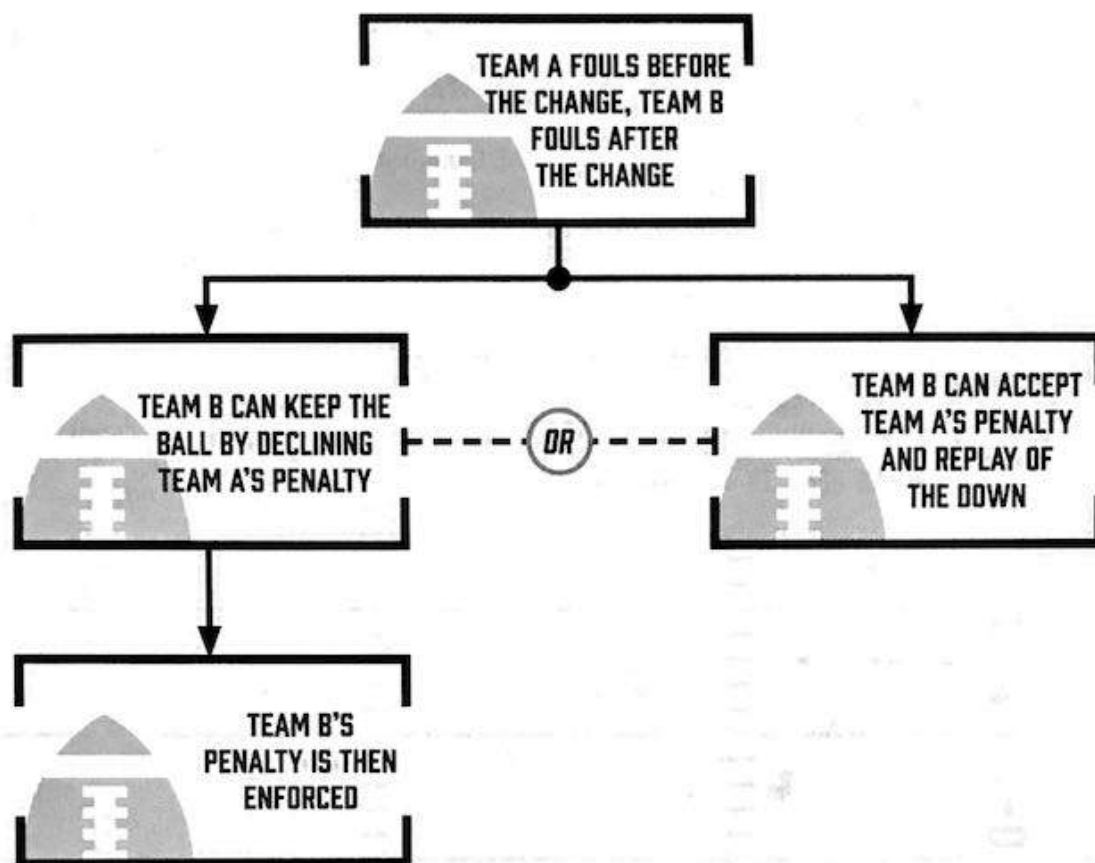
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CHAPTER 14

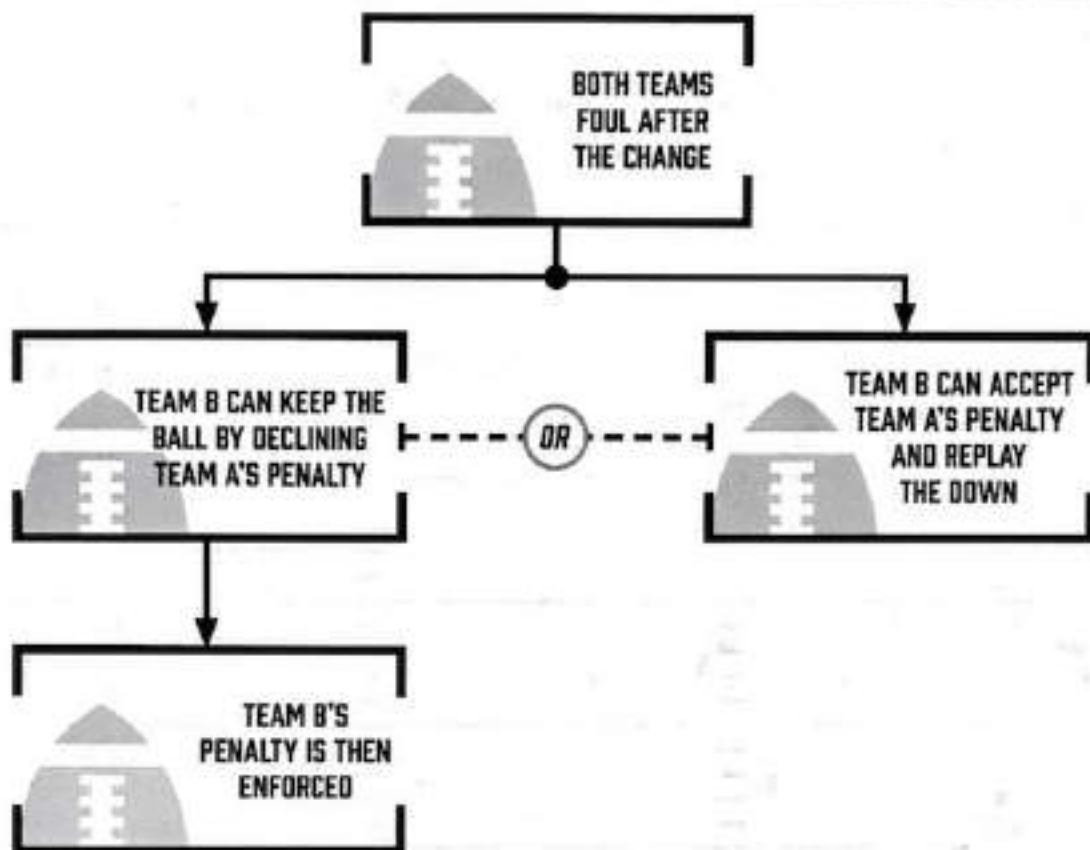
DOUBLE AND MULTIPLE FOULS WITH CHANGE OF POSSESSION



DOUBLE AND MULTIPLE FOULS WITH CHANGE OF POSSESSION



DOUBLE AND MULTIPLE FOULS WITH CHANGE OF POSSESSION



DOUBLE AND MULTIPLE FOULS WITH CHANGE OF POSSESSION

If both teams foul before a change of possession, the down is replayed unless post-scrimmage kick enforcement applies. If team B fouls before the change and team A fouls before or after the change, the down is replayed because team B didn't get the ball with "clean hands."

If team A fouls before the change and team B fouls after the change, team B may keep the ball by declining the penalty for team A's foul. The penalty for team B's foul may then be enforced at team A's option. Team B can also choose a double foul and have the down replayed.

If both teams' fouls occur after a change of possession, team B has the option of keeping the ball if it declines the penalty for team A's foul. The penalty for team B's foul is then enforced. Team B can also take offsetting fouls and have the down replayed.

PLAY I: Team A is flagged for illegal motion at the snap. B1 intercepts at his own 10 yardline and advances to team B's 40 yardline. During B1's run, B2 clips at team B's 10 yardline.

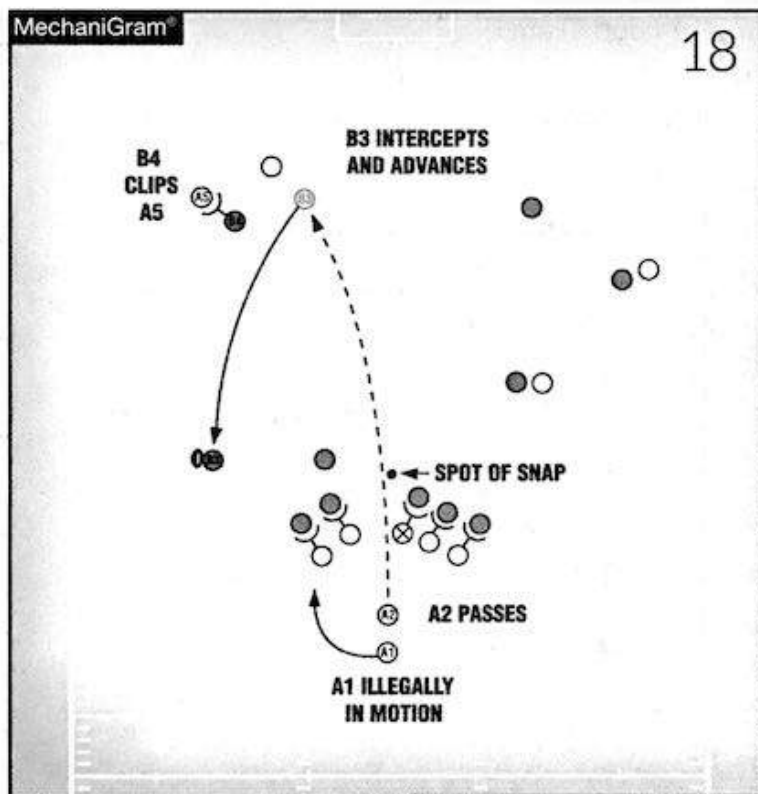
RULING I: Team B may keep the ball by declining the penalty for team A's foul. The penalty for team B's foul may then be enforced. The result is first and 10 for team B from its own five yardline. If team B accepts the penalty, it would result in a double foul and a replay of the down.

CHAPTER 14

PLAY 2: B1 intercepts a pass at team B's 10 yardline and advances. During B1's run, B2 blocks below the waist at team B's 20 yardline. As A3 tackles B1 at team B's 40 yardline, A3 grasps and twists B1's facemask.

RULING 2: Team B can keep the ball by declining the penalty for team A's foul. The penalty for B2's foul would then be enforced from the spot of the

foul. That would yield team B's ball, first and 10 at its own 10 yardline. If team B accepts the penalty for team A's foul, it is a double foul and the down would be replayed.



yardline. During B2's run, B4 clips A5 in team B's end zone.

RULING 3: If team B declined team A's penalty, it would result in a safety. Team B will likely accept team A's penalty, resulting in a double foul and a replay of the down.

DOUBLE AND MULTIPLE FOULS WITH CHANGE OF POSSESSION

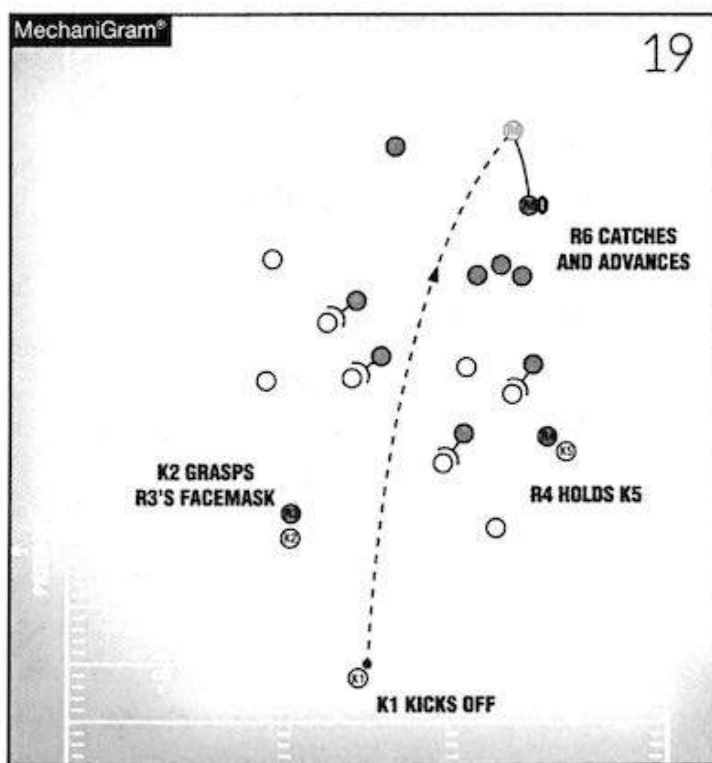
PLAY 4: Team A is flagged for illegal motion at the snap and team B is flagged for pass interference. The pass is intercepted.

RULING 4: Both fouls occurred before the change of possession. The result is a double foul and a replay of the down.

If a team gains possession with clean hands and each team fouls after the change, the team in possession may keep the ball.

PLAY 5: As seen in MechaniGram 19, K1 kicks off from his own 40 yardline. While the ball is in flight, K2 grasps and twists R3's facemask at the 50 yardline and R4 holds K5 at team R's 40 yardline. R6 catches the kick at his own 15 yardline and is downed at team R's 20 yardline.

RULING 5: It is a double foul during a loose-ball play because both fouls occurred before the kick ended. The penalties offset and the down is replayed.



CHAPTER 14

Neither team can keep the ball if it did not get it with clean hands. Once a team commits a foul, its hands are “dirty” for the remainder of the down. Analyze each portion of the play as segments: the first segment is prior to the first change, the second segment is prior to the second change, the third segment is prior to the third change, etc.

If both teams foul in the first segment (before the change), the penalties offset by rule and the down will be replayed because neither team got the ball with clean hands.

PLAY 6: Team A is flagged for illegal motion at the snap. B1 intercepts a legal forward pass and advances. During B1’s run, B2 clips. A3 grasps and twists B1’s facemask while making the tackle.

RULING 6: Since team B gained possession with clean hands and its foul occurred in the second segment, the foul in the first segment is declined and the fouls after the change are addressed. Team B can choose a double foul and a replay of the down or decline the penalty for A3’s foul and keep the ball after enforcement of the penalty for B2’s foul.

If both teams foul during the down and there are two or more changes of possession during the down, it is called a “double foul/double change.”

PLAY 7: Team A is flagged for illegal motion at the snap. B1 intercepts a legal forward pass and

DOUBLE AND MULTIPLE FOULS WITH CHANGE OF POSSESSION

advances. During B1's run, B2 clips and A3 grasps and twists B1's facemask. B1 fumbles and team A recovers.

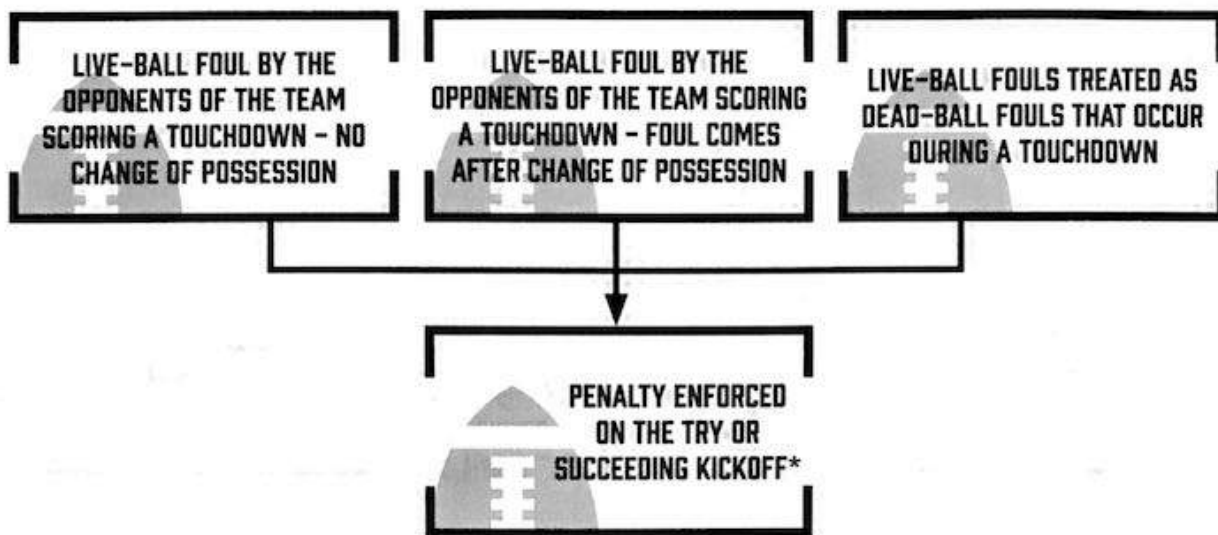
RULING 7: Team A did not gain possession with clean hands. Because the team last gaining possession fouled before gaining final possession, it is a double foul and the down is replayed.

CHAPTER 15

CARRYOVER FOULS
["BRIDGES"]



CARRYOVER FOULS [“BRIDGES”]



**If the foul occurs during the last timed down of the second quarter, the scoring team may choose enforcement on the try or the third-quarter kickoff.*

If the foul occurs during the last timed down of the fourth quarter, the scoring team MAY NOT choose enforcement in overtime (in the event a successful try would send the game to overtime). If the foul occurs during the last timed down of the fourth quarter and the try is not needed for playoff qualifying, the penalty is not enforced and the game ends. If the try is necessary, the penalty can only be enforced on the try.

CARRYOVER FOULS [“BRIDGES”]

**FOUL BY THE OPPONENT OF THE
SCORING TEAM ON A SUCCESSFUL
KICK TRY OR FIELD GOAL**



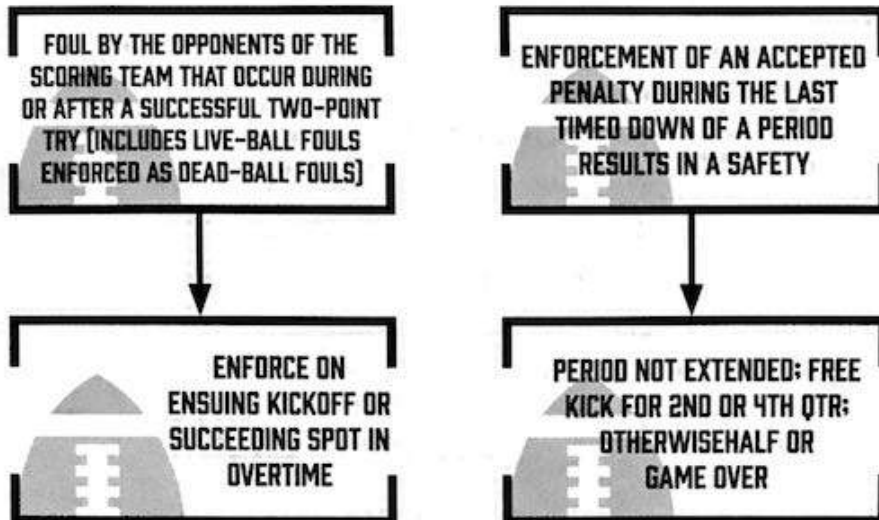
**OFFENDED TEAM MAY CHOOSE
ENFORCEMENT FROM PREVIOUS
SPOT AND REPLAY OF DOWN**

OR



**ENFORCE ON
ENSUING KICKOFF OR
SUCCEEDING SPOT IN
OVERTIME**

CARRYOVER FOULS [“BRIDGES”]



CHAPTER 15

Some penalties for fouls that occur during plays involving touchdowns can be "bridged" (carried over) from the try to the succeeding kickoff, from one period to the next and from the fourth quarter to the succeeding spot in overtime. Bridge is not a term used in the rulebook. It is used here to help officials understand the concept of carrying a penalty over.

The team scoring a touchdown may choose to have the penalty enforced on the ensuing free kick. (The offended team may still choose to have the penalty enforced on the try. See Chapter 16).

The option applies if team B commits a live-ball foul on a play on which team A scores a touchdown, or if team A commits a live-ball foul after a change of possession and team B scores a touchdown. However, if the foul is by team A before the change of possession, then team B gains possession and then scores, team B must decline the penalty for team A's foul to keep the score.

Dead-ball fouls committed after the touchdown is scored but before the next ready signal, and unsportsmanlike conduct fouls occurring during or after the down, can be enforced on the try or can bridge to the kickoff. However, they may not bridge to overtime.

PLAY 1: A1's run from scrimmage results in a touchdown. During A1's run, B2 is flagged for (a) grasping and twisting A1's facemask, or (b) cursing the official.

RULING 1: In (a) and (b), the touchdown counts. In either case, team A may choose to have the penalty enforced on the try, or choose to have the penalty bridge to the kickoff.

CARRYOVER FOULS (“BRIDGES”)

PLAY 2: A1's pass is intercepted by B2 and returned for a touchdown. A3 grasps and twists B2's facemask (a) before, or (b) after B1 intercepts.

RULING 2: In (a), the foul occurred before the change of possession. Team B must decline the penalty to keep the touchdown. In (b), because the foul occurred after the change, team B may choose enforcement on the try or on the ensuing kickoff.

PLAY 3: A1's pass from scrimmage results in a touchdown. B2 is flagged for roughing the passer. Team A chooses to have the penalty enforced on the subsequent kickoff. On the kick try, B3 is flagged for roughing the kicker. The kick try is (a) successful, or (b) unsuccessful.

RULING 3: In (a), team A may choose to have the roughing the kicker penalty enforced from the previous spot and replay the try, or keep the point and have the penalty for that foul enforced on the subsequent kickoff. If team A chooses the latter, it will kick off from team B's 30 yardline after both penalties are enforced. In (b), the penalty for roughing the kicker is enforced from the previous spot and the try is replayed. After enforcement of the penalty for roughing the passer, the ensuing kickoff will be from team R's 45 yardline.

PLAY 4: A1's run from scrimmage results in a touchdown. During A1's run, B2 grasps and twists A1's facemask. Team A chooses to have the 15-yard penalty enforced on the succeeding kickoff. On the successful try, A3 is flagged for (a) a live-ball, or (b) dead-ball personal foul.

RULING 4: In (a), if team B wants to accept the penalty for the foul committed by A3, it must be enforced on the try.

CHAPTER 15

The down would be replayed with the ball being snapped from team B's 18 yardline. The penalty for B2's foul will still be enforced on the ensuing kickoff; team A is not allowed to reconsider its option. In (b), a live-ball foul on one team and a dead-ball foul on the other cannot result in a double foul. The penalties are enforced on the kickoff in the order of occurrence. The penalty for B2's foul moves the ball to team B's 45 yardline. The penalty for A3's foul moves the ball back to team A's 40 yardline, and team A will kick off from that spot.

Assuming no change of possession, the only team A fouls that may bridge to the kickoff are dead-ball fouls or live-ball fouls treated as dead-ball fouls. The penalty for those fouls may not bridge to the succeeding spot in overtime.

PLAY 5: Team A is first to possess the ball in overtime. A1 taunts B2 on a play that results in (a) a touchdown, or (b) a two-point try.

RULING 5: In (a), team B's only option is to accept the penalty on the try. Team A would attempt the try from team B's 18 yardline. In (b), if team B wants to accept the penalty, it must be accepted to begin its possession series in overtime. That would yield first and goal from the opponent's five yardline.

LAST TIMED DOWN OF THE FIRST, SECOND OR THIRD QUARTER

If a bridge foul on a score occurs during the last timed down of the first, second or third quarter and the team elects to have the penalty enforced on the kickoff, the period is extended for the try only, not the kickoff. The kickoff is the first play of the next quarter.

PLAY 6: Team A scores a touchdown during the last timed

CARRYOVER FOULS (“BRIDGES”)

down of the second quarter. Team A's attempted two-point try is successful and B1 is flagged for roughing the passer.

RULING 6: If team A accepts the penalty, it will be enforced from the succeeding spot, which will be the kickoff to begin the third quarter. Note that if the touchdown were scored during the last timed down of the first or third quarters, the kickoff would occur after the teams change ends for the second or fourth quarter.

PLAY 7: Team A scores a touchdown during the last timed down of the second quarter. During the play, B1 is flagged for grasping and twisting A1's facemask.

RULING 7: Team A may choose to have the penalty enforced on the try as an untimed down and an extension of the second quarter, or from the succeeding spot, which will be the kickoff to begin the third quarter. Note that if the touchdown were scored during the last timed down of the first or third quarters, the kickoff would occur after the teams change ends for the second or fourth quarter.

If the opponent of the scoring team fouls during the touchdown-scoring play and the scoring team chooses enforcement on the next kickoff, and the same team commits a live-ball foul on the try, the scoring team may choose to have both penalties enforced on the next kickoff.

PLAY 8: In the middle of the third quarter, A1's run from scrimmage results in a touchdown. During A1's run, B2 is flagged for grasping and twisting A1's facemask. Team A chooses to have the penalty enforced on the subsequent kickoff. During the successful kick try, B3 is flagged for roughing the kicker.

RULING 8: Team A may choose to have the roughing penalty enforced from the previous spot and replay the try, or have the

CHAPTER 15

penalty enforced along with the penalty for the facemask foul on the subsequent kickoff. If team A chooses the latter, it will kick off from team B's 30 yardline.

If, during the last timed down of a period, enforcement of an accepted penalty results in a safety, the period is not extended for the ensuing kickoff. The teams change goals and the free kick is the first play of the next quarter.

PLAY 9: First and 10 at team A's three yardline. A1 drops back into his own end zone, which is on the north end of the field. A flag is thrown for (a) A2's holding foul in the end zone on A1's incomplete pass, (b) A1's illegal forward pass from the end zone, or (c) B3's roughing the passer on A1's incomplete pass. Time for the first or third quarter expires during the down.

RULING 9: In (a) and (b), if team B accepts the penalty, the result is a safety. Team B scores two points and the second or fourth period begins with team A's free kick from the 20 yardline at the south end of the field. In (c), if team A accepts the penalty, it is enforced 15 yards from the previous spot and includes an automatic first down. The period is extended for an untimed down.

LAST TIMED DOWN OF FOURTH QUARTER

It is not possible for the scoring team to bridge to the overtime a penalty for a live-ball foul that occurs during a touchdown during the last timed down of the fourth quarter. However it is possible for the scoring team to bridge to the overtime a penalty for a live-ball foul by the opponent that occurs during a field goal or try during the last timed down of the fourth quarter.

PLAY 10: Team A trails by seven points late in the game. A1's run results in a touchdown as time runs out. During A1's run, B2

CARRYOVER FOULS (“BRIDGES”)

is flagged for grasping and twisting A1’s facemask. Thinking it can tie the game with a kick and send the game to overtime, team A wants to delay enforcement to the succeeding spot in overtime.

RULING 10: The additional enforcement option carries over to the next kickoff, not the succeeding spot in overtime. If team A wants the penalty, it must be enforced on the try.

PLAY 11: Team B is flagged for a live-ball foul during the last timed down of the fourth period. Team A’s score is (a) a touchdown that cuts team B’s lead to one point, or (b) a field goal that ties the game.

RULING 11: In (a), if team A wants to accept the penalty, it must be enforced on the try. In (b), team A may choose a replay of the down or may choose to have the penalty enforced from the succeeding spot (the first play of overtime).

PLAY 12: During the last timed down of the fourth quarter, A1 scores a touchdown to cut team B’s lead to one point. During A1’s run, B2 is flagged for grasping and twisting A1’s facemask. During the successful kick try, B3 roughs the kicker.

RULING 12: Team A may only have the penalty for the opponent’s foul on the touchdown-scoring play enforced on the try; it cannot carry over to the overtime. However, team A could choose to have the penalty for B3’s roughing on the try enforced from the previous spot with a replay of the down, or choose to have it enforced on the first play of overtime.

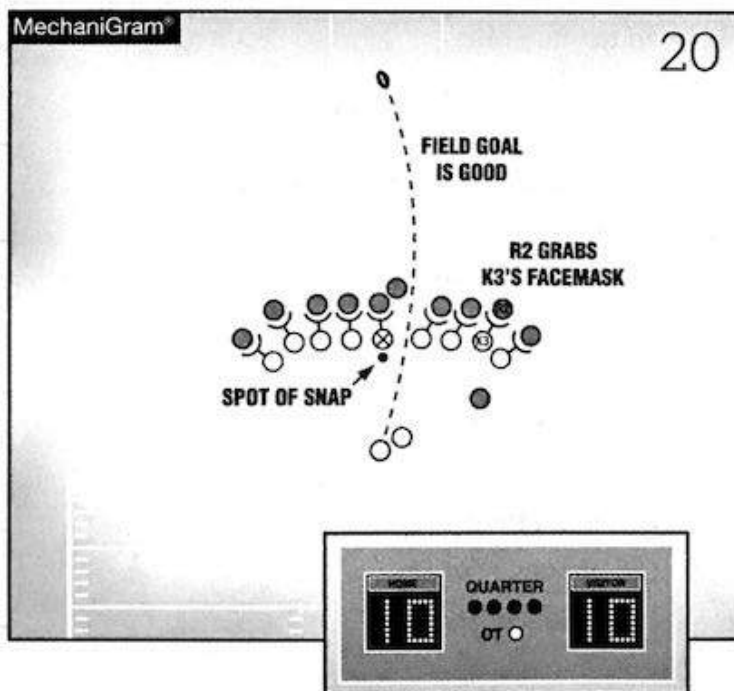
If a touchdown is scored during the last timed down of the fourth quarter and there is a foul by the opponent of the scoring team, whether or not the penalty will be enforced depends on the score. If the outcome of the game has been

CHAPTER 15

decided and the try is not needed to determine playoff qualification, the penalty is declined and the game is over. However, if the try must be played, the penalty can only be enforced on the try. The try will then be the last play of the game.

PLAY 13: During A1's run for a touchdown during the last timed down of the fourth quarter, his facemask is grasped and twisted by B1. The touchdown makes the score (a) team A 34, or team B 0, (b) team B 21, team A 20.

RULING 13: In (a), if the try is necessary to determine playoff qualification, the penalty may be enforced on the try. If not, the penalty is declined and the game is over. In (b), since team A could tie or win the game with a successful try, team A may choose to have the penalty enforced on the try. The penalty could not bridge to overtime if team A ties the score with a one-point try.



OVERTIME BRIDGES

Some penalties can bridge from one overtime period to the next or bridge from one overtime series to the next.

Whenever penalties can bridge from the fourth quarter to overtime, from one overtime series to the next or from one overtime period to the next, it is

CARRYOVER FOULS (“BRIDGES”)

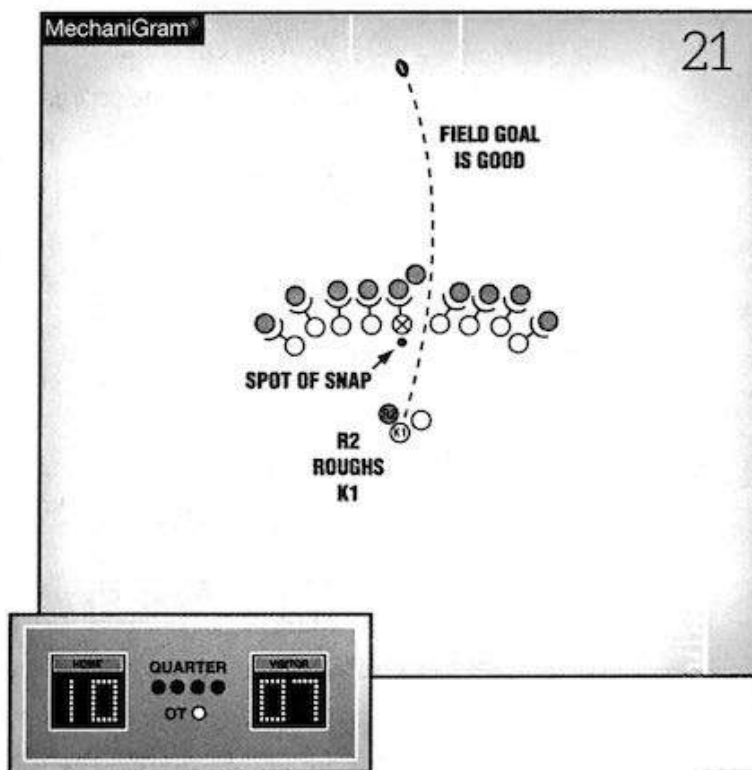
crucial for the referee to give the offended team the correct options.

PLAY 14: As seen in MechaniGram 20 on the previous page, in the second series of the first overtime period, K1's successful field goal ties the score. During the play, R2 is flagged for grasping and twisting K3's facemask.

RULING 14: Team K may choose previous-spot enforcement and replay the down, or have the penalty bridge to the succeeding spot in the next overtime period. In the latter case, if team K begins the overtime on offense, it will snap from the opponent's five yardline. If team K begins on defense, the opponent will snap from team K's 25 yardline. In either case it will be first and goal.

PLAY 15: As seen in MechaniGram 21, it is fourth and goal for team K from team R's four yardline in the first series in overtime. K1's successful field goal gives team K a 10-7 lead. During the play, R2 is flagged for roughing the kicker.

RULING 15: Team K may choose enforcement from the previous spot, yielding first and goal from team B's two yardline, or may choose enforcement from the succeeding spot. That would mean team R would start its overtime series from the opponent's 25 yardline.



CHAPTER 15

PLAY 16: On the second series of the first overtime period, K1's successful field goal or try ties the score. R2 is flagged for (a) cursing the official during the play, or (b) a late hit on K3 after the play.

RULING 16: Dead-ball fouls between series in overtime may only bridge to the next overtime series. In (a) and (b), the game will proceed to a second overtime period. If team K wants to accept the penalty, it must be enforced from the succeeding spot. That means if team R starts the second overtime period on offense, it will face first and goal from the opponent's 25 yardline. If team K starts on offense, it will have first and goal from the opponent's five yardline.

PLAY 17: On the second series of the first overtime period, A1's touchdown ties the score. B2 is flagged for (a) cursing the official during the play, or (b) a late hit on A1 after the play.

RULING 17: In (a) or (b), if team A wants to accept the penalty, it must be enforced from the succeeding spot (the try). The penalty cannot bridge to the second overtime period.

DEAD-BALL FOUL AFTER A QUARTER

If the penalty is accepted for a dead-ball foul that occurs after time for any period expires, the penalty bridges to the next period or the succeeding spot in overtime.

PLAY 19: After A1 is downed, B2 piles on. The foul occurred after time for the period expired. In (a), the second period expired, in (b) the third period expired, or in (c) the fourth period expired with the score tied.

CARRYOVER FOULS [“BRIDGES”]

RULING 19: In (a), the penalty is assessed on the second-half kickoff. In (b) the penalty bridges to the fourth quarter; the third period is not extended. In (c), the penalty bridges to the overtime. Once again, the referee's instructions to the offended team's designated representative must be precise to avoid confusion.

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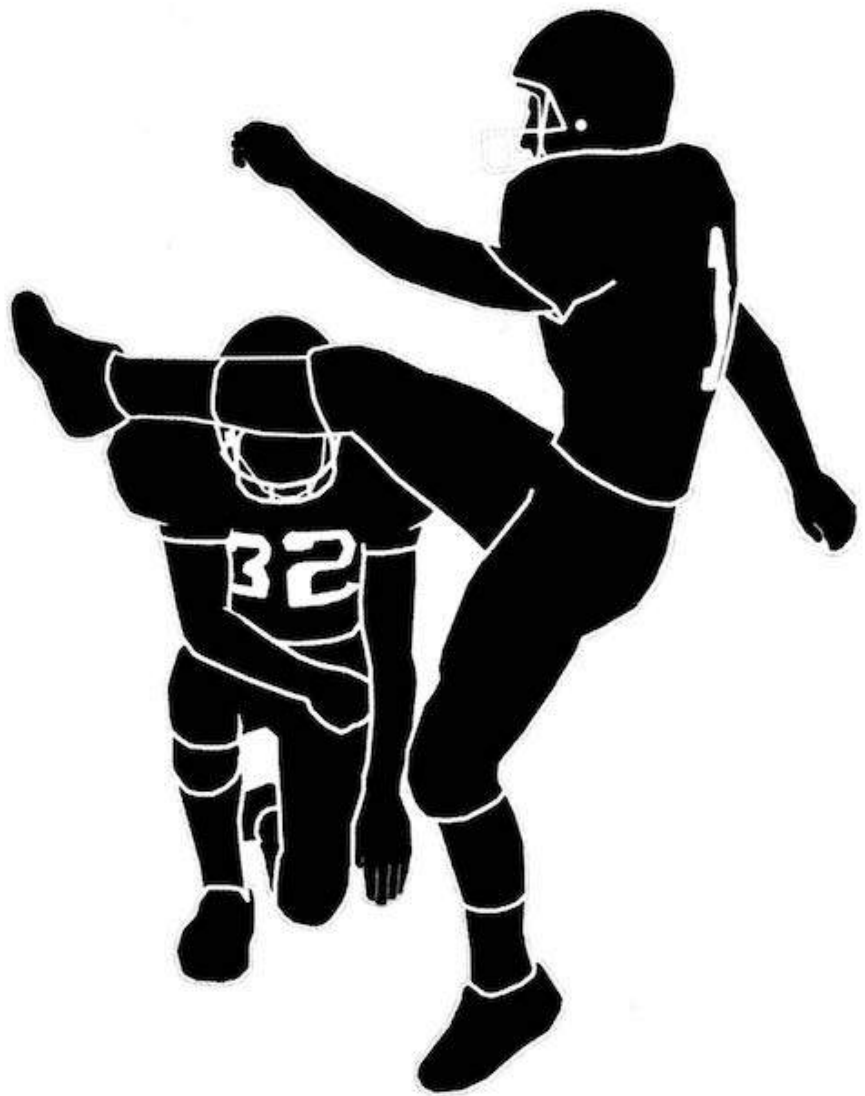
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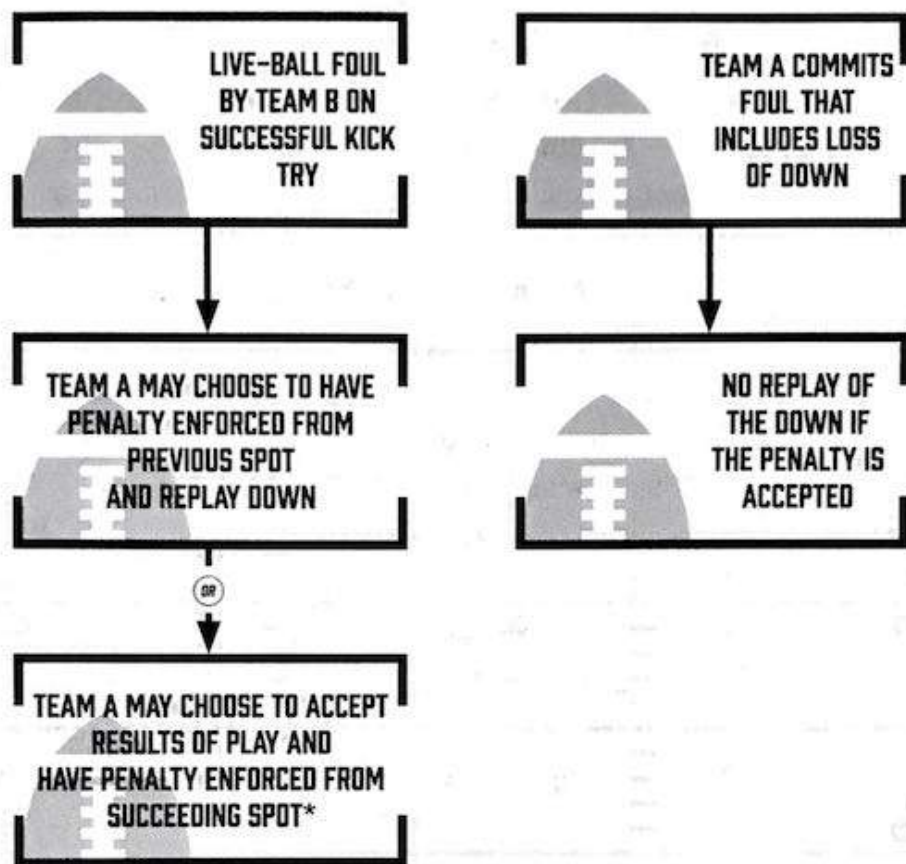
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CHAPTER 16

TRIES



TRIES



Note: Live-ball fouls by team B on unsuccessful tries or by team A on successful tries are enforced the same if they occurred during a regular scrimmage play. If team A commits a live-ball foul on an unsuccessful try, team B will likely decline the penalty.

**Live-ball fouls by team B on a successful two-point try may be enforced on the ensuing kickoff or from the succeeding spot in overtime.*

CHAPTER 16

For the most part, fouls on tries are treated the same as fouls that occur on scrimmage plays. Live-ball fouls enforced as dead-ball fouls are always enforced from the succeeding spot and cannot be combined with live-ball fouls to create a double foul.

If team A commits a live-ball foul during an unsuccessful try, there is no replay because team B will undoubtedly decline the penalty. There is no bridge to the kickoff or succeeding spot in overtime.

If team A fouls during a successful try, team B must accept the penalty to have the down replayed. The down is over and there is no replay if the penalty for the foul includes loss of down.

If team B fouls during an unsuccessful try, team A must accept the penalty to get a replay of the down. There is no bridge to the kickoff or succeeding spot in overtime.

If team R fouls during a successful kick try, team K may choose previous-spot enforcement or bridge the penalty to the kickoff or succeeding spot in overtime. If team K accepts the penalty and replays the down, there can be no bridge to the kickoff or extra period. Team R cannot be penalized twice for the same offense.

If team B fouls during a successful two-point try, team A may only choose to bridge the penalty to the kickoff or succeeding spot in overtime. There can be no replay of the down.

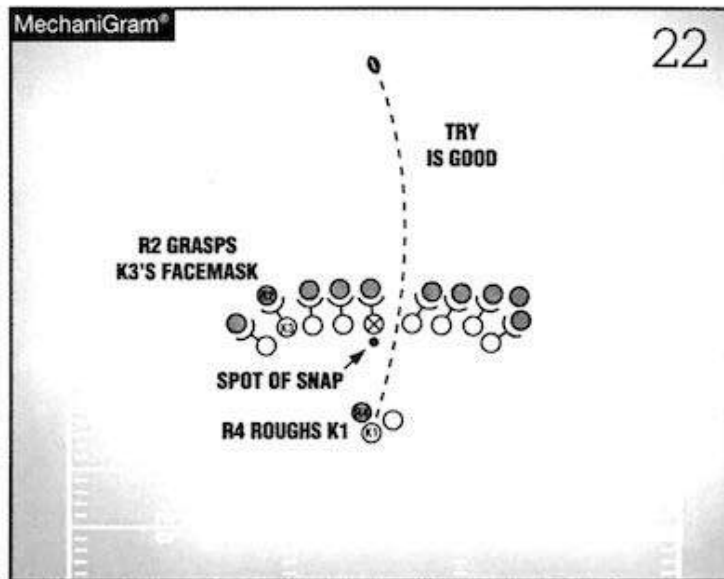
The penalty for a foul that occurs during a touchdown-scoring play may bridge to the next kickoff. However, the offended team may still opt

for enforcement on the try. Also, the options are different if the scoring play occurs during the last timed down of a quarter (see Chapter 15).

PLAY 1: As seen in MechaniGram 22, K1 is attempting a kick try from team R's three yardline.

R2 grasps and twists K3's facemask at the line of scrimmage and R4 roughs kicker K1. The kick is successful.

RULING 1: Team K may only accept one of the penalties. As a result, team K may choose to have a penalty enforced from the previous spot and a replay of the down, or choose enforcement on the kickoff or from the succeeding spot in overtime. Team K does not have the option of accepting previous-spot enforcement for one foul and bridging the other foul to the kickoff or succeeding spot in overtime.



PLAY 2: Team A attempts a try from team B's three yardline. B1 grasps and twists A2's facemask during A2's run. The try is successful.

RULING 2: Since the penalty may bridge to the kickoff, team A will likely choose to accept the penalty with succeeding-spot enforcement.

CHAPTER 16

If during a touchdown-scoring play either team commits a foul that has succeeding-spot enforcement, the penalty may be enforced on either the try or on the next kickoff. The same choice exists for the penalty for a foul that occurs after a touchdown and before the initial ready for play signal on the ensuing try. In essence, all fouls that occur by the opponents of the scoring team from the moment the scoring play begins through the ready for play on the try have the same penalty options.

PLAY 3: A1's run from scrimmage results in a touchdown. During A1's run, B2 is flagged for (a) grasping and twisting A1's facemask, or (b) cursing the official.

RULING 3: In (a) or (b), the touchdown counts and team A may choose to have the penalty enforced on the try or on the subsequent kickoff.

PLAY 4: A1's run from scrimmage results in a touchdown. After the ball has crossed the goalline, B2 tackles A1.

RULING 4: Because the dead-ball foul occurred before the ready signal for the ensuing try, team A may choose to have the penalty enforced on the try or on the subsequent kickoff.

PLAY 5: A1's run from scrimmage results in a touchdown. After A1's run, B2 is flagged for a dead-ball foul. Team A chooses to have the penalty enforced on the subsequent kickoff. During the try, team B's coach is flagged for unsportsmanlike conduct. The try is (a) successful, or (b) unsuccessful.

RULING 5: In both (a) and (b), if team A wants to accept the penalty for unsportsmanlike conduct, it must be enforced on the subsequent kickoff along with the previously accepted penalty. That would result in team A kicking off from team B's 30 yardline.

PLAY 6: Team A trails by seven points when A1's run results in a touchdown as time runs out for the second quarter. B2 is flagged for a personal foul (a) during, or (b) after A1's touchdown-scoring run.

RULING 6: In (a) and (b), the touchdown counts. In either case, team A may choose to have the penalty enforced on the try or on the kickoff to start the third quarter.

PLAY 7: Team A trails by seven points when A1's run results in a touchdown as time runs out for the fourth quarter. B2 is flagged for a personal foul (a) during, or (b) after A1's touchdown-scoring run.

RULING 7: In (a) and (b), the touchdown counts. In either case, if team A wants the penalty, it must be enforced on the try. The penalty cannot bridge to overtime if team A ties the score.

PLAY 8: On a try, A1 is flagged for a false start. As the penalty is being enforced, B2 curses the official.

RULING 8: B2's foul occurred after the initial ready for play signal (the one that preceded the false start). Team A does not have the option to bridge the penalty to the next kickoff. Dead-ball fouls are enforced in the order in which they occur.

CHAPTER 16

Therefore, after the penalty for A1's false start is penalized, the penalty for B2's unsportsmanlike foul is enforced half the distance to the goal. The result is a try from team B's four yardline.

PLAY 9: A1's run from scrimmage results in a touchdown. B2 curses the official (a) before, or (b) after the referee has signaled the ready for play for the try.

RULING 9: In (a), team A may choose to have the penalty enforced on either the try or the subsequent kickoff. In (b), because the foul occurred after the ready signal, the penalty must be enforced on the try.

PLAY 10: K1's kick try is good. During the kick, R2 is flagged for roughing K1. After the ball is dead, K3 shoves R2 to the ground.

RULING 10: A live-ball foul by one team and a dead-ball foul by the opponent cannot be paired to create a double foul. Team K may choose to have the penalty for R2's foul enforced from the previous spot or on the subsequent kickoff. If team K chooses enforcement from the previous spot, the penalty for K3's foul will be enforced and the try will be repeated from team R's 16-1/2 yardline. If team K chooses enforcement on the subsequent kickoff, the penalty is enforced to team R's 45 yardline. The penalty for K3's dead-ball foul will be enforced from there. Team K would kick off from its own 40 yardline.

TRIES

When giving team K's designated representative his options, the referee must be sure to explain the penalty for his team's foul will be enforced at the same time as the penalty for R2's foul.

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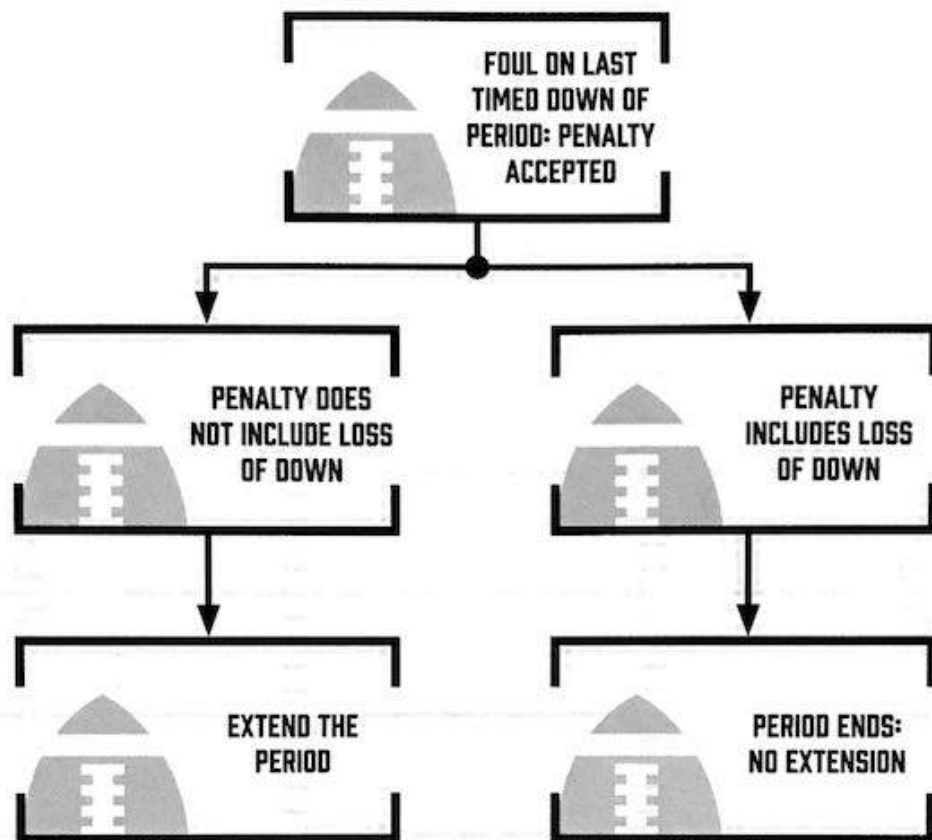
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CHAPTER 17

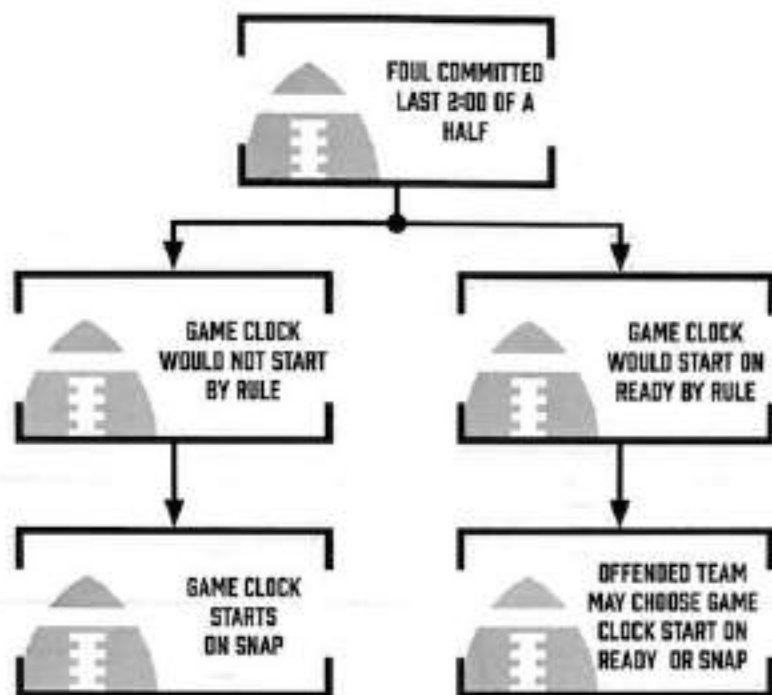
SPECIAL ENFORCEMENTS



SPECIAL ENFORCEMENTS



SPECIAL ENFORCEMENTS



SPECIAL ENFORCEMENTS

Four fouls result in the award of a new series (automatic first down). Four result in the loss of the right to replay a down (loss of down).

There are circumstances that result in the offended team choosing whether the game clock starts on the ready for play or on the snap.

AUTOMATIC FIRST DOWN

The penalties that include an automatic first down are roughing the passer, roughing the kicker, roughing the holder and roughing the snapper.

Roughing the passer is covered in Chapter 7. Penalties for the other roughing fouls are enforced from the previous spot. Remember that if those fouls occur on a scoring play, there is a possibility they may bridge to the next period or the succeeding kickoff (see Chapter 15).

LOSS OF DOWN

Fouls that include loss of down are illegal forward handing, illegal forward pass by team A, illegal touching and intentional grounding.

The loss of down aspect of a penalty has no significance following a change of possession or if the line to gain is reached after enforcement. That coincides with the fundamental that no series may begin on a down other than first.

PLAY 1: Third and three at team A's 27 yardline. A1 runs to team A's 40 yardline, then throws a forward pass to A2. A2 advances to team B's 20 yardline.

RULING 1: An illegal forward pass is enforced as a

CHAPTER 17

running play and penalty enforcement is from the spot of the foul. The penalty leaves the ball at team A's 35 yardline, which is beyond the line to gain. Even though the penalty for an illegal forward pass includes a loss of down, team A will have first and 10 from its 35 yardline.

If during a successful try, the penalty is accepted for a team A foul and the penalty includes loss of down, there is no score and no replay.

If a foul for which the penalty includes loss of down occurs on the last timed down of a period, the period is not extended.

PLAY 2: Third and three at team A's 27 yardline. A1 runs to team A's 40 yardline, then throws a forward pass to A2, who advances for a touchdown. Time for the second quarter expires during the play.

RULING 2: Team B has to accept the penalty to nullify the touchdown. Because the penalty includes a loss of down provision, the period is not extended.

The referee has the authority to start or stop the game clock if a team attempts to conserve or consume time illegally at any point in the game.

PLAY 3: With less than two minutes remaining in the fourth period and team A trailing by two points, there is a foul by B1 clearly for the purpose of consuming time.

RULING 3: Team A shall have the option to start the clock on the snap.

SPECIAL ENFORCEMENTS

GAME CLOCK OPTION

When a foul is committed with less than two minutes remaining in either half, the offended team has the option to start the game clock on the snap. A team does not have to accept the penalty to exercise the clock option.

PLAY 4: Team B trails, 14-7, with 1:30 remaining in the game. Third and 10 on team A's 10 yardline. A1's run gains two yards and ends inbounds. A2 is flagged for holding during the run.

RULING 4: Team B may have the clock start on the snap. Team B may also want to decline the penalty in order to bring up fourth down and eight.

PLAY 5: Team A trails, 14-7, with 1:30 remaining in the game. Third and 10 on team A's own 10 yardline. A1's pass to A2 gains 35 yards and the play ends inbounds. B2 is flagged for pass interference.

RULING 5: Team A will decline the penalty for the interference foul. Team A will choose to have the game clock start on the snap.

The offense may choose a 40-second play clock when the defense is the only team to commit a foul.

PLAY 6: Team A trails, 14-7, with 1:30 remaining in the game and the game clock running. Third and 10 on team A's 10 yardline. A1's pass to A2 gains 35 yards and the play ends inbounds. B2 is flagged for pass interference.

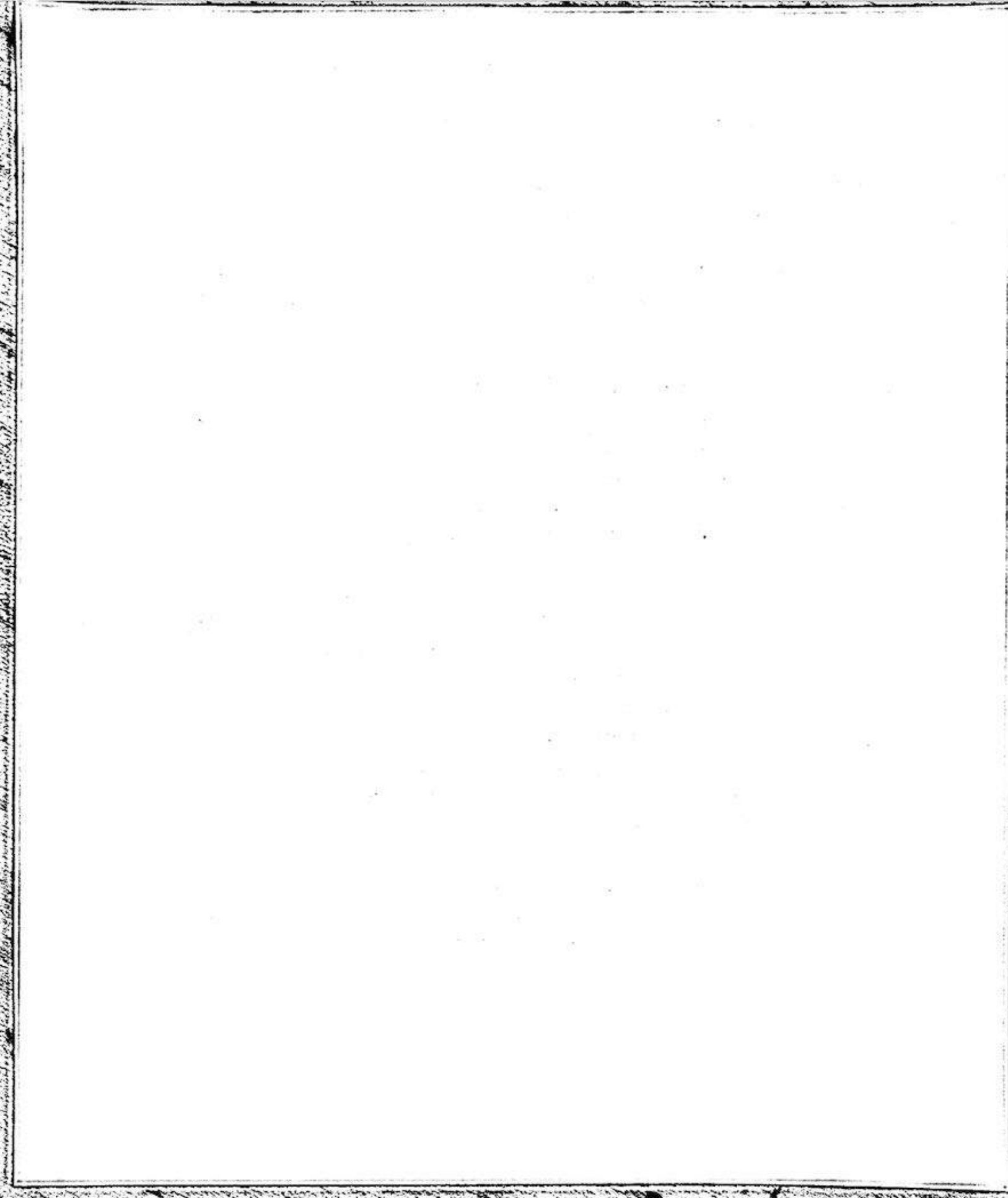
CHAPTER 17

RULING 6: Team A will decline the penalty for the interference foul, yielding first and 10 from its own 45 yardline. Team A will choose to have the game clock start on the snap and the play clock set to 40 seconds.

If both teams commit live-ball fouls, the penalties offset and the game clock starts as determined by the result of the play.

PLAY 7: Team A leads, 14-7, with 1:30 remaining in the game and the game clock running. Third and 10 on team A's 10 yardline. A1's pass to A2 gains 35 yards and the play ends inbounds. B2 is flagged for pass interference and A3 is flagged for holding.

RULING 7: The fouls offset and the down is replayed. The play clock is set to 25 seconds and the game clock starts on the ready signal.



PENALTY SUMMARY

LOSS OF 5 YARDS	SIGNAL
Delay of game.....	7-21
Illegal substitution.....	22
Free-kick infraction.....	7-19
Encroachment.....	7-18
Free kick out of bounds.....	19
Invalid or illegal fair-catch signal.....	32
Snap infraction.....	7-19
False start.....	7-19
Disconcerting act.....	7-23
Illegal formation.....	19
Less than five players on team A's line or numbering violation.....	19
Illegal shift or illegal motion.....	20
Planned loose-ball infraction.....	19
Illegally handing ball forward (also loss of down).....	35-9
Illegal forward pass (also loss of down if by team A).....	35-9
Intentional grounding (also loss of down).....	36-9
Ineligible receiver illegally downfield.....	37
Illegal touching (also loss of down).....	16-9
Helping runner.....	44
Incidental grasping of opponent's facemask, or any helmet opening, chin strap or attached tooth and mouth protector.....	45
Running into kicker/holder.....	30
Sideline interference.....	7-29
Attendant illegally on field.....	19
Nonplayer outside of the team box, but not on field.....	7-29

LOSS OF 10 YARDS	SIGNAL
Illegally kicking or batting ball.....	31
Illegal blocking technique.....	42
Interlocked blocking.....	44
Holding.....	42
Runner grasping a teammate.....	42
Illegal use of hands or arms.....	42
Illegal block in the back.....	43
Illegal block on free kicks.....	43

LOSS OF 15 YARDS	SIGNAL
Unsportsmanlike conduct by player or nonplayer.....	27
Illegal helmet contact against a defenseless player.....	38-24
Illegal block after valid or invalid fair-catch signal.....	43
Kick-catching interference.....	33
Forward-pass interference.....	33
Illegal block below waist.....	40
Illegal block on free-kicker or holder.....	30
Clipping.....	39
Chop block.....	41
Tripping.....	38-46
Illegal personal contact outside restricted area.....	38
Charging into an opponent obviously out of the play.....	38
Grasping an opponent's facemask or any helmet opening, chin strap or attached tooth and mouth protector.....	38-45
Hurdling.....	38
Butt block, face tackle or spear (illegal helmet contact).....	38-24
Horse-collar.....	38-25
Initiate contact with helmet-less opponent.....	38
Targeting an opponent.....	38-24

PENALTY SUMMARY CONTINUED

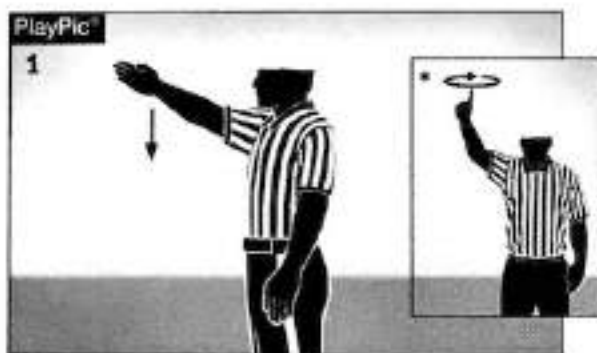
Illegal blindside block	38-26
Roughing passer (also first down)	38-34-8
Roughing kicker or holder (also first down)	38-30-8
Roughing snapper (also first down)	38-8
Slapping blocker's head	38
Illegal personal contact in restricted area	38-29
Illegal participation	28
Participating without a helmet beyond immediate action	28
Sideline interference (third and subsequent)	7-29-27
Nonplayer illegally on field	27
Unfair acts	27

DISQUALIFICATION ASSOCIATED WITH

CERTAIN 15-YARD PENALTIES

	SIGNAL
Fighting by player or nonplayer	38-47
Intentionally contacting an official	38-47
Striking, kicking, kneeling	38-47
Any act if unduly rough or flagrant (give proper signal and follow with 47)	47
A second unsportsmanlike foul by player or nonplayer	27-47
A substitute leaving team box during a fight	27-47

SIGNAL CHART



Ready for play
* Untimed down



Start the clock



Stop the clock



TV/radio timeout



Touchdown/field goal/
point(s) after touchdown



Safety

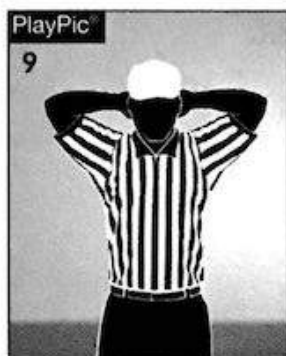


Dead-ball foul,
touchback
(arm waved side to side)

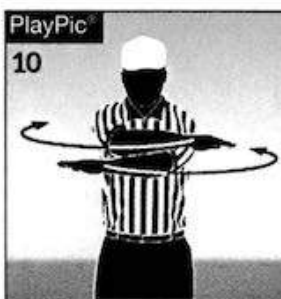


First down

SIGNAL CHART CONTINUED



Loss of down



Incomplete pass/
unsuccessful try or field
goal/penalty declination/
coin toss option deferred



Legal touching



Inadvertent whistle



Disregard flag



End of period



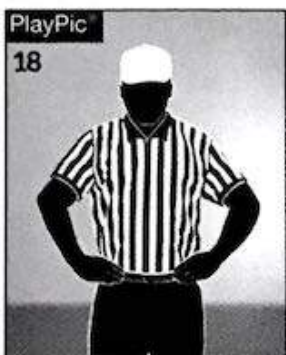
Sideline warning



First touching
Illegal touching



Reset play clock to 25
seconds (Two hands for
40 seconds)



Encroachment



False start
Illegal formation
Free kick infraction



Illegal motion (1 hand)
Illegal shift (2 hands)



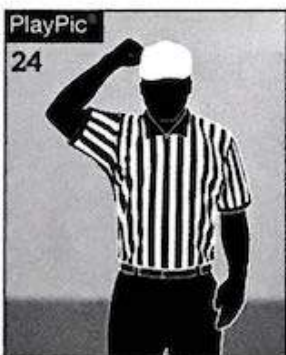
Delay of game



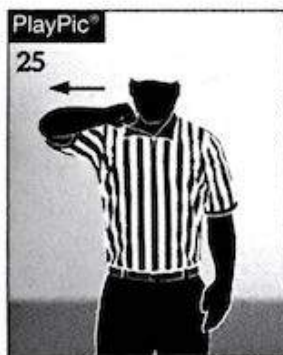
Substitution infraction



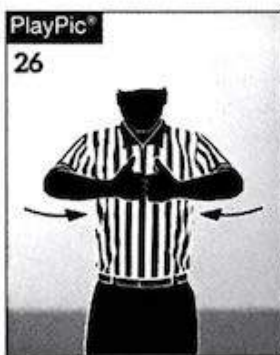
Disconcerting act



Illegal helmet contact
Targeting

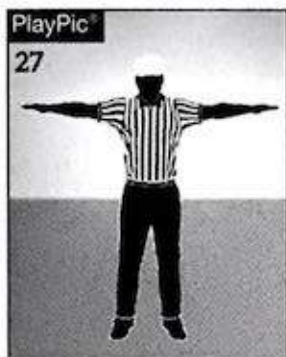


Illegal horse-collar



Illegal blindside block

SIGNAL CHART CONTINUED



Unsportsmanlike conduct
or noncontact foul



Illegal participation



Sideline interference
Note: face press box



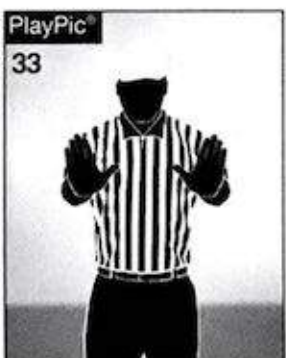
Running into or
roughing the kicker
or holder



Illegal batting/kicking
*(for illegal kicking, follow with
point toward foot)*



Illegal/invalid fair catch



Pass interference
Kick-catching
interference



Roughing the passer



Illegal pass
Illegal forward handing
Note: face press box



Intentional grounding



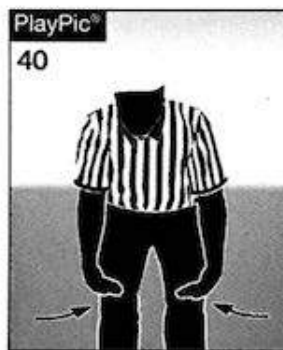
Ineligible downfield on pass



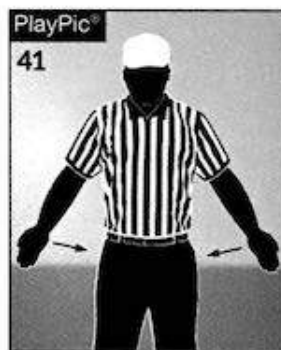
Personal foul



Clipping



Block below the waist
Illegal block



Chop block



Holding
Illegal use of
hands or arms



Illegal block



Helping the runner
Interlocked blocking

SIGNAL CHART CONTINUED



Grasping of facemask,
helmet opening or
chinstrap



Tripping



Disqualification

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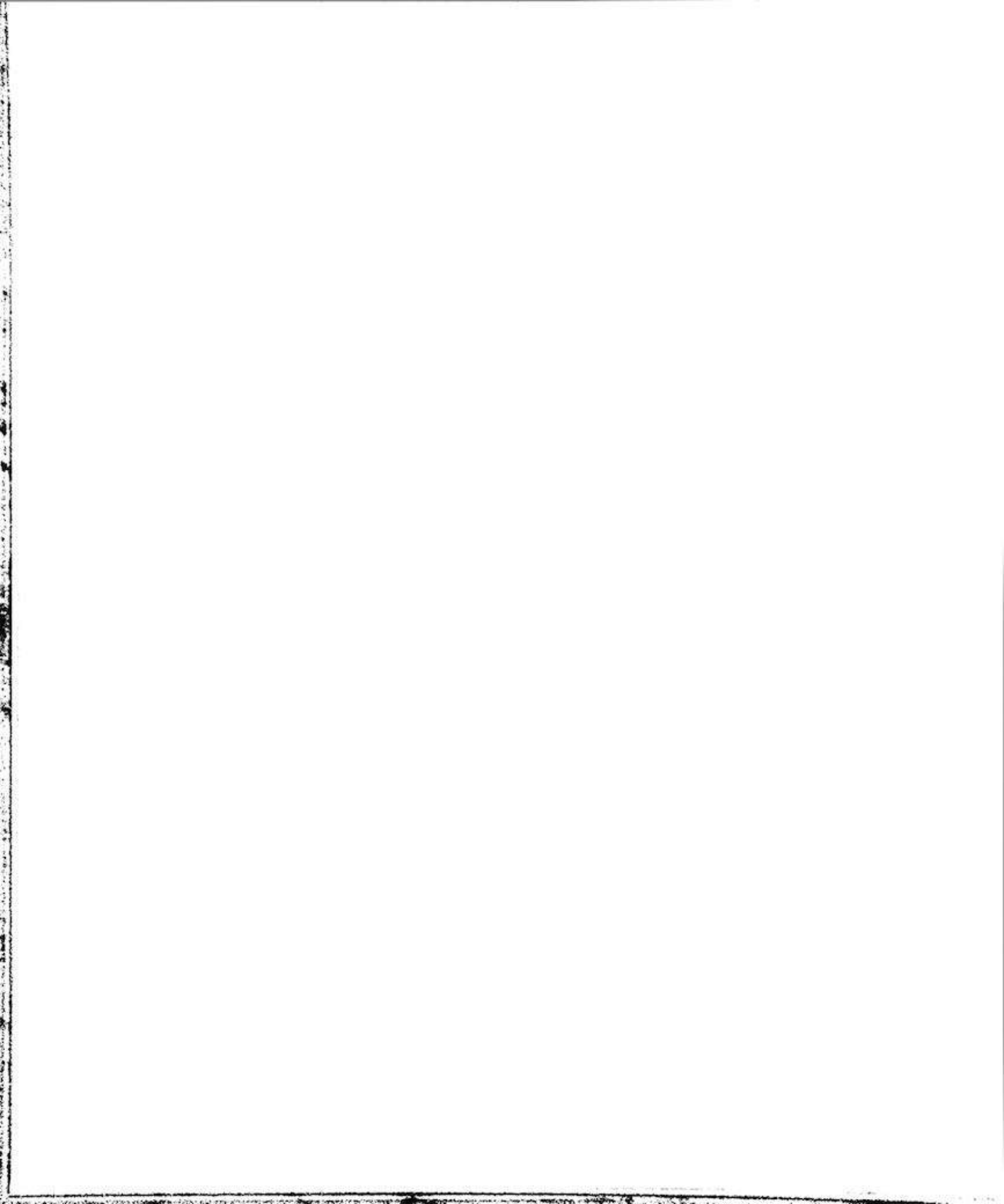
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