

2013 Regular Season Bulletin 5

Clock Status

The following three plays deal with clock status after a change of possession and a penalty.

Play: B20 intercepts A7's forward pass and fumbles on the return. Team A recovers and is downed. When does the clock start?

Ruling: The clock starts on the ready-for-play. Team A is awarded a first down and a kick is not involved. The fact possession changed doesn't matter; it's which team is awarded a new series after the change of possession that counts. Rule 3-4-2a.

Play: Team K's punt is blocked. K23 recovers the ball behind the neutral zone and advances it beyond the line-to-gain for a first down. When does the clock start?

Ruling: The clock starts on the snap when either team is awarded a new series following a legal kick down. Rule 3-4-3c.

Play: Team A is flagged for delay of game. When does the clock start?

Ruling: The clock starts on the snap following an accepted delay of game penalty. If the delay penalty is declined, the clock either remains stopped OR is started on the Referee's ready-for-play just as if the foul had not occurred. Rule 3-4-3i.

Illegal Batting

Play: (From an Official) "4th and 10. K1 punts and the ball goes straight up. It lands behind the line and both K and R players are yelling "Get Away." Just before the ball comes to rest K2 bats the ball, which is still 2 yards behind the line, 7 yards downfield. The ball then comes to rest with no player in possession and is blown dead 5 yards short of the line-to-gain.

I think we ruled correctly. R could take the 15-yard penalty from the previous spot and have K replay the down, or they could decline the penalty and take the ball at the dead ball spot."

Ruling: You got it 95.5% right! The 15-yard penalty for the illegal batting would be enforced from the spot of the batting, not the previous spot. The previous spot is the basic spot and Team K fouls behind the basic spot are spot fouls. Rules 9-7-2, 10-2-4b and 10-6.

Kudos

As we approach the middle of the season, Brad and I would like to say thank you for the job you do in your role as a football official. We have not received a lot of comments or criticisms. Some issues and concerns that we have heard about have been addressed in these weekly bulletins. We appreciate the time and effort you commit to attending meetings, camps and clinics to become a better official. Keep up the good work; games take on new significance as the season progresses. Keep working on your rules knowledge, mechanics and interpretations.

Fair Catch Signal

Play: R44 signals for a fair catch. He muffs the ball and immediately recovers it. He starts to run as the whistle is blown and is immediately tackled by K28 after taking 2-3 steps. The whistle was blown as soon as the BJ recognized R44 had possession of the ball.

Ruling: R44 could be guilty of delay of game for advancing a dead ball. The ball became dead when R44 gained possession. Rule 6-5-5. The tackling of R44 by K28 is not a foul unless the contact is a personal foul. Protection for R44 ended when he muffed the ball. Case Book 6.5.3 Comment.

Comment: In the actual play, R44 was not flagged for delay of game. There are no guidelines for the number of steps a receiver may take after gaining possession of the ball, but any advance is a foul ONLY if it delays the game. The Team R coach questioned the BJ's whistle because he didn't know the ball was dead following the recovery of a muff after a fair catch signal.

Extending Halftime

Officials are reminded that the halftime intermission may be extended to a maximum of 20 minutes for Homecoming activities provided the visiting team has been notified at least 5 minutes prior to the scheduled kickoff. Regardless of the length of halftime, officials must ensure that there is a 3-minute warmup period following the halftime intermission. Referees, if there is an extended halftime in your game, please make sure this is communicated to the visiting Head Coach during your pre-game meeting.

Interlocked Legs

Several officials have observed teams with the guards AND tackles interlocking legs with the snapper on PAT's. Rule 7-2-2 allows only those players next to the snapper to interlock legs with the snapper. Case Book play 7.2.2 is also on point.

Training Video

Three plays that show hurdling will be posted to the Central Hub. Two out of the three plays are close calls. Review Rule 2-22, the definition of hurdling, look at the videos, and "You Make the Call!"