

2014 Regular Season Bulletin 8

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Ball at Rest

A scrimmage kick untouched by Team R beyond the neutral zone is dead after it comes to rest and Team K touches the ball. Rule 4-2-2f.

Team K player(s) DO NOT have to actually possess the ball. The ball is dead when a Team K player places a hand on the ball at rest to control it. He does not have to recover the ball in order to end the down. The ball is also dead if no player attempts to secure it. Rule 4-2-2e2.

Play: Team K1's punt is rolling untouched 40 yards downfield. As the ball rolls to a stop, K5 places a hand on the ball, but does not gain possession. R4 then grabs the ball and races for a touchdown.

Ruling: The ball is dead when K5 touched the ball. No touchdown; R4 ran with a dead ball.

Downfield Contact-Pass Interference

Play: A's ball 4th and 7 on the B-15 yard line. A11 drops back and completes a forward pass to A44 at the B-20 yard line. While the pass was in flight, receiver A88 blocked B67 at the B-11 yard line prior to the catch. A44 runs for a touchdown.

Ruling: Legal play. There is no foul for pass interference as the pass was completed BEHIND the LOS. Rule 7-5-7.

Out of Bounds

Play: Runner A33 runs a sweep to the left side and is running along the sideline when he is contacted by B29 who is touching the sideline. A33 continues running into the end zone.

Ruling: Touchdown. A33's contact with B29 does not result in A33 being out of bounds. Rule 2-29-1.

Counting Players

The R and U count the offense and should show they have 11 players by using the arm signal on page 39 of the Oregon Mechanics and Philosophies Manual. The L and B count the defense and use the same signal.

If an official suspects there might be too many players on the field, throw the flag and shut the play down. If you're wrong, no harm done; however, if you're right, you've saved the crew. What we want, if we have anything, is to penalize 5-yards for illegal substitution rather than 15-yards for illegal participation.

Kick-Catch Interference

Play: 4th and 9 from Team R's 38-yard line. With no Team R player in position to make a play, K24 catches K18's punt at team R's 3-yard line. K24's momentum carries him into Team R's end zone. Is that a touchback, or does the momentum exception apply?

Ruling: Since no Team R member was in position to make a catch, there is no foul for kick-catch interference. The ball is dead when K24 caught the scrimmage kick; the dead ball spot is also the spot of first touching. The momentum exception only applies when a Team R player gains possession of the ball inside his five yard line. Team R's ball, 1st and 10 at its 3-yard line. Rules 6-2-5, 6-5-6b Exc. and 8-5-2a Exc.

Timeouts

Wing officials should position themselves near the team on their respective sideline during an "outside 9-yard mark" timeout conference. At times, wing officials will have to "put their nose" in the huddle to verbally assist their team back onto the field at the end of the timeout. A 60 second timeout should not last 70+ seconds! Be respectful, but be assertive. Rule 2-6-2a.

Equipment Repair

When a player is in need of equipment repair, an official's timeout is taken and the game clock is stopped or remains stopped. If the repair can be made within 25 seconds and without the assistance of a team attendant, it remains an official's timeout. If the repair takes more than 25 seconds or if assistance is given by any non-player, the team is charged with a timeout. Rules 3-5-2b and 3-5-7e.

Comment: When it becomes apparent the repair will take more than 25 seconds, allow, and strongly suggest the player leave the game; try to avoid having to charge a timeout.

Training Video

This week's training video features 5 plays. The last 4 are various plays from Colorado and illustrate the use of technology and training in that state. The first play shows a rugby-style punter being contacted by the defense after kicking the ball. You make the call!