

2015 Regular Season Bulletin 5

Most Missed Test Questions

I've listed below the top 5 most missed test questions by Oregon football officials.

#53 (53% incorrect) False. Non-player fouls are always enforced from where the play ends, i.e. the succeeding spot. Rule 9-6-3 and 9-6-4 violations are enforced from the basic or previous spot, therefore illegal participation is an "exception" to a non-player foul. Also look at Rule 2-30 which defines (legal) participation as having an influence on the play. A bit of a trick question!

#61 (33% incorrect) True. Fouls such as Illegal Formation can be corrected before the snap so they occur "simultaneously" with the snap. They are always enforced from the previous spot (a spot of the foul cannot be identified) and thus are an exception to all-but one enforcement.

#97 (30% incorrect) Correct answer is (a) a 5-yard penalty from the succeeding spot. Remember to differentiate between mandatory equipment not worn during a down and mandatory equipment not worn just before the snap.

#100 (30% incorrect) Correct answer is (d) A's ball, 1st and 10 at the A 25-yard line. A lot of garbage in this question, but bottom line, because there was a fumble behind the NZ, this is a loose-ball play and the penalty is enforced from the previous spot (basic spot.) Many have cited Rule 10-4-7 but that rule applies only to running plays and a fumble in the EZ during a running play can only occur after a change of possession. If the fumble occurs before possession changes, it would be in A's EZ and thus behind the NZ making it a loose-ball play.

#54 (29% incorrect) False. Another tricky worded question. Whenever the clock is stopped for an errant toot, it will start on the ready-for-play as long as nothing has occurred to cause the clock to start on the snap. An example of when the clock would start on the snap after an inadvertent whistle is: B intercepts A's forward pass and during the return, there is an inadvertent whistle. Since Team B is in possession, they will accept the result of the play, keep the ball and not replay the down. The clock starts on the snap just as it would whenever Team B is awarded a new series.

Clock Management-Helmet Coming Off

Play: Team A is trailing 21-19 late in the 4th quarter. 2nd down and 8 at the B-24. A22 runs to the B-18 and is legally tackled inbounds. During the play, B45's helmet comes off without a foul and he does not continue to participate in the play. When the ball becomes dead, the game clock is stopped and reads 0:29 in the 4th quarter.

Ruling and Comment: The clock will stop for an official's timeout. Team A will have the ball at the B-18, 3rd and 2. B45 will need to be replaced for at least one play. Rule 3-5-10d. The game clock will start on the ready-for-play. Many times, a player who loses his helmet will go to his sideline and no official's timeout is taken. In this play, with less than a minute left in the 4th quarter and Team A behind, officials need to stop the clock to make sure no additional time is consumed while B45 makes his way to his team bench area.

Encroachment

Encroachment is a dead ball foul. Period, simple, end of story. Encroachment can occur on scrimmage plays or on free kicks.

When officials penalize encroachment as a live ball foul, they are incorrect. Any action that happens after either team encroaches is action during a dead ball period and must be negated. Even if officials are late in shutting down the play, the play must be stopped, a dead ball penalty must be enforced and the clock must be adjusted if necessary. It is easier to justify to a coach why a do-over must occur than to explain why a kickoff runback or an interception or a great run from scrimmage has to be taken away.

Encroachment is a dead ball foul. Period, simple, end of story. Enough said.....

Ending a Period – Penalty Enforcement

Play: Time expires at the end of the second period during a scrimmage kick. After the ball is dead, K1 piles on and R1 strikes K2.

Ruling: The 15-yard dead ball fouls by both teams after the end of the second period will offset. R1 will be disqualified for fighting. Rules 2-11, 9-4-1 and 10-2-5b.

False Starts

As a reminder, when possible, wing officials will pick up false starts on your side of the ball, including backs outside the tackles. Umpires, you will get false starts by any linemen between the tackles. Referees, you are responsible for head bob's by the QB and false starts by the backs between the tackles. Remember, any stutter step by a back is a false start. Don't be fooled with the "he can reset" mindset. If he moved because he misjudged the snap, it is a false start. Please discuss during your pregame conference; everyone needs to be clear on their coverage responsibilities.

Training Videos

This week's training video features 5 clips, one of which has multiple plays involving low blocks when the ball is snapped in a shotgun formation. These illegal blocks must be recognized and flagged by officials. The last clip shows a classic chop block, a high-low block that, again, needs to be picked up and flagged.

I've also posted another chapter from the LeMonnier series that deals with blocking. Remember, to view the videos, you need to be signed in to Arbiter/Central Hub.

Here's the links:

<http://osafootball.arbitersports.com/Front/105991/Video/player/3442/5961>

<http://osafootball.arbitersports.com/front/105991/Video/player/3414/5920>