



Contra Costa Football Officials Association

New Officials Training

Session No. 6

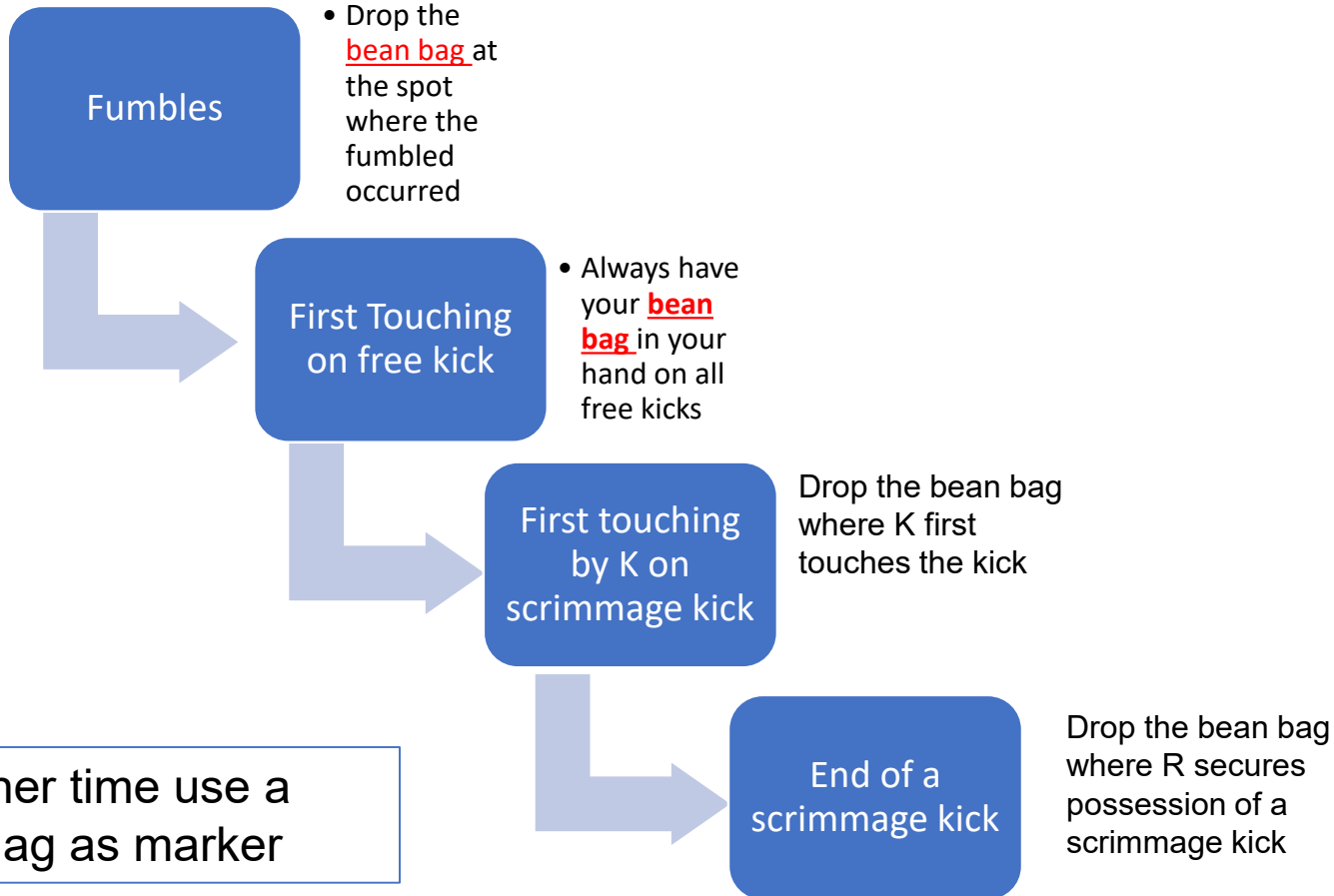
Simplified Penalty Enforcement



Why do all officials need to understand penalty enforcement?

- Flanks are primary communicators with teams
- Coaches are due an understanding of what was called and why (they will not know every signal)
- Enforcement mechanics require it
- Entire crew is responsible for correct enforcement

When to use the Bean Bag vs Penalty Flag...



Forget what you see on TV with officials dropping hats, etc

Topics to Review

Mechanics Pre-Enforcement

Mechanics During Enforcement

Penalty Enforcements you need to know as a new official

“All but One” principle (Intro)

Other penalty situations (Later training)

Mechanics of Penalties - Four Man Crews Pre-Enforcement

Calling Official:

Observe foul, throw flag, continue to officiate

- At end of play “short whistle bursts”
- Hold dead ball spot if you have it until released
- Report foul information to Referee

• Non-Calling Officials

- Cover dead ball spot to release calling official
- Retrieve ball
- Help retrieve flag after enforcement

Umpire

- Secure ball
- Listen to options given

Referee will want the following info

1. Foul called – (what did you see)
2. Offense / Defense (or team color or name)
 - *Prefer to use colors.. Blue, White, etc.. With “Offense” / “Defense”*
Determine what you are calling each team during the pre-game or prior to coin toss
3. Status of the ball (live / dead; before / after change possession)
4. Confirm spot of foul
 - *Where did the foul occur.. Use numbers and confirm again with your flag placement if necessary.*
5. Player Number if at all possible

Example...

Holding on Offensive Player (Blue) # 25, at the 42 yard line during the play (i.e Live Ball) . My flag is correct



Mechanics of Penalties - Four Man Crews Enforcement

- Flanks – Come into middle of field, get foul & number and report to selected coach responsible for penalty enforcements. (new rule) {or use O2O radios}
- Umpire
 - **Secure Ball.** _use beanbag if necessary
 - Once coach makes choice, enforce penalty
 - Visualize and jog to spot – do NOT count steps
- Linesman
 - Walk off with umpire as double check the enforcement (one/two/three fingers)
- Line Judge
 - Hold enforcement spot in case crew needs to start over
- Calling Official
 - Make sure that the penalty that was enforced was what you called and against correct team

Penalty Enforcement for the New Official

Need to know as new officials – WHY?

- Half the distance situations (applies to all fouls)
- Dead ball enforcement
- Unsportsmanlike conduct fouls vs Personal Fouls Enforcement
- Automatic First Downs
- Loss of Down
- Free Kick Out of Bounds
- Fouls concurrent with snap
- Disqualifications

Nice to know... General Understanding

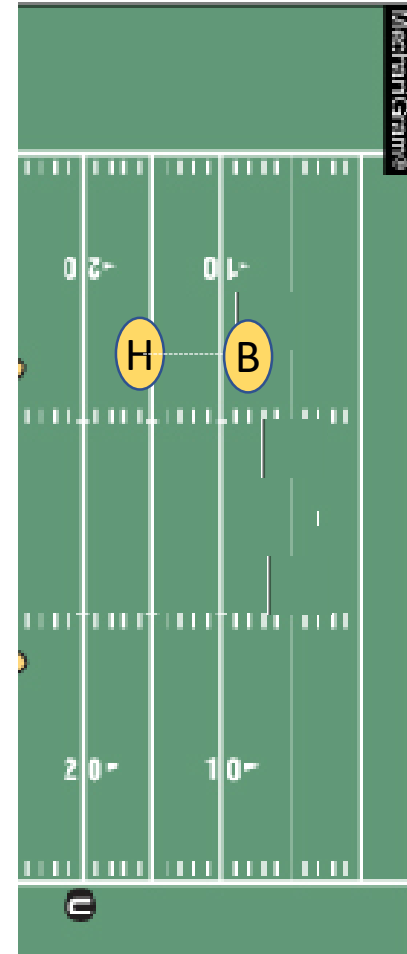
- All But One Principle
- Post scrimmage kick (PSK) fouls
- Fouls by kicking team after scrimmage kick
- Roughing the passer
- Kick catch interference
- Fouls involving the goal line

Half the distance HAVE TO KNOW

- No foul can take the ball more than half the distance to the offending team's goal line

• Examples:

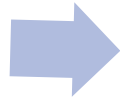
- **H** • A holds at the A-16.. (10 yd penalty) however, penalty is half the distance = 8 yard line. **B**
- B encroaches from the B-4 = 2 yards
- B DPI on pass from the B-25 = 12.5 yards



Dead ball fouls HAVE TO KNOW

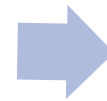
Dead ball fouls are enforced in order of occurrence

- Critical for first downs and possession at end of series



Dead ball fouls never offset **

- ** Unless one of the dead ball fouls would take the ball half the distance to the goal line



Enforcement could be significantly different for the same act if it occurs when ball is alive vs when it is dead

- Calling official MUST know ball status

Unsportsmanlike Conduct Fouls vs. Personal Fouls

HAVE TO KNOW

Unsportsmanlike Foul (UNS)

- Does not require any physical contact
- Important to record all information
- Never treated as live ball fouls
- 2 UNS fouls = Disqualified – Player can stay on bench, coach needs to leave the premises
- Enforce in order of occurrence and half the distance situations

Personal Foul Requires Physical contact

- One exception...

Automatic First Down – **FOUR** of them
HAVE TO KNOW – Automatic First Down – 15 yard
Penalty (All “Roughing the...”)

Memorize

Passer



Kicker



Snapper



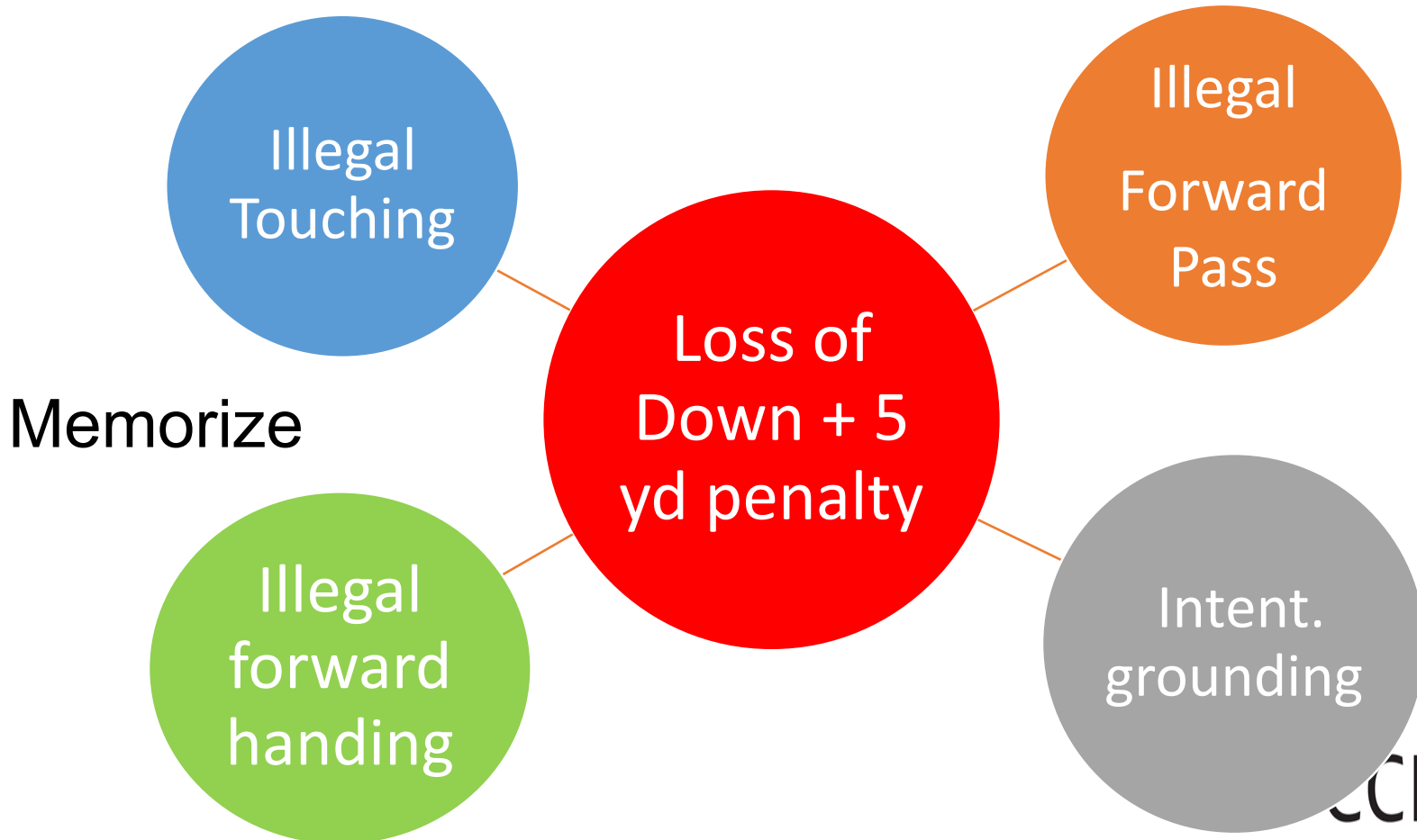
Holder



In a scrimmage kick formation

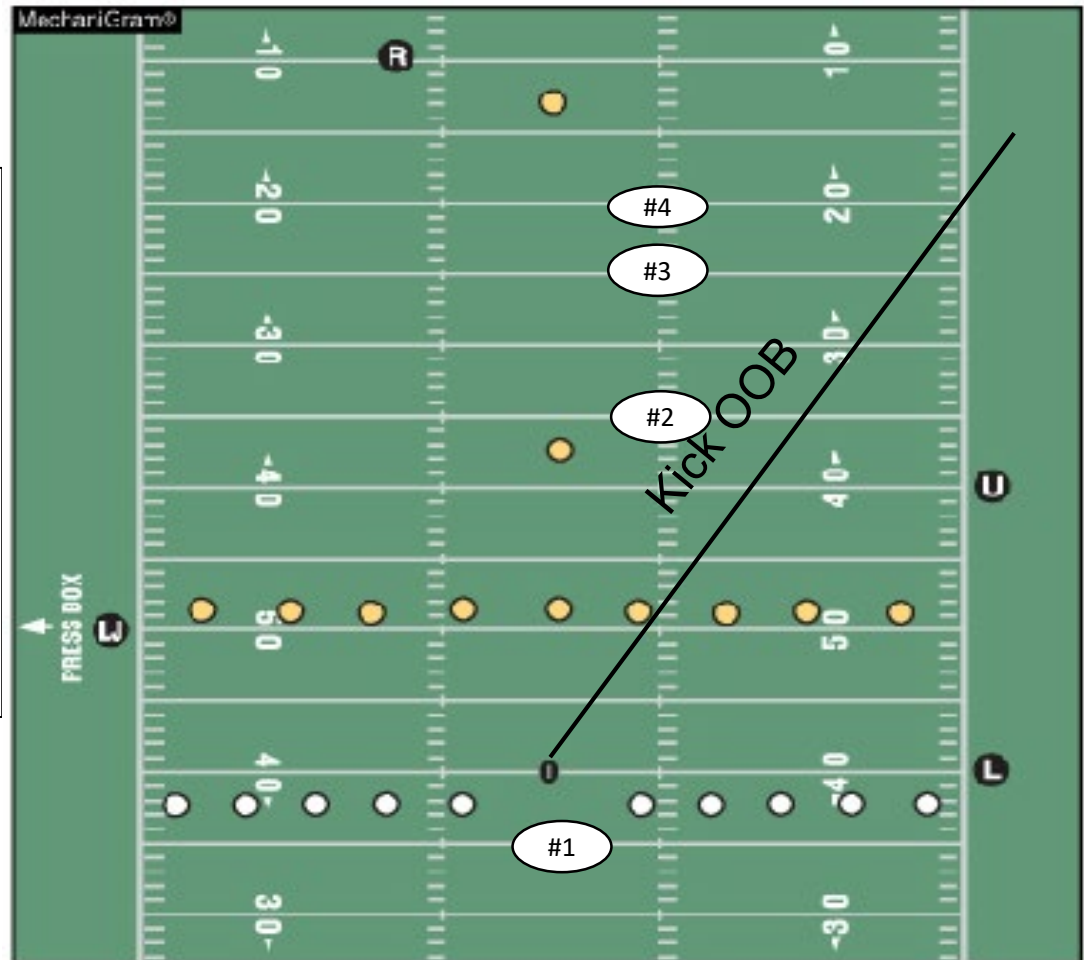
*Note that Auto First does NOT apply to PERSONAL FOULS
(Unlike what coaches will see on Saturday)*

Loss of Down – FOUR of them HAVE TO KNOW



Free Kick out of bounds Untouched by R **HAVE TO KNOW – WHY?**

1. 5 yard penalty and re-kick (Likely the 35 yard line)
2. 25 yards in advance of free kick (generally 35 yard line) if possible
3. Tack on 5 to spot where ball went OOB
4. Result of the play



Fouls “concurrent with the snap”or not?

HAVE TO KNOW – WHY?

Let play go off but flag at snap

Illegal Motion (one player action)

- If a player is moving towards the LOS at the snap. **
- A player on the line can almost never go in motion
- If 2 players are in motion at the snap, one of those players is guilty of illegal motion

Test = What if they called time out?

Illegal Shift (two player action)

- 2 players may move pre-snap, but BOTH must stop for 1 second prior to the snap
- There can be several shifts, but all of the players must stop for at least one second.

Illegal Formation

- 5 men in the backfield
- Illegal Numbering
- Not within 9- yard marks

Dead Ball prior to the Snap: Kill the play: False Start, Encroachment, Delay of Game, Illegal Substitution, Illegal Snap, Illegal Defensive signals



Disqualifications

HAVE TO KNOW – WHY?

Fighting

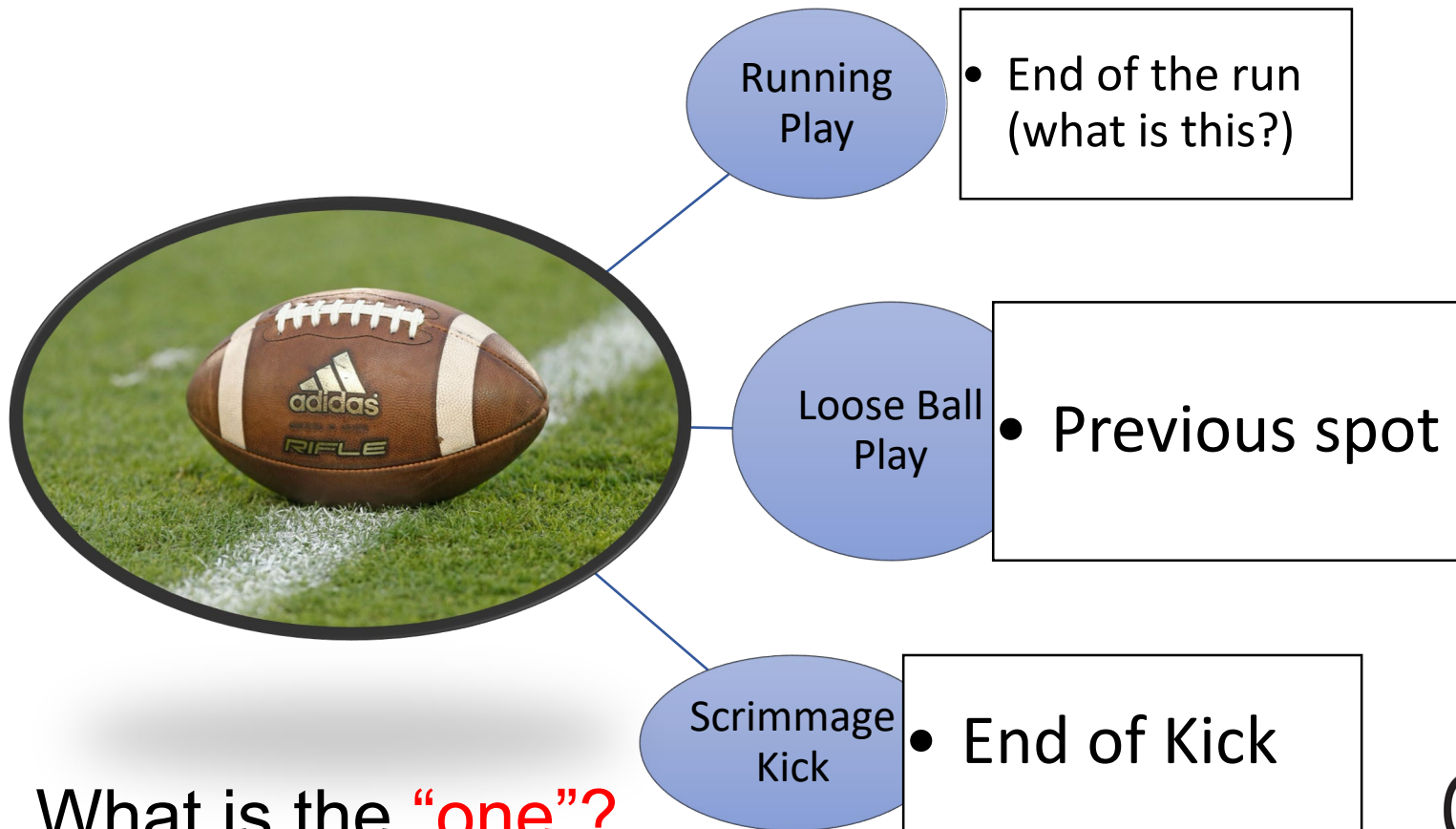
Two unsportsmanlike conduct fouls

Leaving the bench during a fight

Any foul the official deems as flagrant

Note Unlike college “Targeting” is not an automatic DQ

Most live ball fouls – “All But **One**” Principle **NEED BASIC UNDERSTANDING**



What is the **“one”**?

Enforcement Topics for Another Day

- All But One Principle in Depth
- Roughing the passer
- Post scrimmage kick (PSK) fouls
- Fouls by kicking team after scrimmage kick
- Kick catch interference
- Fouls behind the goal line
- Double fouls
- Multiple fouls
- Carryover fouls
- Sideline interference