

WEEK 7 PLAYS OF INTEREST

Clock Management	
clock management: L starts clock on short KO. Clock is stopped when the play ends - YouTube	<p>On all free kick downs, the clock starts when the ball is touched other than first touching by Team K. After a legal kick, the clock stops when either team is awarded a new series.</p>
Dead-Ball Mechanics	
dead ball mx: L turns to watch players OOB, B and R both come in to help with players OOB - YouTube	<p>When players go out of bounds at the end of a play, the covering official needs to turn all the way around to watch those players. The covering official should not be looking down at the spot; instead, he should keep his head up and his eyes on the players to make sure there are no issues. On plays that go out of bounds downfield, the back judge should be moving in strong to help the wing official with the players out of bounds.</p>
dead ball mx: covering official needs to turn and visually follow scoring player in the end zone - YouTube	<p>On a play where a player scores a touchdown, the covering official needs to turn to watch the action in the end zone by and against the ball carrier. Don't get focused in on watching action along the goal line. Keep your eyes on the players and keep your head up to observe action around the ball carrier. Continue to officiate until players separate and the potential for problems no longer exists. Do not tolerate taunting, baiting and other unsportsmanlike acts.</p>
Goal Line Mechanics	
goal line mx: U and B should not signal or mirror signal for score on 3 yard run up the middle, (youtube.com)	<p>An official should signal touchdown only when he sees the entire act and when the goal line is his responsibility. Another official's touchdown signal should not be mirrored. On scrimmage plays at the goal line, the wing officials have</p>

	<p>responsibility for the goal line; the umpire should not give any signal. The back judge should give a touchdown signal only on plays where he is responsible for the goal line, which is not the case with a snap at the 3 yard line.</p>
<p>Mechanics</p>	
<p><u>mechanics: encroachment called on K - K player was two yards beyond the FK line before the kick - YouTube</u></p>	<p>On a free kick that is kicked downfield, officiating philosophy is that the covering official will allow the foot or leg of a Team K player to be in the air beyond Team K's free kick line before the ball is kicked when the ball is being kicked downfield. On this kick, we can see that one of the Team K players is two yards beyond the free kick line before the ball is kicked. Encroachment is called – there's not enough leeway or philosophy that should allow this egregious violation to go unpunished. Good job by the back judge making the call and getting the play stopped.</p>
<p><u>mechanics: it looks like back pushed runner past the LTG - YouTube</u></p>	<p>This was a POE in 2023. When the pile made up of the runner and his teammates is being pushed by one or more of his teammates, the runner's forward progress has been stopped. Because the down is ended when the runner's forward progress is stopped (Rule 4-2-2a), the covering official needs to shut the play down. If a teammate clearly and directly contacts the runner by pushing, pulling, or lifting the ball carrier forward, and that assistance is responsible for the runner advancing downfield, a live-ball foul for helping the runner could be called.</p>

Passing Play Situations

<p>passing play situations: DH called for action on the receiver (youtube.com)</p>	<p>The defensive holding rule provide that a defensive player shall not use his hands or arms to hook, lock, clamp, grasp, encircle or hold in an effort to restrain an opponent other than the runner. One of the four categories of defensive holding is holding an eligible receiver. If a defender holds a receiver who is running a route, and that holding is before the ball is thrown, instead of DPI, you could have a foul for defensive holding. Although not the case on this play, if the contact by the defender starts before the ball is thrown, and continues after the ball is thrown, DPI should be called.</p>
<p>passing play situations: OPI called for downfield blocking - YouTube</p>	<p>One of the four categories of offensive pass interference is downfield blocking. The rules allow offensive players to make contact with defensive players on pass plays and drive them back, as long as the block does not continue beyond the expanded neutral zone, which is a maximum of 2 yards behind the defensive line of scrimmage. This is considered legitimate action at the snap, and is not a foul. However, if the block continues past the expanded neutral zone, it is a foul for offensive pass interference.</p>
<p>passing play situations: U signals tipped pass (youtube.com)</p>	<p>If an official sees that the ball is tipped, he should give a tipped ball signal to let everyone else know. If the pass was touched by a Team B player, any Team A player is then eligible to catch or touch the pass. Additionally, there would be no DPI calls, unless the contact fell under the defensive holding rules.</p> <p>Theoretically, a Team A lineman who is an ineligible receiver at the snap, after the tip by</p>

	<p>Team B, could have ended up legally catching the pass.</p>
<p>Short Yardage Mechanics</p>	
<p>short yardage mx: on 4th & 3, H moves to LTG, then back to the end of the play (youtube.com)</p>	<p>At the snap on 3rd down and three yards or less, or 4th down and four yards or less, the wing officials need to release to the line-to-gain, and then officiate back to the end of the play. This is an important spot. By moving at the snap to this position, the wing officials will not only be at the most important line, but will also be stationary if the play moves near that line.</p>
<p>UNR, UNS & BSB</p>	
<p>UNR, etc.: BSB called at 30-yard line during interception return - YouTube</p>	<p>The rules define a blindside block as a block against an opponent other than the runner, who does not see the blocker approaching. It is an illegal personal contact foul for any player to execute a blindside block outside the free blocking zone with forceful contact, unless initiated with open hands. The penalty for a blind side block foul, which is a live-ball foul, is 15 yards. That penalty is enforced under the basic spot rules found in Rule 10-4. This play, an interception return, is a good example of one of the game situations that put players in a position where an official is more likely to see and call a blindside block.</p>
<p>UNR, etc.: is the block by the right end back toward the spot of the snap legal? suspect BSB (youtube.com)</p>	<p>This looks like an illegal block. Whether it is or is not, this would be a hard play to see. The only ones who would possibly get this would be U or R.</p>
<p>UNR, etc.: suspect taunting - YouTube</p>	<p>At the end of a 15 yard run, the running back runs over the defender as he is being tackled, knocking the defender to the ground. The</p>

	<p>running back then poses over the defender. Although deserved, there was no flag for an unsporting act.</p>
<p>UNR, etc.: at the end of a kickoff return, suspect UNR @ 33 yard line by #13 in white - YouTube</p>	<p>On this kickoff return, the play moves up on U and L's side of the field. Just as the returner is being tackled, about 10 yards away, a Team R player obviously out of the play is forcibly contacted by a Team K player, knocking the Team R player to the ground. There is no flag for a UNR. My guess is that there is some ball watching going on, which makes this a good play to review the Halo Principle. According to the NFHS Mechanics Manual, at pages 29-30, when a player is in possession of the ball, the halo surrounding the ball and all players in and around it is called the main halo. The game official nearest the main halo is responsible for the actions of the players within the halo. The remaining game officials are responsible for the secondary halos, which surround the players in their area. In applying the Halo Principle to this play, U would be responsible for the main halo around the ball. L would have the secondary halo ahead of the play. H & R would be responsible for the secondary halo on the back side of the play, and would have seen this play. B would have the secondary halo way ahead of the play. All five officials would NOT be watching the ball. Instead, this cheap shot would have been seen and a UNR called.</p>