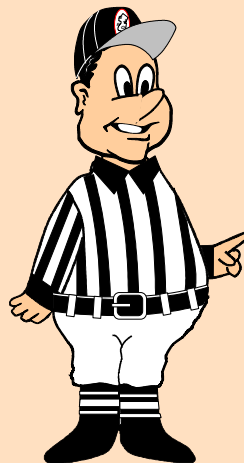


National Federation Penalty Enforcement

2011

A Simplified View



National Federation Penalty Enforcement

(A Good Reference for All of Us)

A guide to enforcing penalties according to the 2011 National Federation Football Rules

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This document is intended to assist Federation officials in enforcing penalties. It is not the definitive word. Should any information included here be in conflict with any National Federation publication, including the 2011 Rule Book, the 2011 Case Book, or the National Federation web site at (www.nfhs.org), Federation documents will prevail.

Introduction

Fouls are an integral part of every football game. Often, the result of a game turns on a foul and a team's decision of whether or not to accept the penalty for the transgression. In almost every case, that decision will hinge on the referee's knowledge of the penalty options and his ability to clearly and succinctly explain them to the offended team's captain. Referees are not infallible, contrary to some widely held opinions (primarily among referees)-. They can make mistakes. Because of this, it is each official's responsibility to understand the basic fundamentals of penalty enforcement and to offer his help if he believes that an enforcement error is about to occur. This ensures that the game flows smoothly and guarantees that neither team will gain an undeserved advantage because of an enforcement error.

In order to properly administer the penalty for a foul (or series of fouls), the referee must know *WHAT* foul occurred, *WHEN* it occurred, *WHERE* it occurred, and *WHO* committed it. Knowing these facts allows the referee to translate that knowledge into a rules-based set of options for the captain of the offended team to consider.

While developing a sound officiating philosophy and the ability to exercise proper judgment in a game might be considered the most difficult skills facing the newer official, knowing how to properly enforce penalties might well run a close second in the list of challenges faced by the novice official. A full understanding of penalty enforcement will not come overnight. It's not easy. It will require considerable study and experience. The real test will be your ability to properly rule, not on a test, but rather in the heat of battle when a game is on the line, the environment is something less than cordial, and you don't have the luxury of time—or a rule book. This book attempts to take all aspects of the Federation rules related to penalty enforcement, reorder them as necessary, and translate them into language which is just as precise as that of the rule book but maybe slightly more understandable.

Types of Fouls

The 2011 National Federation Rules Book identifies nine distinct types of fouls in rule NF 2-16-2:

- a. **Dead ball**—a *dead ball* foul occurs in the time interval after a down has ended and before the ball is next snapped or free kicked. This includes fouls which occur just before the snap—like encroachment or false starts—as well as those which occur just after the ball becomes dead, like a “late hit” personal foul.
- b. **Double**—a *double foul* occurs when one or more live ball fouls (other than nonplayer or unsportsmanlike fouls) are committed by each team at such a time that the penalties offset and the prior down is replayed with no enforcement of any penalty. There are some specific times when there are live ball fouls committed by each team when the penalties do not offset and are not technically double fouls. But more on that later.
- c. **Flagrant**—a *flagrant foul* is one so severe or dangerous that player safety is significantly and recklessly compromised. Likewise, an unsportsmanlike violation that is particularly vulgar or persistent may qualify as a flagrant foul as well. [Note: Either a contact foul or a non-contact foul may qualify as “flagrant.”]
- d. **Live ball**—Very simply, a *live ball foul* occurs during a down, i.e. between the snap (or free kick) and the moment at which the ball becomes dead.

- e. **Multiple**—A *multiple foul* occurs when two or more live ball fouls (other than non-player or unsportsmanlike) are committed during a down by same team at such a time that the offended team is permitted a choice of penalties. Only one penalty can be accepted by the offended team.
- f. **Nonplayer or unsportsmanlike**—these fouls are by their very nature noncontact fouls. They may occur while the ball is dead or during the down. Specifically, they exclude illegal participation and must not influence the play in progress. *Nonplayer fouls* are those committed by persons other than the 22 players legally in the game at the time of the foul. They are committed by coaches, substitutes, team attendants, etc. *Unsportsmanlike fouls* may be committed by players and nonplayers alike. For purposes of enforcement, both nonplayer and unsportsmanlike fouls are treated like dead ball fouls regardless of when they occurred.
- g. **Player**—a *player foul* is a foul (other than unsportsmanlike) committed by one of the 22 players legally in the game at the time of the foul. Sometimes it's just referred to as a "foul." When you see the word "foul" used alone, this is typically what's meant. They include, for example, holding, pass interference, grasping the facemask, roughing the kicker, etc.
- h. **Post-scrimmage kick**—*Post-scrimmage kick fouls* may occur only during downs in which a legal scrimmage kick occurs. Specifically, they are fouls by R that meet several criteria which we will discuss in the section on special enforcements.
- i. **Simultaneous with the snap**—Fouls that occur *simultaneously with the snap* happen when an act, perfectly legal prior to the down during the dead ball period, becomes a foul only by virtue of the ball actually being snapped or free kicked. Typically, these involve illegal offensive team movements and formations, substitution infractions, or violations of other administrative requirements which are illegal at the snap—but not before.

Knowing the type of foul is critical for determining the options to be presented. Another important thing to note: These types are not necessarily mutually exclusive; there is overlap. For example, a **live ball** foul may be a **player** foul, or it may be part of a **double** foul. And any foul can be of the **flagrant** variety. The important thing here is to fully understand the definitions.

Basic Enforcement Fundamentals

According to the Federation rules, there are some basics that need to be understood:

- **No foul causes loss of the ball.** While certain circumstances related to *when* the foul occurs may indeed result in turning the ball over to the offended team, it is not the foul itself that results in this. For example, a foul committed by the offense on 4th down that also involves loss of down will turn the ball over to the defense upon acceptance. But that's just a coincidence resulting from when (on what down) the foul occurred and the offense's failure to advance the ball beyond the line to gain in the allotted four downs.
- **No live ball foul causes the ball to become dead.** Another way of saying it...no live ball foul should ever cause you to blow the whistle. However, dead ball fouls do cause the ball to remain dead. Officials should not permit the ball to become live when a dead ball foul occurs just prior to the snap or free kick. Likewise, should a play begin immediately after a dead ball foul occurs, all officials should be on their whistles to stop any further action and kill the play.
- **The distance penalty for any foul may be declined, while any other penalty associated with the foul can be accepted.** For example, on defensive pass interference, the offense may accept the penalty and the automatic first down that accompanies it, but

refuse to have the fifteen yards marched off against the defense. Likewise, a team may accept a penalty and have a down replayed but not have any distance penalty assessed. You will rarely see this during your entire officiating career—one, because the offended team would most likely be giving up yardage, and two, because almost no coach knows that he has that option.

- **If the penalty is declined or if there is a double foul, there is no loss of yardage.** Either continue play from the succeeding spot (if the penalty is declined) or return the ball to the previous spot for a replay of the prior down (if a double foul occurred).
- **In case of a double foul where the penalties automatically offset, the captains should not be consulted because they have no choice to make.** Speaking to the captains in such a situation will only cause confusion. Rather let your wing officials convey the appropriate information directly to the sidelines as required.
- **The captain's choice of options may not be revoked once it is made.** A piece of advice: Make sure that you don't "hear" a captain's choice until you've fully explained his options. Don't allow him to make a fool of himself. A common practice of many referees is to offer what you consider the most advantageous option first. If the situation is complicated and the choice is not very obvious, don't be afraid to face the offended team's sideline, move closer to the coaches' box, and speak loudly enough for the team's coach to hear you, or even give the coach himself the options. Also, if the situation permits, having a wing official near the head coach to assist in relaying the options is a good idea. In cases where the choice is obvious, some referees might not even offer the choices. He might just ask the offended captain for confirmation of the obvious choice. For example, after an interception, a referee might ask Team B, "You want to decline their illegal motion foul and keep the ball, right?" Another technique to use if you feel the captain has made the wrong choice is to say, "Captain, maybe I didn't explain this well...", and then repeat the options. However, if the captain insists, you've got to go with whatever he chooses.
- **A decision on whether to accept or decline a penalty must be made before any charged time-out is granted either team.** However, if acceptance of a penalty results in a choice of how the offended team will put the ball in play, that decision may be deferred until after the time out is over, or may even be changed after reconsideration during the time out. For example, suppose that Team K commits kick catching interference. Team R must decide prior to a time out whether they will accept the penalty and if so, whether they will penalize K from the previous spot and replay, or accept an awarded fair catch at the spot of the foul. If they accept the awarded fair catch, Federation rules allow them to either snap or free kick from that spot. But that decision (whether to snap or free kick) does not need to be made prior to the time out. Frequently near the end of either half where time is critical, a player or the head coach will be urgently asking for a time-out, even though there is a flag on the field. Calmly tell the captain that there is an official's time out in progress and that after that's completed and the penalty is disposed of, you will revisit his request for a charged time-out.
- **When a live ball foul by one team is followed by a dead ball foul by the opponent, or when dead balls fouls are committed by opponents, the penalties are administered separately and in the order in which they occurred.** Don't mistake these situations for a double foul. Take them one at a time in the order in which they occurred. Also, in the case of dead ball fouls by each team, unless you are absolutely certain which foul occurred first, don't "make up" an order of enforcement. The order of enforcement could very likely affect the awarding of a new series, or if near either goal line might lead to a

situation where one team is assessed the full penalty yardage, while the opponent is only penalized half the distance. In such cases, when you are not certain of the order, assess no penalty yardage. Just signal the fouls by each team and leave the succeeding spot where it is. But *don't* “wipe them out” signifying offsetting fouls.

- **When the same team commits a live ball foul followed by one or more dead ball fouls, all fouls may be penalized.** Don't mistake such a scenario for a multiple foul. Again, take them one at a time in order. Dispose of the live ball foul first; then deal with the dead ball foul(s).
- **Enforcement of a penalty cannot take the ball more than half the distance from the enforcement spot to the offending team's goal line.** If the prescribed penalty would cause this to happen, the ball is placed halfway from the enforcement spot to the goal line. By rule, this can only happen when the ball is inside either 30-yard line.

Down After Penalty

In most cases, following enforcement of a penalty for a live ball foul, the previous down will be replayed. However, there are some exceptions, primarily those fouls that include a loss of down and those which include the awarding of an automatic first down. Another exception to this principle exists for certain fouls that occur during scrimmage kicks. Likewise, fouls by the opponents of a team scoring a touchdown, a field goal, or a successful try may also result in an exception to this general rule. We will discuss all of these exceptions in later sections. For now, understand that ‘Loss of down’ is a short way to say “loss of the right to replay a down.” The offending team really doesn't lose a down. They simply are deprived of the opportunity to replay it even though the penalty for their foul has been accepted.

Here are the specific fouls that include loss of down as an additional penalty:

1. Illegally handing the ball forward.
2. Illegal forward pass.
3. Forward pass interference (Offensive).
4. Illegal touching of legal forward pass by an ineligible behind, in, or beyond the neutral zone.

[Note: If one of these fouls occurs after a change of team possession, the loss of down provision of the penalty doesn't apply. A new series always begins with a first down. Similarly, if after penalty enforcement, Team A still has the ball beyond the line to gain, the loss of down provision of the penalty is likewise ignored.]

And there are specific fouls for which an automatic first down (new series) is awarded in addition to any penalty yardage:

1. Roughing the kicker or holder.
2. Roughing the passer.
3. Roughing the snapper.
4. Forward pass interference (Defensive).

If the penalty for a foul is declined, the number of the next down will be the same as if the foul had not occurred. If a double foul occurs, the down will be replayed, i.e. the number of the next down will be the same as that of the down in which the double foul occurred and the line to gain will remain unchanged. Additionally, some fouls that occur during downs that result in a change

of possession, and any live ball unsportsmanlike or non-player fouls are also exceptions to this “repeat the down” principle. We’ll be referencing them often throughout the book.

“Clean Hands Principle”

Two basic principles govern penalty enforcement rules:

1. The offending team should not gain any advantage by committing a foul
2. The offending team should not be forced to give up any advantage they legally obtained prior to their foul.

The “clean hands” principle is a perfect example of these two governing principles in action during a play that involves a change of possession. It is designed to allow the team in possession at the end of the down to keep the ball provided that they did not foul prior to the final change of possession. This ensures, as best we can, that their foul had no role in helping them gain possession. That is, as long as they got the ball before they fouled, they will be allowed to keep it. We refer to this as getting the ball “with clean hands.” In such a case they will be subject to any penalties arising from their post-possession fouls, but they will retain the ball. A good example: A12 throws a forward pass. B3 intercepts and begins to return. A team B player holds an opponent during that return. B may keep the ball after enforcement of the holding penalty since he had not fouled prior to gaining possession, i.e. team B got the ball with “clean hands.” Should Team A so choose, the holding penalty will be enforced against B according to standard enforcement principles. Also, if R fouls during a scrimmage kick play, and that foul is otherwise subject to post scrimmage kick enforcement (see the section on Special Enforcements), R will also be able to retain the ball even though their foul technically may have occurred prior to the final change of possession.

Another application of the “clean hands principle” occurs when there are fouls by each team during a down where there is a change of possession. The procedure is a bit more complicated than the one above, and we’ll discuss it in further detail in the Special Enforcements section.

Types of Plays

One of the fundamental concepts used in penalty enforcement for live ball player fouls is the concept of “type of play.” When a live ball player foul like holding, roughing the kicker, or pass interference occurs during a down, you need to determine what type of play was in progress when the foul occurred. Don’t confuse *type of play* with the *kind* of offensive play (pass, draw, sweep, etc.) that took place during the down. There are two types of play defined for the purposes of penalty enforcement: **loose ball plays**, and **running plays**. A single down may consist of one of these or a combination of them. Here are the definitions:

The term ‘loose ball play’ might lead one to incorrectly assume that the ball is literally ‘loose’ when the foul occurs. You’ll see below that’s not necessarily true.

A **loose ball play** is action during:

- a. A free kick or scrimmage kick up until the point when the kick ends. Actually, certain fouls by R during a scrimmage kick are really an exception to this statement.
- b. A legal forward pass. (Note: action during an illegal forward pass is not considered to be part of a loose ball play)

- c. A backward pass (including the snap), an illegal kick, or a fumble made by team A from in or behind the neutral zone before any change of team possession.
- d. Any run(s) which precedes the legal kick, legal forward pass, backward pass, or fumble described here in a, b, or c. Said another way, if a legal kick, or a legal forward pass, or a fumble, illegal kick, or backward pass from behind the neutral zone actually occurs, all action leading up to these things is considered part of that loose ball play. Please note...this run is only considered part of a loose ball play if the run is followed by a legal kick, legal forward pass, or by a backward pass, illegal kick, or fumble behind the neutral zone. If not, all of this action is considered to be part of a running play (see below).

A **running play** is any other action not included in the definition of a loose ball play. Note: If a runner fumbles the ball or throws a backward or forward pass from beyond the neutral zone, this loose ball is considered part of that prior running play. Even though the ball is technically “loose,” this interval is considered part of the prior running play for the purposes of penalty enforcement. Once that loose ball is caught or recovered, the prior running play concludes and a new running play may begin.

A down may consist of a loose ball play only, a series of one or more running plays, or a loose ball play followed by one or more running plays. If a down consists of more than one running play, each of them for the purpose of penalty enforcement is treated distinctly and is referred to as a “**related run.**” One other thing...if a down consists of a loose ball play, there will be only one of them, and it must occur in the beginning portion of the down, i.e. before any running play and prior to any change of possession that might occur.

Think about it...

If a foul occurs while the ball is in a runner’s possession prior to a change of possession, you can’t definitively determine at that time whether it has occurred during a loose ball play or a running play. Only after the play reaches its conclusion can you determine the type of play that was actually in progress when the foul occurred.

During any running play, the **end of a related run** is:

- a. Where the ball becomes dead in the runner’s possession like when he’s tackled, or where he steps out of bounds, or where his forward progress is stopped.
- b. Where the runner loses possession, but only if his run is followed by a loose ball, e.g. when he fumbles the ball or throws a pass from beyond the neutral zone. One implication of this definition is that if a runner legally hands the ball to a teammate, it is not considered the end of one related run and the beginning of another. Both runners’ possessions are considered to be parts the same running play for the purpose of penalty enforcement—just as if there was no handoff at all.
- c. The spot of the catch or recovery when the momentum rule is in effect. (See NF 8-5-2a Exception for more information on this.)

For some enrichment material on **Types of Plays**, see Appendix A at the conclusion of this document.

Basic Spots

If a foul occurs during a down, the **basic spot** of enforcement is determined by the type of play that was occurring at the time of the foul. The basic spot can be thought of as the “starting point”

for penalty enforcement. It is a point of reference from which you will ultimately determine the correct enforcement spot.

- **The basic spot is the previous spot**, i.e. the spot where the ball was last snapped or free-kicked:
 - a. For any foul which occurs simultaneously with the snap or free kick. We discuss this type of foul in more detail later.
 - b. For a foul which occurs during a loose ball play. There are two “special enforcements” exceptions to this enforcement: (a) when the foul is roughing the passer, and (b) for certain fouls by R during scrimmage kicks. We’ll discuss these two exceptions later in the section on Special Enforcements.
- **The basic spot is the spot where the related run ends** (see above) for a foul which occurs during a running play.
- **The basic spot is the succeeding spot**, i.e. where the ball would next be snapped or free-kicked:
 - a. For any unsportsmanlike foul whether it occurs during a live ball or dead ball
 - b. For a dead ball foul.
 - c. For a nonplayer foul—even if it occurred *during* the down.
 - d. When the final result of a running play is a touchback and the basic spot would have been the end of the run in the end zone. (See play #7 in Appendix B for a practical application of this principle)

Specific Enforcements for Fouls

Dead Ball Fouls Dead ball fouls are always enforced from the succeeding spot, i.e. the spot where the ball would next be snapped or free kicked had no such foul occurred. These fouls may occur just prior to a snap or free kick (encroachment, false start, snap infraction) or just after the ball becomes dead (late hit--personal fouls). Likewise, unsportsmanlike fouls and non-player fouls occurring during a down but which have no material impact on the play in progress may technically be live-ball fouls, but are treated as dead ball fouls for the purpose of enforcement. For that reason you may hear such fouls described as “live ball fouls treated as dead ball fouls.”

If a dead ball foul occurs prior to a free-kick down, the down to be played after enforcement will usually be another free-kick down. If it occurs before or after a scrimmage down, the number of the next down will be the same as if the foul hadn’t occurred, unless of course enforcement of the penalty for the dead ball foul before the down takes the offense to a position in advance of the line to gain. Additionally, if a dead ball foul occurs immediately after a down (before the next “ready-for-play” indication by the referee), and a new series is to be awarded, the line to gain is not established, i.e. the chains are not set, until after the penalty for the foul is enforced. If however, a dead ball foul occurs after the ready-for-play, the line to gain remains fixed where it was at the ready-for-play. See plays #10 & #22 in Appendix B. Note: these last two principles have nothing at all to do with determining whether or not a new series is awarded. They only refer to setting the chains after a new series is awarded.

Double Fouls It is a double foul if both teams commit fouls, other than unsportsmanlike or non-player, during the same live ball period in which there is no change of team possession. In such cases, the penalties offset (cancel each other out) and the prior down is replayed. It becomes an old-fashioned sandlot “do-over.”

If however, there is a change of possession and both teams have fouled during the down, it requires additional analysis to determine whether a double foul has occurred. Let's use a simple change of possession with the team designations A and B for this analysis where team B is the team in final possession:

- If there is change of team possession and Team B fouled prior to gaining possession, you will indeed have a double foul. The rationale here is that the change of possession may have occurred because of Team B's foul. The rules will not allow them to benefit by fouling. There is one notable exception to this rule occurring during scrimmage kicks. We will discuss that in the last paragraph below.
- If a change of possession occurs and both teams have fouled during the down, team B may retain the ball if they got it with clean hands, but they must decline the penalty for all of Team A's foul(s) (other than unsportsmanlike or non-player), whether Team A's fouls occurred before or after the change of possession. After Team B's decision to decline Team A's penalty, Team A is given the option of accepting or declining the penalty for Team B's foul. In almost all cases, it will be to Team A's obvious advantage to accept. If however, Team B insists on accepting the penalty for any of its opponent's fouls, it is a double foul, they give up the ball, and the previous down will be replayed. Why might Team B choose to give the ball back to Team A for a replay? See Play # 17 in Appendix B for a possible answer. So as a result of this analysis, three situations may occur:
 - All fouls offset as a result of the double foul (can happen occasionally)
 - There is a penalty enforced against Team B and none against Team A (by far the most common occurrence)
 - All penalties are declined by both teams (remote chance). Please note that if both Team B and then Team A decline the penalties for their opponents' fouls, this is not an offsetting foul (double foul) situation. It is simply treated as a play where no fouls occurred. The importance of this distinction relates to what will happen if this situation occurs on the last timed down of a period (see "Extension of Periods" on p. 21).

In all double fouls, the penalties offset, there is no loss of yardage for either team, and the prior down is replayed from the previous spot.

Also, if the change of possession occurs during a scrimmage kick, R may retain possession of the ball if their only foul is subject to post scrimmage kick enforcement even though technically it occurred before the final change of possession (See Play #27 in Appendix B.). As an enforcement aid, Appendix C provides a decision tree for determining the correct options when each team fouls during a down.

Multiple Fouls When two or more live ball fouls are committed by the same team during the same down, this is referred to as a *multiple foul*. Only one penalty may be enforced, except when one of those foul(s) is for unsportsmanlike conduct or is a non-player foul. In such cases, the penalty (or penalties) for unsportsmanlike conduct/non-player fouls is administered from the succeeding spot that is established by the acceptance or declination of the penalty for the other live ball foul. In simple terms, it's enforced as if it was a dead ball foul occurring after the play. When only one penalty is to be enforced, the offended captain may choose which one it shall be, or he may decline all penalties.

One other principle...A dead ball foul is never coupled with a live ball foul or another dead ball foul to create a double or multiple foul.

Simultaneous with the Snap Certain fouls involve actions by a team which are legal during the dead ball period and only become illegal by virtue of the fact that the snap has occurred. For example, an offensive team may be poised to commit an illegal formation foul (only six players on the line, for example) but until the snap occurs, they always have the opportunity to shift another player onto the line making the formation legal or to call a time out to regroup. Therefore, you cannot flag it as a dead ball foul. You must wait until the ball is snapped. Hence, it is the snap that causes the formation to become illegal. And since no foul causes the ball to become dead, you must let the play continue to its logical conclusion, i.e. until the ball becomes dead by rule. The following fouls are deemed to have occurred simultaneously with the snap:

- Illegal motion
- Illegal shift
- Illegal position or formation (player neither on line or in backfield, less than seven players on line, linemen locking legs except for C and G's)
- Most Illegal substitution fouls
- Illegal participation when 12 or more players are participating at the snap
- Illegal numbering

Penalties for fouls that occur simultaneously with the snap—if accepted—are always enforced from the previous spot.

Player Fouls Now comes the fun part...enforcing the live ball player foul like holding, clipping, grasping the face mask, roughing the snapper, kicker, holder, or passer, pass interference, ineligible down field, illegal forward pass, and a host of others. This is where you earn your money! Enforcement of these fouls hinges on something referred to as the “all-but-one” principle. It in turn is based upon the fundamental principles that (1) no team should benefit from committing a foul, and (2) a team that fouls during a down should be entitled to whatever benefit (yardage, for example) they might have achieved legally prior to committing their foul(s).

Some definitions and principles might be in order: The “offense” is the team in possession of a live ball; the “defense” is their opponents. Team A (or K) is the offense at the beginning of a down; Team B (or R) of course is the defense. During the course of the down, however, the offense/defense designations will flip if there is a change of team possession like an interception, a fumble recovery, or a free or scrimmage kick return. However, the team labels (A, B, K, or R) will not change.

“All-but-one” Principle

The “all-but-one” principle determines the actual spot of enforcement and is based upon knowing the basic spot, *WHO* committed the foul (offense or defense) and *WHERE* the foul was committed relative to the basic spot of enforcement. Here’s what it says:

<i>If the foul was by...</i>	<i>...and it occurred...</i>	<i>...then enforce the penalty from...</i>
the Defense	Beyond the Basic Spot	the Basic Spot
the Defense	Behind the Basic Spot	the Basic Spot

the Offense	Beyond the Basic Spot	the Basic Spot
the Offense	Behind the Basic Spot	the Spot of the Foul

So, all situations except one are enforced from the basic spot, hence the name “all-but-one.” The lone exception is a foul by the offense that occurs behind the basic spot. Such a foul will be enforced from the spot of the foul. For that reason, such a foul is often referred to as a “spot foul.” That’s why it’s important that on player fouls, your flag is not just thrown into the air, but rather is thrown directly to the spot of the foul or at least dropped on the yard line where the foul occurs.

While it might be considered intuitive, the Federation rules never specifically define what they mean by “behind” and “beyond” the basic spot. To clear that up, *BEYOND* the basic spot implies that the foul occurred on the defense’s side of the basic spot; *BEHIND* means it occurred on the offense’s side of the basic spot. Clearly, on a change of possession, those directions will flip along with the offense-defense designations.

Special Enforcements

There are a set of special enforcements in Federation rules. Some might be considered exceptions to the enforcement principles we’ve already discussed, but others are more related to enforcing penalties for fouls that occur with extenuating circumstances. This section of the Federation code (Rule 10-5) also includes some other principles related to penalty enforcement that are not mentioned elsewhere.

- 1. Free kick out-of-bounds untouched by R.** If a free kick goes out-of-bounds untouched by R, it is a foul by K. In such a case, R generally is offered three options:
- Penalize K five (5) yards from the previous spot and replay the free kick down,
 - Decline the penalty and take the ball at the inbounds spot of the yard line where it went out-of-bounds, or
 - Take the ball at a spot 25 yards in advance of the previous spot, at the inbounds spot of the resulting yard line. Typically, this is R’s 35 for kickoffs from K’s 40.

Two interesting notes on this last option:

- Taking the ball 25 yards in advance of the previous spot is **not** considered an award of penalty yardage. It is simply the designation of a succeeding spot. Hence, the traditional “half-the-distance” limitation does not apply. So, let’s assume that K free kicks from R’s 30 after an awarded fair catch, and he kicks it out-of-bounds untouched by R at R’s 20. Choice #3 above would give R the ball at his own 5—the full 25 yards in advance of the previous spot. R will most likely choose to take the ball at the out-of-bounds spot in this situation.
- If by some remote chance, K’s free kick is from inside R’s 25 and goes out of bounds, the third option is no longer possible and therefore is not offered.

- 2. Kick Catching Interference.** If K interferes with R’s opportunity to catch either a scrimmage kick or a free kick, R may accept the penalty in one of two forms: (a) they may choose to penalize K 15 yards from the previous spot and replay the down, or (b) they may choose to accept an *awarded* fair catch at the spot of the foul. By that, we mean that R can take the ball at the spot of the foul with all the “privileges” normally accorded a team that completes a fair

catch. Of course, they may also choose to decline the penalty entirely. The first option is typical loose ball play enforcement. Only the second option of an awarded fair catch can properly be characterized as a “special enforcement.”

3. Fouls During Scoring Plays

In recent memory, probably no subset of the Federation rules has undergone as many changes, additions, deletions, and tweaking as the rules surrounding the special enforcement options for penalties that occur during a play that results in a score of some type. Touchdowns, field goals, and tries have all been affected by rule revisions. The next few sections address the current rules regarding fouls that occur during these types of plays.

- a. ***Fouls by the defense during a down in which a field goal is scored.*** If a foul by the defense occurs during a down in which a successful field goal results, the offense may accept the results of the play (3 pts.) and have the penalty enforced from the succeeding spot—normally the resulting kickoff, but possibly into an overtime period. Or, they may choose to take the three points off the board, have the penalty enforced according to regular enforcement procedures and replay the down.
- b. ***Fouls during a down in which a touchdown is scored.*** If a team scores a touchdown, and their opponents commit a foul during the down, the scoring team has two acceptance options: (1) They may accept the result of the play (6 pts.) and have the penalty enforced from the succeeding spot—the spot of the try, or (2) they may accept the results of the play (TD), play the try from B’s 3-yard line as they normally would, and have the penalty for their opponent’s foul carried over (also known as “bridged”) to the ensuing kickoff. Note: This option (2) of bridging to the kickoff is not permitted from regulation to overtime or within overtime itself since there is no succeeding kickoff involved. However, it is permitted to bridge enforcement to the second half kickoff if the touchdown was scored on the last timed down of the second period, meaning that the penalty would be enforced after the halftime intermission on the kickoff which begins the third quarter. The rules also stipulate that if a team scores a TD after a change of possession, the penalty for an opponent’s foul can only be enforced if the foul occurred after the change of possession. Otherwise, the penalty is automatically declined and the scoring team attempts the try from his opponent’s 3-yard line as usual, and kicks off from his own 40-yard line following the try.

Additionally, any fouls by either team after the TD-scoring play but prior to the initial ready-for-play for the try may have their penalties enforced either (a) from the succeeding spot (spot of the try) , or (b) carried over to the succeeding kickoff. Again, this potential for bridging the penalty exists only within regulation.

Also, penalties for unsportsmanlike or non-player fouls by either team during a TD-scoring play may be enforced on the try or bridged to the ensuing kickoff, at the offended team's choice, again with the restriction that bridging may not be into an overtime period.

- c. ***Fouls by B on a successful try.*** If B fouls A during the down in which A successfully converts a try—by kick or run, A may take the point(s) off the board, penalize B and replay the try. Obviously, they would not choose this option if they successfully converted a two-point try. But in either situation (one-point or two-point tries), they may choose to keep the point(s) and penalize B from the succeeding spot—including carrying the penalty into an overtime period.

One important note: If the defense fouls during a touchdown, then commits a dead ball foul after the TD, and then fouls again during a successful try, all three of those fouls may be bridged to the succeeding kickoff. Of course, they could always choose to accept the penalty for the foul during a successful kick try and replay the try and continue with their plan for bridging the penalty for the other fouls during the TD to the free kick. Despite this restriction, the penalties for any dead ball fouls that occur after try as well as any unsportsmanlike or non-player fouls occurring during the try may accumulate to the succeeding spot.

Carry-over enforcement. In the prior three situations where the defense fouls during scoring plays, the offended team has options for penalizing their opponent. All of them include some potential for bridging the penalty to either the succeeding spot or the succeeding kickoff. Appendix D provides a chart that helps determine the options permitted.

4. **Fouls during running plays when a run ends in an end zone.** These situations come in two varieties:
 - a. Running plays where the related run ends in the offense's end zone and the offense is responsible for the ball being there, i.e. the offense provided the force which sent the ball across their own goal line. In effect, this can be called, for lack of a better term, a "pending safety." The basic spot for fouls that take place during this running play is the offensive team's goal line. [Note: This enforcement does not supersede standard loose ball play enforcement. It applies only to running plays.] See Play #20 in Appendix B.
 - b. Running plays where the run ends in the offense's end zone and their opponent is responsible for the ball being there, i.e. the defense provided the force which sent the ball across their goal line. In effect, this can be called, again for lack of a better term, a "pending touchback." The basic spot for fouls that take place during this running play is the offensive team's 20-yard line. See Play #7 in Appendix B.

In both of these situations, it doesn't matter whether the ball ultimately becomes dead in the offense's end zone, or whether the run is followed by a loose ball which rolls into the field of play where it becomes dead, or rolls into the field of play and then out of bounds outside the field of play. The basic spot remains the same for all three possible dispositions of the play.

5. **Nullified scores.** Except for an unsportsmanlike or a non-player foul, if the defense accepts the penalty for a foul committed by the offense during a down in which the offense scores a touchdown, field goal, or a successful try, the score will be nullified. Common sense, right?
6. **Illegal Forward Pass, etc.** If the offensive team throws an illegal forward pass from its end zone, or if they commit any foul for which the penalty is accepted and has its enforcement spot on or behind its goal line, it is a safety. Note that even if the illegal forward pass is incomplete, it is considered a running play and declining the penalty still leaves the offending team with the ball behind its goal line—not at the previous spot as it would be for an incomplete legal forward pass. Therefore, declining the penalty in this case also results in a safety.
7. **Roughing the passer.** While roughing the passer is a foul by the defense that occurs during a loose ball play, it may not be equitable to penalize from the previous spot if the pass is completed for a long gain. In the past, the passing team might have needed to decline the penalty in order to gain the maximum advantage in such a situation. In 1997, the Federation

revised the enforcement for roughing the passer to provide the passing team more equity. Now again in 2011, the Federation changed the penalty for this foul so that the enforcement spot is the dead ball spot when that spot is beyond the neutral zone, provided there has been no change of team possession during the down. [Note that “*change of team possession during the down*” means a situation where a B player has actually possessed the live ball at some point during the down.] This enforcement prevents the defense from getting a “free shot” at the QB when a long pass is completed. However, if the dead ball spot is behind the neutral zone or if there has been a change of team possession during the down or if the dead ball spot is behind a goal line, the enforcement is from the previous spot in accordance with regular all-but-one principles. In either case, however, the offense is awarded an automatic first down.

8. **Fouls by R during a Scrimmage Kick (Post Scrimmage Kick enforcement).** By definition, all fouls that occur during the interval between the snap and the end of a legal scrimmage kick are committed during a loose ball play. In the past by rule, these were always enforced from the previous spot. Often such enforcement for fouls by Team R led to results which were excessively severe and inequitable for Team R, especially since by their punt, Team K was signaling its intention to give up the ball. As a result, the Federation decided to include in their rule code “post scrimmage kick enforcement” (PSK) beginning with the 2003 season. This enforcement had been part of the NCAA and NFL codes for some time. PSK is really an exception to the typical loose ball play enforcement. It is invoked only when certain criteria are met. In order to facilitate PSK enforcement, we must note the “end of the kick.” The end of the kick (also called the “post scrimmage kick spot”) is the spot where possession of the kick is gained or where the kick otherwise becomes dead by rule. For completeness and for the purpose of PSK enforcement, a kick which becomes dead in Team R’s end zone, i.e. a touchback, is defined to have its PSK spot at R’s 20-yard line—the succeeding spot. In order for PSK enforcement to be considered, all of the following criteria must be met:
- a. The foul must be committed by team R beyond the expanded neutral zone during a down in which a scrimmage kick occurs and before the kick ends.
 - b. The scrimmage kick must cross the neutral zone. [*Note: It does not have to end beyond the neutral zone, but it must have crossed the neutral zone at some point during the kick.*]
 - c. The scrimmage kick is not a try for point or a successful field goal, or an unsuccessful FG attempt during OT. [*Note: Federation rules don’t explicitly state the exclusion for fouls during a FG attempt in OT, but PSK enforcement would be impossible since Team R will not snap the ball in continuous action on a failed attempt in OT*]
 - d. Team K would not next be entitled to put the ball in play if the foul had not occurred

When all of these criteria are met, R may retain the ball. The basic spot of enforcement for their foul is the post scrimmage kick spot—the spot where the kick ended. If R’s foul occurred behind the PSK spot, the penalty is enforced from the spot of the foul under the “all-but-one” principle.

If any foul before the kick ends fails to meet one or more of the above PSK criteria, it will be enforced from the previous spot like all other penalties for fouls during loose ball plays. This includes R fouls committed during a try, a successful field goal, or an unsuccessful field goal during extra periods.

What typical game situations would call for PSK enforcement?

- Team R holds, clips, illegally blocks in the back, or otherwise fouls Team K players who are running downfield to cover the kick.
- Team R bats or illegally kicks a ball which is loose following a legal scrimmage kick.
- Team R player gives an invalid fair catch signal. This was always a tough previous spot enforcement especially when Team K got a new series as a result.
- Team R player, after he signals for a fair catch, blocks prior to the end of the kick.

Aside from the rules, PSK enforcement requires the back judge or other official covering the end of the kick to drop a bean bag at the spot where the kick ends since that spot may become significant if PSK enforcement is necessary.

9. **Disqualified Player.** It's not said anywhere else, but it is common sense... a disqualified player shall be removed from the game and may not participate any longer in that game. This is true even if the foul which resulted in the disqualification is declined by the offended team. Also, check your state association rules for any special record-keeping or reporting required by them or any state-specific rules related to player/coach disqualification.
10. **Unfair Acts.** For any patently unfair act where there is no specific rule coverage, the referee has the liberty to enforce any penalty he considers equitable—including the award of a score. Same is true if either team commits acts which tend to make a travesty of the game. Also, no team may repeatedly commit fouls that halve the distance to the goal. In this specific case, the referee may forfeit the game to the offended team.

The Enforcement Spot

If you've followed everything thus far, you probably have a good idea of which yard line to enforce from. But what spot along that yard line do you use? Using the wrong spot is probably one of the most common enforcement errors made by officials. The important thing to remember is that the enforcement *spot* is just that—a spot. It is determined not only by the yard line of enforcement, but also by its lateral position on the field, i.e. its 'east-west' position across the field relative to the sidelines.

While previous spot and succeeding spot aren't too difficult to envision, spot fouls and basic spot fouls during running plays are typically the ones that get enforced improperly. If a foul occurs during a running play, and application of the 'all-but-one' principle calls for enforcement from the spot of the foul as in Figure 1, enforcement will be from the spot of the foul—regardless of where the run ends, meaning that the succeeding spot will be at the end of the red arrow between the inbounds spots. The same would be true for spot fouls which occur during a loose ball play. Enforce from the exact spot of the foul which may not correspond to the lateral position of the previous spot. If however the same foul occurs beyond the basic spot, and procedures call for enforcement from the end of the run (see Figure 2), enforce from the spot at which the related run ended.

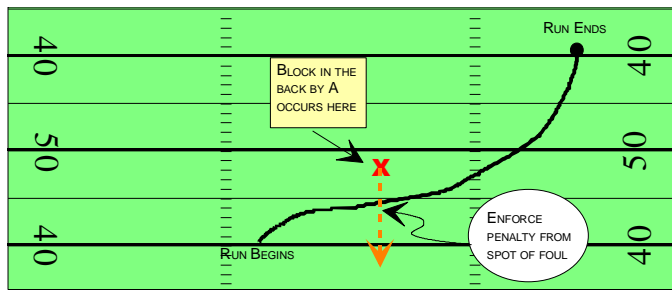


Figure 1 – Spot foul

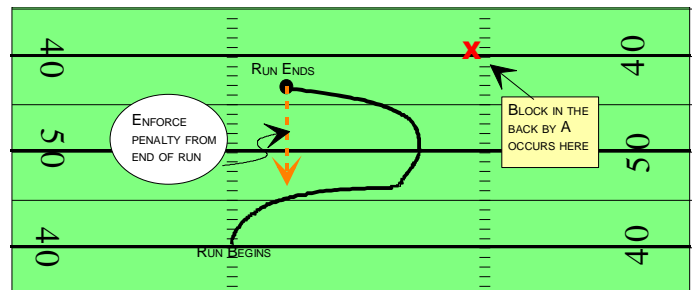


Figure 2 – Enforcement from end of related run

Thought Process for Enforcing Fouls

During the dead ball period following a foul, the referee must gather all related information from the reporting official(s) and determine the options to be presented to the offended team's captain. Some of the questions you should ask yourself for determining the options you will offer the offended captain:

- Are any special enforcements at work in this play?
- Is there more than one live ball foul (excluding non-player and unsportsmanlike fouls) to consider?
- Are there dead balls, non-player fouls, or unsportsmanlike fouls to consider? Remember these call for succeeding spot enforcement after all other fouls have been disposed of.
- Did the foul occur simultaneously with the snap? If so, previous spot enforcement is called for.
- What kind of play was in progress when the foul occurred? And what's the basic spot for enforcement?
- Who (offense or defense) committed the foul and where did it occur relative to the basic spot?
- Consider whether acceptance of a penalty will have an effect on the awarding of a new series to either team or a possible loss of down for the offensive team.

Remember, if dead ball fouls occur after a fourth down play, or if non-player or unsportsmanlike fouls occur during a fourth down play, the awarding of a new series is determined prior to considering the effect of those fouls. Therefore, if A fails to make the line to gain, the new series will be awarded to Team B and then the penalty yardage for the dead ball foul will be enforced. Or if A does reach the line to gain during the down, a new series is awarded to them and then the penalty for the dead ball foul is enforced. And recall that even after any such enforcement is made, the line to gain is not established until after enforcement of the penalties for these fouls. In other words, the resulting situation will be first and ten.

And what about the clock?

So now that we've enforced the penalty, there's another decision to be made...we must now determine when the clock will next start. . In general, if the clock was stopped only for the purpose of completing the penalty, it will start with the ready-for-play. However, if the action that caused the down to end also called for simultaneous stoppage of the clock (score, runner or ball out-of-bounds, incomplete pass, touchback, fair catch, etc.), the clock will start on the snap after the penalty is disposed of, just as it would if no penalty had occurred. Same would hold true if after penalty enforcement, either team was granted a charged time out. A simple way to

remember all of this: a reason for starting the clock on the snap always trumps a reason for starting it on the ready for play.

If a dead ball foul occurs while the clock is running, the clock will restart on the ready-for-play following completion of the penalty. If a dead ball foul occurs while the clock is stopped, it will remain stopped until the penalty is completed and on the ready for play, the referee will either start the clock or will keep the clock stopped until the snap. This decision is made based upon the conditions under which the clock was stopped. It's a good idea to have the line judge or umpire keep track of this and remind the referee before the ready for play, "snap" or "ready."

The referee is given some discretion if he believes that the offending team fouled in an attempt to illegally conserve or consume time. In such cases, he is allowed to start the clock on the ready or cause it to remain stopped until the snap to thwart any such illegal tactics. Note that there must be a foul in order for the referee to invoke this privilege. Legal tactics used to consume/conserve time are still permitted and should have no effect on starting the clock.

Extension of periods.

And remember that if a live ball foul that does not include a loss of down provision (regardless of whether or not the loss of down can actually be enforced) occurs during the last timed down of any period and the penalty is accepted, you must extend the period with an untimed down and continue to do so until a foul-free down officially ends the period. Contrary to some conventional wisdom, this is true regardless of whether the foul is by the offense or defense. In such cases, be sure to inform the offended captain of the need to run an untimed down since it might very well affect his choice to either accept or decline the penalty. However, if the foul does include a loss of down as part of the penalty—whether or not the loss of down can actually be enforced—the prior period is over. No extension is permitted.

Also, you don't extend the period to enforce penalties for:

- fouls during a TD-scoring play which result in enforcement on the succeeding kickoff
- dead ball fouls after a TD-scoring play where enforcement will be on the succeeding kickoff
- fouls during a successful try or successful field goal when the penalties are to be enforced from the succeeding spot
- fouls where enforcement results in a safety.

In general, if extension of a period would result in the untimed down being a free kick down, don't extend the period. In all of these cases, enforcement will be made on the first play of the subsequent quarter, or in the case of a successful try or a successful field goal only, possibly from the succeeding spot in overtime.

Inadvertent whistle.

By far, these two words are the most vile in a football official's vocabulary and create the most fear and embarrassment should one actually be guilty of an inadvertent whistle (IW). As bad as an IW is, a foul during a play which ends with one can be your best friend. Don't get me wrong. Should you blow an IW, you're still going to get all the 'treatment' you so aptly deserve for this faux pas (including the traditional picking up of the post-game refreshment tab), but the foul often allows you a way out gracefully. If a foul occurs during a down in which an IW ends the play, the penalty for the foul—if accepted—makes the normal procedure for resolving the IW

moot. You just enforce the penalty as you would have if the down ended normally and resume play.

Closing.

“I don’t need to worry about enforcing penalties. That’s the referee’s job.” You may have heard that before, sometimes in jest, but probably just as likely in all seriousness. Nothing could be further from the truth. All officials need to fully understand the subject thoroughly: The umpire needs to actually walk off the correct penalty; the linesman is supposed to go to the succeeding spot and ensure that the umpire arrives there in due order; the line judge is told to hold the enforcement spot until the succeeding spot is correctly determined; both wings and the back judge are charged with relaying information about the foul and its enforcement to the sidelines. And since the referee isn’t infallible (despite his protestations to the contrary), all officials must be ready to jump in if they see that an enforcement mistake is about to occur. Nothing will get a crew of officials into more trouble than an incorrect enforcement at a key juncture in the contest. Football is a team game and the officiating crew is the “third team” involved in the game. Take it seriously. Study it diligently. It will increase your enjoyment of what is already a very enjoyable and rewarding avocation. Good luck!

Appendix A

Type of Play (Loose Ball Play, Running Play)

The following play situations are designed to help clarify the type of play that is in progress during the various parts of a typical (or not-so-typical) down.

Play 1: QB A12 takes the snap at his 20 yard line and hands off to running back A35 at A's 15. A35 runs to A's 35 where he fumbles. A80 recovers the fumble and advances to A's 40 where he is tackled.		
The interval between...	...and...	is part of a...
<i>The snap</i>	<i>the handoff</i>	Running play (call it related run #1)
<i>The handoff</i>	<i>A35's fumble</i>	Running play (still related run #1 since a loose ball did not follow A12's run)
<i>Fumble</i>	<i>A80's recovery</i>	Running play (still related run #1)
<i>A80's recovery</i>	<i>the end of the down</i>	New Running play (call it related run #2)

Play 2: QB A12 takes the snap at his 20 yard line and hands off to running back A35 at A's 15. A35 fumbles at A's 18. B75 recovers the fumble and advances to A's 5 where he is hit and fumbles the ball through A's end zone.		
The interval between...	...and...	is part of a...
<i>The snap</i>	<i>the handoff</i>	Loose ball play
<i>The handoff</i>	<i>A35's fumble</i>	The same loose ball play
<i>Fumble</i>	<i>B75's recovery</i>	The same loose ball play
<i>B75's recovery</i>	<i>B75's fumble</i>	Running play (call it related run #1)
<i>B75's fumble</i>	<i>The end of the down</i>	Running play (still related run #1)

Play 3: Punter K10 takes the snap at his 20 yard line and kicks. R42 catches the kick at R's 40 and runs to midfield where he fumbles. The ball rolls out of bounds at K's 45.

The interval between...	...and...	is part of a...
<i>The snap</i>	<i>the kick</i>	Loose ball play
<i>The kick</i>	<i>R42's catch</i>	The same loose ball play
<i>R42's catch</i>	<i>His fumble</i>	Running play (call it related run #1)
<i>His fumble</i>	<i>The end of the down</i>	Running play (still related run #1)

Play 4: Punter K10 takes the snap at his 40 yard line and kicks. R42 muffs the kick at R's 20. The ball rolls to R's 5 where K22 attempts to recover. He muffs the ball across R's goal line.

The interval between...	...and...	is part of a...
<i>The snap</i>	<i>the kick</i>	Loose ball play
<i>The kick</i>	<i>R42's muff</i>	The same loose ball play
<i>R42's muff</i>	<i>K22's muff</i>	The same loose ball play
<i>K22's muff</i>	<i>The end of the down</i>	The same loose ball play

Play 5: Punter K14 takes the snap from midfield and kicks. R22 fields the kick at R's 25 and advances to R's 45 where he fumbles. K34 recovers and advances for a TD.

The interval between...	...and...	is part of a...
<i>The snap</i>	<i>the kick</i>	Loose ball play
<i>The kick</i>	<i>R22's catch</i>	The same loose ball play
<i>R22's catch</i>	<i>R22's fumble</i>	Running play (call it related run #1)
<i>R22's fumble</i>	<i>K34's recovery</i>	Running play (still related run #1; team R still in possession)
<i>K34's recovery</i>	<i>The end of the down (TD)</i>	New Running play (call it related run #2)

Play 6: QB A8 takes the snap in a shotgun formation from midfield. He passes downfield. His pass is batted into the air by B45 at B's 30. B14 intercepts at B's 25 and returns it to midfield where he fumbles. A55 recovers and advances till he is pushed out of bounds at B's 35.

The interval between...	...and...	is part of a...
<i>The snap</i>	<i>A8's catch of the snap</i>	Loose ball play
<i>A8's catch</i>	<i>A8's pass</i>	The same loose ball play
<i>A8's pass</i>	<i>B45's bat</i>	The same loose ball play
<i>B45's bat</i>	<i>B14's interception</i>	The same loose ball play
<i>B14's interception</i>	<i>B14's fumble</i>	Running play (call it related run #1)
<i>B14's fumble</i>	<i>A55's recovery</i>	Running play (still related run #1)
<i>A55's recovery</i>	<i>The end of the down</i>	New Running play (call it related run #2)

Play 7: QB A8 takes the snap at his 35. He hands to A25 at his 30. A25 advances to midfield where he hands the ball to A86 who runs for a TD.

The interval between...	...and...	is part of a...
<i>The snap</i>	<i>A8's handoff</i>	Running play (call it related run #1)
<i>A8's handoff</i>	<i>A25's handoff</i>	<u>The same running play</u> (related run #1)
<i>A25's handoff</i>	<i>A86's TD</i>	<u>The same running play</u> (related run #1)

For the purposes of penalty enforcement, neither A8's handoff nor A25's handoff constitute the end of one related run and the beginning of another. A8's, A25's and A86's runs are considered parts of the same related run. See NF 10-3-3b for clarification.

Appendix B

Enforcement Plays & Rulings

The following play situations have been included to reinforce the basic enforcement principles. While not every play is simple, the situations presented are not intended to confuse the reader. Nor are they esoteric or hypothetical situations that you will never see in your officiating career. Rather, they are precisely those kinds of things that will typically happen in a football game. They are presented in no particular order, but each answer explains the type of foul(s) committed and presents an orderly process for determining enforcement.

Plays:

1. On a free kick, K2 is beyond his free kick line before the ball is kicked.
2. 3rd -10 for A from B's 30. Quarterback A1 drops back to pass from B's 48. He is tackled there by B3 who pulls him down by twisting his facemask.
3. A1 runs for a touchdown. During A's successful try for point by run, B2 is detected holding. After the try, B3 slugs A1.
4. 4th -10 for A on B's 25. A1 drops back to pass from B's 35 where he purposefully incompletes a pass to save loss of yardage.
5. K punts from R's 40 as time for the 2nd quarter expires. During R's runback, K's coach calls the linesman "... a fat #%&\$." R is tackled finally on K's 3-yard line. Linesman flags coach for unsportsmanlike conduct.
6. During a run by A1, A2 is holding B2. Thereafter, a fumble by A1 is recovered by B3 who advances for a touchdown. While the ball was loose following A1's fumble, B3 clips A3.
7. B1 intercepts A's pass in his own end zone. He tries to run it out but (a) is tackled while still behind the goal line, or (b) he fumbles and the ball rolls into the field of play and out of bounds at B's 3-yard line. During the run, B2 clips A2 on B's 4-yard line.
8. 1st -10 for A on the 50. A1 throws a forward pass to A2 for a 20 yard gain. While the pass was in flight A6 was holding B4 at A's 43.
9. 4th -2 for A on B's 25. A1 runs to B's 18 where he is tackled. After the ball is dead, B1 piles on A1.
10. Same play except that A1 charges into B1 after the ball is dead.
11. 4th -10 for K on R's 40. At the snap, K is illegally in motion. K's punt is returned by R1 to R's 45. During R's run, R4 is detected holding on R's 25.
12. 2nd - 8 for A from B's 40. Quarterback A1 drops back to pass. At midfield he is hit and fumbles. While the ball is rolling loose, B5 holds A4. A10 recovers the fumble at B's 45.
13. 3rd - Goal from B's 5. A25 runs for a TD. During his run, B67 incidentally grabs A25's face mask.
14. 4th - 7 from R's 18. While K's successful field goal is in flight, R65 roughs holder K11.
15. 2nd and 14 from A's 35. A2 runs to midfield where he fumbles. While the ball is loose, A3 blocks B4 below the waist at B's 45. A7 recovers the loose ball and is down at B's 40.

16. 1st and 10 from midfield, Team A is illegally in motion at the snap. A4 runs to B's 45 where he is tackled. During his run, A4 held B3 at B's 40.
17. 3rd and 15 from B's 25. Team A commits an illegal shift at the snap. A1's pass is intercepted by B2 at B's 1. B2 takes it 99 yards for a TD. During his run, B3 clipped A8 in B's end zone.
18. On 2nd and 8 from B's 45, A3 completes a pass to A10 who runs to B's 35 where he is tackled. B2 roughed the passer on the play.
19. Team A's try for point by kick is good. During the down, B3 roughed the holder.
20. 2nd and 9 from A's 3. QB A1 drops back to pass. In the end zone, B2 incidentally grabs his face mask and (a) then tackles him there, or (b) A1 fumbles the ball which rolls into the field of play where B3 recovers at A's 3-yard line.
21. 3rd and 2 from A's 40. A4 runs to B's 45 where B5 grabs and twists his face mask. He keeps his feet and runs to B's 16 where he is tackled.
22. After A1's run for a first down, a new series is awarded and the referee blows the ready for play. Team A's coach screams at the line judge that he's "...an incompetent jerk." The LJ flags him for unsportsmanlike conduct.
23. Team K punts from midfield. R10 fields the punt at his 10-yard line and advances to his 25. During the kick, R14 holds K32 who is covering the kick at R's 20.
24. Team K punts from K's 40. R25 gives an invalid signal at R's 15. R25 muffs the kick which rolls forward and out of bounds at R's 24.
25. Team K punts from K's 45. During the kick, R45 holds K12 at R's 25. The ball, untouched by R, is rolling loose at R's 14 where K24 recovers it.
26. Team K punts from midfield. R24 signals for a fair catch at R's 10. The ball goes over his head and into R's end zone. Before the kick crosses R's goal line, R24 blocks K11 at R's 8-yard line who is attempting to down the ball close to the R's goal line.
27. K's ball 4th -9 from R's 45. K is illegally in motion at the snap. K's punt is caught by R15 at his 5 yard line. During the kick, R45 illegally blocks K in the back at R's 2 yard line.
28. A3 breaks loose for a long TD run. At the 10 yardline, he turns and backpedals into the endzone, pointing at the defense with the ball held aloft. After he clearly crosses the goal line, B2 cleans his clock with a hard shoulder block.
29. (**EXTRA CREDIT**) 3rd - 8 from A's 40. A10 throws a quick pass to wide receiver A88 who catches it at A's 44. There he is immediately grabbed by the face mask (no twist or pull) but manages to escape. He circles back toward the other side of the field and is hit at A's 38 where he fumbles. A12 recovers the ball at A's 35.

Rulings:

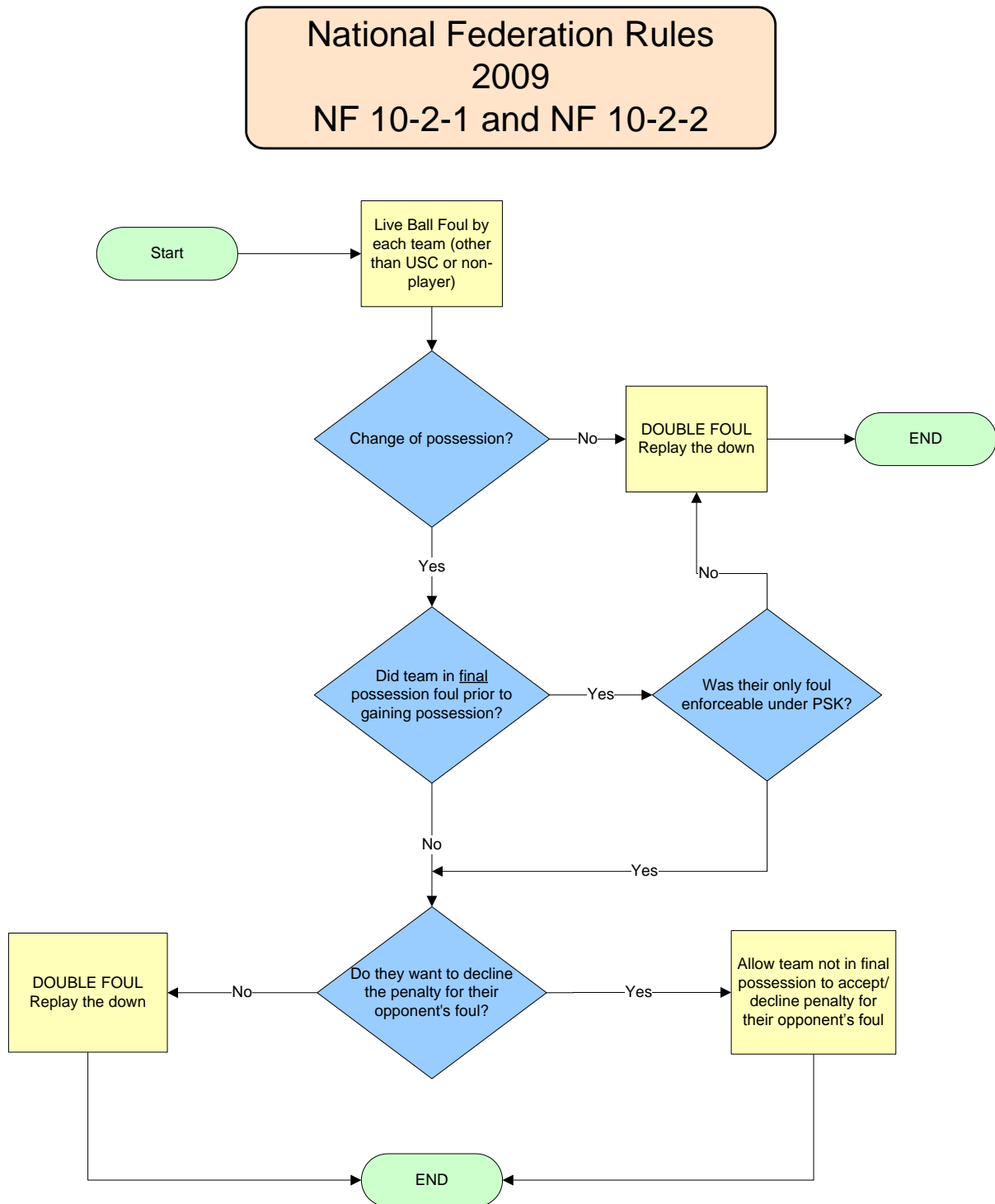
1. A dead ball foul. Play should be blown dead immediately. Penalize K 5 yards for encroachment and replay the free kick down. Clock starts when kick is legally touched.
2. A live ball foul by the defense during a running play. Enforce from the basic spot—the end of the run and replay the down. Result will be A's ball, 3rd and 13 from B's 33. A common mistake here is to enforce the penalty from the previous spot even though the foul was committed during a running play. Remember...no pass was thrown.
3. A live ball holding foul by B followed by a dead ball personal foul by B. Team A is awarded two points and the penalty for B's hold will be assessed on the succeeding kickoff. The dead ball personal foul will then be enforced from that succeeding spot. Team A will free kick from B's 35. Player B3 is disqualified. [Note: this is not a multiple foul.]
4. A live ball illegal forward pass (intentional grounding). Enforce from the spot of the pass (it's a running play since the foul took place during an illegal forward pass). The penalty also involves loss of down. The result, therefore, is B's ball, 1st and 10 from B's 40.
5. K's coach's comments constitute a non-player unsportsmanlike conduct foul. This is treated as a dead ball foul. The half is over. The DBF will be enforced (15 yards) on the free kick that begins the third quarter.
6. There are live ball fouls by each team during the down. Team B (the team in final possession) fouled while A's fumble was loose. This was prior to their gaining possession. They did not get the ball with clean hands. The result is a double foul. No consultation of the captains. Replay the down from the previous spot.
7. First thing to note is that the run ended in B's end zone and Team A provided the force that took the ball across B's goal line. In (a) the result of the play is a touchback. In (b) the run ended in B's end zone even though it became dead out of bounds outside the field of play. In both situations, since the run ended in B's end zone, the basic spot of enforcement is B's 20-yard line. However, the foul was by the offense behind the basic spot. Therefore, enforce from the spot of the foul. B's ball, 1st and 10 from B's 2.
8. A live ball holding foul against A6 during a loose ball play. Since the foul was by the offense behind the basic spot (the previous spot), the penalty is enforced ten yards from the spot of the foul. Result will be A's ball, 1st and 27 from A's 33.
9. Team A has made the line to gain. They are awarded a new series, a first down. Penalize the dead ball foul against B1 half the distance to the goal. Result is A's ball 1st and goal from B's 9.
10. Again, Team A has made the line to gain. They are awarded a new series, a first down. Penalize the dead ball foul against A1, 15 yards from the succeeding spot. Line to gain is established after enforcement. Result is A's ball, 1st and 10 from B's 33.
11. Live ball fouls are committed by each team during the down. The team in final possession (R) had not fouled prior to gaining possession. They got the ball with clean hands. They may keep it provided they decline the penalty for K's motion foul. Then penalize R4's hold from the spot of the foul since it's behind the basic spot (R's 45). The result is R's ball 1st and 10 from R's 15.

12. B's hold took place during A1's fumble behind the neutral zone, hence during a loose ball play. Enforce the penalty from the basic spot (previous spot). A's ball 1st and 10 from B's 30.
13. Award Team A 6 points. Since B's foul took place during a down in which their opponents scored a TD, They can either (a) penalize B from the succeeding spot in which case A's try will be from B's 1½, or (b) they can execute their try from B's 3 (as usual) and bridge B's foul over to the ensuing kickoff which will now take place from A's 45.
14. Choice for Team K: Either (a) accept the 3 points for the successful field goal and penalize R 15 yards on the succeeding kick off (K will kick from R's 45) or (b) take the points off the board, penalize R's roughing as a foul during a loose ball play, and K will play it 1 – G from R's 9.
15. A's block below the waist is a live ball foul during a running play. The basic spot of enforcement is the end of the run, i.e. the spot of A2's fumble. In this case, the spot of the foul is beyond the basic spot. Therefore, enforcement of the penalty for A's foul is 15 yards from basic spot. The result is A's ball, 2nd and 14 from A's 35.
16. Team A has committed two live ball fouls during the down—a multiple foul. B has the choice of accepting either penalty or none at all. If they accept the motion penalty (simultaneous with the snap), A will play 1st and 15 from A's 45; if they accept the holding penalty, enforcement will be from the basic spot (end of the run). Team A will play 1st and 15 from A's 45. Or B could decline both penalties and A will play 2nd and 5 from B's 45
17. There were live ball fouls by each team during the down. Team B got the ball with clean hands. They may keep it by declining the penalty for A's shift. But be careful! If they do, the all-but-one principle dictates that the penalty for their clip will have the enforcement spot in B's end zone, hence a safety. We must be sure to let B know that he can only avoid the safety by accepting the penalty for A's shift. This will result in a double foul and a replay of the prior down.
18. The penalty for roughing the passer is a special enforcement that supersedes the all-but-one principle. It says that if the pass is completed and the dead ball spot is beyond the neutral zone, enforcement will be from the dead ball spot provided there has been no change of team possession. That's the case here. The result is A's ball, 1st and 10 from B's 20.
19. Team A has two options here: (1) they can accept the penalty, take the point off the board, enforce half the distance to B's goal and replay the try from B's 1½, or (2) they can accept the point, and have the 15 yards enforced on the succeeding free kick. They will kick from B's 45.
20. Careful on this one... In (a), B2's foul occurred during a running play. As a result, since it was A's force that took the ball across the goal line, the basic spot is A's goal line. Result will be A's ball, 2nd and 7 from A's 5. In (b), since A eventually fumbled the ball from behind the neutral zone, B's face mask foul took place during a loose ball play. Hence, enforcement is from the previous spot. The result of the enforcement will be A's ball, 2nd and 4 from A's 8.
21. B5's foul took place during a running play. The basic spot is the end of the run. Penalize the foul from there. Result is A's ball 1st and goal from B's 8.
22. Since the dead ball foul took place after the ready-for-play, the line to gain had already been established. Enforce 15 yards from the succeeding spot. Leave the line to gain fixed. The result is A's ball 1st and 25.

23. PSK enforcement. R's ball 1-10 from R's 5. The penalty is enforced from the end of the kick.
24. Scrimmage kick ends at R's 24. R's PSK foul occurred at his 15. Enforce from the spot of the foul since it is behind the PSK spot. Result is R, 1-10 from R's 10.
25. PSK enforcement. Because of K's first touching of the kick, K would not be entitled to put the ball in play from the succeeding spot if there was no foul. Enforce from the PSK spot since it is behind the spot of the foul. Result is R, 1-10 from R's 7.
26. Kick ended in R's end zone—touchback. As a result the end of the kick (PSK spot) is prescribed to be R's 20-yard line. R's illegal block foul occurred at R's 8 (behind the PSK spot). Enforce as a spot foul—R, 1-10 from R's 4.
27. Take your time on this one. Since R's foul is otherwise subject to PSK enforcement, they can keep the ball after enforcement if they decline the penalty for K's foul. Result: R's ball 1-10 at R's 1-yard line. But remember...R can choose not to decline the penalty for K's foul. Then the result would be a double foul. K replays 4th down. This might be a better choice for R considering their field position if they decline K's foul. Don't forget to offer R that choice!
28. A3's foul is for unsportsmanlike conduct during the play. The penalty for this foul may be enforced either from the succeeding spot (the spot of the try) or on the ensuing kickoff. It cannot however be bridged into an overtime period. B2's late hit is a personal foul after the play, but prior to the initial RFP for the try. The TD counts. These penalties are enforced separately and in order of occurrence. As a result, there are four possible outcomes based upon Team B's and Team A's choices: (a) two outcomes result in no net yardage penalty, (b) one outcome results in the try from B's 18 followed by a kickoff from B's 40, and (c) the last outcome results in the try from B's 1 ½, followed by the kickoff from A's 30.
29. We called this one *EXTRA CREDIT* because it is probably the most difficult question in the list. The natural tendency is to say that since the forward pass had ended, the face mask foul occurred during a running play. Therefore enforcement would be from the end of the run, i.e. the spot of A88's fumble—A's 38. But wait...what actually happened after the foul? The runner returned back behind the neutral zone and fumbled there. As a result, since the fumble occurred behind the neutral zone, the fumble and everything that preceded it is nothing more than one big loose ball play. So the correct enforcement is from A's 40 (the previous spot) and results in it being A's ball, 3rd – 3 from A's 45.

Appendix C

Double Foul Decision Tree



Appendix D – Carry-over Options

Interval	Regulation		Overtime	
	Fouls:	Carryover to:	Fouls:	Carryover to:
During TD play	Against scoring team (no COP, or after COP)	Try or KO ¹ (but not into OT)	Against scoring team	Try
	Against scoring team but before COP	None (declined by rule)		
	NP/USC (<i>by either team</i>)	Try or KO ¹ [<i>but not into OT</i>]	NP/USC	Try
After TD and before the initial RFP for the try	All	Try or KO ¹ [<i>but not into OT</i>]	All	Try
During successful try	Team B fouls (excluding NP/USC)	Succeeding Spot ¹ (including into OT) <i>[unless Team A chooses to replay the try after enforcement]</i>	Team B fouls (excluding NP/USC)	Succeeding Spot ¹ <i>[unless Team A chooses to replay the try after enforcement]</i>
After Try or NP/USC fouls during the try	All	Succeeding Spot ¹ (including into OT)	All	Succeeding Spot ¹
During successful field goal	Team B fouls	Succeeding Spot ² (including into OT) <i>[unless Team A chooses previous spot enforcement]</i>	Team B fouls	Succeeding Spot ² <i>[unless Team A chooses previous spot enforcement]</i>
After successful field goal	All	Succeeding Spot ² (including into OT)	All	Succeeding Spot ²

COP: Change of Possession

NP/USC: Live ball fouls penalized from the succeeding spot (non-player; unsportsmanlike conduct)

¹ Any penalties that carryover to the ensuing kickoff may accumulate with other such penalties.

² Team B fouls during a successful field goal and all fouls following a successful field goal may accumulate to the succeeding spot