



Line of Scrimmage

1. Officials will work to keep offensive linemen legal and will call only when obvious or where repeated warnings are ignored. Don't wait till the 4th quarter to enforce rule.
2. If the offensive player is lined up with his head clearly behind the rear end of the snapper, a foul will be called without warning.
3. Don't be technical on an offensive player who is wide receiver or slot back in determining if he is off the line of scrimmage. When in question, it is NOT a foul.
4. Wide receivers or slot backs lined up outside a tight end will be ruled on the line of scrimmage and covering the tight end if there is no stagger between their alignments. If in question, he is not covered up.
5. Anytime a defensive player shoots the gap, and there is a question as to contact, error on the side of offside and shut the play down to avoid a free shot on the QB.
6. Formations during the execution of a trick or unusual play have the highest degree of scrutiny and should be completely legal.

Pass Interference

Defensive Pass Interference (Six Categories)

Actions that constitute defensive pass interference include but are not limited to the following six categories:

1. Early contact by a defender who is Not Playing the Ball is defensive pass interference provided the other requirements for DPI have been met.
2. Playing Through the Back of a receiver in an attempt to make a play on the ball.
3. Grabbing and Restricting a receiver's arm(s) or body in such a manner that restricts his opportunity to catch a pass.
4. Extending an arm across the body (Arm Bar) of a receiver thus restricting his ability to catch a pass, regardless of the fact of whether or not the defender is looking for the ball.
5. Cutting Off or riding the receiver out of the path to the ball by making contact with him without playing the ball.
6. Hooking and Restricting a receiver in an attempt to get to the ball in such a manner that causes the receiver's body to turn prior to the ball arriving.

Offensive Pass Interference

Actions that constitute offensive pass interference include but are not limited to the following three categories:

1. Initiating contact with a defender by shoving or pushing off thus Creating Separation in an attempt to catch a pass.
2. Driving Thru a defender who has established a position on the field.
3. OPI for Blocking Downfield will not be called if the passer is legally grounding the ball.

Not Offensive Pass Interference

Actions that DO NOT include but are not limited to:

1. OPI will not be called on a screen pass where the ball is over-thrown behind the LOS but subsequently lands beyond the expanded LOS (up to three yards) and linemen are blocking downfield, unless such blocking prevents a defensive player from catching the ball.
2. It is NOT OPI on a pick play if the defensive player is blocking the offensive player when the pick occurs and the offensive player doesn't make a separate action.

Passing Situation

1. Neutral zone will be expanded one-yard when determining if a pass (untouched) is beyond the line.
2. Neutral zone will be expanded one-yard when determining ineligible receivers.
3. When in question on action against the passer, it is roughing the passer if the defender's intent is to punish.
4. The quarterback can throw the ball anywhere if he is not under duress, except spiking the ball straight down. The clock is not a factor. Exception: We allow for where QB spikes the ball to stop clock.
5. If an interception is near the goal line (inside the 1-yard line) and there is a question as to whether possession is gained in the field of play or end zone, make the play a touchback.

Blocking

1. Take downs at the POA, those in the open field, within the tackle box, and effecting the results of the play create special focus and should be called in these situations.
2. If there is a potential offensive holding but the action occurs clearly away from the point of attack and has no (or could have no) affect on the play, offensive holding should not be called.

3. If there is a potential for defensive holding but the action occurs clearly away from the point of attack and has no (or could have no) affect on the play, defensive holding should not be called. EXAMPLE: A defensive back on the opposite side of the field, holding a wide receiver on a designed run play to the other side.
4. For blocks in the back, if one hand is on the number and the other hand is on the side and the initial force is on the number, it is a block in the back. The force of the block could be slight and still a foul if the contact propels the player passed the runner or prevents him from making the play. If the force is clearly on the side, it is NOT a foul. If the blocker is in a (chase mode) all the action must be on the side.
5. A grab of the receiver's jersey that restricts the receiver and takes away his feet should be defensive holding if other criteria are met, it could also be DPI.
6. Holding can be called even if the quarterback is subsequently sacked as it may be the other half of an off-set foul.
7. Illegal block in the back could still be called on fair catches, but not if the illegal block occurs away from the play as the fair catch is being made or the touchback occurs and contact is slight (personal foul type actions should always be called).
8. Blocks in the back that are personal foul in nature should be called regardless of their timing relative to a fair catch or runner being tackled.
9. Rarely should you have a hold on a double team block unless there is a take down or the defender breaks the double team and is pulled back.
10. When in question if an illegal block occurs in the EZ or field of play, it occurs in the field of play.

Kicking

1. The kicker's restraining line on onside and short pooch kick-offs should be officiated as a plane and any player (other than the kicker or holder) breaking the plane before the ball is kicked should be called for offside. For deep kickoffs, we will also use a plane, but do not be technical.

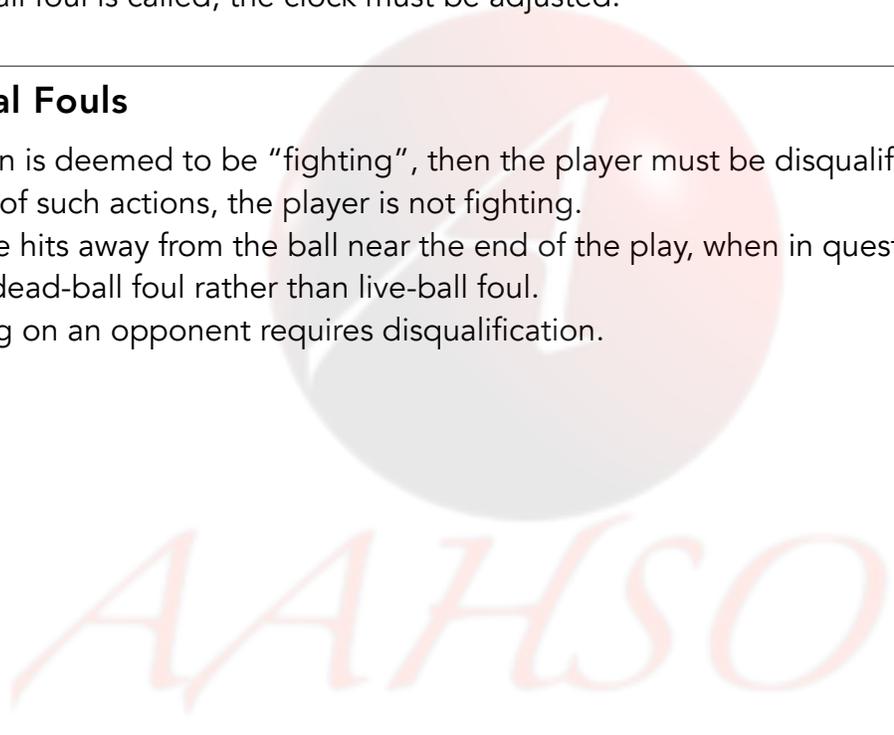
Runner Down

1. If legal contact occurs before a runner has a foot down out of bounds, legal hit.
2. Runner continuing down sideline; if whistle has blown and player has eased up than this is a foul. Be alert and be sure any action is not part of the initial play before calling a foul.
3. A non-airborne runner crossing the goal inside the pylon with the ball crossing the goal line extended is a touchdown.
4. When in question, the runner did not step out of bounds.

Miscellaneous

1. The ball can be placed on a yard line to begin the next possession. At all other times, the ball is placed where it is. (Exception: If the change of possession occurs on a 4th down, running or passing play, the ball will be left at the dead ball spot to begin the next series).
2. When in question on QB pass/fumble, we will rule pass.
3. 5/5 axiom: In order to adjust the game clock when it has been running, there must be more than a five-second differential if there is more than five-minutes remaining in either half. Anytime lost due to the clock being started erroneously, such as when a dead ball foul is called, the clock must be adjusted.

Personal Fouls

1. If action is deemed to be "fighting", then the player must be disqualified. When in question of such actions, the player is not fighting.
 2. For late hits away from the ball near the end of the play, when in question lean towards dead-ball foul rather than live-ball foul.
 3. Spitting on an opponent requires disqualification.
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