

The logo for the Western Mass Football Official Assoc. (WMMFOA) is displayed in a bold, black, sans-serif font with a white outline and a slight 3D effect. The letters are set against a background of a blurred referee in a black and white striped shirt. The background image shows the referee's torso and arms, with the stripes of the shirt clearly visible.

**WMMFOA**

**WESTERN MASS FOOTBALL OFFICIAL ASSOC.**

**SEPTEMBER 7, 2021**

# Exam Question Review

3. Following the ready-for-play but before the snapper has placed his hand(s) on the ball, encroachment occurs if any other player breaks the plane of the neutral zone

FALSE 7-1-6

*Comment: players lining up in the neutral zone BEFORE the snapper has placed his hand(s) on the ball are ok*

13. It is an illegal forward pass when QB A4 has one foot in the air beyond the plane of the NZ when he releases the ball on a forward pass

TRUE 7-5-1

*Comment: both feet of the passer must be in or behind the neutral zone when the ball is released*

14. Legal blocking below the waist requires the block to begin immediately after the snap

TRUE 2-17-2c; 2-17-4

15. Legal blocking in the back requires the block to begin immediately after the snap

FALSE 2-17-3a,b,c; 2-17-4

*Comment: These 2 questions are together to remind all that the block below the waist now must be immediate, the legal block in the back follows all other conditions are met in the free-blocking zone:*

*By offensive linemen who are on the LOS and in the zone at the snap; against defensive players who are in the zone at the snap; the contact is in the zone*

# Exam Question Review

20. Live-ball fouls by the opponents of the scoring team on plays where a touchdown or field goal is scored may be carried over to the succeeding spot or the succeeding kickoff

TRUE 8-2-2, 8-4-3

*Comment: Other than unsportsmanlike conduct or a non-player foul, penalties by the opponents of the team that scores will be administered from the succeeding spot (try) or the succeeding kickoff. DPI, on a play where the offensive player still catches the ball and scores, penalty is not declined.*

22. A12's legal forward pass is intercepted by B45 at the B-3, and his momentum takes him into his end zone where the play ends.

A: Safety for A

B: Momentum applies, B 1/10 at B-3

C: Touchback

B: Momentum applies 8-5-2a Exception

*Comment: Momentum applies between the 5-yard line and the goal line as long as the original momentum carries the player into the end zone where the ball remains and is declared dead in his teams' possession or the ball goes out of bounds. This applies to an interception, recovery of a fumble or backward pass, recovery of a scrimmage kick or free kick*

## Exam Question Review

30. Team K snaps the ball at team R's three yardline on a try. Holder K1 muffs the snap and, as the ball rolls on the ground, K1 bats it forward at team R's six yardline. K2 recovers at team R's four yardline and carries the ball across the goalline.

A: Legal play; team K scores two points.

B: Legal only if K1 was off his knee when he batted the ball.

C: K1's bat is illegal. The try will be replayed after enforcement

C: 9-7-2penalty

*Comment: Penalty for an Illegal bat. Penalties by the offense on a successful try are enforced and the try is replayed*

32. Offensive lineman A66 contacts defensive player B53 at the line of scrimmage and, with continuous contact, A66 drives B53 back 5 yards beyond the line of scrimmage at the left hash, when QB A11 throws a legal forward pass to eligible receiver A32 beyond the line of scrimmage near the right sideline.

A: Legal play

B: Offensive pass interference

C: Ineligible player downfield

D: Both B and C

D: 7-5-10; 7-5-11b. 7-5-11c, 7-5-12, 2-28-2

*Comment: Regarding OPI, It is not forward pass interference if*

*Contact by A is immediately made on a B linemen and the contact does NOT continue beyond the expanded NZ*

*Contact by **B** is obviously away from the direction of the pass*

# Exam Question Review

33. Team K's punt is blocked. K23 recovers the ball behind the neutral zone and carries it beyond the line-to-gain for a first down

A: Clock starts on the snap

B: Clock starts on the ready for play

A: 3-4-3c (Legal kick and a new series awarded)

34. Team K punts the ball and the ball becomes dead inbounds. Team K is flagged for an illegal formation, Team R elects to have the penalty enforced from the previous spot

A: Clock starts on the snap

B: Clock starts on the ready for play

B: 3-4-3c (Legal kick, but no new series was awarded)

*Comment: These 2 questions are together to show the difference for the starting of the clock based on a legal kick AND the awarding of a new series. 3-4-3 shows the instances where the clock will start on the snap.*

35. With 1 minute remaining in the 4<sup>th</sup> quarter, Team A is deep in their territory facing 3<sup>rd</sup> down and 10. With the clock running, A66 commits a false start.

A: Clock will start on the ready

B: Team B may choose to have the clock started on the snap

B: 3-4-7

*Comment: ACCEPTED penalty with LESS than 2 minutes in EITHER half, the OFFENDED team has the option to start the clock on the snap.*

# Exam Question Review

Questions 36-42; Penalty Enforcements

*Ask yourself these questions*

- Number of fouls?
- Live Ball foul or Dead Ball foul?
- Player or Non-Player foul?
- Foul occur during a Loose Ball Play or Running Ball
- What is the Basic Spot?
- Are there any Special Enforcements?

<u>PLAY</u>	<u>BASIC SPOT</u>
DEAD BALL	SUCCEEDING SPOT
RUNNING PLAY	END OF THE RUN
LOOSE BALL PLAY	PREVIOUS SPOT
SIMULTANEOUS w/SNAP	PREVIOUS SPOT
POST SCRIMMAGE KICK	END OF THE KICK

1. WHEN



	BY OFFENSE	BY DEFENSE
IN FRONT OF BASIC SPOT	BASIC SPOT	BASIC SPOT
BEHIND THE BASIC SPOT	SPOT OF FOUL	BASIC SPOT

2. WHERE

3. WHO

# Coaches Meeting

## Reviewed New Rule Change regarding blocking below the waist at the snap

*I have now seen a few interpretations to help identify the legality of these blocks*

- 1. One Step to get to a player to block in most circumstances is going to be legal*
- 2. Two Steps to get to a player to block will always be illegal*
- 3. Shoulders – going downward as first movement will make the block legal in most circumstances*
- 4. Shoulders that go UP first, then down, would always make the block illegal*

## Reviewed Points of Emphasis

- 1. Ineligible downfield*
- 2. Intentional Grounding*
- 3. Players/Substitutes being between the nines momentarily after the ball is ready for play*
- 4. Sportsmanship – Sidelines and Players*

## Information from Coaches

14 Point Win/Loss toward State Playoff Rankings

14 point win/loss is the max points to be used to help/hurt a team

Do not be surprised if teams try to score late in games where a knee would normally come into play

Example: Team A up 14-6 on B15 with 10 seconds left and Team B out of T.O.'s

Example: Team B losing 14-0 on A15 yard line with 3 seconds left

# Film Review

<https://vimeo.com/showcase/8644715>

## HUDL Review – Week 2 (15 minutes)

Play 1 – Illegal Kick Formation as the player who lined up as the kicker, was not the player who kicked the ball; also appears that multiple players have a foot on the “5-yard line” where they need to be inside that line

Play 2 – Players lines up outside the “5-yard line” – (this is an 8-player game); preventative officiating when ball given to the kicker

Play 3 – Illegal Number – “0” and “00” are not legal numbers in NFHS. Also no duplicate numbers can participate in same play. Illegal numbering is 5 yard penalty

Play 4 – False Start. Right guard hand down in three-point stance, then brings the hand up. He is a covered up player, so this is not legal

Play 5 – False Start – Quick Shift. Offensive line shift, this is a foul if the defense jumps. This is action that simulates movement at the snap. Defense does not jump on that movement, but we do have simultaneous movement with the back and the defense. We almost always will put this on the offense as they know the snap count.

Play 6 – Illegal Shift. Receiver at the top of the screen does not get set for a second before the snap. This is a live ball foul, not a blow and throw.

Play 7 – Ineligible Downfield. Reminder that it is at the time the ball that crosses the LOS is released. This is NOT an ineligible downfield, but it looks that way.

Play 8 – Block Below the Waist. These players meet all the requirements, this is legal action

Play 9 – Block Below the Waist. This is a good example of the pad level, first move is down.

Play 10 – Blindside Block. On punt plays, interceptions, be aware of players going against the flow. Open vision will see this hit.

Play 11 – Blindside Block. Again, coming back toward the flow. Lowering shoulder. Open hands would be all that is needed here and would be legal contact.

Play 12 – Targeting. Normally do not see targeting against the runner. Defender lowers head and initiates contact with his helmet to the helmet of the runner, no attempt to tackle. Not an automatic disqualification.

Play 13 – Hurdling. Remember the hurdle does not need to be successful, it just needs to be an attempt.

Play 14 – Holding. Good example of a takedown hold. These should always be called.

Play 15 – Sideline Catch. Wing does a great job of giving space to see the entire play, then judging catch or no catch.

Play 16 – Pass Mechanics. While this is a 7-man crew, we can learn from this. The wing official should stop at the pylon, judge the catch and the sideline, the back judge would judge the back of the end zone. Better to officiate with body as still as possible.

Play 17 – Pass Mechanics. Back Judge right on the goal line when the play needs to be judged.

Play 18 – Scrimmage Kick. Inside the 50 (or maybe 40), we want our deepest official to be at the goal line, working back.

Play 19 – Swinging Gate. Officials need to be aware. Start in normal positions until they shift back into normal kick position. In this case, BJ can be on one goal post, wing official should be on the goal line to start. Snap is legal as it is one continues backward motion

Play 20 – Goal line communication. Back Judge looks to the wing to confirm before going up with TD