Week 10 Notes

* **Hurdling:** Hurdling is an attempt by a player to jump with one or both feet or knees foremost over an opponent who is contacting the ground with no part of his body except one or both feet (Rule 2-22). If the opponent has any body part contacting the ground other than his feet, then we would not have a hurdling foul. A common example of this exception would be during tries and field goals only if an offensive lineman has at least one hand on the ground when the defensive player leaves his feet to block a kick. The penalty for this foul is 15 yards.
* **Delay of Game on Punts:** If a member of the receiving team makes any signal (valid or invalid) for a fair catch, the ball becomes dead once he possesses it. Any advancement by that player constitutes a delay of game foul (which is a dead ball foul). Having said this, we need to use common sense on certain occasions. The Back Judge should immediately blow the whistle to stop any advancement once caught. If the player ignores the whistle, and continues to run, then a flag for delay of game is warranted. If he stops after a step or two, then it is okay to pass on throwing a flag. There may be times when a player other than the receiver signals for a fair catch. In cases like this, the official who witnesses the signal needs to come in strong with the whistle, and the crew should allow some latitude for advancement by the receiver as he likely doesn’t know a signal was given. If that receiver continues to advance after the whistle, then a flag for delay of game is supported. Likewise, if a player gives an invalid signal and is unaware that he has done this, we should follow the same guidelines as above. Shut the play down and if the ball carrier continues to run after the whistle, flag for delay of game. A common example is when a receiver holds his hand above his head to shield the sun, he has given an invalid signal. One tip for Back Judges: prior to the punt, let the receiver know that he is allowed to put his hand on the crown of his helmet to shield the sun, and if his hand goes any higher (space between hand and helmet), this will be deemed a signal for a fair catch. The penalty for delay of game is 5 yards from the spot of the foul.
* **Goal Line Coverage:** Communication between Back Judges and wing officials on goal line coverage is critical. The use of the O20 is very helpful here, but if not in use, there needs to be confirmation between the three officials on who has the goal line. The Back Judge should take the lead on this as the bridge between the two wing officials. When the Back Judge has responsibility, he/she must be able to be at the goal line to rule on runners downed prior to breaking the plane, scores, and fumbles in the field or play. When the wing officials have goal line responsibility, they must be thinking at the snap to move toward the goal line to get ahead of the play. Officials who get to the goal line before the ball have the best view of ball breaking the plane, ball carrier out of bounds prior to scoring, and pylon plays. On these tight plays, officials who are trailing the play are most likely just guessing on the result. An official who is at the goal line ruling on a play is in a better position to support his/her call to an argumentative coach.
* **If at First you Don’t Succeed, Try, Try Again:** We are still having issues officiating tries. A try ends when (a) Team B secures possession, (b) it is apparent a drop kick or place kick will not score, (c) the try is successful, and (d) when the ball becomes dead for any other reason (Rule 8-3-2). An example of this last point found in Rule 4-2-2 Exceptions:
  + The ball remains live if, at the snap, a place kick holder with his knee(s) on the ground and a teammate in kicking position catches or recovers the snap while his knee(s) is on the ground and places the ball for a kick or again rises to advance, hand, kick or pass.
  + The ball remains live if, at the snap, a place kick holder with his knee(s) on the ground and a teammate in kicking position, rises and catches or recovers an errant snap and immediately returns his knee(s) to the ground and places the ball for a kick or again rises to advance, hand, kick or pass.
  + The ball becomes dead if the place kick holder muffs the snap or fumbles and recovers after his knees have been off the ground, and then touches the ground with other than hand of foot while in possession of the ball.

If during a 2 point try or a fake, Team A fumbles or throws a backward pass that hits the ground, any member of Team A can recover and advance. Team A can also legally kick or pass as long as these happen behind the neutral zone. If Team B recovers, then the try ends immediately. Team B can never score on a try, even in overtime.

Dan Donermeyer

WMFAO Rules Interpreter

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