Week 2 Notes

* **Time Outs:** Each team is allowed three timeouts per half. Unused timeouts from the first half do not carry over to the second half, and unused second half timeouts do not carry over into overtime. Each team is allowed one time out per overtime series, and they do not carry over to subsequent overtime periods. When a timeout is called, it is important that all officials record the period and time the timeout was made, and confirm with each other remaining timeouts per team. It is a good practice for wing officials to remind the head coach at each timeout how many they have remaining. There is no foul if a team requests an excess timeout. Officials should deny that request. However, if an official grants a timeout when a team has used all of them, the Referee should resume play as soon as the error is identified, even in the waning seconds of a half (immediately get the ball spotted and wind the clock).
* **Authorized Conferences During an Injury Time Out:** If the game is stopped because of an injured player, authorized conferences can only take place in front of the team area up to the 9 yard mark. Coaches cannot meet with their teams in the middle of the field. A coach is allowed to come out to check on the injured player, however, if he turns his attention to talk to his team, remind him he needs to take his team to the sideline. If a trainer is called to the field to attend to an injured player, officials might want to prompt both teams to go to their sidelines to meet with their coaches; this could resolve any issues with coaches coming into the middle of the field.
* **Fouls on Touchdowns and Tries:** Fouls by the non-scoring team during a touchdown can be enforced on the try or succeeding kick-off. This is also true for fouls after a touchdown and prior to the ready for play on the try. However, if the above happens on the last play of the fourth period, penalty enforcement can only be on the try, as there is no succeeding kick-off in overtime. Penalties by the non-scoring team that happen during the try can be enforced at the previous spot (replay the try) or the succeeding kick-off. If the foul occurs on the last play of the fourth period, the try can be replayed or enforced at the succeeding spot to start the overtime. Fouls by either team committed after the try are enforced at the succeeding spot in overtime.
* **Tries:** When Team A attempts a one point try, we must remember that once the ball is kicked, only two things can happen: the kick is good or it is not good. Referees, once the ball is kicked, blow your whistle! A blocked kick can never be advanced by either team. If the holder muffs the snap, he can reach for the ball while his keeping his knee on the ground or rise and recover the errant snap and immediately returns his knee to the ground and continue with the placekick. If the holder has to move from his position to get the ball, he cannot reestablish himself as a holder. Once his knee touches the ground, the play is dead. The holder can recover a muffed snap and try to score two points. If Team A attempts a fake on a try (and field goal as well), the holder must lift his knee off the ground before passing or handing the ball to a teammate. If he doesn’t, the play needs to be whistled dead. On a two point try, Team B can never score. Any turnover needs to be whistled dead as soon as Team B obtains possession.
* **Horse Collar Tackles:** To have a horse collar foul, a player needs to grab the inside back or side collar, or the nameplate area (directly below the back collar) of either the shoulder pads or the jersey of the runner and subsequently pull (backward or sideward) him to the ground. This is enforced as a live ball foul. Remember: the runner must be pulled to the ground in order to have this foul. The rule does not require the tackle to be immediate, so if the collar/nameplate is grabbed, and the runner takes several steps before he is pulled down, then it is a foul. If the defender grabs the collar, and then releases and tackles the runner, causing him to go to the ground, then it is not a foul. If the defender grabs the collar, and a second defender assists with the tackle, it is not a foul. The high grip alone must be used to pull down the runner to have a horse collar foul.
* **Equipment Infractions:** What happens when a player doesn’t wear his mouthpiece during a down? If missing or improperly worn equipment is detected during or after a down, and the cause was not directly attributed to a foul, that player must be replaced for one down, unless it’s the last play of the first or second half. If the equipment becomes improper through use (i.e. a player’s shoe comes off or his shoelace needs to be retied), if prompt repair/adjustment can be made that does not delay the ready for play for more than 25 seconds, that player may continue to play.

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