



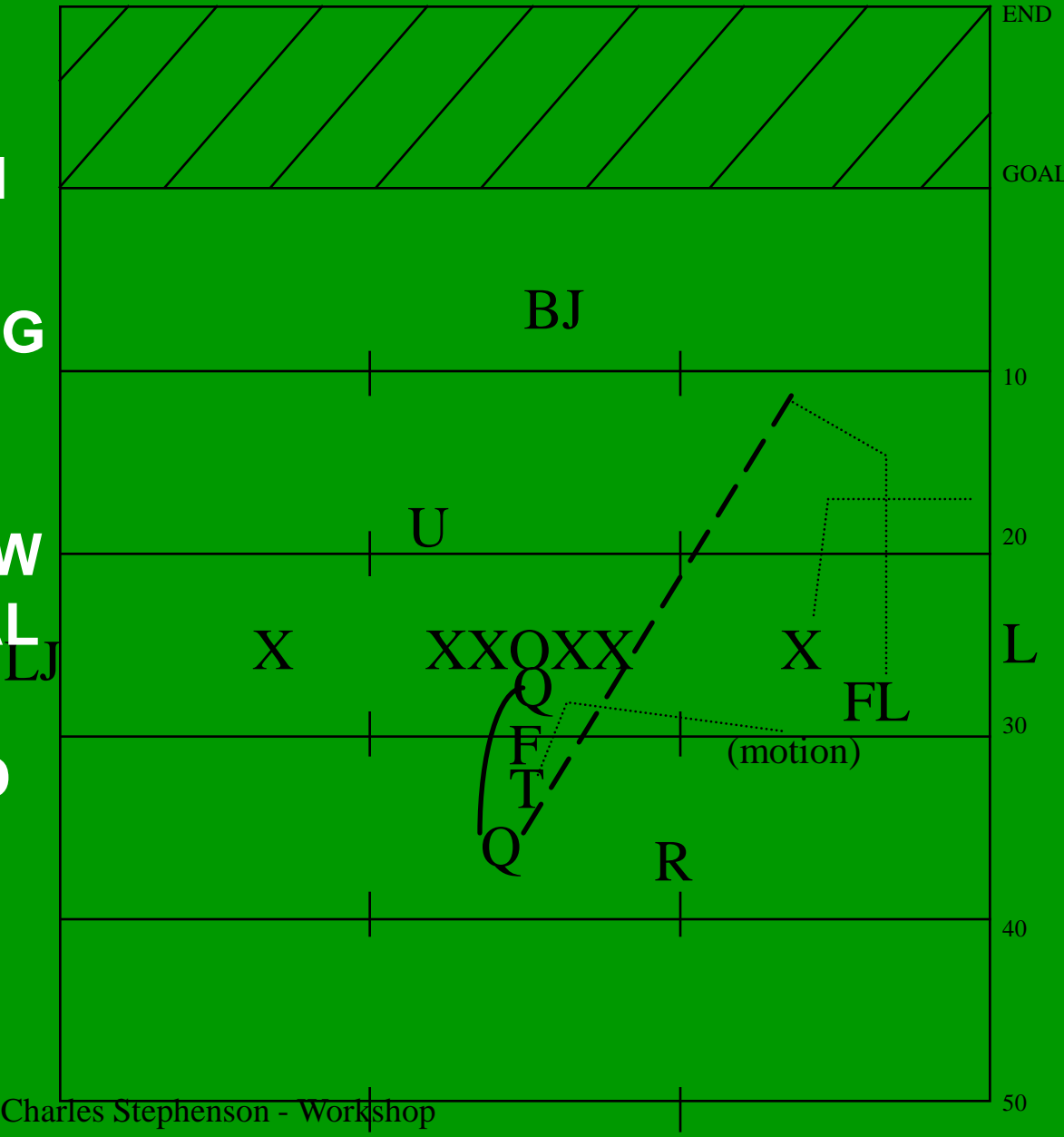
THE PASSING GAME

FORWARD PASS PLAYS

- FORWARD PASS PLAY
 - A legal forward pass play is the interval between the snap and when a legal forward pass is complete, incomplete or intercepted.
- LEGAL FORWARD PASS
 - Team A may make one forward pass during each scrimmage down before team possession changes, provided the pass is thrown from a point in or behind the neutral zone.

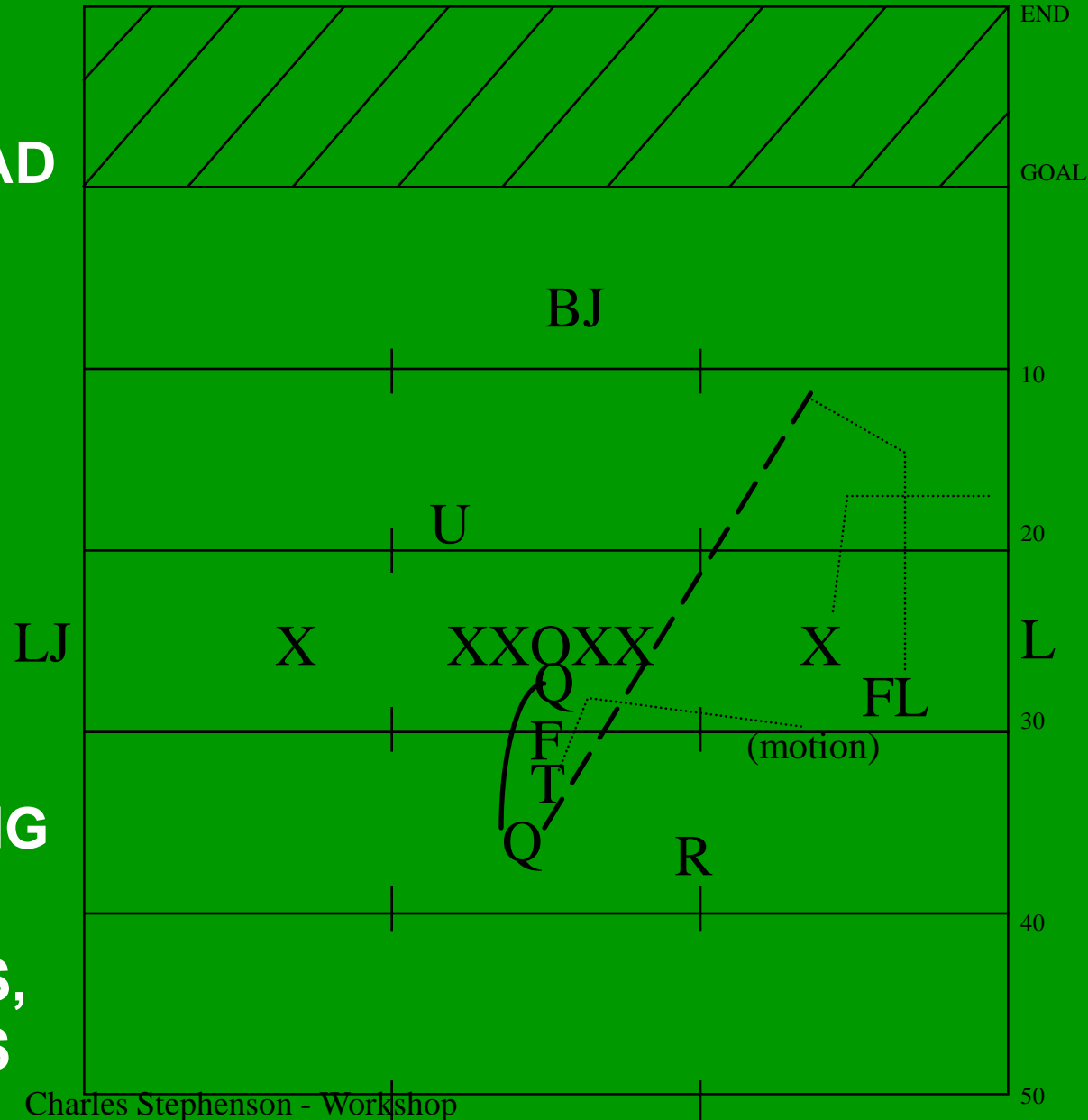
REFEREE MECHANICS - PASSING PLAYS

- RETREAT TO MAINTAIN POSITION (AS QB DROPS)
- ALERT FOR HOLDING UNTIL QB THREATENED
- IF SCRAMBLE, KNOW IF BEYOND NEUTRAL ZONE
- RULE ON FORWARD PASS
- DETERMINE IF ROUGHING THE PASSER



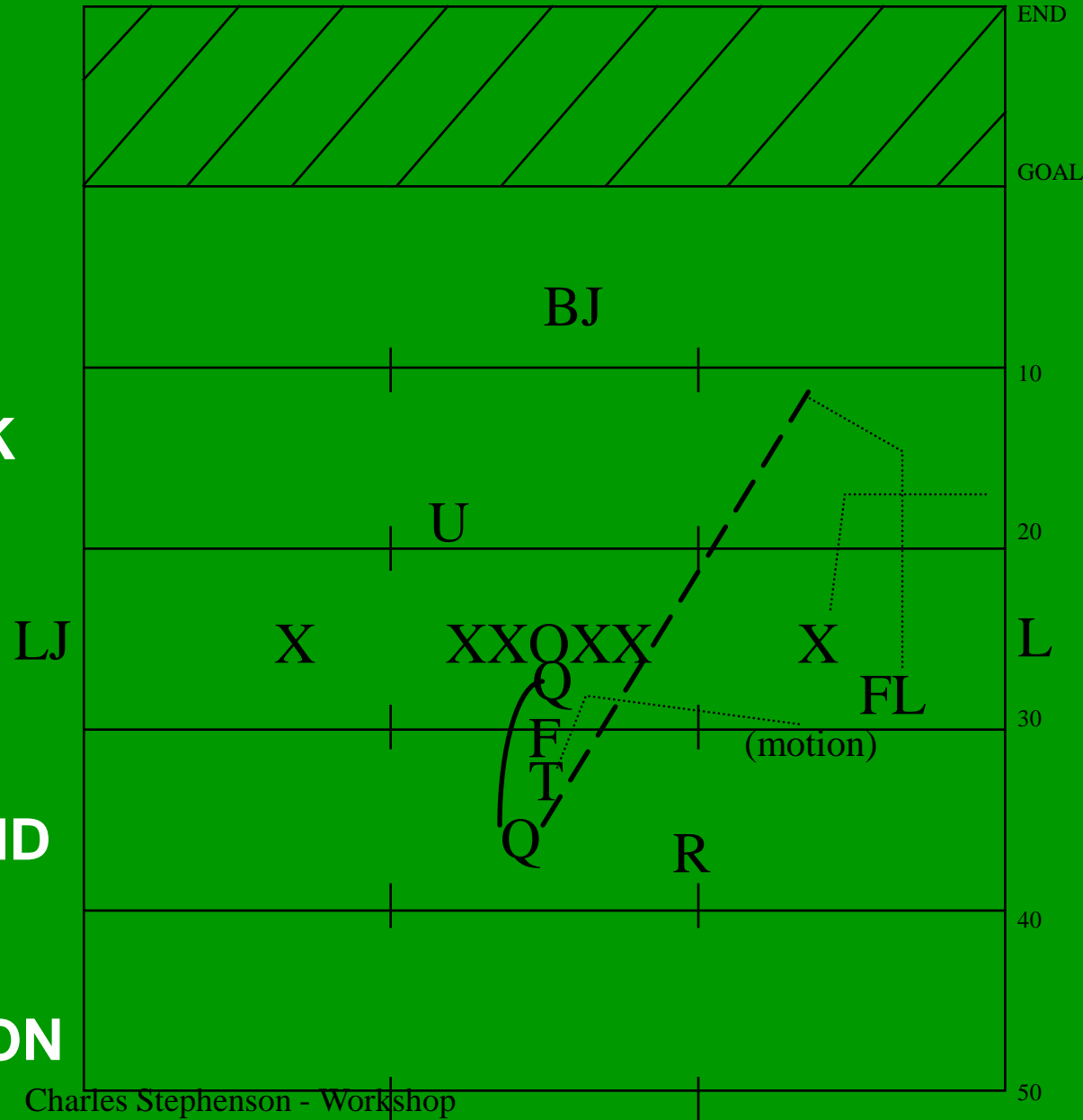
UMPIRE MECHANICS - PASSING PLAYS

- MOVE TO NZ WHEN YOU READ PASS
- ALERT FOR HOLDING
- OBSERVE ANY INELIGIBLES DOWNFIELD
- RULE ON PASS BEYOND NZ, FIRST TOUCHING
- ASSIST ON BUTTONHOOKS, SHORT PASSES



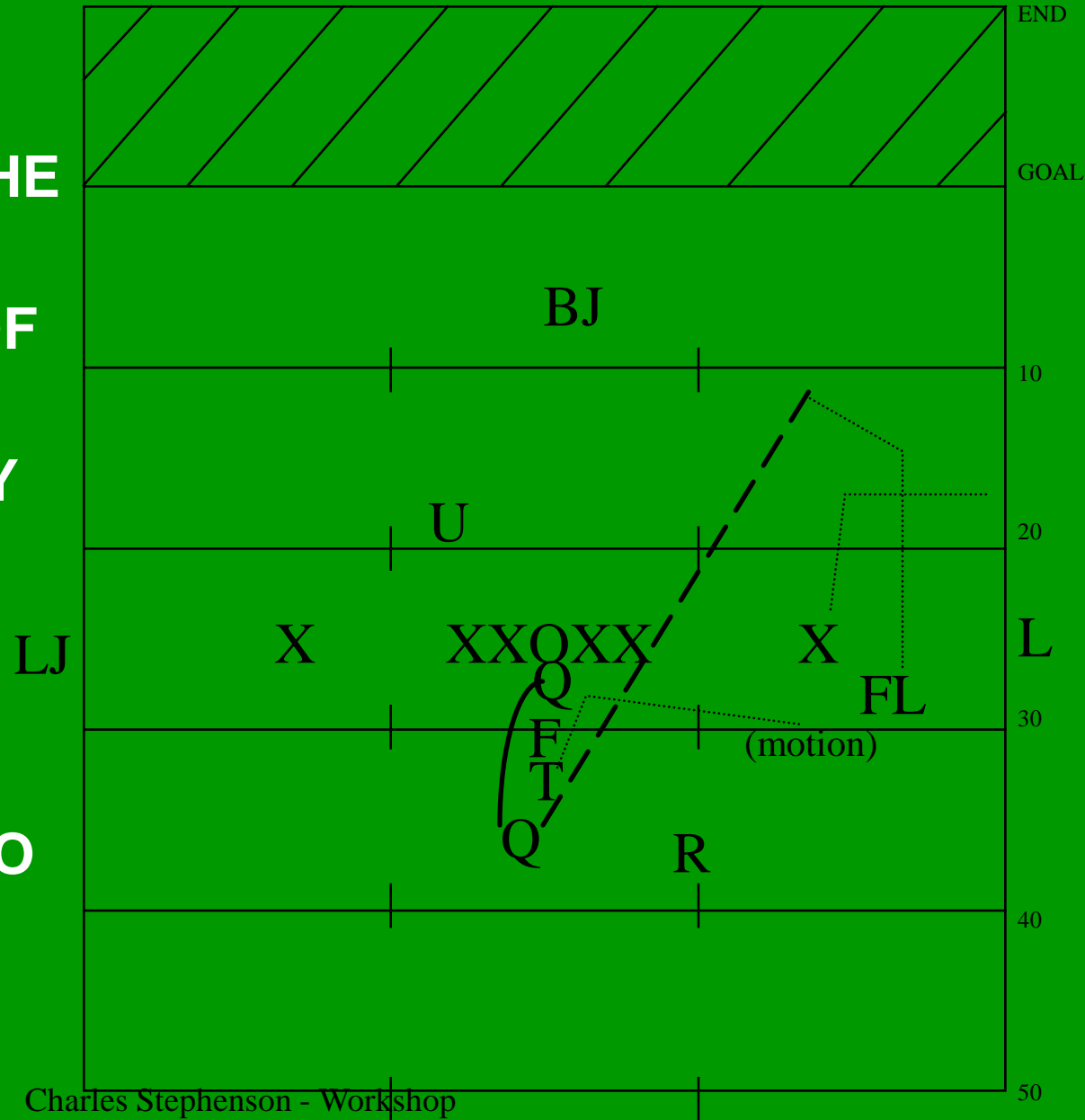
BACK JUDGE MECHANICS - PASSING PLAYS

- AT SNAP, KEY IS TWO OUTSIDE RECEIVERS
- KEEP RECEIVERS BRACKETED
- WORK WITH FLANK OFFICIAL ON SIDELINE PASSES
- BE ALERT FOR TIPPED PASS; INTERCEPTION
- GOAL LINE AND END LINE RESPONSIBILITY
- BE AT GOAL LINE ON CATCH AND RUN



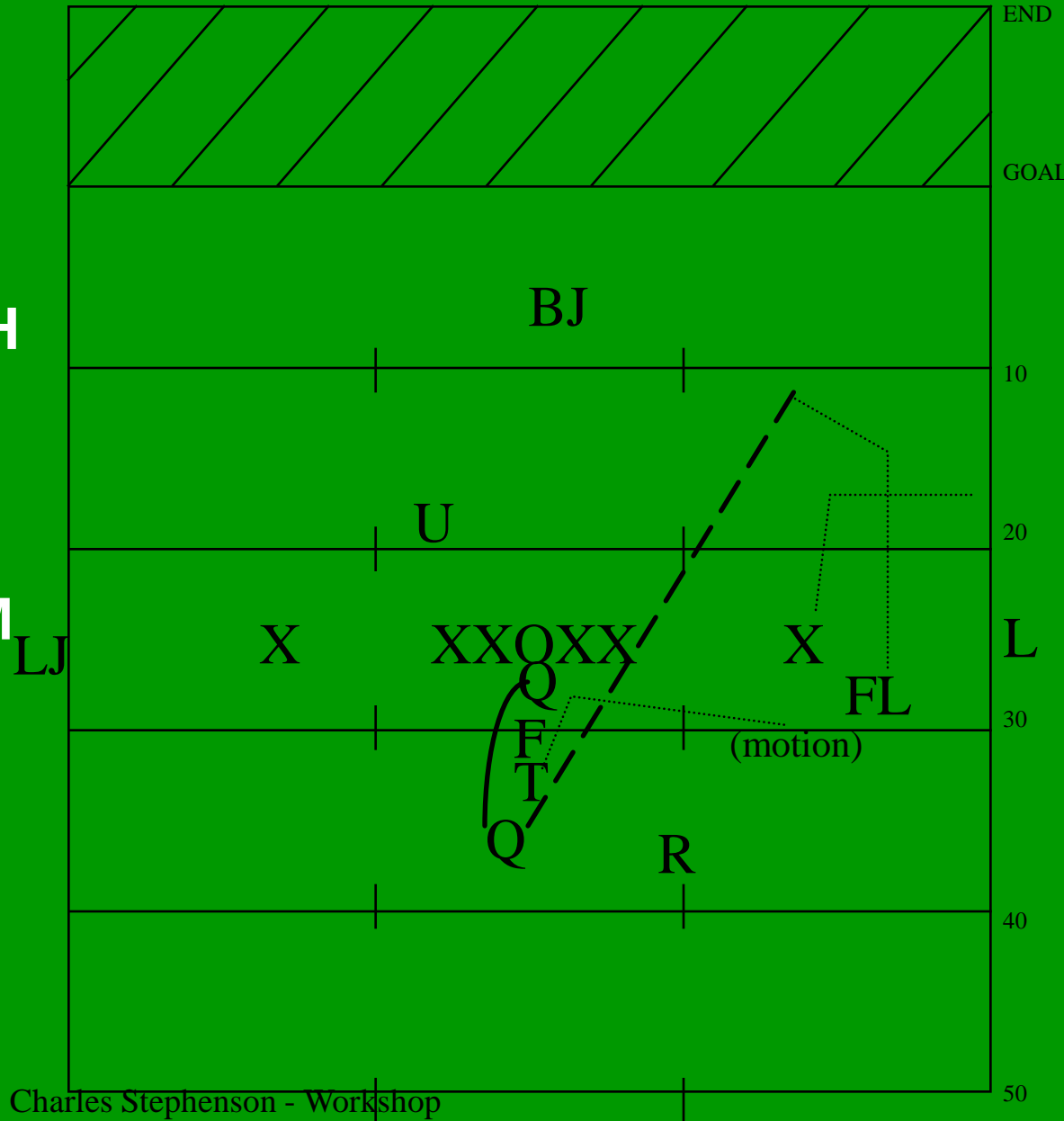
HEAD LINESMAN MECHANICS - PASSING PLAYS

- KEY CHANGES TO MOTION MAN AT THE SNAP
- KNOW LEGALITY OF NUMBERS
- DRIFT CAUTIOUSLY DOWNFIELD
- AWARE OF PASS INTO THE FLAT
- SIDELINE RESPONSIBILITY TO THE END LINE



LINE JUDGE MECHANICS - PASSING PLAYS

- RESPONSIBLE FOR SINGLE RECEIVER TO YOUR SIDE
- SHOULD HELP WITH ILLEGALS DOWNFIELD
- CLEAN UP ON PLAYS AWAY FROM YOU



THE PASSING GAME

FORWARD PASS PLAYS

- COMPLETED PASS

- Any forward pass is completed when caught by a player of the passing team who is inbounds, and the ball continues in play unless completed in the opponent's end zone or the pass has been caught simultaneously by opposing players.

THE PASSING GAME

CATCH, INTERCEPTION, RECOVERY

- To catch, intercept or recover a ball, a player who leaves his feet to make a catch, ... must have the ball in his possession when he first returns to the ground inbounds or is so held that the dead-ball provisions of 4-1-3-p apply
 1. If one foot first lands inbounds and the receiver has possession and control of the ball, it is a catch or interception even though a subsequent step or fall takes the receiver out of bounds.
 2. Loss of ball simultaneous to returning to the ground is not a catch, interception or recovery.
- A catch by any kneeling or prone inbounds player is a completion or interception
- When in question, the catch, recovery or interception is not completed

THE PASSING GAME

FORWARD PASS PLAYS

- **INCOMPLETED PASS**

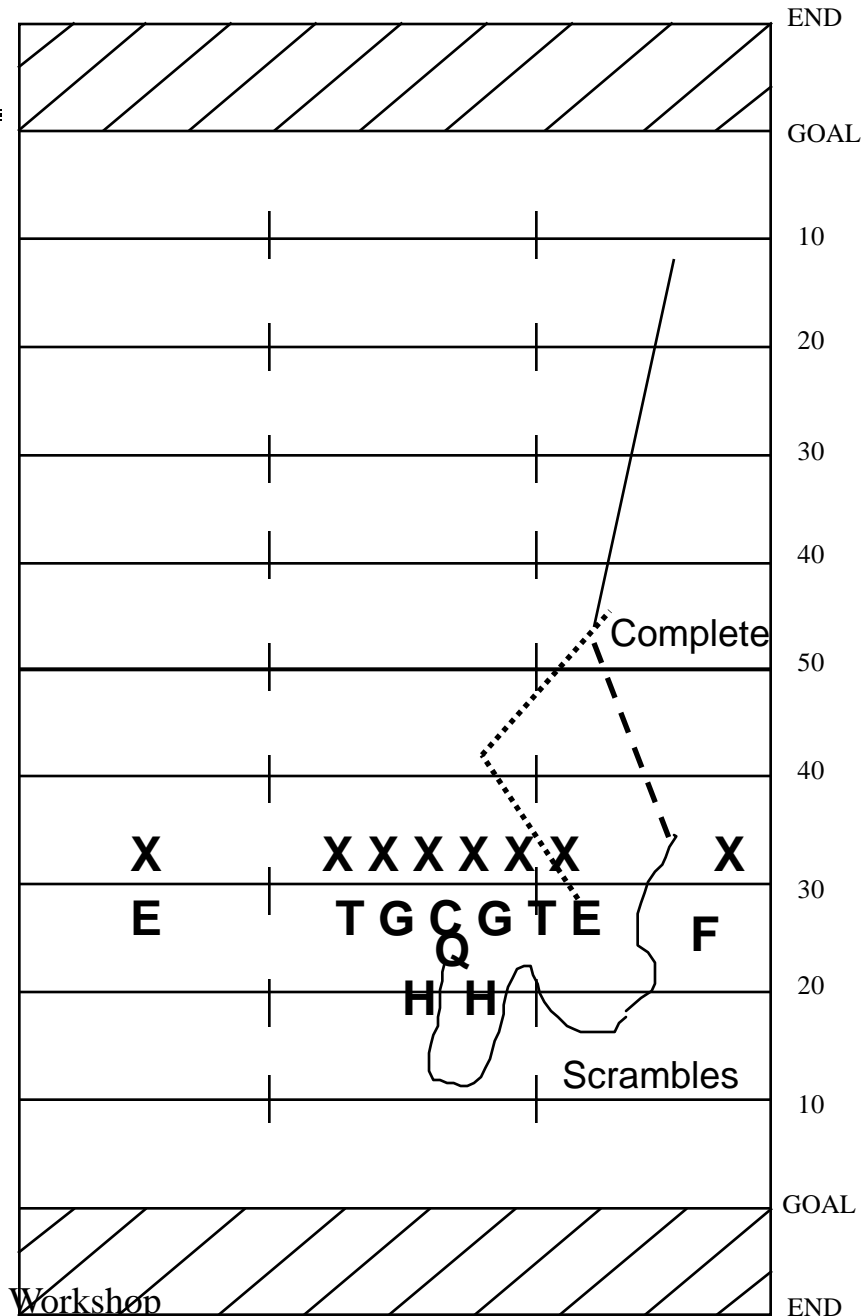
- Any forward pass is incomplete when the pass touches the ground or is out of bounds by rule. It also is incomplete when a player leaves his feet and receives the pass but first lands on or outside a boundary line, ...

- **Legal pass, passing team at previous spot**
- **Illegal pass, passing team at spot of the pass**

THE PASSING GAME

ILLEGAL FORWARD PASS PLAYS

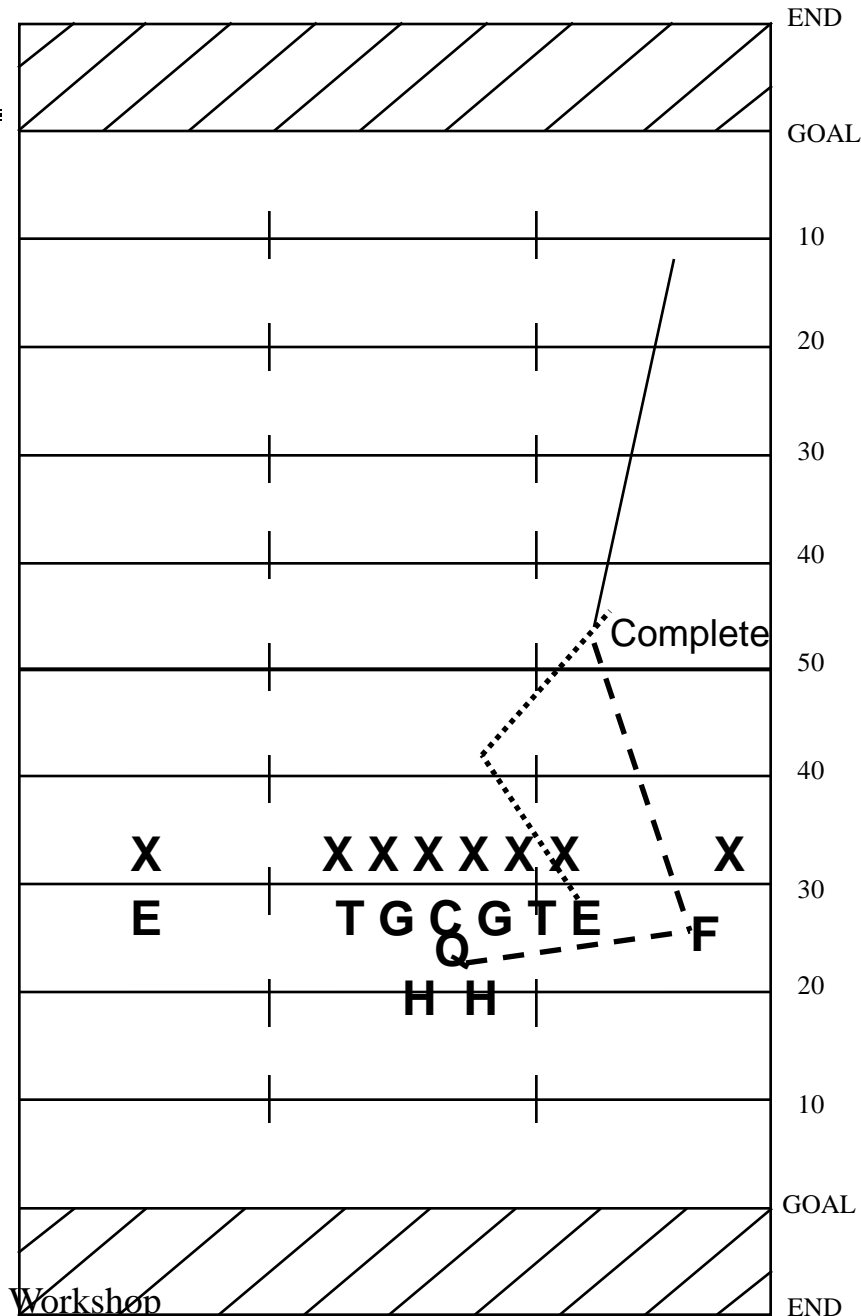
- If thrown by Team A when passer is beyond the N.Z.
- If thrown from in or behind the neutral zone after a runner in possession of the ball has gone beyond the N.Z.
- If thrown by Team B or if thrown by Team A after team possession has changed during the down.



THE PASSING GAME

ILLEGAL FORWARD PASS PLAYS

- If it is the second forward pass by Team A during the same down.
- If to conserve time, the pass is not thrown immediately after the ball is first controlled after the snap or is thrown after the ball has touched the ground.

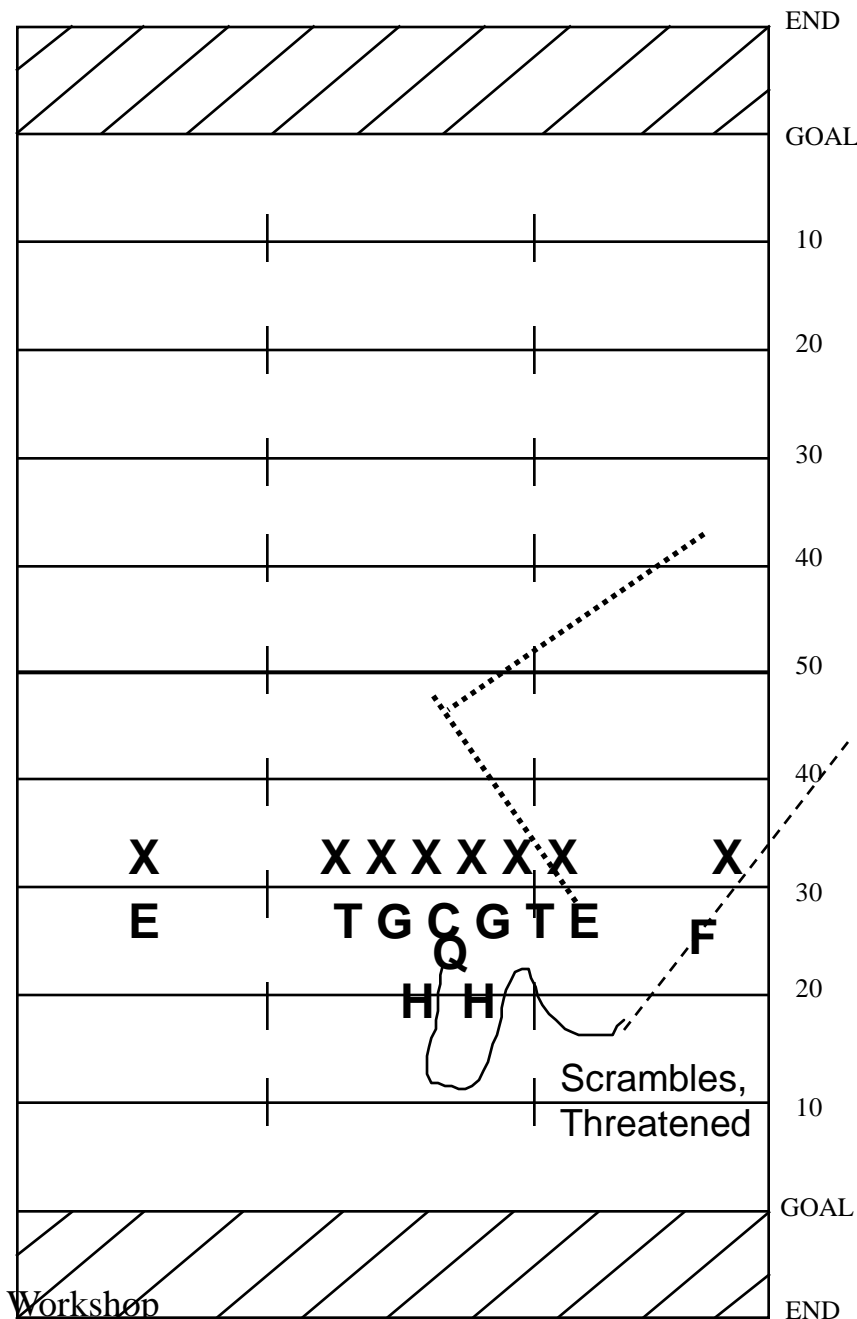


THE PASSING GAME

ILLEGAL FORWARD PASS PLAYS

- If, to save loss of yardage or conserve time, a forward pass is thrown where no eligible Team A player has a reasonable opportunity to catch it. When in question, the Team A player has a reasonable opportunity to catch the pass.

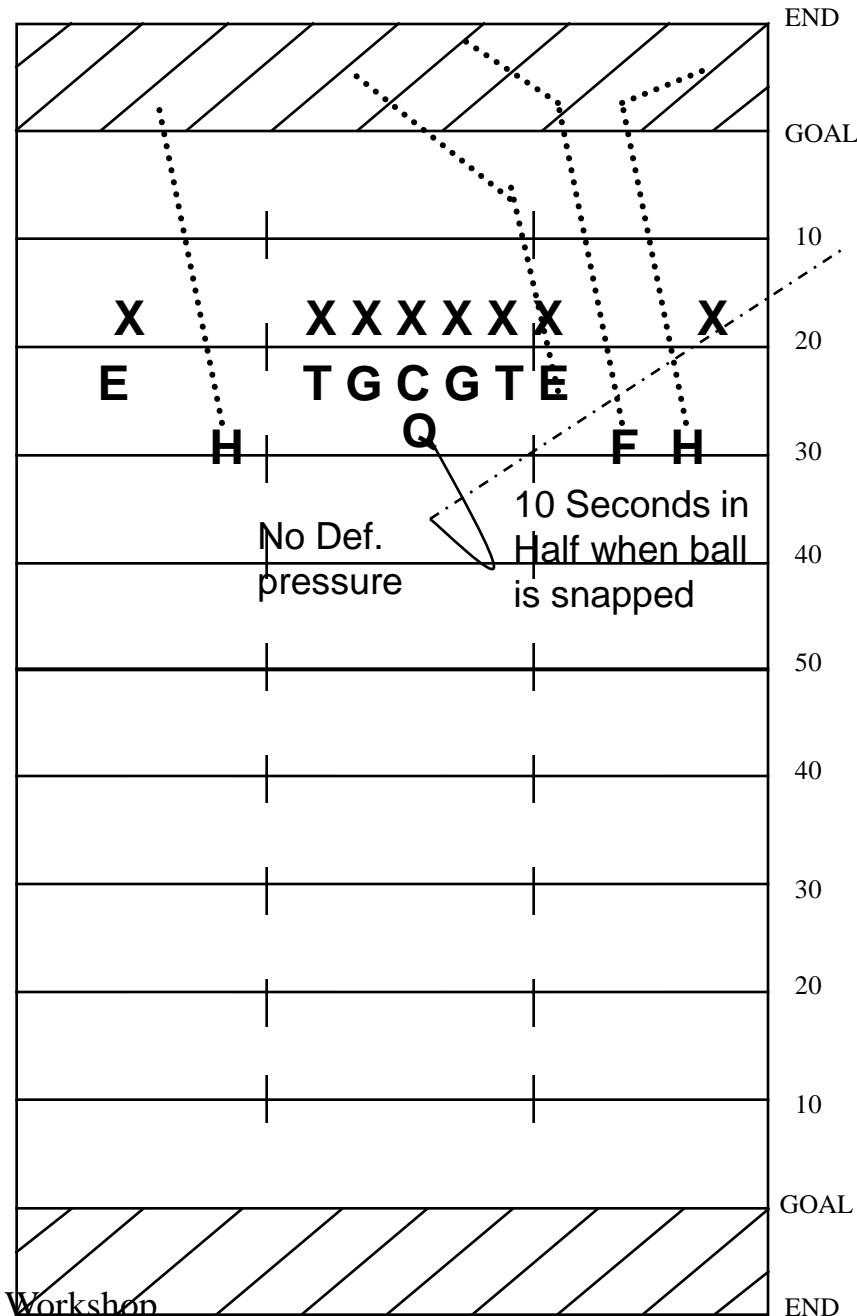
Exception: It is not a foul when the passer, who is 5 yards or more toward the sideline ... throws the ball so that it lands beyond the neutral zone to avoid loss of yardage



THE PASSING GAME

ILLEGAL FORWARD PASS PLAYS

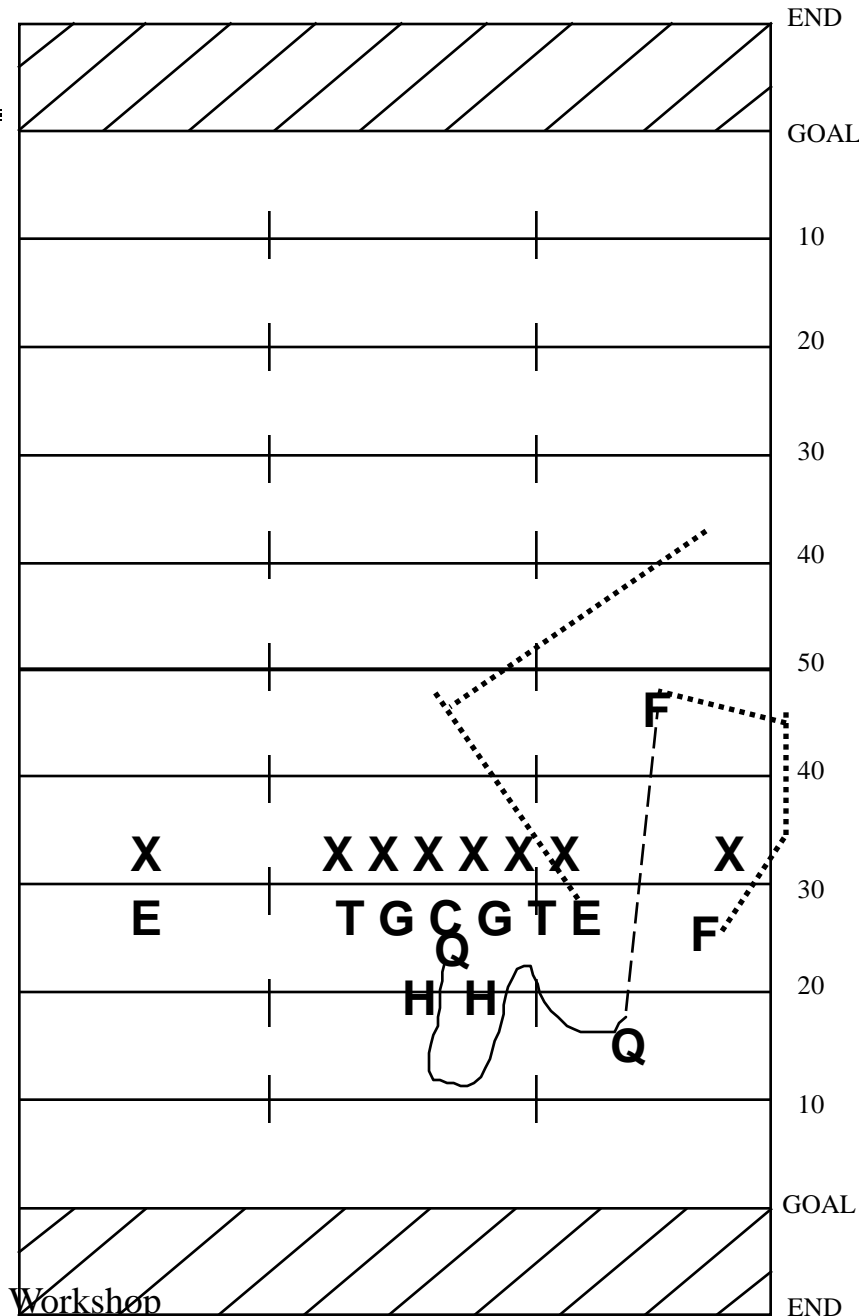
- If, to save loss of yardage or conserve time, a forward pass is thrown where no eligible Team A player has a reasonable opportunity to catch it. When in question, the Team A player has a reasonable opportunity to catch the pass.



THE PASSING GAME

ELIGIBILITY RULES

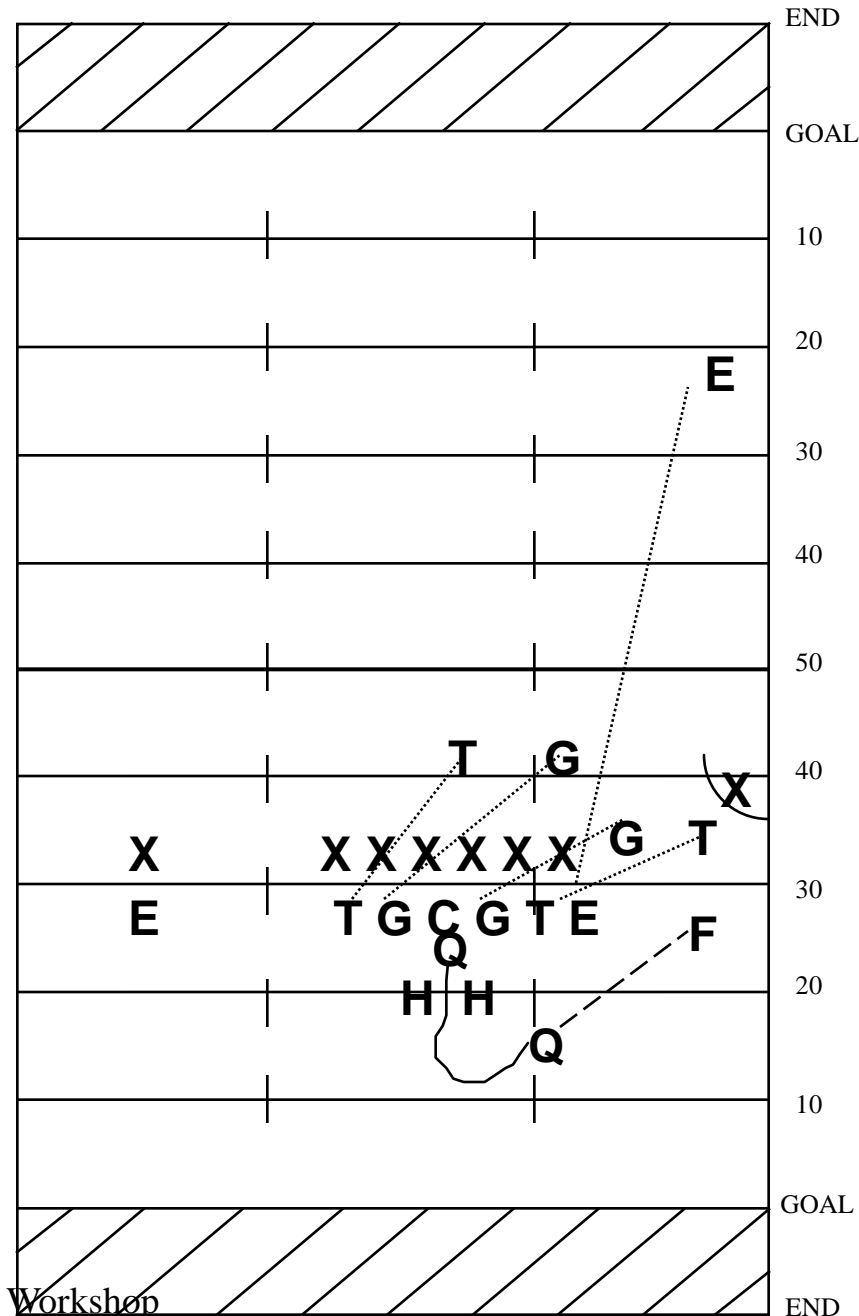
- Apply during a down when a legal forward pass is thrown.
- All Team B players
- Team A players
 - Not wearing Numbers 50 - 79
 - End Position, Backfield, or in position to take hand-to-hand snap.
- Eligibility Lost by Going Out of Bounds
- All players become eligible when a Team B player touches a legal forward pass.



THE PASSING GAME

INELIGIBLES DOWNFIELD

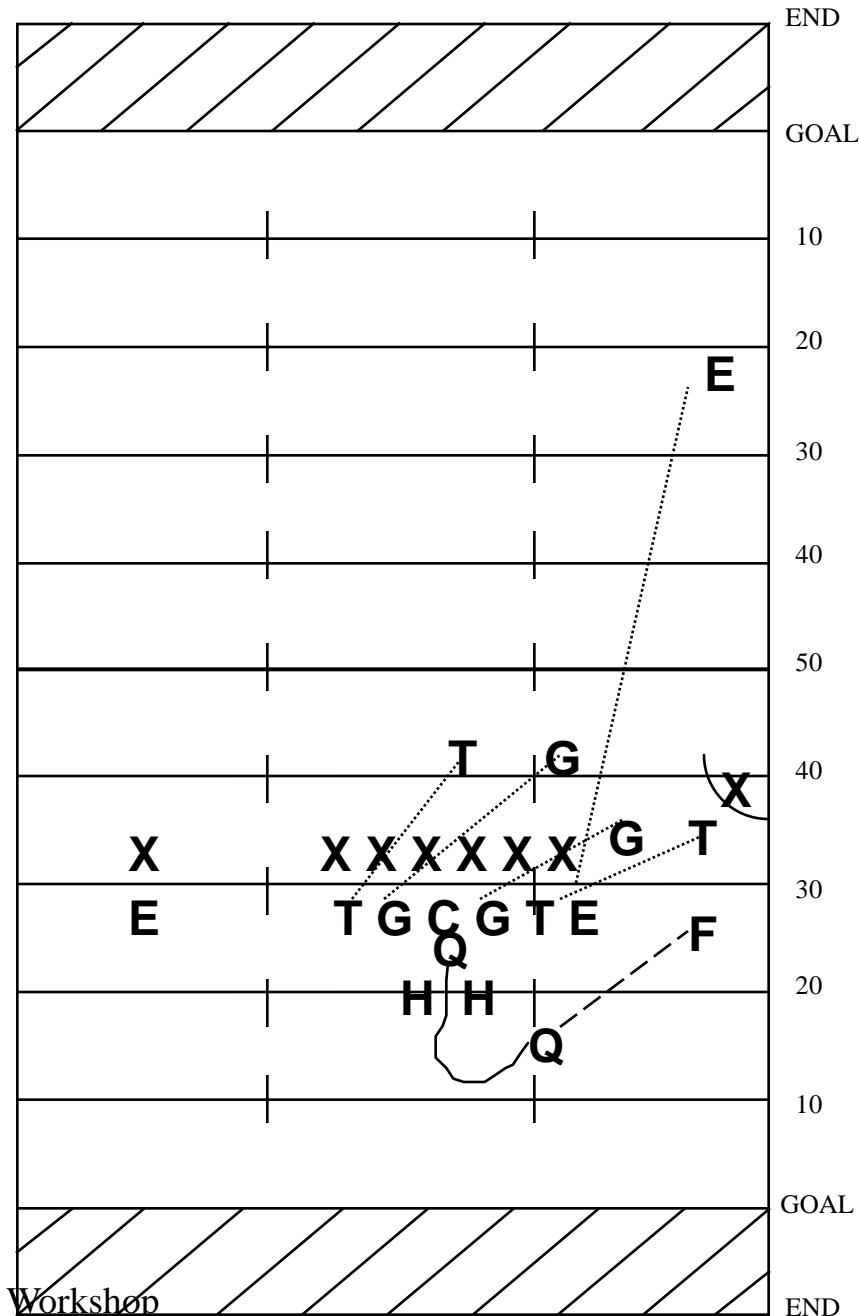
- No originally ineligible player shall be or have been beyond the neutral zone until a legal forward pass that crosses the neutral zone has been thrown.
 - 5 yards, previous spot
 - exceptions (maintain block)



THE PASSING GAME

ILLEGAL TOUCHING

- No originally ineligible player while inbounds shall **intentionally** touch a legal forward pass until it has touched an opponent.
 - 5 yards, previous spot



THE PASSING GAME

OFFENSIVE PASS INTERFERENCE

- OCCURS ONLY BEYOND NEUTRAL ZONE
- LEGAL FORWARD PASS WHICH CROSSES N.Z.
- OFFENSIVE PLAYERS ARE RESPONSIBLE TO AVOID OPPONENTS
- IT IS NOT OFFENSIVE PASS INTERFERENCE WHEN:
 - Block made within 1 yard of N.Z. and is continued to no more than 3 yards beyond N.Z.
 - Two or more eligible players are making a simultaneous and bona fide attempt to reach pass
 - Offensive player impedes but pass is not catchable

THE PASSING GAME

DEFENSIVE PASS INTERFERENCE

- OCCURS ONLY BEYOND NEUTRAL ZONE
- LEGAL FORWARD PASS WHICH CROSSES N.Z.
- INTENT TO IMPEDE ELIGIBLE OPPONENT IS OBVIOUS
- CATCHABLE FORWARD PASS
- OCCURS ONLY AFTER THE PASS IS THROWN
- IT IS NOT DEFENSIVE PASS INTERFERENCE WHEN:
 - Contact within 1 yard of N.Z.
 - Two or more eligible players are making a simultaneous and bona fide attempt to reach pass
 - Team B legally contacts before pass is thrown

THE PASSING GAME

CONTACT INTERFERENCE

- MAY LEGALLY INTERFERE
 - Behind the Neutral Zone
 - Beyond Neutral Zone after pass has been touched
- PASS INTERFERENCE RULES ONLY APPLY WHEN A LEGAL FORWARD PASS CROSSES THE NEUTRAL ZONE
- PHYSICAL CONTACT IS REQUIRED FOR PASS INTERFERENCE
- INCIDENTAL CONTACT - NO FOUL

THE PASSING GAME

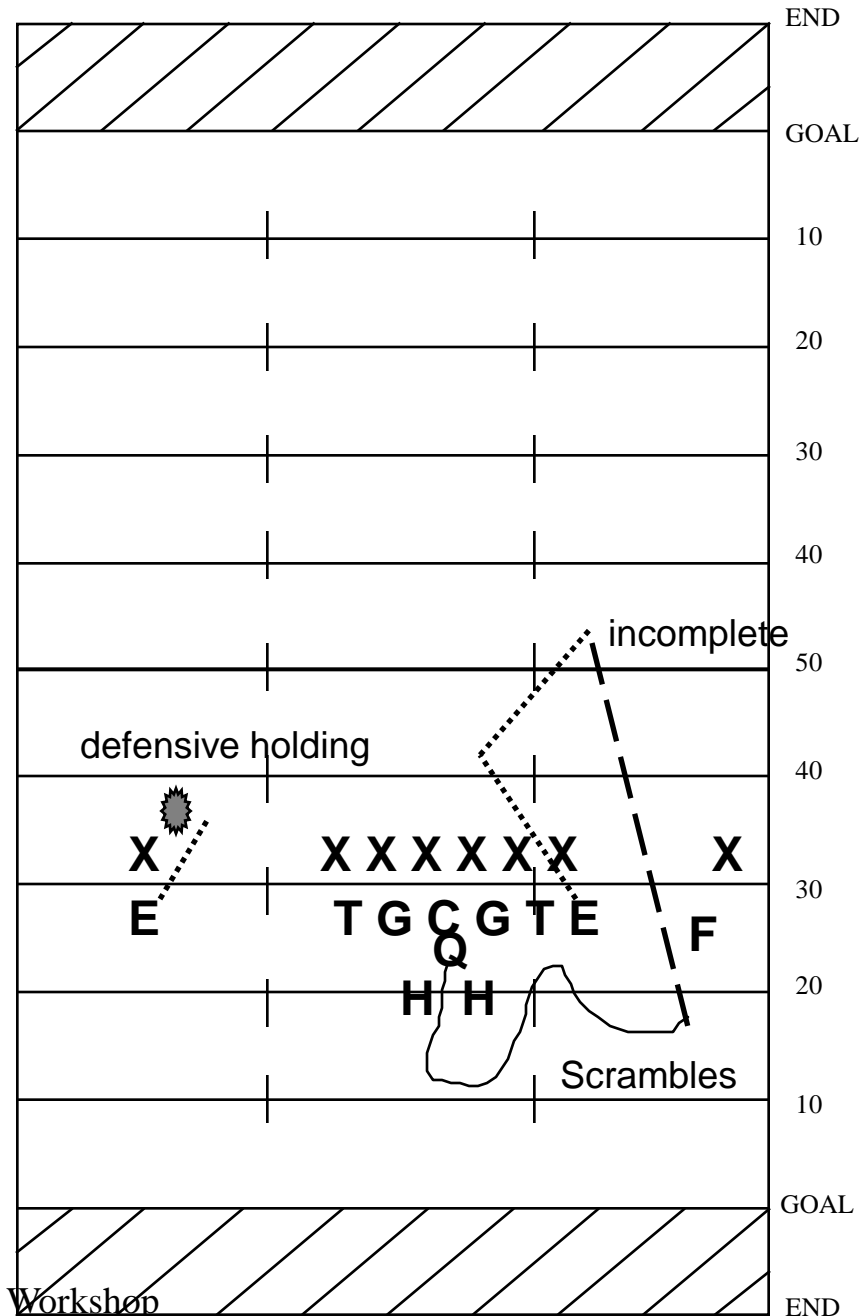
CONTACT INTERFERENCE

- TACKLING OR GRASPING THE RECEIVER IS EVIDENCE TACKLER IS DISREGARDING THE BALL
- FOULS OCCURRING AFTER THE PASS IS TOUCHED ARE NOT PASS INTERFERENCE, BUT ARE FOULS
- TACKLING WHEN FORWARD PASS IS OBVIOUSLY OVERTHROWN IS NOT PASS INTERFERENCE, BUT IS A FOUL

THE PASSING GAME

PASSING PLAY ENFORCEMENT

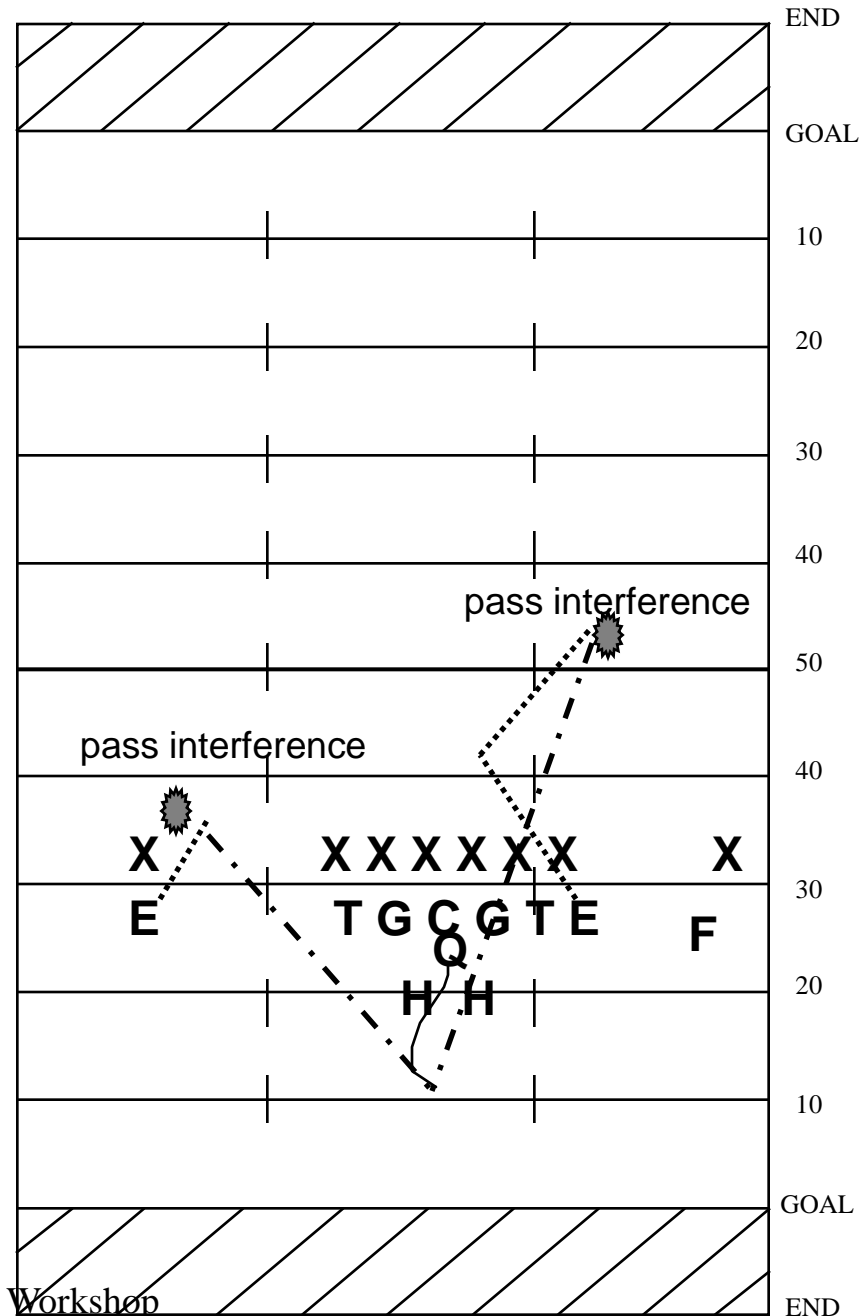
- WHEN A LEGAL FORWARD PASS CROSSES THE NEUTRAL ZONE DURING A FORWARD PASS PLAY AND A CONTACT FOUL THAT IS NOT PASS INTERFERENCE IS COMMITTED, THE ENFORCEMENT SPOT IS THE PREVIOUS SPOT.
- PENALIZE TEAM "B" 10 YARDS FROM THE PREVIOUS SPOT -- **THIS WILL ALSO BE AN AUTOMATIC FIRST DOWN**



THE PASSING GAME

PASSING PLAY ENFORCEMENT

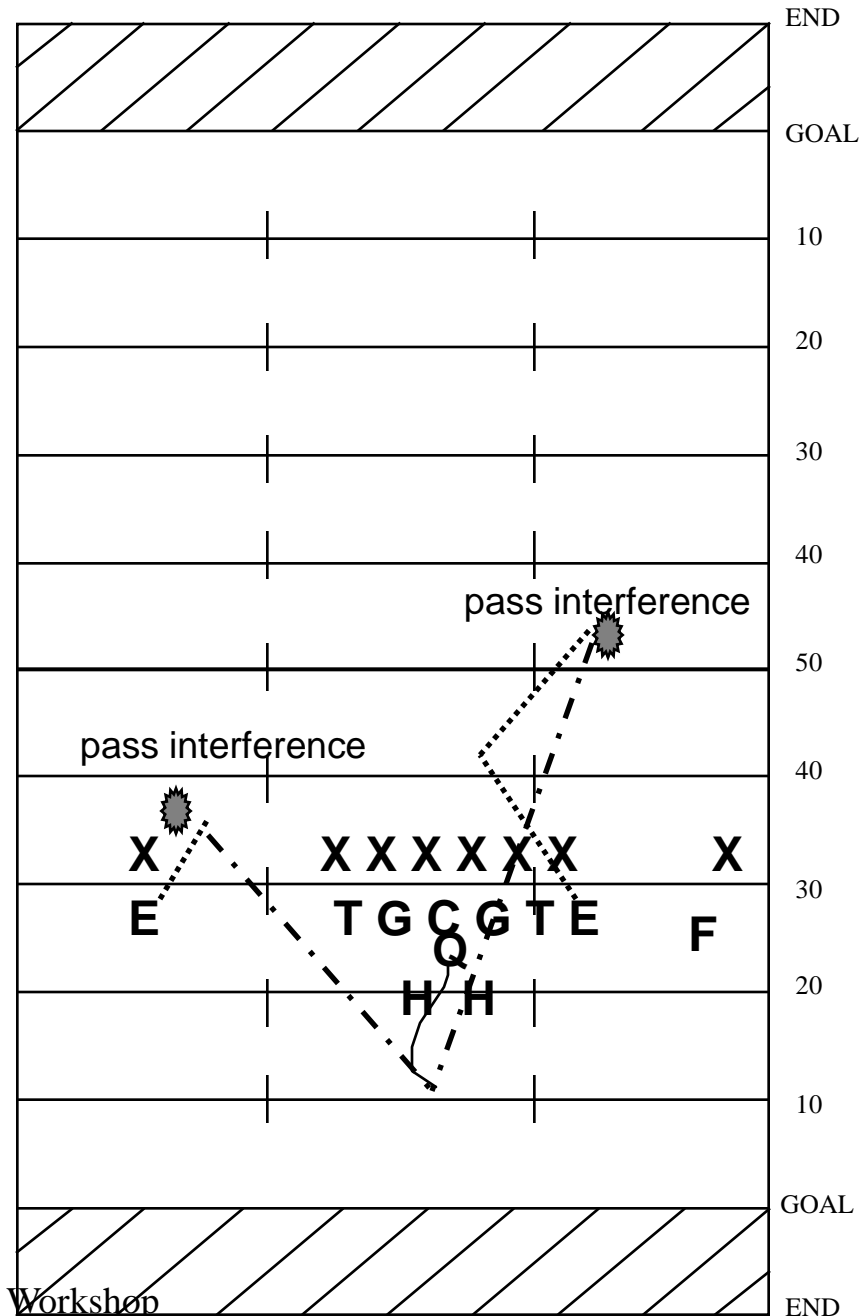
- DEFENSIVE PASS INTERFERENCE IS CONTACT BEYOND THE NEUTRAL ZONE BY A TEAM B PLAYER WHOSE INTENT TO IMPEDE AN ELIGIBLE OPPONENT IS OBVIOUS AND IT COULD PREVENT THE OPPONENT THE OPPORTUNITY OF RECEIVING A CATCHABLE FORWARD PASS



THE PASSING GAME

PASSING PLAY ENFORCEMENT

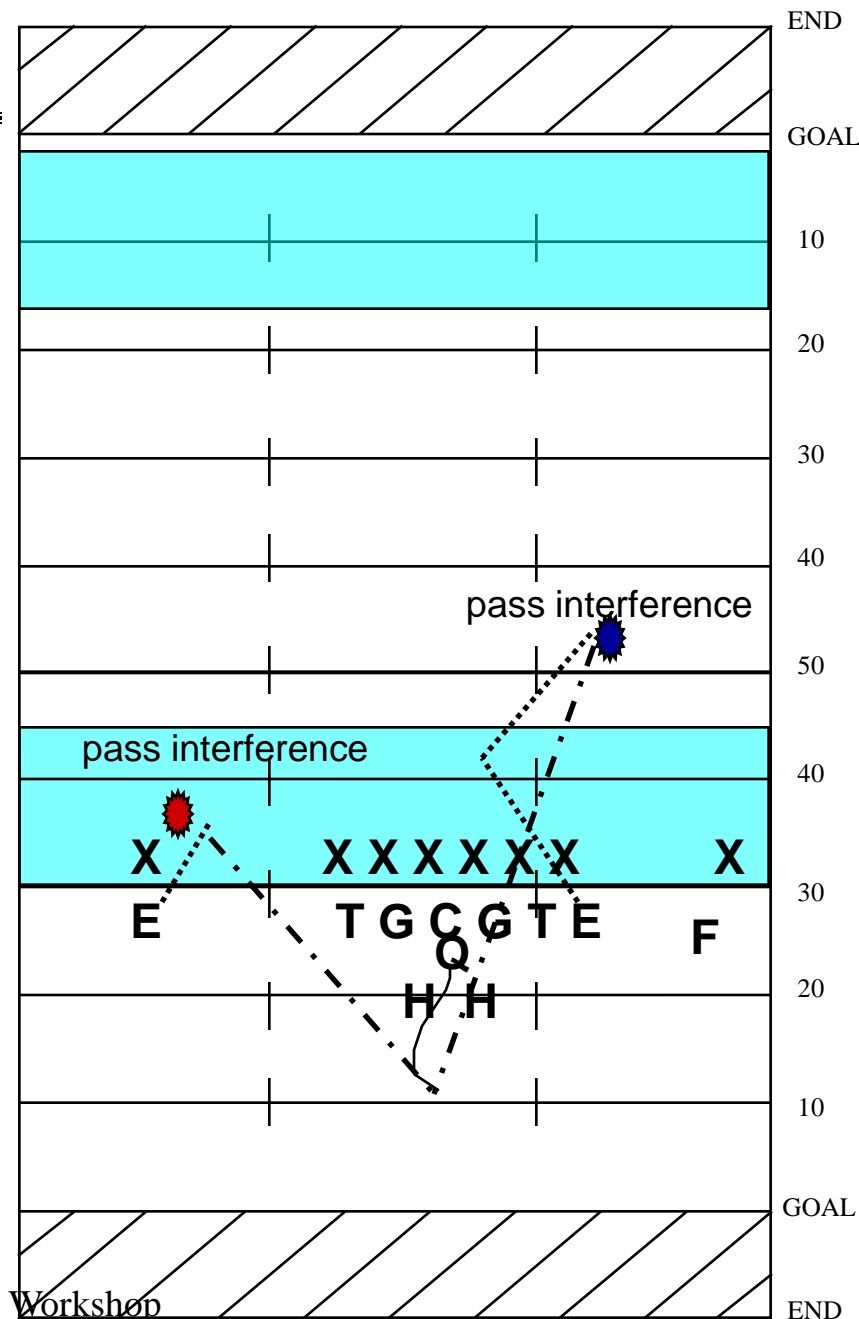
- PENALIZE TEAM "B" 15 YARDS FROM THE PREVIOUS SPOT WHEN FOUL OCCURS MORE THAN 15 YARDS BEYOND NEUTRAL ZONE
- SPOT FOUL WHEN LESS THAN 15 YARDS BEYOND THE NEUTRAL ZONE



THE PASSING GAME

PASS INTERFERENCE ENFORCEMENT

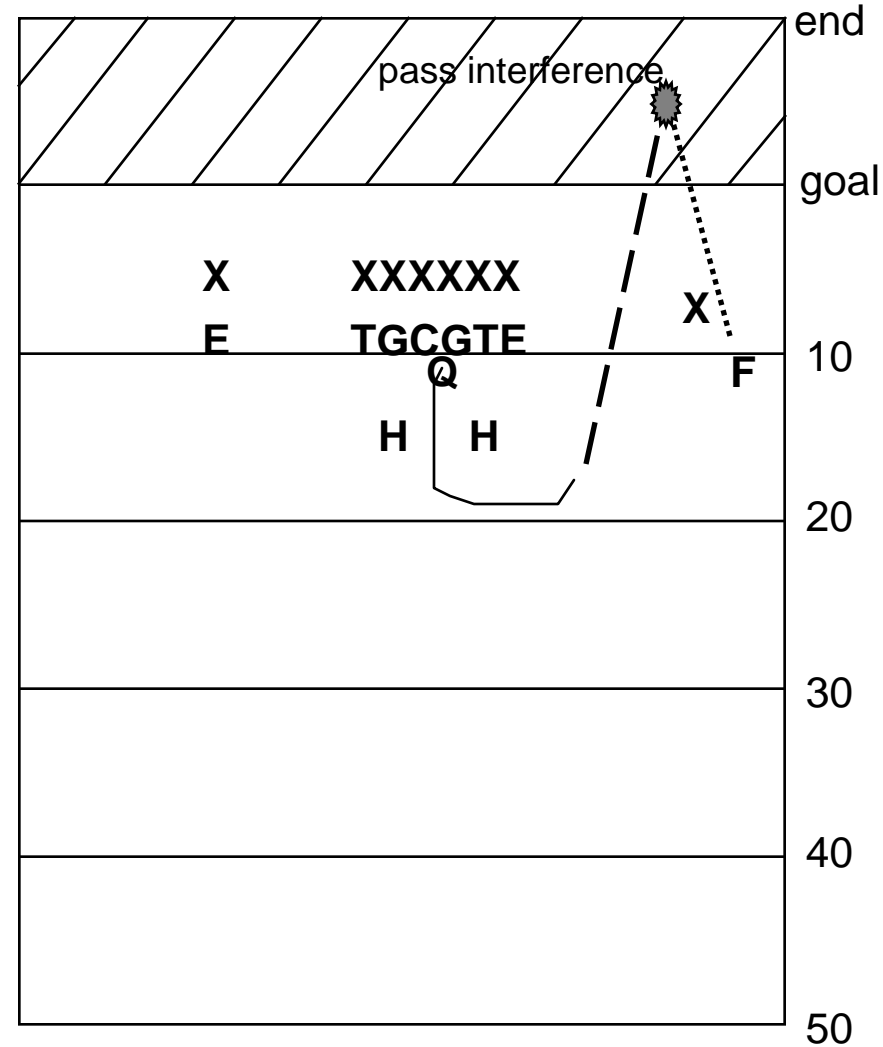
- VISUALIZE A WINDOW THAT IS 15 YARDS IN LENGTH, STARTING FROM THE LINE OF SCRIMMAGE
- FOULS **INSIDE** THE WINDOW ARE PENALIZED AS SPOT FOULS
- FOULS **OUTSIDE** THE WINDOW ARE PENALIZED FROM THE PREVIOUS SPOT AND LEAVE THE BALL AT THE FRONT END OF THE WINDOW.
- AS THE LINE OF SCRIMMAGE MOVES DOWNFIELD, SO DOES THE WINDOW



THE PASSING GAME

PASSING PLAY ENFORCEMENT

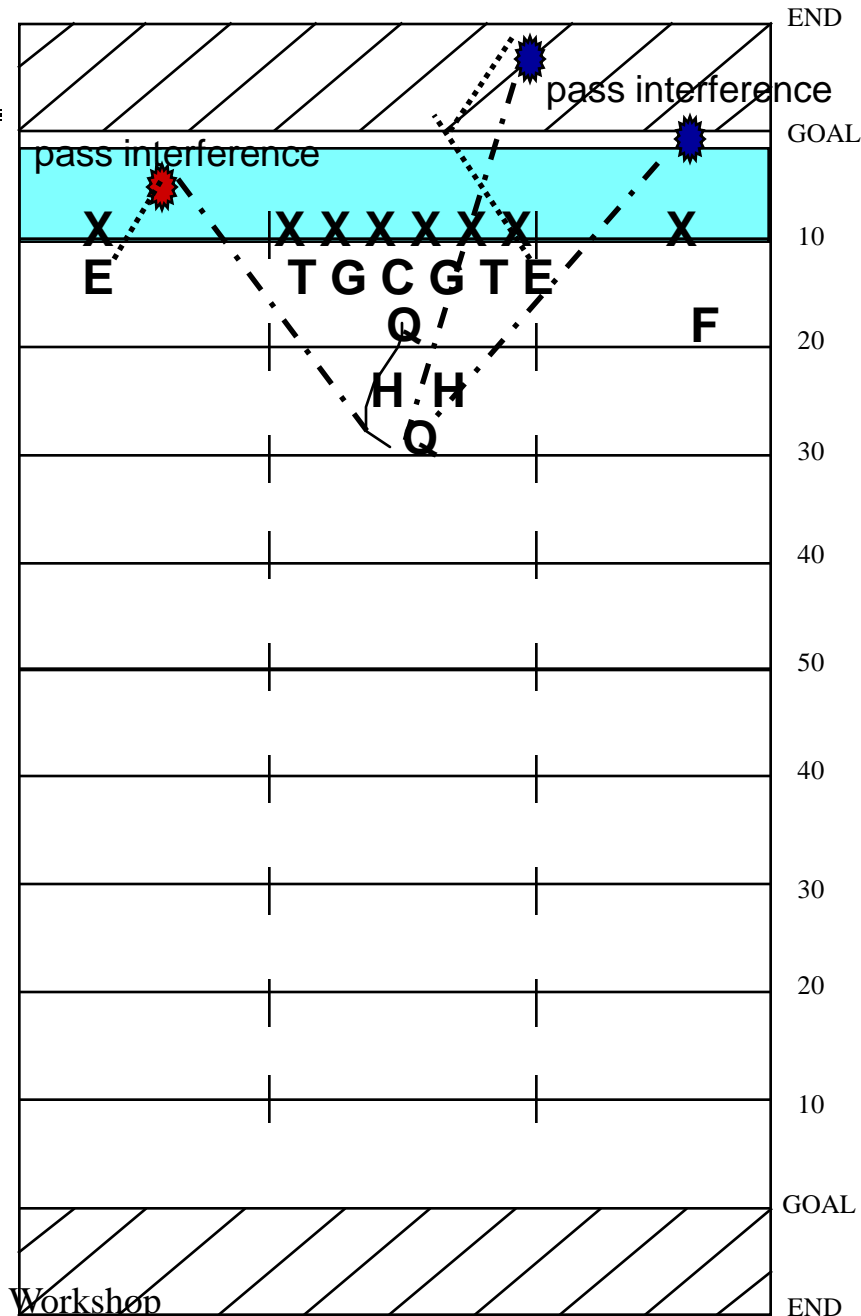
- WHEN THE BALL IS SNAPPED BETWEEN THE TEAM "B" 17 YARD LINE AND THE TEAM "B" 2 YARD LINE AND THE SPOT OF THE FOUL IS BEYOND THE 2 YARD LINE, THE PENALTY FROM THE PREVIOUS SPOT SHALL PLACE THE BALL AT THE 2 YARD LINE.
- DO NOT USE HALF THE DISTANCE ENFORCEMENT UNLESS THE BALL IS SNAPPED FROM INSIDE THE 2 YARD LINE
- AUTOMATIC 1st DOWN AT THE 2 YARD LINE



THE PASSING GAME

PASSING PLAY ENFORCEMENT

- ONCE THE LINE OF SCRIMMAGE IS ON OR INSIDE THE 17 YARD LINE, THE FRONT END OF THE WINDOW IS “FIXED” AT THE 2 YARD LINE.
- THE WINDOW BEGINS TO CLOSE DOWN AND BECOMES LESS THAN 15 YARDS IN LENGTH.
- FOULS **INSIDE** THE WINDOW ARE STILL SPOT FOULS.
- FOULS **OUTSIDE** THE WINDOW ARE STILL PENALIZED FROM THE PREVIOUS SPOT AND THE BALL PLACED AT THE FRONT END OF THE WINDOW.



PASSING GAME KEYS

DEFINITIONS

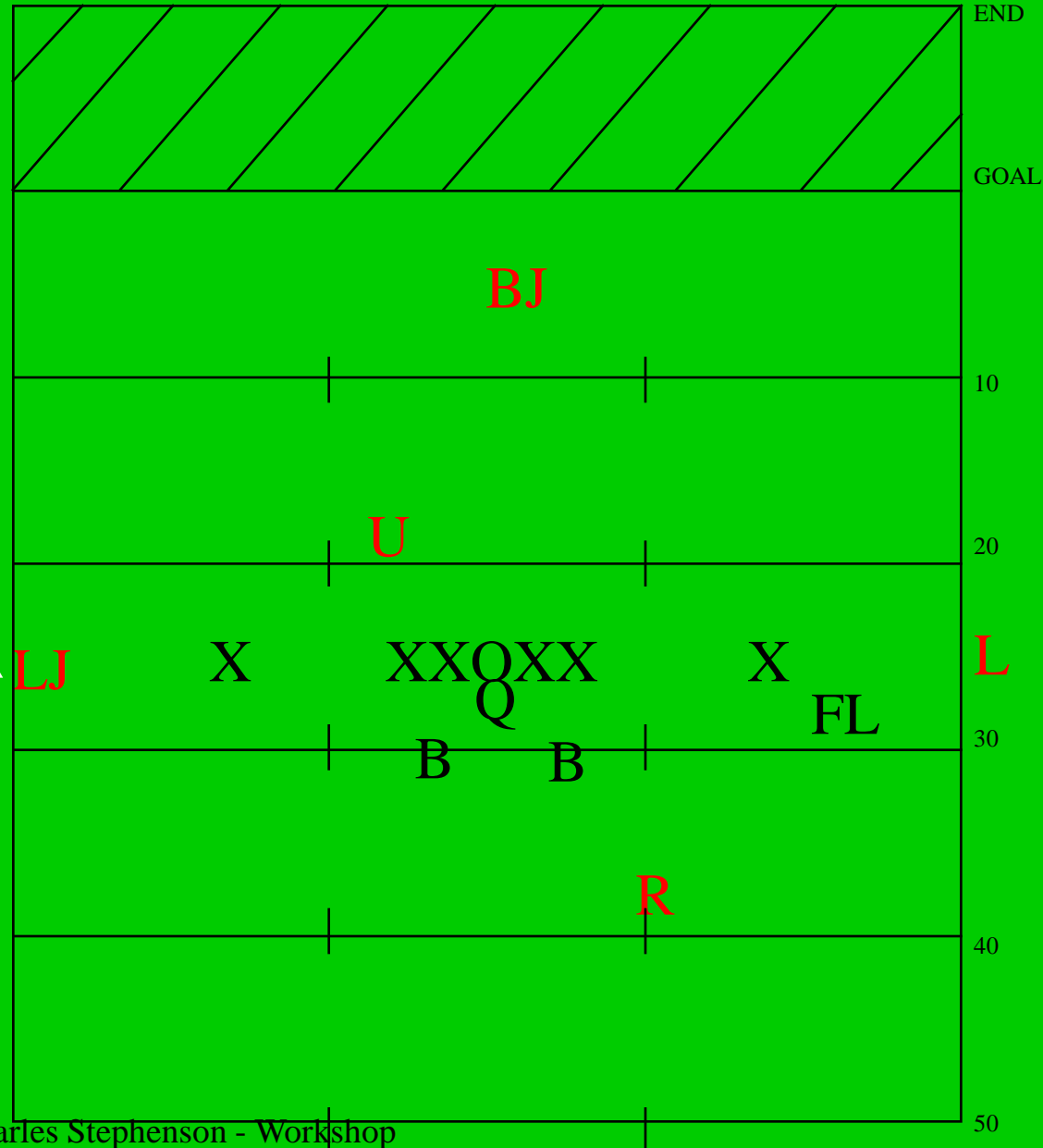
- **STRENGTH OF THE FORMATION**
 - Determined by the **number of eligible receivers** on a particular side of the offensive formation. Strength has nothing to do with the number of linemen on each side of the center, but rather the number of eligible receivers **outside the tackles**. If there is no strong side, strength is declared to LJ's side.

PASSING GAME KEYS

- **TIGHT END** – The **end man** on the line of scrimmage lined up **no more than four yards** from the nearest offensive lineman.
- **BACK IN BACKFIELD** – A player in the **backfield between the tackles** at the snap.
- **TWINS** – **Two receivers** outside the offensive tackle on **both sides** of the formation
- **TRIPS** – Three or more receivers outside the offensive tackles on the same side of the ball
- **QUADS** – Four receivers outside the tackle on the same side of the ball

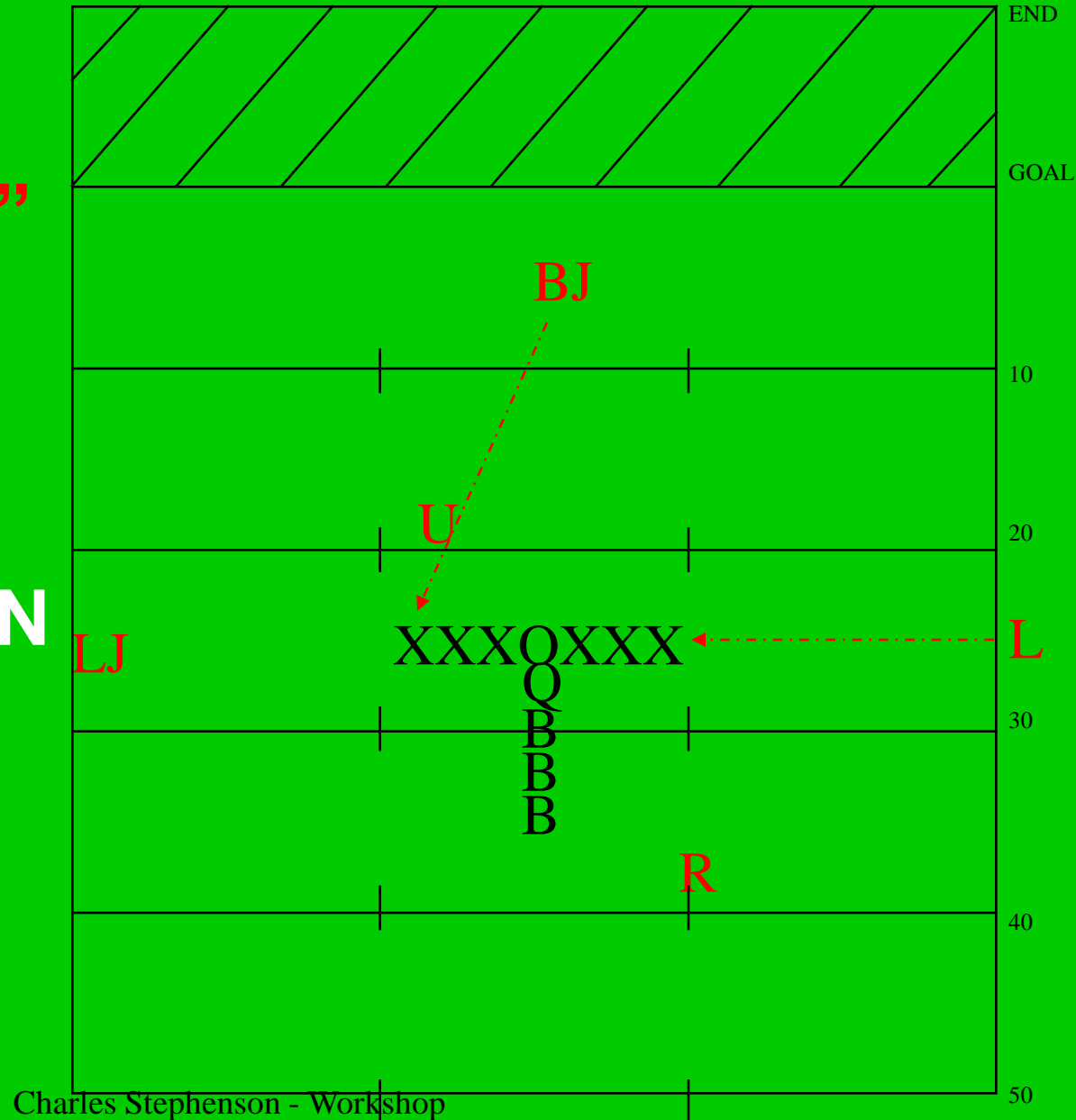
PASSING GAME KEYS

- BJ KEY IS FIRST PRIORITY
- BASED ON THE STRENGTH OF FORMATION
- NORMALLY TIGHT END
- GREATEST RESPONSIBILITY FOR RECEIVERS MORE THAN EIGHT YARDS BEYOND NZ
- MOTION CAN CHANGE KEY, SNAPSHOT AT SNAP



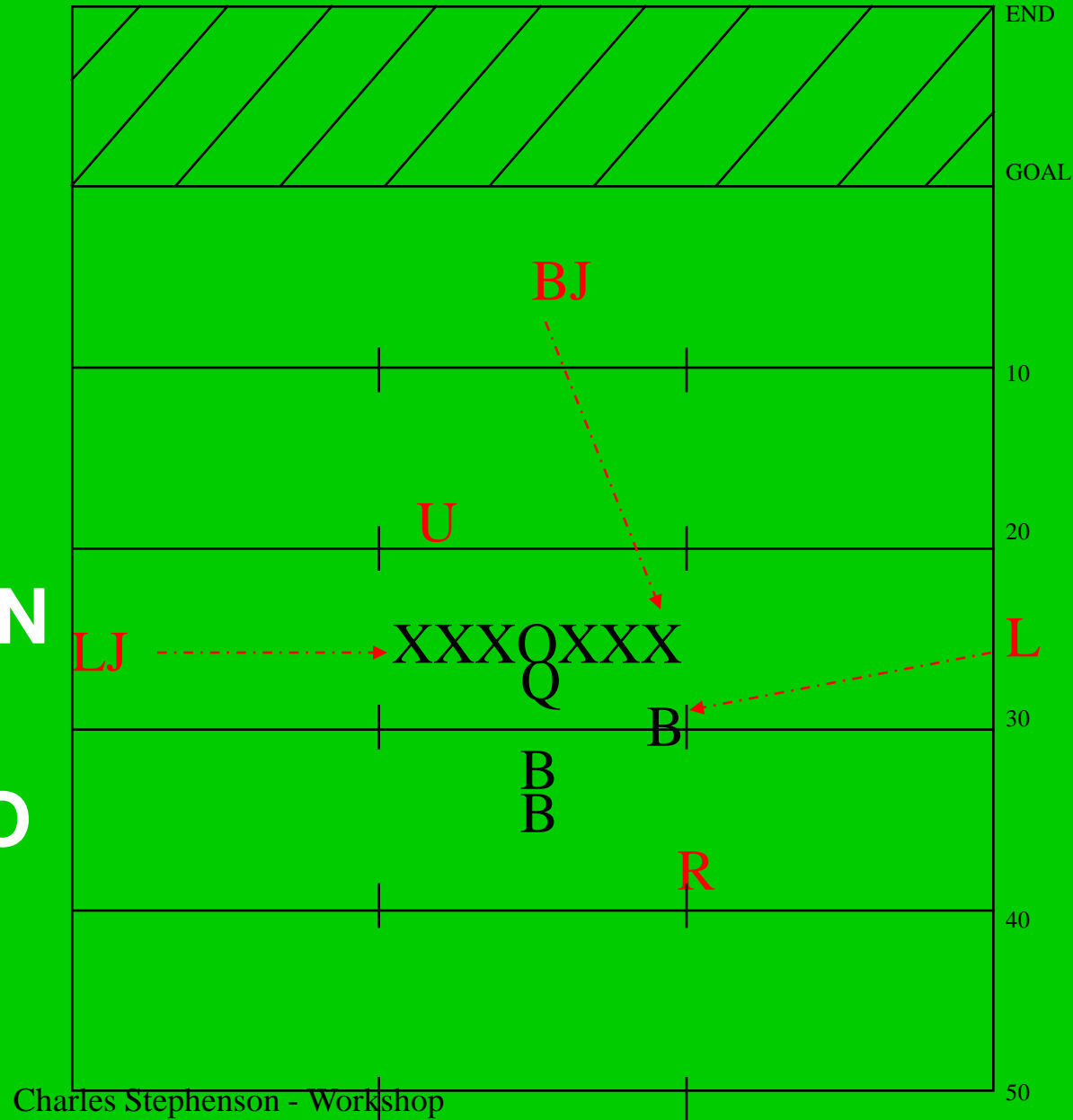
PASSING GAME KEYS

- **BALANCED FORMATION "I"**
- **DECLARE STRENGTH TO LJ SIDE**
- **BJ HAS END ON LJ SIDE**
- **L HAS END TO HIS SIDE**



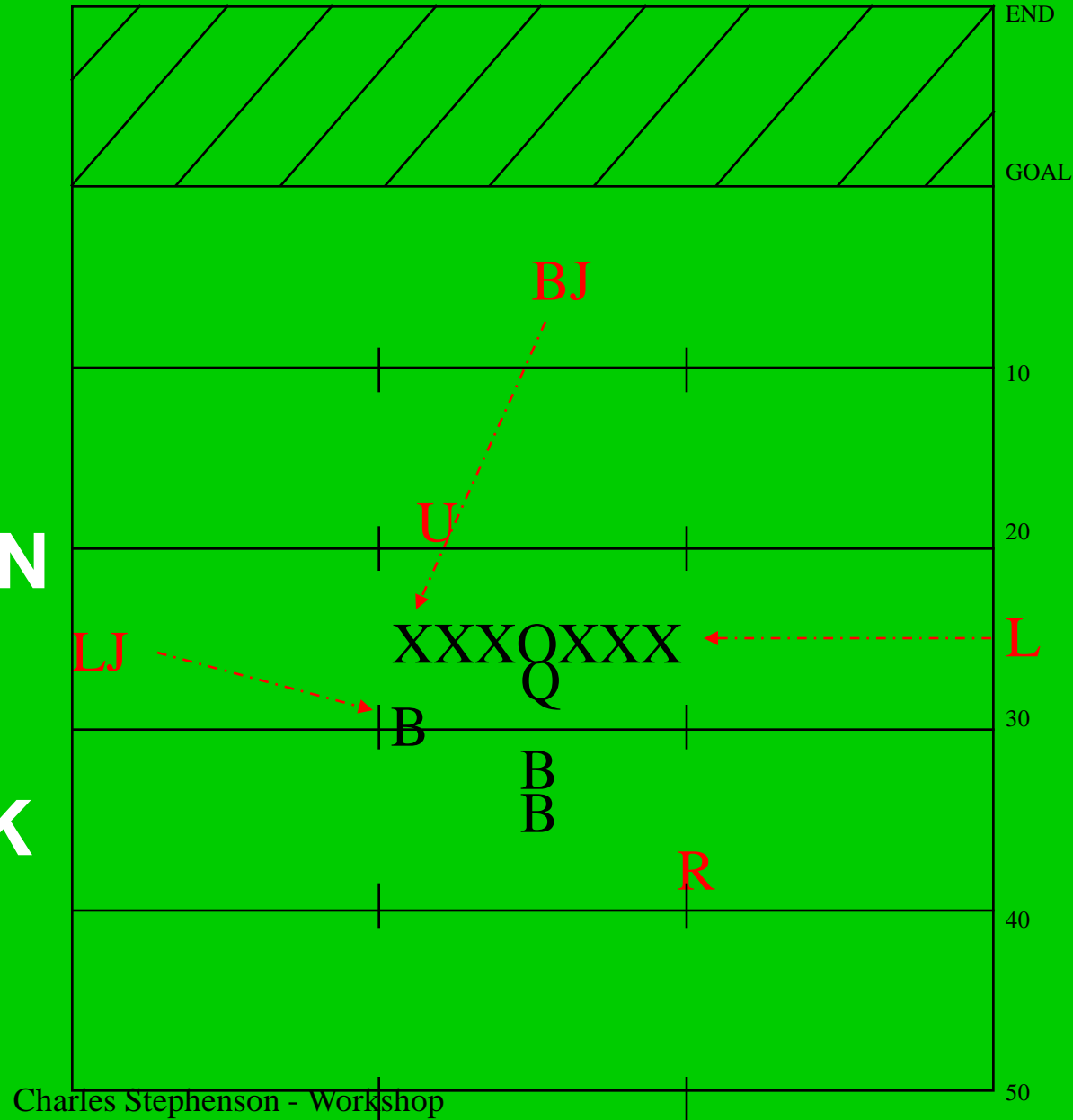
PASSING GAME KEYS

- **STRENGTH TO L's SIDE**
- **BACK SHOWS STRENGTH TO L's SIDE**
- **BJ HAS END ON L's SIDE**
- **LJ HAS END TO HIS SIDE**



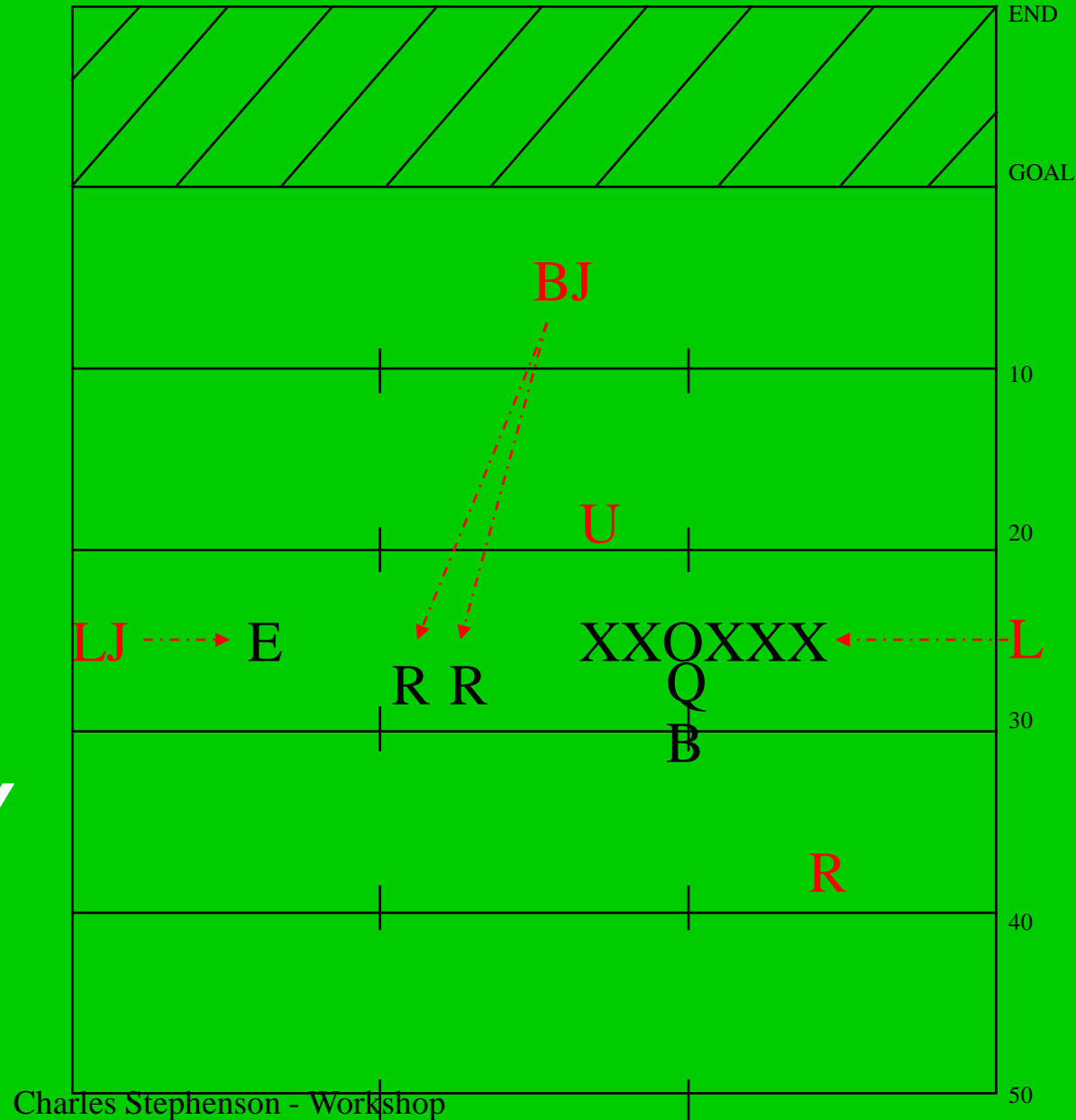
PASSING GAME KEYS

- **STRENGTH TO LJ's SIDE**
- **BACK SHOWS STRENGTH TO LJ's SIDE**
- **BJ HAS END ON LJ's SIDE**
- **LJ KEYS THE OUTSIDE BACK**
- **L HAS END TO HIS SIDE**



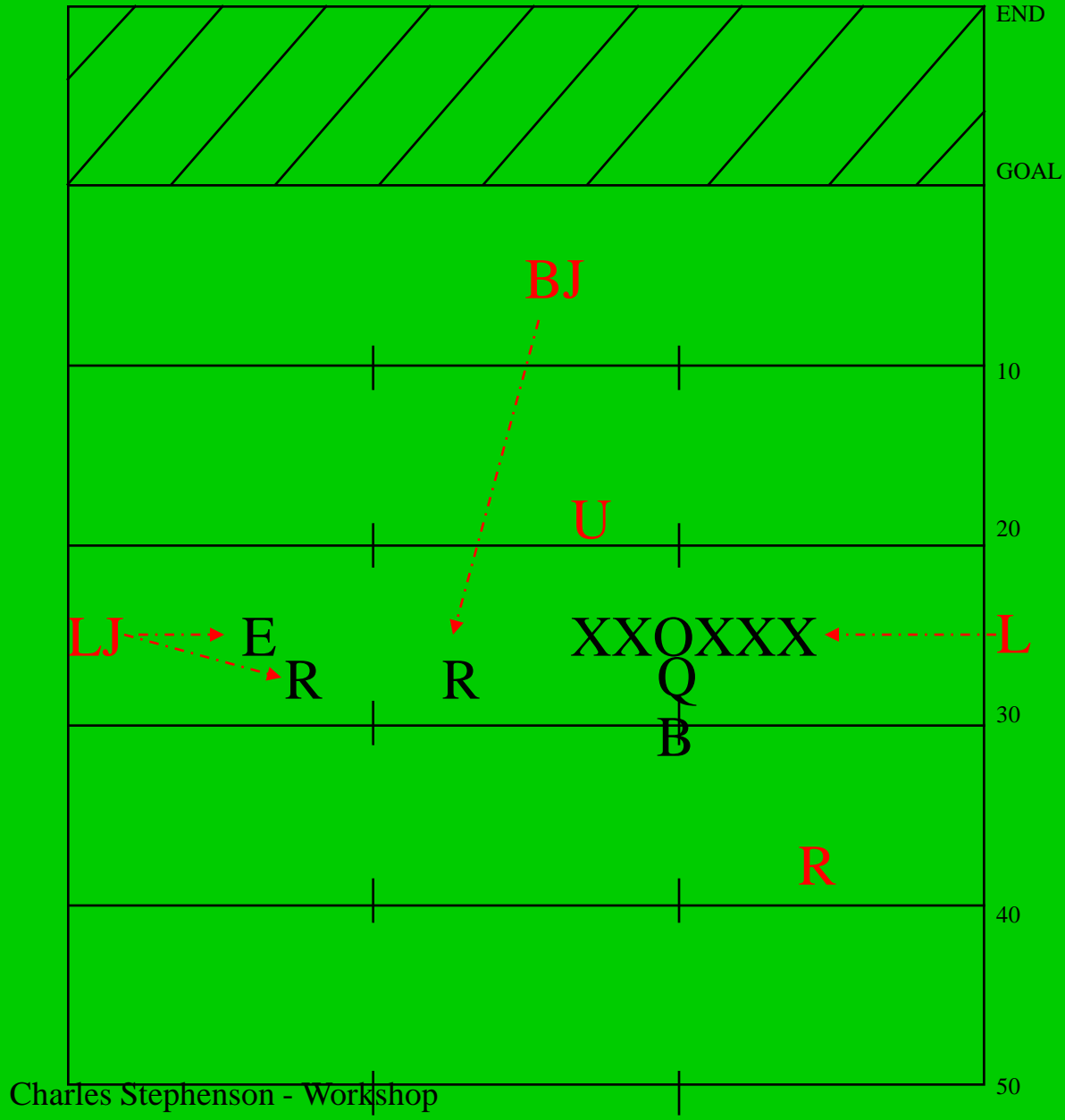
PASSING GAME KEYS

- **TRIPS**
- **CLUSTERED RECEIVERS BECOME KEY OF NEAREST OFFICIAL**
- **REMAINING RECEIVER BECOMES KEY OF OTHER OFFICIAL**



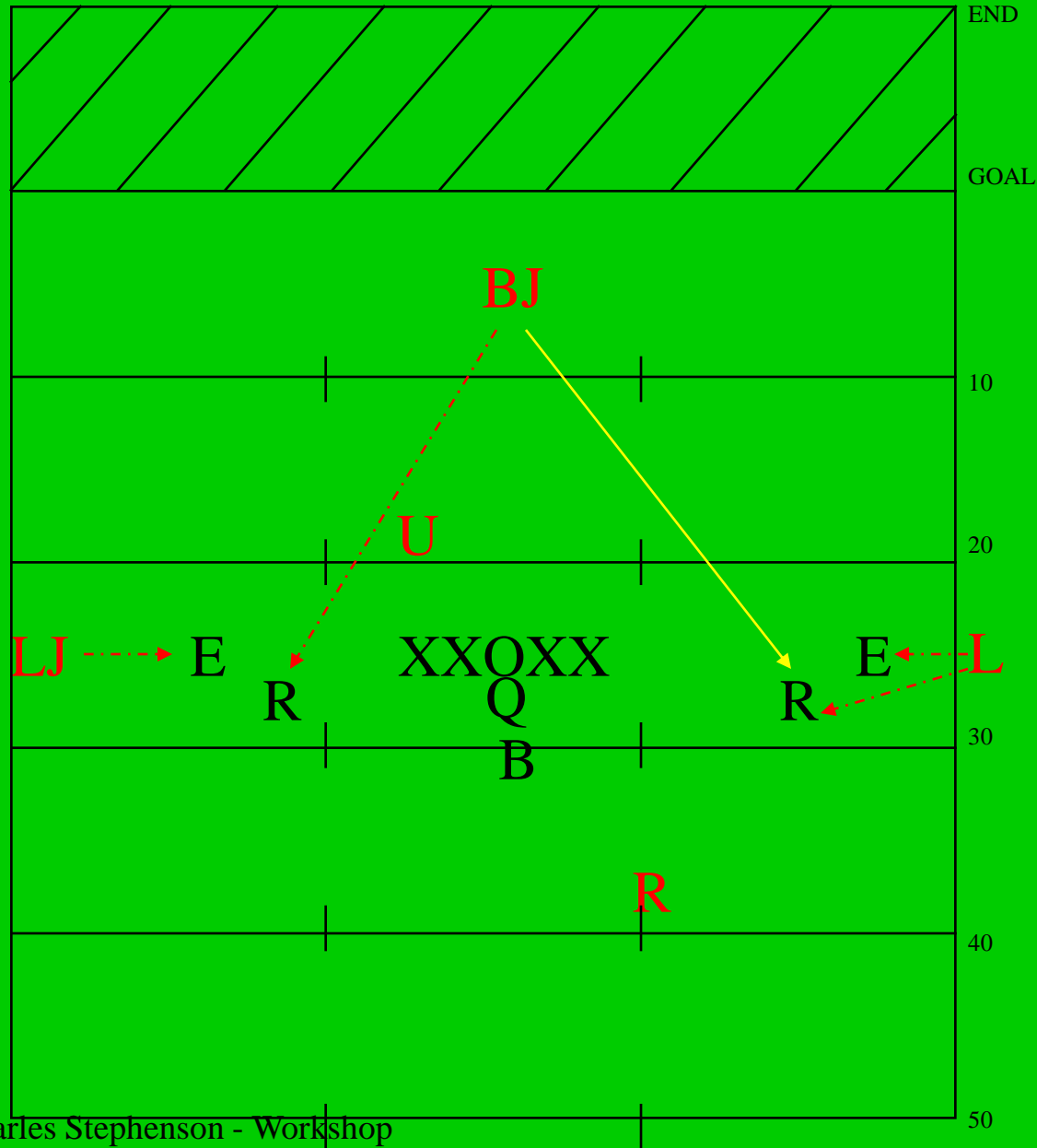
PASSING GAME KEYS

- **TRIPS**



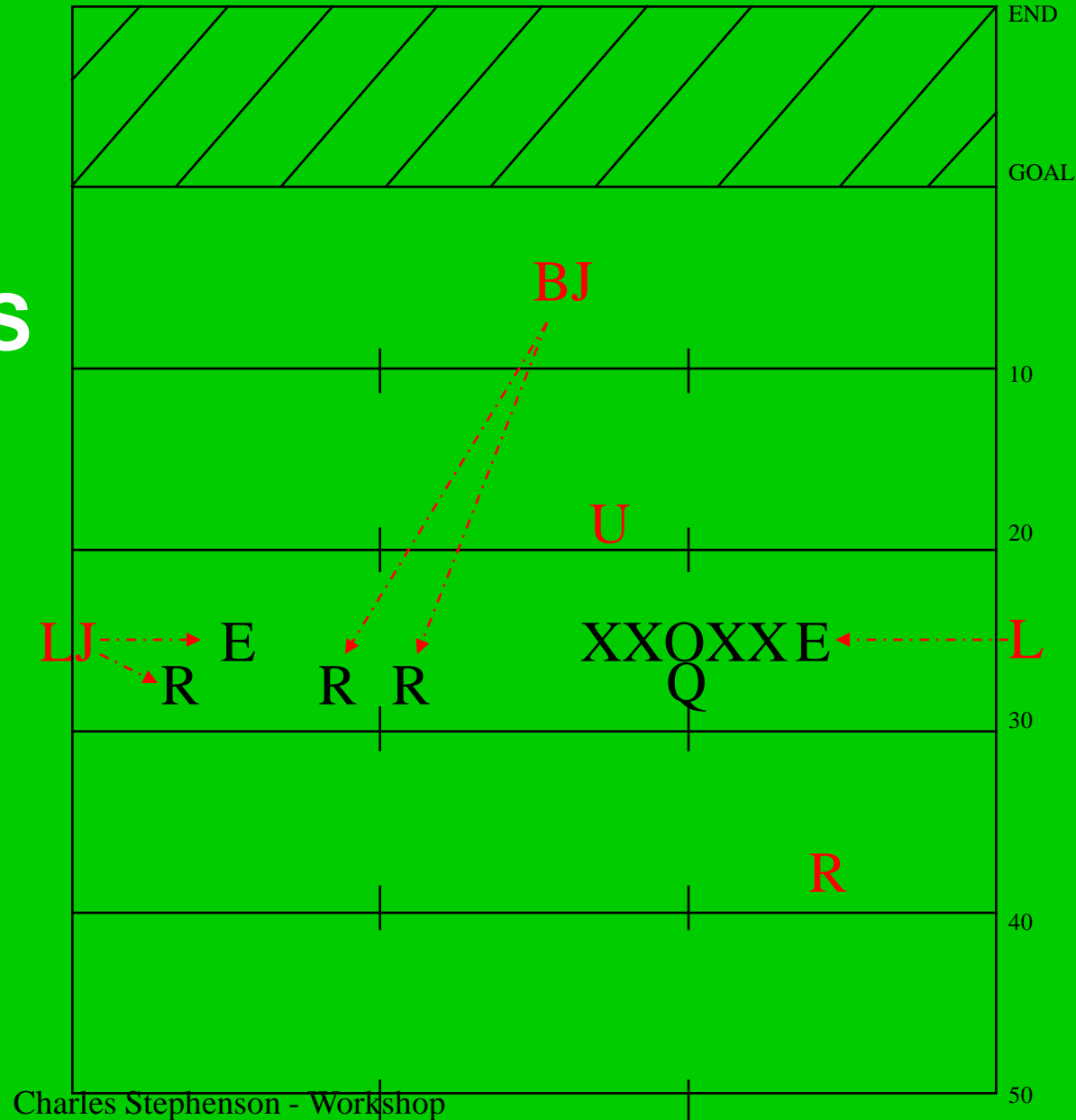
PASSING GAME KEYS

- **TWINS**
- **STRENGTH DECLARED TO LJ's SIDE**
- **BJ KEYS 2nd RECEIVER FROM SIDELINE**
- **BJ MUST SHIFT ATTENTION AS SOON AS POSSIBLE**



PASSING GAME KEYS

- **QUADS**
- **FLANK**
- **OFFICIAL KEYS**
- **TWO OUTSIDE RECEIVERS**
- **BJ WILL KEY THE TWO INSIDE RECEIVERS**



PASSING GAME KEYS

- **STACKED TRIPS**
- **FLANK**
- **OFFICIAL KEYS**
- **FRONT TWO RECEIVERS**
- **BJ WILL KEY THE BACK TWO RECEIVERS**

