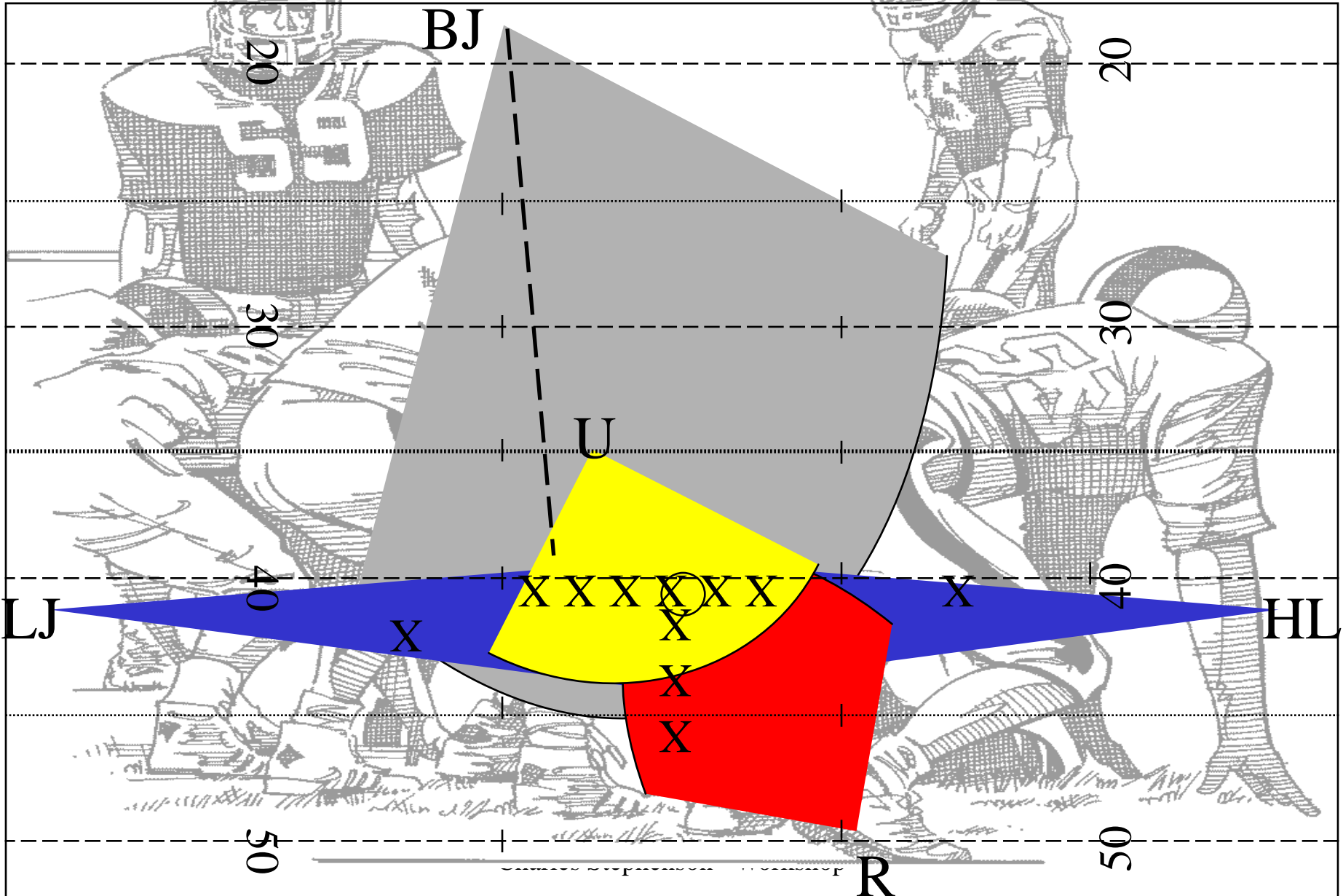


THE RUNNING GAME -PRIOR TO SNAP

OUTLINE

- **POSITIONING OF OFFICIALS**
- **RESPONSIBILITIES OF OFFICIALS**
- **SCRIMMAGE REQUIREMENTS**
 - **OFFENSE**
 - **DEFENSE**
- **POTENTIAL PENALTIES, PRIOR TO THE SNAP**
- **COMMUNICATION AMONG OFFICIALS**

THE RUNNING GAME - PRIOR TO SNAP



REFEREE MECHANICS - PRIOR TO SNAP

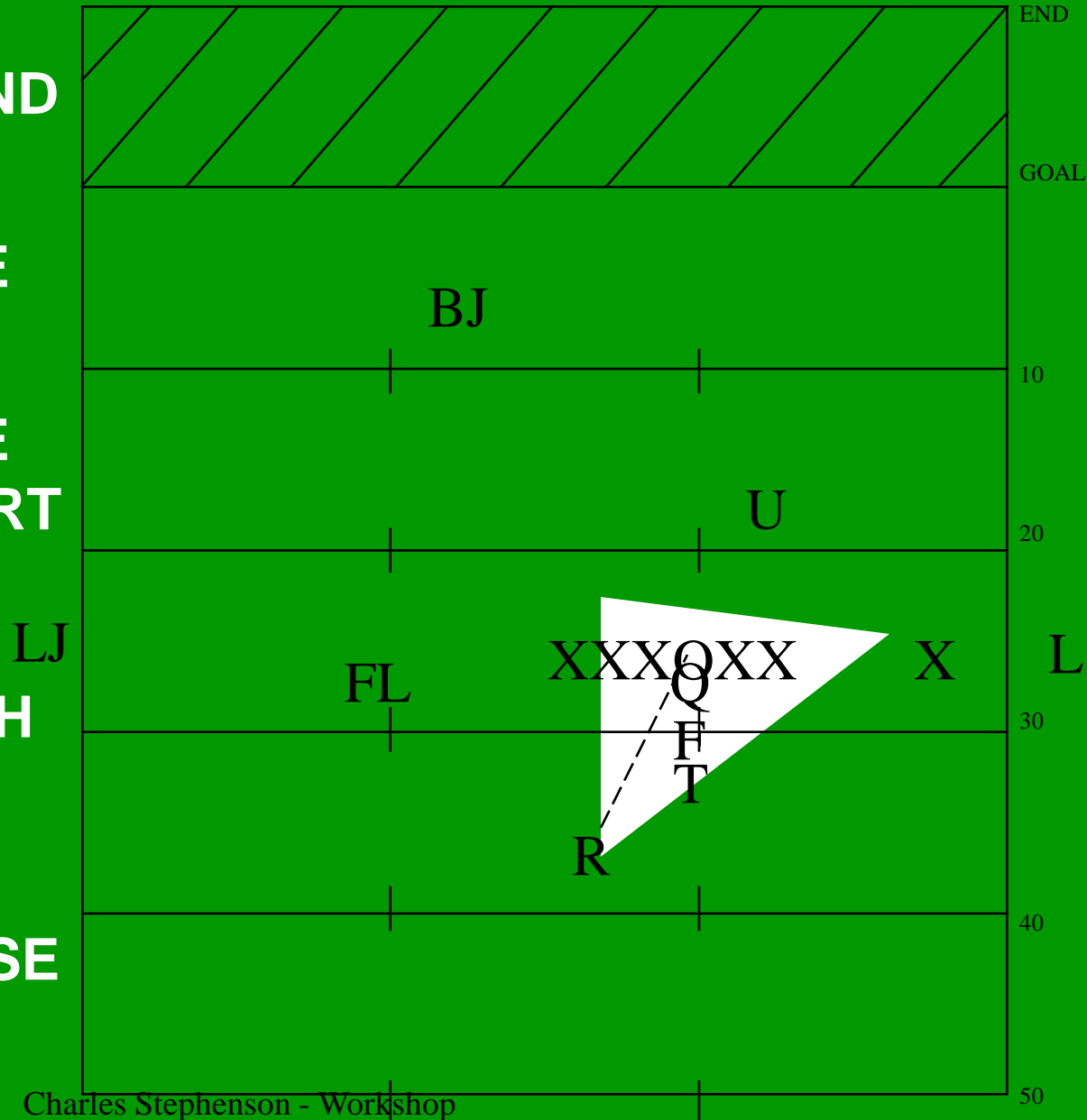
2 TO 3 YARDS BEHIND
BACKS

IN POSITION TO SEE
BALL, LEGAL SNAP

IN POSITION TO SEE
BACKS, FALSE START

INITIAL ACTION WITH
TACKLE ON YOUR
SIDE

COUNT THE OFFENSE



UMPIRE MECHANICS - PRIOR TO SNAP

VARY POSITION
BASED ON
FORMATION

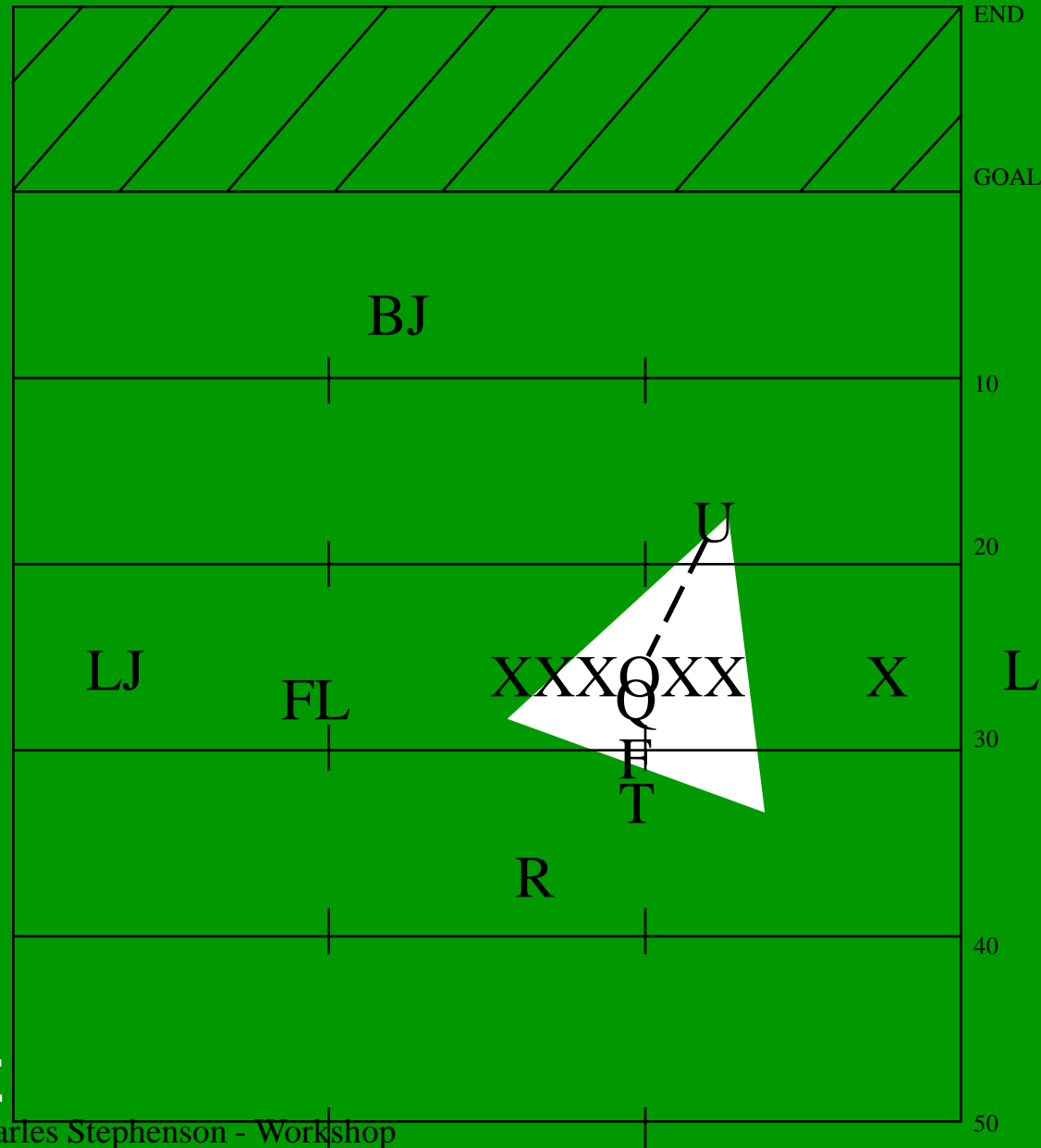
5 – 7 YARDS FROM NZ

INITIAL ACTION OF
LINEMEN OTHER
THAN R'S TACKLE

AWARE OF
INELIGIBLES

ALERT FOR
DISCONCERTING
SIGNALS

COUNT THE OFFENSE



BACK JUDGE MECHANICS - PRIOR TO SNAP

18 TO 22 YARDS
BEYOND NZ; BEHIND
DEFENSE

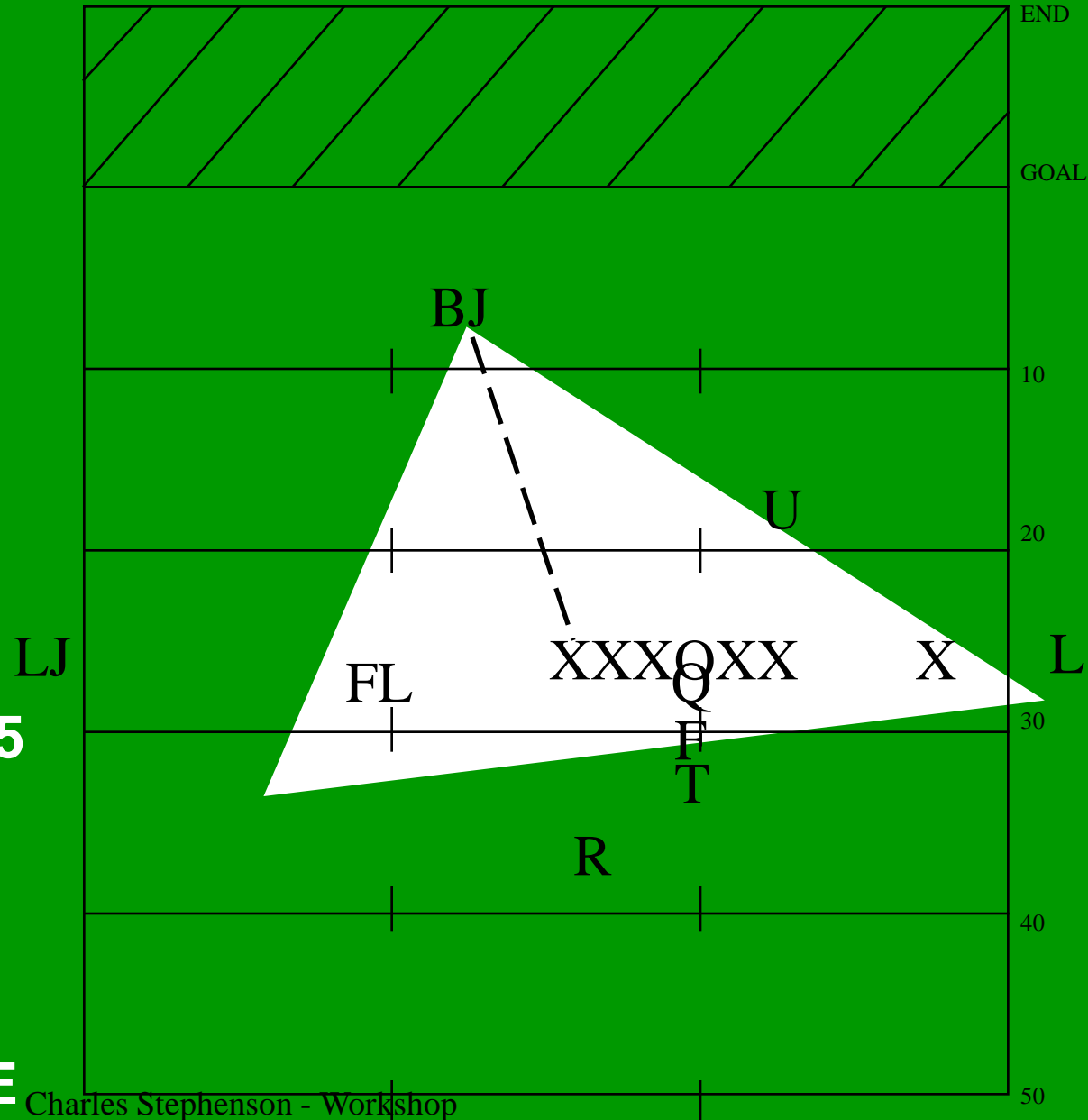
KEY ON STRENGTH
OF FORMATION

ACTION ON TIGHT
END (NORMALLY)

RESPONSIBLE FOR 25
SECOND COUNT

ALERT FOR 9-YARD
MARK VIOLATIONS

COUNT THE DEFENSE



HEAD LINESMAN MECHANICS - PRIOR TO SNAP

WIDE; outside the sidelines

GIVE RECEIVER EXTENDED FOOT

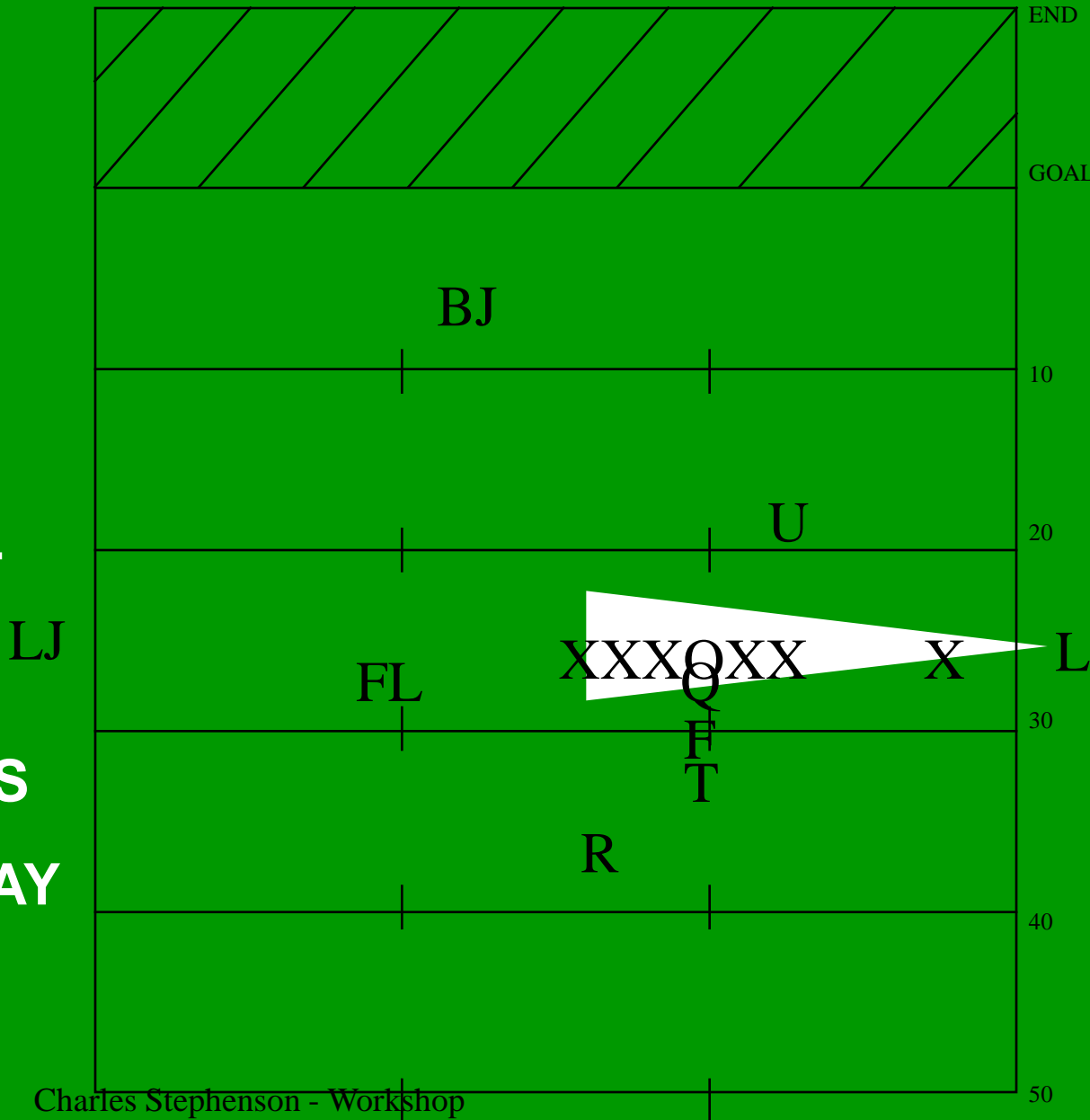
HAND SIGNAL LJ, IF NECESSARY

OBSERVE NEUTRAL ZONE INFRACTIONS

ALERT FOR FALSE START INFRACTIONS

MAN IN MOTION AWAY FROM YOU

SUPERVISION OF CHAINS



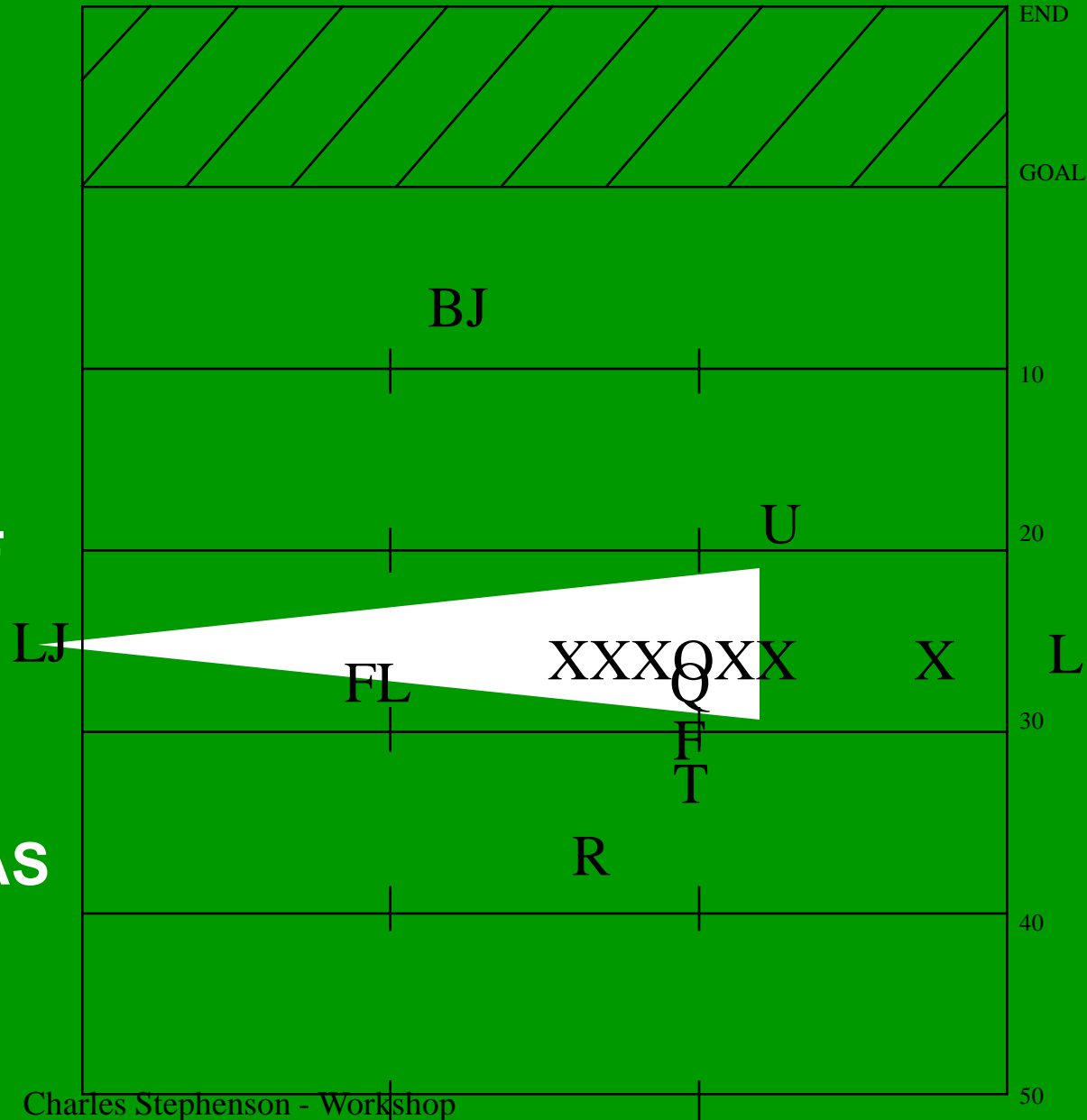
LINE JUDGE MECHANICS - PRIOR TO SNAP

WIDE; OUTSIDE THE SIDELINES

ACTION ON RECEIVER OTHER THAN BJ's

COUNT PLAYERS OF TEAM ON YOUR SIDELINE

SIMILAR RESPONSIBILITIES AS HEAD LINESMAN



THE RUNNING GAME -PRIOR TO SNAP

THE SCRIMMAGE

- 7.1.1 The ball shall be put in play by a legal snap
- 7.1.3.a BEFORE THE BALL IS SNAPPED
 - The snapper.... may not move to another position
 - The snapper may not lift the ball....or simulate
 - The snapper may take his hands off ...
 - Requirements must be met for 9-yard marks.
 - Encroachment (with exceptions)
 - No offensive player shall contact an opponent or make a false start
 - Official shall sound whistle....false start...encroach

THE RUNNING GAME -PRIOR TO SNAP

FALSE START

- No one can “Feign a Charge”
- No one can “simulate beginning of a play”
- Restricted linemen (position or number) can not lift their hands
- Restricted (in illegal positions) can not lift hands

79 80 60 50 61 71 81
10 22
20 30

Restricted by position on the line - 80, 60, 50, 61, 71

Restricted by number - 79, 60, 50, 61, 71

Restricted by illegal position - 22

THE RUNNING GAME -PRIOR TO SNAP

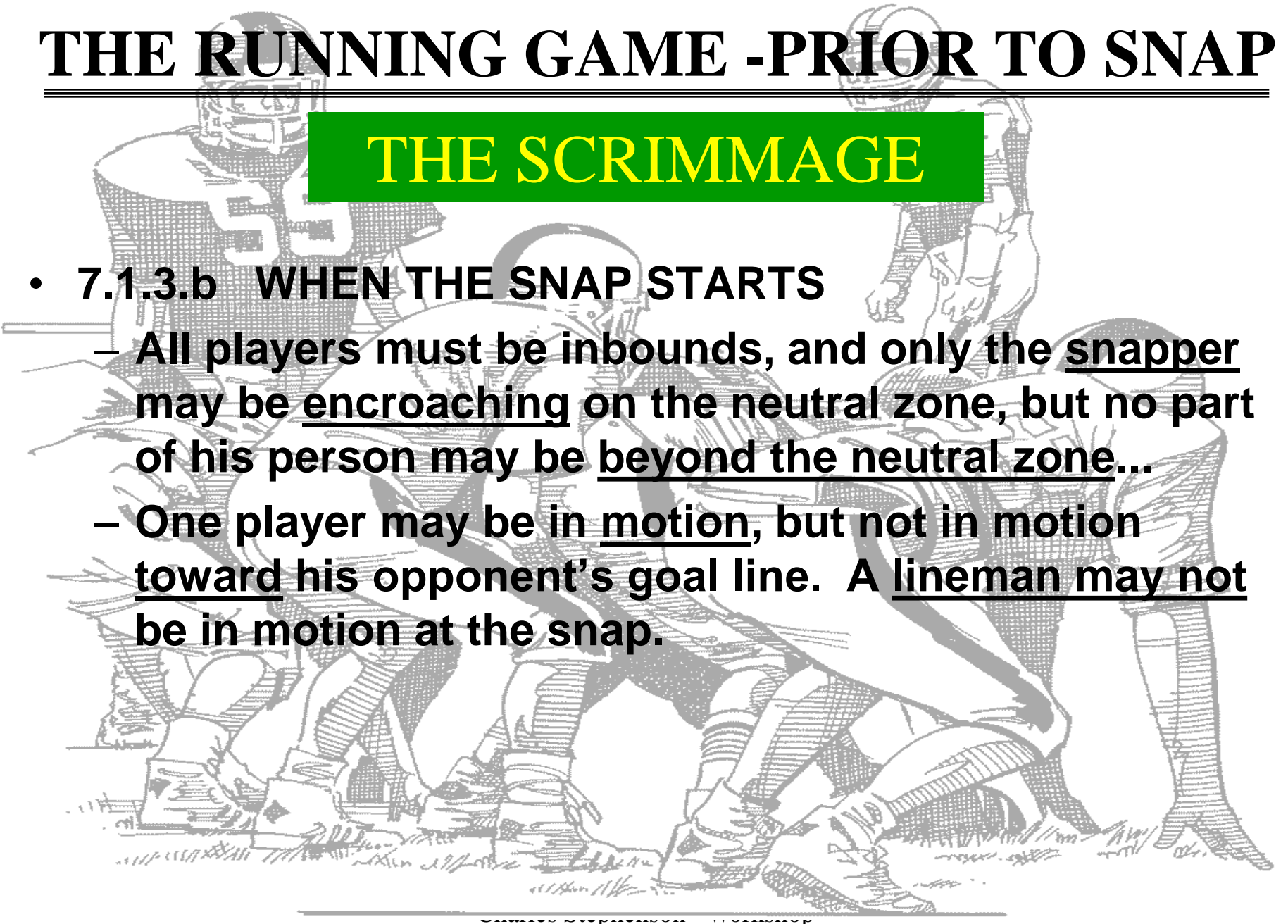
THE SCRIMMAGE

- 7.1.3.b WHEN THE SNAP STARTS
 - At least seven players on their scrimmage line, not less than five of whom shall be numbered 50 through 79. The remaining players must be either ON their scrimmage line or BEHIND their backfield line.
 - Except Scrimmage Kick Formation and QB
 - May lock legs with snapper, but any other....

THE RUNNING GAME -PRIOR TO SNAP

THE SCRIMMAGE

- 7.1.3.b WHEN THE SNAP STARTS
 - All players must be inbounds, and only the snapper may be encroaching on the neutral zone, but no part of his person may be beyond the neutral zone...
 - One player may be in motion, but not in motion toward his opponent's goal line. A lineman may not be in motion at the snap.



THE RUNNING GAME -PRIOR TO SNAP

OFFENSIVE REQUIREMENTS

- No one in neutral zone after snapper touches ball
- 60 and 61 can lock legs with 50 (snapper)
- At least 5 on line numbered 50 - 79
- No one can make a false start

80 70 60 50 61 71 81
10 22
20 30

THE RUNNING GAME -PRIOR TO SNAP

DEFENSIVE REQUIREMENTS

- **NO PLAYER MAY TOUCH THE BALL, CONTACT AN OPPONENT**
- **NO PLAYER MAY ENTER THE NEUTRAL ZONE CAUSING AN OFFENSIVE LINEMAN TO REACT IMMEDIATELY**
- **... USE WORDS OR SIGNALS TO DISCONCERT OPPONENTS**
- **NO PLAYER MAY BE IN OR BEYOND THE NEUTRAL ZONE AT THE SNAP**

THE RUNNING GAME -PRIOR TO SNAP

2-27-4 LINEMAN AND BACK

- A lineman is any Team A player legally on his scrimmage line when the ball is snapped. An ineligible pass receiver isshoulder parallel... An eligible pass receiver... shoulders approximately...
- A team A player also is a lineman when ... his head breaks the plane of the ... waistline of the snapper.
- A back is any Team A player whose head or body does not break the plane of the line drawn through the rear-most part, other than the legs or feet, of the nearest Team A player (except the snapper) on the line of scrimmage when the ball is snapped.
- A lineman becomes a back ... backfield ... and stops

THE RUNNING GAME -PRIOR TO SNAP

SHIFT PLAYS

- If a snap is preceded by a huddle or shift, all players of the offensive team must come to an absolute stop and remain stationary in their positions, without movement of the feet, body, head or arms, for at least one full second before the ball is snapped.
- It is not intended...prohibit smooth, rhythmical shifts if properly executed.it is the responsibility of an offensive playerin no way simulates the beginning...
 - lineman ...quick, jerky motion in any direction
 - snapper shifting or moving ball, flexing, jerking, ...
 - quarterback chucking, flexing, jerking, dropping...
 - starting in motion.... any quick, jerky movement

THE RUNNING GAME -PRIOR TO SNAP

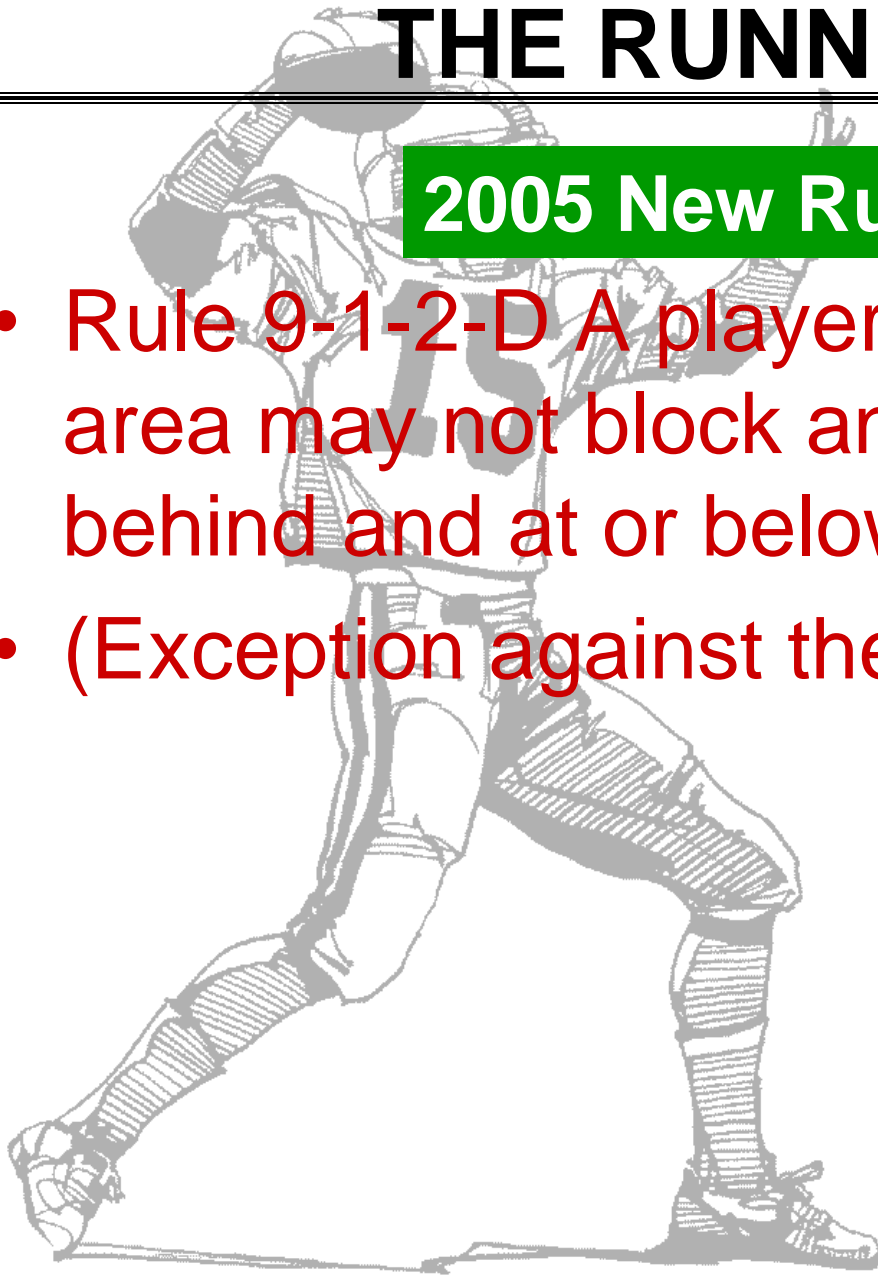
POTENTIAL PENALTIES

- **FALSE START**
- **ENCROACHMENT**
- **DEFENSE**
 - **CONTACTING BALL OR PLAYER**
 - **INTO NEUTRAL ZONE, OFFENSE THREATENED**
- **EXCEEDING 25 SECOND COUNT**
- **SUBSTITUTION INFRACTION**
- **DISCONCERTING SIGNALS**
- **ILLEGAL SNAP**
- **EQUIPMENT VIOLATIONS**
- **CROWD NOISE**

THE RUNNING GAME

2005 New Rule Changes

- Rule 9-1-2-D A player in the rectangular area may not block an opponent from behind and at or below the knee.
- (Exception against the runner)



THE RUNNING GAME -PRIOR TO SNAP

COMMUNICATION WITH OFFICIALS

- **REFEREE**

- Indicate down to each official, establish tempo
- Acknowledge offense count with Umpire
- Good signal of “Ready for Play” for Back Judge

- **UMPIRE**

- Indicate down to Referee, status of clock
- Acknowledge offense count with Referee

- **BACK JUDGE**

- Indicate down to Referee
- Acknowledge defense count with flank official
- Acknowledge goal line responsibility inside the 10

THE RUNNING GAME -PRIOR TO SNAP

COMMUNICATION WITH OFFICIALS

- **FLANK OFFICIALS**
 - Indicate down to Referee
 - Acknowledge defense count with Back Judge
 - Indicate if closest player is off scrimmage line
 - Indicate Unbalanced Line to your side
 - Acknowledge goal line responsibility inside the 10
- **ALL**
 - Remind fourth down situations
 - Remind when more than ten yards for 1st down

REFEREE MECHANICS – RUNNING PLAYS

SEE SNAP

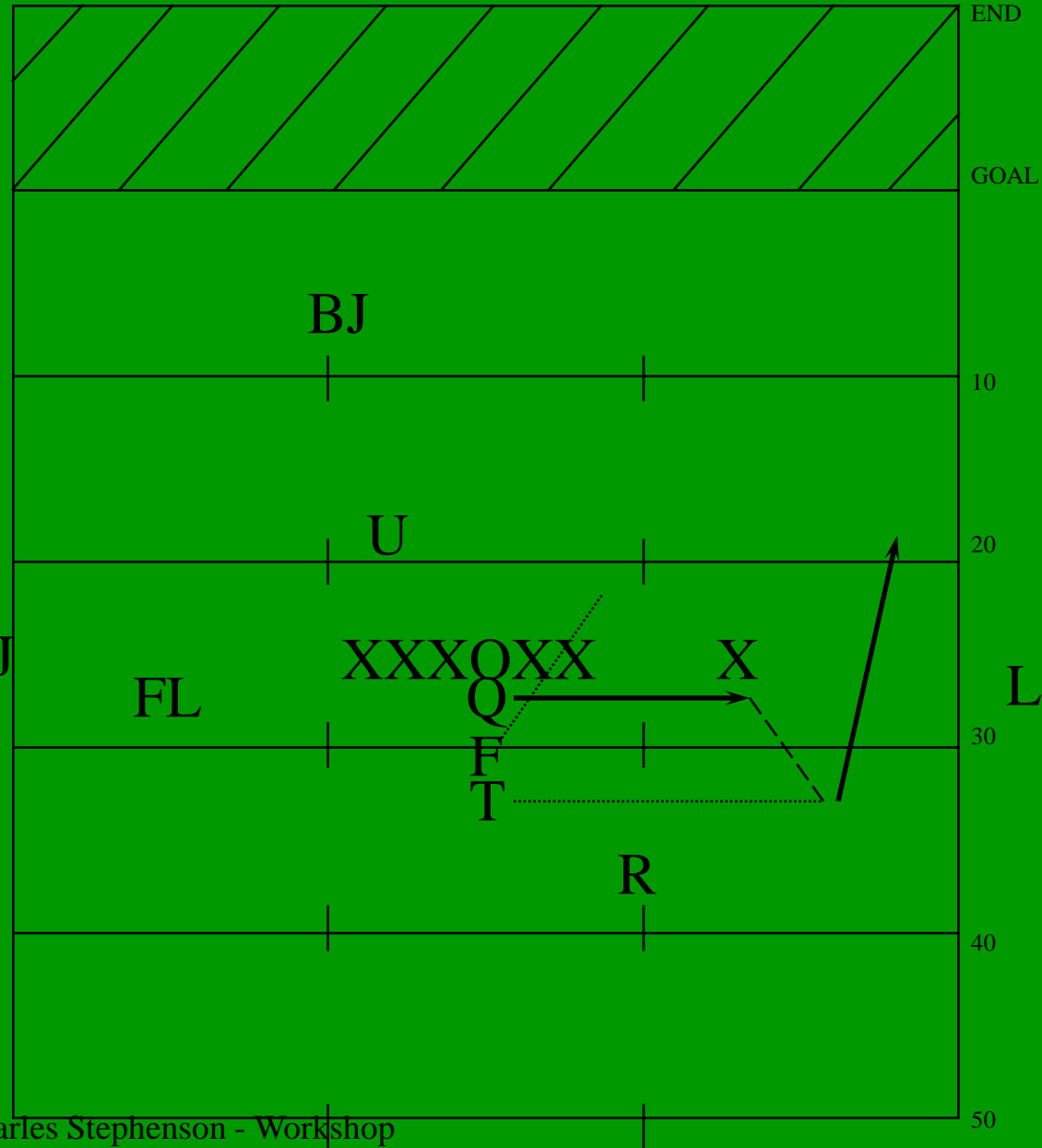
**OBSERVE INITIAL
BLOCK BY TACKLE**

**BE DEEP ENOUGH;
DON'T MOVE BACK
AT SNAP**

**RUNNER BEHIND NZ
TO SIDELINE – QB/TB**

**CLEAN UP BEHIND
BALL WHEN BEYOND
NEUTRAL ZONE**

**MOVE OUT OF
BOUNDS AS NEEDED**



UMPIRE MECHANICS – RUNNING PLAYS

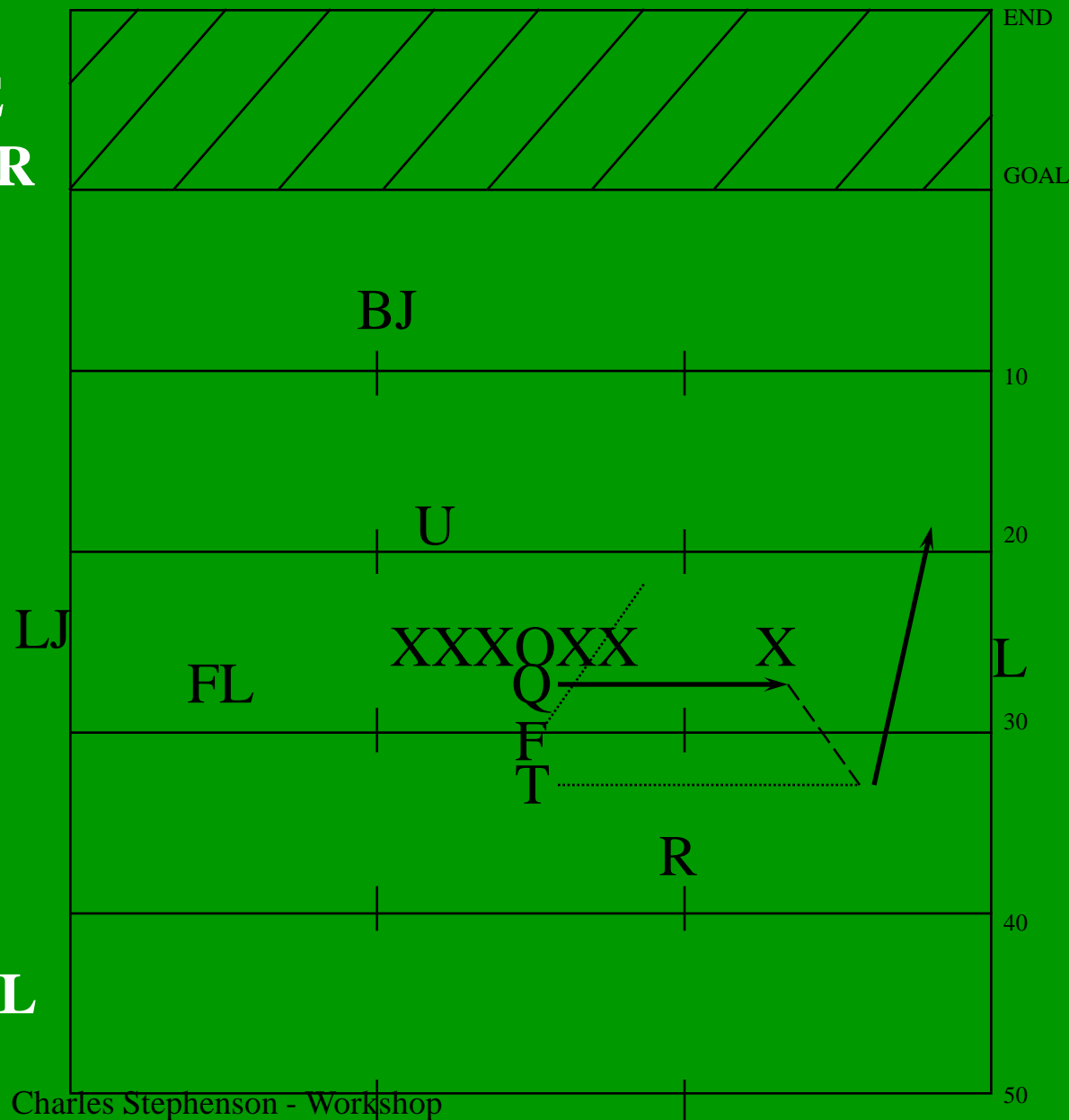
**SEE SNAP; OBSERVE
ACTION ON SNAPPER**

**DETERMINE
LEGALITY OF
BLOCKS**

**READ POINT OF
ATTACK**

**CLEAN UP TOWARD
BALL**

**READY TO TAKE
SPOT FROM
COVERING OFFICIAL**



BACK JUDGE MECHANICS – RUNNING PLAYS

INITIAL KEY IS
TIGHT END

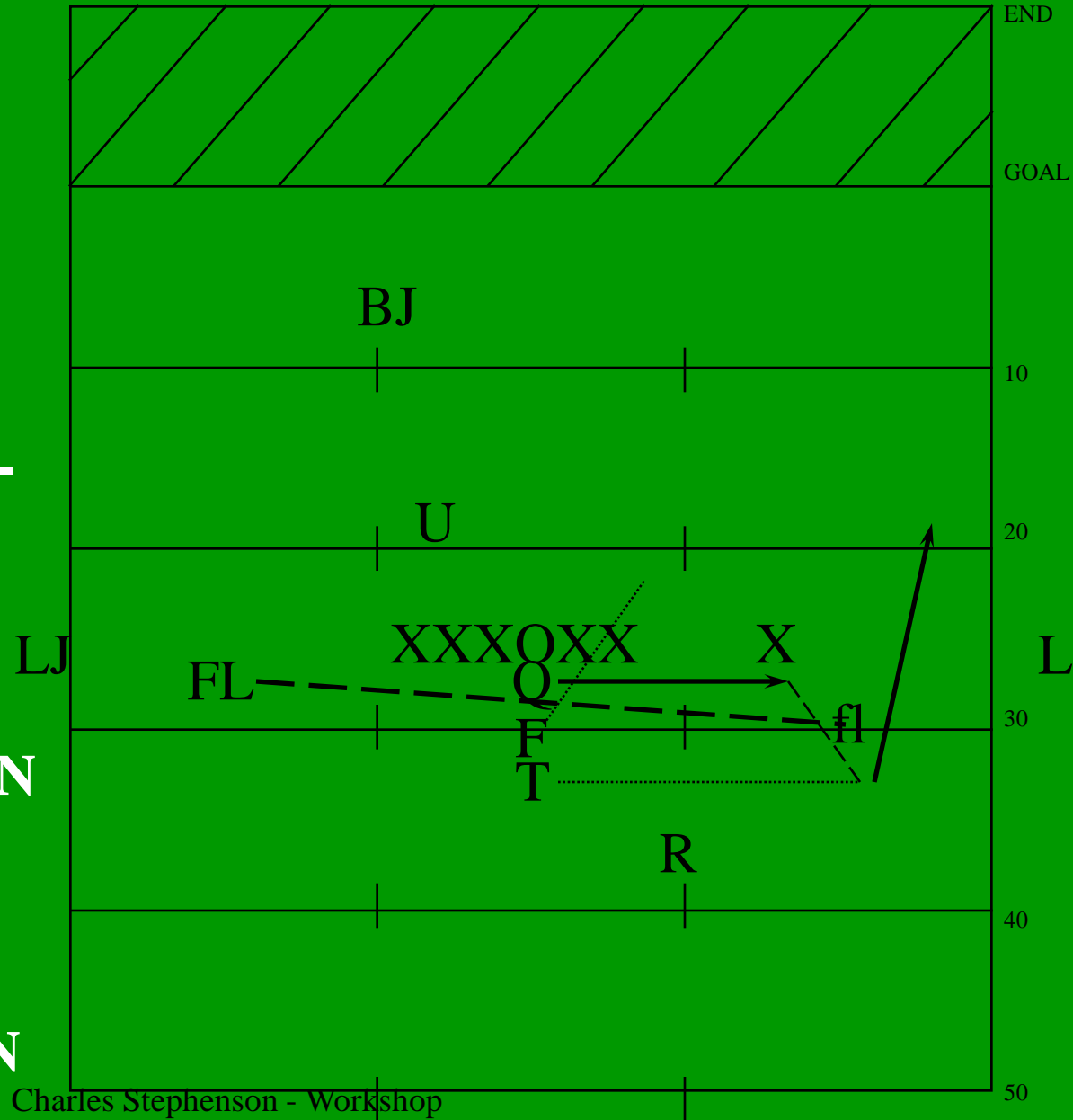
MOTION CHANGES
STRENGTH OF
FORMATION

WATCH FOR CRACK-
BACK; BLOCKERS
AHEAD OF RUNNER

MAINTAIN DEPTH;
KEEP PLAY BOXED IN

READY TO HELP IF
OUT OF BOUNDS

BE AT GOAL LINE ON
LONG RUNS



HEAD LINESMAN MECHANICS – RUNNING PLAYS

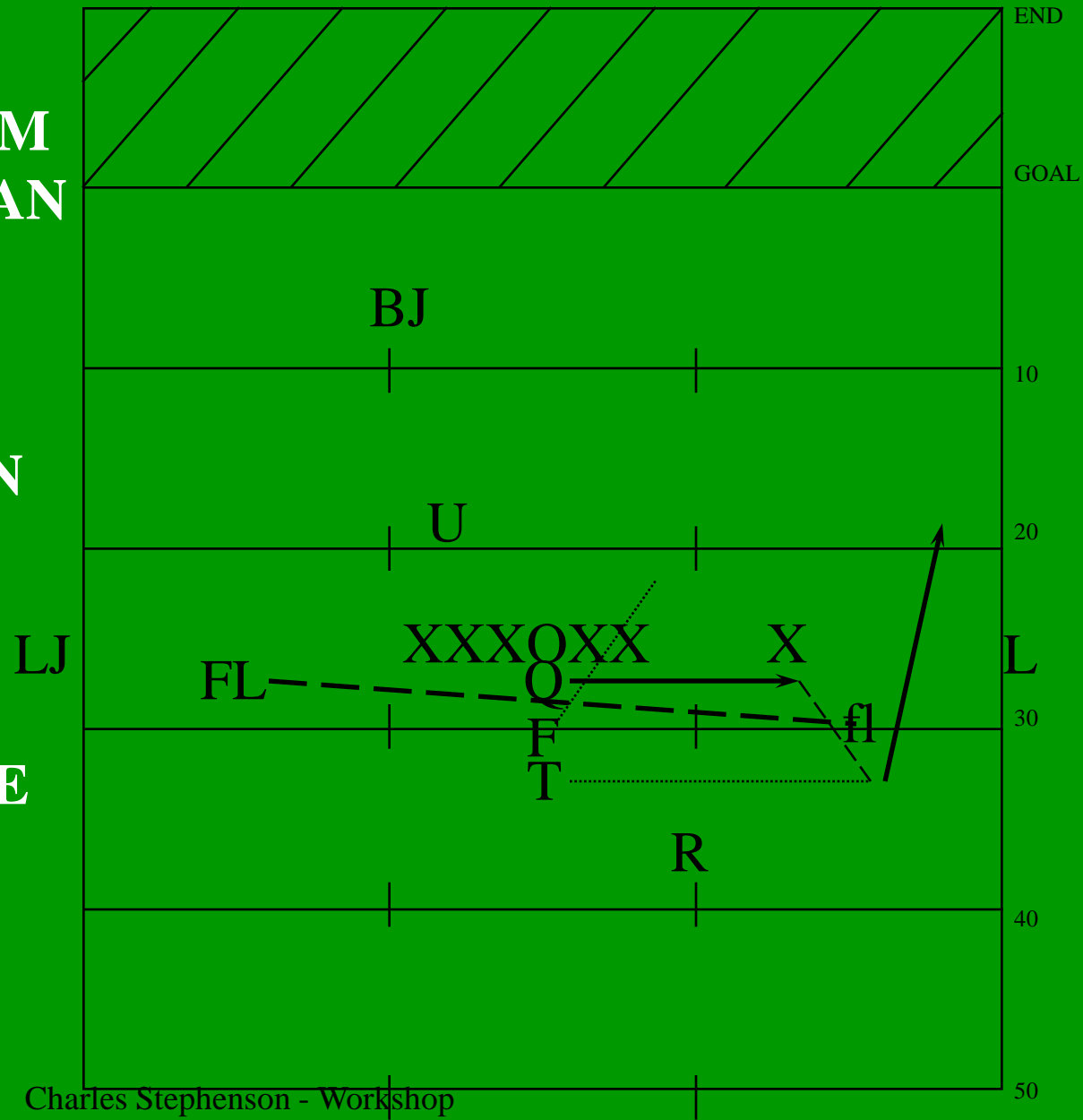
**KEY CHANGES FROM
END TO MOTION MAN**

**INITIAL NEUTRAL
ZONE ACTION**

**SEE ANY ACTION ON
THE PITCH MAN**

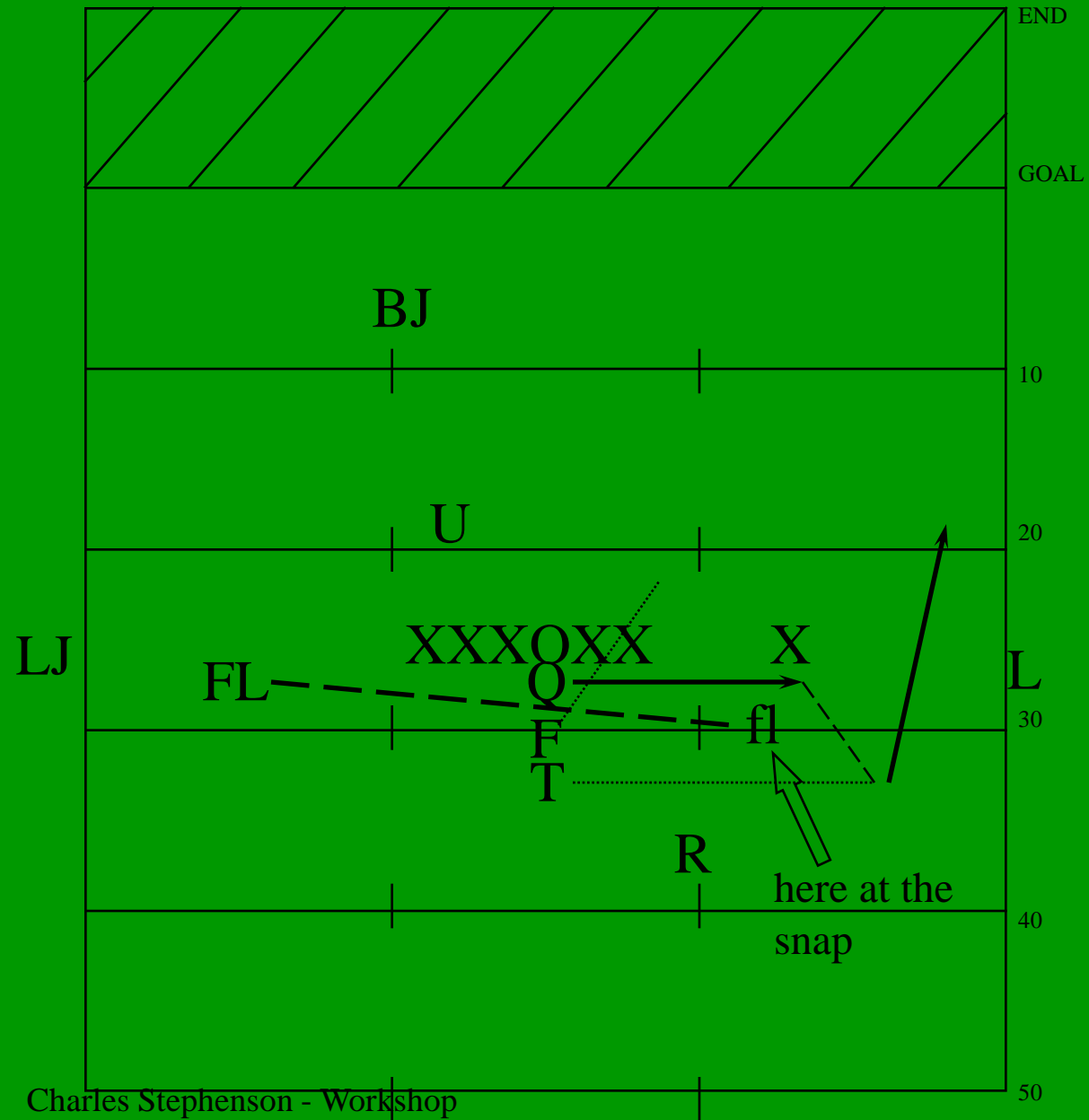
**PICK UP BALL
CARRIER BEYOND
THE NEUTRAL ZONE**

DEAD BALL SPOT



LINE JUDGE MECHANICS – RUNNING PLAYS

MAN IN MOTION
INITIAL NEUTRAL
ZONE ACTION
CLEAN UP AHEAD
AND BEHIND
NEUTRAL ZONE
NOT DOWNFIELD
TOO FAST



THE RUNNING GAME -DURING THE RUN

PENALTY SITUATIONS

- **HOLDING**
- **CLIPPING**
- **ILLEGAL BLOCK IN THE BACK**
- **BLOCKING BELOW THE WAIST**
- **CHOP BLOCKS**
- **FACE MASK**

THE RUNNING GAME -DURING THE RUN

HOLDING

USE OF HANDS OR ARMS BY OFFENSE (9-3-3-a)

- BLOCK WITH SHOULDERS, HANDS, OUTER SURFACE OF ARMS, OTHER PARTS OF BODY
- HANDS SHALL BE
 - **IN ADVANCE OF THE ELBOW**
 - **INSIDE FRAME OF OPPONENT'S BODY**
 - **AT OR BELOW SHOULDERS OF BLOCKER AND OPPONENT**
- HANDS SHALL BE OPEN WITH PALMS FACING THE FRAME OF THE OPPONENT OR CUPPED WITH THE PALMS NOT FACING THE OPPONENT

THE RUNNING GAME -DURING THE RUN

USE OF HANDS OF **HOLDING** (3-3-b)

– HOLDING OR ILLEGAL OBSTRUCTION BY A TEAMMATE OF THE RUNNER

– THE HAND(S) OR ARM(S) SHALL NOT BE USED TO GRASP, PULL OR ENCIRCLE IN ANY WAY THAT ILLEGALLY IMPEDES OR ILLEGALLY OBSTRUCTS AN OPPONENT.

– THE HAND(S) OR ARM(S) SHALL NOT BE USED TO HOOK, CLAMP OR OTHERWISE ILLEGALLY IMPEDE OR ILLEGALLY OBSTRUCT AN OPPONENT.

THE RUNNING GAME -DURING THE RUN

HOLDING

- REFEREE - TACKLE TO HIS SIDE; LEAD BLOCK BEHIND NZ
- UMPIRE - INTERIOR LINEMEN, POINT OF ATTACK
- FLANKS - OFFICIATE POINT OF ATTACK; OBSERVE TACKLE WITH HOLD OUTSIDE FRAME
- BACK JUDGE - TIGHT END; POST-UP BLOCKS DOWNFIELD

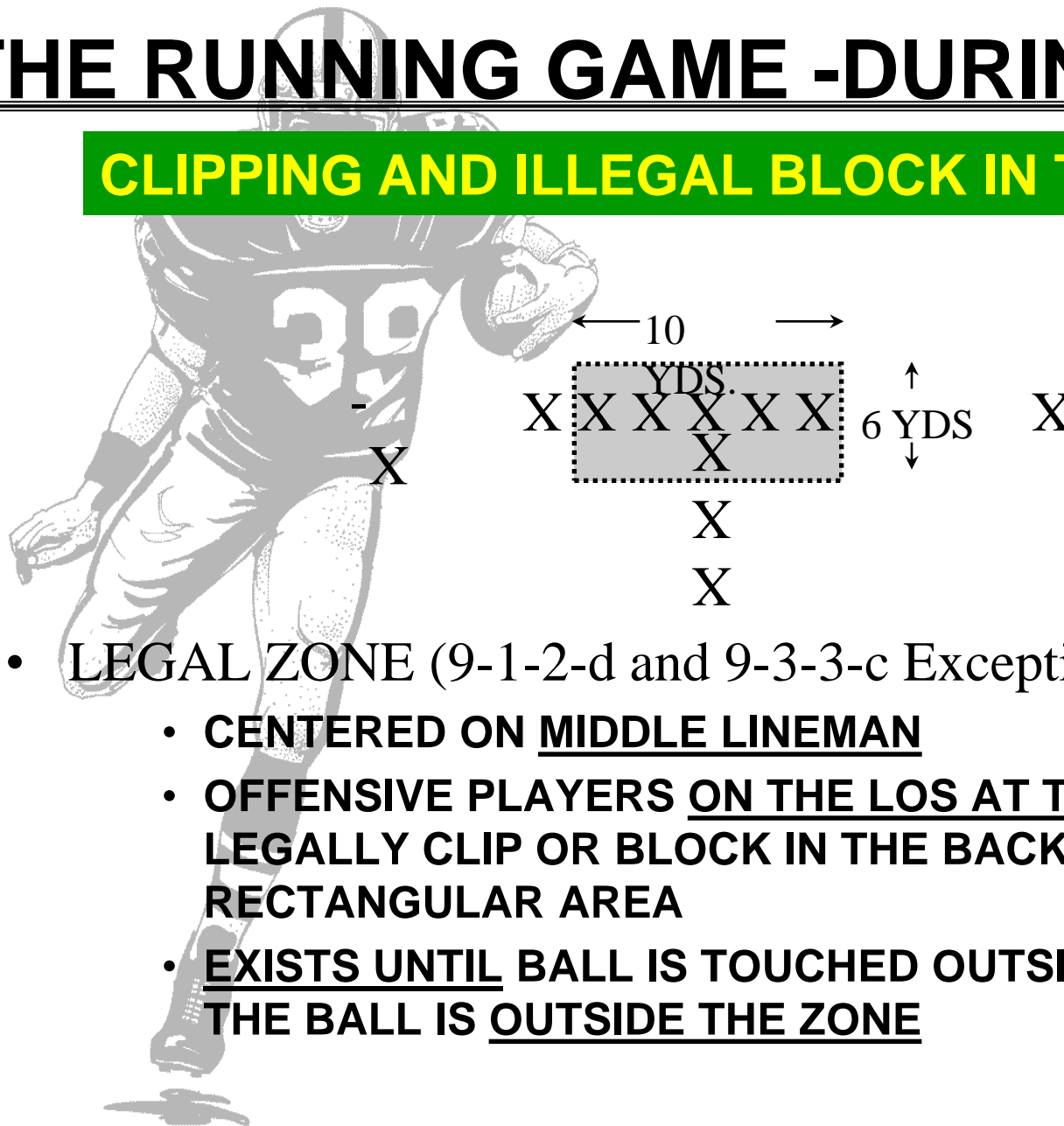
THE RUNNING GAME -DURING THE RUN

CLIPPING AND ILLEGAL BLOCK IN THE BACK

- CLIPPING (15 YARDS, BASIC SPOT)
 - **FORCE OF THE INITIAL CONTACT FROM BEHIND, AT OR BELOW THE WAIST**
- ILLEGAL BLOCK IN BACK (10 YARDS, BASIC SPOT)
 - **FORCE OF THE INITIAL CONTACT FROM BEHIND, ABOVE WAIST**
- POSITION OF BLOCKERS HEAD OR FEET DOES NOT NECESSARILY INDICATE THE POINT OF INITIAL CONTACT

THE RUNNING GAME - DURING THE RUN

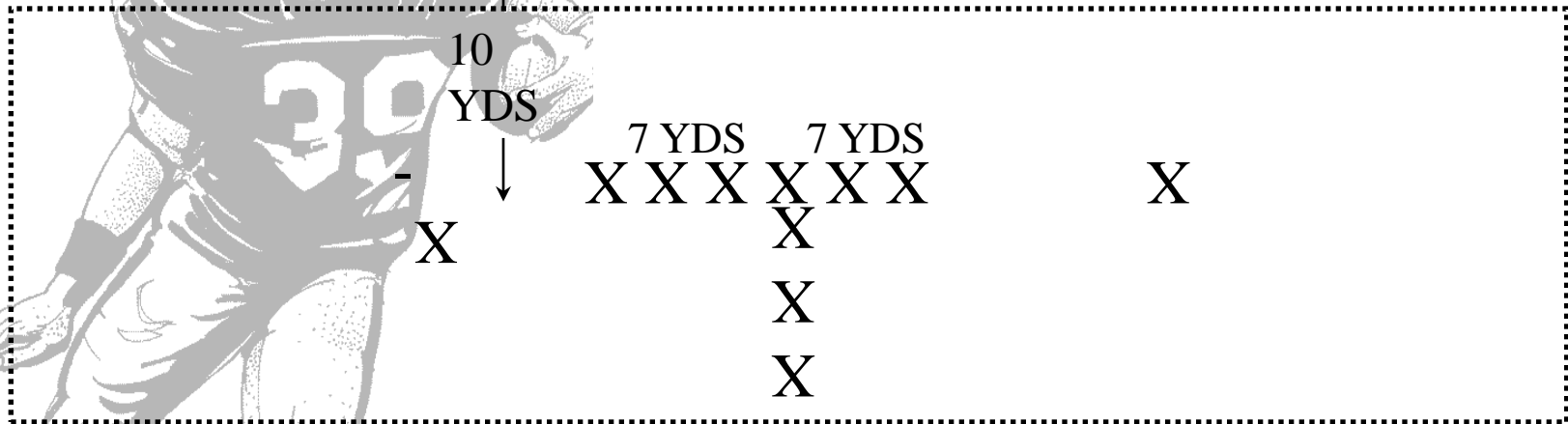
CLIPPING AND ILLEGAL BLOCK IN THE BACK



- LEGAL ZONE (9-1-2-d and 9-3-3-c Exceptions)
 - CENTERED ON MIDDLE LINEMAN
 - OFFENSIVE PLAYERS ON THE LOS AT THE SNAP MAY LEGALLY CLIP OR BLOCK IN THE BACK IN THE RECTANGULAR AREA
 - EXISTS UNTIL BALL IS TOUCHED OUTSIDE THE ZONE OR THE BALL IS OUTSIDE THE ZONE

THE RUNNING GAME -DURING THE RUN

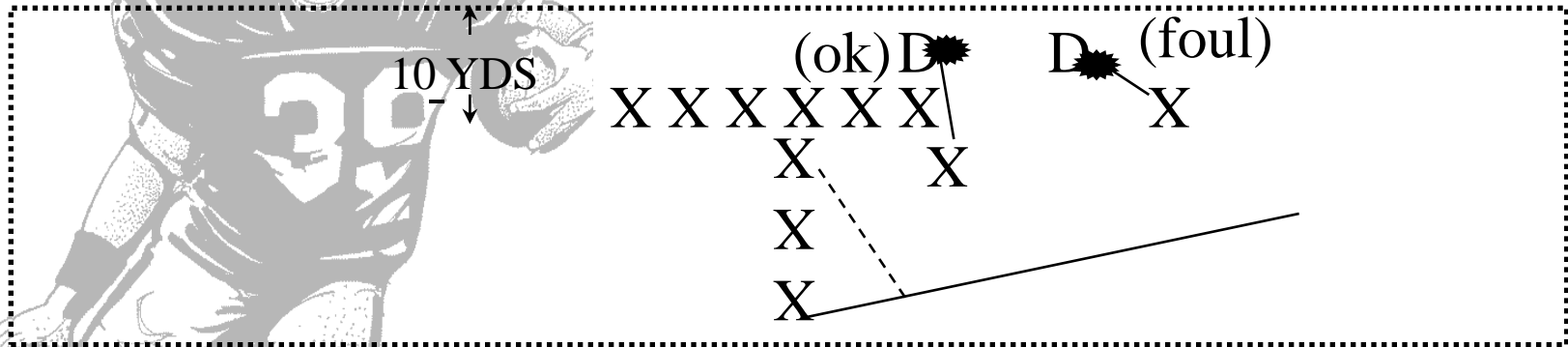
BLOCKING BELOW THE WAIST



- **BBW IS PERMITTED (9-1-2-e Exceptions)**
 - **OFFENSIVE LINEMEN AT THE SNAP POSITIONED MORE THAN 7 YARDS FROM MIDDLE LINEMAN**
 - **BACKS AT THE SNAP POSITIONED COMPLETELY OUTSIDE THE NORMAL TACKLE POSITION**
 - **IN MOTION AT THE SNAP**
 - **PROHIBITED FROM BBW TOWARD ORIGINAL POSITION OF THE BALL BEHIND THE NZ AND WITHIN 10 YARDS BEYOND THE NZ**

THE RUNNING GAME -DURING THE RUN

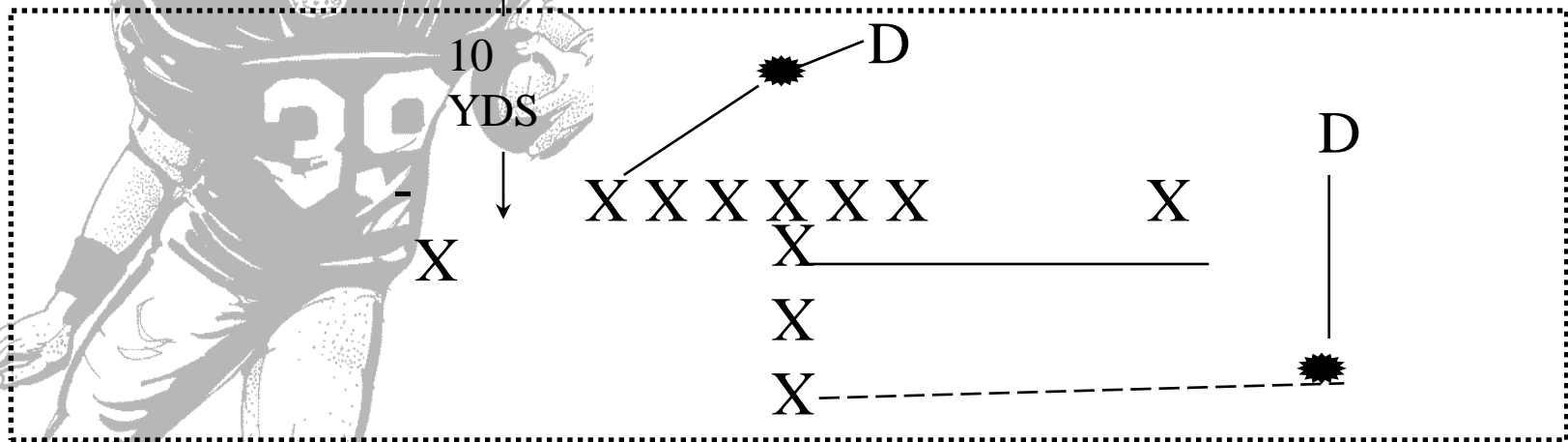
BLOCKING BELOW THE WAIST



- CRACK-BACK (ILLEGAL BLOCK BELOW WAIST)
 - PRIMARILY FOUL BY SPLIT MEN OR MOTION MEN
- A BLOCKER WHO MAKES CONTACT ABOVE THE WAIST AND THEN SLIDES BELOW THE WAIST HAS NOT BLOCKED BELOW THE WAIST
- THE POSITION OF THE BALL AT THE SNAP REFERS TO AN IMAGINARY LINE THROUGH THE BALL PARALLEL TO THE SIDELINES FROM END LINE TO END LINE

THE RUNNING GAME - DURING THE RUN

BLOCKING BELOW THE WAIST - DEFENSE



- **BBW IS PERMITTED (9-1-2-e Exceptions)**
 - **DEFENSIVE PLAYERS CANNOT BBW ON AN OFFENSIVE PLAYER IN POSITION TO TAKE A BACKWARD PASS BEHIND THE NEUTRAL ZONE**
 - **DEFENSIVE PLAYERS CANNOT BBW ON AN ELIGIBLE TEAM A RECEIVER BEYOND THE NEUTRAL ZONE UNLESS ATTEMPTING TO GET AT THE BALL OR RUNNER**

THE RUNNING GAME -DURING THE RUN

CHOP BLOCKS

- OBVIOUSLY **DELAYED** BLOCK AT THIGH OR BELOW AGAINST AN OPPONENT
 - IN **CONTACT** WITH A TEAMMATE OF THE BLOCKER
 - --- OR --- IN THE **ACT OF DISENGAGING** FROM FIRST BLOCKER
 - --- OR --- HAS JUST DISENGAGED BUT IS **STILL CONFRONTING** THE FIRST BLOCKER
 - ALSO ---
- HIGH/LOW COMBINATION BY TWO **NONADJACENT LINEMEN** WITH OR WITHOUT A DELAY BETWEEN CONTACTS

THE RUNNING GAME -DURING THE RUN

FACE MASKS

- NO PLAYER SHALL GRASP THE FACE MASK OR ANY HELMET OPENING OF AN OPPONENT.
- THE OPEN HAND MAY BE USED LEGALLY ON THE MASK.
- LIVE BALL, BASIC SPOT
 - 5 YARDS - INCIDENTAL GRASPING
 - 15 YARDS - TWISTING, TURNING, OR PULLING
 - OFFENSE - 15 YARDS BASIC SPOT
- DEAD BALL, 15 YARDS FROM SUCCEEDING SPOT
- WHEN IN QUESTION, IT IS TWISTING, TURNING, ETC.