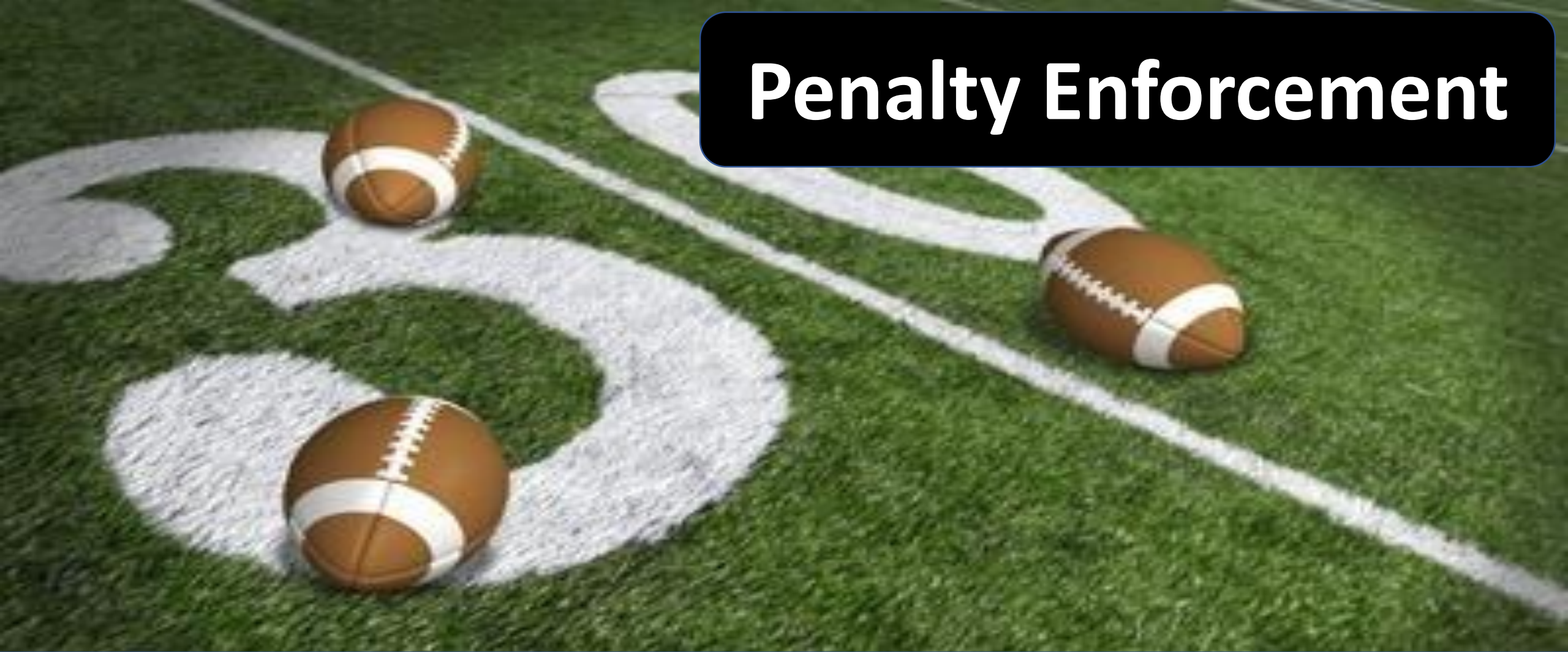


# Penalty Enforcement



**Dallas Football Officials Association**  
**New Members Training**



# Objective

The intent of this training session is to help you understand and familiarize you with the rules pertaining to penalty enforcement. It's important you also read & study the NCAA Rules and TASO mechanics manuals outside of training sessions to get the best understanding possible for penalty enforcement.

## Disclaimer

The information covered has been condensed and paraphrased to help you understand both the intent and the philosophy of the rules. The current NCAA Rule Book & UIL Exceptions are the final authority.

# Dead Ball Fouls

Let's Recap

- **Dead Ball Fouls:** Fouls that a team **CANNOT** correct. Throw Flag and blow whistle to get the play shut down. Avoid further problems by reacting quickly.

## Common Dead Ball Fouls by **TEAM A:**

- Illegal Substitution
- Delay of Game
- Offensive Encroachment
- Illegal Snap
- False Start – such as:
  - Simulating Start of Snap
  - Motion Man Turning up Early
  - Restricted Lineman picking up his hand
  - Lineman Shifting into a 3 or 4-point stance at the snap
  - All players not set for at least 1 second before snap

## Common Dead Ball Fouls by **TEAM B:**

- Defense Offside (w/ contact)
- Defense Offside (**TEAM B** player in NZ...Causing **TEAM A** player to Respond)
- Defense Offside (Unabated to the QB)
- Unnatural movement trying to create a False Start on **TEAM A**
- Illegal Substitution – 12 men in formation w/ snap imminent

# Live Ball Fouls

Let's Recap

- **Live Ball Fouls:** Fouls that do NOT occur until you have a **SNAP**. Teams can correct before the **SNAP**. Throw your Flag and **CONTINUE** to **OFFICIATE...**

## Common Live Ball Fouls by **TEAM A:**

- Illegal Formation
- Illegal Motion
- Illegal Shift

## Common Live Ball Fouls by **TEAM B:**

- Defense Offside (Lined up in the NZ)

**Note:** In some cases *Illegal Substitution* can be a live ball foul

# Fouls, Violations & Penalties *Let's Recap*

**FOUL** is to **PENALTY** as  
**CRIME** is to **PUNISHMENT**.

- **FOUL:** a rule infraction for which a penalty is prescribed.
  - **HOLDING** is not a penalty, it is a **FOUL**. The penalty is 10 yards.
- A **VIOLATION** is a rule infraction in which no penalty is prescribed and does not offset a penalty for a **FOUL**.

# Fouls, Violations & Penalties (cont'd) *Let's Recap*

Two live ball **FOULS** can offset or cancel.

A **VIOLATION** cannot offset a foul.

EXAMPLE: **TEAM A** illegally touches a punt (**violation**) after which **TEAM B** blocks below the waist (**foul**). The violation does not offset the foul.

# Play Classifications

*Let's Recap*

**FORWARD PASS PLAY:** the interval between the snap and when a legal forward pass is complete, incomplete or intercepted.

**FREE KICK PLAY:** the interval from the time the ball is legally kicked until it comes into player possession or is declared dead by rule.

**SCRIMMAGE KICK PLAY:** the interval between the snap and when a scrimmage kick comes into player possession or the ball is declared dead by rule.



# Play Classifications (cont'd)

*Let's Recap*

**RUNNING PLAY AND RUN:** is any live-ball action other than that during a free kick play, a scrimmage kick play or a legal forward pass play.

- A **RUN** is that segment of a **RUNNING PLAY** during which a ball carrier has possession.
- If a ball carrier loses possession by a fumble, backward pass or illegal forward pass, the spot where the run ends is the yard line where the ball carrier loses possession. The running play includes the run and the loose-ball action before a player gains or regains possession or the ball is declared dead
- A new **RUNNING PLAY** begins when a player gains or regains possession.



# Play Classifications - Examples

**TEAM A** - 1<sup>ST</sup> & 10 FROM THE A-20. QB A10 takes the snap and scrambles to the A-15 and completes a legal forward pass to A88 at the A-45 who then runs to the B-45 where he is tackled by B25.

1. What type of play is it while the QB, A10, is scrambling?

Running Play

2. What kind of play during the time the pass is in the air?

Forward Pass Play

3. What kind of play during the time that A88 is advancing the ball?

Running Play

# Play Classifications - Examples

**TEAM A** – 4<sup>th</sup> & 8 from the A-30 from a scrimmage kick formation (punt), A42 (punter) muffs the snap at the A-20 and the ball rolls to the A-18 where A42 picks it up runs wide to the A-23 and legally kicks (punts) the ball. The kick hits the ground at the B-30 where it is also first touched by A88. The kick continues to roll to the B-25 where B33 recovers it and advances it to the B-45.

1. What kind of play during the time the muffed ball is loose? **Running Play**
2. What kind of play during the time the Punter is running? **Running Play**
3. What kind of play during the time the punt is in the air? **Scrimmage Kick Play**
4. What kind of play after A88 has touched the ball? **Scrimmage Kick Play**
5. What kind of play during B33's runback? **Running Play**

# Spots

- **ENFORCEMENT SPOT:** Point from which the penalty for a foul or result of a violation is enforced
- **PREVIOUS SPOT:** Point from which the ball was last put in play.
- **SUCCEEDING SPOT:** Point at which the ball is next to be put in play
- **SPOT OF THE FOUL:** The spot of the foul is the point at which the foul occurred.
  - If out of bounds between the goal lines, it shall be the intersection of the nearer hash mark and the yard line extended through the spot of the foul.
  - If out of bounds between the goal line and the end line or behind the end line, the foul is in the end zone.

# Spots (cont'd)

- **DEAD-BALL SPOT** - is the point at which the ball became dead.
- **OUT-OF-BOUNDS SPOT** - is the point at which the ball becomes dead by rule because of going or being declared out of bounds.
- **INBOUNDS SPOT** - is the intersection of the nearer hash mark line and the yard line passing through either the **DEAD-BALL SPOT** or the spot where a penalty leaves the ball in a side zone.
- **POSTSCRIMMAGE KICK SPOT** - **TEAM B fouls only – *we'll cover this later***
- **BASIC SPOT**– *we'll cover this later*

# Spots – Where the Run Ends

**SPOT WHERE THE RUN ENDS:** is the point:

- a. Where the ball is declared dead in player possession.
- b. Where player possession is lost by a fumble.
- c. Where handing of the ball occurs.
- d. Where an illegal forward pass is thrown.
- e. Where a backward pass is thrown.
- f. Where an illegal scrimmage kick is made beyond the line of scrimmage.
- g. Where a return kick occurs.
- h. Where player possession is gained under provisions of the “**momentum rule**” (Rule 8-5-1-a Exceptions).

# Spots – Where the Kick Ends

**SPOT WHERE THE KICK ENDS** - A scrimmage kick that crosses the NZ ends at the spot where it is caught or recovered or where the ball is declared dead by rule (Rule 2-16-1-c).

1. **TEAM A** – 4<sup>th</sup> & 8 from the A-30, A42 punts the ball and B88 catches it at the B-25 and runs to the B-30 where is tackled and downed.
  - *Where did the kick end?* **B-25**
2. **TEAM A** – 4<sup>th</sup> & 8 from the A-30, A42 punts the ball and B88 muffs the kick at the B-25 and A81 recovers it at the B-15.
  - *Where did the kick end?* **B-15**
3. **TEAM A** – 4<sup>th</sup> & 8 from the A-30, A42 punts the ball and the kick goes out of bounds at the B-40.
  - *Where did the kick end?* **B-40**

# Enforcement Procedures

- For many fouls, the **ENFORCEMENT SPOT** is specified in the statement of the penalty. When the **ENFORCEMENT SPOT** is not specified in the statement of the penalty, the **ENFORCEMENT SPOT** is determined by the **THREE-AND-ONE PRINCIPLE** (Rules 2-33 and 10-2-2-c)
- Possible **ENFORCEMENT SPOT's** are:
  - Previous spot,
  - Spot of the foul,
  - Succeeding spot,
  - Spot where the run ends,
  - and—for scrimmage kicks only—the postscrimmage kick spot.



# Enforcement Procedures (cont'd)

For the following fouls committed by the offensive team behind the neutral zone, the penalty is enforced at the previous spot:

- Illegal use of hands,
- Holding,
- Illegal block,
- Personal fouls

**Exception:** If foul occurs in Team A's end zone the penalty is a safety.

# Enforcement Procedures (cont'd)

## What is enforcement spot for:

- Illegal Motion? **Previous Spot**
- Intentional Grounding? **Spot of the Foul**
- Defense Offside? **Previous Spot**
- Kick Catch Interference? **Spot of the Foul**
- Dead ball Personal Foul? **Succeeding Spot**
- False Start? **Succeeding Spot**
- Illegal Forward Pass? **Spot of the Foul**

# Three-and-One Principle

- The **THREE-AND-ONE** principle of penalty enforcement applies when the penalty statement for a foul does not specify the **ENFORCEMENT SPOT**.

For example: Illegal Batting

***PENALTY—10 yards and loss of down for fouls by Team A if the loss of down is not in conflict with other rules [Exception: No loss of down if the foul occurs when a legal scrimmage kick is beyond the neutral zone].***

As opposed to: False Start

**PENALTY—Dead-ball foul: Five yards from the succeeding spot.**

- The **BASIC SPOT** - is a benchmark for locating the **ENFORCEMENT SPOT** for penalties governed by the **THREE-AND-ONE** Principle (Rule 2-33). **BASIC SPOT's** for the various categories of plays are given in Rule 10-2-2-d.

# Three-and-One Principle (cont'd)

When the Team.....	Enforce From
NOT in possession commits a foul behind the Basic Spot	<b>Basic Spot</b>
NOT in possession commits a foul beyond the Basic Spot	
in possession commits a foul beyond the Basic Spot	
in possession commits a foul behind the Basic Spot	<b>Spot of Foul</b>

The  
"Three"

The  
"One"

# Three-and-One Principle (cont'd)

## BASIC SPOT for Running Plays:

- **PREVIOUS SPOT**, when the related run ends behind the NZ.
- **END OF THE RELATED RUN**, when the related run ends beyond NZ.
- **END OF THE RELATED RUN**, on running plays that have no NZ.

# Three-and-One Principle (cont'd)

## BASIC SPOT for Pass Plays:

- **PREVIOUS SPOT**, on legal forward pass plays.

# Three-and-One Principle (cont'd)

## BASIC SPOT for Kick Plays:

- **PREVIOUS SPOT**, on legal kick plays unless the foul is governed by postscrimmage kick rules.
- **POSTSCRIMMAGE KICK SPOT**, if the foul is governed by postscrimmage kick rules.



# Three-and-One Principle (cont'd)

Type of Play	Possible Basic Spots
Running Plays*	<ul style="list-style-type: none"> <li>• <b>PREVIOUS SPOT</b>, when the related run ends behind NZ.</li> <li>• <b>END OF THE RELATED RUN</b>, when the related run ends beyond NZ.</li> <li>• <b>END OF THE RELATED RUN</b>, on running plays that have no NZ.</li> </ul>
Pass Plays	<ul style="list-style-type: none"> <li>• <b>PREVIOUS SPOT</b>, on legal forward pass plays.</li> </ul>
Kick Plays	<ul style="list-style-type: none"> <li>• <b>PREVIOUS SPOT</b>, on legal kick plays unless the foul is governed by postscrimmage kick rules.</li> <li>• <b>POSTSCRIMMAGE KICK SPOT</b>, if the foul is governed by postscrimmage kick rules.</li> </ul>

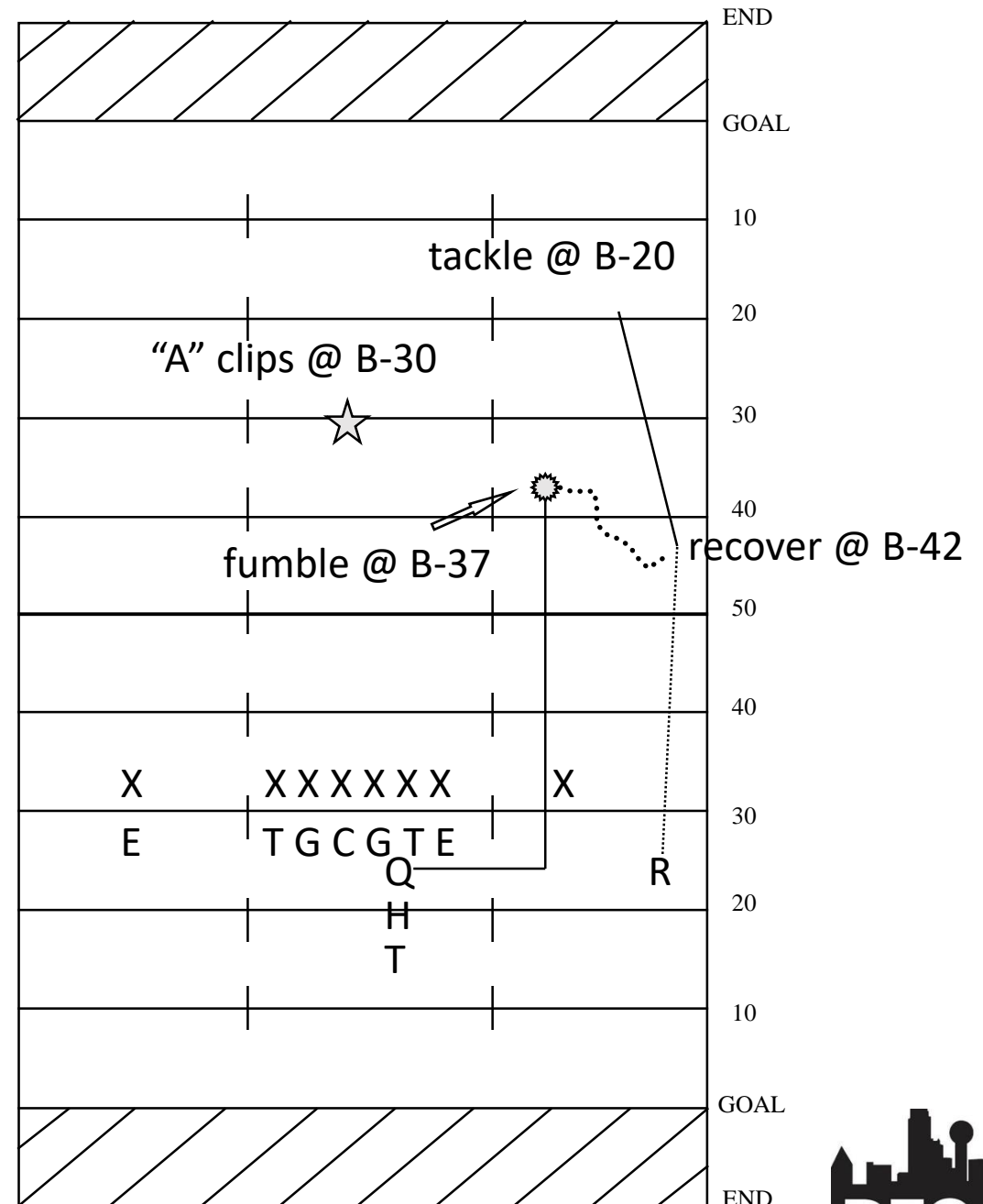
\* Additional less common basic spots are possible. Covered later

# Three-and-One Principle

(cont'd)

Where is the **BASIC SPOT** and the **ENFORCEMENT SPOT** if the Foul occurred:

- During QB's Run?
  - **37-YD LINE**, **37-YD LINE**
- During Loose Ball?
  - **37-YD LINE**, **37-YD LINE**
- During Receiver's Run?
  - **20-YD LINE**, **30-YD LINE**
- What if the foul was by Team B during R's run?
  - **20-YD LINE**, **20-YD LINE**



# Three-and-One Principle (Example)

Team A 1<sup>st</sup> & 10 at the A-30. The QB, A11, takes the snap and runs around right end to the B-20. During the run A45 clipped B22 at the B-30.

What type of play is it? **Running Play**

What is the basic spot? **B-20**

What is the enforcement spot? **B-30 (spot of foul)**

What is the succeeding spot? **B-45, 1<sup>st</sup> & 10 Team A**

# Three-and-One Principle (Example)

Team A free kicks from the A-40. B20 catches the kick at the B-10 and returns it to the B-45. During B20's return B30 illegally blocked A80 in the back at the B-16.

What type of play is it? **Running Play**

What is the basic spot? **B-45**

What is the enforcement spot? **B-16 (spot of the foul)**

What is the succeeding spot? **B-8, 1<sup>st</sup> & 10 Team B**

# Three-and-One Principle (cont'd)

- **BASIC SPOT** for Running plays when the run ends in the end zone after change of team possession (not on a try).
  - a) **SUCCEEDING SPOT**, when a foul occurs after a change of team possession in the end zone and the result of the play is a touchback.

*Example:* B33 intercepts Team A's forward pass in the endzone and during the attempt to return the ball is tackled by A85 before get gets out of the end zone. During the return B44 blocked below the waist at the B-10.  
Basic Spot = B-20, foul was behind. Enforced from? Team B, 1<sup>st</sup> and 10 from the B-5.
  - b) **GOAL LINE**, when a foul occurs after a change of team possession in the field of play and the related run ends in the end zone. (**Exception:** Rule 8-5-1-Exceptions.)

*Example:* B33 intercepts Team A's forward pass at the B-7 and during the return takes the ball back into the end zone where he is tackled by A85 by the facemask.  
Basic Spot is GL, foul was behind. Enforced from? Team B, 1<sup>st</sup> and 10 from the B-15.
  - c) **GOAL LINE**, when a foul occurs after a change of team possession in the end zone, the related run ends in the end zone, and the result of the play is not a touchback.

*Example:* B33 intercepts Team A's forward pass in the end zone and returns it to the B-2 and then retreats back into the endzone where is tackled by A85 by the facemask.  
Basic Spot is GL, foul was behind. Enforced from? Team B, 1<sup>st</sup> and 10 from the B-15.

# Postscrimmage Kick Spot

- **POSTSCRIMMAGE KICK SPOT**: serves as the **BASIC SPOT** when postscrimmage kick enforcement applies (Rule 10-2-3).
  - a. When the kick ends in the field of play, other than in the special cases given below, the **POSTSCRIMMAGE KICK SPOT** is the spot where the kick ends.
  - b. When the kick ends in **TEAM B's** end zone, the **POSTSCRIMMAGE KICK SPOT** is the B-20.

## Special Cases:

1. On an unsuccessful FG attempt, if the ball is untouched by **TEAM B** after crossing the NZ and is declared dead beyond the NZ, the **POSTSCRIMMAGE KICK SPOT** is:
  - a) The previous spot, if the previous spot is on or outside **TEAM B's** 20-yard line; (A.R. 10-2-3-V)
  - b) **TEAM B's** 20-yard line, if the previous spot is between **TEAM B's** 20-yard line and its goal line.
2. When Rule 6-3-11 is in effect, the **POSTSCRIMMAGE KICK SPOT** is **TEAM B's** 20-yard line.
3. When Rule 6-5-1-b is in effect, the **POSTSCRIMMAGE KICK SPOT** is the spot where the receiver first touched the kick.

# Postscrimmage Kick (PSK) Enforcement

**POSTSCRIMMAGE KICK Enforcement:** fouls by **TEAM B** that satisfy the conditions below are treated as if **TEAM B** had been in possession at the time the foul was committed, even though by Rule 2-4-1-b-3 team possession had not changed.

**POSTSCRIMMAGE KICK Enforcement** applies *only* to fouls by **TEAM B** during a scrimmage kick and *only* under the following conditions:

1. The kick is not during a try, a successful field goal, or in an extra period. (A.R. 10-2-3-IV)
2. The ball crosses the neutral zone.
3. The foul occurs before the end of the kick (A.R. 10-2-3-I, II, and V).
4. Team B will next put the ball in play.

If these conditions are all met, the penalty is enforced according to the **THREE-AND-ONE PRINCIPLE**. **TEAM B** is taken as the team in possession with the **POSTSCRIMMAGE KICK SPOT** as the **BASIC SPOT** (Rule 10-2-2-c). See Rule 2-25-11 for the **POSTSCRIMMAGE KICK SPOT**. (A.R. 10-2-3-I-VII)



# Three-and-One Principle - Process

Here's a simple process to follow:

1. *Does Three-and-One apply to the foul?*
2. *Determine Basic Spot (i.e. What type of play did foul occur on?)*
3. *Determine enforcement spot using Three-and-One process (i.e. which team fouled and where in relation to basic spot?)*
4. *Enforce penalty*



Penalty Enforcement

# Three-and-One Principle (Example)

Team A's punt from the A-40 crosses the NZ. During the kick, B79 holds A55 one yard beyond the neutral zone. B44 catches the kick at the B-25 and returns to the B-40 where he is tackled.

What type of play is it? Scrimmage Kick Play

What is the basic spot? B-25 (postscrimmage kick spot)

What is the enforcement spot? B-25

What is the succeeding spot? B-15, 1<sup>st</sup> & 10 Team B

# Three-and-One Principle (Example)

Team A's punt from the A-40 crosses the neutral zone. B44 catches the kick at the B-25 and returns to the B-40 where he is tackled. During the return B79 held A55 at the 50 yd. line.

What type of play is it? **Running Play**

What is the basic spot? **B-40**

What is the enforcement spot? **B-40**

What is the succeeding spot? **B-30, 1<sup>st</sup> & 10 Team B**

# Three-and-One Principle (Example)

Team A's punt from the A-40 crosses the neutral zone. B44 catches the kick at the B-25 and returns to the B-40 where he is tackled. During the kick B79 held A55 at the B-20.

What type of play is it? Scrimmage Kick Play

What is the basic spot? B-25 (postscrimmage kick spot)

What is the enforcement spot? B-20

What is the succeeding spot? B-10, 1<sup>st</sup> & 10 Team B

# Three-and-One Principle (Example)

Team A's punt from the A-40 crosses the neutral zone. B44 muffs the kick at the B-25 and it rolls to the B-10 where B34 picks it up and returns it to the B-40. After the muff but before B34 picked up the ball, B79 held A55 at the B-45.

What type of play is it? Scrimmage Kick Play

What is the basic spot? B-10

What is the enforcement spot? B-10

What is the succeeding spot? B-5, 1<sup>st</sup> & 10 Team B

# Defensive Pass Interference (DPI)

The penalty enforcement for DPI is as follows:

- Spot foul when less than 15 yds beyond the NZ
- When the spot of the foul is 15 or more yds beyond the NZ, enforce 15 yds from the previous spot, except:
  - If previous spot is on or inside the B-17 and outside the B-2 and the spot of the foul is on or inside the B-2. The penalty will place the ball at the B-2.
  - No penalty enforced from outside the B-2 shall place the ball inside the B-2.
  - If the previous spot was on or inside the B-2, enforce half the distance to the goal
- A 1<sup>st</sup> down is awarded to Team A in all cases above.
- Note: Penalties for DPI fouls on a Try from the B-3 are enforced one-half the distance to the goal line

# Fouls by the Kicking Team – Free Kicks

Penalties for all fouls by the kicking team during a free kick play other than kick-catch interference (Rule 6-4) may be enforced at the option of **Team B** either:

- At the previous spot with the down repeated

- OR -

- At the spot where the subsequent dead ball belongs to **Team B**

# Fouls by the Kicking Team – Scrimmage Kicks

Penalties for all fouls by the kicking team other than kick-catch interference (Rule 6-4) during a scrimmage kick play (except field-goal attempts) in which the ball crosses the NZ may be enforced at the option of **Team B** either,

- At the previous spot with the down repeated (Exception: Penalty option is a safety for fouls in Team A's end zone.)

- OR -

- At the spot where the subsequent dead ball belongs to **Team B**



# Offsetting Fouls

If live-ball fouls by both teams are reported to the Referee, the fouls offset and the down is replayed, except when there is a change of team possession during a down, and the team last gaining possession had not fouled before last gaining possession, it may decline offsetting fouls and thereby retain possession after completion of the penalty for their foul (aka “**Clean Hands**”).

# “Clean Hands” (Example)

**Team A** 1<sup>st</sup> & 10 at the A-30. The QB, A11, takes the snap and rolls to his right and throws a pass toward A88 at the B-40 where B23 intercepts the pass and runs to the A-45 where he is tackled. While B23 is returning the ball, B95 blocked A22 below the waist at the B-45. At the snap **Team A** had 5 players in the backfield.

**Result:** **Team B** will decline the **Team A** Illegal Formation foul and the Illegal Block Below the Waist will be enforced from the B-45 where it will be 1<sup>st</sup> & 10 Team B at the B-30.

# Half-Distance Enforcement Procedures

No distance penalty, including tries from on or inside the B-3, shall exceed half the distance from the enforcement spot to the offending team's goal line

## ***Exceptions:***

- (1) DPI on scrimmage downs, other than the try (Rules 7-3-8 and 10-2-5-b); and
- (2) On the Try, DPI when the ball is snapped from outside the three-yard line.

# Inadvertent Whistle

If an official sounds his whistle inadvertently or otherwise signals the ball dead during a down (FR-57) such as:

1. When the ball is in player possession, the team in possession may elect to put the ball in play where declared dead or repeat the down.
2. When the ball is loose from a fumble, backward pass or illegal pass, the team in possession may elect to put the ball in play where possession was lost or repeat the down (Exception: Rule 12-3-3-d).
3. During a legal forward pass or a free or scrimmage kick, then the ball is returned to the previous spot and the down repeated (Exception: Rule 12-3-4-f).
4. After Team B gains possession on the try or during an extra period, then the try is over or the extra-period possession series is ended.

If a foul or violation occurs during any of the above downs, the penalty or violation privilege shall be administered as in any other play situation if not in conflict with other rules

# 10-second Runoffs

## With less than one minute in a half and the clock is running

- For a foul by either team that stops the clock (e.g., False Start, Team B contact in NZ, Intentional Grounding to stop the clock, *Incomplete* Illegal FWD Pass, etc.)
- For an injured player and the injured player is the only reason to stop the clock
- For a helmet coming off and the helmet coming off is the only reason to stop the clock
- No time subtracted if:
  - For a foul, the offended team accepts yardage and declines time subtraction
  - For a foul, the offended team declines the yardage
  - For a foul, the fouling team calls a timeout
  - For an injured player or a player's helmet coming off, that player's team takes a timeout.
- Clock will start on the *ready* if time is subtracted
- Clock will start on the *snap* if foul or time subtraction is declined

# Extension of Period

- A period shall be extended for an untimed down if one or more of the following occurs during a down in which time expires:
  1. A penalty is accepted for a live-ball foul(s) (Exception: Rule 10-2-5-a). The period is not extended if the foul is by the team in possession and the statement of the penalty includes loss of down.
  2. There are offsetting fouls.
  3. An official sounds his whistle inadvertently or otherwise incorrectly signals the ball dead.
- Additional untimed downs will be played until a down is free of the circumstances in statements 1, 2 and 3 of Rule 3-2-3-a (above).
- If a touchdown is scored during a down in which time in a period expires, the period is extended for the try (Exception: Rule 8-3-2-a).
  - See UIL Exception #29

# Unfair Clock Tactics

- Referee has broad authority in the timing of the game.
  - Can order the game clock or play clock started or stopped whenever either team conserves or consumes playing time by tactics obviously unfair.
- Including starting the game clock on the snap if the foul is by the team ahead in the score.
  - If the game clock is stopped to complete a penalty for a foul by the team ahead in the score or tied inside the last two minutes of a half, it will start on the snap, at the option of the offended team.
- The game clock will start on the ready-for-play signal after Team A throws an illegal forward or backward pass to conserve time (Rule 3-3-2-e-14) (A.R. 3-4-3-I-V).