



Penalty Enforcement



Rod McLain



A Few Basics

- **Foul vs. Penalty**
- **All fouls either Live Ball or Dead Ball**
- **Any penalty may be declined (DQ)**
- **2+ LB fouls by same team- choose 1**
- **DQ Player cannot be declined**
- **LB does not offset DB (Order occur)**
- **DB fouls in order, EX: UNS/PF (DQ)**



Enforcement Spots

Every penalty is enforced from

- **Previous Spot**
- **Spot of the foul**
- **Succeeding Spot**
- **Spot where run ends**
- **Post-scrimmage kick spot**



Previous Spot

Point at which the ball was last put in play



Spot of the Foul

Point at which that foul occurs

- **Out of bounds between goal lines**
 - Yard line and nearest hash
- **Out of bounds between GL and EL**
 - Foul is in the end zone



Succeeding Spot

**Point at which the ball is next to be put
in play**



Spot Where Run Ends

- Declared dead in player possession
- Player possession lost on a fumble
- Handing of the ball
- Illegal forward pass is thrown
- Backward pass is thrown
- Illegal scrimmage kick beyond LOS
- Return kick
- Player possession gained-"momentum rule"



Choose Enforcement Spot?

How many options
are there?



Choose Enforcement Spot?

- In penalty statement
- If not...

3 and 1 Principle



Dead-ball fouls

Enforcement spot is the succeeding spot



Offense Behind the NZ

Enforcement spot is the previous spot for

- **Illegal use of hands**
- **Holding**
- **Illegal block**
- **Personal Fouls**
- **EZ=safety**
- **6-3-13 (safety or Team B spot)**



Basic Spot



Basic Spot

The benchmark for locating the enforcement spot for penalties governed by the...

3 and 1 Principle



Play Classifications

- **Free Kick Play**
- **Scrimmage Kick Play**
- **LEGAL Forward Pass Play**
- **Running Play**



Free Kick Play



Interval from when ball is **LEGALLY** kicked until comes in player possession or declared dead by rule



Scrimmage Kick Play



Interval between snap and when scrimmage kick comes into player possession or declared dead by rule



Forward Pass Play



LEGAL forward pass play is interval between snap and when pass is...

- Complete
- Incomplete
- Intercepted



Running Play



Live ball action other than

- Free kick play
- Scrimmage kick play
- **LEGAL** forward pass play



Running Play



Run is a segment of running play when player has possession



Running Play



Player loses possession by

- Fumble
- Backwards pass
- **Illegal** forward pass

Spot run ends = yard line
possession lost



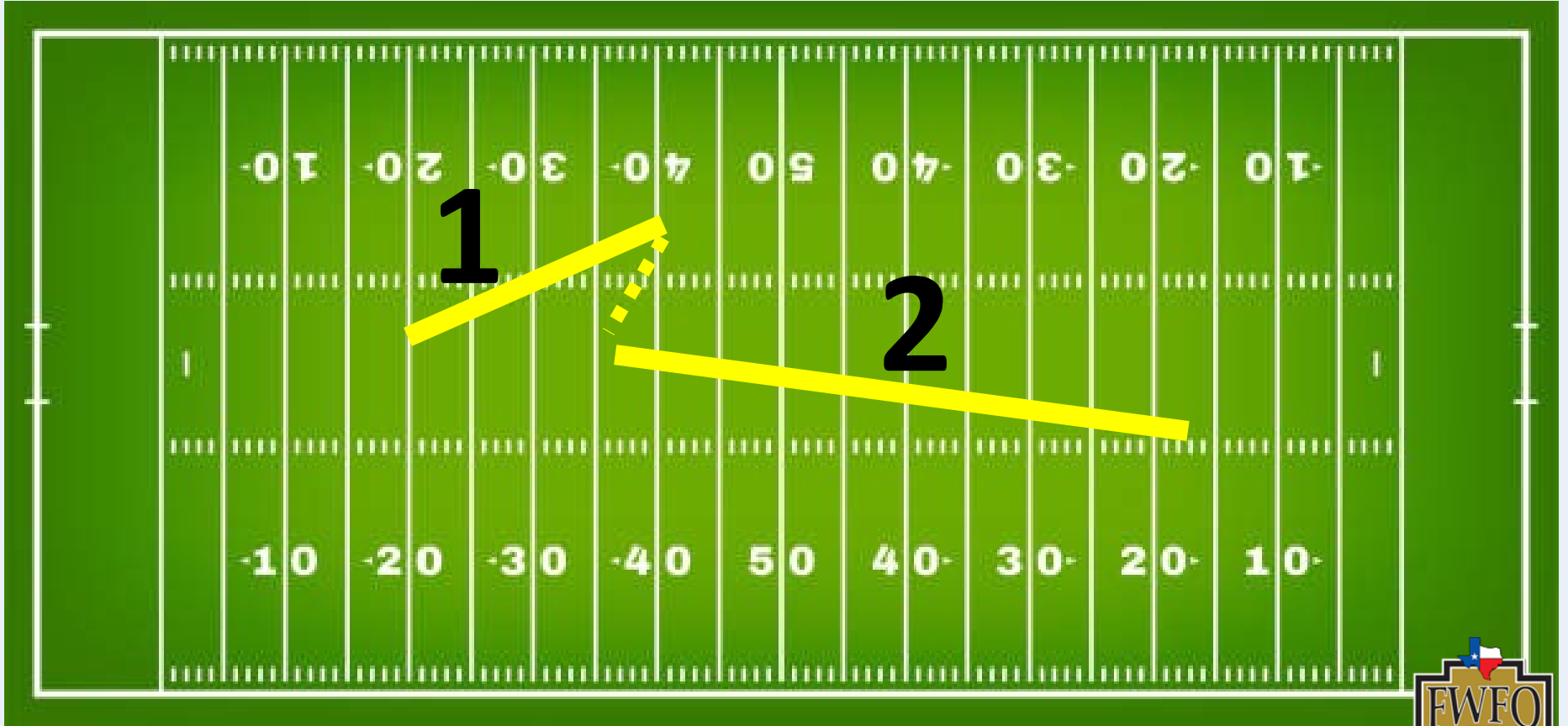
Running Play



**Includes loose-ball action
before possession gained or
ball declared dead**

**New running play begins
when possession gained**





Basic Spot



Basic Spot – Running Plays



- ***Previous Spot***
 - Related run ends **BEHIND** NZ
- ***End of Related Run***
 - Related run ends **BEYOND** NZ
 - Running plays with **NO** NZ



When Run Ends in EZ after Team Change of Possession



- ***Succeeding Spot***
 - Foul after change of team possession in EZ and result of play is touchback



When Run Ends in EZ after Team Change of Possession



- **Goal Line**
 - Foul occurs after COP in field of play-related run ends in EZ
 - Foul occurs after COP in EZ, related run ends in EZ, result of play not touchback



Basic Spot – Pass Plays



- ***Previous Spot***
 - On **LEGAL** forward pass plays



Basic Spot – Kick Plays



- ***Previous Spot***
 - On **LEGAL** kick plays, unless governed by PSK
- ***Postscrimmage Kick Spot***
 - If the foul is governed by PSK rules



3 and 1 Principle

Behind

Basic Spot

Beyond

Defense



Offense



Team in Possession Direction



3 and 1 Principle- Exceptions

Offense



Team A's End Zone =



Kicking

Team



- Not Field Goal
- Not KCI

Previous Spot

Or

B's dead ball spot

Team B's Choice



Postscrimmage Kick Enforcement



Postscrimmage Kick Enforcement

Possession had not changed

Fouls by Team B are treated as if Team B had been in possession at the time the foul was committed.

Only Under These Conditions...



Postscrimmage Kick Enforcement



If **ALL** conditions met-

- 3 and 1 Principle
- PSK spot is basic spot



Postscrimmage Kick Enforcement

Applies **ONLY** to Team B fouls during scrimmage kick and **Only Under These Conditions**

- **Not during try, successful FG or in extra period**
- **Ball crosses NZ**
- **Foul occurs before end of kick**
 - **Caught, Recovered, Dead**
- **Team B will next put ball in play**



Postscrimmage Kick Spot

- Kick ends in field of play- spot kick ends
- Kick ends in B's EZ- B-20
- Missed field goal, untouched by B, declared dead beyond NZ
 - Previous spot- outside B-20
 - B-20 if previous spot inside B-20
 - Batted by A in EZ- B-20
 - Fair catch muff then catch- first touched



Fouls by Team A During Kicks

- **All fouls by Kicking Team (Ex: KCI)**
- **During free kick or scrimmage kick (+NZ)**
- **Not field goal**

- **Previous spot (as basic spot) (safety), OR**
- **Spot belongs to Team B**



Fouls During/After TD

Fouls by non-scoring team (not try)

- **15-yard penalties for PF & UNS enforced**
 - Try
 - Succeeding Kickoff
 - Succeeding spot in extra periods
- **5 & 10-yard penalties**
 - Not enforced-declined by rule



Fouls During/After TD

Fouls by non-scoring team (not try)

- **After TD-before RFP or LB treated as DB**
 - Try
 - Succeeding Kickoff
 - Succeeding spot in extra periods



Successful Field Goal

Live ball fouls

- **A can cancel score to accept penalty
Enforced from previous spot**
- **Decline penalty and accept score**
- **Accept Score for personal fouls and UNS**
 - Try
 - Succeeding Kickoff
 - Succeeding spot in extra periods
 - DB/LB as DB enforced from previous spot



A Limit to Penalties

Distance penalties by either team

- **No free kick restraining line beyond 5-yl**
- **Remaining penalties enforced**
- **Next succeeding spot**



DPI on Try

From on/inside B-3

- **Half the distance to the GL**
- **If successful, penalty declined by rule**



Half-Distance Enforcement

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

Ex: Defensive pass interference



Try- Before Change of Team Possession

From on/inside B-3

- **Half the distance to the GL**
- **If successful, penalty declined by rule**



Other Enforcement *Opportunities*

- **Trys (8-3-3 through 8-3-5)**
- **DPI (7-3-8)**
- **Team B personal foul/UNS legal forward pass play (7-3-12)**
- **10-second runoff (3-4-5)**



Questions?

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Penalty Enforcement Mechanics Focus for Referees

Fort Worth Football Officials



What should the Referee do?

- **Is the foul his/hers?** If R discuss with crew who, what and why.
- **Decide** if valid **foul-discuss options** with U and throwing official
- **Gain** coaches **decision**
- **Announce** to U (crew if o2o) the final decision
- **Address the press** box sideline with the penalty and enforcement
- **Example**
 - Holding offense number 74.
 - 10-yard penalty from the previous spot
 - replay 2nd down.
- **Reset**

Who Does What – The Position Matrix

RESPONSIBILITY

U

- Announces penalty
- Final enforcement decision
- Walks off yardage
- Places ball after enforcement
- Presents options to captain

R

One job,
one owner.
No overlap,
no gaps.
Know your
column.

over
of
c
level
of
c
level



Questions or Comments?

Give us your
FEEDBACK



A photograph of a green football field with white yard lines. On the left side, a brown football with white laces and stripes is resting on the grass. On the right side, a bright yellow flag is tied to a post. The text is overlaid in the center of the field.

Penalty Enforcement Mechanics Focus for Umpires

Fort Worth Football Officials



What should the Umpire do?

- Is the foul his/hers? How to **report** to R
- **Wait for foul** to be given to the R
- **Gain decision** from R
- **Mark foul** while R makes announcement
- **Walk off** then **place ball**
- **Keep players in check**(No unnecessary actions)
- **Hold offense** until R motions you to release
- **Reset**

Who Does What – The Position Matrix

RESPONSIBILITY

- Announces penalty
- Final enforcement decision
- Walks off yardage
- Places ball after enforcement
- Presents options to captain



R

U



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Penalty Enforcement Mechanics Focus for LOS Officials

Fort Worth Football Officials



Line Of Scrimmage Foul Mechanics



Drop Marker at Correct Spot

- Mentally mark yard line
- Withhold whistle until the ball is dead
- Continue officiating the play
- Continuously blow whistle to alert crew
- Signal to stop the clock
- Verbally report full information to the R

From Flag to Enforcement – In Your Head

- What did I see? The Call
- Who committed it?- Number + Team
- Where did it happen? Spot of Foul
- What type of foul? Live Ball/Loose Ball/Dead Ball
- Who had possession? Before or after COP? Enforcement Direction

***This is memorization. It's pattern recognition.
Train it until it's automatic.***

Head Line Judge / Line Judge Responsibilities

- Maintain sideline control
- Ensure offended Coach understands all options – least amount of info as possible
- Be prepared to explain enforcement options
- Relay decision clearly to the Referee

A photograph of a green football field with white yard lines. A brown football with white stripes is on the left side of the frame. A yellow rounded rectangle is overlaid in the center, containing text.

Scenario 1

Team A 3-8 @ A40. During the run, the Left Tackle (75) grabs the Defensive End's jersey and pulls him to the ground at the Team A 43 yd line (point of attack).

Runner gains 5 yards to the Team A 45.

Relay Info to Coach

(the less information the better)

Holding on the Offense – 3&15 at A33 or 4&3 at A45.

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A photograph of a green football field with white yard lines. A brown football is on the left side of the frame. In the center, there is a yellow rounded rectangle containing text. In the bottom right corner, there is a logo for FWEFO (Fort Worth Football Officials).

Scenario 2

Team B 2/9 @ B22. At the snap, A93 was in the neutral zone (no contact). Team B runner gains 7 yds to the B29.



Relay Info to Coach
(the less information the better)

Offsides on the Defense – 2&4 or 3&2

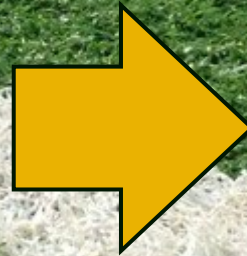
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One Crew. One Standard.

“Same Picture. Every Snap.”

Reporting Foul to Referee

- Foul
- Team committing foul
- Number of player committing foul
- Enforcement of foul
- Result of Play



“Holding, #75 Offense, 10 yds from the spot of the foul, still 3rd down.”

OR


“Holding, #75 Offense, penalty declined. 4th down at the end of run.”

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After Reporting Foul to Referee

- Walk off Penalty with Umpire (L – 1st half, HL – 2nd half)
- Hold Previous spot until penalty has been enforced (HL – 1st half, L – 2nd half)
- Do not allow chains to move until penalty has been administered

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The best-officiated games are the ones where enforcement is invisible — because it was done correctly, quickly, and without controversy.

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Penalty Enforcement Mechanics Focus for Deep Officials

Fort Worth Football Officials



Field Judge / Side Judge Responsibilities

- Ensure offended coach understands options
 - ✓ Relay decision clearly to Referee (R)
 - ✓ Manage game clock status properly
 - ✓ Be prepared to explain enforcement options

Back Judge Responsibilities

Observe dead ball action

✓ Ensure play clock stops

✓ Start play clock correctly

✓ Maintain awareness of clock status

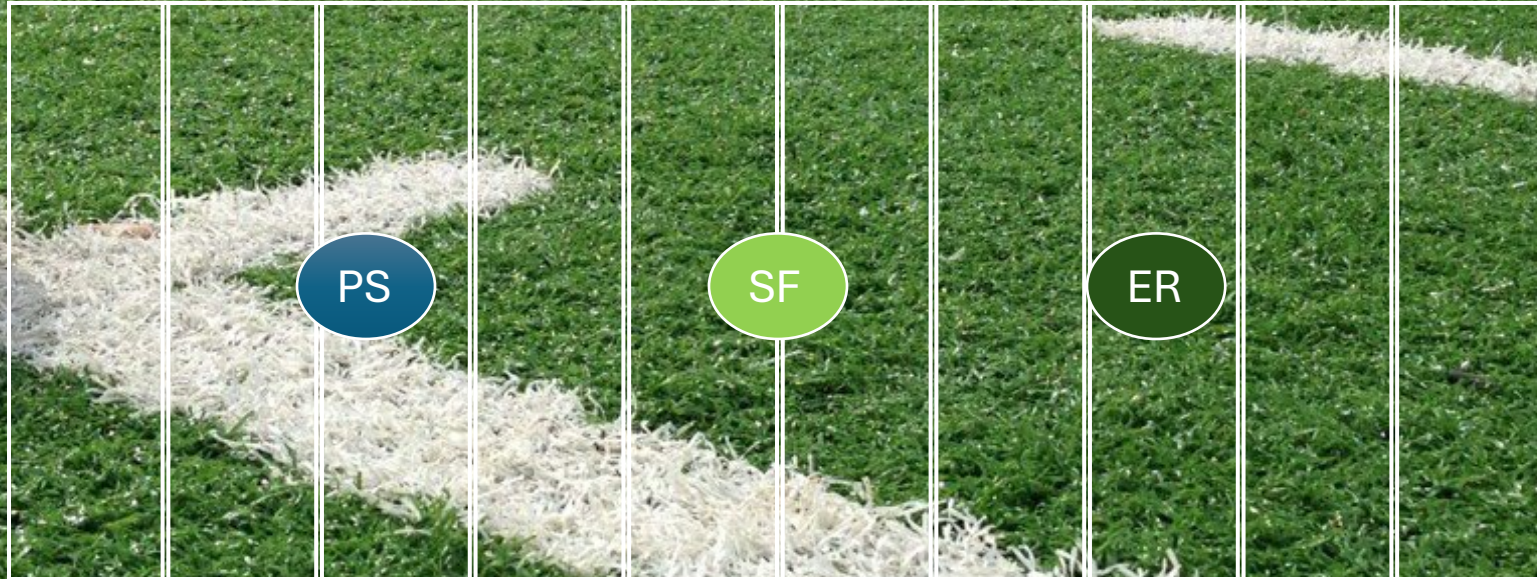
Crew Foul Mechanics



Drop marker at correct spot

- ✓ Mentally mark yard line
- ✓ Withhold whistle until ball is dead
- ✓ Continue whistle to alert crew
- ✓ Verbally report full information to R

Enforcement Spot Mechanics Diagram



PS = Previous Spot | SF = Spot of Foul | ER = End of Run / End of Kick

Reporting the Foul: WHAT / WHO / WHERE / WHEN

- WHAT – Type of foul
- WHO – Offense/Defense (A/B), Kicking/ Receiving
 - ✓ Player number/position & enforcement spot
- WHERE – Behind/Beyond neutral zone
- WHEN – Live or Dead ball

The goal should always be to report it the same way the R will announce it.

Penalty Administration & Coverage

- Cover dead ball and end of run spots
- Hold spot of foul on spot fouls
- Ensure correct yardage stepped off
- Assist during coach conferences
- Confirm proper enforcement at free kicks

A photograph of a green football field with white yard lines. In the foreground on the left, a brown football is visible. On the right, a yellow flag is lying on the grass. A dark grey rounded rectangle with a yellow border is overlaid in the center, containing the main text.

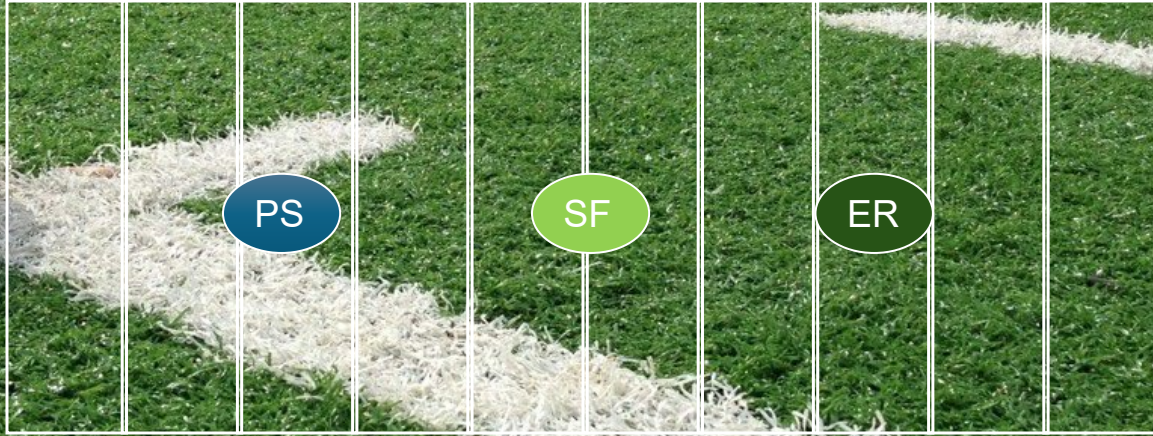
Penalty Enforcement

Mechanics Focus for Newer Officials

Fort Worth Football Officials



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Head Line Judge / Line Judge Responsibilities

Sideline Control

Maintain active control of the sideline throughout the game.

Coach Communication

Ensure the offended Coach understands all options using the least amount of info possible. (*Deep Official can help with this.*)

Enforcement Expertise

Be prepared to explain all enforcement options clearly and accurately.

Referee Relay

Relay the final decision clearly and efficiently to the Referee.

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