October 2, 2017 Steven White & Chris Clemente

ANEFO Rule 8 Points of Emphasis

Pre-game: discuss goal line positioning & mechanics to reinforce each official’s responsibilities.

Line Judge’s & Head Linesmen should discuss who sees the ball break the plane of the goal line and who signals Touchdown. Umpire: may be able to assist by providing a nonverbal signal. The Referee and the Back Judge should be in position to rule on live and dead ball fouls, as well as the status of the clock. You want to make certain that you see the ball in the EZ and make the correct signal(s). Also, make certain that you watch all players for dead ball activity until they separate and go to their respective sidelines.

Discuss Try Down mechanics. Who has responsibility for the placement of the ball? Protection of the Snapper, Kicker / Holder? Leaping? Eligible players? Goal lines / End Lines on broken plays? Reverse mechanics on fumbles, interceptions & Blocked Kicks? The ball crossing the line of scrimmage? Kicked ball landing in the EZ? Tipped balls? Counting players? Kicked ball crossing above the crossbar of the uprights? Ball crossing directly over an upright? Dead ball officiating?

Fouls: by Team A? Fouls: by Team B? Fouls outside the EZ? Fouls inside the EZ? Where to place flags? Bean bag mechanics? (fumbles, momentum, inadvertent whistles) Number of player(s) who committed the foul? Which team will have the ball next? What is the down and distance?

Status of the clock?

Safety: which team is responsible for the ball being in the EZ? A penalties? B momentum inside the 5? Bean bag! When in doubt – It’s a Touchback, not a Safety!

Touchback – the ball must break the plane of the goal for it to be a Touchback. Different than the NFL Rule.

Impetus: A player who kicks, passes, snaps or fumbles the ball is responsible for the balls progress even after it hits the ground, an opposing player or an official. A loose ball retains its original status when there is new impetus.

Thank you and good luck the rest of your season!