

NJFOA – North Meeting #3

September 12, 2023

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NJFOA – North Jersey Chapter



Last Weekend Issues

- Player Injury - T.O.
- Change ball on FGA
- IW Procedures

IW Procedure

ASSUME NO ACCEPTED PENALTIES DURING THE PLAY

- **Replay the down** if IW occurred while snap or forward pass is in flight, or during a legal kick.
- If ball is loose following a backward pass, fumble, illegal forward pass or illegal kick, team last in possession may choose:
 - **Replay the down, or**
 - **put the ball in play where possession was lost; down counts**
- If ball is in player possession when IW sounds, team in possession may choose:
 - **Replay the down, or**
 - **Take result of the play with ball dead at spot when IW sounded; down counts**

ASSUME ACCEPTED PENALTY FOR FOUL DURING THE PLAY

The penalty shall be administered as determined by the basic spot and takes precedence over inadvertent whistle administration

New rule concerning Defenseless Receivers

Protected as Defenseless Player

- Receiver attempting to catch a pass who has not yet become a runner
- Intended receiver in action during or immediately following an interception or possible interception

Forcible contact against these players is a foul unless...

- Contact is incidental to defender making a bona fide play on the ball
- Contact is initiated with open hands
- Contact is in the form of a wrap-up tackle

INSTRUCTIONAL SERIES - LEGAL VS ILLEGAL CONTACT 2023 OCFOA/SDCFOA INSTRUCTIONAL SERIES - LEGAL VS

2023 OCFOA/SDCFOA INSTRUCTIONAL SERIES

LEGAL VS ILLEGAL CONTACT

2023 OCFOA/SDCFOA INSTRUCTIONAL SERIES - LEGAL VS ILLEGAL CONTACT 2023 OCFOA/SDCFOA INSTRUCTIONAL

Anticipated Short Kick

Press Box

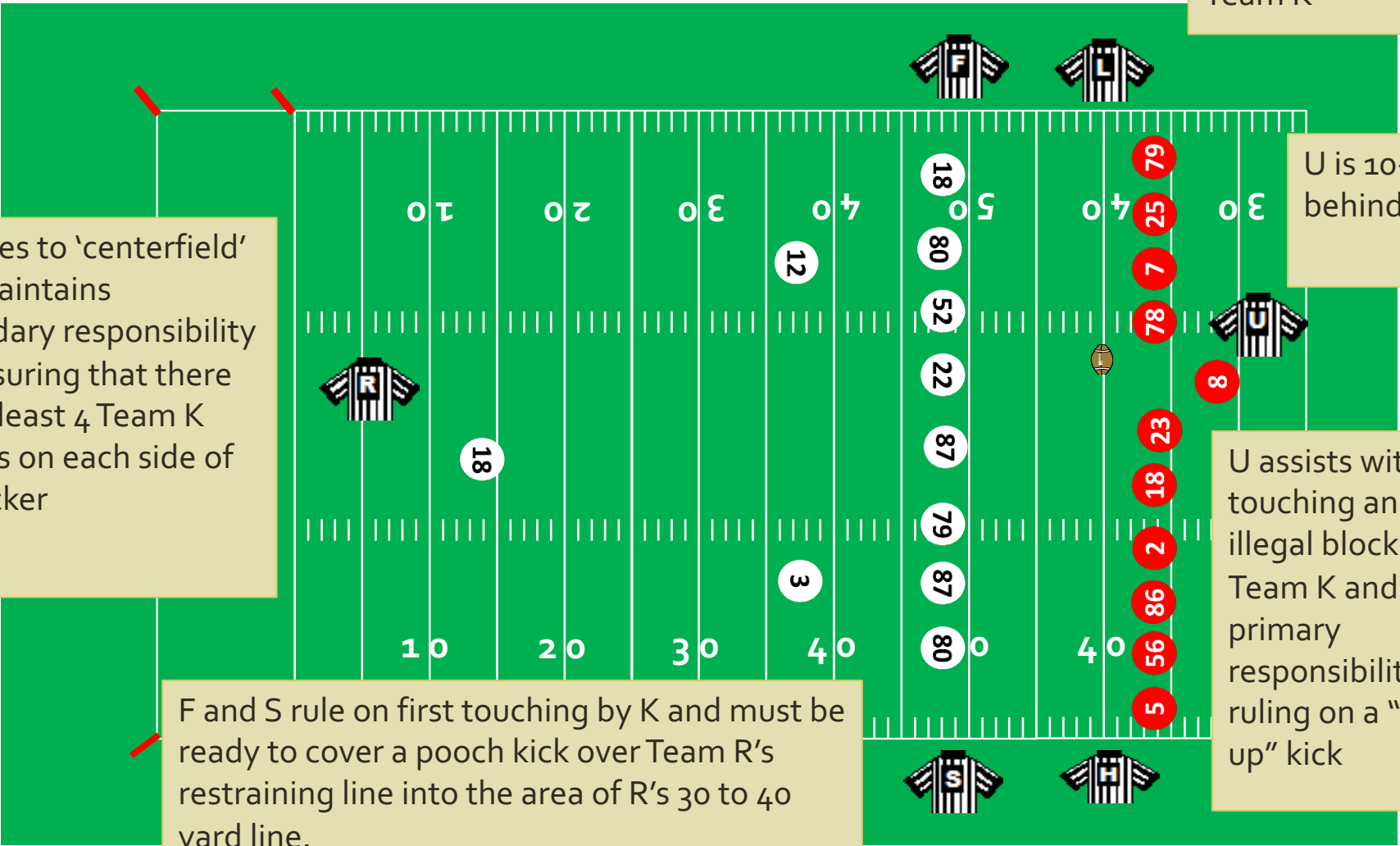
H and L strictly rule on encroachment by Team K

U is 10-15 yds behind K's line

R moves to 'centerfield' and maintains secondary responsibility for ensuring that there are at least 4 Team K players on each side of the kicker

F and S rule on first touching by K and must be ready to cover a pooch kick over Team R's restraining line into the area of R's 30 to 40 yard line.

U assists with touching and illegal blocks by Team K and has primary responsibility for ruling on a "pop-up" kick



OT Review

GENERAL

- Three (3) minute intermission
- Only one coin toss. Visitors call. (offense first, defense first, end of field)
- No game clock, but play clock rules remain in effect
- One time out per team per OT period. No carryover

SCORING

- If defense scores a safety or a touchdown, The game is over, and the defense is declared the winner

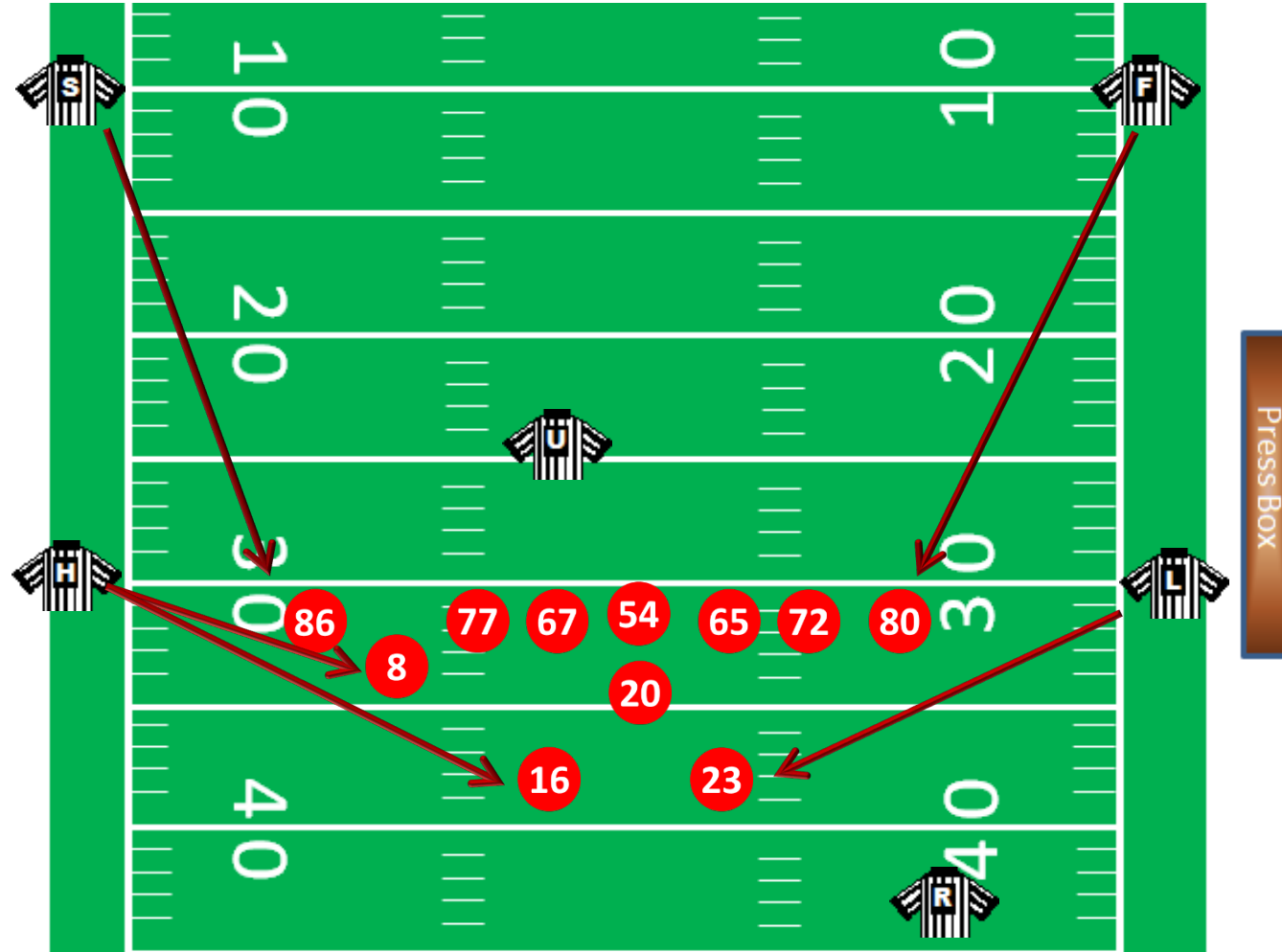
OT Review

SERIES OF DOWNS

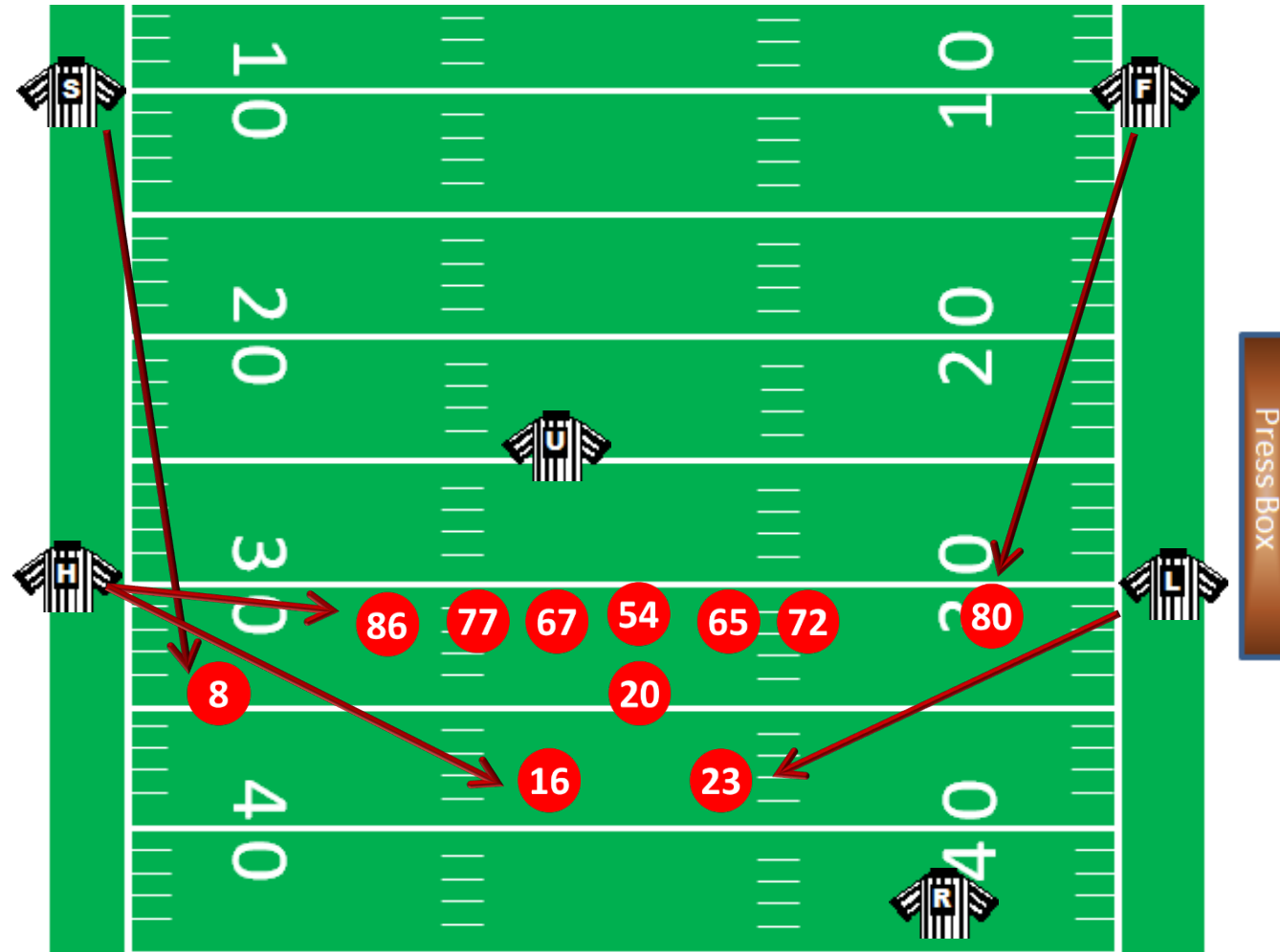
- Each series begins 1st – 10 at B's 25 (unless penalty)
- A's series ends if the defense gains possession during a down
- The same end of the field will be used for possessions by both teams during the two sets of downs in an OT period.
- If the score remains tied after each team has been given one series of downs in an overtime period, then the procedure shall be repeated with other overtime periods until a game winner is determined. (2-minute intermission)
- Loser of the overtime coin toss will be given first choice of the options. If additional overtime periods are required, then first options will be alternated with no coin toss.
- Offensive team shall be awarded a new series
 - It advances the ball beyond the line to gain.
 - Offensive team recovers a scrimmage kick (field-goal attempt) between the goal lines after it has been touched first by the defensive team beyond the neutral zone.
 - Defensive team is guilty of roughing the kicker, place-kick holder, snapper or passer.

Keys

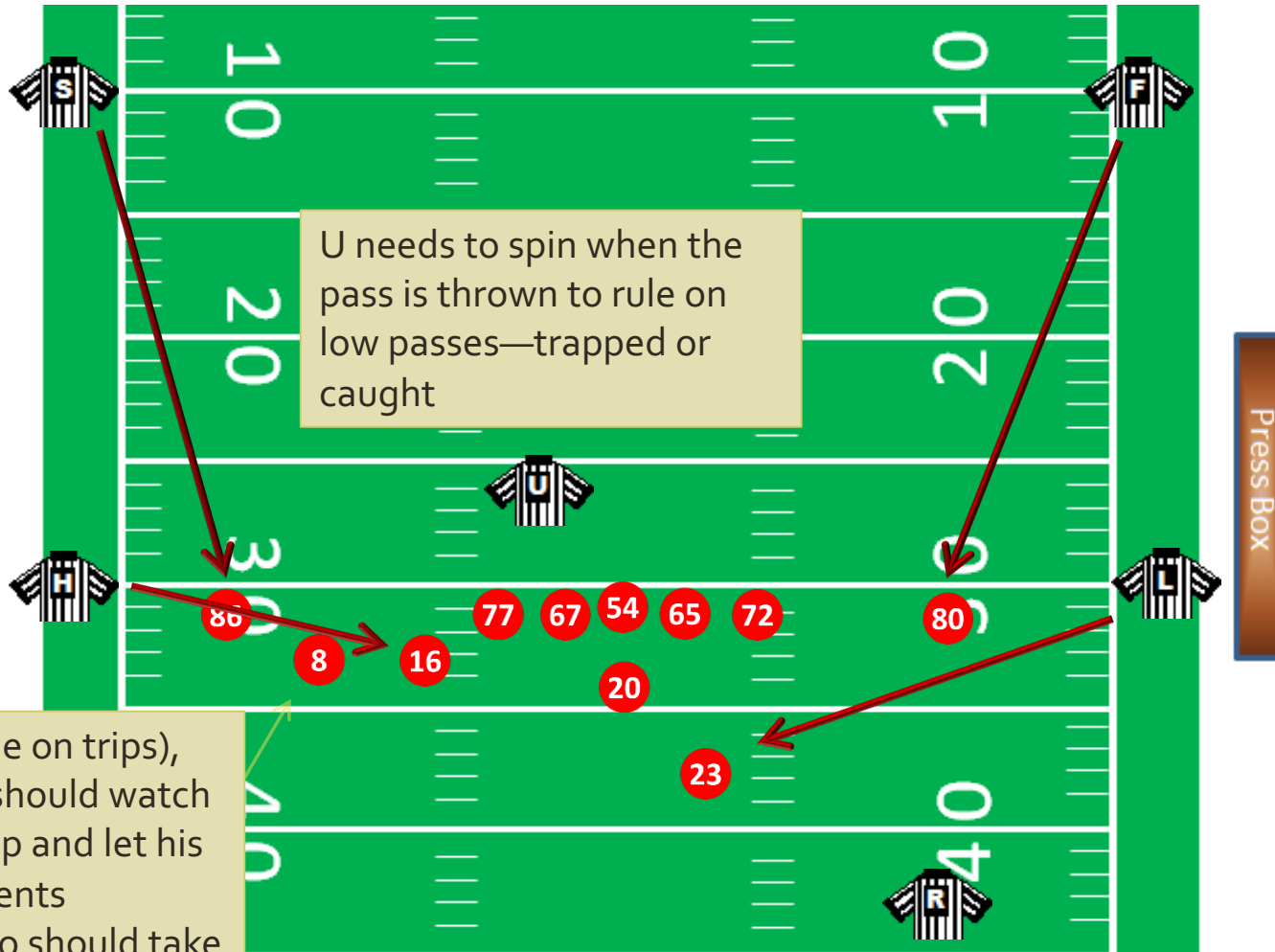
Passing Keys (strength to H; slot receiver)



Passing Keys (*strength to H; pro-set*)



Passing Keys (Trips)

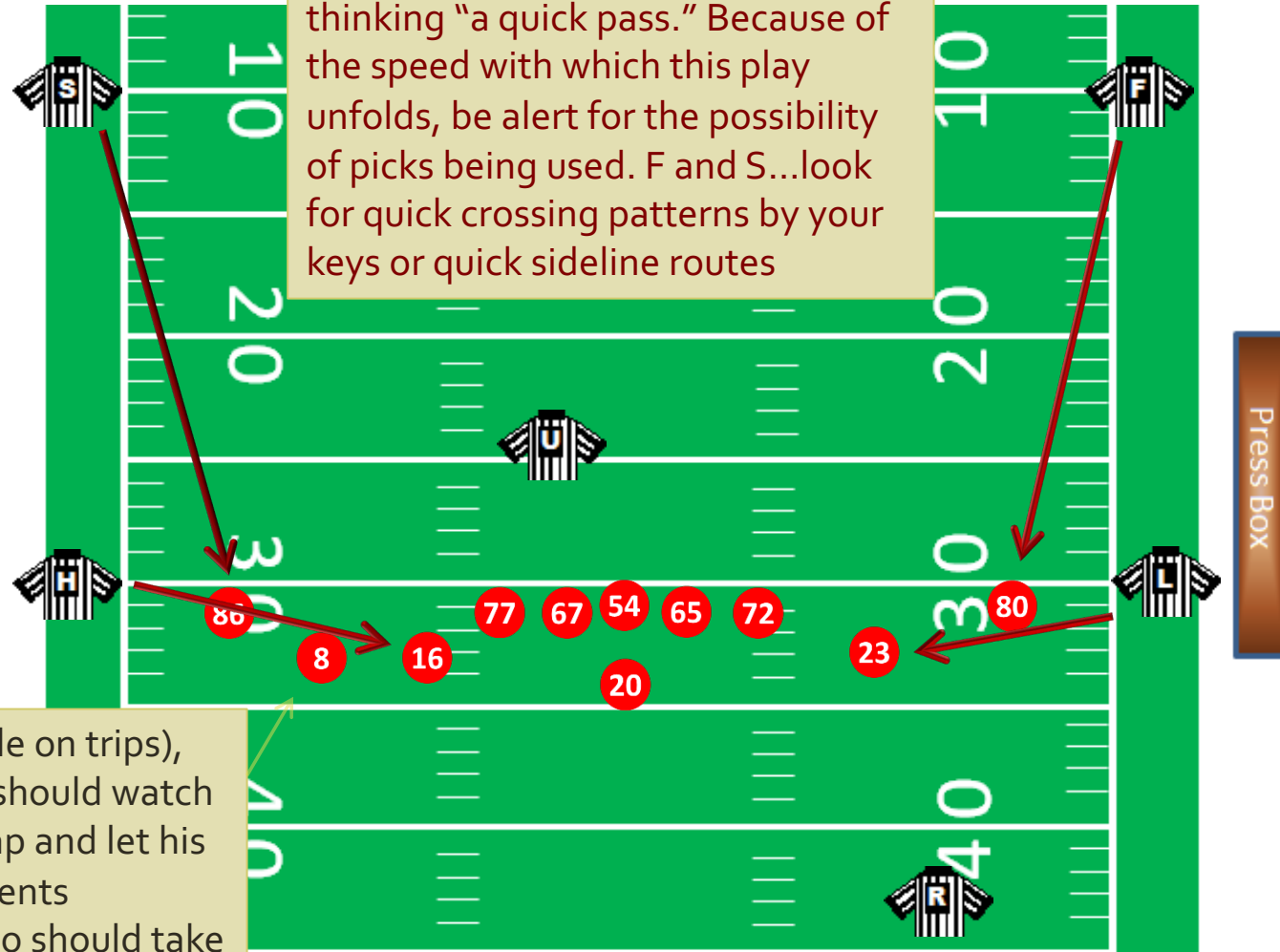


For, **8** (middle on trips), both H and S should watch him at the snap and let his initial movements determine who should take him. ("Share and Declare")

U needs to spin when the pass is thrown to rule on low passes—trapped or caught

Passing Keys (*Empty backfield – Trips & Double*)

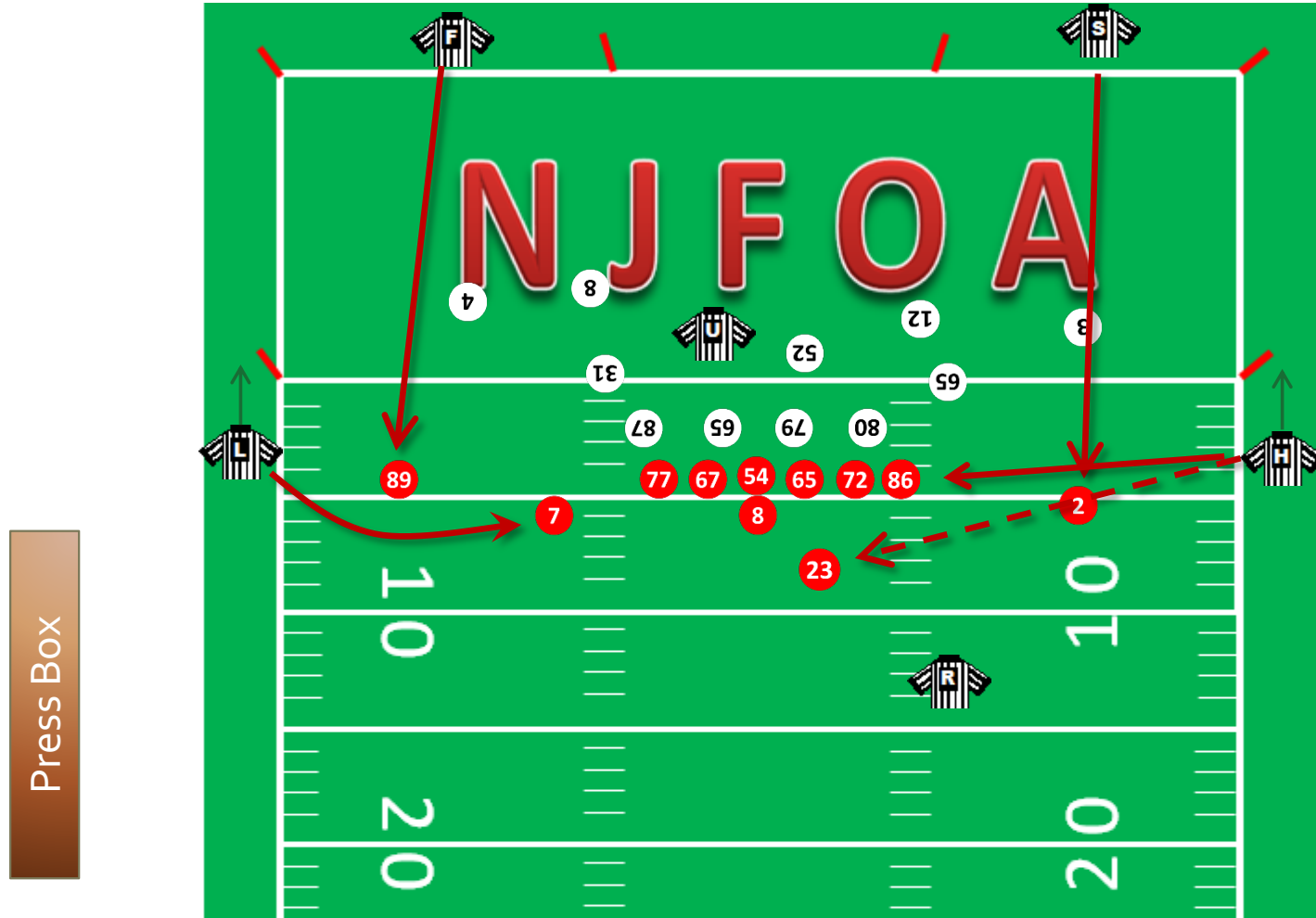
With an empty backfield, be thinking “a quick pass.” Because of the speed with which this play unfolds, be alert for the possibility of picks being used. F and S...look for quick crossing patterns by your keys or quick sideline routes



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Scrimmage Plays

(Inside, or at B's 7) (Double-Double)



Plays & Rulings



Play #1

PLAY #1: For the first OT period, the home team loses the toss and selects to play at the north end of the field. After the first period the game is still tied. For the second OT period the visitors request to play at the other (south) end of the field. Is this a legitimate request?

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RULING: Yes. Choosing which end of the field to play the period is a choice that renews itself for each period.

Play #2

PLAY #2: A, 3rd and 5 from B's 12. QB A10 is rushed hard and dumps the pass. There is no eligible receiver in the area of the pass and the pass fails to reach the neutral zone. As he releases the ball A10 is dragged down by his face mask by defender B67.

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RULING: Double foul. Replay 3rd down.

Play #3

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RULING: Illegal kick by A10. This is a spot foul. Penalize 10 yards from A's 44. Result is A's ball 2nd and 23 from A's 34.

Play #4

PLAY #4: K, 4th and 10 at A's 40. K's punt is picked up at R's 10 by R2. He is tackled immediately at R's 12. Prior to the punt, K73 held at A's 36.

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RULING: R has two options for enforcement:

1. Enforce from succeeding spot → R, 1st – 10 at R's 22.
2. Enforce from previous spot and replay the down → K, 4th – 20 from A's 30

Play #5

PLAY #4: First period of OT. (Top half of inning). A throws a pass that's intercepted by B₄ at B's 5 yardline. He is hit and fumbles the ball across his goal line. The ball rolls out of bounds in the end zone.

RULING: Award A 2 points for a safety. Ball is awarded to Team b for its series

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QUESTIONS ??

