

Dutton's 2009 Pregame Checklist

Before the Game

- R** Review starting and stopping the clock, inadvertent whistle, extending the period, extra periods tiebreaker, signals. Conduct pregame conference, test game balls, meet coaches.
- U** Accompany Referee to conference with coaches. Check equipment (Rules 1-3 & 1-4).
- H** Locate yardage chain, down marker, and clip. Inspect chain for kinks, weak spots and mid-point marker. Instruct chain crew. Carry shoestrings or plastic tie, and extra clip.
- B** Take game ball and instruct ball boys.
Have correct time and stop watch. Instruct field clock operator.

Kickoff

- U &** Count Team A players. **(U&B)**
- B &** Count Team B players. **(H)**
- H** Team A player who goes out of bounds may not return. Drop hat. **(U&B)**
Team A players between nine-yard lines after ready. **(U&B)**
Four players on each side of kicker when ball is kicked. **(B)**
Offside. **(U&B)**
Kicking team blocks before eligible to touch the ball.
Block on kicker. **(U)**
Key on three Team A players on your side. **(H&B)**
Key on five Team A players in the middle. **(U)**
First touching, forced touching.
- R** Count Team B players.
- &** Start the clock when ball is legally touched in field of play or when B brings ball out of end zone. **(All)**
- L** Kick untouched by Team B out of bounds.
Fair catch signal.
Short kick (possible interference).
Forward handoff.
- All** Short kick (possible interference, fair catch).
Kick untouched by Team B out of bounds.
Blocking below the waist.
Clipping.
Block in the back.
Review short kick positions.

Kickoff Penalty Enforcement:

1. Fouls simultaneous with kick: **Previous Spot.**
2. Out-of-bounds: **Previous Spot or B's ball 30 yards beyond Previous Spot.**
3. Fouls before possession is gained (free kick play): **Basic Spot = Previous Spot.**
But remember:
 1. *Interference: **Spot Foul** (behind goal line: **Touchback and penalize from succeeding spot**).*
 2. *Block or foul by B player who signals and does not touch the ball: **Spot Foul.***
 3. *Team A fouls: **May be previous spot or spot where subsequent dead ball belongs to Team B.***
4. Fouls after possession is gained (running play): **Basic Spot = Spot Where the Run Ends**

(2-25-8).

5. Fouls after ball becomes dead: **Succeeding Spot.**
6. Personal fouls by opponents of team scoring a touchdown: **Penalize on try or succeeding kickoff.**

Before the Snap

B Number of defensive players.
25 second count.

U Number of offensive players.
Team A breaks huddle with 12 or more players.
Numbers 50-79 *except scrimmage kick formation.*
Blocking zone (10 yards by 6 yards centered on snapper).
Bucks at the snap outside tackle box or in motion.
Defensive signals.
Abrupt actions by stationary defensive players on line of scrimmage to cause false start.
Quick rush to line of scrimmage to create defensive disadvantage.
False start.
Interference with ball or snapper.
Legal snap.

H Number of players for team on your sideline.

& Offensive line of scrimmage.

L Team A breaks huddle with 12 or more players.
Eligible pass receiver(s) on your side.
Lineman more than seven yards from middle lineman.
Players on or off the line of scrimmage.
Legal formation.
Defensive offside.
Abrupt actions by stationary defensive players on line of scrimmage to cause false start.
Interference with ball or snapper.
Legal snap.
False starts.
Illegal motion or shift.
Man in motion on your side of snapper.
Team A *substitutes* between 9-yard marks *after ready.*
Team A *players* between 9-yard marks *after previous play.*
Substitution infractions.
Quick rush to line of scrimmage to create defensive disadvantage.

R Number of offensive players.
Team A breaks huddle with 12 or more players.
Quick rush to line of scrimmage to create defensive disadvantage.
Legality of backfield formation and eligible backs.
Bucks at the snap outside tackle box or in motion.
One second pause after shift.
Illegal motion of backfield group directly behind ball.
Tackle on your side.

Before the Snap Penalty Enforcement

1. Foul before snap: **Succeeding Spot.**
2. Foul simultaneous with snap: **Previous Spot.**

Running Play

- U** Read keys for run or pass.
Focus on point of attack, then behind the ball.
Illegal use of hands or arms.
Blocking zone, illegal block from behind and at or below the knee, chop block.
- H** Read keys for run or pass.
& Blockers and action around end and linebackers on your side.
L Illegal "crack back" block by wide man.
Blocking pitch man below waist, tackling pitch man.
Runner in your area; action behind runner when play goes to other side.
Forward progress (come in on close plays, especially 4th down and goal line plays).
Down field blocks.
- B** Action on and by your key player(s). Review keys.
Keep runner between you and wing official; cover action in advance of runner.
Follow runner out of bounds, especially in opponent's team area.
- R** Ball, runner, action around runner.
Forward progress and out of bounds spot behind the neutral zone.
Follow runner out of bounds, especially in opponent's team area.

Running Play Penalty Enforcement

1. Run ends behind the neutral zone: **Basic Spot = Previous Spot.**
But remember: *offensive illegal use of hands, holding, illegal block and personal fouls behind the neutral zone - Enforce from **Previous Spot** (not basic spot enforcement). Safety if behind Team A's goal line.*
2. Run ends beyond the neutral zone: **Basic Spot = Spot Where the Run Ends.**
But remember: *Offensive illegal use of hands, holding, illegal block and personal fouls behind the neutral zone - Enforce from **Previous Spot** (not basic spot enforcement). Safety if behind Team A's goal line.*
3. Personal fouls by opponents of team scoring a touchdown: **Penalize on try or succeeding kickoff.**

Pass Play

- U** Read keys for run or pass.
Move toward neutral zone.
Illegal use of hands.
Blocking zone, illegal block from behind and at or below the knee, chop/combination block.
Ineligibles downfield (especially on broken play).
Screen pass.
Pass crosses/does not cross the neutral zone.
Deliberate touching by ineligible receivers.
Know if pass first touches anything behind or beyond the neutral zone.
Assist with pass after runner has crossed the neutral zone.
Assist on low trajectory passes.
- H** Read keys for run or pass.
& Eligible receivers.
L Action on and by your key player(s). Review Keys.
& Eligible receiver out of bounds. Drop hat.
B Blocking eligible receiver below waist beyond neutral zone.
Pass forward or backward. **(H&L)**

Pass complete/incomplete, in bounds/out of bounds.
Responsible for your sideline. (H&L)
Responsible for endline. (B)
Pass intercepted (watch for blocking below the waist).
Offensive pass interference.
Defensive pass interference.
Illegal contact.

- R** Eligible receivers in backfield.
Illegal use of hands and holding until passer is threatened.
Pass forward/backward, pass/fumble.
Illegal pass (intentional grounding, second forward pass, thrown beyond neutral zone, thrown by Team B after change of possession).
Passer five yards or more toward sideline - grounding OK.
Pass crosses/does not cross neutral zone.
Fouls against the passer.

Pass Play Penalty Enforcement

1. Fouls after the snap and before the pass is complete, incomplete, or intercepted (legal forward pass play): **Basic Spot = Previous Spot.**
But remember:
 1. *Defensive pass interference: **May Be a Spot Foul** (if foul occurs less than 15 yards from previous spot).*
 2. *Roughing the passer when the pass is complete, run ends beyond the neutral zone and no change of team possession: **End of Last Run.***
 3. *Illegal touching: Enforce from **Previous Spot.***
 4. *Offensive facemask, illegal use of hands, holding, illegal block and personal fouls behind the neutral zone - Enforce from **Previous Spot** (not basic spot enforcement). *Safety if behind Team A's goal line.**
2. Fouls after pass is completed or intercepted (running play): **Basic Spot = Spot Where the Run Ends.**
3. Personal fouls by opponents of team scoring a touchdown: **Penalize on try or succeeding kickoff.**

Scrimmage Kick - Punt

- U** Take position 8-10 yards deep.
Foul against the snapper.
Contact with the snapper before one second elapsed.
- H** Determine if short or partially blocked kick crosses the neutral zone. (H)
& Scrimmage kick made beyond the neutral zone.
- L** First touching, forced touching, illegal touching, interference, if kick is short.
Stay on line until no threat of blocked kick; then move downfield in an easy run. (L)
Stay on line until kick has clearly crossed and will not threaten the neutral zone. (H)
Responsible for your entire sideline.
Illegal use of hands, holding by receiving team.
Help **B** with fair catch signal, player who signals and blocks.
- B** First touching, illegal touching, touchback.
Batting the ball in the end zone.
Fair catch.
Interference with the opportunity to catch a kick.
Illegally batting or kicking the ball.
Spot where the kick ends.

R See the ball from snapper to kicker, blockers and rushers.
Kicker carrying ball outside the tackle box.
Roughing or running into the kicker.
Advance and recovery of blocked kick.

All Blocking below the waist.
Clipping.
Block in the back.

Scrimmage Kick-Punt Penalty Enforcement

1. Fouls after the snap and before player possession is gained or the ball declared dead (scrimmage kick play): **Basic Spot = Previous Spot**, unless the kick is governed by post scrimmage kick rules; then **Basic Spot = Post Scrimmage Kick Spot (2-25-11)**.
But remember:
 1. Interference: **Spot Foul** (behind goal line: **Touchback and penalize from Succeeding Spot**).
 2. A bats loose ball untouched by B behind B's goal line: **Violation and B may elect Touchback**.
 3. *Offensive illegal use of hands, holding, illegal block and personal fouls behind the neutral zone - Enforce from **Previous Spot** (not basic spot enforcement).* Safety if behind Team A's goal line.
 4. *Team A fouls: **May be previous spot or spot where subsequent dead ball belongs to Team B**.*
2. Fouls during the run back (running play): **Basic Spot = Spot Where the Run Ends**.
3. Personal fouls by opponents of team scoring a touchdown: **Penalize on try or succeeding kickoff**.

Scrimmage Kick - Field Goal & Try

U Foul against snapper.
Player restrictions.
Player who runs forward and leaps.
Interlocked interference.

H Whole line of scrimmage.
Determine if short or partially blocked kick crosses the neutral zone.

L Rule on the kick. **B** makes ruling if kick strikes the crossbar.
& Responsible for your sideline.
B

R Fumble by holder (ball dead/alive).
Roughing or running into the kicker and holder.

All Be alert for blocked kick.

Scrimmage Kick-Field Goal Penalty Enforcement - Same as Punt

Scrimmage Kick-Try Penalty Enforcement - Review 8-3-3 & 4

Miscellaneous

All Bean bag mechanics.
Time outs, measurements, end of period.
Calling and enforcing fouls.
Goal line plays.

Digging out fumbles.
Hurry-up offense.
Controlling the game (personal fouls, unsportsmanlike conduct).

New in 2009

Blocking zone defined as 6 yard x 10 yard rectangle centered on snapper.
Tackle box defined as rectangle enclosed by 2 lines each 5 yards from snapper and parallel to sidelines extending from the neutral zone to Team A's end line.
No extension of period on loss of down penalty.
At least 5 offensive players numbered 50-79 legally on the line of scrimmage and no more than 4 offensive players in the backfield.
No roughing or running into if kicker carries ball outside the tackle box.
Chin strap included in facemask.

New in 2008

Chop block: high-low, low-high combination by any two players, anywhere, with or without a delay. Low is at or below the thigh.
Horse-collar tackle: grabbing inside back or side of shoulder pads or jersey and immediate pull down. 15-yard facemask for twisting, turning, or pulling. 5-yard facemask eliminated.
Player has crossed the neutral zone when entire body is beyond the neutral zone.
After change of possession in extra periods, *flagrant personal fouls*, dead-ball fouls and live-ball treated as dead-ball fouls are enforced at the succeeding spot.
After change of possession during a Try, *flagrant personal fouls*, dead-ball fouls and live-ball treated as dead-ball fouls are enforced on the kickoff or at the succeeding spot in extra periods.
After change of possession in extra periods, both teams foul during the down *and Team B had not fouled before the change of possession*, the fouls offset and the down is **not** replayed.
After a change of possession during a Try, both teams foul during the down *and Team B had not fouled before the change of possession*, the fouls offset and the down is **not** replayed, and the Try is over.
Both teams foul during a Try *and Team B fouls before the change of possession*, the fouls offset and **the down is replayed**.

New in 2007

Team A fouls during kick plays may be penalized from the previous spot or from the spot where the subsequent dead ball belongs to Team B.

New in 2006

Fouls by Team B during successful field goal: Team A may cancel the score and have the penalty enforced from the previous spot.