

# THE ANATOMY OF PENALTY ENFORCEMENT

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AOS Meeting

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# AGENDA

- Penalty Enforcement Concepts
- Types of Plays
- Basic Spots
- All-But-One Principle
- Post Scrimmage Kick
- Penalty Enforcement Situations

# Penalty Enforcement Concepts

## *Game Management Role*

- Critical game management function
- Enhances crew credibility and professionalism when penalties administered in an efficient manner
- Lose the confidence of coaches, players, and fans when having difficulty enforcing obvious fouls
- Extended and unnecessary crew conferences result in too much time to complete the administration of penalties

# Penalty Enforcement Concepts

## *Crew Roles and Responsibilities*

- Calling official advances toward referee to provide the status of ball, foul, number of player that committed foul
- If multiple officials call a foul, they should quickly determine if they called same foul and one would report to referee
- Umpire, linesman and line judge work together to enforce the yardage distance
- Referee announces the penalty

# Penalty Enforcement Concepts

## *Crew Roles and Responsibilities (cont.)*

- Umpire
  - Primarily responsible for penalty enforcement
  - Must have absolute knowledge of all penalty enforcement principles
  - Able to enforce any penalty with minimal referee involvement
  - Will determine the enforcement in obvious cases and immediately mark off penalty yardage
  - If option required, wait until referee receives option and then proceed to enforce penalty

# Penalty Enforcement Concepts

## *Crew Roles and Responsibilities (cont.)*

- Linesman
  - Mark off the yardage from sideline position at approximately the same time with umpire
  - Correct any discrepancy immediately
- Line Judge
  - Hold the penalty enforcement spot until the umpire and linesman complete enforcement
  - Independently mark off penalty yardage and confirm umpire and linesman enforce is correct
  - Correct any discrepancy immediately

# Penalty Enforcement Concepts

## *Crew Roles and Responsibilities (cont.)*

- Other Officials
  - Observe actions of referee, umpire, linesman and line judge and make sure no errors have been made
  - If any official feels a mistake has been made, he must bring it to the referee's attention immediately

# Types of Plays

- Loose-ball play is action during:
  - A free kick or scrimmage kick
  - A legal forward pass
  - A backward pass, illegal kick or fumble by A from in or behind the NZ and prior to a COP
- Running Play is any other action
- End of Run is:
  - Where ball becomes dead in runner's possession
  - Where the runner loses possession
  - The spot of the catch or recovery (momentum)

# Basic Spots

- **Basic Spot**
  - Determined by the action that occurs during the down
  - Not a fixed location on field; it's a benchmark for locating enforcement spot
  - Varies according to play type and can only be previous spot or end of run (except PSK)
- **Previous Spot**
  - fouls occurring simultaneously with snap or free kick
  - fouls occurring during a loose ball play
  - Fouls occurring during a legal kick with inadvertent whistle before possession by either team

# Basic Spots

- Succeeding Spot
  - Unsportsmanlike foul
  - Dead-ball foul
  - Non-player foul
  - Touchback
  - Fouls during scoring plays (option)
- End of related run for running play
- End of kick for post scrimmage kick foul

# Basic Spots

- 20-yard line for fouls by either team when the team not in possession (B) provides the force to a ball crossing the goal line of the team in possession (A) and the related run ends in the EZ followed by a loose ball
- Goal line for fouls committed during running plays by B when A provides the force to a ball crossing its own goal line and the related run ends in the EZ followed by a loose ball

# All-But-One Principle

- For many fouls the enforcement spot is given as a part of the statement of penalty
- Other fouls in rulebook refers to the basic spot, not to a specific location on field.
- When the statement of penalty does not specify the enforcement spot the penalty is enforced according to the three and one principal, also sometimes referred to the as the all-but-one principle
- Key to using that principle is the notion of the basic spot

# All-But-One Principle

- Depending on which team fouls and where the foul occurs in relation to the basic spot, the penalty is enforced either from or behind the basic spot
- Four possibilities: either team may commit a foul that may happen either behind or beyond the basic spot
- Two teams plus two locations equal four possibilities

# All-But-One Principle

- The basic spot is used in three possibilities and in the other it is enforced from the spot of the foul. Therein lies the all-but-one principle
- 4 possibilities
  - If Team B commits a foul, enforce the penalty from the basic spot regardless of where the foul happens – either behind or beyond the basic spot
  - If Team A commits a foul, the enforcement spot depends on where the foul is committed

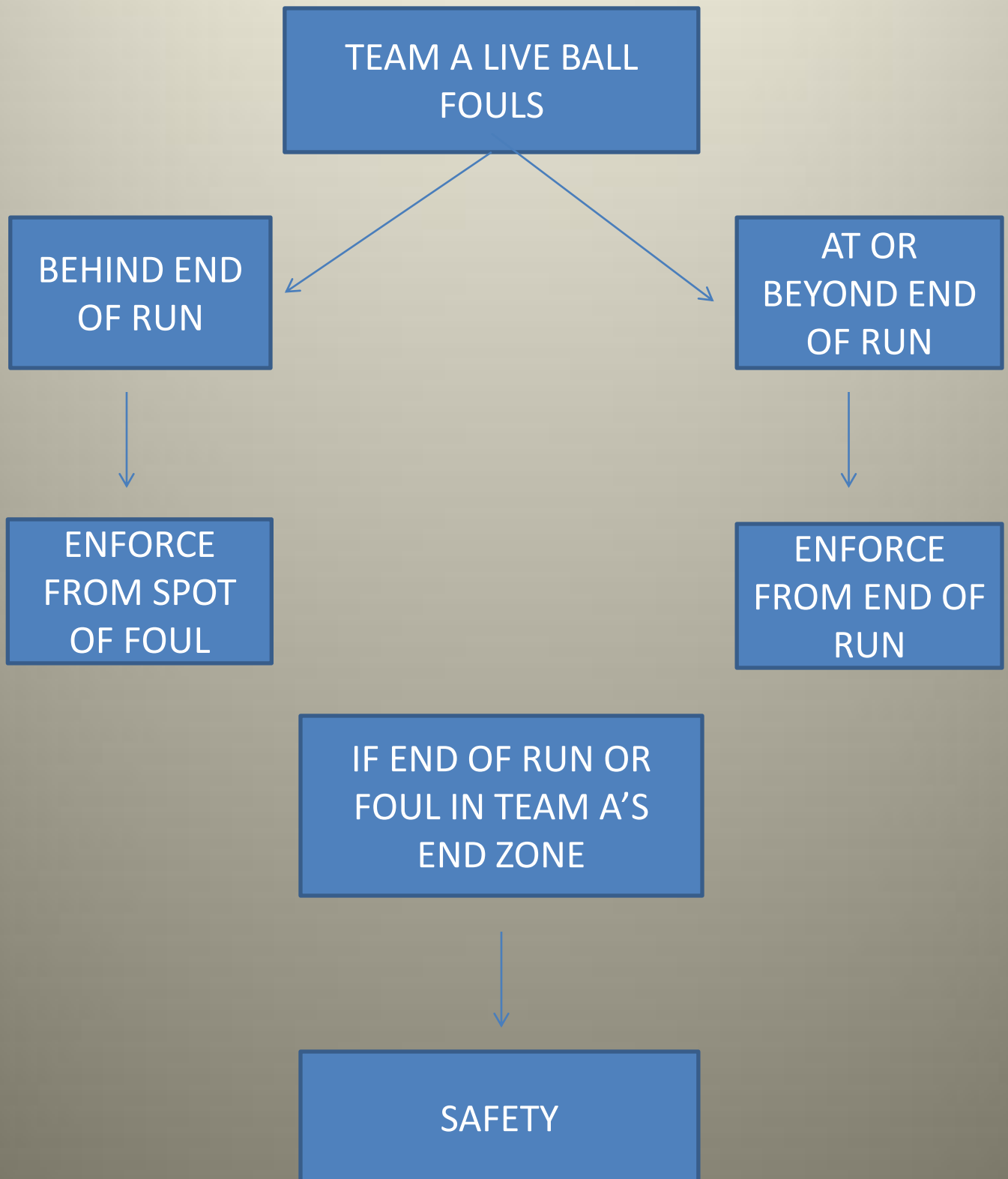
# All-But-One Principle

- If foul happens beyond basic spot, enforce from basic spot
- If foul happens behind basic spot, enforce from spot of the foul
- Applying the all-but-one principle is simple when you follow the recipe:
  - Where is the basic spot; and
  - Where did the foul happen in relation to the basic spot

# Post-Scrimmage Kick

- Foul by receiving team (R) – other than illegal substitution or participation – when the foul occurs:
  - During scrimmage kick plays other than a try or successful field goal
  - In which the ball crosses the expanded NZ
  - Beyond the expanded NZ
  - Before the end of a kick
  - And the kicking team does not have possession of the ball when the down ends

# Fouls on Running Plays



# Fouls on Running Plays

TEAM B LIVE BALL  
FOULS

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graph TD; A[TEAM B LIVE BALL FOULS] --> B[ANYWHERE]; B --> C[ENFORCE FROM END OF RUN]; C --> D[IF END OF RUN OR FOUL IN TEAM A'S END ZONE]; D --> E[ENFORCE FROM TEAM A'S GOALLINE];
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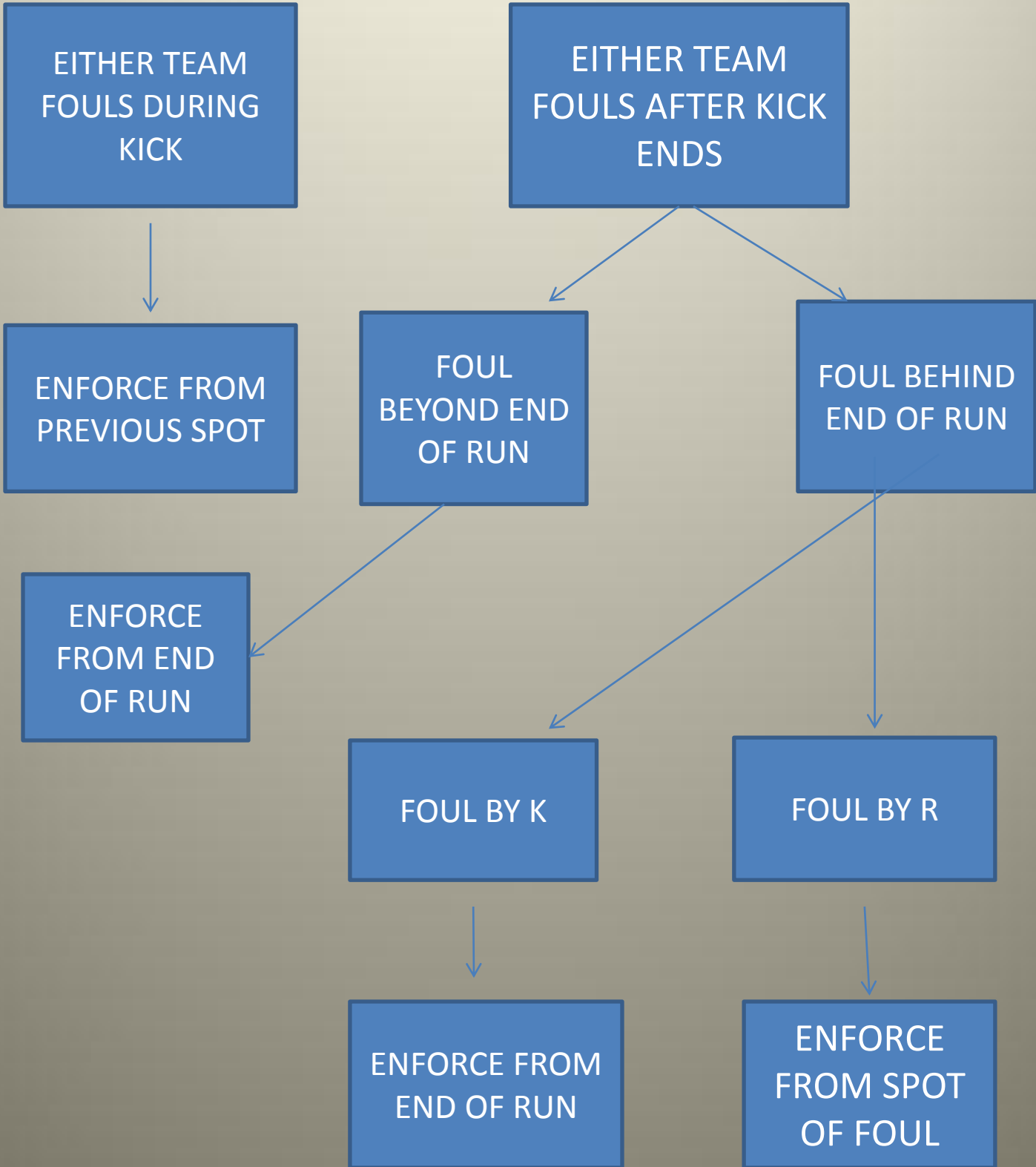
ANYWHERE

ENFORCE FROM  
END OF RUN

IF END OF RUN OR  
FOUL IN TEAM A'S  
END ZONE

ENFORCE FROM TEAM  
A'S GOALLINE

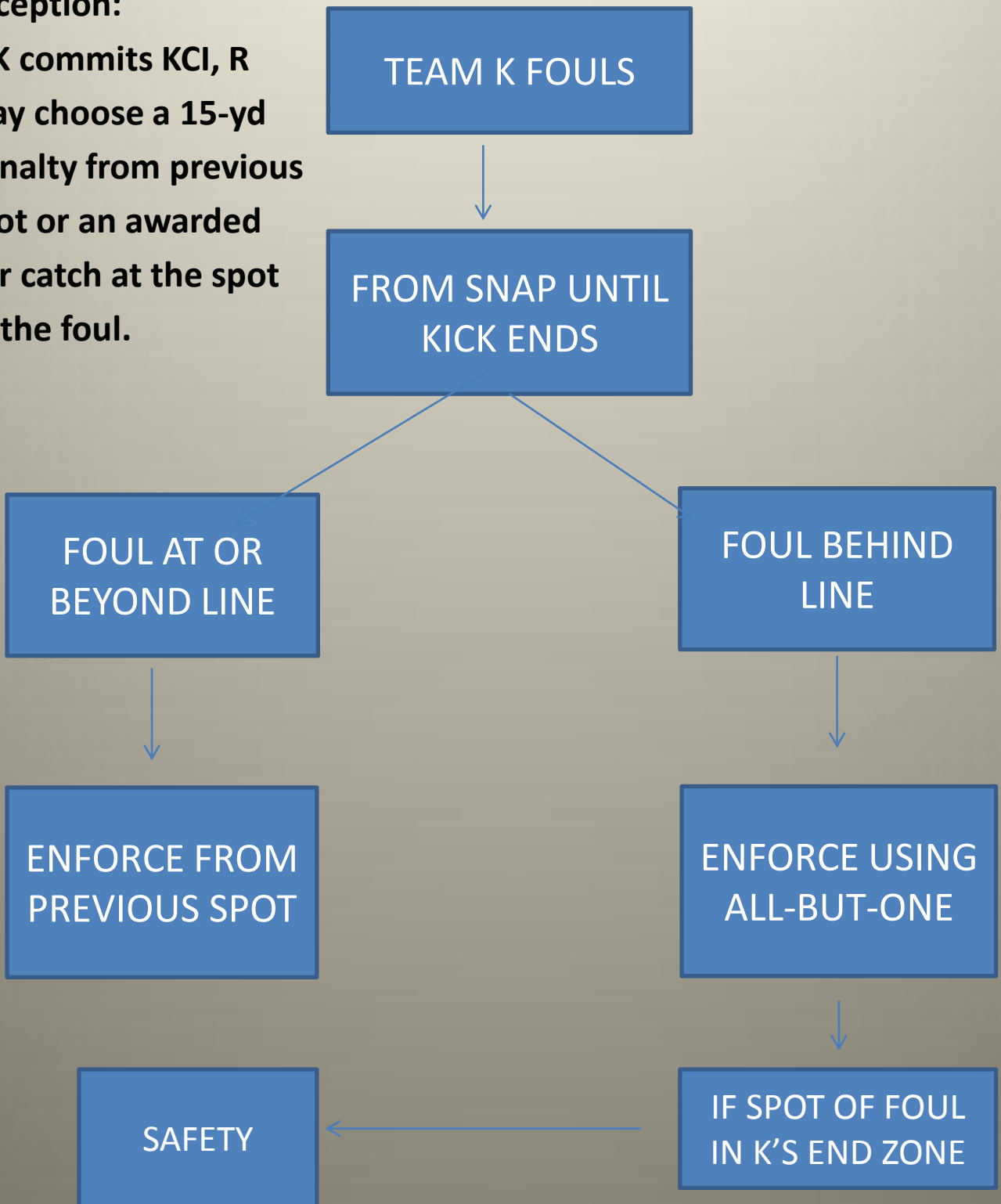
# FOULS ON FREE-KICK PLAYS



# Fouls On Scrimmage-Kick Plays (No PSK)

## Exception:

If K commits KCI, R may choose a 15-yd penalty from previous spot or an awarded fair catch at the spot of the foul.



# Fouls On Scrimmage-Kick Plays

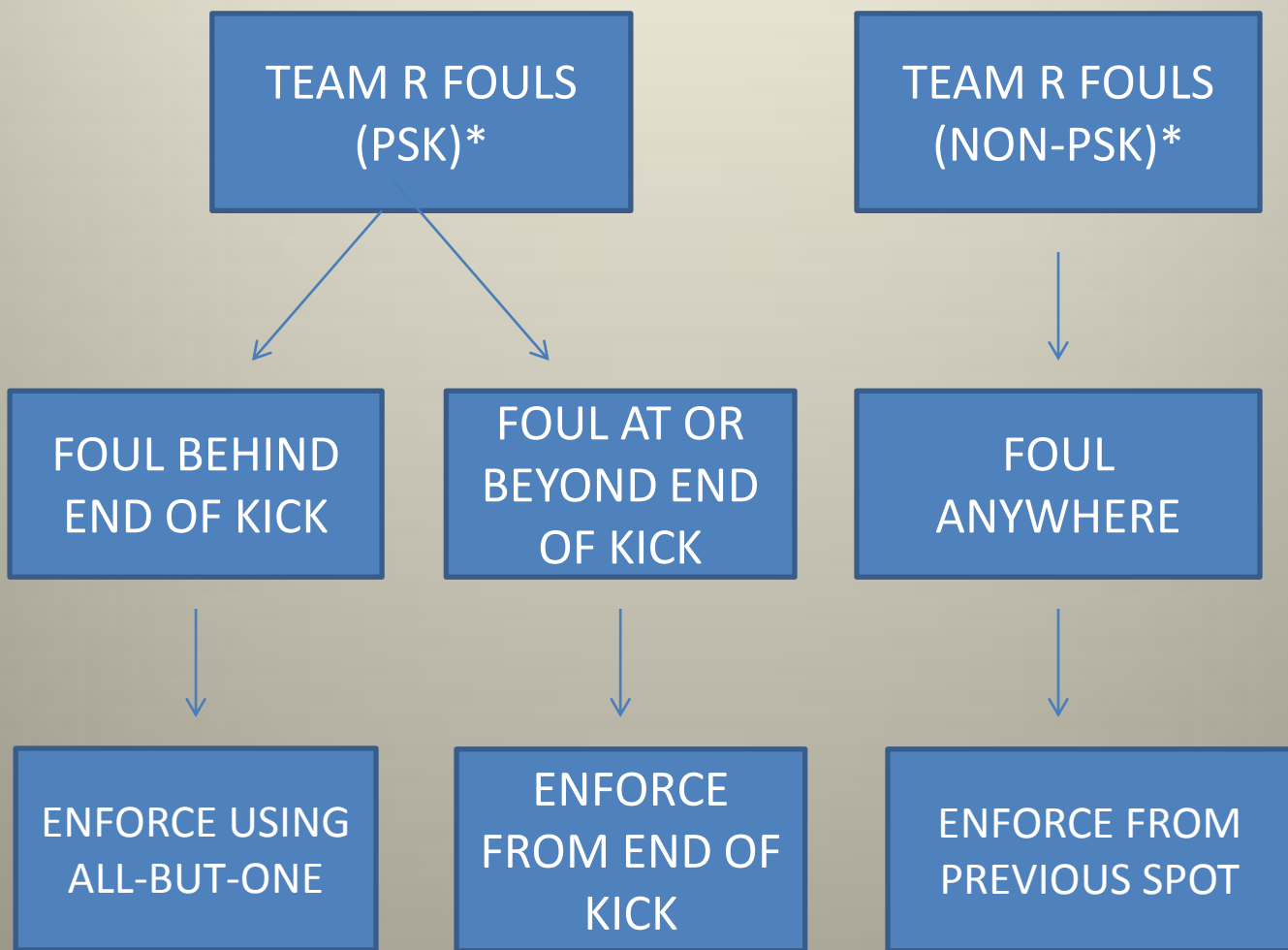
TEAM K FOULS

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graph TD; A[TEAM K FOULS] --> B[AFTER KICK ENDS]; B --> C[ENFORCE FROM END OF RUN];
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AFTER KICK  
ENDS

ENFORCE FROM  
END OF RUN

# Fouls On Scrimmage-Kick Plays



\* PSK applies if R fouls on R's side of the expanded NZ prior to the end of a scrimmage kick (other than a try or successful field goal) that crosses the NZ, if K does not have possession of the ball when the down ends

# Dead-Ball Fouls

EITHER TEAM  
COMMITTS DEAD  
BALL FOUL THAT  
PREVENTS SNAP



ENFORCE FROM  
SUCCEEDING SPOT

EITHER TEAM  
COMMITTS DEAD  
BALL FOUL AFTER A  
PLAY WITH NO  
SCORE\*



ENFORCE FROM  
SUCCEEDING  
SPOT

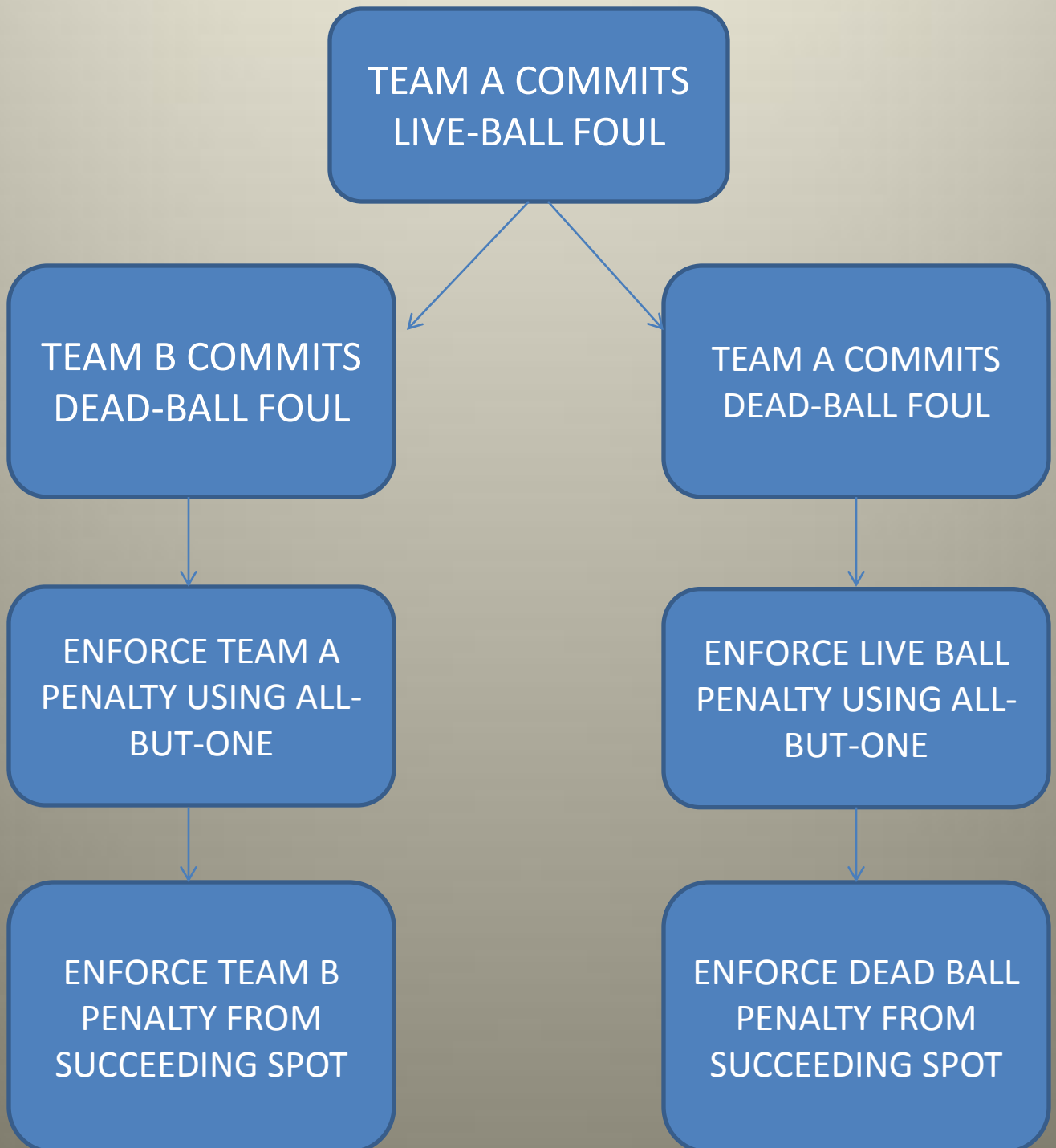
EITHER TEAM  
COMMITTS  
DEADBALL FOULD  
AFTER A SCORE \*



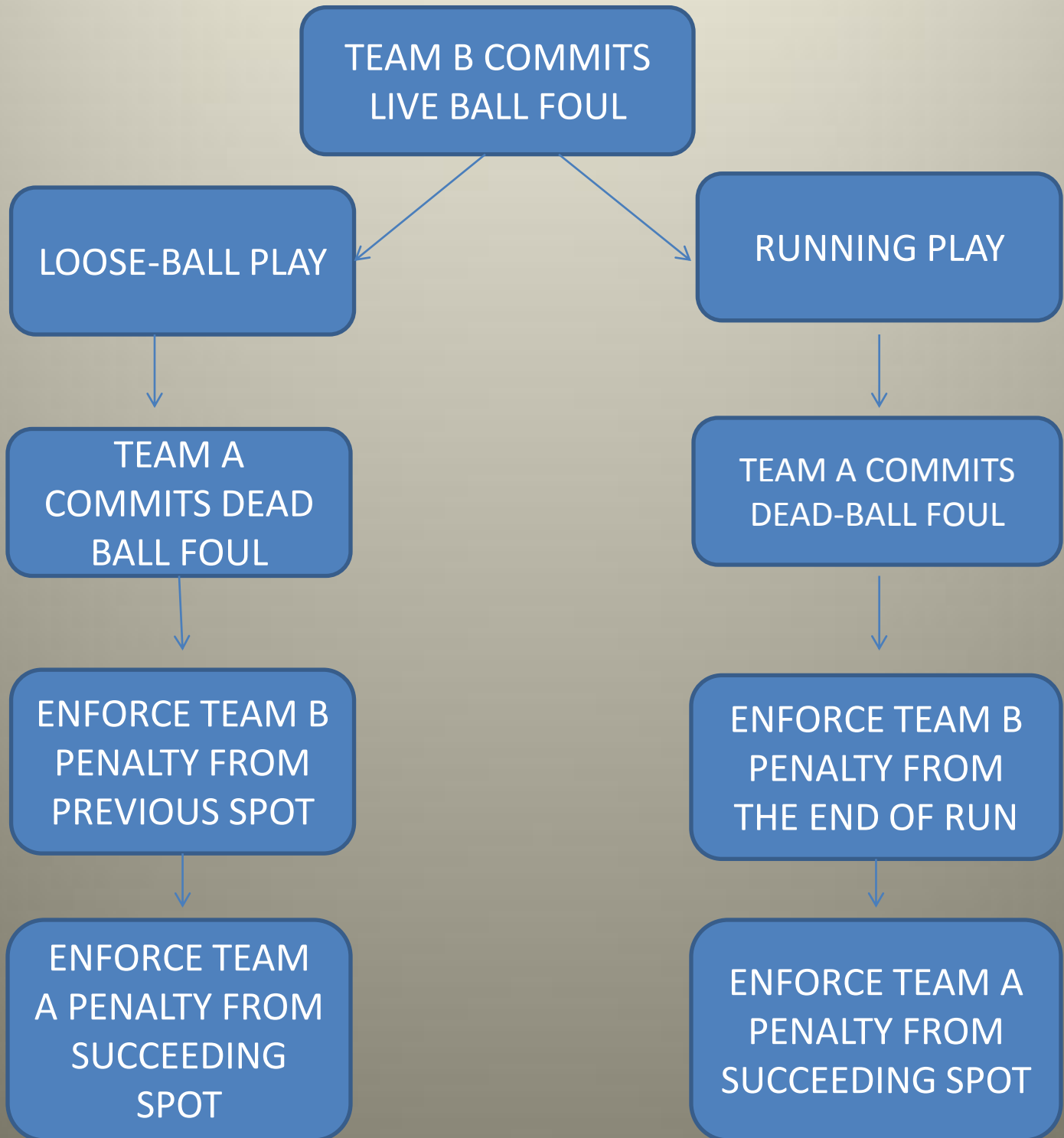
MAY BE  
ENFORCED ON  
TRY OR ON NEXT  
KICKOFF

Includes live-ball fouls  
treated as dead-ball  
fouls

# Live-Ball Fouls Followed By Dead-Ball Fouls



# Live-Ball Fouls Followed By Dead-Ball Fouls



# Double and Multiple Fouls

BOTH TEAMS  
COMMIT LIVE-BALL  
FOULS  
(DOUBLE FOULS)



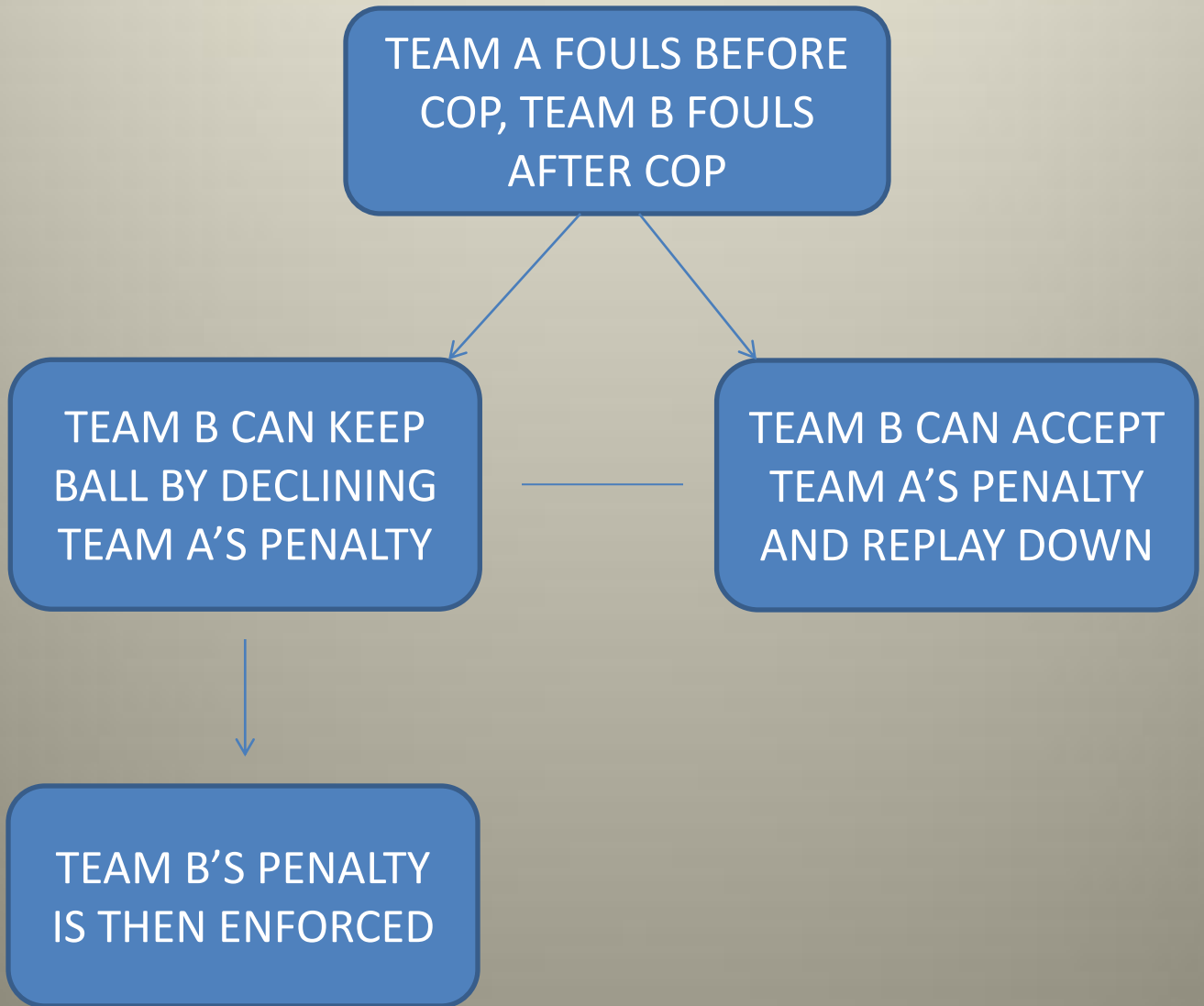
FOULS OFFSET

EITHER TEAM  
COMMITTS TWO OR  
MORE LIVE-BALL FOULS  
(MULTIPLE FOULS)



OFFENDED TEAM GETS  
CHOICE OF PENALTIES

# Double and Multiple Fouls With Change of Possession

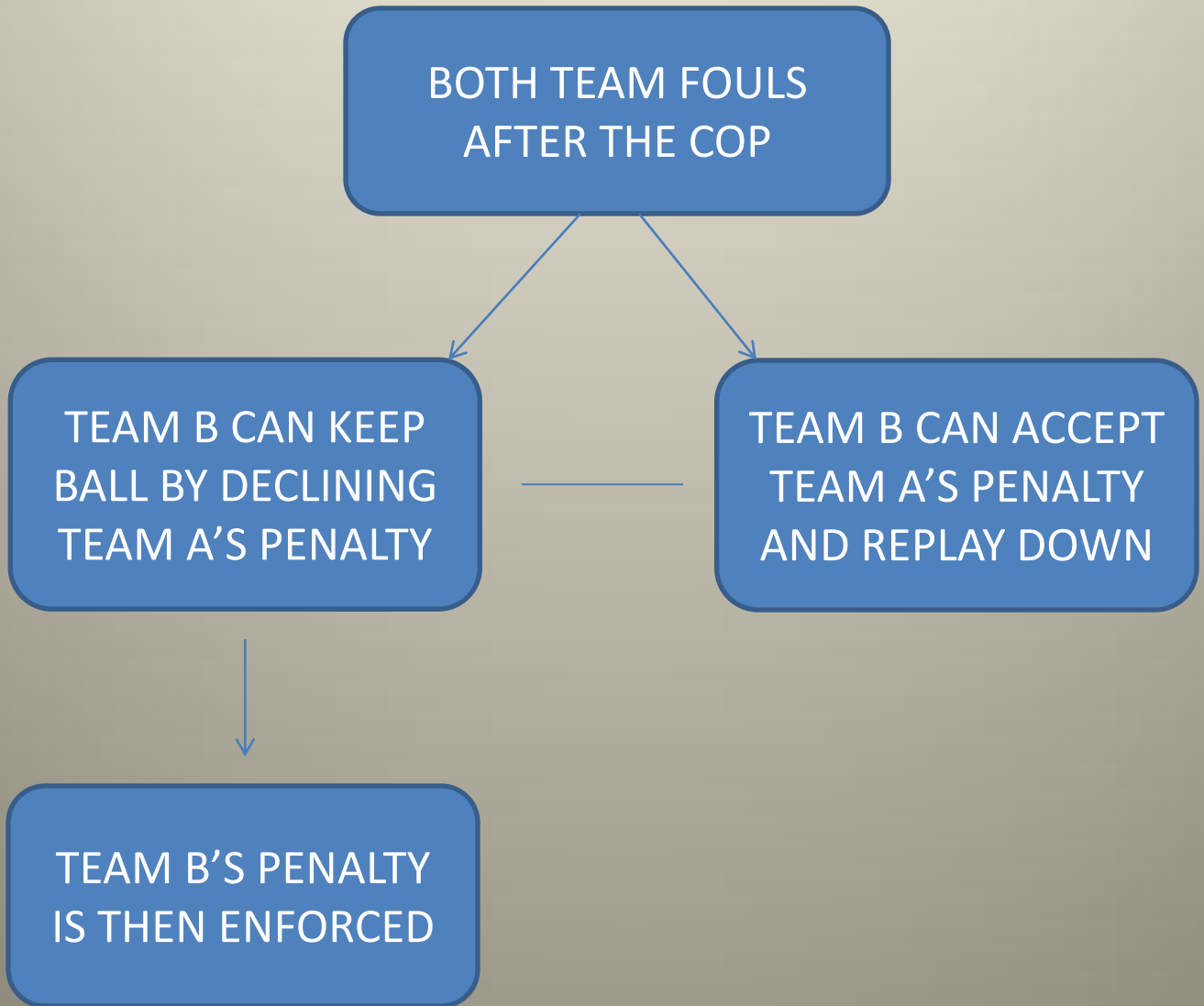


# Trys



Note: Live-ball fouls by Team B on unsuccessful try or by Team A on successful try are enforced the same if they occurred during a regular scrimmage play. If Team A commits a live-ball foul on an unsuccessful try, team B will likely decline the penalty.

# Double and Multiple Fouls With Change of Possession



# Double and Multiple Fouls With Change of Possession

TEAM B FOULS  
BEFORE THE COP,  
TEAM A FOULS  
AFTER THE COP

BOTH TEAMS FOUL  
BEFORE THE COP

PENALTIES OFFSET;  
REPEAT THE DOWN

# Carryover Fouls (“Bridges”)

Live-Ball Foul By  
The Opponent Of  
The Team Scoring  
Touchdown – No  
COP

Live-Ball Foul By  
The Opponent Of  
The Team Scoring  
Touchdown – Foul  
After COP

Live-Ball Fouls  
Treated As Dead-  
Ball Fouls That  
Occur During a  
Touchdown

Penalty Enforced  
On The Try Or  
Succeeding Kickoff

- If the foul occur on the last timed down of the second quarter, the scoring team may choose enforcement on the try or the third quarter kickoff.
- If the foul occurs on the last timed down of the fourth quarter, the scoring team MAY NOT choose enforcement in overtime (in the event a successful try would send the game to overtime).
- If the foul occurs on the last timed down of the fourth quarter and the try is not needed for playoff qualifying, the penalty is not enforced and the game ends. If the try is necessary, the penalty can only be enforced on the try.

# Carryover Fouls (“Bridges”)

Fouls By The Opponent  
Of The Scoring Team On  
A Successful Try Or Field  
Goal

Offended Team May Choose  
Enforcement From Previous  
Spot And Replay Down

Or

Enforce On Ensuing Kickoff  
Or Successful Spot In Extra  
Period

# Carryover Fouls (“Bridges”)

Foul By The Opponents Of  
The Scoring Team That  
Occur During Or After A  
Successful Two Point Try  
(Includes Live-Ball Fouls  
Enforced As Dead-Ball Fouls)



Enforce On Ensuing  
Kickoff Or  
Succeeding Spot In  
Extra Period

Enforcement Of An  
Accepted Penalty On The  
Last Timed Down Of A  
Period Results In A Safety



Enforce On  
Ensuing Kickoff  
(Period Not  
Extended )