

Extra Periods & Try Down Film Review Script: 4/11/2023

1. **Lindenwood @ E Illinois:** Try Down situation, ROP Successful Field Goal, DOF called. Offense can decline the foul and except point or enforce from the B3 to the B1.5
2. **NEB @ Mich St:** OT, INT thrown, foul by A2 for PF BBW, ROP, change of team possession, foul is declined by rule bc it's not a FUDL foul. What happened if Team B fumbled and A recovered? Also, who else could help out on this?
3. **URI @ Monmouth 2OT:** Offense fails to reach the line to gain, PF late hate OOB, enforcement? MAKE SURE TO CUT THIS CLIP BEFORE THE R ANNOUNCEMENT.
4. **Georgia St @ UNC:** ROP is an INT for TD, call is reversed to B23 stepping out of bounds. We have a foul for UNS on the return team. Put this situation in OT or on a TRY. What are our options?
5. **W&M @ Stony Brook:** ROP INT by the defense stopped before a score. Put this situation in OT or on a Try. What are we doing? What are we doing if this is BSB w/TGT and was confirmed?
6. **Tulsa @ SMU:** ROP unsuccessful try, Illegal Kicking on the offense, this is declined by rule. B90 is foul is a UNR. DISCUSS COVERAGE/MECHANICS
What if the ball was live here? What happens if rule and want to enforce A72 actions as a dead ball UNR assuming we are enforcing B90 action as dead ball? What happens if we rule B90 and A72 actions as live ball?

On play 7) play all of these CLIPS first then run through the scenarios, PREFACE THAT PRIOR TO PLAYING THESE CLIPS.

7. **A)** There are two PF that are enforceable here; the UNS on B10 (THIS announcement is at the **1:10 MARK**) and the flagrant personal foul on B17 (**1:56 MARK for announcement**). Both of these fouls can only be enforced on the try. Rule 10-2-5-a, these fouls are on the non-scoring team and this down had not ended in a TD because they happened before the try is attempted (due to the Syracuse TO).
B) This clip is to show the try and the successful try and declined by rule penalty because Cuse wants to keep the point
C) Show this a potential consequence of why we need to keep our rules straight.