

CCA Manual Mechanics Changes 2014

July 8, 2014

Disclaimers

- Changes noted here are taken from the 2014 CCA Football Officiating Manual.
- These talking points should always be verified by league supervisors.
- Points of emphasis will be presented in greater detail through the season.

Points of Emphasis

1. Sideline Management

- CFO bulletin, July 2
- Specific actions outlined will result in announced warning, 5-yard, or 15-yard penalties

Points of Emphasis (cont'd)

2. Unsportsmanlike Conduct

- CFO bulletin, June 24
- Acts that are either taunting in nature or clearly prolonged, self-congratulatory, and that make a mockery of the game
- Automatic actions (Appendix F):
 - Throat slash
 - Demonstrations of violence
 - Removing helmet to celebrate/protest
 - Heisman pose
 - Gestures with sexual connotation
 - Dancing
 - Somersault or flip
 - High step
 - Dunking ball over crossbar
 - Spinning the ball

Points of Emphasis (cont'd)

3. Targeting

- “Forcible contact” now in definition
- Personal fouls in conjunction with targeting fouls must be reported
- Defenseless player definitions expanded
- Look for the following signs of a targeting foul:
 - Launch or upward thrust
 - Leading with forearm, fist, hand, or elbow
 - Lowering head to initiate contact

Points of Emphasis (cont'd)

4. Pace of Play

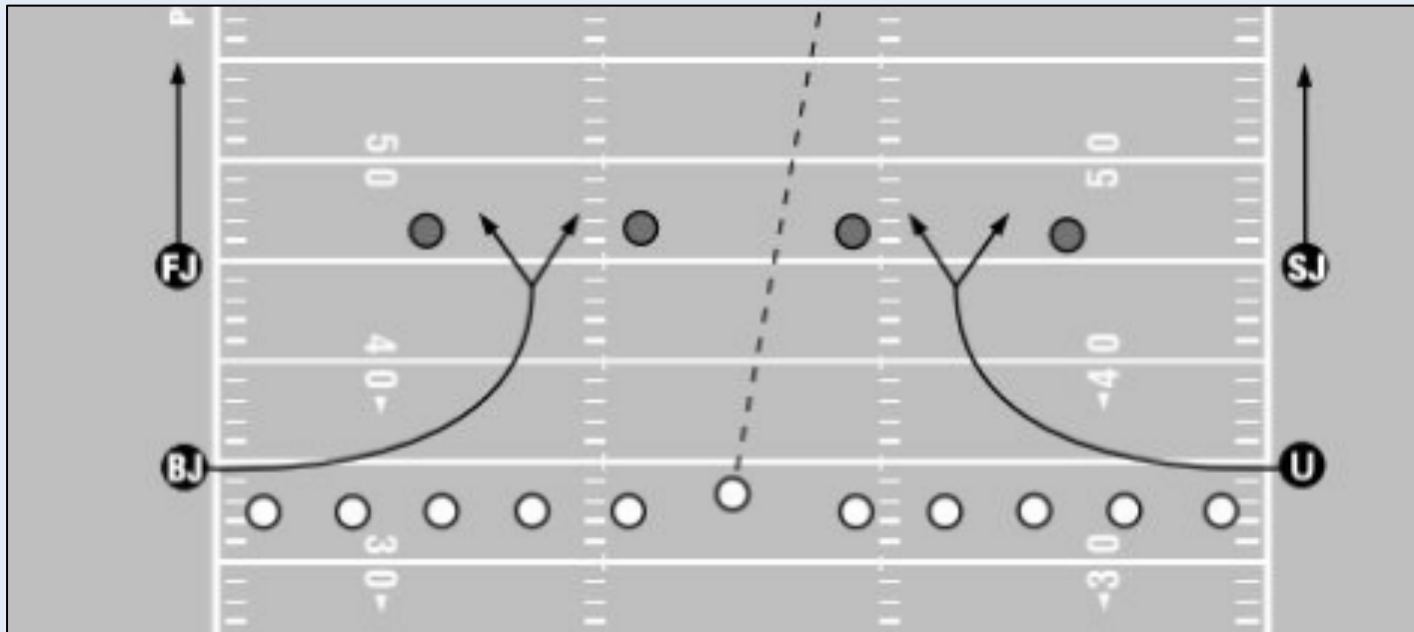
- Substitution mechanics detailed
- Guidelines on no-huddle offense situations
- Consistent pace to be maintained throughout the game

Pregame & Coin Toss

- **H** and **L** meet with chain crew
- **H** and **L** bring the teams out 3 minutes before kickoff
- **H** and **S** on press box sideline for 1st half
(chains opposite press box all game)
- **H** has game balls ready to hand to **B** following the coin toss

Free Kicks

- **B** and **U** move downfield no more than 8-10 yards, between numbers and hash marks



- **B** enforces penalties; does not signal

Substitutions

- **R** signals for **U** to prevent snap
- Defense to be given reasonable opportunity after Team A completes substitutions:
 - During no-huddle situations
 - After breaking huddle (“hurry-up”)
- Sideline officials and **B** may assist **R** in identifying these situations
- Standardized signals for counting



Goal Line Plays

- Snapped between B-25 and B-7 yard-lines:
 - **S** and **F** positioned at pylons
 - **B** positioned on end line
- Snapped inside the B-7 yard-line:
 - **R** responsible for ruling on forward/backward pass
 - **U** responsible for ruling passer beyond LOS
 - **H** and **L** rule on goal line
 - **S, F,** and **B** positioned on end line

Reverse Goal Line Plays

- Snapped inside A-3 yard-line:
 - **H** and **L** immediately move to goal line at snap
- Snapped between A-3 and A-5 yard-lines:
 - **L** immediately moves to goal line at snap
 - **H** ready to retreat to goal line if play dictates
- Snapped between A-5 and A-10 yard-lines:
 - **L** ready to retreat to goal line if play dictates

Punt Plays

- **S** and **F**: When initial position is pylon, remain stationary until goal line is no longer threatened
- **S** and **F** responsible for goal line on deep punts
- **B** may leave goal line on short kicks

Targeting Enforcement

- **Calling official** reports BOTH fouls if targeting is in conjunction with another foul (KCI, roughing the passer, DPI, etc.)
- **R** announces both fouls
- CFO Procedure for halftime replay if authorized by conference policy

Notes on Swapping Sidelines

- **KEYS REMAIN THE SAME FOR ENTIRE GAME**
- **H/S** and **L/F** responsibilities change at halftime for following situations:
 - Chain crew responsibilities
 - Ball rotation
 - Measurements

Philosophies

- When in question between illegal motion or false start, it is a false start.
- If a player is illegally blocked or held into a tackle, no foul unless there is an element of time or it is a personal foul.
- Contact occurring at the sideline before the runner has a foot OOB is legal unless runner obviously has given up and forcible contact is with intent to punish.

Philosophies (cont'd)

- When in question, UNS is a dead-ball foul.
- When in question, charged team timeouts precede any fouls preventing the snap (delay of game, false start, etc.)