

Play 1 – This is a partially blocked punt that is batted forward by the kicking team at the A42 and then possessed by the kicking team at the B42.

**Calling officials: H,L** – There are multiple people who could have seen this happen. The ball only lands about 15 yards from the LOS so the short wings are in that area anyhow. Deep wings might still be with their gunners.

This forward batting is definitely a foul and an illegal touch. We can't use the illegal touch spot as an enforcement spot. So if they were to take the foul it would be enforced where the subsequent dead ball belongs to B, which is the dead ball spot of B42. Since this isn't as good as having it at the illegal touch spot then decline is the answer.

**Result:** B ball 1/10 @ A42 25/snap

**Communication:** The calling official needs to discuss this flag with the white hat. "We've got an illegal touch and illegal bat at the A42 and deadball at the B42. They will want to decline the foul and take the illegal touch spot, Cincinnati ball, first down."

**Notes:** while this foul ended up being much to do about nothing, it's still a foul that should have been seen, processed and flagged. Remember weird stuff happens on kick downs. Also, after the bat, the ball is still alive. B could have recovered and returned. Let's say they return the ball to the A30 after the bat, now the foul is impactful due to 6-3-13.

Play 2 – There is a hold by #74 at around the 11 yard line

**Calling official : L** - This hold happens right where the LJ's eyes should be. But he is watching the back make the catch. This pass is obviously forward and thrown high. If he drops it you ought to just feel that and know so there no need to watch the catch. Also notice he drops back into the backfield to get behind the runner. There's no need for that. Step straight back into the white to get depth and let the play pass you, then trail. Worrying about this unthreatened pass receiver making the catch and trying to get behind him is taking the LJ's eyes away from the hold that he should see.

**Result if it had been called:** could be declined obviously to bring up 3<sup>rd</sup> and 7. Or enforce half the distance from the spot of the foul (A11) and repeat 2<sup>nd</sup> down.

**Communication:** Flag should be on the spot, give prelim signal. Use O2O "holding #74 offense. Either half the distance and repeat or they can have 3<sup>rd</sup> down from the 15." The deep wing with the offended team would relay that to the head coach to get that option from him.

Play 3 – Potential turnover or stopped runner at A32 yard line

**Calling officials: H,L** - This is the short wings bread and butter. This runner is stopped, moving backwards and has no control over his movement anymore. NO CHEAP TURNOVERS. We must be decisive here, use the whistle hard and kill this play. Once the ball popped out we stay on the whistle a moment then get on O2O to communicate to everyone we have forward progress. This lets replay know that they are out.

Play 4 – DPI is called on this play into the endzone

**Calling officials: L,F,B** - I have no problem with this flag being thrown. The contact is obviously there. Catchable is the question and I think this is debatable. The ball hits the camera guy outside the limit lines. When the ball is over the players it's got to be 12 – 15 feet off the ground. When we are talking catchability in the field of play vertically, then we are very generous. But being thrown out of bounds like this we need to make a judgement.

**Result :** with ball snapped inside the 17 and the foul happening inside the 2 or right at the 2, then go back to the previous spot and move up to the 2 yard line. So the next snap is on the right hash at the 2, auto 1<sup>st</sup> down

**Communication:** The B and L need to have an opinion and the F needs to take those opinions into consideration. This is an example of the team officiating that we are told needs to happen. There will be differing opinions in film sessions but on the field we need to quickly and efficiently discuss, provide information then reach a ruling. If your opinion is not the one that is decided upon do not roll your eyes, shake your head or give other indications to the coaches or cameras that you don't agree. That makes everyone look bad.

**Note:** This is one of those 50/50 calls. There will be differing opinions and I won't tell you if you're right or wrong on this one. Personally, I thought it was uncatchable when I watched it live. The DPI felt like it bailed out a crap play. Obviously, the F in this game thought it was catchable even after listening to the information from the B.

Play 5 – incomplete pass and a potential targeting call

**Calling officials: B, S** - this is an obvious launch with violent contact high. In a replay game this is an easy one to throw and let replay pull you off.

**Result:** after review we'll just have 4/6 @ A29

**Communication:** Don't get excited. Slow down. Get together with the other calling officials and make sure we all saw the same thing. Once we've decided we have targeting and relayed to white hat, then tell the umpire that we will not walk this off until confirmed since it was the only foul. With personal fouls WITH targeting we can walk it off but this one we shouldn't.

**Note:** how would a non-replay game affect this? First, the conversation will be a little more deliberate. Make sure everyone who had eyes there (B,S,H) agrees we have targeting. Be specific with each other and make sure you all had the same thing. Say, "I've got a textbook launch and this forehead hit the receiver right in the chin". If you all say you saw the same exact actions hitting the same spot on the receiver then you're probably ok. But more than that, by forcing yourself to rewind and replay it over in your head in order to describe it to your

fellow calling officials, then maybe that's when you say..."oh dang, he launched but he only hit the shoulder. Oh no, we've got to pick this one up". This process saved me once in D3 at Worcester State and that is almost exactly what I said on the field. We picked up the flag and everything was fine. Non-replay games are tough for this call so you've got to use your mind as the replay system and trust your fellow calling officials to help put this stuff together.