



Penalty Administration

SETFOA

Penalty Administration is a Process

- Rules Knowledge
- Mechanics
- Communication
- Concentration
- Correct Administration
- Effective Announcement

Rules Knowledge

- Must know the rules in order to call a foul
- Must know the rules to in order to apply the right penalty to a foul

Mechanics

- Each position has a responsibility:
- R: Gather information, administer the correct penalty from the correct enforcement spot; make an effective announcement
- U: Secure the ball, walk the penalty from the correct enforcement spot
- L: Hold enforcement spot
- H: Go to the succeeding spot
- B: Cover the flag, assist in communicating to each sideline

Communication

- Calling official(s) must report the foul correctly to the Referee
- U: must communicate with the L and H
- R: must communicate the correct options to the offended team, then communicate the outcome with the crowd and radio and/or TV
- H,L,B: must communicate with coaches
- Coaches want an explanation
- Give them a number

Concentration

- All officials: concentrate on what you are doing and what you are saying and how you look doing it
- Take care of your business on the field
- Penalty administration is complicated

Correct Administration

- The crew is responsible for the correct penalty administration for a foul
- If you detect a misapplication of a rule or foul, do not allow the ball to be snapped until the error is corrected
- The goal is to administer a foul expeditiously
- However, be deliberate and take extra time if needed

Information the Calling Official(s) should Communicate to the Referee

- Foul: live ball, dead ball, Unsportsmanlike
- Player number
- When the foul occurred
- Status of the ball
- Status of the clock
- Don't leave the Referee until he is satisfied that he has the info that he needs
- May need to stand to the side and feed him info while he is making his announcement especially for double and multiple fouls

Language for Calling Official

- During the run
- During the run prior to the fumble
- While the ball was loose
- During the run after the interception
- During the run prior to the pass
- During the pass
- During the run after the pass
- During the kick
- During the return
- After the play was dead
- After the runner was down
- After the runner was out of bounds

Language for Calling Official(s)

- The result of the play was:
- An incomplete pass
- A completed pass
- Touchdown
- Turnover
- Runner out of bounds
- Fumble out of bounds
- Touchback
- Safety

Referee's Announcement

- The Referee is the face and credibility of the crew
- Think before you move
- Be aware of your body language
- Gather all info before turning the mic on
- A preliminary signal can buy you time
- Face the press box
- Come to a stop
- Turn on the mic and speak in a normal tone

Referee's Announcement (continued)

- Do not show your emotions
- Be methodical but not robotic
- Refer to teams as Offense, Defense, Kicking team, or Receiving team
- Do not refer to a team by team "colors"
- Be concise: "Holding Offense, number 75, 10 yard penalty, 2nd down"
- Explain more details if you feel it is necessary; some situations may need further explanation
- Remember to turn off the mic
- Use this process even if you don't have a mic
- See "Use of the Microphone", page 76, TSSAA Football Officials Manual

Referee's Announcement Language

- False Start, Offense, Number 75, 5 yard penalty, still first down
- Offside, defense, number 75, 5 yard penalty, the penalty results in a first down
- Pass interference, defense, number 25, 15 yard penalty, still second down
- There were 2 fouls on the play, illegal formation, Offense, 5 players in the backfield, Offside defense, number 75, the fouls will offset, replay second down

Referee's Announcement Language (continued)

- There were 2 fouls on the play. Holding, offense, number 75. That foul will be declined. After the interception and during the run, illegal block in the back, defense, number 25. 10 yard penalty, the defense will keep the ball, First down.
- During the kick, holding, receiving team, number 25, post scrimmage kick enforcement, 10 yards from the end of the kick (or spot of the foul), First down.

Types of Plays and Basic Spots

- Running Play: End of the Run
- Loose Ball Play (Kick, Pass, Fumble behind the line): Previous Spot
- Fouls simultaneously with the snap: Previous Spot
- Dead Ball Fouls: Succeeding Spot

Special Enforcements

- Roughing the Passer
- Fair Catch Interference
- Foul in the End Zone by Team A
- Post Scrimmage Kick Enforcement (PSK)
- Free Kick Out of Bounds
- Fouls during a TD, FG, or try
- Unfair Acts

Fouls that Carry an Automatic First Down

- Roughing the Passer
- Roughing the Kicker or Holder
- Roughing the Snapper
- Unsportsmanlike fouls and Defensive Pass Interference do not carry an automatic first down

Fouls that Carry a Loss of Down

- Illegal Touching of a Forward Pass by A
- Illegal Forward Handling
- Illegal Forward Pass by Team A
- Intentional Grounding