FOOTBALL PENALTY ENFORCEMENT

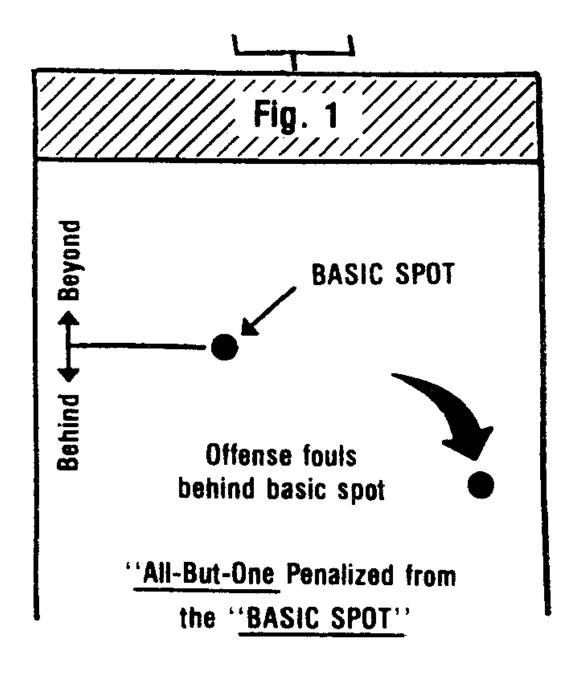
Enforcement provisions apply to all player fouls. These provisions are not complicated by exceptions or special penalties. By learning a few fundamentals, game officials will master the principles of penalty enforcement quickly and without difficulty.

Enforcement philosophy is based on the fact that a team is given the advantage of the distance which is gained without assistance of a foul.

It is assumed that the only foul which would give this aid is <u>a foul by</u> the offense behind the basic spot.

Therefore, all fouls but this one, that is, a foul by the offense behind the basic spot, are penalized from the basic spot.

This one foul is penalized from the spot of the foul.



Whenever the ball is live, one of two types of plays is in progress, that is, either a <u>loose-ball</u> play or a <u>running play</u>.

The type of play has no significance unless a foul occurs.

If a foul does occur, the game officials must know whether it was during a loose-ball play or during a running play, because this immediately determines the basic spot of enforcement unless the spot is otherwise specified by rule.

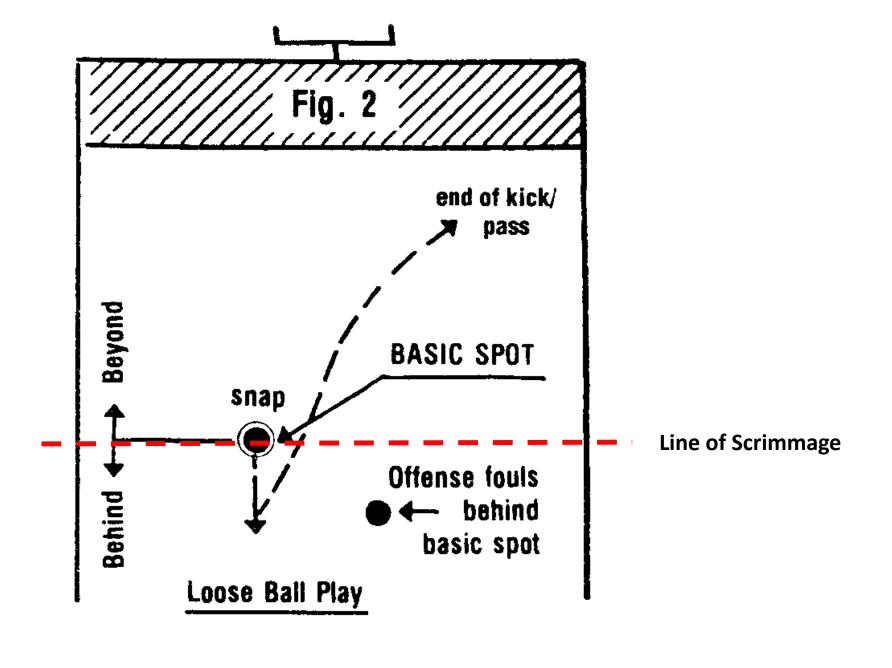
A loose-ball play is action during:

A free kick or scrimmage kick

A legal forward pass.

A backward pass (including the snap) or fumble made by the Offense from in or behind the neutral zone prior to a change of team possession.

A loose-ball play includes the run(s) which precede such legal forward pass, backward pass or fumble.



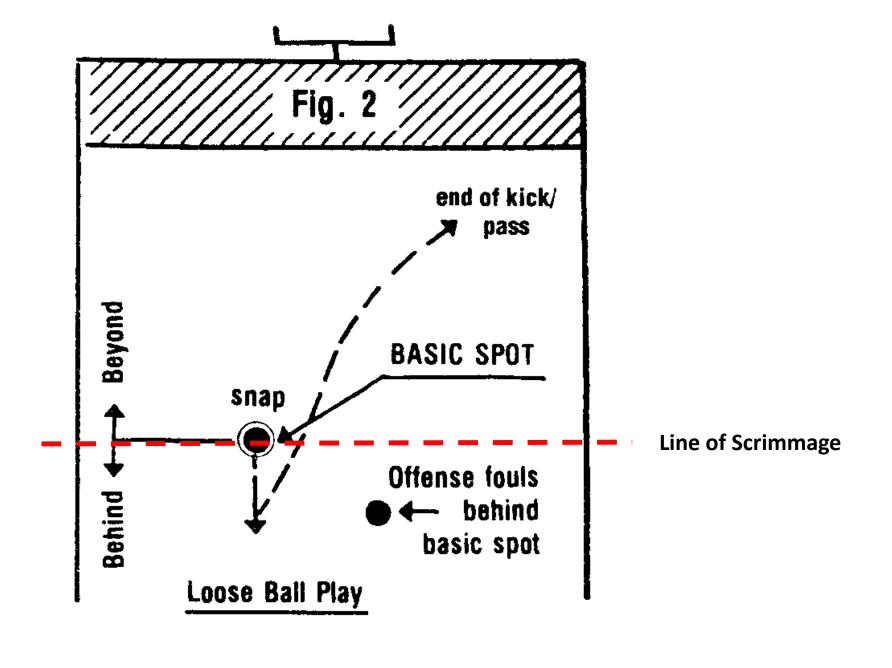
Play 1: K1 passes and between the time of the snap and the time the pass ends, there is a foul by A or B.

Ruling: The foul is during a loose ball play, and the previous spot (the same as the spot of the snap) is the basic spot for <u>ALL</u> fouls.

Play 2: K1 punts and between the time of the snap and the time the kick ends, there is a foul by R or K.

Ruling: The foul is during a loose ball play, and the previous spot (the same as the spot of the snap) is the basic spot for K fouls.

For R's foul, PSK rules may apply. (PSK – 2-16-2h)



A running play is any action which is not a loose-ball play.

In or behind the neutral zone:

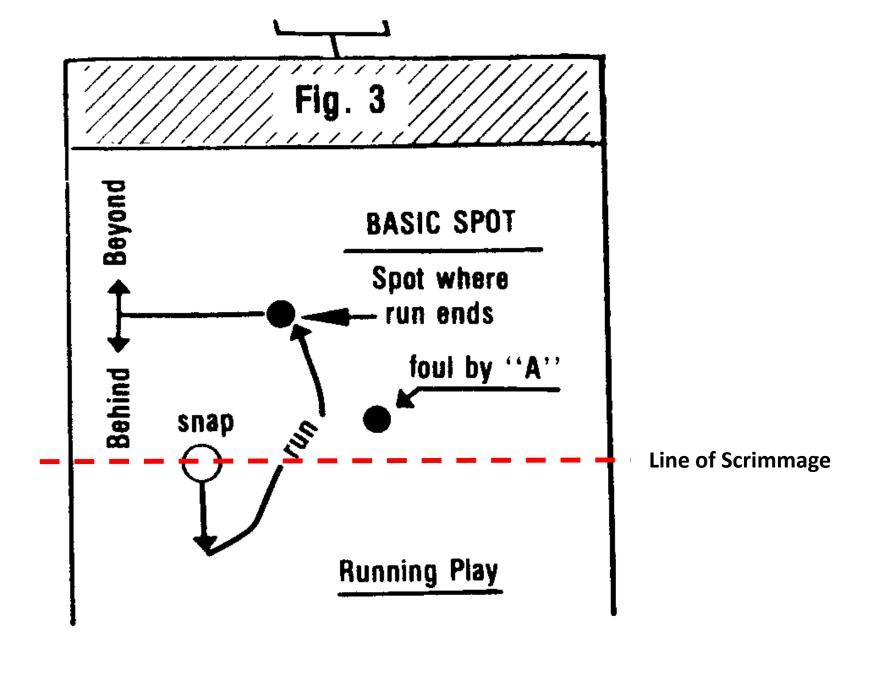
It includes a run <u>not</u> followed by a loose ball.

Beyond the neutral zone:

It includes a run.

It also includes a run followed by a loose ball.

A run ends when a runner loses possession but the related running play continues until the ball becomes dead or some player again gets possession.

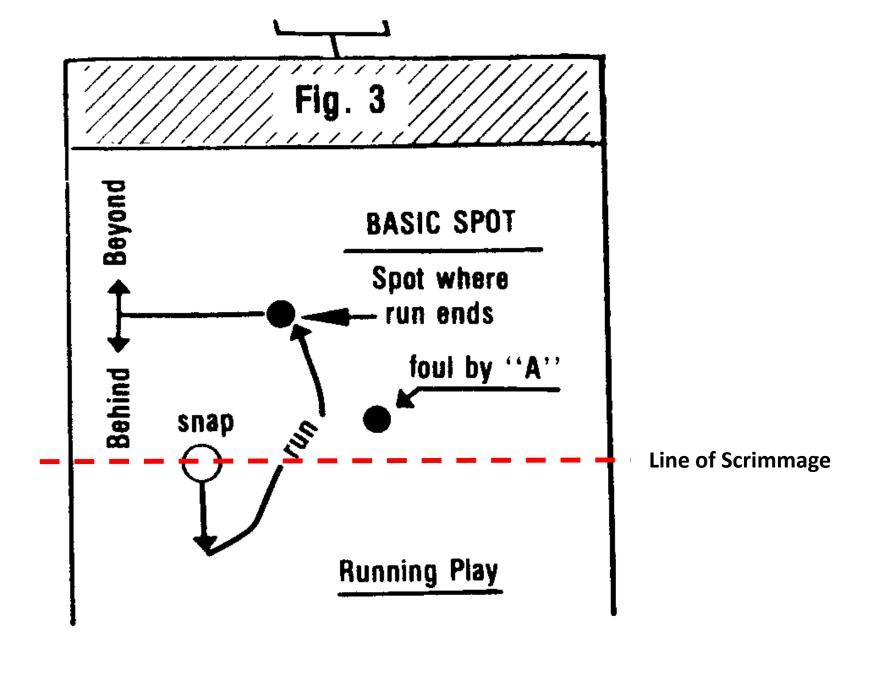


If a foul occurs during a running play, the basic spot is the spot where the run ended. If the runner does not lose possession, the ball becomes dead when the run ends.

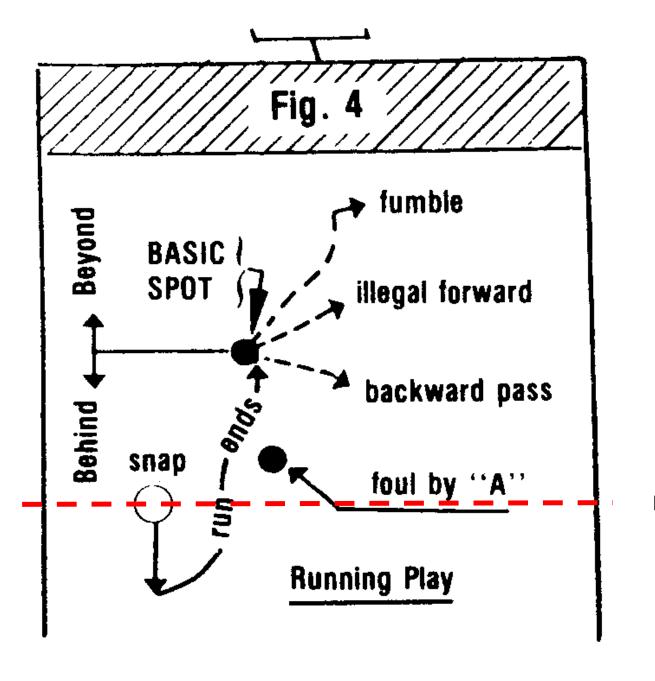
Play: A1 runs to B's 30 where he is downed. During the run there is a foul by A.

Ruling: The foul is during a running play and the <u>basic spot</u> for enforcement is the spot where the run ended.

All fouls <u>except one</u> are penalized f rom this spot. The foul illustrated is enforced from the spot of the foul, <u>since it is</u> behind the basic spot.



A <u>loose ball</u> may be part of a running play and should not be confused with a loose-ball play. If a foul were to occur (during a running play) while the ball was loose, the basic enforcement spot is the spot where the related run ended, as for any running play.

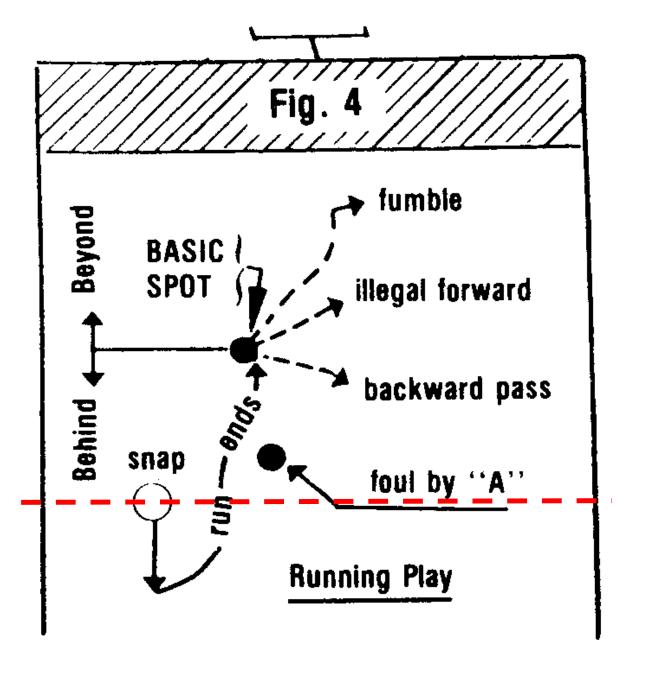


Line of Scrimmage

<u>Play:</u> A1 receives the snap and runs to B's 30. His run ends when he fumbles or throws a backward pass. Between the time A1 gets possession and the time the loose ball ends, there is a foul by B or A.

Ruling: The backward pass or fumble by A are not part of the run itself. However, they are part of the entire play, which is a running play.

The basic enforcement spot for a foul which occurs <u>during any part of the running play</u>, including the run or while the ball was loose during the play, is the spot where the run ended. When the foul is by the offensive team during the run and <u>the spot of the foul is behind the basic spot</u>, the penalty is <u>enforced from the spot of the foul</u>.



Line of Scrimmage