

EFAF Officiating Newsletter

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Editor's Note

Seasons are starting up all over Europe. How sweet it is!! However, one thing has turned this spring into one of the worst experiences I have ever had, and I will now try to rectify and remedy the situation.

In the March issue of the Newsletter I included a profile of our esteemed colleague from Amsterdam, Mr Arnold Buys, and I mistakenly stated his middle name as Bark as in the covering of a tree, when we all know his middle name to be Bard. My sincere apologies to Arnold. I hope he can forgive me. ☺



As we are getting into both the national as well as the EFAF games, I would like to encourage everyone to send me game reports if something interesting happens. I especially look forward to receiving reports from Mr Pierattelli, who has promised me to send reports from the NFL Europe games, and you all know how seriously those Italians take their promises. ☺

At the clinic in Prague a couple of people, including Mike Wylde, approached me to say that they had never received the Newsletter, and that surprised me very much. Once again, I call on every country contact to go over the list of recipients to make sure that everyone from their country is included.

In this edition, I will include pictures from Prague, provided by Sergio Belini. Thanks, Gigio. Last but not least, check out this link provided by our Swedish colleague Klas Leidoe.

<http://www.nerikeibk.com/web/>

And remember, if your colleagues are not receiving this Newsletter, please let me know.

Enjoy
Frank Kristensen
Editor

Philosophy 101

Mel Pons has made the suggestion that we should have a segment in the Newsletter about philosophy just like we have rules quizzes. I thought that sounded like a really good idea, so here we go.

I have not been able to reach Jim Briggs, but I hope he is ok with my using exerts from the EFAF/BAFRA manual.

3.4 Unsportsmanlike conduct and fighting

1. Only penalise spiking after a score if it taunts an opponent. It need not be intentional, but does have to be in the direction of an opponent.
2. Celebration is different from taunting – be more tolerant of it. A “sack dance” over a tackled opponent should always be penalised.
3. If a player or coach abuses you, ask him “what did you say?”. Flag him only if he repeats it. Situations where the abuse is so loud that everyone can hear it may require an immediate flag.
4. Do not penalise the conduct of anyone other than a player or coach. If someone else is giving you a problem, ask the team or game management to deal with it.
5. Give a sideline warning only if a team repeatedly ignores requests to keep back from the sideline. Provided participants in the team area respond reasonably promptly to requests to get back from the sidelines, there is no need to warn or penalise them, no matter how many times it happens.
6. It is not a fight if players are merely pushing each other (i.e. no punches, kicks or blows are struck or aimed).
7. During a fight, try to distinguish between those players (on the field at the start of the fight) who actively participate in a fight and those who are trying only to separate the combatants. The latter should not be ejected.
8. Substitutes and coaches who leave the team area during a fight should only be ejected if they fail to respond to an order to leave the field. However, if they touch an opponent or attempt to pull a team mate away from one then they have participated in the fight and must be ejected.
9. Only eject a player if you are certain of his number. If two players are involved in a fight, don't eject one unless you know the identity of the other.
10. Unnecessary roughness when Team A has clearly indicated its intention to “take a knee” should normally result in ejection of the player committing the foul.
11. Do not penalise a player or team twice for the same act or series of acts. Normally, all unsportsmanlike actions by the same team during the same down, or period between downs, will result in the enforcement of only one 15-yard penalty.
12. Normally a kicker who simulates being roughed should be ignored. A penalty should only be administered if necessary to exert proper game control.
13. Players who inadvertently (unthinkingly) remove their helmets on the field of play should not be penalised unless they are (i) directing anger or criticism at an opponent or official; or (ii) celebrating. Remind them to keep their helmets on. A

player removing their helmet in the vicinity of the sideline just prior to entering the team area should be ignored

The above is taken directly from the 2004 BAFRA/EFAF Manual of Football Officiating.

Danish Clinics

In Denmark we have so far had 8 different clinics and we have one more to go. Three basic clinics each held twice in different regions of the country and a top level clinic. This was just like last year.

This year we have expanded our operation to include two clinics for officials, who have attended all the basic clinics, and who have worked games for a couple of years.

This clinic includes a scrimmage and we primarily work on mechanics, signals and movement. The first one was a great success and we hope the last clinic of the pre-season will be even better.



So far we have had 262 participants in the first clinics, which is more than 50% more than last year, so we are very happy.

Frank Kristensen
Editor

ENC Clarification

Einar "The Field Inspector" Bolstad made me aware of the fact that we didn't quite finish the discussion about enforcement of ENC on free kicks. I have now had a chance to double-check with the clinician in the Danish Top-level Clinic, Mr Jeff Hansen of the PAC-10.

Basically there has to be a B-run for B to be able to tag on the penalty to the run. The only exception is the touchback.

This means that if B muffs the kick and it rolls OOB, their only enforcement option is the previous spot. Also, if B fumbles, A recovers and fumbles and B recovers again and is downed, the only option is the previous spot. This situation is not covered in the Rulebook, but this is the way Adams wants it. ☺

Questions?

Frank Kristensen
Editor



Mechanics changes

Here is a copy of the hand-out received in Prague.

Rules application (2005)

Amendments to Chapter 3 of the BAFRA/EFAF Manual of Football Officiating (2004 edition).

January 2005

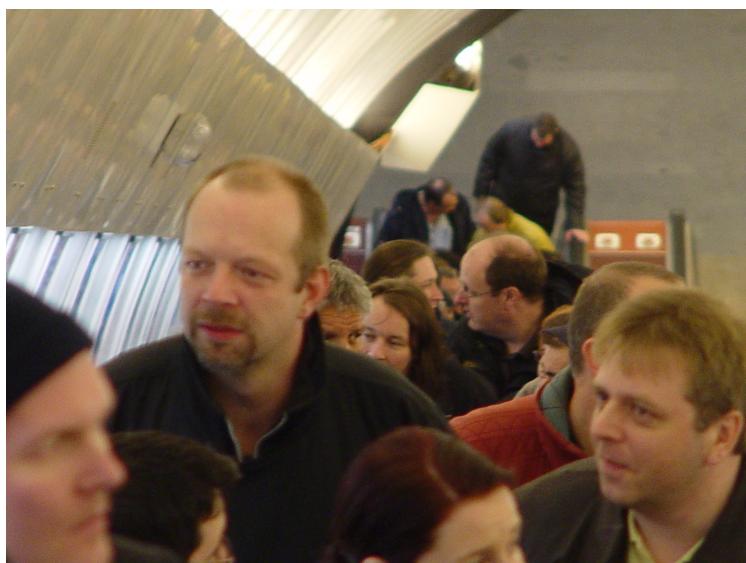
In order to ensure that all crews consistently interpret rules the same way, the following fouls shall be called only as stipulated.

Players removing their helmets on the field of play (new §3.4.13)

Players who inadvertently (unthinkingly) remove their helmets on the field of play should not be penalised unless they are (i) directing anger or criticism at an opponent or official; or (ii) celebrating. Remind them to keep their helmets on. A player removing their helmet in the vicinity of the sideline just prior to entering the team area should be ignored.

Head coaches calling timeouts (new §3.7.5)

Officials should not be distracted from their game duties by the possibility that the head coach may request a timeout.



When a snap or free kick is imminent (i.e. when Team A is in its formation), wing officials must not turn their eyes away from the field of play. In these circumstances, the head coach may need to attract the attention of one of the officials in the middle of the field (referee, umpire, back judge), or even the wing official on the opposite sideline, who is facing him. A "T" hand signal (like S4) and verbalising the word "timeout" are both necessary under these circumstances. When the ball is dead and there is no threat of action on the field, a verbal request to the nearest official will be sufficient. Under no circumstances shall an official stop the clock unless he is certain that the request comes from the *head* coach. If the official is unsure whose voice requested the timeout, and is unable to turn round to find out, no timeout will be granted.

Substitutions that create a defensive disadvantage (new §3.3.12)

The Referee should verbally inform Team A that they may not snap the ball until Team B has had an opportunity to complete substitutions it is making. The Umpire may stand over the ball momentarily. If the 25-second clock expires during the hold-up, Team A is penalised for delay of game.

False start (revised §3.3.3)

False start: Movement by an offensive player is not a false start unless either (i) he moves one or both feet; (ii) it is sudden; or (iii) it causes a defensive player to react by entering

the neutral zone. If a running back misses the snap count and makes a sudden movement, it is a false start.

Going to Tampa

I have to admit, it was quite a surprise for me to be picked as an NFL prospect. I thought I was well down on the list, but when Perttu approached me, I didn't hesitate. Of course I could go!

It all began on a high note. Einar and I had a little trouble checking in, but then Einar said those four magical words: "We're with the NFL" and that helped.

Tuesday we had the first scrimmage, but it was delayed due to a tornado warning! For a minute, I thought I was back in High School in Kansas.

The scrimmage was great. I worked the deep wing, and I don't know how many snaps you can get in, in 6 hours, but it was a lot. To begin with, it was a little confusing, as I had to get used to the speed, and the new rules. Not so much the "down by contact" as I had thought, but more the ICT. Illegal contact. You have to know the five-yard zone, you have to recognize the potential foul and then you also have to know where the QB and the ball were at the time of the contact. That takes a lot of practice, but luckily over the course of the 6 hours, everything started to slow down and I got used to the speed.

It is amazing to work a scrimmage and all the time, there is an NFL trainer right behind you to give you pointers and tell you how to improve.



Wednesday turned out to be a day off, due to changes in the schedule, so we planned to go watch the spring MLB game across the street from the hotel, but the game was cancelled due to rain. Yes, rain in Florida. The first two days we had tornado warnings and rain, but all in all, the weather turned out great and we had plenty of opportunity to put on the sun tan lotion.

In stead of baseball, Einar and I decided to watch tape all afternoon. Some of it was from the HQ in New York, but most of it was from the Tuesday scrimmage. Each

play had been filmed from two different angles and all the tapes had both angles so that we could see each play from both angles before moving on to the next play. I have no idea how they managed to edit the tapes so fast, but it was impressive and very educational to look at.

Thursday and Friday was the actual classroom clinic, and everybody was there. All the officials (most of them, were not there for the Tuesday scrimmage) and all the Superstars. I'm not talking about the players associated with the officiating program, but rather I'm talking about Red Cashion, Jerry Markbreit and Gerald Austin, just to mention a few. Between them, they must have at least 9 Superbowls.

Some of the time, we spent in a big group, some of the time was spent in position meetings and some of the time was spent in the crews. I spent my time with the deep guys. I thought about going with the referees just to hear what the superstars had to say, but I decided I would learn more, staying with the deep guys,



since this is where I'm hoping to make it. Basically we watched a lot of tape and had some great discussions. One of the best parts was probably that it didn't matter if you were an NFL trainer, an NFL official, a college official or an EFAF official, we could all talk as equals. That was great.

Saturday was the actual and official scrimmage. The teams wore their actual uniforms and you only got to officiate if you were on a crew. Still I felt like I got a good workout, because as a deep official, all we had to do was line up behind the FJ and watch the key and just pretend to be on the field. I got the same reads and got to look at WR/CB contact all day long and listen in on the trainer's remarks. I felt I learned a lot even though I only got to do about 10 snaps right at the very end. I didn't get to throw any flags, but I did get to drop my beanbag and I take pleasure in the fact that I ended up with more snaps than Einar got last year. ☺



All in all, it was a great experience, and I learned a lot. Now all I can do, is keep improving and hope I get invited back next year.

Frank Kristensen
NFLE Hope-full

EFAF/NCAA Hoppers

During the NFLE clinic in Tampa, NFL Referee Walt Anderson gave a presentation on what in the NFL is known as the Hopperbook. It is a "study guide" prepared each year by NFL Referee Ed Hochuli, explaining the penalty enforcement procedures.

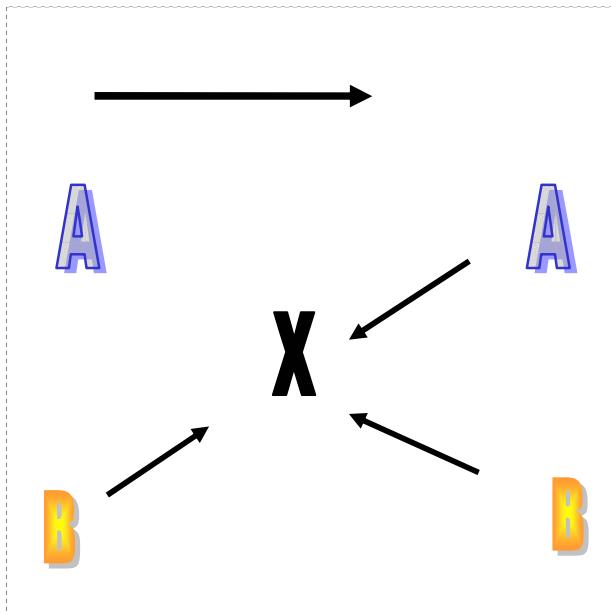
In my Study Guide I have made something similar, which I presented at the last Danish Clinic and everyone seemed to like it, so I decided to include it here. If it is well received, maybe we can turn it into a pamphlet for next year's EFAF Clinic.

It is divided into 15 different categories or "hoppers", but before we get too far into it, let's first examine the so-called "3 and 1" system.

Basic Spot

Each type of play has a designated basic spot. Defensive fouls and offensive fouls in front of the basic spot are enforced in front of the basic spot. The basic spot is the 3 in 3 in 1. Offensive fouls behind the basic spot are spot fouls. Offensive fouls behind the basic spot is the 1 in 3 in 1.

Keep the below figure in mind for the remainder of this presentation.



Hopper 1 – Dead ball fouls

Basic spot Succeeding spot.

Exceptions Offensive fouls behind the basic spot are administered from the basic spot.

Hopper 2 – Fouls simultaneous with the snap

Basic spot Previous spot.

Exceptions Offensive fouls behind the basic spot are administered from the basic spot.

Hopper 3 – Runs that end behind LOS

Basic spot Previous spot.

Exceptions Offensive fouls against opponent behind LOS = previous spot (safety)

"Fouls against opponent" means anything A would do directly at an opponent such as for example OH or IBB, where A has to contact B. The opposite would be fouls against the ball, such as ILT or BAT, where no B player has to be around.

Safety is put in a bracket because if the foul against an opponent occurs in A's endzone, it is a safety and not a previous spot enforcement. This is an exception to the exception.

Hopper 4 – Runs that end beyond LOS

Basic spot End of related run.

Exceptions Offensive fouls against opponent behind LOS = previous spot (safety)

Hopper 5 – Runs without NZ

Basic spot End of related run.

Exceptions Momentum rule.

Hopper 6 – Passes

Basic spot Previous spot.

Exceptions DPI

RTP with run ending beyond LOS

ILT

Offensive fouls against opponent behind LOS = previous spot (safety)

Also, fouls against eligible receivers before the ball is touched include automatic first down.

Hopper 7 – Kicks

Basic spot Previous spot.

Exceptions KCI

Block by signaler of Fair catch, who hasn't touched the ball

PSK

Offensive fouls against opponent behind LOS = previous spot (safety)

Hopper 8 – Fouls during TD

PFs by non scoring team enforced on PAT/KO. UNC enforced on PAT/KO.

If time expires during the down, see Group 14.

Hopper 9 – Fouls after TD

(From dead ball until RFP)

On PAT or KO.

If time expires in a quarter, penalize on PAT or following KO in the next quarter.

Hopper 10 – Fouls during PAT

During the PAT, any PF against the snapper (only in a scrimmage kick formation), holder, kicker or passer can be penalized on a repeat PAT or carry over to the next KO or OT.

Live ball fouls penalized as dead ball fouls (UNC) carry over to the succeeding KO or OT.

All other fouls can only be penalized on the PAT.

If ANY two fouls can offset prior to change of possession the try is replayed.

Play: Team A ILF, Team B DH, then an interception followed by a live ball foul on Team A or B (holding, IBB, FMK, etc.).

Ruling: although fouls occurred before and after COP, there was at least one live ball foul against each team prior to COP. Therefore, offset and replay. All other live ball fouls are declined. Live ball fouls administered as dead ball fouls would of course still be administered from the replay (succeeding) spot.

Hopper 11 – Fouls after PAT

From succeeding KO or succeeding spot in OT.

Hopper 12 – Fouls during FG

A has to decline penalty to get the points.

Accept penalty to replay or get 1/down (PSK)

UNC on succeeding spot.

Hopper 13 – Fouls after FG

On succeeding spot.

Hopper 14 – Fouls when time expires

10-2-2-g-1 & 3, 3-1-3-g, 8-3-3-b

Live ball fouls and live ball fouls penalized as dead ball fouls during a scoring play, in which time expires are penalized on the PAT only. They cannot carry over to OT.

Live ball fouls during a non-scoring play, in which time expires, cannot carry over to OT. Live ball fouls penalized as dead ball fouls (UNC) during a non-scoring play in which time expires can be penalized on the PAT or carry over to OT.

If A commits a live-ball foul and B commits a dead-ball foul after the play, B can accept A's foul in which case both fouls will be administered in an untimed down. If B declines A's foul, then only B's foul will be administered in OT or the next quarter.

Hopper 15 – Fouls in OT

W/O COP. No live ball fouls carry over to the next series, if A scores. Enforce on the succeeding play. (PAT provisions still apply)

W/ COP, DB PF, UNC and flagrant PF's after B gains possession can be penalized on the succeeding play. These fouls by scoring team negate the score.

If ANY two fouls can offset prior to change of possession the try is replayed.

Play: During the first series of an overtime period, B60 is lined up in the neutral zone at the snap. QB A10's pass is intercepted by B36 and, during his return, A76 aggressively blindsides B62 who had slowed down several yards behind the play.

Ruling: Any score is nullified and penalties are declined by rule. New series for Team B at the 25-yard line.

DOF is declined by rule and the flagrant PF is enforced from the succeeding spot in the next series.

Frank Kristensen
Editor

Pre-snap lists

Our fearless leader, Perttu asked me to include this article, which will actually become a series of seven segments. These are lists of what to think about during the dead-ball interval divided into the different positions.

I have taken it from my Study Guide, but I haven't had a chance to use it yet, as we are still over two weeks away from our season premiere, so all kinds of suggestions are welcome.

Pre-snap list – R

7-man crew

1. Check what down it is.
2. Check that the crew is in position
3. Count A players
4. Look at where we are on the field, down/distance. What can happen?
5. Check numbers on the line.

6-man crew

1. Check what down it is.
2. Check that the crew is in position
3. Count A players
4. Look at where we are on the field, down/distance. What can happen?
5. Check numbers on the line.

5-man crew

1. Check what down it is.
2. Check that the crew is in position
3. Count A players
4. Look at where we are on the field, down/distance. What can happen?
5. Check numbers on the line.

Thought process when someone has a flag

1. What down was it?
2. What is the result of the play?
3. Which type of play was it? (run all the way/run-pass-run/run-kick-run)
4. Info from the crew.
5. Signals (final or prelim)
6. Captain + options
7. Final signals.

Frank Kristensen

Editor

EFAF Official profile

Name: Einar Bolstad

Age: 29

Job: Airline Employee

Family status: Single, 1 dog.

Number of years as an EFAF official: 6 years

Highlights as EFAF official:

EuroBowl 2000 and 2002. EJC 2000 and 2004.
EC-C 2003



Highlights as national official:

Several national championships

Did you play football before becoming an official?

Tried to but failed.

Highlights as player:

Wearing pads.

What do you do, to improve as an official?

Watch video of myself, working as often as possible. Instructing as that keeps you “on your toes”. Attend clinics. Watch as much football as I can. Participate in discussions on officiating forums on the internet.

TASO Quiz

For all questions, answer with the correct down and distance, foul if applicable, penalty enforcement options, and the status of the clock. Some may be true or false.

1. 1st and 10 from the A 20-yardline, clock is running. A2 runs a draw up the middle for a 5yard gain when an inadvertent whistle is blown. At the snap, A3 was flagged for illegal motion.

2. 4th and 5 from the A 40-yardline, clock is running. The punt is muffed by B 23 at the B 30 yard-line, after a fair catch signal. The BJ blows the whistle when the ball is muffed, thinking the receiver caught the ball.

3. 3rd and 10 for Team A from their 35-yardline. QB passes to A 23, who bobbles the ball for a few steps before possessing the ball for a 23-yard gain. While the ball was being bobbed, the LJ sounds his whistle accidentally.

4. 1st and 20 for Team A from their 40-yardline. QB A1 pitches to A33, who muffs the ball at the A 35-yard line. A22 recovers the ball and advances 12 yards, where he is tackled in bounds. While the ball was loose, A79 held B99 at the line of scrimmage.

5. 3rd and 4 for Team A from the A 40-yardline. A33 gains 6 yards, and during his run, A88 held B54 at the 50-yard line.



6. 2nd and 12 from the B 18-yardline. B4 is flagged for pass interference at the 12-yardline on an incomplete pass.

7. 3rd and goal from the 4-yardline. B23 is flagged for pass interference on an incomplete pass at the 1-yardline.

8. B39 catches a punt and returns the ball 5 yards. He is hit and fumbles, and A62 recovers and advances to the B 35-yardline, where he fumbles the ball forward out of bounds.

9. A35 illegally touches a punt at the B 3-yardline. The ball rolls into the endzone, where B80 recovers it and advances to the B 10-yardline.

10. 4th and 10 from the A 22-yardline. A45 punts the ball to B80 at the B 35-yardline. B80 muffs the ball (no fair catch) and he is then contacted by A34 after the muff, prior to B80 catching the punt. The ball falls to the ground where A34 recovers it.

Answers

1. Team B can accept the penalty or decline it. When the whistle is blown, the play is dead. Team B can let Team A have a 2nd and 5 from the 25 (spot the whistle was blown) and decline the penalty, or they can take the penalty and have Team A snap the ball 1st and 15 from the 15-yardline. The clock will start on the ready in both cases because it was running at the end of the play, and it was only stopped to enforce the penalty.
2. There is no option. The inadvertent whistle was blown while the ball was still a kick (no possession by Team B), therefore, Team A must re-kick the ball from the previous spot, with the same down and distance. Because of the legal kick play, the clock will start on the snap.
3. Because the status of the ball was still a pass (bobble) the offense will next put the ball in play from the previous spot and repeat the same down and distance. The clock will start on the ready.
4. The foul occurred during a loose ball and the basic spot on lose ball plays is the previous spot. The 10-yard penalty will be enforced from the previous spot, 1st and 20 for Team A with the clock started on the ready.
5. The basic spot on running plays is the end of the run. The foul is in advance of the end of the run, therefore, it is enforced from the basic spot (the end of the run). Mark off 10 yards against Team A from the A 46-yard line, 3rd and 8 from the A 36-yardline, clock on the ready (it was stopped to award a first down and a penalty, and the first down takes precedent).
6. 1st and 10 for Team A from the 12-yard line, clock on the snap.
7. 1st and goal for Team A from the 2-yardline, clock on the snap.
8. 1st and 10 for Team A from the B 35-yardline, clock on the snap (due to the legal kick down). 9. The ball is dead when it strikes the ground in the endzone. The official should sound his whistle and prevent the advance by Team B.
10. 1st and 10 for Team A from the spot of the recovery, clock on the snap (legal kick down). Protection against interference with the opportunity to catch a kick ends when any player of Team B muffs (touches) the ball.

By the book

In each of the following you are given a situation and at least two possible answers. You are to decide which answer or answers are correct. Note: In kicking situations, K is the kicking team, R the receiving team.

Answers appear at the end of the Newsletter.

1. The pylon is properly placed at the intersection of the goal line and sideline.
 - a. Only the side of the pylon facing the sideline is out of bounds.
 - b. Only the side of the pylon facing the end line is out of bounds.
 - c. Only the top of the pylon is out of bounds.

- d. The entire pylon is out of bounds.
 - e. None of the pylon is out of bounds.
2. Team A is granted a charged team timeout. After 20 seconds of the timeout have expired, both teams are ready to resume play.
- a. The game may resume.
 - b. Because team A called the timeout, the game resumes whether team B is ready or not.
 - c. The game cannot resume until the full amount of the timeout has expired.
3. Fourth and seven for team K from team R's 30 yard line. K1's field goal attempt is blocked behind the line and recovered there by K9, who advances. As K9 crosses team B's five yard line, and official signals touchdown but does not blow his whistle. K9 continues over the goal line.
- a. Touchdown for team K.
 - b. The ball is dead when the official signals; it's first and goal for team K from team R's five yard line.
 - c. The ball should have been blown dead the moment K9 recovered it.
4. Following a touchback and before the ready for play, team A elects to have the ball placed at the left hash mark. After the ready signal but before the snap, B1 crosses the neutral zone and makes contact with A2. After the penalty is enforced:
- a. Team A may have the ball moved to the middle of the field for the next snap.
 - b. Team A may not have the ball moved to the middle of the field for the next snap.
 - c. Team A must take a charged team timeout in order to have the ball moved to the middle of the field for the next snap.
 - d. Once the ball is placed, it may not be moved under any circumstances.
5. On third and seven from team A's 23 yard line, A1, wearing number 77, is lined up as the fullback. Quarterback A2 takes the snap and throws a backward pass to A1, who throws a pass that is caught by eligible receiver A3 at team A's 33 yard line. A3 runs for an apparent touchdown.
- a. That's a foul; team A cannot throw two passes in the same down.
 - b. That's a foul; only players wearing a number from 1-49 or 80-99 may line up in the backfield.
 - c. That's a foul only if A1 did not report to the referee before the play.
 - d. Legal play.

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Practical stuff

I have received an error message for these email addresses, so if there is any problems with the below addresses, please let me know.

oliver@wintgenundpartner.de

By the book - Answers

- 1: d. (4-2-3-b)
- 2: a. (3-3-7-b)
- 3: b. (4-1-2-a)
- 4: b, c. (8-6-2)
- 5: d. (1-4-2-b, 7-3-2-c)

Views and comments expressed in this Newsletter are not necessarily those of the EFAF Officiating Department. Articles and such may be shortened or edited.