

# Penalty Enforcement & Positioning

# Penalty Enforcement Terms

- **Team A = Team that snaps**      **Team B = Opponent**
- Two types of fouls
  - Live Ball
    - A foul which occurs during a down
    - Ex: Flag guarding, pass interference
  - Dead Ball
    - A foul which occurs in the time between the end of the previous down and the next legal snap
    - Ex: False Start, unsportsmanlike conduct

# Penalty Enforcement Terms

- **Basic Spot:**  
Point at which a penalty is enforced
- **Previous Spot:**  
Where the ball was last snapped or kicked
- **End of the Run:**  
Where the player loses possession or the ball becomes dead
- **Succeeding Spot:**  
Where the ball would next be snapped if a foul had not occurred
- **Spot of the Foul:**  
Where the foul occurred

# Types of Plays

- Loose Ball Play
  - A legal forward pass, or the run that precedes it
  - A punt
  - A backwards pass behind the line of scrimmage
  - Ex: Pass Interference = Foul during loose ball play
- Basic spot of enforcement = Previous Spot

# Types of Plays

- **Running Play**
  - Anything that is not considered a loose ball play
  - Plays are usually considered running once possession is attained
  - Ex: Flag guarding = Foul during running play
- **Basic Spot of Enforcement = End of the run**

# Loose Ball v. Running Play

- Can happen on same play
- Fouls during QB pass = loose ball
- Fouls after WR catches = running play

# All-But-One Principle

- All fouls are penalized from the basic spot UNLESS the offense (Team A) fouled behind the basic spot
- These fouls are penalized from the **SPOT OF THE FOUL**
- Most common example is flag guarding
- **SCREW THE OFFENSE!**

# The Four W's

**WHO FOULED?**

**WHAT WAS THE FOUL?**

**WHERE WAS THE FOUL?**

**WHEN WAS THE FOUL?**



# Penalty Enforcement

## Running Play

1. What type of play was it?

2. What is the basic enforcement spot for that type of play?

3. Was the foul by Team A behind the basic spot?

**End of Run**

**Yes**

**No**

**Penalize from the spot of the foul**

**Penalize from the end of the run**

## Loose Ball Play

**Previous Spot**

**Yes**

**No**

**Penalize from the spot of the foul**

**Penalize from the previous spot**

# Penalty Enforcement Terms

- Double Foul

When both Team A and Team B commit live ball fouls and there is no change of possession, the fouls offset and the down is replayed

- Multiple Foul

When one team commits two or more live ball fouls during the same down, only one may be enforced

- Live Ball foul follow by Dead Ball foul are both administered in order of occurrence.

Note: This also applies to multiple dead ball fouls

# Penalty Enforcement Terms

- *Clean Hands Principle*: If the defense obtains possession of the ball prior to committing a foul, they keep possession if they decline all live ball fouls by offense
- *Half the Distance*: a measurement cannot take the ball more than half the distance from the enforcement spot to the offending team's goal line

# Special Enforcements

- *Roughing the Passer:* The penalty for roughing the passer on a completed forward pass will be enforced from the end of the last run when the run ends beyond the neutral zone
- *Fouls on a Touchdown:* If there is a foul by the defensive team during a down which results in a TD, the scoring team may choose to have the penalty enforced on the try or at the 14-yard line. **Never decline the penalty!**

# Foul During Try

- If either team commits a foul, Team A cannot change where the Try will be attempted
- If a double foul occurs during the down, the down shall be replayed
- When a distance penalty is incurred by Team A during a successful try, the score is nullified and the down will be repeated
- If a penalty by Team A carries a loss of down, the Try has ended and will not be repeated
- After a Try, the ball shall be snapped at the 14 yard line, unless moved by penalty

# Announcing Penalties (SAWS)

- **S**ignal Silently (Preliminary)
- **A**sk Captain
- **W**alk off
  - LJ
  - R
  - FJ
- **S**peak
- **\*\*Exception:** Only give final signal and announcement for delay of game, false start and encroachment.

# Establishing the Zone Line-to-Gain

- **Live Ball Fouls:** mark off penalty yardage *then* establish the zone line-to-gain
- **Dead Ball Fouls *PRIOR* to Ready-for-Play:** mark off penalty yardage *then* establish the zone line-to-gain
- **Dead Ball Fouls *AFTER* the Ready-for-Play:** establish the zone line-to-gain *then* mark off penalty yardage