

2009 SRI Bulletin #7

Resetting the Clock:

If the clock needs to be reset, tell the clock operator what the time should be. Do not specify a certain number of seconds to add or remove. By being precise in your clock correction, you avoid the appearance of guessing when you state a certain number of seconds.

Equipment Repair:

When a player is in need of equipment repair, an official's timeout is taken and the game clock is stopped or remains stopped. If the repair can be made within 25 seconds without the assistance of a team attendant, it remains an official's timeout. Rule 3-5-7f.

If the repair takes more than 25 seconds, or requires the services of a team attendant, the team is charged with a timeout. Rule 3-5-2b. However, when it becomes apparent that the repair will take more than 25 seconds, officials should allow the player to leave the field for one down to avoid the charged timeout. If the team is out of timeouts, then the player must leave the game for one down. Rule 3-5-6.

Untucked Jerseys:

I am hearing stories about officials and associations being lax and inconsistent in enforcing Rule 1-5-1c which requires jerseys to be tucked in if longer than the top of the pants. A few reminders to players and coaches during pre-game warm-ups and early in the game will, hopefully, take care of this. Thanks for your help!

False Starts:

An offensive player in the backfield who anticipates the snap, lifts up from his stance and makes a quick, jerky movement is guilty of a false start. Rule 7-1-7a. The player is not allowed to reset prior to the snap without penalty.

Offensive Formations:

Rule 7-5-2b requires at least 5 players numbered 50-79 be on the offensive line at the snap. These players are often referred to as "interior" linemen. However, they do not have to be interior, in that they do not have to be inside other players. For example, in an unbalanced formation, tackle A51 may be legally positioned on the end of the line.