

2012 SRI Bulletin 1

Intentionally Taking the Helmet Off

From a Coach at a league rules meeting.....

Question: What if a player was directed to take his helmet off during a play so that the clock would stop after the play because a team was out of timeouts and it was late in the game.

Ruling: If the crew had positive knowledge of this action, 15-yard Unsportsmanlike Conduct penalty assessed to the Head Coach. This no different than faking an injury to stop the clock. This is an unfair act covered under Rule 9-9-1. After penalty enforcement, the clock will be started on the ready-for-play. Rule 3-4-6.

Mirroring Signals

I often see officials mirror another official's signal on a touchdown. If you are not the covering official, don't mirror. If your partner is wrong and you mirror that signal, you are also wrong. On incomplete passes, only the covering official should signal incomplete pass; other officials should give the time out signal to make sure the clock is stopped.

Pads and Pants

We are seeing players wearing girdle pads with built-in lightweight foam padding. These are legal equipment, and comply with Rule 1-5-1d regarding hip, tail and thigh pads. No additional padding of these areas is required. Please click on the following link to view an example of this type of pad.

<http://www.underarmour.com/shop/us/en/mens-mpz174-5pad-armour174-girdle/pid1234209>).

Along the same line, we are also seeing an undergarment that has built-in knee pads. Again, this is an integrated system of pads designed so no additional in-pant knee pads are necessary. This is legal equipment and no in-pant pad is required. The following link shows an example of this type of undergarment.

http://store.nike.com/us/en_us/?l=shop,pdp,ctr-inline/cid-1/pid-670545/pgid-670546

Illegal Helmet Contact

Officials are reminded that Illegal Helmet Contact fouls apply to both offensive and defensive players. If the runner lowers his head and initiates contact with a defender with the top of his helmet, it is a foul for spearing. I think we still have a lot of officials (and no doubt coaches) that believe a runner lowering his head to gain extra yards (with no obvious intent to injure the defender) is "just football." The prohibition against contact to the helmet extends to all players on all parts of the field. When in doubt, call a foul.

Penalty Enforcement

Play: A34 scores a touchdown. After the score and prior to the ready-for-play for the try, A78 is flagged for unsportsmanlike conduct. B42 retaliates and is also penalized for unsportsmanlike conduct. What is the correct enforcement?

Ruling: Dead ball fouls are enforced in the order of their occurrence. Rule 10-2-5. Also, the option to enforce a penalty on either the try or the succeeding kickoff applies to dead ball fouls that occur after the TD and before the ready on the try. Rule 8-2-5.

So....in your play where A scores, then commits a dead ball foul followed by a dead ball foul on B....the score counts, go to the B captain and ask if they want A's foul enforced on the try or the kickoff. Once that's decided, go to A's captain and ask the same question.

Bottom line, you can have either or both dead ball fouls enforced on the try or kickoff.

Helmet Cover Coming Off

In the last two bulletins, helmet covers were discussed and found to be legal equipment. The question has been asked about helmet covers coming off during play. The loss of a helmet cover still provides the player with the original intended protection of the helmet. Therefore, if the cover comes off, protection is not lost and the player DOES NOT HAVE TO leave the game for one play, regardless if a foul is involved or not.

Training Video

This week's training video shows 4 plays of player's helmets coming off. The training video is found on the Central Hub under "Training Video of the Week." With the regular season starting, please send me video clips or links to clips of interesting or controversial plays that I can use as future training material. Give me as much information about the play as you can so I can create an appropriate voiceover.