

Philosophy on Fouls

Let the foul reveal itself. Consider advantage/disadvantage and status of the ball. If you think it is a foul, it is not. Make sure and see the whole play. For example: block in the back, if you see an offensive player with his hands on an opponent's back, but you did not see how the hands got there, you have no foul.

Be consistent, a foul in the first quarter is a foul in the fourth quarter.

Is it a foul worthy of calling. For instance, a hold away from the point of attack that does not create an advantage is a pass. A defender lined up 6 inches offside is a talk to versus a 5-yard penalty. If it continues, then call the foul. Any safety foul is called regardless of location on the play and situation.

Conduct fouls are also critical. Any racial or gender slurs must be called. This is also a DQ. If the source cannot be identified, let both coaches know. Swearing or cursing is a case-by-case situation, unless directed at an opponent. A talk to is sufficient unless it is extreme and continued. Anything directed at officials is a 15-yard UNS.

Use your sideline warning early if necessary. If the situation involves contact with an official, it is an automatic sideline interference. Remember, once the ball is snapped, all personnel must be out of the white, and during the interval between downs, only 3 coaches in the white. Control your sideline and you will have a smoother game.