

Eastern Association of Intercollegiate Football Officials
Boston Chapter

MANAGING THE FINAL MINUTES OF EACH HALF

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Managing the Final Minutes of Each Half

- Video

Making an incorrect ruling has consequences.

Time Out mechanics?

Signal Inbounds then TO first in this case?

What should have happened?

How could have crew handled this better?

Managing the Final Minutes of Each Half

- ◎ **What changes under two minutes to go**
 - Rule references (next slide)
 - Starting and stopping the clock
 - Ten second run off
 - Injury
 - Penalty Enforcement
 - Helmet
 - Ball rotation, going “one ball”
- **What stays the same**
 - Pace of play,

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Relevant Rules References

Rule 3-2-4 Extension of periods

Rule 3-3-5 Minimum time for a play after spiking the ball

Rule 3-3-5 Starting and stopping the clock

Rule 3-4-2 Illegal delay of the game

Rule 3-4-3 Unfair clock tactics

Rule 3-4-4 Ten second runoff from game clock (Foul)

Rule 8-3-3b-1 Fouls by Team B during a try before a
change of possession

Rule 10-2-5a-1 Fouls during or after a touchdown

Managing the Final Minutes of Each Half

- ① **Who does the majority of the communicating**
 - Referee: as the crew chief
 - To Crew
 - To Coaches
 - To Commissioner
 - Crew Responsibilities
 - Players
 - Coaches
 - Each other

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⦿ **What needs to be communicated**

- Clock status
- Clock adjustments
- Did the play end inbounds or out-of-bounds
- Down and distance
- Team time outs remaining
- Extension of period
- End of period penalty enforcement
 - Decline
 - Enforce
 - Carryover

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When does it start?

- Pre-game
- Under 2:00 minutes
- Under 1:00 minute

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Keys to Managing the Half

- Situational awareness
- Problem areas in the final minutes of each half
- 3-4-2 Illegal delay of the game
- 3-4-3 Unfair clock tactics
- 3-4-4 Ten second runoff
- 7-1-2-b-5 false start
- Decision making fatigue

Managing the Final Minutes of Each Half

Keys to Managing the Final Minutes of Half

- Preparation
- Rules knowledge
- Clock management
- Crew mechanics
- Include this critical segment in pregame
- Game awareness

Managing the Final Minutes of Each Half

Game Awareness

- The ability to identify, process, and comprehend information about how to survive in an emergency situation
- Knowing what is going on around you
- It is dynamic, hard to maintain, and easy to lose

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Game Awareness (continued)

- Mental : What is each team is trying to accomplish
- Score: 8 points, 7 points, 3 points, 2 or less
- Time: How much time remaining in the game?
- Clock: Starting, stopping, correcting, time outs remaining
- Rules: Identify relevant rules
- Identify problem areas: What can go wrong in the closing minutes of a close game.

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Problems that can arise

- Misapplication of a rule
- Mismanagement of the clock or
- Mishandling the football

Easy to do this when we are under pressure especially on the closing minutes of the half. Crew's responsibility to ensure these are addressed.

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Situations and problems that can arise

- Rule 3-4-3
- **Ten second run-off**
- A team with no time outs remaining
- Substitution process
- Team not set at the snap
- Clocking or spiking the ball
- Holder restrictions for a place kick
- Onside kicks
- “Rubs and pics”

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Situations and Problems that can arise

- Crew “Hurry-Up” mechanics
- “Hail Mary” pass
- Special penalty enforcements
- Extending the half
- Crew communication (Verbal, Non-verbal)
- Communication with coaches
- Announcements
- Clock operators
- Decision making fatigue

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Rule 3-4-2 Illegal Delay of the Game

Offensive Delays

- 3-4-2-b-6. Putting the ball in play before it is ready for play.

Defensive Delays

- 3-4-2-b-8. Action clearly designed to delay the officials from making the ball ready for play (A.R. 3-4-2-II).

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3-2-5 Minimum Time For a Play After Spiking The Ball

- Article 5. If the game clock is stopped and will start on the referee's signal with three or more seconds remaining in the quarter, the offense may reasonably expect to throw the ball directly to the ground (Rule 7-3-2-f) and have enough time for another play. With two seconds or one second on the game clock there is enough time for only one play (A.R. 3-2-5-1).

Managing the Final Minutes of Each Half

Items Officials are judged on:

- How we manage the game
- How we end the half and the game

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Play	Penalty for	Enforcement Option		
		Try	Succeeding Kick Off	Extra Period
Touchdown	Live Ball Personal Foul #	Yes	Yes	No
Touchdown	Foul Other than Live Ball Personal Foul	No	No	No
Touchdown	Dead Ball Personal Foul Before Try #	Yes	Yes	No
Try	Live Ball Personal Foul #	Yes	Yes	Yes
Try	Foul Other than Live Ball Personal Foul	No	No	No
Try	Dead Ball Foul After Try * #		Yes	Yes
Field Goal	Live Ball Foul		No	No
Field Goal	Dead Ball Foul After Field Goal #		Yes	Yes

* Does not apply if try is replayed. # Includes UNS.

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⦿ Plays and Rulings

- ⦿ **PLAY:** 4th/16 A4. The score is tied A28-B28. Time expires in the fourth quarter as A6's punt rolls out of bounds on A's 39. A77 is flagged for holding in A's end zone during the kick.
- ⦿ **RULING:** *A free kick A20. Extend period.* The score is A28-B30. Team B will accept the penalty enforced from the spot of the foul which results in a safety. The period is extended by rule. Team A has a better chance to score than if the fourth quarter was not extended but things look grim for Team A. **NOTE:** Based on other rule passages, it is reasonable to assume that Rule 10-2-4 does not really imply that the penalty must be enforced from the previous spot for Team B to have this option. If the score was A28-B25, Team B will likely elect B 1/10 A29 with an untimed down.

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- Video