

GTOA – January Monthly Marvel

BLOW AND THROW VS THROW AND GO

"BLOW AND THROW" SITUATIONS

(Alias dead ball fouls)

I. The following are infractions where the whistle should be sounded first and THEN the flag thrown:

1. Snap Infraction

- a. Snapper removing both hands from the ball
- b. Simulating the snap
- c. Failure to pause before the snap
- d. Illegally moving the ball prior to the snap

2. Illegal Snap

3. Encroachment by touching an opponent or the ball after the ready and before the center touches the ball

4. Encroachment by the defense being in the neutral zone and giving signals after the ready and before the center touches the ball

5. Encroachment by any player being in the neutral zone after the center has placed his hand(s) on the ball or during a [free](#) kick formation after the ready has been blown

6. False Start is committed by any A player

- a. Simulating the start of a new play
- b. Anything done intentionally to make B encroach
- c. Any restricted lineman moves his hand(s) or makes a quick movement after he places his hands on/near the ground

7. A replaced player who does not leave the field immediately

8. Any action which constitutes a delay of the game foul
9. Any sideline interference foul
10. Failure to wear proper equipment when the snap is imminent
11. Any dead ball foul action not specifically mentioned above

"THROW AND GO" SITUATIONS

(alias live ball fouls)

II. The following are infractions where the flag should be thrown and the play allowed to go to completion:

1. Illegal shift
2. Illegal motion
 - a. eligible wide receivers who are moving forward at the snap
 - b. eligible tight ends who lift and are moving forward at the snap
 - c. players legally in the backfield who are moving forward at the snap
3. Illegal participation after the snap (more than 11 players participating)
4. Illegal procedure for less than seven Team A players on their line of scrimmage
5. Illegal numbering for players participating during the same down wearing the same number
6. Illegal procedure for Team A not having at least 5 players numbered 50-79 on their line of scrimmage on non scrimmage-kick formation plays
7. Illegal formation of a Team A player not being within 15 yards of the ball after the ready for play is blown
8. Illegal formation of a Team A player who is not legally in the backfield or legally on the line of scrimmage (i.e. "in no-man's land")
9. Nonplayer being on the field after the snap
10. Any action following the snap which is a foul