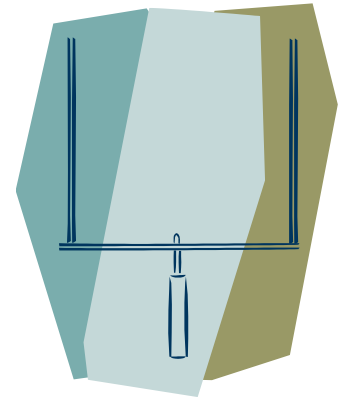


GTOA Weekly Wonder

Football combines the two worst things about America: it is violence punctuated by committee meetings. ~George F. Will

Pro football is like nuclear warfare. There are no winners, only survivors. ~Frank Gifford

If you're mad at your kid, you can either raise him to be a nose tackle or send him out to play on the freeway. It's about the same. ~Bob Golic



Announcements:

Everyone should make sure all your contact information on the list on the GTOA website is correct.

The website is www.tulsaofficials.com. Both the user name and password to the member only area are case sensitive. Remember that these are reserved for GTOA members only.

User name: GTOA

Password: endzone

Weekly Wonder E-mail List

Forward this to all your crew members to make sure that they are receiving the weekly wonder. This is the list that we will use to communicate urgent notices. If they are not receiving the Weekly Wonder, have them e-mail their e-mail address to chadcraig1@cox.net and we will add them to the list.

Here's a tip for dealing with coaches.

Let's say a situation happens across the field. A coach turns to you and asks, politely or otherwise, "Ref. What was that all about?" How do you respond?

Most likely you're in a situation where the next play is going to start and you need to get back to work. So just turn and say something to the effect, "Coach. I'm not sure. But I'll find out the first chance I get and I'll let you know." And then follow through. Maybe it's several plays later before you have a chance to get the story but this is a good way to handle these types of situation.

Case: 4th down. K has no time-outs remaining. The game clock is running with 15 seconds to go in the third period. K is punting. There is a strong wind directly into the face of team K. K68 false starts. You mark off the five yard penalty. Should you wind the clock on the ready for play or on the snap?

Ruling: On the snap. Rule 3-4-6 says that, "When a team attempts to conserve or consume time illegally, the referee shall order the clock started or stopped." There is 15 seconds to go in the quarter the 25 second clock is turned off. Therefore if the game clock is started on the ready for play then K, without further penalty, could let the clock wind down to 00:00 and end up punting with the wind in the first play of the fourth quarter. Since the clock was stopped due to a K foul then they should not be allowed any advantage that they might otherwise gain. By the clock starting on the snap the game clock will stay at 15 seconds and they will be forced to kick into the wind.

Case: Last play of either half. Fourth and five for Team A from the B 45 yard line. The score is B24-A21. QB A11 runs 2 yards beyond the line of scrimmage and throws to A83 who catches the ball and runs for a touchdown. Time expires for the half during the play.

Ruling: Team B will accept the penalty which will negate the score. The period will not be extended because the foul for Illegal Forward pass carries a loss of down.

Case: A's ball 1st and 10 from the 50 yard line. A1 successfully and legally passes to A10 over the middle who begins running for the end zone. B50 is pursuing A10 on an angle when A25 grabs the jersey of B50 from behind causing B50 to spin around on the B30 thus removing him from the play. A10 subsequently continues his run and "scores".

Where is the basic spot from which to administer the penalty? The previous spot, the 20 since the ball carrier crossed into the end zone, or the 30 which was the spot of the foul? What is the penalty? Holding? Illegal use of hands? Unsportsmanlike conduct? What down is it?

Ruling: No score. Holding on A. The B30 yard line would be the enforcement spot. After penalizing team A ten yards from the 30 that leaves the ball at the B40 which was the line to gain. The next down would be 1st and 10 from the B40 yard line.

Have a great first game and send in any interesting points or questionable calls that you have so that we can all learn together.

Chad