



Pre-Snap Routine Blow & Throw VS Throw and Go

Steve Wagner

sewagne@gmail.com

505-400-6384



Situational Awareness

- Down and distance
 - Short distance could be a running play
 - Long distance more likely to be a passing play
- Weather, wind and field conditions
- Team trends and player abilities
- Score, Clock and Period Status
- Playoff standings – team may need to score points even though they have a victory at hand
- Wings initial key – tackle run vs pass block
- Umpire – pulling guards will take you to the action



Pre-Snap Routine in General

- A. Alignment – players on their side of the ball
- B. Ball is on the ____ yard line
- C. Clock status & Count Players
- D. Down & Distance
- E. Eligibles & Encroachment
- F. Formation & False Start
- G. GO SNAP



Pre-Snap Routine – Referee

(Crew of Four)

Reference: 2022 FB Officials Mechanics Illustrated, NMOA p48

Referee

- Observe the huddle to ensure team A doesn't violate substitution rules
- Identify eligible receivers in the back field
- Observe shifts, false starts and other pre-snap violations
- Count team A on scrimmage downs and team R on free kicks
- Monitors the 25/40 sec play clock and gives a visible count if the ball hasn't been snapped for the final 5 sec of the 25/40 sec play clock



Pre-Snap Routine – Umpire

(Crew of Four)

Reference: 2022 FB Officials Mechanics Illustrated, NMOA p48

Umpire

- Ensures the offensive line has 5 players 50-79
- Remember the numbering exception on scrimmage-kicks and ineligible receivers

7-2-6 Exception 1 - On first - third downs, when A sets or shifts into a scrimmage-kick formation the snapper may be any number

7-2-6 Exception 2 - On fourth down or during a kick try, when A sets or shifts into a scrimmage-kick formation, any A player numbered 1 to 49 or 80 to 99 may take the position of any A player numbered 50 to 79.



Pre-Snap Routine – Umpire

(Crew of Four)

Reference: 2022 FB Officials Mechanics Illustrated, NMOA p48

Umpire

- Listens for defensive players interfering with the offensive snap count
- Observe snapper for snap infractions
- Watch guards for false starts
- Counts team A on scrimmage downs and team R on free kicks
- Mirrors the Referee's 5 seconds remaining play clock count down



Pre-Snap Routine – Wings

(Crew of Four)

Reference: 2022 FB Officials Mechanics Illustrated, NMOA p48

Wings

- Identify eligible receivers on their side of the field
- Assist the Referee monitoring substitutions
- Count to ensure team A has at least 5 on the line and no more than 4 in the back field
- Assist the Umpire checking offensive for legal uniform numbers
 - #s 50-79 are not eligible receivers
 - Signal opposite wing when receiver near their sideline is in the back field
 - Counts team B on scrimmage downs and team K on free kicks



"BLOW AND THROW" SITUATIONS

(Alias dead ball fouls)

The following are infractions where the whistle should be sounded first and THEN the flag thrown: **KILLS THE PLAY AT OR BEFORE THE SNAP**

- 1. Delay of game**
- 2. Illegal substitution**
- 3. Free-kick-infraction**
- 4. Encroachment**
- 5. Snap infraction**
- 6. False Start**
- 7. Disconcerting act**
- 8. Failure to wear proper equipment –before the snap**

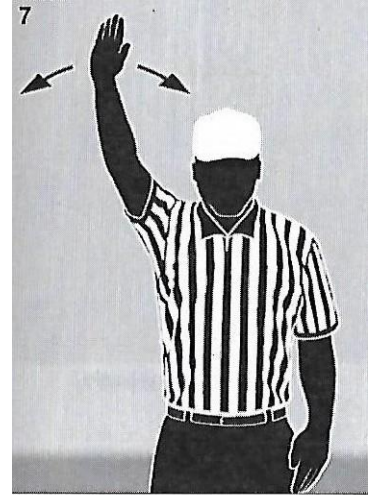


"BLOW AND THROW" – Delay of Game (Loss of 5 Yards)

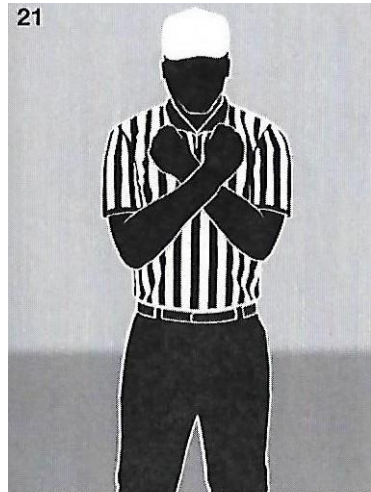
3-6-2 Delay of game

Action or inaction which prevents promptness in putting the ball in play is delay of game. This includes:

- a. Failure to snap or free kick prior to the expiration of the 25- or 40-second play clock.
- b. Unnecessarily carrying the ball after it has become dead.



Dead-ball foul
Touchback (side to side)



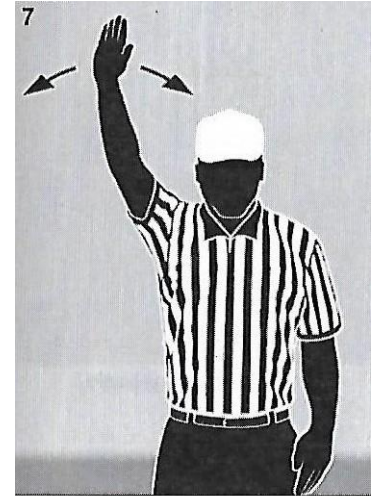
Delay of game



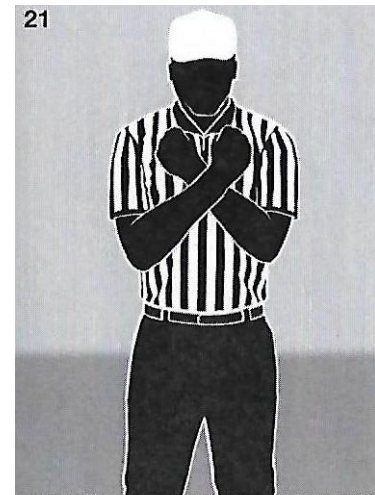
"BLOW AND THROW" – Delay of Game (Loss of 5 Yards)

3-6-2 Delay of game (cont.)

- c. A coach-referee conference after all the permissible charged time-outs for the coach's team have been used, and during which the referee is requested to reconsider the application of a rule and no change in the ruling results
- d. Snapping or free kicking the ball before it is ready for play.
- e. Any other conduct which unduly prolongs the game.
- f. Failure to unpile from an opponent in a timely manner.



Dead-ball foul
Touchback (side to side)



Delay of game



"BLOW AND THROW" – Illegal Substitution (Loss of 5 Yards)

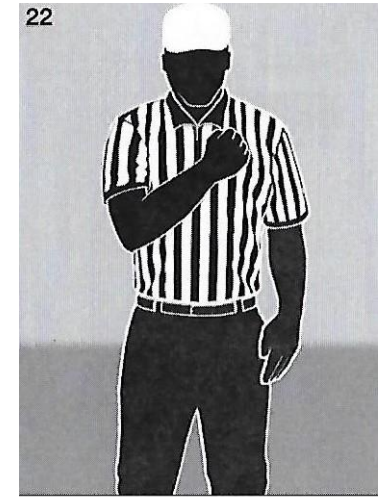
3-7-1 Illegal substitution

Between downs any number of eligible substitutes may replace players. Upon meeting the criteria of 2-32-12, replaced players **shall begin to leave the field within three seconds.**

There is no HS penalty for having more than 11 in the huddle.



Dead-ball foul
Touchback (side to side)



Substitution infraction



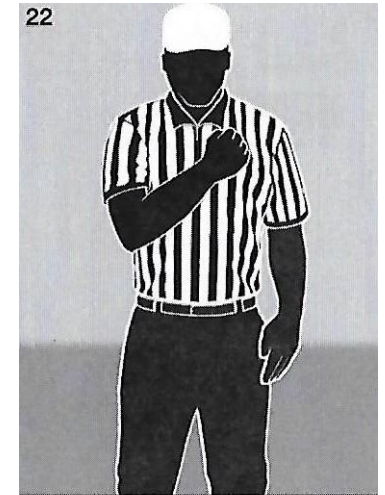
"BLOW AND THROW" – Illegal Substitution (Loss of 5 Yards)

3-7-2 Illegal substitution

A player, replaced player or a substitute is required to **leave the field at the side on which his team box is located and go directly to his team box.**



Dead-ball foul
Touchback (side to side)



Substitution infraction



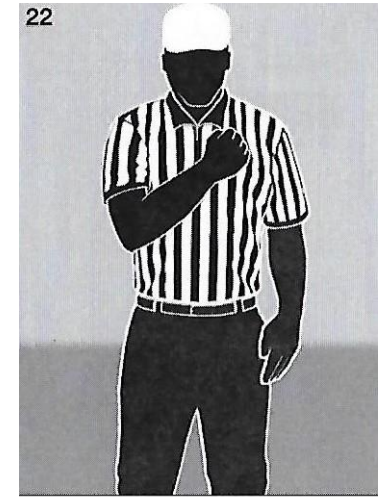
"BLOW AND THROW" – Illegal Substitution (Loss of 5 Yards)

3-7-3 Illegal substitution

During the same dead-ball interval, no substitute shall become a player and then withdraw and no player shall withdraw and re-enter as a substitute unless a penalty is accepted, a dead-ball foul occurs, there is a charged time-out or the period ends.



Dead-ball foul
Touchback (side to side)



Substitution infraction



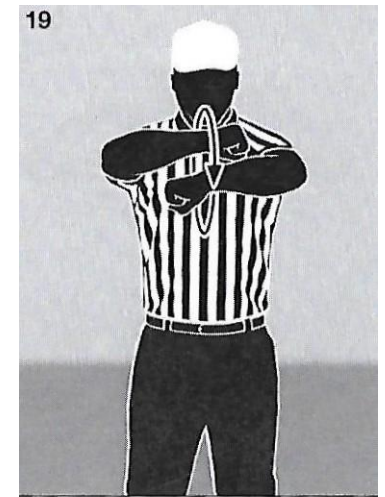
'BLOW AND THROW" – Free Kick Infraction (Loss of 5 Yards)

6-1-2 Free kick infraction

A free kick shall be made from any point between the hash marks and on K's free-kick line. A punt may not be used for a free kick other than after a safety. Once designated, K must kick from that spot. When a punt is used following a safety, the ball must be kicked within one step behind K's free-kick line



Dead-ball foul
Touchback (side to side)



False start
Illegal formation
Free kick infraction

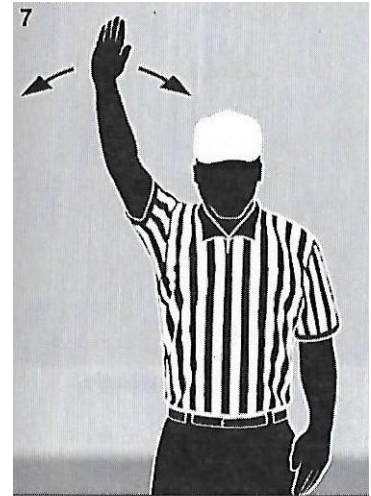


'BLOW AND THROW' – Free Kick Infraction (Loss of 5 Yards)

6-1-3a,b Free kick infraction

After the ball is marked ready for play, and until the ball is kicked, the following formation requirements must be met:

- a. No player, other than the kicker and the holder for a place kick, may be beyond his free-kick line;
- b. No K players, other than the kicker, may be more than 5 yards behind the kicking team's free-kick line. A player satisfies this rule when no foot is on or beyond the line 5 yards behind K's free-kick line. If one K player is more than 5 yards behind this restraining line and any other player kicks the ball, it is a foul.



Dead-ball foul
Touchback (side to side)



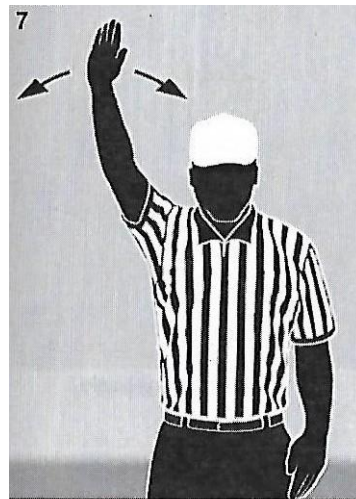
False start
Illegal formation
Free kick infraction



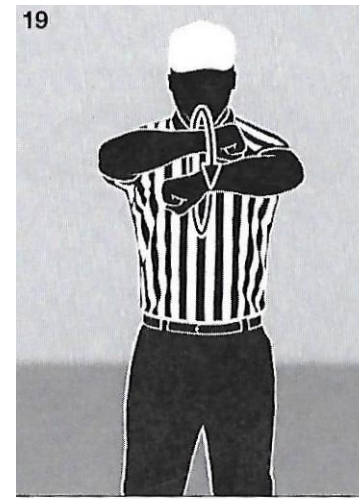
'BLOW AND THROW" – Free Kick Infraction (Loss of 5 Yards)

6-1-4 Free kick infraction

At the time the ball is kicked, at least four K players must be on each side of the kicker.



Dead-ball foul
Touchback (side to side)



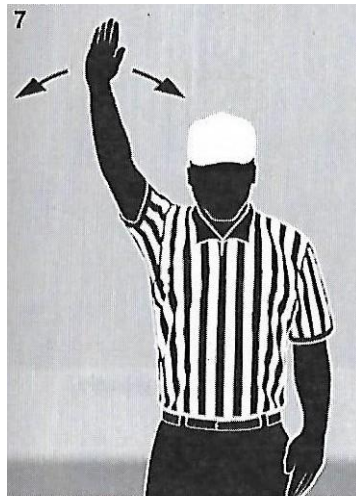
False start
Illegal formation
Free kick infraction



"BLOW AND THROW" Free Kick Infraction (Loss of 5 Yards)

6-1-11 Free kick infraction A pop-up kick is illegal.

A pop-up kick (2-25-10) is a free kick in which the kicker drives the ball immediately into the ground, the ball strikes the ground once and goes into the air in the manner of a ball kicked directly off the tee.



Dead-ball foul
Touchback (side to side)



False start
Illegal formation
Free kick infraction

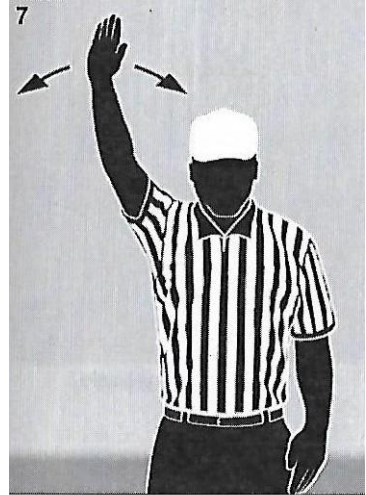


"BLOW AND THROW" - Encroachment (Loss of 5 Yards)

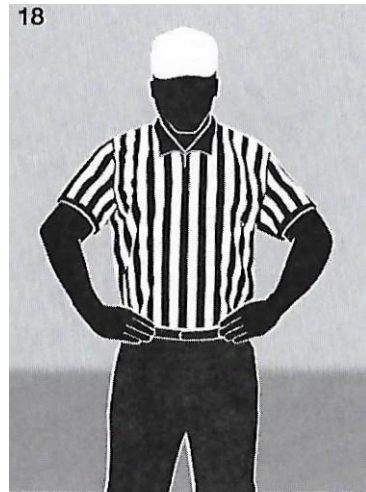
6-1-3a Encroachment:

After the ball is marked ready for play, and until the ball is kicked, the following formation requirements must be met:

- a. No player, other than the kicker and the holder for a place kick, may be **beyond his free-kick line**;
- b. No K players, other than the kicker, **may be more than 5 yards behind the kicking team's free-kick line**. A player satisfies this rule when no foot is on or beyond the line 5 yards behind K's free-kick line.



Dead-ball foul
Touchback (side to side)



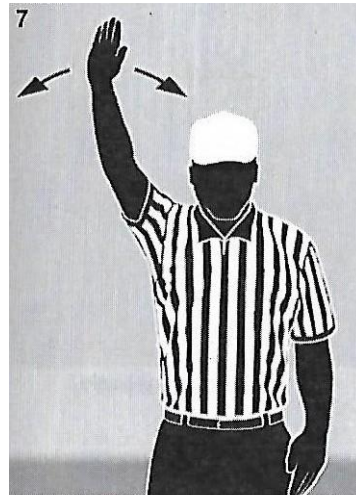
Encroachment



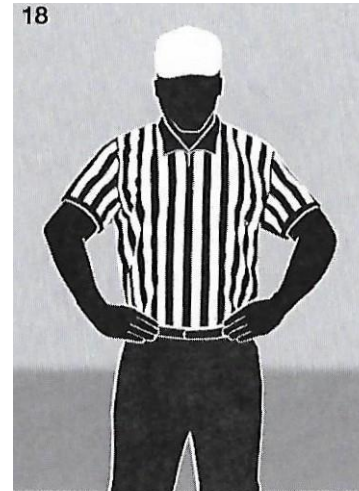
"BLOW AND THROW" - Encroachment (Loss of 5 Yards)

7-1-1 Encroachment:

The snapper may be over the ball but his feet must be behind the neutral zone and no part of his person, other than a hand(s) on the ball, may be beyond the foremost point of the ball.



Dead-ball foul
Touchback (side to side)



Encroachment

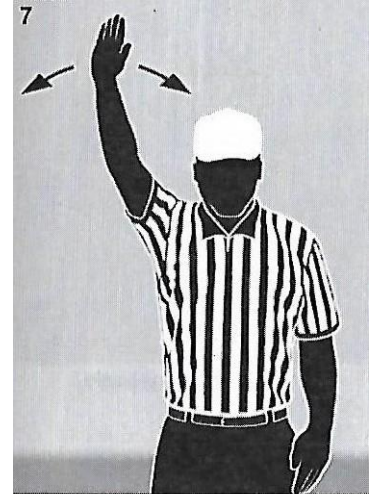


"BLOW AND THROW" - Encroachment (Loss of 5 Yards)

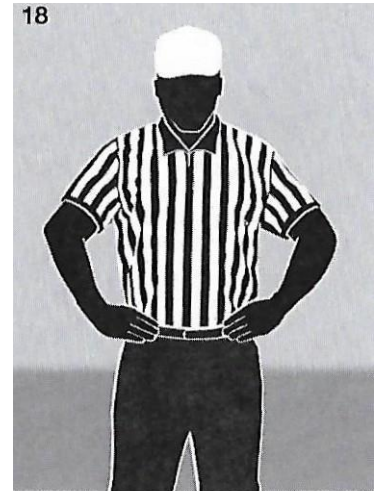
7-1-6 Encroachment:

Following the ready for play and after the snapper has placed his hand(s) on the ball, encroachment occurs if:

- Any player breaks the plane of the neutral zone
- A defensive player makes contact with the ball prior to the end of the snap or
- A defensive player makes contact with the hand(s) or arm(s) of the snapper prior to the snapper releasing the ball



Dead-ball foul
Touchback (side to side)



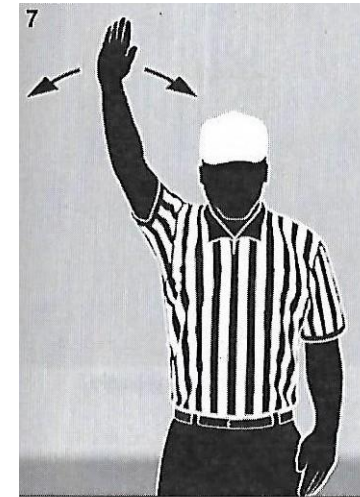
Encroachment



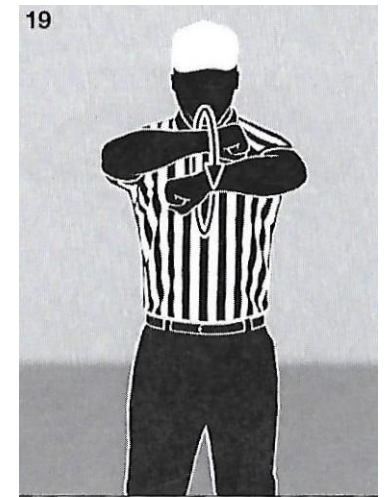
"BLOW AND THROW" - Snap Infraction (Loss of 5 Yards)

7-1-2 Snap Infraction

The snapper may lift the ball for lateral rotation but may not rotate end-for-end or change the location or fail to keep the long axis of the ball at right angles to the line of scrimmage.



Dead-ball foul
Touchback (side to side)



False start
Illegal formation
Free kick infraction

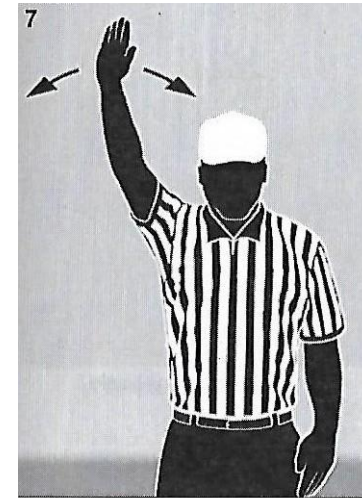


"BLOW AND THROW" - Snap Infraction (Loss of 5 Yards)

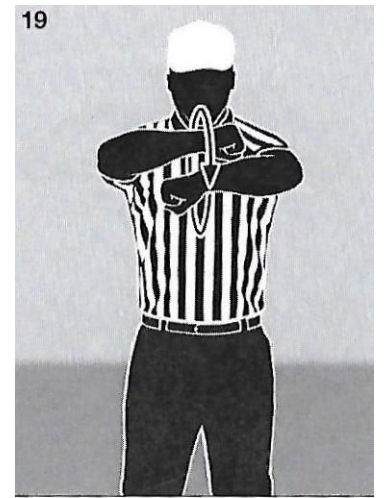
7-1-3 Snap Infraction:

Following the ready-for-play and after touching the ball, the snapper shall not:

- Remove both hands from the ball.
- Make any movement that simulates a snap.
- Fail to clearly pause before the snap.
- Following adjustment, lift or move the ball other than in a legal snap.



Dead-ball foul
Touchback (side to side)



False start
Illegal formation
Free kick infraction

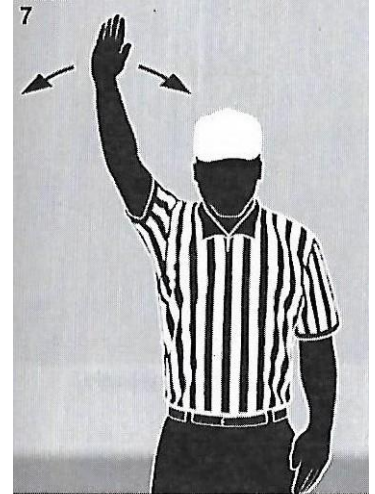


"BLOW AND THROW" – False Start (Loss of 5 Yards)

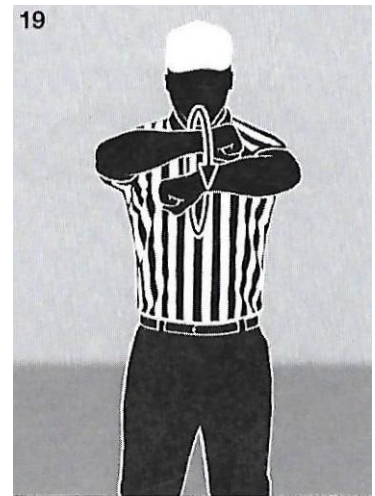
7-1-7 False Start:

After the ball is ready for play and before the snap begins, no false start shall be made by any A player. It is a false start if:

- A shift or feigned charge simulates action at the snap.
- Any act is clearly intended to cause B to encroach.
- Any A player on his line between the snapper and the player on the end of his line, after having placed a hand(s) on or near the ground, moves his hand(s) or makes any quick movement.



Dead-ball foul
Touchback (side to side)



False start
Illegal formation
Free kick infraction

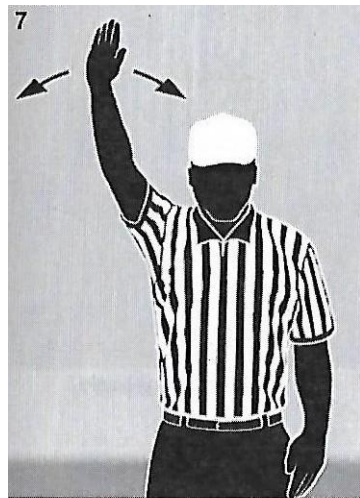


"BLOW AND THROW"

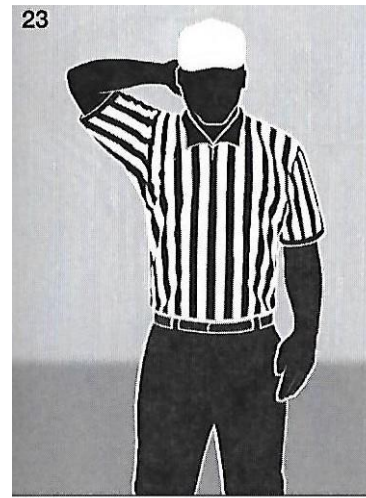
Disconcerting Act (Loss of 5 Yards)

7-1-9 Disconcerting act:

No defensive player shall use disconcerting acts or words prior to the snap in an attempt to interfere with A's signals or movements.



Dead-ball foul
Touchback (side to side)



Disconcerting act



"THROW AND GO" SITUATIONS

(Live ball fouls simultaneous with snap)

The following are infractions where the flag should be thrown and the play allowed to go to completion: **LET THE PLAY CONTINUE, ENFORCE PENALTY AFTER PLAY ENDS**

- 1. Illegal shift**
- 2. Illegal motion**
- 3. Illegal participation**
- 4. Illegal formation**
- 5. Failure to wear proper equipment – discovered after snap**



"THROW AND GO" SITUATIONS

(Live ball fouls simultaneous with snap)

7-2-6: Illegal shift (loss of 5 yards)

After a huddle or shift, all players of A shall come to an absolute stop and shall remain stationary simultaneously without movement of hands, feet, head or body for at least one second before the snap.



Illegal motion (1 hand)
Illegal shift (2 hands)



"THROW AND GO" SITUATIONS

(Live ball fouls simultaneous with snap)

7-2-7: Illegal motion (loss of 5 yards)

Only one player may be in motion at the snap and then only if such motion is not toward his opponent's goal line. Except the player "under the snapper",

The player in motion shall be at least 5 yards behind his line of scrimmage at the snap

If he started from any position not clearly behind the line and did not establish himself as a back by stopping for at least one full second while no part of his body is breaking the vertical plane thru the waistline of his nearest teammate who is on the line of scrimmage.



Illegal motion (1 hand)
Illegal shift (2 hands)



"THROW AND GO" SITUATIONS

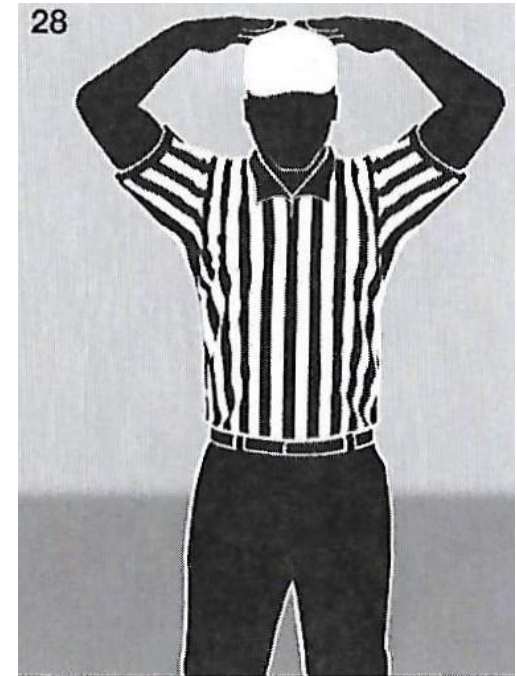
(Live ball fouls simultaneous with snap)

9-6 Illegal participation (loss of 15 yards)

More than 11 players participating after the snap.

Count players prior to every snap.

When there are more than 11 players where the snap is eminent – kill the play (only a loss of 5 yards for Illegal Substitution)



Illegal participation



"THROW AND GO" SITUATIONS (Alias live ball fouls)

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) – loss of 5 yards

2-32-3: A back is any A player who has no part of his body breaking the plane of an imaginary line drawn parallel to the line of scrimmage through the waist of the nearest teammate who is legally on the line, except for the player under the snapper, who is also considered a back.

2-32-9: A lineman is any A player who is facing his opponent's goal line with the line of his shoulders approximately parallel thereto and with his head or foot breaking an imaginary plane drawn parallel to the line of scrimmage through the waist of the snapper when the ball is snapped.



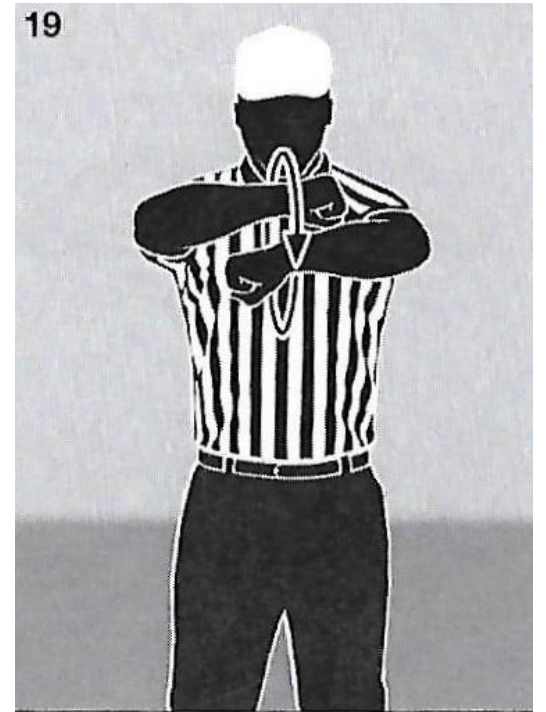
"THROW AND GO" SITUATIONS

(Live ball fouls simultaneous with snap)

7-2-5 Illegal Formation (loss of 5 yards)

a. No more than four A players may be backs and only one A player may penetrate the vertical plane through the waistline of his nearest teammate who is on his line have his hands in position to receive the ball if it is snapped between the snapper's legs but he is not required to receive the snap. Any other player(s) must be in legal position as a back.

b. At the snap, at least five A players on their line of scrimmage must be numbered 50-79 (non scrimmage-kick formation)



False start
Illegal formation
Free kick infraction



"THROW AND GO" SITUATIONS (Alias live ball fouls)

7-2-5c Illegal Formation - numbering (loss of 5 yards)

Players of the same team shall not participate during the same down while wearing identical numbers.



False start
Illegal formation
Free kick infraction

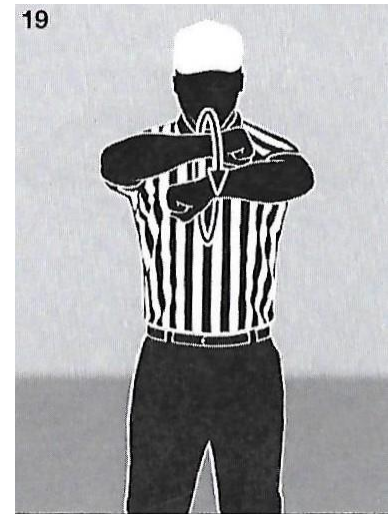


"THROW AND GO" SITUATIONS (Alias live ball fouls)

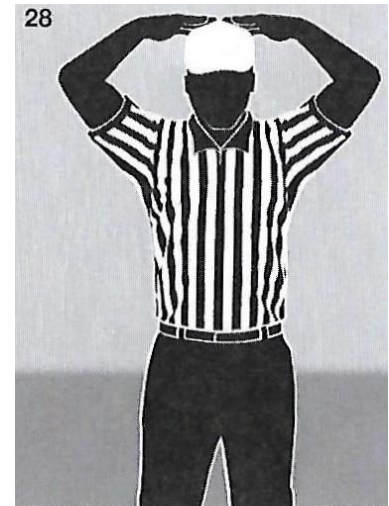
Illegal formation 7-2-1 After the ready-for-play, each player of A who participated in the previous down and each substitute for A must have been, momentarily, between the 9-yard marks, before the snap. (loss of 5 yard) – this is to prevent the hideout play

Could become 9-6 Illegal Participation (loss of 15 yards from the previous spot)

Example: Case Book 9-6-4 Situation B page 93 – players pretending to exit the field never actually leaving



False start
Illegal formation
Free kick infraction



Illegal participation



Failure To Wear Proper Equipment

1-5-4: Before the game, the head coach shall be responsible for verifying to the referee and another game official that all of his players are legally equipped in compliance with rule 1-5 and will use no illegal equipment.

- The Umpire shall resolve any equipment questions
- There is no yardage penalty for equipment that is missing or worn improperly
- All officials are required to observe player equipment through out the game
- Make every effort to discover this prior to the snap but realize a player could begin the snap legally equipment but could change during play.



Failure To Wear Proper Equipment

1-5-5: When required player equipment is missing or worn improperly:

- An official's time-out shall be declared.
- If detected during the down or subsequent dead-ball action related to the down without being directly attributable to a foul by an opponent or if a player is wearing otherwise legal equipment in an illegal manner,
- the player shall be replaced for at least one down, unless halftime intermission or an overtime intermission occurs.
- If proper and legal equipment has become improperly worn through use but prompt repair is possible and does not delay the ready-for-play for more than 25 seconds, such repair may be made without replacing the player for at least one down.