

“If in Doubts”: They Make Us Better Officials

6/1/17

If In Doubts recommend not calling a foul in questionable situations, allowing play to continue instead of blowing the play dead, & giving the team the benefit of more favorable field position when it is difficult to determine where the ball is to be spotted. Please take some time to learn & understand how to apply each of the “If in doubts” in game situations.

1. If in doubt, consider the safety of all paramount to the game. (Rules 1 & 3)
2. If in doubt, it is **not** a foul. (Rule 2)
3. If in doubt, apply conserving/consuming time. (Rule 3)
4. If in doubt, the player is inbounds. (Rule 4)
5. If in doubt, measure for a first down. (Rule 5)
6. If in doubt, the airborne kickoff/punt near the GL is **not** a TB. (Rule 6)
7. If in doubt, implement onside kick mechanics. (Rule 6)
8. If in doubt, the kickoff/punt/pass is untouched. (Rules 6 & 7)
9. If in doubt, the pass is forward. (Rule 7)
10. If in doubt, the runner did **not** fumble. (Rule 7)
11. If in doubt, control of a pass followed by loss of possession is incomplete. (Rule 7)
12. If in doubt, the pass near the ground is a catch. (Rule 7)
12. If in doubt, the passer is behind the B LOS. (Rule 7)
13. If in doubt, the player is on the A LOS. (Rule 7)
14. If in doubt, it is **not** a TD or a safety. (Rule 8)
15. If in doubt, it is Roughing the Kicker (Rule 9)
16. If in doubt on a punt, the foul by RT near the LOS is PSK. (Rule 10)