

CALIFORNIA FOOTBALL OFFICIALS ASSOCIATION
2007 FEDERATION RULE 10 SIMPLIFIED PENALTY ENFORCEMENTS

A. DEAD BALL FOULS (Succeeding spot)

1. Foul after touchdown (try).
2. Defensive foul after a successful kick try (enforce on kickoff).
3. If a foul by "A" causes loss of down on try, no replay if successful or unsuccessful.

B. RUNNING PLAYS (where run ends) – RUNS AND ILLEGAL PASSES

1. "A" fouls behind end of run. (spot of foul)
2. "A" fouls beyond end of run. (where run ends)
3. "B" fouls behind end of run. (where run ends)
4. "B" fouls beyond end of run. (where run ends) (where related run ends)
5. "B" fouls beyond end of related run and "A" retains team possession. (where related run ends).
6. "A" fouls in own end zone. (safety)
7. Defense fouls in opponents' end zone and enforcement spot is behind the goal line – penalize from the goal line.

EXCEPTION:

1. Running play resulting in a touchback the basic enforcement spot (spot where run ends) is the 20 yard line.

C. LOOSE BALL PLAYS (previous spot) – kicks, legal forward passes, and backward passes and fumbles on or behind A's scrimmage line INCLUDING the run which preceded the loose ball.

1. "A" fouls behind snap, kick, pass or fumble. (spot of foul)
2. "A" fouls beyond snap, kick, pass or fumble. (previous spot)
3. "B" fouls behind snap, kick, pass or fumble. (previous spot)
4. "B" fouls beyond snap, kick, pass of fumble. (previous spot)
5. "A" fouls in own end zone. (safety)
6. "B" fouls in A's end zone. (previous spot)

EXCEPTIONS:

1. KICK CATCHING INTERFERENCE. – "R" may accept awarded fair catch at spot of foul or 15 yards from previous spot and replay; or, take result of the play.
2. ILLEGAL FORWARDPASS – treated same as a running play, 5 yards and loss of down. (where run ends).
3. RUNNING PLAYS BEYOND THE LINE ENDING WITH A BACKWARD PASS OR FUMBLE – the foul then occurring; enforce from end of the run. (spot where the fumble or backward pass took place)
4. ROUGHING THE PASSER ON A COMPLETED PASS – Run ends behind line or a change of possession; enforce foul at the previous spot. If last run by A ends beyond the line; enforce foul at the end of the run.
5. POST SCRIMMAGE KICK ENFORCEMENT – If "R" commits a foul beyond the expanded neutral zone during a scrimmage kick, the basic enforcement spot is the spot where the kick ends

D. SPECIFIC SITUATIONS:

1. ANY FOUL SIMULTANEOUS WITH SNAP (previous spot) Examples: 12 men on the field, illegal shift, illegal motion, illegal formation etc.
2. UNSPORTSMANLIKE FOUL BY OFFENSE DURING LAST TIMES DOWN OF EITHER HALF OR ANY FOUL BY EITHER TEAM AFTER SUCH DOWN. (succeeding spot) – kick off or spot in overtime.
3. LIVE OR DEAD BALL FOUL BY A NONPLAYER (succeeding spot)
4. PENALTIES FOR FOULS WITH SUCCEEDING SPOT ENFORCEMENT prior to the ready-for-play shall be administered before setting the line-to-gain equipment for a new series.

E. DOUBLE FOULS: (replay the down)

1. IT IS A DOUBLE FOUL IF BOTH TEAMS COMMIT FOULS DURING:
 - A. Same live ball period and no change of possession occurred.
 - B. Same live ball period in which there is a change of possession and the team in possession at the end of the down had fouled prior to gaining possession.

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NOT A DOUBLE FOUL:

- A. If both teams foul during a down in which there is a change of possession, the last team gaining possession may retain the ball provided:
 - 1. the foul was not prior to the final change of possession, or it is a PSK foul, and
 - 2. the opponent's foul is declined.
- B. If both teams commit fouls during the same dead ball period. Enforce both fouls in order of occurrence. One could be a 15-yard penalty and the other a 5-yard penalty or one could be half the distance to the goal.
- C. Unsportsmanlike fouls will always be penalized from the succeeding spot and are not part of a double or multiple foul.

F. LIVE BALL FOUL AND THEN A DEAD BALL FOUL:

- 1. Live ball foul by one team followed by dead ball foul by opponents - administered separately and in order of occurrence.
- 2. Live ball foul and dead ball foul by same team, both fouls are administered in the order of occurrence.
- 3. When a dead ball foul follows a down during which there was a double foul, the penalty for the dead ball foul is administered separately.

G. ADDITIONAL INFORMATION:

- 1. The four automatic 1st downs are:
 - A. Pass interference by "B".
 - B. Roughing the kicker or holder.
 - C. Roughing the passer.
 - D. Personal foul against the snapper in a scrimmage kick formation.
- 2. During the last timed down of any quarter, extend quarter if:
 - A. Foul by either team and the penalty is accepted. (EXCEPTION: If a Team A foul includes loss of down the period is not extended. (NEW 2005).
 - B. There was a double foul.
 - C. There was an inadvertent whistle.
- 3. ON TOUCHDOWN PLAYS, PLAYER FOULS BY THE OPPONENTS OF THE OF THE SCORING TEAM WILL BE ENFORCED ON THE TRY OR THE KICK-OFF. All non player or unsportsmanlike fouls during a touchdown play and dead ball fouls prior to the try will be enforced on the try, not on the kickoff. IF THE PLAYER FOUL BY THE OPPONENT OF THE SCORING TEAM OCCURRED PRIOR TO THE SCORING TEAM GAINING POSSESSION OF THE BALL. THE FOUL MUST BE DECLINED TO KEEP THE SCORE.
- 4. PLAYER FOULS BY THE OPPONENT OF THE SCORING TEAM ON SUCCESSFUL FIELD GOALS MAY BE ENFORCED ON THE KICK-OFF, but the scoring team may refuse the score and have the foul enforced from the previous spot.
- 5. Fouls by Team B accepted on all successful trys are enforced on the kick-off.