

# CFOA 2014 STATE CLINIC 2014

## CCAFO Presentation

### **Illegal Shifts and Motion / Numbering exception.**

This discussion focuses on live ball fouls simultaneous with the snap. If motion is judged to simulate the start of a play, it is a false start and the ball is dead.

#### **Illegal Shifts**

Shifting occurs when one or more players change their position on the offensive side of the ball before the snap, causing a change in formation. Players must be set for 1 second prior to the snap.

Motion occurs when a single “back” is moving laterally or backwards at the time of the snap.

#### **What is an illegal shift?**

- A player not in motion but not set before the snap
- More than one player in motion at the snap
- More than one player moving (shifting)
- All eleven players have not been motionless for one second

#### **What is a legal shift?**

- Shifting is allowed as long as all players are set for 1 second prior to movement
- It is legal to shift more than one player as long as the players are not simulating the snap
  - to draw the defense offside
    - Shifting with more than one player must be fluid and deliberate
    - Shifted players must reset for one second prior to the snap

#### **When can an interior lineman move to another position (restricted/not restricted)?**

Note: Linemen are “locked” into a 3-point stance (hand on / near the ground) when covered by an end. Bouncing up and down should be ruled a false start. Any other stance is not restricted.

- Movement can occur once all 11 players have been set for one second and:
  - Lineman is not covered and locked into a 3 point stance or
  - Lineman is not in a 3-point stance and shifts with player covering him to another formation in a fluid and deliberate act.
  - Ends in the line cannot go in motion without either going 5 yards deep in the backfield or establishing themselves as a back.
- Restrictions are removed once the lineman is no longer covered by another player

### **Shifts to look out for:**

- A lineman getting into set positions with a back in motion that has not set.
- The Quarterback who shifts to take the snap and does not pause.

## **Legal Numbering / Numbering exception**

### **• Legal numbering on scrimmage downs**

- At least five A players numbered 50 – 79 must be on the line of scrimmage (LOS).
  - These five can line up in any position including being on the end of the LOS.
    - Example: Team A may want a “Jumbo” package and bring A 76 at a TE to block. Basically, Team A forfeits an eligible player.
  - These players are NEVER eligible pass receivers.

- Example: A76 in the Jumbo formation can never “report” as eligible.
  
- **The numbering exceptions on scrimmage kick downs.**
  - Downs 1-3 exception
    - The snapper only can wear an eligible number.
    - Must be between the ends.
    - A kicker must be in position to be a kicker.
      - Note: A snapper with an eligible number positioned an end is a pass receiver. The team must still have 5 players 50-79 on the line.
  - 4<sup>th</sup> down exceptions
    - Any player can lineup in an ineligible position with any number
    - Players with eligible numbers INITIALLY lined up in ineligible positions are ineligible during the down.
    - Once covered, the player is ineligible.
      - Example: A43 is a guard on 4<sup>th</sup> down. Team A shifts to “uncover” A43. Since A43 was initially covered, A43 is ineligible.
  - Mechanics notes
    - Umpires: Ask the head coach who lines up on kicks in the middle. Write it on your game card. If you don’t get it from the coach, note it after the first couple of kicks.
    - Broken play mechanics: Deep officials, be proactive! If you see A21 down field on a broken play, take time to go in and ask the umpire is A21 was on the line.