

IEFOA Emphasis

Enforcement of players simulating a snap or any act that is clearly intended to cause team B to encroach. We need to be consistent with this enforcement at all levels, each week and crew to crew.

Rule (Rule Book Page 59 & 60)

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

- a. A shift or feigned charge simulates action at the snap.
- b. Any act is clearly intended to cause team B to encroach.
- c. 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.

7.2.6: After a huddle or shift, all players of team 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.

Play Scenario (Case Book Page 57)

7.1.7 Situation B: On fourth and four from A's 35-yard line, K comes to the line in a scrimmage formation. After calling a few signals, A1 says "shift." All 11 players then make a movement. Some players move to a new position for a scrimmage-kick formation, while four interior linemen remain in place and move from a hands-on-thighs position to an upright position and finally to a three-point stance.

Ruling: This could be ruled a false start if the covering official(s) determine that it was designed to cause team B to encroach. In judging the offensive team's intent, the game officials should consider whether players move to a new position, the speed and abruptness of movement, down and distance and if any player pretend to have the ball or otherwise simulate action at the snap with the start of a play. (7-1-7, 7-2-6)

