**San Diego County Football Officials Association - THE WEEKLY BULL – September 10, 2025**  
   
**No Meetings This Wednesday Sept. 10th** – Do some serious film study, select a rule to study and its related case book plays.  
   
**Need to Take Your Mechanics and/or Rules Test?** – Contact Scott Carroll  [sacarroll@cox.net](mailto:sacarroll@cox.net) 858-822-9903  
   
**When Do Pass Interference Restrictions End?** - Pass interference restrictions on a legal forward pass end for:  
All eligible A players when the pass has been touched by any player.  
All ineligible A players when B touches the pass, however it is not pass interference for ineligible A players to use hands and arms in a legal block to ward off an opponent.  
All B players when the pass has been touched by any player.   
   
**Editorial Change** – We had a difference of opinion on an editorial change in our Food For Thought section last week.  I was not totally correct in my interpretation.  Here’s the editorial change relative to the snapper placing his hands on the ball and numbering exceptions on 4th down or a try:  
On fourth down or during a kick try, when A sets or shifts into a scrimmage-kick formation, any A player numbered 0 to 49 or 80 to 99 may take the position of any A player numbered 50 to 79. A player in the game under this exception must assume an initial position on his line of scrimmage between the ends and he remains an ineligible forward-pass receiver during that down unless the pass is touched by B (7-5-6b). **Once the snapper puts his hands on the ball, players on the line of scrimmage and in between the ends are ineligible and remain ineligible.**  
   
**Towels** – Reminder, narrow towels must be at least 4” in width.  Measure your game card, some of them are exactly 4” and can help in being accurate in allowing a legal towel to be worn.  
   
**Equipment, Adornment & Face Paint**– We’re seeing a definite improvement and our coaches have been a great help.  Please remain consistent as we continue through the season.  Special attention should be paid to players who have rolled up the back of their pant legs.  They then “fool you” by pulling the knee pads down in the front, which then go right back up as you leave!  Have player unroll the back of the pants.  
   
**Swinging Gate** – Be prepared for those swinging gate plays.  We must know the rules and understand that they must run the play perfectly.  A swinging gate may, or may not, be in a scrimmage kick formation.  Do they have a player with their knee on the ground 7 or more yards behind the line of scrimmage in position to receive the snap and another player 3-yards or less behind that player in position to attempt a place kick?  If so, then they are in a scrimmage kick formation (even if the linemen are off to the side of the field) and the center gets protection, and the offense is allowed to have numbering exceptions.  
   
**Back Judges and Kickoff Mechanics** - Do not permit the kicker to bring the ball into the game for Kickoffs.  The Crew must have a consistent Mechanic to get the kicking ball in the hands of the Back Judge. Do not hand the ball to the kicker until there are 11 players in formation for the Receiving Team and Kicking Team.   
   
**Counting Players** – Reminder, there is absolutely no excuse for missing the counting of the offense or defense.  The count must be accurate each play!  
   
**Transitions** – The expectation is that the one-minute transitions be completed in one minute or less.  So far, observers are commenting positively on our crews’ efforts.  Keep up the intensity.  
   
**Keys to Great Enforcements** – The foul information must come quickly, smoothly and completely from the calling official to the referee.  After using preliminary signals, it is wise to open your radio and state the foul and player number so the whole crew knows that information.  The referee must process the nature of the foul and the game situation to determine if the coach needs to be consulted.  If not, the Referee leaves umpire, HL and LJ to do their thing…while signaling and moving to the new position.  The crew must be ready with the clock status when the referee faces the crew.  Let’s be efficient!  
   
**Injuries on the Field**  - PLEASE, have the teams back on the field and ready to play when the injured player is safely off the field.  Prompt resumption of play is critical to the overall game tempo.  
   
**Keep Your Sidelines Clear But Your Focus on the Field** – We’re doing an outstanding job of keeping the sidelines safe for ourselves and for coaches and non-players.  This is an important portion of your pre-snap routine, but less so when we get into the Red Zone.  Remember, we must be fully present and ready to officiate the next play.  If we’re fixated on the status of the team box, maybe we’re not ready for the snap?  
   
**Observer Program** – By the end of week #5 we will have seen most crews.  Great job observers and I’ll continue to include their observations into our instructional program  
   
**Food For Thought** – True or False?  
A free kick may be recovered by K in R's end zone.  
All dead-ball fouls are enforced in the order in which they occurred and always from the spot of the foul.  
The uprights on the goal shall extend a minimum of 15 feet above the crossbar.  
A backward pass ends when it is caught or recovered or is out of bounds.  
A fumble is the touching of a loose ball by a player in an unsuccessful attempt to secure possession.