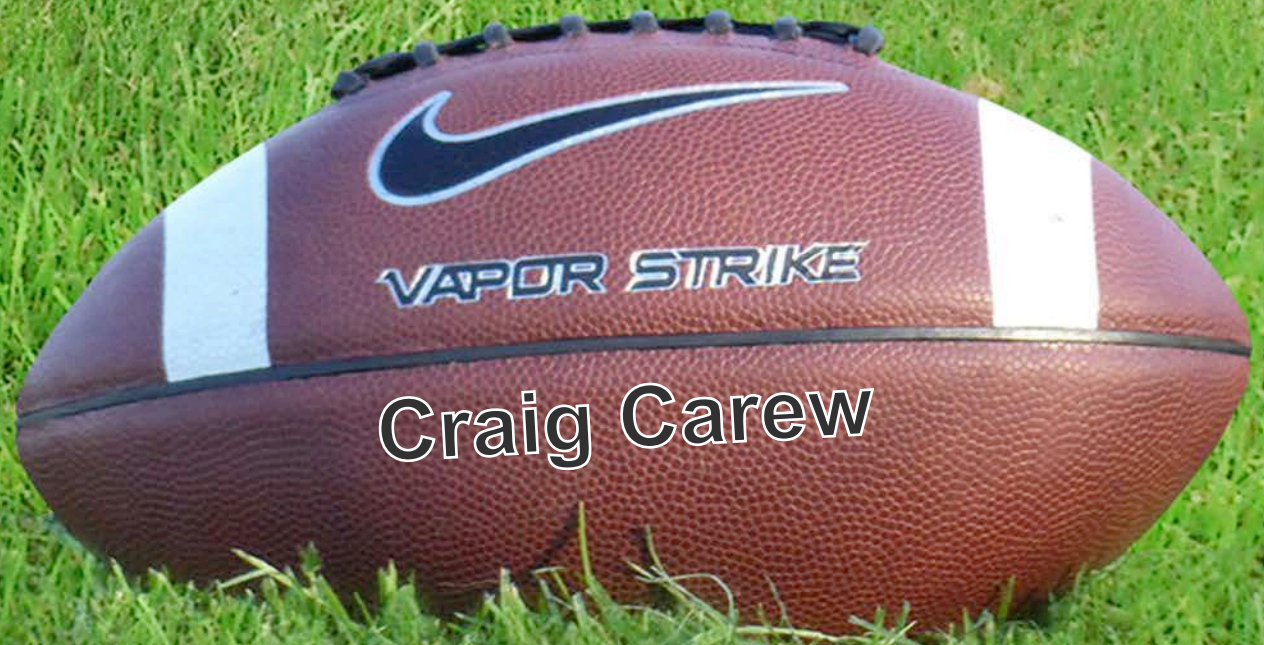


EAIFO 2015

- Targeting
- Unnecessary Roughness



Craig Carew

Objective

- Define Targeting and Defenseless Players
- Targeting Protocol
- CFO Targeting Training Video
- Define Unnecessary Roughness
- UNR vs UNS
- UNR Examples



Targeting

The call we can't miss

- Replay
 - Instant Replay
 - Half Time Replay
 - No Replay
- Announcements
 - Targeting Only
 - Targeting Combined with another Foul
- Protocol



9-1-3 Targeting and Making Forcible Contact With the Crown of the Helmet

No player shall target and make forcible contact against an opponent with the crown (top) of his helmet. **When in question, it is a foul.**





9-1-4 Targeting and Making Forcible Contact to Head or Neck Area of a Defenseless Player

No player shall target and make forcible contact to the head or neck area of a defenseless opponent with the helmet, forearm, hand, fist, elbow or shoulder. **When in question, it is a foul**





2-27-14 Defenseless Player

A defenseless player is one who because his physical position and focus of concentration is especially vulnerable to injury. When in question, a player is defenseless. Examples of defenseless players include but are not limited to:

- a. A **player** in the act of or just after **throwing a pass**.
- b. A **receiver attempting to catch a forward pass** or in position to receive a backward pass, or one who has completed a catch and has not had time to protect himself or has not clearly become a ball carrier.
- c. A **kicker** in the act of or just after **kicking a ball**, or **during the kick or the return**.



Defenseless Player

- d. A **kick returner** attempting to catch or recover a kick, or one who has completed a catch or recovery and has not had time to protect himself or **has not clearly become a ball carrier**.
- e. A player **on the ground**.
- f. A player obviously **out of the play**.
- g. A player who **receives a blind-side block**.
- h. **A ball carrier already in the grasp** of an opponent and whose forward progress has been stopped.
- i. A **quarterback** any time **after a change of possession**.



Targeting Indicators

Some indicators of targeting include but are not limited to:

- **Launch**—a player leaving his feet to attack an opponent by an upward and forward thrust of the body to make contact in the head or neck area
- **A crouch** followed by an upward and forward thrust to attack with contact at the head or neck area, even though one or both feet are still on the ground
- **Leading with** helmet, forearm, fist, hand or elbow to attack with contact at the head or neck area
- **Lowering the head** before attacking by initiating contact with the crown of the helmet



Unnecessary Roughness

SECTION 1. Personal Fouls

All fouls in this section (unless noted) and any other acts of unnecessary roughness are personal fouls. For flagrant personal fouls mandating conference review, see Rule 9-6. Except as otherwise noted, the penalties for all personal fouls are as follows:

The distinction between them [personal fouls] and UNR is a *distinction without a difference*. UNR is a general term that **might** apply to an action that doesn't have a specific title for the foul.



Late Hit/Action out of Bounds (9-1-7)

- a. There shall be no piling on, falling on or throwing the body on an opponent after the ball becomes dead.
- b. No opponent shall tackle or block the runner when he is clearly out of bounds or throw him to the ground after the ball becomes dead.
- c. It is illegal for any player to be clearly out of bounds when he initiates a block against an opponent who is out of bounds. The spot of the foul is where the blocker crosses the sideline in going out of bounds.



Contact Against an Opponent Out of the Play (9-1-12)

a. No player shall tackle or run into a receiver when a forward pass to him obviously is not catchable.

This is a personal foul and not pass interference.

b. No player shall run into or throw himself against an opponent obviously out of the play either before or after the ball is dead.



Contact Against the Snapper (9-1-14)

When a team is in **scrimmage kick formation**, a defensive player may not initiate contact with the snapper until one second has elapsed after the snap.



Good Luck!