



# Personal and Unsportsmanlike Fouls



**Dallas Football Officials Association**

**New Members Training**



# Personal Fouls

**Personal Foul** - A personal foul is a foul involving illegal physical contact that endangers the safety of another player. Examples of some are:

- Facemask, clipping, chop block, unnecessary roughness, late-hit, Targeting (non-flagrant), BBW, tripping, illegal BSB, and several others.

**Flagrant Personal Foul** - A flagrant personal foul is illegal physical contact so extreme or deliberate that it places an opponent in danger of catastrophic injury. ***Penalty includes player disqualification.***

# Unsportsmanlike Conduct Fouls

**No player, substitute, coach or other person subject to the rules shall use abusive, threatening or obscene language or gestures, or engage in such acts that provoke ill will or are demeaning to an opponent, to game officials or to the image of the game, including but not limited to:**

- a) Pointing the finger(s), hand(s), arm(s) or ball at an opponent, or imitating the slashing of the throat.
- b) Taunting, baiting or ridiculing an opponent verbally.
- c) Inciting an opponent or spectators in any other way, such as simulating the firing of a weapon
- d) Any delayed, excessive, prolonged or choreographed act by which a player (or players) attempts to focus attention upon himself (or themselves).
- e) An unopposed ball carrier obviously altering stride as he approaches the opponent's goal line or diving into the end zone.

# Unsportsmanlike Conduct Fouls (cont'd)

- f) A player removing his helmet after the ball is dead and before he is in the team area (Exceptions: Team, media or injury timeouts; equipment adjustment; through play; between periods; and during a measurement for a first down).
- g) Punching one's own chest or crossing one's arms in front of the chest while standing over a prone player.
- h) Going into the stands to interact with spectators
- i) Intentionally removing the helmet while the ball is alive.
- j) Dead-ball contact fouls such as pushing, shoving, striking, etc. that occur clearly after the ball is dead and that are not part of the game action.
- k) After the ball is dead, using forcible contact to push or pull an opponent off the pile.

**PENALTY—Unsportsmanlike conduct. Live-ball fouls by players: 15 yards [S27]. Live-ball fouls by non-players and all dead-ball fouls: 15 yards from succeeding spot [S7 and S27]. Automatic first down for live-ball and dead-ball fouls by Team B if not in conflict with other rules. Flagrant offenders, if players or substitutes, shall be disqualified [S47].**

# Unsportsmanlike Conduct Fouls (cont'd)

After a score or any other play, the player in possession immediately must return the ball to an official or leave it near the dead-ball spot. This prohibits:

- a) Kicking, throwing, spinning or carrying (including off of the field) the ball any distance that requires an official to retrieve it.
- b) Spiking the ball to the ground [**Exception:** A forward pass to conserve time (Rule 7-3-2-f)].
- c) Throwing the ball high into the air.
- d) Any other unsportsmanlike act or actions that delay the game.

**PENALTY—Unsportsmanlike conduct. Dead-ball foul. 15 yards from the succeeding spot [S7 and S27]. Automatic first down for fouls by Team B if not in conflict with other rules. Flagrant offenders, if players or substitutes, shall be disqualified [S47].**

# Unsportsmanlike Conduct Fouls (cont'd)

## Other prohibited acts include:

- During the game, coaches, squad members, and authorized attendants in the team area may not be on the field of play or outside the 25-yard lines to protest an officiating decision or to communicate with players or officials without permission from the referee. (**Exceptions:** Rules 1-2-4-f, 3-3-4-d, 3-3-8-c, and 3-5-1).
- No person or mascot subject to the rules, except players, officials and eligible substitutes, shall be on the field of play or end zones during any period without permission from the referee. If a player is injured, attendants may come inbounds to attend him, but they must obtain recognition from an official.
- No substitute(s) may enter the field of play or end zones for purposes other than replacing a player(s) or to fill a player vacancy(ies). This includes demonstrations after any play (A.R. 9-2-1-I).
- Persons subject to the rules, including bands, shall not create any noise that prohibits a team from hearing its signals (Rule 1-1-6).

**PENALTY—Unsportsmanlike conduct. Dead-ball foul. 15 yards from the succeeding spot [S7 and S27]. Automatic first down for fouls by Team B if not in conflict with other rules. Flagrant offenders, if players or substitutes, shall be disqualified [S47].**

# Unfair Tactics

## Unfair Tactics are:

- No player shall conceal the ball in or beneath his clothing or equipment or substitute any other article for the ball.
- No simulated replacements or substitutions may be used to confuse opponents. No tactic associated with substitutes or the substitution process may be used to confuse opponents.
- No equipment may be used to confuse opponents.
- Two players playing the same position may not wear the same number during the game.

**PENALTY—Unsportsmanlike conduct. Dead-ball foul. 15 yards from the succeeding spot [S7 and S27]. Automatic first down for fouls by Team B if not in conflict with other rules. Flagrant offenders, if players or substitutes, shall be disqualified [S47].**

# Unfair Acts

## The following are unfair acts:

- a) A team refuses to play within two minutes after ordered to do so by the referee.
- b) A team repeatedly commits fouls for which penalties can be enforced only by halving the distance to its goal line.
- c) An obviously unfair act not specifically covered by the rules occurs during the game (A.R. 4-2-1-II and 9-2-3-I).

**PENALTY - Unsportsmanlike conduct. The referee may take any action he considers equitable, which includes directing that the down be repeated, including assessing a 15-yard penalty, awarding a score, etc.**



# Contacting an Official

## Contacting an Official

- Persons subject to the rules (Rule 1-1-6) shall not intentionally contact a game official forcibly during the game.

**PENALTY— Unsportsmanlike conduct. Administer as a dead-ball foul. 15 yards from the succeeding spot and automatic disqualification. Automatic first down for fouls by Team B if not in conflict with other rules. [S7, S27 and S47].**

# Game Administration and Sideline Interference

While the ball is alive and during the continuing action after the ball has been declared dead:

a) Coaches, substitutes and authorized attendants in the team area must be behind the coaching line.

**PENALTY—Administer as a dead-ball foul.**

- **First infraction: Warning for sideline interference. No yardage penalty. [S15]**
- **Second and third infractions: Delay of game for sideline interference, five yards from the succeeding spot. [S21 and S29]**
- **Fourth and subsequent infractions: Team unsportsmanlike conduct for sideline interference, 15 yards from the succeeding spot. Automatic first down for fouls by Team B if not in conflict with other rules. [S27 and S29]**

b) Physical interference with an official is a foul charged to the team for unsportsmanlike conduct. (A.R. 9-2-5-1)

**PENALTY—Team unsportsmanlike conduct. Administer as a dead-ball foul. 15 yards from the succeeding spot. Automatic first down for fouls by Team B if not in conflict with other rules. [S27]**

# Fighting

- **Fighting** - any attempt by a player, coach or squad member in uniform to strike an opponent in a combative manner unrelated to football. Such acts include, but are not limited to:
  - a. An attempt to strike an opponent with the arm(s), hand(s), leg(s) or foot(feet), whether or not there is contact.
  - b. An unsportsmanlike act toward an opponent that causes any opponent to retaliate by fighting

# Disqualified Players & Coaches

- Any coach, player or identified squad member in uniform who commits two unsportsmanlike conduct fouls in the same game shall be disqualified.
- A coach disqualified from the game must leave the playing enclosure within a reasonable amount of time after the disqualification and must remain out of view of the field of play for the remainder of the game.
  - **Exception:** In UIL games in which there is only one sideline coach, two unsportsmanlike conduct fouls committed by the coach will not result in his/her disqualification.
- A head coach disqualified from the game may designate a new head coach.

# Incident Reports – Don't Forget

The UIL (and TAPPS) has directed that certain incidents be reported. ANY EVENT THAT DISRUPTS THE NORMAL FLOW OF THE GAME, officiated by TASO officials, requires a report. Examples included, but are not limited to:

- Abuse from coaches, players or fans
- Fighting by players, coaches and fans
- Serious Injuries
- Unsafe Playing Conditions
- A half time lasting longer than 28 minutes at a Varsity game
- Coach Ejection – ALL levels of play
- Player Ejection – ALL levels of play
- ALL Targeting Fouls
- ALL 15 yard penalties involving the sideline
- ***ALL 15 yard penalties for unsportsmanlike conduct in sub-varsity play***
- For a Varsity game when no Game Administrator is identified
- Late pay from a school or incorrect pay (and all efforts to correct have prior have not been successful)

Written reports from each official directly involved in the incident shall be submitted within twenty-four hours and may be filed electronically using the TASO, DFOA or UIL websites. In addition, the official should notify his/her Chapter leadership of the report.