

## Sideline Warning Mechanics

Question from NHFOA Member:

Help me with this mechanic.

Shouldn't a flag for sideline warning come after the play is finished and thrown high like a dead ball foul?

It is confusing when thrown mid-play and looks like a spot foul that will impact the play.

Maybe we did it correctly but it looks confusing.

Dear Member,

It is important that all penalty flags are to be thrown when rule infractions are observed during the game. The proper mechanic for calling a nonplayer foul during a live ball as described in the scenario below is to throw your penalty flag when the penalty is observed. I understand that this may look confusing to onlookers but as officials of the game we realize there are many types of fouls and reporting these fouls properly to the referee will prevent any misapplication of the rule.

As stated in the manual on pg 16, discretion, officiating position and game situation should determine whether the marker is dropped or tossed following an infraction.

There are 2 general rules how to throw your penalty flag

1. Dead ball- toss penalty marker into the air.
2. Live ball- drop the penalty marker at the proper yard line for enforcement (remember, if you miss the spot, go move the penalty marker to the proper spot as soon as the play is over) and remember not all live ball fouls are enforced from the spot of the foul.

A few things to avoid are holding the flag and waving it, looking angry when you throw it, throwing it at the offending player or nonplayer and slam dunking it on the ground.

The important thing to remember is to throw your flag in a timely manner when you see a foul.

I hope this clarifies this scenario.

Tod Trask  
NHFOA Mechanics Supervisor