

SDHSAA Deviation from NFHS Football Officials Manual

Scrimmage Kick Coverage—Five-Game Officials

On all scrimmage kicks the umpire should be positioned in the backfield of Team A, opposite the Referee. Prior to moving to the new position the umpire reminds the defense to stay off of the snapper. At the snap the umpire and the referee look at the opposite diagonal for a hold on the outside rush. The umpire then looks inside for holding. The umpire then looks for low blocks by the “up-backs.” The umpire has a better look from this position than from behind the defense. **After the kick the umpire moves straight downfield under control with 22 (or 18) players in front of him. This movement will give the umpire an inside-out look at blocking of players. It will also put the umpire in position to be a dead-ball official with the players in the middle of the field.**

Referee position will be 3-5 yards outside the tight end and 2-3 yards behind the kicker, on the kicking-leg side. Umpire position will be in the backfield of Team A 3-5 yards outside the tight end and 2-3 yards behind the kicker **opposite** the referee. Position and mechanics of linesman, line judge and back judge will be as stated on Pages 44-46 of the NFHS Officials Manual.

The change allows the umpire to officiate the entire play. Using this mechanic is much safer for the umpire, as he no longer has to avoid lineman moving down field. As a result he can concentrate better on his responsibilities. The umpire and referee are still able to cover either a pass or run from this scrimmage kick formation. In case of a errant snap or blocked kick, the umpire and referee will be in position to cover activity with the errant snap or blocked kick.

The four-game officials coverage of scrimmage kicks will not change and will be as shown in the NFHS 2012-2013 Football Game Officials Manual.

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Trys (Kicks) and Field Goal Coverage

On trys (kicks) and field goal attempts when the ball is snapped **at/or inside the 15 yard line** the umpire will position himself under one of the uprights along with the back judge. The linesman and line judge stay in their normal positions. Prior to moving to the upright the umpire reminds the defense to stay off of the snapper.

The back judge will be beyond end zone and behind the upright on the linesman side of the field. The umpire will be beyond end zone and behind the upright on the line judge side of the field. The back judge will rule on the cross bar and his upright. The umpire will rule on his upright.

When ball is **snapped outside the 15 yard line** officials will use mechanics as shown on Pages 46-48 of the NFHS 2012-2013 Football Game Officials Manual.

RATIONALE: In the event of an errant snap or a fake, having an uncovered pylon could cause problems. This could be a game deciding call, and it is unrealistic to expect the referee or the official moving from the upright to make an accurate goal line/pylon call. The issue of whether or not a kick crosses the line of scrimmage is also better using this mechanic.