



2021 Football Memo – Week 3

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Video Review

The SDHSAA has found that the most effective training tool for promoting consistency and improved officiating is through video review. With the help of SDHSAA coaches and Mark Smith of Pierre, the SDHSAA is working on compiling a video review of unique plays and situations. The SDHSAA is hoping the plays will allow discussion areas of mechanics, crew communication, and rules study with football officials on high school mechanics and rules. The plays are not meant to call out any one official, crew or team. These plays are meant to be a learning tool to help promote what we all want to see from our officials. Please take ideas from these plays that you find helpful and apply them to your football officiating game.

Video plays link: <https://www.sdhsaa.com/football-training-videos>

Equipment Issues to be Addressed – Stay with it...

It is critical for all game officials to continue to strengthen their efforts to address all issues that deal with the current equipment requirements. Game officials must focus on these three areas of concern:

- (1) required equipment not worn properly (pants that do not cover the knees)
- (2) required and/or legal equipment missing or not being used correctly (no knee pads, thigh guards, or hip pads)
- (3) wearing illegal equipment (a hard cast not properly covered).

Crew members are encouraged to become very observant throughout their pre-game responsibilities and to be prepared to immediately address any equipment issues with the player and a coach. Appropriate communication with the player in the presence of the coach allows for correction to be made prior to the beginning of the contest and avoids problems during the game

Officials need to cleanup illegal equipment early, please don't leave it for next week's crew to handle.

2021 Football Region Meetings

The annual region meeting requirement must be completed by September 30 (date of our last meeting this year in SD in September 22). Each football official must attend a region football officials meeting to be eligible to officiate football play-off games.

Playoff Application and Mechanics Exam

The football playoff application will be available to be submitted online starting September 24th. Only one member of the playoff crew is required to submit the playoff application. **The application will be due by noon CT on Friday, October 1.**

In addition to the online application, the online mechanics exam must be submitted by one crew member. **We ask that the same individual submit both the playoff application and mechanics exam.** The mechanics exam is available now until noon CT on Friday, October 1.



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Playoff Application and Mechanics Exam - continued

To access the exam, please go to <https://www.sdhsaa.com>, click "Official Login", and sign into your Varsity Bound account (be sure to use the account you used when registering/paying your fees). Once on your Officials Dashboard, click the South Dakota state icon in the left sidebar and then click "Rules" in the light gray area on the right of the colored sidebar. Finally, click the green arrow next to the "2021 Football Mechanics Exam" to submit your exam. You can also print the exam by clicking the "Go to Print View" button after clicking the green arrow.

Penalty Options for Fouls by Kicking Team

If the kicking team commits a foul other than kick-catching interference during a free kick or scrimmage kick, and the kicking team will not be next to snap the ball, the receiving team may choose to have the penalty enforced at the end of the down. The receiving team has all of the previous options as well as accepting the distance penalty at the end of the down.

PLAY: Team K's free kick from its 40 yard line goes out of bounds untouched at team R's 20 yard line.

RULING: Team R may accept a five-yard penalty from the previous spot and have K re-kick; put the ball in play at the inbounds spot 25 yards beyond the previous spot (in this case, its own 35 yard line); decline the penalty and put the ball in play at the inbounds spot; or accept a five-yard penalty enforced from the dead-ball spot (in this case, that would be at Team R's 25 yard line).

PLAY: Fourth and 10 from Team K's 20 yard line. At the snap, Team K is flagged for an illegal formation. K1's punt is caught by R2 at the 50 yard line and returned to Team K's 40 yard line.

RULING: Team R may have the five-yard penalty enforced from the previous spot, or have the penalty enforced from the end of R2's run.

Kick-Catch Interference: Penalty

When you have fair catch interference, the receiving team has three options:

- Team R may accept the results of the play
- An awarded fair catch after enforcement of a 15-yard penalty from the spot of the foul
- A 15-yard penalty from the previous spot and a replay of the down

Blocking After a Fair Catch Signal

A Team R player who has given a fair catch signal (valid or invalid) is prohibited from blocking an opponent until the kick has ended. The kick ends when a player gains possession or when the ball becomes dead by rule. The rule prohibits the receiver from signaling for a fair catch near his goal line, purposely making no attempt to catch the kick and then blocking an opponent to prevent the opponent from downing the ball before it goes into the end zone. Violations of that rule result in a 15-yard penalty enforced using post-scrimmage kick enforcement.



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Kick Catch Interference

The kicking team is responsible to know the location of the kicked ball. If a receiver has to run around a kicking team player while moving toward the ball and attempting to catch it, it is kick catch interference even if there is no contact. The receiver has a right to an unimpeded path to the ball with a unhindered opportunity to catch the kick.

It is kick catch interference if the kicking team contacts the receiver before or simultaneous with his first touching of the ball. A kick receiver is defenseless and most vulnerable when (1) his attention is on the downward flight of the ball or (2) he has just touched the ball.

Kick catch interference can also include a kicking team member standing close to a receiver; running in front of him; waving his arms at him; yelling, shouting or screaming at him; or otherwise obstructing his path to the ball. This means you do not have to make contact for a foul.

A receiver need not give a fair catch signal to gain this protection.

Kick catch interference is strictly a judgment call. There is no “halo” or hard and fast distance to be used as guide.

Option Involving the Game Clock

When a penalty is accepted with less than two minutes remaining in either half, the offended team will have the option to start the game clock on the snap. That prevents the offending team from benefitting from a foul that would normally cause the clock to start on the ready-for-play signal and consume more time.

The converse is not true – a team never has the option to start the clock on the ready when it is to start on the snap by rule.

Weekly Test 2021

Question 1: A pre-snap count reveals that Team A has only 10 players on the field—six linemen and four backs. Is this formation legal?

Question 2: Team K’s free kick from its 40-yard line goes out of bounds untouched at team R’s 20-yard line. What is the ruling?

Question 3: Player A89 catches a pass and runs the last five yards to the goal line backwards while pointing his finger at the defender. Where is the penalty enforced?

Question 4: Third and 10 at Team A’s 30-yard line. Player A67 holds at Team A’s 25-yard line as A12’s pass is intercepted by B23 and returned for a touchdown. Where is the holding penalty enforced?

Question 5: Team A’s ball, third and five. The ball is run for a 10-yard gain; the tackle is inbounds. Status of the game and play clocks?

Question 6: Team K’s punt is caught by R10 who returns the kick 10 yards then is hit and fumbles. K62 recovers the fumble and the officials signal 1st and 10, kicking team’s ball. The Referee signals the play clock operator to start the 40 second play clock since the kicking team maintains possession and will be next to put the ball in play. Is that the correct procedure?

Question 7: Team A is running their 2 minute offense at the end of the 2nd quarter. A12 throws a pass for a 1st down and hurries his team to line up and get set. A12 is positioned behind the center in a shotgun formation, the snap is skipped back to A12 on one bounce which he recovers and spikes it forward to the ground immediately. The officials stop the game clock for **an incomplete pass. Is this the correct procedure?**



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Weekly Test 2021 – continued

Question 8: Second and 12 from Team A’s six-yard line. Quarterback A19, in his end zone, is unable to find an open receiver. Under a heavy rush he throws the ball away. His forward pass in flight hits lineman A71 in the back, also in his end zone, and falls incomplete. Do you have illegal touching by A71?

Question 9: While a legal forward pass is in flight: B1 interferes with eligible A1 and then there is an inadvertent whistle. Do you enforce the penalty?

Football Officials or Coaches Concerns

- If you have any play situations during your games that officials statewide should know about to help them become better officials, please send plays to be included in weekly bulletins.
- If you have questions about rule interpretation, please forward your concerns to:
- Justin Ingalls – coordinator@sdhsaa.com or 605-201-9721 (cell).

Weekly Test Answers

Ruling 1: No problem. Team A needs only five players on its line at the snap, but cannot have more than four in the backfield. Team A has “penalized itself” by having only 10 players on the field.

Ruling 2: Team R may accept a five-yard penalty from the previous spot and have K rekick; put the ball in play at the inbounds spot 25 yards beyond the previous spot (in this case, its own 35 yard line); decline the penalty and put the ball in play at the inbounds spot; or accept a five-yard penalty enforced from the dead-ball spot (in this case, that would be at team R’s 25 yard line).

Ruling 3: The foul occurred while the ball was live, it is an unsportsmanlike foul which is penalized as a dead-ball foul. The touchdown counts and the penalty may be enforced either on the try or the succeeding kickoff.

Ruling 4: Team B will accept the touchdown. The penalty for the hold will be declined, it cannot be enforced as it occurred before the change of possession.

Ruling 5: The 40 second play clock starts when the ball is declared dead and the officials signal stop the game clock for the first down. The game clock stops for the first down and starts when the Referee winds (silent wind) the game clock, but does not blow his whistle.

Ruling 6: Incorrect, this year following a legal kick when either team is awarded a new series the play clock will be set to 25 seconds. (3-6-1a1f).

Ruling 7: Incorrect procedure, beginning this year the exception which allows a team to spike the ball to conserve time now includes a player in shotgun formation positioned directly behind the snapper, but only after receiving a snap which is neither muffed nor touches the ground. (7-5-2 exception).

Ruling 8: Because A71 did not bat, muff, or catch the ball, there is no foul for A71 being touched by the ball. Thus the only foul is for intentional grounding, which would include loss of down if the foul had occurred in the field of play. In this case, acceptance of the penalty results in a safety, as does the result of the play, since the run ended in the end zone (8-5-2c)

Ruling 9: If the captain accepts the penalty for a foul which occurred prior to the inadvertent whistle, the penalty takes precedence. It will be Team A’s ball, 15 yards in advance of the previous spot.

**Be the Football Official to Save The Crew
If Penalty Enforcement Is NOT Correct.**