



2021 Football Memo – Week 6

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Schedules

The SDHSAA Office will release the assignments for the rest of the regular season games by Saturday October 9.

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 pick on 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. Take ideas from these plays that you find helpful and apply them to your football officiating game. This week's video plays:

UPDATED LINK TO TRAINING VIDEOS: <https://www.sdhsaa.com/football-training-videos/>

Thank you and Keep Them Coming...

Some of the best information that is shared across our great state comes from your feedback. Thank you for the text messages, calls, and emails regarding what you have encountered and experienced the previous week. It makes for great bulletin items and information for consistency rule rationale and mechanics. A continuous work in progress. Keep the information coming as we head into the home stretch of our regular season

Game Clocks: Starts after Penalty

When a foul is the only reason for stopping the game clock, it will start on the ready for play. Here are the rule exceptions in NFHS football:

- When there is a delay of game foul, the game clock starts on the snap **if the penalty is accepted** (3-43i, 3-4-4, 3.4.3B).
- Inside the last two minutes of a half, if the **game clock is stopped to administer the penalty** (any penalty) for a foul by the team ahead in the score, the game clock will start on the snap, at the option of the offended team.
- Also, if a team has **attempted to conserve or consume time illegally**, the referee may apply his discretion (3-4-3, 3-4-6)

Cancer Awareness

The SDHSAA has designed the month of October to allow football teams an opportunity to dedicate a game with the "Calling for the Cure" theme for Cancer Awareness.

These are some permissible options football teams may consider for the special event: a team may wear pink socks, or pink shoelaces, or pink wristbands. Teams must be in their regular school-issued uniforms for competition. Please remember that the intent of the wristband rules will still need to be followed, such as only one wristband may be worn on each wrist and must be moisture absorbing. They may not exceed four (4) inches



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in width and only one manufacturer's logo not more than 2 ¼ inches. If wearing a wristband, team uniformity would be expected.

Officials will be expected to wear their official uniform for the game (black and white striped shirt with black pants). Officials may use a pink lanyard and/or whistle, pink wristband and use a pink flag.

Should you have any questions concerning the event, please call the SDHSAA office.

Holding Notes

The hold must restrict the defender's ability to participate in the play. The hold must turn the defender; take his feet; and/or change the direction of the defender's path at the point of attack.

If an offensive lineman takes out the feet of a defensive player by tackling him, pulling or taking him to the ground, then a holding penalty should be called.

If the hold is at the point of attack and significantly restricts the defender's ability to move and participate in the play by taking his feet or turning him from his intended path to the ball, then a hold should be called.

Players "dancing" with one another when no advantage has been gained are not guilty of holding. If an offensive blocker's hands are inside the frame of the defender's body, and the offensive blocker has not changed the defender or changed the direction of the defender's path of travel, then the hold should not be called even if that offensive lineman has grasped the defender's shirt.

If the offensive player's hands grasp the shirt of his opponent outside the frame of the defender's body, and the defender has not turned or spun, or his path to the ball carrier has not changed, a hold should not be called.

Football officials must judge whether the defender was still able to get up the field to the quarterback or ball carrier, or whether the defender can still participate in the play. If so, a hold should not be called.

An umpire can make his job easier by talking early and often to the offensive and defensive players about holding. Sharing information with both lines lets the players know what to expect and what will and will not be called. In that way, much of the holding can be avoided.

The hand(s) cannot be thrust forward above the opponent's frame to contact an opponent on the neck or face area.

The Try

When Team B fouls during a successful kick try, Team A has the option of declining the score and replaying the try after the penalty is enforced or keeping the score with enforcement from the succeeding spot (ensuing kickoff).

- This rule was adopted in the interest of safety. There were cases of roughing the kicker and/or holder on a try as the defenders made an all-out effort to block the kick. Also, the possibility of a "free shot" on a two point try has been eliminated.

If Team B fouls during a successful two-point try, the option to replay the try will not be selected and the penalty will be carried over to be enforced from the succeeding spot.

If Team B fouls during an unsuccessful try, the try will be replayed.

If Team A fouls during a successful try, Team B will accept the penalty and replay the down. If the penalty for Team A's foul includes a loss of down, the try is over, any score is nullified, and the down is not replayed.

If both teams foul, the fouls offset and the down is replayed. The offense may choose to snap anywhere between the hash marks.

Sideline Interference

The head coach is responsible for the team box; fouls for sideline warnings and team box warnings that are either contact or non-contact are all assessed to the head coach.



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Teams whose players and coaches wander outside their designated areas are penalized as follows:

- An official sideline warning
- A five-yard penalty for the next infraction
- A 15-yard penalty for each additional infraction; this is an unsportsmanlike foul charged to the head coach regardless of whether or not he was one of persons in the restricted areas.

REMINDER: Each of the above situations are where no contact occurs between the official and sideline personnel. If, during a live ball, an official is contacted by a non-player, coach, etc., the first such violation is a 15-yard penalty from the succeeding spot (personal foul, illegal personal contact), and a second such violation is a 15-yard penalty from the succeeding spot AND the disqualification of the head coach, regardless of the offender(s). Again, these are the penalties if contact is made with the official, and can be upgraded to “flagrant” if deemed necessary on the first offense (which includes disqualification). This is perhaps the lone situation in the NFHS Rule Book where cumulative Personal Fouls result in an ejection – contacting an official in the restricted area.

Unsportsmanlike Conduct

If an assistant coach is vociferously criticizing an official the foul for unsportsmanlike conduct is assessed directly to the individual who actually committed the violation. The conduct foul is charged to the assistant coach NOT, the head coach. Two unsportsmanlike fouls charged to the same person results in disqualification.

Ending A Series

When a scrimmage down ends with the ball in the field of play or out of bounds between the goal lines, a new series is awarded to Team B, if at the end of the fourth down, the ball belongs to Team A behind the line to gain. When a new series of downs is awarded, the penalties for all fouls (including nonplayer and unsportsmanlike) committed prior to the ready-for-play signal shall be administered before the line to gain is established.

PLAY: Team A has ball fourth and eight. Player A24 gains six yards when he is tackled. After the whistles sounds, R73 is flagged for a late hit.

RULING: The series for Team A ended short of a first down. A new series is awarded Team B. The penalty for the late hit by R73 will be administered then the line-to-gain chains will be established. First and 10 for Team B.

Face Mask Penalties

Simply touching the facemask is not a foul. However, it is a foul for any player to grasp an opponent’s facemask, helmet opening, or chinstrap. If a foul is committed, the penalty is five yards for incidental grasping, or 15 yards (give personal foul signal, then facemask signal) for twisting, turning or pulling. Neither penalty has provisions for awarding an automatic first down. The five- or 15-yard option applies whether the offending player is on Team A or Team B.

RATIONALE: It is illegal to grasp the helmet opening as well as the face mask because it is just as dangerous to use the edge of the helmet opening to wrench the neck of an opponent as it is to grasp the face mask. Neither the helmet nor face mask was intended to provide a handle for the tackler. The rule does not prohibit tackling a runner around the head, or even grabbing the helmet, as long as the tackler’s hands do not grasp the face mask or any edge of the helmet opening.



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The runner may ward off would-be tacklers as long as he does not deliver a blow. He may use a stiff-arm and put his hand on an opponent's helmet or facemask. The hand must be open and in advance of the elbow.

Grasping and twisting an opponent's facemask is a personal foul. If a player commits any of the illegal personal contact fouls against the passer, the foul is considered roughing the passer.

Why the distinction? The penalty for a personal foul is 15 yards only. The penalty for roughing the passer is 15 yards and an automatic first down.

Play: Second and 20 for Team A from its own 20 yard-line. During A12's run, which ends at Team A's 22 yardline, B34 is flagged for a facemask foul for (a) just briefly grabbing A12's mask, or (b) grabbing A12's mask and giving it a good twist.

Ruling: In (a), add five yards to the end of A12's run. The result is second and 13 from Team A's 27 yardline. In (b), add 15 yards to the end of A12's run, resulting in second and three from Team A's 37 yardline. In both (a) and (b) the down will be replayed after enforcement of the penalty.

Play: As B55 attempts to tackle A33, he has his hand on the helmet but does not have his fingers in the face mask or inside the helmet.

Ruling: No foul as B55 did not grasp the face mask/helmet opening or attached tooth and mouth protector.

Officials Quiz 2021

Question 1: An official signals the game clock to stop when he sees A24 limping from a twisted ankle. Team B is then granted a charged team timeout. May A24 remain in the game?

Question 2: Player B33 intercepts a pass at his own six-yard line. After running a few steps, he is hit and fumbles. The ball hits the pylon, which is properly placed. What is the result of the ball hitting the pylon?

Question 3: Team A trails, 14-12. In the waning moments of the fourth quarter. Team A is out of timeouts with first and goal on Team B's nine-yard line. Player A18 catches a pass and is tackled inbounds on Team B's one yard line. During the down, A65 was flagged for holding at the line and the penalty is accepted and marked off to Team B's 19-yard line. The referee properly starts the game clock on the ready and time for the fourth period expires before Team A can snap the ball. Is the fourth quarter extended for a play?

Question 4: Team A is attempting a two-point try. Player A 45 runs to Team B's one yard line and fumbles there. The ball rolls into Team B's end zone, where it is scooped up by B48, who advances to Team A's five-yard line, where he fumbles. A22 recovers and advances to Team B' end zone. Does Team A score two points?

Question 5: After a punt return, the game clock shows 1:39 to play, but the referee knows the game clock showed 2:55 to play when the ball was snapped for the punt. Can the referee make a correction with the game clock?

Question 6: Fourth and 10 from Team K's three-yard line. The snap bounces to punter K87, who recovers the ball. K87 starts to run, comes to a sudden stop and punts. R55 doesn't touch the ball and tackles K87 while K87's kicking foot is still in the air. Does the referee have a flag for roughing the kicker?

Question 7: Fourth and 10 at Team K's 17-yard line. K23 aims his punt toward the sideline. R35 is in position to catch the kick, but the ball strikes K21's helmet at Team K's 47-yard line and rolls out of bounds at Team K's 44-yard line. Has K21 committed a foul?



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Question 8: Team A's ball, first and 10 on its 20-yard line. A10's legal pass strikes ineligible A66 at Team A's (a) 16-yard line, or (b) 24-yard line. The ball deflects forward to Team A's 28-yard line, where eligible A88 catches it and advances. Is this a legal play?

Question 9: Third and 10 from Team B's 15-yard line. Eligible A85 is airborne and leaping toward the end line as he has his hands on the ball. B24 then shoves A85 so he lands out of bounds beyond the end line. Has Team A scored a touchdown?

Question 10: Third and 20 on Team A's 30-yard line. A12 drops back to pass and is sacked on his 20-yard line. At Team A's 35-yard line, eligible A22's facemask was grabbed and twisted by B44. If the penalty is accepted from where is it enforced and what is the down and distance for the next down?

2021 Quiz Answers

Ruling 1: Player A24 must leave the game for one down because an official stopped the clock for an apparent injury. A charged timeout to either team does not allow Player A24 to remain in the game.

Ruling 2: Safety. The pylon is out of bounds when properly placed. The force that caused the ball to go out bounds in the end zone was B33's fumble. Therefore, it is a safety.

Ruling 3: The game is over because the foul did not occur during a down in which time expired.

Ruling 4: The try ends and the ball should be declared dead when Player B48 recovers. Team A Does Not score two points.

Ruling 5: The referee should order the game clock reset to offset the time error. Obvious errors in timing may be corrected if discovered prior to the second live ball following the error, unless the period has officially ended.

Ruling 6: There is no foul because it wasn't reasonably certain K87 would kick. If R55 were to throw K87 roughly to the ground, a personal foul could be called.

Ruling 7: K21 has committed kick-catching interference. Team R may accept the result of the play (Team R's ball at the 44-yard line), an awarded fair catch after enforcement of a 15-yard penalty from the spot of the foul, or a 15-yard penalty from the previous spot and a replay of the down.

Ruling 8: In (a), it is legal play and there is no foul. The touching by an ineligible receiver behind the line is not a foul unless the ball is caught, batted or muffed. Since A66 was touched by the ball, there is no foul. In (b), A66 is an ineligible receiver downfield. The penalty is five yards from the previous spot.

Ruling 9: It's an incomplete pass since A85 was pushed out of bounds. In order to make a catch in that situation, A85 would have to be carried rather than pushed over the end line.

Ruling 10: The 15-yard penalty is enforced from the end of the run (the spot of the sack, Team A's 20-yard line). That leaves Team A with third and five on its own 35-yard line.

**Don't ever think you're so good you can't get better.
Never think you are as good as you can be –
Be A Little Better!**