

September 12, 2024

Medical Coverage Requirements

We've received some questions regarding whether it is mandatory to have an ambulance present at games and practices. Please note that this is no longer a requirement. Below is the policy followed by the SDHSAA:

Medical Coverage Guidelines

For all games and practices, the SDHSAA recommends that the following emergency procedures be in place:

- 1. **Emergency Action Plan (EAP):** Each school should develop and maintain an EAP to ensure preparedness for any medical emergencies.
- 2. **Medical Personnel:** It is advisable to have a physician or other medical personnel (e.g., P.A., EMT) available either by phone or on location.
- 3. **Contact Information:** Ensure that phone numbers and locations for contacting a physician and/or ambulance service are readily accessible.

These measures are designed to prioritize the safety and well-being of all participants.

Punt Formations and Numbering Exceptions on Scrimmage Kicks

Rule 9-4-6 states: "A defensive player shall not charge directly into the snapper when the offensive team is in a scrimmage-kick formation." There is no restriction on where he lines up. If the offense is lined up in a regular formation, there is no protection awarded to the snapper if the offense punts the ball. However, the offense may shift (shift must be legal) into legal scrimmage kick formation, thus providing snapper protection.

Rule 7-2-5-b Exceptions - Grants numbering exceptions to the entire offensive line only on fourth downs and tries. On first, second, and third downs, only the long snapper can be a numbering exception.

Here is a link to a training video that helps explains these rules.

https://youtu.be/TC81rC3wo78



Penalty Enforcement Spots

Summary of many fouls that can occur during running plays and their penalties and basic spots unless otherwise specified by rule. All fouls are penalized from the basic spot unless the spot is otherwise specified by rule. The type of play has significance if a foul occurs. This table is not intended to encompass all fouls and possible options, but to focus on certain fouls that occur during running plays.

NFHS Table 10-4 (Penalty Enforcement Spots)

Foul By	Spot of Foul	End of Play	Basic Spot	Reference
A	Behind LOS	Behind LOS	Previous Spot	10-4-2d
A	Beyond LOS	Behind LOS	Previous Spot	10-4-2f
А	Behind LOS	Beyond LOS	Previous Spot	10-4-2e
A	Beyond LOS	Beyond LOS	Spot Foul for Foul <u>Behind</u> End of Run	10-4-4f
			End of Run for Foul <u>Beyond</u> End of Run	10-4-6c
В	Behind LOS	Behind LOS	Previous Spot	10-4-2d
В	Beyond LOS	Behind LOS	Previous Spot	10-4-2d
В	Behind LOS	Beyond LOS	End of Run	10-4-6a
В	Beyond LOS	Beyond LOS	End of Run	10-4-6a

False Start/Simulating the Snap

Cadence with a clap is not necessarily always a false start. Just clapping is not false start. The quarterback must have exaggerated movement or step forward to simulate the snap for it to be a false start. Make sure we are aware of these differences before calling a penalty for false start.



Post Scrimmage Kick Penalty Enforcement

Rule 2-16-2h states: Post-scrimmage kick – a foul by R (other than an illegal substitution or illegal participation foul that occurs at the snap) when the foul occurs:

- 1. During scrimmage kick plays, other than a try or successful FG
- 2. During a scrimmage kick play in which the ball crosses the expanded neutral zone (ENZ)
- 3. Beyond the expanded neutral zone (ENZ)
- 4. Before the end of a kick
- 5. And K will not be the next to put the ball in play

All five criteria must be met to have PSK enforcement

This is a video is an example that is <u>Not</u> PSK: <u>https://www.youtube.com/watch?v=krlfRcVQD-o</u>

Helmet Coming Off

Rule 3-5-10d states "An official's timeout occurs, and the player shall be replaced for at least one down, unless halftime intermission or an overtime intermission occurs when the helmet comes completely off during a down or subsequent dead-ball action related to the down without directly attributable to a foul by an opponent."

In the Case Book, at Case Play 3.5.10 SITUATION E, it specifically states that "an officials or team timeout does not exempt the player from being replaced for one down."

Heat Time-outs

As officials we should be aware of the excessive heat and humidity during game play. During the pregame these heat time-outs should be discussed with both coaches to communicate that there will be an official's time-out called towards the middle of each quarter (around the 6 minute mark) that doesn't prevent any momentum for any particular team. Example: On a change of possession or other break in play. <u>WE MUST USE COMMON SENSE ON THESE DECISIONS AND ERR</u> ON THE SIDE OF CAUTION.



Team Box/Restricted Area

Rule 9-8-3 states: A nonplayer shall not be outside his team box unless to become a player or return as a replaced player. A maximum of three (3) coaches may be in the restricted area during a dead ball. No player, nonplayer, or coach shall be in the restricted area when the ball is live. No coach should ever be on the field unless it is during a charged timeout or official's timeout.

Substitutions

Rule 3-7-1 states: Between downs any number of eligible substitutes may replace players. Upon meeting the criteria of 2-32-12, replaced players shall begin to leave the field within three (3) seconds. There is no rule that states breaking a huddle with 12 or more players in 11-man and 10 or more players in 9-man football.

Best of luck for a safe and successful 2024 SDHSAA football season

Remember, MIBT = Make it be there

For suggestions, feedback, and comments, please feel free to contact.					
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