

October 2, 2024

FG and PAT Coverage Mechanics

Back Judge and Chain Wing/Away Wing – Take position under goal posts

- 1. Rule on success or failure official nearest play, rules and communicates to other
- 2. Be alert for ball hitting crossbar BJ responsible for ruling
- 3. Break out into position to cover endzone on fake or busted play
- 4. BJ covers the end line and L/LJ moves to cover deep sideline in end zone

Chain Wing/Away Wing - Take regular position, responsible for

- 1. Normal sideline responsibilities
- 2. Quick passes and blocking on linebackers
- 3. Covering play on short receiver on short Field Goal attempts
- 4. Area behind umpire to the two deep officials

Umpire – Adjust position to observe long snapper. On a fake, move to the Referee's side of the field to help cover the goal line

Referee – Responsible for action on kicker and holder. Basic position is 1-2 yards behind and 2-3 yards wide of kicker while facing the holder

Chain Wing/Away Wing – <u>Simple method to remember: If the wing official is looking at the</u> <u>Referee's back, they should be underneath the upright</u>

Pace of Play and Working with the Chain Gang

The chain gang is responsible for measuring down and distance in football. The pace of play in a football game can affect how the chain gang works. The chain gang must be able to keep up with the game's speed. The line-to-gain crew must not be allowed to slow the pace of play. The Chain Wing official should continually communicate with the chain crew about the current game pace and the Chain Wing official must mark every new first down position. If the line-to-gain crew is not ready once the Umpire has spotted the ball, the Chain Wing must drop a bean bag to spot the location where the down indicator should be placed, and play should proceed.

Information to keep in mind:

Normal pace - The chain crew's normal pace is jogging from one position to another.

Hurry-up situations - The chain crew should move faster during hurry-up situations, such as a team taking possession after a kickoff or play towards the end of the 2nd and 4th periods.

Keeping the sideline clear - It is important to keep the sideline clear for the safety of the chain crew, officials, and players.

Game speed - Coaches and officials say that the increasing speed of the game has made the chain gang jobs more difficult.

Down box operator – Typically is the most experienced chain crew member



Horse Collar Tackle – Rule 9-4-3k

There still seems to be confusion on this rule as some coaches and many spectators believe that if a runner is grabbed by the collar or jersey nameplate that it is automatically a foul. A quick summary of the rule is listed below:

1. A horse-collar tackle does not occur until the solo horse-collar tackle is completed – the runner is taken to the ground in or out of bounds.

2. If the runner is pulled forward to the ground from the front side of the jersey or inside the shoulder pads *this would not be considered* a horse-collar tackle.

3. If another defender contacts the ball carrier while a horse-collar tackle is in progress (and runner has not been taken to the ground via the solo tackle), it is *not considered* to be a horse-collar tackle.

Additional detailed information about this rule can be referenced in the Week 5 memo.

Numbers 50-79 in the Backfield (11-man)

On regular scrimmage plays, there <u>must</u> be five A players numbered 50-79 on the line of scrimmage and no more than four A players may be backs. If there are player(s) in the backfield numbered 50-79, they may only take a handoff or receive a <u>backwards</u> pass.

- By rule 7-5-12, ineligible A players cannot go beyond the expanded neutral zone on a passing play until a legal forward pass crosses the neutral zone in flight (Ineligible downfield 5 yards).
- By rule 7-5-13, ineligible A players cannot receive a forward pass unless first touched by a B player (Illegal touching 5 yards plus loss of down).

Illegal Use of Hands - Rerouting of the Receiver – Rule 9-2-3d

Contact to an eligible receiver who is no longer a *potential* blocker (same yard line as defender), and the defender knocks down the eligible receiver we have an illegal use of hands on the defense. This is a 10-yard penalty. *2024 NFHS Case Book page 76 – 9.2.3 Situation A*. If excessive contact or not with extended arms, it could be ruled unnecessary roughness or a blind side block and a 15-yard penalty.

2024 Football Training Videos – Zoom Meetings

Please check out the plays from the September 23rd and 30th Zoom meetings that are posted on the Bound website. They contain video plays from the current football season. Click on the link below and select either the 23rd or 30th. Open the files on your Google drive and select the PDF Links-Notes. The Links-Notes PDF will have the links and the narrative describing featured rules and mechanics.

https://www.sdhsaa.com/football-training-videos/



Unsuccessful Field Goal Treated Same as a Punt

By NFHS Rules, if a field goal attempt comes up short and the football does not break the goal line plane or it goes out of bounds, it is treated just like a punt in high school, placing the opposing team's football where it was grounded or the yard line where the football went out of bounds. If the football breaks the goal line plane, then it is a touch back and ball is spotted at the 20-yard line. Refer to the video links below:

2024 Play No. 10 - Missed Field Goal That Goes into the End Zone is a Touchback (youtube.com)

https://gridirondigest.net/uploads/monthly_2024_09/Snapinsta.app_video_8F48EB9DE9470B2176B9B48CA EBB3F9A_video_dashinit.mp4.95cff90cc6d49922cb6fbf75f27f5d94.mp4

How to Maintain Focus in a Blowout Situation

When a game is a blowout, the players tend to get chippy, lose concentration, and give up. When players sense that their opponents and the officials have let their guard down, they try to get in some free shots. If the officials lose concentration, that is when they'll miss an illegal block, late hit, or a blow to the head. If the officials miss a call like that, the rough play gets ramped up and the game gets out of hand often leading to an ejection.

So, what do the officials have to do to maintain concentration?

The best thing the officials can do is place extra focus on the following basics:

- 1. Pre-snap Routine Each official must concentrate and go through their checklist: count the players, know down and distance, determine situational keys, and prepare for anything.
- 2. Mechanics During the play, officials must be in the correct position to make the correct call.
- 3. Common Sense Exercise judgement on calls based on the *spirit of the rule* versus the letter of the rule
- 4. Dead Ball Officiating After the play is over, officials must be very vocal and covering officials need to hustle to the pile. They must talk to the players and encourage them to keep playing and appeal to their sense of team and pride.

The calls that officials make in these blowout games count just as much towards getting a favorable playoff assignment or a favorable future schedule. Not every game can be a nail biter. When the game is bad or a blowout, the officials must work extra hard to be the best of the three teams on the field.



Stay Focused 2024 SDHSAA playoffs begin in 3 weeks

For suggestions, feedback, and comments, please feel free to contact.		
SDHSAA Officiating Coordinator		
Justin Ingalls	coordinator@sdhsaa.com	605-201-9721
Football Officiating Team Captains		
Mark Smith	mrsmith57501@gmail.com	605-222-0281
Todd Landsman	toddmlandsman@gmail.com	605-310-1366
Jason McGough	jmcgough1974@gmail.com	605-390-2853

Remember, MIBT = Make it be there