

South Dakota High School Activities Association

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Reporting A Foul

All fouls must be communicated to all members of the officiating crew as each official has a role in penalty enforcement.

For all unsportsmanlike fouls, all officials should record the player's number and the time foul occurred during the game. Remember that a second unsportsmanlike foul against the same individual results in his ejection, but a flagrant foul (personal or unsportsmanlike) result in immediate ejection.

The referee's first step in quality communication is to get an accurate report from the official who threw the flag. The referee must then move clear of the players, face the press box, stand stationary and indicate the foul and the offending team using the appropriate signal.

A technique to avoid is signaling the foul rather than reporting the foul to the referee because another official may have a different foul.

Conferences among officials should be kept as brief as possible. When reporting a foul, be thorough but give the referee only the information he needs. If two or more officials need to discuss a call, avoid putting arms around official's waist or back. It gives the appearance the officials are conspiring or are trying to convince another official what he should be calling.

Be the football official to save the crew if penalty enforcement is NOT correct.

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:

<https://www.youtube.com/watch?v=PLU017BquWs&feature=youtu.be>

Administering Penalties

Once the flag is thrown, the official who threw it must ensure both the referee and linesman are aware as soon as possible after the play ends. The linesman will ensure the chains and down box are not moved.

When it is obvious to the referee that a penalty will be accepted, quickly inform the captain. If a choice needs to be made, all aspects of the penalty should be explained to the captain. The referee needs to state the options briefly, but correctly, clearly and courteously. The umpire must listen to the referee's explanation to ensure the options are properly offered.

The wing official on the sideline of the penalized team should tell the coach the number of the guilty player and explain the foul.

Once the referee determines whether the penalty has been accepted or declined, he must inform other members of the crew.

If the penalty is accepted, the umpire must understand where to walk from—the enforcement spot, how far to walk and which direction to walk. On a properly marked field, the umpire should avoid “marking off the penalty” a yard at a time. It looks far more professional to calculate the distance from the enforcement spot and go directly to the proper yardline.

As a backup to ensure the umpire has properly enforced the penalty, the linesman should casually walk off the penalty to serve as a backup for the umpire. The umpire and linesman should wind up at the same spot; if not, the proper spot should be determined before the umpire places the ball on the ground. The line judge can hold the enforcement spot. The back judge can assist in holding the spot of the foul or recovering the penalty marker. Game officials can observe all other players.

Once the penalty is enforced the linesman should have the down box, the line-to-gain equipment or both moved. In the pregame meeting with the chain crew, the linesman must emphasize that the chains should not be moved until the linesman signals them to do so.

Expanded Neutral Zone

On scrimmage downs, the neutral zone may be expanded following the snap to a maximum of two yards beyond the defensive line of scrimmage, in the field of play. That affects scrimmage kicks and forward passes.

On scrimmage kicks, the touching of a low kick is ignored in or behind the expanded neutral zone and Team K cannot be guilty of first touching until the ball clears the expanded neutral zone.

On forward pass plays, ineligible Team A players may continue into the expanded neutral zone if contact is made immediately on Team B linemen and sustained the block as long as the contact does not continue beyond the two-yard expanded neutral zone.

Scrimmage Requirements

False Starts

No player of the offensive team may make a false start (7-1-7). For the interior offensive linemen between the snapper and the end lineman who has placed his hand or hands on or near the ground may not move his hand or make any quick movement. The snapper is not restricted. In particular, linemen once set may not be called off the line to re-huddle.

The restriction applies only to *interior linemen* (not the ends) and not necessarily to players wearing numbers 50-79. If number 73 lines up in the backfield, he is not restricted in the same way as an interior linemen (7-1-7c).

Rule 7-1-7 says offensive players may not make any movement that simulates the beginning of a play.

After the ball is ready for play and all players are in scrimmage formation, no offensive player shall make a quick, jerky movement before the snap or make any movement whatsoever which is clearly intended to cause Team B to encroach (7-1-7b).

The rules allow for one player to be in motion at the snap (7-2-7). The covering official has the responsibility of making a judgment about *how* the man goes in motion. It is the responsibility of an offensive player who moves before the snap to do so in a manner that in no way simulates the beginning of a play.

A back who jumps the snap count and lifts up from his position has most likely committed a false start.

Shifts

If a player on the offensive team moves to a new position after the ready and before the snap, it is a shift (2-39). There might be several shifts between the ready and the snap (breaking the huddle is a shift), but no matter how many there are, after the last shift all members of the offensive team must stop and remain still for at least one second (7-2-6).

After this one-second pause, the ball may be snapped, or one player may go legally in motion and still be moving away from or parallel to his scrimmage line when the ball is snapped. The point is the shift must be separated from the rest of the action by the one-second pause. Otherwise it is an illegal shift (live-ball foul) simultaneous with the snap.

The quarterback may move one foot up or down while otherwise stationary to signal a player to start in motion. Normal shoulder and head movement by the quarterback are not considered a shift.

A tackle or a covered tight end may legally shift and change position as long as the movement is not abrupt and the player has not placed a hand on or near the ground.

Kick Catch Interference

- Any K player may recover a free kick if it has both touched the ground and goes beyond the plain of R's free kick line. The two requirements may occur in any order.
- A kicking team member can NOT catch a free kick even if there is no Team R player in position to catch the free kick.
- When you have fair catch interference, the receiving team has three options, choose an awarded fair catch at the spot of the foul with 15 yard distance penalty, take the result of the play, or take a 15 yard penalty from previous spot and replay the down
- Scrimmage kick has a different ruling: K may catch, touch, muff or bat a scrimmage kick in flight beyond the neutral zone if no R player is in position to catch the ball.

Forward Progress

A key definition for spotting the ball is that officials must understand forward progress—the end of advancement of a runner toward the opponent's goal. The runner's advancement can end four ways: his is down by rule, his forward movement is stopped, he steps out of bounds or he fumbles the ball out of bounds.

A runner is down by rule when any part of his body other than a hand or foot touches the ground and his forward progress is where the ball is when that occurs. The exact spot is the foremost point of the ball in the direction of the opponent's goal line. It is NOT the position of the runner's feet or runner's knee that determines the forward progress spot but the position of the foremost point of the ball in player possession that determines forward progress spot.

When is a runner's forward progress/momentum stopped and play is ended? If a runner is controlled by one defensive player and has feet moving officials need to be

patience with their whistle as runner could break free of the tackle to gain more yardage. If runner does not have control of his feet you would have forward progress. When a second or third defender joins in the tackle and momentum is stalled/stopped play should be halted.

Forward progress should be handled by the wing official moving up and down the field with the runner, parallel to the sideline, and moving to the selected place at right angles to sidelines (“squaring off”). Not only does squaring off look sharper than arriving at a spot in an arc, it adds credibility to the call.

When the runner is downed inbounds near a sideline the clock should not be stopped. The covering official must give the wind-the-clock signal to keep the clock running. When the runner is airborne as he goes over the sideline, the spot is where you judge the ball crossed the sideline, not where the ball is when the runner first touches out of bounds.

Umpire Position—Scrimmage Kicks

On scrimmage kicks the umpire will be positioned in the backfield of Team A, opposite the Referee. Prior to moving to the new position the umpire will remind the defense to stay off of the snapper. If Team A is not going to punt in a fourth down situation, umpires do not move to backfield. If any doubt about punt or not, umpire stay in normal position.

After the scrimmage has gone downfield, the umpire and referee will move down field under control near the hash mark. Keep all the players in front of you.

Players Out-Of-Bounds

At no time while players are out of bounds should officials turn their backs on the play. Officials should work to accompany players who have crossed the sideline back on to the field, ensuring no unsportsmanlike activity takes place. Holding the spot with your foot, blowing your whistle, signaling the clock to stop and watching the players may seem like a lot do at one time, but it comes naturally with practice.

Wing officials should start each play no closer than toes on the back edge of the sideline. They should not hesitate to move beyond the sideline when necessary, such as when a sweep or sideline pass brings several players toward the sideline. That’s why it is important for wing officials to keep a “clean sideline,” one in which players and coaches stand only where allowed by rule.

JOG

Don’t walk when you can jog and don’t jog when you should run. Wing officials who come into the middle of the field to provide a spot or report a penalty should jog back to the sideline. Officials should jog to their positions for a free kick or after a timeout. Don’t sprint in those situations, which are often construed as false hustle. Save sprinting for covering a play.

Wing officials who are not responsible for the forward progress spot (such as on a sweep to the other side) have to observe the players not directly involved in the play. That’s called “cleaning up after the play.” As the players move downfield, move down with them, not ahead of them. That usually requires only a jog as well.

Working The Wings—Run Read

- Start the play on the sideline. Even if the ball is on the far hash mark, stay on your sideline. The obvious reason is so that you don’t get caught on the inside looking out at the play. Also, you can see the action you need to see and your peripheral vision will give you a better view of the game.

- Staying wide makes sideline control very important. Work with the head coach to keep players and other coaches away from the sidelines. Use statement like, “I need this area to work sideline plays. Help me keep the players back.” It also helps to thank the coach for helping you.
- Hold the whistle in your hand prior to the snap. Once the ball is snapped, drop the whistle and officiate the play. Never officiate with the whistle in your mouth and never blow the whistle unless you see the ball.

If you read run toward your direction

- Take a step or two into the backfield
- Better looks at lead blocks at the point of attack
- Let the ball carrier pass you—officiate behind play
- If you are ahead of the ball carrier you are just a ball watcher more than reading keys and blocks
- If you have to come back to get spot on running play—you missed your reads and the play

Read run between hash marks

- Stay on line of scrimmage
 - It is better to pick up the ball carrier to soon then not soon enough.
 - You will be forgiven for missing a hold but never forgiven for missing a fumble
 - Short yardage situations—may want to step to backfield to pickup ball carrier—never forgiven for missing big time spot
- Let ball carrier take you up field
- Unless there is loss of yardage on the play, you don’t want to have to come back to mark forward progress--If you do--you have missed your read and the play

Goal line and Sideline Plays

- Wings--Don’t ever give up the goal line. If you are responsible for the goal line—hold your position. You may have to back off for safety or perspective but never give up goal line if there is the possibility of it coming into play.
- When play goes out of bounds on your side of the field—turn all the way to face out of bounds area to view player action—your primary responsibility is the out of bounds spot and safety of players who have went out of bounds. Once those two responsibilities have been satisfied (and only then) do you worry about getting a football back onto the field

Mechanics—Linesman and Line Judge

Line to Gain On Fourth Down

On a snap inside 5-yard line, wings officials are to release to the goal line and officiate back to the ball as per Football Game Officials Manual.

Linesman and Line Judge should treat the line-to-gain on fourth down and short just like the goal line when the ball is snapped at or inside the five yard line. At the snap, wings officials need to release to the line-to-gain. This is an important spot.

Umpire Position - -Pass Plays

After the snap if the umpire has a pass read—step to the neutral zone under control. You get in trouble if you don’t read pass and get to the line of scrimmage. This movement removes you from short pass routes, better position to see linemen downfield and rule on the quarterback beyond neutral zone before pass.

Umpires often have the best look on catches and traps, particularly those in the middle of the field—need to pivot after ball crosses your head when a pass with low trajectory is thrown to rule on “catch/no catch”.

MOTION

When a Team A player goes in motion, every official on the field should take notice. Before the snap, the official away from whom the player is moving has to make sure the man in motion doesn't cut up field before the snap.

The referee has to make sure Team A doesn't have two men in motion. The back judge has to know if the motion has changed the strength of the formation because that will change his key. Officials should also notice how Team B responds to the motion. Perhaps defensive backs that had been close to the line of scrimmage and ready to blitz will drop off.

Once the ball is snapped, the player in motion still bears attention. Motion men are often used as lead blockers on sweeps. Make sure someone watches that block to make sure it's legal. See the entire block so you don't penalize Team A for contact that starts above the waist and ends below the waist or starts in the front and ends in the back only because the Team B player turned.

Officials Quiz 2017

Question 1: It is 3rd and 10 from Team B's 45 yard line. A89 catches a pass at the B38 and runs to the B5 where he is downed in bounds. During A89's run, A50 blocked B10 in the back on the B30. What is the penalty enforcement?

Question 2: Team A has 11 players in the huddle when A12 enters the game. After about two seconds have elapsed, Team A breaks the huddle with 12 players. A5 continues to his team bench area. Is this legal?

Question 3: With four minutes remaining in the halftime intermission, both teams are on the field and are warming up. The coaches agree to start the second half without a formal warm-up period. What is the ruling?

Question 4: K1's punt is rolling beyond the neutral zone when K2 blocks R3 above the waist from the front. The contact sends R3 into the path of the ball and it touches R3's leg. K4 then recovers the ball. What is the ruling?

Question 5: Team K1's kick try is blocked by B2. The ball never went beyond the line and is recovered on Team R's 13 yard line and advanced to the end zone by R24. Does the score count?

Question 6: Immediately after A55 snaps from a scrimmage kick formation and before A55 has a chance to look up to defend himself, B24 tries to shoot the gap between A55 and guard A67. In the process, B34 places a hand on and pushes down on A55's right shoulder, causing him to fall. Legal Play?

Question 7: On third and 20 from Team A's own 35-yard line, A12 throws a forward pass to A88. Prior to the catch, B24 is detected holding. A88 advances to Team B's 45 yard line following the catch. Where is the penalty enforced?

Question 8: A14 throws a pass from Team B's 22-yard line. B36 intercepts the pass in his own end zone and is tackled prior to leaving the end zone. During the run, B75 holds A52 at Team B's 10-yard line. How is the holding penalty enforced?

Question 9: Where is the ball spotted following a penalty acceptance when it is snapped from the right hash mark and the run ends in the left side zone and the foul is (a) illegal motion by A35; or (b) holding by A60 in the middle of the field behind the end of the run; or (c) grasping the face mask/helmet opening by B20 in making the tackle?

Question 10: B24 intercepts a pass at Team B's 10 yard line and advances. During B24's run, B33 blocks below the waist at Team B's 20 yard line. As A67 tackles B24 at Team B's 40 yard line, A67 grasps but does not twist B24's face mask. What is the ruling?

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 buck.timmins@k12.sd.us or call me at 605-996-1483 (home) or 605-933-1493 (cell).
- If you have any questions or comments about any information you will receive this football season--please forward your concern to me.

Quiz Answers

Ruling 1: Illegal block in the back, the 10 yard penalty will be administered from the spot of the foul making it 3rd and 5 from the B40, clock with start on Ready For Play. The basic spot is not the previous spot, the foul occurred during the running play.

Ruling 2: Legal. It is not a foul for Team A to break the huddle with 12 players as long as any replaced player begins to leave the field within three seconds of the arrival of his substitute.

Ruling 3: The three minute warm-up period must be held. With mutual consent of the coaches, the referee may shorten the halftime intermission, but a separate three minute warm-up must be put on the clock.

Ruling 4: If a team R player is blocked into the ball by a team K player, it is called forced touching. When forced touching occurs, the touching is ignored. Thus, it will be team R's ball at the spot of K4's recovery.

Ruling 5: The ball is dead and try is over the instant it is certain K1's kick try will not score. The advance by R24 is canceled. Team K will kick off from the 40 yard line.

Ruling 6: Legal play by B24 because he did not play directly through A55.

Ruling 7: B24's foul occurred during a loose-ball play and if the penalty is accepted it will be enforced from the previous spot. Team A obviously will decline the penalty since it has gained 10 yards more and has a first down. The holding penalty cannot be added to the end of the run because the foul was committed during the loose-ball play.

Ruling 8: The basic spot is the 20-yard line. If the penalty is accepted, it will be enforced from the spot of the foul. Team B will have a first and 10 from its own five-yard line. If the penalty is declined, it will be Team B's first and 10 from Team B's 20-yard line.

Ruling 9: In (a), it is spotted at the right hash mark. In (b), it is spotted in the middle of the field since the enforcement spot was the spot of the foul. In (c), it spotted at the left hash mark.

Ruling 10: : Team B can keep the ball by declining the penalty for Team A's foul. The penalty for B33's foul would then be enforced from the spot of the foul. If Team B accepts Team A's penalty, the fouls would offset and down replayed.

**Take Your Time - Slow Down - Slow Down - Slow Down
With Penalty Enforcement**

Quick Tip

Officials: **DO NOT** search for penalties and violations instead let the play, fouls and violations come to you.