

South Dakota High School Activities Association

2017 Football Newsletter No. 3

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Facebook and Twitter

Possess Good Common Sense

If you've joined a social networking site or are considering it, you need to be careful about what you post. Your credibility may depend on it. Officials who use facebook and twitter to comment on or vent about officiating related issues, overlook the fact that postings on social networking sites can be viewed by people other than intended recipients, which is a problem.

Responsible officials would not publicly comment about an athlete or coach. But some officials don't realize that making the comments on a social networking site is essentially doing the same thing. Comments about a team, school or game should be avoided. One bad post can damage, or even ruin a reputation an official may have spent years building.

SDHSAA officials aren't restricted from using social media, but they are expected to use good judgment regarding their posts

Girdles/Thigh/Hip/Tailbone Pads

A handful of officials have reached out to us in the last two weeks regarding the legality of "all-in-one" girdles being worn by athletes in lieu of traditional thigh pads, hip pads and tailbone protectors. These "integrated girdles" that have sewn-in pads are to be considered legal for high school play as long as they are specifically manufactured for football use.

However, a number of athletes have been found to instead be wearing a baseball-style sliding short that does not have appropriate padding included. Those athletes must be both penalized for illegal equipment as well as removed from the game until sufficient padding is found.

Coaches: It is your responsibility to make sure that your athletes are legally equipped, including wearing all appropriate pads at all times!

Officials: You are to assume that proper pads are being worn once coaches have identified their athletes as legally equipped. If you do find an athlete with no pads (not just thigh/hip/tailbone, but any required equipment), those athletes must be removed from the game until the situation is addressed.

A pair of examples shown below of what we have found being worn by athletes:

Legal Padding – All-in-One w/ integrated thigh, hip and tailbone pads



Illegal Padding – While padding exists on the hips, garment is not designed for football, and is also missing tailbone and thigh pads



Snapping The Ball

The snap must be one continuous backward motion in which the ball immediately leaves the hand(s) of the snapper. A snap ends when the ball touches the ground or a backfield player before it touches a Team A lineman.

The scrimmage down starts with a legal snap, and the ball remains dead if the snap is illegal.

The snapper may be over the ball but his feet must be behind the neutral zone and no part of his person, other than a hand(s) on the ball, may be beyond the foremost point of the ball. The head of the snapper could be over the ball, just not beyond the foremost point of the ball. (7-1-1)

After the snapper has placed one or both hands on the ball, he must keep at least one hand on the ball and he may not slide a hand to simulate the snap.

The snap need not be between the snapper's legs, as is sometimes done, for example, in the "swinging gate" formation. The snap is legal when the ball immediately leaves the hand(s) of the snapper.

Of the Team A players who are not on their line at the snap, only one player may penetrate through the waistline of the nearest teammate who is on the line, and he must be in position to receive the snap, even though he is not required to receive it.



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=r6Z7PazHqds>

Linemen on Line of Scrimmage

The offensive team must have at least seven players (5 players in the 9-man game) on the line of scrimmage.

A lineman is any Team A player who is facing his opponent's goal line with the line of his shoulders approximately parallel thereto and with his head or foot breaking an imaginary plane drawn parallel to the line of scrimmage through the waist of the snapper when the ball is snapped.

Team A players not on the line (with one exception) must be legally in the backfield. In the backfield means no part of the player's body breaks the plane through the waist of the nearest teammate who is on the line.

When an offensive player is standing, his foremost body part is used to determine whether he is on the line or is in the backfield. Punt formation officials need to make sure the punting team has seven players (5 players in the 9-man game) whose head or foot breaking waist of the snapper when ball is snapped.

Penalty Enforcement Spots

Enforcement of a penalty cannot take the ball more than half the distance from the enforcement spot to the offending team's goal line. If the prescribed penalty is greater than this, the ball is placed halfway from the spot of enforcement to the goal line.

The enforcement spot is the point from which a penalty is enforced.

The previous spot is just what the name implies—it is the point at which the ball was last put into play, either by a snap or a free kick. That is a common enforcement spot, so the crew must know where it is.

The succeeding spot is the point at which the ball will next be put into play either by a snap or a free kick. It is important spot for penalty enforcement, because officials step off penalties for dead-ball fouls from that spot.

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.

If penalties are not enforced correctly it is a crew mistake. If the spot of enforcement is inside the 10-yard line or 30-yard line officials take notice of the spot.

Mechanics/Positioning Related Items To Review

- **Counts**—be sure to count number of players on offense and defense every play, especially if a team is huddled after a timeout and they come directly to the line of scrimmage.
 - **Umpires** must turn and help on catch/no catch in the middle of the field on pass plays
 - **Wing officials** square off your spots down the sideline, do not come in at an angle for spots
 - **Covering down field official** do not have a quick whistle on punt plays, make sure the ball is caught before sounding the whistle on fair catch plays
 - **Umpires**—**Previous Spot:** Be mindful of where the ball is snapped from after returning it for the next play. Be aware of previous location.
 - **Back Judge**--after handing ball to kicker and moving to sideline—step back to 35 yard line to make sure all players are in front of 35 yard line then move to 40 yard line to watch for possible encroachment fouls.
 - **Wing officials**, be sure to use your signals when the ball is near the sideline. Is it in or is it out? Clock operators need to know. Your officiating partners need to know.
 - **Umpires**, step up to the line of scrimmage on a pass under control and help rule if the quarterback was beyond or behind the line of scrimmage.
 - **Wings**—concentrate on forward progress spots and sideline clock signals. If a player is downed in-bounds and immediately rolls out of bounds then you should have a wind
 - **Wings** when spotting out of bounds play, turn and face the players out of bounds. Do not let players behind you without eyes on them
 - **All officials** must have clock awareness
 - **Be aware of the down and distance** on every play, you do not want to miss a down or give an extra down
 - **Linesman and Line Judge** must determine if a quick pass to the sideline is forward or backward. Officials should “punch-back” a backward pass.
 - **Clock stoppages**—officials need to stop the clock on obvious first downs and when fouls are called and the play becomes dead. Mirroring signals on clock stoppages is acceptable.
 - **Referee**—have great penalty administration signals and great ready for play tempo/mechanics.
 - **Umpire**—control the middle, get the ball on a line and be precise on penalty yardage.
 - **Back Judge**--If one player is lined up more than 5 yards behind the restraining line, he/she is the only player who may kick the football. If any other player kicks the ball, it is a dead ball foul for encroachment. **THIS IS YOUR Call.**
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Eligibility

At the snap, eligible receivers are those in the backfield or on the end of the line with a number 1 to 49 or 80 to 99. Interior linemen (regardless of number) and ends or backs numbered 50 to 79 are ineligible at the snap. Players numbered 50 to 79 inclusive cannot report to the referee to become eligible receivers.

Eligibility rules apply *only* to legal forward passes. Eligibility does not arise in the case of an illegal forward pass. If an ineligible player is downfield then an illegal pass is thrown, there is only one foul—for the pass, and not a second foul for the ineligible receiver being downfield.

During a down in which a legal forward pass crosses the neutral zone, interior offensive linemen and other ineligible Team A players are not allowed to advance downfield before the pass is thrown.

If a pass is caught by an ineligible receiver, the ball remains live and may be advanced. However, the penalty will be accepted, and the play negated, unless a subsequent fumble gives Team B possession of the ball.

An ineligible Team A player by number or position can throw a legal forward pass. An ineligible Team A player can catch or recover a backward pass and advance.

Backfield players numbered (50-79) would be considered an ineligible receiver (because of the number they are wearing) and may not advance beyond the expanded neutral zone on a legal forward pass play before a legal forward pass that crosses the neutral is in flight.

Tick/Marks (9 Yard Marks)

Any A player who participated in the previous down and any substitute of A must have been between the “tick” marks sometime after the ball is marked ready for play and before the snap. Football fields must have markings called “tick” marks located 9 yards from the sideline (seven yard if playing on 80-yard field). These “tick” marks may coincide with the top of numbers or fields which are marked with field numbers.

The rule for players to be inside the “tick” marks only applies to Team A, which is the offensive team. The rule DOES NOT apply to Team B the defensive team; Team K for a team kicking off; or Team R the receiving team. A team in scrimmage kick formation (punt, PAT or FG) is considered to be Team A so they must conform to the tick mark rule. Team A becomes Team K when it legally kicks the football, as fakes, broken plays and illegal kicks are considered regular scrimmage plays.

Downed Kick

If the ball DOES NOT break the plane of the goal line the receiver can advance the kick or the kicking team can down the kick. The key is the ball not the position of the receiver or kicking team member. That is why the back judge on punts or referee on kick offs need to straddle goal line to get the best position to look at this play.

Unlike other levels of play, the position of the ball and not a player’s feet determine whether or not the ball has broken the plane of the goal line. The situation is most often seen when a K player is trying to down a scrimmage kick before it reaches the end zone and results in a touchback.

Passing

The referee should drop back the same number of steps as the quarterback drops back at a 45 degree angle from the quarterback. As the referee you want to keep everything in your line of sight. By dropping back with the quarterback, the referee is always the same distance away from the quarterback with his actions and can see the whole picture of the field.

Rules Related Items To Review

- Cleanup illegal equipment early, don't leave it for next week's crew to handle. Pants with knee pads must cover the knee, jerseys must completely cover ALL pads, rubber bands and other bands worn on the bicep, calf, thigh etc. are illegal.
- Eye shade can only be one solid stroke beneath the eye with no words, numbers, logos or other symbols—get this cleaned up pre-game
- Play cards cannot be worn on the belt, only the wrist or arm
- Concussions – if a player is exhibiting concussion like symptoms, officials must send them from the game and advise the head coach that the athlete is exhibiting concussion like symptoms. If the athlete returns to the game they shall be monitored like any other player.
- Continue to be aware and penalize illegal hits. Blind side blocks, targeting, illegal helmet contact, unnecessary/excessive hits away from the play, etc. should be penalized. Officials and coaches have to continue to try to remove these types of illegal hits from the game.
- The holder on a field goal and PAT attempt must rise from his knee if he wishes to pass or hand the ball out of this formation; if he stays on his knee and passes or hands the ball, the play is dead.
- Tinted eyewear (eyeglasses, safety spec., etc.) worn on the face under the face mask are legal. Tinted visors are illegal, all visors attached to the face mask must be clear.
- The rubber bands (“Livestrong” type) worn on the wrists are illegal, have them removed before playing. This is a safety issue and could result in a player's fingers being injured.
- If gloves are worn in the game, do not let the players participate with them strapped to their belt.
- A different kicking ball cannot be used during the same series of downs. A team may use an approved ball of their choice for the try if they score a TD after a change of possession.
- An ineligible team A player by number or position can throw a legal forward pass, and also an ineligible team A player can catch or recover a backward pass and advance.
- Offensive pass interference and defensive are not automatic first downs

- An injured player for whom the clock was stopped must stay out one play unless the 2nd or 4th period ended. They cannot be “bought” back in with a team timeout.
- A missed field goal that breaks the plane of R’s goal line and is unsuccessful is a touch back. Do not bring the ball back to the previous spot.
- Reminder, if there is a touchdown scored by Team A but there is a live ball personal foul for an illegal contact hit by Team A behind the play, the touchdown does not score and the penalty is enforced from the spot of the foul. If the foul is on Team B, then score the touchdown and Team A would have the choice of having the foul enforced on the try or the subsequent kickoff.

THE USE OF EYE SHADE

The use of eye shade must be worn as a single, solid stroke under the eye. There shall be no numbers, words, logos, symbols or other detail located in the eye shade. The eye shade shall not extend below the cheek bone and extend no further than the width of the eye socket. Players having eye shade that does not meet the standard are to remove it before participation in the game.

Case Book 1.5.3 Comment; Eye black is legal and shall only be worn as indicated, directly below the eye. No skulls, words, numbers, loops, symbols and no dragging the black down the face. Coaches, please make sure this does not take place and if any player(s) are detected doing something with eye black other than intended, will be ask to remove any excess before participating or continuing to participate.

Officials Quiz 2017

Question 1: Before the snap and with the game clock running, B79 jumps into the neutral zone and gets back without making contact. His action causes lineman A65 (lined up directly across from B79) to lift his hand from the ground, and he falls forward into the neutral zone without making contact. Do you have a false start on A65? When does the clock start?

Question 2: 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 3: 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?

Question 4: A23 is illegally in motion at the snap, and during the play A12 throws an interception. B79 clips on the runback. Can Team B keep possession of ball?

Question 5: It is fourth and 10 for Team K from its own 20 yard line. While K1’s punt is in flight, R2 blocks K3 below the waist at the 50 yard line. R4 muffs the ball at team R’s 45 yard line, where prone K5 recovers. What is the ruling?

Question 6: During the down, there is a foul by A1, and the penalty is enforced. The captain of Team A requests a time-out for a coach-referee conference regarding

misapplication, even though Team A has no time-outs remaining. The referee confers with the coach and there is no change of decision. What is the ruling?

Question 7: First and 10 for Team A from its own 30 yard line. A1 drops back and throws a legal forward pass intended for A2, who is at Team A's 27 yard line. Before the pass reaches A2, B3 blocks A2 above the waist and from the front. The pass falls incomplete. Do you have a pass interference penalty on B3?

Question 8: During an injury stoppage to tend to Player A2, the other 10 players of Team A and all players of Team B go over to within about five yards of the sideline by their team's bench and chat with several coaches, all of whom remain in the proper coaching area. What is the ruling?

Question 9: Near the end of the third quarter, A7 runs up the middle and is brought to the ground by B32's facemask foul inbounds. The play ended with :04 seconds left in the quarter. After the penalty for Team B's facemask foul is enforced, the referee starts the game clock with time expiring. Is this the correct procedure by the referee?

Question 10: In shotgun formation, A7 takes the snap and throws a backward pass. A33 steps forward and bats the ball 20 yards downfield. In (a), the ball is caught or recovered by A83 who advances another 10 yards, (b) it rolls out of bounds, or (c) is intercepted by B20 and returned for a touchdown. Is this legal batting of the ball?

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: This is a dead-ball encroachment foul against the defense. The foul was the only reason for stopping the clock, so it will start on the ready-for-play signal. (7-1-6, 3-4-2)

Ruling 2: 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 3: If the captain accepts the penalty for a foul which occurred prior to the inadvertent whistle, the penalty takes precedence. It will be a new series for A, 15 yards in advance of the previous spot.

Ruling 4: Team B has the option of keeping the football by declining Team A's foul. Team A then has the option to accept or decline the penalty for the clipping foul.

Ruling 5: : R2's block is illegal and occurred before the kick ended. However, PSK does not apply because team K was in possession at the end of the down. Team K will decline the penalty and start a new series, first and 10 at team R's 45 yard line.

Ruling 6: Team A will be penalized for delay of game and the clock will be started with the snap.

Ruling 7: The contact by B3 is not pass interference because the pass is behind the line. If B3 tackled, grabbed or otherwise restricted A2, he would be guilty of defensive holding.

Ruling 8: Movement by the players of Team A and Team B is legal as long as the players remain on the field and the game is not delayed.

Ruling 9: The quarter is not extended with an untimed down as time did not expire during the down. Teams would change ends of the field and Team A next snaps the ball to start the 4th quarter. The clock would start on the ready-for-play signal.

Ruling 10: The bat by A33 is illegal. The offensive team cannot bat a backward pass forward only backward. The penalty will be accepted in (a) and (b) and will be enforced 15 yards from the spot of the foul. In (c), the penalty will be declined and the touchdown stands.

Fundamental Of Officiating--Know And Observe Your Keys
