

# South Dakota High School Activities Association

## 2017 Football Newsletter No. 4

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### Restricted Area—Coaches

**COACHES & OFFICIALS:** The restricted area (formerly the coaches box) has been defined where a maximum of three coaches may communicate with players and substitutes during dead ball situations. The (up to three) coach(s) must move behind the restricted area before the ball becomes live. Coaches you need to name a “get-back-coach,” so you as coaches in the restricted area have ample room to move into this area before the ball becomes live.

This National Federation rule has been adopted for safety purposes for all parties involved.

Officials, it is your responsibility to enforce the rule fairly (both teams) when a violation of the rule takes place. The SDHSAA understands you have a responsibility with players on the field, but when the rule is violated we expect you to address the situation when it presents itself.

Penalty enforcement applies to each individual team pertaining to any violation(s) enforced.

- First offense, flag, team sideline warning, no yardage penalty assessed
  - Sideline warning—don’t wait until the fourth quarter—if coaches are there now, it is because you as an official have let them be there the entire game
- Second offense, a five-yard penalty for sideline interference
- Third offense, 15 yard penalty for unsportsmanlike conduct charged to the offending head coach.

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### Consistent Enforcement

It is important that we all consistently enforce the rules as written. We are not to make up our own rules and enforcements based upon situations to not upset anyone.

You may think you are solving a problem; but the reality is you are probably creating two or three other problems, especially for those officials who follow you and are enforcing the rules as written. Selective enforcement of any rule compromises the integrity of the officials and must be eliminated.

The simple solution is to follow the rules, enforce them consistently and fairly and each team will respect your efforts. They may not like it, but they will respect it, because they know the rule is the rule.

Do it right---Be consistent and all our games will be better for it.

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## 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://youtu.be/HUwpUFmsOsw>

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## Tinted Eye Shields

Officials/Coaches are reminded that visors being worn by players during competition are legal by NFHS football rules provided they meet two criteria as detailed in Rule 1-5-3, c-4. The eye shield must be clear showing 100% light transmission.

An eye shield attached to the helmet that is:

- Constructed of a molded rigid material
- Is clear without the presence of any tint.

It is legal for a player to wear sunglasses or other tinted eyewear on the face and under the face mask, either with or without a clear eye shield on his helmet.

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## Wearing Illegal Equipment/Adornments

The head coach should shoulder this responsibility because the coach is required to verify that all of the team's players are legally equipped. Officials have the responsibility to prohibit the players from participating until they do become legally equipped. Coaches and officials must work together to make the game as safe as possible for the athletes participating by requiring compliance with equipment rules. Officials need to cleanup illegal equipment early, don't leave it for next week's crew to handle.

## Play Cards

Play cards cannot be worn on the belt, only the wrist or arm. This is a safety issue and could result in a player's fingers being injured.

## Sweatbands

Moisture-absorbing sweatbands, when worn on the wrist beginning at the base of the thumb and extending no more than 3 inches toward the elbow. **Players Cannot Wear Sweatbands As Bicep Bands**

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## Ending A Period

If a dead-ball foul occurs after time for any period, the penalty shall be measured from the succeeding spot.

**PLAY:** Time expires at the end of the second period during a scrimmage kick. After the down, K1 piles on and R1 strikes K2.

**RULING:** Both dead ball fouls after the end of the second period will be enforced on the second-half kickoff in the order of occurrence. R1 will be disqualified for fighting.

**PLAY:** With Team A leading 28-7 near the end of the fourth quarter, A1 breaks free on a scrimmage run. B22 tackles A1 at Team B's 10 yard. B88 piles on after the tackle. Time in the fourth period expires during the run.

**RULING:** The personal foul cannot be penalized as the dead ball foul occurs after time for the fourth period expired—the game is over. While such situations do not occur frequently, it must be recognized that at some point penalty enforcement is ended.

**COMMENT:** If the official deems the personal foul late hit by B88 to be flagrant—game officials must be alert for flagrant fouls and enforce disqualification portion of the penalty. The Coach of Team B would be notified of the flagrant personal foul. The football officials would report the flagrant foul to the SDHSA

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### **Inadvertent Whistle**

If an official blows his whistle while a player has possession of the live ball, the play is dead immediately. The team in possession may:

- Take the ball where it was blown dead, or
- Replay the down at the previous spot.

When the whistle is blown while the live ball is loose following a backward pass, fumble, illegal forward pass or illegal kick, the fumbling or passing team may:

- Take the ball where the player lost possession, or
- Replay the down at the previous spot

Whenever an inadvertent whistle sounds during a kick or a legal forward pass, there is no option; the ball is returned to the previous spot and the down is replayed.

If there is a live-ball foul on the play and the penalty is accepted, the penalty is administered and the inadvertent whistle is ignored. The penalty shall be administered as determined by the basic spot, and takes precedence over inadvertent whistle administration (4-2-3d).

- Inadvertent whistle can have a major impact on the outcome of the game—is every official's nightmare; we are all guilty of having one at some time or another.
  - The best way to prevent inadvertent whistles is to know the rules, maintain focus and concentration, instill game awareness and employ preventative techniques.
  - It's important to have short memories, selective hearing and stay focused on the game.
  - The moment you begin thinking about what a coach said to you, whether a call you made earlier in the game was correct, or thinking about your trip home there's a greater chance for an inadvertent whistle.
  - Never blow your whistle unless you absolutely see the ball, and only blow your whistle when the ball is in your coverage area.
  - **Slow Whistle, Slow Whistle, Slow Whistle**
  - Remember—the play kills itself—your whistle only indicates the down is over—coaches need to coach players to understand this.
  - If you blow an inadvertent whistle—stop play and own up to it.
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## Philosophy

Football officiating requires the crew to be more consistent in their calls than any other sport. Everyone must be on the same page and have compatible philosophies if there are going to be consistency throughout the game. Coaches and players become frustrated when holding or pass interference is called differently among crew members. Sideline officials must enforce the same standards for coaches on their sideline as their partner across the field. Individual and crew success comes from everyone being well grounded in officiating philosophies.

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## Snapper: Contacted After Snap

When at the snap the offensive team is in a scrimmage kick formation, no defensive player may charge directly into the snapper.

The protection exists until the snapper is able to protect himself, blocks or otherwise moves to participate in the play. “Protect Himself” means the snapper has time to look up and regain his balance.

If contacted directly while his head is still down and before he has been given a chance to look up, the contact is likely to be a foul. Penalty: Personal foul (roughing the snapper), 15 yards, automatic first down. The foul occurs during a loose-ball play—the snap. Enforcement will be from the previous spot.

The protection exists whether or not there is a kick. The fact Team A is in a scrimmage kick formation is what counts, not whether the kick is actually made.

A defensive player may line-up over the snapper. That defensive player may not make direct contact with the snapper until the snapper is able to protect himself.

Umpires: before moving to your position in the offensive backfield, remind defensive players to stay off the snapper. The umpire is responsible for the initial action on the snapper.

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## Pre-Snap Routine

Football officials should have a pre-snap routine that runs through their mind before every snap. This mental exercise provides the repetition and confidence before each play to be prepared for possible rules violations. Following are some important pre-snap points:

- Down and distance
  - Player count
  - Line to gain for a first down
  - Confirm down, distance and player count with other officials
  - Status of clock: running or stopped
  - Amount of time left in quarter
  - Number of time outs remaining for each team
  - Legal substitutions
  - Communication to crewmates about goal line responsibilities
  - Communication to crewmates about stopping clock if fourth down
  - Remind yourself to give an extra second before blowing the whistle, throwing a flag or giving a signal
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## **Timeouts**

There is no foul if a team requests an excess timeout. Officials should simply deny the request unless it is for: an apparently injured player, necessary repair to player equipment or the review of a possible misapplication or misinterpretation of a rule.

If such a request is erroneously granted, play should be resumed as soon as the error is identified.

Each team is allowed three team timeouts during a half; they do not carry over from the first half to the second half. Any remaining second half timeouts do not carry over to overtime.

When a decision on a penalty is pending, a timeout cannot be granted either team until the captain makes his choice.

A team may be granted consecutive timeouts during the same dead-ball interval.

Neither team “owns” the timeout. If the team that called timeout is ready to play early, the referee must be sure the other team is also ready before he declares the ball ready for play.

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## **Injury Timeout**

When an official’s time-out is granted due to an injury, only an Outside 9-Yard Mark Conference (one or more team members and one or more coaches directly in front of the team box within 9-yards of the sideline) may be used.

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## **BLOCKING AFTER A SIGNAL**

A Team R player who has given a fair catch signal (valid or invalid) is prohibited from blocking an opponent until the kick has ended. The kick ends when a player gains possession or when the ball becomes dead by rule. The rule prohibits the receiver from signaling for a fair catch near his goal line, purposely making no attempt to catch the kick and then blocking an opponent to prevent the opponent from downing the ball before it goes into the end zone. Violations of that rule result in a 15-yard penalty enforced using post-scrimmage kick enforcement.

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## **Line To Gain**

All officials must be aware when the ball becomes dead near the line to gain. Tossing the ball to the umpire and then having it returned to a wing for a measurement looks uncoordinated and creates doubt that the ball will be put back exactly where it became dead.

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## **Cross-Field Spotting**

Cross-field spotting is an important part of being a wing official. The wings must have confidence in each other, knowing that the other official will help out when needed.

The Cross field mechanic refers to a procedure in which the wing official looks across the field to the opposite wing official for forward progress when he is unable to get to the spot or does not have a spot. When that situation occurs the involved official should be looking across the field for the opposite wing official indicating he is asking for help.

When a play occurs at a sideline the covering wing official often has to keep some distance for safety and it may be difficult to get an accurate spot. In that case, the opposite wing has to help out.

A pass receiver may be contacted shortly after the pass arrives. The defender will often drive the receiver back, sometimes several yards. The cover wing official must flow

back with the players, watching for fouls and determine if the receiver stepped out of bounds.

From across the field, the other wing official can hustle to the spot and mark progress. Knowing he has been driven off the spot, the covering official can look up, see the opposite wing's spot and casually go to it.

Marking forward progress of a ball carrier when he has been pushed back and there is continuing action on him. Wing officials should use cross-field mechanics in this situation.

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## Officials Quiz 2017

**Question 1:** : 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 2:** Team K is attempting a try. Linebacker R1 runs toward the line of scrimmage and, after the ball is snapped, hurdles snapper K2 and lands on his feet. At no time does R1 make contact with any team K player. The try fails. Has R1 fouled?

**Question 3:** Team A's punt is caught by B37 who runs several yards before an official mistakenly blows his whistle. What are Team B's choices?

**Question 4:** On second and seven, A29 carries the ball for a four-yard gain and fumbles. The loose ball rolls forward for another nine yards when it is blown dead by an official. What are Team A's choices?

**Question 5:** Quarterback A15 throws a legal forward pass that is tipped by B67 and goes high in the air. As the ball is coming down but still airborne, an official blows his whistle. What are the options?

**Question 6:** Guard A64 is (a) behind, or (b) a yard beyond the neutral zone when he catches A14's legal forward pass. What is the ruling?

**Question 7:** Third and 20 at Team A's 20 yard line. B77 sacks A12 at Team A's 15 yard line. After the ball is dead, B77 stands over A12 and curses him. What is the ruling?

**Question 8:** It is first and 10 for Team A from its own 20 yard line. A23 carries to Team A's 30 yard line. During the play, Team B's coach is flagged for being outside the restricted area. What is the ruling?

**Question 9:** First and 10 for Team A from its own 20 yard line. A12's pass is caught by A88 at Team A's 30 yard line. A88 fumbles at Team A's 35 yard line, where prone B77 recovers. B97 is flagged for roughing the passer. What is the ruling?

**Question 10:** A12's pass is intercepted by B45 and returned for a touchdown. A34 grasps but does not twist B45's facemask (a) before, or (b) after B45 intercepts. What is the ruling?

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## 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](mailto: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.

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## Quiz Answers

**Ruling 1:** Legal play by B24 because he did not play directly through A55.

**Ruling 2:** Yes, R1 is guilty of hurdling. Hurdling is an attempt by a player to jump with one or both feet or knees foremost over an opponent who is still on his feet. That act is considered a personal foul. The 15-yard penalty is enforced from the previous spot.

**Ruling 3:** Team B has the option of taking the ball where it was blown dead or having the down replayed from the previous spot, with Team A in possession. The whistle was blown during a running play, not during the kick.

**Ruling 4:** Team A has the option of taking the ball where it was fumbled (four yards beyond the neutral zone) for third down and three or replaying the down second and seven at the previous spot.

**Ruling 5:** The whistle was blown during the pass, so the ball is returned to the previous spot and the down is replayed. Remember a pass ends when the ball is caught, intercepted or incomplete. A kick ends when it is caught, recovered, or becomes dead.

**Ruling 6:** Guard A64 is guilty of illegal touching not pass interference. Illegal touching is a foul that carries a five-yard penalty with a loss of down.

**Ruling 7:** The 15-yard penalty is enforced from the succeeding spot. The foul is not an automatic first down. Team A will face fourth and 10 from its own 30 yardline.

**Ruling 8:** Although the foul occurred while the ball was live, unsportsmanlike conduct is a live-ball foul treated as a dead-ball foul. Team A will undoubtedly accept the penalty, which is enforced from the end of A23's run. The result is first and 10 from Team A's 45 yard line.

**Ruling 9:** Because there was a change of possession, the penalty is enforced from the previous spot. It will be Team A's ball, first and 10 at its own 35 yard line.

**Ruling 10:** In (a), the foul occurred before the change of possession. Team B must decline the penalty to keep the touchdown. In (b), because the foul occurred after the change, Team B may choose enforcement on the try or on the ensuing kickoff.

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Call What You See But See What You Call

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