

# South Dakota High School Activities Association

## 2017 Football Newsletter No. 7

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### Cancer Awareness

The SDHSAA has designed the month of October to allow football teams an opportunity to dedicate a game with the “Calling for the Cure” theme for Cancer Awareness.

These are some permissible options football teams may consider for the special event: a team may wear pink socks, or pink shoelaces, or pink wristbands. Teams must be in their regular school-issued uniforms for competition.

Please remember that the intent of the wristband rules will still need to be followed, such as only one wristband may be worn on each wrist and must be moisture absorbing. They may not exceed four (4) inches in width and only one manufacturer’s logo not more than 2 ¼ inches. If wearing a wristband, team uniformity would be expected.

Officials will be expected to wear their official uniform for the game (black and white striped shirt with black pants). Officials may use a pink lanyard and/or whistle, pink wristband and use a pink flag.

Should you have any questions concerning the event, please call the SDHSAA office.



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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://www.youtube.com/watch?v=a79C-pZ\\_ZLI&feature=youtu.be](https://www.youtube.com/watch?v=a79C-pZ_ZLI&feature=youtu.be)

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## Scoring Plays

Live-ball fouls by the opponents of the scoring team on plays where a touchdown or field goal is scored may be carried over either to the succeeding spot or the succeeding kickoff.

The option to enforce a penalty on either the try or succeeding kickoff also applies to dead-ball fouls by either team that occur after the touchdown and before the initial ready-for-play signal on the try.

Nonplayer or unsportsmanlike fouls (live-ball fouls enforced as dead-ball fouls) by either team that occur during the play may also be enforced on either the try or the subsequent kickoff.

The carry-over spot has been specified as the “succeeding” kickoff. This allows a penalty to be carried over from the end of the first half to the beginning of the second half.

Any foul that occurs before a change of possession cannot carry over.

If Team R fouls during a successful field goal, Team K may accept the score, and have the penalty enforced from the succeeding spot on the next kickoff or overtime period, or choose to take the points off the board and replay the down following enforcement from the previous spot. Post-scrimmage kick enforcement does not apply because Team K would be next to put the ball in play.

Dead-ball fouls committed by either team after the touchdown and before the ready-for-play on the try are enforced either on the try or the succeeding kickoff. Fouls committed after the ready and before the snap on the try are enforced on the try. They cannot carry over to the succeeding kickoff.

One live-ball foul from a touchdown play and one live-ball foul from the try can be carried over to the succeeding kickoff.

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## The Try

When Team B fouls during a successful kick try, Team A has the option of declining the score and replaying the try after the penalty is enforced, or keeping the score with enforcement from the succeeding spot.

- This rule was adopted in the interest of safety. There were cases of roughing the kicker and/or holder on a try as the defenders made an all-out effort to block the kick. Also, the possibility of a “free shot” on a two point try has been eliminated.

If Team B fouls during a successful two-point try, the option to replay the try will not be selected and the penalty will be carried over to be enforced from the succeeding spot.

If Team B fouls during an unsuccessful try, the try will be replayed.

If Team A fouls during a successful try, Team B will accept the penalty and replay the down. If the penalty for Team A’s foul includes a loss of down, the try is over, any score is nullified, and the down is not replayed.

If both teams foul, the fouls offset and the down is replayed. The offense may choose to snap anywhere between the hash marks.

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## Things You Might Change To Make Yourself More Valuable To Your Crew

### Running Plays

- Do I anticipate the run and cover appropriately, or do I wait to see and then try to catch up with the run?
- Do I react to keys properly and cover appropriately?
- Do I stay wide when the play is coming to my area?

- Do I watch the periphery of the runner or do I watch the runner and miss the illegal action around him?
- Do I properly spot the ball for the umpire?
- If the play ends up opposite me on the far side, do I mop up and do preventative officiating or do I stay camped on my sideline (or back judge spot)?

#### Passing Plays

- Do I communicate with my crew—keys, responsibilities and coverage?
- Do I read my pass keys promptly and anticipate the play or do I only react once the play has developed (and then I'm out of position)?
- Do I really know the rules thoroughly—offensive pass interference/defensive pass interference?
- Do I believe in the philosophy that both defense and offense have an equal right to the ball once it is in the air?
- As the back judge, do I let the receivers get behind me?
- As umpire, do I fail to regularly read the pass keys and move into position to cover effectively?

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### What Signal Are You Sending?

Clear, sharp signals not only help teams and spectators understand what call has been made; they enhance the impression a crew makes. The most important part of signaling is giving the signals from a stationary position.

Just as officials should avoid making calls on the run, referees should avoid “walking through” their penalty signals. Come to a complete stop before signaling.

Once the referee has been told the type of foul that has been called, walk into an area clear of players and other officials, come to a complete stop and give the signal. Look straight ahead. Find a spot halfway up the stands and focus your eyes on that spot.

Neither your signals nor your facial expression should indicate emotion. Avoid jabbing the arm when signaling; it is another sign you are angry or feel a sense of “gotcha” toward the offending team. An over enthusiastic thrust of the arms can enflame an already contentious situation if the penalty involves unsportsmanlike conduct.

Don't walk through the end of your signal either. Come to a complete stop after signaling and hustle to your next task.

**False start, illegal formation, etc.** Rotate your arms slowly in front of your chest with your fists clenched and elbows out. Don't give the signal with open hands. Two or three rolls of the arms are sufficient.

**Incomplete pass.** There is a tendency for many officials to bend forward at the waist when giving the signal. The official should give the signal while standing erect. At least two strokes are recommended. When the pass falls incomplete in plain view, crossing your arms twice is sufficient. When the call has to be sold, more repetitions are appropriate. A touch you may wish to add is to end the signal by freezing the arms in the open position and then dropping them. Also, remember the stop-the-clock signal does not follow the incomplete signal. **DO NOT give the incomplete pass signal while moving, stop watch the ball bounce on the ground at least twice then give the incomplete signal.**

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## Momentum Exception

- The momentum exception allows Team B or Team R players to make positive plays close to their goal line without fear of giving up a safety.
- The momentum exception applies to all types of loose balls. Also, backward passes, fumbles, and muffs need only be recovered—not necessarily caught—for the rule to apply.

It is not a safety when a defensive player intercepts an opponent's forward pass; intercepts or recovers an opponent's fumble or backward pass between his 5-yard line and the goal line, and his original momentum carries him into the end zone where the ball is declared dead in his team's possession or it goes out of bounds in the end zone. In that case, the ball belongs to B at the spot where the pass or fumble was intercepted or recovered (8-5-2a Exception)

It's important for officials to recognize a momentum situation and to beanbag the spot where possession is achieved. For the exception to apply, original momentum must be the cause of the ball entering the end zone. If the covering official judges the player voluntarily carried the ball across the goal line, the regular rules apply and the play may result in a safety.

What happens after the ball enters the end zone is inconsequential, providing the ball never leaves the end zone and Team B or Team R has possession in the end zone. If the player runs around in the end zone but the ball remains in the end zone the exception still applies.

**Play:** Scrimmage kick from R's 40-yard line going in. The ball lands at R's 10-yard line and is bouncing towards R's goal line. K34 sprinting downfield, catches the ball on one of the bounces at the 3-yard line with both feet on the ground and attempts to stop but slides (with both feet on the ground and the ball in his arms) from the 3-yard line into the end zone. Does momentum apply or does R get the ball 1st and 10 on the 20 after a touchback?

**Ruling:** Momentum is not a factor since a K player secured possession of the ball. Rule 8-5-2a Exception. Once the kick is possessed by a team K player, the ball becomes dead. Rule 4-2-2f. R's ball, 1st and 10 from their 3-yard line. Related play, Case Book 4.2.2 Situation F.

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## Batting The Ball

Batting is intentionally slapping or striking the ball with the hand or arm (2-2). For it to be batting there cannot be an attempt to secure possession.

The following are situations where batting a loose ball is legal:

- Any player eligible to touch a forward pass may bat it in any direction.
- Any player may bat a fumble in flight and the ball has not yet hit the ground.
- A backward pass in flight may be batted in any direction by the defensive team, but the passing team can only legally bat a backward pass toward its own goal line.
- A player may block a low scrimmage kick in the field of play or in the end zone if he is attempting to block it in or behind the expanded neutral zone.
- A Team K player may bat toward his own goal line a grounded scrimmage kick which is beyond the neutral zone.
- A Team K player may bat a scrimmage kick in flight beyond the neutral zone if no Team R player is in position to catch the ball.

It is illegal to bat loose balls (grounded fumbles and grounded backward passes). Penalties for illegally kicking or batting a ball are enforced under the "all-but-one" principle and are 15 yards

A loose ball in the end zone may not be batted in any direction.

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## Defensive Players

Defensive players are not permitted to deliberately feint a charge to provoke a false start. Team B players who are stationary within one yard of their line of scrimmage, are prohibited from making a quick, non-football related movements in an obvious attempt to draw an offensive player into committing a foul.

Examples of violations: stomping a foot, clapping hands or quick head bob. If possible the defense should be cautioned not to try to provoke a false start—a warning.

Not violations: shifting to one side, shifting from lineman to linebacker or vice versa. Also, linebackers and defensive backs that run toward the neutral zone attempting to time their blitz with the snap are not in violation.

Violations result in a 15 yard unsportsmanlike conduct foul only if covering official believes the acts were designed to cause Team A to commit a false start.

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## Fumble and Muff

In order to fumble, a player must first have possession of the ball. A loss of possession other than by passing constitutes a fumble. If the ball becomes loose due an unsuccessful attempt at handling the ball, it is a fumble. An illegal kick is also treated as a fumble.

A muff is similar to a fumble with one important distinction. Whereas a fumble is a loss of player possession, a muff is the failure to gain possession of a loose ball.

### FUMBLES

When a ball is fumbled, it becomes a loose ball and remains as such until a player secures possession or it becomes dead by rule. A fumble results in the loss of player possession. A live ball is always in possession of a team.

It is important to distinguish a fumble from a backward pass and from a muff. The definition given in Rule 2-18 makes it clear a player must first have possession of the ball before he can fumble.

If a receiver mishandles a kick, never gaining possession of it, then he has muffed the ball and its status is still a kick.

When a ball in possession of a runner contacts the ground, the runner is already down by rule.

If a runner purposefully “loses” the ball before being downed, it is not a fumble but instead is a forward or backward pass (depending on the initial direction of the pass).

A muff (2-27) is the touching of a loose ball by a player in an unsuccessful attempt to secure possession.

It is impossible to fumble a kick, for if the player fumbles the ball, he does so only after gaining possession, in which case the kick has ended.

The rules are quite different for fumbles and kicks. It is critical to keep this distinction in mind.

The pylon at the intersection of the goal line and the sideline is out of bounds in the end zone, so a fumble that touches a pylon is deemed to have gone into the end zone and then out of bounds.

Once Team K players may legally touch the kick, they may *recover* it. If Team K *catches* a free kick anywhere in the field of play before it is touched by Team R, it is a foul for kick catching interference.

Remember: *First touching applies only when K touches the ball when they are not entitled to possession.*

Touching by the receiving team does not give Team K the right to advance it, because it is still a kick until a player gains possession. However, if Team R catches or recovers the ball, it remains live and the kick has ended. This is now a running play and kick rules no longer apply. If a Team K player intercepts or recovers a subsequent fumble, for example, he is allowed to advance the ball as with any other fumble.

What the kicking team cannot do is advance a *kick*, and a muffed kick remains a kick.

The muff does not change the status of the ball—it is still a kick or it is still a fumble—whatever it was before it was muffed.

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## Officials Quiz 2017

**Question 1:** Fourth and 5 for K from R's 49-yard line. R9 catches the kick on the 15-yard line and returns the ball to R's 40 yard line, where he is downed. During the return, R3 holds K7 at R's 30-yard line. What is the ruling?

**Question 2:** K1 punts and R2 signals for a fair catch. R3 catches the ball and is immediately tackled cleanly by K4. R3 fumbles when hit and the ball is recovered by K5. Does Team K get to keep possession of the football?

**Question 3:** On a try, A6 holds B46 in the end zone during a forward pass that crosses the neutral zone. Eligible A27 catches the pass in the end zone. Team B accepts the penalty. Is the try repeated?

**Question 4:** Fourth and seven, K38, in position to punt while standing at the Team A's 7-yard line, muffs the snap from center. To prevent Team R from recovering the ball, K38 kicks it backward and out of the end zone. Is there a penalty for kicking the muff?

**Question 5:** Team A scores a touchdown as the clock expires in the fourth period, and leads 13-12. Does Team A need to attempt the extra point?

**Question 6:** Player A87 is running along the sideline and approaches the goal. A87 leaps to catch a pass. As he returns to the ground, his foot glances the goal line pylon, but the first foot to touch the ground does so inbounds. Do you have a completed pass?

**Question 7:** Player B21 intercepts a pass at Team B's four yard line and his momentum is about to carry him into his end zone. B21 fumbles at the B one yard line and (a) recovers and downs the ball in the end zone, or (b) B45 recovers and downs the ball in the end zone. Does the momentum rule apply?

**Question 8:** Player B25 leaps in the air over Team B's two-yard and intercepts A12's pass. B25 returns to the ground in his end zone inbounds. Is momentum exception involved?

**Question 9:** Fourth and five at Team B's 22-yard line. The ball carrier sweeps at his left, gains three yards to Team B's 19-yard line, and fumbles as he is tackled. The ball rolls out of bounds at Team B's 16-yard line. Where is the ball spotted?

**Question 10:** Team A is in punt formation and the ball is snapped to A13, who turns his back to the line of scrimmage and throws a backward pass into the air. Player A22 comes forward and bats the ball 20 yards downfield where (a) A40 recovers it 5 yards beyond the line to gain; or (b) it is caught by A40 who advances for an additional five yards; or (c) it goes out of bounds in advance of the line to gain; or (d) B12 intercepts and returns it for an apparent touchdown. Is the batting by A22 legal?

- 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.

## Quiz Answers

**Ruling 1:** Following enforcement of R's holding penalty, it would be R's ball, first and 10 from R's 20-yard line. This is NOT a post-scrimmage kick enforcement, but a post-possession foul.

**Ruling 2:** The ball became dead when caught by R3. Regardless of when the whistle was blown, R3 fumbled a dead ball and there cannot be a recovery by Team K. Team K does ***NOT*** retain possession of the football as they recovered a dead ball.

**Ruling 3:** The foul is for offensive pass interference rather than holding. *Offensive pass interference does NOT include loss of down, so the try is replayed.*

**Ruling 4:** The result of the play is a safety. It is illegal to kick a loose ball. Team R may accept the penalty, which would be enforced half-the-distance to the goal from the spot of the foul with fourth down replayed.

**Ruling 5:** If a touchdown is scored during the last down of the fourth quarter, the try shall not be attempted unless the point(s) would affect the outcome of the game or playoff qualifying. South Dakota does use point differential for playoff seeding so the try will not be attempted.

**Ruling 6:** Incomplete pass. A87 was out of bounds when he touched the pylon.

**Ruling 7:** Safety in both (a) and (b). The momentum exception does not apply when Team B fumbles in the field of play.

**Ruling 8:** Player B25 possesses a live ball in his own end zone and may attempt to run it out or down it in the end zone for a touchback. Momentum is not involved.

**Ruling 9:** Ball will be spotted at Team B's 16-yard line. First and 10 for Team A. Had there not been a fumble, the play would have ended short of the line-to-gain.

**Ruling 10:** In (a), (b), (c) and (d), the batting by A22 is illegal. In (a), (b), and (c), it will be Team B's advantage to accept the penalty of 15 yards which will be administered from the spot of the foul because the batting occurred during the loose-ball play and behind the basic spot. In (d), because the foul was during a loose-ball play, before a change of possession, Team B may keep the touchdown by declining the penalty for Team A's foul. Otherwise, the penalty will be enforced from the spot of the foul and Team A will retain possession of the ball if Team B accepts the penalty.

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**Dead Ball Officiating Is A Team Effort  
Box-In Players**

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