

South Dakota High School Activities Association

2018 Football Newsletter No. 2

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Improperly worn equipment - New Rule in 2018!

New this year is the change to NFHS Rules 1, 3 & 8 regarding improperly equipped players. Several case plays and this year's rules meeting have covered the situation, but officials are reminded of three key edicts as you go out to enforce the rule changes properly.

First, at any time, if a snap is imminent, and an official observes a player that is improperly equipped (mouth piece not in, chin strap not buckled, etc.), they should immediately blow the play dead, and remove the player from the game for at least the next down, and the player not allowed back into the game until the issue has been addressed.

Second, if a player is noticed to be improperly equipped, and the snap is not immediately imminent, an official can still use preventative officiating by reminding the player to put a mouthpiece in, buckle a chin strap, etc. Provided the problem can be fixed without undue delay on the game, and the snap is not imminent in the officials' judgement, the player can remain. However, if the Snap does become imminent, officials must stop the down and again remove the player from the game.

Finally, in situations of gross violations, such as an athlete not wearing knee or thigh pads, knee pads being clearly above the knee, and other like violations that cannot be corrected in a short manner should cause the officials to immediately blow the whistle and remove the player from the game for that down, and until such time as the issue is fixed.

Again, use of illegal equipment during a down still remains a distance penalty as defined in Rule 9 of the NFHS book.

Disruption of Games Due To Weather (Lightning, Etc.)

Officials and school personnel should always rule on the side of safety and postpone or delay any outside activity when threatening weather exists. If there is any doubt as to whether the contest should be suspended, it is always better to error on the side of safety. The decision to suspend a contest lies with the game officials.

Local school administrators should not hesitate to discuss a suspension of play with the officials if they feel weather conditions warrant. Teams should be sent to their respective locker rooms or buses and fans should be instructed to leave the stadium.

In the event that the contest cannot be resumed after a delay, based upon mutual agreement of both schools (not the officials), one of the following may be selected:

1. Resume play from the point of interruption at a later date
2. Declare a winner or loser based upon the score at the time of interruption

If there is a delay, the game is suspended at the exact point of stoppage, so make sure you record all the game information such as time, score, down, distance, placement of ball, etc.

Review the guidelines for lightning or thunder disturbances on Page 104 of the 2018 NFHS rule book.

Video Review

The SDHSAA is excited to bring a new opportunity to help progress football officiating in our state. 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 (mechanics and rules review):

<https://www.youtube.com/watch?v=RAyvv235rdQ&feature=youtu.be>

Reviewing The Horse-Collar Tackle

1. A horse-collar tackle is defined as grabbing the top inside back collar of the jersey or shoulder pads or inside collar of the side of the shoulder pads or jersey and subsequently pulling the runner to the ground with a solo tackle (15 yard penalty enforced from the end of the run or ½ the distance inside team B's 30 yard-line). 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.
2. 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) is not considered to be a horse-collar tackle.
3. If a horse-collar tackle is in progress, but the ball carrier loses control of the ball after the horse-collar tackle is in progress in the field of play and the ball carrier is taken to the ground via a solo horse collar tackle the penalty will be enforced from the end of the run (spot where the ball was fumbled, NEW 2010). If a horse collar tackle is not completed until after the runner crosses B's goal line or a sideline, the penalty is enforced as a live ball foul (2011). If a touchdown is scored and a horse-collar tackle is ruled the penalty will be enforced on the PAT or the ensuing kick-off scoring teams choice (unless this penalty occurred on the last timed down of the fourth quarter, if penalty is on the last timed down of the fourth quarter the penalty can only be enforced on the PAT).
4. If a player grabs the **INSIDE BACK JERSEY** or **SIDE OF JERSEY OR SHOULDER PADS**, starting of a horse collar tackle and then releases his hand or hands from the inside top of the jersey and converts to a normal tackle, you would not have a horse-collar tackle.
5. IF A DEFENDER GRABS THE JERSEY ONLY (NOT top inside of jersey or shoulder pads) and makes a solo tackle, you have no foul.
6. Officials will not have a penalty concerning a horse-collar tackle until the solo horse-collar tackle is completed (opponent is taken to the ground in or out of bounds).

SITUATION 1: A1 is carrying the football when B1 grabs him by the inside back or side collar of the shoulder pads or jersey. A1 then: (a) fumbles the football and is subsequently brought to the ground by B1 (solo tackle); (b) crosses the goal line to score a touchdown and is then brought down by B1; or (c) crosses the sideline and is then brought down by B1. **RULING:** (a) penalize from the end of the run, where the runner fumbled the football in the field of play; (b) Horse-collar tackle penalty will be enforced on the PAT or the ensuing kick-off (unless foul occurred on the last timed down of the fourth quarter, if so, penalty is enforced on the PAT); (c) penalize from a where the forward point of the ball was in possession of a runner when the runner is ruled out-of-bounds when the runner or the ball touches anything, other than another player or game official that is on or outside a side line. (2-29-1, 2, 3; 9-4-3k)

Rule Book 9-4-3k

If a horse collar tackle occurs on fourth down and the line to gain is not reached, the penalty is enforced as a live ball foul, so a possible first down is still a possibility after enforcement of the penalty

Video plays (Horse Collar):

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

Knee Pads

Knee pads only restriction is that they're worn over the knee, under the pants and shall be at least ½ inch thick or 3/8 inch thick if made of shock absorbing material. There is no specification on the size of the pads width/length, the thickness is all that is mandated other than the knee be covered.

The 2016 NFHS Points of Emphasis require that that the pants must completely cover the knees, thigh guards and knee pads and any portion of any knee brace that does not extend below the pants.

Officials should be extra vigilant for missing knee pads on receivers and missing tailbone protectors on linemen, who may think the pads will slow them down.

Prior to a game, the head coach must verify to the umpire and referee that all his players are legally equipped and know how to use the legal equipment. Coaches must instruct players on how to wear equipment properly, and they must wear all mandatory equipment when participating in the game.

When required equipment is missing or illegal equipment is found, correction must be made before the player participates.

NOTE: Knee pads may extend below the pants. Knee pads may be worn over the pants if a legal knee pad is also worn under the pants. Knee braces may NOT be worn over the pants.

ALSO: Several athletes are now wearing compression shorts that have built-in knee pads. Note that those are legal as long as they meet the thickness specifications. Additionally, the *uniform pants* must still cover those undergarments if they contain the knee pads. Knees must be covered by both a knee pad and the pants. Failure to meet this specification should be seen as a failure to wear proper equipment foul, and the player removed from the game until such time as the issue is properly addressed.

Length of halftime

An intermission ("halftime") follows the second period. When teams leave the field, the intermission for all 11-man varsity completion shall be 15 minutes, plus the three minute warm-up. For nine-man games, a 12 minute halftime followed by a three minute warm-up is mandatory. A 12 minute halftime followed by the 3 minute warm up time does not constitute a 15 minute halftime. This would be legal but mutual agreement must be

obtained from both coaches to reduce the halftime to less than the normal 15 minutes plus 3 minute warm up.

Halftime may be extended to a maximum of 20 minutes plus 3 minute warm up time only if both teams are provided 24 hours of advance notice. Any greater extension is not permitted either by mutual agreement or prior notification.

By mutual agreement of opposing coaches, the intermission may be reduced to a minimum of 10 minutes. They may not shorten the halftime to less than 10 minutes.

A mandatory 3-minute warm-up activity follows intermission. The game officials are responsible for ensuring that there is a 3-minute warm-up period posted on the clock for use by the coaches immediately after the halftime intermission expires. The head coach is responsible for his team being on the field for mandatory warm-up time at the end of the scheduled halftime intermission.

The rules book contains no definition of what constitutes a warm-up. It simply requires that an opportunity to warm up be made available. A team does not have to actively warm up to meet this requirement, but must again be on the playing field prior to that three minute period.

GAME CLOCK

The clock operator should report to the game officials at the stadium before game time for the following purposes:

- To discuss if the game clock horn (mechanical signal) can be turned off. Preference is for the game clock horn (mechanical signal) to be turned off for the duration of the game.
- Rule 3-3-2: If time for any period expires during a down (clock indicates 0:00), play shall continue until the down ends, even if a mechanical signal is allowed to sound.
- To synchronize timer's watch with official game time as established by the game official responsible for timing.
- Determine procedure for communication with timer and check this procedure prior to the game.
- To discuss coordination of starting, stopping and adjusting the clock in accordance with the playing rules.
- The halftime intermission will start on the referee's signal when the players and game officials leave the field. All pregame and halftime activities will be synchronized with the official game clock. The mandatory three-minute warm-up period will be put on the clock after the intermission time has elapsed and shall be started immediately.
- There are instances when a period shall be extended by an untimed down. During these extensions, leave the clock at :00. Do not reset the clock for the next period until the referee declares the period over by facing the press box and holding the ball overhead.

Athlete/Coach Ejection Report

In the event that you eject an athlete or coach from an athletic contest in which you are officiating, you are responsible for filing the "Athlete/Coach Ejection Report". Once completed and submitted online, a copy of the form will automatically be sent to the SDHSAA office.

The "Athlete/Coach Ejection Report" is located under the 'General Forms' heading in the *Official Zone* on the SDHSAA website. This form will take the place of the email or fax that was sent to the SDHSAA in past years.

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.

Wing Officials--Running Play Away

The wing official on the side opposite of where the ball is going does not have relevant point-of-attack responsibilities. But your eyes may still be drawn to the ball because you dismiss the players behind the runner as immaterial.

While the ball is live, the opposite wing must adopt a dead-ball officiating mindset by scanning the players behind the point of attack for unnecessary activity.

You as the opposite wing become the most important official on the field. The referee, umpire and back judge TRUST that you will clean up the activity behind the ball. You need to come-on-to field to the numbers to observe the action behind the play. Use your voice to let the trailing players know you are watching.

Call The Obvious

- Credibility begins with getting the easy call right (false starts, encroachment, etc.). Miss the obvious and you'll have a hard time selling and having credibility with the tough call.
- The best officials are those that let the game come to them
- They see what is happening, absorb the information, take an extra second to process the information and decide the impact on the play
- The best officials know the rules but don't use them as a crutch
- Good officials communicate well with players, coaches and other officials
- Good officials are best at "people skills"
- The best officials aren't afraid to make the game deciding call or no-call
- The best officials are lifelong learners
- Remember it's the players game, not the officials
- Being able to handle the gray areas of judgment and enforcement is critical in applying the spirit and intent, which the rule was written

Forward Progress

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.

The progress point is the forward-most point of the ball in player possession when that player is downed by rule. Where a knee or hip touches the ground is only an indicator that stops the play. When the play ends between the hashes, the wings can give the spot from approximately midway between the hash mark and the sideline.

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.

NFHS Game Officials Manual Revisions

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. Coaches on opposite sideline need to know.

- If ball becomes dead inbounds near sideline (within 2 yards) behind the line-to-gain:
 - Covering officials will use normal coverage
 - After determining ball is dead give the clock-start signal twice
- If ball becomes dead near sideline (within 2 yards) and a first down is gained:
 - Covering official shall use normal coverage
 - After determining ball is dead, stop clock with timeout signal (signal #3) twice
 - **DO NOT** gave the start clock signal (signal #2) twice and then timeout signal twice as the existing mechanic (2015)
 - Additional “wind clock” signal to indicate the play ended inbounds and that clock should start with next ready signal has been eliminated

Proper clock management is one of the officiating crew’s primary responsibilities. The existing mechanic (2015) called for the covering official to first give the winding motion, indicating the play ended inbounds, and then stop the clock. This allows the clock to run an additional 2-3 seconds, when by rule the clock should be stopped. This elapsed time could be critical at the end of the second or fourth quarter.

With the new official’s mechanic (2016), the official will simply stop the clock and communicate on the field to the referee that the ball was inbounds and the clock starts on the ready signal. The referee will need to communicate to the opposite sideline official that the clock will start on the ready-for-play signal so he can relay that information to the coach on his sideline. The clock operator only needs to know the clock should stop.

Wing officials use the approved crew communication signals (2016) once the ball is set and the referee is prepared to give the ready-for-play: crossed arms at waist level indicate the clock starts on the snap; a twirled index finger at waist level indicates the clock starts on the ready.

Officials Quiz 2018

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: A1 is headed for the end zone to score a would be touchdown (a) on the five yard line (b) has broken the plane of the goal line with the ball; when teammate A2 throws a blind-sided block on an opponent completely out-of-the-play at the 50 yard line.

Question 3: Runner A33 is downed one yard beyond the neutral zone on play during which B49 commits a personal foul (a) 10 yards downfield, or (b) behind the neutral zone.

Question 4: With no-time-outs remaining and fourth down with 40 seconds to go in the third period, Team K is preparing to punt into a strong wind. With 20 seconds remaining, K1 commits a false start.

Question 5: A23 is illegally in motion at the snap. Player B22 intercepts at his own 10 yard line and advances to Team B's 40 yard line. B79 clips on the runback at Team B's 20 yard line. Can Team B keep possession of ball?

Question 6: Player A21 thinks his team only has 10 players on the field. He comes onto the field as just after the ball is snapped, but does not participate. Is this a legal?

Question 7: First play of overtime, B2 intercepts Team A's forward pass in the end zone. B2 advances the length of the field for a touchdown. Does the touchdown count?

Question 8: 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 9: A kickoff goes out of bounds and the receiving team elects to take the ball on the 35 yard line. Where should the officials place the ball on the 35 yard line?

Question 10: During a legal forward pass which crosses the neutral zone, A1 is illegally in motion at the snap. B1 intercepts and during his return, B2 clips A2.

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: Personal foul, 15 yard penalty from the spot of the foul on Team A player in situation (a); in situation (b), count the score and the defensive team has their choice of penalizing Team A on the PAT or succeeding kick-off (exception, if this occurred on the last play of the game, penalty can only be enforced on the PAT).

Ruling 3: The foul occurs on a running play and the basic spot is the end of the run. In either (a) or (b), Team B is penalized 15 yards from the end of the run.

Ruling 4: Penalize Team K 5 yards and start the clock with the snap. Under normal circumstances, the clock would start with the ready-for-play signal, but this would permit the period to end and K could then punt with the wind. K will not be permitted to gain this advantage by committing a foul to consume time.

Ruling 5: Team B has the option of keeping the football by declining Team A's foul. The penalty for Team B's foul must then be enforced. The result is first and 10 for Team B from its own ten yard line. If Team B accepts the Team A's motion penalty, it would result in a double foul and a replay of the down.

Ruling 6: Illegal substitution. It does not matter whether the entering substitute is filling a player vacancy or the 12th man.

Ruling 7: The ball is dead when B2 intercepts the forward pass. NO touchdown.

Ruling 8: If the captain accepts the penalty for a foul which occurred prior to the inadvertent whistle, the penalty takes precedence. The penalty will be enforced 15 yards in

advance of the previous spot. Defensive pass interference does NOT include a automatic first down.

Ruling 9: The ball is placed on the closest hash mark to where the kick went out-of-bounds.

Ruling 10: The illegal motion by A1 and the clipping by B2 are both live-ball fouls, but because the foul by B2 followed a change of team possession, they do not automatically constitute a double foul. If the captain of B declines the penalty for the illegal motion by A1, B will retain possession, but the penalty for clipping by B2 must be enforced. If B accepts the penalty for the illegal motion by A1, it is a double foul and the down will be 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.
