

# South Dakota High School Activities Association

## 2018 Football Newsletter No. 3

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### New Penalty Option For Fouls By Kicking Team

If the kicking team commits a foul other than kick-catching interference during a free kick or scrimmage kick, and the kicking team will not be next to snap the ball, the receiving team may choose to have the penalty enforced at the end of the down. The receiving team has all of the previous options as well as accepting the distance penalty at the end of the down.

**PLAY:** Team K's free kick from its 40 yard line goes out of bounds untouched at team R's 20 yard line.

**RULING:** Team R may accept a five-yard penalty from the previous spot and have K rekick; put the ball in play at the inbounds spot 25 yards beyond the previous spot (in this case, its own 35 yard line); decline the penalty and put the ball in play at the inbounds spot; or accept a five-yard penalty enforced from the dead-ball spot (in this case, that would be at team R's 25 yard line).

**PLAY:** Fourth and 10 from Team K's 20 yard line. At the snap, Team K is flagged for an illegal formation. K1's punt is caught by R2 at the 50 yard line and returned to Team K's 40 yardline.

**RULING:** Team R may have the five-yard penalty enforced from the previous spot, or have the penalty enforced from the end of R2's run.

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### 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:

<https://www.youtube.com/watch?v=jtcGra0GZNY&feature=youtu.be>

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## Illegal Equipment & Waivers

Rule 1-5-4 from the NFHS Rule Book states: *“Prior to the start of the game, the head coach shall be responsible for verifying to the referee and another game official that all of his players are legally equipped in compliance with these rules and will use no illegal equipment. Any questions regarding the legality of a player’s equipment or the presence of required equipment shall be resolved by the umpire.”*

**Officials and Coaches alike:** There is no waiver of the equipment rules by doctor’s note. Period. John Krogstrand, Assistant Executive Director of the SDHSAA is the only individual allowed to authorize any waiver of NFHS Uniform or Equipment rules in the sport of football.

At the present time, there is \*one\* note allowing a waiver that is valid among all SDHSAA Schools.

**Officials:** Going forward, if your crew does not receive a specific notice from John Krogstrand prior to your weekly game, please understand that any doctor’s note or supposed note from the Activities Association is not valid for waiving the equipment rules, and may leave you liable for allowing a player to participate outside of the established rule code.

**Coaches:** If you feel you have a legitimate request for an equipment waiver, it must be submitted to the SDHSAA Office for approval. Asking officials to accept a doctor’s note should not be standard practice, and this rule was specifically removed from the NFHS Rule Book a few years ago.

**SITUATION ONE:** During the Pre-Game conference, Team A’s Head Coach provides a letter from a medical professional authorizing the use of a tinted visor by A35 during the contest. **RULING:** Officials should inform the coach that the note is not valid, and likewise penalize Team A for use of illegal equipment if he enters the game with the visor still worn. Penalty would be a 15-yard Unsportsmanlike Conduct on Team A’s Head Coach (Rule 9-8-1h).

**SITUATION TWO:** During the Pre-Game conference, Team A’s Head Coach presents the officials with player A35 who is wearing a cast on his right wrist and a doctor’s note clearing the athlete to play. **RULING:** The Doctor’s note is immaterial. The Umpire shall make a ruling as to the legality of the cast as presented, ensuring that the proper padding of at least half-inch thickness is present.

Again, any doctor’s note does not overrule the determination of legality according to the rules in the NFHS Rule Book, and allowing an athlete to compete in violation in those rules simply cannot be a decision made by on-site officials.

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## Drones/Unmanned Aerial Vehicles

SDHSAA Rules specifically prohibit the use of Drones or Unmanned Aerial Vehicles at any postseason contest by any person. This prohibition includes the entirety of the venue of the entirety of the contest.

During Regular Season contests, National Federation Rules have been interpreted to classify Drones and Unmanned Aerial Vehicles as illegal communication equipment, if used anywhere within the restraining lines surrounding the field, from the point the officials begin their jurisdiction upon arrival at the contest through their departure from the field. Drones, essentially, may only be used before the arrival of the officials to the games site, or, during the contest, but not inside of the restricted area, team box, or restraining lines. We strongly encourage the prohibition of drones on the local level by home site administration.

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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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## 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 SDHSAA

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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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## Carryover Fouls

If a foul occurs on the last timed down of the fourth quarter, the scoring team MAY NOT choose enforcement in overtime (in the event a successful try would send the game to overtime).

A foul by the opponent of the scoring team on a successful kick try or field goal. The offended team may choose enforcement from previous spot and replay down or enforce on ensuing kickoff or succeeding spot in overtime.

Fouls by the opponents of the scoring team that occur during or after a successful two point try (including live ball fouls enforced as dead ball fouls)--enforce on ensuing kickoff or succeeding spot in overtime.

It is not possible for the scoring team to carry over to the overtime a penalty for a live-ball foul that occurs during a touchdown on the last time down of the fourth quarter.

It is possible for the scoring team to carry over to the overtime a penalty for a live-ball foul by the opponent that occurs during a field goal or try on the last timed down of the fourth quarter.

**PLAY:** Last play of fourth quarter Team A scores a touchdown to make the score 22-24. On the successful two point try pass attempt B24 is flagged for defensive pass interference.

**RULING:** If the try is the last play of the game and the score is tied, the succeeding spot for enforcement of the penalty for the foul by B24 would be the start of the overtime procedure. If Team A begins the overtime period on offense, it will snap from Team B's five yard line. If Team A begins on defense, Team B will snap from Team A's 25 yard line. In either case it will be first and goal.

Whenever penalties can carry over from the fourth quarter to overtime, from one overtime series to the next or from one overtime period to the next, it is crucial for the referee to give the offended captain the correct options clearly, not only during penalty administration, but also during the overtime coin toss.

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## OVERTIME PROCEDURE

After the three minute intermission the visiting team will have the choice of the coin toss “heads” or “tails”. The winners of the coin toss will have three choices: Offense, Defense or choice of end of field to put ball in play. Only one end will be utilized during the two sets of downs to insure equal game condition.

If the game goes to a second overtime, the loser of the overtime coin toss will have the same choices: Offense, Defense or choice of end of field to put ball in play. They may choose to play at other end of field as you do not have to use the same end of the field for all the overtime periods.

- One time out per-overtime period. Timeouts not used during regulation play do not carry over to overtime. A timeout not used in one overtime period does not carry over to the following overtime period.
- Series ends when Team A scores OR with Team B possession
  - If the defensive team gains possession, the ball becomes dead immediately and the offensive team's series of downs is ended.
- Line to gain is ALWAYS THE GOALLINE regardless of whether or not a penalty enforcement places the ball more than 10 yards from the goal line to start a new series
- No Chains—only the down indicator is used; No Clock
- High School rules that apply to a try during regulation play also apply during a try following a Team A touchdown scored in overtime. At no point does a team have a go for a two-point try in high school football.
- Officials need to study overtime procedure as found on Page 84-87 of NFHS rule book.

**PLAY:** During the last timed down of the fourth quarter, Player A22 scores a touchdown to reduce its deficit to one point. During the successful kick try, B77 roughs the kicker.

**RULING:** Team A could choose to have the penalty for B77's roughing on the try enforced from the previous spot with a replay of the down, or choose to have it enforced on the first play of overtime. If Team A begins the overtime on offense, it will snap from Team R's five yard line. If Team K begins on defense, Team R will snap from Team K's 25 yard line. In either case it will be first and goal.

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## Calling Pass Interference

### Don't Focus On The Ball

- A. Train yourself not to look at the ball in flight
- B. Watch downfield action of the players in the area where the action will occur
- C. By shifting your eyes from the ball to players you will be able to rule on any interference that occurs while the ball is in the air

### The Basics

- A. Once the offense throws the ball, all eligible players on both teams have equal territorial rights to move toward, catch or deflect the pass.
- B. It is not interference if unavoidable contact occurs when two or more eligible's are making a simultaneous, bona fide attempt to move toward, catch or bat the pass.
- C. Face guarding (waving the hands near the face of an opposing receiver) in and of itself is no longer considered an act of forward pass interference
- D. Catch ability is never a factor in high school interference calls

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## Pass Interference

Defensive pass interference is not a pass interference foul until the pass is in flight. You may have defensive holding *before* the pass is thrown. Pass interference rules apply only to eligible receivers.

The defender may however treat the receiver as a potential blocker and use unlocked arms to ward him off before a pass is thrown. If the receiver is not attempting to

block, by going past or moving away from the defender, the defender may not make contact (9.2.3A).

A guideline is to allow contact until the receiver occupies the same yard line as the defender or until the opponent has made a cut to run his pass route. Continuous contact is illegal use of the hands. If contact occurs after the receiver has made his cut or goes beyond the defender and there is contact *before* a legal forward pass is in the air, it would be considered illegal use of the hands, and if the penalty is accepted it would be 10 yard penalty from previous spot.

The offense is not allowed to initiate any contact with the defense beyond the neutral zone. This does not depend on whether the pass is catchable, nor if it has even been released yet. It is the responsibility of the offensive player to avoid the defenders.

A foul or contact away from the direction of the pass is not pass interference. However this does not take away the restrictions on illegal use of hands holding, or a personal foul.

There is NO foul if a receiver and defender get “tangled feet” and both hit the ground, as long as both of them are looking for the ball; if one is playing the opponent and not the ball, you would have a flag.

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### **Punts—Back Judge Mechanics**

Back judges need to anticipate what can happen between the time the kick is made and the down ends. Go through a checklist to remind yourself what to look for: a fair catch signal, first touching, kick-catch interference, legal or illegal batting, when to drop a beanbag, touchback, etc. Starting position should be 10-12 yards wider than and 2-3 yards behind the deepest receiver. Be where you can observe action on and by the receiver. Be on the opposite side of the field as the line judge because the line judge goes downfield at the snap.

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### **From Game Observations**

- 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 we worry about getting a football back onto the field
  - Umpires often have the best look on catches and traps, particularly those in the middle of the field—need to pivot after ball crosses head.
  - Too many officials giving signals when it is not their call. Let the calling official make the call and cover your area of work. A second signal just complicates matters.
  - There is never any hurry to signal except on a wind and kill on a first down. Slow whistle—slow flag—slow beanbag.
  - Counting players—Officials need to count players every down, it matters
  - We don't ever want to toss a ball to a wing official to place the ball for a measurement. The ball should be run over to the wing official and he will place it at his feet for the measurement.
  - You must see the whole play when calling an infraction. Make the fouls be solid before making a call
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## Officials Quiz 2018

**Question 1:** A1's pass is intercepted by B1 and returned for a touchdown. A2 grasps but does not twist B1's facemask (a) before, or (b) after B1 intercepts. What is the ruling?

**Question 2:** Fourth and nine from team R's 38 yard line. Punter K1 tries for a "coffin-corner" kick. With no team R player in position to make a play, K7 catches K1's punt at team R's three yard line. K7's momentum carries him into team R's end zone. Is this a touchback, or does the momentum exception apply?

**Question 3:** Team A scores a touchdown during the last timed down of the second quarter. Team A's attempted two-point try is successful and B1 is flagged for roughing the passer. Where/When is penalty enforced?

**Question 4:** On fourth down from his own 22 yard line, punter K43 muffs the snap and, at his own six yard line, kicks the rolling ball through the end zone. What is the ruling?

**Question 5:** After the ready for play is given and prior to the ball being kicked off from K's 40 yard line, Team K has five players to the left of the kicker and has five players to the right of the kicker. Prior to the ball being kicked by K1, player K2 is straddling the K 35-yard line with one foot on each side of the line. What is the ruling?

**Question 6:** Team A has the ball 4<sup>th</sup> and 10 from B's 43-yard line. Team A is attempting a field goal from the 50-yard line. A2 kicks the ball and it comes up well short of the goal line, rolling out of bounds at the B's 5 yard line. Where will Team B next put the ball into play?

**Question 7:** Team A is in shotgun formation. At the snap, left tackle A77 sets up to pass block, taking two steps back to block the edge rush end, B50. As B50 tries to rush outside of the blocker, A 77 drops and blocks B50 just below the knees, taking both players to the ground. What is the ruling?

**Question 8:** Receiver R24 muffs Team K's punt and it rolls back into Team R's end zone. R27 recovers the ball while in the end zone and carries the ball out across the goal line.

**Question 9:** 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 10:** During the down in which time expires for the fourth period, the opponents of Team A foul on a play where Team A scores a touchdown that leaves Team A trailing by one point. Can the penalty be enforced on the first play of overtime?

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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:** 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.

**Ruling 2:** The ball is dead when a team K player catches a scrimmage kick. The momentum exception does not apply. It exists to prevent team R from inadvertently

scoring a safety for team K and only applies when a team R player possesses the ball inside his five yard line. Since no member of team R was in position to make a catch, there is no foul for kick-catching interference. The ball belongs to team R, first and 10 at its three yard line.

**Ruling 3:** If Team A accepts the penalty, it will be enforced from the succeeding spot, which will be the kickoff to begin the third quarter. Note that if the touchdown were scored on the last timed down of the first or third quarters, the kickoff would occur after teams change ends for the second or fourth quarter.

**Ruling 4:** The foul occurs on a loose ball play and the basic spot is the previous spot. This is by the team in possession behind the basic spot. Thus, the penalty is enforced from the spot of the foul. If Team R accepts the penalty, Team K will replay fourth down after enforcement from the six to the three yard line. Team R may decline the penalty and take the result of the play, a safety.

**Ruling 5:** Encroachment on K2 as he did not have both feet with 5 yards of K's restraining line. This is a dead ball foul (do not allow the ball to be kicked). The penalty is 5-yards and K will now kick from the 35 yard line.

**Ruling 6:** Five yard line. Treat the field goal attempt the same as a punt out of bounds.

**Ruling 7:** Foul for illegal block below the waist. While the contact took place with the zone, the ball had long left the zone (shotgun snap).

**Ruling 8:** Touchback. The kick is dead the instant the ball breaks the plane of the goal line and results in a touchback. It does not matter if the ball was touched or which team touched it. The muff is NOT considered a new force, instead the kick is considered the force if the ball goes from the field of play across a goal line.

**Ruling 9:** 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 10:** Team A has the option to keep the score, with the penalty assessed on the try. The penalty cannot be assessed on the first play of overtime as there is no subsequent kickoff.

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

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