

South Dakota High School Activities Association

2018 Football Newsletter No. 5

September 13, 2018

Author: Buck Timmins

Wind and the Football

Pass Direction

Whether a pass is forward or backward is determined by the initial direction the ball is thrown (2-31-2).

- Quarterback throws forward pass into a stiff wind, but wind blows back the ball, where it hits the ground—incomplete forward pass.

Free Kick

When a free kick penetrates R's free kick line in flight, it is considered to have gone the required 10 yards. If strong wind blows ball back past 50 yard line the ball is still considered to have gone 10 yards.

- Case Book 6-1-7 Situation B

Scrimmage Kicks

If a Team K's punt is high and a strong wind blows it back in or behind the neutral zone—the ball is deemed to not have crossed the neutral zone. Team K may catch or recover the scrimmage kick in or behind the neutral zone and advance.

If the punt touches beyond the neutral zone and rebounds behind the neutral zone untouched by Team R or Team K the ball is deemed not to have been beyond the neutral zone.

Field Goals/Extra Point Kicks

For a scoring kick to be successful, the entire ball must pass completely over the cross bar and completely between the inside edges of the uprights. Once that has been accomplished, the kick is successful even if it is blown back into the end zone.

- Case Book 8.4.1 Situation A

Football Mechanics Test

The 2018 Mechanic Exam is available for crews to complete. This exam must be completed and submitted online. The online Mechanics Exam due date is Tuesday, October 3, 2018 by Noon (CT). You can download and print a hard copy of the test to go over with your crew. The exam can be completed by logging into the SDHSAA website under the "Officials Zone" and then "Online Exams" just as you did with the open book rules exam. Only one member of your playoff crew needs to submit the exam online.

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=ix8Z3FtejYo&feature=youtu.be>

Onside Kicks

There are four types of onside kicks:

- A pooch kick usually comes down between the first two lines of Team R's formation.
- A pop-up kick is driven immediately to the ground so that the ball strikes the ground once and goes into the air in the manner of a ball kicked directly off the tee. Popup kicks are illegal.
- A kangaroo kick occurs when the kicker drives the ball into the ground to create two or three low bounces followed by one high, arching bounce.
- The dribble kick is the most common onside kick. The ball is kicked so it hugs the ground without bouncing.

FIRST TOUCHING

- If Team K touches the ball in the field of play before Team R does, and before it has gone the requisite 10 yards, then Team K has committed a violation for "first touching."
- First touching is not a foul, so no flag is thrown nor is the ball dead if Team K merely touches the ball without gaining possession. The whistle should not be blown and play continues. A bean bag should be placed at the spot of first touching.
- If the receivers don't commit a foul after that touching, the receivers have the option of taking the ball at the spot of first touching. For example, if Team K touches but Team R recovers. Team R advances but fumbles and the Team K recovers. The receivers may opt to have the ball returned to the spot of first touching and have the ball first and 10.

BLOCKING RESTRICTIONS

- Team K players may not block or otherwise contact Team R players until the kicking team is eligible to recover the ball or the receiving team initiates a block within the neutral zone. That prevents Team K from barreling into opponents whose concentration is on the ball and not fending off contact.

RECOVER, BUT NOT ADVANCE

- If the receiving team is first to touch the ball--airborne or grounded, anywhere in the field of play inbounds--the kicking team can legally recover the ball and gain possession. However, in that situation the kicking team cannot advance the ball.

Play: On a kickoff K88 touches the ball at the K48. As the play continues, R20 gains possession, carries the ball for a few yards and fumbles. K29 recovers the ball and is tackled.

Ruling: The first touching by Team K gives Team R the option of taking the ball at the K48, so the fumble recovery by Team K is for naught.

Play: K12's kick glances the leg of K50 at the K46, is touched by R64 at the K48 and is recovered by K72 at the R49.

Ruling: Although Team K was entitled to possession at the R49, first touching occurred at the K46. The ball belongs to Team R at the spot of first touching.

Passes To Save Time/Yardage

Save Loss of Yardage

A forward pass is illegal if to save loss of yardage the pass is intentionally thrown incomplete into an area not occupied by an eligible Team A receiver. **Penalty:** five yards from the spot where the pass was released plus loss of down. The game clock starts on the ready for play signal.

By NFHS rules for high school football—A passer who is outside the frame of the tackle and ball lands beyond the neutral zone is NOT an exception to the intentionally grounded rule. This exception applies to college and NFL games but NOT high school games.

Pass: Intentionally Grounded To Save Time

It is an illegal forward pass any time a pass is intentionally thrown incomplete to conserve time. However, it is legal to intentionally throw the ball forward and directly to the ground if it thrown immediately after receiving a direct hand-to-hand snap.

“Immediately” means right after receiving the snap and includes allowing the passer to take a quick step backward before releasing the pass. The passer may not intentionally ground the ball if he muffs a hand-to-hand snap and the ball hits the ground or if the snap is not hand-to-hand (i.e., when the snap is a backward pass as in a shotgun formation). **Penalty:** five yards from the spot where the pass was released plus loss of down.

Tick/Marks (9 Yard Marks)

Any A player who participated in the previous down and any substitute of Team 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.

Kick Catch Interference

- Any K player may recover a free kick if it has both touched the ground and goes beyond the plain of R's free kick line. The two requirements may occur in any order.

- A kicking team member can **NOT** catch a free kick even if there is no Team R player in position to catch the free kick.
- When you have fair catch interference, the receiving team has three options, choose an awarded fair catch at the spot of the foul with 15 yard distance penalty, take the result of the play, or take the 15 yard penalty from the previous spot and replay the down
- Scrimmage kick has a different ruling: K may catch, touch, muff or bat a scrimmage kick in flight beyond the neutral zone if no R player is in position to catch the ball.

Forward Pass: Ineligible Receiver Touches

With regard to an ineligible receiver touching a pass, the rules distinguish between intentional and accidental touching of the ball. If an ineligible player bats, muffs, or catches a legal forward pass (intentional act), it is a foul for illegal touching (7-5-13). This carries a penalty of **five yards with loss of down** enforced under the all-but-one principle. If touching is behind line of scrimmage (spot foul)--if touching is beyond line of scrimmage (enforced from previous spot).

Illegal touching applies equally behind and beyond the neutral zone. **It is not offensive pass interference if an ineligible touches the ball beyond the neutral zone.**

If Team A ineligible does not attempt to touch the forward pass, but is instead inadvertently struck by it, the touching is ignored and there is no foul if behind the line of scrimmage. Such touching, does not however, excuse intentional grounding.

If the Team A ineligible is beyond the neutral zone when he is inadvertently struck by the ball, he is only guilty of being an ineligible receiver downfield.

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

Forward Pass--Airborne Receiver Lands Out of Bounds

To complete a catch, interception or recovery, an airborne player must first touch the ground with any part of his body inbounds unless an opponent's contact causes the receiver to land out of bounds in such a manner the official judges the receiver would have landed inbounds had it not been for the contact.

The direction the receiver is displaced in not a factor. The clock continues to run when the contact causes forward progress to be stopped inbounds.

If the receiver is pushed forward, the ball is spotted where it crosses the sideline, the clock is stopped (because the ball is carried out of bounds) and starts with the snap.

PLAY: First and 10 from Team A's 20 yard line. Team A's forward pass is grabbed near the sideline at team A's 31 yard line. B4 then shoves A3 so he lands out of bounds at Team A's 32 yard line.

RULING: The covering official must determine whether A3 would have landed inbounds had there not been any contact by B4. If the official judges A3 would have returned inbounds, he should rule the pass complete at the point where the ball crosses the sideline, the clock is stopped and starts on the snap. **If the official judges B4's contact did not affect the landing spot, the pass is incomplete.**

Simultaneous Catch

A simultaneous catch or recovery is a catch or recovery in which there is joint possession of a live ball by opposing team players inbounds. A catch is gaining custody of the ball in flight. The ball is usually loose from a pass, kick or fumble. A recovery occurs when a participant firmly grasps the ball after it contacts the ground. That could be after a fumble, muff or kick.

Simultaneous catch rules are the same for forward and backward passes. If either pass type is caught at the same time by opposite team players, the ball is declared dead and is awarded to the team that threw the pass. The rules for a simultaneous catch also apply to joint recovery of a fumble. When that happens, the team that fumbled retains possession.

In order for there to be a simultaneous catch, opposing players must have simultaneous joint possession, and both must be in contact with the ground inbounds. The players' contact with the ground does not have to be exactly simultaneous.

Officials Quiz 2018

Question 1: First down for Team A with eight minutes left in the second period and game clock running, Team A, in a scrimmage play formation, is then flagged for delay of game when it does not snap the ball within 25 seconds. The penalty is (a) accepted, or (b) declined. When does the game clock start?

Question 2: Team A trails by four points as the ball is snapped from Team B's 20 yard line, third down with 10 seconds left in the fourth quarter and Team A is out of time outs. A1 takes the snap and to stop the game clock intentionally throws a backward pass that goes out of bounds at Team B's 24 yard line. Is this a legal play?

Question 3: Second and 10 from Team A's 33 yard line. While right guard A68 is blocking defensive tackle B76 above the waist at A's 36 yard line, left guard A60 pulls and joins A68 in a double-team. A60 blocks B76 at the knees. Is this a chop block?

Question 4: It is 4th and 10 from the A-20 yard line, Team A punts. R20 gives a valid fair catch signal, but muffs the kick at the B-40 yard line. During the loose ball, the BJ sounds his whistle before K15 recovers the ball at the B -45 yard line. What is the ruling?

Question 5: Quarterback A1 drops back 15 yards and throws a legal forward pass intended for A2, who is 5 yards behind the neutral zone. Before the pass reaches A2: (a) B1 tackles A2; or (b) B1 blocks A2.

Question 6: Fourth and 20 on Team K's 40. K27's punt is caught by R33 who takes one step and the ball pops out when he's hit. The ball (a) hits the ground and is recovered by K68 at R's 15. Player K68 then advances into the end zone. Can K68 advance the ball?

Question 7: Fourth and 2 on B's 25-yard line. A1 is tackled at the 26, short of the line to gain, and B2 then piles on. Does Team A have a first down?

Question 8: K1's punt hits the ground at team R's 30 yard line and rolls. While ball is rolling, the ball touches R1 at his 26 yard line and the ball is recovered at team R's 24 yard line and advanced for an apparent touchdown by (a) R5, (b) K5. Do you have a touchdown?

Question 9: Third and 15 on K's 20 yard line. K' kick (punt or field goal) is blocked by R2 and recovered on Team K's 12 yard line by K7. Is the game clock stopped?

Question 10: : (a) End A1 goes 5 yards downfield and stops. Wide receiver A2 jumps on his back and catches a pass; or (b) B1 steps on the back of snapper A1 immediately after the snap as he propels himself into the air to block a punt; or (c) B1 jumps on B2's shoulders in an effort to block a field-goal attempt.

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 --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: In (a) the game clock starts on the snap because the penalty was accepted; (b) the game clock starts on the ready because the penalty was declined.

Ruling 2: Legal Play. Team A's ball fourth down on team B's 24 yard line.

Ruling 3: Chop Block (high-low). If accepted Team A will be penalized 15 yards.

Ruling 4: Inadvertent whistle. The down will be replayed, A 4th and 10 from the A-20, clock on Ready For Play. Reminder for the covering down field official to not have a quick whistle on these punt plays, make sure the ball is caught before sounding your whistle.

Ruling 5: In (a), tackling A2 is a foul, as it is a form of holding. Defensive players are prohibited from grasping an opponent other than the runner. The foul in (a) occurs during a loose-ball play, and the 10-yard penalty will be administered from the previous spot. In (b), the contact by B1 is not pass interference and, if the block itself is legal, there is no infraction. **Option Play:** The defense **MAY NOT** tackle the pitch man prior to receiving the pitch as defensive players are prohibited from grasping/hold the pitchman as he is not a runner. **The defense may block the pitchman if the block is from the front and above the waist.**

Ruling 6: The kick ended when R33 gained possession and the subsequent fumble can be advanced. In both cases score the touchdown.

Ruling 7: The personal foul is a dead ball foul. Since Team A did not gain a first down on the fourth-down run by Team A, Team B has a new series. The referee shall signal a change of possession by signaling first down toward Team A's goal line. The penalty for Team B's dead-ball foul is administered and the line-to-gain equipment then set, making it first and 10 for Team B.

Ruling 8: In (a), a legal play. In (b), since team R was the first to touch the kick beyond the line, **team K is entitled to possession; however, the ball is dead immediately on the recovery and no advance by team K is possible.** It is Team K's ball, first and 10 on Team R's 24 yard line.

Ruling 9: The game clock should not have been stopped at any point during or after the down. While K1's kick was legal, a new series was not awarded to either team at the end of the down and there was not a change of possession during the down.

Ruling 10: A personal foul in (a), (b), and (c). In all cases, an advantage has been gained illegally.

**Prepare For The Unexpected
We All Miss Plays - How Do You Recover?**