

South Dakota High School Activities Association

2018 Football Newsletter No. 7

September 27, 2018

Author: Buck Timmins

Teachable Moments

COACHES, each week take at least 5 minutes out of your practice to talk to your players about Good Sportsmanship and Playing Within the Rules. Remind players about being a Good Citizen. All of these things go hand-in-hand in being a well respected student athlete. The time and effort you put in building good character of young people is more likely to help them overcome difficulties in life and be responsible citizens. Make players aware of your philosophy and your expectations pertaining to how they represent your program, school and community. Hopefully the dividends will outweigh the unwanted.

OFFICIALS, you are responsible for your actions on and off the field. You are held to a higher standard. It is important that all officials enforce the rules, manage games and build relationships through consistent and appropriate behavior. Each game deserves your maximum effort. No matter what level of play you officiate, no matter what the score may be or the time remaining in the game, you must have a dedicated purpose.

Playoff Application Form

The Playoff Application Form to officiating crews will be available September 26. Beginning on September 26 one official from each crew will need to submit their crew's application electronically, utilizing the SDHSAA website. You will utilize the "Official Zone" on the SDHSAA website. This application will give you instant feedback on whether or not a member of your officiating crew has met their requirements and is therefore eligible to work playoff contests. All applications must be submitted between September 26 and October 2 for a crew to be able to work post-season contests in South Dakota.

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=EMEE6qXlayg>

NFHS Rule 10-4-2 EXCEPTION (NEW)

When to Tack-On

There has been some confusion regarding the new Tack-On exception for penalty enforcement during kicks. NFHS Rule 10-4-2 EXCEPTION reads “The basic spot may, at the option of the offended team, be the succeeding spot for fouls by K during a free or scrimmage kick down (other than kick catch interference) when K will not be next to put the ball in play.” This only includes fouls by K during the kick (including foul at the snap). It would not, for instance, include penalties by K that occurred following multiple turnovers/changes of possession in the play, but still resulting in R having final possession. This would be regular penalty enforcement.

The main area of confusion in this rule seems to be with free kicks (untouched by R) out-of-bounds. Part of this is a result with the addition of a fourth option by R for penalty enforcement. Along with the three previous options, R may also choose to accept the ball five yards from the succeeding spot – that is, the inbounds spot. There is no tack-on because this would be double-penalizing team K for one foul. The tack-on provision isn’t a tack on of an additional penalty; it just allows the foul that occurs to be penalized without having to re-kick.

The tack-on exception only applies when “K is not the next to put the ball in play.” A couple of points: The NFHS understand there are some concerns with these issues, but they will be watching closely during the season to see how this enforcement affects play, and will use that information to work in consideration of enforcement for future seasons. The spirit and intent of this rule change was to reduce kicks in regulation play.

Down Error

If Team A is *shorted* a down, the down marker can be adjusted to reflect the correct down at any time until the ball is snapped after a new series is awarded (5.1.1A).

PLAY: A38 runs for two yards on second down and four. After the play, the marker is flipped to fourth down. The error is caught.

RULING: A correction can be made, it is now third down and two.

PLAY: On a first and 10 play, A32 runs for five yards and the marker is changed to third down (should have been second down). An incomplete pass is thrown and the marker is flipped to fourth down (should have been third down). The error is recognized.

RULING: A correction can be made. Third down is replayed.

Another possible mistake is giving a team an extra down. The referee can correct the next down prior to the ball becoming live after a new series of downs is awarded and prior to the declaration of the end of any period (5-1-1b).

If Team A is given a fifth down and its discovered before the ball becomes live for the down after the fifth-down play, the extra down is canceled and play reverts to what should have been the fourth down play. If the officials realize an extra down has been given during a series, the correct down is placed on the down maker and play continues (5.1.1A).

If discovered in time, a fifth down play is always canceled. Neither team has an option to take the result of a fifth-down play. If a touchdown is scored by either team during an extra down, and the extra down is canceled, the touchdown is also canceled. Also, if a fifth down play is canceled, so are any penalties that occurred during it, except all personal and unsportsmanlike conduct fouls are penalized as dead-ball fouls and any disqualification stands.

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.

Hand Down Indicator

Don't be in a hurry to change the down indicator on your hand when a play ends. A late or unseen penalty marker can result in the down being repeated. If you get involved in the enforcement, you can forget you changed the down. The person running the down box should be reminded not to move or change the number until instructed by the linesman. If your indicator and the box don't agree, check with crewmates and prevent the snap, if necessary, to find out which is correct.

Face Mask Penalties

Simply touching the facemask is not a foul. However, it is a foul for any player to grasp an opponent's facemask, helmet opening, or chinstrap. If a foul is committed, the penalty is five yards for incidental grasping, or 15 yards for twisting, turning or pulling.

RATIONALE: It is illegal to grasp the helmet opening as well as the face mask because it is just as dangerous to use the edge of the helmet opening to wrench the neck of an opponent as it is to grasp the face mask. Neither the helmet nor face mask was intended to provide a handle for the tackler. The rule does not prohibit tackling a runner around the head, or even grabbing the helmet, as long as the tackler's hands do not grasp the face mask or any edge of the helmet opening.

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.

Game Control & Safety Fouls: There is no gray area when it comes to the safety of players, coaches, officials and spectators. These rules must be officiated to the letter of the law. Safety fouls such as personal fouls, clipping, illegal low blocks and unsportsmanlike penalties must always be called no matter where or when they occur during a game. A personal foul or clipping may occur on the opposite side of the field from the point of attack and it should always be called. The same holds true for unsportsmanlike acts, which can quickly deteriorate a game and cause game control problems for the crew. Officials must be cautious in their administrative decisions when it comes to stopping a game due to lightning or unplayable field conditions. Always remember the safety of the players, coaches, officials and fans comes first.

Illegal Participation/Eligibility: After Going Out of Bounds

If a player is blocked or pushed out of bounds, he may legally participate during the down as long as he immediately reenters the field. Other than that exemption: No player of Team A or Team K may go out of bounds (intentionally or unintentionally) during the down and return.

The foul occurs when an offending player returns inbounds, not when he steps out of bounds. That restriction does not apply to players of Team B or Team R who inadvertently (unintentionally) step out of bounds.

No player can go out of bounds intentionally and return during any down. Penalty: Illegal participation, 15 yards.

Illegal Substitution

Items to think about (only bad things can happen if you do not call the illegal substitution foul and allow the down to be played with 12 players for one team).

1. If Team A breaks the huddle with 12, it is an immediate foul. The foul is not for breaking the huddle with 12 players - that philosophy is not supported by NFHS rules – rather, it is a foul for the replaced player not leaving the huddle/field.
2. If replaced player does not leave huddle immediately after substitute enters huddle it is a foul. What constitutes immediate?--the high school rule book defines that a replaced player must leave within three seconds. The three seconds begins upon notification/substitute joining the huddle.
3. If the replaced player clearly leaves the huddle first, then the huddle breaks--no foul.
4. Do not allow the offense to snap the ball with 12 players in the formation.
5. When the extra man is on the field for the defense: Generally wait to call an illegal substitution until the snap appears to be imminent. However, note that by rule, any time after three seconds have elapsed and the replaced player has not yet begun to leave the field, illegal substitution may be called.
6. If the 12th player begins to run for the sidelines, wait to see if he gets to the sideline prior to the ball being snapped. If he fails to do so, call a live ball illegal substitution foul--in this case you would not shut the play down because there remains a chance the player may reach out-of-bounds area before snap
7. An exception to this would be if the 12th player causes a member of the opposition to mirror him and follow him to the sidelines, the play should be shut down and called a dead ball illegal substitution. If you allow this play to continue you have illegal participation because the player leaving the field clearly influenced the play.
8. If the ball is snapped and the 12th player participates in the down you will have an illegal participation foul.
9. Any player who enters the game as a substitute becomes a player when they cross the nine-yard marks. If that same player leaves the field without playing a down, it is also an illegal substitution. See Case Book 3.7.3, Situation C for exceptions.

Mechanics—Linesman and Line Judge

Line to Gain On Fourth Down

On a snap inside 5-yard line, wings officials are to release to the goal line and officiate back to the ball as per Football Game Officials Manual.

Linesman and Line Judge should treat the line-to-gain on fourth down and short just like the goal line when the ball is snapped at or inside the five yard line. At the snap, wings officials need to release to the line-to-gain. This is an important spot.

Underhanded Forward Pass

It is legal to throw a forward pass underhanded. The manner in which the ball is thrown has no bearing on whether it is forward or backwards. In NFHS play, a forward pass is a pass thrown with its initial direction toward the opponent's end line. A backward pass is one thrown with its initial direction parallel with or toward the runner's end line.

A forward pass thrown from beyond the neutral zone is an illegal pass. If the ball strikes the ground, the pass is incomplete, the ball is dead and the down ends.

Officials Quiz 2018

Question 1: Second and 20 for Team A from its own 20 yard line. During A1's run, which ends at Team A's 22 yard line, B4 is flagged for a facemask foul for (a) just briefly grabbing A1's mask, or (b) grabbing A1's mask and giving it a good twist. Where is the penalty enforced?

Question 2: Player A88 is airborne when he receives a legal forward pas. While still in the air A88 taps the ball forward to eligible A44 who (a) muffs the ball which hits the ground, or (b) catches the ball. What is the ruling?

Question 3: Team A breaks their huddle and moves to the line. As the quarterback is barking signals, the referee counts 11 Team A players on the field. Suddenly, A42 enters the field and no Team A player departs. Is this a legal substitution?

Question 4: Fourth and 10 for Team K from Team R's 30-yardline. An untouched punt is bouncing inside R's two yard line. What is the ruling if K1 recovers the ball (a) with one foot on the goal line and the other in the field of play, (b) standing on the goal line with both feet, or (c) lying down with his left side on the goal line. In none of those situations does the ball break the plane of the goal line and it's over Team R's one yard line when the ball is recovered. Would the ruling change if the kick were a field goal?

Question 5: With fourth and 10 on B's 25-yard line, K1's field goal attempt is blocked by R2 and recovered on B's 28-yard line by R5 who advanced for a touchdown. Do you count the touchdown?

Question 6: Team A comes to the line of scrimmage with 12 seconds remaining in the first half. After counting, the back judge flags the defense for 12 men in the formation. There are two seconds on the clock when this occurs. When will the clock start?

Question 7: Fourth and goal on Team B's six yard line in overtime. A12's field goal attempt is blocked and rolls out of bounds after B62 roughs the snapper. What is the ruling?

Question 8: Snapper A58 places both hands on the ball before the ready, B96 then steps into the neutral zone, but does not contact the ball or an opponent. Is this an encroachment foul?

Question 9: Team K1's punt is rolling untouched 40 yards downfield. As the ball rolls to a stop, K5 places a hand on the ball, but does not gain possession. R4 then grabs the ball and races for a touchdown. Do you count the touchdown?

Question 10: 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?

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), add five yards to the end of A1's run. The result is second and 13 from Team A's 27 yard line. In (b), add 15 yards to the end of A1's run, resulting in second and three from Team A's 37 yard line.

Ruling 2: In (a), an incomplete forward pass. This is not a fumble since A88 did not complete the catch. In (b), a completed pass to A44.

Ruling 3: Team A must be given an opportunity for the replaced player to attempt to depart. Three seconds is allowed. If after that time, no Team A player attempts to depart and the ball has not been snapped, throw the flag and blow the whistle for the dead-ball foul (illegal substitution, five yards). If the snap occurs before the limit is reached, throw the flag (illegal participation, 15 yards), but allow the play to continue.

Ruling 4: Regardless of the type of kick, the position of the ball, not a player's feet, determines the status of the ball. Under NFHS rules, in (a), (b) and (c), Team R would start a new series, first and 10 at its own one yard line. The ruling would not change if a field goal attempt were involved.

Ruling 5: Legal Play. Touchdown for Team R. Team R may advance a blocked kick behind or beyond the line of scrimmage.

Ruling 6: By rule, the clock starts on the ready. Because this is a dead-ball foul, the period cannot be extended for Team A if they are unable to snap the ball. Thus, Team A will choose to start the clock on the snap.

Ruling 7: Team A is awarded a new series at the Team B's 3 yard line since the penalty for roughing the snapper carries an automatic first down.

Ruling 8: No this is legal. Encroachment restrictions are not in effect before the ready.

Ruling 9: The ball is dead when K5 touches the ball. Cancel the touchdown.

Ruling 10: 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.

You get in trouble if you don't have 100% concentration on each and every play