

# South Dakota High School Activities Association

# 2019 Football Newsletter No. 10

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Author: Buck Timmins

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## *Thank You*

The football season is an extremely busy time for every one of you. It takes hard work to become a good official. We appreciate your investment in time and your time spent away from family.

We would like to give you all a heartfelt thank you for the job you are doing as an official.

## *Thank You For Making A Difference*

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## 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.

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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 (mechanics and rules review):

<https://www.youtube.com/watch?v=LiVVnN55Llk&feature=youtu.be>

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## Goal Line Pylons

The goal line pylons placed at the intersection of the goal lines extended and the sideline, not only assist in making out of bounds calls, but also help an official in determining whether a touchback has occurred, and most importantly, whether a touchdown has been scored.

The goal line pylons sit on the sideline, and as such they are entirely out of bounds. The end zone is entirely in bounds. These pylons are out of bounds behind the goal line.

For runners who approach a goal line pylon, the goal line plane is extended out of bounds for a runner who is still touching the ground in bounds. If the ball is held outside the sideline plane and breaks the goal line plane extended, it is a touchdown.

However, if a runner dives or jumps and the ball breaks the plane of the goal line extended while he is airborne and he lands out of bounds, the runner's forward progress is marked where the ball crossed the plane of the sideline. The ball is not spotted at its position when the runner first touches out of bounds. Consequently, there is no score unless the ball was inside or over the pylon when it broke the plane of the sideline.

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## Extending the Period

### Time Must Expire *During* The Down

A period shall be extended by an untimed down if one of the following occurred during a down in which time expires:

- There was a foul, other than unsportsmanlike or nonplayer, and the penalty is accepted
- There was a double (offsetting) fouls
- There was an inadvertent whistle
- There was a touchdown scored, the try is attempted unless the touchdown is scored during the last down of the fourth period and the points would not affect the outcome of the game

A period is not extended by an untimed down if one of the following occurred during a down in which time expires:

- The defense fouls during a successful try/field goal and the offended team accepts the results of the play with enforcement of the penalty from the succeeding spot
- There is a foul that specifies loss of down and the penalty is accepted
- The score is cancelled event of an accepted penalty that specifies a loss of down
- There was a foul by either team and the penalty is accepted for unsportsmanlike fouls, non-player fouls (live-ball fouls treated as dead-ball fouls)
- Fouls for which enforcement result in a safety

If a foul occurs before or during an untimed down, it is treated the same as if it occurred during the last timed down of the period. There could be multiple untimed downs.

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## Rules Related Items To Review

- Cleanup illegal equipment early, don't leave it for next week's crew to handle. Pants with knee pads must cover the knee, jerseys must completely cover ALL pads, rubber bands and other bands worn on the bicep, calf, thigh etc. are illegal.
- Eye shade can only be one solid stroke beneath the eye with no words, numbers, logos or other symbols—get this cleaned up pre-game
- Play cards cannot be worn on the belt, only the wrist or arm

- **Concussions** – if a player is exhibiting concussion like symptoms, officials must send them from the game and advise the head coach that the athlete is exhibiting concussion like symptoms. If the athlete returns to the game they shall be monitored like any other player.
- **Continue to be aware and penalize illegal hits.** Blind side blocks, targeting, illegal helmet contact, unnecessary/excessive hits away from the play, etc. should be penalized. Officials and coaches have to continue to try to remove these types of illegal hits from the game.
- **The holder on a field goal and PAT attempt must rise from his knee if he wishes to pass or hand the ball out of this formation; if he stays on his knee and passes or hands the ball, the play is dead.**
- **Tinted eyewear (eyeglasses, safety spec., etc.) worn on the face under the face mask are legal. Tinted visors are illegal, all visors attached to the face mask must be clear.**
- **The rubber bands (“Livestrong” type) worn on the wrists are illegal, have them removed before playing. This is a safety issue and could result in a player’s fingers being injured.**
- **If gloves are worn in the game, do not let the players participate with them strapped to their belt.**
- **A different kicking ball cannot be used during the same series of downs. A team may use an approved ball of their choice for the try if they score a TD after a change of possession.**
- **An ineligible team A player by number or position can throw a legal forward pass, and also an ineligible team A player can catch or recover a backward pass and advance.**
- **Offensive pass interference and defensive are not automatic first downs**
- **An injured player for whom the clock was stopped must stay out one play unless the 2<sup>nd</sup> or 4<sup>th</sup> period ended. They cannot be “bought” back in with a team timeout.**
- **A missed field goal that breaks the plane of R’s goal line and is unsuccessful is a touch back. Do not bring the ball back to the previous spot.**

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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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## **GREAT DEAD BALL OFFICIALS**

1. **TAKE CHARGE – THEY RUN THE GAME.** They know three things ruin a football game: 1) Fights; 2) Excessive penalties; and 3) Injuries.
2. **Do whatever it takes to prevent problems from occurring. GAME CONTROL + PREVENTIVE OFFICIATING** are the key to being a **GREAT DEAD BALL OFFICIAL** (hustle, presence, voice, and whistle).
3. **Primary responsibility is player safety (and their own).** Personal fouls cause injuries and provoke other problems. All personal (player safety) fouls must be enforced (zero tolerance).
4. **Do not tolerate taunting, baiting and unsportsmanlike acts.** Unsportsmanlike acts lead to more problems during the game . . . personal fouls and fights (zero tolerance).
5. **Set standards early and are consistent.** Active prevention starts the first play of the game.
6. **Continue to officiate after you have thrown a flag.**
7. **Keep your eyes on the players. Do not look down at their progress spot (feet).** Keep your head up -- continuing to observe the action around the ball carrier.
8. **Work as a unit.** Dead ball officiating is a team effort. **Box-in players.** Don't let players get behind you (accordion effect). Communicate with each other.
9. **Clean up out-of-bounds.** Get there quickly (usually straight down the sideline and then out of bounds). **Avoid getting obstructed by players in the bench area.** Bring opponents out of the team area (visually, if not physically). The official taking progress should also be looking out of bounds, following the action.
10. **Continue to officiate until players separate and the potential for problems no longer exists.**
11. **Sense trouble and take the necessary steps to prevent it.** Expect the unexpected, anticipating problems before they happen. Then have the courage to step up when necessary.
12. **Maintain concentration the entire game (never letting up).** Be totally focused on your tasks and the game.
13. **Are never in a hurry to get to the ball.** Ball mechanics are a secondary responsibility.
14. **Take pride in being GREAT DEAD BALL OFFICIALS**

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## **Enforcement Spots**

1. **Live ball personal foul (foul while ball is live)—if the runner has not crossed the goal line the penalty would be enforced from the spot of the foul.**
  - **If an unnecessary (but legal) block against defenseless player occurs while the runner is still running in the field of play (live ball)—you would enforce the penalty from the spot of the foul—take away the touchdown.**
    - **Rationale: safety rules for contact against players who are deemed defenseless**
2. **Dead ball personal foul—if the runner has crossed the goal line, goes out of bounds or is down by rule before the personal foul—you have a dead ball situation so you would count the touchdown and enforce penalty on extra point try or kickoff.**

3. Live ball unsportsmanlike foul—if runner has not crossed goal line and you have an unsportsmanlike penalty you would consider the unsportsmanlike foul as a dead ball foul—live ball foul penalized as a dead ball foul. Count touchdown—enforce penalty on extra point try or kickoff.
4. Dead ball unsportsmanlike foul—runner has crossed goal line, goes out of bounds or is down by rule (dead ball). Count touchdown—enforce penalty on extra point try or kickoff.

Unsportsmanlike acts are those that do not involve physical contact against an opponent. Taunting, excessive celebrating and disrespect directed at officials are examples of unsportsmanlike acts. Late hits, flagrant facemask grab, unnecessary roughness, excessive or targeting fouls are among those considered personal fouls.

Coaches need to teach their players that the play kills itself. Players need to be taught when the “ball is dead by rule.” If players “hit until the whistle,” often they are hitting late as the whistle signifies the ball is already dead. The officials whistle only indicates that the down is over. Football players need to understand when a player is down by action or out of the play.

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## Officials Quiz 2019

**Question 1:** Flanker A86 is positioned 10 yards outside the middle lineman of the offensive formation. On a sweep play, A86 blocks defensive lineman B45 above the waist (a) before, or (b) after the ball has left the free blocking zone. Is this a legal block?

**Question 2:** A45 makes contact on B24’s chest by using extended arms with open hands. B24 executes a spin move to rush the passer. A45 maintains contact but moves his hands from B24’s chest to his upper arm. When B24 turns his back to A45, the blocker’s hands shift to B24’s back. A45 maintains the contact and finishes the block by pushing B24 past the passer. Do you have a block in the back foul?

**Question 3:** A1 is grasped around the waist by B2 but his forward progress has not stopped. B3 uses his fist to punch at the ball. Is this legal play by B3?

**Question 4:** 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 25/40 seconds. The penalty is (a) accepted, or (b) declined. When does the game clock start?

**Question 5:** 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 6:** 3rd and 10 from the B-45. A89 catches a pass at the B-38 and runs to the B-5 where he is downed in bounds. During A89’s run, A50 blocked B10 in the back on the B30. Where is the penalty enforced?

**Question 7:** On an extra point attempt, A16 throws a pass that is intercepted by B7 in the end zone. As B7 takes two steps, he drops the ball and it is recovered in the end zone by A66. Has Team A scored an extra point?

**Question 8:** 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 9:** A1’s fumble is rolling beyond the line, where it is batted toward Team A’s goal line by (a) A5, or (b) B8. Do you have a legal bat?

**Question 10:** Team A has a first and goal on Team B's eight yard line. Player A87 catches a pass and is tackled inbounds on Team B's one yard line. During the down, player A55 was flagged for being downfield illegally. The penalty is accepted and marked off to Team B's 13 yard line. The referee properly starts the game clock on the ready and time for the period expires before the ball can be snapped. Is the period extended?

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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:** The blocks in (a) and (b) are examples of legal crackback blocks. Blocks above the waist from the front in that manner, inside or outside the free blocking zone, are always legal.

**Ruling 2:** Legal block. Even though the block ended with a block in the back, it is legal because A45's initial block was legal and he maintained contact throughout the play. Officials must see the block from the beginning to the end to make the correct call.

**Ruling 3:** If B3 clearly strikes the ball, it is a legal play. However, if B3's act turns into a blow against A1, B3 should be flagged for a personal foul.

**Ruling 4:** 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 5:** Legal Play. Team A's ball fourth down on team B's 24 yard line.

**Ruling 6:** Illegal block in back, the 10 yard penalty will be administered from the spot of the foul making it 3rd and 5 from the B-40, clock on Ready for Play. The basic spot is not the previous spot, the foul occurred during the running play.

**Ruling 7:** No points are scored. The try ended as soon as the ball was intercepted by Team B, creating an immediate dead ball. Nothing can happen on a try once B gains possession.

**Ruling 8:** 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 9:** You will have an illegal bat in both (a) and (b). A grounded fumble cannot be batted in any direction.

**Ruling 10:** The period is NOT extended for an untimed down because the foul did NOT occur during a down in which time expired.

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**We Wish Each Of You Officials  
A Great End To The 2019 Season  
Maintain Your Focus On Each Play**

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