

# South Dakota High School Activities Association

## 2019 Football Newsletter No. 5

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### 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 ‘Login Zone’ heading in the *Official Zone* on the SDHSAA website. It is recommended that this form be submitted within 24 hours from the conclusion of the contest.

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### SDHSAA Disqualification Rule

Disqualification of an athlete or coach during a high school contest can result from flagrant personal fouls, two unsportsmanlike fouls, and other NFHS Rule allowances. If a player is disqualified, they should only be removed from the bench/field area if accompanied by an adult. If a coach is disqualified, they should be removed from the facility.

Officials should report the disqualification of a player to the head coach and the reason as to why he or she was disqualified. Officials should not concern themselves with how long the player will miss game action – simply officiate the remainder of the game and file the ejection report with the SDHSAA.

**Ejection Report:** Is it very important that if you have a disqualification in your game that the referee submits the ejection report within 24 hours. Reports should include all information related to the ejection (who, what, and when) including the rule reference used when applicable (second unsportsmanlike conduct, flagrant, fighting, etc).

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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 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=8nXq1irpxGA&feature=youtu.be>

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## 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 order of occurrence has no bearing on the fact that Team K may then recover. Team K may not advance the recovered kick.
- 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 kick-catching interference, Team R has the option of taking the result of the play, accepting an awarded fair catch at the spot of the foul, accepting a 15-yard penalty from the spot of the awarded fair catch, or replaying the down after having the penalty enforced from the previous spot.
- Scrimmage kick has a different ruling: K may catch, touch, muff or bat a scrimmage kick in flight beyond the neutral zone if no Team R player is in position to catch the ball. There is no requirement that the receiver must make or attempt to make a catch—only that he is in position where he could make a catch if he desired.

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## Time Out & Injury Conferences

During a charged timeout and selected official's timeouts, there are two types of authorized conferences permitted:

- One coach may enter the field and join his team's huddle to confer with 11 (9) players between the hash marks
  - A coach may use electronic device but not show to players.
  - Players cannot use headsets to talk to coach in scouting booth.
- Near the sideline in front of the team box between the sideline and the nine-yard marks
  - There is no limit on the number of coaches, players or substitutes who can participate, provided a coach is not on the field for a conference.
  - Only one type conference can be used during a given timeout.
  - Players, non players and coaches may use LAN phones and/or headsets or view electronic devices during this variety of conference

Authorized conferences can be held without a charged timeout during a TV/radio timeout; an officials' timeout due to unusual heat and/or humidity; between periods; or following a safety, field goal or try (not allowed after a touchdown and before the try) and before the following kickoff. This is considered an authorized, sideline conference. Players may use headsets to speak directly with the coaches in the press box.

Each team is allowed three team timeouts during a half; they do not carry over from the first half to the second half. Any remaining second half timeouts do not carry over to overtime.

When a decision on a penalty is pending, a timeout cannot be granted either team until the captain makes his choice. A team may be granted consecutive timeouts during the same dead-ball interval.

Neither team "owns" the timeout. If the team who called timeout is ready to play early, the referee must be sure the other team is also ready. There is no foul if a team requests an excess timeout. Officials should simply deny the request.

Officials' timeouts due to injury also allow for a conference to be held.

**SITUATION:** During an official's time-out for injury, may a player(s) of either team go near the sideline to communicate with the coach?

**ANSWER:** Yes. This is a period between downs. If a coach enters the field to attend the injured player, he may not confer with players. A legal, outside-nine-yard mark conference may occur, but a between nine-yard mark conference may not.

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## 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 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.

Rule 3-4-6 calls for the referee to start the clock *on the ready* when Team A throws an illegal pass to stop the clock (conserve time).

**Play:** Team A is in shotgun formation. Quarterback A1 receives snap and immediately throws the ball at the feet of running back A23 to conserve time.

**Ruling:** Illegal forward pass. A pass intentionally thrown incomplete to save loss of yardage or to conserve time is an illegal forward pass unless done as the exception above.

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## High School Rule Differences from NCAA/NFL Rules

- There is no such thing as an “uncatchable” ball under high school rules in light of pass interference. If there is illegal contact, whether or not the ball was catchable, it is a foul. For pass interference, there must be contact for a foul to occur; face-guarding with no contact is no longer a foul.
- On extra point plays, if the defense gains possession, the try is over. The defense cannot return the ball for 2 points. Also, if the holder is to throw or flip the ball to another player on an extra point play, the holder must rise so that his knee is off the ground.
- The only fouls that result in an automatic first down are as follows: roughing the passer, roughing the kicker, roughing the snapper and roughing the placekick holder. Personal fouls do not result in automatic first downs under high school rules! Remember that defensive pass interference does not result in an automatic first down....only a 15 yard (or half the distance) penalty.
- Punts and field goals attempts are treated the same way under high school rules. If a long field attempt comes up short and goes out of bounds at the 10 yard line, the defense gets possession of the ball, 1<sup>st</sup> and 10 at the 10 yard line.
- Under high school rules, whenever a kick (kickoff, punt or field goal) breaks the plane of the goal line, the ball is dead immediately. No kick of any kind can be returned once the ball breaks the plane of the goal line.
- Know that high school football has a targeting rule. Any player guilty of a targeting foul can also be ejected if the act is judged to be flagrant. Targeting under high

school rules does not require an automatic ejection; officials determine whether or not the act was flagrant.

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### Legal and Illegal Forward Passes

A forward pass is legal if it is thrown from in or behind the neutral zone, so it does not matter if a runner advances the ball beyond the zone and then returns. Also, if a runner crosses the neutral zone and then flips the ball back to a teammate behind the zone who throws a forward pass, that pass is also legal.

The penalty for an illegal forward pass is five yards and loss of down. If the penalty for an illegal forward pass is accepted, measurement is from the spot of the pass.

It is illegal to throw a forward pass from beyond the neutral zone. A passer is beyond the neutral zone when either foot is beyond the neutral zone when either foot is beyond the neutral zone when the forward pass is released.

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### Position of the Ball

If the ball DOES NOT break the plane of the goal line the receiver can advance the kick or the kicking team can down the kick. The key is the ball not the position of the receiver or kicking team member. That is why the back judge on punts or referee on kick offs need to straddle goal line to get the best position to look at this play.

Unlike other levels of play, the position of the ball and not a player's feet determine whether or not the ball has broken the plane of the goal line. The situation is most often seen when a K player is trying to down a scrimmage kick before it reaches the end zone and results in a touchback.

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### To Bag, or Not to Bag

Beanbags should be dropped on the corresponding yard line where and when:

- First touching occurs by Team K
  - This is the spot that Team R may take possession for a new series on a free kick or scrimmage kick, will nullify any possession gained by K on a kick recovered before traveling 10 yards and may nullify the possession gained by K on a kick recovered after it has traveled 10 yards
- A scrimmage kick ends
  - This is the PSK spot and will be the basic spot if a penalty occurs during the scrimmage kick
- A fumble occurs
  - This spot identifies the end of a run and becomes the basic spot for fouls that might occur while the ball is loose
- The ball is caught or recovered during a play when the momentum exception applies
  - This spot is important to identify the location where the ball was caught or recovered by Team B or Team R and possession was gained
- The ball is located at the time of an inadvertent whistle while in possession of a player
  - This spot is important because it may be where the team in possession takes the ball for the next down if they do not choose to replay the down

A beanbag is never needed for the purpose of indicating where a free kick ends or if a pass is intercepted. These spots will never be returned to as reference points.

All officials on the field should carry same color beanbag. Deep officials that rule on action by the receivers of punts should have two beanbags – one marking the end of the kick and another to indicate first touching or a fumble away from the end of the kick.

When a beanbag is used, it should be dropped on the corresponding yard line, not thrown overhand as you would with your flag for a live ball foul. Officials on the restraining lines during free kicks should carry the beanbag in hand if an onside kick is indicated.

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## Officials Quiz 2019

**Question 1:** The holder places his knee down on the 10-yard line for the PAT attempt following a touchdown. As he receives the snap, he keeps his knee on the ground as the ball is placed on the tee. Just before the kicker reaches the ball, the holder flips the ball forward to an eligible receiver who catches the ball and advances for a score. What is the ruling?

**Question 2:** Team A's ball second and 5 from its own 9-yard line. A2 fumbles the ball on his own 5-yard line and the ball rolls into the end zone. A1 recovers the ball in the end zone and is downed in the end zone, but B3 held A3 while the ball was loose. What is the ruling?

**Question 3:** 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 4:** With fourth and four from R's 40-yard line, K1 punts. The kick is bounding near R's goal line and K2, in an attempt to keep it from penetrating the plane of the goal line, bats the ball at the 2-yard line back towards his own goal line. What is the ruling on the bat by K2?

**Question 5:** Team A1's run from scrimmage results in a touchdown. During A1's run, B1 is flagged for twisting A1's facemask. During the successful try, B2 is flagged for roughing the kicker. What is the ruling?

**Question 6:** After a touchback, Team A throws four consecutive incomplete passes. What yard line will Team B start their series of downs?

**Question 7:** 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?

**Question 8:** Fourth and five for Team A at its own 30 yardline. A1 runs to his 40 yardline and throws an incomplete forward pass. What is the ruling?

**Question 9:** Fourth and 10 at Team K's 17 yardline. K1 aims his punt toward the sideline. R2 is in position to catch the kick, but the ball strikes K3's helmet at Team K's 47 yardline and rolls out of bounds at Team K's 44 yardline. Is this kick catching interference by K3?

**Question 10:** The clock is running and Team A is out of timeouts. A1 runs up to the referee and requests a timeout. Does the referee grant the timeout?

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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 ball is dead as soon as the holder executed the forward pass while on his knee. The same play would have been legal if the holder had risen off his knee when in possession, and then passing the ball.

**Ruling 2:** Team A undoubtedly will accept the penalty, because to decline would result in a safety. The foul occurred during a loose-ball play, therefore, the previous spot will be the enforcement spot, making it first and 10 for Team A from its own 19-yard line.

**Ruling 3:** 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 4:** The bat by K2 is legal because it occurred beyond the neutral zone. Official should drop bean bag at 2-yard line--spot of first touching

**Ruling 5:** Team A must make a decision regarding B1's foul before the try. Team A may accept the results of the play and choose enforcement of the penalty on the try or subsequent kickoff. The foul on the successful try may result in a replay of the down (from the 1 ½ yard line) or may be enforced from the succeeding spot. It is possible for Team A to have one penalty enforced on the try and one on the kickoff, or for both fouls to be enforced on the kickoff.

**Ruling 6:** A new series is awarded to Team B at Team A's 19 2/3 yard line. The ball is spotted as it was for the fourth down play, with what is now the rear point touching Team A's 20 yard line. The first down stakes must be adjusted to the new forward point of the ball.

**Ruling 7:** 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.

**Ruling 8:** Illegal forward pass. The five-yard penalty is enforced from the spot of the pass. Because that leaves the ball beyond the line-to-gain, Team A is awarded a new series. The loss of down aspect of the penalty has no significance.

**Ruling 9:** K3 has committed kick-catching interference. Team R may accept the result of the play (Team R's ball at the 44 yardline), an awarded fair catch after enforcement of a 15-yard penalty from the spot of the foul, or a 15-yard penalty from the previous spot and replay of the down.

**Ruling 10:** The request is denied and play continues. Requesting a timeout when none is available is not a foul. If such a request is erroneously granted, play should be resumed as soon as the error is identified.

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**Fundamental Of Officiating--Know And Observe Your Keys**

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