

South Dakota High School Activities Association

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Author: Buck Timmins

I Resolve To Have Fun

Don't forget to have fun while you are working your games. It will help your entire attitude and demeanor while you are out on the field. You work for the love of the game, for the supplement income, for the participants and the camaraderie with other officials. Allow the passion to be reflected in your body language throughout the course of the game.

Relax when you officiate, enjoy the experience and be willing to laugh at yourself. You'll become more effective if you can relax, which will allow you to more clearly think through situations and to respond in more appropriate way.

Have Some Fun

Football Mechanics Test

The 2019 Mechanic Exam is available for crews to complete. This exam must be completed and submitted online sometime between September 1, 2019 and October 7, 2019 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 (mechanics and rules review):

<https://www.youtube.com/watch?v=oZDA18DajFk&feature=youtu.be>

Whistle Mechanics

The Referee, Umpire, Linesman and Line Judge should consider having the whistle in their mouth prior to the snap in case a dead-ball foul occurs or a team's time-out request is granted. Once the snap occurs, it is recommended that no official have a whistle in the mouth until the ball becomes dead.

By rule, the whistle rarely causes the ball to become dead. Blowing the whistle only confirms that something has happened to cause the ball to become dead.

If an official blows an inadvertent whistle, DO NOT attempt to conceal it. Someone will have heard it, and you will lose respect and credibility if you deny blowing one.

Do not mirror whistles. Only the covering official should blow the whistle. Getting the attention of another official is the only exception.

Use your voice, not your whistle, to prevent or break up extracurricular activity.

When, at the end of a play, any official sees that a flag has been thrown, he should alert the crew by giving three short blasts of the whistle. That helps ensure the box is not moved or the chains moved until the penalty is sorted out.

"SEE LEATHER" – Do not blow your whistle until you see the football in possession of a grounded player. You do not need a "Fast" whistle – the play kills itself.

When you see a player grounded in possession of the ball – blow the whistle loud and strong – don't tweet your whistle. A less than strong whistle gives the impression of indecisiveness.

When you "think" the player is down, but you cannot see the football – don't blow your whistle! No whistle or a late whistle is better than an inadvertent one!

Disconcerting Acts or Words

Restriction on the defensive team involves "disconcerting acts or words". The defensive team is not permitted to call defensive signals that simulate the sound or cadence of, or otherwise interfere with, the offensive team snap count.

If the quarterback changes the play with an audible, the defense is not permitted to interfere with that either.

The defense may use verbal signals, but they must be different than those used by the offense. The offensive team gets first choice; defenses that use "Hut", "Hike", or "Go" must change signals.

The dead-ball foul carries a 15-yard penalty for unsportsmanlike conduct.

EXAMPLE: As the offensive team players are taking their positions on the line, defensive player No. 55 imitates the quarterback's cadence as used on previous play.

RULING: Not a foul at that time. Once the offensive team players are set and the quarterback is trying to call the signals, it would be a dead-ball foul if player #55 continues the imitated cadence.

EXAMPLE: Defensive player No. 34 yells "hut-hut" as quarterback is calling signals.

RULING: A dead-ball foul for unsportsmanlike conduct, 15 yard penalty.

EXAMPLE: B1 calls defensive signals loudly, (a) before Team A takes its set position; or (b) during the time A1 is giving his cadence count; or (c) while A1 is using audibles.

RULING: Legal in (a). In (b) and (c), if in the covering official's judgment the action by B1 was for the purpose of disconcerting or hindering A1, it is an unsportsmanlike-conduct foul. In this case, the covering official should sound his whistle before the snap.

Rugby Style Kick/Quick-Kick Punt

A kicker is any player who legally punts, drop kicks or place kicks. A player becomes a kicker when his knee, lower leg or foot makes contact with the ball. He is still considered to be the kicker until he has had reasonable opportunity to regain his balance.

Team K does not have to be in scrimmage kick formation to kick the ball.

Player A2 gets off a quick kick. Is A2 entitled to the same protection as a conventional punter? Any player of Team A may legally kick the ball and is eligible for protection assuming it is reasonably certain a kick will be made. A quick kick/rugby style kick are examples in which there is not reasonable certainty a kick will be made. As a result, Team B is given more latitude than during conventional punting situations.

When the punter runs out in a rugby style kick or a quick-kick the defense must be given an opportunity to tackle the runner.

If contact is slight and partially caused by the unexpected or unnecessary movement of the kicker, it is not a foul. Officials must consider avoid-ability when ruling whether contact is incidental. Contact may not be avoidable when it is not reasonably certain a kick will be made.

In NFHS, if blocking the defender into the kicker or holder is the sole reason for the contact, there is no foul.

Roughing the kicker includes any act that endangers the safety of the kicker or holder. The penalty for roughing is 15 yards from the previous spot and an automatic first down. Running into the kicker or holder is a foul that occurs when the kicker is displaced from his kicking position but is not roughed. The penalty is five yards from the previous spot with the down repeated.

The punter in a rugby style kick play or quick-kick punt play NEVER forfeits his protection from personal fouls.

Case Book 9.4.5 SITUATION B: K in scrimmage kick formation, muffs the snap, but quickly recovers and begins to run. However K1 changes his mind and: (a) punts on the run; or (b) abruptly stops and punts. R1 is unable to stop his charge and forcibly contacts K1. R1 did not touch the kick.

RULING: No foul in either (a) or (b) because it was not reasonably certain K1 was going to punt the ball.

COMMENT: It is always roughing the kicker if the contact could have been avoided regardless of whether or not it was apparent a kick would be made. Only unavoidable contact is ignored if it is not reasonable certain a kick will be made. The primary criteria is whether or not the contact is unavoidable.

Motion

A lineman is restricted when he places his hand(s) on or near the ground. Offensive lineman between the snapper and the player on the end of the line, having placed a hand or hands on or below the knee, may NOT move a hand or hands or otherwise make any quick movement until the snap.

An interior lineman may shift as long as the movement is not abrupt and the lineman has NOT put a hand on or near the ground.

Motion cannot be started legally until all 11 (9) players of the offensive team have been set simultaneously for at least one second.

Horse-Collar Tackle Rule Expanded

The area directly below the back collar of the jersey, known as the name plate, has been added to the horse-collar rule. No player shall grab the inside back or side collar or the name plate area of either the shoulder pads or the jersey of the runner and subsequently pull (backward or sideward) that opponent to the ground. Simply grabbing in this area is not a foul. The action must continue to the point where the runner is pulled to the ground. Also note, it is a foul even if possession is lost. The penalty is 15 yards and is enforced as a live-ball foul.

The change makes it easier for game officials who won't have to decide if the collar or the area just below it was grabbed.

Downing A Kick At Rest

- On a scrimmage kick untouched by Team R beyond the neutral zone, the ball is dead after it comes to rest (stop) beyond the neutral zone and between the goal lines when Team K touches the ball.
- Team K player(s) DO NOT have to actually process (secures) the ball. The ball is dead when a Team K player simply places a hand on the ball at rest--he does not have to gain possession in order to end the down. The ball is dead if no player attempts to secure the ball.

PLAY: 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.

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

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 yard line.

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.

Playoff Application Form

The Playoff Application form will be available to crews on October 1st at Noon CT. Beginning on October 1st one official from each crew will need to submit their crew's application electronically, again utilizing the SDHSAA website and the "Officials Zone".

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 October 1st and October 7th by Noon CT to work playoff contests in South Dakota.

Officials Quiz 2019

Question 1: Third and goal for Team A from Team B's seven yard line. B1 intercepts A2's legal forward pass at Team B's two yard line and advances to Team B's 30 yard line. During B1's run B3 is flagged for a block in the back in Team B's end zone. What is the ruling?

Question 2: Fourth and 10 from Team R's 30 yard line. R2 and R3 rush K1 as he attempts a field goal. R2 crashes into K1, knocking him to the ground, but R3 blocks the ball, which rolls out of bounds at Team R's 20 yard line. Is that roughing the kicker by R2 even though he did not touch the ball?

Question 3: First and 10 on Team A's 20 yard line. A1's legal forward pass is intercepted by B2 at Team A's 45 yard line. B2 carries the ball into Team A's end zone for an apparent touchdown. During B2's run, B3 blocks A4 below the waist at Team A's 20 yard line and A5 grasps and twists B6's facemask at Team A's 10 yard line. What is the ruling?

Question 4: First and goal for Team A on Team B's 20 yard line. A1's legal forward pass is intercepted by B2 in his own end zone. B2 runs toward one sideline, then backtracks to the other, in an attempt to bring the ball out of the end zone. He is tackled with the ball never breaking the plane of the goal line. Is that a safety?

Question 5: Team A's ball, first and 10 on its own 20 yard line. A1 has gained 10 yards when he fumbles near the sideline. The ball remains inbounds. A1 run a few steps out of bounds, returns inbounds, picks up the ball at Team A's 34 yard line and runs for an apparent touchdown. Does the touchdown count?

Question 6: Team A scores a touchdown on the first series of overtime. After the successful two-point conversion, B5 is flagged for a dead-ball personal foul. What is the ruling?

Question 7: Team A is attempting a two-point try. A1 runs to Team B's one yard line and fumbles there. The ball rolls into Team B's end zone, where it is scooped up by B2, who advances to Team A's five-yard line, where he fumbles. A3 recovers and advances to Team B's end zone. Do you count the two points?

Question 8: A1 is met just short of Team B's goal line by B2. A1's body never gets to the plane of the goal line but (a) with the ball in his right hand, the ball breaks the plane of the goal line in the field of play, or (b) with the ball in his left hand, the ball breaks the plane of the goal line extended outside the sideline plane. Has Team A scored a touchdown?

Question 9: After the center has made his final adjustment and ball ready for play, one offensive player and one defensive player are lined up in the neutral zone. What is the ruling?

Question 10: Team A's ball, first and 10 on Team B's 32 yard line. A1 is at Team B's 30 yard line when he throws a forward pass. Eligible A2 is at Team B's 10 yard line when B3 cuts off A2, preventing him from attempting to catch the pass. Do you have a pass interference foul?

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 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.

Quiz Answers

Ruling 1: Because the foul occurred behind the end of the run, the penalty is enforced under the all-but-one principle. Because the foul occurred in Team B's end zone, Team A scores a safety.

Ruling 2: If the referee determines R2 could have avoided contact with K1, R2 is guilty of roughing the kicker. That's a 15 yard penalty enforced from the previous spot and an automatic first down. There is no foul when Team R touches the kick and contact is unavoidable.

Ruling 3: The touchdown is nullified by B3's illegal block. In order to keep the ball, Team B must decline the penalty for A5's foul. Team A may then accept the penalty for B3's foul, which is enforced from the spot of the foul. The result is a new series for Team B from Team A's 35 yard line.

Ruling 4: That is a touchback. The force that put the ball in the end zone was the pass. Because the ball in B2's possession never returned to the field of play, despite his attempts to advance, it is a touchback.

Ruling 5: No player may intentionally go out of bounds during the down and intentionally touch the ball, subsequently return to the field, influence the play or otherwise participate. The penalty is 15 yards for illegal participation and is enforced under the all-but-one principle with the spot of the foul being the spot where the player returns.

Ruling 6: The penalty is enforced from the succeeding spot. Team B will have first and goal from Team A's 25 yard line. The line to gain is always the goal line regardless of where a new series begins.

Ruling 7: The try ends and the ball should be declared dead when Team B recovers.

Ruling 8: That's a touchdown in both (a) and (b). As long as the runner is touching the ground inbounds when the ball breaks the plane of the goal line or the goal line extended, a touchdown results.

Ruling 9: Both players have fouled. Penalties for dead ball fouls are enforced separately and in the order of occurrence. In this play no yardage is walked off.

Ruling 10: Pass interference is only possible on a legal forward pass. Thus the only foul on the play is A1's illegal pass. The penalty is five yards from the spot of the pass and a loss of down.

Do Not Look For Fouls, Let Them Jump Out At You
