

South Dakota High School Activities Association

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Wind and the Football

Pass Direction

Whether a pass is forward or backward is determined by the initial direction the ball is thrown.

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

Free Kick--Case Book 6-1-7 Situation B

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.

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-- Case Book 8.4.1 Situation A

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. It doesn't matter if the ball comes back above or below the crossbar.

Weather—Second Half Choices

With the weather patterns moving across the state, which seems like each Friday, coaches can delay their choice for the second half instead of indicating choice at the end of first half. Wind direction may change during halftime.

Second half choices must be done before the three minute warm-up period.

Following the mandatory three-minute warm-up period after the halftime intermission expires, both teams assume their respective free-kick formations.

The game officials are responsible for ensuring that there is a 3-minute warm-up period posted on the clock for use by the coaches immediately after the halftime intermission expires. The head coach is responsible for his team being on the field for mandatory warm-up time at the end of the scheduled halftime intermission.

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=m0tMTtwM9ss&feature=youtu.be>

Re-Routing The Receiver

Re-routing the receiver is covered by Rule 9-2-3d, which says that a defensive player may not contact an eligible receiver who is no longer a potential blocker.

The 'potential blocker' rule allows the defensive man to ward off or block an eligible pass receiver until he and the defensive man are at the same yard line or the receiver cuts away from the defender. The idea is once the offensive receiver gets even with or cuts away from the defensive back, he is no longer a potential blocker and is not a threat to the defensive man.

Pass interference restrictions on a legal forward pass begin for Team B *from the time the pass is thrown* (7-5-8b). Defensive pass interference is not a pass interference foul until the pass is in flight. You may have defensive holding *before* the pass is thrown. Pass interference rules apply only to eligible receivers.

The defender may, however, treat the receiver as a potential blocker and use unlocked arms toward him off before a pass is thrown. If the receiver is not attempting to block, by going past or moving away from the defender, the defender may not make contact (9.2.3A).

A guideline is to allow contact until the receiver occupies the same yard line as the defender or until the opponent has made a cut to run his pass route. Continuous contact is illegal use of the hands. If contact occurs after the receiver has made his cut or goes beyond the defender and there is contact *before* a legal forward pass is in the air, it would be considered illegal use of the hands, and if the penalty is accepted it would be 10 yard penalty from previous spot.

The offense is not allowed to initiate any contact with the defense beyond the neutral zone. This does not depend on whether the pass is catchable, nor if it has even been released yet. It is the responsibility of the offensive player to avoid the defenders.

Rationale: The interference restrictions on Team A players are more stringent because they know the play is a pass.

There is NO foul if a receiver and defender get "tangled feet" and both hit the ground, as long as both of them are looking for the ball; if one is playing the opponent and not the ball, you would have a flag.

PLAY: End A1 sprints from the line and then cuts sharply toward the middle of the field. A1 makes no attempt to block defensive back B1. B1 pursues A1 and pushes him from the side using his open hands. Contact is made on A1's upper arm before the pass is thrown. A1 was moving away from B1 when the contact occurred.

RULING: Illegal use of hands by B1. A defender may legally contact an eligible receiver beyond the neutral zone before the pass is in flight provided the receiver is a potential blocker. The contact may be a block or warding off the opponent who is attempting to block by pushing or pulling him. However, if the receiver is not attempting to block or has gone past the yard line occupied by the defender or is moving away, it is illegal for the defender to use hands in that manner described. It is clear that A1 is no longer a potential blocker on B1.

Penalty Enforcement Spots

Enforcement of a penalty cannot take the ball more than half the distance from the enforcement spot to the offending team's goal line. If the prescribed penalty is greater than this, the ball is placed halfway from the spot of enforcement to the goal line.

The enforcement spot is the point from which a penalty is enforced.

The previous spot is just what the name implies—it is the point at which the ball was last put into play, either by a snap or a free kick. That is a common enforcement spot, so the crew must know where it is.

The succeeding spot is the point at which the ball will next be put into play either by a snap or a free kick. It is an important spot for penalty enforcement, because officials step off penalties for dead-ball fouls from that spot.

If the penalty is accepted, the umpire must understand where to walk from—the enforcement spot, how far to walk and which direction to walk.

If penalties are not enforced correctly it is a crew mistake. If the spot of enforcement is inside the 10-yard line or 30-yard line officials take notice of the spot.

Free-Blocking Zone and Legal Blocking

Blocking below the waist and blocking in the back may be permitted in the free-blocking zone provided that certain conditions are met.

Offensive and defensive linemen may block each other below the waist in the free-blocking zone provided that all players involved in the blocking are on their line of scrimmage and in the free-blocking zone at the snap, and the ball is in the zone.

Offensive linemen may block defensive players in the back in the free-blocking zone as long as the blocker is on his line of scrimmage and in the free-blocking zone at the snap, the opponent is in the free-blocking zone at the snap, and the contact is in the zone.

To determine whether blocking below the waist and blocking in the back are legal, game officials must first determine whether players are in the free-blocking zone at the snap.

Since offensive linemen are in the zone if any part of their body is in the zone at the snap, game officials must check the spacing between offensive linemen. As long as the line is using "normal" splits and the formation is "balanced" (i.e., the distance between the outside foot of each lineman and the inside foot of the adjacent linemen is no greater than 2 feet and an equal number of linemen are on each side of the snapper), all players, including the tight end, are deemed to be in the zone at the snap.

If the splits are wider than 2 feet, the tight end is considered out of the zone and therefore cannot legally block below the waist or in the back.

Once game officials determine which players are in the zone at the snap, the next determination is whether a block below the waist or a block in the back occurs in the free-blocking zone.

Because the free-blocking zone disintegrates once the ball leaves the zone, it may be difficult to determine whether the ball is in the zone at the time the block occurs when the offense is using a “shotgun” formation (a formation where there is no direct hand-to-hand snap and the player who receives the snap is more than 3 yards behind his line of scrimmage), due to the very short time interval between the snap and the ball leaving the zone.

In addition to observing blocking by offensive linemen, game officials must also be alert to defenders “cutting” running backs and wide receivers who are not on their line of scrimmage or in the free-blocking zone at the snap. Restrictions on blocking below the waist apply equally to offensive and defensive players. Finally, offensive players in the backfield can never legally block below the waist or in the back.

Crackback Block

A “crackback block” may be either a legal or illegal block. There is no formal definition, this term is used to describe a block by a wide receiver that blocks back toward the spot of the snap.

If the crackback is in front or side and above the waist, it is a legal block unless it is a blindside block.

Crackback blocks are usually initiated by players outside the free blocking zone. A crackback block below the waist is an illegal block. Any crackback block from behind is also illegal.

Incorrect Down: Rule 5-1-1b

The Rule gives the referee authority to correct the number of the next down prior to the ball becoming live after a new series of downs being awarded and prior to the declaration of the end of the period.

PLAY: The ball is on the 50-yard line with 10 yards to go to go for a first down. The down-maker indicator erroneously indicates fourth down when Team K punts on what is actually: (a) third down or (b) fifth down. Player R6 returns the punt for an apparent touchdown. Prior to the try and without the period ending, it is brought to the attention of the game officials that the down-marker indicator was in error.

RULING: In (a), the score is cancelled and the ball is returned to the 50-yard line, third down and 10 for Team K as Team A. The play will revert to where it was before erroneous fourth down was run. In (b), the fifth down was run in error, the score is cancelled and the ball is returned to the 50-yard line, first down and 10 for Team R.

This can be prevented if each official indicates the number of the next down with their fingers high above their head indicating number of next down. Hold fingers high above head until after ready-for-play signal (umpire spots ball and moves away). All officials are responsible for the correct down on the down marker.

Defensive Players

Defensive players are not permitted to deliberately feint a charge to provoke a false start. Team B players who are stationary within one yard of their line of scrimmage, are prohibited from making a quick, non-football related movements in an obvious attempt to draw an offensive player into committing a foul.

Examples of violations: stomping a foot, clapping hands or quick head bob. If possible the defense should be cautioned not to try to provoke a false start—a warning.

Not violations: shifting to one side, shifting from lineman to linebacker or vice versa. Also, linebackers and defensive backs that run toward the neutral zone attempting to time their blitz with the snap are not in violation.

Violations result in a 15 yard unsportsmanlike conduct foul only if covering official believes the acts were designed to cause Team A to commit a false start.

Batting The Ball

Batting is intentionally slapping or striking the ball with the hand or arm (2-2). For it to be batting there cannot be an attempt to secure possession.

The following are situations where batting a loose ball is legal:

- Any player eligible to touch a forward pass may bat it in any direction.
- Any player may bat a fumble in flight and the ball has not yet hit the ground.
- A backward pass in flight may be batted in any direction by the defensive team, but the passing team can only legally bat a backward pass toward its own goal line.
- A player may block a low scrimmage kick in the field of play or in the end zone if he is attempting to block it in or behind the expanded neutral zone.
- A Team K player may bat toward his own goal line a grounded scrimmage kick which is beyond the neutral zone.
- A Team K player may bat a scrimmage kick in flight beyond the neutral zone if no Team R player is in position to catch the ball.
- It is illegal to bat loose balls (grounded fumbles and grounded backward passes).
- A loose ball in the end zone may not be batted in any direction.

Penalties for illegally kicking or batting a ball are enforced under the “all-but-one” principle and are 10 yards

Illegal Kicks

For a kick made in a manner not allowed by the rules (how the ball is kicked), consider a ball rolling along the ground that is intentionally kicked by a player. This is illegal (9-7-1). If the player muffs the snap and kicks the ball while it is on the ground, you have a backward pass and a foul for illegally kicking the ball. If the ball is inadvertently kicked in an attempt to obtain possession, it is a muff and not a foul (2-27).

Play: Fourth and seven, K38, in position to punt while standing at his own seven-yard line, muffs the snap from center. To prevent Team R from recovering the ball, K38 kicks the ball backwards and out of the end zone.

Ruling: The result of the play is a safety (Team R declines penalty). It is illegal to kick a loose ball. Team R may accept the penalty, which would be enforced half-the-distance to the goal from the spot of the foul with fourth down replayed.

Awarded First Down

Fouls by Team B that give Team A an automatic first down are roughing the kicker or holder, roughing the passer, and roughing the snapper.

Loss of Down

Fouls by Team A that include loss of right to replay a down are illegally handing the ball forward; illegal forward pass; and illegal touching of forward pass by an ineligible.

Officials Quiz 2019

Question 1: Team K is attempting a try. Linebacker R1 runs toward the line of scrimmage and after the ball is snapped, hurdles snapper K2 and lands on his feet. At no time does R1 make contact with any team K player. The try fails. Has R1 fouled?

Question 2: Team A has ball fourth and eight. Player A24 gains six yards when he is tackled. After the whistles sounds, R73 is flagged for a late hit. What is the ruling?

Question 3: Last play of fourth quarter Team A scores a touchdown to make the score 22-24. On the successful two point try pass attempt B24 is flagged for defensive pass interference. What is the ruling?

Question 4: 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 yardline. Where is the penalty enforced?

Question 5: Team K1's kick try is blocked by B2. The ball never went beyond the line and is recovered on Team R's 13 yard line and advanced to the end zone by R24. Does the score count?

Question 6: Player A1 is illegally in motion at the snap. The play goes to the sideline where one of Team B's coaches makes unintentional contact with a game official (9-4-8). What is the ruling?

Question 7: First and 10 for Team A from its own 30 yardline. A1 drops back and throws a legal forward pass intended for A2, who is at Team A's 27 yardline. Before the pass reaches A2, B3 blocks A2 above the waist and from the front. The pass falls incomplete. Do you have a defensive pass interference foul?

Question 8: First and 10 on Team A's 20 yard line. Wideout A85 runs his pass route towards B39 who is standing on Team A's 30 yard line. Before a pass is thrown, A85 approaches B39 and (a) B39 pushes A85 with both hands and knocks him down, or (b) A85 cuts a ninety degree angle immediately in front of B39. B39 then shoves A85 from the side as A85 is moving away. A forward pass is then thrown across the line, which falls incomplete. What is the ruling?

Question 9: Fourth and 3 for Team K from their own 10-yard line. A scrimmage kick by K1 is muffed in flight prior to being grounded beyond the neutral zone by R1 and rebounds back into Team K's end zone where it is simultaneously recovered by opposing players. What is the ruling?

Question 10: Second and 10 for Team A from Team B's 16 yard line. A1's legal forward pass is incomplete. After the ball is dead, B2 is flagged for (a) taunting A1, or (b) knocking A1 to the ground. What is the ruling?

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.
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Quiz Answers

Ruling 1: Yes, R1 is guilty of hurdling. Hurdling is an attempt by a player to jump with one or both feet or knees foremost over an opponent who is still on his feet. That act is considered a personal foul. The 15-yard penalty is enforced from the previous spot.

Ruling 2: The series for Team A ended short of a first down. A new series is awarded Team B. The penalty for the late hit by R73 will be administered then the line-to-gain chains will be established. First and 10 for Team B.

Ruling 3: If the try is the last play of the game and the score is tied, the succeeding spot for enforcement of the penalty for the foul by B24 would be the start of the overtime procedure. If Team A begins the overtime period on offense, it will snap from Team B's five yard line. If Team A begins on defense, Team B will snap from Team A's 25 yard line. In either case it will be first and goal.

Ruling 4: 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.

Ruling 5: The ball is dead and try is over the instant it is certain K1's kick try will not score. The advance by R24 is canceled. Team K will kick off from the 40 yard line.

Ruling 6: Both fouls will be penalized, first the live-ball foul for Team A's illegal motion, then the 15 yards for unintentional contact in the restricted area. The foul 9-4-8 foul is a nonplayer foul therefore penalized as a dead-ball foul, even though the contact occurred during a live ball.

Ruling 7: The contact by B1 is not pass interference because the pass is behind the line. If B3 tackled, grabbed or otherwise restricted A2, he would be guilty of defensive holding.

Ruling 8: Legal in (a), but illegal use of hands in (b). The penalty is 10 yards enforced from the previous spot.

Ruling 9: Touchdown for Team R. If Team K is in possession in Team K's end zone at the end of the down, it is a safety. If R is in possession or if there is joint possession, it is a touchdown. The ball is awarded to R when any scrimmage kick is out of bounds between the goal lines, becomes dead inbounds between the goal lines while no player is in possession or becomes dead inbounds anywhere while opponents are in joint possession. Since the kick was muffed beyond the neutral zone and there has been no possession, it is still a kick into K's own end zone.

Ruling 10: Team B is guilty of unsportsmanlike conduct in (a) and a personal foul in (b). Both are enforced half the distance from the previous spot. Neither penalty includes the award of a first down; it will be third and two for Team A from Team B's eight yard line.

**Officials Can Flag Personal Fouls
Coaches Can Stop The Personal Foul Action
Safety Of Players Is Of Most Importance**
