

# South Dakota High School Activities Association

## 2019 Football Newsletter No. 9

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### Reporting A Foul

All fouls must be communicated to all members of the officiating crew as each official has a role in penalty enforcement.

For all unsportsmanlike fouls, all officials should record the player's number and the time foul occurred during the game. Remember that a second unsportsmanlike foul against the same individual results in his disqualification, but a flagrant foul (personal or unsportsmanlike) result in immediate disqualification.

The referee's first step in quality communication is to get an accurate report from the official who threw the flag. The referee must then move clear of the players, face the press box, stand stationary and indicate the foul and the offending team using the appropriate signal.

A technique to avoid is signaling the foul rather than reporting the foul to the referee because another official may have a different foul.

Conferences among officials should be kept as brief as possible. When reporting a foul, be thorough but give the referee only the information he needs. If two or more officials need to discuss a call, avoid putting arms around official's waist or back. It gives the appearance the officials are conspiring or are trying to convince another official what he should be calling.

### Be The Football Official To Save The Crew If Penalty Enforcement Is NOT Correct.

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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=VCsuROA-s8k&feature=youtu.be>

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## Working The Wings—Run Read

- Start the play on the sideline. Even if the ball is on the far hash mark, stay on your sideline. The obvious reason is so that you don't get caught on the inside looking out at the play. Also, you can see the action you need to see and your peripheral vision will give you a better view of the game.
- Staying wide makes sideline control very important. Work with the head coach to keep players and other coaches away from the sidelines. Use statement like, "I need this area to work sideline plays. Help me keep the players back." It also helps to thank the coach for helping you.
- Hold the whistle in your hand prior to the snap. Once the ball is snapped, drop the whistle and officiate the play. Never officiate with the whistle in your mouth and never blow the whistle unless you see the ball.

If you read run toward your direction

- Take a step or two into the backfield
- Better looks at lead blocks at the point of attack
- Let the ball carrier pass you—officiate behind play
- If you are ahead of the ball carrier you are just a ball watcher more than reading keys and blocks
- If you have to come back to get spot on running play—you missed your reads and the play

Read run between hash marks

- Stay on line of scrimmage
  - It is better to pick up the ball carrier to soon then not soon enough.
  - You will be forgiven for missing a hold but never forgiven for missing a fumble
  - Short yardage situations—may want to step to backfield to pickup ball carrier—never forgiven for missing big time spot
- Let ball carrier take you up field
- Unless there is loss of yardage on the play, you don't want to have to come back to mark forward progress--If you do--you have missed your read and the play

and Sideline Plays

- Wings--Don't ever give up the goal line. If you are responsible for the goal line—hold your position. You may have to back off for safety or perspective but never give up goal line if there is the possibility of it coming into play.

When play goes out of bounds on your side of the field—turn all the way to face out of bounds area to view player action—your primary responsibility is the out of bounds spot and safety of players who have went out of bounds. Once those two responsibilities have been satisfied (and only then) do you worry about getting a football back onto the field

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## Expanded Neutral Zone

On scrimmage downs, the neutral zone may be expanded following the snap to a maximum of two yards beyond the defensive line of scrimmage, in the field of play. That affects scrimmage kicks and forward passes.

On scrimmage kicks, the touching of a low kick is ignored in or behind the expanded neutral zone and Team K cannot be guilty of first touching until the ball clears the expanded neutral zone.

On forward pass plays, ineligible Team A players may continue into the expanded neutral zone if contact is made immediately on Team B linemen and sustained the block as long as the contact does not continue beyond the two-yard expanded neutral zone.

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## Look At Yourself

Look at yourself to see if there are things you might change to make yourself more valuable to your crew.

### Running Plays

- Do I anticipate the run and cover appropriately, or do I wait to see and then try to catch up with the run?
- Do I stay wide when the play is coming to my area?
- Do I watch the periphery of the runner or do I watch the runner and miss the illegal action around him?
- If the play ends up opposite me on the far side, do I mop up and do preventative officiating or do I stay camped on my sideline (or back judge spot)?

### Passing Plays

- Do I communicate with my crew—keys, responsibilities and coverage?
- Do I read my pass keys promptly and anticipate the play or do I only react once the play has developed (and then I'm out of position)?
- Do I really know the rules thoroughly—offensive pass interference/defensive pass interference?
- Do I believe in the philosophy that both defense and offense have an equal right to the ball once it is in the air?
- As the back judge, do I let the receivers get behind me?
- As umpire, do I fail to regularly read the pass keys and move into position to cover effectively?

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## Unsuccessful Field Goal Kick

In NFHS, if an attempted field goal is unsuccessful, it is treated the same as a punt. If the ball breaks the plane of Team R's goal line, it is immediately dead and a touchback results. If the kick goes out of bounds in the field of play or becomes dead inbounds, the ball belongs to Team R where it was declared dead.

**Play:** Fourth and 10 on team R's 30 yard line. K1's field goal attempt is well short and the kick goes out of bounds (a) on team R's one yard line, or (b) in the end zone.

**Ruling:** In NFHS, in (a) it is team R's ball on its one yard line. In (b), it's a touchback.

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## Offensive Holding

The hold must restrict the defender's ability to participate in the play. The hold must turn the defender; take his feet; and/or change the direction of the defender's path at the point of attack.

If an offensive lineman takes out the feet of a defensive player by tackling him, pulling or taking him to the ground, then a holding penalty should be called.

If the hold is at the point of attack and significantly restricts the defender's ability to move and participate in the play, by taking his feet or turning him from his intended path to the ball, then a hold should be called. Make the hold big!

Players "dancing" with one another when no advantage has been gained are not guilty of holding. If an offensive blocker's hands are inside the frame of the defender's body, and the offensive blocker has not changed the defender or changed the direction of

the defender's path of travel, then the hold should not be called even if that offensive lineman has grasped the defender's shirt.

If the offensive player's hands grasp the shirt of his opponent outside the frame of the defender's body, and the defender has not turned or spun, of his path to the ball carrier has not changed, then a hold should not be called.

Football officials must judge whether the defender was still able to get up the field to the quarterback or ball carrier, or whether the defender can still participate in the play. If so, a hold should not be called.

An umpire can make his job easier by talking early and often to the offensive and defensive players about holding. Sharing information with both lines lets the players know what to expect and what will and will not be called. In that way, much of the holding can be avoided.

The hand(s) cannot be thrust forward above the opponent's frame to contact an opponent on the neck or face area.

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### **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.

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### **Mechanics/Positioning Related Items To Review**

- Counts—be sure to count number of players on offense and defense every play, especially if a team is huddled after a timeout and they come directly to the line of scrimmage.
- Umpires must turn and help on catch/no catch in the middle of the field on pass plays
- Wing officials square off your spots down the sideline, do not come in at an angle for spots
- Covering down field official do not have a quick whistle on punt plays, make sure the ball is caught before sounding the whistle on fair catch plays
- Umpires—Previous Spot: Be mindful of where the ball is snapped from after returning it for the next play. Be aware of previous location.

- **Back Judge--after handing ball to kicker and moving to sideline—step back to 35 yard line to make sure all players are in front of 35 yard line then move to 40 yard line to watch for possible encroachment fouls.**
- **Wing officials, be sure to use your signals when the ball is near the sideline. Is it in or is it out? Clock operators need to know. Your officiating partners need to know.**
- **Umpires, step up to the line of scrimmage on a pass under control and help rule if the quarterback was beyond or behind the line of scrimmage.**
- **Wings—concentrate on forward progress spots and sideline clock signals. If a player is downed in-bounds and immediately rolls out of bounds then you should have a wind**
- **Wings when spotting out of bounds play, turn and face the players out of bounds. Do not let players behind you without eyes on them**
- **All officials must have clock awareness**
- **Be aware of the down and distance on every play, you do not want to miss a down or give an extra down**
- **Linesman and Line Judge must determine if a quick pass to the sideline is forward or backward. Officials should “punch-back” a backward pass.**
- **Clock stoppages—officials need to stop the clock on obvious first downs and when fouls are called and the play becomes dead. Mirroring signals on clock stoppages is acceptable.**
- **Referee—have great penalty administration signals and great ready for play tempo/mechanics.**
- **Umpire—control the middle, get the ball on a line and be precise on penalty yardage.**
- **Back Judge--If one player is lined up more than 5 yards behind the restraining line, he/she is the only player who may kick the football. If any other player kicks the ball, it is a dead ball foul for encroachment. THIS IS YOUR Call.**

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## Officials Quiz 2019

**Question 1:** Team A scores a touchdown on the first possession of overtime. During the try, Team R is called for roughing the kicker but the attempt is successful. Where is the roughing penalty enforced?

**Question 2:** After Team K's kickoff from their 40-yard line, the ball bounces high near the sideline. R1 leaps from inbounds and grabs the ball while airborne over the field of play. After securing the ball, R1 lands on the sideline at Team R's 35-yard line. Is this a foul for a free kick out of bounds?

**Question 3:** Fourth and 5 at Team R's 20-yard line. The holder muffs the snap and the ball is loose on the ground at Team R's 27-yard line. Seeing a defender approaching, K1 kicks the rolling ball through the uprights. What is the ruling?

**Question 4:** First and 10 at Team A's 20-yard line. A1 false starts and B2 reacts by entering through the neutral zone and roughly knocking over the quarterback. What is the ruling?

**Question 5:** Fourth and 10 on K's 30-yard line. K1's punt is muffed by R2 at Team K's 40-yard line and is picked up behind the neutral zone by K3 at K's 25-yard line. As R players rush him, K3 quickly passes the ball forward to eligible K4, but the pass is incomplete. What is the result?

**Question 6:** A1 is flagged for illegal motion at the snap. B3 intercepts the pass and runs is back for a touchdown. Where is the illegal motion penalty enforced?

**Question 7:** First and 10 for Team A at its own 3-yard line. A2 is in the end zone when he muffs a backward pass. A2 recovers and tries to advance but is downed in the end zone. During the attempted advance, B3 grabs and twists A2's facemask. From where is the penalty enforced?

**Question 8:** On a third down play, A43 fumbles short of the line-to-gain. The ball crosses the line-to-gain before going out of bounds, last touched by B4. Which team next puts the ball in play?

**Question 9:** Third down and two. The game clock is running when Team A breaks the huddle. All players stop for one second except A18 who continues in motion away from his scrimmage line. The runner is downed inbounds. What is the penalty and when does the clock start?

**Question 10:** To start the first overtime series, B23 intercepts a forward pass at Team B's 4 yard line and his momentum carries him into the end zone. B23 then carries the ball out of the end zone and is tackled at the Team B 3 yard line. Where does Team B start its overtime possession?

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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:** Team K may accept the extra point and Team R will start first and goal on Team B's 25-yard. Team K may accept the penalty and have the down replayed with the ball placed on Team B's 1 ½-yard line.

**Ruling 2:** No Foul. Team R will put the ball in play at its own 35-yard line.

**Ruling 3:** Illegal kicking. Fourth and 22 at Team R's 37-yard line.

**Ruling 4:** First and 10 for Team A on its 30-yard line. Both penalties will be enforced.

**Ruling 5:** K's ball at K's 30-yard line. A new series is awarded to Team K as they are the team in possession at the end of the down as Team R is the first to touch a scrimmage kick while it is beyond the expanded neutral zone.

**Ruling 6:** The penalty must be declined to keep the score.

**Ruling 7:** The penalty is enforced from Team A's goal line.

**Ruling 8:** Following the forward fumble out of bounds, the succeeding spot is the out-of-bounds spot which gives Team A a first down. The clock starts on the snap.

**Ruling 9:** This is an illegal shift because the one second rule was not satisfied. Enforcement of the penalty is the only reason for stopping the clock, so it starts on the ready.

**Ruling 10:** The ball is dead when Team B gains possession and Team A's series is over. Team B starts its series from the 10 yard line at the same end of the field.

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**You Need To Watch For Holding NOT Look For Holding**

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