Sportsmanship

Sportsmanship is always a priority passed down from the SDHSAA. Teams most often take on the characteristics of their coaches. When a coach is one who believes in the virtues of fundamentals, the players can usually be counted on to play crisp football as designed by the NFHS rules book. Conversely, a coach who berates officials, uses profanity and constantly points out the supposed mistakes of officials will often have teams that follow suit.

Most officials will answer a coach’s question if it is asked in a reasonable tone of voice. No one expects coaches to appreciate every call but constant comments such as “you blew that one” or “how can you make a call like that” deserve to be answered with silence and possibly a penalty flag if the comments escalate to continuing badgering. Continual complaining can serve as a distraction to officials.

If the comments turn personal then no leeway should be given to the coach who is complaining. There is a large difference between disagreeing with a call and having your integrity questioned. Once a head coach has crossed the line, the necessary penalty should be enforced swiftly. That is the exact purpose of a 15-yard unsportsmanlike conduct penalty. If the coach is not penalized, his conduct may become more offensive.

Coaches who let the officials officiate serve the game much better than one who constantly questions every call and berates the officials. The head coach can help officials by keeping players in the team box and by moderating the behavior of assistant coaches. The head coach should be the only one communicating with the officials.

Let Officials Officiate

Video Review

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:

https://www.youtube.com/watch?v=e8IZtl4fMrw
**Line-To-Gain Crew**

The line-to-gain crew shall be located on the HOME team’s sideline, regardless of orientation to the press box. The linesman will ALWAYS be with the chains. The position of the linesman is not dictated by the press box but simply the chains.

The chain-crew shall not enter the playing field. If a measurement is needed, the officials will deliver the chains to the field, not the chain crew.

On the measurement:
- Referee stays with the ball
- Umpire stays with line-to-gain marker (front stake)
- Head Linesman stays with the clip
- Line Judge is responsible for observing all others
- Back Judge takes the trailing indicator/marker—rear marker

With this set-up, two duties changed: Line Judge does not mark the spot of the clip for the linesman; Back Judge does not tend the ball, but rather takes the rear marker.

**Extra Time-Out Due To Heat**

The SDHSAA authorizes all football officials to call a “heat time-out” in the event of heat/humidity. The heat time-out will be 120 seconds. This time-out is not charged to either team. The officials are authorized to call a heat time-out somewhere close to the mid-point of each quarter. It should be taken at a time when it will not strategically benefit or work to the disadvantage of either team-- after a change of possession. **DO NOT take a heat time out when team is driving for a score.**

The decision as to whether heat time-outs will be taken should be dealt with prior to the start of game—it is always better to error on the side of safety. The rationale for taking these additional time-outs is concern for the safety and health of the student/athletes. The additional time-outs will enable the athletes to cool down a bit and also get a drink of water or some other appropriate fluids. Each student/athlete must have his or her own Water Bottle.

If you use heat time-outs during the first half, you must use the heat time-outs during the second half even if there is a change in the weather conditions.

Officials plan to allow for longer breaks during the natural course of play (i.e.: going 120 seconds between score and kick-off, etc.) so athletes can cool down and get a drink of water. Officials have the authority to call an extra (two a quarter), officials timeout during contests in the event of extreme heat and/or humidity.

**35-Point Rule/50-Point Rule**

When a team secures a 35 point lead in the second half, the clock will continue to run. Regulation timing is followed in the first half regardless of the score.

Beginning with the ensuing kick-off the following changes, and only these will be made regarding rules determining when the clock will and will not be stopped. **The clock will run continuously except for the following situations when it will be stopped:**

- Any time-out charged to a team (re-start with the ensuing snap)
- After a score (re-start clock with the ensuing kick-off when legally touched by R, or by the ensuing snap—kick out-of-bounds or touchback)
- Intermission between the 3rd and 4th quarter (re-start with snap)
- Extended injury time-out—only if coach is brought out (re-start with ready for play)
- Any time officials deem it necessary for safety reasons (re-start with ready for play)
Once the mercy rule is in effect, the clock will continue to run until the completion of the game. Regulation timing will not resume if the score differential drops below 35. If a team is 50 points or more ahead at the end of the first half or if it secures such a lead during the second half, the game is ended immediately.

The 35-Point Rule/50 –Point Rule only applies to Class 11A, Class 11B and 9-man games.

- The game clock will continue to run during the enforcement of penalties unless issues surrounding the enforcement will take significant time that officials would signal for an officials' timeout.
- The game clock will continue to run after a change of team possession.

**Equipment Issues to be Addressed**

It is critical for all game officials to continue to strengthen their efforts to address all issues that deal with the current equipment requirements. Game officials must focus on these three areas of concern:

1. required equipment not worn properly (pants that do not cover the knees)
2. required and/or legal equipment missing or not being used correctly (no knee pads, thigh guards or hip pads)
3. wearing illegal equipment (a hard cast not properly covered).

Crew members are encouraged to become very observant throughout their pre-game responsibilities and to be prepared to immediately address any equipment issues with the player and a coach. Appropriate communication with the player in the presence of the coach allows for correction to be made prior to the beginning of the contest and avoids problems during the game.

In regard to “cloth masks” or other face coverings:

1. Players still need to be properly equipped, including wearing of a mouth guard and chinstrap at all times, and,
2. “Gaiters” as shown below are to be considered legal for use in NFHS football.
3. Officials, coaches and other non-playing personnel may wear masks at any time as legal equipment.

Below are two pictures of the gaiter in question. Both should be considered legal as worn. Penalties/Fouls for Facemask violations still apply, even though the gaiter device covers the mask. Again, Mouth guards and chin straps must still also be worn.

(Legally worn gaiter, under the chinstrap)  (Also legal, worn over facemask)
COACHES & OFFICIALS: The restricted area (formerly the coaches box) has been
defined where a maximum of three coaches may communicate with players and substitutes
during dead ball situations. The (up to three) coach(s) must move behind the restricted
area before the ball becomes live. Coaches you need to name a “get-back-coach,” so you as
coaches in the restricted area have ample room to move into this area before the ball
becomes live.

This National Federation rule has been adopted for safety purposes for all parties
involved.

If a game official unintentionally contacts a coach or other nonplayer in the
restricted area while the ball is live, the team is assessed a 15-yard penalty for a nonplayer,
illegal personal contact foul. As a nonplayer foul, the penalty is enforced from the
succeeding spot. A second such offense would result in the head coach’s disqualification.
Unlike a foul for sideline interference (non-contact, Rule 9-8-1k or 9-8-3), no warning or 5-
yard penalty is required in this situation.

Officials, it is your responsibility to enforce the rule fairly (both teams) when a
violation of the rule takes place. The SDHSAA understands you have a responsibility with
players on the field, but when the rule is violated we expect you to address the situation
when it presents itself.

Penalty enforcement applies to each individual team pertaining to any violation(s)
enforced.

- First offense, flag, team sideline warning, no yardage penalty assessed
  - Sideline warning—don’t wait until the fourth quarter—if coaches are there
    now, it is because you as an official have let them be there the entire game
- Second offense, a five-yard penalty for sideline interference
- Third offense, 15 yard penalty for unsportsmanlike conduct charged to the
  offending head coach.

Formation Rule Altered

Team A now needs only five (or three) players on its line at the snap, but cannot
have more than four in the backfield.

Rule 2-32-3 (Page 34): A back is any Team A player who has no port of his body
breaking the plane of an imaginary line drawn parallel to the line of scrimmage through
the waist of the nearest teammate who is legally on the line, except for the player under the
snapper, who is considered a back.

Rule 2-32-9 (Page 35): A lineman is any Team A player who is facing his opponent's
goal line with the line of his shoulders approximately parallel thereto and with his head or
foot breaking an imaginary plane drawn parallel to the line of scrimmage through the the
waist of the snapper when the ball is snapped.

Case Book Page 58: 7.2.3 SITUATION A

Are You Ready For Your First Game?

- Team Officiating: If you see something say something if it will help make the game
  better and right a wrong
- Wing Officials: Be great at sideline signals and mirroring spots
- Clock Awareness: Own the clock—everyone
- Count-Count-Count: Every play
- Referee’s: Be great with your signals and stay back off of the line of scrimmage
- Umpire’s: Be active, get the ball down and be precise with penalty administration
• **Equipment Reminders:** Knee pads must be worn over the knee and under the pants
• **Wing Officials:** When players go into the bench area your primary responsibility is to go in after them and walk them back onto the field
• **Dead Ball:** We need to watch players until they are clear of any threat of fouls. Never turn your back to players
• **Sideline Control:** Get coaches and players back. Show them the restricted area when the ball is live where you need to officiate
• **Linesman and Line Judge:** Pinch in after a kicked PAT. Help the umpire with cleaning up players

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**Officials Quiz 2019**

**Question 1:** Fourth and 20 for Team K at its own five yard line. The ball will be snapped from the hash mark on the line judge’s side of the field. Which official in a crew of five is responsible for the goal line if the play breaks down (blocked punt, bad snap, etc.)?

**Question 2:** As Team A players are taking their positions on the line, B57 imitates the quarterback’s cadence as used on the previous plays. When is this penalty?

**Question 3:** Following a penalty and before the ready-for-play, snapper A50 puts his hand on the ball. He then rises and removes his hand from the ball, to speak to the quarterback. Is this a foul?

**Question 4:** Standing in his end zone, R27 catches the kickoff and hands the ball forward to R30 who crosses the goal line and is tackled at the R12. Where is the penalty enforced?

**Question 5:** 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 B41. What is the next down and distance?

**Question 6:** On a try, A86 holds B46 in the end zone during a legal forward pass that crosses the neutral zone. Eligible A27 catches the pass in the end zone. Team B accepts the penalty. Is the try down replayed?

**Question 7:** Quarterback A1 is positioned directly behind the snapper. (A) A1 muffs the snap, but is able to take the ball from the ground and spike it forward; or (B) A1 received the snap, but his spike attempt hits snapper A2’s leg and ricochets into the air. A1 catches the ball and immediately spikes it forward. Are the plays legal?

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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 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:** Ordinarily in NFHS mechanics, the line judge moves downfield at the snap while the linesman holds to ensure the ball crosses the neutral zone. SDHSAA recommends that, when the ball is snapped in close proximity to the goalline on a scrimmage kick, both wings hold momentarily to observe the action. If the snap is bad, the punter may not be able to
get off a normal punt; as a result, the wings won’t have that much distance to travel and the hesitation won’t be as detrimental to downfield coverage. If the line judge senses a heavy rush that could produce a blocked kick, goalline coverage is crucial. However, if the line judge sees a good snap and it’s obvious team R is not rushing in order to set up a return, the line judge should move downfield shortly after the snap.

Ruling 2: Once Team A players are set and the quarterback is trying to call the signals, it would be a dead ball foul if B57 continues the imitated cadence. Disconcerting acts, a five yard penalty.

Ruling 3: No foul, since the snapper is not restricted until the ready.

Ruling 4: The ball is dead when the kick breaks the plane of Team R’s goal line. There is no foul for handling the ball forward. The result is a touchback.

Ruling 5: Following a 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 6: The foul is for offensive pass interference rather than holding. It does not include loss of down, so the try is replayed.

Ruling 7: An illegal forward pass in both (A) and (B). Once the ball touches the ground, a player or a spike attempt is unsuccessful, it may not be grounded legally thereafter using this exception.

MIBT--Make It Be There!