

# FOOTBALL 2022 MEETING #3

#### PENINSULA SPORTS

TOM EMERY

**DUES & FEES** 

REBATE FOR 100% ATTENDANCE

2022 RULE & CASE BOOKS \$5 EACH and 2022/2023 MECHANICS MANUALS

### PENINSULA SPORTS

#### RECRUITMENT TRAINING RETENTION





There's an urgent need for sports officials in this nation. More people are needed to step up to do the tough job of making sure sports are fairly played, well-managed and safe environments for all participants and spectators.

Join us today: www.PSIrefs.com

#### MEETING SCHEDULE

PRE-SEASON
JULY 13 @ PALMA
JULY 27 ON ZOOM
AUGUST 10 @ PALMA
AUGUST 24 ON ZOOM

IN-SEASON MEETINGS
SEPTEMBER 14 @ PALMA
OCTOBER 12 ON ZOOM
NOVEMBER 2 @ PALMA

#### **PSI FOOTBALL 2022**

JUNE							
SUN	MON	TUE	WED	THUR	FRI	SAT	
			1 CC MTG	2	3	4	
5	6	7	8	9	10	11	
12	13	14	15	16	17	18	
19	20	21	22	23	24	25	
26	27	28	29	30			

SEPTEMBER						
SUN	MON	TUE	WED	THUR	FRI	SAT
				1	2	3
4	5	6	7	8	9	10
11	12	13	14	15	16	17
18	19	20	21	22	23	24
25	26	27	28	29	30	

JULY						
SUN	MON	TUE	WED	THUR	FRI	SAT
					1	2
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28	29	30
31						

OCTOBER						
SUN	MON	TUE	WED	THUR	FRI	SAT
						1
2	3	4	5	6	7	8
9	10	11	12	13	14	15
16	17	18	19	20	21	22
23	24	25	26	27	28	29
30	31					

AUGU	AUGUST						
SUN	MON	TUE	WED	THUR	FRI	SAT	
	1	2	σ	4	5	6	
7	8	9	10 TEST	111	12	13	
14	15	16	17	18	19 JAMBO	20 REES	
21	22	23	24	25	26	27	
28	29	30	31				

NOVEMBER						
SUN	MON	TUE	WED	THUR	FRI	SAT
		1	2	3	4	5
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30			

GAMES

PLAYOFF DATES

PALMA MEETINGS 6:30PM TO 8:30PM ZOOM MEETINGS 6:30PM TO 8:30PM

#### **GAME ASSIGNMENTS**

#### **DAVE ANDERSON**

MAKE SURE YOU ARE SIGNED UP IN ARBITER

BLOCK ANY DATES YOU ARE NOT AVAILABLE

DAVE'S CONTACT: (831) 998-3751 daveapm13@gmail.com

#### **JAMBOREES**

THE NAME IN BOLD SHOULD KEEP RECORD OF WHO WORKS THE ASSIGNMENT

FULL UNIFORM - BLACK HATS, BRING BOTH SHIRTS

NEED TO HAVE TWO CLIPS FOR THE CHAIN

DIFFERENT FORMATS WILL BE USED AT DIFFERENT SITES SO BE FLEXIBLE

#### **JAMBOREES**

#### FRIDAY AUGUST 19

4:30PM	CABRILLO	5:30PM	SALINAS	5:00PM	KING CITY
VARSITY	BUNNER	JV	ANDERSON	JV	MIDDLETON
	JOHNSON	7:00PM	NAVARETTE	7:00PM	PLAZOLA
	DAVIS	VARSITY	NULL	VARSITY	JIMENEZ
	CLEMENTS		THORNBURG		DOMINQUEZ
	FABING		HART		SILVA
	FRICHETTE		WATT		CARRANCO
	CLIFTON		HARE		CRUZ, G
	STARLING		PETERSON		CRUZ, A
	AGUIRRE		MARTINEZ		MEYERS
	BENDEX		SEELEY		PETERSON
			PULIDO		
6:00PM	MONTE VISTA	4:00PM	NORTH MONTEREY CO	7:00PM	PACIFIC GROVE
JV	BERGTHOLD	JV	HIGGS	VARSITY	HOWELL
7:00PM	JACKSON	5:15PM	GOODER		CASHION
VARSITY	COLLOM	VARSITY	ADAMS		PALMER
	NAVAL		DRAIN		GREEN
	VILLANEDA		SARIMENTO		FOSTER
	LEGARD		HOUSE		BROWN
	SCHMIDT		ROMERO		

#### **JAMBOREES**

#### SATURDAY AUGUST 20

4:00PM	SOQUEL
JV	BUNNER
	JOHNSON
	DAVIS
	CLIFTON
	AGUIRRE
	FRICHETTE
	PULIDO
	SEELEY
	BROWN
	ALL NEW OFFICIALS

## NEW RULES

DR. RONNIE HIGGS

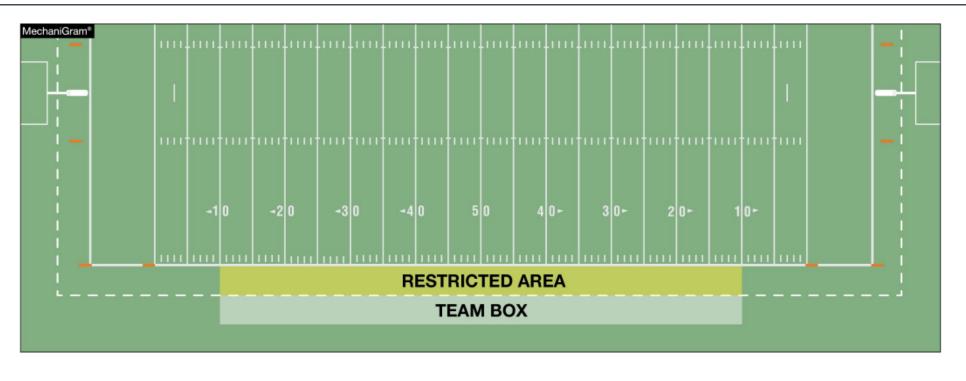


#### 2022 NFHS FOOTBALL RULES CHANGES



#### Rule Change

# **TEAM BOXES RULE 1-2-3g NOTES 3. (NEW), TABLE 1-7 (3.) (NEW)**

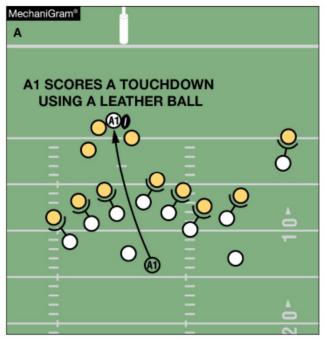


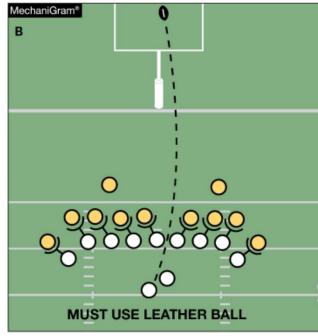


It is permissible for state associations to approve an extension of the team box and to determine the individuals who may be in the extended area, provided such extension is the same for both teams.



# **GAME BALLS RULE 1-3-3**





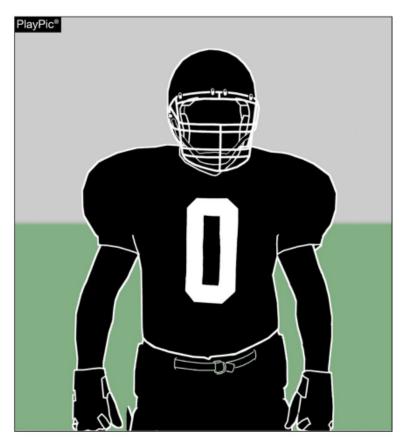


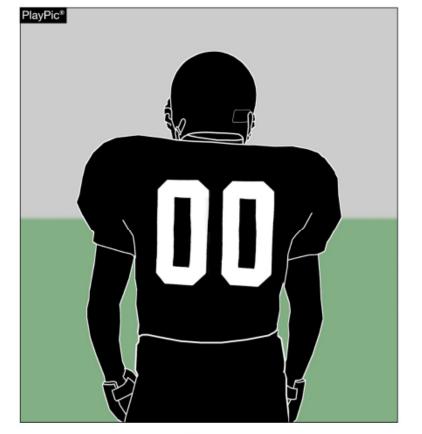


Any game official may order the ball changed between downs. Unless the ball is ordered changed by the Referee or another game official, Team A scoring a touchdown with one ball (MechaniGram A) may not request a different ball for the try (MechaniGram B) but may use a different approved ball for the ensuing free kick (PlayPic C).

#### Rule Change

# JERSEY NUMBERS RULE 1-4-3, FIGURE 1-4-2, RULE 1-5-1c(1), RULE 7-2-5b EXCEPTIONS, RULE 7-5-6a





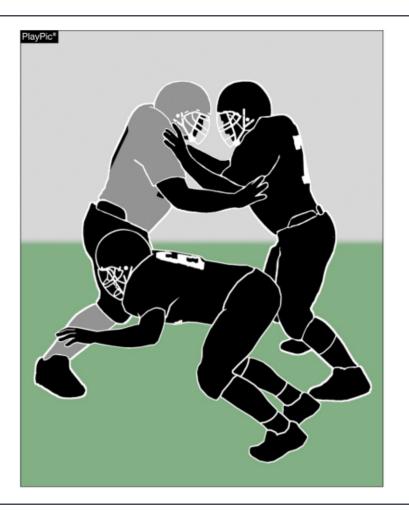
Each player shall be numbered 0 though 99 inclusive. Any number preceded by the digit zero such as "00" is illegal.







# CHOP BLOCK RULE 2-3-8



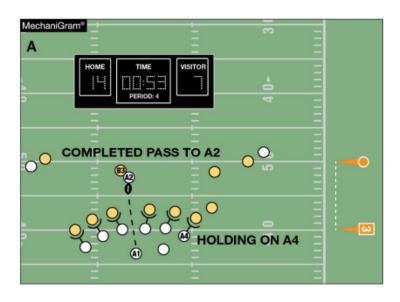
A chop block is combination block by two or more teammates against an opponent other than the runner, with or without delay, where one of the blocks is below the waist and one of the blocks is above the waist.

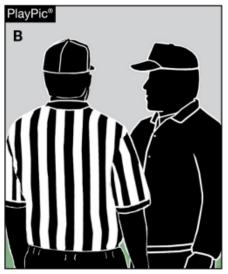


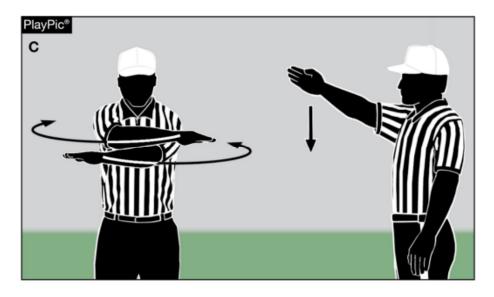
#### Rule Change



# **GAME CLOCK OPTION RULE 3-4-7**





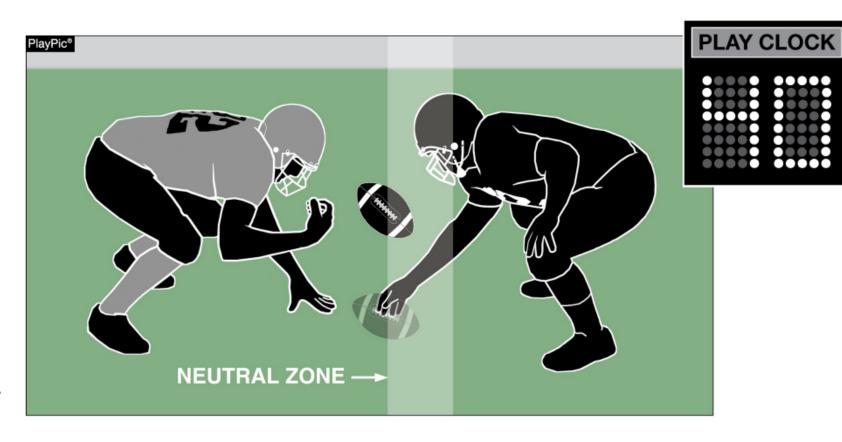


When a foul is committed with less than two minutes remaining in either half, the offended team has the option to start the game clock on the snap. In MechaniGram A, Team B trails when Team A fouls. Team B's coach is consulted (PlayPic B), choosing to decline the penalty and have the clock started on the snap (PlayPic C).





#### PLAY CLOCK RULE 3-6-1a(1)e EXCEPTION 2. (NEW)



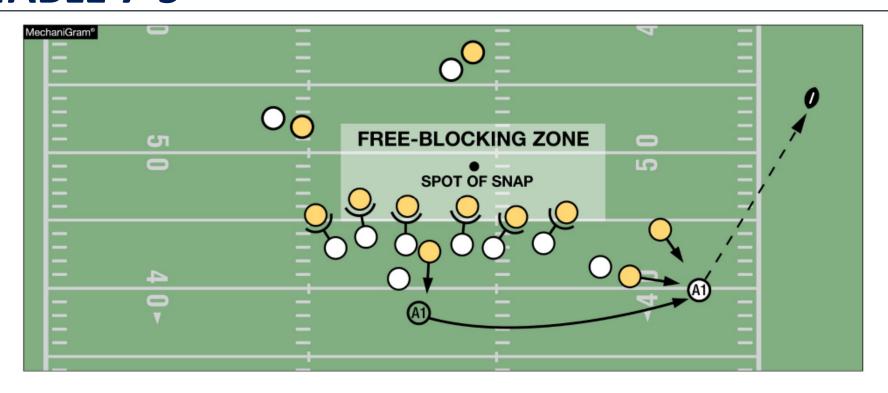
When the clock is stopped due to Rule 3-5-7i and Team B is the only team to foul, the play clock will be set to 40 seconds.



#### Rule Change



#### INTENTIONAL GROUNDING RULE 7-5-2d EXCEPTION 2. (NEW), TABLE 7-5-2, TABLE 7-5





It is legal for a player to conserve yardage by intentionally throwing an incomplete forward pass if the passer has been beyond the lateral boundary of the free-blocking zone as established at the snap; and the pass reaches the neutral zone, including the extension beyond the sideline.

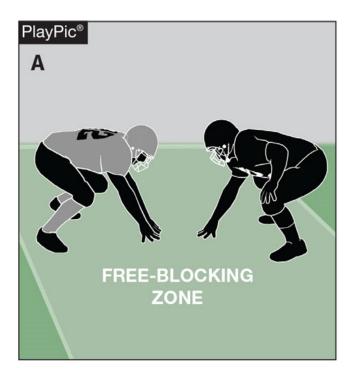


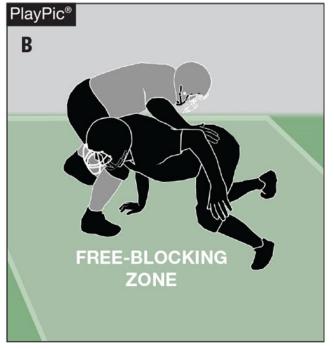
#### 2022 NFHS FOOTBALL RULES REMINDERS





# BLOCKING BELOW THE WAIST RULE 2-17-2c



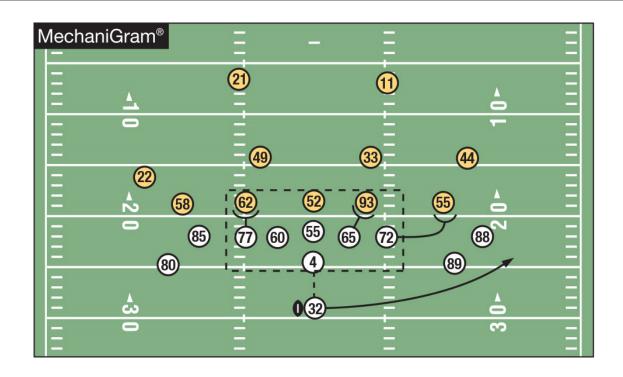


In PlayPic A, both players are in the free-blocking zone and on their lines of scrimmage. In PlayPic B, the block is legal because it is in the zone at the time of the snap, is an immediate, initial action following the snap, and both players began the play on their lines of scrimmage and in the free-blocking zone.





# BLOCKING BELOW THE WAIST RULES 2-17-1, 2-17-2, 2-17-4

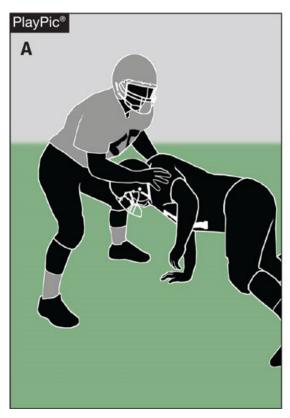


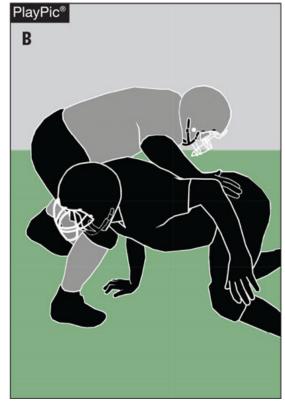
It is legal for offensive linemen to block below the waist in the free-blocking zone, provided both players were on their lines of scrimmage and within the zone at the time of the snap and the block is an immediate, initial action following the snap. No. 77 could only block No. 62 below the waist if the block was immediate, initial action following the snap. No. 65 can block No. 93 below the waist even though No. 93 is playing off his shoulder, if the block is an immediate, initial action following the snap. No. 72 could not block No. 55 below the waist at any time during this play.





# BLOCKING BELOW THE WAIST RULES 2-3-7, 2-17-1, 2-17-2, 9-3-2



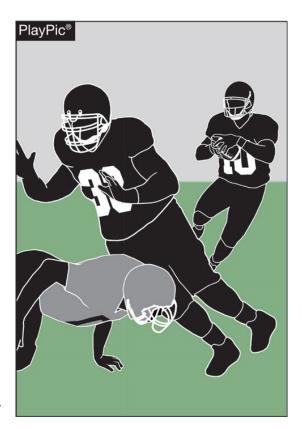


While in the free-blocking zone, the initial contact in PlayPic A is with the hands below the waist. When the blocker finishes the block below the waist as in PlayPic B, it is not a foul. A block below the waist is legal if it occurs in the freeblocking zone, provided both players were on their lines of scrimmage and within the zone at the time of the snap and the block is an immediate, initial action following the snap.





# **BLOCKING BELOW THE WAIST RULES 2-3-7, 2-17-2, 9-3-2**



The rules regarding blocking below the waist apply equally to both teams. In the PlayPic, the defender goes below the waist outside the free-blocking zone to take out the lead blocker. This is an illegal block by the defender. A block below the waist is only legal if it occurs in the free-blocking zone, provided both players were on their lines of scrimmage and within the zone at the time of the snap and the block is an immediate, initial action following the snap.





#### 2022 NFHS FOOTBALL POINTS OF EMPHASIS



#### **2022 NFHS FOOTBALL POINTS OF EMPHASIS**

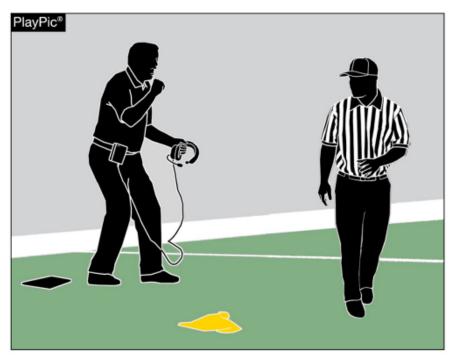
- 1. Sportsmanship
- 2. Targeting/Defenseless Player
- 3. Legal Uniforms and Equipment







#### **SPORTSMANSHIP**







Poor sportsmanship by coaches and players sets a negative tone for fans, game officials and others.



#### **SPORTSMANSHIP**

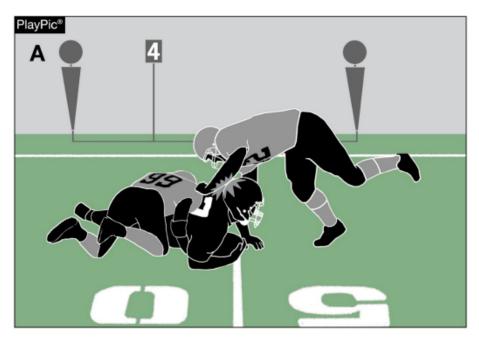


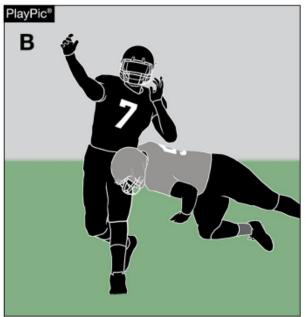


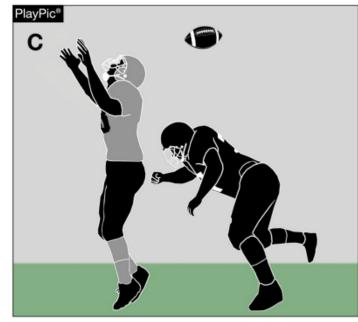
Fans must not employ language or acts that defames, demeans, abuses, or bullies a competitor, game official, or another fan. Issues with fan behavior should be directly referred to contest management by game officials.



#### TARGETING/DEFENSELESS PLAYER





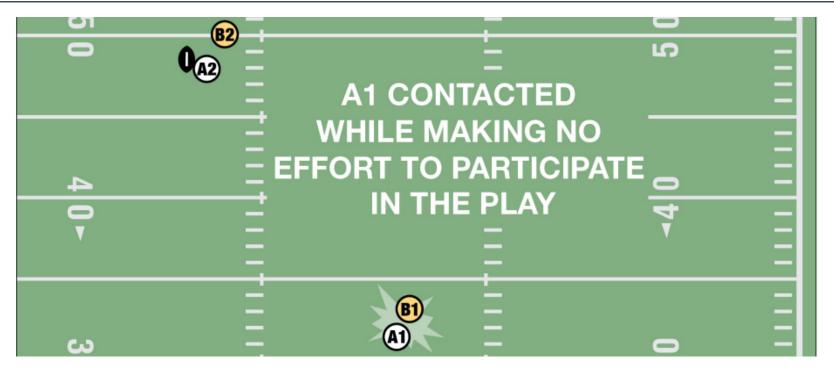




A downed runner is defenseless and cannot protect himself against unnecessary contact (PlayPic A). Once a pass is thrown, a passer is defined as a defenseless player (PlayPic B). A pass receiver attempting to catch a pass, or a pass receiver who has clearly relaxed when the player has missed the pass or feels he can no longer catch the pass, should be considered defenseless (PlayPic C).



#### TARGETING/DEFENSELESS PLAYER

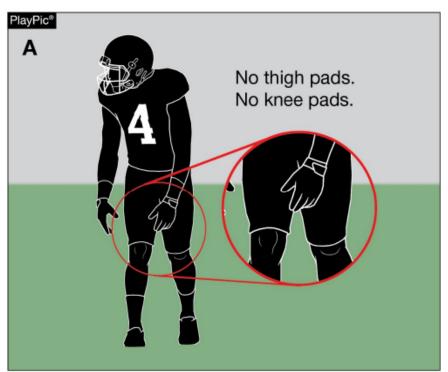


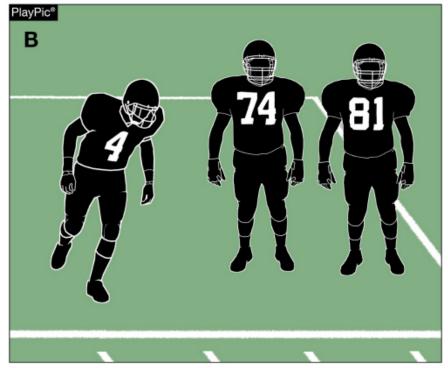


A1 is obviously out of the play and not in the immediate vicinity of the runner. A1 is by definition defenseless. The contact by B1 is a personal foul.



#### **LEGAL UNIFORMS/EQUIPMENT**







Players who fail to wear required equipment during a down (PlayPic A) must be replaced for one down (PlayPic B).



#### 2022-2023 NFHS FOOTBALL GAME OFFICIALS MANUAL





# 2022-2023 NFHS FOOTBALL GAME OFFICIALS MANUAL COMMITTEE POINTS OF EMPHASIS

- 1. Communication Between Coaches and Game Officials
- 2. Officiating Intentional Grounding
- 3. Free-Kick Mechanics
- 4. Time-Sensitive Situations End of Second and Fourth Periods







# COMMUNICATION BETWEEN COACHES AND GAME OFFICIALS

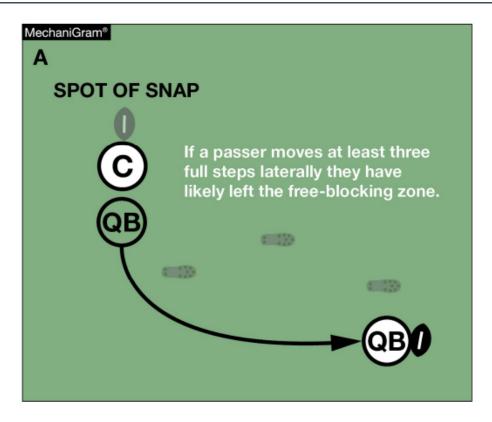


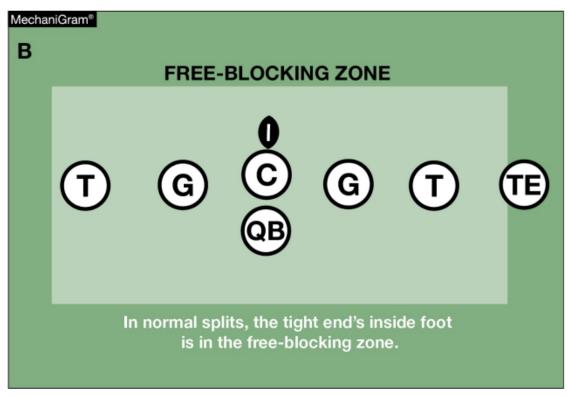




Game officials must actively listen to what a coach is saying, then respond factually and unemotionally (PlayPic A). If coaches show little respect for game officials and make derogatory comments, their players will likely treat game officials similarly (PlayPic B).

#### OFFICIATING INTENTIONAL GROUNDING

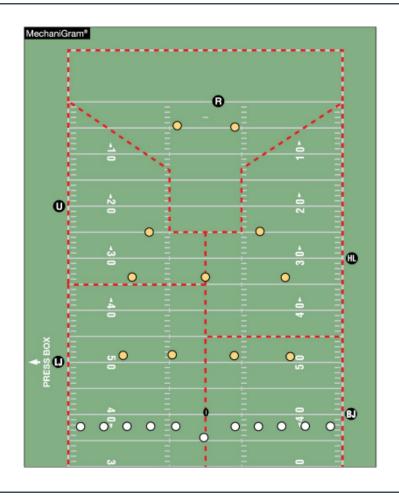






If a passer moves at least three full steps laterally, game officials should strongly consider whether or not the passer has left the free-blocking zone.

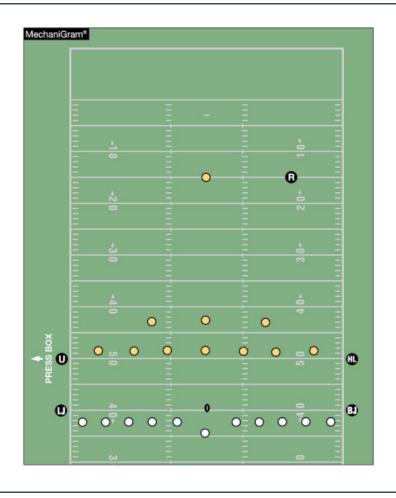




Successful coverage of free kicks depends on game officials observing players in their assigned coverage zones. For the traditional deep kick, coverage of the goal line and pylons, downfield movement, return in or away from the game official's position, starting the game clock and likely areas of illegal contact must be covered in the pregame conference.





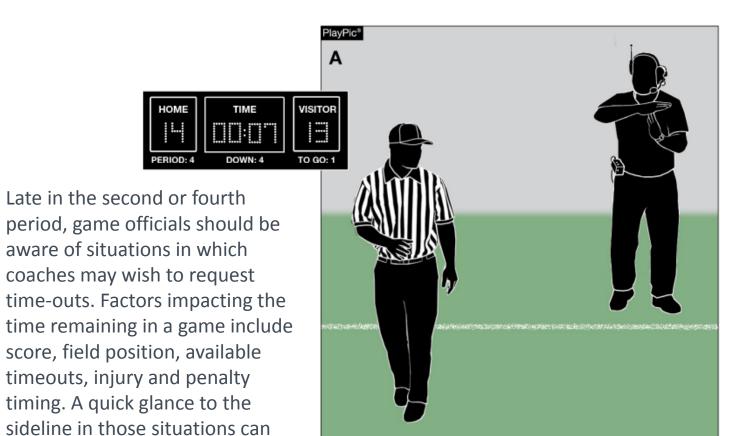


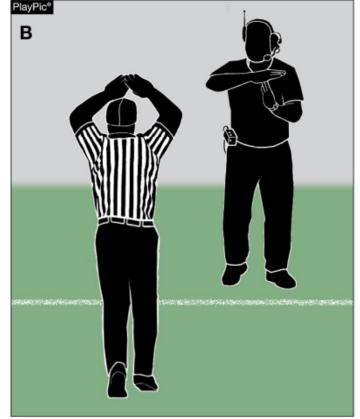
Onside kicks are especially challenging. Responsibility for the kick legality, free kick lines, first touching by Team K, contact both who initiated and if legal — must be considered because contact will occur quickly. Teams will aggressively fight for possession. Quick and decisive movement, determination of possession and observation of participants not involved in the area around the ball is needed.





# TIME-SENSITIVE SITUATIONS — END OF SECOND AND FOURTH PERIODS







save valuable seconds.

## TEST INFORMATION

DR RONNIE HIGGS

TEST AVAILABLE
ON ARBITER CENTRAL HUB

COMPLETED TEST DUE AUGUST 10

3.	While the ball is dead, an assistant coach is flagged for coming out to the numbers and cursing the officials in a loud and abusive manner. This is the team's second unsportsmanlike conduct foul during the game (the first unsportsmanlike foul was committed by the head coach). The head coach is disqualified, must leave the field, and must remain out of view of the playing area for the remainder of the game.

F 29%

F 29%

7. There are 15 seconds left in the game and Team R is down by 2 points. During the scrimmage kick, R33 signals for a fair catch and R40 catches the ball on the K-30. R may next attempt a free kick to score 3 points.

F 23%

F 29%

7. There are 15 seconds left in the game and Team R is down by 2 points. During the scrimmage kick, R33 signals for a fair catch and R40 catches the ball on the K-30. R may next attempt a free kick to score 3 points.

F 23%

8. A23 and B10 simultaneously catch a forward pass on the B-2 and while fighting for the ball, their momentum takes them into Team B's end zone. It is a touchdown by A.

F 29%

7. There are 15 seconds left in the game and Team R is down by 2 points. During the scrimmage kick, R33 signals for a fair catch and R40 catches the ball on the K-30. R may next attempt a free kick to score 3 points.

F 23%

8. A23 and B10 simultaneously catch a forward pass on the B-2 and while fighting for the ball, their momentum takes them into Team B's end zone. It is a touchdown by A.

F 25%

F 29%

7. There are 15 seconds left in the game and Team R is down by 2 points. During the scrimmage kick, R33 signals for a fair catch and R40 catches the ball on the K-30. R may next attempt a free kick to score 3 points.

F 23%

8. A23 and B10 simultaneously catch a forward pass on the B-2 and while fighting for the ball, their momentum takes them into Team B's end zone. It is a touchdown by A.

F 25%

24. 4/12, K-40. Punter K44 shanks the ball to his right and K88 catches the kick behind the neutral zone. He carries the ball to the R-45 where he is tackled.

F 29%

7. There are 15 seconds left in the game and Team R is down by 2 points. During the scrimmage kick, R33 signals for a fair catch and R40 catches the ball on the K-30. R may next attempt a free kick to score 3 points.

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8. A23 and B10 simultaneously catch a forward pass on the B-2 and while fighting for the ball, their momentum takes them into Team B's end zone. It is a touchdown by A.

F 25%

24. 4/12, K-40. Punter K44 shanks the ball to his right and K88 catches the kick behind the neutral zone. He carries the ball to the R-45 where he is tackled.

The ball belongs to Team K and the game clock starts on the snap. 23%

26.	3/G, B-3. A10 takes the direct snap, fumbles at the B-2 and the ball rolls into the end zone. B51 recovers in the end zone. He attempts to run the ball out but is tackled in the end zone. During B51 run B clips at the 6 yd line.

26. 3/G, B-3. A10 takes the direct snap, fumbles at the B-2 and the ball rolls into the end zone. B51 recovers in the end zone. He attempts to run the ball out but is tackled in the end zone. During B51 run B clips at the 6 yd line.	
B, 1/10, @ B-3 35%	

B, 1/10, @ B-3 35%

27. Try, R-3. Time in the fourth period expires when Team A scores a touchdown to make the score A23-B24. The kick is successful and R62 roughs the kicker.

Team A elects to keep the point.

B, 1/10, @ B-3 35%

27. Try, R-3. Time in the fourth period expires when Team A scores a touchdown to make the score A23-B24. The kick is successful and R62 roughs the kicker.

Team A elects to keep the point.

The penalty may be enforced on first play in overtime. 26%

B, 1/10, @ B-3 35%

27. Try, R-3. Time in the fourth period expires when Team A scores a touchdown to make the score A23-B24. The kick is successful and R62 roughs the kicker.

Team A elects to keep the point.

The penalty may be enforced on first play in overtime. 26%

31. 4/15, K-30. Team K is flagged for an illegal shift. During the kick, R77 blocks below the waist at the R-45. R22 makes a fair catch at the R-40. Team R does not want the fouls to offset.

B, 1/10, @ B-3 35%

27. Try, R-3. Time in the fourth period expires when Team A scores a touchdown to make the score A23-B24. The kick is successful and R62 roughs the kicker.

Team A elects to keep the point.

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R, 1/10, @ R-25 39%

B, 1/10, @ B-3 35%

27. Try, R-3. Time in the fourth period expires when Team A scores a touchdown to make the score A23-B24. The kick is successful and R62 roughs the kicker.

Team A elects to keep the point.

The penalty may be enforced on first play in overtime. 26%

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R, 1/10, @ R-25 39%

32. 4/10, K-40. K1's scrimmage kick is muffed by R22 at the R-4, after which it rolls into the end zone. K4 secures possession in the end zone. K4 secures possession in the end zone.

B, 1/10, @ B-3 35%

27. Try, R-3. Time in the fourth period expires when Team A scores a touchdown to make the score A23-B24. The kick is successful and R62 roughs the kicker.

Team A elects to keep the point.

The penalty may be enforced on first play in overtime. 26%

31. 4/15, K-30. Team K is flagged for an illegal shift. During the kick, R77 blocks below the waist at the R-45. R22 makes a fair catch at the R-40. Team R does not want the fouls to offset.

R, 1/10, @ R-25 39%

32. 4/10, K-40. K1's scrimmage kick is muffed by R22 at the R-4, after which it rolls into the end zone. K4 secures possession in the end zone. K4 secures possession in the end zone.

Touchback 26%

B, 1/10, @ B-3 35%

27. Try, R-3. Time in the fourth period expires when Team A scores a touchdown to make the score A23-B24. The kick is successful and R62 roughs the kicker.

Team A elects to keep the point.

The penalty may be enforced on first play in overtime. 26%

31. 4/15, K-30. Team K is flagged for an illegal shift. During the kick, R77 blocks below the waist at the R-45. R22 makes a fair catch at the R-40. Team R does not want the fouls to offset.

R, 1/10, @ R-25 39%

32. 4/10, K-40. K1's scrimmage kick is muffed by R22 at the R-4, after which it rolls into the end zone. K4 secures possession in the end zone. K4 secures possession in the end zone.

Touchback 26%

33. 3/7, A-35. A7 drops back to pass and his receivers run routes downfield. B42 holds A83 at the line. A7 retreats under a heavy rush and is sacked at the A-24.

B, 1/10, @ B-3 35%

27. Try, R-3. Time in the fourth period expires when Team A scores a touchdown to make the score A23-B24. The kick is successful and R62 roughs the kicker.

Team A elects to keep the point.

The penalty may be enforced on first play in overtime. 26%

31. 4/15, K-30. Team K is flagged for an illegal shift. During the kick, R77 blocks below the waist at the R-45. R22 makes a fair catch at the R-40. Team R does not want the fouls to offset.

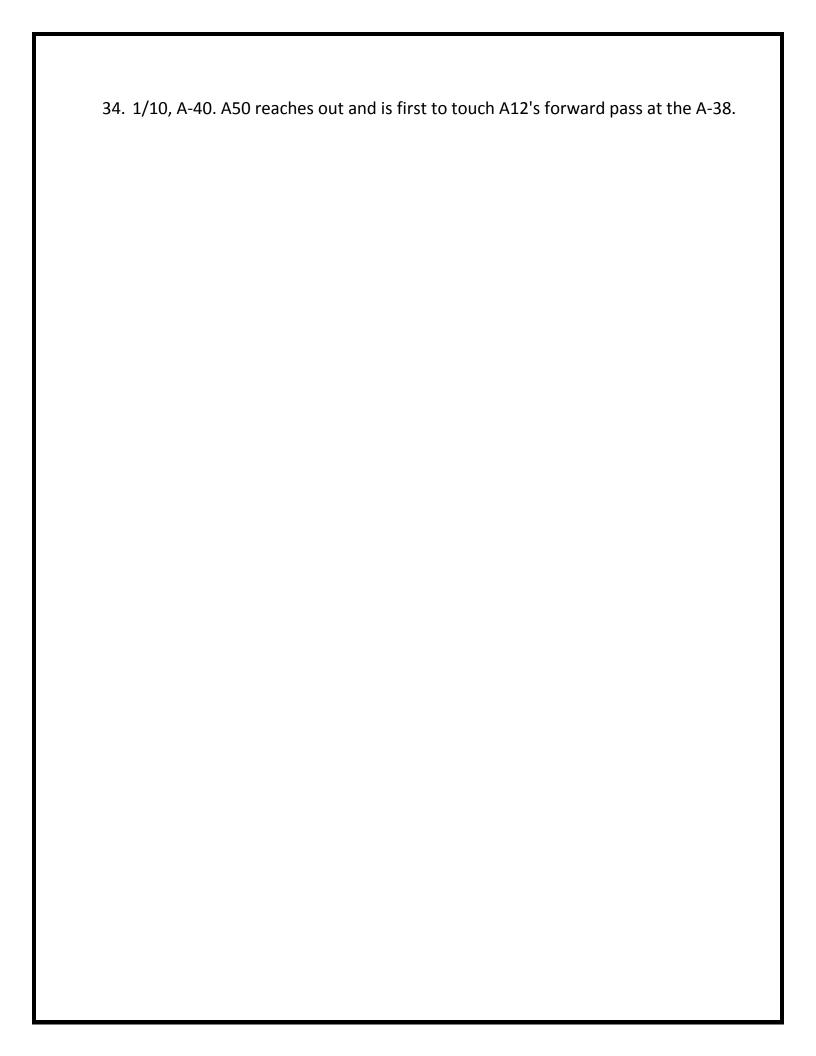
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32. 4/10, K-40. K1's scrimmage kick is muffed by R22 at the R-4, after which it rolls into the end zone. K4 secures possession in the end zone. K4 secures possession in the end zone.

Touchback 26%

33. 3/7, A-35. A7 drops back to pass and his receivers run routes downfield. B42 holds A83 at the line. A7 retreats under a heavy rush and is sacked at the A-24.

3/8, @ A-34 29%



24 1/10 A 40 AFO manaba	as out and is first to touch A12's forward nose at the A 20
2/17 from the A-33	es out and is first to touch A12's forward pass at the A-38.  39%

	2/17 from the A-33	39%
40		rst to touch the punt at the R-35 and the ball rolls out of 29 is flagged for holding at the K-38

34. 1/10, A-40. A50 reaches out and is first to touch A12's forward pass at the A-38.
2/17 from the A-33 39%
40 4/8, K-40. K88 is the first to touch the punt at the R-35 and the ball rolls out of
bounds at the R-28. K29 is flagged for holding at the K-38
bourius at the K-26. K29 is hagged for holding at the K-36
Toom D will have the namelty enforced from the D 29 269/
Team R will have the penalty enforced from the R-28 26%

2/17 from the A-33 39%

40 4/8, K-40. K88 is the first to touch the punt at the R-35 and the ball rolls out of bounds at the R-28. K29 is flagged for holding at the K-38

Team R will have the penalty enforced from the R-28 26%

41. 4/10, A-30. K2 punts from an illegal formation. R30 catches the ball at the R-35 and returns it for a touchdown. The penalty for the illegal formation:

2/17 from the A-33 39%

40 4/8, K-40. K88 is the first to touch the punt at the R-35 and the ball rolls out of bounds at the R-28. K29 is flagged for holding at the K-38

Team R will have the penalty enforced from the R-28 26%

41. 4/10, A-30. K2 punts from an illegal formation. R30 catches the ball at the R-35 and returns it for a touchdown. The penalty for the illegal formation:

May only be enforced on the try 35%

2/17 from the A-33 39%

40 4/8, K-40. K88 is the first to touch the punt at the R-35 and the ball rolls out of bounds at the R-28. K29 is flagged for holding at the K-38

Team R will have the penalty enforced from the R-28 26%

41. 4/10, A-30. K2 punts from an illegal formation. R30 catches the ball at the R-35 and returns it for a touchdown. The penalty for the illegal formation:

May only be enforced on the try 35%

42. 2/10, B-45. While running a pass route, A80 steps out of bounds at the B-30 to avoid B25. A80 comes back inbounds at the B-28 and catches a pass at the B-20 where he is downed. Illegal participation;

2/17 from the A-33 39%

40 4/8, K-40. K88 is the first to touch the punt at the R-35 and the ball rolls out of bounds at the R-28. K29 is flagged for holding at the K-38

Team R will have the penalty enforced from the R-28 26%

41. 4/10, A-30. K2 punts from an illegal formation. R30 catches the ball at the R-35 and returns it for a touchdown. The penalty for the illegal formation:

May only be enforced on the try 35%

42. 2/10, B-45. While running a pass route, A80 steps out of bounds at the B-30 to avoid B25. A80 comes back inbounds at the B-28 and catches a pass at the B-20 where he is downed. Illegal participation;

15-yard penalty from the B-45 23%

2/17 from the A-33 39%

40 4/8, K-40. K88 is the first to touch the punt at the R-35 and the ball rolls out of bounds at the R-28. K29 is flagged for holding at the K-38

Team R will have the penalty enforced from the R-28 26%

41. 4/10, A-30. K2 punts from an illegal formation. R30 catches the ball at the R-35 and returns it for a touchdown. The penalty for the illegal formation:

May only be enforced on the try 35%

42. 2/10, B-45. While running a pass route, A80 steps out of bounds at the B-30 to avoid B25. A80 comes back inbounds at the B-28 and catches a pass at the B-20 where he is downed. Illegal participation;

15-yard penalty from the B-45 23%

49. 2/10, A-38. Under pressure, quarterback A1 begins to scramble and runs toward the line of scrimmage. At the A-40, he throws a pass to A2, who was at the 50. The pass falls incomplete.

2/17 from the A-33 39%

40 4/8, K-40. K88 is the first to touch the punt at the R-35 and the ball rolls out of bounds at the R-28. K29 is flagged for holding at the K-38

Team R will have the penalty enforced from the R-28 26%

41. 4/10, A-30. K2 punts from an illegal formation. R30 catches the ball at the R-35 and returns it for a touchdown. The penalty for the illegal formation:

May only be enforced on the try 35%

42. 2/10, B-45. While running a pass route, A80 steps out of bounds at the B-30 to avoid B25. A80 comes back inbounds at the B-28 and catches a pass at the B-20 where he is downed. Illegal participation;

15-yard penalty from the B-45 23%

49. 2/10, A-38. Under pressure, quarterback A1 begins to scramble and runs toward the line of scrimmage. At the A-40, he throws a pass to A2, who was at the 50. The pass falls incomplete.

Illegal forward pass. 3/13, @ A-35 28%

# RULE 3 PERIODS, TIME FACTORS AND SUBSTITUTIONS

**GLENN DAVIS** 

## Rule 3

# Periods, Time Factors and Substitutions

## SECTION 1 LENGTH OF PERIODS – HALFTIME INTERMISSION

ART. 1 . . . The clock running time for a game shall be 48 minutes for high

schools with periods and intermissions as indicated in Table 3-1.

**NOTE:** By state association adoption, if, at the end of the fourth period, the teams have identical scores, the tie may be resolved if a method has been approved by the state high school association. This may include extending playing time. The overtime is considered part of the fourth period. An example of an overtime procedure is located in a supplementary section following the rules.

ART. 2 . . . By state association adoption, a point differential may be established whereby if one team has gained the established point differential, the game shall be terminated. A state association may also establish guidelines to use a

running game clock when the point differential is reached.

**ART. 3...** A period or periods may be shortened in any emergency by agreement of the opposing coaches and the referee. By mutual agreement of the opposing coaches and the referee, any remaining period may be shortened at any time or the game terminated.

**ART. 4...** Games interrupted because of events beyond the control of the responsible administrative authority shall be continued from the point of interruption, unless the teams agree to terminate the game with the existing score, or as

otherwise provided for by state association adoption.

**ART. 5...** When weather conditions are construed to be hazardous to life or limb of the participants, the crew of game officials is authorized to delay or suspend the game.

ART. 6 . . . State high school associations may determine the length of halftime intermission, provided it is not less than 10 minutes and not more than 20 minutes.

a. 15 minutes is normal for halftime intermission.

Halftime intermission may be increased to a maximum of 20 minutes, provided opponents have been notified no later than five minutes prior to the game.

- c. By mutual agreement of the opposing coaches, the halftime intermission may be reduced to a minimum of 10 minutes (not including the mandatory warm-up period).
  - **EXCEPTION:** If the game is interrupted due to weather during the last three minutes of the second period, and the delay is at least 30 minutes, the opposing coaches can mutually agree to shorten halftime intermission, provided there is at least a one-minute intermission (not including the three-minute warm-up period).
- **ART. 7** . . . The game officials are responsible for ensuring that there is a three-minute warm-up period posted on the game clock and the game clock immediately started 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.

## **TABLE 3-1**TABLE OF GAME CLOCK TIMES

PERIOD OF TIMING	CLOCK TIME	
First Half:		
First period	12 minutes	
Intermission between periods	1 minute	
Second period	12 minutes	
Halftime Intermission:	200 - 201 - 201 May 201 - 201	
When teams leave the field	10 to 20 minutes	
Mandatory Warm-up Period:	and the state of the first of the state of the	
Following halftime intermission	3 minutes	
Second Half:		
Third period	12 minutes	
Intermission between periods	1 minute	
Fourth period	12 minutes	
Charged Time-outs	1 minute	

### SECTION 2 STARTING A PERIOD — HALF

**ART. 1 . . .** Each half of the game shall be started by a kickoff. Before the scheduled game starting time, the referee, in the presence of the field captains, shall instruct the visiting captain to give a "heads" or "tails" choice before the coin toss. If the coin toss, or simulated coin toss, is held on the playing field, it shall be held three minutes prior to the scheduled game starting time, or as otherwise specified by individual state associations.

- **ART. 2...** At the coin toss or simulated coin toss conducted three minutes prior to the scheduled starting time on the field of play as in 3-2-1, not more than four team members in game uniform (captains) from each team may be present at the coin toss and only one from each team shall be designated as its spokesperson. All other team members in game uniform must remain outside the field of play.
- ART. 3 . . . The winner of the toss shall have first choice of options for the first half or to defer and have first choice for the second half. The loser shall have the first choice of options for the half the winner of the toss did not select. The options for each half shall be:
  - a. To choose whether his team will kick or receive.

b. To choose the goal his team will defend.

The team not having the first choice of options for a half shall exercise the remaining option.

**ART. 4...** Between the first and second and between the third and fourth periods, the teams shall change goals. Team possession, number of the next down, the relative position of the ball and the line to gain remain unchanged.

## SECTION 3 ENDING A PERIOD — HALF

- **ART. 1...** Approximately four minutes before the end of each half, the referee shall notify the field captains and their coaches of the time remaining. If time is not out, the referee shall order the game clock stopped while he does this. If an electric field clock is the official timepiece, no notification nor stoppage of the game clock is required.
- **ART. 2...** If time for any period expires during a down (clock indicates 0:00), play shall continue until the down ends, even if a mechanical signal is allowed to sound.
- ART. 3 . . . A period shall be extended by an untimed down if one of the following occurred during a down in which time expires:

a. There was a foul by either team and the penalty is accepted, except for those

fouls listed in 3-3-4b.

b. There was a double foul.

c. There was an inadvertent whistle.

d. If a touchdown was scored, the try is attempted unless the touchdown is scored during the last down of the fourth period and the point(s) would not affect the outcome of the game or playoff qualifying.

If (a), (b), (c) or (d) occurs during the untimed down, the procedure is repeated.

ART. 4 . . . A period shall not be extended by an untimed down if one of the following occurred during a down in which time expires:

a. When the defense fouls during a successful try/field goal and the offended team accepts the results of the play with enforcement of the penalty from the succeeding spot.

. There was a foul by either team and the penalty is accepted for:

1. unsportsmanlike fouls,

2. nonplayer fouls,

3. fouls that specify a loss of down,

- 4. fouls that are enforced on the subsequent kickoff as in Rule 8-2-2, 8-2-3, 8-2-4 or 8-2-5; or
- 5. fouls for which enforcement, by rule, result in a safety.

**NOTE:** The score is canceled in the event of an accepted penalty that specifies a loss of down.

- **ART. 5...** At the end of each period the referee shall hold the ball in one hand overhead to indicate the period has officially ended, after delaying momentarily to ensure that:
  - a. No foul has occurred.
  - b. No obvious timing error has occurred.
  - c. No request for a coach-referee conference has occurred.
  - d. No other irregularity has occurred.
- **ART. 6...** If a dead-ball foul occurs after time expires for any period, the penalty shall be measured from the succeeding spot unless 8-2-5 applies.

#### SECTION 4 STARTING AND STOPPING THE GAME CLOCK

**ART. 1...** The game clock shall start for a period:

a. If a period begins with a free kick when the kick is touched, other than first touching by K.

b. If a period begins with a snap, when the ball is legally snapped.

- **ART. 2...** The game clock shall start with the ready-for-play on a down beginning with a snap if the game clock was stopped for any reason other than specified in Rule 3-4-3 or an untimed down:
  - a. For an official's time-out, other than when B is awarded a new series or either team is awarded a new series following a legal kick.

b. Because the ball has become dead following any foul provided:

1. There has been no charged time-out during the dead-ball interval.

2. The down is not an extension of a period or a try.

- 3. The action which caused the down to end did not also cause the game clock to be stopped.
- c. Because of an inadvertent whistle, unless B or R is in possession at the time of the inadvertent whistle during a running play and chooses to accept the result of the play.
- **ART. 3...** The game clock shall start with the snap or when any free kick is touched, other than first touching by K, if the game clock was stopped because:

a. The ball goes out of bounds.b. B or R is awarded a new series.

c. Either team is awarded a new series following a legal kick.

d. The ball becomes dead behind the goal line.

- e. A legal or illegal forward pass is incomplete.
- f. A request for a charged or TV/radio time-out is granted.

g. A period ends.

- h. A team attempts to consume time illegally.
- i. The penalty for a delay of game foul is accepted.
- j. A fair catch is made.

- ART. 4 . . . The game clock shall be stopped when:
- The down ends following a foul.
- b. An official's time-out is taken.
- A charged or TV/radio time-out is granted.
- The period ends.
- The ball is out of bounds.
- A legal or illegal forward pass is incomplete.
- A score or touchback occurs. g.
- A fair catch is made.
- An inadvertent whistle is sounded.
- An airborne receiver is carried out of bounds, unless the receiver is carried backwards and his forward progress was stopped inbounds.
- ART. 5 . . . The game clock shall not start on first touching by K.
- ART. 6 . . . When a team attempts to conserve or consume time illegally, the referee shall order the game or play clock started or stopped.
- ART. 7 . . . When a foul is committed with less than two minutes remaining in either half, the offended team will have the option to start the game clock on the snap.
- ART. 8 . . . The referee shall have the authority to correct obvious errors in timing by the game clock if discovery is prior to the second live ball following the error, unless the period has officially ended as in 3-3-5.
- ART. 9 . . . The referee shall have the authority to correct obvious errors in timing by the play clock if discovery is prior to the snap.

#### SECTION 5 CHARGED AND OFFICIAL'S TIME-OUTS — INTERMISSIONS

- **ART. 1...** Each team is entitled to three charged team time-outs during each half. Unused first half time-outs cannot be used in the second half. Unused second half time-outs cannot be used in overtime.
  - ART. 2 . . . A charged team time-out occurs when the ball is dead and:
  - The request of either a player or the head coach (or head coach's designee) is legally granted. When a decision on a penalty is pending, a time-out shall not be granted to either team until the designated representative makes his choice.
  - The repair of faulty player equipment requires the assistance of a team attendant or attendants, or which, without the assistance of a team attendant delays the ready-for-play for more than 25 seconds other than as in 3-5-10d or 3-5-10e.
  - c. A time-out is requested and granted for the purpose of reviewing a game official's application of a rule which may have been misapplied or misinterpreted. The time-out remains charged to the requesting team, if no change in the ruling results.
- **ART. 3...** A single charged time-out shall not exceed one minute. The referee shall notify the teams within five seconds after the time-out expires and shall mark the ball ready for play. Charged time-outs shall be reduced in length only if both teams are ready to play prior to the ready-for-play by the referee.

- **ART. 4** . . . Successive charged time-outs may be granted during the same dead-ball period. An official's time-out may follow a charged time-out if it is for the continuance of a coach-referee conference, or if safety is involved. When a team's permissible charged time-outs for the half have been used, its captain and coach should be notified.
- **ART. 5** . . . After a team has used its permissible charged time-outs for the half, any subsequent request shall be denied unless it is for:

a. An apparently injured player who is so designated when the request is made.

- b. Necessary repair to player equipment except as in 3-5-10d or 3-5-10e.
  c. The review of a possible misapplication or misinterpretation of a rule.
- **ART. 6...** If repair of equipment without the assistance of a team attendant delays the ready-for-play for more than 25 seconds, or requires the assistance of a team attendant(s) and the player's team has used all permissible time-outs, the player shall be replaced for at least one down.

ART. 7 . . . An official's time-out (which is not charged to either team) occurs

during a dead ball:

a. For measurement of a possible first down.

b. When a first down is declared.

c. Following a change of team possession.

d. When captains and coaches are notified of the time remaining.

e. For a player in need of equipment repair.

f. To dry or change the ball.

- g. For unusual heat or humidity which may create a health risk to the players.
- h. When a coach-referee conference concerning the misapplication of a rule results in the referee altering his ruling. (3-5-11)

After a foul, to administer the penalty.

For any unusual delay in getting the ball ready for play.

k. For a TV/radio time-out that is permitted and granted as authorized by state

association policy.

 For a one-minute intermission between the first and second and the third and fourth periods and following a try, successful field goal or safety and prior to the succeeding free kick.

ART. 8 . . . Authorized conferences

a. An authorized conference may be held during:

1. a charged time-out;

2. an official's time-out (3-5-7g, 3-5-7k and 3-5-7l); or

3. if granted by the referee in 3-5-10.

b. Only one type of authorized team conference may be used during:

1. any charged time-out; or

2. official's time-out (3-5-7g, 3-5-7k and 3-5-7l)

c. Only an Outside 9-Yard Mark Conference may be held in 3-5-8a(3).

ART. 9... Unless the game clock is already stopped, an official's time-out shall be taken as soon as the ball becomes dead following a change of team possession or whenever the covering official declares the ball dead, and it appears to the game official the ball has reached the line to gain.

- **ART. 10...** An official's time-out (which is not charged to either team) occurs, and the player shall be replaced for at least one down, unless halftime intermission or an overtime intermission occurs when:
  - a. An apparently injured player is discovered by a game official while the ball is dead and the game clock is stopped and for whom the ready-for-play is delayed, or for whom the game or play clock is stopped.
  - b. Any player who exhibits signs, symptoms or behaviors consistent with a concussion (such as loss of consciousness, headache, dizziness, confusion or balance problems) shall be immediately removed from the game and shall not return to play until cleared by an appropriate health-care professional. (NFHS Suggested Guidelines for Management of Concussion in Sports, in Appendix B.)
  - c. A game official discovers any player who is bleeding, has an open wound, has any amount of blood on his/her uniform, or has blood on his/her person. The player shall be directed to leave the game until the bleeding is stopped, the wound is covered, the uniform and/or body is appropriately cleaned, and/or the uniform is changed before returning to competition. (NFHS Communicable Disease Procedures, in Appendix D.)
  - d. The helmet comes completely off during the down or subsequent dead-ball action related to the down without being directly attributable to a foul by an opponent.
  - e. Any required player equipment is missing or improperly worn.
- ART. 11 . . . A player, directed by his coach or the head coach, may request and be granted a time-out for the purpose of the coach and the referee reviewing a decision which may have resulted from misapplication or misinterpretation of a rule, provided the request is made prior to the time the ball becomes live following the play to be reviewed, unless the period has officially ended. When a time-out is so granted, the referee will confer with the coach at the sideline in front of his team box in the field of play. If the conference results in the referee altering the ruling, the opposing coach will be notified, the revision made, and the time-out shall be an official's time-out. If the referee's ruling prevails, the time-out remains charged to the team requesting the time-out for the conference.

#### SECTION 6 PLAY CLOCK, BALL READY FOR PLAY AND DELAY

ART. 1 . . . Play clock and ready-for-play:

- a. Play clock:
  - 1. 25 seconds will be on the play clock and start on the ready-for-play signal:
    - (a) Prior to a try following a score;
    - (b) To start a period or overtime series;
    - (c) Following administration of an inadvertent whistle;
    - (d) Following a charged time-out;
    - (e) Following an official's time-out as in 3-5-7 or 3-5-10. **EXCEPTIONS:** 
      - 1. 3-5-7b;
      - 2. 3-5-7e, 3-5-7i or 3-5-10 if related to a defensive player.

- (f) Following a legal kick, when either team is awarded a new series; and
- (g) Following the stoppage of the play clock by the referee for any other reason.
- 2. 40 seconds will be on the play clock after a down other than specified in 3-6-1a(1), and start when the ball is declared dead by a game official.

b. The ball is ready for play:

- 1. When the ball has been placed for a down and the referee marks the ball ready for play after giving the ready-for-play signal as in 3-6-1a(1);
- 2. Starting immediately after the ball has been ruled dead by a game official after a down, the ball has been placed on the ground by the game official and the game official has stepped away to position as in 3-6-1a(2).
- **ART. 2...** Action or inaction which prevents promptness in putting the ball in play is delay of game. This includes:

Failure to snap or free kick prior to the expiration of the 25- or 40-second

play clock.

b. Unnecessarily carrying the ball after it has become dead.

c. A coach-referee conference after all the permissible charged time-outs for the coach's team have been used, and during which the referee is requested to reconsider the application of a rule and no change in the ruling results.

d. Snapping or free kicking the ball before it is ready for play.

e. Any other conduct which unduly prolongs the game.

f. Failure to unpile from an opponent in a timely manner.

- **ART. 3...** A team shall play within two minutes after being ordered to do so by the referee.
- **ART. 4...** Game management is responsible for clearing the field of play and the end zones at the beginning of each half so play may begin at the scheduled time.

PENALTY: Arts. 2a-f, 4 - Delay of game -(S7-21) - 5 yards; Art. 3 - Failure to play following order of referee - forfeiture of game.

#### **SECTION 7 SUBSTITUTIONS**

- **ART. 1...** Between downs any number of eligible substitutes may replace players. Upon meeting the criteria of 2-32-12, replaced players shall begin to leave the field within three seconds.
- **ART. 2...** A player, replaced player or a substitute is required to leave the field at the side on which his team box is located and go directly to his team box.
- **ART. 3...** During the same dead-ball interval, no substitute shall become a player and then withdraw and no player shall withdraw and re-enter as a substitute unless a penalty is accepted, a dead-ball foul occurs, there is a charged time-out or the period ends.
- ART. 4 . . . During a down a replaced player or substitute who attempts unsuccessfully to leave the field and who does not participate in or affect the play, constitutes an illegal substitution.

**NOTE:** Participation by a replaced player or substitute is illegal participation as in 9-6.

- **ART. 5** . . . An entering substitute shall be on his team's side of the neutral zone when the ball is snapped or free kicked.
- **ART. 6...** During a down, à replaced player or substitute who enters the field, but does not participate, constitutes illegal substitution.

PENALTY: Arts. 1, 2, 3 – Illegal substitution – (S7-22) - 5 yards, dead-ball foul; Arts. 4, 5 – Illegal substitution (S22) - 5 yards, live ball foul; Art. 6 – Illegal substitution (S22) - 5 yards, nonplayer foul.

#### ([)



#### **CIF FOOTBALL MERCY RULE:**

S-I-T

S - SCORE

I - INJURY

T - TIMEOUT

The FOOTBALL MERCY RULE WAS APPROVED by the CIF Federated Council for statewide adoption, for both regular and post-season contests, starting with the 2011 season. The rule is in accordance with NFHS Football Rules 3-1-2 and 3-1-3.

- 1. During the 1st three quarters, by mutual agreement of the opposing coaches and the referee, a *"running clock"* may be used if the point differential between the two teams reaches 35 or more:
- 2. If at the start of the 4<sup>TH</sup> QUARTER or at any time during the 4<sup>TH</sup> QUARTER, the point differential is 35 or more points, a running clock shall be used for the remainder of the contest;
- 3. Once the "running clock" is in effect during the 4<sup>th</sup> quarter, it shall remain in effect for the balance of the contest, even if the team that is behind subsequently scores to make the deficit less than 35 points;
- 4. The "running clock" will be administered as follows:
  - A. The game clock will start with the snap or legal touch of a free kick on the first play following the establishment of the pertinent point differential, and continue to run uninterrupted when:
    - A 1st down is awarded to either team, including following a change of possession;
    - A legal or illegal forward pass is incomplete;

The ball or runner is out-of-bounds:

- A play results in a touchback;
- An inadvertent whistle occurs:
- During all penalty enforcements.
- B. The game clock shall be stopped for:
  - The end of a period;
  - A score (including touchdown; try; field goal; safety);
  - The free kick following a fair catch or awarded fair catch;
  - A charged team time-out;
  - A coach-referee conference;
  - An official's time-out (injury; equipment; 1st down measurement; other, as required).
- C Following a stoppage for any reason in B. above, the game clock will start when the ball is next:
  - Marked ready-for-play; or
  - Legally touched on the free kick following a score, a fair catch or awarded fair catch

APPROVED BY CIF
FEDERATED COUNCIL
MAY, 2011
IMPLEMENTATION FALL 2011
in effect for
in effect for
all regular season and post season play

# RULE 4 BALL IN PLAY, DEAD BALL & OUT OF BOUNDS

JON MIDDLETON

Ball in Play, Dead Ball & Out of Bounds

Jon Middleton

Rule 4

# Putting Ball in Play

- At the Start of Each half a Free Kick shall be used to put the ball in play by a Free Kick (Kickoff) from a tee. Same applies after a successful field goal or try.
- ► A Free Kick shall also be used to put the ball in play after a Safety. Team K may kick from a tee, drop-kick or punt.
- ► A Free Kick will be used to put the ball in play when the free kick down is replayed
- A Free Kick may be used to put the ball in play following a fair catch or awarded fair catch.
- The replay of the down that follows a fair catch or awarded fair catch may or may not be a free kick

# Putting Ball in Play (Snap)

- A snap shall, if elected, put the ball in play when a free kick is not specified
- A Snap or free kick must be played in between the hashmarks (Please remember to place the ball on the correct hash marks if field is lined with NCAA and NFHS regulation marks. This would be the outer Hash marks in these circumstances)
- After putting the ball in play, it remains live until the down ends.
- ► The ball remains dead if snap or free kick is attempted before the ready for play. Result: an illegal snap, a snap infraction or dead ball foul

# Dead Ball & End of Down

- The ball becomes dead and the down is ended when a runner goes out of bounds, forward progress is stopped, or when any part of the runners body contacts the ground other then the hand or foot.
- There are exceptions for the above when it comes to the placeholder on a try and field goal (examples include: the catch and hold with knee on the ground, a rise up from knee on the ground to run or attempt a play, a rise to attempt to recover errant snap and immediately return for the kicking attempt etc...)
- **The Ball is dead:** A live ball goes out of bounds, legal or illegal forward pass is incomplete, joint possession of a loose ball caught or recovered, when a ball is motionless on the ground and not in possession, or a score occurs. (Touchdown, Field Goal, or Safety)

#### Continued

- ▶ Ball is dead: When K recovers the ball anytime during a free kick or, when K catches or recovers the ball during a scrimmage kick beyond the neutral zone or, following the catch or recovery by R in or beyond the neutral zone after any valid or invalid fair catch signal.
- When a non scoring scrimmage or free kick crosses R's goal line
- When a legal scrimmage or free kick that may score as a field goal or try crosses R's goal line in flight and touches a K player or fails to score

# Out of Bounds and inbound spots

- Loose ball goes out of bounds use the foremost point of the ball when it crossed the boundary
- Ball is dead when in bounds and touches someone out of bounds
- Ball is out of bounds or dead in a side zone the next down will be played at inbounds spot unless it was an incomplete pass.
   After incomplete pass we will play the next down or replay from the previous spot
- If out of bounds behind the goal line it is a safety, touchback or field goal
- If kicked out of bounds with or without penalty the ball should be placed on the hash marks on the side it went out

# When can a team choose the spot from which to play?

A Try

A Kickoff

Following a safety

Following a touchback

Start of Overtime Possession

Following a Fair Catch or Awarded Fair Catch

#### Inadvertent Whistle

- An inadvertent whistle ends the down when incorrectly blown while the ball is live.
- If the ball is in flight be it by legal kick, snap in flight or legal forward pass the play is automatically replayed.
- If the ball is loose by fumble, backward pass, illegal forward pass or illegal kick the team in possession at the time of the whistle may take the ball at the spot where possession was lost and count the down or replay the down.
- Same concept as above for a runner in possession when the whistle is sounded
- If there is a live ball foul and penalty accepted it is administered and takes precedence over the whistle.
   Congratulations, you have been saved by a flag

#### Crew Workshop Scenarios

- At the snap, B22 immediately grabs the face mask of A88 as he tries to make a football move past him. A11 then throws a forward pass to A81 and while the ball is in the air a whistle is blown. A81 catches the ball in the endzone for a touchdown.
- Ruling: The whistle kills the play and the ball is dead while in the air, no touchdown. The facemask is enforced from the previous spot and the down is replayed, unless a first down results.
- > You cannot ignore the whistle because it ended the play while in flight.
- > Then the Referee has to go explain to A's coach why he doesn't get a touchdown



#### Scenario 2

- ▶ A12 is leading a good drive down the field and it is 2<sup>nd</sup> and 1 at the B21 yard line. A12 snaps the ball and drops back for a throw and tosses a forward pass intended for A17 in the endzone. B33 intercepts the ball in the endzone and starts to return out of the endzone. A faint whistle is blown immediately as B33 gains possession of the ball in the endzone and B33 returns the ball to the 17yrd line.
- ▶ Ruling: B retains possession as the inadvertent whistle happened while Team B was a runner in possession. Team B may replay the down or take the result of the play at the time the whistle sounded. The result is a touchback and B will have possession of the ball 1st and 10 on the 20yrd line going out.

# MECHANICS

SCRIMMAGE KICKS - TRY, PUNT, FG

#### SCRIMMAGE KICKS - PUNT, FIELD GOAL & TRY

#### SCRIMMAGE KICKS – PUNT

#### PRIOR TO THE KICK

#### **BACK JUDGE**

- Count the R players & remind the kick receiver(s) of the correct fair catch signal.
- Take a position 10-12 yards wider and 2-3 yards deeper than the deepest receiver on the head linesman's side of the field.
- Carry contrasting bean bags to mark the end of the kick and first touching, fumble, or momentum

#### LINE JUDGE & HEAD LINESMAN

- Position the same as pass or running play
- Check down number and count R players. Confirm count with back judge

#### **UMPIRE**

- Take a position 10 yards deep keeping the snap in view
- Count the K players and confirm with the Referee
- Check numbering exceptions identify players with eligible numbers in ineligible positions

#### **REFEREE**

- Check down & distance with Head Linesman.
- Declare the ball ready-for-play as necessary
- Count R players and confirm with Umpire
- Position 3-5 yards outside of the tight end and 2-3 yards behind the kicker, on the kicking-leg side
- Be able to see the ball and the backs

#### AFTER THE SNAP

#### **BACK JUDGE**

- Carry contrasting bean bags to be able to mark the end of the kick and any first touching of the kick by K.
- There may be more than one spot of first touching. A spot of first touching does not cause the ball to become dead.
- Once a ball not in player possession is <u>completely at rest</u>, sound the whistle and signal time out.
- Be observant for any type of fair catch signal legal or invalid. Invalid fair catch signal is a foul. If the kick is caught after a valid or invalid fair catch signal the ball is dead. Sound the whistle and stop the action.
- Do not be quick on the whistle should the receiver not make a clean catch of the kick
- Be prepared to rule on touchback kicks going into R's end zone are always a touchback. Force is not a factor
- If the kick is caught inside the 5 yard line be ready to mark the spot should momentum carry the receiver into the end zone.
- Do NOT sound the whistle should the receiver's momentum carry him into the end zone, he may run out of the end zone.
- Advise the Referee if there was a fair catch.
- If no fair catch, cover the runner as he advances up the field up to the original line of scrimmage.
- Once past the original line of scrimmage observe action behind the runner.
- When the kick is short to either sideline, Head Linesman or Line Judge will cover the kick
- Observe action of players around the ball.
- When the ball is dead, signal time out.

#### LINE JUDGE

- When the ball is snapped, release downfield covering your side between the line of scrimmage and the deep receiver(s)
- Cover all kicks on your side
- Ball out of bounds in flight;
  - Stop the clock
  - o Go downfield beyond the flight of the kick
  - o Walk up field until the referee spots you on the sideline
- Ball rolls out of bounds;
  - Stop the clock
  - o Identify the spot where the ball crossed the sideline and keep officiating
  - After all the action has stopped, drop a bean bag if necessary should you need to retrieve the ball.
- Note if the ball is touched beyond the neutral zone
- Note if the kick is recovered beyond the neutral zone K may not recover and advance
- Be prepared to mark first touching, end of the kick or fumble with a bean bag.
- If there is a long return, be prepared to pick up the runner on your side of the field as if this were a normal running play
- When the ball is dead, signal time out.

#### **HEAD LINESMAN**

- When the ball is snapped, hold on the line of scrimmage until the ball is kicked.
- If the kick is blocked, observe the players attempting to secure possession players may use their hands to push or pull an opponent to get to a ball they may legally possess. Players may not clip or hold an opponent
- Any player (K or R) who recovers a scrimmage kick behind the line of scrimmage may advance
- When the kicked ball crosses the neutral zone move slowly downfield covering your side between the line of scrimmage and the deep receiver(s)
- Cover all kicks on your side
- Ball out of bounds in flight;
  - Stop the clock
  - o Go downfield beyond the flight of the kick
  - o Walk up field until the referee spots you on the sideline
- Ball rolls out of bounds;
  - Stop the clock
  - o Identify the spot where the ball crossed the sideline and keep officiating
  - After all the action has stopped, drop a bean bag if necessary should you need to retrieve the ball.
- Note if the ball is touched beyond the neutral zone

- Note if the kick is recovered beyond the neutral zone K may not recover and advance
- Be prepared to mark first touching, end of the kick or fumble with a bean bag.
- If there is a long return, be prepared to pick up the runner on your side of the field as if this were a normal running play
- Confirm with the referee before moving the chain
- When the ball is dead, signal time out.

#### **UMPIRE**

- Be aware of roughing of the snapper A defensive player shall not charge directly into the snapper. Shooting the gap is okay.
- Read the play and be alert for a pass or run
- If the kick is blocked, observe the players attempting to secure possession players may use their hands to push or pull an opponent to get to a ball they may legally possess. Players may not clip or hold an opponent
- Any player (K or R) who recovers a scrimmage kick behind the line of scrimmage may advance.
- Following the kick, stay with the interior players and turn toward the Line Judge side of the field as the players advance downfield.
- Observe blocks in front of the receiver
- When the ball is dead, signal time out.
- After the action has stopped, secure the new ball and place at the dead ball spot for the next series.

#### **REFEREE**

- Watch for fouls behind the neutral zone do not fixate on watching the kicker. He will most likely not commit a foul.
- Be ready for a blocked kick if defensive players get close to the kicker
- If the kick is blocked, observe the players attempting to secure possession players may use their hands to push or pull an opponent to get to a ball they may legally possess. Players may not clip or hold an opponent.
- Any player (K or R) who recovers a scrimmage kick behind the line of scrimmage may advance.
- Be prepared to rule on touchdown of safety when the kicker is near his own goal line
- Once the kick is made move slowly with the players downfield. Do not leave players behind. Keep the players in view.
- If the kick is heading out of bounds in flight be prepared to signal the official on that side where the flight of the ball crossed the sideline typically with a raised arm chopping motion.
- When the ball is dead, signal time out.
- If there is a foul (chirping whistle) instruct the head linesman to hold the chain position. Be aware of PSK fouls by R or fouls by K that can be added to the dead ball spot.

• If no foul, signal the head linesman to move the chain. Do not mark the ball ready for play at the new dead ball spot until the new ball is properly located and the chain and down indicator is set.

#### FIELD-GOAL & TRY

A Field Goal attempt is a scrimmage kick. All of the rules and restrictions associated with scrimmage kicks apply including fair catch, first touching and touchback. I the kick does not reach the end zone and stops short in the field of play, this is the dead ball spot and is where team R will next put the ball in play. We do not bring the ball out to the 20 yard line unless we have a touchback.

#### **REFEREE**

- Count R players and confirm with Umpire
- Position 3-5 yards outside of and 2-3 yards behind the potential kicker, facing the holder.
- The sideline behind you and the pylon at the goal line are your responsibility on a run to that side.
- Watch for a fumble or muff by the holder rise and return to the ground okay, reach for a muff
  or fumble with knee on the ground okay, lift the knee to retrieve muff or fumble and return
  NOT okay.
- Rule on roughing the kicker or holder
- If the kick is blocked:
  - On a Try, the play is over. Sound the whistle and signal no-score.
  - On a Field Goal attempt the ball remains live. Any player who recovers the ball behind
    the line of scrimmage can advance in either direction. Be prepared to cover the play to
    the kicker's goal line. The kickers can recover beyond the line but cannot advance.

#### **UMPIRE**

- Take a position 4-7 yards deep keeping the snap in view
- Count the K players and confirm with the Referee
- Check numbering exceptions identify players with eligible numbers in ineligible positions
- Be aware of roughing of the snapper A defensive player shall not charge directly into the snapper. Shooting the gap is okay.
- Read the play and be alert for a pass or run
- If the kick is blocked on a field goal attempt, observe the players attempting to secure possession players may use their hands to push or pull an opponent to get to a ball they may legally possess. Players may not clip or hold an opponent
- Any player (K or R) who recovers a blocked field goal attempt behind the line of scrimmage may advance.
- Once the kick on a try is blocked the play is over. No player may recover the ball and advance.
- Following the kick, stay focused with the interior players. If they move downfield, turn with them and follow the play
- If there is a return of a short kick, observe blocks in front of the runner

- When the ball is dead, signal time out.
- After the action has stopped, secure the new ball and place at the dead ball spot for the next series.

#### LINE JUDGE or HEAD LINESMAN (whoever is looking at the back of the holder)

- Position the same as pass or running play
- Check down number and count R players. Confirm count with back judge
- Observe the neutral zone
- If pass or run develops, move to the goal line in advance of the runner
- If the kick is blocked:
  - o On a Try, the play is over.
  - On a Field Goal attempt the ball remains live. Any player who recovers the ball behind the line of scrimmage can advance in either direction. Be prepared to cover the play to the kicker's goal line. The kickers can recover beyond the line but cannot advance.

#### BACK JUDGE & HEAD LINESMAN or LINE JUDGE (whoever is looking at the face of the holder)

- Take a position beyond the end zone behind the upright where you feel comfortable and can see both the upright and the cross bar. Back judge will rule on the cross bar
- Count the R players
- Identify eligible receivers by number and position on your side of the snapper
- Back Judge sound your whistle when the kick passes the upright or when it is apparently unsuccessful after breaking the plans of the goal line.
- If the kick is good, both officials move at the same time, one yard out into the end zone and signal score. Continue to officiate the dead ball. This is when tempers can boil over.
- If the kick is blocked:
  - o On a Try, the play is over.
  - On a Field Goal attempt the ball remains live. Any player who recovers the ball behind
    the line of scrimmage can advance in either direction. Be prepared to cover the play to
    the kicker's goal line. The kickers can recover beyond the line but cannot advance.
- If the play breaks down and turns into a running or passing play:
  - o Back Judge move to the goal line on a running play and the back line on a passing play
  - o Head Linesman or Line Judge move along the back line to the sideline on your side

## **EXPECTATIONS**

OFFICIALS UNIFORMS

**RADIOS** 

GAME REPORTS

#### **MECHANICS**

#### **OFFICIALS**

Our authority for the contest begins 30 minutes prior to the scheduled starting time. We need to be there and be ready. Being late is stressful for you and all of your partners

#### OUR UNIFORM:

- Black-and-white vertically striped, long or short-sleeved knit shirt with knit cuff & Byron collar. Stripes between 1" and 2-1/4" wide. In a given game, all are to wear the same type shirt.
- Standard white knickers overlapping the knee not more than 4"
- One-piece stockings with a modified northwestern stripe
- Black Football shoes with black laces, shined before the game. (some white accents are allowed)
- Black baseball style cap with white piping. Referee should wear a plain white baseball cap
- Black leather belt 1-1/4 to 2 inches wide with a plain buckle
- May wear full length black pants with 1-1/4 inch white stripe down the side. Must wear black socks with black pants. In a given game, all are to wear the same type pants

#### OUR EQUIPMENT:

- Whistle Recommended to carry a spare
- Flag 15" x 15" Gold color, center weighted. Keep it out of sight
- Bean bag(s) white, blue or black. Crew should have same color. Back judge has two of different color
- Game card and pencil or pen Recommended to carry a spare
- Down tracking device rubber bands, elastic bands
- Head Linesman two clips for the chain

NO GAME OFFICIAL SHALL USE ALCOHOL ON THE DAY OF THE CONTEST OR ANY FORM OF TOBACCO PRODUCT (e-cigarette or similar item) BEGINNING WITH THE ARRIVAL AT THE COMPETITION SITE UNTIL DEPARTURE FOLLOWING COMPLETION OF THE CONTEST.

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#### **GAME REPORT**

At the end of the day of the game the Referee should file a Game Report in Arbiter.

#### Game Report should include:

Teams & Level of the contest

Who the officials were

What the final score was

Any situations or conditions that should be brought to the attention of the Association, the League or the Commissioner.

If there is a Player or Coach ejection a CIF/CCS report must be filed

#### CIF/CCS REPORT

Report form found on CCS website under Football / Officials. Password = 123

Coach or Player Name

Time of Day

Game Time (Game Clock & Quarter)

Score at the time of the ejection

Final game score

Description of what happened

### NEXT MEETING

**ZOOM MEETING** 

WEDNESDAY, AUGUST 24, 2022

6:30PM - 8:30PM