

NFHS FOOTBALL RULE CHANGES

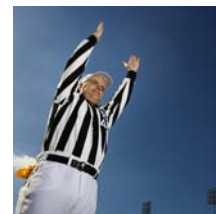
2007



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AGENDA

- 2007 Rule Changes
- Editorial Changes
- Points of Emphasis
- Officials' Mechanics
- OHSAA Odds & Ends



FIELD MARKINGS

1-2-3d & 1-2-3k

- A 4 inch-wide broken restraining line shall be placed around the outside of the field, at least 2 yards from the sidelines and endlines.
 - Intent is to keep people back
 - Any line that is a clear line – or cones – is okay
 - If the field has permanent soccer lines, it is okay to use them, even though they are not 2 yds back
- A line, 4 inches wide and a minimum of 24 inches in length, shall be centered in the field of play, 3 yards from each goal line.
 - Provided rule book backing for requirement

UNIFORMS AND EQUIPMENT

- Jersey Specifications changes made last year were slightly revised and implementation moved back to 2012.
- Beginning with 2008 season, forearm pads must meet the same specifications as gloves and hand pads, and have the NHFS/NCAA approved tag.



FLAGRANT FOUL DEFINITION

2-16-2c

- A flagrant foul is a foul that may or may not involve physical contact and may include, but is not limited to:
 - Fighting
 - Intentionally contacting an official
 - A foul so severe or extreme that it places an opponent in danger of severe injury
 - A foul that involves vulgar language or gestures
 - A foul that involves persistent or abusive conduct
- If a foul is flagrant, the offender is immediately disqualified.

ILLEGAL HELMET CONTACT

2-20

- To place more emphasis on safety, a definition for illegal helmet contact was added.
- An act of initiating contact with the helmet against an opponent
 - Butt Blocking (offense or defense) – initiates contact against an opponent, who is not a ball carrier with the front of his helmet
 - Spearing (offense or defense) – initiates contact against an opponent with top of his helmet
 - Face tackling (defense) – initiates contact with a ball carrier with the front of his helmet

ILLEGAL HELMET CONTACT

9-4-3i

- Illegal helmet contact may or may not be flagrant.
- Acts to be considered flagrant include, but are not limited to:
 - Illegal helmet contact against an opponent lying on the ground.
 - Illegal helmet contact against an opponent being held up by other players.
 - Illegal helmet contact against a defenseless opponent.
- Penalty: 15 yards and disqualification if flagrant.
- Trying to get the use of the helmet as a weapon out of the game.

DEFINITION OF A PASSER

2-32-11

- Definition modified so that a passer is a player who throws a LEGAL forward pass.
- Eliminates possibility of roughing the passer being called when the passer intentionally grounds the ball or otherwise throws an illegal forward pass.
- Could have a personal foul; just don't use "roughing the passer" signal.
- Most often, the two fouls will offset.

TIMEOUTS

3-5-2a

- If the head coach has been disqualified, a "new" head coach may be designated for the purpose of requesting time-out(s).



FOULS ON SCORING PLAYS

8-2-2

- Enforcement option has been added when there is a live-ball foul by the opponent of a team scoring a touchdown (either A or B).
- Options are:
 - Accepting the result of the play and having the penalty enforced on:
 - The try
 - The succeeding kick-off
- If the penalty was a dead ball penalty, or a live-ball foul treated as a dead ball foul, the only option for enforcement is on the try, not the succeeding kickoff or a succeeding overtime period.

FOULS ON SCORING PLAYS

- Normal enforcements still apply
 - Foul before change of possession must be declined to retain possession
 - Cannot enforce two live ball penalties, team may choose which one to enforce
 - Can enforce live ball and a dead ball (stack the penalties)
 - Penalty on a try, no foul on the previous scoring play, option remains, replay the try or enforce on succeeding spot

FOULS ON SCORING PLAYS SCENARIOS

- Foul prior to possession: A holds then throws interception. B scores.
 - B must decline penalty to keep the score.
- A or B scores, during the play while A/B scores, the other fouls.
 - Count the score, Scoring team may take the penalty on the try or ensuing kickoff.
- A scores, no foul. B fouls on try.
 - A may replay the try with enforcement or keep the score and take the enforcement on the succeeding spot. Kickoff or O/T spot

FOULS ON SCORING PLAYS SCENARIOS

- A scores and B fouls during score. A elects to take penalty on kickoff. Try fails and A wants to now take penalty and redo the try
 - Cannot change option, enforcement will be on kickoff
- A scores and B fouls on play. Enforcement on K/O. B fouls live ball during try.
 - Cannot stack the two penalties, they are both live ball
 - A can choose which one of the two to enforce, not held to enforcing the first one.
 - Example – A scores and B has a 5 yard face mask on play. A elects enforcement on K/O. On try B has a 15 yard penalty. Result – Only 1 foul can be enforced on the K/O by A can choose to enforce the 15 yard foul.

FOULS ON SCORING PLAYS SCENARIOS

- A scores and B fouls dead ball
 - Only option is to take enforcement on try.
- A scores and B fouls live ball. A takes it on K/O. After try is over B has a dead ball foul.
 - A may both fouls enforced (live ball and dead ball foul) on the kickoff
- If defense commits a foul during a down that scores a field goal, penalty is carried over & enforced from the succeeding spot on the kickoff, or in an succeeding overtime period. Could forego the field goal and have the penalty enforced from the previous spot.

FOULS ON SCORING PLAYS SCENARIOS

- Fouls at end of 2nd or 4th period
 - As time runs out in 2nd or 4th, A scores and B fouls on play. If A were to take penalty on K/O, we would extend the period to have the free kick. (Does not make much sense).
 - Best option is to take the penalty on the try.
 - Cannot carry it over to the O/T period.

END ZONE PENALTY ENFORCEMENT

- The basic spot is the 20 yard line when:
 - Fouls by the opponent of the team in possession at the time of the foul
 - When the opponent was responsible for forcing the ball across the goal line of the team in possession
 - And the related run ends in the end zone & is followed by a loose ball, regardless of where the loose ball becomes dead.
- Example: B22 intercepts in the end zone, A grabs his facemask & B22 then fumbles and the ball goes out of bounds or is recovered by A or B on 5.
- B's ball, penalty enforced from B's 20.

END ZONE PENALTY ENFORCEMENT

- The basic spot is the goal line for:
 - Fouls by the opponent of the team in possession at the time of the foul
 - When the team in possession is responsible for forcing the ball across its own goal line
 - And the related run ends in the end zone and is followed by a loose ball, regardless of where the loose ball becomes dead.
- Example: B intercepts on its 6 and runs the ball back into its own end zone. B's facemask is grabbed, he fumbles, and the ball goes out of bounds on the 5 yard line. A's penalty is enforced from the goal line.

EDITORIAL CHANGES

- Face mask and helmet must meet NOCSAE standards, have a four-point chin strap and an exterior warning label.
- Tinted eye shield is illegal. It must be constructed of molded, rigid material that is clear and permits 100 percent allowable light. Sunglasses are legal.



EDITORIAL CHANGES

- The referee is responsible for having the timer put 3:00 on clock immediately after intermission expires. Head coach remains responsible for his team being on the field for the warm-up time.
- Coin-toss: R, in the presence of field captains, shall instruct the visiting captain to give a “heads” or “tails” choice before the coin toss. Have U verify the call.
- Hiding the ball under a jersey is an unfair act; 15 yards previous spot.

OFFICIALS MANUAL

- Use of bean bag on backward passes beyond the line-of-scrimmage
- Focus on dead ball officiating which is approximately 75% of the game
- Eliminating the use of one handed signals when using a finger whistle.



POINTS OF EMPHASIS

- Blocking below the waist.
 - Is legal when, at snap, all players involved are on the line of scrimmage and are in the free blocking zone at the snap.
 - The contact occurs in the free blocking zone
 - The ball has not left the free blocking zone.
- Be aware of shotgun formations
 - Blocks by slot backs
 - Delayed blocks
 - Lineman rising up and then blocking below waist
- Defense blocking below the waist on the lead blocker for A

POINTS OF EMPHASIS

- Officials' Time Out for Hydration
 - Be aware of the game situation
 - Know if there are many players going both ways
 - Conference is allowed
- Illegal Equipment
 - Sweatbands on the neck, above the waist, on the biceps are illegal
 - Sweatbands are legal when worn on the wrist beginning at the base of the thumb and extending no more than 3 inches toward the elbow.
 - Rubber bands are not legal
- Unsportsmanlike Conduct
 - Spinning the ball like a top
 - Diving over the goal line with no opponent in close pursuit
 - Shooting guns
 - Shooting a jump shot with the football

OHSAA ODDS AND ENDS

- Modifications – 7th and 8th. No free kick. R puts ball in play by snap, 25 yds from what would have been K's restraining line
- O/T starts at 20. All levels are permitted to use O/T if coaches agree
- Half-Time Intermission: 20 minutes. Cannot be lengthened, can be shortened by mutual agreement of coaches. 3 minute warm-up cannot be shortened
- Special Reports to OHSAA
 - Ejection of Coach or player
 - Game terminated before time has expired by rule
 - When a team refuses to continue playing or coach removes team from the field
 - Any other situation that Commissioner should know about
- If home team wants to “mike” the R, do it.
- If a school has 25 second clocks, use them
- Be aware of the OHSAA free-kick mechanic



OHSAA ODDS AND ENDS

- Interrupted Games
 - Resume at point of interruption unless teams otherwise agree
 - School Administration responsible to make the decision of if and when to resume
 - Cannot resume game with running clock, can agree to shorten period at any time, but not to run clock
- Scrimmages
 - Freshman to Varsity may have 2, Maximum of 3 hours, time counted continuously once begins
 - 7th and 8th may have 1, Maximum of 2 hours, with time being counted continuously once begins
- Length of Periods

– Sophomore, JV, Reserve and Varsity	12 minutes
– Freshman (9 th)	10 minutes
– 7 th and 8 th	8 minutes

INCLEMENT WEATHER

- Home mgmt. shares responsibility with officials for recognizing inclement weather and reacting to it.
- Home mgmt. may direct officials to suspend the game.
- Prior to officials assuming authority (arrival on field), it is sole responsibility of home mgmt.
- Flash to bang
 - When see a flash, count seconds until hear thunder; five seconds is one mile away.
 - Upon first indication that storm is within 15 miles, game is suspended until 30 minutes after storm has left the 15 mile zone. Fifteen miles is 75 seconds; one minute, 15 seconds.