VARIOUS RULE CLARIFICATIONS

Unsportsmanlike Conduct & Personal Foul: Unsportsmanlike conduct fouls and unintentional contact between a non-player and an official in the restricted area while the ball is alive are two separate fouls. Any 2 unsportsmanlike conduct fouls (Rule 9-8) charged to an individual is an automatic ejection of that individual (player or non-player). On the second unintentional contact foul the head coach would be ejected (Rule 9-4-8); however, the 2 fouls cannot be combined to cause an ejection of the head coach. The unintentional contact foul is an illegal personal contact foul (S38 and S29) not an unsportsmanlike foul and is charged to the head coach. Unsportsmanlike conduct fouls (S27) are charged to an individual, except 9-8-1 (g) and (h), they are charged to the head coach. Also, personal fouls (9-4 Art 1-7) are contact fouls and 2 personal contact fouls is not an automatic ejection and these 9-4 personal fouls do not combine with 9-8 unsportsmanlike conduct fouls for an automatic ejection. Of course any one of these fouls which is judged to be flagrant can cause ejection. Review these fouls with your officials, we continue to mis-apply these rules and are disqualifying people incorrectly.

Uniforms: Home team wears dark and visiting team wears white, there are no exceptions to this rule. Officials and schools do not have the authority to agree to wear or permit to wear anything other than these colors.

Spiking the Ball: The QB can only legally spike the ball from a direct hand to hand snap. If the QB spikes the ball from a shotgun, it is an illegal forward pass, 5 yard penalty from the spot of the pass and loss of down. Also, clock would start on the ready for play.

Foul Administration: Review foul administration for fouls occurring on the last play of the game. For example, if a touchdown is scored on the last play of the game and there is a UNS foul or DB foul, the foul can only be administered on the try because there is no succeeding kickoff. If there is a foul on the try, then that would carry to OT, if needed.

Ball Hitting Ground: A pass anywhere on the field (legal or illegal) that is not caught and hits the ground is an incomplete pass and the play is dead.

Scrimmage Kick: When a kick try for point is unsuccessful, the play is dead immediately. Neither team K or R can recover and advance an unsuccessful kick try. Also, on a try play, once B secures possession, the play is dead.