VARIOUS RULE CLARIFICATIONS FROM PAUL SHEEHAN

- If a loose ball touches an official who is inbounds, the touching is ignored and the ball is live. If the official is out of bounds, then the ball is dead at that spot.
- Officials assume authority for the contest 30 minutes prior to the scheduled game time. We had a situation in one of our Districts (I'm not making this up) where 15 minutes prior to kickoff, a varmint got into the electrical box and shorted out a bank of lights in the end zone. If the officials feel it is safe to play the game, the game shall be played. It is always advisable to include game management and the school's representative (if available) in on the decision making process.
- Don't assume a coach's decision. If there is a decision to be made on a penalty enforcement, give the offended coach his options and let him make the decision.
- Umpires must protect the kicker when in a scrimmage kick formation, the defensive player may jump through the gap but cannot charge directly into the kicker.
- If the kicker kicks a free kick before the RFP is sounded, or the center snaps the ball during a scrimmage play before the RFP, it is a dead ball foul for delay of game. Remind the players not to free kick or snap the ball until the Referee sounds the RFP.
- Foul and TD’s – remember, if you are the calling official on a foul that involves the scoring team, do not signal TD in this case – this applies only if you are the official who had the flag.
- Delay of Game Fouls – always on the snap after administration.
- Blindside Blocks – heightened attention to this new rule is required in order to eliminate this dangerous play from our game. We must all understand the rule thoroughly if we are to enforce it properly.
- FG/PAT – reminder, the holder must rise if he/she decides to pass, run, pitch or anything other than hold the ball for a kick.
- Rules 2-9-3 and 4 - if the official judges the signal to be an invalid fair catch signal, then the play should be shut down. When in doubt, kill it and penalize for an invalid signal which would be a 5 yard PSK enforcement.
- If a first down is gained by Team A and then there is a dead ball personal foul on Team A after the play, the penalty will be marked off 15 yards from the dead ball spot and it will be 1st and 10. The only way it can be 1st and 25 is if the dead ball foul occurred AFTER the ready for play, which is going to be very rare.
- 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. This applies to a forward pass only, a backward pass that hits the ground is a live ball.
VARIOUS RULE CLARIFICATIONS CONTINUED

- A free kick or scrimmage kick that breaks the plane of the Team R’s goal line is a touchback. The play should be blown dead as soon as the ball breaks the plane and not allowed to be advanced out of the end zone. Remember a kick remains a kick until possessed or dead by rule. A muff does not end the kick.
- An ejected player must remain in the team box. They cannot participate any further in that game. They are not allowed to go back to the locker room unattended. An ejected coach must be removed from the stadium area and they are prohibited from any contact with the team. Rule 9-8 penalty.
- If the game clock is running and the 25 sec play clock does not start for some reason, the lost time should be put back on the game clock and then both the game clock and the play clock should be restarted.
- There are 7 times Team A/K can choose to move the spot to anywhere between the hash marks. (4-3-6) after a try, kickoff, safety, fair catch, awarded fair catch, touch back and for the start of OT.
- Horse collar tackle (9-4-3-k) - By definition, no player shall grab the inside back or side collar of either the shoulder pads or the jersey of the runner AND subsequently pull (backward or sideward) that opponent to the ground, even if possession is lost. The horse-collar foul is enforced as a live ball foul. So, if a defender grabs the inside back or side of the jersey or shoulder pads, there is a potential for an illegal horse collar tackle, but a foul does not occur until the runner is pulled down backward or sideways. If the runner breaks away or is brought down falling forward, there is no foul for an illegal horse collar. If the defender grabs the outside of the jersey (i.e., the name plate area, the numbers, the sleeve) and pulls the runner down backward or sideways, there is no foul.
- Officials' shoes are to be solid black with black laces and no white markings. We have been seeing games where shoes with the white manufacturer's markings on the sides and white soles are being worn, these are not permitted in PIAA games. No advertising or markings on game shirts are permitted, just PIAA patch on the left sleeve and American flag on the right sleeve (optional). Also, shorts are not permitted as part of the PIAA required uniform policy (July 17, 1998 Board of Directors Meeting).
- We have approved a new alternate signal that may be used by crews regarding the new 2:00 timing rule in the 2nd and 4th Quarters. Crews can point to the ground with 2 fingers, both hands, indicating to each other there are less than 2 minutes in either half and to be aware if there is an accepted foul there may be clock options for the offended team.