"GOAL LINE CHATTER"
PIAA FOOTBALL CHAPTER MEETING GUIDE

JULY 2018

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INTRODUCTION

In competitive athletic contests, the game official represents the ultimate in integrity for any competition. By their very nature, officials are neutral and are responsible to keep the contests played on equal terms. Through actions on and off the field, officials must earn the respect and confidence of players, coaches and spectators. This confidence and respect is not earned by words, but by unquestioned honesty, demonstrated ability, obvious devotion to, and full understanding of the game.

The rules of competitive athletics are, for the most part, complex. They are difficult to read, understand and interpret. Mere book knowledge of the rules does not make an official. To an official, knowledge of the rules is basic. To achieve excellence, an official must combine knowledge with good officiating techniques. To assist in this goal, we have provided the following meeting guides. Hopefully, these guides will assist in having each play considered with consistent judgment, intelligence, understanding, courage, and without intimidation.

Athletic officiating is a vigorous avocation and it demands that an official be in excellent physical condition, able to give the very best, on every play, in every contest. To that end, the American Medical Association has stated that before one attempts any vigorous physical activity they should first visit their family physician for a check-up. It is part of good personal health maintenance to have an annual physical exam and participate in an exercise program. This type of exercise program should be minimally three days per week and include cardiovascular conditioning, strength training, flexibility and muscle endurance. These components along with proper nutrition will assist in developing one’s optimum body composition.

The PIAA Sports Medicine Committee recommends that each registered sports official have an annual physical examination and practice good health habits. Being physically fit and conveying an appropriate, positive image through proper health and nutrition habits will greatly assist all officials in keeping up with the game. After all, the game, the schools, players, coaches, spectators and fellow officials deserve no less. As importantly, officials owe good health habits to themselves and their families if for nothing more, than the health of it.
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A. 2018 NFHS FOOTBALL RULES CHANGES

1-5-4, 1-5-5, 3-5-10e (NEW), 3-6-2, 9-9: Improperly equipped player shall be replaced for at least one down.

**Rationale:** Prior to the game, the head coach is responsible for verifying that the players are legally equipped and will not use illegal equipment. The penalty for a player who is not properly equipped has changed from a distance penalty against the team to removal of that player for at least one down. The penalty provisions for any use of illegal equipment remain unchanged and result in an unsportsmanlike conduct foul charged to the head coach.

2-32-16a: Defenseless player provisions for passer clarified.

**Rationale:** The committee clarified that defenseless player provisions do not apply to a passer until a legal forward pass is thrown. The passer continues to be a defenseless player until the pass ends or the passer moves to participate in the play.

6-1-3b PENALTY, 6-1-4 PENALTY: Signal change for free kick infractions.

**Rationale:** The signal for free kick infractions, other than encroachment of the neutral zone, has been changed from signal 18 to signal 19.

6-1-9b (NEW), 6-1-9-b PENALTY (NEW), 10-4-2 NOTE (NEW), 10-5-1j (NEW): New penalty option adopted for fouls by kicking team.

**Rationale:** In an effort to reduce re-kicks, further minimize risk and ensure that appropriate penalties are in place for all fouls, the committee has added an option for fouls committed by the kicking team during free and scrimmage kicks. The change would allow the receiving team all of the previous options as well as accepting the distance penalty at the end of the down.

SIX-PLAYER FOOTBALL (RULE 3): Length of time between periods revised

**Rationale:** The timing rule between periods and intermission for six player football has been standardized to match the current NFHS 8-,9-, and 11-player football rules.

B. 2018 EDITORIAL CHANGES

Field Diagrams, 1-3-7, Table 1-7 (9.), 3-4-2c, 3-5-2b, 3-5-5b, 3-6 PENALTY, 5-1-2a, 7-2-5b EXCEPTION (1), Table 7-5-4, 7-5-5, 9-4 PENALTY, 9-5-1h, 9-7-2 EXCEPTION, 9-8-1j, 1-4-7, Resolving Tied Games, Penalty Summary, NFHS Official Football Signals, Index

C. 2018 POINTS OF EMPHASIS

**Proper Wearing and Use of Required Equipment**

Prior to the start of each game, the head coach must verify that all of his players have the proper equipment and that no illegal equipment will be used. The purpose of equipment rules is to ensure the safety and protection of both the player wearing the equipment and his opponent. Due to the potential for injury, game officials must strictly enforce equipment rules. Game officials have been reluctant to penalize a team for the failure of a player to properly wear all of the required equipment. This reluctance may be due to game officials assuming that equipment violations are a minor offense and do not warrant penalties. In view of this reluctance, a rule change has been
implemented to lessen the severity of the consequence of violating equipment rules. With the lessened severity, it is imperative that game officials follow appropriate procedures when equipment violations occur. Equipment rules are an extremely important part of the game, and it is therefore essential that game officials are diligent in promptly addressing any and all equipment rule violations.

Equipment violations can be grouped into three categories: (1) failure to properly wear required equipment, (2) failure to wear or use legal and/or required equipment, and (3) wearing illegal equipment. The first category encompasses instances where the required equipment is present, but is not worn properly. Examples include, but are not limited to, unsnapped chin straps, tooth and mouth protectors that are dangling, or jerseys that do not fully cover the shoulder pads or back pads. If game officials observe any improperly worn equipment during a dead-ball period, they should declare an official’s time-out and ask the player to make a correction. However, if the equipment issue is not recognized until the snap is imminent, the game official should immediately sound his whistle to prevent the snap from occurring, declare an official’s time-out and require that the player leave the game for at least one down to address the equipment issue. The second category is when a player is missing any required equipment. In this situation, an official’s time-out must be declared, the player must leave the game for at least one down and will not be allowed to return to the game until the missing equipment is obtained and properly worn by the player. The third category occurs when a player wears illegal equipment. Examples include, but are not limited to, the wearing of cleats that exceed ½-inch, or the presence of a sticky substance on a player’s uniform. If a player is detected wearing illegal equipment, his head coach is charged with an unsportsmanlike conduct foul under Rule 9-8-1h.

If any equipment becomes illegal or defective during the game, correction must be made before the player continues to participate. Examples include chin-strap snaps which break off of the helmet or a jersey that slides up over the top of the shoulder pad. If the correction can be made without the assistance of a team attendant, and without delaying the ready-for-play signal by more than 25 seconds, an official’s time-out may be called to perform such correction. Alternatively, a team may request a charged time-out to perform the correction. However, if correction cannot be completed within 25 seconds, or during a charged timeout, the player may not continue to participate until correction is made.

Pace of Play and Timing Issues
In order to maintain a fair balance between offense and defense, a consistent pace of play should be established and maintained by the game officials during the entire contest. Each team should be allowed an equal opportunity to make substitutions and call plays during the time between the dead ball and the next ready-for-play signal. The pace of play should not change during the contest, and should be the same from game to game, and from officiating crew to officiating crew. Therefore, the committee recommends the ready-for-play signal be given between 12 and 15 seconds after the previous dead ball. This pace of play should be consistent no matter if either team wants to hurry up or slow down. Long incomplete passes, plays into the side zones and first downs may require the game officials to hustle to get the ball and line-to-gain equipment properly set, while short runs up the middle may require a slight delay before marking the ball ready for play. Consistency is the goal without regard to particular game situations.

To accomplish a consistent pace, the referee should develop a “feel” for 12 to 15 seconds. This feel can be accomplished in many ways. A few examples could be for a referee to establish a routine of duties to perform after each dead-ball whistle, then mark the ball ready-for-play after completing those duties. A referee could also use the game clock to time 12 to 15 seconds if it is running and easily observable. Lastly, a referee could ask an observer to record the amount of time between a
dead-ball whistle and the next ready-for-play so pace-of-play adjustments can be made during their next contest. With some attention by the referee and effort by the entire officiating crew, consistent pace of play can be achieved.

In a similar fashion, game officials should also be vigilant about unfair use of the game clock. Rule 3-4-6 has been around for many years and allows the referee to start or stop the game clock when a team attempts to illegally conserve or consume time. This rule applies at any time during the contest including the last two minutes of either half. Game officials are encouraged to become “clock aware” at 4:00 in each half for potential illegal clock manipulation. Game officials should also be “clock aware” near the end of the first and third periods if weather conditions or field conditions could give a team an advantage through the delay or acceleration of the reversal-of-field position at the end of each period.

In 2017, the NFHS Football Rules Committee adopted Rule 3-4-7 which gives an offended team the option to start the clock on the snap when a penalty is accepted with less than two minutes left in either half. This option applies to any accepted penalty by either team if the clock would otherwise start on the subsequent ready-for-play signal. In a situation where there is a live-ball foul by one team and a dead-ball foul by the other, or a dead-ball foul by both teams, each team would be given the option to start the clock on the snap if it would have otherwise started on the ready-for-play. If either team exercises this option, the clock will start on the snap. It is of no significance whether or not the clock was running at the time a foul occurred.

**Enforcement of Penalties for Personal Fouls and Unsportsmanlike Conduct Fouls**

Rule 9-4 provides a list of illegal personal contact fouls. These acts are illegal due to the potential for injury to an opponent. With a few notable exceptions, these fouls do not carry an automatic disqualification, although disqualification may result if the covering official judges the foul to be flagrant. Additionally, the penalties for repeated violations in the same game are not cumulative. For example, if a player pulls a ball carrier down by the face mask and later in the game commits a taunting foul, the player remains in the game. Unnecessary roughness fouls are personal fouls — not unsportsmanlike conduct fouls — and are not being included in the specific fouls that would lead to disqualification unless the act is flagrant. Unsportsmanlike conduct fouls never involve contact with an opponent.

Game officials need to be aware of all circumstances before enforcing the distance penalty for a personal foul as there are several factors to be evaluated, such as the type of play (loose ball vs. running play), whether there was a change of possession, whether a score occurred during the play or whether a double foul or multiple fouls occurred.

Rules 9-5 and 9-8-1 define noncontact unsportsmanlike conduct and provide general examples of such fouls including using profanity, vulgar language or gestures, attempting to influence a game official’s decision, a coach allowing his players to use illegal equipment, being on the field except as a substitute or replaced player and several other situations.

Specific examples of unsportsmanlike conduct include but are not limited to the following: any delayed, excessive or prolonged act by which a player attempts to focus attention upon himself; using abusive, threatening or insulting language or gestures to opponents, teammates or game officials; or using baiting or taunting acts or words that engender ill will between teams.

Unsportsmanlike conduct fouls accumulate and any player or non-player who receives two such fouls is automatically disqualified from the contest. However, any single foul judged by the game official to be flagrant is disqualification. Unsportsmanlike conduct penalties are always
enforced from the succeeding spot.

Situations have arisen in recent years regarding unsportsmanlike conduct that have not been correctly called. For example, the “Where’s the tee?” play described in the case book is an example of unsportsmanlike conduct. The ball should be declared dead and the penalty should be enforced as a dead-ball foul. Football has been and will continue to be a game of deception and trickery involving multiple shifts, unusual formations and creative plays; however, actions and language designed to confuse the defense into believing there is a problem and a snap isn’t imminent are beyond the scope of fair play.

**Defenseless Player and Blindside Blocks**

In 2017, the NFHS adopted rules defining and giving examples of defenseless players, and rules prohibiting forceful blindside blocks outside the free-blocking zone unless initiated with open hands. Coaches and game officials should understand, teach and apply these rules in a manner promoting player safety and minimizing the risk of player injury.

**Defenseless Player** — A defenseless player is one who, because of his physical position and focus of concentration, is especially vulnerable to injury. The most common types of defenseless players include passers, receivers, sliding runners, runners whose forward progress is stopped, players out of the play and players who are blindside blocked.

A defenseless player is not in an equal physical position with the player attacking him and could be severely injured when contacted. For example, a player passing or attempting to catch a ball is completely exposed to opponents. A player obviously out of the play has no reason to think an opponent will charge into him. A runner in an opponent’s grasp and whose forward progress has been stopped cannot defend himself from an opponent taking a free shot at him. A downed runner or a runner giving himself up and sliding feet first cannot protect himself against unnecessary contact. A player receiving a blindside block is unaware of the opponent charging him. What is common among all these situations is that the player cannot defend himself or avoid potential contact, leaving himself vulnerable to injury. Special attention must be given to contact against these players to determine if it is legal. Although defenseless players who are involved in the play may be contacted by an opponent, the player initiating contact must do so in a legal manner.

The term “defenseless player” is relatively new to the rules, but the protection afforded these players is not. For several years, the rules have penalized roughing the passer, kick catching interference, illegal helmet contact, unnecessary roughness and late hits. Classifying players as defenseless reinforces the prohibition against illegal contact and emphasizes the need to protect the most vulnerable players. Excessive and unnecessary contact, including forceful contact to the head or neck area of a defenseless player, has long been illegal, and it has no part in the game. Coaches must exercise leadership in eliminating illegal contact, and game officials must act decisively to penalize illegal contact to minimize the risk of player injury.

**Blindside Blocks** — A blindside block is an effective blocking technique. There is nothing improper in executing blindside blocks generally, and the rules do not preclude their use altogether. Instead, to enhance player safety and minimize the risk of injury, the rules prohibit a specific type of blindside block: one that is forceful, is not initiated with open hands and occurs outside the free-blocking zone.

A blindside block is a foul if: (1) the block occurs outside of the free-blocking zone; (2) the blocker
does not initiate the block with open hands; and (3) the block is forceful. If all three of these factors are present, the blindside block is illegal.

Coaches should teach proper blindside blocking techniques, and game officials should evaluate whether a blindside block is legal, based on these three factors and the considerations below, as well as the underlying spirit and intent of the rules—to promote safety, eliminate illegal contact and minimize the risk of injury to players.

Whether the player being blocked can see the block coming. A blindside block is “a block against an opponent other than the runner, who does not see the blocker approaching.” In other words, it is a block that the opponent does not see coming.

Game officials must first determine whether a block is a blindside block. Usually, this will be obvious. The player being blocked will be looking away from the blocker while being blocked from the side by an opponent. In some situations, however, the player being blocked may turn his head to see the blocker just before contact occurs. Such contact is still considered a blindside block. Though the player may have seen the blocker approach, he did not do so in sufficient time to have a reasonable opportunity to react, adjust and defend himself.

Some element of time, though it may be very short, is necessary to accomplish the rule’s safety purposes. In most situations, the blocker is running at full speed, increasing his momentum and focusing on one player. The player being blocked, however, is focused elsewhere and completely unaware of the charging blocker. Such a player who turns his head at the last second and sees his opponent just before contact cannot realistically protect himself. He is just as defenseless and vulnerable to injury as if he had not turned his head at all. Game officials should not be overly technical with this requirement and should always err on the side of player safety. The intent of this rule is to protect the player being blocked. It is not intended to create a legal way of throwing a shoulder or body block. When in question, the block is a blindside block.

Whether the block occurred outside of the free-blocking zone. If a blindside block occurs in the free-blocking zone, it is legal even if the contact is forceful and even if it is not initiated with open hands. Of course, the contact must otherwise be legal—a player cannot clip or target an opponent, for example. However, the free-blocking zone exists only during scrimmage plays, and it disintegrates as soon as the ball leaves the zone. When the zone is gone, any blindside block by rule occurs outside of the free-blocking zone and, if forceful, must be initiated with open hands to be legal.

Whether the block was initiated with the open hands. Any forceful blindside block outside the free-blocking zone must be initiated with open hands. Blocks initiated with the shoulder or body are dangerous because of the amount of force they generate. Blocks initiated with open hands are significantly less dangerous because they do not typically generate that same amount of force. The open-hands requirement is intended to reduce the force associated with blindside blocks.

As a result, game officials should consider two things in determining whether a blocker has complied with the open-hand requirement. First, the blocker’s initial contact with his opponent must be with open hands if the block is forceful. Second, the force of the block should come from the blocker’s hands and arms rather than from his shoulder or body.

A player who makes first contact with open hands and imparts a force to the opponent by extending his hands and arms has complied with this rule. However, a player who makes first contact with open hands but nonetheless forcefully drives his shoulder or body into his
opponent has not complied with the rule. Instead, he has thrown a shoulder or body block with all the force that his shoulder and body carry. The open-hand requirement is meant to reduce that type of force. It is not intended to allow an otherwise illegal shoulder or body block simply by placing open hands on the opponent at the last second.

*Whether the block was forceful.* If a player has thrown a non-open-handed blindside block outside the free-blocking zone, game officials must finally determine whether the block is forceful. If the block is forceful, it is a foul; if not forceful, it is not.

"Forceful contact" is something more than minor contact but something less than excessive contact. The contact should be significant enough to notice, but it does not have to be violent or otherwise unnecessary to be forceful. As an aid to judging whether a block is forceful, the covering official should consider whether the blocker was only attempting to take his opponent out of the play, or whether the block was intended to take the opponent out of the game. The former is legal, while the latter is illegal.

Game officials should take the entire block into consideration. The focus should be on the block itself and the blocker, because he is the player generating the force behind the block. The reaction of the player being blocked may help, but it is not the determining factor. Game officials should never base their decision on forceful contact solely on whether the player goes to the ground.

Where a blocker’s shoulder or body contact results in minor movement of the opponent and the force of the block is not obvious, the block is not forceful. However, where the blocker makes contact with some obvious degree of force behind the block, contact is forceful regardless of the effect on the opponent.

Finally, game officials should be diligent in observing these blocks and penalizing infractions. Although the rule applies throughout the game, blindside blocks are most likely to be made by the offense on returns following interceptions, free kicks and punts. They may also occur when the offense reverses direction on the field. Game officials must use proper mechanics on these plays and be in position to observe players throwing blindside blocks. The most likely offenders will be those doing something different from others. For example, if most players are moving north, these players will be moving south or east and west. These are the players who crack or peel back, "swim upstream" or "go against the grain," and they are suspect for potentially committing illegal contact fouls.

Through good position and technique, a player initiating an open-handed blindside block can effectively obstruct his opponent with sufficient forceful contact while minimizing the risk of player injury. By teaching these techniques and consistently penalizing infractions, coaches and game officials will have continued taking positive steps toward reinforcing player safety, minimizing injury, and removing unnecessary and excessive contact from the game.
D. SHARED RESPONSIBILITY AND FOOTBALL HELMET WARNING STATEMENT

Athletes who participate in the sport of football accept the risk of injuries. However, athletes also have the right to assume that those who are responsible for the conduct of the sport, i.e., administrators, coaches and athletic trainers, have taken reasonable precautions to minimize the risk of significant injury. Refinements in the playing rules, the development of risk minimization guidelines and the establishment of equipment standards have helped to reduce significant injuries. However, to legislate safety via the rules book and equipment standards are never a complete answer. All who are involved with participation in the sport of football share in the responsibility of minimizing the sport's inherent risks?

The coach is responsible for pregame verification that in addition to other required equipment, all players have a helmet which met National Operating Committee on Standards for Athletic Equipment (NOCSAE) standards when manufactured and each helmet has an exterior warning label. While important, the fact the athletes are wearing certified helmets is only the first step. The athletes involved must be aware of all the basic principles of head and neck injury prevention.

**Helmet Warning Statement**

Since 1985 the NOCSAE football helmet standard has required a warning label on the outside of the helmet to inform each player of these risks and responsibilities. The warning label must use language that conveys the following information:

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WARNING
NO HELMET CAN PREVENT ALL HEAD OR ANY NECK INJURIES A PLAYER MIGHT RECEIVE WHILE PARTICIPATING IN FOOTBALL.

DO NOT USE THE HELMET TO BUTT, RAM OR SPEAR AN OPPOSING PLAYER. THIS IS IN VIOLATION OF THE FOOTBALL RULES AND SUCH USE CAN RESULT IN SEVERE HEAD OR NECK INJURIES, PARALYSIS OR DEATH TO YOU AND POSSIBLE INJURY TO YOUR OPPONENT.
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F. SPORTSMANSHIP MESSAGE

**This message shall be read to the head coach and captains prior to each contest officiated by a registered PIAA official. This message shall be enforced by contest officials and its enforcement shall include a strict and swift enforcement when unsportsmanlike actions involve demeaning remarks or actions that may be related to the racial or ethnic background of any party.**

PIAA requires all registered sports' officials to enforce the sportsmanship rules for coaches and contestants. Actions meant to demean opposing contestants; team, spectators, and officials are not in the highest ideals of interscholastic education and will not be tolerated. Let today’s contest reflect mutual respect. Coaches please certify to the officials’ that your players are legally equipped and uniformed according to NFHS rules and PIAA adoptions. Good luck in today’s contest.

For distribution purposes, this message is printed on the PIAA registered sports officials’ 2018-19 identification cards. Chapter interpreters are requested to remind all officials to read this message at each contest they officiate.

G. REVIEW 2017 FOOTBALL RULES CHANGES

1-3-1h: Commercial advertising is not permitted on the ball.

1-5-1b (3): Further clarifies that the jersey of the home team shall be a dark color clearly contrasting to the white jersey required for the visiting team.

1-5-1a (2), Note 1-5-4: Permits any of the game officials to accompany the referee to meet with the head coach for equipment verification.

2-3-10 (NEW), 9-4-3n (NEW), 9-4 PENALTY: Defines a blindside block and specifies a penalty for illegal blindside block.

2-16-2h: Illegal participation fouls by the receiving team occurring during the kick are now enforced under post scrimmage kick fouls.

2-24-10 (NEW), 6-1-11 (NEW), 6-1 PENALTY: Defines a pop-up kick and specifies a penalty for a pop-up kick.

2-32-16: Expands the definition of a defenseless player by incorporating specific examples.

3-4-7 (NEW): Gives the option to the offended team to start the clock on the snap for an accepted penalty inside the last two minutes of either half.

4-2-21: Specifies that the ball is declared dead if a prosthetic limb comes completely off of the runner.

7-1-6: Stipulates that it is encroachment to strike the ball of the snapper’s hand/arm prior to the snapper releasing the ball.

7-5-10: Removes non-contact face guarding from the pass interference restriction.
H. 2018 PIAA ADOPTIONS AND MODIFICATIONS

- Adopt the 2018 NFHS Football Rules Book.

- Request that college and professional football Contest sites mark their fields in accordance with Rule 1-2-3e, inbounds lines. If that is not possible, it is permissible to use college or professional fields with inbounds lines marked at the distance specified by their respective codes.

- Adopt Rule 1-3-1 NOTE, specifications for the ball to be used in Contests involving only players below the 9th grade.

- Adopt Rule 1-3-7, authorizing the use of supplementary equipment to aid in Contest administration.

- Modify Rule 3-5-10b (Concussion Rule), to clarify that “an appropriate health-care professional” is a licensed physician of medicine or osteopathic medicine (MD or DO).

- Adopt Rule 3-1-1 NOTE, the Resolving Tied Games (10-Yard Line Overtime) Procedure for use during senior high school varsity football Regular Season and Postseason Contests, as set forth in the NFHS Football Rules Book.

- Adopt Rule 3-1-2, running clock, at all levels (varsity, junior varsity, or otherwise) of competition, upon completion of the first half and one Team gains a 35-point differential over its opponent, the clock shall be stopped only when an official's time-out is taken, a charged time-out is granted, a period ends, or a score occurs.

**NOTE:** *Sub-varsity games do not play overtime, only varsity contests.*
MEETING #2:

A. SEASON PREPARATION

1. Be sure you have taken care of all family needs.
2. Be sure you have taken care of work needs.
3. Have yourself in physical condition to officiate, the last thing you want is to be taken off the field because you did not prepare yourself properly. Look like you belong on the field.
4. Since a lot of assignors, leagues and associations are using electronic assigning systems, you need to keep your calendar updated DAILY. Games change, as well as cancellations and other issues so KEEP YOUR CALENDARS UPDATED.
5. Before accepting any assignment, understand the Officials Code of Ethics: Appendix G in your rule book. Players and Coaches will give respect if they receive respect. KNOW THE RULES and THEIR APPLICATION, if you’re not sure ASK. At some point during a contest, there will be a disagreement, give an explanation and move on.
6. Be sure you know and understand the proper MECHANICS for the contest you are working, knowing every officials position mechanically will give you a leg up in the event one of your partners should go down.
7. Be sure your UNIFORM is BLACK AND WHITE, not YELLOW and BLACK. Be sure your shoes are SHINED prior to game day, not dusty or muddy from the last game. LOOK LIKE YOU WANT TO BE THERE AND LOOK PROFESSIONAL.
8. When traveling to a game go with a partner, if possible. Allow enough time to arrive so that you can prepare for the contest with your crew. Always carry phone numbers of crewmates and school contacts.
MEETING #3:

A. GAME RESPONSIBILITIES

1. Arrive at game site 1 ½ hours prior to game time. (Varsity Contest)
2. Be sure to have a SOLID PRE-GAME with the CREW.
3. The R and his designated official (usually U) will meet with coaches on the field. Verify halftime 15 minutes but no more than 20 minutes. Speak to home team first as they should know any halftime activities. In 6 man games the rest of the crew will go up to field after R and U to do field inspection, ball retrieval and inspection, player equipment, and clock checks. U will approve any equipment concerns. R will give coaches current time of day and let them know when they are expected back on field. R will READ SPORTSMANSHIP MESSAGE VERBATIM to both coaches and captains.
4. Crew will be on the field 15 minutes prior to game time.
5. As a COURTESY to both teams the BJ and LJ (5man) will escort teams to field 5 minutes prior to game time. The FJ and SJ (6man) will escort teams to field 5 minutes prior to game time. The BJ/SJ and FJ/LJ (7man) will escort teams to field 5 minutes prior to game time.
6. At the start of the second half, again as a courtesy, we will escort teams back to field.
7. Once the first half is over R will have clock operator set clock to proper time and will wind clock to start half time.
8. Again, we will as a courtesy escort teams back to field for the second half. R will have clock operator set game clock to three minutes and wind clock once both teams are on the field, warm up period.
9. Our end of game procedure is very easy, LEAVE THE FIELD TOGETHER, DO NOT SPEAK TO ANYONE CONCERNING ANYTHING WHICH MAY HAVE HAPPENED DURING THE CONTEST, AND NEVER SPEAK TO MEDIA. Be sure to keep your comments and discussions between yourselves to the LOCKER ROOM. The covering official of an ejected player or coach will be filed by that official with the PIAA office within 24 hours. DO NOT DELAY WITH THIS PROCESS AND BE SURE TO GIVE PRECISE, ACCURATE, AND DETAILED INFORMATION IN THE REPORT.

B. SIGNALS

1. It is EXTREMELY IMPORTANT that REFEREES give CLEAR SIGNALS and PROPER SIGNALS. ALL SIGNALS ARE GIVEN TO THE PRESS BOX SIDE OF THE FIELD.
2. When signaling dead ball fouls a single set of signals is acceptable. E.G. Dead Ball, False Start
3. When signaling live ball fouls a good preliminary signal is important so coach can direct his captain as to what to do. Follow the enforcement with another set of signals.
4. Prior to winding the clock be sure all players and officials are in their proper positions.

Use only signals as listed. Personally developed signals only detract from one’s presence and credibility as a crew chief and referee.
Please refer to rule book pages 92 & 93 for NFHS approved signals.
NFHS OFFICIAL FOOTBALL SIGNALS

1. Ball ready for play
   *Untimed down
2. Start clock
3. Time-out
   Discretionary or injury time-out
   (followed by tapping hands on chest)
4. TV/radio time-out
5. Touchdown, Field goal,
   Point(s) after touchdown
6. Safety
7. Dead ball foul, Touchback
   (move side to side)
8. First down
9. Loss of down
10. Incomplete forward pass
    Penalty declined
    No play, no score
    Toss option deferred
11. Legal touching of forward pass or
    scrimmage kick
12. Inadvertent whistle
13. Disregard flag
14. End of period
15. Sideline warning
16. First touching
    Illegal touching
17. Encroachment
18. False start
    Illegal formation
    Free kick infraction
19. Illegal shift
    (2 hands)
    Illegal motion (1 hand)
20. Delay of game
21. Substitution infraction
22. Substitute

PlayPics courtesy of Referee (www.referee.com) Note: Signal number 17 is for future expansion.
NFHS OFFICIAL FOOTBALL SIGNALS

23 Failure to wear required equipment
24 Illegal helmet contact Targeting
25 Illegal horse-collar tackle
26 Illegal blindside block
27 Unsportsmanlike conduct Noncontact foul

28 Illegal participation
29 Sideline interference (Face press box)
30 Running into or Roughing kicker or holder

31 Illegal batting/kicking (Followed by pointing toward toe for kicking)
32 Invalid fair catch Illegal fair catch signal

33 Forward pass interference Kick catching interference
34 Roughing passer
35 Illegal pass/forward handing (Face press box)
36 Intentional grounding
37 Ineligible downfield on pass

38 Personal foul
39 Clipping
40 Blocking below waist
41 Chop block
42 Holding/obstruction Illegal use of hands/arms

43 Illegal block
44 Helping runner Interlocked blocking
45 Grasping face mask or helmet opening
46 Tripping
47 Disqualification
MEETING #4:

A. HIGH SCHOOL FOOTBALL OFFICIALS PRE-GAME MEETING FOR 5 OFFICIAL MECHANICS
(Chapters using 6 or 7 official mechanics should review their mechanics manuals)

1. All officials should arrive at the game site at least 1½ hours before the scheduled game time.

2. Let the Athletic Director or Game Manager know that you have arrived. Check with them to confirm the starting time and if there are any special events prior to and/or during halftime of the game. If so, has the visiting team been advised?

   a. Request that the Clock Operator(s) come to the officials’ dressing room to meet and review the mechanics that will be used. Request that any automatic scoreboard horn be turned OFF and discuss any issues they might have with seeing portions of the field from the press box. Review clock operator’s responsibilities for 35-point rule.

   NOTE: See Addendum #6 for list of complete clock operator instructions.

   b. Check and review the responsibilities of the Chain Crew and request they be on the field no later than 10 minutes prior to game time to meet for a review with the linesman.

3. PRE-GAME OFFICIALS CONFERENCE

   As the NFHS Football Game Officials Manual – 2016 and 2018, states: “Communications with other members of the crew is essential...A pregame conference shall be held before each game...The pregame conference should follow a set outline to be most effective” (pp. 7&9).

   The PIAA encourages attention to the points of emphasis, principles and guidelines stated in the current edition of the NFHS Manual with few exceptions. One exception to note for current PIAA mechanics is that there is No Visible Five-Second Count for the last five seconds before the end of the 25-second period following the ready for play signal (p. 23).

   Having a Pre-Game Conference where all members of the crew actively participate is vital to being prepared to have a well-officiated game. Each crew has different styles and their own comfortable outline/approach, but all crews are encouraged to have a planned, focused time period without interruption; if possible, the Pre-Game Conference should be held prior to beginning Pre-Game Duties.

   Suggested Topics for an Outline of a Pre-Game Conference include:

   I. MAJOR CREW ASSIGNMENTS

      REFEREE – Game Management and Administration
      UMPIRE – Legality of Player Equipment and Uniforms
      HEAD LINESMAN – Line to Gain Equipment and Chain Crew
      LINE JUDGE – Game Balls and Secondary Timing
      BACK JUDGE – All Play and Game Timing Situations
II. REVIEW POINTS FOR HEAD LINESMAN & LINE JUDGE

a. Before the game, introduce yourself to the HEAD COACH. Let him know you will communicate with him throughout the game. Develop a GOOD RAPPORT. Use TACT when communicating with sideline. Introduce yourself to the “Get-Back Coach”.

b. Know where your sideline is.

c. Have 120 yards of sideline coverage.

d. Motion man coverage.

e. Quick Pass coverage.

f. Pass Coverage.

g. Scrimmage Kick Coverage, [Punt - Field Goal - Extra point (Kick or Run)].

h. Backwards pass out of bounds. [Punch and Mark].

i. Crack back blocks.

j. Defensive holding on pass play.

k. Keep track of downs, check that the down marker is correct and signal to referee the next down. HEAD LINESMAN should ensure proper operation of chains and down markers at all times and that they are six (6) feet outside the sideline during play.

l. Run out of bounds coverage.

m. Know eligibles and help with ineligible receiver(s) downfield.

n. Assist with 7 men on the line of scrimmage.

o. Assist the Referee if you know the QB INTENTIONALLY grounded a pass or if there is help needed in determining eligible receivers in area.


q. Help with getting the second ball into the Umpire under situations.

r. **LINE JUDGE**: Count B players along with Back Judge.

III. REVIEW POINTS FOR UMPIRE

a. Count the number players on the line of scrimmage and make sure you have 5 with the proper numbers (50-79) on the line during scrimmage plays and along with referee count A/K players.
NOTE: EXCEPTIONS - Kicks; Punts; Extra Points; Field Goals.

b. Watch for holding.

c. Watch for ineligibles downfield on passes.

d. On passes move up toward the line of scrimmage to assist with making sure the passer does not go over the line of scrimmage when passing.

e. Assist on pass coverage on the short pass over the middle. (Turn & Look)

f. Spot the ball after each play.

g. Will mark off distance for all penalties.

h. Will assist the Referee in handling the ball between quarters.

i. Will keep track of the position of the ball on the field for each play.

IV. REVIEW POINTS FOR BACK JUDGE

a. Know your keys.


c. Know eligible receivers.

d. Run coverage.

e. Assist on crack back blocks.

f. Assist on run out of bounds coverage.

g. Assist coverage on restricted sideline.

h. Scrimmage Kick Coverage [Punt, Field Goal, & Extra Point (Kick or Run)].

i. Keep end line responsibility throughout the game.

j. Assist in getting ball (extra) onto the field between plays and have the extra ball ready for the Referee following all measurements.

k. You will time all 25 seconds and timeouts. Also observe the game clock to be assured it is starting, stopping and generally functioning properly.

l. Count the defensive players the entire game and communicate via signal to the Line Judge that you have 11 players on the field.
m. Begin 25-second timing on Referee’s ready for play signal. At 20 seconds raise arm to indicate 5 seconds remain to snap ball. (If there is a visible 25-second clock no 5-second signal is to be used).

V. REVIEW POINTS FOR REFEREE

a. Be on passing arm side of QB, approx. 10-12 yards from the LOS and five yards wide of huddle or TE (depending upon formation)

b. Protect QB at ALL TIMES. Be there on running plays ending OB.

c. Know eligible/ineligible receivers in backfield.

d. Key off the far side tackle and backs.

e. Watch for Illegal Shifts and False Starts.

f. Run coverage.

g. Pass coverage. Rule on Intentional Grounding; Late Hits on QB.

h. Scrimmage Kick Coverage [Punt, Field Goal, & Extra Point (Kick or Run)].

i. A/K’s goal line responsibility throughout the game.

j. Make sure that the Ready For Play is signaled only when all officials are in position and correct down and distance are ensured.

k. Count the offensive players the entire game and communicate via signal to the Umpire that you have 11 players on the field.

l. Ensure that A/K has seven men on the line of scrimmage at the snap for all downs.

VI. KEY GENERAL CREW REVIEW POINTS

a. Review "momentum" rule as it applies inside the 5-yard line on kicks and interceptions.

b. Goal line plays and tries (Variation of positions near goal line.)

c. Substitution Rule

d. Starting and Stopping the Clock

e. Procedures during measurement.

f. Duties during time-outs and intermission between periods.

g. Penalizing personal and unsportsmanlike fouls.
h. Penalty administration. (See Addendum for suggested notes.)

i. Overtime procedure, if applicable.

j. Note: Only the Referee talks with anyone (if appropriate) before or after the game about game-related situations (NO EXCEPTIONS).

4. PRE-GAME DUTIES

**REFEREE and UMPIRE** should visit each team’s head coach at least 45 minutes before kickoff and prior to the official coin toss. Review with the head coach the following:

a. Team Captains - Four (4) Maximum - get names and numbers.

b. The Referee will confirm the game officials assigned and starting time with the coach and review any unusual game situations, etc.

c. The Umpire, when requested by the Head Coach, will inspect any player equipment to confirm legality.

d. Synchronize Time and Confirm location of official coin toss to be held 30 minutes prior to kickoff. Remind the Head Coach that officials will get their team in the locker room to escort the team to the field to have the team on the field FIVE (5) MINUTES before the scheduled game time and ready for the ceremonial coin toss three (3) minutes before game time.

e. According to the PIAA, the Official Coin Toss should be held prior to the ceremonial coin toss. The Official Coin Toss should be held at midfield or the most convenient end zone where the teams depart the field after pre-game warmups to return to their locker rooms.

1. The Head Coach and Team Captains should participate in the official coin toss. Prior to the toss the Referee shall read the Sportsmanship Message verbatim and each Head Coach must answer “YES” to confirm that players are properly uniformed and equipped. NO EXCEPTIONS. It should be witnessed by the Umpire.

2. The Visiting Team shall have the choice of Heads or Tails for the Coin Toss. Note: Confirm the Choice before tossing the Coin. Write down details of the Coin Toss Choice, Winner and Direction of Kick.

3. Following the Coin Toss, the Referee and Umpire return to the Locker Room to Report Coin Toss Result and any other important pregame notes to the rest of the crew.
The HEAD LINESMAN, LINE JUDGE and BACK JUDGE should leave the Locker Room approximately five minutes after the Referee and Umpire and go to playing field to complete their pre-game duties, such as:

a. Inspect the field and player equipment (record the number of any player who should be rechecked prior to kickoff).

b. Head Linesman inspect the Chains and Sideline Area.

c. Judges should secure game balls and instruct ball retrievers of their duties. Judges should also take note of Game and Play Clocks.

d. After completing pre-game field duties, return to the Locker Room (there is no need to wait for the Referee and Umpire). Back in the Locker Room game balls should be inspected, tested and marked as approved.

5. LAST MINUTE REVIEW WITH ALL OFFICIALS IN LOCKER ROOM

a. Make sure you see the ball and the play has ended before you "BLOW YOUR WHISTLE." A late whistle is better than an early whistle. (Let's NOT have any INADVERTENT WHISTLES)

b. Talk with the players. Use preventative officiating.

c. Make sure the penalty has a bearing on the play, unless it is a personal foul or unsportsmanlike conduct. Use common sense.

d. Make sure the Referee keeps a coin for a toss in case of overtime.

e. Make sure ALL officials have the following:

   Flags - Bean Bags - Whistle(s) - Card & Pencil - Down Marker
   Proper and Complete PIAA-Approved Uniforms for all Officials

   Linesman has a clip(s) for the chains and other accessories.
   Back Judge has necessary Watches for Timing Needs
   Line Judge has necessary back-up Watches for Timing Needs.

f. Be on your way to the field approx. 15 minutes before game time.

NOTE: Keep in mind the distance the field is away from the locker rooms, both officials and the teams. The Officials should be on the field prior to the teams arriving for final pre-game warmups.

g. Take a minute and review a procedure should you need to revert to a four (4) official crew. Who will move to what position if the R, U, HL, LJ, BJ needs to be replaced.
h. Anything else any would like to add?

i. Let’s hustle and give them the officiating they deserve!
   Don’t trouble – trouble until trouble – troubles you ! ! !

6. ENTRANCE ONTO THE PLAYING FIELD

   a. Umpire and Head Linesman will go together - to the side opposite the press box.

   b. Head Linesman to locate the Chain Crew (4) and review how he wants the crew to work.

   c. Referee should go to Press Box side of the field and continue to expect playing field and sideline areas for any concerns.

   d. Line Judge and Back Judge will accompany their respective teams to the field so that both teams are on the field no later than five minutes prior to kickoff.

7. PREGAME CEREMONIAL COIN TOSS

   a. The Umpire will locate the captains & introduce himself to them and prepare to take them to the center of the field for the coin toss. The Umpire will introduce the captains to the Referee. DO NOT TAKE A BALL OUT ON THE FIELD DURING THE COIN TOSS.

   b. The Referee will do the same as the Umpire in (A) above.

   c. The Linesman, Line Judge, & Back Judge will take a couple steps out on the field and STOP. The ball boy should be right behind you. Keep the teams in the team box. The Referee and Umpire will proceed to the center of the field with the captains for the coin toss.

   NOTE: Have the talking captain positioned so he will be next to the Referee in the center of the field for the coin toss.

   d. The Referee will face the scoreboard and the Umpire will face the Referee. Captains will introduce themselves to each other and the Referee and Umpire will introduce themselves to the opposing captains.

   e. Referee: After brief instructions, review the official coin toss results and signal to the Press Box side of the field prior to releasing the captains to the sidelines.

   f. After the teams are on their respective sidelines, all officials will meet at the 50 yard line at the center of the field for any final instructions and then all officials will proceed to their positions at the same time - JOGGING.
8. **KICKOFF POSITIONS**

**REFEREE**  Position yourself on the same side of the field as the linesman on R’s goal line between the center of the field and the hash marks. You have primary goal line responsibility.

**UMPIRE**  Position on R’s 20-yard line on LJ/Press Box Side opposite the chains.

**NOTE:** Be prepared to move up for a possible onside kick.

**HEAD LINESMAN**  Position yourself approximately at the receiver’s 30 yard line on the sideline that the line to gain equipment is located. Assist receiver’s team in getting into position. **MAKE SURE YOUR SIDELINE IS CLEAN.**

**LINE JUDGE**  Receivers line on the opposite side of the chains. **DO NOT GO TO THE CENTER OF THE FIELD.**

**BACK JUDGE**  Secure possession of the ball. Hand the kicker the ball and instruct the kicker not to kick the ball until the Referee has sounded his whistle. Point out the position of the Referee. Count K’s players. Move to the sideline that the linesman is positioned. **MAKE SURE YOUR SIDELINE IS CLEAN.**

**NOTE:**  Should there be a penalty that dictates re-kicking, BJ will administer the penalty and signal the press box with the proper signal and repeat the procedure above.

9.  **HAVE A GREAT OPENING KICKOFF AND GAME!**
ADDENDUM #1 REVIEW PROCEDURE WHEN YOU HAVE A PENALTY

a. Immediately upon completion of the play report to the Referee, WHO, WHAT, WHEN, and WHERE. Stay with the Referee and Umpire while R is giving the options to the captain(s)/sideline.

b. Other Officials should:
   1. Cover the flag;
   2. Maintain the spot where the play ended;
   3. Go to the enforcement spot to assist when appropriate;
   4. Secure another ball and have ready to hand to the Umpire.

c. The Referee should give a preliminary signal to the press box, then have the team captain face his team’s sideline and give him his options. Once he has made his choice and it is clear that the choice is appropriate and in agreement with his sideline, give the results to the Umpire so he may administer the penalty. Then give the signal again to the press box.

NOTE: If the penalty is unusual, go to the sideline and explain it to the head coach and then go over to the opposing head coach and give him an explanation also.

d. Make sure the Linesman or Line Judge know the details of the penalty so he may communicate it to the head coach on his sideline.

e. The official on the offending teams sideline should obtain the penalty, the number of who did it, and report it to the head coach.

f. Mark down all penalties, team, quarter, time, number and type of penalty. Be aware if they are to be reported to the conference, league commissioner or assignor following the game in a specific format or on a game report.
ADDENDUM #2  PROCEDURES AND POSITIONING ON AUTHORIZED CONFERENCES

a. REFEREE - Free to roam. But normally stays with Umpire.

UMPIRE - Responsible for the ball and observe ball.

LINESMAN - Position between hash mark and team members to notify the coach that the ball will be MARKED READY-FOR-PLAY in 15 seconds.

LINE JUDGE - His responsibility is the same as the Linesman for his sideline.

BACK JUDGE - He will time the 45 seconds and 1 minute and advise the Referee.

b. All Officials keep track of which team called time out and check with fellow officials on how many time outs each team has remaining.
ADDENDUM #3 PROCEDURES & POSITIONING BETWEEN PERIODS

a. When the First and Third Quarters end:

NOTE: Teams may go to the sidelines to confer with their coach(s). If so, the Linesman and Line Judge after completing their responsibilities listed below should position themselves near the team(s) huddle to advise them when the time out has expired and the teams should return to the field.

REFEREE - Record the yard line the ball is on, the down, the yards to gain and the position on the field. Also, he notes from what yard line the Umpire stepped off the position of the ball. [Use Yard Line Markings to Assist]

UMPIRE - Steps off the ball. Give the Referee the following information so both can mark it down. Down - Yards to Go - Position on the Field. Also, indicate what yard line Umpire is using to determine the yard line that the ball is on. [Use Yard Line Markings to Assist]

LINESMAN - Record the down, yards to go, and what yard line for placing the chain clip on at opposite end of field. Make a mental (or written) note as to which stick is in what position. Verbally give the information to the Back Judge.

LINE JUDGE - Determine the yard line the ball is on and the position on the field and take both teams to the spot where the ball will be positioned to start the next quarter. Keep an eye on teams so they do not taunt each other.

BACK JUDGE - Record the yard line the linesman is picking the chain clip from as well as the down and yards to gain. Go to the spot that the chain clip will be placed and assist the Linesman to insure that everything is correct. Review the information to see that it is still the same. Return to your position to see that everything is OK and continue timing the timeout.

b. The Referee must review to see that everything remained the same as it was at the end of the previous quarter.

NOTE: ALL OFFICIALS are responsible to assist in making sure that the new period begins as it should. If something doesn’t seem to be correct – DO NOT LET THE NEW PERIOD BEGIN. HALT PLAY!
addendum #4 procedures and positioning on measurements

a. REFEREE
   Advise the offense of the measurement and ask the QB and/or Captain to
go up to the ball area to view measurement.

UMPIRE Handle the ball until the sticks arrive and then handle the front stick.

LINESMAN Make sure the clip is secure to the chain in the proper position and proceed
onto the field to the position where the Line Judge is positioned.

LINE JUDGE Take a position on the yard line where the Linesman has picked up the
chains. Position a foot where you want the linesman to place the chain
clip down for the measurement.

BACK JUDGE Obtain another ball. Keep the teams back from the ball so there is no
chance of anyone kicking the ball. Advise the defensive team captain he
may observe the measurement.

NOTE: If it seems that the ball may roll when the Umpire handles the front stick,
BACK JUDGE should be prepared to hold the ball in place.
ADDENDUM #5 HALFTIME PROCEDURE

a. At the conclusion of the first half and both teams have left the field, the Referee will signal to the Clock Operator to start the clock for halftime as the crew of officials leave the field together. The Back Judge will also start his clock to time halftime.

NOTE: Unless there is an extension for special circumstances, halftime shall be 15 minutes.

b. All officials will go to the dressing room or assigned halftime area.

c. Review any situations that occurred in the first half.

d. When 10-12 minutes have elapsed, the Line Judge and Back Judge should go to their team’s dressing room to prepare them to return to the field. When the band is leaving the field advise the head coach that we want them back on the field IMMEDIATELY. DO NOT LEAVE THE LOCKER ROOM AREA UNTIL THEY START TO RETURN TO THE FIELD. When 15 minutes have elapsed, the teams should be on the field for the required 3 minutes warm-up time.

NOTE: Take into consideration the distance from the locker room to the field and keep teams apart as much as possible.

e. When both teams return to the field. The Referee will signal for the scoreboard clock operator to start the clock at 3 minutes for the mandatory warm-up period.

f. The Linesman should make sure the chain crew has returned and all are ready for play.

NOTE: Confirm details for the kickoff to start the second half and make sure both teams are aware of the which end of the field they will defend in the third period. Officials should jog directly to their kickoff positions in time to begin the second half promptly at the conclusion of the 3-minute warm-up period.
ADDENDUM #6 INSTRUCTIONS TO THE CLOCK OPERATOR

a. Have you operated this clock before and are you familiar with the operations of it?

NOTE: If there is a Play Clock, share instructions in a similar fashion with that clock operator. It is recommended that a single individual does not operate both the game and play clocks at the same time.

b. Do you run anything other than the time? Down, Yards to Go, Yard Line the ball is on, etc. If so, starting and stopping the clock(s) is your FIRST and FOREMOST PRIORITY, then the other functions.

c. What do you have to do to reset the time should we need to do so?

d. Does it have a horn or siren on it? Is it automatic or manual? If the horn can be operated manually, SHUT IT OFF.

e. Has the clock malfunctioned before?

f. Do you have access to a phone or headset that comes down to the field? If so, what sideline is it on?

g. Time for the halftime is 15 Minutes. (PUT 15 MINUTES ON THE SCOREBOARD CLOCK).

h. Once BOTH teams are back on the field after halftime, put 3 minutes on the scoreboard clock.

i. Take your signals from the covering officials. The Referee and Back Judge will relay the signal if it’s along the sideline.

j. Review the ready for play - starting the clock - stopping the clock - if a penalty flag is thrown - if we start the clock in error - incomplete passes- first downs - injured players - scoring plays.

k. Review the procedure for an UNTIMED down at the end of the quarter. Review the 35-POINT RULE for the second half.

l. FIND US during halftime to see us IF THERE ARE ANY issues.

m. Do you have any questions?

Note: for those chapters using 6 or 7 man mechanics – refer to the respective manuals on the PIAA website (www.piaa.org)
MEETING #5:

A. INTRODUCTION

This meeting will discuss illegal blocks including holding, blocks below the waist, clipping, chop blocks, blindside blocks, etc. The lesson will also include the free-blocking zone. There are several training videos online which can be used to supplement this meeting guide. A recommended video series is the 2018 Aloha Clinic Training Videos on YouTube. Go to YouTube and search 2018 Aloha Clinic Training Videos.

B. BLOCKING

Definition: (2-3-1) Blocking is obstructing an opponent by contacting him with any part of the blocker's body.

Remember: Both Offensive and Defensive players are permitted to block legally during any down.

C. LEGAL BLOCKING TECHNIQUES

Closed/Cupped Hands:

1. Elbows may be inside -or- outside the shoulders.
2. Hands must be closed or cupped with the palms not facing the opponent
3. Forearms extended no more than 45 degrees from the body.

Open Hand Technique:

-Hands Must Be -
1. In advance of the elbows.
2. Inside the frame of the blocker’s body; the frame of the blockers body is the front of the body at or below the shoulders.
3. Inside the frame of the opponent's body.
4. At or below the shoulders of the blocker and of the opponent.
5. Open when the palms are facing the opponent's frame, and when the forearms are extended.
D. ILLEGAL USE OF HANDS AND HOLDING

Rule 9-2 provides rules for both the offensive and defensive players. Review rules during presentation.

It has been said, “You can call holding on every play.” If that is a true statement, we would have a foul called on every play and there would be no pleasure in playing, watching or officiating the game.

Every grab does not rise to the level of a foul for holding. Therefore, a philosophy has been developed to enable officials to apply the rule in a meaningful manner. To rise to the level of a foul for offensive holding, the restriction must have an effect on the play. The defender must have a clear opportunity to make a play at or near the point of attack. Or, the restriction is immediate or so flagrant, such as, an immediate take down depriving a defender who is not in the vicinity of the play of any opportunity to get near the point of attack. This philosophy will maintain the spirit of the rule rather than the letter of the rule.

Types of offensive holds:

1. Grab & Restrict: The blocker controls the defender with two hands outside the defender’s frame usually at the shoulders. The blocker controls the defenders movement preventing him from reaching for the runner to make a tackle or rushing the passer. The key to recognizing this as a foul will be the defenders unsuccessful attempts to tackle the runner or rush the quarterback, below is an example of a grab and restrict type hold:
2. Hook & Restrict: The blocker hooks the defender above the waist with one hand and controls or redirects defender’s movement. This is usually occurs when the blockers feet are beat and the defender is even with him or past him. Below is an example of a hook & restrict type hold:

![Image of hook & restrict]

3. Take Down: The blocker grabs the defender with two hands or hooks him with one hand above the waste and takes him to the ground.

4. Reverse Take Down: The blocker, who appears to be getting overpowered or run over, grabs the defender inside the frame of his body and pulls the defender down on top of him as he is falling backward.

5. Tackle: This usually occurs when the blocker loses contact with the defender; or the defender beats the blockers feet and is even with him or beyond him, or the defender is running away from the blocker. The blocker grabs or hooks the defender around the waist or below, or dives and hooks the defender with one or both arms or hands at the lower legs or ankles causing the defender to go to the ground.

Types of defensive holds:

1. Pull & Shoot: Can occur on any scrimmage down or scrimmage kick. The defender deliberately pulls the offensive blocker toward him or down the line creating a gap for a teammate to run through and tackle the runner, rush the quarterback or block the kick.

2. Grab & Restrict: This usually occurs on a running play, look for a defensive lineman holding an offensive lineman trying to pull, the defensive lineman prevents the offensive lineman from getting to his blocking assignment.

3. Grab or Hook Eligible Receiver: Very straight forward. Tight Ends should be treated as interior lineman if they stay in to block and as receivers if it is obvious they are trying to run a pass pattern.
Things To Consider on a potential hold:

1. Effect on the play. i.e. Did the defender make the tackle in spite of the hold? If so hold the flag.
2. Was the action at the "Point Of Attack."
4. Grasping, grabbing, and tackling of the opponent other than the runner.
5. Hands or arms used to clamp, hook or lock up the opponent.
6. Takedowns by either Offensive or Defensive linemen.
7. Position of the blocker in relationship to the runner, if the blocker has good leg position between the runner and ball carrier it is probably not a hold.
8. Did the legs get taken away from the player being held. Are the legs in an un-athletic position.

When To Make A Holding Call:

1. When it's at the "Point of Attack."
2. When it's part of the play and creates an Advantage/Disadvantage situation.
3. When it's visibly evident.
4. When it's had an effect on the outcome of the play.

Remember:

1. MIBT - Make It Be There
2. GTBO - Get The Big One
3. STEP - See The Entire Play
4. Be Consistent..... If it wasn't holding in the first quarter, then it's not holding in the fourth quarter either.
5. Holding is the Number One complaint of both players and coaches. When it's there call it - consistently.

Penalty: 10 yards (Offensive or Defensive). All-But-One Principle for fouls against offense.
E. ILLEGAL BLOCKS

1. Butt Blocking (2-20-1.a): An act by any player who initiates contact with the helmet against an opponent who is not a runner with the front of his helmet.

2. Blocking Below The Waist: unless in free blocking zone when requirements of 2-17 are met or tackling the runner. The image below illustrates a block below the waist. (Note: this block may be legal if all requirements of 2-17-2 are met)

3. Blocking a Kicker or Holder of a Free Kick before the player travel 5 yards beyond his Free Kick Line or the Free Kick has touched the ground or any other player.
4. Block in the Back: unless in free blocking zone when requirements of 2-17 are met or tackling the runner or when attempting to reach a runner (the runner needs to be contacted almost immediately after the block in back to be ruled legal) or catch or recover a loose ball that the player may legally possess. Below is an example of a block in the back occurring during a scrimmage kick.
5. Chop Block or Clip: Remember the low portion of a chop block is at the knees or below. Below is an example of a chop block.

6. Trip: A player may trip the runner.

7. On a free kick no member of K may initiate a block until kick has traveled 10 yards and K is eligible to recover a free-kicked ball (grounded) or R initiates a block within the neutral zone.
8. Blindside Block: no player may execute a blindside block outside of the free-blocking zone with forceful contact unless initiated with open hands. Below are two examples of illegal blindside blocks which have not been initiated with open hands:
Remember:

1. All illegal blocks are dangerous and threaten the safety of the players. Players should not be given a warning for these kinds of blocks, if it was bad enough to warn, it is bad enough for a foul.
2. Protect the players at all times, call illegal block regardless of impact on play as these are safety type fouls.
3. When a blocker makes initial contact above the waist and then slides down below the waist or knees, the block is considered to be above the waist. Contact with an opponent's hand(s) below the waist that continues into the body below the waist is considered blocking below the waist.
4. If the opponent turns his back toward a blocker deliberately, or if the opponent was able to see the blocker approaching, or if the contact is from the side, it is not a block in the back or a blindside block.
5. Illegal Blocks are both Offensive and Defensive fouls and must always be penalized.
6. If you "Think" you have an Illegal Block - the block WAS NOT illegal, See The Entire Play (STEP).

F. FREE BLOCKING ZONE

Definition: (2-17-1) The free-blocking zone is a rectangular area extending laterally 4 yards on either side of the spot of the snap and 3 yards behind each line of scrimmage. A player is in the free blocking zone when any part of his body is in the zone at the snap.

In The Free Blocking Zone:

1. Blocking below the waist is permitted (2-17-2a) by both offensive and defensive players who are: in the zone, on the line, at the snap and the contact occurs within the free blocking zone. A defensive player is considered on his line of scrimmage when he is within 1 yard of his scrimmage line at the snap.
2. Clipping in the free blocking zone is illegal. Clipping is illegal anywhere on the field at any time.
3. Blocking in the back is permitted by Offensive lineman only who are on the line and in the zone against defensive players who are in the zone at the snap. The defensive player does not need to be on the line of scrimmage to be blocked in the back. The contact must be in the zone.
4. The free blocking zone disintegrates and the exception for a player to block below the waist and/or the offensive lineman to block in the back is not to continue after the ball has left the zone. Pay particular attention to this when a team is in shotgun, if the block below the waist is not immediate, i.e. the lineman takes a step back or delays before blocking below the waste, it is an illegal block as the free blocking zone has disintegrated by rule.

Reminders:

1. Blocks below the waist made anywhere by backs, linebackers, ends, safety, cornerbacks, etc., who are not on their line and not in the zone are illegal blocks. ALWAYS!! Pay particular attention to defenders "cutting" lead blockers.
2. All blocks below the waist and blocks in back on free kicks are always illegal.
3. 2016 rule change removing clipping from free blocking zone.
4. The contact must ALWAYS be in the zone for the block to be legal.
5. Once the ball leaves the zone the right to block below the waist or block in the back goes with it, even if the ball comes back into the zone.
MEETING #6:

THE KICKING GAME

If something confusing is going to happen in a football game will probably he during a kick play. Kicking rules can he very confusing to officials and deserve careful discussion and explanation.

The following outline will provide an organized presentation to step by step investigation of the rules of the kicking game. By no means are all possible topics covered in the outline. The outline covers seven major areas of kick plays plus basic principles that should his part o every official’s fundamental knowledge of kicks.

In presenting this lesson, use of visual aids is highly recommended. Football is a visual game and most of us can understand what happens in studying the game if we have some form of illustration. The overhead projector transparencies on kicks are very effective in illustrating a rule aspect. If you have the opportunity to use video tape clips: pick some clips that will illustrate the major points of the outline. Not only will the clips he an effective teaching device but also will enable the viewing officials to recognize what you are saving with less difficulty. Visual learning is a necessity in football. A recommended video series is the 2018 Aloha Clinic Training Videos on YouTube. Go to YouTube and search 2018 Aloha Clinic Training Videos.

Remember, the first Friday night of the season, the first thing that happens is the kickoff: something that we did not experience during scrimmages, something that we have not seen since the last game of last season GOOD LUCK!

A. THE KICKING GAME

I. Basic Principles

A. A kick is a kick until:
   1. possession
   2. out of bounds
   3. dead by rule

B. A kick that goes out of bounds belongs to R

C. A kick simultaneously recovered belongs to R

D. A kick not recovered by any team belongs to R

E. After a valid or invalid fair catch signal, the ball is dead on possession by R behind, in, or beyond the neutral zone.

F. K may advance a kick recovered or caught behind the neutral zone.

G.

H. An illegal kick maintains its same status as prior to the illegal kick.
II. Free Kicks

A. Ball position: once designated may not be moved.

B. K players must be behind kicker and holder, within 5 yards of the K's free kick line (the kicker may be more than 5 yards behind K's free kick line) must have 4 K players on each side of kicker when kicked (dead ball foul, shut the play down).

Kicker and holder is protected.
1. May not be blocked before:
   a. He advances 5 yards beyond K's free kick line.
   b. Kick touches the ground or any player.

C. Neutral zone is 10 yards wide.

D. R may be anywhere behind R's free kick line.

E. K may not go out of bounds and return unless blocked out.

F. Any R player may catch or recover.

G. Clock starts when ball is legally touched by R or K.

H. K may recover in the neutral zone if the ball has been touched by R.

I. K may recover an untouched kick if it:
   1. Touches the ground
   2. Has gone beyond the plane of R's free kick line, in any order.

J. Forced touching is always ignored.

K. Kick must be inbounds.

L. R touches ball inbounds prior to the ball going out of bounds, no foul.

M. Ball goes out of bounds untouched by R, options:
   1. 5 yards previous spot rekick.
   2. Decline foul, taking ball inbounds to hash.
   3. R's ball 25 yards beyond spot of kick, placed at the hash.
   4. Accept a 5 yard penalty from the succeeding spot.

N. K may not touch a free kick in flight: it becomes fair catch interference. Options:
   1. Award a fair catch at the spot of the interference, penalize 15 yards from spot of interference.
   2. Penalize 15 yards from the previous spot and rekick.

O. Kick that penetrates R's goal line is dead.

P. A fair catch is possible on a free kick.
Q. 8-5-2-a momentum exception applies on catching a free kick from R's 5 into the end zone. It is no longer a kick, therefore not a touchback, do not sound whistle.

R. 2-1.3-4-a Force is not a factor on kicks going into R's end zone,: These kicks are always touchbacks!

S. Onside kicks:
1. K may not touch for 10 yards, ball must be grounded. If ball has not grounded and K touches it is kick catching interference, even if no R players are around the ball.
2. Did R touch?
3. A pop-up kick is illegal (Dead Ball foul). Refer to 2-24-10 for definition of a pop-up kick.
4. When working 7 man mechanics put "6 in the box".

T. After a fair catch or awarded fair catch, R may elect to free kick, this option remains until there is a foul free down. This free kick can score points.

U. R, H and L need to start on goal line to rule on momentum and touchbacks.

V. Free kicks after safety can be put in play by way of punt.
1. These free kicks cannot score points.

III. Scrimmage Kicks

A. K may never advance a kick recovered beyond the neutral zone.

B. K may catch or recover, and advance if in or behind the neutral zone (unless during a try), this includes ability to throw a forward pass.

C. K may catch beyond the neutral zone if no R is positioned to catch.
1. The act is first touching.
2. Ball is dead.

D. K may bat a grounded scrimmage kick toward his own goal line if beyond the neutral zone.

E. K may bat a scrimmage kick in flight beyond the neutral zone if no R is positioned to catch.

F. Kick breaking R's goal line plane is a touchback, if the ball touches the pylon it has broken the goal line plane. Deep officials need to be on the goal line in these situations before the ball is there.

G. Force is not a factor on kicks going into R's end zone as These kicks are always touchbacks, unless R elects to take spot of first touching.

H. Scrimmage kick out of bounds is awarded to R.

I. Absolutely important to mark the end of the kick for PSK enforcement, do not bean bag a muff. Only one beanbag is required, if there are two then there was a lapse in coverage and the blocking was not covered.
J. Watch for gunners being held and/or blocked in back.

IV. First Touching

A. Free Kick
   1. Before the ball crosses R’s free kick line.
   2. Before R touches the ball,

B. Scrimmage Kick
   1. Beyond the neutral zone.
   2. Before the ball is touched beyond the neutral zone by R.
   3. Before the ball is at rest.
   4. K touches after the ball is at rest: the ball is dead.

C. Spot of first touching.
   1. R’s right to the spot is cancelled:
      a. R touches and then fouls.
      b. The penalty is accepted for any foul.

V. Fair Catch

A. When a legal kick is in flight.
   1. Any R player.
   2. Must give a valid signal,
   3. The catch must be in or beyond the neutral zone.
      a. R can elect to put the ball in play anywhere between the hash marks following fair catch or awarded fair catch.
   4. Only an R player giving a valid signal has protection.
      a. Ball is dead if signaler catches behind the neutral zone but the catch is not a fair catch.
   5. Player giving signal prohibited from blocking.
   6. Team mate of the signaler catches the kick:
      a. It is not a fair catch.
      b. The ball is dead.

B. Invalid signal.
   1. A had signal.
   2. Kick touches R, then a valid signal is given.
   3. Kick touches the ground, and then a valid signal is given.
   4. Ball is dead on possession.
   5. The signaler receives no protection.
   6. The signaler is prohibited from blocking.

C. Illegal signal.
   1. Made by a runner.
   2. After a kick is caught.
   3. After a kick is recovered.
   4. Happens during the running play portion of the down.
   5. Ball is not dead.
VI. Field Goals

A. A field goal attempt is nothing more than a scrimmage kick which can score points.

B. A field goal shall be a place kick or drop kick from scrimmage.

VII. Post Scrimmage Kick Foul Enforcement

A. Fouls by R (other than an illegal substitution or illegal participation foul that occurs at the snap) when the foul occurs:
   1. Scrimmage kick play other than a try or a successful field goal.
   2. Scrimmage kick play in which the ball crosses the expanded neutral zone.
   3. Beyond the expanded neutral zone (If any doubt where the foul occurred, it occurred beyond the expanded neutral zone).
   4. Before the end of a kick.
   5. K does not have possession at the end of the down and will not be next to put the ball in play.

B. Spot of enforcement: end of the kick.
   1. All but one principle applies.
   2. If the kick ends in the end zone, the end of the kick is considered the 20 yard line.
   3. If each team fouls and all of R's fouls are post scrimmage kick fouls. R may retain the ball, provided R declines the penalty for K's foul.

VIII. Illegal Action on the Kicker

A. Definition of a kicker:
   1. Any player who legally punts, drop kicks, or place kicks.
   2. Becomes a kicker when his knee, lower leg or foot makes contact with the ball.
   3. Continues to be a kicker:
      a. Has had a reasonable opportunity to regain his balance.
      b. After a free kick:
         1. Has advanced 5 yard beyond his free-kick line.
         2. Kick has touched the ground or any other player.

B. Running into the kicker or holder:
   1. Displaces the kicker without roughing.

C. Roughing the kicker or holder:
   1. Block, tackle, or charge into the kicker.
   2. If contact is made on plant leg rule roughing.

D. Exceptions to running into or roughing:
   1. Contact is unavoidable because it is not reasonably certain that a kick will he made. Rugby style punt, a good rule of thumb on this type of play is officiate it like you would roughing the passer.
   2. The defense touches the kick near the kicker and contact is unavoidable
   3. Contact is slight and is partially caused by movement of the kicker.
   4. Contact is caused by R being blocked into the kicker or holder by K.
IX. Force

A. Touchdown
   1. It is a touchdown when R recovers a loose ball in K's end zone, regardless of how the ball got there.

B. Safety
   1. It is a safety when K recovers a loose ball in his end zone and the force was his kick (a blocked kick does not apply a new force)

C. Touchback
   1. Free or scrimmage kick
      a. Not a scoring attempt or grounded three-point field goal attempt breaks plane of R's goal line, unless spot of first touching is taken.
      b. Three-point field goal attempt touches K player in R end zone
   2. Scrimmage or free kick becomes dead on or behind K's goal line with the ball in possession of K (including when the ball is declared dead with no player in possession) and the new force is R's muff or bat of the kick after it has touched the ground.
MEETING #7:

A. RULES OF SPECIAL CONCERN AND COMMON SENSE

1. If conditions warrant (early season heat, high humidity), R should use good judgment in taking an officials’ time-out (as needed) for fluids for players. The most appropriate time to utilize this type of common sense “time-out” is after a score or change of possession. Player safety shall be first and foremost (3-5-7g). This is a Point of Emphasis for 2005. It was also a Point of Emphasis for the years of 2001 and 2004.

2. The game officials shall assume authority for the contests, including penalizing unsportsmanlike acts, 30 minutes prior to the scheduled game time – an earlier time if required by state association - or as soon thereafter as they are able to be present (Rule 1-1-7).

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 (Rule 3-1-3).

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 by state association adoption (Rule 3-1-4).

5. When weather conditions are construed to be hazardous to life or limb of the participants, the crew of officials is authorized to delay or suspend the game (Rule 3-1-5).

6. The referee shall have authority to correct obvious errors in timing if discovery is prior to the second live ball following the error, unless the period has officially ended (Rule 3-4-8).

7. Be prepared for injury to crew members and determine who will cover what positions in any situation.

8. Review with chapter members how to pack their uniform and equipment. Prepare a checklist.

9. All officials should have written contracts from the host school or assigner for their assignments.

10. Review neatness, conditioning, appearance and professionalism as it affects each individual as a PIAA-registered official. Refer to PIAA Athletic Officials’ Manual. All are vital factors in being considered for district and inter-district assignments.

11. Review no jewelry rule. (For both players and officials)

12. Review no tobacco use rule.

13. Review no alcohol use on premises of game.

B. FORWARD PROGRESS AND SPOTTING THE BALL

*Michael Cunning, Secretary of the Beaver Valley Football Chapter, has prepared this lesson.*

1. **Forward Progress**
   a. The wing officials should handle forward progress.
   b. Move up and down the field with the ball carrier parallel to the sideline then square off to spot.
   c. Stay wide, start at sideline or out of bounds then move with play.
   d. Be ready to move in when play situations require, i.e. close to first downs, goal line plays and if players are very aggressive or taunting each other. Staying wide is an initial position; “do not take root” there.
   e. You must be firm about giving the ball carrier his furthest advancement if the defenders roll or push him backwards. Drop bean bag at your feet and sound your whistle to stop play. This is also important when a receiver leaves his feet to catch a pass and is driven back.
   f. If ball carrier is held in an upright position by defense, is his progress stopped? Ball carrier bounces off defenders as he hits the line but is not secured by defenders… you must decide quickly if his progress was stopped or not.
   g. Ball carrier stopped near sideline then pushed out of bounds, get the spot and wind the clock (twice), stop clock if first down, after winding.
   h. Off the play official (play is away from you) should assist lineman with spots; partnership on deciding the progress spot is critical; look for help if you need it (soft spot).
   i. If you do not see the ball, if ball carrier turns his back to you or there is a pile up, eye contact with your partner is essential! No whistle!
   j. Cooperative officiating; make any adjustment to mirror your line mate’s spot, take a slight side step or shuffle.

2. **Spotting the Ball**
   a. See the Ball; where is the ball when the runner is down by rule?
   b. If you can’t see the ball look for your line mate for a spot. Keep the whistle out of your mouth the ball could be loose.
   c. Mark the spot with two feet, if its close for a measurement place the football at your feet.
   d. Sideline pass catches you must be sure of possession and progress especially when receiver jumps and is not pushed out of bounds before coming down by the defender.
e. Decide with back judge during pre-game who will look for the ball and who will watch the receiver's feet. In a four official crew it's your call alone.

f. One thing that will make any Crew look unprofessional is a sloppy ball relay. You should never toss the ball more than 15-20 yards to an official. Every toss should be underhand. Move closer if you must before your toss.

g. Hustle and communication are vital, be a good dead ball official, do not stare down at the spot keep your head up to observe the players (this may also keep you from getting hit).

3. Forward Progress Plays

(4) Team A has a 4th & goal at B's 3-yard line. A 33 is split wide to LJ/L side. The play goes up the middle with QB carrying the ball.

Ruling: Initial position is sideline to goal line, after checking keys LJ / L must hustle in to the ball carrier and where the play ends ready to mark forward progress. Staying wide is only a beginning position see the ball.

(5) QB is rolling out towards LJ / L side and the R is behind QB and moving in same direction. QB is rushed and hit, QB stays upright and still moving, another defender grabs the ball and runs toward the goal line.

Ruling: The LJ / L must decide if progress is stopped, if so the use of the beanbag and sounding the whistle is imperative.

(8) The ball is on the hash mark close to the LJ side of field. A24 is also split wide to LJ side. It is 4th and 1 at B's 25. A14 carries the ball off tackle (LJ side) as he is hit he turns his back to LJ as he is going down. Some of B defenders and some A players are standing between you the ball carrier.

Ruling: As the LJ moves to the ball carrier look for the Linesman and mirror his spot (no whistle – see the ball).

4. Spotting the Ball Plays

(3) A32 is tackled on 3rd and 1 at A's 25 yard. line. The LJ / L has the spot. A32 hands the ball to the umpire or leaves the ball on the ground.

Ruling: LJ / L “says give me the ball” or “I have the spot”. The ball is placed between both feet with the point of the ball by the foot closest to the lead stick.

(5) A83 is running downfield near the sideline and turns to the line of scrimmage to make a catch or A83 makes an over the shoulder catch near the sideline then crosses the sideline.

Ruling: During pre-game LJ, L and deep judge(s) discuss pass plays when the receiver is close to the sideline. If the receiver turns to the LOS the LJ / L will rule on a catch (or not) and deep judge will rule on the position of feet in or out of bounds. The roles are reversed
on an over-the-shoulder play. LJ, L, and deep judge(s) will make eye contact before ruling on a catch and possession.

(7) During an intense game players of Team A and Team B are confrontational. All the officials' are alert and trying to prevent problems from escalating and the game gets out of control. A scrimmage plays ends and as the LJ is marking the spot observing and talking to the players, the down and distance was overlooked. A measurement was / was not necessary.

Ruling: Crewmates must say ‘take a look’ or ‘hold the spot’ if the spot is critical for a first down reminding the LJ that the spot is important for a measurement. Communication is vital on every down it helps to prevent situations that get crews in trouble.
C. RULE 3: PERIODS, TIME FACTORS AND SUBSTITUTIONS

1. The clock running time for a game shall be ____ minutes. (3.1)
2. What is the point differential for the "Mercy Rule"? Is this rule a NFHS rule or a PIAA approved ruling? (3.1.2)
3. What three people must agree in order to shorten a period? (3.1.3)
4. If a game is suspended prior to half time due to lightning, do you restart the game with the score 0-0? (3.1.4)
5. Must an officiating crew have permission from the AD to suspend a game? (3.1.5)
6. The 15-minute intermission may be increased to a maximum of ____ minutes or decreased to a minimum of ____ minutes.
7. What conditions must be met before an increase in the intermission time is granted? What conditions must be met before a decrease in intermission time is granted? (Table 3-1)
8. Can a referee begin the mandatory three-minute warm up if a team is not on the field after intermission? (Table 3-1)
9. How long before the beginning of a game is the coin toss to be held? (3-2-1) PIAA Football Preseason Bulletin
10. What is the maximum amount of captains allowed present at the coin toss?
11. Can a quarterback and receiver warm up on their sideline at the 10-20 yard line while the coin toss is taking place? (3.2.2)
12. What are the options given to the captain winning the coin toss? (3.2.2)
13. Name four reasons to extend a period by an untrimmed down. (3.3.3)
14. Where is the enforcement spot for a dead ball foul occurring after the end of a period? (3.3.6)
15. On a free kick, does the clock start when the ball is touched by a receiver or when the ball is possessed by a receiver? (3.4.1)
16. Name ten reasons that the clock will start with the snap or when any free kick is touched, if the clock was stopped because: (3.4.3)
17. Name ten reasons to stop the clock. (3.4.4)
18. If an obvious error in timing has occurred, how many live ball plays can occur until the referee may no longer correct the error? (3-4-8)
19. Can a captain wait until after a charged time-out to make his decision on a penalty? (3.5.2)
20. Can a coach request a time-out to review an official's application of a rule? (3.5.2.C)
21. Does the referee have to wait the whole minute during a charged time-out if both teams are ready to play sooner? (3.5.3)

22. Can a coach request a time-out to review a rule after all his charged time-outs have been used during a half? (3.5.5.C)

23. What is the penalty if a coach requests a coach-referee conference after all his time-outs have been used and the referee does not change his ruling? (3.6.2C)

24. Name 11 reasons for an official's time-out during a dead ball period without a time-out being charged to either team. (3.5.7)

25. An injured player does not have to sit out the next play in only two cases. What are they? (3.5.10)

26. What is the penalty for a player failing to wear proper equipment right before the ball is to become live? (3.6.2.d)

27. Is the referee responsible for clearing the band off the field of play at the end on the intermission? (3.6.4)
MEETING #8:

David McCormick, Westmoreland Football Chapter Interpreter, has prepared this lesson.

A. THE PASSING GAME

It sounds so simple! "Passing the ball is throwing a ball that is in player possession. In a pass, the ball travels in flight." (Football - 2018 Rules Book, 2.31.1) A player throws the ball, it is in flight and intended for a teammate. Coaches, players, and fans are excited by the passing game because when the ball is in the air many things can happen. Officials, instead of getting excited by those "many things," must be prepared to deal calmly and correctly with them. To do so, officials must know the rules and their intent, be in proper position, and "sell the call."

Here is an example of an approach to The Passing Game. It seems to work well in our chapter and my hope would be that is would be helpful for you.

First a little background. The procedure at our interpretation meetings is fairly standard. The interpreter always begins with "Any questions?" which allows the officials to bring up any situations or questions from scrimmages, games, or rules. Sometimes there are attempts to stump the interpreter, sometimes the question is nit-picking, but most are legitimate concerns in becoming a better official. Regardless of the questions, we always have lively discussions.

Once the questions are taken care of we move to the topic of the meeting. Regardless of the topic, the interpreter always begins it with a true-false/fill-in-the-blanks quiz that he has created, usually giving the officials about ten minutes to complete it. The officials are encouraged to decide on their answers quickly to simulate the need for quick decisions on the field. We all agree, however, that reading it and seeing it are very, very different.

When the officials are finished with the quiz, the interpreter then goes over each question one by one with officials volunteering their answers. This too leads to the involvement of almost everyone in discussions concerning mechanics, situations, interpretations, and intent of the rules. The NFHS Rulebook/Casebook/Illustrated Rulebook/Officials’ Manual are used to support answers and refresh memories. These discussions insure that chapter mechanics and interpretations are agreed upon so that all our crews' officiating will be consistent throughout the season.

Occasionally, situations are given and officials are given a limited time to simply locate the specific rule in the Rules book. We feel this insures more familiarity with location of information in the book.

From experience, here are a couple "fundamentals" that are not in the "Football Fundamentals" (Football 2018 Rulebook, p 82-83).

L, LJ, FJ, BJ, SJ, FJ: Once direction of the ball is established across the neutral zone, concentrate on the receivers you are responsible for. Do not watch the ball's flight.

U: Read the blocks and get to the line of scrimmage to rule on illegal passes and watch for tipped balls.
R: At the snap, read the near tackle’s block, check backs for holding and blocks below the waist, determine if the passer’s arm is moving forward when the ball is released (if in doubt it is forward), and watch for roughing - do not watch the ball.

I trust you will benefit from this approach to the **Passing Game**. If anyone has questions about the following material, please feel free to contact me at daridave2@aol.com. I enjoy discussing football.
THE PASSING GAME – RULES (True or False)

1. Passing the ball is throwing a ball that is in player possession so that the ball travels in flight. 2.31.1
2. A forward pass is a pass thrown with its initial direction toward the opponent's end line. 2.31.2
3. A passer is a player who throws a forward pass. He is the passer until the ball leaves his hand. 2.32.11
4. Prior to releasing a ball on a pass, if the potential passer is contacted and the ball is released, it is a forward pass only if the ball is moving forward at contact. 2.31.2
5. A forward pass has gone beyond the neutral zone if at any time during the pass, any part of the ball is beyond the neutral zone. 2.31.3
6. Both feet of the passer may be in the neutral zone when the forward pass is released. 7.5.1
7. A forward underhand pitch, behind the neutral zone from A1 to A2 is an incomplete pass if not caught. 7.5.5
8. A backward pass is a pass thrown with its initial direction either parallel with or toward the runner's end line. 2.31.5
9. A long snap is a backward pass. 2.40.1
10. A forward pass or a backward pass ends when it is caught, touches the ground or is out of bounds. 2.31.4
11. Pass eligibility rules apply to both legal and illegal forward passes.
12. In order to be an eligible Team A pass receiver, the player must be either on an end or legally behind his scrimmage line and must be numbered 1-49 or 80-89, 7.5.6a
13. There is a maximum of 6 eligible offensive receivers. 7.5.6a
14. Team A and Team B players eligible at the snap remain eligible throughout the down. 7.5.6d
15. Touching of a forward pass by B1 causes pass interference restrictions to end all A players. 7.5.9a
16. If a forward pass accidentally hits ineligible A1, the touching by A1 is ignored. 7.5.13
17. There can be defensive pass interference even if there is no contact between A and B. 2018 RULE CHANGE
18. If a forward pass has been touched by A, pass interference restrictions end for all players of A and B. 7.5.9
19. A catch is the establishing of player possession of a live ball which is in flight. 2.4.1
20. A catch is always preceded by touching. 2.4.2
21. A simultaneous catch is a catch in which there is joint possession of a live ball by two opponents, one of which must be inbounds.

22. List three of the four illegal forward passes:
   1. ____________________ 2. ____________________ 3. ____________________

23. The exception for an illegal forward pass is "It is legal to conserve time by intentionally throwing the ball forward to the ground immediately after receiving a direct hand-to-hand snap."
24. List the three types of forward pass interferences:
   1. ____________________ 2. ____________________ 3. ____________________

25. An illegal pass may be caught and advanced by the offense or defense. 7.5.4
26. The penalty for an illegal pass is from the previous spot. 7.5.3
27. When the momentum exception is in effect, the end of the run for purposes of penalty enforcement is the spot of the catch. 8.5.2
Fundamentals of Football:

> A player who is eligible at the start of a down remains eligible throughout the down.
> Offensive interior linemen are prohibited from advancing beyond the neutral zone only during a forward pass, which crosses the neutral zone, but may advance after the pass is in flight.
> Any pass in flight may be batted in any direction by an eligible receiver unless it is a backward pass batted forward by the passing team.
> A forward pass interference foul can occur only beyond the neutral zone.

THE PASSING GAME – **MECHANICS** (True or False)

1. In a passing situation, what is the sequence of the primary responsibilities for each official? Immediately after the snap? While the Passer is preparing to pass? When the ball is in flight across the neutral zone?
   - R - ________________
   - U - ________________
   - L/LJ - ________________
   - FJ/BJ/SJ - ________________

2. The Referee has sole responsibility for intentional grounding.
3. The Referee should never observe the flight of the ball once it crosses the neutral zone?
4. The Referee should always verbally alert the players when a passer releases the ball.
5. Who is responsible for throwing a beanbag to mark forward progress when a quarterback is sacked?
   Why? ____________________________________________________________
6. Who is responsible for ruling a pass forward or backward when the Quarterback throws the pass toward the sideline immediately after the snap? Why do you think so? ____________________________________________________________
7. If the penalty for an illegal pass is accepted, the measurement is from the preceding spot.
8. If the offended team declines the distance penalty for an illegal forward pass, it can count the down at the spot of the pass or take the result of the play.
9. The Umpire should usually line up in the same area to avoid interfering with the vision and movement of both the offensive and defensive players.
10. The Umpire should never turn to help cover short passes down the middle because his job is protecting the snapper, watching the offensive blocking, and checking for ineligibles downfield.
11. Name two reasons for the Umpire to get to the line of scrimmage on pass plays.
   a. ____________________________________________________________
   b. ____________________________________________________________
12. The Linesman/Line Judge should identify eligible receivers on every play.
13. The Linesman/Line Judge use of the extended-arm signal only benefits the official opposite him.
Once the ball crosses the neutral zone, the Linesman/Line Judge should move slowly downfield.

What procedure should the Linesman or Line Judge and the Field Judge, Side Judge, or Back Judge use to rule on a pass apparently completed or not completed near the sideline as the receiver goes out of bounds? Explain why?

On any completion in their area, the Linesman/Line Judge or the Field Judge/Back Judge/Side Judge are responsible for forward progress.

The Back Judge/Field Judge/Side Judge should line up about 15 yards beyond the line of scrimmage.

Once any official (except the R) determines the direction of the ball's flight across the neutral zone, the official in the area of the ball's path should watch receivers and the defense, not the ball. Explain why?

The only boundary responsibility for the Back Judge/Field Judge/Side Judge is the sideline.

If a pass is intercepted inside the defensive team's 5-yard line and the player making the interception is downed in the end zone or the ball goes out of bounds there; what are the mechanics for the covering Back Judge/Field Judge/Side Judge?

Upon completion of any pass play which results in a first down, list the sequence of the covering officials actions from the moment the play ends.

1. ______________________ 2. ______________________ 3. ______________________

Who is primarily responsible for "touching" of a forward pass in or behind the neutral zone?

What official is responsible for illegal forward passes?

If a pass is completed near the sideline and the play ends there. The covering official should signal a catch by using a cradling signal with both arms stomach high in front of him.

Is a flag thrown when a receiver inadvertently and without contact steps out of bounds and then returns to the field of play? Yes or No  If your answer is "Yes," Where__________________, When__________________, and Why__________________ is the flag thrown? If your answer is "No," Explain your reasoning.

If a pass is incomplete, the covering officials should give the incomplete-pass signal and then stop the clock.

At the end of every down, at least two officials should hustle to the spot to "talk the players up." Why do you agree or disagree with this statement?

There are "keys" for every official on every play.
THE PASSING GAME – **SITUATIONS** (True or False)

1. After catching a punt, R1 completes a reverse to R2 by handing the ball forward to him. This is considered an illegal pass. 2.19.1
2. A forward pass interference foul can occur beyond, in or behind the neutral zone. 7.5.7
3. A's backward pass goes out of bounds behind the goal line. The ball belongs to the team defending that goal and it is either a touchback or a safety. 8.5.2b and 8.5.3c
4. A1 drops back to pass but is unable to find an open receiver so he spikes the ball. This is legal. 7.5.2d
5. 3rd and 10 on A's 40. A3 catches a forward pass on his 35. While the ball is in flight A7 blocks a defensive back at the 50. This is an illegal act by A7. TABLE 7-5
6. A1 muffs the direct hand-to-hand snap but is able to immediately possess the ball and spike it forward; or he receives the snap but his spike attempt hits A2's leg and ricochets into the air where A1 catches and then immediately spikes it forward. Both spikes are legal. 7.5.2e
7. A1 drops back and throws a forward pass toward the sideline to A2 who is behind the neutral zone. A2 then throws a forward pass to A3 who is 15 yards downfield. B1 blocks A2 behind the line prior to A2 touching the ball, and B2 pushes A3 prior to A3 touching the pass which B2 intercepts. The plays by B1 and B2 are legal. 7.5.7, 7.5.9
8. Ineligible A7 is in or behind the neutral zone when a forward pass by A1 (a) accidentally hits him in the back, (b) is muffed by him, or (c) is caught by him. Which of these are not a foul? 7.5.13
9. A legal forward pass by A1 is intercepted by B7 after eligible A3 has pushed B7 while the ball is in flight. On the runback, B2 clips and then B7 fumbles and A5 recovers while prone on the ground. What do we have? 10.2.1b
10. 3rd and goal on B's 6. A1's forward pass is grabbed by airborne A2 about 2 yards into B's end zone. A2 is shoved by B3 so his return to the ground is on B's 1/2 yard line. Simultaneous with A2's landing, the ball pops free and hits the ground. This is a touchdown for A. 2.4.1
11. 3rd and 20 from A's 40. A5 accidentally steps out of bounds at B's 30 while running a sideline pattern. A5 returns inbounds at B's 28. The pass is overthrown and incomplete. Is there a foul? If there is, what is it? What mechanics are involved throughout the down and after the down ends?
12. Team A lines up with the snapper, #20 on the end of the line and all other linemen on his left. If the formation does not change, the formation is legal and #20 is an eligible receiver. 7.5.6a
13. Team A is trying to stop the clock. At the snap, the quarterback throws the ball laterally out of bounds, and there is no eligible receiver in the area. This is an illegal pass. 2.31.5
14. If the offended team declines the distance penalty for an illegal forward pass, it can count the down at the spot of the illegal forward pass or take the result of the play. 10.1.1
15. A1 throws a pass behind the neutral zone, the pass is touched by B in the neutral zone, and continues in flight beyond the neutral zone. (a) A2 has gone downfield and blocked B2 before the pass is touched, or (b) ineligible A8 is downfield beyond the neutral zone before the pass is in flight. What is the ruling in (a) (b) 7.5.7
16. Leaping receiver A6 loses the ball simultaneously with his return to the ground. There cannot be a catch or a recovery on this play. 2.4.1
17/18. During any down, any player in possession may make a backward pass or catch or recover a backward pass and advance. If the backward pass goes out of bounds between the goal lines, it belongs to the passing team unless after a 4th down. What happens if the backward pass goes out of bounds in the end zone? 7.4.4
19. B1 tackles eligible A4 in or behind the neutral zone while a forward pass is in flight. This is pass interference by B1. 7.5.7

20. Receiver A5 runs a sideline route and is forced out of bounds by B9. A5 goes airborne and, while in the air, grabs the ball and lands inbounds. This is a legal catch. 9.6.1, 2.4.2

21. 3rd and 4 from B's 30. A1 is roughed as his pass is caught by A7 at B's 10. A7 is hit and fumbles the ball which rolls out of bounds (a) beyond the goal line, or (b) at B's 7. In (a) the ball belongs to _____ with _____ down and _____ yards to go. In (b) it is _____'s ball with _____ down and _____ yards to go. 10.5.5

22. B intercepts a pass on his own 3 and his original momentum carries him into his end zone where he is tackled. This is a touchback. If he fumbles out of bounds in the end zone, it would be a safety. 8.5.2

23. A forward pass, legal or illegal, if completed, may be advanced when caught by any player of A or B. 7.5.4

24. A forward pass is caught simultaneously by two opponents; when the ball becomes dead, at least one of the players must be inbounds, and the ball will belong to A. 2.4.3

25. There may be any number of legal forward passes during a down provided each is thrown from in/behind the neutral zone. 7.5.1

26. Receiver A3 is downfield attempting to catch a pass. B does not touch him, but interference is called. This is a possible situation. 7.5.10

27. Runner A1 fumbles near the sideline after a 3 yard gain. Before recovering the ball while being completely inbounds, (a) A2 or (b) B2 accidentally steps on the sideline. The ruling would be ________ in (a) and ________ in (b). 9.6.1

28. Eligible A3 and A4 are both leaping to catch a pass near the sideline. A3 has the ball, but A4 contacts him and causes A3 to return to the ground out of bounds. Good catch. 2.4.1

29. Loss of the ball simultaneously with returning to the ground is not a catch, interception, or recovery. 2.4.1

30. A1's forward pass is caught by airborne A3 who has jumped straight up from his inbounds position at his own 40 yard line. B5 contacts A3 so that he lands (a) out of bounds at A's 38 (b) at A's 40 or (c) beyond A's 40. In each case the covering official knows A3 would have landed inbounds if not contacted by B. What is the ruling in (a) ________ (b) ________ (c) ________? 2.4.1, 7.5.5

31. Team A trails by 4 points with 3rd and 10 at B's 20, no time outs, and 10 seconds remaining in the 4th quarter. A1 takes the snap and intentionally throws a backward pass out of bounds at B's 24 to stop the clock. If this play is legal, it will be _____ down and _____ yards to go, and the clock starts on the ______. If it is illegal, it is _____ down and _____ yards to go, and the clock starts on the _____. 7.4.3

32. A forward pass is in flight beyond the neutral zone when eligible A3 bats the ball forward 10 yards where A4 catches it. This is an illegal bat. 9.7.3

33. During any down, any player in possession may: throw a backward pass or catch/recover a backward pass and advance. If the backward pass goes out of bounds between the goal lines, it belongs to the passing team unless after a 4th down. 7.4

34. 3rd and 4 from B's 30. A1 is roughed as his pass is caught by A7 at B's 10. A7 is hit and fumbles the ball which rolls out of bounds a) beyond the goal line or b) at B's 7. In (a) the ball belongs to _____ with _____ down and _____ yards to go. In (b) it is _____'s ball with _____ down and _____ yards to go. 10.5.5

35. A1 drops back and tosses an underhand pass forward to back A2 who is behind the neutral zone. A2 throws the ball back to A1 who throws the ball forward beyond the neutral zone to A3. B1 blocks A3 away from the ball and intercepts A1's pass. All this is legal. 7.5.1
T  F  36.  A1’s pass is intercepted by B2. During the runback, a)B8 steps on the sideline, returns inbounds and blocks A5, or b) A5 steps on the sideline, returns inbounds and tackles B2. No foul in either case. 9.6.1

T  F  37.  Defensive back B6 is stationary at the 50 yard line. A5 runs his pass route and contacts B6 while the ball is in the air toward A6. This is defensive pass interference.

T  F  38.  A3 and A4 are both leaping to catch a pass near the sideline. A3 has the ball, but A4 contacts him in the air and causes A3 to come down so that his first contact is with the ground out of bounds. This is still a legal catch. 2.4.1

T  F  39.  5 catches a pass, is hit and the ball comes loose. B2 reaches to catch the ball but A6 bats it forward where it bounces several times before being recovered by A7. All legal. 9.7.2

REMEMBER:
See Leather
Know the Down and Distance
4th Down=Kill The Clock!!!!
MEETING #9:

A. AXIOMS OF FOOTBALL OFFICIATING

Below are listed some time-tested axioms of football officiating. You may want to consider reviewing these prior to and during each season. They help prevent problems.

- Do not throw your flag if there is any doubt.
  **EXCEPTION:** For Targeting and Defenseless Player fouls, you need to be sure there was NOT a foul. If there is any doubt, throw the flag.
- Do not blow your whistle unless you personally see the ball is dead.
- Do stop the clock for an apparently injured played.
- Team A players are legally on the LOS.
- The QB has not intentionally grounded the ball.
- The block is legal, not a clip.
- A departing player has left the field prior to the snap.
- The ball is dead (the runner was down prior to the “fumble”).
- The ball is passed and not fumbled during an attempted forward pass.
- A ball was muffed rather than caught.
- The ball is dead in the field of play rather than out of bounds.
- The legal clipping zone was still intact.
- Make the tough call **if it is there**.
- What effect did the action have on the play?
- Our job is to judge plays; it is NOT to judge players and coaches.
- The only part of officiating to emphasize is your signals.
- Never stand still during an entire down. It appears as though you are lazy.
- Communication, Consistency, and Common Sense.
- NEVER have a grudge against teams, coaches and players.
- Refer to players by their number or position. NEVER call a player “son”.
- Take your time--do not rush. Teach yourself to SLOW DOWN.
- The WIDER you are, the more you see. The WIDER you are, the BETTER you officiate.
- Continue to officiate after throwing your flag.
- Leave your emotions in the locker room.
- Maintain your poise and composure at all times. NEVER lose your composure.
• Count the players--every play of every game.
• Player safety is the single most important reason you are there.
• Be completely STILL when giving all signals.
• Completely understand the mechanics of your position.
• Always officiate as if someone is watching your work.
• Having a sense of humor is a must in officiating.
• The two most important lines on a football field are the two goal lines.
• The single most important people involved in a football game are the PLAYERS. It is not the coaches or the fans, and it is certainly not the officials.
• Do your best to prevent "slippage" as the season goes on. This is accomplished by constant rules study, physical conditioning, and maintaining a "one game at a time" approach.

B. PROPER PENALTY ADMINISTRATION

1. PHILOSOPHY
   a. First and foremost, officials need to adopt a philosophy regarding the calling of fouls. One philosophy that has been used by many officials is the axiom known as MIBT. MIBT means Make It Be There! Another philosophy that has become popular is the thought to Get the Sharks and not the Minnows! Excellence in officiating demands this type of thinking concerning fouls.

   b. In conjunction with number one above, officials need to be certain a foul affects the play. Was an advantage gained or was player safety compromised? These questions should precede the throwing of any flag.

   c. Officials need to call fouls (or not call them) consistently throughout a given contest. For example, an illegal motion foul called in the first quarter must be called the same way in the 4th quarter. A "close" non-call on pass interference in the 2nd quarter must be ruled a no-call on a "close" call in the 4th quarter.

2. MECHANICS
   a. When an official detects a live ball foul, they must do three things:
      • Continue to officiate until the ball is dead,
      • Stop the clock when the ball becomes dead, and
      • Sound his whistle to get the attention of the Referee and the other officials.

   b. When reporting to the Referee, it is sound officiating to do the following:
      • SLOW DOWN - there is no rush,
Communicate What, Who, When and Where to the Referee

Know what the enforcement should be. (Do not put this solely on the Referee. If you called a foul, you are primarily responsible to see that it is properly enforced).

c. When possible, throw your flag at about shoulder height at the exact spot (if applicable). The only exception to this would be a dead ball late hit foul, which occurs in the sideline area. In these cases, the flag should be thrown high into the air so that everyone knows a foul has been observed.

3. REMINDERS

a. Take your time when making your decision as to whether or not a foul has been committed. Similarly to signaling a Touchdown, count to yourself “1001” and then throw the flag. This will help ensure you have a quality foul.

b. If you need to get together with other official(s), by all means, GET TOGETHER a good rule-of-thumb to follow in those situations is: If you have something to offer, SPEAK UP. If you don’t, STAY OUT. The “bottom line” should always be to “get the play right”.

c. If you are holding the end of the run, you cannot leave that spot to report the foul until another official comes to take your spot

d. Absolutely do review penalty administration in your pre-game conferences.

C. PENALTY ENFORCEMENT "Simplified to be Simple"

1. DEFINITIONS

Previous spot - where the ball was last snapped or kicked. (Rule 2-41-7)

Spot where run ends - where the runner loses player possession or where ball becomes dead in his possession. (Rule 2-41-9)
Succeeding spot - where the ball would next be snapped free-kicked if no foul had occurred. (Rule 2-41-10).

Spot of a foul - where the foul occurs. If the foul occurs out of bounds, the spot of the foul is at the intersection of the nearer hash marks and the yard line extended on which the foul occurs. (Rule 2-41-8).

2. BASIC ENFORCEMENT SPOTS

Previous spot - for fouls at the snap or free kick and all loose ball play fouls. The "all" of the "all-but one" principle.

Succeeding spot - for all dead ball fouls, non-player and unsportsmanlike fouls. Also for fouls by B during a successful kick try if the down is not replayed the penalty is accepted and the score
counts. Also, roughing the passer on a completed forward pass.

End of run - for running play fouls unless the Spot of Foul, which is the "one" of the "all-but-one" principle, is used.

Spot of foul - if A commits a foul behind the basic spot (end of run for running play or previous spot for loose ball play). This is the "one" of the "all-but-one" principle.

3. "ALL-BUT-ONE" PRINCIPLE

All live ball fouls are penalized according to the "all-but-one" principle except:

a. fouls which occur simultaneously with the snap or kick - penalize from the previous spot.

b. a foul by B during a successful kick try and the score is accepted - penalize from the succeeding spot.

c. all non-player or unsportsmanlike fouls - penalize succeeding spot.

Hence, the type of play determines the basic enforcement spot; end of run for running plays or previous spot for loose ball plays. All fouls but one (the foul committed by A behind the basic spot) are penalized from the basic spot.

4. TYPES OF PLAY

Loose ball play is action during;

a. a free or scrimmage kick.

b. a legal forward pass play.

c. a backward pass, including the snap, or a fumble by A from in or behind neutral zone prior to a change of team possession.

d. a run or runs which precedes a legal pass, kick, or fumble.

Running play is action;

a. not included in a loose ball play.

b. including illegal forward passes.

5. ENFORCEMENT PROCEDURES

Intervals for fouls committed;

a. prior to snaps or free kicks - dead ball foul - penalize from succeeding spot.

b. at the snap or free kick - live ball foul, penalize from previous spot.
c. after the snap or free kick - live ball foul, penalize according to the "all-but-one" principle.

d. Post scrimmage kick (Rule 2-16-2 h)

EXCEPTION: live action non-player or unsportsmanlike are treated as dead ball fouls - penalize from the succeeding spot.

**REFEREE**

a. stop the clock.

b. get penalty information from the calling official.

c. step out and give preliminary signal(s).

d. inform captains of foul.

e. give options to offended team captains or describe options to be taken.

f. give enforcement procedure to umpire.

g. step out and give final signal.

h. start the clock on ready unless major clock-stopper caused down to end.

6. **SPECIAL ENFORCEMENT**

a. Measurements cannot take the ball more than half the distance to the offending team's goal. (Inside 30 for 15-yard penalties, inside 20 for 10-yard penalties, inside 10 for 5-yard penalties).

b. If B fouls during a successful kick try, A may take the penalty and replay the down, or A may take the play and penalize B from the succeeding spot (B's 40-yard line).

c. If the offensive team (not always A) throws an illegal forward pass from its end zone or commits any other foul for which the penalty is accepted and the enforcement spot is on or behind its goal line, it is a safety. If the defensive team (not always B) commits a foul and the enforcement spot is on or behind the offended team's goal line, the measurement is from the 20-yard line if the penalty is accepted.

d. If a player foul by A occurs (not an unsportsmanlike or non-player foul) during a down which results in a successful field goal, touchdown or try, the acceptance of the penalty nullifies the score.

e. If during a touchdown-scoring play in which there is no change of possession, a foul by the opponents of the scoring team occurs, the scoring team may accept the results of the play and have a penalty enforced from the succeeding spot or may choose to have the foul enforced on the ensuing kickoff. If during a touchdown-scoring play in which there is a change of possession, a foul by the opponents of the scoring team occurs after the change of
possession, the scoring team may accept the results of the play and have the penalty enforced from the succeeding spot or may choose to have the foul enforced on the ensuing kickoff.

f. Loss of down fouls by A (Rule 10-1-6):
   a. Illegally handing ball forward.
   b. Illegal forward pass.
   c. Illegal touching of forward pass by ineligible.

g. Automatic first down fouls by B (Rule 10-1-7):
   a. Roughing the kicker or holder.
   b. Roughing the snapper.
   c. Roughing the passer who has thrown the ball from in or behind the neutral zone. The penalty will be enforced from the end of the last run and the run ends beyond the neutral zone and no change of team possession.

h. A disqualified player must leave the game.

i. The Referee’s decision to forfeit a game is final.

j. Penalties for fouls with succeeding spot enforcement prior to the ready - for - play shall be administered before establishing the line to gain for a new series.

7. SPECIAL PROBLEMS

   a. Illegal participation. Rule 9-6 enforcement:

      1. Twelve or more players participating at the snap or free kick, or return of disqualified player - previous spot enforcement, 15 yards.
      2. Use of substitutes or replaced players to deceive at or immediately prior to the snap or free kick - previous spot enforcement, 15 yards.
      3. For a player to be lying on the ground to deceive opponents at or immediately before the snap or free kick - previous spot enforcement, 15 yards.
      4. Player of A or K voluntarily going out-of-bounds and returning to the field and touching the ball or hindering an opponent - "all-but-one" enforcement, 15 yards.
      5. No replaced player or substitute shall hinder an opponent, touch the ball, influence the play, or otherwise participate - "all-but-one" enforcement, 15 yards.
      6. If an injured player is not replaced for at least one down, unless the halftime or overtime intermission occurs - succeeding spot enforcement, 15 yards.

   b. Double fouls

      If both teams commit player fouls during the same live ball period and there is:

      1. No change of team possession or;
2. change of team possession and the team in final possession fouled prior to final possession or;

3. change of team possession and the team in final possession accepts the penalty for its opponent's foul, the penalties cancel and the down is replayed.

If both teams commit player fouls and possession changes, the team in final possession may retain the ball provided its foul is not prior to the final change of possession and it declines the penalty for its opponent's foul.

c. Multiple fouls

When a team commits two or more live ball player fouls, only one penalty may be measured. The offended captain may choose which one it shall be, or he may decline all penalties.

d. Dead ball fouls (Rule 10-2-5) NEW 2015

e. A foul during a try for point is not paired with a dead ball foul to create a double or multiple foul.
MEETING #10: OVERTIME

A. OVERTIME PROCEDURE (NFHS Rule book page 84-87)

1. 3 Minute Intermission – both teams to return to their respective team areas
   a. Communication with crewmates and head coaches vital
   b. One time-out per-overtime period.
   c. Discuss any penalty carryover – if any carryover penalties, inform the head coach for each team as this may affect which option is elected.
   d. Remember that fouls with “succeeding spot enforcement” will carry over to overtime, however fouls with “succeeding kickoff enforcement”, such as most fouls committed during touchdown scoring plays, do not carry over to overtime.

2. Coin Toss
   a. Visitors chooses heads or tails before the coin is tossed (only one coin toss in overtime procedure)
      1. Offense or Defense
      2. Choice of end of field to put ball in play... only one end will be utilized during the two sets of downs to insure equal game condition and conserve time.
   b. Offense is ball placed on 10-yardline to begin series
   3. 10-yardline to begin series, ball to be placed between hashmarks at offense’s choosing
   4. No Game Clock, only a play clock will be utilized.
   5. Series ends when A scores --- OR with team B possession
      a. Try attempted by A
      b. Try attempted by B unless winner is determined
      c. If DEFENSE scores either safety or TD game is over
   6. Line-to-gain is ALWAYS THE GOAL LINE REGARDLESS OF WHERE SERIES STARTS
   7. After the first team on offense has completed its series of downs, the team that was on defense will become the offensive team with the ball in its possession at the same 10-yard line, unless there is a carryover penalty, anywhere between the hashmarks.
   8. Should the score remain tied after the overtime period, there will be a two minute intermission period. The loser of the coin toss will exercise the option of
offense/defense/end of the field. If additional overtime periods are needed, then first options will be alternated.

**B. MECHANICS FOR OVERTIME**

1. **Coin toss:**

   3-2-1 At the coin toss in the center of the field the visiting-team’s captain shall be given the privilege of choosing heads or tails before the coin is tossed. The winner of the toss shall be given his choice of defense or offense first, or of designating the end of the field at which the ball will be put in play for this set of downs. The loser will have his choice of the other options. The referee will indicate the winner of the toss by placing a hand on his shoulder. To indicate which team will go on offense, the referee will have that captain face the goal toward which his team will advance and indicate this with the first-down signal. The other team captain will face the offensive captain with his back toward the goal he will defend.

2. **Series of Downs:**

   5-2-1 The offensive team shall be awarded a new series of downs when any of the following occurs:
   
   a. Offensive team recovers a scrimmage kick (field-goal attempt) between the goal lines after it has been touched first by the defensive team beyond the neutral zone.
   
   b. Defensive team is guilty of roughing the passer, kicker, holder or snapper.

3. **Try for Point:**

   8-3 The try will not be attempted if the winner of the game has already been determined.

4. **Post-scrammage kick enforcement:**

   10-4-3 Post scrimmage kick enforcement rules are not applied in overtime.
OVERTIME - QUICK QUIZ

1. Time expires in the fourth period during a touchdown scoring play, making the score A-27, B-28. During A1’s successful kick try, tying the score at 28, K1 is roughed by B77.

RULING: *A may elect to replay the try for point from B’s 1 ½ yard line, or have the penalty enforced in overtime.*

2. 2nd & goal for A from B’s 30 yard line. A12’s pass to A87 is incomplete. After the pass is thrown, B73 roughs passer A12.

RULING: *Roughing the passer carries a 15 yard penalty and an automatic first down. It will be A 1st & goal from B’s 15 yard line.*

3. 3rd & goal for A from B’s 10 yard line. A1’s unsuccessful field goal try is recovered by B25 at B’s 2 yard line. B has not yet had their possession in overtime.

RULING: *B will take possession, 1st & goal from A’s 10 yard line at the same end of the field, ball to be placed between the hashmarks at B’s choosing.*

4. 4th & goal for A from B’s 10 yard line. A12’s pass to A87 is complete, and A87 crosses the goal line. Before the pass is thrown, A12 crosses the line of scrimmage and throws the ball from B’s 8 yard line.

RULING: *Illegal forward pass by A12, penalty is five yards from the spot of the pass and a loss of down. Since the foul occurred on 4th down, the series has ended, and B will take possession if they had not yet already had their possession.*

5. Try for point for A following a touchdown in overtime. A1’s kick try is successful. Following the play, B55 taunts A50. B has not yet had their possession in overtime.

RULING: *Unsportsmanlike conduct foul on B55, a fifteen yard penalty enforced from the succeeding spot. B will take possession 1st & goal from A’s 25 yard line at the same end of the field.*

6. 3rd & goal from B’s 10 yard line. A12’s pass is intercepted in the end zone by B21, who then begins to advance, then fumbles at B’s 2 yard line, ball recovered by A78.

RULING: *Ball is dead when B21 gained possession. Assuming B had not had their possession, it will be 1st & goal for B from A’s 10 yard line at the same end of the field.*
FOOTBALL PLAYER, COACH, OR TEAM PERSONNEL DISQUALIFICATION FORM

During the PIAA football Regular Season and Postseason, a disqualified football player, coach, and/or Team personnel shall not be permitted to participate for the remainder of the day and in all Contests on the next Contest day of the same level (varsity, junior varsity, or otherwise) of competition from which the player, coach, and/or Team personnel was previously disqualified. For a coach, participation in the next Contest includes any contact by the coach with members of the Team, including other coaches, between the time that the Team arrives at the Contest site and the conclusion of the last Contest of the day. The Principal shall direct the coach not to attend all of the Contest(s), in accordance with Article XIII, Section 8 of the PIAA By-Laws and NFHS Football Rules 2-16-2c, 2-20-1, 2-32-6, 7-5-2, 7-5-13, 9-4, 9-4-3i, 9-5, 9-6, 9-8, and 9-9. The referee must complete this form on-line, as soon as possible, but no later than 24 hours following the completion of the Contest in which the disqualification took place. This form can be found at www.piaa.org under the Officials Section – Officials’ Forms category.

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REASON FOR DISQUALIFICATION

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DATE OF REPORT OFFICIAL’S NAME (PERSON ISSUING DQ) PIAA DISTRICT
PIAA FOOTBALL OBSERVER’S EVALUATION FORM
Fax: (717) 918-1981   Email: pgebhart@piaa.org

GAME SITE: ________________________________  GAME DATE: ________________________________

TEAM/SCORE: _____________________________  vs.  ________________________________

WEATHER: ____________________________________________

FIELD CONDITIONS: ____________________________________________

COMMENTS: ____________________________________________

Please make specific note of any unusual occurrences. Please note any weather situations, unsportsmanlike conduct, ejections, injuries, or any circumstances that do not normally occur in a high school football game.

START TIME: __________  END TIME: __________  GAME LENGTH: __________

NAMES OF OFFICIALS

R: ____________________________  U: ____________________________
L: ____________________________  LJ: ____________________________
FJ: ____________________________  SJ: ____________________________
BJ: ____________________________

Rate this game (1) to (5) with (5) being the most difficult: ____________________________

OBSERVER: ____________________________

Each section below is worth the number of points listed. All points are to be earned and not just awarded. Items listed under headings are areas that need observation. If these areas are handled appropriately, please indicate by signifying with a (√) check mark. If these areas are exceptional indicate with a (+) plus sign and if these areas are not adequately fulfilled, please utilize a (-) minus sign. Comments on each official are vital and required. Please complete penalty administration section by providing comments for unusual fouls that occur.

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## PENALTY ADMINISTRATION

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2017 NATIONAL FEDERATION TEST AND EXAM ANSWER KEY
NOTE: In the exam situations, A—refers to the offensive team and B—refers to their opponents the defensive team. K—refers to the kicking team and R—refers to the receiving team. A1, B1, K1 and R1 are players of these teams. If team possession changes during the down, each team retains its identity. In kicking situations, it is not during a try and no fair-catch signal has been given unless specified. Unless stated, acts occur while: the ball is inbounds; a forward pass is legal; any out-of-bounds is between the goal lines. Line means scrimmage line. Reference to a foul is to a player foul which is not unsportsmanlike. There is no foul or change of possession, unless it is mentioned, and penalties are considered accepted for enforcement.

1. Completely clear or completely white tooth and mouth protectors are legal.
   A. True
   B. False

2. The NFHS disapproves of any form of taunting that is intended or designed to embarrass, ridicule or demean others under any circumstances.
   A. True
   B. False

3. Football gloves are required to meet either the new SFIA specification or the existing NOCSAE standard at the time of manufacture.
   A. True
   B. False

4. Face tackling is an act by any player who initiates contact against an opponent at the shoulders or below with the crown (top portion) of his helmet.
   A. True
   B. False

5. The referee shall have the authority to correct the number of the next down prior to the ball becoming live after a new series of downs is awarded and prior to the declaration of the end of any period.
   A. True
   B. False

6. Illegal helmet contact may not be judged a flagrant act by the game official.
   A. True
   B. False

7. No player or nonplayer shall make any other contact with an opponent, including a defenseless player, which is deemed unnecessary or excessive and which incites roughness.
   A. True
   B. False
8. The ball becomes dead and the down is ended when a prosthetic limb comes completely off the runner.
   A. True
   B. False

9. A fumble is the touching of a loose ball by a player in an unsuccessful attempt to secure possession.
   A. True
   B. False

10. When the ball is loose following an illegal kick, it does not retain the same status as prior to the illegal kick.
    A. True
    B. False

11. A forward pass has gone beyond the neutral zone if at any time during the pass, some part of the ball is beyond the neutral zone.
    A. True
    B. False

12. Blocking is obstructing an opponent by contacting him with any part of the blocker’s body.
    A. True
    B. False

13. Clipping in the free-blocking zone is illegal.
    A. True
    B. False

14. It is a foul for non-contact face guarding on a forward pass.
    A. True
    B. False

15. At the time the ball is kicked, at least four K players must be on each side of the kicker.
    A. True
    B. False

16. By state association adoption, to allow for special occasions, commemorative or memorial patches, not to exceed 4 square inches, may be worn on the uniform without compromising its integrity.
    A. True
    B. False

17. An unofficial auxiliary down indicator may be used, but it must be operated approximately 2 yards outside the sideline (except in stadiums where the total playing enclosure does not permit) opposite the official line-to-gain and down indicators.
    A. True
    B. False
18. A drop kick or place kick may be used following a safety.
   A. True
   B. False

19. Ball-colored helmets are legal player equipment.
   A. True
   B. False

20. A down is action which starts with a legal snap or a free kick and ends when the ball next becomes dead.
   A. True
   B. False

21. Defensive players are restricted from contacting the ball or the snapper's hand(s) or arm(s) until the snapper has released the ball.
   A. True
   B. False

22. A back may not wear a jersey with a number 50 through 79.
   A. True
   B. False

23. A player in the act of or just after throwing a pass, is not considered a defenseless player.
   A. True
   B. False

24. Illegal participation fouls by the receiving team occurring during the kick are now enforced under post-scrimmage kick fouls.
   A. True
   B. False

25. A period shall not be extended by an untimed down if, during a down in which time expires, a foul occurs for which enforcement, by rule, results in a safety.
   A. True
   B. False

26. If a double foul occurs during a down in which time expires, the period is ended.
   A. True
   B. False

27. The period shall be extended if, during a down in which time expires, B1 commits an unsportsmanlike foul and the penalty is accepted.
   A. True
   B. False
   A. True
   B. False

29. A pop-up kick is a free kick in which the kicker drives the ball immediately into the ground, the ball strikes the ground once and goes into the air in the manner of a ball kicked directly off the tee.
   A. True
   B. False

30. Only one receiver may give a signal for a fair catch while any legal kick is in flight.
    A. True
    B. False

31. If a low scrimmage kick is touched by R1 in the neutral zone, kick-catching interference restrictions have ended and no fair catch can be made.
    A. True
    B. False

32. When a penalty is accepted with less than two minutes remaining in either half, the offended team will have the option to start the game clock on the snap.
    A. True
    B. False

33. It is a field goal even if part of the ball passes through the line of the upright extended.
    A. True
    B. False

34. No player or nonplayer shall execute a blindside block outside of the free-blocking zone with forceful contact unless initiated with open hands.
    A. True
    B. False

35. If K1’s field-goal attempt deflects off K2’s shoulder while he is in the expanded neutral zone, no goal is scored even if the ball passes between the uprights and above the crossbar.
    A. True
    B. False

36. A backward pass is a pass thrown with its initial direction parallel with or toward the runner’s end line.
   A. True
   B. False

37. If runner A1, who is beyond the neutral zone, tosses the ball forward, he has thrown an illegal forward pass.
   A. True
   B. False

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38. A pass thrown backward out of bounds to stop the clock is an illegal pass.
   A. True
   B. False

39. A backward pass out of bounds is an illegal pass.
   A. True
   B. False

40. A multiple foul is one or more live-ball fouls by each team resulting in offsetting penalties.
   A. True
   B. False

41. Grasping the tooth and mouth protector attached to the face mask is not a foul.
   A. True
   B. False

42. A foul is a result imposed by rule against a team or team member that has committed a penalty.
   A. True
   B. False

43. An attempt by B to interfere with A’s signals prior to the snap is a live-ball foul.
   A. True
   B. False

44. Penalties for dead-ball fouls are enforced separately and in the order in which they occurred.
   A. True
   B. False

45. A player may be withdrawn and re-entered legally during the same dead-ball interval if the period ends during the dead-ball interval.
   A. True
   B. False

46. A free kick which goes out of bounds belongs to the kicking team.
   A. True
   B. False

47. If K1 is first to touch a free kick between the free-kick lines, such touching is ignored.
   A. True
   B. False
48. After a safety, unless moved by a penalty, R's free-kick line is K's 30-yard line.
   A. True
   B. False

49. A free kick may be made after a fair catch.
   A. True
   B. False

50. A kick ends as soon as R1 touches the kick.
   A. True
   B. False

51. A dead ball may become live only by a legal snap or free kick.
   A. True
   B. False

52. Free-kick lines are always 10 yards apart.
   A. True
   B. False

53. Illegal participation can be a nonplayer foul.
   A. True
   B. False

54. The clock shall start with the snap, if the clock was stopped because of an inadvertent whistle.
   A. True
   B. False

55. If end A1 voluntarily goes out of bounds and immediately returns during the down, it is illegal participation.
   A. True
   B. False

56. All fouls by A during the down are enforced from the basic spot.
   A. True
   B. False

57. Following a change of possession, if an inadvertent whistle is sounded, the down must be replayed.
   A. True
   B. False
58. A coach who has been disqualified may not have further direct or indirect contact with his/her team during the remainder of the game.
   A. True
   B. False

59. Enforcement provisions apply to all player fouls.
   A. True
   B. False

60. Helping the runner carries a 15-yard penalty.
   A. True
   B. False

61. If touching causes the ball to become dead, securing possession of the ball has no significance.
   A. True
   B. False

62. A scrimmage kick recovered in or behind the neutral zone may not be advanced by K or R.
   A. True
   B. False

63. It is not a foul if A1 immediately returns to the field and makes a block after being blocked or pushed out of bounds by B1.
   A. True
   B. False

64. Replaced players shall begin to leave the field within three seconds.
   A. True
   B. False

65. If there is an inadvertent whistle during a forward pass, but prior to the whistle A commits pass interference, the down is replayed if the penalty is accepted.
   A. True
   B. False

66. A ball without any stripes is legal for use if both coaches agree to use it.
   A. True
   B. False

67. A false start is always a dead-ball foul.
   A. True
   B. False
68. It is recommended that goal lines be marked in a color that contrasts with other field markings.
   A. True
   B. False

69. The referee is the final judge as to the legality of the ball.
   A. True
   B. False

70. The pylon when properly placed on the goal line is out of bounds at the intersection of the sideline and goal-line extended.
   A. True
   B. False

71. If K’s blocked punt strikes the ground and is then forced into K’s end zone by R2 and recovered there by R3, it is a touchback.
   A. True
   B. False

72. On kicks entering R’s end zone, the determination of force dictates whether it is a touchback or a safety.
   A. True
   B. False

73. Possession of a live ball in the opponent’s end zone is always a safety.
   A. True
   B. False

74. It is a safety if A1 retreats into A’s end zone and fumbles the ball beyond the end line.
   A. True
   B. False

75. A scrimmage kick recovered in or behind the neutral zone may be advanced by K or R, unless it is during a try.
   A. True
   B. False

76. Effective 2021, the jerseys of the home team shall be a dark color that clearly contrasts to white.
   A. True
   B. False

77. An official’s time-out can be called for unusual heat or humidity situations.
   A. True
   B. False
78. A clock will start with the ready-for-play following a television time-out.
   A. True
   B. False

79. After the ball becomes dead and it appears that the ball may have reached the line-to-gain, the covering official shall stop the clock.
   A. True
   B. False

80. After the ball goes out of bounds, the clock always starts with the ready-for-play.
   A. True
   B. False

81. Member state associations may determine the game official who is to accompany the referee during the required pre-game meeting with each head coach.
   A. True
   B. False

82. A signal to end a period shall be sounded when time expires (clock indicates 0:00) during the down.
   A. True
   B. False

83. If a free kick is repeated due to a foul, the clock shall start when the free kick is touched, other than first touching by K.
   A. True
   B. False

84. The batting of a pass, kick or fumble in flight is not considered a new force for judging whether a touchback or safety results.
   A. True
   B. False

85. A football jersey must completely cover the shoulder pads and all pads worn above the waist on the torso.
   A. True
   B. False

86. When a try is replayed, the snap may be from any point between the hash marks on the yard line through the spot of the ball.
   A. True
   B. False

87. It is a touchdown for A when a live ball in A1’s possession breaks the vertical plane of B’s goal line.
   A. True
   B. False
88. It is a touchdown for A if A1 fumbles into B's end zone and A2 is the last to touch the ball prior to its going out of bounds beyond the end line.
   A. True
   B. False

89. If a touchdown is scored during the last down of the fourth period, the try shall not be attempted unless the point(s) would affect the outcome of the game or playoff qualifying.
   A. True
   B. False

90. First touching applies to K only.
   A. True
   B. False

91. The top of the crossbar on the goal post shall be _________ above the ground, measured from the base of each upright to the top of the crossbar at the intersection, or at each end of the crossbar perpendicular to the ground when a single pedestal is used.
   A. 8 feet
   B. 10 feet
   C. 12 feet
   D. 14 feet

92. A block against an opponent, other than the runner, who does not see the blocker approaching is:
   A. Chop Block
   B. Interlocked Blocking
   C. Blindside Block
   D. Spearing

93. 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.
   C. The review of a possible misapplication or misinterpretation of a rule.
   D. Any of the above.

94. The ball may contain only the following permissible items:
   A. Ball manufacturer's name and/or logo.
   B. School name, logo and/or mascot.
   C. State association name and/or logos.
   D. Any of the above.
   E. None of the above.
95. Following a foul, a series of downs ends when:
   A. The acceptance of the penalty includes the award of a first down.
   B. Acceptance or declination of any penalty leaves A in possession beyond the line-to-gain.
   C. Any of the above.
   D. None of the above.

96. K’s free-kick line after a safety and no penalty is the ________________.
   A. 35-yard line
   B. 30-yard line
   C. 25-yard line
   D. 20-yard line

97. The penalty for a forward pass, batted, muffed or caught by an ineligible A player who is behind, in or beyond the neutral zone is ________________.
   A. loss of 5 yards and loss of down
   B. loss of 5 yards and no loss of down.
   C. loss of 10 yards and loss of down
   D. loss of 10 yards and no loss of down

98. A defensive player shall not:
   A. Use his hands to add momentum to the charge of a teammate who is on the line of scrimmage.
   B. Use his hands or arms to hook, lock, clamp, grasp, encircle or hold in an effort to restrain an opponent other than the runner.
   C. Contact an eligible receiver who is no longer a potential blocker.
   D. Any of the above.

99. The enforcement spot for any foul by the defense is the ________________ when the run ends in the end zone and would result in a safety.
   A. 10-yard line
   B. 5-yard line
   C. 3-yard line
   D. goal line

100. No player or nonplayer shall:
   A. Hurdle an opponent.
   B. Throw a helmet to trip an opponent.
   C. Initiate illegal helmet contact.
   D. Any of the above.
   E. None of the above.
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