

I hope each of you took the opportunity to attend one of our state-sponsored rules meetings, or for officials, one of our IHSAA-sponsored football clinics. This letter will serve as a refresher for those who were in attendance at one of our meetings or clinics. For those of you who did not attend a meeting, this letter will inform you of this year's rule changes and Points of Emphasis.

HEAD COACHES, if any of you were NOT in attendance at one of our meetings, the make-up football meeting is scheduled for Wednesday, August 27, 2008, at 10:00 a.m., at the IHSAA Office in Boone. If you were not in attendance at an IHSAA-sponsored rules meeting and you do not attend the makeup meeting, you **WILL NOT** be able to coach your team during the playoffs if your team qualifies.

OFFICIALS, if you did not attend one of the IHSAA sponsored rules meetings, you are NOT eligible to be considered for playoff assignment.

PRE-SEASON REMINDERS

ATHLETIC DIRECTOR: PLEASE visit with your Clock Operators and Chain Gang before the season starts (refer to information on our web site). Request that the chain gang **be on the field 15 minutes prior to game time** to receive instructions from the Referee and Linesman. In the past we have had numerous reports where these parties have arrived just shortly before kick-off and our officials have been unable to instruct them before the game is to begin. We appreciate your attention to this matter!

1. **MEETING FOLDER.** I hope each of you picked up the Iowa High School Athletic Association's "Rules Interpretation Meeting Folder" with the insert entitled, "2008 Football Highlights." This green insert included important dates, information on heat stress and athletic participation; games where heat and lightning are factors; the overtime procedure; the 13-point rule; information regarding casts & splints; the 8-player football rules differences; the 35-point differential rule; general instructions for clock operators and for the football line-to-gain crew. The folder contains articles on use of tobacco; the IHSAA taunting policy, key points to proper warm-up and stretching for officials; the IHSAA Sportsmanship Rating Program; the 2008-2009 IHSAA Points of Emphasis for all sports; precautions to take in hazardous weather; and the IHSAA sportsmanship rules, regulations and penalties. Please make sure you have a plan in case of hazardous weather.
2. **SUPERVISED EXAM.** If you are planning on taking the Part II Supervised Exam, it is scheduled for Tuesday, August 26 and Wednesday, August 27, 2008. The sites of the exam are found in the 2008-2009 IHSAA Guide for Registered Officials on page 24. The exam begins at 7:00 p.m. **The supervised exam may now be taken on Tuesday or Wednesday night to be considered for advancement.** Remember you can only take the Supervised Exam **once** per year, either Tuesday or Wednesday.
3. **OFFICIALS WANTING TO BE CONSIDERED FOR 2008 PLAYOFFS.** There are 3 criteria officials must meet in order to qualify for the 2008 Playoffs:
 1. Each official must have attended a 2008 IHSAA-sponsored rules meeting.
 2. Each official must have returned their sportsmanship rating form to the IHSAA at the end of the 2007 season **by the stipulated deadline of November 27, 2007.**
 3. Officials desiring consideration for the football playoffs must complete the "Football Playoff Request Form" which is online this year on the IHSAA web site. (www.iahhsaa.org). **(Only 1 per crew please!)** Please submit this form online **PRIOR TO SEPTEMBER 3, 2008.** (If an official on a crew did not officiate varsity football in Iowa during the 2007 season, make note of this on your Playoff Request Form.)
4. **TEMPORARY OFFICIALS.** If you were a temporary official, you must take the Part I exam before you officiate any games in the 2008 season. **You will not be licensed to officiate until the Part I exam is completed and passed AND your dues have been paid! (SEE INFORMATION BELOW)**

If this is your **FOURTH YEAR** as a Temporary Official, you **MUST** take the Supervised, Part II Exam if you want to maintain your officiating license. **MAKE SURE YOU HAVE PAID YOUR DUES ONLINE!!!**

5.

ONLINE PART I EXAMINATION

If you are within your three years of being a Temporary Official or a Circle T Official, you are required to take the Part I exam and pass with a 75% or higher. **The exam is now offered ONLINE ONLY. YOU WILL NOT RECEIVE A PART I TEST IN THE MAIL.**

You may take the exam if you are an Approved official and are taking it for practice or if your Local Officials Association requests that you do so. The only notification you will receive is the pass or fail screen which will pop up after you submit your exam. Be sure to print out the exam before you submit your answers.

6. **TOURNAMENT REQUEST FORMS - ONLINE ONLY!!!**. This year, tournament request forms are to be submitted online, on the IHSAA web site. **THESE MUST BE SUBMITTED BY SEPTEMBER 3, 2008 BY THE CREW CHIEF ONLY!!!** The IHSAA will only accept request forms submitted online. If you fail to meet the deadline, you will not be considered for tournament assignments. Please follow the instructions you were sent with your Rule Book and Case Book.

7. **OFFICIALS WORKING GAMES BELOW VARSITY LEVEL**. Many times the jerseys used are handed down to the junior-varsity, sophomore, freshman and junior high teams. In Iowa, we make an exception to the numbering requirements for competition below the varsity level. We allow teams below the varsity level to use duplicate numbers and not follow the numbering requirements as specified in the Rule Book. We recommend teams follow the numbering requirements if properly numbered jerseys are available, however if they do not have enough properly numbered jerseys, we are not going to tell a team that its players cannot participate at the junior-varsity, sophomore, freshman or junior high level.

COACHES, in sub-varsity games, we do require that if you are going to use jerseys that do not meet the numbering requirement of the rule, that you notify the officials and the opposing coach prior to the start of the game. This will prevent a lot of confusion once the game has begun.

8. **OVERTIME FOOTBALL GAMES PLAYED IN IOWA**. There are 2 things you must remember with regards to overtime as it pertains to games played in Iowa:

1. Once the choice of goals has been made, all overtimes for the game will be played at the same end of the field. **EXCEPTION:** If officials decide field conditions warrant change in goals for safety of the players.
2. In Iowa, overtime games will be played at the **Varsity Level Only!!!** NO overtimes are to be played in junior-varsity, sophomore, freshman or junior high games.

If you do not have a computer, the IHSAA recommends going to your local library or high school and using one of their computers to submit your sportsmanship ratings.

What happens after you assume your duties as an official will determine the final ratings. We do not want you to carry previous game experiences or previous year's experiences on the field as it relates to a school's sportsmanship rating. **Each game merits its own rating.** This will allow you to give a school an accurate rating each time you officiate them during the season. **PLEASE INCLUDE PLAYOFF GAMES IN YOUR SPORTSMANSHIP RATINGS.** We are asking each official to submit their sportsmanship ratings on a **game-by-game basis**, so the IHSAA can track how schools are doing each week. The final date officials must submit ratings online is November 24, 2008, 5:00 p.m.

Login into your "Individual Officials Information" page, using your password, click on "Enter your Sportsmanship" and rate each school.

10. **EJECTIONS** - Officials, be accountable for your ejection. Don't let your emotions get ahead of your actions. Stay calm, take a deep breath, see the whole situation, understand the intent, communicate with a fellow official who may have seen the same scenario, then make a decision. If you are having problems with a player(s), inform the coach and allow them the opportunity to handle the situation.

If you eject a player in grades 7-12, or a coach at the 7-12 competition level, YOU MUST REPORT THE EJECTION TO THE IHSAA. You may either submit it online. Ejections must be reported by the next day. If you eject a coach, you must ALSO submit a written report explaining what led up to that coach's ejection.

Ejections must be 100% decisions, as should all decisions made by officials.

1. See the entire play.
2. Take a deep breath and consider your alternatives (unsportsmanlike conduct or personal foul.) If flagrant, EJECT!
3. Don't overreact. Use good judgement.
4. If you are not 100% sure, then give the player the benefit of the doubt.
5. If you have a concern with a player on the field, ask the head coach for help. Give the coach the opportunity to help you.
6. Flagrant unsporting act - EJECT.

COACHES - Teach, enforce, advocate and model good sportsmanship.

11. **35-POINT EXCEPTION**

- * Once a game has reached a 35-point differential, a substitute who enters the game for the first time and has not played 4 quarters in a preliminary game at that point, is not required to count that game toward the 14-game limitation rule.

COACHES, under no circumstances can a player participate in more than 4 quarters in one day. Participation in any part of a quarter counts as a quarter of participation. Please keep in mind, overtime periods are an extension of the 4th quarter. Therefore, overtimes do not count as additional quarters of participation.

- * If the score differential falls below 35 points, the player may still continue without the game counting against the 14-game limitation rule.

PLAY SITUATION: Team A and Team B play a fresh/soph game prior to their varsity game on Friday night. The coach of Team A has his fresh/soph players remain on the sideline during the varsity game. In the 3rd quarter, Team A goes ahead 35-0. The coach of Team A wants to substitute a fresh/soph player using the 35-point rule. **RULING:** If a player played in 4 quarters of the fresh/soph game, he/she is not eligible to enter the varsity game under the 35-point rule, due to the fact they have participated in 4 quarters in one day prior to the varsity game.

* All player participation rules are up to the coaching staff to keep track of, **NOT OFFICIALS!!**

12. **FREE KICKS & SCRIMMAGE KICK DOWNS**

A player who participates in only free kick downs and scrimmage kick downs during the game is not charged with game participation as it relates to the 14-game player limitation rule; however, participation in free kicks and scrimmage kicks does count toward the 4-quarter limitation rule in which a player may not play in more than four quarters in one day.

EXAMPLE 1: There is a preliminary game before the varsity game. Player A plays in all 4 quarters of the preliminary game. **RULING:** Player A cannot play during the varsity game, even on free kicks or scrimmage kicks.

EXAMPLE 2: There is a preliminary game before the varsity game. Player A plays in 2 quarters of the preliminary game. **RULING:** Player A may participate in normal downs during 2 quarters of the varsity game, but these two games combined will count as 1 game towards his 14-game limit. A player may NEVER participate in more than 4 quarters in any one given day. **This rule will not be waived for the 35-point rule.**

EXAMPLE 3: K lines up for a scrimmage kick. K1 comes into the game for the first time to participate. There is a bad snap and (1) Team K gains a first down in the ensuing scramble **OR**, (2) K1 lines up for an extra point try. K fakes the kick and runs or passes for a 2-point conversion. **RULING:** As long as K1 comes out of the game at this point, and only participates in future free kicks or scrimmage kicks, he does not count this game towards his 14-game limit.

CHAIN CREW REMINDER

OFFICIALS: Once the chains are set and the clip is attached to the chain on the appropriate yard line, move the chain crew back off the field 2 yards. This is for the safety of the players, coaches and officials.

END OF QUARTER PROCEDURE

REFEREE: Be sure to hold the ball up at the end of the quarter once you are sure there are no penalties or a coach conference requested. Following the end of the first half, signal the clock operator to put up the 3 minute mandatory warm-up and start that 3 minute countdown.

**** NEW FOOTBALL COACHES STATISTIC MANDATE ****

Varsity football coaches are now **REQUIRED** to post their team and individual game statistics on www.quikstatsiowa.com following each contest. These statistics should be entered each week following your contest. Per our recommendation at the rules meeting, if you feel you can not personally do this on a weekly basis, find someone in your school system who enjoys working with statistics and have them enter these stats for you.

Please keep in mind that coaches who do not meet this requirement will be held accountable for failure to fulfill this requirement:

- FIRST OFFENSE:** Letter/E-mail to Head Coach
- SECOND OFFENSE:** Letter to AD, with a copy sent to the Principal and Superintendent, from the IHSAA Executive Director.
- THIRD OFFENSE:** IHSAA member school expense allowance will be withheld by the IHSAA in the sport in which the third offense occurred.

Any Quikstat questions should be directed to Bud Legg or David Anderson. We thank you for your cooperation pertaining to this new policy.

Finally, if you have a player that has a great performance e-mail it or call our office and leave a voice message following the game, detailing the effort – TDs scored, yards rushed, yards passing, receiving, etc. Bud writes a statewide release, Saturday morning between 6:45 and 7:45 a.m. and part of that will recognize fine individual/team performances. The information goes to all state media and often appears in Sunday columns. We invite each coach to visit our website and the football webpage. There is a link entitled “Football Archives” that will take you to a series of documents about the sport, including all-time best performances in a game, season and career.

HARD CASTS/SPLINTS

RULE 1-5-3C - ILLEGAL. Hard substance in its final form such as leather, rubber, plastic, plaster or fiberglass when worn on the hand, wrist, forearm, or elbow unless covered on all exterior surfaces with **NO LESS THAN 1/2” THICK, HIGH DENSITY, CLOSED-CELL POLYURETHANE**, or an alternate material of the same minimum thickness, and similar physical properties to protect an injury **AS DIRECTED IN WRITING BY A LICENSED MEDICAL PROFESSIONAL.**

PERSONNEL QUALIFIED TO PRESCRIBE A CAST UNDER RULE 1-5-3C

1. Licensed medical professionals:
 - A. Licensed Physician or Surgeon
 - B. Osteopathic Physician or Surgeon
 - C. Osteopath
 - D. Advanced Registered Nurse Practitioner (ARNO)
 - E. Physician’s Assistant
 - F. Doctor of Chiropractic

One of these 5 qualified medical professionals may prescribe a cast **IN WRITING, FOR AN EXISTING INJURY.** The written prescription must include the following information:

1. First and last name of the athlete the cast has been prescribed for.
2. Location of the cast.
3. The date the cast was prescribed.
4. Physician’s signature. The licensed medical professional’s signature.

COACH, the above information must be shown to the official before he/she will be able to participate. I would strongly encourage making several copies in case the official wants a copy for his/her records. Also, the parents should have a copy and carry it to the game with them in case you forget your statement at home. If you don’t have the statement, the player will not be able to participate until a statement is provided.

FIELD GOAL & EXTRA POINT MECHANIC

OFFICIALS: If the ball is snapped from inside the 25-yard line and a field goal or extra point appears likely (referee always faces the holder), BJ & L, or LJ move to standard field goal position. If the team comes out in a swinging gate formation, the releasing official needs to hold his position until they shift. If you leave too early and they run the ball, you don't have solid coverage. It is tough for the referee to cover this X-point (3-yard line) play that happens quickly.

If the ball is snapped from the 25-yard line and out, remain in standard game formation with the BJ only positioned under the goal post (again referee facing the holder). With a kick from this distance, the BJ has plenty of time to adjust to the ball and the appropriate upright and make the call.

DETERMINING PROPER PADDING MATERIALS

Padding materials having the necessary physical properties to meet the requirements of rule 1-5-3c can be determined by using the "bottom out test." This test is performed by pressing the minimum 1/2" thick, high density, closed-cell material between the thumb and finger. When applying maximum pressure on the material, spongy resistance should constantly be felt between the fingers. The material should not "bottom out," allowing the fingers to come together without spongy resistance. When covering a hard cast, the minimum 1/2 inch thick, high density, closed-cell material should be of such physical properties that it does not allow the hard substance to be felt without spongy resistance. There may be NO hard edges or surfaces.

Knee braces made of a hard, unyielding material, unless hinges are covered on both sides, all edges overlap, and the brace is worn under the pants. Unless covering is provided by the manufacturer, any portion of the brace made of hard material and extending below the pants must be covered. Any other hard substance across the front of the leg must be covered with at least 1/2" of closed-cell, slow recovery rubber or other material of the same minimum thickness and having similar physical properties. Knee braces with hinges must be covered with a knee sleeve or elastic wrap if they extend below the pant during game conditions.

MEDICAL ALERT BRACELETS

COACHES, this is a reminder to you that if you have any player who wears a Medical Alert bracelet or necklace, it is your responsibility to make medical personnel who are covering your contests aware of that fact so proper medical treatment may be given in the event of an injury. Playing rules specify Medical Alert bracelets and necklaces must be taped to the body but may be visible. When verifying that all of your players are legally equipped prior to the contest, officials should be made aware of any tape covering a medical alert bracelet or necklace. **Any other bracelets are illegal (Lance Armstrong). They are considered to be an adornment.**

WRISTBANDS

Wristbands may not be worn higher on the arm than 3 inches above the base of the thumb toward the elbow. Any player who does not comply with this rule will be asked to leave the game until they do comply with the rule. **Play wristbands are legal.**

TIME-OUTS

New Rule 3.5.2. A charged time-out occurs when the ball is dead and: A player on the field or the **designated coach on the sidelines**, request is legally granted. **If the assigned coach is ejected, injured or becoming ill and must leave**, a new coach on the sidelines may be designated for the purpose of calling time-outs.

VIDEOTAPING OR FILMING

Videotaping or filming is permissible in scouting your opponent. Your opponent shall be notified. Space for taping or filming for scouting is not required of the host school. Handheld cameras are recommended.

13-POINT TIEBREAKER RULE (8.3.1 EXCEPTION)

If a touchdown is scored during the last down of the fourth period, a try for point shall not be attempted unless the point(s) would affect the outcome of the game or playoff qualifying. The Iowa rule will be: If the final score could result in the point differential being 12 points or less, the try will be attempted.

PLAY 1: A-27; B-10. B scores on the last play of the fourth quarter to make the score A-27; B-16.

RULING: The point differential will be 12 points or less. Therefore, the try will be attempted.

PLAY 2: A-20; B-0. B scores on the last play of the fourth quarter to make the score 20-6.

RULING: The point differential could be 12 points. Therefore, the try will be attempted.

PLAY 3: A-7; B-0. A scores on the last play of the fourth period to make the score A-13; B-0.

RULING: The point differential cannot be 12 points or less. Therefore, no try will be attempted.

Keep in mind the exception to Rule 8-1-3 as it refers to a touchdown that is scored on the last play of the fourth period. If a game ends in a tie and we have an overtime period, we follow the overtime procedure as we have previously. The overtime procedure states, "All game rules will apply except: b) No try will be made if the winner of the game has been determined."

PLAY 4: The game ends in a 0-0 tie. In the first overtime, Team A is on offense to start the overtime period. Team A does not score. Team B now goes on offense and scores a touchdown. **RULING:** The game is over. The final score is Team A-0; Team B-6. No try is attempted in this situation due to the fact a winner has been determined as overtime procedure dictates.

8-PLAYER FOOTBALL RULES DIFFERENCES

NEW: The 6 x 6 blocking zone requirements for 8-player football.

RULE 1: Each team has 8 players. The field is 80 yards between goal lines and 40 yards wide with 15-yard side zones. By state association adoption, the 11-player field may be designated as official.

RULE 6: K's free-kick line is its 30-yard line and R's free-kick line is the 40.

RULE 7:

- a. At least five A players shall be on their line at the snap.
- b. After the ball is ready and before the snap, each player of A must momentarily be within 12 yards of the spot where the ball is to be snapped.
- c. Each A player (regardless of jersey number) who at the snap was on an end of the scrimmage line (total of two) and each A player, who at the snap, was legally behind the scrimmage line (possible total of three) is eligible.

RULE 8: On the 8-player field, the ball is snapped after a touchback and is free kicked after a safety from the 15-yard line.

* The 7 yard belt DOES APPLY to 8-player football. Top of the numbers on the field (going toward the center of the field) should be 7 yards from the sidelines.

35-POINT RULE

The rule applies to the second half only of any football game, grades 7-12

The running time after the first half:

Anytime the score differential reaches 35 points or more:

* Beginning with the ensuing kick-off, the following changes, and only these will be made regarding rules determining when the clock will and will not be stopped. The clock will run continuously except for the following situations when it will be stopped:

1. Any time-out charged to a team (re-start with the ensuing snap)
2. After a score (restart clock with the ensuing kick-off when legally touched by R, or by the ensuing snap - kick out-of-bounds or a touchback)
3. Intermission between the 3rd and 4th quarter (re-start with snap)
4. Extended injury time-out - only if the coach is brought out - (re-start with ready for play)
5. Anytime officials deem it necessary for safety reasons - (re-start with ready for play)
6. Normal clock operating procedures will resume when a team scores to make the point differential less than 35 points!

NOTE: In accordance to Rule 3-1-3, any remaining periods may be shortened or terminated by mutual agreement between the opposing coaches and the referee.

SUBSTITUTION

Any number of players may be **replaced** any time the ball is dead. There are no limits on the number of substitutions in a game. A **substitute** is a team member who replaces a player already in the game. A substitute becomes a player when he enters the field and communicates with a teammate or official, enters the huddle, is positioned in a formation or participates in a play (2-32-15). A **replaced player** is one that has been notified by a substitute that he is to leave the field (2-32-12).

There six acts which comprise illegal substitution and they can be penalized as either a dead ball or live ball foul. The most frequent infractions are when a replaced player does not depart immediately, or fails to leave the field before the snap.

Delayed Departure: If either team has 12 players on the field there are times when the infraction is a dead ball foul (illegal substitution, five yards) and others when it is a live ball foul (illegal participation, 15 yards). There is a fine line between illegal substitution and illegal participation. The difference is a matter of recognition by the officials. By rule, a replaced player must leave the field immediately (by interpretation “immediately” means 3-5 seconds). If the official’s count reveals more than 11 players prior to the snap, it’s a dead ball foul since it is obvious a replaced player(s) did not leave immediately. Therefore, if the official counts 12 or more on the field before the snap, it is a dead-ball, illegal substitution foul. After the snap, play should be continued. This is a live ball foul, illegal-participation foul unless the 12th player was attempting to leave the field before the snap. In this case it is a live ball foul simultaneous with the snap for illegal substitution (3-7-4, 3.7.1B). If the player attempting to leave however participates, it’s illegal participation(9-6-3).

Unsuccessful Departure: If a replaced player tries to leave the field before the snap, but fails to do so, it is a live ball foul for illegal substitution (3-7-4 and 3.7.1B). If this player draws coverage or otherwise participates, it is illegal participation.

Leaving the wrong sideline: Another requirement is the departing player must leave the field on his own sideline and go directly to his team box.. Leaving on the opponents sideline or the end line is a dead ball foul (3-7-2).

Note: If a replaced player or substitute exits on the wrong side of the field during the down, it doesn’t really matter where he leaves the field. He has already fouled by not being off the field before the snap. (3-7-4).

A player who returns to his team box, realizes he was supposed to stay in the game, and then returns to the field does not commit a foul because he does not lose his status as a player when he enters the team area while the ball is dead. He is not a replaced player (2-32-12) because he was not notified by a substitute that he was to leave the field and he is not

a substitute (2-32-15) because there was not a player vacancy for him to fill. However, if it is done intentionally to gain an advantage, it is an illegal participation foul per 9-6-4d (3.7.3A).

Entering During a Down: When a substitute enters the field during the down and does not participate, it is a foul for illegal substitution (3-7-6). It does not matter whether the entering substitute is filling a player vacancy or the 12th man. Also it does not matter which side of the neutral zone he enters on. This is a non player foul and is enforced from the succeeding spot.

Remember, encroachment restrictions apply to players and not to substitutes or replaced players. If the snap or free kick occurs while such a team member is on the opponents side of the neutral zone he is considered to be a substitute, not a player. As a result (1) if he does not participate, it is a live ball foul for illegal substitution, a five yard penalty simultaneous with the snap (previous spot enforcement) 3-5-7; or (2) if he participates in any way by hindering an opponent, drawing coverage or touching the ball, it is a live ball foul for illegal participation (9-6-3).

IHSAA FOOTBALL PLAYOFF SEMIFINAL & FINAL ROUND GAMES

Substate	Wednesday, October 29, 2008	7:00 PM
1st Round Playoffs	Monday, November 3, 2008	7:00 PM
Quarterfinal Round Playoffs	Friday, November 7, 2008	7:00 PM

Semi Final Round Playoffs- [UNI-Dome]

Friday, November 14th

8 Player- 10:30 AM

8 Player- 1:30 PM

Class 4A- 4:30 PM

Class 4A- 7:30 PM

Saturday, November 15th- [UNI-Dome]

Class A- 10:30 AM

Class A- 1:30 PM

Class 1A- 4:30 PM

Class 1A- 7:30 PM

Monday, November 17th- [UNI-Dome]

Class 2A- 10:30 AM

Class 2A- 1:30 PM

Class 3A- 4:30 PM

Class 3A- 7:30 PM

Friday, November 21st (Finals)- [UNI-Dome]

8-Player - 10:35 AM

Class A - 2:00 PM

Class 4A - 7:05 PM

Saturday, November 22nd (Finals)- [UNI-Dome]

Class 1A - 10:05 AM

Class 2A - 1:00 PM

Class 3A - 4:00 PM

CARRY-OVER PENALTIES

<u>Play</u>	<u>Penalty is for</u>	<u>Try</u>	<u>Succeeding KO</u>	<u>Overtime</u>
TD	Live-ball Foul %#	Yes	Yes	No
TD	Dead-ball Foul Before Try	Yes	No	No
Try	Live Ball Foul #	Yes	Yes	Yes
Try	Dead-ball Foul After Try*	NA	Yes	Yes
Field Goal	Live-ball Foul	NA	Yes	Yes
	Dead-ball Foul			
	After Field Goal #			

% Foul must occur after any change of possession

* Does not apply if try is replayed

Excludes unsportsmanlike and non-player fouls (live-ball fouls treated as dead-ball fouls).

CLOSING

I hope the information in this letter helps in getting your 2008 season off to a good start. Please check the IHSAA web site for future correspondence and information throughout the football season.

I wish each coach and official a great 2008 season. Work hard, hustle, communicate, and above all, be professional and respect each other's role in this great game of high school football and we will have a great 2008 football season!

Sincerely,

Roger Barr
Director of Officials

RB:jj

enclosures

2008 High School Football Rules Changes Announced

FOR IMMEDIATE RELEASE

Contact: Bob Colgate

INDIANAPOLIS, IN (February 12, 2008) - Four changes in rules regarding penalty options for teams that are fouled on scoring plays were among the 17 revisions in high school football rules approved for the 2008 season by the National Federation of State High School Associations (NFHS) Football Rules Committee at its January 19-20 meeting in Indianapolis. The rules changes were subsequently approved by the NFHS Board of Directors.

Rules 2-16-2e and 10-2-4 were revised to state that a team must foul twice during the same down to commit multiple fouls. These changes allow for enforcement of both fouls when the opponent of the scoring team commits a foul on both a touchdown-scoring play and the subsequent try.

An addition to Rule 3-3-4 clarifies issues at the end of the half if there is a foul by either team and the penalty is accepted for unsportsmanlike fouls, non-player fouls, fouls that specify a loss of down and fouls that are enforced on the subsequent kickoff as in Rule 8-2-2.

Changes to Rule 8-2-2 stipulate that fouls by the opponents of the scoring team on the last timed down of the first half can carry over to the second-half kickoff; however, fouls by the opponents of the scoring team on the last timed down of the second half cannot carry over to overtime play.

“By adopting these changes, the rules committee has further clarified that fouls by opponents of the scoring team may be fully enforced,” said Brad Cashman, executive director of the Pennsylvania Interscholastic Athletic Association and chairman of the NFHS Football Rules Committee.

In other rules changes, the committee removed the option of carrying over unused second-half time-outs into overtime. The NFHS-recommended overtime procedure continues to provide for one time-out per overtime period with the revisions stipulating that unused time-outs do not carry over to subsequent overtime periods.

A change in Rule 3-5-2a provides the head coach an option of designating another coach for the purpose of requesting time-outs. The appointed replacement shall remain in place for the entire game except in case of emergency.

Six changes were approved by the committee in Rule 1 - The Game, Field, Players and Equipment. References to hip pads, knee pads and thigh guards in Rule 1-5-1 will now state that these required pieces of equipment must not be altered from the manufacturer’s original design or production. Also, shinguards, if worn, must meet specifications of the National Operating Committee on Standards for Athletic Equipment (NOCSAE).

“There are concerns that players and coaches are altering mandatory equipment and, therefore, sacrificing safety by changing the original design by the manufacturer to protect the player,” said Bob Colgate, NFHS assistant director and liaison to the Football Rules Committee.

In Rule 1-2-3d, the committee altered last year’s rule change regarding the use of a 4-inch-wide restraining line around the outside of the field to state that this line can either be solid or broken. The committee recommends a broken line be used and marked by placing 12-inch-long lines separated by 24-inch intervals.

Although the rules allow for use of other colors for field markings when appropriate, the committee clarified that white is the recommended color for all field markings.

In Rule 1-5-2, the committee provided a definition for hand pads and delayed the implementation date for a mandatory securely attached label or stamp on hand pads to 2012. A hand pad is now defined as “a covering for the hand which may have separate openings for each finger and thumb, is absent of any web-like material between the finger and/or thumb, and not covering each finger and thumb.”

Other changes approved by the committee:

- In Rule 10-4-6, the basic spot is the 20-yard line for fouls by either team, in addition to just the team without the ball, which went into effect last year.
- A change in Rule 10-4-7 helps clarify the basic spot on running plays for fouls by the opponent of the team in possession when the team in possession puts the ball in the end zone and, subsequently, possession is lost.
- New wording was formulated for Rule 4-2-3 regarding the inadvertent whistle, which makes the choosing of an option an easier process to understand.
- In Rule 9-9-4, the use of an illegal kicking tee will now be penalized as an unfair act committed by the player.
- Hiding the ball under the jersey will be enforced as a basic spot foul and makes the enforcement consistent with the all-but-one principle.

In addition, the committee identified five points of emphasis for the 2008 season: MRSA and Communicable Skin Conditions; Purpose of a Football Helmet; Altering Legal Football Equipment; Sideline Management and Control; and False Starts, Shifts and Motion.

In terms of the number of participants, football is the most popular high school sport for boys. According to the 2006-07 NFHS High School Athletics Participation Survey, 1,104,548 boys played 11-player football with another 26,000 involved in six-, eight- and nine-player football. In addition, 1,073 girls played high school football in 2006-07.

OFFICIALS INFORMATION BY POSITION

Mechanics we want used so we are all on the same page

REFEREE

IF YOU FLIP AT 7:10 OR WHATEVER DECIDED, DO NOT HAVE THE FLIP AT MID-FIELD. LOCKER ROOM OR IN VISITORS END ZONE BEFORE THE TEAMS LEAVE THE FIELD. MAKE SURE YOU HAVE A MOCK COIN FLIP AT APPROXIMATELY 7:27 (MIDFIELD) IF YOU FLIP EARLY. REMEMBER BOTH COACHES MUST AGREE TO FLIP EARLY OR YOU HAVE ONE FLIP AT 7:27.

WINDING THE CLOCK: FIRST DOWN SITUATIONS, GET THE CHAINS AND DOWN BOX SET, PIVOT AND WIND THE CLOCK UNLESS TEAMS ARE AT THE LINE OF SCRIMMAGE WAITING TO RUN A PLAY, IF SO GET IN POSITION BEFORE MARKING THE BALL READY FOR PLAY AND POSSIBLY WINDING THE CLOCK.

ALWAYS POSITION ON QB THROWING ARM SIDE, NOT WIDE SIDE OF THE FIELD.

PREGAME: ALL KNOW WHETHER KICKERS ARE LEFT OR RIGHT FOOTED AND PUNTERS ARE LEFT OR RIGHT FOOTED AND QB'S ARE RIGHT OR LEFT HANDED, BE PREPARED!!

AFTER THE BALL IS THROWN STAY WITH THE QB, NOT THE FLIGHT OF THE BALL.

FREE KICKS: IF THE BALL BREAKS THE PLANE OF THE GOAL LINE, GET IN FRONT OF THE RECEIVER, SIGNAL TOUCHBACK AND DO NOT LET PLAYERS PLAY TAG WITH HIM.

SWINGING GATE FORMATION ON FG OR PAT, L or LJ STAY IN POSITION UNTIL TEAM STARTS TO SHFT BACK, APPROPRIATE WING OFFICIAL RELEASE TO JOIN BJ BEHIND CROSSBAR.

OBVIOUS PENALTIES, MARK THEM OFF AND GET THE GAME GOING, DON'T CONFUSE THE CAPTAIN(S)!!

LINESMAN & LINE JUDGE

WHEN THE REFEREE MEETS WITH THE COACHES, THE REFEREE SHOULD INFORM THE COACHES THAT THE WING OFFICIALS WILL HAVE A FOOT ON THE BACK SIDE OF THE BALL WHEN THE WIDEOUTS BREAK THE HUDDLE AND COME TO THE LINE OF SCRIMMAGE (LEFT FOOT WHEN BREAKING HUDDLE FROM YOUR LEFT AS YOU FACE THE FIELD AND RIGHT FOOT WHEN THE BREAK THE HUDDLE FROM YOUR RIGHT). DO NOT TALK TO THE PLAYERS OR USE HAND GESTURES TO MOVE THE RECEIVER UP OR BACK, JUST INFORM THEM YOUR FOOT IS ON THE BACKSIDE OF THE BALL IF THEY WANT TO USE IT. SQUARE UP AFTER THEY SET AND MOVE BACK TOWARD YOUR SIDELINE. UNDERSTAND, YOU AS A WING OFFICIAL HAVE NO IDEA IF THAT INDIVIDUAL IS SUPPOSE TO BE ON OR OFF THE LINE OF SCRIMMAGE.

MAKE SURE ON NO HUDDLE OFFENCES, THE WIDEOUTS SOMETIME FROM THE TIME THE BALL IS MARKED READY FOR PLAY UNTIL IT IS SNAPPED THEY ARE INSIDE THE 9 YARD MARKS (7 YARD MARKS IN 8 PLAYER).

MAKE SURE YOU USE THE DOUBLE STAKE MECHANIC.

SQUARE UP WHEN MARKING FORWARD PROGRESS AND MAKE SURE THE UMPIRE HAS YOUR FORWARD PROGRESS SPOT BEFORE YOU MOVE TO ANOTHER POSITION.

IF RUNNER IS CONTACTED ON THE FIELD AND HIS FORWARD PROGRESS IS STOPPED AND THE PLAYER IS DRIVEN SIDWAYS OR BACKWARDS OUT OF BOUNDS WINGS NEED TO DO TWO THINGS. 1) GET ON THE WHISTLE ONCE HIS FORWARD PROGRESS HAS STOPPED AND 2) WIND THE CLOCK AND MARK THE FORWARD PROGRESS. MAKE SURE YOU MARK THE FORWARD POINT OF THE BALL (PROGRESS) WHEN THIS SITUATION OCCURS. NEVER TAKE YOUR EYES OFF THE PLAYERS (TURN IF NEEDED) KEEP SPOT WITH FOOT, LET BJ CLEAN UP, KEEP FROM DROOPING YOUR BEAN BAG, THAT IS WHY THE BJ AND (REFEREE AT TIMES) NEEDS TO ASSIST.

WORK TOWARD GOAL LINE WHEN INSIDE THE 15, STAY AHEAD OF THE PLAY AND WORK BACK TO THE END OF THE PLAY IF NEEDED, ALWAYS SEEING FORWARD PROGRESS.

KEY ON THE REFEREE ON (PAT) REGARDING WHICH OFFICIAL GOES UNDER THE GOAL POST, STAY ON SWINGING GATE FORMATION UNTIL THE OFFENSIVE LINEMEN SHIFT BACK TOWARD THE CENTER.

BE SURE TO HAVE BEAN BAG IN HAND ON FREE KICKS AND SCRIMMAGE KICKS.

WHEN PLAY GOES AWAY BE A GOOD CLEAN UP OFFICIAL, WORK YOUR ZONE, DON'T OFFICIATE OUT OF YOUR ZONE.

GET A GET/BACK COACH AND HAVE HIM RESPONSIBLE FOR KEEPING THE PLAYERS AND COACHES WHERE THEY BELONG. DON'T YELL AT THE COACHES, GIVE THEM ONE WARNING THEN PROCEED FROM THERE WITH FLAG IF NECESSARY, REMEMBER YOU DID NOT PUT THEM IN THAT POSITION, THEY PUT THEMSELVES THERE,. BOTTOM LINE EVERYONE NEEDS TO ENFORCE THE RULE THE SAME IN ORDER TO MAKE THIS RULE WORK.. KEEP COACHES OFF THE FIELD. DO NOT ALLOW COACHES BETWEEN DOWNS TO BE ON THE FIELD CALLING OFFENSIVE OR DEFENSIVE PLAYS (THAT'S AN ADVANTAGE IF THE PLAYER DOESN'T HAVE TO GO TO THE SIDELINE), COACHES NEED TO STAY IN THEIR 2 YARD BELT AT ALL TIMES.

BEFORE EACH FREE KICK, CLEAN UP THE SIDELINES.

FORWARD PROGRESS: GETTING ON THE WHISTLE WHEN FORWARD PROGRESS IS STOPPED, DON'T LET IT GET UGLY.

LINEJUDGE, RELEASE ON THE SNAP ON SCRIMMAGE KICKS, BJ SHOULD BE ON THE OPPOSITE SIDE OF YOU AND RECEIVER(S) ON SCRIMMAGE KICKS.

UMPIRES

Square up when working off a wingman and marking the ball, use your foot to match his foot for forward progress. .

Call fouls that affect the play, border line situations talk to them and let them know you saw something bordering being illegal.

Pass plays: Your first step is important, get to the line of scrimmage.

PAT'S and FG: step up to the line of scrimmage and stay with the players until they are on their feet and moving back to their sidelines. Get to the line of scrimmage after the kick, and officiate these players to their feet and headed back to their sidelines.

Umpire needs to assist referee in knowing if the clock should start after a penalty or interruption.

POSITION 4-7 YARDS DEEP OVER THE CENTER OR GUARD, YOU NEED TO UNDERSTAND THE OFFENSE EACH TEAM IS RUNNING EVERY NIGHT AND ADJUST ACCORDINGLY, EACH GAME WILL BE DIFFERENT AND OFFENCES WILL CHANGE NIGHTLY BY THE SCORE AND ADJUSTMENTS TEAMS NEED TO MAKE TO ATTEMPT TO STAY IN THE GAME.

BACKJUDGE

Initial position: 20-22 yards deep. Favor TE side in a balanced formation.

When TD is scored from outside the 20 on a running play, you should be on the goal line when the player/ball break the plane.

Scrimmage kicks: Always be opposite side of the field as the line judge on scrimmage kicks, approximately 5-8 yards behind the receiver and approximately 10-12 yards outside the receiver. That way you can see him signal for a fair catch and yet see blocks and people coming at you. Manual states be in front of the receiver, if that be the case, how can you see a fair catch and yet see people blocking and whatever takes place in front of you? Line judge will release at the snap, so he will cover the opposite side line.

If ball is punted out of bounds in the air, go deeper than where the ball went out and walk back and let the referee stop you. If the ball goes out of bounds on your sideline on the ground, mark the spot referee will not assist if ball goes out of bounds on the ground!! Line/judge is responsible for his side/line.

FG's: If the ball is snapped from the 25 yard line or beyond, you will be the sole person under the cross bar.

Hustle, help whenever possible if play goes out of bounds running or passing play to the outside, you and wing official are responsible for those players.

Bottom line, don't just be a ball boy. You have a lot of responsibilities!!

Finalizing

How to avoid inadvertent whistles: Drop your whistle out of your mouth when the play starts, would be one way.

Never blow the whistle unless you are the covering official, then only if you see leather and the player is down by rule.

Remember whistles don't kill the play, the player does by touching the ground with anything except a foot or hand or by stepping out of bounds.

Number two, if you don't see leather, don't ever blow your whistle.

Number three, don't officiate the ball if it's not in your area.

See Leather See Leather See Leather before you blow the whistle!!!!

On pass plays make the ball bounce twice before you blow a whistle.

MECHANICS, PAGE 24 OF OFFICIALS MANUAL

Closed fist shoulder level means you have 11 players

Traveling signal, means we are going to protect snapper on 4th down or kicking situations

Double stakes mechanic (more than 10 yards to go for 1st down)

Unbalanced line (hand to cheek)

Wind clock twice if first down, then stop it, progress was stopped inbounds)

Be careful late in the game with this mechanic

Palms out, extended below waist, last play ended up out of bounds

Backward pass, should be given by Referee, unless thrown immediately after snap, then wing may be involved.

Be Good Dead Ball Officials

Too often we are in a hurry to go to our next task, instead of officiating the players to their feet.

Flags

Seldom should we have more than two flags on a play, if we do I question what we are all looking at and covering. Do not throw a flag if you did not see the foul. We don't need a back up flag or second flag trust your partner saw what happened. See the whole play, if not, don't guess.

Have good game management skills, learn to listen, these are your calling cards on and off the field.

Remember, see the whole play, call what you see, don't let your motor get HOT!!

Have a great season!!