

2009 FOOTBALL HIGHLIGHTS

OFFICIALS - DATES TO REMEMBER: 1) Officials wanting to be considered for the 2009 Football Play-Offs must fill out online the "2009 Football Play-Off Officials Request Form" by September 3, 2009. The Crew Chief is responsible for filling this form out on-line if your crew works one or more varsity contests.

Remember, you must have attended one of the 2009 IHSAA-sponsored rules meetings or viewed the on-line rules meeting in order to be eligible for assignment for the 2009 Football Play-Offs. You must also have submitted your 2008 IHSAA sportsmanship ratings on-line in order to be considered for the 2009 Play-Offs.

2) Supervised (Part II exams) are scheduled for Tuesday, Aug 25, and Wednesday, Aug 26, 2009. The sites of these exams are found in the 2009-10 IHSAA Guide For Registered Officials. The exam begins at 7 PM. If you are using the exam to improve your official's classification you may take the Tuesday or Wednesday night exam, but you may take the exam only once. If this is your third year as a temporary official, you must make plans to take the supervised exam if you want to maintain your football officiating license after this year.

TEMPORARY OFFICIALS: You must take the Part I exam each year online before you will be issued an officiating license or can officiate any games.

HEAT STRESS: Coaches, early football practices are conducted in very hot and humid weather here in Iowa. Due to the equipment and uniforms needed in football, heat stress must be given proper attention. Medical experts agree there are no excuses for heat stroke deaths if the proper precautions are taken.

The main problem associated with exercising in the hot weather is water loss through sweating. Water loss is best replaced by allowing the athlete unrestricted access to water breaks. Two or three times per hour are better than one break an hour. Probably the best method is to have water available at all times and allow the athlete to drink water whenever needed. Never restrict the amount of water an athlete drinks and be sure the athletes are drinking the water rather than simply pouring it over their heads. Talk to your medical personnel concerning emergency treatment plans.

Referees, you have the authority to take additional time-outs to give players additional rest and fluids. During hot and humid weather use good judgment and allow additional time-outs. These time-outs are officials' time-outs and are not charged to either team. Each high school has been sent a heat and humidity gauge and heat index table to help determine whether or not it is safe for athletes to participate. The host school's management will have access to this gauge and table. The guidelines on the table range from increasing the number of breaks taken to canceling the contest. If the host school's management indicates certain precautions should be taken for the safety of the players, those precautions should be taken immediately.

LIGHTNING: Lightning is extremely dangerous. If there is lightning in the immediate vicinity, get the players to the locker rooms. We want you to take extreme precautionary measures to assure player safety in lightning situations. No game is important enough to place players' safety in jeopardy!

Estimating how far away the storm is and how fast it is approaching is critical to keeping everyone safe from lightning. This can be accomplished by using the "flash-to-bang" method. To properly use the "flash-to-bang" method, count the number of seconds between the time you see the lightning and hear the accompanying thunder. Divide the number of seconds by 5 to determine how many miles away the lightning is occurring. EXAMPLE: *If you count 30 seconds (one thousand-one, one thousand-two, etc.) from the time you see the lightning until you hear the thunder, the lightning is 6 miles away. The more rapidly the time interval decreases, the more rapidly the storm is moving closer.* The National Severe Storms Laboratory & National Lightning Safety Institute recommend when the "flash-to-bang" time interval reaches a minimum of 30 seconds (the storm is now 6 miles away) outdoor activity should be stopped and everyone should be directed to shelter.

The host school's management should always be involved in monitoring the weather. If a school administrator requests that you suspend the game due to severe weather, do so immediately. You are not acting prematurely when player safety is at stake.

CONTESTS SHOULD NOT CONTINUE WHEN LIGHTNING IS IN THE VICINITY.

Referees, you have the authority to resume play when you feel conditions warrant resuming play, provided conditions are playable. **CONTESTS SHOULD NOT RESUME WHEN LIGHTNING IS SEEN IN THE AREA.** If play cannot be resumed, get representatives from both schools together as they have one of two options: (1) continue from the point of interruption at a later date and time, or (2) count it as a game with the existing score at the time of interruption.

If you have a suspended game, use the following suspended game checklist to make sure you have all information that will be needed when the game is continued.

- a. Record the goal each team is defending.
- b. Record which team has possession of the ball.
- c. Down and distance; where is the chain and down marker set?
- d. Yard line which the ball will next be put in play.
- e. Time on the clock.
- f. Know when to start the clock when play is resumed (ready-for-play or the snap)
- g. Score of the game.
- h. Number of time-outs remaining for each team.
- i. If the game is suspended in the first half, you must record the options from the toss prior to the start of the game.
- j. Record any unsportsmanlike fouls and identify the player or coach who committed the foul.
- k. Record any player or coach ejections.

Remember, if the game is suspended and play cannot be resumed, the school officials will determine whether the game is terminated or whether it will be completed at a later date and time. If your officiating crew cannot complete the suspended game, leave this information with the host school's athletic director.

SECOND UNSPORTSMANLIKE FOUL BY A PLAYER IS DISQUALIFICATION: It is the responsibility of the players to control their emotions and behavior to avoid being charged with unsportsmanlike conduct. Previously, in some instances, a player received a number of such fouls during the game, and unless it was a flagrant act, he continued to play. Now, any player who receives a second unsportsmanlike foul will be disqualified from the game and the IHSAA ejection rule will be invoked. Most coaches will remove a player from the game if he displays unsportsmanlike behavior. An extensive list of examples of unsportsmanlike conduct are listed in the rules book. Game officials must keep an accurate record of those players charged with an unsportsmanlike foul. If a player has received an unsportsmanlike foul as a nonplayer, another unsportsmanlike foul charged to him as a player would result in disqualification. Please keep in mind, any single flagrant act continues to result in ejection from the game.

OVERTIME PROCEDURE: There are two things you must remember with regard to overtime as it pertains to games played in Iowa. (a) Once the choice of goals has been made, all overtime for that game will be played at the same end of the field. The only exception would be if officials decide field conditions warrant changing goals for the safety of the players. (b) Overtime games will be played at the varsity level only. No overtimes are played in junior high, ninth, sophomore, or junior varsity games. (c) When the score is tied at the end of the fourth quarter, the referee will instruct both teams to return to their respective team boxes. There will be a three-minute intermission during which both teams may confer with their coaches. (d) Officials should assemble at the 50-yard line, review the procedure, and determine the number of time-outs remaining for each team. Each linesman will go to the team on the side of the field where the line-to-game equipment is located and the line judge will go to the team on the opposite side of the field to inform the coaches of the number of time-outs each team has remaining and escort the respective captains to the center of the field for the coin toss. (e) At the coin toss, the visiting team captain shall be given the privilege of calling the coin while it is in the air. The winner of the toss shall be given the choice of defense or offense or designating the end of the field where the ball will be put in play. (f) If the score remains tied after each team has been given one series, the overtime procedure shall be repeated until the winner is determined. There will be an intermission of two minutes during which the loser of the initial coin toss will have the first choice of options. If additional periods are required, the first choice of options will be alternated. You do not have a coin toss prior to the beginning of each overtime period. You alternate choices following the first winner of the coin toss. Remember, after the first choice, the end of the field is not an option. (g) If Team B gains possession, the down in series for A ends immediately. In other words, if Team B (team on defense) recovers a fumble or intercepts a pass, the down in series ends once Team B gains possession. Review "Resolving Tied Games" procedures as outlined in the Football Rule Book, pages 74-75.

13-POINT TIEBREAKER RULE (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 play-off 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 period 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.

OVERTIME GAME: When a regulation game ends in a tie score, the overtime procedure is used. For purposes of the 13-point tie-breaker rule, the winner of an overtime game will receive a (+1) and the loser of the overtime game will receive a (-1) in the 13-point tie-breaker system.

NOTE: The score differential in an overtime game is not a factor. It is simply the winner receives a (+1) and the loser receives a (-1) in all overtime district games. (In overtime, no try will be attempted if the winner of the game has been determined).

COACHES: When reporting scores, make sure individual reporting indicates "overtime" if outcome was determined in overtime.

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 ½ INCH THICK, HIGH DENSITY, CLOSED-CELL POLYURETHANE, OR AN ALTERNATE MATERIAL OF THE SAME MINIMUM THICKNESS, AND WITH SIMILAR PHYSICAL PROPERTIES TO PROTECT AN INJURY AS DIRECTED IN WRITING BY A LICENSED MEDICAL PHYSICIAN. (M.D./D.O.)**

1. Licensed medical professionals

A. Medical Doctor (MD)

B. Doctor of Osteopathic Medicine (DO)

C. Doctor of Chiropractic Medicine (DC)

D. Advanced Registered Nurse Practitioner (ARNP)

E. Physician's Assistant (PA)

One of these five 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. The location of the cast.

3. The date the cast was prescribed.

4. The licensed Medical professional's signature.

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 ½ inch 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 ½ 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.

IHSAA FOOTBALL PLAY-OFF SEMIFINAL & FINAL-ROUND GAMES FOR ALL-CLASSES:

SEMIFINALS: ALL semifinal-round games will be played at Cedar Falls, UNI-Dome (All-Classes).

THURSDAY, NOVEMBER 12: 8-Player – Game 1 - 10:00 AM; Game 2 - 1:00 PM

FRIDAY, NOVEMBER 13: Class A – Game 1 – 10:30 AM; Game 2 – 1:30 PM
Class 4A - Game 1 – 4:30 PM; Game 2 - 7:30 PM

SATURDAY, NOVEMBER 14: Class 1A - Game 1 - 10:00 AM; Game 2 - 1:00 PM

MONDAY, NOVEMBER 16 Class 2A – Game 1 – 10:30 AM; Game 2 – 1:30
Class 3A - Game 1 - 4:30 PM; Game 2 - 7:30 PM

CHAMPIONSHIP: Friday or Saturday, November 20 & 21, 2009, at Cedar Falls, UNI-Dome.

Game times:	<u>Friday, November 20</u>	<u>Saturday, November 21</u>
	8-player – 10:35 AM (Tentative)	Class 1-A – 10:05 AM
	Class A - 2:05 PM	Class 2-A - 1:05 PM
	Class 4-A - 7:05 PM	Class 3-A – 4:05 PM

EIGHT-PLAYER FOOTBALL RULES DIFFERENCES:

GENERAL: Eleven-player rules are used for eight-player football with the following modifications.

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 2: The free-blocking zone is a square area extending laterally 3 yards either side of the spot of the snap and 3 yards behind each line of scrimmage.

Seven yard mark required for 8-player football: The rule change requires all 8 players to be momentarily, between the 7 yard marks after the ready for play and prior to the snap, and adhere to all other pre-snap requirements.

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 Team A players shall be on their line at the snap.

B. After the ball is ready and before the snap, each player of Team A must momentarily be within 12 yards of the spot where the ball is to be snapped.

C. Each Team A player (regardless of jersey number) who at the snap was on an end of the scrimmage line (total of two) and each Team A player who at the snap was legally behind the scrimmage line (possible total of three) is eligible.

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

35-POINT DIFFERENTIAL RULE: A substitute who enters the game for the first time when the point differential is 35 points or greater, the substitute is not required to count this game toward the 14-game limitation rule. This will permit schools with small numbers to be able to substitute and allow players to play after the game has reached a 35-point differential and not affect the ninth grade and junior varsity schedule by not having enough eligible players once we reach the latter part of the season.

35-POINT DIFFERENTIAL RULE: 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
2. After a score
3. Intermission between third and fourth quarters
4. Extended injury time-out. Only if we need to bring the coach out
5. Anytime officials determine it is necessary for safety reasons

Note: (a) normal clock operating procedures will resume when a team scores to make the point differential less than 35 points. (b) use of this rule does not preclude the use of Rule 3-1-3 which reads: “A period or periods may be shortened in any emergency, by agreement of the opposing coaches and referee. By mutual agreement of the opposing coach and the referee, remaining periods may be shortened at any time or the game may be terminated.”

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 that 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.

VIDEOTAPING OR FILMING: Videotaping or filming is permissible in scouting your opponent. Your opponent shall be notified prior to the contest. Space for taping or filming for scouting is not required of the host school. Handheld cameras are recommended.

GENERAL INSTRUCTIONS FOR FOOTBALL CLOCK OPERATORS

A. The clock operator should report to the officials' dressing room at the stadium at least 45 minutes before game time for the following purposes:

1. To synchronize timer's watch with official game time as established by the official responsible for timing.
2. To advise officials whether the clock operator will be in the press box or on the sideline. Determine procedure for communication with timer and check this procedure prior to the game.
3. To discuss coordination of starting, stopping and adjusting the clock in accordance with the playing rules.

B. The field clock is normally started 30 minutes before game time. The halftime intermission will start on the referee's signal when the players and officials leave the field. All pregame and halftime activities will be synchronized with the official game clock. The mandatory three-minute warm-up period will be put on the clock after the intermission time has elapsed. C. The clock operator shall have an extra stopwatch available. In case of failure of the game clock, the clock operator shall immediately contact the officials, giving them the correct data regarding the official time. The official responsible for timing will then pick up the correct game time on the stopwatch. Should the field clock become inoperative and subsequently repaired, it will not be used again until the next period or when the referee determines it is operational. The public-address announcer will indicate the field clock will not be official until the malfunction is corrected and subsequent announcement made on the PA system.

D. Game procedures:

1. The clock operator is an integral member of the officiating crew and game administration. Unfair advantages occur when the game clock is not started or stopped correctly by rule. Great care must be exercised to see that no time lag occurs in starting or stopping the clock.
2. On all free kicks, the nearest official(s) will signal the legal touching of the ball by indicating that the clock should start.
3. The official who declares the ball dead will be the first official to signal a time-out when a first down occurs.
4. Any official may signal a team time-out; therefore, the operator should be alert to stop the clock.
5. On plays near a boundary line, unless an official so signals, if a pass is caught out of bounds, the incompleteness signal will stop the clock. Note: On plays near the out-of-bounds line and in advance of the line to gain, an official may give a winding signal to indicate the ball is inbounds and follow it by a stop-the-clock signal for an apparent first down. Be alert for both signals.
6. The clock operator will automatically stop the clock following a touchdown, field goal, touchback or safety after the appropriate signal has been made.
7. After the clock has been stopped, the referee will start it again on the referee's start-the-clock signal and if no such signal is given, the operator will start it on the snap.
8. The referee may start the clock again before the ready-for-play signal.
9. The try is not a timed down.
10. There are instances when a period shall be extended by an untimed down. During these extensions, leave the clock at: 00. Do not reset the clock for the next period until the referee declares the period over by facing the press box and holding the ball overhead.
11. Exception 35-point rule--refer to page 3.

GENERAL INSTRUCTIONS FOR FOOTBALL LINE-TO-GAIN CREWS

The typical line-to-gain crew consists of at least three individuals--a down-box operator and two to hold the rods. Unless otherwise possible by use of a fourth crew member, the down-box operator will attach the clip as specified. The crew should be dressed uniformly in readily identifiable attire.

PREGAME DUTIES

1. The line-to-gain crew shall meet the LINESMAN on the sideline opposite the press box at least 15 minutes before game time and also five minutes prior to the second-half kickoff. If an auxiliary-down marker is used, operator shall meet the LINE JUDGE on pressbox side at the same time.
2. The LINESMAN shall make certain that the chain and the official down box have been placed opposite the press box or the designated sideline. Once the chains are set and the yard line clip is attached, back the chains off the sidelines 6 feet. Be sure chain equipment is in good working order and conforms to the rules. The LINE JUDGE shall then make certain that the auxiliary marker is in good working order and is placed on the opposite side of the field from the line-to-gain crew.
3. The complete concentration of the crew is absolutely necessary if it is to discharge its duties efficiently. The crew must refrain from showing any partisan reaction to the events taking place on the playing field. The crew must be prepared to act immediately on instructions from the LINESMAN so that teams and all concerned will know the exact situation concerning the down and yards to be gained. The crew shall not move or change the number of the down until signaled to do so by the LINESMAN. The auxiliary down-box operator shall act only on instructions of the LINE JUDGE.

GAME PROCEDURES

1. **The official line-to-gain and down indicators shall be operated approximately 6 feet outside the sideline, where facilities permit.**
2. On the LINESMAN'S signal, the crew must move as quickly as possible to the next position.
3. When a runner or pass receiver is going out of bounds in the immediate vicinity, the involved crew member is to quickly and carefully drop the marker down and move away from the sideline keeping his eye on the spot of the marker. The crew member away from the play should hold his position if possible.
4. The LINESMAN will set the spot of all first downs by going to the sidelines and marking, while facing the field, the exact spot where the rear stake will be set. The front crew member will then be sure the chain is fully extended before setting his stake.

5. The DOWN-BOX OPERATOR, on every new series of downs, will set the box at the spot marked by the linesman. When the line-to-gain equipment is moved, the rear rod is to be set behind the down marker and then the clip shall be placed at the back edge of the 5-yard line nearest the rear rod. The marker must be held at all times in an upright position with the down correctly shown.

6. The DOWN-BOX OPERATOR is to show the number of the down just completed and shall not indicate the new down until so notified by the LINESMAN. On instruction from the LINESMAN, the DOWN-BOX OPERATOR will move the down marker to a new position with the marker placed at the forward point of the ball and change the marker to the correct down.

7. On all measurements for first down when the chain is moved onto the field, the DOWN-BOX OPERATOR is to place his marker at/off the spot of the front rod until a new series of downs is declared or the chain is returned to its previous position.

8. The DOWN-BOX OPERATOR should be aware of any penalty markers. The marker must not be moved nor the down changed until so notified by the LINESMAN.

9. The chain is not extended if it is a first-and-goal situation. After the chain is clipped, remove it from the sideline.

10. The DOWN-BOX OPERATOR should place the marker on the line of scrimmage on all try situations. This will aid players and officials in determining the line of scrimmage on all plays toward the sideline. The chain will not be placed on a try.

11. If the sidelines become crowded and the crew does not have room to efficiently discharge its duties, the crew is to notify the LINESMAN immediately so that a time-out may be called and the sidelines cleared before the game will be allowed to proceed.

12. If the game is delayed for any reason, the crew will stay with the officials.

13. Operating the equipment outside and within 6 feet of the sideline is for the protection of players, coaches and all persons who are part of the game.