

# Sunshine Football Officials Association

Rookie Prep Session #3



# Agenda

- Questions from last week
- Test #1 (5 questions)
- Rule #2 - Continued

# Questions from last week?



# Test #1



# Question 1.

During the waning moments of the game, a fight erupts and several players from each team are disqualified.

When order is restored, it is discovered Team A has 11 players available and B has only nine. There are no other team members eligible for participation following the mass disqualification.

**What is the ruling?**

# Question 1.

During the waning moments of the game, a fight erupts and several players from each team are disqualified. When order is restored, it is discovered Team A has 11 players available and B has only nine. There are no other team members eligible for participation following the mass disqualification.

**What is the ruling?**

**Each team must have at least 11 players in order for the game to start. The game may continue even though one team does not have 11 players. There is no penalty for a team having fewer than 11 players, except when that team is on offense, there must be at least seven players on the line of scrimmage. If a team has fewer than seven players on the field when it is on offense, it may not put the ball in play and, therefore, must forfeit the game. (2-14-1, 7-2-5a)**

# Question 2.

During the pregame warm-ups, a game official notices some of the players of Team A wearing (a) sweatbands on their biceps, (b) sweatbands on their calves, or (c) pants which clearly do not cover the knees.

**What is the ruling?**

# Question 2.

During the pregame warm-ups, a game official notices some of the players of Team A wearing (a) sweatbands on their biceps, (b) sweatbands on their calves, or (c) pants which clearly do not cover the knees.

**What is the ruling?**

**In (a) and (b), the uniform adornments must be removed prior to the individual becoming a player. In (c), the player may not participate without the pants covering the knees. [1-5-1e, 1-5-3a(5)]**



# Question 3.

\_\_\_\_\_ is making initial contact below the waist from the front or side against an opponent other than a runner. Contact with an opponent's hand(s) below the waist that continues into the body below the waist is considered blocking below the waist. Blocking below the waist applies only when the opponent has one or both feet on the ground.

**What is the ruling?**

# Question 3.

**Blocking below the waist** is making initial contact below the waist from the front or side against an opponent other than a runner. Contact with an opponent's hand(s) below the waist that continues into the body below the waist is considered blocking below the waist. Blocking below the waist applies only when the opponent has one or both feet on the ground.

# Question 4.

\_\_\_\_\_ is a block against an opponent other than the runner, who does not see the blocker approaching.

**What is the ruling?**

# Question 4.

**Blindside block** is a block against an opponent other than the runner, who does not see the blocker approaching.

# Question 5.

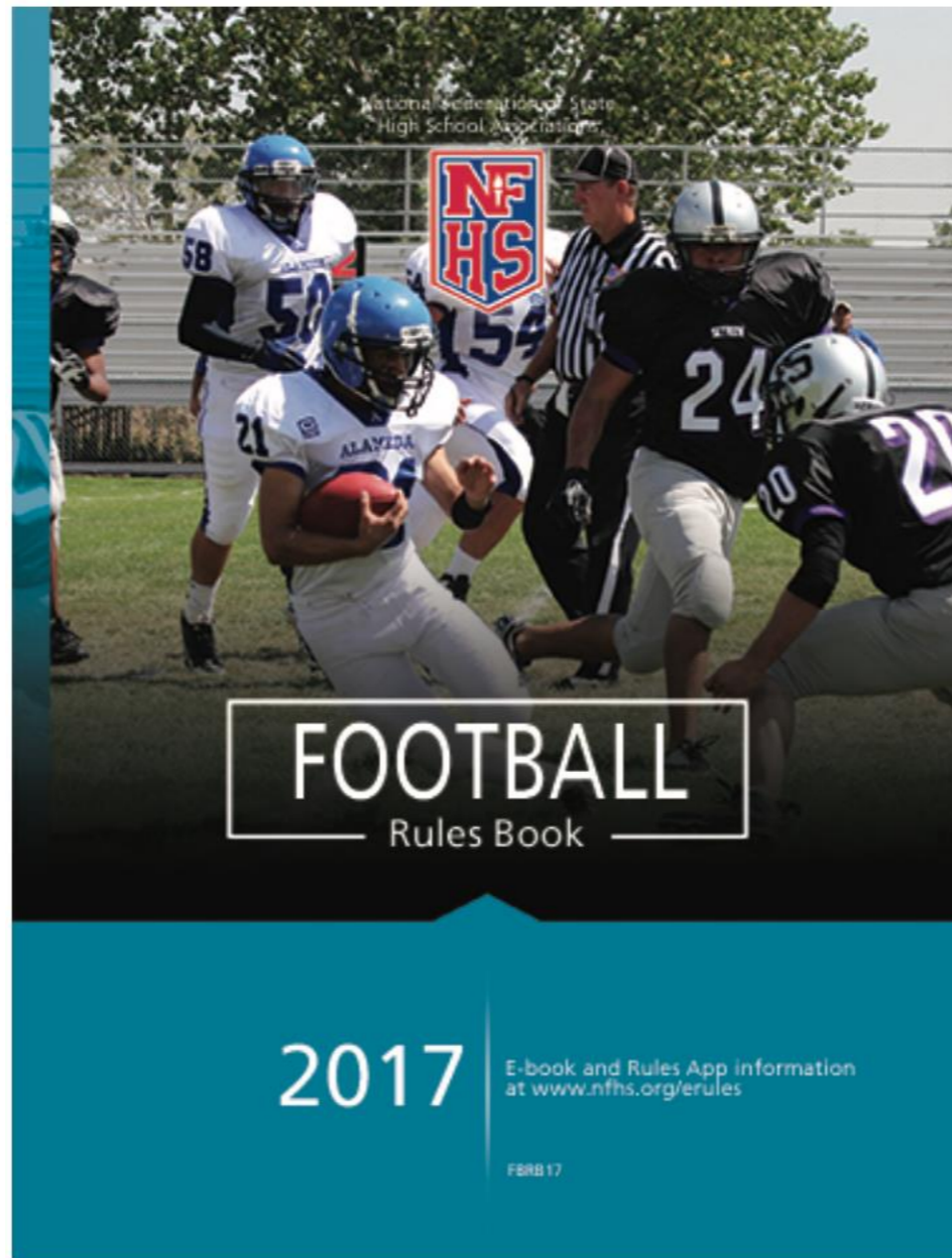
\_\_\_\_\_ is a block against an opponent when the initial contact is in the opponent's back, inside the shoulders and below the helmet and above the waist, and not against a player who is a runner or pretending to be a runner.

**What is the ruling?**

# Question 5.

**Block in the back** is a block against an opponent when the initial contact is in the opponent's back, inside the shoulders and below the helmet and above the waist, and not against a player who is a runner or pretending to be a runner.

# NFHS Rulebook



# Rule #2 Continued

**2.6.2: Authorized Team Conference** – There are two types of authorized team conferences:

- a. Outside 9-Yard Mark Conference – One or more team members and one or more coaches directly in front of the team box within 9 yards of the sideline, or
- b. Between 9-Yard Mark Conference - One coach on the field to confer with no more than 11 players at his team's huddle between the hash marks.



# Rule #2 Continued

**2.8: Encroachment** – occurs when a player is illegally in the neutral zone during the time interval starting when the ball is marked ready for play and until the ball is snapped or free kicked as in [6-1-3a](#) or [6-1-3b](#). For the purposes of enforcing encroachment restrictions, an entering substitute is not considered to be a player until he is on his team's side of the neutral zone. Encroachment also occurs when a player violates the free kick restrictions as in [6-1-4](#).

# Encroachment Example



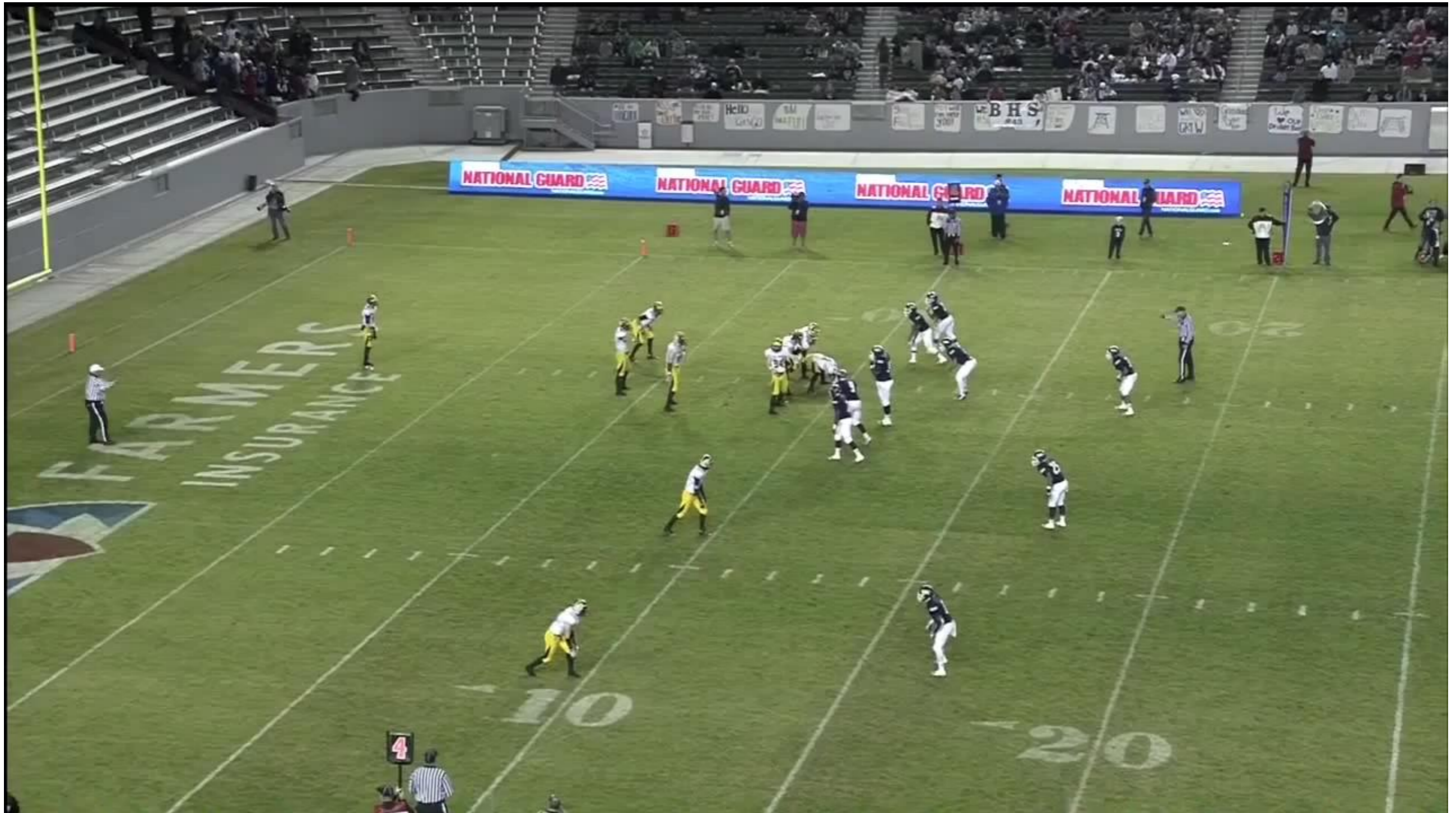
# Rule #2 Continued

**2.9.1: Fair Catch** –A fair catch is a catch by a receiver of a free kick in or beyond the neutral zone to the receiver's goal line, or of a scrimmage kick beyond the neutral zone to the receiver's goal line, after a valid signal, under conditions in which the receiver forfeits the right to advance the ball in return for protection from being blocked or tackled by an opponent

**2.9.4: Invalid Fair Catch** - An invalid fair-catch signal is any signal by a receiver before the kick is caught or recovered:

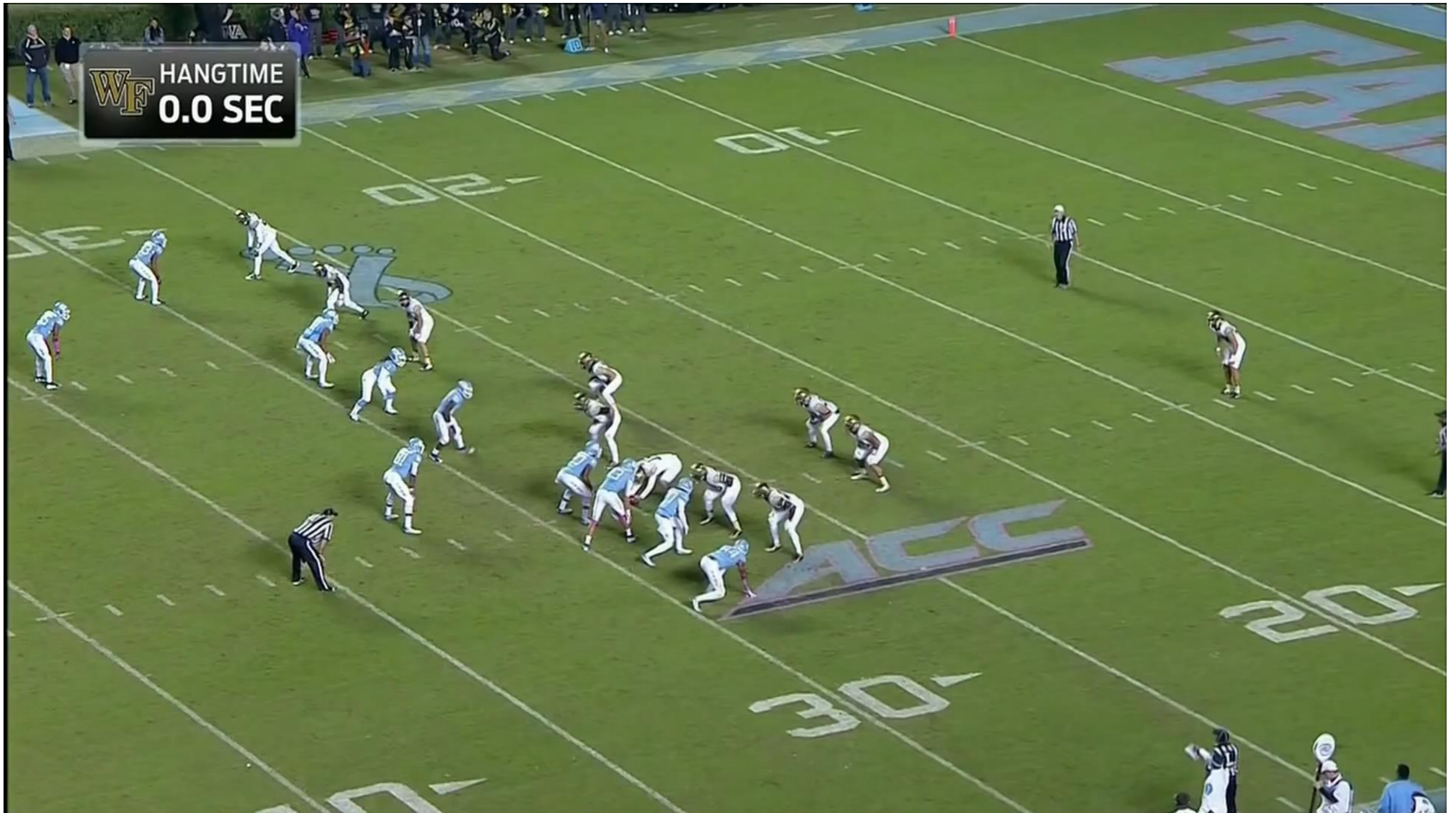
- a. That does not meet the requirements of a valid signal.
- b. After the kick has touched a receiver.
- c. After the kick has touched the ground.

# Fair Catch or Invalid Fair Catch?





# Fair Catch or Invalid Fair Catch?



# Rule #2 Continued

**2.12.1: First Touching:** During a free kick it is first touching if the ball is touched in the field of play by any K player before it crosses R's free-kick line and before it is touched there by any R player.

# First Touching Example





# Rule #2 Continued

**2.13.1: Force:** is the result of energy exerted by a player which provides movement of the ball. The term force is used only in connection with the goal line and in only one direction, i.e., from the field of play into the end zone. Initial force results from a carry, fumble, kick, pass or snap. After a fumble, kick or backward pass has been grounded, a new force may result from a bat, an illegal kick or a muff.

**ART. 2 . . .** Responsibility for forcing the ball from the field of play across a goal line is attributed to the player who carries, snaps, passes, fumbles or kicks the ball, unless a new force is applied to either a kick, fumble or backward pass that has been grounded.

**ART. 3 . . .** The muffing or batting of a pass, kick or fumble in flight is not considered a new force.

**ART. 4 . . .** Force is not a factor:

- a. On kicks going into R's end zone, since these kicks are always a touchback regardless of who supplied the force.
- b. When a backward pass or fumble is declared dead in the end zone of the opponent of the player who passed or fumbled, with no player possession.



# Rule #2 Continued

**2.14.1: A scrimmage formation** requires a minimum of seven A players legally on their line at the snap.

**ART. 2 . . . A scrimmage kick formation** is one in which no player is in position to receive a hand-to-hand snap from between the snapper's legs, and at the snap, either:

- a. A player is in position with a knee on the ground 7 yards or more behind the line of scrimmage, in position to be the holder and receive the long snap and with another player 3 yards or less behind that player in position to attempt a place kick, or
- b. A player is 10 yards or more behind the line of scrimmage and in position to receive the long snap.

**ART. 3 . . . A free-kick formation** is a formation used for a free-kick down. Following the ready-for-play for a free-kick down and until the ball is kicked:

- a. All R players must be behind their free-kick line.
- b. All K players, other than the kicker and holder, must be behind their free-kick line.

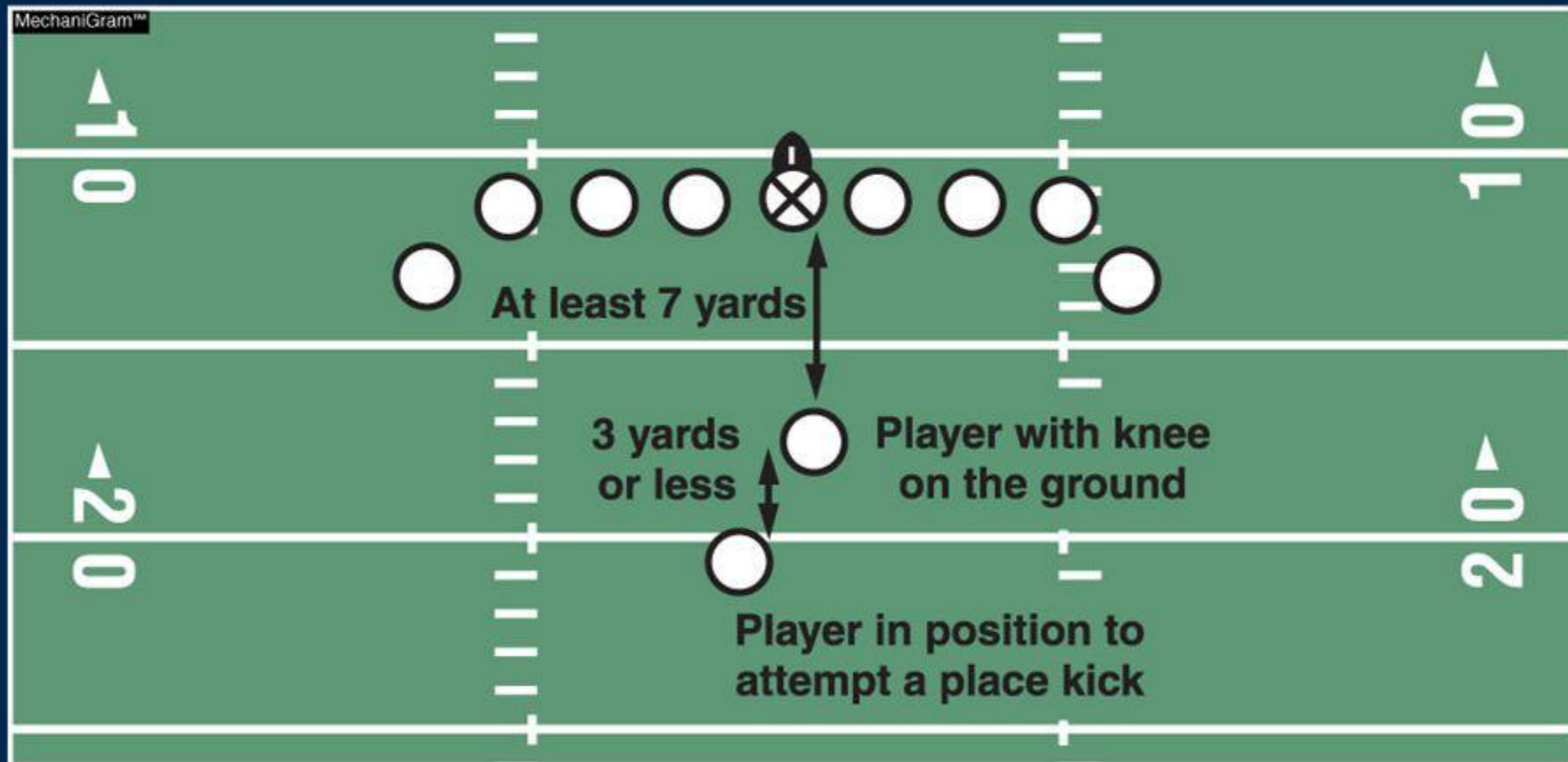
# Rule #2 Continued



# Rule #2 Continued



## Scrimmage-Kick Formation Rule 2-14-2a



Legal scrimmage-kick formation

[AKA Place Kick Formation]

# Rule #2 Continued

**2.15.1: Forward progress** is the end of advancement of the ball, toward the opponent's goal, in a runner's possession or the forward-most point of the ball when it is fumbled out of bounds toward the opponent's goal and it determines the dead-ball spot.

**ART. 2 . . . .** When an airborne player makes a catch, forward progress is the furthest point of advancement after he possesses the ball if contacted by a defender.

# Rule #2 Continued





# Rule #2 Continued

**2.16.1:** A **foul** is a rule infraction for which a penalty is prescribed.

**ART. 2 . . .** Types of fouls are:

- a. **Dead ball** - a foul which occurs in the time interval after a down has ended and before the ball is next snapped or free kicked.
- b. **Double** - one or more live-ball fouls (other than nonplayer or unsportsmanlike) are committed by each team at such a time that the penalties offset.
- c. **Flagrant** - a foul so severe or extreme that it places an opponent in danger of serious injury, and/or involves violations that are extremely or persistently vulgar or abusive conduct.
- d. **Live ball** - a foul which occurs during a down.
- e. **Multiple** - two or more live-ball fouls (other than nonplayer or unsportsmanlike) are committed during the same down by the same team at such a time that the offended team is permitted a choice of penalties.
- f. **Nonplayer or unsportsmanlike**-a noncontact foul (other than unintentional contact as specified in [9-4-8](#)) foul while the ball is dead or during the down which is not illegal participation and does not influence the play in progress.
- g. **Player** - a foul (other than nonplayer or unsportsmanlike) by a player in the game hereafter referred to as a foul.

# Rule #2 Continued

**h. Post-scrimmage kick** – a foul by R (other than an illegal substitution or illegal participation foul that occurs at the snap) when the foul occurs:

1. During scrimmage kick plays, other than a try or successful field goal.
  2. During a scrimmage kick play in which the ball crosses the expanded neutral zone.
  3. Beyond the expanded neutral zone.
  4. Before the end of a kick.
  5. And K will not be next to put the ball in play.
- i.** Simultaneous with the snap - an act which becomes a foul when the ball is snapped or free kicked.

**ART. 3 . . .** No foul causes loss of the ball.

**ART. 4 . . .** No foul causes a live ball to become dead.

**ART. 5 . . .** A penalty is a result imposed by rule against a team or team member that has committed a foul.

**ART. 6 . . .** Game situations which produce results somewhat similar to penalties, but which are not classified as fouls are: disqualification of a player, first touching of a kick by K and forfeiture of a game..

# Final Questions?





# Look Ahead to Next Week

- Next meeting: **Monday April 23 at 6:30**
- Test questions from this week's material
- Continue on Rule #2