

1 **NFHS FOOTBALL RULE CHANGES**
2007

2 **AGENDA**

- 2007 Rule Changes
- Editorial Changes
- Points of Emphasis
- Officials' Mechanics
- OHSAA Odds & Ends

3 **FIELD MARKINGS**

1-2-3d & 1-2-3k

- A 4 inch-wide broken restraining line shall be placed around the outside of the field, at least 2 yards from the sidelines and endlines.
 - Intent is to keep people back
 - Any line that is a clear line – or cones – is okay
 - If the field has permanent soccer lines, it is okay to use them, even though they are not 2 yds back
- A line, 4 inches wide and a minimum of 24 inches in length, shall be centered in the field of play, 3 yards from each goal line.
 - Provided rule book backing for requirement

4 **UNIFORMS AND EQUIPMENT**

- Jersey Specifications changes made last year were slightly revised and implementation moved back to 2012.
- Beginning with 2008 season, forearm pads must meet the same specifications as gloves and hand pads, and have the NHFS/NCAA approved tag.

5 **FLAGRANT FOUL DEFINITION**

2-16-2c

- A flagrant foul is a foul that may or may not involve physical contact and may include, but is not limited to:
 - Fighting
 - Intentionally contacting an official
 - A foul so severe or extreme that it places an opponent in danger of severe injury
 - A foul that involves vulgar language or gestures
 - A foul that involves persistent or abusive conduct
- If a foul is flagrant, the offender is immediately disqualified.

6 **ILLEGAL HELMET CONTACT**

2-20

- To place more emphasis on safety, a definition for illegal helmet contact was added.
- An act of initiating contact with the helmet against an opponent
 - Butt Blocking (offense or defense) – initiates contact against an opponent, who is not a ball carrier with the front of his helmet
 - Spearing (offense or defense) – initiates contact against an opponent with top of his helmet

- Face tackling (defense) – initiates contact with a ball carrier with the front of his helmet

7 ILLEGAL HELMET CONTACT

9-4-3i

- Illegal helmet contact may or may not be flagrant.
- Acts to be considered flagrant include, but are not limited to:
 - Illegal helmet contact against an opponent lying on the ground.
 - Illegal helmet contact against an opponent being held up by other players.
 - Illegal helmet contact against a defenseless opponent.
- Penalty: 15 yards and disqualification if flagrant.
- Trying to get the use of the helmet as a weapon out of the game.

8 DEFINITION OF A PASSER

2-32-11

- Definition modified so that a passer is a player who throws a LEGAL forward pass.
- Eliminates possibility of roughing the passer being called when the passer intentionally grounds the ball or otherwise throws an illegal forward pass.
- Could have a personal foul; just don't use "roughing the passer" signal.
- Most often, the two fouls will offset.

9 TIMEOUTS

3-5-2a

- If the head coach has been disqualified, a "new" head coach may be designated for the purpose of requesting time-out(s).

10 FOULS ON SCORING PLAYS

8-2-2

- Enforcement option has been added when there is a live-ball foul by the opponent of a team scoring a touchdown (either A or B).
- Options are:
 - Accepting the result of the play and having the penalty enforced on:
 - The try
 - The succeeding kick-off
- If the penalty was a dead ball penalty, or a live-ball foul treated as a dead ball foul, the only option for enforcement is on the try, not the succeeding kickoff or a succeeding overtime period.

11 FOULS ON SCORING PLAYS

- Normal enforcements still apply
 - Foul before change of possession must be declined to retain possession
 - Cannot enforce two live ball penalties, team may choose which one to enforce
 - Can enforce live ball and a dead ball (stack the penalties)
 - Penalty on a try, no foul on the previous scoring play, option remains, replay the try or enforce on succeeding spot

12 **FOULS ON SCORING PLAYS
SCENARIOS**

- Foul prior to possession: A holds then throws interception. B scores.
 - B must decline penalty to keep the score.
- A or B scores, during the play while A/B scores, the other fouls.
 - Count the score, Scoring team may take the penalty on the try or ensuing kickoff.
- A scores, no foul. B fouls on try.
 - A may replay the try with enforcement or keep the score and take the enforcement on the succeeding spot. Kickoff or O/T spot

13 **FOULS ON SCORING PLAYS
SCENARIOS**

- A scores and B fouls during score. A elects to take penalty on kickoff. Try fails and A wants to now take penalty and redo the try
 - Cannot change option, enforcement will be on kickoff
- A scores and B fouls on play. Enforcement on K/O. B fouls live ball during try.
 - Cannot stack the two penalties, they are both live ball
 - A can choose which of the two to enforce, not held to enforcing the first one.
 - Example – A scores and B has a 5 yard face mask on play. A elects enforcement on K/O. On try B has a 15 yard penalty. Result – Only 1 foul can be enforced on the K/O by A can choose to enforce the 15 yard foul.

14 **FOULS ON SCORING PLAYS
SCENARIOS**

- A scores and B fouls dead ball
 - Only option is to take enforcement on try.
- A scores and B fouls live ball. A takes it on K/O. After try is over B has a dead ball foul.
 - A may both fouls enforced (live ball and dead ball foul) on the kickoff
- If defense commits a foul during a down that scores a field goal, penalty is carried over & enforced from the succeeding spot on the kickoff, or in an succeeding overtime period. Could forego the field goal and have the penalty enforced from the previous spot.

15 **FOULS ON SCORING PLAYS
SCENARIOS**

- Fouls at end of 2nd or 4th period
 - As time runs out in 2nd or 4th, A scores and B fouls on play. If A were to take penalty on K/O, we would extend the period to have the free kick. (Does not make much sense).
 - Best option is to take the penalty on the try.
 - Cannot carry it over to the O/T period.

16 **END ZONE PENALTY ENFORCEMENT**

- The basic spot is the 20 yard line when:
 - Fouls by the opponent of the team in possession at the time of the foul
 - When the opponent was responsible for forcing the ball across the goal line of the team in possession
 - And the related run ends in the end zone & is followed by a loose ball, regardless of where the loose ball becomes dead.
- Example: B22 intercepts in the end zone, A grabs his facemask & B22 then fumbles and the ball goes out of bounds or is recovered by A or B on 5.

- B's ball, penalty enforced from B's 20.

17 END ZONE PENALTY ENFORCEMENT

- The basic spot is the goal line for:
 - Fouls by the opponent of the team in possession at the time of the foul
 - When the team in possession is responsible for forcing the ball across its own goal line
 - And the related run ends in the end zone and is followed by a loose ball, regardless of where the loose ball becomes dead.
- Example: B intercepts on its 6 and runs the ball back into its own end zone. B's facemask is grabbed, he fumbles, and the ball goes out of bounds on the 5 yard line. A's penalty is enforced from the goal line.

18 EDITORIAL CHANGES

- Face mask and helmet must meet NOCSAE standards, have a four-point chin strap and an exterior warning label.
- Tinted eye shield is illegal. It must be constructed of molded, rigid material that is clear and permits 100 percent allowable light. Sunglasses are legal.

19 EDITORIAL CHANGES

- The referee is responsible for having the timer put 3:00 on clock immediately after intermission expires. Head coach remains responsible for his team being on the field for the warm-up time.
- Coin-toss: R, in the presence of field captains, shall instruct the visiting captain to give a "heads" or "tails" choice before the coin toss. Have U verify the call.
- Hiding the ball under a jersey is an unfair act; 15 yards previous spot.

20 OFFICIALS MANUAL

- Use of bean bag on backward passes beyond the line-of-scrimmage
- Focus on dead ball officiating which is approximately 75% of the game
- Eliminating the use of one handed signals when using a finger whistle.

21 POINTS OF EMPHASIS

- Blocking below the waist.
 - Is legal when, at snap, all players involved are on the line of scrimmage and are in the free blocking zone at the snap.
 - The contact occurs in the free blocking zone
 - The ball has not left the free blocking zone.
- Be aware of shotgun formations
 - Blocks by slot backs
 - Delayed blocks
 - Lineman rising up and then blocking below waist
- Defense blocking below the waist on the lead blocker for A

22 POINTS OF EMPHASIS

- Officials' Time Out for Hydration
 - Be aware of the game situation
 - Know if there are many players going both ways
 - Conference is allowed
- Illegal Equipment
 - Sweatbands on the neck, above the waist, on the biceps are illegal

- Sweatbands are legal when worn on the wrist beginning at the base of the thumb and extending no more than 3 inches toward the elbow.
- Rubber bands are not legal
- Unsportsmanlike Conduct
 - Spinning the ball like a top
 - Diving over the goal line with no opponent in close pursuit
 - Shooting guns
 - Shooting a jump shot with the football

23 **OHSAA ODDS AND ENDS**

- Modifications – 7th and 8th. No free kick. R puts ball in play by snap, 25 yds from what would have been K's restraining line
- O/T starts at 20. All levels are permitted to use O/T if coaches agree
- Half-Time Intermission: 20 minutes. Cannot be lengthened, can be shortened by mutual agreement of coaches. 3 minute warm-up cannot be shortened
- Special Reports to OHSAA
 - Ejection of Coach or player
 - Game terminated before time has expired by rule
 - When a team refuses to continue playing or coach removes team from the field
 - Any other situation that Commissioner should know about
- If home team wants to "mike" the R, do it.
- If a school has 25 second clocks, use them
- Be aware of the OHSAA free-kick mechanic

24 **OHSAA ODDS AND ENDS**

- Interrupted Games
 - Resume at point of interruption unless teams otherwise agree
 - School Administration responsible to make the decision of if and when to resume
 - Cannot resume game with running clock, can agree to shorten period at any time, but not to run clock
- Scrimmages
 - Freshman to Varsity may have 2, Maximum of 3 hours, time counted continuously once begins
 - 7th and 8th may have 1, Maximum of 2 hours, with time being counted continuously once begins
- Length of Periods
 - Sophomore, JV, Reserve and Varsity 12 minutes
 - Freshman (9th) 10 minutes
 - 7th and 8th 8 minutes

25 **INCLEMENT WEATHER**

- Home mgmt. shares responsibility with officials for recognizing inclement weather and reacting to it.
- Home mgmt. may direct officials to suspend the game.
- Prior to officials assuming authority (arrival on field), it is sole responsibility of home mgmt.
- Flash to bang
 - When see a flash, count seconds until hear thunder; five seconds is one mile away.
 - Upon first indication that storm is within 15 miles, game is suspended until 30 minutes after storm has left the 15 mile zone. Fifteen miles is 75 seconds; one minute, 15 seconds.