

FOOTBALL AREA MEETING SERIES II  
REVIEW  
DWIGHT NICHOLS, AREA SUPERVISOR

### **2006 Rule Changes**

**7-Yard Marks (1-2-3e)**, Added this year to include eight-man games. This is for offensive players only. They must be, momentarily, between the marks or the top of the numbers between the ready-for-play whistle and the snap. If these “tick” marks are not on the field, the top of the numbers may be used, if the field is marked correctly. Most high schools may not use the official number size of six feet, but the top of the numbers should still be 7 yards from the sideline. Officials should check the field upon arrival to make sure that the field is marked correctly. The game cannot be played until it is. Be reasonable as it relates to 7 yards. The penalty is a 5-yard illegal formation foul at the snap.

**Substitution and Participation Rules (3-7-6, 9-6-4a, 2-29)**, Definition of participation has been added, since that now redefines the difference between illegal substitution and illegal participation. Illegal substitution fouls are 5-yard penalties, illegal participation fouls are 15-yard penalties.

**Illegal Touching by an Ineligible Player (7-5-13)**, This rule now includes **behind, in, and beyond** the neutral zone. Illegal touching by an ineligible player includes a bat, muff, or catch of a forward pass. Previously, illegal touching beyond the neutral zone by an ineligible player was offensive pass interference. Now, as illegal touching, it is a 5-yard penalty and loss of down.

**Phones/Headsets during Conferences (1-6-2)**, All players and coaches may use phones/headsets during a sideline conference. Only one coach may use a phone/headset during a conference held in the middle of the field. The sideline area is now defined as the area in front of the team box inside the “tick” marks.

**Four-Snap Chin Straps (1-5-1a) and Mouth Guards (1-5-1i)**, Helmet must now be secured with a four-snap chin strap and all four snaps must be secured. Tooth and mouth protectors must clearly visible, and cannot be totally white or clear.

Please review the front of the casebook for an explanation of situations as they relate to these rule changes. They provide an excellent review.

### **Special Situations**

**Force (Touchbacks, Touchdowns, Safeties, 6-3, 6-4, 8-5)** the idea of force is an important factor in the determination of touchbacks, touchdowns, and safeties. Specifically, we reviewed casebook play 8.5.3 Situation C on page 59.

**Change of possession fouls and enforcements (10-2-2)**, this area can get complicated, especially with multiple or double fouls. The idea that the team last in possession received the ball free of any foul (clean hands) can help this situation. To retain possession they must decline their opponent's penalty. Also, the team not last in possession has no penalty options in the case of a double foul. This is true for all plays which involve a change of possession (kicks, interceptions, fumble recoveries, etc.)

**Guides For – When In Question (Page 85, Officials Manual)**, this page offers a complete review of those situations in which officials find themselves making a decision immediately on plays and situations. This guide will help in identifying those situations and the correct decision to be made.

**Multiple Enforcement Options (10-5)**, Successful tries or field goals which involve penalties on Team B provide additional options for the scoring team which still allow them to keep the points and penalize Team B. Also, nonplayer and unsportsmanlike penalties on the scoring team result in enforcement from the succeeding spot. Also, review penalty options as it relates to accepted penalties that can be carried over to any overtime period. (i.e. penalties on Team B on a successful try with time expired)

**Action by the holder (4-2-2)**, The holder is now allowed to recover a short snap that bounces high in the same way a high snap is handled. He may leave his knee to secure the ball and return to carry out any play. This does not include a snapped "muffed" by the holder.

### **Dead Ball Mechanics**

**Administering Penalties**, Everyone on the crew has a responsibility to complete when penalties are administered. Not only does this provide for an efficient procedure but the crew comes across as knowledgeable and competent. Review penalty administration for both four-official (Page 42) and five-official (Page 75) in the Officials Manual.

**Time-out Mechanics**, As in penalty administration, each official has a specific duty during all timeouts (Official, team, between quarters, injury). Proper recording of timeout information is important because someone on the crew will not record the timeout correctly at some point during the game, or may not be able to recall that information when teams request it.

### **District Games**

District play involves the 13-point (11 man) and 21-point (8-man) tiebreakers. Know when a team wins a district game during the regular season, the most points than can receive thru the tiebreaker is 13 points (11-man) or 21 points (8-man). If that point difference can change as a result of a touchdown on the final play of the game, run the extra point. If a team scores on the final play and the difference is 24 points, do not run the extra point. Also, you do not have to complete the extra point in any overtime game during district play. The most points a team can receive for overtime games is one point.

Also, cannons, fireworks, etc are approved during the regular season and district contests, but not during the post-season. Should a situation arise, talk to the school administration and report the incident to the KSHSAA.

### **Overtime Procedure**

Review the overtime procedure on Pages 83-86 in the rule book. Know the length of intermissions, and also the procedure for the coin toss and the options for the captains. Also, know that it is not just four downs for each team; a team can receive a first down by penalty under the overtime procedure. The line-to-gain is always the goal line.

**2006 Post-Season Assignments** Please complete your applications completely and submit them in a timely manner so Rick can fill post-season assignments, especially those during that first week when he has 112 games to fill. It is also important to notify the KSHSAA of any changes in your availability and any potential conflicts you might have with schools. 3A thru 6A games will be played with 5-person crews. Also, the referee should complete a crew card and send it in with the information on your crew.

Remember to check the KSHSAA website ([kshsaa.org](http://kshsaa.org)) to review the newsletter, it is not being mailed to officials, but is available on-line and will be updated each Monday by Rick as situations and conditions arise. If you have any questions you can e-mail me at [dnichols34@cox.net](mailto:dnichols34@cox.net).