

2015 Pre-Season Bulletin 3

Some reminders as we continue to prepare for the 2015 season.....

Take a few minutes to evaluate last season's performance. Look at your strengths and weaknesses and create a set of goals for self-improvement for the coming season. Read some part of the rules book, case book and mechanics manual each day. There are several significant rules changes for 2015.

Many high schools will start their season this week with scrimmages and jamborees. In these situations you can work on proper field position, signals, rule interpretations and game management. When you work a scrimmage or jamboree, do not work "lazy" or "cut" corners just because it's not a regular game. You never know who may be watching you....looking to see if you are ready to take the next step.

Reporting Blindside Blocks - IMPORTANT

Blindside blocks, whether penalized or not, need to be reported to collect data for this year's Oregon experiment. When you observe a blindside block, note the game time and quarter on your game card. After your game, access the reporting form on the football page of the Central Hub, fill out the requested information and submit electronically.

A new form must be filled out for each blindside block. This procedure applies to **ALL** OSAA football games, varsity and sub-varsity. Thanks for your help!

Some interesting plays to start the season.....

Penalty Enforcement

Play: 4th down and 11 at the K-40. K7 punts the ball, and while the ball is in the air, and past the expanded neutral zone, R88 holds K81 at the K-46. R11 then catches the ball at the R-24 and during the run, K90 pulls R11 down by the facemask at the R-25. R11 fumbles the ball and K86 recovers and is downed at the R-23.

Ruling: This is a double foul. The penalties cancel and the down is replayed. You cannot have a post-scrimmage kick foul because R was not the team to put the ball into play. Rules 2-16-2h and 10-2-1.

Play: 2nd and goal for Team A on the B-6 yard line. A20 runs a sweep to the outside and is tackled at the B-3 by B78. B42 hits A20 when A20 is lying on the ground. A20 jumps up and grabs and twists B42's facemask in retaliation. Seeing this, B78 grabs A20 by the shoulder pads and pulls and throws A20 off of B42.

Ruling: A's ball, 3rd and goal from the B-1 1/2yard line. The personal fouls committed by B42 and A20 offset, then the personal foul committed by B78 will be enforced half the distance from the end of the run. Rules 9-4-3c, 9-4-3g, 9-4-3h and 10-2-5.

Comment: For 2015, if both teams commit unsportsmanlike, non-player or dead-ball personal fouls prior to the completion of penalty administration for those fouls, the distance penalty for an equal number of 15-yard unsportsmanlike, non-player or dead-ball personal fouls will offset. Any remaining penalties will be enforced separately in the order of occurrence.

Illegal Motion

Play: 3rd and 9 at the B-42. Team A lines up with eight men on the line of scrimmage, all numbered legally. Before the snap, end A82 goes in motion from a standing position (no false start) and is four yards behind the neutral zone at the snap. QB A9 carries for an eleven-yard gain before being driven out of bounds.

Ruling: A82 did not establish himself as a back by stopping for at least one full second. Therefore it is illegal motion. The player in motion shall be at least 5 yards behind the line of scrimmage at the snap if he started from any position not clearly behind the line. Team B will likely accept the penalty of 5 yards. A's ball, 3rd and 14 from the B-47. Rules 2-32-3, 7-2-3 and 7-2-7.

Illegal Block

Play: Team A sets up legally for an onside kick from the A-40. The ball goes untouched at the A-48 when A55 initiates a block against B44 above the waist in front of the B-49. A28 muffs the ball at A-49. After the ball rolls to the B-49, A88 blocks B22 above the waist in the front at the A-47. A20 recovers while the ball is grounded at the A-49.

Ruling: A28's touching is illegal because the ball has traveled only 9 yards. A55's block is a foul because when the ball is at the A-48 he is not eligible to touch it. A88's block is legal because it takes place after the ball has gone 10 yards and it is not low. Team A is in legal possession because they are eligible to touch (and hence recover) the ball after it goes 10 yards. R can accept the spot of the first touching, or accept the penalty - 10 yards from the previous spot for the illegal block by A55. Rules 6-1-7 and 9-3-8.

Blocked Punt

Play: R99 rushes in to block a punt by K1. K22 attempts to block R99. The direction of K22's block is above the waist; however, just before contact, R99 jumps in the air attempting to block the punt and contact by K22 is below R99's waist.

Ruling: K22's block is legal since the initial direction was legal and the below-the-waist contact was as a result of R99's movement. When R99 jumped in the air, it absolved K22 of responsibility for the low block. This would not be true if R99 changed direction laterally; in that case initial blocking contact must be above the opponent's waist. Rules 2-3-7 and 9-3-2.

Snapper Touching the Ball

Prior to the ready-for-play, the snapper may put one or both hands on the ball. If he/she has placed both hands on the ball, AFTER the ready-for-play, the snapper may remove one hand, but not both, from the ball. Rule 7-1-3a.