

2018 Regular Season Bulletin 3

Sub-Varsity Modifications:

Question: Can a coach take the full 25-seconds and just before the play clock expires tell the wing official his choice or does he have to make his choice prior to the ready-for-play is issued?

Answer: He gets the full 25 seconds to decide. If he makes his choice late, stop the game clock if running and administer his choice. If he elects the 35-yard option, the game clock won't start until the snap since a new series will be awarded to the receiving team. If he elects the modified punt option, invoke Rule 3-4-6 and not start the game clock until the snap. The clock will then be stopped when the ball is caught or hits the ground.

Question: Modified scrimmage kick with no rush and no return. Team A punts from their 35, ball lands at the 50 and rolls to the B40 where it is ruled dead. Is the ball placed at the 50 (where it touched the ground) or at the B 40 where it became dead?

Answer: The ball is dead when it first touches the ground. That's consistent with a punt that is muffed. In your play, the ball hits first at the 50, then rolls to the B40. The kicking team has gained 10 yards via the roll; Team B has lost 10 yards. Same play, but in this case the ball rolls back to the A40. Team A has now lost 10 yards because of the "reverse" roll and Team B has gained 10 yards.

If we went with allowing the result of any roll on either a muffed punt or an untouched punt that hits the ground, the principle of advantage/disadvantage would apply, and that's not equitable to either team.

Clarification:

In Pre-Season Bulletin 4, I listed 3 options for 4th down, the first being to play "normal NFHS rules. That option only exists when teams choose not to use any of the sub-varsity modifications. The other two options, the 35-yard Advancement Option and the Modified Punt Option are choices for teams that agree to use the sub-varsity modifications. Sorry for any confusion.

Overtime:

Play: On the last play of the fourth quarter, Team A scores a touchdown to make the score 22-24. The period is extended for the PAT which is a successful two point try by pass, B24 is flagged for defensive pass interference.

Ruling: If the try is the last play of the game and the score is tied, the succeeding spot for enforcement of the penalty for the foul by B24 would be the start of overtime. If Team A begins the overtime period on offense, the snap will be from Team B's 10-yard line, 1st and goal. If Team A begins on defense, Team B will snap from Team A's 40-yard line, 1st and 10.

Comment: Whenever penalties carry over from the fourth quarter to overtime, from one overtime series to the next or from one overtime period to the next, it is crucial for the referee to give the offended captain the correct options clearly, not only during penalty administration, but also during the overtime coin toss.

Free Kick Mechanics:

Back Judge—On a free kick from Team K's 40-yard line, after handing the ball to the kicker and moving to the sideline—step back to the 35-yard line to make sure all players are in front of the 35-yard line then move to the 40-yard line to watch for possible encroachment and pop-up kicks.

Penalty Enforcement:

Play: Punt play. Receiving team player returns the ball to the 50-yard line where he is brought to the ground by the face mask and fumbles the ball. His teammate picks up the ball and advances to the 30. Do they have to decline the foul to get the ball at the 30 since it occurred during a "kick down?"

Ruling: You have two runs with two running plays and two basic spots. For fouls during the first run and ensuing fumble, the spot of the fumble, i.e. the end of the first running play is the basic spot. For fouls during the second running play, the basic spot is where the ball becomes dead. In your play, the FMM occurred during the first run which ended at the 50. To get the advance to the 30, R needs to decline the FMM foul and take the result of the play which is more advantageous yardage wise. Same play, but R's advance after the fumble only takes the ball to the K 45-yard line. In this case, it's more advantageous to take the penalty enforced from the 50 which would then take the ball down to the K 35.

Forward Pass...or Not???

Play: Shotgun formation... ball is snapped to the QB, the snap is high and the QB leaves the ground to catch the ball and before contacting the ground subsequently "passes" the ball forward to a receiver. Is this a forward pass? Since he didn't make contact with the ground, did he "possess" the ball? Rule 2-31-1 says he can't pass the ball without "possession." Did the QB establish possession?

Ruling: This is a forward pass per Rule 2-31-1 because a ball in player possession was thrown forward. Rule 2-34-1 says there are three ways to gain player possession: catch it, recover it, or control it after the ball has been snapped or handed. Control is not further defined and there is no requirement to have a foot on the ground to have control. This is not a bat under Rule 2-2 because the ball was not slapped or struck.

Training Videos:

Brad has started posting chapters from the 2018 LeMonnier series to the Central Hub. I would like to add plays from Oregon games; please send me any that you come across. Thanks!