

NHSOA Newsletter



<h1>N</h1>	<h2>Neutral Zone</h2> 
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NSAA REMINDERS

2016 RULE CHANGE

COLOR RESTRICTIONS REMOVED FROM TOOTH AND MOUTH PROTECTORS (1-5-1d(5)a):

Completely clear or completely white tooth and mouth protectors are no longer prohibited.

Tooth and mouth protectors shall include an occlusal (protecting and separating the biting surfaces) portion and include a labial (protecting the teeth and supporting structures) portion.

***NOTE FROM NSAA – The rule does not include color restrictions nor does it prohibit the use of tooth and mouth protectors with colors or designs, such as teeth / fangs.**

If the tooth and mouth protector contains words that are insulting or vulgar, the tooth and mouth protector would be considered unsportsmanlike conduct.

OFFICIALS CLASSIFICATION

To officiate varsity contests you must be classified as either “Registered”, “Approved” or “Certified”. You can confirm your classification on your login page under the header “Your Account Information”. Below are examples of what should appear on your login page:

- Football – Registered for 2016-2017, Classification: R
- Football – Registered for 2016-2017, Classification: A
- Football – Registered for 2016-2017, Classification: C

If your information does not include one of the classifications as shown above, you are not permitted to officiate any varsity contests and you need to contact the NSAA immediately.

***NOTE TO CREW CHIEF – YOU ARE RESPONSIBLE FOR THE STATUS OF YOUR CREW AS WELL AS ANY OTHER OFFICIAL THAT MAY SUB ON YOUR CREW.
YOU MUST CHECK THE OFFICIALS’ ROSTERS VIA YOUR LOGIN PAGE BEFORE ALLOWING ANY OFFICIAL TO WORK A VARSITY CONTEST.**

PART 2 TEST

The Part 2 test opened on September 7th and will close on September 12th. The year in which you are required to take the test is listed on your login page under the “Online Tests” header. **Although you are only required to take the test every 5 years to maintain a “Registered” or “Approved” status and every 3 years to maintain a “Certified” status, it is my strong recommendation that you take the test every year or at a minimum every other year to avoid any confusion and potential penalties.** The Part 2 test provides another opportunity to learn the rules as well as the application of the rules.

FIRST TOUCHING

Remember to “bag” the location of first touching on all free kicks and scrimmage kicks. It is also important to use the appropriate signal (S16) when communicating that a first touching situation has occurred.

16



**First touching (NFHS)
Illegal touching**

NFHS & NSAA POINT OF EMPHASIS

LEGAL JERSEYS, PANTS AND PADS (RULE REFERENCE 1.5.1b(1), 1.5.1d(2), 1.5.1d(3), 1.5.1e, 1.5.4, 1.5.5, 1.5.6)

In order to provide for the safety and protection of all participants, players are required to wear equipment and uniforms which are properly fitted and worn in the manner intended by the manufacturer. **Jerseys are required to completely cover the shoulder pads and any auxiliary pads, such as rib pads or back pads. Pants must completely cover the knees and knee pads, and knee pads must be worn over the knee.** It is becoming more common to see the sleeves of jerseys slide up over the top of the shoulder pad, thus exposing a portion of the pad or untucked jerseys that do not cover the back pads. Additionally, many players wear pants that slide up during use, thus exposing the knee pad or the knee. **Due to the potential for injury to either the player wearing such jersey, pants or pads, or to an opponent, it is essential that players not be permitted to participate unless their jerseys and pants fully comply with the rules.** A player whose jersey or pants slide up during game action must immediately make an adjustment to the garment to ensure that it covers all pads and protective equipment or, in the case of pants, fully covers the knees and knee pads. **If adjustment to the jersey or pants during a dead-ball period cannot be made, the player should not be permitted to continue as a participant on the field of play. Game officials should not permit the ball to become live when they observe any player whose jersey or pants fail to comply with the rules.**

REQUIRED EQUIPMENT

Each player shall participate while wearing the following pieces of properly fitted equipment, which shall be professionally manufactured and not altered from the manufacturer's original design/production to decrease protection:

1. A helmet which met the NOCSAE test standard at the time of manufacture and has the visible exterior warning label regarding the risk of injury.
2. A face mask which met the NOCSAE test standard at the time of manufacture.
3. The helmet must be secured by a properly fastened chin strap with at least four attachment points.
4. A legal jersey with Arabic numbers 1-99 inclusive on front and back which must reach the top of the pants and shall be tucked in if longer.
5. Hip pads with a tail bone protector.
6. **Knee pads worn over the knees.**
7. **Shoulder pads and any hard surface attachments fully covered by a legal jersey.**
8. Thigh guards
9. A tooth and mouth protector which includes an occlusal and labial portion covering the posterior teeth with adequate thickness.
10. **Pants which cover the knees and knee pads.**

11. Shoes, and if with cleats, they must meet specifications.

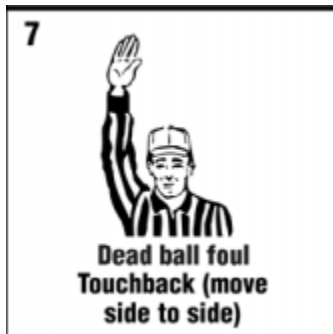
A game official will not permit a player to participate if he/she is not equipped with all mandatory items.

Dead Ball Violations

NFHS Rule 3.6.2d – Failure to wear legal or required equipment when the ball is about to become live.

PENALTY – Delay of Game – (S7-21-23) – 5 yards, succeeding spot

THE PLAYER SHALL NOT BE ALLOWED TO PARTICIPATE UNTIL THE CORRECTION HAS BEEN MADE.



Live Ball Violations

NFHS Rule 1.5.6 – Each player shall properly wear the mandatory equipment while the ball is live.

NFHS Rule 9.9 – No player shall fail to properly wear required equipment during a down. See 3.2.6d for failure to wear equipment when the ball is about to become live.

PENALTY – Failure to wear mandatory equipment during the down – (S27-23) – 5 yards, succeeding spot

THE PLAYER SHALL NOT BE ALLOWED TO PARTICIPATE UNTIL THE CORRECTION HAS BEEN MADE.

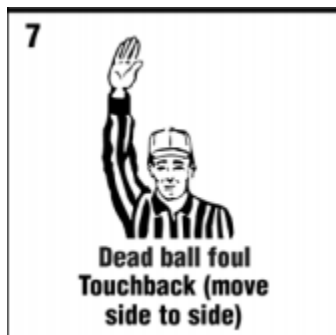


Subsequent Violations

NFHS Rule 9.8.1h – Failure of the head coach, following verification, to have his/her player(s) wear or use legal and/or required equipment.

PENALTY – Nonplayer foul charged to Head Coach – (S27) or (S7-27, if dead ball) – 15 yards, succeeding spot

THE PLAYER SHALL NOT BE ALLOWED TO PARTICIPATE UNTIL THE CORRECTION HAS BEEN MADE.



2016 NFHS / NSAA POINTS OF EMPHASIS

1. Risk Minimization

- When in Question – “Defenseless or Not = Defenseless” “Excessive/Unnecessary or Not = Excessive/Unnecessary”

2. Legal and Illegal Blocks (Rule 9.3) (Defenseless, Butt Blocking, Targeting, Blocking Below the Waist / In the Back, Chop Blocks, Clipping, etc...)

- Combination Blocks
- Blocker 1 High and Blocker 2 Low = Chop Block
- Blocker 1 Low and Blocker 2 Low – Legal Block
- Blocker 1 High and Blocker 2 High = Legal Block

3. Legal Jerseys, Pants and Pads

- Do not relent when enforcing these rules as the season goes on. We must be consistent each and every week.

4. Unfair Acts

“MOMENTUM”

NFHS RULE 8 (Refer to Section 5 Article 1, 2, 3 & 4)

SECTION 5 – FORCE, SAFETY & TOUCHBACK

ART. 1 ... 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 a grounded backward pass, kick or fumble.

- a. The muffing or batting of a pass, kick or fumble in flight is not considered a new force; and
- b. The accidental touching of a loose ball by a player who was blocked into the ball is ignored and does not constitute a new force.

CASE BOOK REVIEW (PAGE 66-69)

8.5.1 SITUATION A – E

8.5.2 SITUATION A – H

8.5.3 SITUATION A – C

The first two weeks of the season have gone well. The NSAA appreciates your dedicated service to the NSAA and their member schools.



Helpful Pointers/Tips for Crews and Positions

Referee (R) = Communicate balls away on pass plays, scrimmage kicks, FG attempts. Sound whistle immediately on PAT attempts when ball is kicked.

Umpire (U) = Back out after RFP is blown (do not have to stay over ball until offense gets up to LOS)

Linesman(HL)-LineJudge (LJ) = Hold your position on the LOS until receiver(s) on your sideline have gone downfield 10-12 yards. Don't be in a hurry to get downfield when you read pass.

BackJudge (BJ) = New mechanic....get arm raised above head to start the 5 second count. When arm is raised over head that starts your count.

General Coverage

Always try to be in your proper position to provide the best look and coverage. Hustle, but never, ever get in a hurry. Each official has a responsibility and the others are counting on you to be where you're supposed to be, and when you're supposed to be there. Please follow the 5-man mechanics as outlined in the official's manual. Spend time reviewing everyone's responsibilities. It is not enough that you only know the mechanics for your position. In order to do your job effectively, you must also know what the other official's mechanics and responsibilities are. Study the entire mechanic book, there is lots of good information in the manual, and the NSAA is expecting us to comply with the mechanics.

Always be able to box every play in with at least three angles. That does not mean the whole crew should be ball watching, but that's where most of the action is, and the officials must be sure they have all angles covered. Wings must use outside in coverage. R, Ump and BJ must use inside out coverage.

Running Plays

Initially, R has the runner until he gets to the line. R watches for blocks on line at the snap. Wings, watch for blocks in front of the runner. Be ready to spot progress. Ump, watch blocks along the line in front of the runner. BJ, cover all players deep. Opponents can never be behind you. Take wide angle for cleanup coverage. Use accordion affect to help after plays.

As runner gets to the line and beyond, R has clean up. Wings pick up runner and cover him. Ump, watch blocks around runner. BJ, still keep deep coverage, and blocks in front of runner.

Wings, as you move along the sideline begin with a slide and glide technique. Keep your back parallel to the sideline, let the play come to you, slide with the play downfield your back is still parallel with the sideline, then trail the play if it breaks by turning and running. Long runs will require a lot of help from BJ and Ump.

Passes

Initially, R watches for blocks on line then focus on the QB. Therefore, R oftentimes won't know what's happened downfield, so you'll have to let R know whether there is a completion, incompleton or penalty. R will be responsible for passes thrown from beyond the neutral zone. Ump, watch initial blocks, watch for tipped passes, watch for illegals downfield. Wings and BJ, know who your receivers are. Strength is to the side with the most receivers. BJ, favor that side, but never outside the hashes to start. Begin lined up on the upright on strength side. You have the receiver on the end of line. If trips you have the two outside receivers. Wings and BJ, you must know these keys. Remember, these are only initial keys, and you're only watching to be sure your receivers are not being held coming off the line. If the DBs aren't pressing the receivers at the snap, don't get hung up on the coverages.

Wings cover receivers in your area, but you must also know if the QB is scrambling. You must alternate coverage between your receivers and the QB.

BJ, you must always be deeper than all players. Never get beat deep. You have the goal line. Maintain inside out coverage. Keep about 10 yards away from the play, which means you may need to be outside the hashes as the play develops and ends. At the snap, do not make your first move backward.

Intentional grounding calls are difficult for the crew to make, since in most cases R will be covering the quarterback, and won't know if there are eligible receivers in the area. Therefore, if any of you have a ball thrown into an area where there is no eligible receiver anywhere in the area, and you feel the QB is trying to conserve loss of yardage or time, get on your whistle immediately and get R's attention. R will be responsible for throwing the flag at the spot of the pass. This particular penalty requires a lot of crew teamwork and communication.

A ball thrown OB can be grounding. In this case, be sure there is no one close to the area. Remember, the rule says receiver in the area, it does not say anything about the ball being catchable. Also Federation rules make no reference to “the tackle box,” or the pass “crossing the neutral zone.”



SITUATIONS

Case Book Review (Page 66-69)

8.5.1 Situation A- E

8.5.2 Situation A-H

8.5.3 Situation A-C

8.5.1 SITUATION A:

R1 returns the second half kickoff to K's 10 and fumbles: (a) the ball rolls into K's end zone; or (b) K1 attempts to recover and forces the ball into his own end zone.

In both cases, the ball is in K's end zone and no player of either team attempts to recover. The referee, after waiting a few seconds, sounds his whistle.

RULING: It is a touchdown for R both in (a) and (b) as the fumbling team retains possession. (8-2-1c; 8-5-2b)

8.5.1 SITUATION B:

It is first down and 10 on A's 12. A fumble by A1 is still rolling slowly on A's 4-yard line. During an attempt to recover the ball, A2 pushes B1 into the ball causing the ball to roll across the goal line where it is recovered by:

- (a) A3 who is downed there; or
- (b) A4 who advances to A's 15; or
- (c) B2 who is downed immediately.

RULING: Safety in (a). In (b), it is A's ball on the 15 and the next down is second and 7. In (c), it is a touchdown. (2-13-1; 7-4-2; 8-5-2b)

8.5.1 SITUATION C:

A scrimmage kick by K1 from his own end zone is muffed in flight beyond the neutral zone by R1 and rebounds into the end zone where it is recovered by K2. The ball becomes dead in the end zone when K2 is tackled there.

RULING: This is a safety because the force which put the ball into the end zone was still the kick by K1. R will be awarded 2 points and K will free kick from K's 20-yard line. (8-5-2b)

8.5.1 SITUATION D:

It is first down and 10 on A's 3. Runner A1 fumbles on his 2-yard line. B1 intentionally kicks the loose ball which is:

- (a) on A's 2; or
- (b) in the end zone.

The ball then goes out of bounds behind the goal line.

RULING: Undoubtedly, Team A will decline the penalty in (a) and take the touchback. A will accept the penalty in (b), because declining it would give B a safety. (8-5-2b, 8-5-3c; 9-7-1)

8.5.1 SITUATION E:

A1's forward pass is intercepted in B's end zone by B1 who attempts to advance, but is downed there. B2 clips at B's 3:

- (a) during B1's run, or
- (b) after B1 is downed.

RULING: It is a touchback in both (a) and (b) and the basic spot is the succeeding spot. In (a), it is first and 10 for B from B's 1½-yard line. In (b), the dead-ball foul will be penalized from B's 20 resulting in first and 10 from B's 10-yard line. (8-5-3d; 10-4-4d)

8.5.2 SITUATION A:

R1 makes an over-the-shoulder catch of a scrimmage kick on his own 2-yard line, running full speed in the direction of his own goal line. His momentum carries him into the end zone with the ball.

RULING: Since the momentum of R1 carried him into his own end zone, if the ball becomes dead in his possession in the end zone, it will be R's ball at the spot of the catch. This also would be true if the ball went out of bounds behind the goal line after R1's momentum carried him there and he was last in possession of the ball. (8-5-2a Exception)

8.5.2 SITUATION B:

With fourth and 3 from his own 10-yard line, the scrimmage kick by K1 is blocked so that it rebounds into K's end zone and:

- (a) is muffed out of bounds in the end zone by either K or R; or
- (b) is simultaneously recovered in the end zone by K2 and R1.

RULING: In (a), it is a safety. R will be awarded 2 points and K will put the ball in play by a free kick from its 20-yard line. It is a touchdown for R in (b). (8-2-1b; 8-5-1; 8-5-2b; 2-36-2)

8.5.2 SITUATION C:

K1's punt is blocked on K's 5-yard line and the ball is slowly rolling near the goal line. R1 attempts to recover and just barely touches the ball. The ball then rolls into the end zone where K2 falls on it.

RULING: The covering official will have to judge whether or not a new force resulted from R1's touch. The covering official must decide whether the original force was such that the ball could have gone into the end zone regardless of the muff. If the covering official has doubt, he will rule that the force was supplied by the kick, thus resulting in a safety. If the covering official rules R1 supplied the force, it is a touchback. (8-5-2b)

8.5.2 SITUATION D:

Fourth and 15 for A from its own 8-yard line. A1 is in punt formation and receives the snap in his end zone, but fumbles the ball. A1 quickly recovers and throws a forward pass to ineligible A2, who is also in the end zone. A2 muffs the ball and it falls incomplete.

RULING: If B accepts the penalty for A2's illegal touching, it results in a safety. If B declines the penalty for the foul by A2, the result is B's ball first and goal from A's 8-yard line. (5-1-3c; 7-5-13 Penalty; 8-5-2c; 10-5-6)

8.5.2 SITUATION E:

B1 intercepts a pass on B's 4-yard line with his momentum taking him directly toward his goal line:

- (a) B1 fumbles on the 1-yard line, or
- (b) B1 is contacted by A2 and the ball comes loose on the 2-yard line.

In both cases B2 recovers the ball in B's end zone and is downed there.

RULING: It is a safety in both (a) and (b). Once B1 gained possession in the field of play, he is responsible for the fumble which is the force which put the ball into the end zone. Had B1 not fumbled, the momentum exception would have been in effect.

8.5.2 SITUATION F:

B1 intercepts on his own 4-yard line and his momentum takes him into B's end zone.

- (a) B1 advances out of the end zone and runs to his own 35-yard line; or
- (b) B1 runs out of the end zone then circles back into it and is downed there; or
- (c) B1 is hit and fumbles and A1 falls on the loose ball in the end zone; or
- (d) B2 holds A1 in the end zone as B1 is downed there.

RULING: Legal advance in (a). In (b), it is a safety. Once B1 advances out of the end zone as in (a) or (b), the exception is canceled and action thereafter dictates the result of the play. Touchdown for A in (c). In (d), the foul by B2 occurred in the end zone behind the basic spot resulting in a safety. (7-5-4; 8-2-1; 8-5-2a Exception; 10-4-3; 10-6)

8.5.2 SITUATION G:

B1, while in full stride at B's 2-yard line

- (a) intercepts a backward pass;
- (b) intercepts a fumble; or
- (c) recovers a grounded fumble or backward pass and his momentum carries him into his end zone where he is downed.

RULING: In (a),(b) and (c) the ball would belong to B at the spot where the backward pass or fumble was intercepted or recovered as the momentum exception applies.

8.5.2 SITUATION H:

R1, while in full stride at his 2-yard line

- (a) catches a punt over his shoulder; or
- (b) recovers a grounded punt.

His momentum carries him into his end zone where he is downed.

RULING: In (a) and (b) the ball would belong to R at the spot where the punt was caught or recovered as the momentum exception applies.

8.5.3 SITUATION A:

With fourth down and 7 from K's 10, K1 punts from the end zone. The kick is partially blocked and is just barely moving at K's 2-yard line when R1's muff provides a new force which moves the ball into, and out of, the end zone.

RULING: Touchback. Because it was the new force by R1 which caused the ball to go out of K's end zone, the result is a touchback instead of a safety. (2-13-1; 8-5-3b)

8.5.3 SITUATION B:

K1 kicks off to start the second half. The ball is rolling on R's 7-yard line when R1:

- (a) accidentally, or
- (b) intentionally kicks the ball into his own end zone where R2 recovers.

Is the kick by R1 in either (a) or (b) a new force? If the action is a foul, where is it penalized from?

RULING: It is not a new force in either (a) or (b), as force is not a consideration on kicks going into R's end zone. Even though the ball was kicked by R1, the kick had not ended. The contact in (a) is ignored, because it was not an intentional act. In (b), the kick is illegal, and if the penalty is accepted, it is enforced from the previous spot. If the penalty is declined, it is a touchback by rule. In both (a) and (b), the ball becomes dead when the kick breaks the plane of R's goal line. (2-13-4; 9-7-1; 10-6)

8.5.3 SITUATION C:

B1 intercepts a forward pass in his end zone and then passes backward to B2 who:

- (a) muffs the ball so that it goes out of bounds across the sideline behind the goal line; or
- (b) bats the ball over the end line.

RULING: In both (a) and (b), the force which put the ball into the end zone was the pass by A1. When B2 muffed the backward pass out of bounds in the end zone or batted the backward pass in flight so that it went over the end line, the result is a touchback. It will be first and 10 for B from its 20-yard line. (8-5-3c; 9-7-2)



OBSERVERS Comments

Wings need to get all the way into the restricted area after each play, and then adjust to the formation if necessary. They may have to hustle a little. Remind teams verbally or with hand signals to get back as

the snap is eminent. If they have to detour on to the playing field to avoid someone in the restricted area, give a sideline warning the first time - period. Keep coaches off the field when giving O or D signals. Linesman need to instruct the chain crew and down marker carrier to get back at least two yards off the sideline - for their protection and to give him the space he needs.

2016 EVALUATION FORM

At the bottom of your NSAA Login Page you will find the heading "Observations". Upon opening that tab you will see the link "View Observations from Previous Years". Please take the time to review your previous observations and make the necessary corrections as you move forward. The observation form is very specific and the feedback that the observers provide is important as you continue to improve as officials. If you do not have an observation on file please study the blank observation form that is available on your login page. I also included the link below.

Football Officials: [Preview the Football Crew Evaluation Form](#) (Observers will use this form to evaluate the work of your crew.)

A

All-Purpose Yardage



Announcements



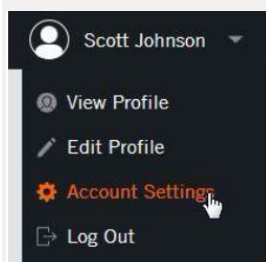
NHSOA has recently joined with HUDL to provide members the opportunity to review games they've worked from local high schools.

NHSOA Football Official,

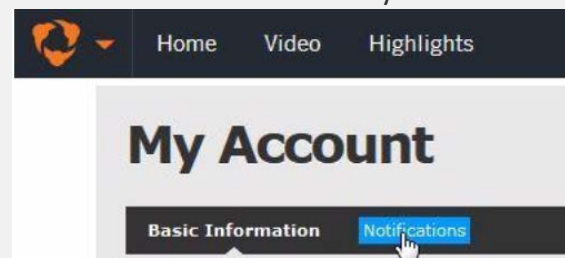
By now you have all received access to HUDL. In its simplest form, HUDL is software which allows coaches to exchange and view game film. The NHSOA has purchased HUDL as a way for officials to review game film and self-evaluate. This software is one of the growing numbers of information, training, and educational tools provided by the NHSOA to help our officials with their avocation. This software is not to be used as a means to critique other officials, nor to scout coaches or teams.

If you have used HUDL previously some of this information you may already know. However, for those that have not used HUDL, you should have received an email from HUDL requesting you to create a password to complete the setup process. Please check your spam folders if you have not received this email. The NHSOA will use the email address on file with the NSAA for creating your HUDL account. You will use this email address and newly created password to access the HUDL software.

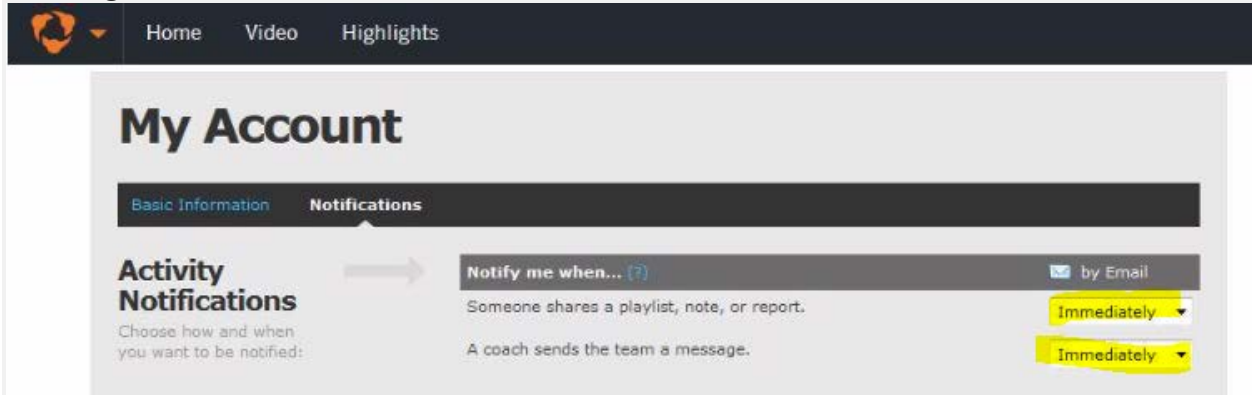
Once logged into HUDL, find Account Settings under your name in the top right corner.



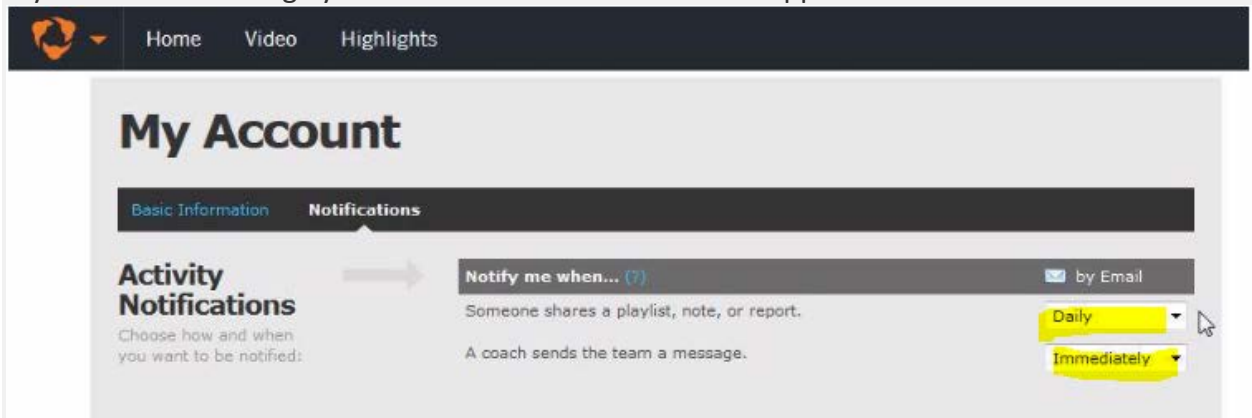
Select Notifications in the My Account section:



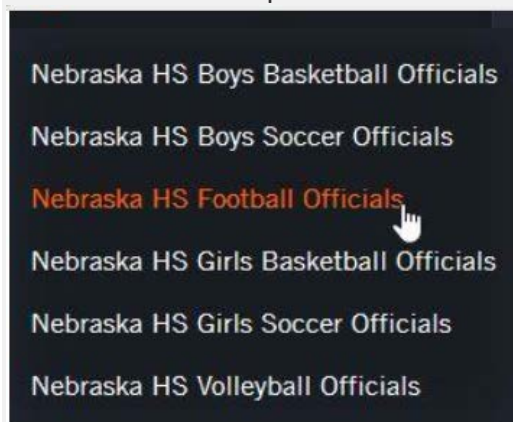
It is recommended to change the “Notify me when...Someone shares a playlist, note, or report” to Daily in the dropdown list. HUDL generates an email whenever a new game film is shared and with the volume of game film received you may receive several notifications per day. The Daily option will gather all notifications into one email which will be sent at the end of the day, reducing the amount email an official will receive.



If you make this change your Notifications sections should appear as this:



If you are an NHSOA official of multiple sports, you may need to select the Nebraska HS Football Officials link the drop down list in the upper left corner by the Hudl logo (as shown below):



After selecting which type of game film you want to review, select the Video link at the top of the page.



You will be presented with a listing of dates on the right-hand side of the screen. Choose the appropriate date and click on the game link. The video will start to play on the left of the screen.

Not every game will be available on HUDL. There are several reasons this may occur.

- Not every school uses HUDL
- Schools are slow to send game film
- There are issues with the film (not recorded, weather, problems with upload, etc.)

Ultimately, when the NHSOA receives film is solely up to the schools and their ability to send it to us. The film will be available to you as soon as the administrator receives it. Once the game film is received you will get an email from HUDL stating the game is now available to view, either immediately or at the end of the day (depending on your Notification settings).

If you do not intend to utilize the HUDL software, please contact the HUDL Administrator to disable your account. This will prevent unnecessary emails being sent to you.

If you have any questions regarding HUDL please contact the HUDL Administrator listed below.
NHSOA HUDL Administrator:
Scott Johnson – sjohnson@mccookbison.org