

**Week #1**



---

# SCFOA Rules Webinar

---

SCFOA MAY 11, 2020

---

# AGENDA

---

**Icebreaker**

---

**Introduction**

---

**Key Rules**

---

**Game Management**

---

# 2 TRUTHS & 1 LIE

- JEFF COCKRELL

1. I have never watched any of the movies in the “Stars Wars” series.
2. One of my favorite foods is sushi.
3. I once spent five days in the hospital following a motorcycle accident.

---

# 2 TRUTHS & 1 LIE

- CHARLIE WENTZKY

1. I once worked as a basketball official.
2. I killed my first deer at age 13.
3. Bruce Hulion worked my last high school football game.

---

# INTRODUCTION

- Course layout
- Very basic stuff to start out
- Microsoft Teams (or other team communication application) later on
- There will be glitches, I'm sure
- *Generally* Monday and Thursday
- Send us feedback!
- Recording

---

# INTRODUCTION

- Hope to provide consistency among crews across the state
- Videos as the rules allow
- Guest speakers
- Have fun!
- Thoughts from Jeff and Charlie

---

# KEY RULE 1-LINERS

- Inclement weather prior to start of game: Who makes the call to start?

---

# KEY RULE 1-LINERS

- Inclement weather prior to start of game: Who makes the call to start?
- Mandatory warm-up period: When to flag head coach?



---

# KEY RULE 1-LINERS

- Inclement weather prior to start of game: Who makes the call to start?
- Mandatory warm-up period: When to flag head coach?
- Coin toss and max of four captains at midfield: Any exceptions?

---

# KEY RULE 1-LINERS

- Inclement weather prior to start of game: Who makes the call to start?
- Mandatory warm-up period: When to flag head coach?
- Coin toss and max of four captains at midfield: Any exceptions?
- No visible game clock: Do we provide time to teams more than once (4:00 mark)?

---

# KEY RULE 1-LINERS

- Inclement weather prior to start of game: Who makes the call to start?
- Mandatory warm-up period: When to flag head coach?
- Coin toss and max of four captains at midfield: Any exceptions?
- No visible game clock: Do we provide time to teams more than once (4:00 mark)?
- No slaughter rule in SC
  - Use 3-1-3 to shorten periods or terminate game

---

# KEY RULE 1-LINERS

- Inclement weather prior to start of game: Who makes the call to start?
- Mandatory warm-up period: When to flag head coach?
- Coin toss and max of four captains at midfield: Any exceptions?
- No visible game clock: Do we provide time to teams more than once (4:00 mark)?
- No slaughter rule in SC
  - Use 3-1-3 to shorten periods or terminate game
- SCHSL uses NFHS O.T. rules

---

# KEY RULE 1-LINERS

- Shortening periods; shortening games; terminating games

---

# KEY RULE 1-LINERS

- Shortening periods; shortening games; terminating games
- Halftime lengths
  - Rule change for 2020! 1:00 **if** a 30:00 suspension occurs with less than three minutes left in 2nd period **and** both coaches agree
  - Still need 3:00 mandatory warm-up period!!

---

# KEY RULE 1-LINERS

- Shortening periods; shortening games; terminating games
- Halftime lengths
  - Rule change for 2020! 1:00 if a 30:00 suspension occurs with less than four minutes left in 2nd period **and** both coaches agree
  - Still need 3:00 mandatory warm-up period!!
- Band on field at end of halftime = delay of game

---

# KEY RULE 1-LINERS

- Shortening periods; shortening games; terminating games
- Halftime lengths
  - Rule change for 2020! 1:00 if a 30:00 suspension occurs with less than four minutes left in 2nd period **and** both coaches agree
  - Still need 3:00 mandatory warm-up period!!
- Band on field at end of halftime = delay of game
- Ending periods: Sloooooooooow down!



---

# KEY RULE 1-LINERS

- Shortening periods; shortening games; terminating games
- Halftime lengths
  - Rule change for 2020! 1:00 if a 30:00 suspension occurs with less than four minutes left in 2nd period **and** both coaches agree
  - Still need 3:00 mandatory warm-up period!!
- Band on field at end of halftime = delay of game
- Ending periods: Sloooooooooow down!
- Extending periods

---

# EXTENDING THE PERIOD

- With 10 seconds remaining in the second quarter, Team A has the ball on A's 40 yard line. QB, A1, muffs the snap and B1 recovers and begins to run toward A's goal line. At A's 20 yard line, B1 realizes that he is about to be tackled and attempts a backward pass to B2. The ball goes forward and B2 catches the pass and runs into the end zone for a touchdown. Team A accepts the illegal forward pass penalty, which negates the score. Time for the second quarter expired during B1's run. **RULING:** Team B is given an untimed down at A's 25 and the period is extended.

---

# EXTENDING THE PERIOD

- False
- A period shall not be extended by an untimed down if during the last timed down of the period, one of the following occurs: a. When the defense fouls during a successful try/field goal and the offended team accepts the results of the play with enforcement of the penalty from the succeeding spot. b. There was a foul by either team and the penalty is accepted for: 1. unsportsmanlike fouls, 2. non-player fouls, 3. **fouls that specify a loss of down**, 4. fouls that are enforced on the subsequent kickoff as in Rule 8-2-2, 8-2-3, or 8-2-4; or 5. fouls which enforcement, by rule, result in a safety. (3-3-4b3)

---

# KEY RULE 1-LINERS

- Shortening periods; shortening games; terminating games
- Halftime lengths
  - Rule change for 2020! 1:00 if a 30:00 suspension occurs with less than four minutes left in 2nd period
- Band on field at end of halftime = delay of game
- Ending periods: Sloooooooooow down!
- Extending periods
- Downs: “One-down” penalty

---

# KEY RULE 1-LINERS

- New series: 1st/2nd/3rd down vs. 4th down

---

# KEY RULE 1-LINERS

- New series: 1st/2nd/3rd down vs. 4th down
- Correcting the down

---

# CORRECTING THE DOWN

- The game clock shows 0:01 remaining in the 4th period and the score is A-13 and B-12. Team A has the ball 4th and 3 on A's 10-yard line. The clock had been stopped for Team B's final timeout. QB A1 lines up 5 yards deep and takes the snap and kneels for the perceived final play. The clock shows 0:00. After the play and prior to the Referee holding the ball above his head to indicate the game is over, the LJ informs the Referee that a 5th down had been given to Team A. The Referee confirms that the LJ is correct. **RULING:** The Referee has authority to revert to where the ball was prior to the 5th down and it becomes B's ball, 1st and goal, with 0:01 showing on the clock.

---

# CORRECTING THE DOWN

- True
- The referee shall correct the number of the next down prior to the ball becoming live after a new series of downs is awarded and prior to the declaration of the end of any period. (5-1-1b)  
**The referee has authority to rule promptly, and in the spirit of good sportsmanship, on any situation not covered in the rules. The referee's decisions are final in all matters pertaining to the game. (1-1-6)**



---

# KEY RULE 1-LINERS

- New series: 1st/2nd/3rd down vs. 4th down
- Correcting the down
- Chains and a new series: Always 1st and 10(?)

---

# KEY RULE 1-LINERS

- New series: 1st/2nd/3rd down vs. 4th down
- Correcting the down
- Chains and a new series: Always 1st and 10(?)
- Downs ending near line-to-gain: Sloooooooooow down.

---

# GAME MANAGEMENT

- Use of radios

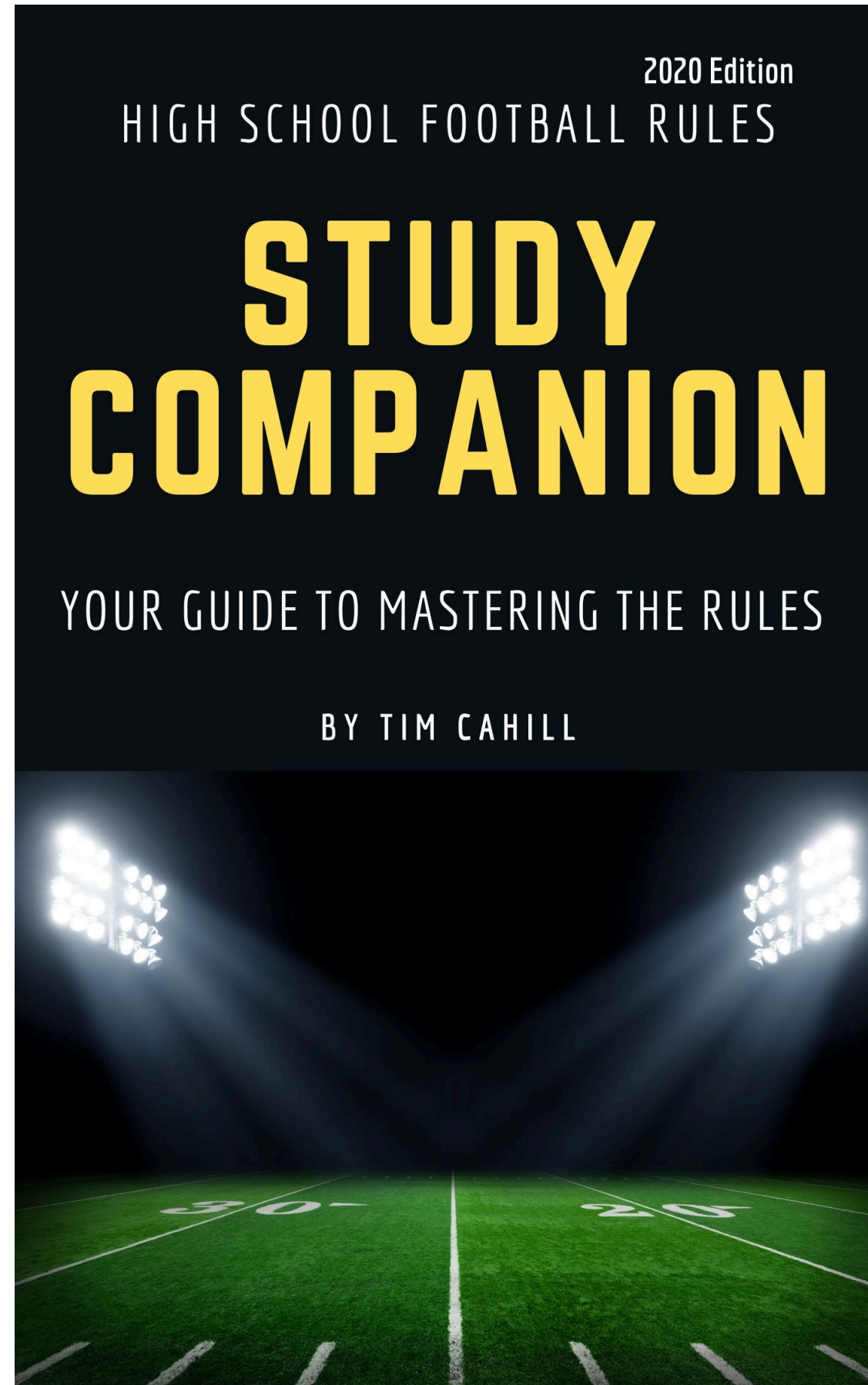
---

# Q & A

- Use chat function
- Use “raise hand” function

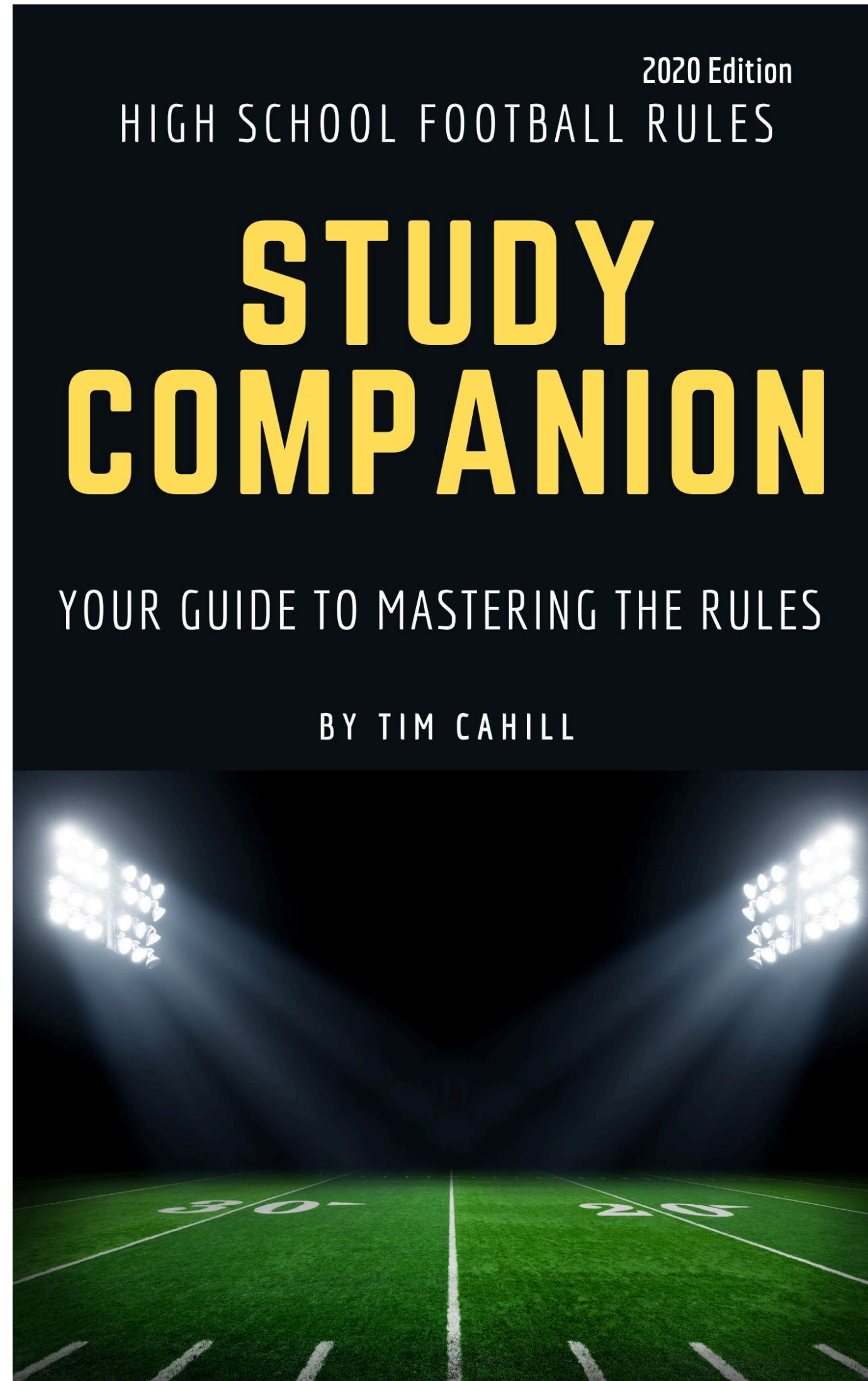
---

# SHAMELESS PLUG



## THE HIGH SCHOOL FOOTBALL RULES STUDY COMPANION

- Available in print and ebook format
- Available at Amazon



## THE HIGH SCHOOL FOOTBALL RULES STUDY COMPANION

- Available in print and ebook format
- Available at Amazon