



2023 OFFICIATING CLINIC
St. Paul's School
Covington, Louisiana

WHAT'S NEW FOR THE 2023 SEASON

Kevin G. Boitmann
August 5, 2023

TOPICS



FOOTBALL RULE CHANGES

Towels
Inbounds / Out of Bounds
Contacting Defenseless Receivers
Intentional Grounding
Intentional Pass Interference
Penalty Enforcement
Numbering Exceptions at End of
Quarters (LHSAA / LHSOA
Interpretation)



POINTS OF EMPHASIS

Assisting the Runner
Communication with Coaches
Game Management



MECHANICS

Switching Sidelines
Ball Mechanics
Clock Management

MINOR RULE CHANGES AND EMPHASIS



TOWELS

- One solid-color towel per player (not ball or penalty flag color)
- Manufacturer and School Logo OK (2 ¼")
- No need for same color for each player



HELPING THE RUNNER

- Can push the pile
- Cannot push, pull, lift the player
- Nothing new here
- Make it a real push



INTENTIONAL PASS INTERFERENCE

- No more allowance for an extra 15-yard penalty
- One penalty is everything



2023 PENALTY ENFORCEMENT



WHAT THE NEW RULE DOES

ELIMINATES EXCESSIVE OFFENSIVE PENALTIES

ELIMINATES LENIENT DEFENSIVE PENALTIES

KEEPS PUNITIVE PENALTIES FOR SOME OFFENSIVE FOULS

THE NEW RULE ACCOMPLISHES THIS BY LIMITING PENALTY ENFORCEMENT TO NO FURTHER BACK THAN THE PREVIOUS SPOT WITH A FEW EXCEPTIONS (“New Rule”)

NOT INTENDED TO CHANGE COMMON PENALTY ENFORCEMENT IN OTHER SITUATIONS

MOST PENALTIES CAN STILL BE ENFORCED UNDER THE ALL-BUT-ONE PRINCIPLE (“Old Rule”)

THINK OF THE NEW RULE AS A LIMITATION PRINCIPLE TO THE OLD RULE

NEW ENFORCEMENT RULE – SHORT VERSION

*You can use the “New Rule” and the “Old Rule”
Depending on When and Where the Foul Occurred*

TWO SETS OF FOULS TO CONSIDER



NEW

LIVE-BALL FOULS DURING
SCRIMMAGE DOWNS & BEFORE CHANGE OF POSSESSION



OLD!

ALL OTHER FOULS

CLARIFICATIONS OF RULE 10 WORDING

Ignore 10-4-5-e, f, & g

- Will lead to unintended and unfair enforcements in some situations
- For these situations, the basic spot is the end of the related run (10-4-8)
- Enforce under basic all-but-one principle & limited by the previous spot

Apply all-but-one principle for 10-4-5-d, 10-4-6, and Momentum

- If the offense fouls behind the succeeding spot (20 or momentum spot), penalize from the spot of the foul

10-4-7 & 10-5-2 apply only after change of possession

- If the situations in 10-4-7 or 10-5-2 occur before a COP, enforce from the previous spot

Spot foul enforcement in 10-4-4 is limited to offensive penalties

- There are no defensive spot fouls

**THESE CLARIFICATIONS ARE NOT INTENDED TO CHANGE THE RULE
THEY ARE INTENDED TO HELP REALIZE THE FULL PURPOSE OF THE RULE CHANGE**

NEW ENFORCEMENT RULE – SHORT VERSION

FOULS DURING SCRIMMAGE PLAYS AND OCCURRING BEFORE CHANGE OF TEAM POSSESSION

**NOTHING IS ENFORCED FROM BEHIND THE
NEUTRAL ZONE EXCEPT:**

Team A Foul in Own End Zone

SAFETY OPTION

(R can enforce from dead ball spot after kick)

Team A Foul For One of the Following:

Illegal Forward Pass, Intentional Grounding,
Illegal Kicking, Illegal Batting, Illegal
Participation (9-6-4-a; 9-6-4-g)

SPOT FOUL

NEW ENFORCEMENT RULE – SHORT VERSION

ALL OTHER FOULS DURING THE GAME

ENFORCE THE SAME WAY YOU DID
LAST YEAR

Use Basic All-But-One / 3-And-1 Enforcement
Under The “Old” Rule

NEW ENFORCEMENT CHECKLIST

GENERAL PRINCIPLE FOR ENFORCING UNDER NEW RULE



NEW ENFORCEMENT CHECKLIST

GENERAL PRINCIPLE FOR ENFORCING UNDER NEW RULE

LIMITED TO LIVE-BALL FOULS TREATED AS LIVE-BALL FOULS



NEW ENFORCEMENT CHECKLIST

GENERAL PRINCIPLE FOR ENFORCING UNDER NEW RULE

LIMITED TO LIVE-BALL FOULS TREATED AS LIVE-BALL FOULS

WHEN

WHERE

IF YOU DON'T HAVE BOTH THE "WHEN" & "WHERE," THEN USE THE "OLD RULE"—ALL-BUT-ONE ENFORCEMENT

NEW ENFORCEMENT CHECKLIST

GENERAL PRINCIPLE FOR ENFORCING UNDER NEW RULE

LIMITED TO LIVE-BALL FOULS TREATED AS LIVE-BALL FOULS

WHEN

WHERE

ENFORCEMENT 1

ENFORCEMENT 2

ENFORCEMENT 3

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NEW ENFORCEMENT CHECKLIST

GENERAL PRINCIPLE FOR ENFORCING UNDER NEW RULE

LIMITED TO LIVE-BALL FOULS TREATED AS LIVE-BALL FOULS

WHEN	WHERE	ENFORCEMENT 1	ENFORCEMENT 2	ENFORCEMENT 3
During Scrimmage Down <u>AND</u> Prior To Change Of Possession				

NEW ENFORCEMENT CHECKLIST

GENERAL PRINCIPLE FOR ENFORCING UNDER NEW RULE

LIMITED TO LIVE-BALL FOULS TREATED AS LIVE-BALL FOULS

WHEN	WHERE	ENFORCEMENT 1	ENFORCEMENT 2	ENFORCEMENT 3
During Scrimmage Down <u>AND</u> Prior To Change Of Possession	Related Run Ends Behind Neutral Zone <u>OR</u> Offense Fouls Behind Neutral Zone			

REMEMBER, YOU NEED BOTH THE “WHEN” & “WHERE” TO USE THE NEW RULE

NEW ENFORCEMENT CHECKLIST

GENERAL PRINCIPLE FOR ENFORCING UNDER NEW RULE

LIMITED TO LIVE-BALL FOULS TREATED AS LIVE-BALL FOULS

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NEW ENFORCEMENT CHECKLIST

GENERAL PRINCIPLE FOR ENFORCING UNDER NEW RULE

LIMITED TO LIVE-BALL FOULS TREATED AS LIVE-BALL FOULS

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NEW ENFORCEMENT CHECKLIST

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GO LEFT TO RIGHT FOR POTENTIAL ENFORCEMENT—END ZONE POSSIBILITY, BACKFIELD POSSIBILITY, PREVIOUS SPOT

NEW ENFORCEMENT CHECKLIST

GENERAL PRINCIPLE FOR ENFORCING UNDER NEW RULE

LIMITED TO LIVE-BALL FOULS TREATED AS LIVE-BALL FOULS

WHEN	WHERE	ENFORCEMENT 1	ENFORCEMENT 2	ENFORCEMENT 3
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FOR ALL OTHER FOULS, APPLY ENFORCEMENT AS IN PREVIOUS YEARS – BASIC ALL-BUT-ONE ENFORCEMENT

CASE PLAY EXAMPLES

A – 1/10 @ A-30. QB A1 is sacked for a loss at the A-25. During the play,
LT A77 held B99 at the A-27. Team B accepts the penalty.

LAST YEAR: A – 1/25 @ A-15. Enforce from the end of the related run.
THIS YEAR: A – 1/20 @ A-20. Enforce from the previous spot. 10-4-2-d.



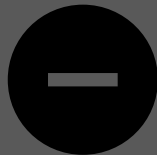
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CASE PLAY EXAMPLES

A – 3/10 @ A-30. QB A1 is deep in the pocket trying to find a passer. As B99 rushes to him, A1, from within the pocket, throws a forward pass from the A-23 to an area without an eligible receiver. Team B accepts the penalty.

LAST YEAR: A – 4/22 @ A-18. Enforce from the spot of the foul (offensive foul behind basic spot).

THIS YEAR: A – 4/22 @ A-18. Enforce from the spot of the foul. 10-4-4-c.



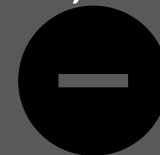
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CASE PLAY EXAMPLES

A – 4/10 @ A-5. Punter A1 punts from his end zone. B10 catches the punt at the 50 and runs to the A-20, where he is tackled. Before the kick, A5 held B2 in the end zone.

LAST YEAR: Safety or R – 1/G @ A-10.

THIS YEAR: Safety or R – 1/G @ A-10. 10-4-4-e; 10-5-1-j.



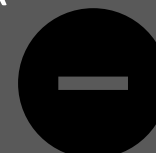
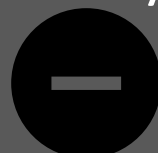
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CASE PLAY EXAMPLES

A – 3/10 @ A-30. RB A2 runs to the 50 yard line. During the run,
LT A77 held B99 at the A-35. Team B accepts the penalty.

LAST YEAR: A – 3/15 @ A-25. Enforce from the spot of the foul (offensive foul behind basic spot).

THIS YEAR: A – 3/15 @ A-25. Same as last year; 10-4-4-f (3-and-1 principle play).



WHEN	WHERE	ENFORCEMENT 1	ENFORCEMENT 2	ENFORCEMENT 3
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CASE PLAY EXAMPLES

A – 3/10 @ A-30. QB A1 is sacked for a loss at the A-20. During the play, B20 held WR A80 at the A-40. Team A accepts the penalty for defensive holding.

LAST YEAR: A – 3/10 @ A-30. Enforce from end of the run (basic spot).
THIS YEAR: A – 1/10 @ A-40. Enforce from the previous spot. 10-4-2-d.



WHEN	WHERE	ENFORCEMENT 1	ENFORCEMENT 2	ENFORCEMENT 3
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CASE PLAY EXAMPLES

A – 3/10 @ A-10. QB A1 retreats deep into his end zone with the ball, where B99 tackles him by the facemask. Team A accepts the penalty for a personal foul facemask.

LAST YEAR: A – 3/5 @ A-15. Enforce from goal line (10-4-7, 10-5-2)

THIS YEAR: A – 1/10 @ A-25. Enforce from the previous spot. (10-4-2-d; 10-5-2 clarification).



WHEN	WHERE	ENFORCEMENT 1	ENFORCEMENT 2	ENFORCEMENT 3
During Scrimmage Down <p style="text-align: center;"><u>AND</u></p> Prior To Change Of Possession	Related Run Ends Behind Neutral Zone <p style="text-align: center;"><u>OR</u></p> Offense Fouls Behind Neutral Zone	<u>Offensive Fouls In Offense End Zone</u> <p style="text-align: center;">SAFETY OPTION</p> (Team R can enforce a Team K penalty from where Team R will next put the ball in play)	<u>Offensive Fouls In Backfield For:</u> Intentional Grounding Illegal Forward Pass Illegal Kicking Illegal Batting Illegal Participation - Helmet Off - Enter During Down SPOT OF FOUL	<p style="text-align: center;">PREVIOUS SPOT</p>

ALL-BUT-ONE PRINCIPLE OR LIMITATION RULE?

IF THE ALL-BUT-ONE ENFORCEMENT SPOT
IS BEHIND THE NEUTRAL ZONE

ASK THE FOLLOWING ABOUT THE FOUL:	Live-Ball Foul Treated as Live-Ball Foul?	YES	IF ALL THREE ANSWERS ARE “YES” THEN ENFORCE UNDER THE NEW LIMITATION RULE
	Occurred During Scrimmage Down?	YES	
	Occurred Before Change of Team Possession?	YES	

IF THE ANSWER TO ANY QUESTION IS “NO,” ENFORCE UNDER ALL-BUT-ONE

IF ENFORCING UNDER NEW LIMITATION RULE

<u>Foul</u>	<u>Enforcement</u>
Team A Foul in Team A’s End zone	SAFETY
Team A Foul For: Int. Grounding, Illegal Fwd. Pass Illegal Kicking or Batting Illegal Participation As In 9-6-4a or 9-6-4g	SPOT OF FOUL
Any Other Foul By Either Team	PREVIOUS SPOT

SUMMING UP THE NEW ENFORCEMENT RULE

- REMEMBER THE PURPOSES OF THE NEW RULE
- PREVIOUS SPOT IS THE LIMITATION WITH FEW EXCEPTIONS
- APPLIES TO LIVE BALL FOULS IN SCRIMMAGE PLAYS BEFORE CHANGE OF TEAM POSSESSION
- FOR ALL OTHER FOULS, SAME ALL-BUT-ONE ENFORCEMENT FROM LAST YEAR
- WHEN IN DOUBT, ENFORCE FROM THE PREVIOUS SPOT



Rules 2-32-
16-d; 9-4-3-g

CONTACTING
DEFENSELESS
RECEIVERS



KEEP IN MIND THE FOLLOWING

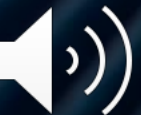
No player / nonplayer shall make any contact with an opponent, including a defenseless player, which is deemed unnecessary or excessive and which incites roughness

A defenseless player is a player who, because of his physical position and focus of concentration, is especially vulnerable to injury

A player initiating contact against a defenseless player is responsible for making legal contact

In Louisiana, a receiver in the act of attempting to catch a pass is always defenseless

• *Slightly different than NFHS definition, but it results in the same outcome*



EVOLUTION OF CONTACT AGAINST RECEIVERS

FORCEFUL BLOW-UP

- Much leeway given to players making contact

TARGETING

- Effort to get rid of hits to the head
- Foul to take aim and initiate contact to head / neck area

DEFINING ALLOWABLE CONTACT

- New rule provides three ways to legally contact receiver
- Complements prohibitions against targeting
- Similar to rules surrounding blindside blocks

CONTACT AGAINST RECEIVERS

- LEGAL FORCEFUL CONTACT TO RECEIVER
 - **Incidental contact** from **playing the ball**; OR
 - Attempt to tackle by **wrapping arm(s)** around the receiver; OR
 - Initiated with **open hands**
- EXCESSIVE AND UNNECESSARY CONTACT TO RECEIVER
 - **All other forceful contact**

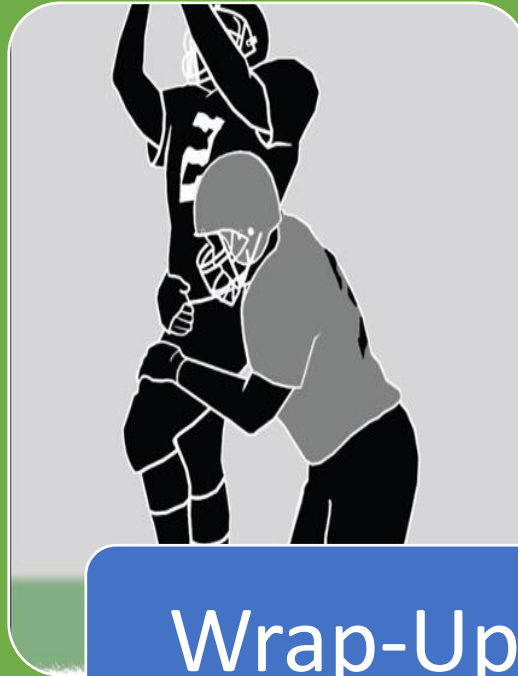
CONTACT MAY BE FORCEFUL, BUT IT MUST BE MADE LEGALLY AS DESCRIBED IN THE RULE



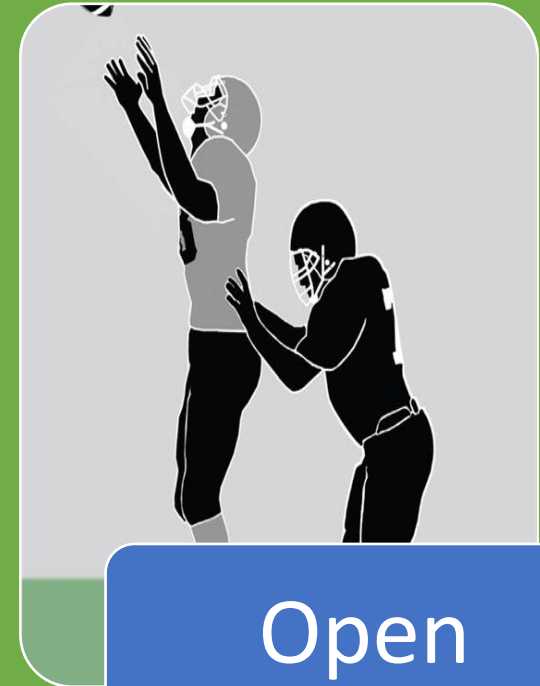
LEGAL CONTACT TO A RECEIVER



Incidental
Contact



Wrap-Up
Tackle



Open
Hands

**SIMILAR CONCEPT TO RULES ABOUT BLINDSIDE BLOCKS
IT IS LEGAL TO CONTACT A DEFENSELESS PLAYER, BUT ALL CONTACT MUST BE LEGAL**



Rule 2-29-1
EXPANDED
DEFINITION
OF
PLAYER OUT
OF BOUNDS



INBOUNDS & OUT OF
BOUNDS PLAYER

Rule 2-29-1

INBOUNDS & OUT OF BOUNDS PLAYER PREVIOUS YEARS

OUT OF BOUNDS PLAYERS

- Any part of player is touching anything, other than a player or game official that is on or outside the sideline or endline.
 - *Requires a player to be touching something out of bounds*

INBOUNDS PLAYER

- Not really defined.
- Basically, a player who is not out of bounds.
 - *Player who is not touching something out of bounds*

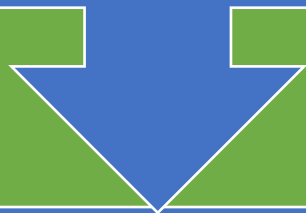
WHAT ABOUT AN AIRBORNE PLAYER?

*IF AIRBORNE PLAYER IS NOT TOUCHING OUT OF BOUNDS, THAT PLAYER WAS INBOUNDS
THE NEW RULE CHANGES THIS BY AMENDING WHO IS OUT OF BOUNDS*

INBOUNDS & OUT OF BOUNDS PLAYER NEW RULE

OUT OF BOUNDS

Any part of player is touching anything, other than a player or game official that is on or outside the sideline or endline.



AND

Player maintains the status from where player left the ground until returning to the ground



INBOUNDS & OUT OF BOUNDS PLAYER NEW RULE

AIRBORNE PLAYER

In or out depending where the player was when leaving the ground

Player maintains the status from where player left the ground until returning to the ground

*Leaves from OOB =
OOB while airborne*

*Leaves from IB =
IB while airborne*



INBOUNDS & OUT OF BOUNDS PLAYER WHAT THIS MEANS FOR THE GAME

AIRBORNE PLAYER TOUCHES LOOSE BALL

- If Player left ground from OOB, ball is dead when touched (even if forced OOB)
- If player left ground from IB, ball remains alive
- If player left from OOB but reestablished IB and touches ball, ball remains alive

IS TOUCHING THE BALL WHILE OOB A FOUL?

- Player **INTENTIONALLY** OOB and touches the ball, FOUL (ILP – 9-6-2) (*Rare*)
- Player **ACCIDENTALLY** OOB and is airborne from that spot NO FOUL (*Normal*)
 - *But, A / K player can't go OOB on own and return IB (and participate) (ILP - 9-6-1)*

MECHANICS

- Perimeter officials already look for whether a player goes OOB
- Know if player leaves the ground from OOB and if player reestablishes IB



INTENTIONAL GROUNDING THROW AWAY EXCEPTION UPDATE

INTENTIONAL GROUNDING – THROW AWAY RULE RULE 7-5-2d EXCEPTION 2. **LAST YEAR**

It is legal for a player to conserve yardage by intentionally throwing an incomplete forward pass if:

- a. The passer has possessed the ball beyond the lateral boundary of the free blocking zone; and**
- b. The pass reaches the neutral zone including the extension beyond the sideline.**

*The area inside the lateral boundaries of the free-blocking zone is sometimes referred to as **the pocket** or **the tackle box**.*

INTENTIONAL GROUNDING – THROW AWAY RULE RULE 7-5-2d EXCEPTION 2. THIS YEAR

It is legal for a player to conserve yardage by intentionally throwing an incomplete forward pass if:

- a. The passer has possessed the ball beyond the lateral boundary of the free blocking zone; and
- b. The pass reaches the neutral zone including the extension beyond the sideline; and
- c. **The passer is the only person to have possessed the ball after the snap.**

*The area inside the lateral boundaries of the free-blocking zone is sometimes referred to as **the pocket** or **the tackle box**.*

**TO LEGALLY THROW
THE BALL AWAY:**

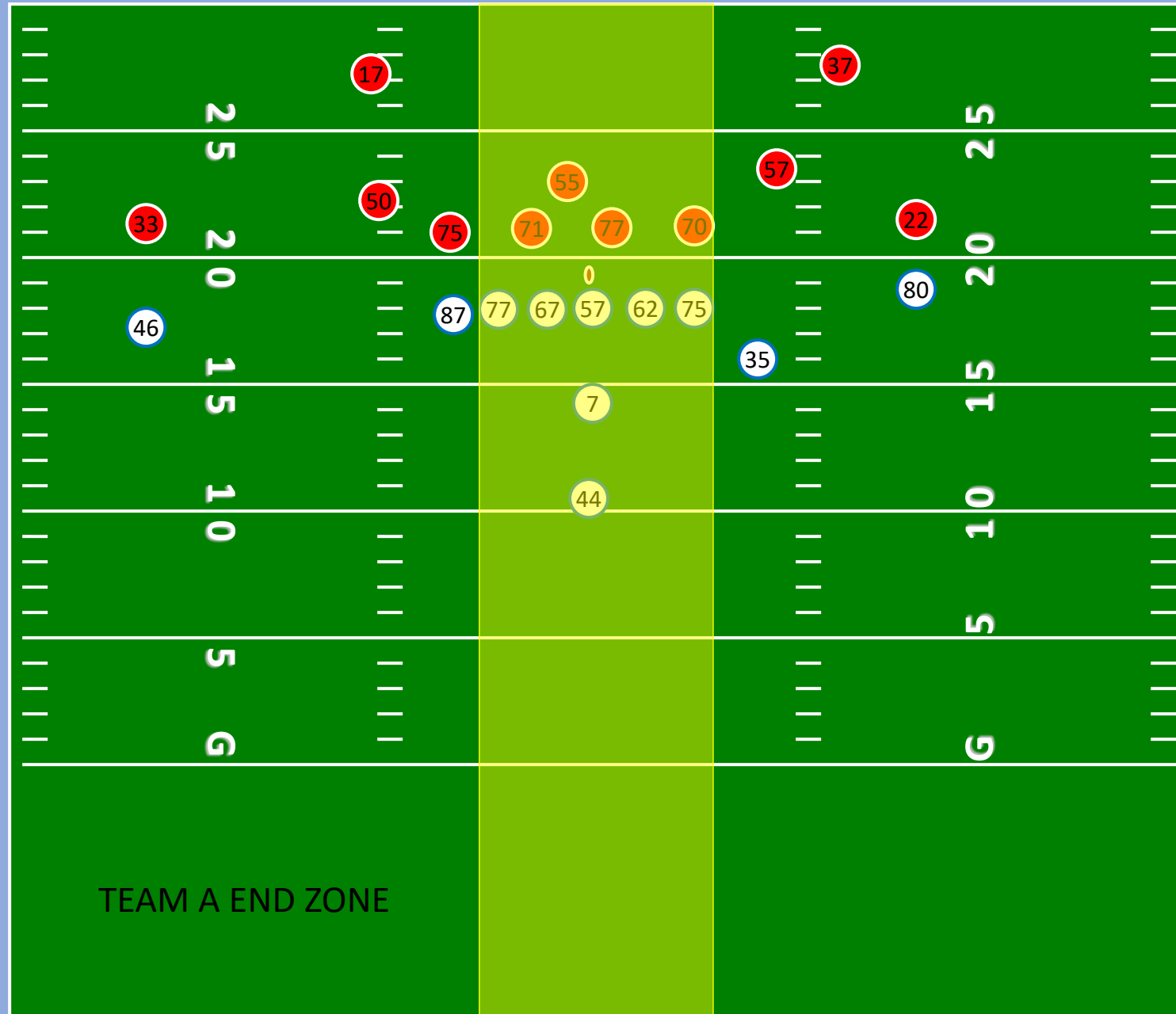
THE PASSER MUST BE
THE ONLY PLAYER TO
POSSESS THE BALL
AFTER THE SNAP

AND

PASSER MUST POSSESS
THE BALL OUTSIDE THE
SHADED AREA

AND

THE PASS MUST REACH
THE NEUTRAL ZONE

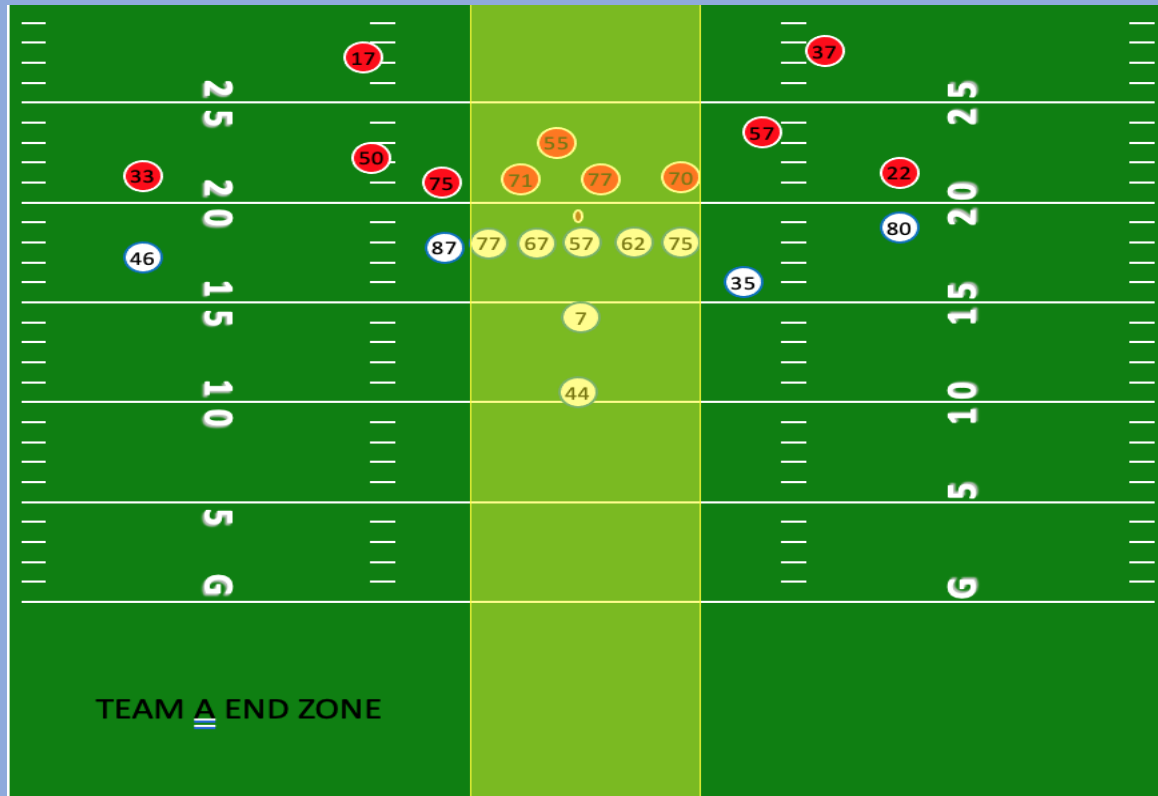


OFFICIATING POSSIBLE GROUNDING DEPENDS ON WHERE THE PASSER HAS BEEN

INSIDE PASSER

(never possesses ball outside boundary)

- Pass must be thrown to an area occupied by an eligible receiver.



OUTSIDE PASSER

(possessed ball outside boundary before pass)

- Passer must possess the ball outside the lateral boundary before passing

AND

- Passer is the only player to possess the ball after the snap

AND

- Pass must reach the neutral zone

OR

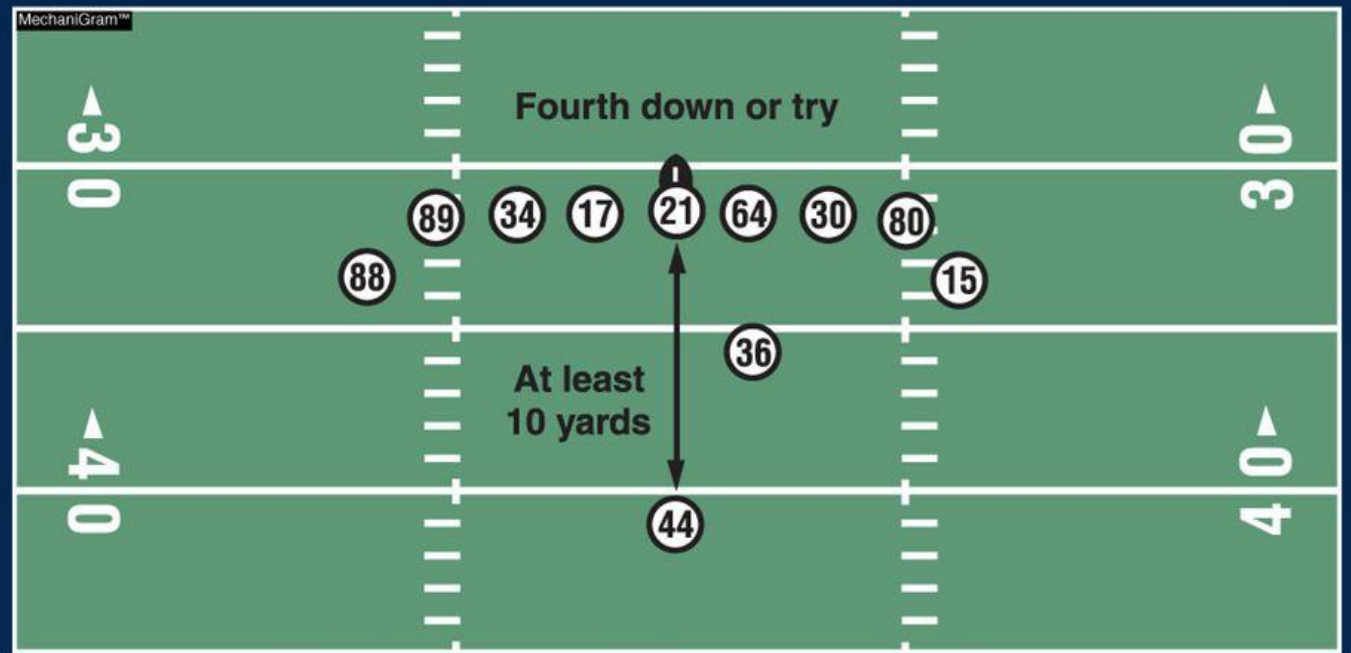
- Pass is thrown to an area occupied by an eligible receiver
 - **NEVER A FOUL TO THROW THE BALL TO AN AREA WITH AN ELIGIBLE RECEIVER**

NUMBERING
EXCEPTIONS

LOUISIANA
INTERPRETATION



Formation Numbering Exception Rule 7-2-5 EXCEPTION 2



Legal scrimmage-kick formation and numbering

DEVELOPING THE CURRENT EXCEPTION

BASIC RULE

- There must be at least five A players numbered 50-79 on the LOS

GENERAL NUMBERING EXCEPTION (Rule 7-2-5-b Exc. 2)

- In SK formations, A / K can replace 50-79 with players wearing eligible numbers
- These exception-players have restrictions and are ineligible receivers
- Purpose is to allow Team A / K to have faster players for kick return coverage

CURRENT NUMBERING LIMITATION (Rule 7-2-5-b Exc. 1)

- On 1st, 2nd, and 3rd down, only the snapper in between the ends can be an exception
- Response to deceptive and unintended use of the numbering exceptions (A-11 offense)
- General Numbering Exception limited to 4th down and kick try plays

UNINTENDED CONSEQUENCES OF THE CURRENT NUMBERING EXCEPTION LIMITATION RULE

UNINTENDED CONSEQUENCES OF RULE 7-2-5-b Exc. 1

- Some teams have only one SK formation, which uses multiple exceptions
- This is not a problem for most of the game on 4th down and kick try plays
- Prohibits these teams from using their normal SK formation for obvious kicking situations in last-minute moments or in OT on 1st, 2nd, or 3rd down when the down is not important

THE NUMBERING EXCEPTION RULE WAS NOT INTENDED TO PREVENT TEAMS FROM ATTEMPTING SCRIMMAGE KICKS IN THESE SITUATIONS

LOUISIANA 2023 INTERPRETATION OF THE CURRENT NUMBERING EXCEPTION RULE

With 40 seconds or less remaining in any quarter, or during any play in Overtime,

Team A / K may snap the ball while in a scrimmage kick formation in accordance with Rule 7-2-5-b Exception 2 (multiple numbering exceptions)

On first, second, or third down if it:

1. Legally kicks the ball during the down; **and**
2. Does not throw a forward pass during the down.

If the ball is not kicked, or if a forward pass is thrown, it is a foul for illegal numbering.

The penalty is enforced from the previous spot.

This allows for last-minute game-impact kicks, avoids unintended penalties, and prohibits deceptive use of numbering exceptions.

LOUISIANA 2023 INTERPRETATION OF THE CURRENT NUMBERING EXCEPTION RULE

MORE THAN 40 SECONDS LEFT IN ANY QUARTER

- 1st, 2nd, 3rd down: Only the snapper between the ends may be a numbering exception
- 4th down: Numerous exceptions allowed, no other restrictions

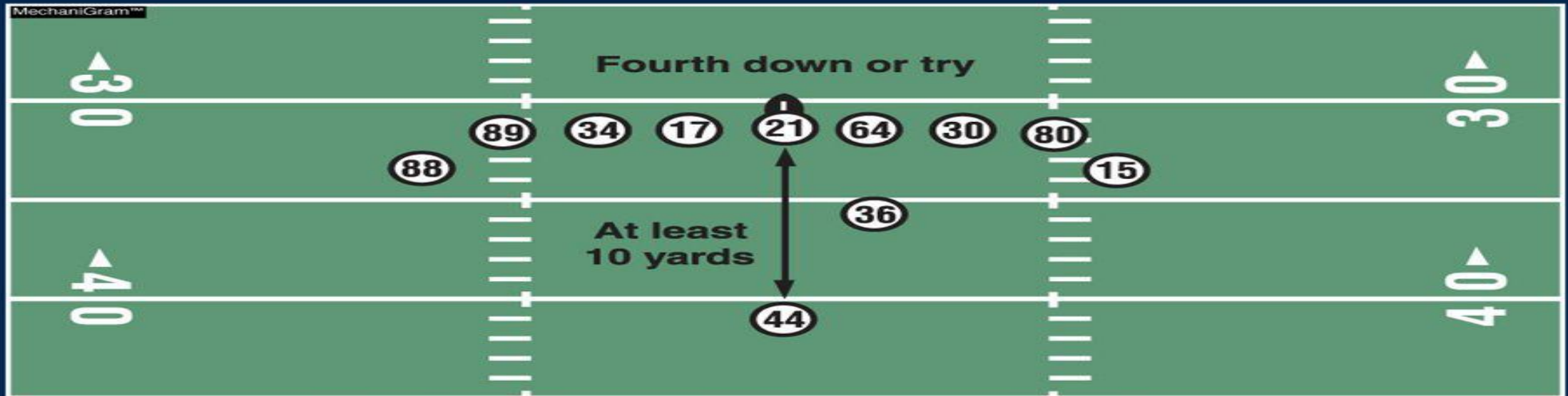
40 SECONDS OR LESS LEFT IN ANY QUARTER & ANY PLAY IN OVERTIME

- 1st, 2nd, 3rd down: Numerous exceptions allowed, but the offense must kick the ball, and the offense may not throw a forward pass
- 4th down: Numerous exceptions allowed, no other restrictions

LOUISIANA 2023 INTERPRETATION



Formation Numbering Exception Rule 7-2-5 EXCEPTION 2



Legal scrimmage-kick formation and numbering

MORE THAN 40 SECONDS: Only legal on 4th down and Kick Try plays.

40 SECONDS OR LESS & OT: Legal on 1st, 2nd, and 3rd down If Team K kicks the ball and does not throw a forward pass.

40 SECONDS OR LESS & OT: Legal on 4th down without other requirements.

More Information and Case Play Examples Are At Pages 16-18 of the Officiating Manual



MECHANICS

THREE CHANGES AND UPDATES

SWITCHING
SIDELINES AT
HALFTIME

BALL
MECHANICS

CLOCK
MECHANICS

**COMMON GOAL FOR ALL UPDATES
INCREASED CONSISTENCY ACROSS THE STATE**



SWITCHING SIDELINES AT HALFTIME



SWITCHING SIDELINES AT HALFTIME OVERVIEW AND PURPOSES

- Sideline Officials (H, L, F, S) Will Switch Sidelines At Halftime
- All Games And All Crew Sizes
- All Plays, Including Scrimmage Downs, Free Kicks, Punts, Field Goals, and Trys
- Enhance Consistency and Perception Throughout Game
- Promote Communication Among Officials and Coaches
- Consistent With the Practice At the Professional and Collegiate Levels
- This Follows A Successful 2-Year Experiment From Many Associations
- Strong Support From Officials and Coaches

HOW IT WORKS

WHERE TO WORK

PREGAME & FIRST HALF

- Sideline officials work the “new” side of the field
 - H and S work the **press box sideline**
 - L and F work **opposite the press box**

SECOND HALF & OVERTIME

- Sideline officials work the “old” side of the field
 - L and F work on the **press box sideline**
 - H and S work **opposite the press box**

REFEREE, UMPIRE, AND BACK JUDGE WORK THE SAME LOCATIONS THROUGHOUT THE GAME

HOW IT WORKS

CHANGE LOCATIONS, NOT POSITIONS

SIDELINE OFFICIALS SWITCH ONLY THEIR LOCATIONS

- Officials work on one sideline for one half and on another sideline the next half and OT
- H and S are always on the same sideline
- L and F are always on the same sideline

SIDELINE OFFICIALS DO NOT SWITCH OFFICIATING POSITIONS

- The Line Judge is ALWAYS the Line Judge
- The Head Linesman is ALWAYS the Head Linesman
- The Field Judge is ALWAYS the Field Judge
- The Side Judge is ALWAYS the Side Judge

REFEREE, UMPIRE, AND BACK JUDGE WORK THE SAME LOCATIONS THROUGHOUT THE GAME

HOW IT WORKS

WORK MECHANICS FOR POSITION AND SIDELINE

GAME ACTION (Live-Ball)

- Follow the mechanics for your assigned position (H, L, F, S) for action involving game play
- Spots, Play Coverage, LOS Coverage, Clock Coverage, etc.

GAME ADMINISTRATION (Dead-Ball)

- Take care of the necessary duties related to your sideline
- Escorting Teams, Chain Crew, Penalty Enforcements, Measurements

REFEREE, UMPIRE, AND BACK JUDGE WORK THE SAME LOCATIONS THROUGHOUT THE GAME

SWITCHING SIDELINES AT HALFTIME UPDATES IN MANUAL

SWITCHING SIDELINES AT HALFTIME UPDATES IN MANUAL

- Overview Of The Mechanic

MECHANICS POINTS OF EMPHASIS

Switching Sidelines At Halftime

Beginning this season, following two years of experimentation by several local associations, sideline officials (Head Linesman, Line Judge, Field Judge, and Side Judge) will switch sidelines at halftime. This mechanic applies for all associations and crew sizes and will be used in all LHSAA contests, including Jamborees, regular season games, playoffs, and the state championships.

For the first half, the sideline officials will work at their "new" locations: the Head Linesman and Side Judge will work on the press box sideline, and the Line Judge and Field Judge will work on the sideline opposite the press box.

For the second half and all overtime periods, the sideline officials will work at their "traditional" locations: the Head Linesman and Side Judge will work on the sideline opposite the press box sideline, and the Line Judge and Field Judge will work on the press box sideline.

The Referee, Umpire, and Back Judge do not change locations under this mechanic. When the mechanic calls for the Umpire and Back Judge to begin a play on a sideline during the game, the Umpire always begins on the sideline opposite the press box, and the Back Judge always begins on the press box sideline.

Likewise, the chain crew is not affected by this mechanic. The official chains are always positioned on the side of the field opposite the press box.

Although officials switch sides at halftime, their positions do not change. The Head Linesman remains the Head Linesman and continues to work Head Linesman mechanics. Likewise, the Line Judge remains the Line Judge and continues to work Line Judge mechanics. The only exception is when needing to address matters specific to a sideline (such as measurements and working with the chain crew) or game administration (such as penalty enforcement). In those situations, the sideline officials will address the matters on the sideline they are working.

The following points may be useful to remember:

- When officiating game-related action involving play and players, perform the mechanics for your position.
- When officiating administrative or bench personnel matters, perform the duties related to your sideline.

More detailed information is included in the crew mechanics and additional duties sections in this Manual.

SWITCHING SIDELINES AT HALFTIME

UPDATES IN MANUAL

- Overview Of The Mechanic
- Update Pregame And Game Duties

Head Linesman and Line Judge: Secure and check the line-to-gain equipment. **Review** with the chain crew members their duties and responsibilities. Sample instructions **for** the chain crew are in Part Four of the Officiating Manual.

PREGAME DUTIES

1. The chain crew, including any press-box sideline auxiliary chain crew members, shall meet the Head Linesman and Line Judge before game time and also five minutes prior to the second-half kickoff. The Head Linesman will provide a clip for the chain crew.
2. The Head Linesman and Line Judge shall make certain that the official line-to-gain and down-marker indicators are placed on the sideline opposite the press box and any auxiliary down-marker indicator is placed on the press box sideline. They shall make certain that all are in good working order and conform to the rules.

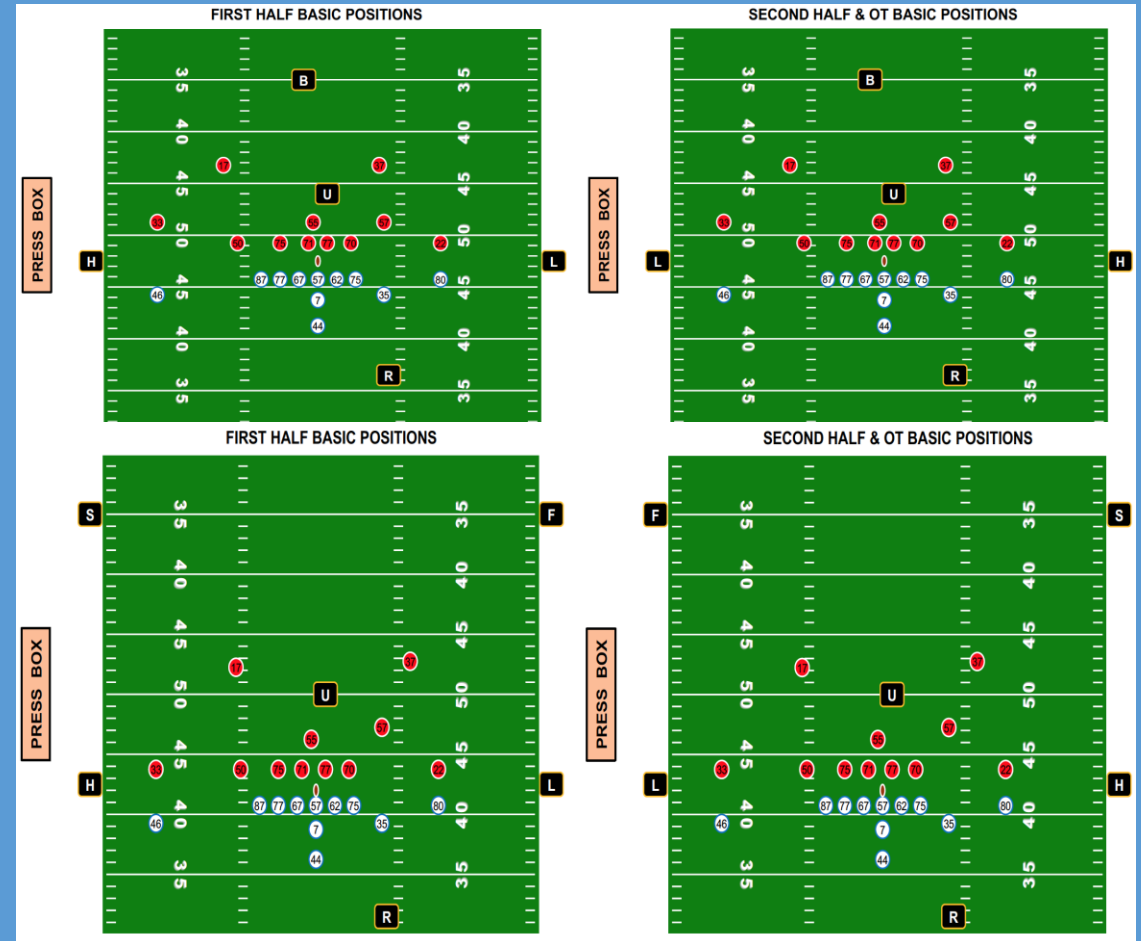
PENALTY ENFORCEMENT

Umpire: You have primary responsibility for enforcing penalties. Be able to enforce any penalty with minimal involvement from other officials. Secure the ball and verify the enforcement spot and distance with the Head Linesman and Line Judge. Mark off the penalty moving approximately at the same time with the official working with the chains for that half or overtime period. Do not spot the ball on the ground until you, the Head Linesman, and Line Judge agree that the penalty has been correctly enforced. Any discrepancy should be corrected immediately. On a properly marked field, do not step off the yardage except for the first and final yard.

Head Linesman and Line Judge: The official working with the chains marks off the yardage from the sideline position at approximately the same time as the Umpire. The official on the press box sideline (1) holds the enforcement spot until after the Umpire and the official working with the chains mark off the penalty and (2) then marks off the penalty along the sideline to verify enforcement.

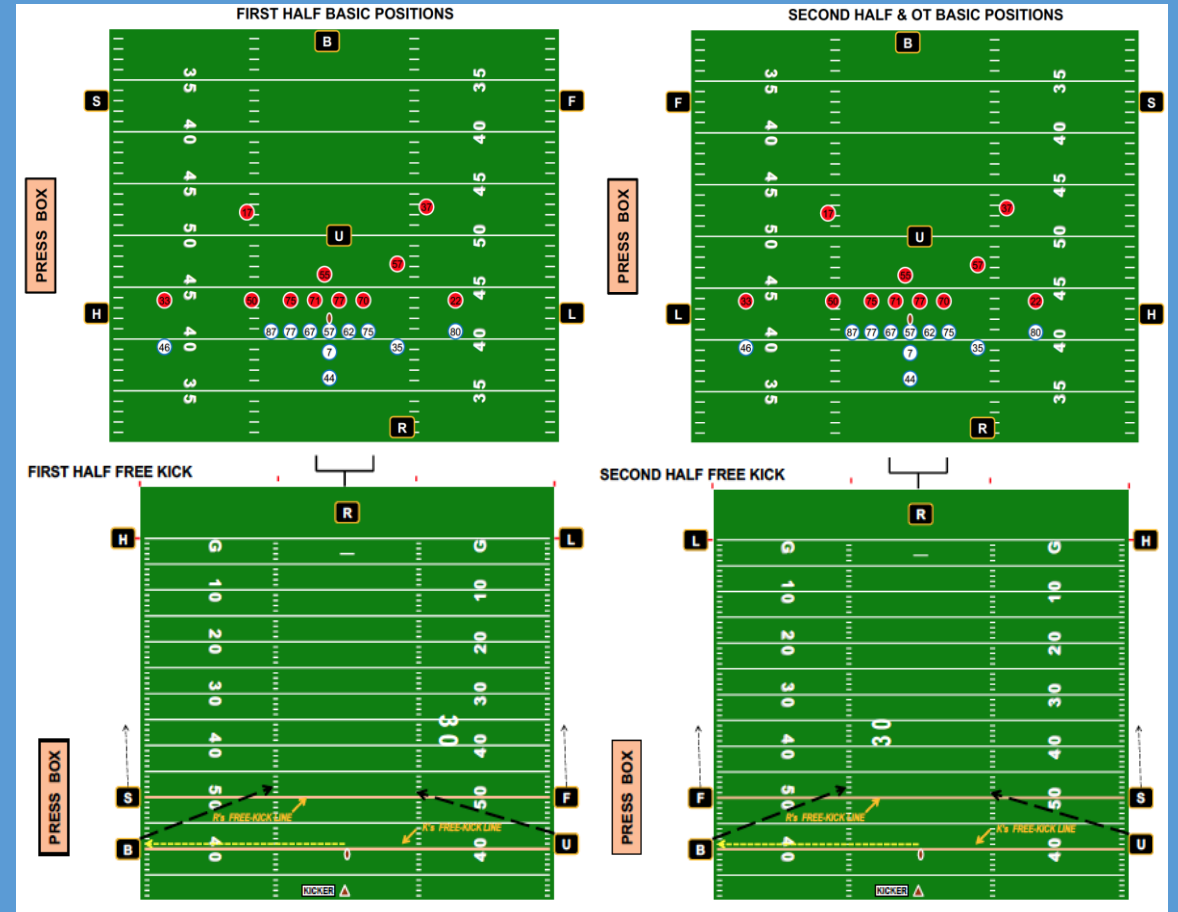
SWITCHING SIDELINES AT HALFTIME UPDATES IN MANUAL

- Overview Of The Mechanic
- Update Pregame And Game Duties
- New Diagrams
 - Basic Scrimmage Positions



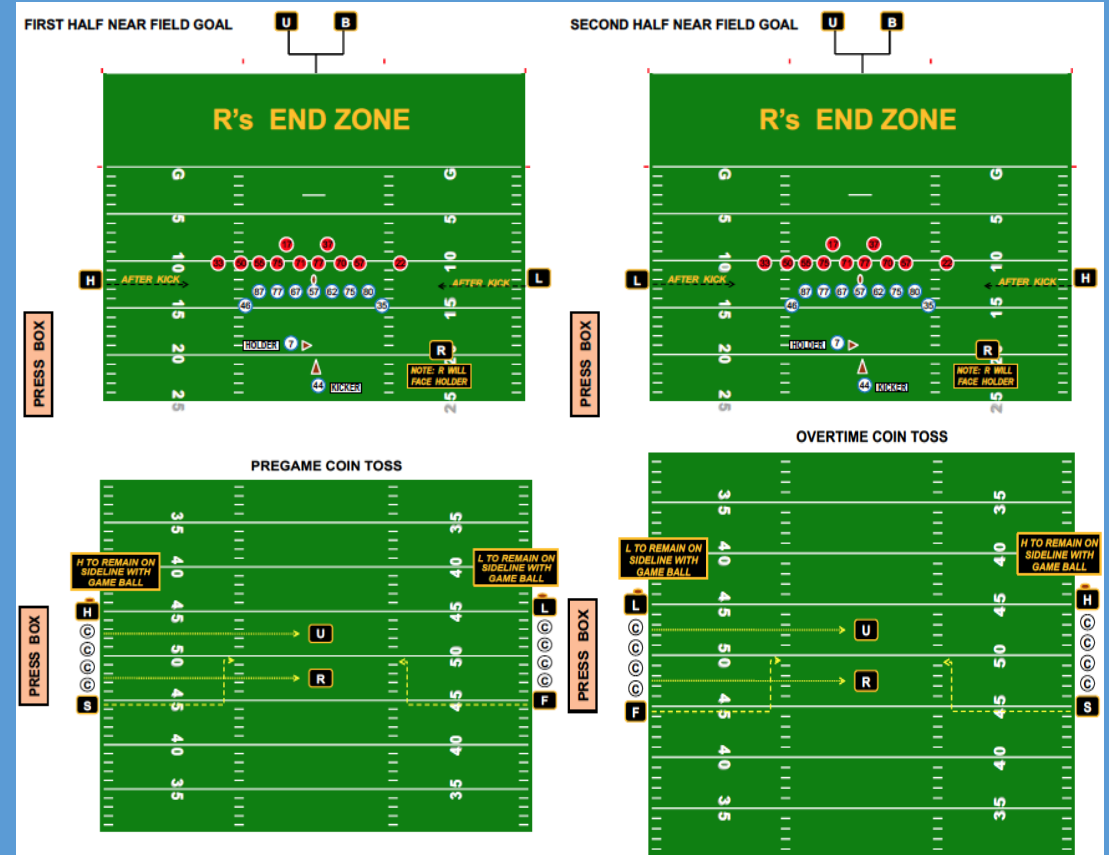
SWITCHING SIDELINES AT HALFTIME UPDATES IN MANUAL

- Overview Of The Mechanic
- Update Pregame And Game Duties
- New Diagrams
 - Basic Scrimmage Positions
 - Free Kick Plays



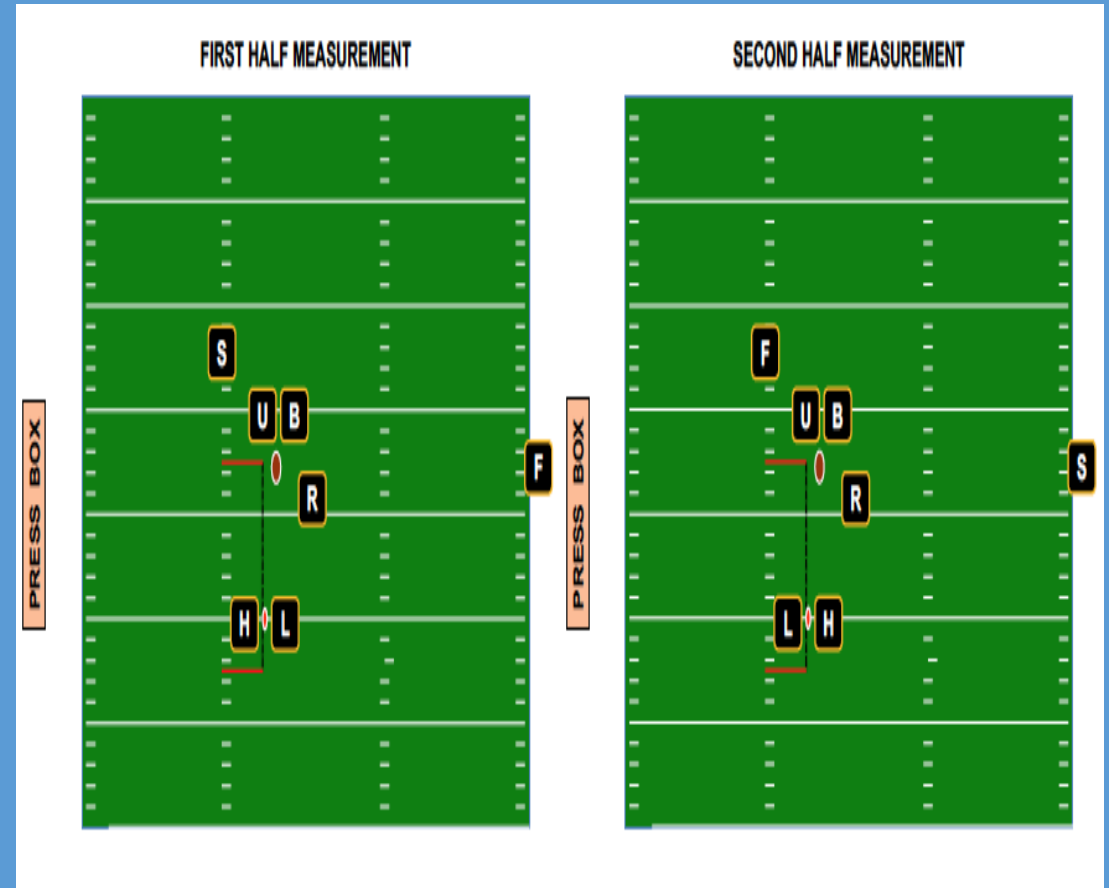
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 - Free Kick Plays
 - Field Goal
 - Coin Toss



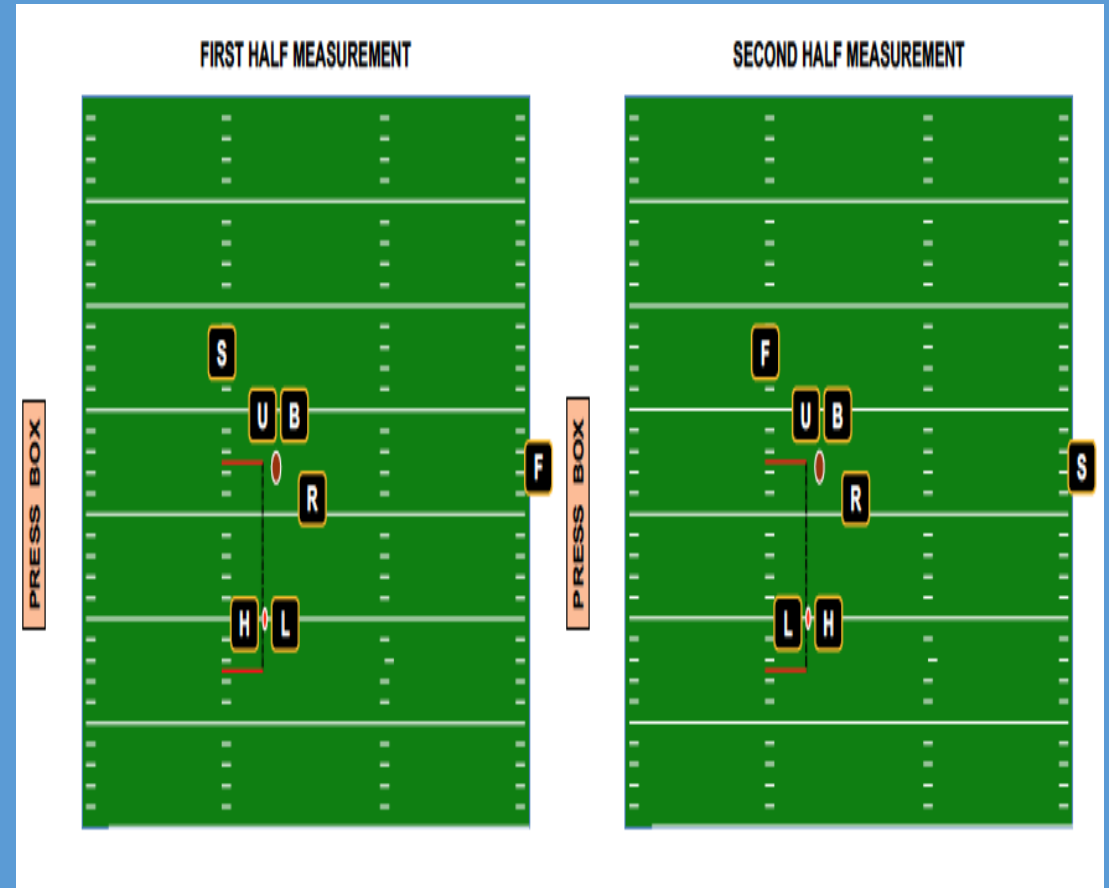
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 - Coin Toss
 - Measurements



SWITCHING SIDELINES AT HALFTIME UPDATES IN MANUAL

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- New Diagrams
 - Basic Scrimmage Positions
 - Free Kick Plays
 - Field Goal
 - Coin Toss
 - Measurements



RELEVANT CHANGES REGARDING DUTIES AND THIS MECHANIC ARE HIGHLIGHTED IN YELLOW THROUGHOUT THE OFFICIATING MANUAL



BALL MECHANICS



PURPOSES FOR UPDATING BALL MECHANICS

- Provide Uniform Guidance
- Have Better Game Flow for Teams and Officials
- Promote Statewide Consistency



TWO MECHANICS TO DISCUSS

- Changing The Football
- Spotting The Football

CHANGING THE FOOTBALL

GENERAL RULE:

- When there has been no final change of team possession during a down, the ball used during the previous down should be used in the next down

REASONS:

- Unnecessary and inefficient to change footballs routinely or simply upon a team's request
- Affects timing and game flow
- “Kicking” balls are not allowed
- Any ball not approved pre-game is not allowed

GENERAL PRINCIPLES

NEW BALL MAY COME IN

- Long incomplete pass or any incomplete pass where ball is not easily accessible
- Ball dead inbounds in side zone between numbers and sideline
- Inclement weather conditions
- Score by Team B or R
- Change of possession when ball belongs to Team B or R
- Measurement when the ball is in side zone

NEW BALL SHOULD NOT COME IN

- Touchdown by Team A
- Ball dead inbounds in player possession in between numbers
- Team A / K will attempt a scrimmage kick
- After ball is spotted on ground and is ready for play

New balls enter the field through an official. Ball personnel should not enter the field. Deep officials may help relay the old ball off the field when a new ball is coming in.

SPOTTING THE FOOTBALL

GOALS:

- Timely and consistently spot the ball for the next play
- Ball should preferably be on ground with at least 30 seconds remaining
- Hustle and be efficient, but do not hurry

TWO DIFFERENT TIME FRAMES:

- Non-Critical Time (most of game)
- Critical Time (less than 2 minutes in half) Where Clock Will Run

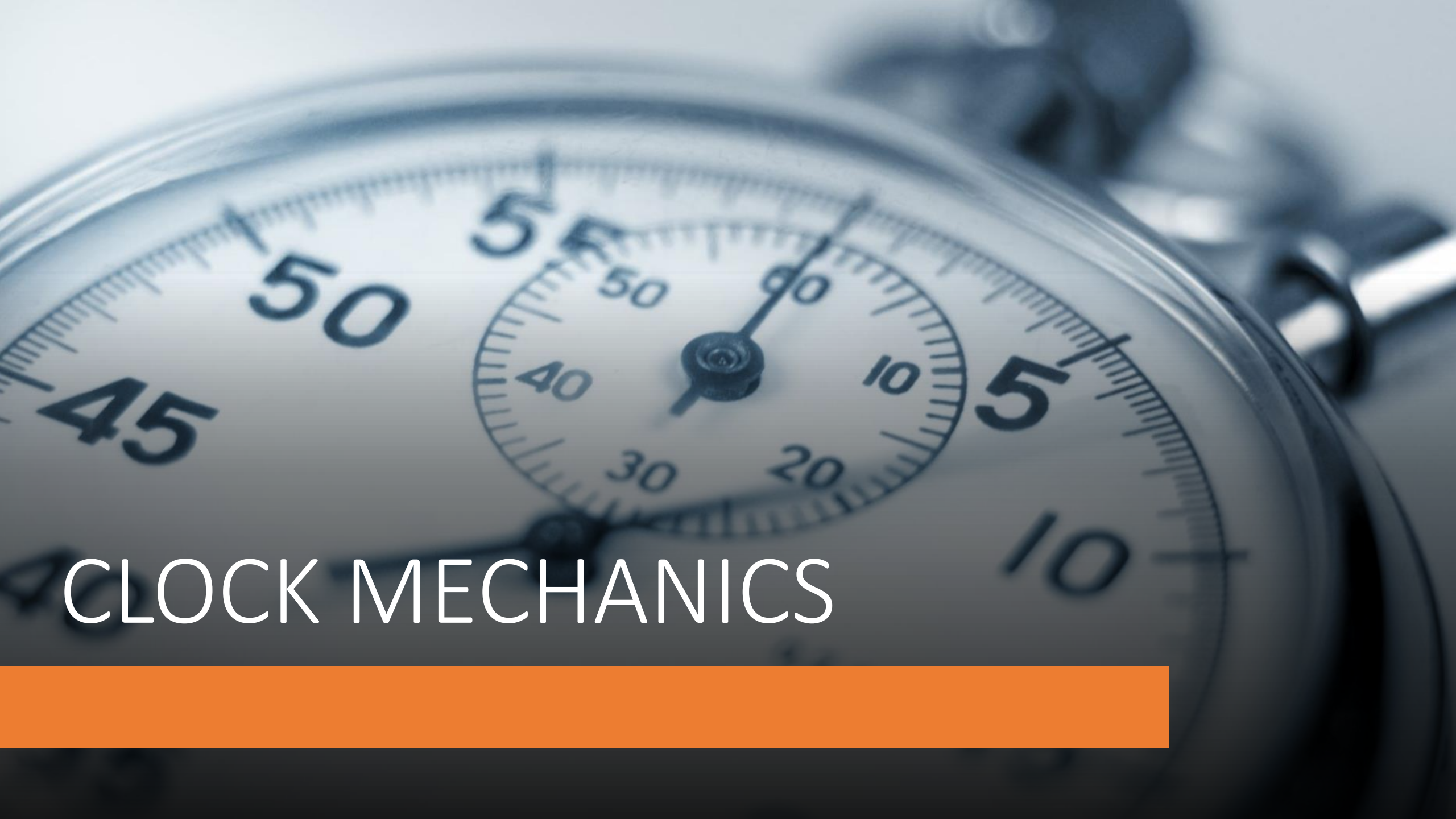
TIME FRAMES

WHEN TIME IS NOT CRITICAL (2:00 or more in half)

- If ball is dead between numbers, Umpire gets ball and places it on ground for next play.
- If ball is dead outside numbers, Umpire triangles out while another official relays ball to Umpire, who can either spot it or relay it to the Referee to spot if available.
- If new ball is coming in, it is relayed to Umpire. Referee may help with spotting.

WHEN TIME IS CRITICAL AND CLOCK WILL RUN (Less than 2:00 in half)

- “One-ball mechanics.” When play ends in bounds and the clock is running or will on the Ready, Umpire moves sideline to sideline, obtains the ball, and place it on the ground for the next play. The crew should not attempt to relay the ball.
- When play ends OOB, or when the clock will next start on the snap, normal ball mechanics apply.



CLOCK MECHANICS



MANAGING THE GAME CLOCK

GOALS:

- Guidance on Starting Game Clock When Team A is Awarded New Series After Ball Becomes Dead Inbounds
- Promote Statewide Consistency Among Crews
- Encourage Situational Awareness

TWO DIFFERENT TIME FRAMES:

- Non-Critical Time (most of game)
- Critical Time (less than 2 minutes in half)

TIME FRAMES

NON-CRITICAL TIME

(2:00 or more in a half)

- Referee signals for game clock to start when an official is in possession of the ball that will be used for the next down.
- Do not wait for down box or chain crew to be in position.

CRITICAL TIME

(Less than 2:00 in a half)

- Referee signals for game clock to start after ball has been placed on the ground for next down and crew is in position.
- Recognize that offense has earned the next play.

**REFEREE HAS DISCRETION TO IMPLEMENT
CRITICAL TIME MECHANICS EARLIER BASED ON GAME SITUATION**