

A blurred background image of a referee wearing a black and white striped shirt, holding a whistle.

WMFOA

WESTERN MASS FOOTBALL OFFICIAL ASSOC.

RULES REVIEW

AUGUST 1, 2019

AUGUST AGENDA FOR RULES REVIEW

August 1:

- Timing of Game
- Halftime and Mandatory Warm-Up Period
- Team Charged Time-outs
- 40/25 second Play Clocks
- Substitutes
- Pre-season Exam Discussion

August 15 (On-Field):

- Low Blocking Zone
- Penalty Enforcement – Preliminary discussion
- On Field Mechanics

August 29:

- Penalty Enforcement – Continuation (if needed)
- Exam Review (Referee's to Lead)



TIMING OF GAMES

QUARTER LENGTHS HAVE NOT CHANGED

THEY WILL STILL BE 12, 11, OR 10 MINUTE QUARTERS

3 TIMEOUTS PER TEAM, PER HALF (1 MINUTE EACH)

HALFTIME

15 MINUTES IS NORMAL, BUT CAN BE MODIFIED TO 10 OR 20 BY MUTUAL AGREEMENT
OF OPPOSING COACHES

**MANDATORY WARM-UP PERIOD – 3 MINUTES – STARTED AFTER THE HALFTIME CLOCK HAS EXPIRED
OR IF BOTH COACHES AGREE TO START THE WARM-UP PERIOD**

GAME OFFICIALS ARE RESPONSIBLE FOR ENSURING THAT THIS IS POSTED ON THE GAME CLOCK
AND THE CLOCK STARTED IMMEDIATELY. WARM-UP PERIOD IS NOT OPTIONAL AND CANNOT BE REDUCED
EVEN IF BOTH COACHES AGREE.

HEAD COACHES ARE RESPONSIBLE FOR THEIR TEAM BEING ON THE FIELD FOR THIS MANDATORY
WARM-UP PERIOD.

AN UNSPORTSMANLIKE PENALTY WILL BE ACCESSED TO THE HEAD COACH IF THEIR TEAM
IS NOT ON THE FIELD PRIOR TO THE START OF THE WARM-UP PERIOD (9.8.1.g).

HALFTIME – MANDATORY WARM UP PERIOD

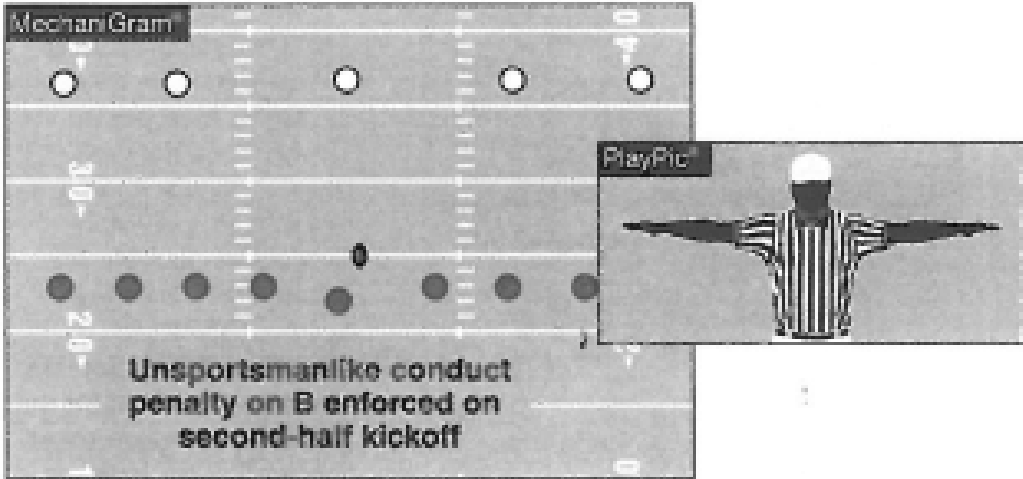
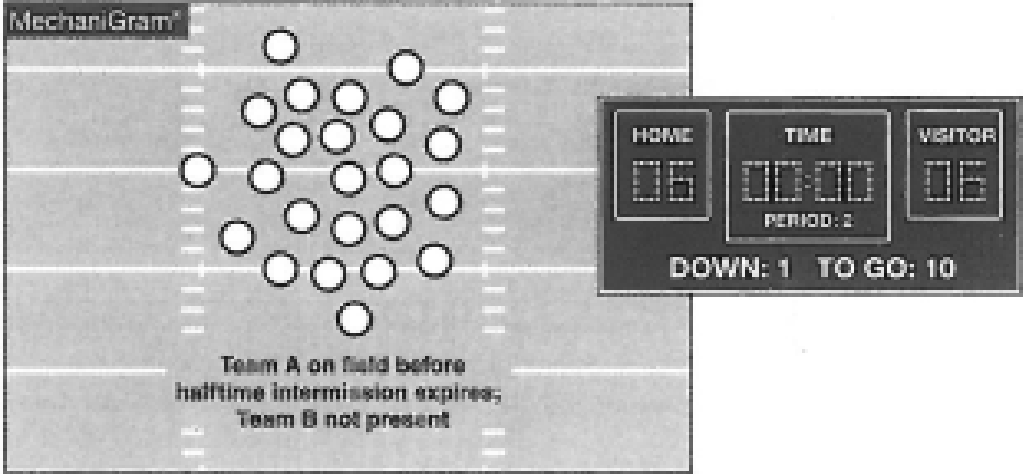
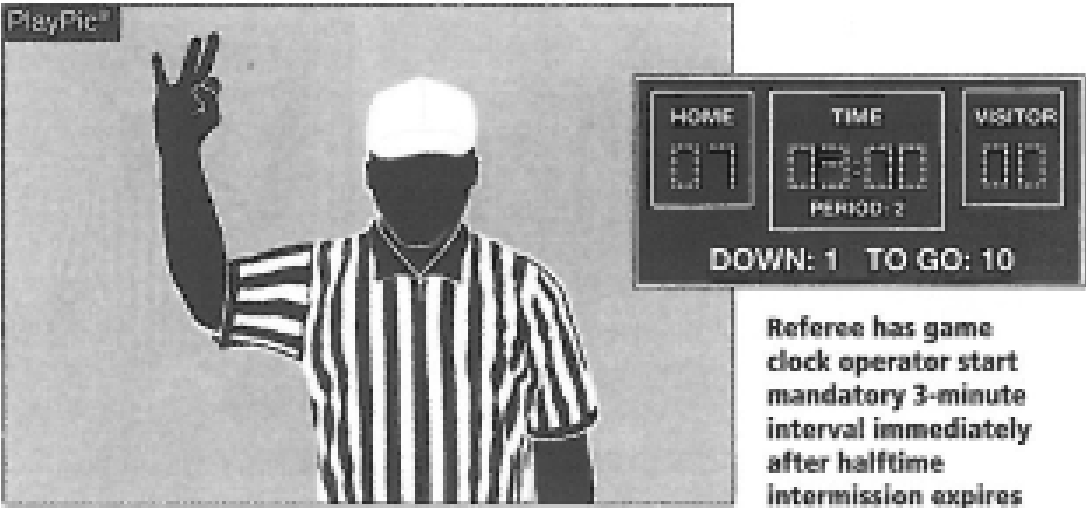


Table 3-1; 9-8-1g Responsibility for a team being back on the field for the mandatory three-minute warm-up period, which begins immediately following the conclusion of the scheduled halftime intermission, rests with the head coach. An unsportsmanlike conduct penalty will be assessed to the head coach if the team is not back on the field prior to the start of the mandatory warm-up period.

TIMING OF GAMES

TABLE 3-1
TABLE OF GAME CLOCK TIMES

PERIOD OF TIMING	CLOCK TIME
First Half:	
First period	12 minutes
Intermission for changing goals	1 minute
Second period	12 minutes
Intermission:	
When Teams Leave the Field	10 to 20 minutes
15 minutes is normal. It may be increased to a maximum of 20 minutes, provided opponents have been notified no later than 5 minutes prior to the game. By mutual agreement of the opposing coaches, the intermission may be reduced to a minimum of 10 minutes (not including the mandatory warm-up period).	
Mandatory Warm-up Period Following Intermission: 3 minutes	
(The game officials are responsible for ensuring that there is a three-minute warm-up period posted on the clock and the clock immediately started for use by the coaches immediately after the halftime intermission expires. The head coach is responsible for his team being on the field for mandatory warm-up time at the end of the scheduled halftime intermission.)	
Second Half:	
Third period	12 minutes
Intermission for changing goals	1 minute
Fourth period	12 minutes
Charged Time-outs	1 minute

TEAM CHARGED TIMEOUTS

AS NOTED EARLIER, 3 CHARGED TIMEOUTS PER TEAM, PER HALF. NO CARRYOVERS TO OVERTIME.

CHARGED TIMEOUTS ARE 1 MINUTE IN LENGTH

BALL SHALL BE MARKED READY TO PLAY WITHIN 5 SECONDS AFTER THE TIME-OUT EXPIRES.

TIMEOUTS SHALL BE REDUCED IN LENGTH ONLY IF BOTH TEAMS ARE READY TO PLAY (3.5.3)

SUCCESSIVE CHARGED TIMEOUTS MAY BE GRANTED DURING THE SAME DEAD BALL PERIOD (3.5.4)

3.8 - AUTHORIZED CONFERENCES:

MAY BE HELD DURING, A CHARGED TIMEOUT, AN OFFICIAL'S TIMEOUT, OR IF GRANTED BY THE REFEREE

2 TYPES OF AUTHORIZED TEAM CONFERENCES (2.6.2 a,b):

OUTSIDE 9-YARD MARK CONFERENCE (SAME AS WE'VE USED)

BETWEEN 9-YARD MARK CONFERENCE – ONE COACH ON THE FIELD TO
CONFER WITH NO MORE THAN 11 PLAYERS AT HIS TEAM'S HUDDLE
BETWEEN THE HASH MARKS. CANNOT BE USED FOR TIMEOUT GRANTED
BY REFEREE (3.5.8a(3); 3.5.10

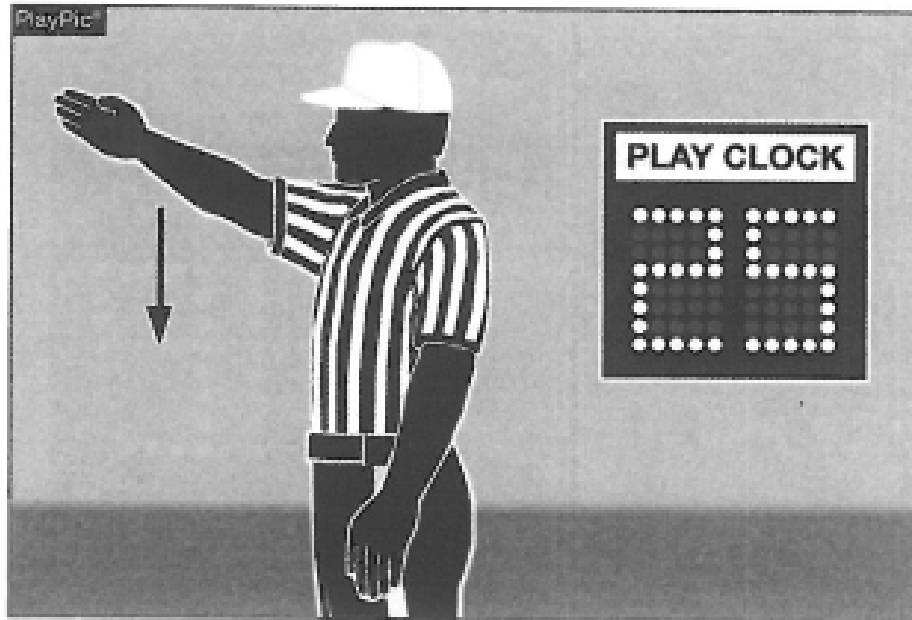
PLAY CLOCK 40/25 SECONDS

4 MAN CREW – PLAY CLOCK KEPT BY THE REFEREE

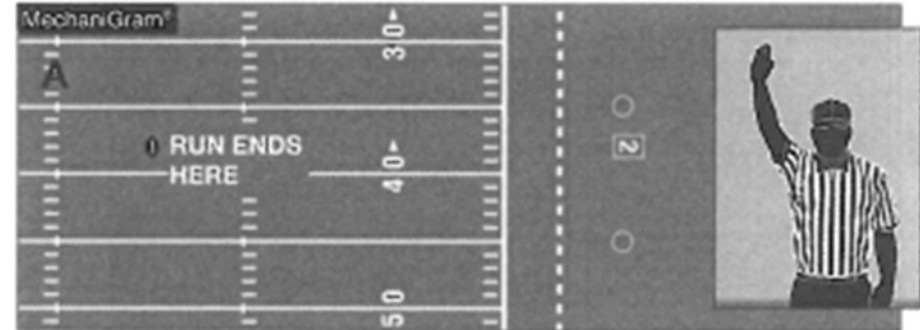
5 MAN CREW – PLAY CLOCK KEPT BY THE BACK JUDGE

ARM STRAIGHT UP AT 10 AND A VISUAL COUNTDOWN FROM 5

***Note that NFHS is using 40/25 second play clock but NOT NCAA timing rules*

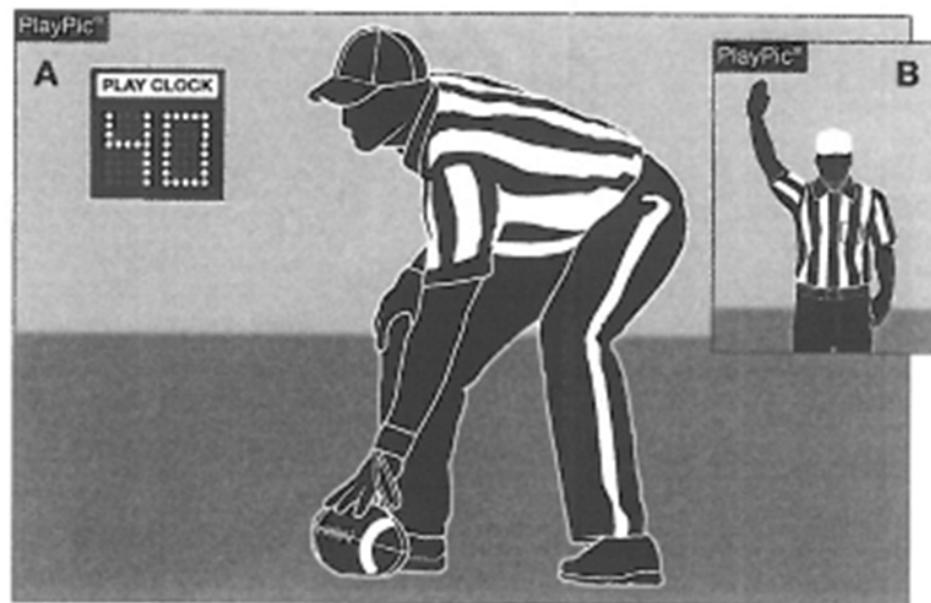


2-35, 3-6-1, 3-6-2a, 7-2-1 The referee gives a ready-for-play signal and the 25-second play clock begins before a try following a score; to start a period or overtime series; following administration of an inadvertent whistle; following a charged time-out and following an officials time-out.

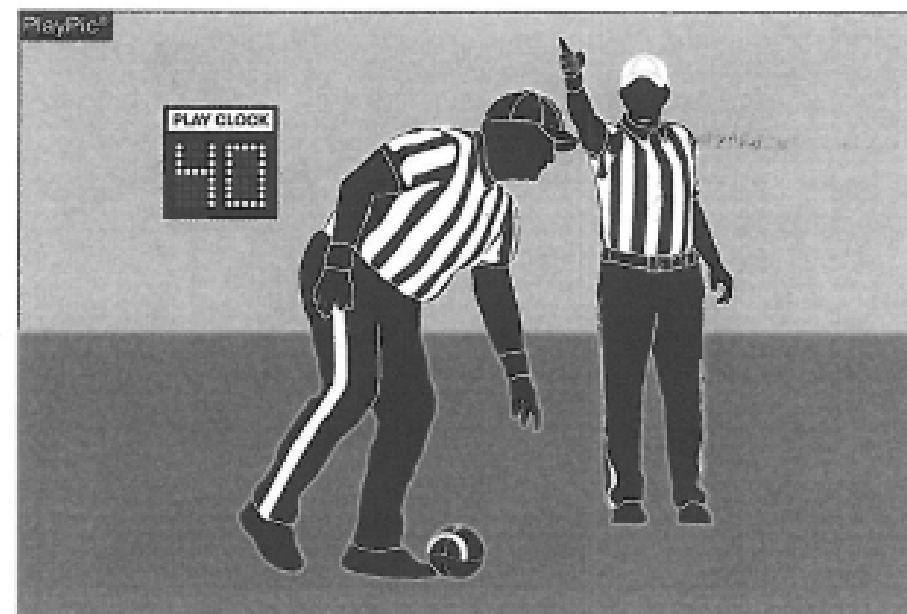


2-35, 3-6-1, 3-6-2a, 7-2-1 When the covering official declares the ball dead with an upraised arm, the play clock begins its countdown from 40 seconds.

PLAY CLOCK 40/25 SECONDS



2-35, 3-6-1, 3-6-2a, 7-2-1 The play clock is set to 40 and is started immediately when a running play ends, team A gains a first down or after an incomplete pass.



2-35, 3-6-1, 3-6-2a, 7-2-1 When the 40-second play clock is in force, the ball is considered ready for play when the ball is placed and the umpire has moved to his position.

PLAY CLOCK 40/25 SECONDS

Event *	Play Clock Starts at	Game Clock Starts on	Covering Official's Signal	Referee's Signal
Dead ball inbounds	40	Running	S7	None
Dead ball out of bounds	40	Snap	S3	None
Incomplete pass	40	Snap	S10	None
Team A awarded 1st down	40	Signal	S3	Wind
Penalty administration	25	Ready	S3	Wind
Charged team timeout	25	Snap	S3	Chop
Injury/Helmet off/ Equipment Issue	25	Ready	S3	Wind
Measurement	25	Ready	S3	Wind
Double Change of possession- Team A snaps	40	Ready	S7	Wind
Change of possession- Team B snaps	25	Snap	S3	Chop
Touchdown	25	N/A	S5	Chop
Try, FG, Safety	25	Varies**	Varies**	Chop
Start of each period	25	Snap	N/A	Chop
Legal kick	25	Snap	S3	Chop
Start of an overtime period	25	N/A	N/A	Chop
Other administrative stoppage ***	25	Ready	S3	Wind

* If event does not occur in conjunction with any other event that stops the clock.

** The game clock will start on the free kick by rule.

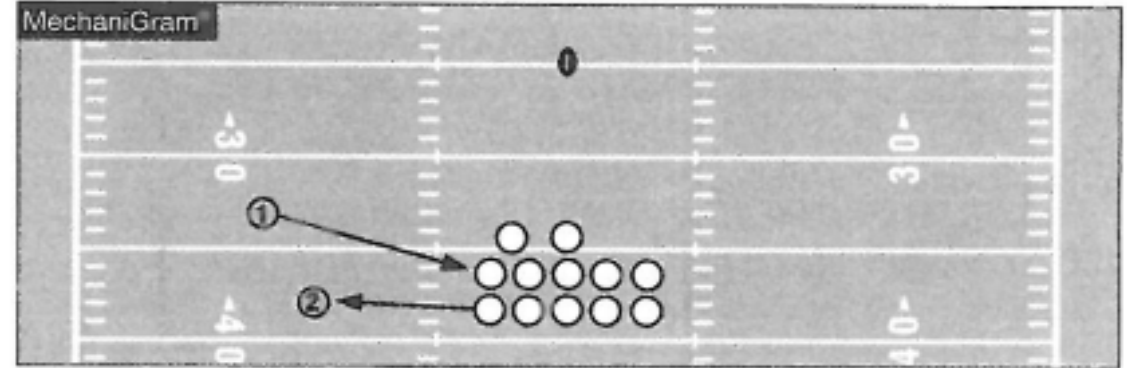
*** Includes inadvertent whistle and period extension.

S3 is stop the clock, S7 is "dead ball - start play clock," S10 is incomplete pass.

SUBSTITUTES

The rules are extremely liberal insofar as substitutions are concerned. There are seven possible violations:

1. When a substitute enters during the live-ball period.
2. When a player who has been replaced is not off the field before the ball becomes live.
3. When a substitute enters the game and is then replaced or a replaced player re-enters as a substitute during the same dead-ball period unless during that interval, there was acceptance of a penalty, a dead-ball foul, a charged time-out or the end of a period.
4. When a replaced player, or a substitute who was unable to complete a substitution does not leave the field on the side of his team box.
5. When a replaced player does not attempt to leave the field within 3 seconds.
6. When an entering substitute is not on his team's side of the neutral zone at the snap.
7. When a replaced player, player or substitute leaves the field opposite the side of his team box or over the end line.



3-7-1 A replaced player must begin to leave the field within three seconds. The three seconds begins when a player becomes a replaced player as defined in 2-32-12 and a substitute becomes a player as defined in 2-32-15. It is not a foul to break a huddle with more than 11 players as long as the replaced player begins to leave the field within three seconds.

**NOTE: THERE IS NO REFERENCE TO "IRON CROSS" IN NFHS;
3 SECONDS FOR SUBSTITUTE TO GET OFF THE FIELD**

PRE-SEASON EXAM

65 QUESTIONS

MOST HAVE RULES REFERENCES NOTED IN THE QUESTION SO YOU GET INTO THE BOOK
SHOULD NOT DO THE EXAM ALONE; USE STUDY GROUPS; USE YOUR CREW

EXAM WILL BE REVIEWED AT 8/29 MEETING

HOPING TO HAVE THE 11 “R’s” LEAD THE DISCUSSION BY REVIEWING 6-7 QUESTIONS EACH

Example:

- 1** Following Team R’s punt/kickoff return, the play clock will be set to 25 seconds and started on the Referee’s ready-for-play signal.

☐ True
☐ False

- 2** In attempting to tackle A1, B2’s helmet comes completely off. A1 does not go down and runs for a touchdown. RULING: The score stands and B2 must leave the field for 1 play. [3-5-10d; 4-2-2k; Case Book 4.2.2 K]

☐ True
☐ False

- 3** 1st and 10 for Team A from Team B’s 15-yard line. Runner A34 dives for the goal line at B’s 1-yard line. The ball in his possession crosses the goal line inside the pylon. A34 then contacts the ground out of bounds 2 yards beyond the goal line. RULING: [8-2-1a; Case Book 2.26.3]

☐ 1st and goal for Team A from the 1-yard line.
☐ Touchdown

- 4** Any forward pass caught by any player of A or B in the field of play may be advanced. [2-10-2; 7-5-4]

☐ True
☐ False

- 5** First touching of a kick by K is ignored if the penalty is accepted for any foul committed during the down. [5-1-6]

☐ True
☐ False