

## Agenda for White Hat Meeting

12 August 2019 – Updates after meeting in red

Purpose: To ensure consistency in application of new rules. The goal is to develop a consensus on keys, positioning, mechanics and application of rules relative to NFHS implementation

- 1) Clocks – 25/40 – Rule 3 Section 6
  - a. 25 Second Clock – Try, Start of period, following I/W, Timeout, Penalty Admin or other official act (injury, etc)
  - b. 40 Second Clock – all others
  - c. 5 man game – back judge, hands up
  - d. 4 man game – no signal as ref has clock; talk with QBs leaving huddle
  - e. Ball boys/girls – recommendation during meeting with coaches
  - f. Chain gang – will have to be able to move
  - g. 25 Reset – taking too much time to get ball ready – under 15?
  - h. What if clock is there (Assumption?) – turn it off
- 2) Targeting (Rule 2 Section 20-2), Blind-side Blocks (Rule 2 Section 3-10)
  - a. Targeting – not auto disqualification – Flagrant with intent to injure Launching not in rule
  - b. No longer 10-to-2; lead with hands
- 3) Blocking Below Waist – support from Back Judge, sides (Rule 2 Section 3-7)
  - a. Shotgun – 3 point stance – ball itself leaves blocking zone – 2 point illegal
  - b. Offense and Defense – In zone to start – no backs or backers
- 4) Free Kicks
  - a. From 40 yard line (20 yard line safety) – any point between hash marks
  - b. All K players within 5 yard – no foot on 35; 4 players each side – BLOW AND THROW once ready for play – Referee, Back Judge
  - c. Out of bounds – 5 yards from OOB, 5 yards and rekick or 25 yards from kick spot (different – makes 31 magic yard line (vs 26)
  - d. Offside (either team, less than 4, more than 5 yards – B&T)
- 5) Touchbacks (Rule 6 Section 3)
  - a. Ball breaks plane – can't reach over – important for back judge or ref to be on line
- 6) Scrimmage kicks – Punts or Field Goals (Rule 6 Section 2)
  - a. Out of bounds between goals – that is spot
  - b. Includes FGs – If it makes endzone – out to 20
  - c. Dead where stops
- 7) On try – blow whistle as soon as kicked – no one can advance
- 8) Timeouts (Rule 3 Section 5) - Recommend covering in pre-game with coaches
  - a. Three timeouts – one minute each –
  - b. Call back at 50 Seconds, then at 1 minute make ready for play
  - c. Called by player, head coach or designee
  - d. Two Types of conferences – only 1 type per conference (Article 6)

- i. Outside 9 yard mark – one/more team members and one/more coaches
  - ii. Between 9 yard marks – only 11 players and one coach
  - iii. **Need to go over this in conversation with coaches**
- 9) Sideline decorum – chance to improve if we maintain consistency (Rule 9 Section 8 -2,3)
  - a. Out of team area – not on field (9-8-1k) Warning, 5 yards, 15 yards
  - b. Out of team area – on field – Same
  - c. **Need to treat as point of emphasis in pregame**
  - d. **Need to make sure coaches, clipboard OFF Field after talking with QB**
- 10) 3-Minute Warm Up before second half (Table 3-1) – Posted, participation not mandated
  - a. Talk with clock operator – ask them to put on clock when signaled
  - b. Talk with coaches – if we say 15 minute half, we start warmup then
  - c. Minimum of 10 minute half
- 11) Kick-Off Mechanics – stay as we are? Move Umpire?
  - a. Currently – R, FJ, HL on goal line, with BJ (Kick Restraining) and U (Receiver)
  - b. Have Umpire go to Receiver side – able to get ball in quicker; BJ to kick side
  - c. Move umpires towards goal line and move HL or FJ up – **Put on hold for now**
- 12) Extra Point Mechanics/Field Goals
  - a. Four Man – R, HL on line, U, FJ – Posts; **or rotate HL, FJ – so long as one is looking at kicker**
  - b. Five Man – R (line), HL (Line) Umpire (Regular), BJ, FJ (Posts)

Some added discussions points:

- 1) May want to have all officials meet with coaches at beginning (vs just R, U) for the first couple weeks in case there are questions
- 2) Consolidate this sheet to index card for coaches discussion
- 3) Emphasis on PRE-GAME. Use something similar to this for pregame with new rules, generate further discussion
- 4) Need to bring 'tricky plays', mistakes to meetings for discussion – no retribution.
- 5) Fumble forward looks like a pass – flag it- spot foul, 5 yards, loss of down – will require some crew discussion on field
- 6) Passer can go over line, comeback and throw – Legal forward pass; same thing for lateral back, then pass
- 7) Need gloves and equipment interpretation from MIAA/Berg