

2010 GHSA PART II STUDY GUIDE

This is a study guide. All statements are true.

Helpful Abbreviations:

| | |
|------------------------|---------------------------------|
| LOS-Line of scrimmage | FCS-Fair catch signal |
| FBZ-Free blocking zone | OPI-Offensive pass interference |
| HC-Head Coach | DPI-Defensive pass interference |
| LTG-Line to gain | KCI-Kick catching interference |
| SOF-Spot of the foul | PSK-Post scrimmage kick |

MOMENTUM

- *If momentum is a possibility, a bean bag must be dropped at the spot of possession.
- *The momentum exception rule is in force on a ball in flight as well as a grounded ball
- *The momentum exception rule allows the runner to be tackled in the endzone and still get the ball at the spot of the bean bag.
- *If possession is obtained on the 3 yard line and momentum carries B into his endzone where he is downed, B gets the ball on the 3 yard line.

EXTENDED PERIODS

- *A period must be extended if a live ball foul is accepted on the last timed down of a period.
- *A period is not extended if a live ball foul is accepted on the last timed down of a period, and that foul carries a loss of down.
- *An inadvertent whistle always causes the period to be extended.

SIDELINE CONTROL/COACHES

- *If an official is contacted by anyone in the restricted area during a live ball, it is an unsportsmanlike foul charged to the HEAD coach.

ILLEGAL BLOCKS

- *Blocking below the waist is illegal anywhere except in the FBZ.
- *Any snap that immediately leaves the FBZ (shotgun) limits the A linemen to only being able to block below the waist if they are in a 3-point, (or 4-point stance), and only if that block is straight ahead and immediately after the snap. No stutter step and no reach blocks.

TOUCHBACK/SAFETY

- *If any kick breaks the plane of R's goal line it is a touchback and any action that takes place after that is action during a dead ball.

PENALTY ADM.

- *Blocking below the waist is a 15 yard penalty.
- *If the QB fumbles the snap, he can no longer throw the ball to the ground to stop the clock. If he does he is penalized 5 yards and loss of down from the SOF.
- *Roughing the snapper is 15 yards and an automatic first down, even if it was 4th and 20, and it is penalized from the previous spot.
- *Illegal substitution and illegal participation are not PSK fouls.
- *If an official is contacted in the restricted area during a scoring play the penalty may be accepted on the try or the KO.
- *If R79 holds K beyond the LOS while the punt is in the air, it qualifies as a PSK foul.
- *If K has only 6 on the LOS and R blocks in the back while a punt is the air, it is not a double foul unless R accepts the penalty for K's foul. If R declines the penalty on K then R can keep the ball, but will be penalized for their foul.
- *If B fouls on a successful 2-point conversion, team A can take the points plus the yardage on the kick off.
- *If B is called for DPI in the endzone on the last play of the first half, but A99 catches the ball for a touchdown, A can keep the points and have the penalty enforced on the try or the second half kick off.
- *Anytime there is an accepted PSK foul, R will retain possession 1st and ten.
- *If R blocks a punt and the ball stays behind the LOS where K illegally kicks it off the ground, it is a loose ball play penalized in the all-but-one category.

MOTION

- *If A has 8 men on the LOS prior to the snap, it would be legal for TE A88 to go in motion and remain in motion at the snap if his motion was at least 5 yards deep at the snap.
- *The QB cannot start a man in motion and then STEP under center, or move to a new starting position on the field.

DOWN/DISTANCE

- *If B intercepts a pass and then fumbles the ball back to A it will be a new series for A and the clock will start on the ready.

SCRIMMAGE KICKS

- *Only a runner can give an illegal FCS.
- *If R10 catches a punt and R22 gives a FCS-there is no foul.
- *Touching a punt behind the LOS is ignored.
- *If R blocks a 4th down punt and K picks it up behind the LOS, he may advance the ball. If he makes the LTG, it is a first down. If not, it is R's ball first and ten at the spot of the tackle.
- *If R partially blocks a punt and it continues downfield in the air, it is KCI if the ball hits K in the head with an R player in position to catch it.
- *It is not a penalty if R contacts the punter before the punter's foot makes contact with the ball.
- *If holder A14 is on one knee and rises to catch a snap on the try, he may legally resume his position on one knee without penalty.
- *Players of A/K may not go out of bounds prior to change of possession during a punt and return unless they are blocked out of bounds.
- *R cannot intentionally go out of bounds trying to catch a kick off close to the sideline. It is not a penalty if he stumbles or steps out while trying to locate and catch the kick. (unintentional)
- *The right to take first touching of a grounded punt by K is lost if R then touches the ball and is later called for a foul during the play.
- *There is no "first touching" behind the LOS on a punt.

SUBSTITUTIONS

- *If a substitute enters the huddle as the huddle breaks, it is not an illegal substitute penalty for breaking the huddle with 12 players.
- *Offensive or defensive players now have 3 seconds for the replaced player to leave the huddle.

EQUIPMENT/SAFETY ISSUES

- *If a player shows signs of a concussion, the officials should stop the clock and have the player removed from the game. The head coach must be notified that the player is being removed for medical evaluation. If said player returns to the game, the officials are to assume the coach did the proper evaluation.
- *For a horse collar penalty to happen the play must result in the runner, or former runner(if he fumbles the ball), being tackled by the horse collar.
- *A doctor's note is not needed for a cast, but all casts must be padded properly.
- *Unconscious players no longer need a note to get back in the game. The Head Coach is responsible for his medical evaluation. (NEW)
- *If K is in a scrimmage kick formation, the snapper is protected regardless of whether the ball is kicked or not.

PASSING GAME

- *A10 loses the privilege of spiking the ball to stop the clock if the snap touches the ground.
- *Pass restrictions start for all B players when the ball leaves the passer's hand, and they start for all eligible A players at the snap.
- *Pass restrictions end for B when the ball is touched by any player.
- *Pass restrictions end for all eligible A players when any player touches the ball, and end for all ineligible players when B touches the ball.
- *If a legal forward pass goes to the right sideline and B contacts eligible A10 on the left sideline it is NOT DPI. To have DPI the contact must be in the direction of the pass.
- *If an A player contacts an opponent away from the ball, and while a pass is in the air, it is OPI since R's restrictions begin with the snap, and are in force regardless of the direction of the pass.

CATCH/NO CATCH

- *Possessing a forward pass in the air and landing inbounds, but on top of another player does not complete the catch. The receiver must touch the ground inbounds.
- *A forward pass is complete if an airborne receiver is contacted inbounds by a defensive player in such a manner that his general direction of travel is changed and that this contact forces him to land out of bounds.

ECO

- *If A10 throws a forward pass intentionally incomplete to stop the clock, the clock will start on the ready for play.
- *If B is awarded a new series the clock will start on the snap.
- *If B intercepts a forward pass, and then fumbles during the return, it will be a new series for A if they recover the fumble. The clock will start on the ready.