

# White Hat Seminar

2004 Rules Changes

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# White Hat Seminar

- **Timeouts ( 2-6-2a & 3-5-2a)**
  - Head coaches may call a timeout from the Sideline.
  - Allows more than 11 players to participate in conferences that occur in front of the team box.



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- **PSK Enforcement (2-16-2g, 10-2-1b& 10-4-3)**
  - Post scrimmage kick enforcement is used when the receiving team fouls occur during a scrimmage kick play, other than a try or successful field goal, from the time the ball is snapped until:
    - The kick ends
    - When the ball crosses the neutral zone
    - The foul occurs by the receiving team beyond the expanded neutral zone
    - The receiving team is in possession of the ball at the end of the down.



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- **PSK Enforcement (2-16-2g, 10-2-1b& 10-4-3)**
  - If any of these factors do not apply, PSK is not used



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- **Penalty Enforcement on Scoring Plays (8-2-2 & 10-5-1)**
  - Editorial clarification on last year's rule change regarding penalties on touchdown plays to carry over to the succeeding spot.
  - Only fouls by team B when there is no change of possession, or by the opponent of the scoring team if the foul occurs after the change of possession



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- **Touching caused by kicking team acts (6-1-5 & 6-2-4)**
  - If a kicking team player muffs a FREE KICK in the neutral zone causing the ball to touch a receiving team player, or if a kicking team player legally bats or muffs a scrimmage kick so that it touches a receiving team player, the touching is ignored.
  - The change precludes the possibility of the kicking team recovering a kick due to unforced touching by the receiving team.



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- **Momentum Exceptions (8-5-2a exception)**
  - The momentum exception has been expanded to potentially include both teams
  - The rule change prevents a situation in which a change of possession could unfairly cause a team to give up a safety
  - The momentum exception only applies to fumbles, passes or kicks caught in flight (once the ball hits the ground the momentum exception cannot apply under NFHS Rules)



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- **Untimed Down (3-3-3- & 8-3-5b)**
  - Clarified that a period is not extended when the defense fouls during a successful try and the offended team accepts the results of the play with the penalty is enforced from the succeeding spot.



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- **Interrupted Games (3-1-4)**
  - **Allows State Associations to develop their own procedures for completing the games that are interrupted due to circumstances such as inclement weather.**



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- **Towels (1-5-3i & 1-5-3k)**
  - Towels must be made of material that will absorb moisture.
  - Towels in which a sticky substance has been applied are illegal



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## Commonly Misunderstood Rules



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- **Forward Pass (7-5-1)**
  - More than one forward pass may be thrown under NF rules, as long as the passes are thrown from behind the line of scrimmage



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- **Eligible Receiver (7-2-5b exception)**
  - A player who assumes an initial position on his line of scrimmage between the ends during a scrimmage kick formation under the numbering exception remains an ineligible receiver during the down unless the pass is touched by B



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- **Kick Catching Interference (6-5-6)**
  - It is kick catching interference if K touches a free kick in flight before it is touched by R



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- **Blocking Below the Waist (9-3-2)**
  - Blocking below the waist is illegal by the defensive players except in the free blocking zone when the contact meets the requirements of rule 2-17-2 or against the runner or pretend runner



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- Lineman may legally go down field during a scrimmage kick play as soon as the ball is snapped



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- **Mechanics**

- **Wings:**

- **Stay WIDE at the end of the down, and never leave players behind you; except:**
  - **When the plays ends close to the line to gain or the goal line. In these cases do not go around the players but have the players move out of your way and continue to the spot**
  - **To break up a fight or separate players**



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- **Mechanics**

- **Wings:**

- Plays that end close to the line to gain with the ball in the middle of the field, the wings should come all the way into the spot. This will eliminate the need to throw the ball into the side zone for a measurement. Always try to do a measurement from the spot closest to where the ball becomes dead



# White Hat Seminar

- **Mechanics**

- **Free Kicks**

- L and B use reverse fade mechanics on long returns
    - B will handle the ball and kickers line
    - R, U, and H will be back with the kick receivers



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- **Mechanics**

- **Scrimmage Kicks Pre kick Positions**

- L to be positioned downfield with B on all punts
    - L and B to be on the same yard line, 5 yards behind the deepest receiver
    - R to line up on L side very wide and 1 to 3 yards behind the kicker
    - U to line up on L side 7 to 10 yards deep outside the box
    - When the ball is snapped inside of K's 10 yard line U will line up on L side 3 to 5 yards and be ready to help with the goal line coverage



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- **Mechanics**
  - **Forward pass plays**
    - U will turn on all forward passes crossing the line of scrimmage to maximize field coverage when ruling on complete / incomplete passes
    - U will not rule on OPI or DPI



# White Hat Seminar

- **Mechanics**
  - **Field Goals and PAT**
    - **Delete the entire exception and use the NF mechanic only**



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- **Mechanics**

- **Reverse Goal Line**

- If the ball is snapped inside the 3 yard line L and H will move to the goal line on the snap and have the goal line to rule on a safety
- If the ball is snapped between the 3 and 10 yard line, R and the wingman that R is facing at the snap have the goal line responsibility to rule on a safety
- If the ball is snapped beyond the 10 yard line, R has the goal line



# White Hat Seminar

- **Mechanics**
  - **Backward pass plays**
    - L and H will punch off grounded backward passes regardless where they occur



# White Hat Seminar

- **Mechanics**
  - **Getting teams out of the locker room**
    - **B and L shall be sent to the locker rooms to escort the teams to the fields before the contest and after half time to prevent arriving late**

