



Montana Officials Association

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July 2016

TO: FOOTBALL OFFICIALS REGISTERED WITH THE MONTANA OFFICIALS' ASSOCIATION

FROM: BRIAN MICHELOTTI, ASSISTANT DIRECTOR

RE: FOOTBALL STUDY CLUBS

This packet contains the six study clubs that will help you prepare for the 2016 football officiating season. Our hope is that these study clubs will be a challenging study tool that you will use for your best interest and that of the coaches and players of Montana.

Association regulations mandate that you attend six study clubs. The MOA expects you to complete each of the six lessons enclosed in a timely manner so that you will be on top of every change and all the rules completely. Please start the outlines before the season commences, and note that this year's study clubs are emphasizing mechanics applications.

For those of you not located in the city where the pool is located, or those whose employment prevents the officials from attending study clubs please note the following regulation from the MOA Handbook:

"If an MOA member's employment prevents him/her from attending study clubs the official may receive credit for attendance if he/she complies as follows:

1. Makes prior arrangements with the regional director or head of pool.
2. Completes the study club outlines and presents them to the regional director or head of pool **in advance** of the meetings missed.
3. Exceptions may be made for certain military actions or other extenuating circumstances.
4. An official whose employment requires him/her to be away from home during the week may attend study clubs at an alternate pool location if he/she receives permission from the regional director(s) and the MOA Commissioner.

PLEASE NOTE: Your regional director must sign your individual study clubs in order for you to receive credit. Football study club attendance must be in the hands of the Directors by December 1st. Please send your study clubs to your regional director, not to the MOA office.

As requested by the regional directors, the mechanics examination is Study Club #1, while the NFHS Football Exam Part 1 has been moved to Study Club #3. We will continue to designate study club #2 to be the Football Mechanics training.

Best of luck to each and every one of you as you approach the season, and don't hesitate to contact us with any ideas about improving the scope and format of these study guides.

BM/tls

MONTANA OFFICIALS' ASSOCIATION
FOOTBALL STUDY CLUBS
LESSON #1
2016-17

NAME _____

CLUB _____ DATE _____

I. Concussion State Law - Officials' Responsibilities:

The MHSAA/MOA requires each official to take the "NFHS Concussion In Sports – What You Need To Know" course each year. This is the second year that you will be required to watch this same clinic. That course must be taken after June 1st for the subsequent school year and must be completed before officiating scrimmages or contests. Also, officials are asked to use their best judgment in observing the signs, symptoms and behaviors of a concussion and other possible serious injuries. If there is a player that exhibits signs and symptoms of an injury, officials will make coaches aware of the injured player and call an injury time out. The official should notify the coach by making the following statement:

"Coach, you need to take a look at this player; he/she is exhibiting signs and symptoms of an injury."

Once the official notifies the coach, it is now the coach's responsibility. The official does not need written permission for an athlete to return to play nor does the official need to verify the credentials of the appropriate health-care professional. The youth cannot return to play until they are evaluated by a licensed health care professional and receives written clearance to return to play from the licensed health care professional.

II. Preferably use before the season's first game:

- A. Review the MOA Handbook. Review and discuss the following changes for this year that apply to general MOA information and football:

III. MOA Handbook Changes and reminders for 2016-17 are as follows:

- 1. Mileage has increased from 56 cents per mile last year to 57.5 cents per mile this year. Per diem for each official, including the driver, remains at 12 cents per mile. So, the driver, for a regular season match, would receive 59.5 cents per mile while the rider official would receive 12 cents per mile.

Reminders from Previous years:

- 1. Football warm-up jacket: A standard jacket, solid black with rib knit cuffs and collar, pull over with no zippers or buttons, unadorned (except for MOA service pins) is allowed.

2. The white “knicker” pants for football officials are no longer allowed.
3. Pink whistles may be used by officials at contests designated as breast cancer awareness events. Any other uniform modifications for the purpose of supporting a charitable fundraising event must be approved in advance by the MOA Commissioner.
4. Language has been added to the MOA Handbook to allow officials whose employment requires them to be away from home during the week to attend study clubs at an alternate pool location with the permission of both the regional director and the MOA Commissioner.
5. When football crews wear the “approved” black pants, black socks are required.
6. MOA exams are now offered exclusively online. All are open book exams. The passing percentage for apprentice and certified remain at 60% and 80% respectively, and the passing percentage for master has increased from 70% to 85%. *Note: The deadline for requesting an upgrade has been reduced from twenty (20) days to seven (7) days prior to the opening of the exam.*
7. For clarification, the football coin toss **must** occur three (3) minutes prior to the game. A pre-game procedure guide can be found on the MHSA football page at www.mhsa.org.
8. The MHSA Board approved the following addition to Section (34), D.1. (MHSA Crowd Control policy): ***Special attention must be given to the supervision of student cheering sections including having an administrator present near the vicinity of the student cheering section for home and post season contests to assist with crowd control.***

NFHS Rule Changes for 2016:

Color Restrictions Removed From Tooth And Mouth Protectors (1-5-1d(5)A): Completely clear or completely white tooth and mouth protectors are no longer prohibited. Tooth and mouth protectors shall include an occlusal (protecting and separating the biting surfaces) portion and include a labial (protecting the teeth and supporting structures) portion.

New SFIA Football Glove Specification (1-5 Note; 1-5-2b): Football gloves are now required to meet either the new SFIA specification or the existing NOCSAE test standard at the time of manufacture.

Legal Clipping Eliminated Within The Free-Blocking Zone (2-17; 9-3-6; 9-3 Penalty): In a continued effort to minimize risk, the Committee made clipping in the free-blocking zone illegal.

NFHS Points of Emphasis for 2016

RISK MINIMIZATION

Concussions

Concussions continue to be a focus of attention in football at all levels of competition. The NFHS has been at the forefront of national sports organizations in emphasizing the importance of concussion education, recognition and proper management.

Discussion of proper concussion management at all levels of play in all sports has led to the adoption of rules changes and concussion-specific policies by multiple athletic organizations, state associations and school districts. Coaches and game officials need to become familiar with the signs and symptoms of concussed athletes so that appropriate steps can be taken to safeguard the health and safety of participants.

There continues to be concern from the NFHS Sports Medicine Advisory Committee (SMAC) about the cumulative effects of non-concussive blows to the head and body in practice and games. Research data is showing that there are significant impacts to the head during "non-contact" practice (such as "control"), and even in practices when players wear only helmets for protective gear.

Therefore, the NFHS SMAC recommends that coaches consider holding their non-contact practices without helmets and pads for the purpose of reducing the number of blows to the head and body.

Impact Sensors

Impact sensor technology continues to advance and improve. These sensors can now be used to look at impact forces in real-time, while the players are actively participating in a sport. While these sensors are valuable as a research tool, they still cannot be used to diagnose a concussion.

Players, parents, coaches and administrators need to be careful not to rely primarily on unproven technology to diagnose a concussion, or even as a tool to decide if a concussion should or should not be suspected.

Heat Illness

The NFHS SMAC continues to encourage athletic trainers, coaches, players and parents to be vigilant about heat illness. The pre-season is the time of greatest risk. An important component of heat illness awareness and preparation is to have in place a well-rehearsed Emergency Action Plan. This includes protocols for treating heat illness, including strategies for rapid cooling of at-risk athletes and guidelines for practice/game modification when indicated by Wet Bulb Globe Temperature (WBGT) monitoring. Coaches need to remain open and flexible to change practice and game plans if environmental conditions are such that their players are at risk for heat illness. This is especially true during the heat-acclimation period at the start of pre-season training.

LEGAL AND ILLEGAL BLOCKS

Blocking is obstructing an opponent by contacting the opponent with any part of the blocker's body. Illegal blocking includes kick-catching interference, forward-pass interference, personal fouls and any other contact which is specifically prohibited such as targeting, blocking below the waist or in the back, chop blocking or clipping. Blocking can involve significant personal contact between a player and an opponent. When proper blocking techniques are taught by coaches and executed by players, risks of

injury are minimized. Remember, a player may attempt to take an opponent out of a play, but it is NOT legal to attempt to take an opponent out of a game.

A 2016 NFHS football rules change prohibits clipping anywhere on the field at any time, other than against a runner. Clipping is defined as a block against an opponent (other than a runner or pretended runner) when the initial contact is from behind and is at or below the waist. This action, under certain circumstances, was previously legal in the free blocking zone. Such is no longer the case. Coaches are encouraged to teach blocking techniques that do not include contact from the rear at or below the waist.

Game officials are reminded to maintain the integrity of the game and uphold their responsibilities to officiate blocking within the spirit and intent of the rules. Player safety and risk minimization are central objectives of officiating. Efforts by the NFHS rules committee, NFHS member state associations and school administrators should be supported by coaches and appropriate rules enforced by game officials to minimize risks to student-athletes.

LEGAL JERSEYS, PANTS AND PADS

In order to provide for the safety and protection of all participants, players are required to wear equipment and uniforms which are properly fitted and worn in the manner intended by the manufacturer. Jerseys are required to completely cover the shoulder pads and any auxiliary pads, such as rib pads or back pads. Pants must completely cover the knees and knee pads, and knee pads must be worn over the knee.

It is becoming more common to see the sleeves of jerseys slide up over the top of the shoulder pad, thus exposing a portion of the pad or untucked jerseys that do not cover the back pads. Additionally, many players wear pants that slide up during use, thus exposing the knee pad or the knee.

Due to the potential for injury to either the player wearing such jersey, pants or pads, or to an opponent, it is essential that players not be permitted to participate unless their jerseys and pants fully comply with the rules. A player whose jersey or pants slide up during game action must immediately make an adjustment to the garment to ensure that it covers all pads and protective equipment or, in the case of pants, fully covers the knees and knee pads. If adjustment to the jersey or pants during a dead-ball period cannot be made, the player should not be permitted to continue as a participant on the field of play. Game officials should not permit the ball to become live when they observe any player whose jersey or pants fail to comply with the rules.

UNFAIR ACTS

Rule 9-10 states that a player or non-player or person(s) not subject to the rules shall not hinder play by an unfair act that has no specific rule coverage. Teams shall not commit any act which, in the opinion of the referee, tends to make a travesty of the game.

The spirit of the game of football lives in effective blocking, fundamental tackling, tireless pursuit, skillful running, passing and kicking, and well-planned game strategy. This positive atmosphere cannot be maintained unless both the spirit and intent of the NFHS football rules are observed. If the potential values of the game experience are to be attained, that the action of the players must conform with the rules, which specifically prohibit unfair tactics and unsportsmanlike conduct. Unfair tactics detract from the positive atmosphere and the values of interscholastic athletics, and have no place in the game of football.

The prohibition of unfair tactics will encourage sportsmanship, which permeates every aspect of our game. Coaches should exemplify the highest moral character, behavior, integrity and leadership, adhering to strong ethical standards, and abiding by and teaching the rules of the game in both spirit and intent.

Student-athletes should understand the seriousness of their responsibility to teammates and opponents and the privilege of representing their school and community.

As leaders, we must recommit ourselves to the preservation of fair play, which includes eliminating illegal, unfair or dangerous acts both on the practice field and on the field of play.

The NFHS Football Rules Book specifically prohibits unfair acts. Rule 9-10 lists some examples of unfair acts, including hiding the football under a jersey or using an illegal kicking tee. Other unfair acts are prohibited by the spirit and intent of other rules, include, but are not limited to, the following:

1. Uniforms which do not conform to specified standards or which have a foreign substance on them;
2. Use of disconcerting acts or words prior to the snap in an attempt to interfere with the offensive team's signals or movements; and
3. "Hide-Out" plays, including those that use a substitution or pretended substitution in order to deceive opponents at or immediately before the snap or free kick.

Of course, it is impossible to list every unfair act that could take place. Deliberately violating the rules in the hope or expectation of not being detected is deplorable and indefensible, and should be penalized.

To this end, the referee is given great discretion in penalizing unfair acts and may enforce any penalty he or she considers equitable, including the awarding of a score. If an unfair-act foul occurs and the foul already has a penalty associated with it, the referee may invoke another equitable penalty if the foul is so unfair that its normal penalty would be insufficient. For example, a substitute coming off the sideline to tackle the runner has committed illegal participation, which normally carries a 15-yard penalty. The normal penalty may be sufficient if this happens while the runner is surrounded by other defensive players and would likely be tackled anyway. However, the normal penalty would be insufficient, and enforcing it would make a travesty of the game, if the act occurred on the last play of the game while a runner was heading to the opponent's end zone well beyond the reach of any other defender. In such a case, the awarding of a score would be more equitable.

The prohibition of unfair acts is not a prohibition of special or "trick" plays. Such plays are permissible, but they must be run within the spirit and intent of the rules. Game time and circumstance are factors to consider as to the legality of any such play. Teams attempting to run trick plays must follow all NFHS football rules precisely without any leeway. Coaches are encouraged to discuss any such plays, including the time they are likely to run such plays, with the referee in the pre-game conference.

It is imperative that coaches, players and game officials make an extra effort to model the type of behavior that illustrates the educational values of interscholastic athletics in general, and football in particular. No true sportsman will violate any of the unwritten rules which exist for the good of the game. The spirit of good sportsmanship depends on conformance to a rule's intent as well as to the letter of a given rule.

- IV. Review and discuss the articles listed in the Football Preseason Guide 2016 which was included in your football packet. (Please review the plays and rulings for each rule change area if they are provided).
- V. Answer and discuss all questions on the 2016 Officiating Mechanics Examination. We recommend that you complete it orally as a group. Please contact the office if you note any errors. The MOA expects all officials to “go by the book” – the NFHS Football Officials’ Manual.



2016-17 Football Mechanics Five-Game Official Exam

NOTE: In the exam situations, A—refers to the offensive Team and B—refers to their opponents the defensive team. K—refers to the kicking team and R—refers to the receiving team. A1, B1, K1 and R1 are players of these teams. If team possession changes during the down, each team retains its identity. In kicking situations, it is not during a try and no fair-catch signal has been given unless specified. Unless stated, acts occur while: the ball is inbounds; a forward pass is legal; any out-of-bounds is between the goal lines. Line means scrimmage line. Reference to a foul is to a player foul which is not unsportsmanlike. There is no foul or change of possession, unless it is mentioned, and penalties are considered accepted for enforcement. The questions in this examination are to be answered on the basis of a five-game official crew of game officials, unless a four-game official crew is specifically designated.

- 1 Discretion, officiating position and game situation should determine whether the penalty marker is dropped or tossed following an infraction.
True
False
- 2 The penalty marker shall not be used to mark the appropriate yard line on which a game official has observed an infraction.
True
False
- 3 For all game officials, the bean bag is to serve as an aid to enforcement and is not an absolute reference point.
True
False
- 4 After a score or try, prior to the free kick, all game officials need to encourage both teams to take free-kick positions quickly.
True
False

- 5 After a score or try, prior to the free kick, the referee does need to check with the line-to-gain crew for questions and positions.
True
False
- 6 After a score or try, prior to the free kick, the line judge, while at the 9-yard marks, counts K players and identifies the free-kick line for the receiving team.
True
False
- 7 The line judge is the game official who will indicate the end of the fourth period.
True
False
- 8 In controlling team-personnel altercations, the head linesman and the line judge should alert the coach on their side to keep all team personnel off of the playing area.
True
False
- 9 If a team-personnel altercation is in a game official's area, he/she should attempt to stop initial confrontation.
True
False
- 10 Only the referee must consistently administer and enforce team-box and coaches' area restrictions.
True
False
- 11 The referee is the only game official who is to notify the opposing coach of a disqualification.
True
False
- 12 The line judge or head linesman should notify the coach on his/her side as to the reason for disqualification.
True
False
- 13 It is mandatory that any coach receiving two unsportsmanlike fouls carrying 15-yard penalties vacate the stadium area.
True
False
- 14 The game official - escorting the team with the second-half choice - obtains from that team's head coach its second-half choice and communicates same to the referee.
True
False
- 15 The back judge and line judge should bring an approved game ball from each team to the coin toss.
True
False

- 16 The referee is to give a visible count of the last five seconds when on-field 25-second clocks are not utilized.
True
False
- 17 At the conclusion of the coin-toss procedures and after the captains have been dismissed, only the umpire and linesman move together for final instructions from the referee.
True
False
- 18 In the presence of the umpire, the referee shall instruct the visiting captain to give “heads” or “tails” choice before the coin toss.
True
False
- 19 The referee’s use of a field microphone adds another dimension to communication – a positive dimension when used properly.
True
False
- 20 When using a field microphone, the referee may not announce the number of the player who committed the foul.
True
False
- 21 The head linesman should take care of the game ball after approval by the referee.
True
False
- 22 The umpire shall coordinate the inspection of playing field and pylons.
True
False
- 23 The referee notifies all other game officials when period-shortening procedures are in effect.
True
False
- 24 The clock operator(s) should report to the game officials at the stadium at least 30 minutes before game time.
True
False
- 25 Game officials should arrive at the site of the game at least 60 minutes before the scheduled game time.
True
False
- 26 The head linesman should check the line-to-gain equipment and meet the crew before the game.
True
False

- 27 In the pregame conference, the umpire should review starting time and be sure an auxiliary stopwatch, which records accumulated time, is available.
True
False
- 28 Before the game, the umpire should accompany the referee as he/she visits with each head coach, and examine and rule on any player equipment about which the coach has a question of legality.
True
False
- 29 Football game officials must have a football sense which supersedes the technical application of the rules so that the game goes smoothly.
True
False
- 30 The head linesman shall furnish a clipping device for use in measuring first downs. Use of a second clip is recommended.
True
False
- 31 The penalty marker shall be a light gold flag (30 inches x 30 inches) with a middle pouch weighted with sand or beans, etc.
True
False
- 32 The game officials' appearance greatly affects the attitude of coaches, players and fans.
True
False
- 33 Both arms crossed in front of the chest is the recommended crew communication signal for game officials to indicate 11 players in game when counting is complete.
True
False
- 34 All game officials need to establish and maintain the same tempo throughout the game.
True
False
- 35 While serving on the line-to-gain crew, the crew should refrain from using items that would distract them from their responsibilities (i.e., electronic devices).
True
False
- 36 All game officials shall enter the field together at least 15 minutes before game time or at an earlier time if required by the state association.
True
False
- 37 The game official must draw distinction between contact necessary to make a legal block or tackle, and that which targets defenseless players.
True
False

- 38 Game officials who are familiar with the mechanics and understand their individual duties find the intangible requirements of good officiating usually follow naturally.
True
False
- 39 Use of any replay or television monitoring equipment in making any decision related to the game is prohibited.
True
False
- 40 The umpire, on a kickoff, if a short kick is anticipated, should be positioned on R's free-kick line.
True
False
- 41 The referee, on a kickoff, before the kick, holds arm above his/her head to indicate he/she is ready.
True
False
- 42 The umpire, on a kickoff, on a kick to his/her side, signals clock to start when the kick is touched, only if the ball is even or up field from the umpire.
True
False
- 43 Before the kick on the kickoff, the umpire should count R players.
True
False
- 44 The head linesman, on a kickoff, before the kick, should monitor bench area.
True
False
- 45 The head linesman, on a kickoff, should maintain position-enabling coverage of the middle of the field
True
False
- 46 The head linesman, on a kickoff, on a kick to the opposite side of the field, should observe action of other players in vicinity of kicker.
True
False
- 47 The head linesman should move cautiously with play along the sideline on a kick to the opposite side of field on a kickoff.
True
False
- 48 The line judge, on a kickoff, should watch for any infractions involving K's free-kick line.
True
False

- 49 The line judge, on a kickoff, if a short kick is anticipated, should observe legality of blocks and action away from the ball.
True
False
- 50 After a kick on a kickoff, the line judge should be alert for first touching by K, and should mark spot with bean bag.
True
False
- 51 After a kick on a kickoff, the line judge should be in position to take over coverage of runner in his/her area on long return.
True
False
- 52 Before a kick on a kickoff, the back judge should take charge of the ball.
True
False
- 53 The back judge, on a kickoff, should count R players.
True
False
- 54 The back judge, on a kickoff, should be in position to take over coverage of the runner in his area on a long return.
True
False
- 55 Before the kick on the kickoff, if the ball falls or blows off the tee, the back judge should not sound whistle to prevent action.
True
False
- 56 Only the head linesman shall assist the referee with halftime intermission responsibilities.
True
False
- 57 All game officials should leave the field together between halves.
True
False
- 58 The umpire should signal time to start clock to time intermission.
True
False
- 59 The back judge should secure the game ball, hand it to the kicker, and instruct him/her to wait for referee's signal before he/she kicks.
True
False
- 60 The referee determines which team has choice for second half.
True

- False
- 61 All game officials should return to the field at least five minutes before the second half is to begin.
True
False
- 62 Between halves, all game officials should discuss the overtime procedure, if applicable.
True
False
- 63 Between periods, the head linesman quickly takes the ball to a corresponding point on the other half of field and reverses directions.
True
False
- 64 Between periods, the line judge will check number of down and distance to gain.
True
False
- 65 If play is in progress and time expires for the period, the horn should not be sounded.
True
False
- 66 On a scrimmage kick out of bounds in flight, the referee lines up the covering official at the spot where the ball crossed the sideline by using an outstretched arm.
True
False
- 67 During an injury time-out, the referee will summon appropriate health-care professional(s) and/or coaches onto the field.
True
False
- 68 During an injury time-out, the head linesman makes sure summoned appropriate health-care professional(s) and/or coaches are not on the field for coaching purposes.
True
False
- 69 The umpire will attempt to keep players a significant distance away from the seriously injured player(s) during an injury time-out.
True
False
- 70 When time expires and ball becomes dead at the end of the period, the referee will sound whistle and repeat time-out signal twice.
True
False
- 71 If the field clock is used and if time expires prior to the snap, the referee will sound his/her whistle to prevent snap, if possible.
True
False

- 72 When the field clock is not used, the line judge will notify the referee approximately four minutes before the end of the second and fourth periods.
True
False
- 73 If the ball is snapped immediately after time has expired at the end of the period, the head linesman will sound his/her whistle loud and long.
True
False
- 74 During a time-out, the umpire will observe Team A until the referee is ready to start play.
True
False
- 75 All game officials, during a time-out, should confirm number of remaining time-outs.
True
False
- 76 The line judge, during a time-out, should time 60-second interval and notify referee at 45 seconds and again when 60-second interval expires.
True
False
- 77 During a time-out, the umpire should maintain position over ball.
True
False
- 78 The head linesman, during a time-out, should check number of time-outs remaining for each team.
True
False
- 79 During a time-out, the referee will inform each team's huddle of down and time remaining in period.
True
False
- 80 When measuring for a first down, the back judge will place foot just behind yard line where clip is to be placed to align linesman so that chains are parallel to sidelines.
True
False
- 81 The referee, when measuring for a first down, will rotate the ball so the long axis is parallel to sideline.
True
False
- 82 When measuring for a first down, the umpire will take the forward indicator from crew members at place of measurement.
True
False

- 83 The head linesman will mark foremost point of ball for down-marker operator on all first downs.
True
False
- 84 When measuring for a first down, the referee will spot the ball at the proper place when measurement is completed.
True
False
- 85 In administering penalties, the line judge will make note of enforcement spot for penalty.
True
False
- 86 Only the back judge, in administering penalties, will record unsportsmanlike penalties.
True
False
- 87 The umpire will assist in relaying foul information to appropriate sideline.
True
False
- 88 The head linesman should be ready to have line-to-gain equipment moved after penalty administration.
True
False
- 89 When there is a double foul, the referee will signal each foul, facing the press box.
True
False
- 90 After a safety, try or field goal, the back judge will begin timing one-minute interval after the head linesman signals score or no score.
True
False
- 91 All game officials should hustle up sidelines to free-kick position and then fill out game cards after a safety, try or field goal.
True
False
- 92 The referee, on a running play, should move behind play toward side of field to which play advances to cover runner if he/she is downed near line.
True
False
- 93 On a running play, the umpire should check for disconcerting signals by B.
True
False
- 94 The referee, on a running play, should assist with relay of ball in side zone from wing official to umpire.
True

- False
- 95 In an unbalanced formation, the strength of the formation is not determined by the number of eligible receivers outside of the offensive tackles.
True
False
- 96 If motion occurs, the strength of the formation is not determined until the snap.
True
False
- 97 The head linesman and umpire should be ready to adjust coverage if potential passer decides to run.
True
False
- 98 The line-to-gain indicator shall be set to establish a 10-yard neutral zone before a field-goal attempt by free kick, after a fair catch or awarded fair catch.
True
False
- 99 When the offensive formation shows trips to one side (three receivers), the back judge has the two outside receivers.
True
False
- 100 The umpire should verbally alert defenders when passer has released the ball.
True
False

**OUTLINE MUST BE SIGNED BY ALL PRESENT AND SENT TO YOUR REGIONAL DIRECTOR
BY DECEMBER 1, 2016**

MONTANA OFFICIALS' ASSOCIATION
FOOTBALL STUDY CLUBS
LESSON #2
2016-17

NAME _____

CLUB _____ DATE _____

The MOA Regional Directors have discontinued the required mechanics clinics (train the trainer) that have been held at the MCA convention in Great Falls. The reason for the discontinuation is that the intensive training shared with pool leaders and representatives over the past several years has now become repetitive except for the few new mechanics changes every other year.

A different mechanics training requirement (hopefully an online offering) is being explored for future years.

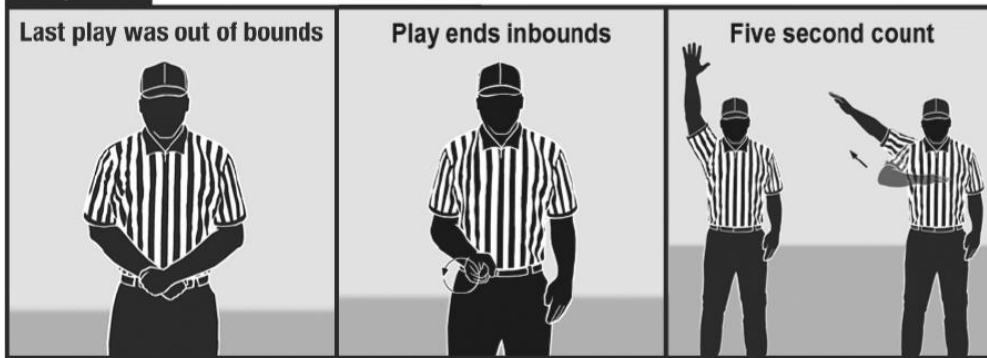
The MOA will still designate study club #2 to be centered on mechanics training for football. The MOA Office still has all of the resources from the Train the Trainer” clinics during previous summers held in conjunction with the Montana Coaches Association (MCA) Clinic in Great Falls. We expect pools to use these resources to continue their training and if pools need information or material from these clinics for these study clubs, please contact the MHSAA office.

1 - Review the 2016-2017 NFHS Football Officials' Manual Significant Changes

- The head linesman shall furnish a clipping device for use in measuring first downs. Use of a second clip is recommended.
- The clock operator(s) should report to the game officials at the stadium at least 30 minutes before game time.
- The Referee, in declaring the ball ready-for-play, after the ball is spotted, shall move to a position that is visible to clock operator.
- Added a statement that the horn should not sound at the end of a period if play is in progress.
- Set the line-to-gain indicator to establish 10-yard neutral zone before a field-goal attempt by free kick after a fair catch or awarded fair catch.
- The Referee, when a penalty is declined, go to spot visible from press box.
- The Referee on a scrimmage kick, when the kick out of bounds in flight – line up covering official at the spot where the ball crossed the sideline by using an outstretched arm.
- The Referee on a scrimmage kick, needs to confirm line-to-gain indicator is set before giving ready-for-play signal.

2 - New recommended crew communication signals

PlayPic®



Start clock on snap.

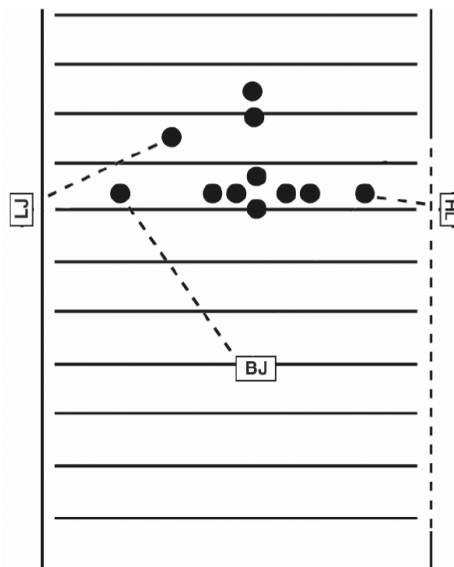
Start clock on ready.

Visible count by R (Four-Game Officials Crew) and BJ (Five-Game Officials Crew), of the last five seconds when on-field 25-second clocks are not utilized.

3 - Five-Man official crew strength to line judge's side

STRENGTH TO LJ'S SIDE

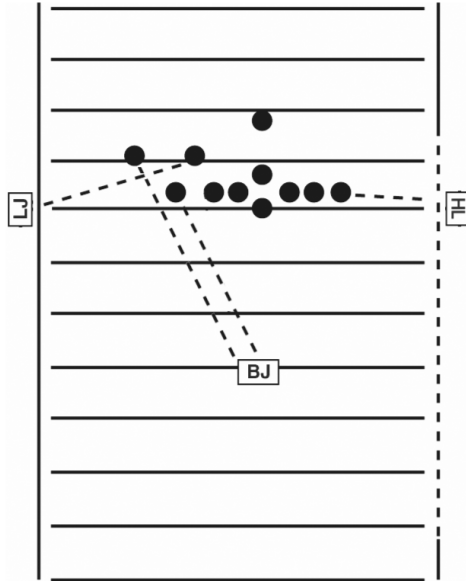
When the formation is as shown at right, the back shows strength to LINE JUDGE'S side. BACK JUDGE has the widest receiver on the LINE JUDGE'S side. HEAD LINESMAN is responsible for initial action on or by the end on his/her side. LINE JUDGE would then have the first back out of the back field on his/her side.



4 – Five-game official crew - trips to one side (three Receivers)

TRIPS TO ONE SIDE (THREE RECEIVERS)

When the formation is as shown at right, showing “trips,” the BACK JUDGE has the two outside receivers. LINE JUDGE is responsible for action on or by the inside eligible receiver. HEAD LINESMAN would have primary coverage on the end who is on his/her side and would then have the first back out of the back field to his/her side.



5 - New guides for “When in question” – back of the book:

- Incomplete pass or fumble - **Incomplete pass**
- Forward or backward pass - **Forward**
- Kick or pass touched or not – **not**
- Catch or not – **no catch**
- Passer has thrown or fumbled – **has thrown**
- Touchback or safety – **Touchback**
- Defenseless or not – **Defenseless**
- Excessive / unnecessary or not – **Excessive / unnecessary**
- Fumble or dead ball - **Dead ball**
- Helmet on or off – **off**
- Accidental or intentional – **Accidental**
 - Contact
 - Touching
 - Kicking
- 5 or 15 Face Mask – **15**
- 5 or 15 Kicker / Holder - **15**

6 - The signal for Targeting will be current signal 24



7. Announcing the number of the offending player is now allowed (not required) when the referee is using a microphone.

The NFHS Football Officials Manual has changed to now allow for the Referee to announce the number of the offending player when the referee is using a microphone. Announcements of the offending player will be allowed even on football fields that are not equipped with a field microphone. Here is the rule in the 2015-2016 NFHS Officials Manual:

USE OF THE MICROPHONE

I. REFEREE

A. The referee's use of a field microphone adds another dimension to communication – a positive dimension when used properly. The microphone should be used to explain penalties and unusual situations. The referee should have the option to use or not use a field microphone. The referee should have control (on/off switch) of the microphone. If used, the microphone should be tested prior to the start of the contest and the following guidelines should be followed:

1. Signals are still necessary, starting with a preliminary signal (no microphone) and then (after the penalty is accepted or declined) the final signal in conjunction with the use of the microphone.
2. Normal voice quality – no shouting (realize that there often is a delay between speaking and hearing what was said over the loud speakers).
3. Speak in short phrases. Pause briefly between phrases.
- 4. The number of the player who committed the foul may be announced.**
5. Turn microphone off so other comments are not broadcast.

We believe this is a positive change and will help with the communication between officials and coaches. This will make the sport of football consistent with many of the other high school sports that announce player's numbers when a foul is committed.

2016 and 2017 GAME OFFICIALS MANUAL FOOTBALL POINTS OF EMPHASIS – Review and Discuss

TARGETING

The NFHS Football Rules Committee continues to focus on player safety and risk minimization. It is the responsibility of coaches, game officials and players to know and understand not only the rule concerning targeting, but the risk involved when players engage in targeting. In most cases, this contact poses a risk to both players. It is especially risky when the offending player uses the crown of his helmet to contact an opponent.

Targeting is defined in Rule 2-20-2 as: "Targeting is an act by any player who takes aim and initiates contact against an opponent above the shoulders with the helmet, forearm, hand, fist, elbow or shoulders." The key words in the definition are "who takes aim." This phrase clearly indicates that targeting is an intentional act. Targeting usually takes place in the open field against a player who is defenseless. Examples would include but not be limited to: A receiver who has no opportunity to complete a catch, a player who is making no effort to participate in the play, an R player attempting to catch a kick, a passer or a kicker. It is important for game officials to know that targeting can take place anywhere on the field and is not limited to players who are directly involved in the play. The penalty for targeting is 15 yards, and if deemed flagrant, carries disqualification.

RESTRICTED AREA

Application of rules for the restricted area has improved over the past few years; the following points of clarification are intended to resolve remaining misconceptions and aid in the consistent and correct application for sideline management.

The restricted area is the 2-yard belt that runs from the 25-yard line to the 25-yard line. It is an extension of the restraining line (Rule 1-2-3d) that is marked around the playing field. Misconceptions exist about the restricted area from both game officials and coaches. Game officials consider the restricted area their area; coaches will consider the restricted area as their area. And, depending on the status of the ball, both are correct. In reality, the restricted area belongs to both the game officials and the coaches and with the correct application of rules, allows both to do their jobs effectively and safely. Rule 1-2-3g states: "Team boxes shall be marked on each side of the field outside the coaches' area between the 25-yard lines for use of coaches, substitutes, athletic trainers etc., affiliated with the team. The coaches' area is a minimum of a 2-yard belt between the front of the team box and the sideline, and becomes a restricted area when the ball is live."

The restricted area is provided for the safety of players, nonplayers, coaches and game officials. The application of the restricted-area rules should be understood by both coaches and game officials and should be applied in all aspects of the game. While the ball is dead, the restricted area is the coaches' box, where a maximum of three coaches and substitutions are allowed. Although there is no specific statement as to when the restricted area should be cleared, a good point of reference is when the snap is imminent. While the ball is live, this is the restricted area and should be clear between the 25-yard lines.

Rule 9-8-3 states: "A nonplayer shall not be outside his team box unless to become a player or to return as a replaced player. A maximum of three coaches may be in the restricted area. No player, nonplayer or coach shall be in the restricted area when the ball is live."

Substituting, coaching and officiating in the restricted area are not to be ignored at any time during the game. Game officials need to focus on two areas: 1. Red zone application. When the line of scrimmage is in the red zone, and the wing official is downfield beyond the end of the team box, the restricted area can become occupied with nonplayers and coaches. 2. "Up-field" situations. When the line of scrimmage is within the restricted area, nonplayers and coaches stand in the restricted area up-field, behind the line of scrimmage. Game situations can change quickly and may create a safety situation. During live-ball action, no coach, substitute, athletic trainer, anyone affiliated with the team or any other person is allowed in the restricted area regardless of where the line of scrimmage is on the field of play.

Pregame is an opportunity for the wing official to communicate with the head coach and identify who can assist him/her if he/she needs help with the restricted area. Communication between game officials and coaches that brings a possible resolution and support to defuse a potential issue before it occurs benefits both parties. Remember that a game official has a process supported by rule in dealing with the restricted area. Game officials can prevent a negative situation with proactive, positive communication and by applying the restricted- area rules early in the game.

DOWN-MARKER INDICATOR MECHANICS

The NFHS Football Case Book notes situations with the proper procedures to be used when a play is run with the incorrect down on the down-marker indicator. These situations and procedures should be reviewed and should give game officials a heightened awareness of the importance of making sure the down on the down- marker indicator is correct prior to the ball being marked ready for play. It is important to note that when an error is discovered, in other than a fifth-down situation, the procedure calls for the replay of that down. There is no option to continue play with the results of the play that was run with the incorrect down on the down-marker indicator. Mechanics currently exist to prevent this type of error from occurring.

An increased awareness, including pregame discussion and crew coordination of pre-snap mechanics, will help keep errors to a minimum. If a game official thinks the down-marker indicator is incorrect, blowing the whistle and making sure it is correct is preferable to letting the play go and having to replay the down because the down-marker indicator was incorrect. While the Referee and the Head Linesman may have primary responsibility, it is imperative that the entire crew know the down is correct when the ball is marked ready for play.

**OUTLINE MUST BE SIGNED BY ALL PRESENT AND SENT TO YOUR REGIONAL DIRECTOR
BY DECEMBER 1, 2016**

MONTANA OFFICIALS' ASSOCIATION
FOOTBALL STUDY CLUBS
LESSON #3
2016-17

NAME _____

CLUB _____ DATE _____

I. Recommendations for Study Club #3

A. That the NFHS Football Examination Part I be taken by the pool at home or in a manner appropriate to the pool. If taken at home we suggest answers be discussed orally as a group at the next meeting.

II. Discuss any problems, clarifications, concerns, or ideas that occurred while administering the major rule changes from last year.

III. Review and discuss all of the following new NFHS rule changes for 2015

(2-20-1c) SPEARING DEFINITION REVISED:

Continuing the focus of risk minimization, the definition for the illegal helmet contact act of spearing was revised. Spearing is an act by any player who initiates contact against an opponent at the shoulders or below with the crown (top portion) of his/her helmet.

(5-1-1b NEW) CORRECTING A DOWN NUMBER ADDED:

The referee is granted authorization to correct the number of the next down before a new series of downs is awarded.

(6-1-3; 6-1-4 NEW; 6-1 PENALTY) FREE-KICK FORMATIONS REVISED:

In a revision of the 2014 rule change regarding free-kick formations, the timing of the foul for not having at least four players on each side of the kicker now occurs when the ball is kicked.

(9-4-3g) EXCESSIVE CONTACT ADDED TO UNNECESSARY ROUGHNESS:

With an emphasis on risk minimization, the unnecessary roughness provisions were expanded. No player or nonplayer shall make any other contact with an opponent, including a defenseless player, which is deemed unnecessary or excessive and which incites roughness.

(9-4 PENALTY) ROUGHING THE PASSER PENALTY CLARIFIED:

An automatic first down is not awarded for a 5-yard incidental face mask penalty against the passer.

(10-2-5) DEAD-BALL PENALTY ENFORCEMENT MODIFIED:

The distance penalty for unsportsmanlike, nonplayer or dead-ball personal fouls committed by teams can offset. Equal numbers of 15-yard penalties by both teams will cancel and remaining penalties may be enforced.

2015 Editorial Changes

1-5-1b(2) NOTE; 1-5-1b(3) NOTE; Table 1-7 (8); 2-8; 2-20-1a, b; 2-20-2; 3-6; 7 PENALTY; 5-1-1; 6-1, 2, 5 PENALTY; 6-5-4c; 7-1, 2, 3, 5 PENALTY; 9-3-1; 9-2, 3,4, 5, 6, 7, 8, 9, 10 PENALTY; 9-4-3h, i; 9-8-1m (deleted); 9-9 (NEW); 10-2-1; Football Fundamentals – IX-5; SIX-PLAYER RULES DIFFERENCES – Rule 6; Penalty Summary

2015 Points of Emphasis

1. Risk Minimization
2. What is Excessive?
3. Facilitating NFHS Football Rules
4. Free-Blocking Zone
5. Illegal Equipment
6. Sideline Interference

See the NFHS rule book for more information on this 2015 Point of Emphasis.

- IV. Answer and discuss all questions on the 2016 NFHS Football Exam Part I. We recommend that you complete it orally as a group.



2016 NFHS Football Exam - Part I

NOTE: In the exam situations, A—refers to the offensive team and B—refers to their opponents the defensive team. K—refers to the kicking team and R—refers to the receiving team. A1, B1, K1 and R1 are players of these teams. If team possession changes during the down, each team retains its identity. In kicking situations, it is not during a try and no fair-catch signal has been given unless specified. Unless stated, acts occur while: the ball is inbounds; a forward pass is legal; any out-of-bounds is between the goal lines. Line means scrimmage line. Reference to a foul is to a player foul which is not unsportsmanlike. There is no foul or change of possession, unless it is mentioned, and penalties are considered accepted for enforcement.

1. Completely clear or completely white tooth and mouth protectors are legal.
 - A. True
 - B. False

2. The NFHS disapproves of any form of taunting that is intended or designed to embarrass, ridicule or demean others under any circumstances.

- A. True
- B. False

3. Football gloves are required to meet either the new SFIA specification or the existing NOCSAE test standard at the time of manufacture.

- A. True
- B. False

4. Face tackling is an act by any player who initiates contact against an opponent at the shoulders or below with the crown (top portion) of his helmet.

- A. True
- B. False

5. The referee shall have the authority to correct the number of the next down prior to the ball becoming live after a new series of downs is awarded and prior to the declaration of the end of any period.

- A. True
- B. False

6. Illegal helmet contact may not be judged a flagrant act by the game official.

- A. True
- B. False

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

- A. True
- B. False

8. The accidental touching of a loose ball by a player who was blocked into the ball is ignored and does not constitute a new force.

- A. True
- B. False

9. A fumble is the touching of a loose ball by a player in an unsuccessful attempt to secure possession.

- A. True
- B. False

10. When the ball is loose following an illegal kick, it does not retain the same status as prior to the illegal kick.

- A. True

B. False

11. A forward pass has gone beyond the neutral zone if at any time during the pass, some part of the ball is beyond the neutral zone.

A. True

B. False

12. Blocking is obstructing an opponent by contacting him with any part of the blocker's body.

A. True

B. False

13. Clipping in the free-blocking zone is illegal.

A. True

B. False

14. Any act that is clearly intended to cause B to encroach is an unsportsmanlike foul.

A. True

B. False

15. At the time the ball is kicked, at least four K players must be on each side of the kicker.

A. True

B. False

16. By state association adoption, to allow for special occasions, commemorative or memorial patches, not to exceed 4 square inches, may be worn on the uniform without compromising its integrity.

A. True

B. False

17. An unofficial auxiliary down indicator may be used, but it must be operated approximately 2 yards outside the sideline (except in stadiums where the total playing enclosure does not permit) opposite the official line-to-gain and down indicators.

A. True

B. False

18. A drop kick or place kick may be used following a safety.

A. True

B. False

19. Ball-colored helmets are legal player equipment.

- A. True
- B. False

20. A down is action which starts with a legal snap or a free kick and ends when the ball next becomes dead.

- A. True
- B. False

21. If a player does not have a helmet that meets the NOCSAE test standards when manufactured, he may participate, but a 5-yard penalty shall be enforced.

- A. True
- B. False

22. A back may not wear a jersey with a number 50 through 79.

- A. True
- B. False

23. Between the first and second periods and between the third and fourth periods, the teams may or may not change goals.

- A. True
- B. False

24. If there was an inadvertent whistle during the last timed down of the period, the period is not extended by an untimed down.

- A. True
- B. False

25. A period shall not be extended by an untimed down if, during a down in which time expires, a foul occurs for which enforcement, by rule, results in a safety.

- A. True
- B. False

26. If a double foul occurs during the last timed down of a period, the period is ended.

- A. True
- B. False

27. The period shall be extended if, during a down in which time expires, B1 commits an unsportsmanlike foul and the penalty is accepted.

- A. True
- B. False

28. Giving an invalid fair-catch signal carries a 15-yard penalty.
- A. True
 - B. False
29. Only the receiver who gives a valid fair-catch signal is afforded protection.
- A. True
 - B. False
30. Only one receiver may give a signal for a fair catch while any legal kick is in flight.
- A. True
 - B. False
31. If a low scrimmage kick is touched by R1 in the neutral zone, kick-catching interference restrictions have ended and no fair catch can be made.
- A. True
 - B. False
32. It is illegal for R1 to fair-catch a free kick in the neutral zone.
- A. True
 - B. False
33. It is a field goal even if part of the ball passes through the line of the upright extended.
- A. True
 - B. False
34. A field goal may be scored by a free kick following a safety.
- A. True
 - B. False
35. During a field-goal attempt, not during a try, the ball becomes dead when it is obvious the kick has apparently failed.
- A. True
 - B. False
36. A backward pass is a pass thrown with its initial direction parallel with or toward the runner's end line.
- A. True
 - B. False

37. If runner A1, who is beyond the neutral zone, tosses the ball forward, he has thrown an illegal forward pass.

- A. True
- B. False

38. A pass thrown backward out of bounds to stop the clock is an illegal pass.

- A. True
- B. False

39. Pass eligibility rules apply equally to both legal and illegal forward passes as well as backward passes.

- A. True
- B. False

40. A multiple foul is one or more live-ball fouls by each team resulting in offsetting penalties.

- A. True
- B. False

41. Grasping the tooth and mouth protector attached to the face mask is not a foul.

- A. True
- B. False

42. A foul is a result imposed by rule against a team or team member that has committed a penalty.

- A. True
- B. False

43. A nonplayer foul may influence the play in progress.

- A. True
- B. False

44. Penalties for dead-ball fouls are enforced separately and in the order in which they occurred.

- A. True
- B. False

45. If both teams commit fouls during the same dead-ball period and the second foul is committed prior to the enforcement of the penalty for the first foul, it is a double foul.

- A. True
- B. False

46. A free kick which goes out of bounds belongs to the kicking team.
- A. True
 - B. False
47. If K1 is first to touch a free kick between the free-kick lines, such touching is ignored.
- A. True
 - B. False
48. A punt may be used as a free kick following a fair catch.
- A. True
 - B. False
49. A free kick may be made after a fair catch.
- A. True
 - B. False
50. A player cannot fumble before gaining possession.
- A. True
 - B. False
51. A dead ball may become live only by a legal snap or free kick.
- A. True
 - B. False
52. Free-kick lines are always 10 yards apart.
- A. True
 - B. False
53. Illegal participation can be a nonplayer foul.
- A. True
 - B. False
54. The clock shall start with the snap, if the clock was stopped because of an inadvertent whistle.
- A. True
 - B. False
55. It is illegal participation if any player intentionally goes out of bounds and returns during the down.
- A. True

B. False

56. Kick-catching interference carries a 15-yard penalty plus a loss of down.

A. True

B. False

57. Following a change of possession, if an inadvertent whistle is sounded, the down must be replayed.

A. True

B. False

58. A coach who has been disqualified may not have further direct or indirect contact with his/her team during the remainder of the game.

A. True

B. False

59. If a loss-of-down foul by A occurs during a successful try, there is no score and the down is replayed.

A. True

B. False

60. If a foul occurs during a running play, the basic spot is the spot where the related run ends.

A. True

B. False

61. If touching causes the ball to become dead, securing possession of the ball has no significance.

A. True

B. False

62. A scrimmage kick recovered in or behind the neutral zone may not be advanced by K or R.

A. True

B. False

63. It is not illegal participation if A1 immediately returns to the field and makes a block after being blocked or pushed out of bounds by B1.

A. True

B. False

64. It is illegal participation for a disqualified player to re-enter the game.

A. True

B. False

65. The down is replayed if an inadvertent whistle sounds during the snap.

- A. True
- B. False

66. A ball without any stripes is legal for use if both coaches agree to use it.

- A. True
- B. False

67. A false start is always a dead-ball foul.

- A. True
- B. False

68. It is recommended that goal lines be marked in a color that contrasts with other field markings.

- A. True
- B. False

69. The referee is the final judge as to the legality of the game ball.

- A. True
- B. False

70. The pylon when properly placed on the goal line is out of bounds at the intersection of the sideline and goal-line extended.

- A. True
- B. False

71. If K's blocked punt strikes the ground and is then forced into K's end zone by R2 and recovered there by R3, it is a touchback.

- A. True
- B. False

72. On kicks entering R's end zone, the determination of force dictates whether it is a touchback or a safety.

- A. True
- B. False

73. Possession of a live ball in the opponent's end zone is always a safety.

- A. True
- B. False

74. It is a safety if A1 retreats into A's end zone and fumbles the ball beyond the end line.
- A. True
 - B. False
75. No single charged time-out shall exceed one minute.
- A. True
 - B. False
76. The clock shall be stopped when an illegal forward pass is incomplete.
- A. True
 - B. False
77. An official's time-out can be called for unusual heat or humidity situations.
- A. True
 - B. False
78. A clock will start with the ready-for-play following a television time-out.
- A. True
 - B. False
79. After the ball becomes dead and it appears that the ball may have reached the line-to-gain, the covering official shall stop the clock.
- A. True
 - B. False
80. After the ball goes out of bounds, the clock always starts with the ready-for-play.
- A. True
 - B. False
81. When the ball becomes dead following a fourth down, the clock must be stopped.
- A. True
 - B. False
82. A signal to end a period shall be sounded when time expires (clock indicates 0:00) during the down.
- A. True
 - B. False

83. If a free kick is repeated due to a foul, the clock shall start when the free kick is touched, other than first touching by K.

- A. True
- B. False

84. The batting of a pass, kick or fumble in flight is not considered a new force for judging whether a touchback or safety results.

- A. True
- B. False

85. A football jersey must completely cover the shoulder pads and all pads worn above the waist on the torso.

- A. True
- B. False

86. When a try is replayed, the snap may be from any point between the hash marks on the yard line through the spot of the ball.

- A. True
- B. False

87. It is a touchdown for A when a live ball in A1's possession breaks the vertical plane of B's goal line.

- A. True
- B. False

88. It is a touchdown for A if A1 fumbles into B's end zone and A2 is the last to touch the ball prior to its going out of bounds beyond the end line.

- A. True
- B. False

89. If a touchdown is scored during the last down of the fourth period, the try shall not be attempted unless the point(s) would affect the outcome of the game or playoff qualifying.

- A. True
- B. False

90. First touching applies to K only.

- A. True
- B. False

91. The top of the crossbar on the goal post shall be _____ above the ground, measured from the base of each upright to the top of the crossbar at the intersection, or at each end of the crossbar perpendicular to the ground when a single pedestal is used.

- A. 8 feet

- B. 10 feet
- C. 12 feet
- D. 14 feet

92. Yard lines shall be marked with a continuous line every 5 yards beginning and ending _____ from each sideline.

- A. 1 inch
- B. 2 inches
- C. 4 inches
- D. 6 inches

93. After a team has used its permissible charged time-outs for the half, any subsequent request shall be denied unless it is for:

- A. An apparently injured player who is so designated when the request is made.
- B. Necessary repair to player equipment except as in 3-5-10d.
- C. The review of a possible misapplication or misinterpretation of a rule.
- D. Any of the above.

94. To start each half and to resume play after a field goal or after a try, the ball shall be put in play by a _____.

- A. kickoff
- B. punt
- C. Any of the above.
- D. None of the above.

95. Following a foul, a series of downs ends when:

- A. The acceptance of the penalty includes the award of a first down.
- B. Acceptance or declination of any penalty leaves A in possession beyond the line- to-gain.
- C. Any of the above.
- D. None of the above.

96. K's free-kick line after a safety and no penalty is the _____.

- A. 35-yard line
- B. 30-yard line
- C. 25-yard line
- D. 20-yard line

97. The penalty for a forward pass, batted, muffed or caught by an ineligible A player who is behind, in or beyond the neutral zone is _____.

- A. loss of 5 yards and loss of down
- B. loss of 5 yards and no loss of down.
- C. loss of 10 yards and loss of down
- D. loss of 10 yards and no loss of down

98. A defensive player shall not:

- A. Use his hands to add momentum to the charge of a teammate who is on the line of scrimmage.
- B. Use his hands or arms to hook, lock, clamp, grasp, encircle or hold in an effort to restrain an opponent other than the runner.
- C. Contact an eligible receiver who is no longer a potential blocker.
- D. Any of the above.

99. The enforcement spot for any foul by the defense is the _____ when the run ends in the end zone and would result in a safety.

- A. 10-yard line
- B. 5-yard line
- C. 3-yard line
- D. goal line

100. No player or nonplayer shall:

- A. Hurdle an opponent.
- B. Throw a helmet to trip an opponent.
- C. Initiate illegal helmet contact.
- D. Any of the above.
- E. None of the above.

MONTANA OFFICIALS' ASSOCIATION
FOOTBALL STUDY CLUBS
LESSON #4
2016-17

NAME _____

CLUB _____ DATE _____

I. Preseason Guide 2015 – Please review these great articles:

- a. Time to Think About Clock Status – Page 3
- b. Rules and Mechanics on Goal Line Plays – Page 5
- c. When the Goal Line is the Basic Spot for Enforcement – Page 8
- d. No Passing Fancy – Page 9
- e. Hat's Off to Helmet Rules – Page 10
- f. All Bets are off when Team B Touches the Legal Forward Pass – Page 11
- g. Beware of "Rolling Starts" by the Quarterback – Page 12
- h. Try, Try Again – Page 12
- i. Forced Touching is No Touching – Page 13
- j. The Importance of Facilitating NFHS Football Rules – Page 14
- k. Touchback or Safety? It Depends – Page 14
- l. Start the Play Legally? That's a Snap – Page 15
- m. Shifty Business – Page 15
- n. Inadvertent Whistle Options Explained – Page 16

II. Review the following Axioms:

- a. WHEN IN QUESTION AXIOMS.... We must strive to be positive and accurate in all of our judgments, rulings and enforcements. But on those occasions when the observed action is not clear, the following Football Officiating Axioms are to be considered and applied.
 - When in question, the action is legal.
 - When in question, the pass is incomplete.
 - When in question, the passer's arm was going forward.
 - When in question, the pass is forward, behind the neutral zone.
 - When in question, the pass is backward, beyond the neutral zone.
 - When in question, the ineligible was not downfield.
 - When in question, the runner's progress was stopped.
 - When in question, the ball is fumbled.
 - When in question, the runner is not out of bounds.
 - When in question, the forward pass is not touched.
 - When in question, the kick is not touched.
 - When in question, the ball is accidentally kicked.
 - When in question, it is not a touchdown.
 - When in question, it is a touchback.
 - When in question, the block is from the side and not a clip.
 - When in question, the block is legal rather than below the waist.

- When in question, it is not a face mask foul.
- When in question, the celebration was not prolonged or excessive.
- When in question, it was a "football act" and not a disqualifying foul.

III. Answer the following questions:

True or False?

1. Any foul that occurs after an inadvertent whistle is a dead-ball foul.
 2. If an official sounds his whistle when K44 first touches a scrimmage kick beyond the neutral zone, it is an inadvertent whistle and the down will be replayed.
 3. The referee is the final judge as to the legality of the game ball.
 4. Rib pads are mandatory equipment.
 5. Both teams can use white jerseys if the home team has agreed in writing prior to the game and the jersey numbers have significantly different colored numbers.
 6. Players are not required to wear thigh guards.
 7. A yellow mouthpiece is legal.
 8. Soft nonabrasive gloves may be worn if approved by the umpire.
 9. If a player has a play card specifically manufactured for wear on the belt, he may wear it.
 10. Knee braces can be worn over the pants.
11. Team K kicks off from their 40 yard line. The ball is rolling on the ground when R20 at his 1 a yard line kicks the ball which goes out of bounds at the 12 yard line.
- a) First and 10 for Team R at the 12 yard line.
 - b) First and 10 for Team R at the nine yard line.
 - c) 15 yard penalty against Team R at the previous spot; Team K will re-kick from Team R's 45 yard line.
 - d) Double foul: Team K for a free kick out of bounds and Team R for illegally kicking the ball.
 - e) None of the above.
12. On second down, Team A snaps the ball at its 30 yard line. Quarterback A 11 hands the ball to A36 on a draw play, and A36 fumbles behind the neutral zone.
- a) A36 is the only Team A player who may advance the ball.
 - b) If a Team B player intercepts the fumble, the ball remains live and in play.
 - c) If a Team 8 player recovers the fumble, the ball remains live and in play.
 - d) If a Team 8 player recovers he may advance the ball only if the recovery is made beyond the neutral zone.
 - e) Any player on either team may recover and advance the fumble.
 - f) None of the above.
13. Team K's field goal attempt strikes K36 beyond the neutral zone at Team R's 13 yard line and rolls into the end zone. R48 picks up the ball, tries to advance it out of the end zone but fumbles. The ball is recovered in the end zone by K75.
- a) Foul by Team K for touching the field goal attempt.
 - b) Touchdown.
 - c) First touching by K36.
 - d) The ball is dead as soon as it touches the ground in the end zone.
 - e) The ball belongs to Team Rat its 20 yard line.

f) None of the above.

14. On first and 10, quarterback A7 runs beyond the neutral zone, retreats behind the neutral zone, and throws a forward pass from his 40 yard line. B37 interferes with eligible A86 who catches the pass and runs for an apparent touchdown.

- a) Double foul for A's illegal forward pass and B37's pass interference.
- b) Team A is penalized five yards from the 40 yard line plus loss of down: second down from the 35 yard line.
- c) The clock starts on the snap.
- d) No foul by B37; defensive pass interference cannot be called on an illegal forward pass play.
- e) The penalty is obviously declined.
- f) None of the above.

15. Team K's third down punt is blocked. The ball goes out of bounds short of the line-to-gain.

- a) Team R's ball at the out-of-bounds spot.
- b) Team K's ball, fourth down at the out-of bounds spot.
- c) Whether the ball crosses the neutral zone is a factor in the result of this play.
- d) Team K will get the ball if Team R touches it before it goes out of bounds.
- e) The clock will start on the snap.
- f) None of the above.

16. R39 catches Team K's long punt and returns it for five yards when he is hit and fumbles. K62 recovers the fumble and returns the ball to Team R's 45 yard line where he fumbles. The ball rolls forward and out of bounds at Team R's 40 yard line.

- a) The ball is dead when K62 recovers it.
- b) First and 10 for Team Kat Team R's 45 yard line.
- c) First and 10 for Team K at Team R's 40 yard line.
- d) Clock starts on the ready since the fumble was forward and out of bounds.

17. B32 intercepts Team A's legal forward pass. He advances, fumbles, and the ball is recovered by A20 who is tackled inbounds.

- a) The clock starts on the ready.
- b) The clock starts on the snap.
- c) The continuity of downs is broken and Team A has the ball first and 10.
- d) The down and distance depend on where A20 was tackled relative to the line to gain.

18. Team K snaps the ball at Team R's 32 yard line for a field goal attempt, which is unsuccessful. The ball is rolling at the 12 yard line when K83 is the first to touch it. The ball goes out of bounds at the 10 yard line.

- a) Team R's ball at the 20 yard line.
- b) The result of the play is Team R's ball at the 10 yard line.
- c) Team R's could take the ball at the 12 yard line.
- d) Team R's ball at the 32 yard line.

19. Third and 10 on Team A's 20 yard line. A61 holds at the 18 yard line as A9's pass is intercepted by B28 and returned for a touchdown.

- a) The penalty is automatically declined.
- b) Team 8 must decline the penalty to keep the touchdown.

- c) The holding penalty can be enforced on the try.
- d) The holding penalty can be enforced on the succeeding kickoff.

20. Fourth and 20 on T earn K's 15 yard line. K27 punts and replaced player R76 is flagged for not getting off the field before the snap. R34 catches the punt and has his helmet pulled off by K84 on an attempted tackle. R34 remains standing and the whistle is blown. R55 then retaliates against K84.

- a) The whistle was inadvertent.
- b) None of the fouls are enforced and the down is replayed.
- c) The next snap will be made by Team K.
- d) Team A will have a first down at their 30 yard line.

**OUTLINE MUST BE SIGNED BY ALL PRESENT AND SENT TO YOUR REGIONAL DIRECTOR
BY DECEMBER 1, 2016**

MONTANA OFFICIALS' ASSOCIATION
FOOTBALL STUDY CLUBS
LESSON #5
2016-17

NAME _____

CLUB _____ DATE _____

Recommendations for Study Club #5

Discussion Items:

1. List 4-5 ways the bean bag is to be used.
2. Discuss proper throwing of the penalty flag for a live-ball foul and for a dead-ball foul.
3. Discuss the process of disqualifying or ejecting a coach. Who must be notified of this ejection within 48 hours?
4. Discuss the guidelines for "when in question" principles would be applied.
5. Review how one should carry the whistle as well as the process for sounding the whistle. What 2-3 situations would necessitate a different sounding of the whistle? Discuss the process when an inadvertent whistle occurs.

Answer the following:

True or False?

1. If an inadvertent whistle sounds but the penalty is accepted for a foul which occurred prior to the whistle, the inadvertent whistle is ignored.
2. Following a change of possession, if an inadvertent whistle is sounded, the down must be replayed.
3. The helmet shall be secured by a properly fastened chin strap with at least four attachment points.
4. Players are required to wear a face mask which met the NOCSAE test standard when it was manufactured.
5. Mandatory knee pads must be worn over the knees and the pants must cover the knee pads.
6. The sleeves on the jersey must fully cover the required shoulder pads and any hard surface auxiliary attachments.
7. Any equipment which the umpire rules dangerous or confusing is illegal.
8. A player whose team colors are red and blue may legally wear penalty flag colored gloves.
9. Electronic communication equipment such as videotapes and computers shall not be used for coaching purposes during the game.

10. Accidentally kicking the ball in an effort to gain possession is a muff.
11. Fourth and six at Team B's eight yard line. A25 takes a handoff from quarterback A 10 and then fumbles at the six yard line.
- If A25 recovers and advances the ball into the end zone it is a touchdown.
 - If A79 catches the ball it is dead. Team B will take over at the spot of the fumble or where the ball is caught, whichever is more advantageous to Team B.
 - If B63 recovers the ball and carries it into Team A's end zone it is a touchdown.
 - If A10 recovers the ball and advances it into the end zone it is a touchdown.
 - If A37 recovers and advances the ball to the three yard line Team B will take over at that spot.
 - None of the above.
12. While his team is on defense, B67 clips an opponent by blocking him from behind below the waist.
- Clipping is not a foul if committed by the defense.
 - It is possible for this act to be legal.
 - The penalty for the clipping foul is 10 yards.
 - If there is a foul and the penalty is accepted, the penalty will be enforced according to the "all-but-one" principle.
 - None of the above.
13. Second and seven at Team A's 35 yard line. After a running play ends inbounds at Team A's 40 yard line, B79 and A63 are flagged for fighting. It is not possible to determine who threw the first punch.
- The penalties cancel; third and two at Team A's 40 yard line.
 - The penalties cancel; first and 10 for Team A at its 40 yard line.
 - B79 and A63 are ejected.
 - The clock starts on the ready-for-play signal.
 - None of the above.
14. On fourth down from their 20 yard line, Team K's punt barely crosses the neutral zone where it is untouched. R23, waiting for the ball to roll dead, is legally blocked above the waist by K64, causing R23 to touch the ball. In an attempt to get to the loose ball, K39 pushes R83 in the back above the waist, and K29 recovers and downs the ball at the Team K 27 yard line.
- K39's push is legal because of R23's touching; first and 10 for Team K at the 27 yard line.
 - Foul by K39: 10 yard penalty; replay fourth down.
 - K29 has committed first touching and Team R may choose to put the ball in play at Team K's 27 yard line.
 - R23's contact with the ball is forced touching, and is disregarded.
 - If the penalty is accepted, the clock will start on the ready-for-play signal.
 - None of the above.
15. Third down and two. The game clock is running when Team A breaks the huddle. All players stop for one second except A 18 who continues in motion away from his scrimmage line. The runner is downed inbounds.
- The clock starts on the snap.
 - Illegal shift.
 - Illegal motion.
 - Legal, since only one player was moving at the snap.

16. Team A trails by 10 points. During A33's touchdown run, B73 commits a personal foul and time in the fourth period expires.

- a) If Team A accepts the penalty the enforcement will be on the try or the kickoff, at Team A's option.
- b) If Team A accepts the penalty, the period will be extended for the kickoff.
- c) The game is over.
- d) The game is over only if the points do not affect playoff qualification.

17. A 12 throws a legal forward pass to airborne A80 who receives the ball and while still in the air nips it backward. A34 muffs the ball which is then recovered by B17 who advances the ball and is tackled.

- a) Incomplete forward pass.
- b) Team B's ball at the spot of B17's recovery.
- c) Team B's ball at the spot where B17 was tackled.
- d) The ball is correctly ruled a fumble charged to A80 after A34 fails to gain possession.
- e) None of the above.

18. Team K's free kick from their 40 yard line is untouched before it goes out of bounds at Team R's 27 yard line. During the kick a Team R player inadvertently went out of bounds and returned inbounds before the ball was dead.

- a) Double foul.
- b) No foul against Team R.
- c) Team R may elect to have the ball put in play at its own 35 yard line, at its own 27 yard line, or have Team K re-kick following a five yard penalty from the previous spot.
- d) Clock started when the ball was kicked.

19. Third and seven from Team A's 34 yard line. A23 carries the ball to his 38 yard line and attempts to hand it forward to A78. A78 muffs the ball; it falls to the ground and is recovered and downed by a Team A player at his 42 yard line.

- a) First and 10 for Team A at the 42 yard line.
- b) Foul for an illegal forward handoff.
- c) Foul for an illegal forward pass made beyond the neutral zone.
- d) The ball is a fumble and may be recovered and advanced by any player.
- e) Penalty against Team A from its 38 yard line plus loss of down.
- f) None of the above.

20. In the second period, K2 kicks a field goal. The referee then notices a 2" tee was stabilized with a piece of plywood bolted to it.

- a) The tee is legal.
- b) The score is canceled.
- c) The penalty is enforced from the succeeding spot.
- d) A foul is charged to the head coach.
- e) The head coach is ejected.

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MONTANA OFFICIALS' ASSOCIATION
FOOTBALL STUDY CLUBS
LESSON #6
2016-17

NAME _____

CLUB _____ DATE _____

A. Review your group's season.

- I. Are there any specific problems in your area schools that should be addressed? i.e. field concerns, locker rooms, security, game times, poor sportsmanship, crowd control, etc.
- II. Are there any football rules or mechanics changes your group would like to see? Evaluate the new rule changes for this past year. The rules or mechanics changes must be in writing to the MOA/MHSA office by November 1, 2016.
- III. What issues does your group believe are important universal issues that need to be addressed by all officials' pools throughout the state? **Please send those items to Brian Michelotti at the MHSA office so they may possibly be included for rules clinics and study clubs.**
- IV. Does your group have any suggestions in addressing the issues in III?
- V. Discuss potential MOA "Hall of Fame" candidates in your area. Application forms are available from your regional director, the MOA/MHSA office or downloadable at <http://moa.arbitersports.com/front/106278/Site>. They must be routed through your regional director and to the MOA office before April 1st.
- VI. Discuss methods of evaluating fellow MOA members. Are the methods working properly and positively? Should you start a new method if you're not evaluating at the present time? Do these methods work for "upgrading"? Are they fair to all of your levels? Are you allowing anybody to upgrade? Are you methods for not allowing an upgrade fair?
- VII. For everyone's benefit, review dues deadlines and upgrading procedures and requirements. Be aware of the importance of notifying the MOA office of address changes. Know the "dues due" date.
- VIII. How many prospective officials did you have in your pool this year? Discuss and evaluate your methods of recruitment.
- IX. You have an obligation to read the MOA Handbook. All officials should be aware of the governing body's rules and regulations. Any changes you'd like to see should be directed to your regional director for the council's meeting in December.

- X. Take time to discuss your pool's assignment practices. Is your method fair to all involved? What areas may need some improvement or change in relation to assignment of officials?
- XI. Take time to evaluate your individual performance as an official this year. Incorporate your own personal reflections and observations from crew members and fellow officials.
- XII. Discuss some items concerning what an official can do in the off-season to prepare for next year. Include in the discussion off-season exercise programs, reviewing video of games done, attending a camp (if possible), National Federation Officials' Education etc.
- XIII. Are there any items, issues or clarifications that possibly would benefit all officials by being included in our officials' publication, **The Official Word**?
- XIV. Discuss and evaluate your pool's methods of retaining officials.

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