

# 2011 NEW FOOTBALL RULES

## EYE SHADES- APPLICATIONS OF GREASE 1-5-3c(3)

- 1) Grease must be one long strip under the eye and solid in color. **NO letters, words , numbers, etc.**
- 2) **NO FACE PAINTING** or other covering of the face.

R/U must check on this before the game. Coach must certify that all players are legally equipped. If R/U finds this during warm-ups, the player must remove it before he participates. If he participates, the foul is Unsportsmanlike Conduct on the Head Coach. 15 yards.

## CHOP BLOCK- 2-3-8 AND 2-17

- 1) The definition of the chop block has been changed to mean any **high/low** combination block whether there is a delay in the block or the blocks are simultaneous. Both are **ILLEGAL**
- 2) **Low/low** are legal IF it occurs at the line of scrimmage and is in the free blocking zone (2-17). To be in the **FREE BLOCKING ZONE** and legally clip, block in the back or block below the waist, **ALL** players involved must be on the line of scrimmage at the snap, contact must be in the **FREE BLOCKING ZONE**, and the ball must still be in the **FREE BLOCKING ZONE**.

## COIN TOSS- 2-32-5, 3-2-2

Only 4 team members who are dressed to play per team allowed. If not, 15 yard penalty on coach ( 3-2-2 and 9-8-1g(3) ). This does not apply to non-uniformed individuals allowed by Game Management such as special coin toss, special guests, etc. An injured player on crutches or out of uniform is OK. Must be discussed with R before the game by Game Management.

## AUTHORIZED CONFERENCES 2-6-1 and 2

- 1) Clarified locations of authorized conferences to Outside 9 Yard Marks and Inside 9 Yard Marks
- 2) Outside 9 Yard Marks allows any number of team members and any number of coaches. Must be in front of team box
- 3) Inside 9 Yard Marks allows 1 coach and up to 11 players. Must be within the hash marks.

## INJURY TIME OUTS 2-6-1, 3-5-8, 3-5-10a

- 1) If R grants injury time out and allows a conference, it must be **OUTSIDE 9 Yard Marks**.
- 2) Time out called to remove injured player, player exhibiting concussion-like symptoms, or bleeding is **OFFICIAL'S Time Out.**( standardized). **Player MUST leave, no time out buy back by team.**

## HORSE COLLAR PENALTY 9-4-3k

- 1) Treated as Live Ball foul for penalty purposes.
- 2) May call and enforce Horse Collar even if act is completed when the ball is dead such as being Out of Bounds or TD.
- 3) If it is 4<sup>th</sup> down and runner is tackled by horse collar, but does not make the line to gain, the horse collar is penalized as if it were live ball. If the enforcement puts the ball beyond the line to gain, then it is a **FIRST DOWN** for the offended team. B cannot get the ball **AND** commit Horse collar foul.

### **ROUGHING THE PASSER ENFORCEMENT 9-4**

1) No change of possession, no Touchback on the play, enforce from **DEAD BALL SPOT** as long as **DEAD BALL SPOT** is beyond the previous spot.

A) Pass thrown from A20 and caught at A30 and fumbled forward and recovered by A at A35. The penalty for roughing the passer will be enforced at A35.

B) Pass is thrown from A20 and caught at A30 and fumbled backward where it is recovered by A at A25. The penalty for roughing the passer will be enforced at A25.

2) Change of Possession , Touchback, Incomplete Pass, Ball is dead behind Previous spot. All penalties will be enforced at the **PREVIOUS SPOT**.

### **ILLEGAL PARTICIPATION 9-6-2**

No player may go out of bounds intentionally and

- 1) return to field of play , or
- 2) intentionally touch the ball , or
- 3) influence play in any way, or
- 4) otherwise participate.

This is new wording for 9-6-2. It is intended to deal with a potential pass receiver who goes out of bounds or steps over the end line and then jumps in the air to tap a pass back to an eligible receiver who in inbounds or in the end zone.

### **SUBSTITUTION- EDITORIAL CHANGE AND CLARIFICATION : 3-7**

Replaced players shall BEGIN to leave the field within 3 seconds upon meeting the criteria of 2-32-12.

In 2-32-12 a **player** becomes **replaced player** when a **substitute player** notifies him that he has been replaced.

In 2-32-15 a **substitute player** becomes a **player** when he enters the field and

- (1) communicates with any teammate or official, or
- (2) enters the huddle, or
- (3) is positioned in formation, or
- (4) participates.

The 3 seconds BEGINS when the player becomes a replaced player. IF the substitute enters the huddle as the huddle simultaneously breaks **OR** communicates to the player he is replacing as the huddle simultaneously breaks, this is **NOT A FOUL**. The huddle may break with more than 11 players as long as the replaced player begins to leave within 3 seconds of notification.

R must be alert to these situations because it is assumed that breaking the huddle with more than 11 players is an automatic foul.

### **POINTS OF EMPHASIS**

- 1) **CONCUSSION awareness**

**2) CONTACT TO AND WITH HELMET**

Butt Blocking ( offense or defense), Spearing ( offense , especially runner or defense), Face Tackling.  
**Spearing is by and to any player.**

**3) HELMET TO HELMET CONTACT**

**4) BLOWS TO THE HEAD BY DEFENDER**

**5) CONTACT WITH DEFENDER BY RUNNING BACK WITH HEAD DOWN.**

**6) TWO OFFICIALS COMMUNICATE WITH COACHES**

**NYSACFO INTERPRETATION NOTES JULY 29,29,2011**

Soft golf cleats OK if less than ½ inch

Bring tape for 5 yard mark on chain

Coaches off field- use sideline warning

Towel: 4 x 12 white ABSOLUTELY no markings

Shirt tucked in if below belt area

Be aware of non-players in the coaching box

Concussion symptoms: name, number, time. Our responsibility ends when on sidelines.

Blood, concussion, injury: cannot buy back with time out- player must leave

Liability Alert Form is a must

No notes required for casts and braces anymore. Umpire must still check.

5 Man and 25 Second Clock:

At 10 seconds BJ will raise hand, at 5 seconds will count down as in Basketball

Beanbags: either all blue or all white EXCEPT LJ/BJ uses other color for kicks

Black pants, black shorts OK with short sleeve shirts early in season. R sets uniform either knickers or pants.

## MECHANICS

All officials who work state championship games at the Carrier Dome are rated by observers. The observers use the Federation Officials' Manual as the guideline for ratings. Based on 2010 ratings, the following represent the most mechanics that were incorrect and caused downgrades:

Time out signal not given with 2 arm motions	16 times
Umpire on pass not quickly to Neutral Zone	12 times
Wings not moving toward Goal Line snap inside 20, outside 10	11 times
Wings, Back Judge not moving to ball while pass in air	10 times
Not all officials echoing time out signal	10 times
Umpire not over ball until ready for play given	10 times
Wings: snap near Goal Line, not move 1 <sup>st</sup> to GL, then back to 1 yd line	10 times
Wings did not square corner	8 times
Wings did not <b>start</b> on sideline at snap ( can move in after snap)	8 times
On penalty, calling official did not use whistle to alert R of foul	7 times
R not on passing arm of QB – all the time	7 times
Back Judge did not cover End Line when ball snapped inside 20 or not on End Line if snap inside 15	6 times
Free Kick Positions- pylon not covered by R or U	6 times
Wings- Hard dig on fumble, weak forward progress positions	6 times
Player count inconsistent R& U count A, Wings count B	5 times