



The Whistle

Quiz #2 – August 22, 2019



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NFHS Rules

1. K is in position for the opening KO of the season. Their formation has a player more than 10 YDS behind the ball, 4 players to the left all in front of the 35 YL and 6 players to the right all in front of the 35 YL. The **R** blows the ready-for-play and the apparent kicker approaches the ball when the first player to the right cuts in front and attempts an onside kick which goes OOB short of the 50 YL. The officiating crew offered the RT the 4 options for a free kick OOB.
Ruling – Incorrect, K committed a free kick infraction when a player more than 5 YDS behind K's FK line did not kick the ball. This is a dead ball foul and the kick should have been shut down. (6-1-3b, S7-S19)
2. K is in position for the opening KO of the season. Their formation has all 11 players less than 5 yds from their FK line, 4 players to the left and 6 players to the right of the kicker. The **R** blows the ready-for-play and the apparent kicker approaches the ball when the first player to the left cuts in front and attempts an onside kick. The **BJ** immediately blows his whistle and throws his flag shutting the kick down. **Ruling – Correct, this is a free kick infraction. The formation was correct for the kicker and any player to the right to attempt an onside kick, but it does not allow for any player to the left to be the kicker as that leaves only 3 players on that side of the kicker. (6-1-4, S7-S19)**
3. K is in position for a KO after a score, which tied the game early in the 4th qtr. Their formation has all 11 players less than 5 YDS from their FK line, 4 players to the left and 6 players to the right of the kicker. The **R** blows the ready-for-play and K1 approaches the ball and attempts to onside kick by driving the ball into the ground and up in the air toward one of his 6 teammates on his right. The **U** immediately blows his whistle and throws his flag shutting the kick down.
Ruling – Correct, this is a free kick infraction. The pop-up kick puts R in a vulnerable position and is therefore illegal. Both the BJ and the U have responsibility for free kick infractions. If the Crew was in OKOM then all 4 officials have responsibility for free kick infractions. (6-1-11, S7-S19)

4. K is in position for a KO. The **R** blows the ready-for-play and the apparent kicker approaches the ball and kicks it downfield near the far sideline. R1 gets in position to catch the kick with one foot inbounds and the other on the sideline. R1 reaches through the SL and catches the kick in flight. The **LJ** comes up the SL and blows the play dead, ruling R1 OOB and placing the ball at that OOB spot R's ball 1/10. **Ruling – Incorrect, since R1 is OOB when the ball is touched, the kicker has caused the ball to be OOB. RT should be given their options for a free kick OOB. (CB 6.1.9 situation C, 6-1-9)**

5. K is in position for a KO after a score, which tied the game late in the 4th qtr. K1 attempts an onside kick by kicking the ball slightly over the first row of RT players near the SL. K2 sprints between the RT players, dives and catches the kick in the air at R's 47 YL. The Crew awarded K the ball since it traveled the necessary 10 YDS past RT's free kick line. **Ruling – Incorrect, while any free kick is in flight K shall not touch the ball. Also, K may recover a free kick if it has both touched the ground and has gone beyond RT's free kick line, the two requirements must both occur but in any order. Therefore, this is kick-catch interference. (6-1-6, 6-5-6)**

6. With 12 seconds left in the 2nd qtr. K is punting from their end zone. R1 is in position to catch the kick at K's 30 YL when the kick in flight hits K2 on the shoulder. The **BJ** flags K2 for KCI. RT accepts the option of 15 YDS from the spot of the foul, and the awarded FC, then chooses to snap with 7 seconds on the game clock. B3 then commits DPI on an incomplete pass in the end zone. The Crew enforces the DPI penalty when A's head coach asks the **LJ** if he can now FK for points since there is only 1 second on the game clock. The **LJ** said it was too late since they have run a play. **Ruling – Incorrect, the choice to FK for points after a FC or awarded FC remain if a foul occurs during the down and the down is to be replayed. (6-5-4, 6-5-6)**

7. With 8 seconds left in the 2nd qtr. K is punting from their end zone. R1 is in position to catch the kick at K's 30 YL when the kick in flight hits K2 on the shoulder. The **BJ** flags K2 for KCI. RT accepts the option of 15 YDS from the spot of the foul and the awarded FC then request a time out to decide on snapping or a FK with 3 seconds left on the game clock. The officiating crew grants the TO. **Ruling – Correct, when a decision on a penalty is pending a TO shall not be granted until that decision is complete. Once RT accepted the penalty from the spot and the awarded FC the penalty decision was completed. The choice to snap or KC are separate choices and can be revisited on a replay as in the above question. (3-5-2a, 6-5-4, CB 4.3.7)**

OHSAA Mechanics

8. During the pregame head coach meeting, the **LJ** asked if his kicker can reach the end zone. The coach said he's not a very strong kicker and will be kicking to the open spots. Based on the coach's opinion, the **HL** and **LJ** decide to change their KOM IP to -10YL for the opening KO. **Ruling – Incorrect, the GB states your IP is the GL and you only change if the 1st kick is short of the -15YL. You need to see a kick or two before making that decision. He may not be a strong kicker but he might kick a ball that skips to the GL if he hits on open area. (GB page 15 – 21, B, 3)**

9. When the **HL** went over to talk with the chain crew, they told him they were local new Class 2 officials. Since it was a cooler night all 3 had the older 1" striped reversible jackets, since they were all licensed officials the **HL** thought it would be fine if they wore the jackets with the stripes exposed. **Ruling – Incorrect, Chain crew cannot wear official's stripe shirts – can cause confusion. (GB page 16 – 22, B)**

OHSAA Regulations

10. Twenty minutes prior to KO the play clock & game clock operators meet with the Crew in their locker room. The play clock operator stated that he's not too sure about the new 40-second play clock rules and was wondering if the **BJ** would operate the play clock on the field. This way he could watch and learn and be able to operate the play clock on his own next week. **Ruling – not allowed, the Crew should educate the operators as much as possible and encourage them to follow the OHSAA regulations. Tell them they can work together during the first half and to stop by the officials locker room at halftime to review the progress. If the situation affects the game, the Crew should turn off the PC and have the BJ take care of the PC timing.**