



## MHSAA FOOTBALL INTERPRETATIONS and POINT OF EMPHASIS (BY TOPIC)

TOPIC

DATE of LAST UPDATE

**9/20/19**

### **FORMATION – PLAYERS IN NO-MAN’S LAND**

Players not on the line of scrimmage should be considered in the backfield. If a backfield player is lined up so that part of his body is positioned through the waist of the nearest teammate on the line of scrimmage, this should be flagged for illegal formation (live ball foul).

### **FORMATION – SUBVARSITY NUMBERING REQUIREMENTS**

Uniform numbering requirements regarding the minimum number of players (50-79) on the line of scrimmage or eligibility of receivers (1-49 or 80-99) will **NOT** apply to subvarsity contests. Officials should inform coaches at the pregame conference that only five players need to be on the line of scrimmage, no more than four players may be in the backfield and receivers will only be eligible if they are on the ends of the line of scrimmage or in the backfield.

### **FORMATION – SWINGING GATE**

There is no rule that says that a snapper is ALWAYS ineligible to receive a pass. When it comes to determining whether a snapper is eligible, you should ask yourself two questions: (1) Is this a scrimmage kick formation? If no, eligibles are determined by number and position. If yes, then ask (2) Are they using a numbering exception? If no, eligibles are determined by number and position. If yes, the snapper (and all other number exceptions, if fourth down) must be within the ends and are ineligible.

### **FREE KICKS OUT OF BOUNDS**

Along with the three previous options, R may also choose to accept the ball five yards from the succeeding spot – that is, the inbounds spot. There is no tack-on because if team R elects to take the ball 25 yards from the previous spot (normally the 35-yard-line) this would be double-penalizing team K for one foul. The tack-on provision of PSK enforcement isn't a tack-on of an additional penalty; it just allows the foul that occurs to be penalized without having to re-kick.

### **MANDATORY THREE-MINUTE WARM-UP**

A team is considered “on the field” if they are within the confines of the actual playing surface or sideline area when halftime has ended. Additionally, a team that is not on the field shall be penalized and are not entitled to a full three minutes of warm-up time. They will only be entitled to any remaining portion of the three minutes when they arrive on the field. It is the coach’s responsibility to determine the activity and length of time for the team to warm up.

### **ROTATING FOOTBALLS**

If a team has the use of multiple games balls that were previously checked and approved by the officials, these may be rotated into the game. The intent of Rule 1-3-2 is to prevent the offensive team from being able to dictate the pace of the game by inserting a new ball at will during the middle of a series; or for being able to insert a “kicking ball” for scrimmage kicks during a series.

This does not, however, prevent the officials from bringing in a new ball (if available and easily accessible) when a ball is ends up a considerable distance away from the playing field, and where retrieving it could delay the next play.



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**TIMING OF PERIODS – Period Lengths**

- For any high school contest, the default is 12-minute periods.
- If it is a subvarsity high school contest, the clock **SHALL** start on the **RFP** following a possession change.
- If the high school subvarsity contest also has 7<sup>th</sup> and 8<sup>th</sup> graders playing in it, they **MAY** play 10-minute periods and the clock **SHALL** start on the **RFP** following a possession change.
- If the team is made up of only 7<sup>th</sup> and 8<sup>th</sup> graders, they **MAY** play either 8 or 10-minute periods and the clock **SHALL** start on the **snap** following a possession change.

**TIMING OF PERIODS – Score as Time Runs Out**

The rules provide that there shall be no try attempt following a touchdown with no time remaining unless a successful try could affect the outcome of the game. This is whether the team that scores is ahead or behind.