



### TINTED VISORS

A few games this week were observed with players wearing tinted visors. Remember that any visor worn must be entirely tint free - 100% clear - and may not have any mirrored finish. There are no exceptions to this rule, and a player CANNOT wear a tinted visor even with a doctor's note.

If you see a player using an illegal visor, the player should be removed from the game until his equipment comes into compliance.

### CLOCK RULES, PROTOCOLS and MECHANICS

Beginning on page 61, the [MHSAA Football Mechanics Manual](#) provides timing rules and protocols. You can also find some great information in this [OMD Football Presentation](#).

A recent rule change provided that inside of two minutes of either half, the offended team may choose to start the game clock on the snap rather than the RFP when a penalty is accepted for a foul (3-4-7). The opposite, though, is not permitted. When the game clock will start on the snap by rule following a foul, the offended team MAY NOT choose to start the clock on the RFP.

We're seeing a number of instances of officials (primarily LOS) allowing the clock to continue running until they reach the dead ball spot when the runner steps out of bounds or reaches the line to gain. In these situations, the officials should give the "stop the clock" signal immediately while moving to the forward progress spot.

One additional observation regarding timing signals: Referees should know and signal timeout properly. When the stoppage is for an official's timeout, the Referee should face the press box, signal to stop the clock and then tap his chest with both of his hands simultaneously. We saw a couple of instances of the Referee using the First Touching signal.

### END OF SCRIMMAGE KICKS

The manual differentiates which official is responsible to sound the whistle depending on the type of scrimmage kick. Because nothing can happen following a kick for a PAT, the Referee is responsible for sounding his whistle the moment the kick try is made. The Umpire (SJ is a 7-person crew) is responsible for sounding the whistle on field goal attempts if/when the kick crosses the goal line. The BJ (and the FJ and SJ in a 7-person crew) is responsible for sounding the whistle if a punt crosses the goal line.

One difference between scrimmage plays and scrimmage kicks is that the expanded neutral zone cannot expand into the end zone for scrimmage kicks. This is important to remember when it comes to blocked kicks. Normally, a FG attempt blocked in the expanded neutral zone is ignored; however, because a blocked FG in the neutral zone expanded into the end zone would have meant that the kick crossed the goal line, the ball would be dead at that point.

### DISQUALIFICATIONS

The only personal contact fouls that require an immediate ejection are fighting, intentional contact with an official and the subsequent instance of intentional contact with an official in the restricted area (head coach).

Other personal contact fouls such as blindside blocks, targeting and illegal helmet contact do not have automatic ejections tied to the penalty. While not required, when these fouls include the disqualification of the offender, they should have flags thrown by multiple officials. At the very least, the crew should come together before deciding to eject the player. The primary question that should be asked is, "Was the player attempting to punish his opponent?" It is not enough to eject a player just because poor technique was used.

### RULES REVIEW:

The rule book reads that it is a foul for a false start when, "A shift...simulates action at the snap." or commits "Any act [that] is clearly intended to cause B to encroach."

[CLICK HERE](#) to view a rules video for this week, then [CLICK HERE](#) to give us your ruling of the play.