
Basic Spot Determination

Previous Spot

- Foul simultaneous with snap
- Foul on a loose ball play (Pass or Kick) not incl. roughing the passer or PSK

End of Related Run

- Foul on a run play

Related Run Ends in End Zone

- Offense took the ball in the end zone
 - Basic spot is the goal line
- Defense took the ball in the end zone
 - Basic spot is the 20 yard line

Succeeding Spot

- Unsportsmanlike foul
- Dead ball foul
- Non-player foul
- Touchback w/ foul

Succeeding spot fouls before RFP are marked w/o change in line to gain (unless foul causes ball to reach line to gain)

Succeeding spot fouls after RFP change the line to gain

End of Kick (20 yrd line for touchbacks)

- PSK

Spot of Penalty Enforcement

<i>Foul committed by the...</i>	<i>and it occurred...</i>	<i>then the penalty is enforced from...</i>
Defense	Beyond Basic Spot	Basic Spot
Defense	Behind Basic Spot	Basic Spot
Offense	Beyond Basic Spot	Basic Spot
Offense	Behind Basic Spot	Spot of the Foul

Special Penalty Enforcements

Penalties in the End Zone

Safety

- Ball is free kicked from 20 yrd line

Roughing the Passer

15 yard penalty and automatic first down

- From the previous spot if dead ball spot is behind the neutral zone or change of possession occurs
- From the dead ball spot if dead ball spot is in front of the neutral zone

Kick Catch Interference

- 15 yards from previous spot – Re-kick
- Awarded fair catch 15 yards from spot of foul

Fouls During Scores

Fouls committed by the defense during the touchdown, on the successful try, or dead ball fouls can be accumulative for the next kickoff.

See Chart on Reverse

<i>Occurs:</i>	<i>Regulation</i>		<i>Overtime</i>	
	Foul is Committed:	Option(s):	Foul is Committed:	Option(s):
During Touchdown	Against scoring team w/ no change of poss.	Try or Kickoff, but not OT	Against scoring team	Try
	Against scoring team after change of poss.	Try or Kickoff, but not OT		Try
	Against scoring team before change of poss.	None		Try
	USC/non-player	Try or Kickoff, but not OT	USC/non-player	Try
Between Touchdown and RFP	All	Try or Kickoff, but not OT	All	Try
During Successful Try	Team B fouls except USC and non-player	Take Penalty and Replay Try or Succeeding spot including overtime	Team B fouls except USC and non-player	Take Penalty and Replay Try or Succeeding spot
After Try or USC/non-player during Try	All	Succeeding spot including overtime	All	Succeeding spot
During Successful Field goal	Team B fouls	Take Penalty and Replay Try or Succeeding spot including overtime	Team B fouls	Take Penalty and Replay Try or Succeeding spot
After Successful Field goal	All	Succeeding spot including overtime	All	Succeeding spot

Free Kick Out-of-Bounds

Touched by R

- Inbounds spot of ball where it went out of play

Untouched by R

- 5 yards from previous spot – Re-kick
- Take ball 25 yards in advance of previous spot
 - No “half-distance” limit
 - Not offered if within R’s 25
- Decline penalty and accept ball at out-of-bounds spot

PSK Enforcement

Criteria

- R fouls beyond neutral zone between snap and end of kick or R Ill. Part. Foul
- Kick must cross neutral zone
- Not a Try or Successful Field Goal
- Would not be K’s ball

If criteria are met, enforce penalty

- From end of kick if foul occurred in front of end of kick
- From the spot of the foul if foul occurred behind end of kick

If criteria are not met, enforce penalty from previous spot

Position of Enforcement & Clock

When penalty is enforced, the ball is placed at the lateral position on the field relative to the where the penalty is being enforced from. If the penalty is from:

- The previous spot
 - The new spot will be in a direct line lateral to the previous spot
- The succeeding spot
 - The new spot will be in a direct line lateral to the succeeding spot
- The end of the run
 - The new spot will be in a direct line lateral to where the run ended
- The spot of the foul
 - The new spot will be in a direct line lateral to spot where the foul occurred

Clock Stoppage and Untimed Downs

If the clock only stopped as a result of enforcement of the penalty, it will restart on RFP (offended team can start on snap if <2 min in half)
If a live ball penalty is accepted for a foul that occurred during a play that the clock ran out, the period must be extended w/ untimed down. This is not true if:

- The penalty also included a loss of down
- The penalty will be enforced on a free kick

Dead Ball, Multiple, and Double Fouls

Dead Ball Fouls

Dead ball fouls are always enforced (never offset), and are enforced in the order they occur.

If live ball fouls occur during the play, followed by a dead ball foul, the live ball foul is enforced first. The dead ball foul(s) will then be enforced from the succeeding spot of the live ball enforcement.

Multiple Fouls

Multiple Fouls are multiple live ball penalties (not including USC/non-player) by one team during the play, and no live ball penalties by opponent.

- Opponent may choose only one penalty to accept
- USC/non-player foul will always be enforced following enforcement of live ball fouls

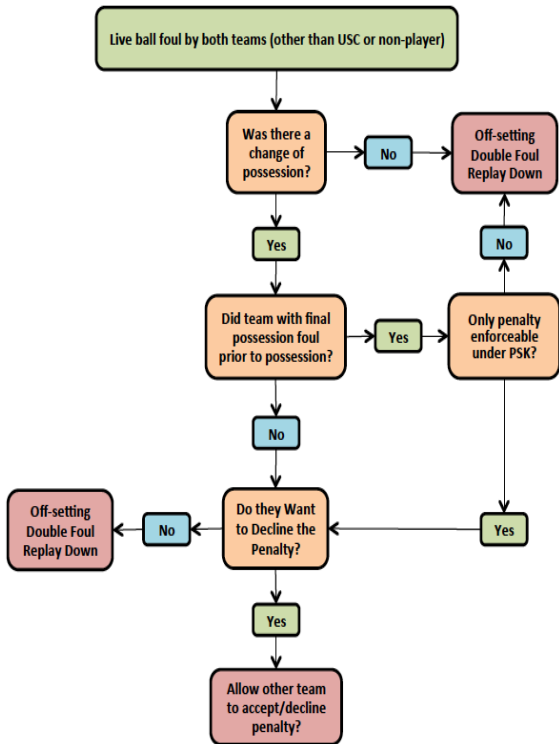
Double Fouls

Double Fouls are one or more live ball fouls committed by both teams (not including USC/non-player/PSK)

- The penalties offset and the previous down is replayed
- USC/non-player foul will always be enforced following enforcement of live ball fouls (they may now offset 1:1)

See Flowchart on Reverse

Double Foul Flowchart



LOSS OF 5 YARDS

Attendant illegally on the field
Delay of game/Disconcerting Acts
Encroachment
Facemask Incidental
Failure to wear equipment properly
False start
Free kick infraction
Free kick out of bounds Option
Helping runner
Illegal formation
Illegal forward pass Loss of down
Illegal handing ball forward Loss of down
Illegal touching Loss of down
Illegal shift/motion
Illegal substitution
Ineligible player downfield
Intentional grounding Loss of down
Invalid fair catch
Non-player outside team box
Planned loose ball infraction
Running into the kicker/holder
Sideline warning 2nd instance
Snap infraction

LOSS OF 10 YARDS

Block in the back
Holding
Illegal block on free kick
Illegal kicking or batting
Illegal use of hands
Interlocked blocking

LOSS OF 15 YARDS

Block below the waist Outside of FBZ
Blocking a free-kicker or holder within 5 yards
Blocking after valid or invalid fair catch signal

Chop block
Clipping
FacemaskGrab and turn
Hitting a defenseless player
Hitting a player out-of-bounds
Hitting a player without a helmet..... Initiated
Horse collar tackle
Illegal helmet contact..... Butt block, face tackle, spear
Illegal participation..... Basic spot
 A or K player goes out of bounds on his own
 & returns to play
 B player intent. goes out of bounds & participates
 Participating w/o a helmet
 Player/person from sideline interferes
Illegal participation..... Previous spot
 Disqualified player re-enters game
 Injured player not replaced
 Fake substitution
 Lying on the ground to deceive
 More than 11 at the snap
Kick-catch interference
Pass interference Intentional – Additional 15 yds
Roughing kicker, holder, snapper Auto 1st down
Roughing the passer Auto 1st down
Sideline interference..... Contact made
Sideline warning..... 3rd and subsequent instance
Targeting
Tripping
Unsportsmanlike conduct

LOSS OF 15 + DISQUALIFICATION

Fighting
Flagrant
Intentional contact with official
Second unsportsmanlike conduct foul
Sideline interference.....2nd instance of contact made
Substitute leaves team box during a fight

Coaches Pregame Conference

1. Players **legally and properly equipped**?
2. Any **casts/braces** that need to be checked?
3. Aware of **MHSAA Sportsmanship expectations**?
4. Aware **targeting/unnecessary roughness/blindside blocks** are a point of emphasis?
5. **Captains'** numbers?
6. Going to coach for **penalties**
7. Anyone else that can call **timeouts**?
8. What hand is **QB**? What foot is the **K/P**?
9. Any **special plays or formations**?
10. **Play clock** administration
11. **Toss** preference
12. Any **questions/concerns**?

Overtime Rules

3 min. intermission (2 min. for additional OT's)
1 timeout per OT period (no carry over)

Steps:

1. Visiting team calls coin toss
2. Winning team options: Offense/Defense or Defending end zone
3. Losing team options: Remaining choice
4. Offense starts on 10 yrd line between hashes
5. Play continues until score or loss of possession
 - Defense cannot score
 - Touchdown allows for any try (1 or 2 pt.)
6. Teams switch sides of the ball
7. If tied at end of second possession, additional OT
8. Team that lost first coin toss determines initial options for 2nd (choices continue to alternate each OT period) – Return to Step #2

Lightning Precautions

Play must remain suspended until 30 minutes w/o lightning seen or thunder heard

Running Clock Policy

* 35 point lead or more in second half *

Timeouts • Intermissions • Penalties • Safety

* 50 point lead or more *
Only for Injuries

MHSAA

Officials Program

40 Blocking below waist



15

43 Illegal block



15

41 Chop block



15

39 Clipping



15

21 Delay of game



5

18 Encroachment



5

45 Grasping face mask or helmet opening



15 Grab and turn
5 Incidental

5

23 Failure to wear required equipment



5

19 False start
Illegal formation



5

44 Helping runner
Interlocked blocking



5

42 Holding/
obstruction
Illegal use of
hands/arms



10

25 Illegal horse-collar tackle



15

31 Illegal
batting/kicking
(Followed by pointing
toward toe for kicking)



28 Illegal
participation



15

35 Illegal
pass/forward handing
(Face press box)



5 +LOD

5

20 Illegal shift
(2 hands)
Illegal motion (1 hand)



5

