

# 2019 MSHSAA FOOTBALL RULES MEETING ANNOUNCEMENTS – COACHES

## IMPORTANT DATES TO REMEMBER:

	<u>OPEN</u>	<u>CLOSE</u>
• ON-LINE RULES REVIEW – Fall Sports	AUGUST 5	AUGUST 23
• FIRST ALLOWABLE PRACTICE	AUGUST 12	NA
• FIRST ALLOWABLE CONTEST	AUGUST 30	NA
• HEAT/HYDRATION-Mandatory Timeouts	AUGUST 30	SEPTEMBER 20
• POSTSEASON OFFICIALS RECOMMENDATIONS	SEPTEMBER 30	OCTOBER 16
• DISTRICT FOOTBALL	NOVEMBER 1	NOVEMBER 16
• CLASS 1-5 QUARTERFINALS	NOVEMBER 22	NOVEMBER 23
• CLASS 6 – 8man SEMIFINALS	NOVEMBER 22	NOVEMBER 23
• CLASS 1-5 SEMIFINALS	NOVEMBER 29	NOVEMBER 30
• CLASS 6 – 8man STATE CHAMPIONSHIPS	NOVEMBER 30	NA
• CLASS 1-5 STATE CHAMPIONSHIPS	DECEMBER 6	DECEMBER 7

### 1. ONLINE RULES MEETINGS REQUIREMENT – AUGUST 5 - AUGUST 23

**COACHES: All Coaches are required to complete the Football Online Rules Meeting.** The online rules meeting may be completed through the MSHSAA website from (August 5- August 23, 2019). The online rules meeting for coaches can be located by logging on to your school's homepage of the MSHSAA website and selecting the "Online Rules Reviews" link located under the Education category.

### 2. MSHSAA FOOTBALL MANUAL - Coaches are reminded that the MSHSAA Football Manual is located on the MSHSAA web site on the Football Page. The MSHSAA Football Manual contains information you will need to be familiar with for both the regular season and postseason. There is no acceptable excuse for not knowing the information contained in the MSHSAA Football Manual. **The MSHSAA Football Manual and NFHS Football Rules Book are the two publications that provide the rules and regulation presiding over high school football in the state of Missouri.**

### 3. RULES INTERPRETERS – Football Rules Interpreters are available to coaches and officials for game rule interpretations – Emry Dilday (Southwest), Jim Rosen (St. Louis), George Bays (Southeast), Durant' Davis (Kansas City), Bob Lade (Northwest), Chuck Snow (Central). Please contact your local rules interpreter with rules questions prior to contacting the MSHSAA office.

### 4. APPROVAL OF OFFICIALS - MSHSAA By-Law 6.1.1 - officials shall be agreed upon by both schools at least 30 days before each contest. **The host school is responsible for making certain game officials are registered with the MSHSAA and to initiate the agreement on officials with the visiting school.** However, if the visiting school has not been provided the opportunity to approve the game officials, contact should be made with the host school to arrange for approval. Approval by both schools is to be obtained prior to employing officials. Officials shall be engaged by a written contract.

**OFFICIALS - REGULAR SEASON AND POSTSEASON** – Officials for football contests taking place during weeks 1-9 will be contracted by the host school and should have approval from the visiting school. **Week 10 (district-first round) officials thru the state championship games will be selected and assigned through the MSHSAA office.** It is important that each school completes the officials recommendation form on the MSHSAA Website under district entries for football by **October 16, 2019. Please recommend or not recommend officials by name of the Referee/Crew Chief.** Each school may choose to "not recommend" up to three (3) crews of which they prefer to not have assigned to a post season game.

### 5. COACHES RECRUITING OFFICIALS - We need your continued help in recruiting new officials and providing them with opportunities to work so they can improve their skills. Coaches can help by encouraging graduating seniors to become officials. Officials should be encouraging all young officials to continue to study, develop and remain patient for varsity level experiences.

### 6. COACHES' AND OFFICIALS' RESPONSIBILITIES – The Referee and another official are to conduct a pre-game meeting with each head coach at the locker room of each team prior to taking the field for warm-up. Coaches have a responsibility to make themselves available for this meeting 1 hour before game time.

### 7. OFFICIALS EVALUATIONS PROCEDURES - Each head coach shall submit a rating for each official working his/her **VARSIY REGULAR SEASON CONTESTS (home and away)**. Officials are not rated for the post season contests. Schools are required to submit their ratings to renew their membership for the succeeding year. **It is recommended that coaches wait 24 hours after the game, but no longer than 72 hours to rate officials.** Officials ratings are completed through the MSHSAA Web Site. **Coaches, please submit your official's ratings online throughout the season (week by week) and not wait until the season has concluded.** Rate each official every time he/she officiates for you. If you play a nine game schedule you are responsible for evaluations of 45 officials (5man crew per game). Officials must give coaches their correct registration number and coaches must request this information from the officials. The MSHSAA Board of Directors requires the High School Athletic Director to verify that his/her school's fall sports officials ratings have been completed accurately by the respective head coach. **If a 5 rating has been given to an official, the head coach shall provide an explanation in writing as to why that rating was necessary.** Failure to submit ratings for a sport shall result in the school's program, for that sport(s), being placed on probation and could lead to a team not being assigned to participate in the MSHSAA district and state playoff series. Deadline for the submission of ratings is **November 15**. Schools that fail to submit the required official's ratings by the established deadline shall be issued a **\$25.00** late penalty fee and sent a reminder letter to the principal, giving the school until the end of the month to submit the required official's ratings. Schools that fail to submit the required official's ratings by the end of the month shall be placed on probation in the sport concerned by the MSHSAA Board of Directors and assessed a penalty fee of **\$100.00. (Total Fine \$125.00)**

### 8. MSHSAA RULES ADOPTIONS:

- LENGTH OF QUARTERS FOR JUNIOR HIGH and HIGH SCHOOL FOOTBALL GAMES** : 7th grade only - 8 minutes; 8th grade only - 8 minutes; 9th grade and/or JV – 12 minutes (or less if mutually agreed upon); Varsity - 12 minutes; teams of mixed grades(7<sup>th</sup>, 8<sup>th</sup>, 9<sup>th</sup>) - the limit for the lower grade shall apply (MSHSAA By-Law 3.29.9).
- RUNNING CLOCK:** After the first half, any time the score differential reaches 35 points or more, for 11-man and 45 points or more, for 8-man, the following changes, and only these changes, will be made regarding rules determining when the clock will be stopped. The point differential applies to ALL levels. The clock will be stopped when:

1. An official's time-out is called, except:
  - a) when a first down is declared
  - b) following a change of team possession
  - c) to dry or change the game ball
2. A charged time-out is called;
3. At the end of a period;
4. A score occurs.

**NOTE: At the beginning of the fourth quarter, when a 35pt differential (11man) or a 45pt. differential (8man) exists, the Running Clock shall not be stopped with the exception of #1 and #2 listed above.**

**NOTE:** The clock will continue to run in all other situations.

**NOTE:** The use of this rule does not preclude the use of NFHS Rule 3-1-3 which reads: "A period or periods may be shortened in any emergency by agreement of the opposing coaches and the referee. By mutual agreement of the opposing coaches and the referee, any remaining periods may be shortened at any time or the game terminated."

- C. **TIE-BREAKING PROCEDURE (Regular Season, Including District Games, and State Playoff Series):** For ALL varsity high school games (regular season and playoff contests) that end in a tie, at the end of regulation, play shall follow a "25-yard Overtime Procedure" to determine the winner. The procedure, as outlined in the National Federation Football Rules Book, will be followed with the following exceptions:
1. The ball will be placed on the 25-yard line.
  2. First and tens may be obtained to maintain possession. Once the line-to-gain has not been achieved the ball will be turned over to the defense.
- Lower Level Contests: Games contested below the senior high school varsity level (Junior Varsity, Freshman) that end in a tie at the end of regulation play, may utilize one (1) overtime period to break the tie if both coaches agree before the game. If a tie remains at the end of the one overtime period, then the contest will remain a tie. Combined 8th and 9th grade contests that end in a tie will remain a tie.
- D. **TRY DURING REGULAR SEASON GAMES (Week 1-9):** NFHS Rule 8-3-1 EXCEPTION states "If a touchdown is scored during the last down of the 4th period, the try shall not be attempted unless the point(s) would affect the outcome of the game or playoff qualifying." **During games for Week 1 through 9 the TRY shall be attempted if the score-difference is 12 or less points when the winning team scores. It shall also be attempted if the score-difference is 14 or less points when the losing team scores.**  
**NOTE: This applies only to the 4<sup>th</sup> quarter, not to any overtime periods.**
- E. **SUSPENDED GAME:** If a game is interrupted because of events beyond the control of the responsible authority (weather, lights, etc.), the game by rule shall be continued from the point of interruption unless the teams mutually agree to terminate the game with the existing score (a winner must be determined under this option).
- F. **ANY PLAYER OR COACH DISQUALIFIED (ejected) from an interscholastic football contest under NFHS Football Rule 9-4, 9-5 & 9-8:** A player who is ejected from a contest for unsportsmanlike conduct shall at a minimum be prohibited from playing in the next interscholastic contest at that same level. A coach who is ejected during a contest for unsportsmanlike conduct shall at a minimum be prohibited from coaching and attending the next interscholastic contest at the same level of which the ejection occurred, **as well as complete the NFHS Online Sportsmanship Course.**
- G. **COIN TOSS - All games:** The head coach and captain(s) (**NO MORE THAN 4 PLAYERS IN GAME UNIFORM**) shall attend the actual or simulated coin toss at the three minute mark at midfield. Honorary captains as approved by school administration are permitted at the coin toss. Honorary captains shall be dismissed from the coin toss at the same time as the coaches. All other team personnel must remain outside the field of play (NFHS Rule 3-2-2). This does not preclude having an early toss off the field followed by a simulation on the field three minutes prior to kickoff.
- H. **RECOGNITION AND EVALUATION OF THE ATHLETE WITH A CONCUSSION:**
1. Recognition of the signs and symptoms of a concussion is important. Every member of the team-athlete, teammates, coaches, parents or guardians, officials, athletic trainers, and team physicians have a duty to report a suspected concussion. Not all school districts have medical personnel available to cover every practice and competition; therefore, the coach is the person in the best position to protect the player and must be aware that not all student athletes will be forthcoming about their injury.
  2. An official shall not be responsible for making the diagnosis of a concussion. The official can assist coaches and medical staff by recognizing signs and symptoms of a concussion and informing the coach and medical staff of their concerns.
- I. **HEAT/HYDRATION-MANDATORY OFFICIALS TIMEOUTS:** Per NFHS Football Rule 3-5-7g, additional official's timeouts may be taken due to excessive heat/humidity which may create a health risk to players. **It is a MSHSAA Rules Adoption that a mandatory additional official's timeout must be issued at the half-way point of each quarter during ALL football games for the first four weeks of the season.** These additional official's timeouts shall be taken at the most natural break in play as possible. The mandated additional official's timeouts shall be taken during ALL football games beginning with AUGUST 30 and ending SEPTEMBER 20.

## **BOARD POLICY FOR ON-SITE PROTESTS OF ATHLETIC CONTESTS**

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The Board of Directors adopted the following Policy, March, 1997, to address protests. The Board acknowledges that mistakes are made by officials in judgment and even sometimes in misapplication of game rules. However, the decisions rendered by officials at the contest site are to be final and any further process other than the one outlined below would not truly serve a useful purpose in the overall scope of high school athletics.

1. Within the procedures established within each individual sport rule code, the head coach must request a review of an official's application of a rule through appropriate channels.
2. If, after the review is complete, the coach still believes there has been a misapplication of a rule by a contest official(s), the coach shall then file a formal verbal protest with the game officials who will then notify the opposing coach immediately of the protest. A coach shall not protest a decision of judgment.
3. Following this notification of protest, the head coach shall be allowed approximately ten minutes to use his/her National Federation Rules Book, National Federation Case Book, MSHSAA Rules Meeting Announcements and/or MSHSAA Sport Manual to locate and show the game official(s) the appropriate rule reference which clarifies a misapplication of the game rule. If the head coach does not have personal copies of the above mentioned materials at the game site or the specific rule reference(s) or case book play(s) cannot be located within the maximum allowable ten minutes, the protest shall automatically be disallowed and the game shall continue from the point of interruption. If a rule reference(s) or case book play(s) is found that indicates a misapplication of a rule has occurred, the official's decision shall be corrected at that time before any further action occurs, and the contest shall be resumed from the point of interruption after the correction as provided in the contest rules. When appropriate, the game officials may assist the head coach in locating appropriate rule and case book references.
4. All protests shall be resolved at the contest site before any further game action occurs.
5. Protests that are not filed in a timely manner by that sport rule code shall be automatically disallowed.
6. The MSHSAA Board of Directors and/or Staff shall not review contest protests.

### **APPLICATION OF PROTEST PROCEDURE**

- A. **Introduction:** Protests rarely occur and the new protest procedure policy is not intended to increase the frequency of protests. It is however, intended to resolve the protest on site. For this to occur the following must take place:
  1. Coaches and Officials must be professional with each other. This should be a non-confrontational conference.
  2. As stated above, protests involve application of rules only -- not judgment calls. (Examples of items which could be protested: Football -- penalizing 5 yards instead of 15 yards; Wrestling -- allowing 1 minute for injury time instead of 2 minutes; Softball -- allowing only two charged defensive conferences instead of three.) (Examples of items that could not be protested: Football -- pass interference; Wrestling -- stalling; Softball -- out or safe calls.)
  3. **GET IT RIGHT!** If the official has made a mistake; admit it, correct it and move on. Contest officials and the head coach filing the official protest shall notify the MSHSAA Office in writing of any contest in which an official protest has occurred and the resolution of that protest. The MSHSAA Special Report Forms shall be used for this purpose.
- B. **Process.**
  1. Once a head coach has filed a formal verbal protest with the game officials, they shall then notify the opposing head coach of the protest and the playing field, court, mat, etc. shall be cleared of all participants and they shall report to their respective team bench areas.
  2. The head coach shall then be allowed approximately ten minutes to locate specific rule references from the National Federation Rules Book, National Federation Case Book, MSHSAA Rules Meeting Announcements and/or MSHSAA Sport Manual to substantiate the claim that a misapplication of a game rule has occurred. The game officials shall also confer among themselves during the period to address the claim of the coach as to the potential rule misapplication.
  3. If the head coach is able to produce rule evidence from the above mentioned sources to support the claim of a misapplication of a game rule, the officials shall correct the error as provided in the contest rules and the contest shall proceed from the point of interruption. If the head coach cannot produce the evidence, the protest shall be disallowed and the contest shall continue from the point of interruption. The previously mentioned materials must be immediately available for review at the playing field sideline, court-side, mat-side etc. (Time shall not be provided to go to a locker room, team bus, coach's office, etc.)
  4. Once the final decision regarding the protest has been rendered, the game officials shall provide the participants sufficient opportunity to warm-up before the contest is resumed.

## 2019 FOOTBALL MECHANICS AND PROCEDURES

This section is to clarify areas of football mechanics and procedures where vague or no specific direction is presented by the NFHS.

- 1. MEETING WITH HEAD COACHES** – The Referee and another game official, dressed in game uniform, should visit each head coach in their team's dressing room. Visit with the home team coach one hour prior to game time and then visit with the visiting coach thereafter.
- 2. WIRELESS CREW COMMUNICATION DEVICES:** Wireless Communication Devices are for "VARSITY" football games ONLY. The wireless crew communication devices are not permitted for use by officials who are officiating lower level games. (Restricted Contests: JV, freshmen, 8<sup>th</sup> and 7<sup>th</sup> grade contests). SEE GUIDELINES AND REQUIREMENTS DOCUMENT INCLUDED IN YOUR RULES BOOK MAILING FOR OFFICIALS.
- 3. WIRELESS COMMUNICATION-INTERACTIVE TRAINING DEVICE (CITD): Purpose:** To permit an educational and training experience for beginning officials in which timely and immediate feedback can be received in regards to position and mechanics during a contest. For purposes of the MSHSAA Wireless Communication-Interactive Training Device, the CITD is defined as a two way radio with an attached earpiece and push to talk microphone. Other communication devices are prohibited. The CITD may only be used at 7<sup>th</sup>, 8<sup>th</sup> and 9<sup>th</sup> grade contests. Furthermore, trainers and officials may use CITD's at any school's practice/inter squad scrimmage in which an official(s) are invited to participate. SEE GUIDELINES AND REQUIREMENTS DOCUMENT INCLUDED IN YOUR RULES BOOK MAILING FOR OFFICIALS.
- 4. 2<sup>nd</sup> Half Choice Procedure-MSHSAA 2<sup>nd</sup> Half Mechanic Adoption:** After completing the "Entering The Field" procedure after halftime(as explained in #3 above), the crew will be located in their same positions as they were located for the coin toss to start the game. Communication regarding the second half choice will be done by the Referee and Umpire at the fifty yard line from their sidelines. The Referee or Umpire, depending on which team has the second half choice, will confer with the "Head Coach" of the second half choosing team as to their choice to begin the second half. After securing the second half choice from the head coach, the Referee/Umpire will give a subtle signal of the choice selected to the Referee/Umpire on the opposite sideline. The Referee/Umpire will then relay to the opposing coach the choice selected by the second half choosing coach, at this time the opposing coach will decide on his choice that remains. The Referee/Umpire will then relay back to the Referee/Umpire a subtle signal of the option selected by the opposing coach. Begin second half. Note: "Varsity" football crews officiating "varsity" contests that choose to use the approved Wireless Crew Communication Devices are permitted to use the devices to forego the subtle signaling of 2<sup>nd</sup> half choices as described above.
- 5. GAME BALL/BALL BOYS/MANAGERS** – After the game balls from each team are approved by the Referee, the Line Judge is to secure the ball with the ball boys. It is preferred that ball boys from both teams are placed on the line judge's sideline; however, it is permissible to use a ball boy(s) on each team's respective sideline. Ball boys and managers should never be on the field of play. Managers or ball boys shall not be allowed to retrieve the kicking tee.
- 6. COIN TOSS** – The coin toss or simulated coin toss will take place in the center of the field 3 minutes prior to game time, with not more than four team members in game uniform(captains) from each team. The walk to centerfield is part of the coin toss; therefore, the walk begins at 3 minutes prior to game time. Honorary personnel, approved by the school administration, may be present at the start of the coin toss procedures but must leave the field at the same time the coaches are dismissed. If both teams agree to an early coin toss it shall not take place on the playing field but will be simulated in the center of the field 3 minutes prior to game time. The Referee, Umpire, Line Judge, and Back Judge shall escort the team captains and head coaches toward the center of the field starting from the sideline at 3 minutes prior to game time, with Line Judge and Back Judge stopping at the hash marks and facing the sidelines. The Referee should have his back to the clock during the coin toss. The captains should be closest to the Referee with the head coaches closest to the Umpire. The coin should be tossed, caught and displayed without turning the coin over onto the top of the wrist/hand. The coin shall not be allowed to hit the ground. **If the winner of the toss defers, signal #10 is given prior to asking the other captain his "choice". Since "defer" is an option and not a choice, if the captain winning the toss defers, the other team's captain becomes the "first choosing captain". The Referee concludes the coin toss by signaling only the choice of the first choosing captain.**

## NFHS FOOTBALL GAME OFFICIALS MANUAL POINTS OF EMPHASIS

### Equipment Issues to be Addressed

It is critical for all game officials to continue to strengthen their efforts to address all issues that deal with the current equipment requirements. Game officials must focus on these three areas of concern: (1) required equipment not worn properly (pants that do not cover the knees), (2) required and/or legal equipment missing or not being used correctly (no knee pads, thigh guards or hip pads), and (3) wearing illegal equipment (a hard cast not properly covered). One adjustment made to Rule 1-5-4 requires that the head coach will verify to the referee and another game official prior to the game that "his players have been issued all of the required equipment and they will not use illegal equipment." Crew members are encouraged to become very observant throughout their pre-game responsibilities and to be prepared to immediately address any equipment issues with the player and a coach. Appropriate communication with the player in the presence of the coach allows for correction to be made prior to the beginning of the contest and avoids problems during the game. Once the game has started, a major rule change (NFHS Football Rule 3-5-10e) for 2018 calls for an official's time-out to be declared for the removal from the game for at least one down of any player who is wearing required/legal equipment improperly or not at all or is wearing illegal equipment. It is certainly appropriate to allow the correction of the equipment problem quickly and avoid removing the player if the correction/repair is clearly possible in a timely manner (a tooth and mouth protector is hanging from the face mask or a back pad attached to the shoulder pads is not covered by the jersey). Multiple requests are NOT recommended/encouraged to address an equipment problem that continues to be an issue. NFHS Football Rule 3-5-10e is likely to get results as this concern is addressed. Rule 9-9 (Failure to Properly Wear Required Equipment) has been deleted from the 2018 NFHS Football Rules Book. Rule 3-6-2 no longer calls for a delay-of-game foul for failure to properly wear required/legal equipment. An important change to Rule 9-8-1h calls for an unsportsmanlike foul charged to the head coach if, and only if, a player(s) is wearing illegal equipment. Game officials are very strongly urged to immediately address this current problem with equipment issues early and often as the 2018 season begins. There is appropriate rule support now for dealing with these problems, and this problem cannot be ignored. It will not go away if game officials fail to take appropriate action.

### Consistent Pace of Play Throughout the Game

The time difference in marking the ball ready-for-play from referee to referee has incorrectly varied and often very significantly. The time period between downs is supposed to be dictated by the offensive team and not the game officials. The rules afford teams the option of running their offense

as fast or as slow as they choose. In many situations, teams are waiting for game officials to declare the ball ready-for-play and could have already resumed, or attempted to resume play. Once the ball is retrieved and placed on the ground for play, all game officials should be in position and ready to officiate without worry of an illegal snap. While regularity and consistency is the responsibility of every game official on the field, the referee likely has the most effect on this procedure. Situations occur such as the referee being overly patient for a quarterback receiving the play call from the coach at the sideline or other crew members unevenly hurrying to retrieve the ball as time declines near the end of a half. Such practices, as inadvertent as they may be, project an inappropriate attitude of bias towards one team or the other and additionally subtract from the fairness of the game. The 2018-2019 NFHS Football Game Officials Manual is clear on the appropriate procedures in the Basic Philosophy Principles section entitled "Marking the Ball Ready for Play." After the ball is spotted, three to five seconds should be the maximum time to signal the ready-for-play, and game officials are required to "hustle to their proper positions" so that the "same tempo can be maintained throughout the game." Teams want and deserve consistency in this regard.

#### **Timing Rules and Procedures**

While the rules allow for some flexibility in length of periods and halftime intermissions, there are set limitations. Risk minimization continues to be an emphasis in football and certain rules are in place to protect warm-up and rest periods, and these rules must be followed without exception.

Length of Periods can be shortened:

1. Shorten any period or periods in any emergency by agreement of opposing coaches and the referee. By mutual agreement of the opposing coaches and the referee, any remaining period may be shortened at any time or the game terminated. (3-1-3)
2. By agreement of the opposing coaches and the referee, the halftime intermission may be reduced to a minimum of 10 minutes (not including the mandatory warm-up period). (TABLE 3-1)
3. When weather conditions are construed to be hazardous to life or limb of the participants, the crew of game officials is authorized to delay or suspend the game. (3-1-5) When dealing with lightning or thunder disturbances during a game, please refer to the "NFHS Guidelines on Handling Practices and Contests During Lightning or Thunder Disturbances" in Appendix E of the NFHS Football Rules Book. If a lightning or thunder disturbance occurs near halftime intermission, this delay cannot be treated as halftime intermission. After a weather delay, by rule the second period must be completed and halftime intermission shall be declared. (3-1-3) Halftime intermission may be reduced to a minimum of 10 minutes by agreement of the opposing coaches and the referee. (3-1-3, TABLE 3-1) Rest periods are important for the well-being of the players and should be followed as prescribed.

## **2019 NFHS FOOTBALL RULES CHANGES**

### **REDEFINED REQUIREMENTS FOR A LEGAL SCRIMMAGE FORMATION (2-14-1, 7-2-5a)**

Rationale: A legal scrimmage formation now requires at least five offensive players on their line of scrimmage with no more than four backs. This change will make it easier to identify legal and illegal offensive formations.

### **40-SECOND PLAY CLOCK (2-35-1, 3-6-1, 3-6-2a, 7-2-1)**

Rationale: To have a more consistent time period between downs, the rules committee approved situations where 40 seconds will be placed on the play clock. The new rule defines when 40 seconds will be placed on the play clock and when 25 seconds will be placed on the play clock.

### **PROHIBITION ON TRIPPING THE RUNNER [2-45, 9-4-3o (NEW), 9-4-3o PENALTY (NEW)]**

Rationale: In an effort to decrease risk, tripping the runner is now prohibited. It is now a foul to intentionally use the lower leg or foot to obstruct a runner below the knees.

### **ILLEGAL KICKING AND BATTING PENALTY REDUCED (6-2-1 PENALTY, 9-7 PENALTY)**

Rationale: The penalty for illegally kicking or batting the ball was reduced from 15 yards to 10 yards.

### **HORSE-COLLAR TACKLE ADDITION (9-4-3k)**

Rationale: Grabbing the name plate area of the jersey of the runner, directly below the back collar, and pulling the runner to the ground is now an illegal personal contact foul.

**NOTE: For additional information on the 2019 NFHS Football Rules Changes, go the "Coaches Information" area on the Football page at [www.mshsaa.org](http://www.mshsaa.org)**

## **2019 NFHS FOOTBALL POINTS OF EMPHASIS**

Proper Procedures for Weather Delay  
Free-Blocking Zone and Legal Blocking

**NOTE: For additional information on the 2019 NFHS Football Points of Emphasis, go the "Coaches Information" area on the Football page at [www.mshsaa.org](http://www.mshsaa.org)**