



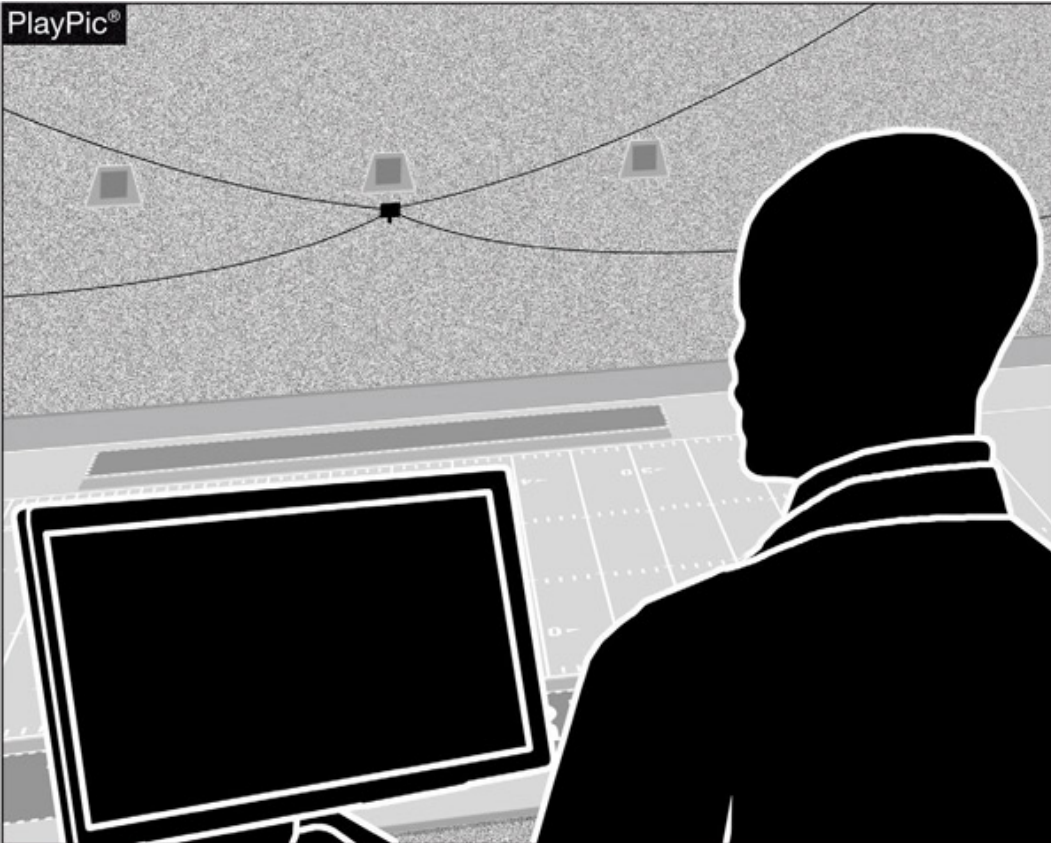
2019 NFHS FOOTBALL RULES POWERPOINT

National Federation of State
High School Associations



Take Part. Get Set For Life.®

POSTSEASON INSTANT REPLAY RULES 1-3-7 NOTE (NEW), TABLE 1-7 — 1-3-7 NOTE (NEW)

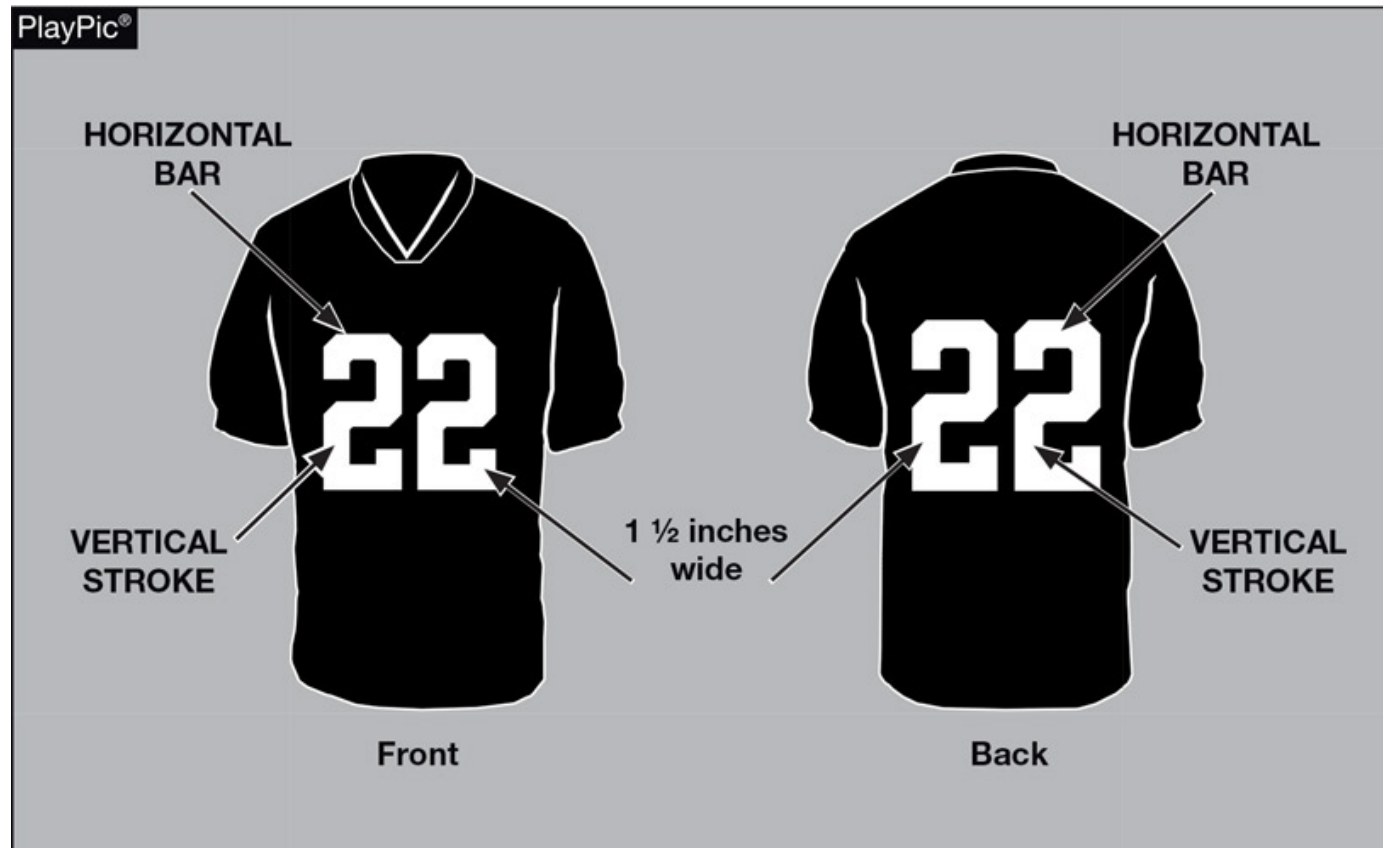


By adoption, state associations may create instant replay procedures that permit game or replay officials to use a replay monitor during state postseason contests to determine if a decision by the on-field game officials is incorrect.



FOOTBALL JERSEY NUMBERS

RULE 1-5-1c



The entire body of the number (the continuous horizontal bars and vertical strokes) exclusive of any border(s) shall be approximately 1½ - inches wide.

FOOTBALL JERSEY NUMBERS RULES 1-5-1c, 1-5-1c(6) (NEW)



The style of the numbers on all four of these jerseys are legal now and will be in 2024 as well.

FOOTBALL JERSEY NUMBERS

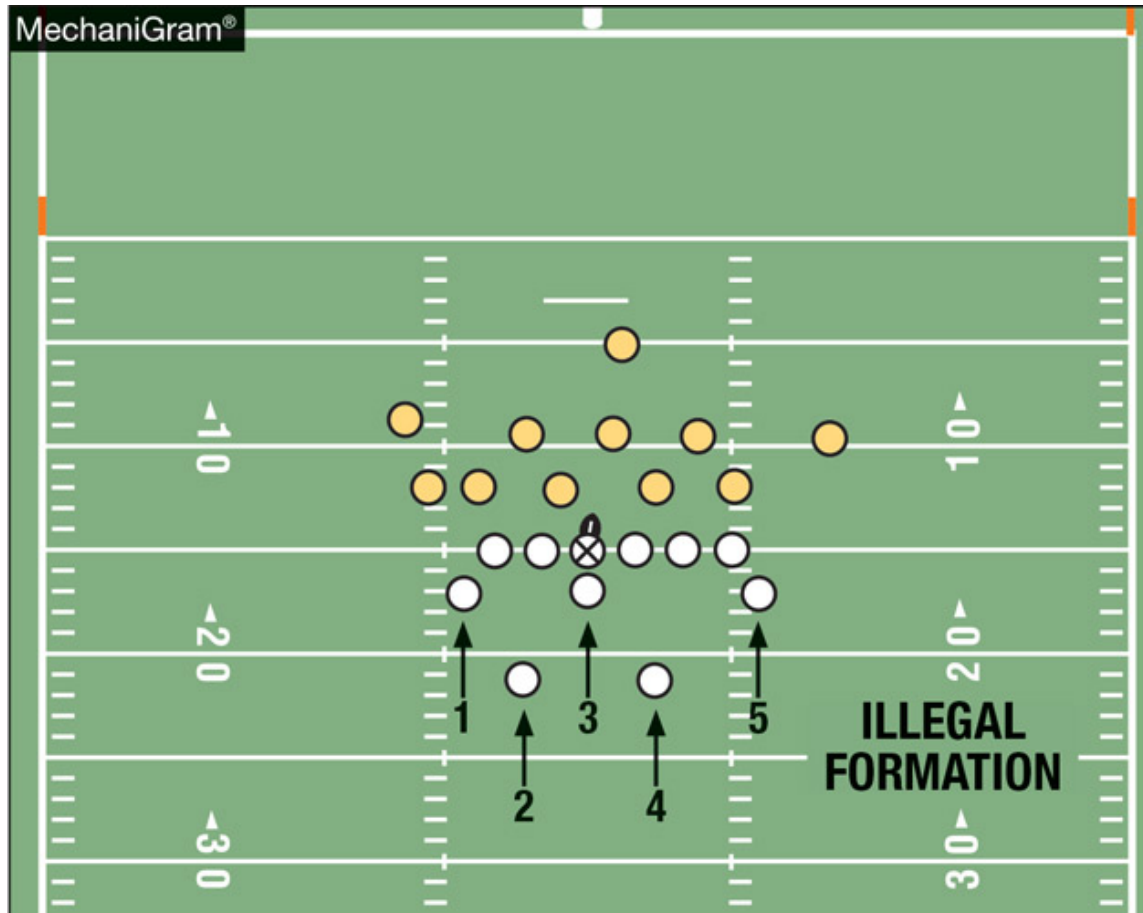
RULES 1-5-1c, 1-5-1c(6) (NEW)



The style of the numbers on these jerseys are legal through the 2023 season. The following four types of number designs will be illegal in 2024.

FORMATION

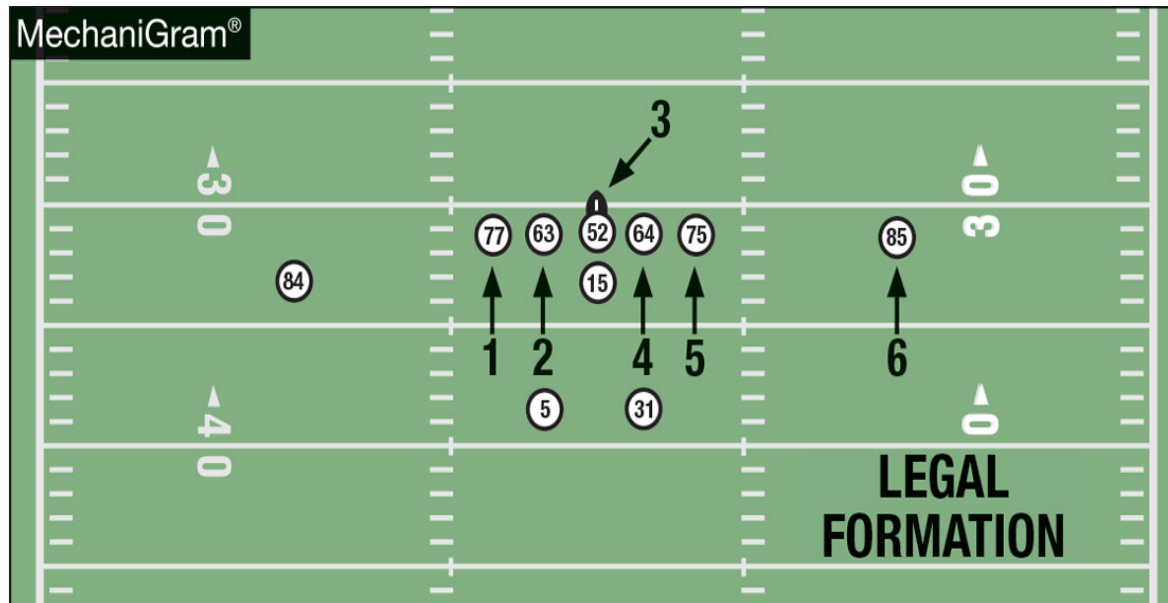
RULES 2-14-1, 7-2-5a



A scrimmage formation requires a minimum of five A players legally on their line and no more than four players behind their line at the snap. This formation would be a foul at the snap.

FORMATION

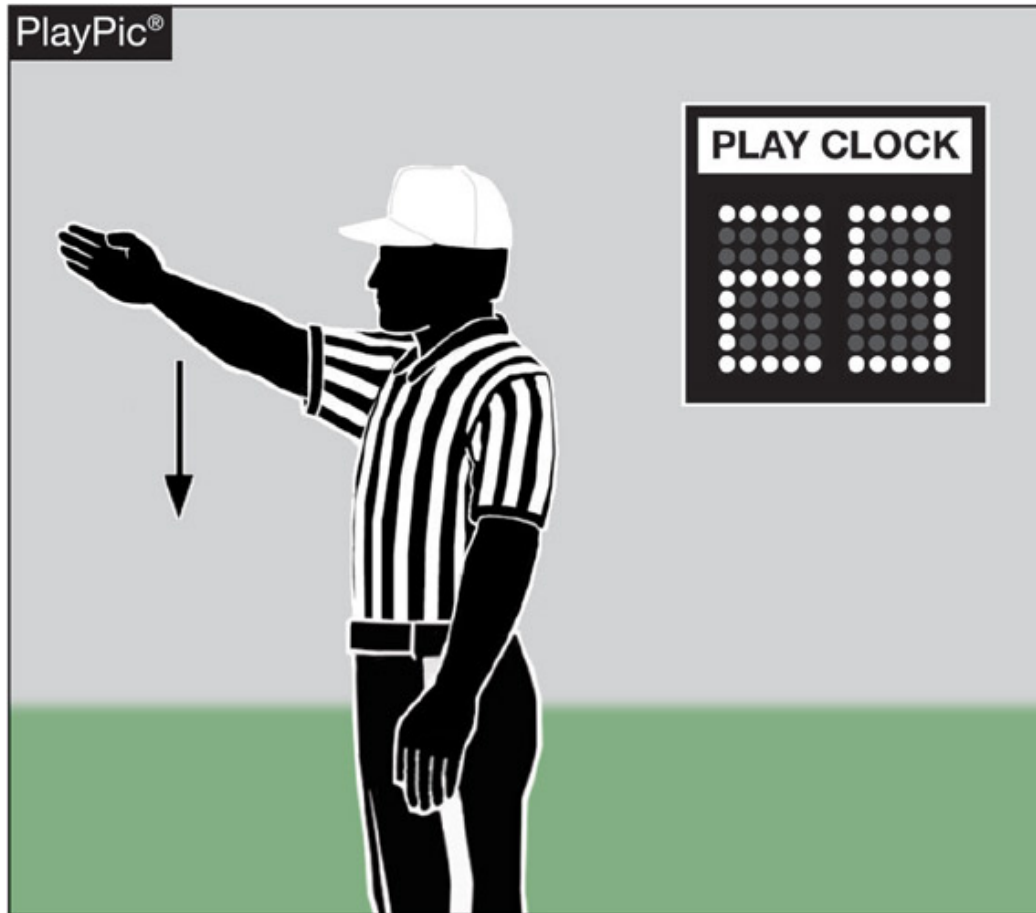
RULES 2-14-1, 7-2-5a



Even though there are only 10 Team A players on the field, because there are at least five linemen properly numbered and no more than four backs, this formation is legal.

PLAY CLOCK

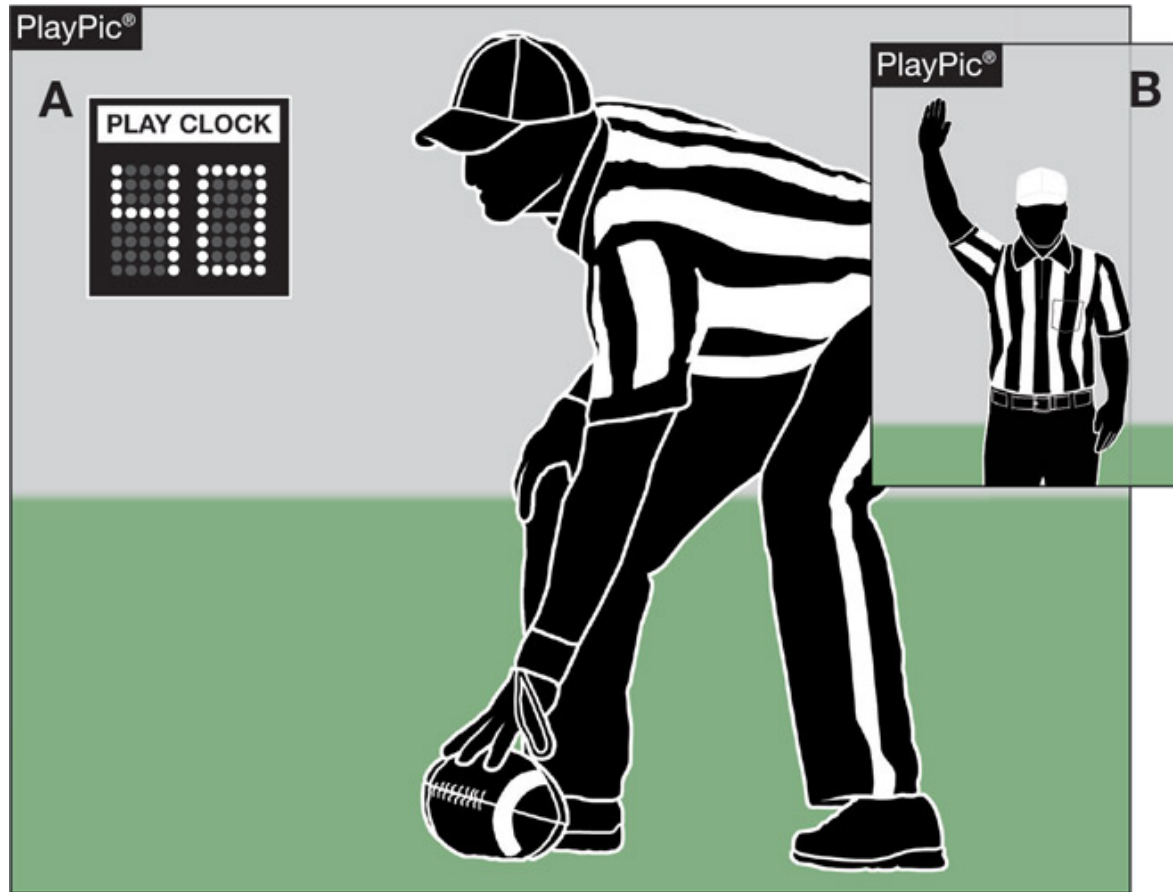
RULES 2-35, 3-6-1, 3-6-2a, 7-2-1



Referee gives ready-for-play signal and 25-second play clock begins before a try following a score; to start a period or overtime series; following administration of an inadvertent whistle; following a charged timeout and following an officials timeout.

PLAY CLOCK

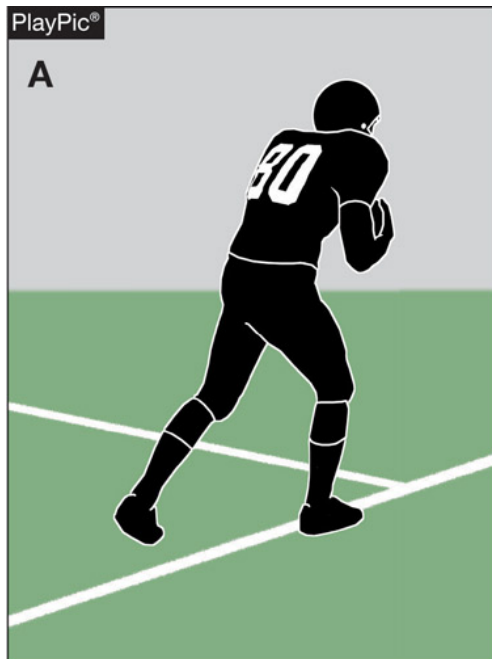
RULES 2-35, 3-6-1, 3-6-2a, 7-2-1



The play clock is set to 40 and is started immediately when a running play ends, team A gains a first down or after an incomplete pass.

PLAY CLOCK

RULES 2-35, 3-6-1, 3-6-2a, 7-2-1



Runner goes out of bounds (PlayPic A). Play clock is set to 40 and is started immediately (PlayPic B). The ball is marked ready for play when the umpire sets the ball and walks away to his position (PlayPic C).

PLAY CLOCK

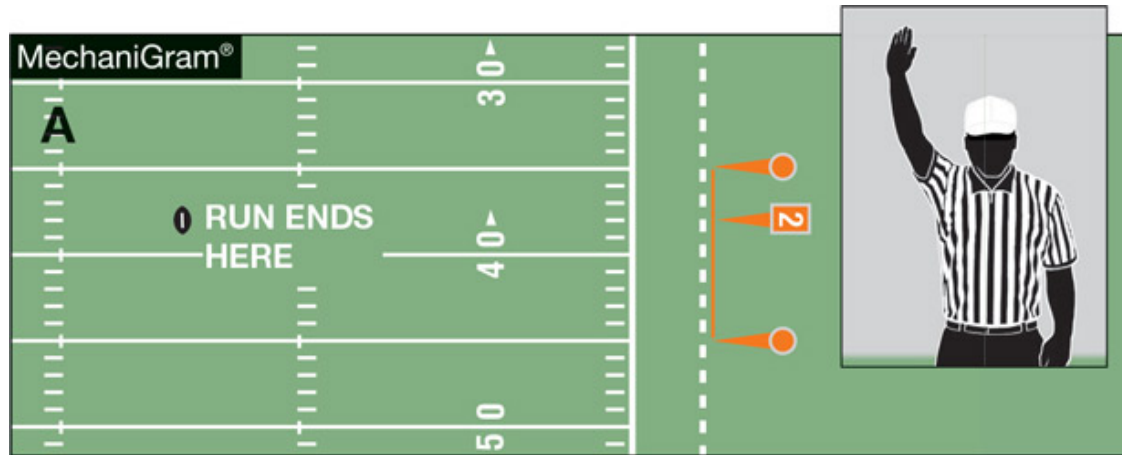
RULES 2-35, 3-6-1, 3-6-2a, 7-2-1



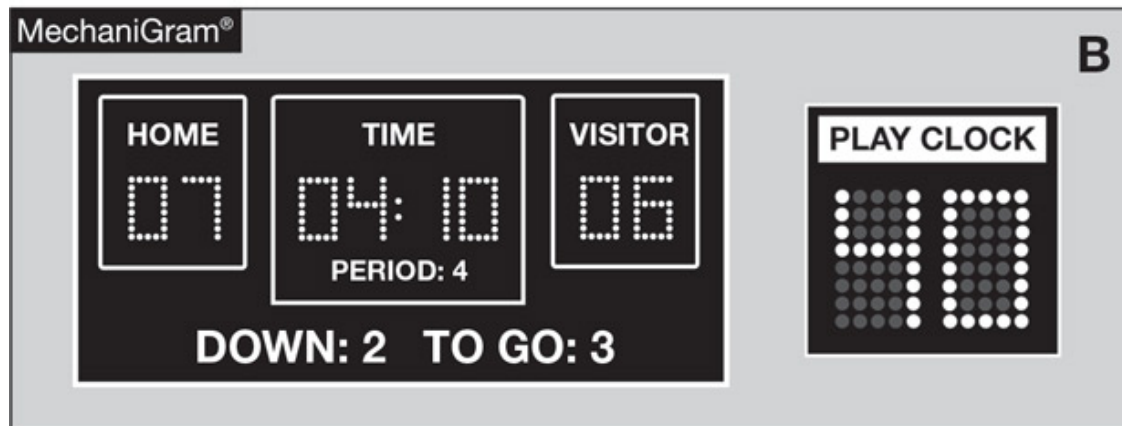
When the 40-second play clock is in force, the ball is considered ready for play when the ball is placed and the umpire has moved to his position.

PLAY CLOCK

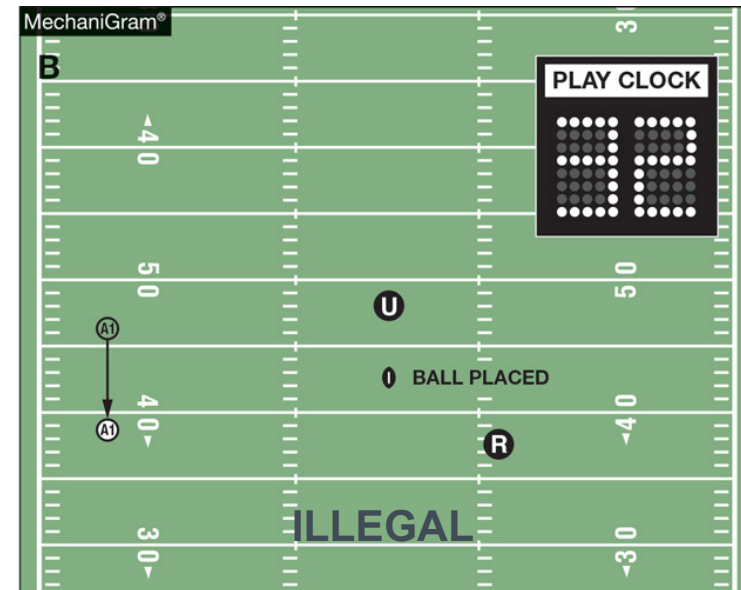
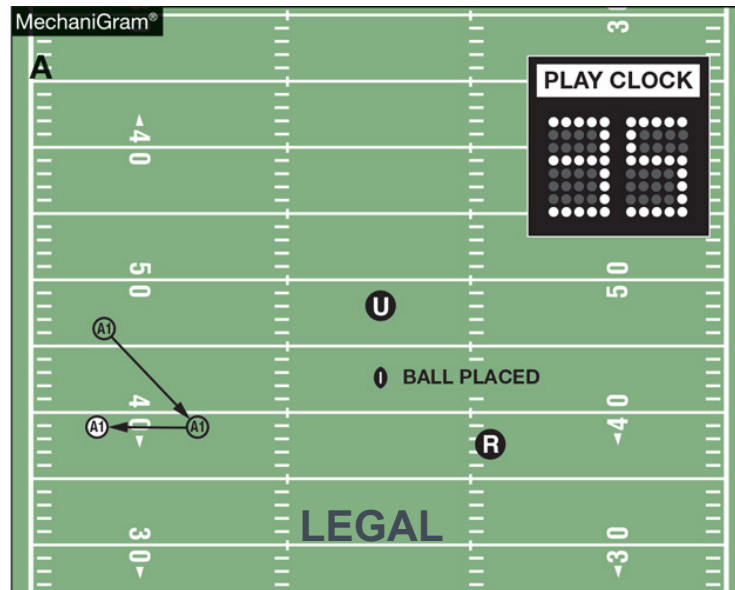
RULES 2-35, 3-6-1, 3-6-2a, 7-2-1



When the covering official declares the ball dead with an upraised arm, the play clock begins its countdown from 40 seconds.

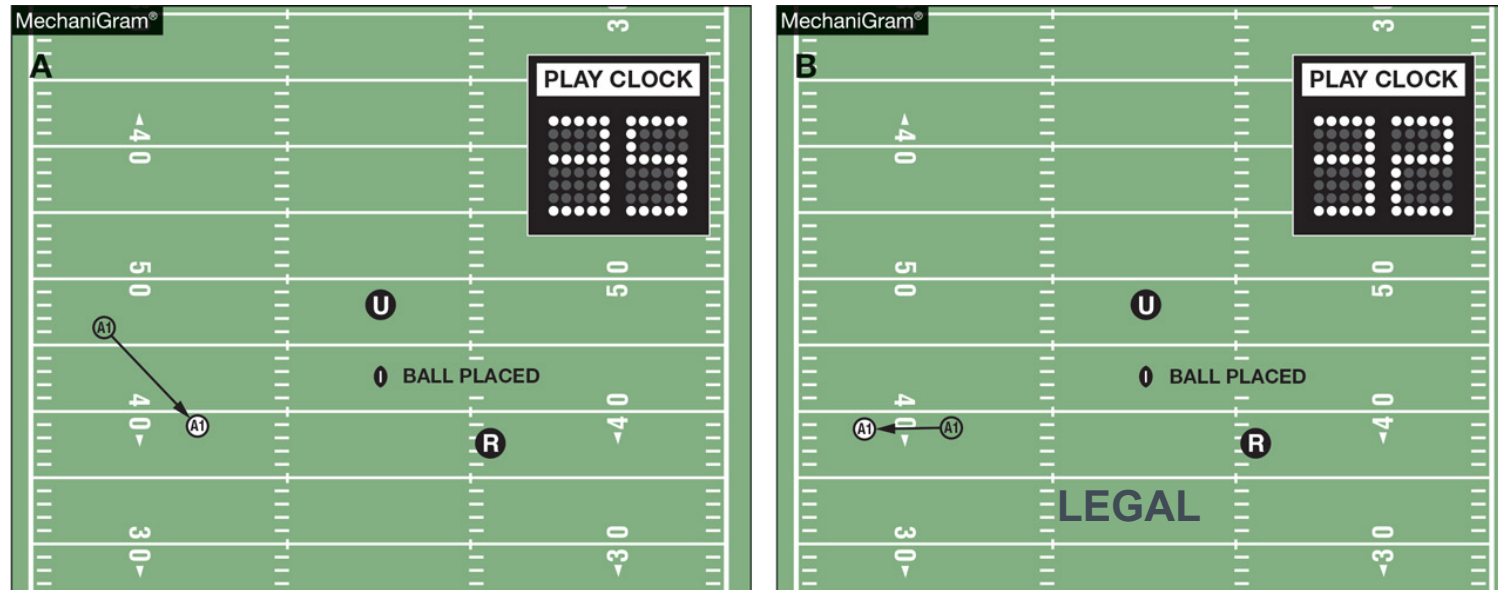


PLAY CLOCK RULE 7-2-1



In MechaniGram A, A1, who was downfield on the previous play, comes back inside the 9-yard marks prior to the umpire setting the ball with 35 seconds on the play clock and then immediately goes outside the marks after the ready-for-play. In MechaniGram B, A1 remains outside the 9-yard marks with 32 seconds on the play clock when the ball is placed by the umpire. The requirement remains in place that all players get inside the 9-yard marks after the ready-for-play and before the snap.

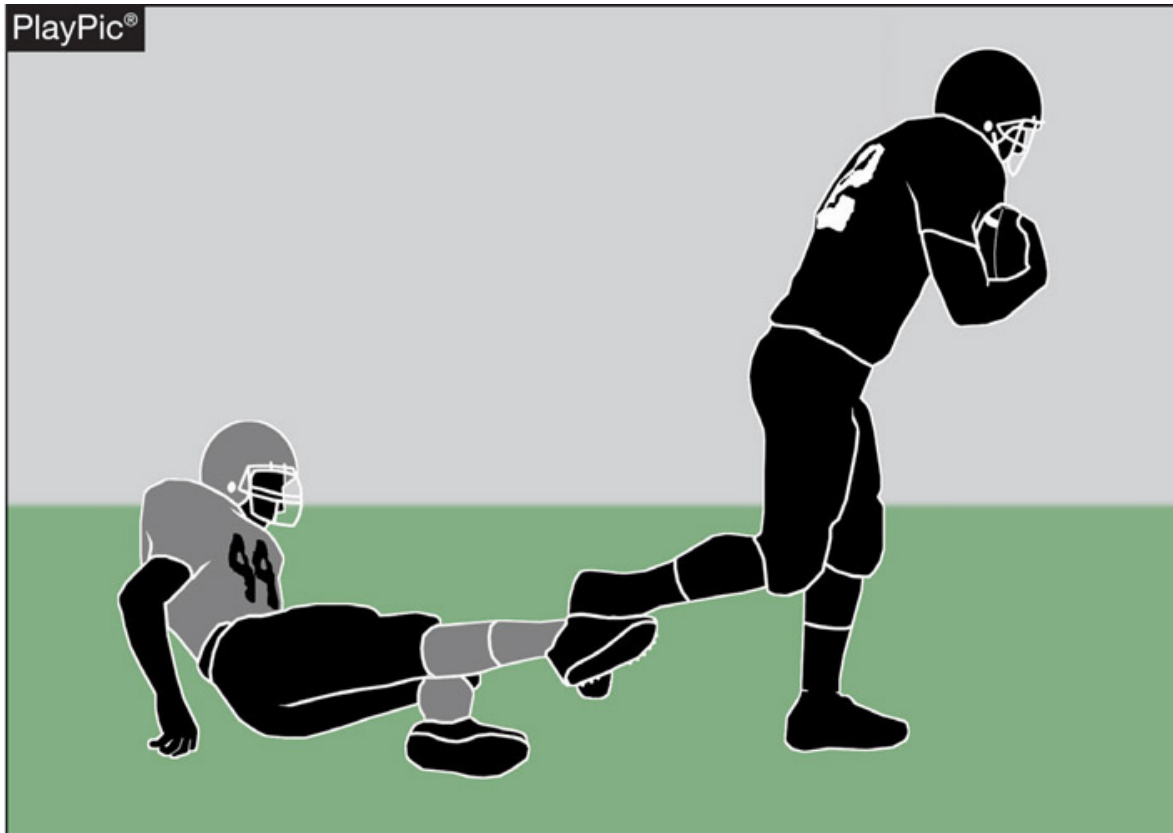
PLAY CLOCK RULE 7-2-1



In MechaniGram A, the ball is placed by the umpire with 35 seconds on the play clock and A1, who was downfield on the previous play, then comes back inside the 9-yard marks. In MechaniGram B, A1 then goes outside the 9-yard marks with 32 seconds on the play clock. That is legal. A1 has met the requirement to be inside the 9-yard marks after the ready-for-play and before the snap.

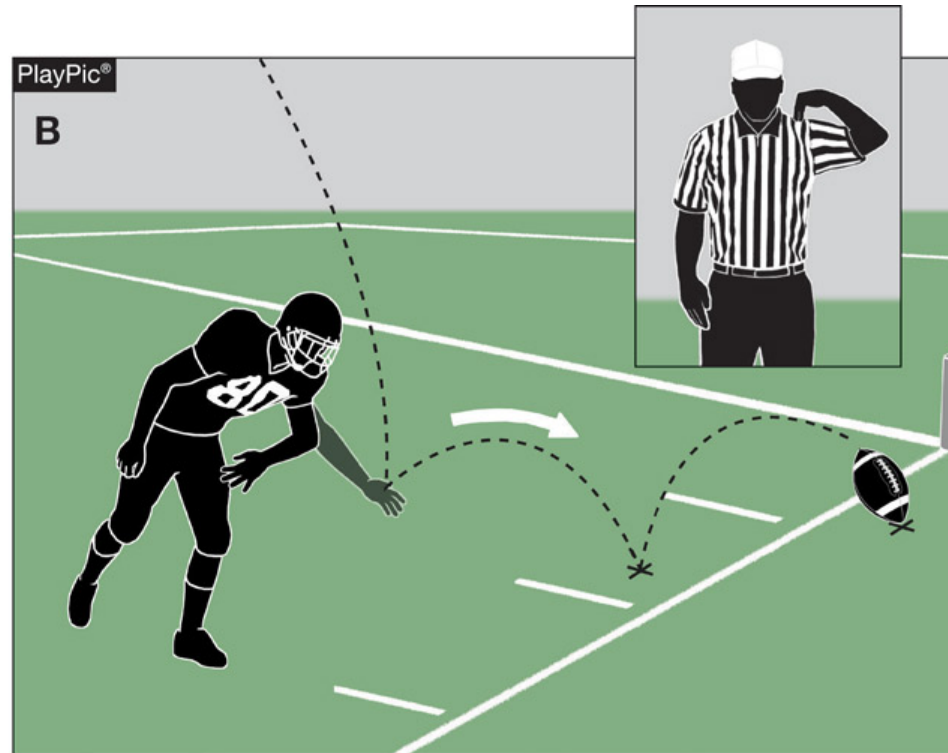
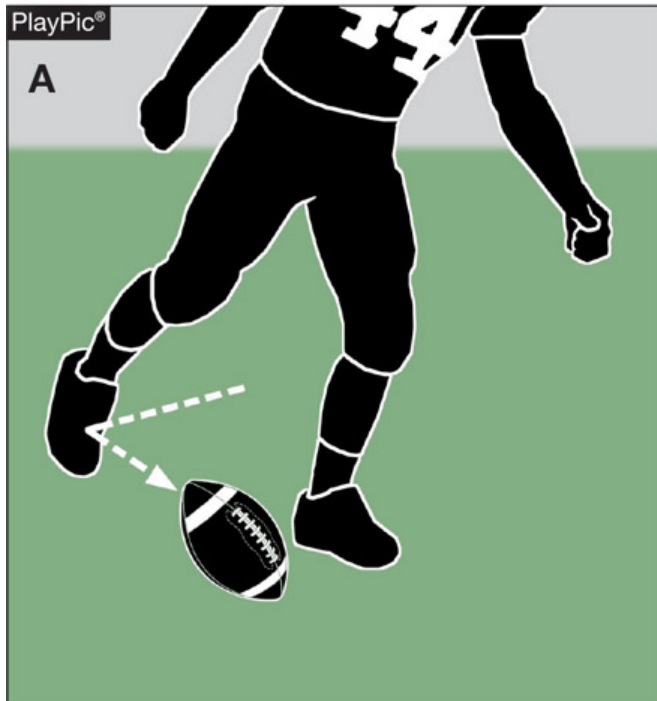
TRIPPING

RULES 2-45, 9-4-3o (NEW), 9-4-3o PENALTY (NEW)



The foul for tripping has been expanded to include the runner. It is now illegal to trip any opponent. Tripping is the intentional use of the lower leg or foot to obstruct an opponent below the knee. The penalty is 15 yards.

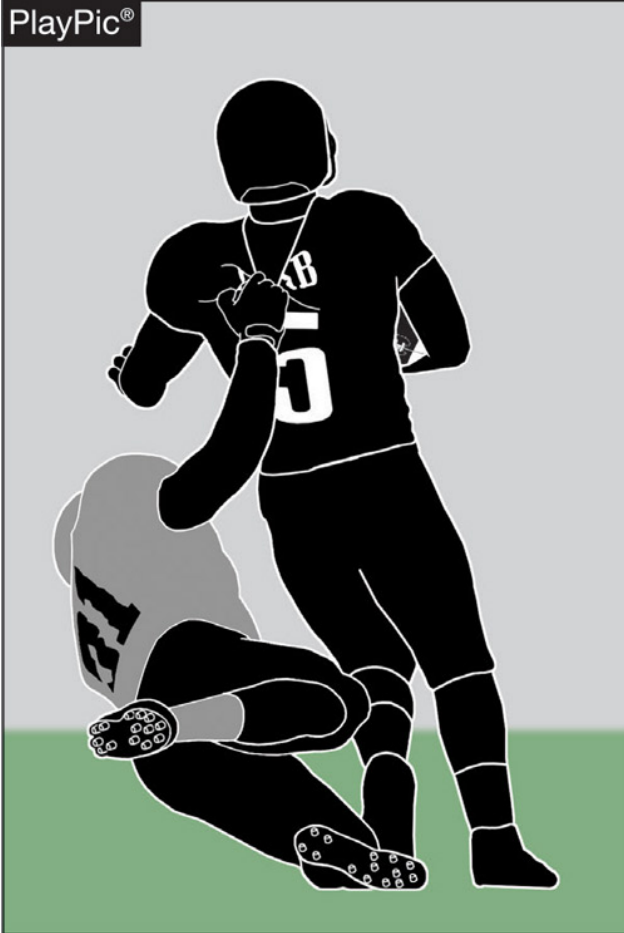
ILLEGAL KICKING AND BATTING RULES 6-2-1 PENALTY, 9-7 PENALTY



The penalties for illegally kicking the ball (PlayPic A) and illegally batting the ball (PlayPic B) have been reduced from 15 yards to 10 yards.

ILLEGAL HORSE-COLLAR TACKLE RULES 9-4-3k

PlayPic®



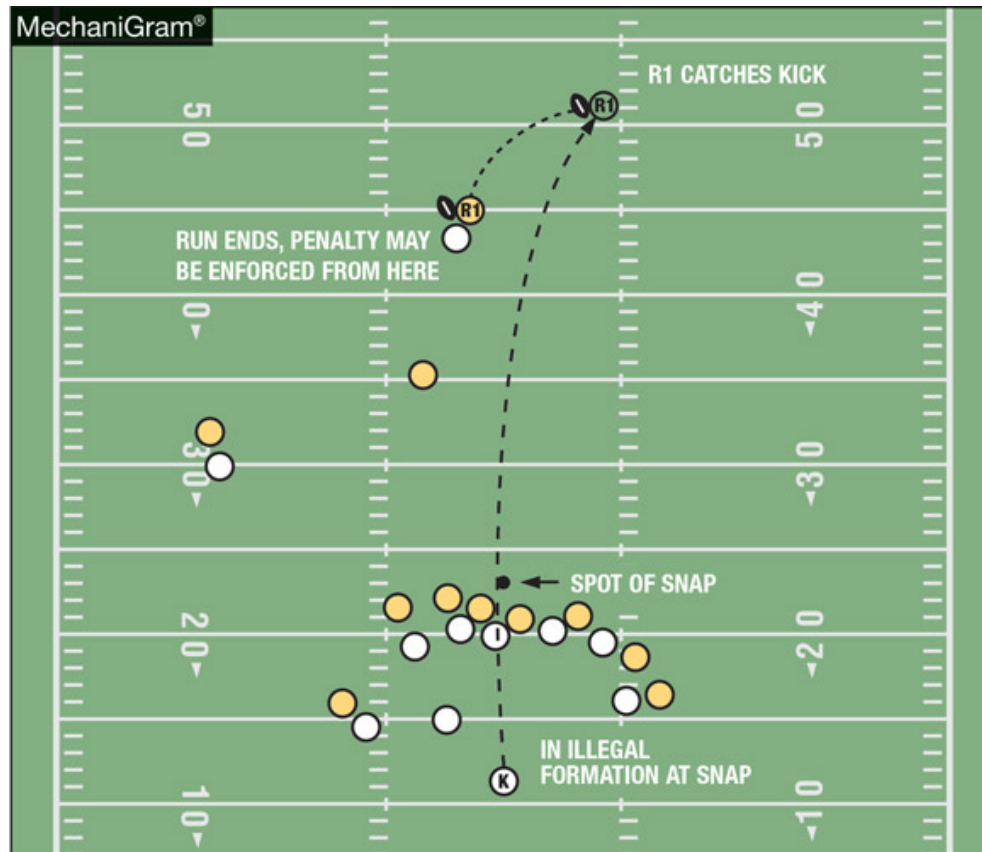
The name plate area (directly below the back collar) has been added to the criteria for an illegal horse-collar tackle. It is a foul to grab the inside back, name plate area or side collar of either the shoulder pads or the jersey of the runner and subsequently pull (backwards or sideward) that opponent to the ground, even if possession is lost. The horse-collar is enforced as a live-ball foul.



2019 NFHS FOOTBALL EDITORIAL CHANGES



PENALTY ENFORCEMENT RULES 5-2-2, 5-2-4, 10-4-2c EXCEPTION, 10-5-1j



Team R may choose penalty enforcement from the succeeding spot for a foul other than kick-catching interference that occurs from the start of a kick down until the kick ends.

2019 NFHS FOOTBALL EDITORIAL CHANGES

1-1-9	Added reference to Rule 1-3-7 NOTE.
1-3-6, 3-1-2, 3-3-1, 3-4, 3-4-1, 3-4-2, 3-4-3, 3-4-4, 3-4-5, 3-5-9,	Added “game” before “clock.”
1-5-5, 9-6-4b	Added “intermission” after “halftime.”
1-6-1 NOTE, 2-24-3, 2-26-5, 3-5-2 NOTE b, 3-5-3, 3-5-6, 4-3-6, 5-3-1,	Deleted “signal” after “ready-for-play.”
Table 1-7	Further clarified some of the state association adoptions.
2-6-2b	Changed “hash” to “9-yard” marks.
2-8, 2-25-1, 2-28-1, 2-43, 3-5-7j, 3-6-2d, 4-1-6, 5-3-2 NOTE.	Deleted “marked” before “ready-for-play.”



2019 NFHS FOOTBALL EDITORIAL CHANGES

Table 3-1, 3-5-10,	Further clarified periods, intermission and the game clock.
3-4-6	Added “game or play” before “clock.”
3-4-8	Clarified timing by adding “by the game or play clock.”
5-2-2, 5-2-4	Further clarified “succeeding spot enforcement.”
6-5-4	Added “next” before “down.”
6-5 PENALTY	Added “S7” to “delay of game.”
7-2-6	Further clarified a huddle and shift.
7-2 PENALTY	Clarified the rules references for the penalties on illegal numbering and illegal formation.
TABLE 7-5-2, TABLE 7-5	Added “incomplete” to better describe a thrown pass.
8-5-2 EXCEPTION	Further clarified that once the ball leaves the end zone, the original momentum is canceled



2019 NFHS FOOTBALL EDITORIAL CHANGES

9-2-3a	Changed rules reference from “2-3-4” to “2-3-5.”
9-3 PENALTY	Deleted the penalty for “tripping” from 9-3.
9-4 PENALTY	Added the penalty “illegal tripping” to 9-4.
9-9-5 NOTE	Changed the rules references from “9-10-3 and 9-10-4” to “9-9-3 and 9-9-4.”
10-4-2c EXCEPTION	Added “prior to the end of the kick” to further clarify.
10-5-1c	Changed the rules reference from “9-10” to “9-9.”
10-5-1j	Added “prior to the end of the kick” to further clarify.
Resolving Tied Games	In 3-1, added “three-minute” before ‘Intermission.’
Nine-, Eight-, Six- Player Rules Differences	Clarified that at least “three” A players shall be on the line at the snap in both Nine-Player and Eight-Player Rules.
Penalty Summary	Updated rules references and penalty signal numbers. Also, added “Illegal kicking or batting the ball” to the “Loss of 10 Yards” summary





2019 NFHS FOOTBALL POINTS OF EMPHASIS

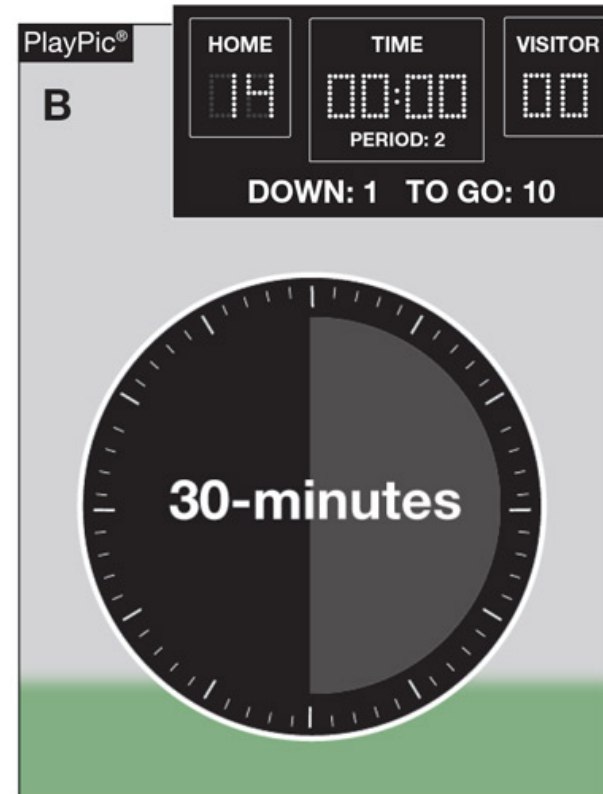
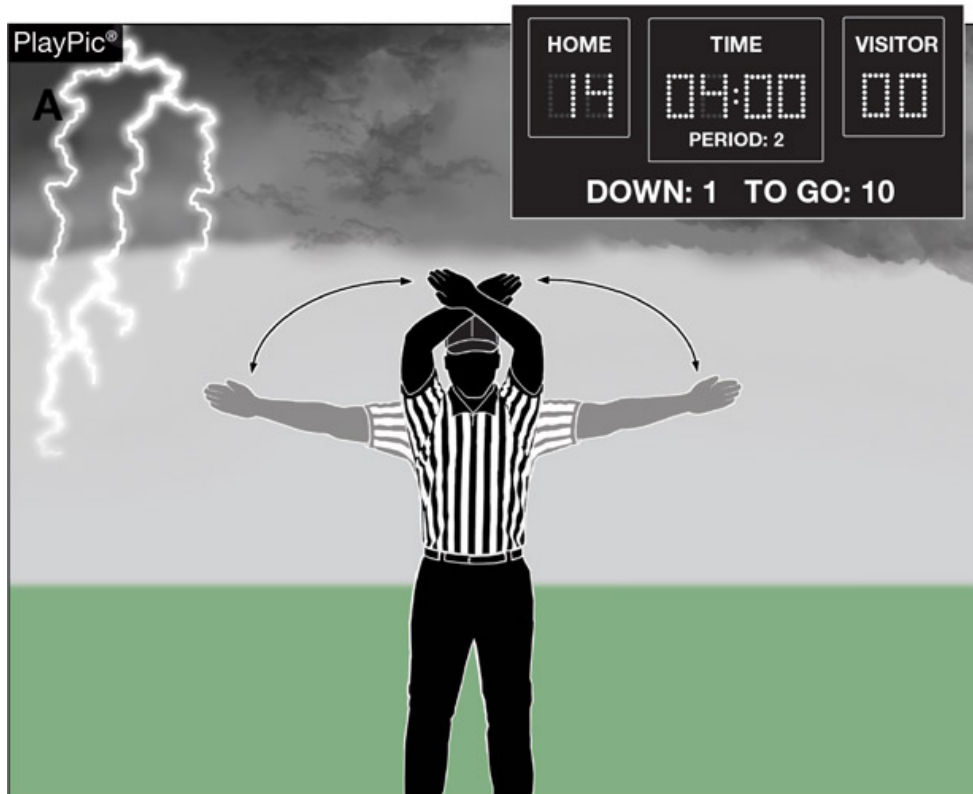


2019 NFHS FOOTBALL POINTS OF EMPHASIS

1. Proper Procedures for Weather Delays
2. Free-Blocking Zone and Legal Blocking

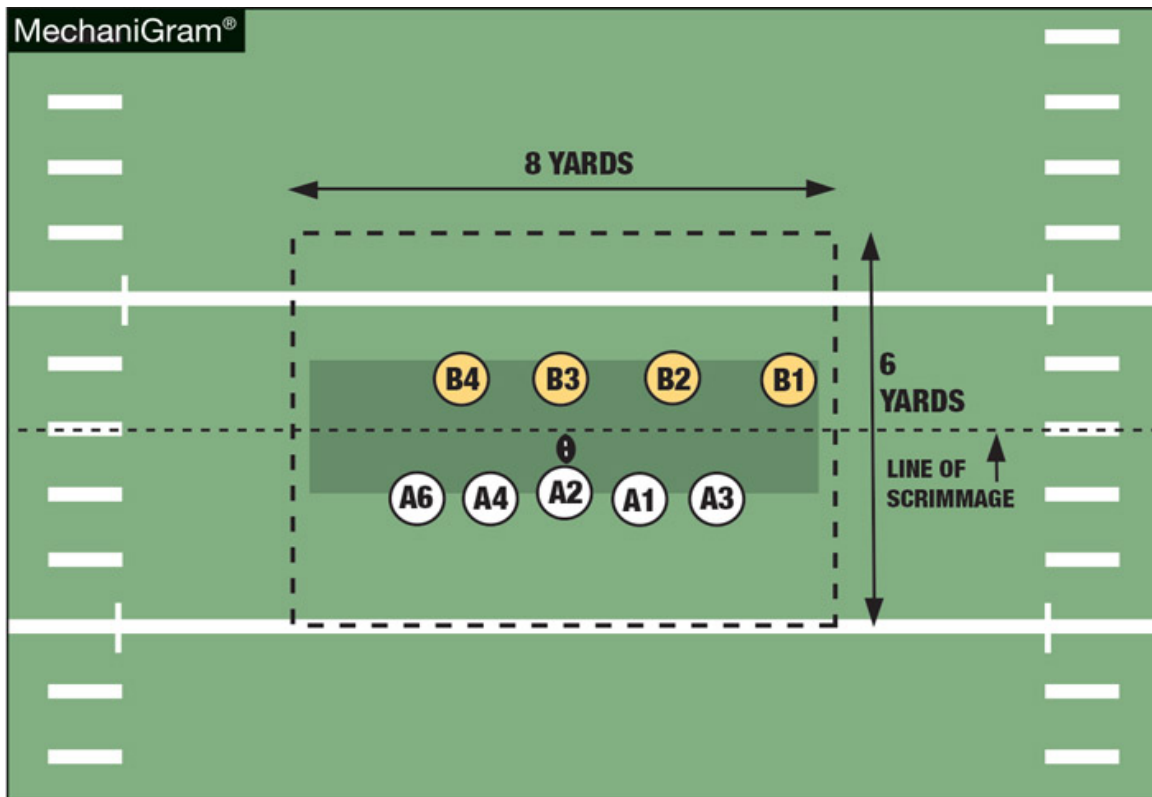


PROPER PROCEDURES FOR WEATHER DELAYS



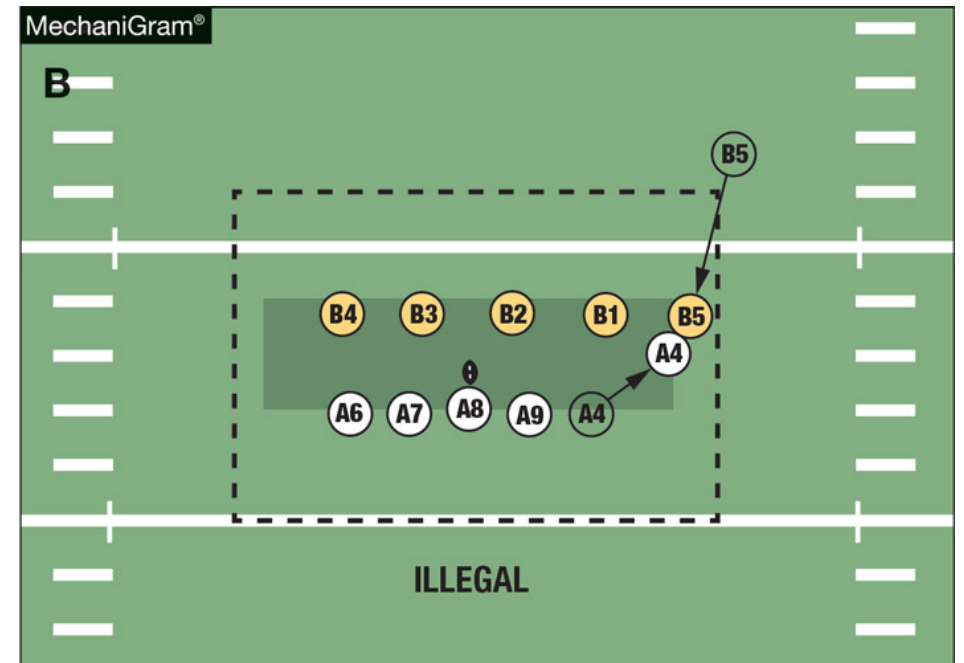
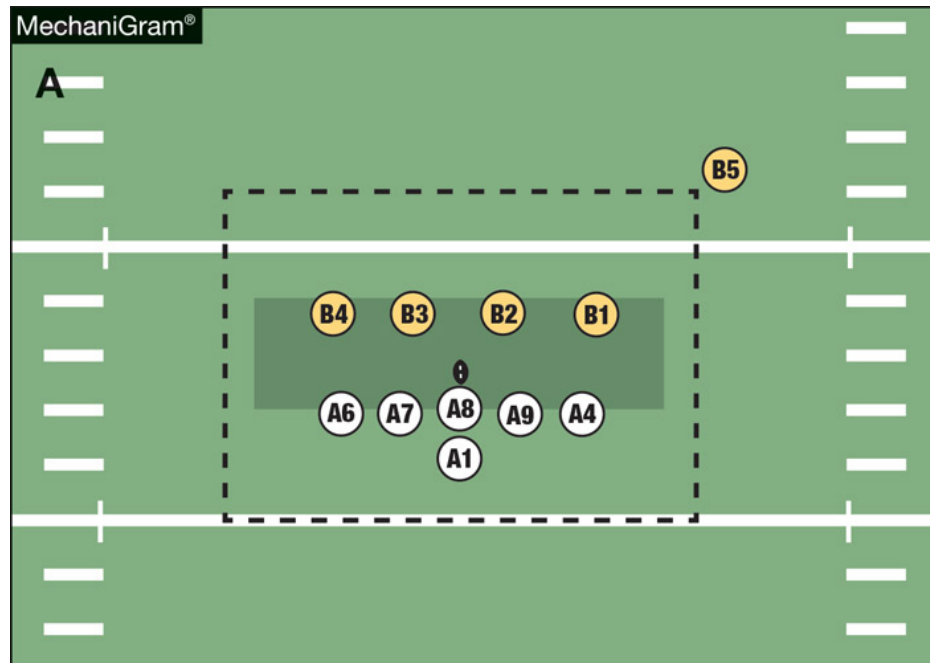
In PlayPic A, game is suspended with 4:00 left in 2nd period due to lightning. In PlayPic B, after 30-minute delay, game resumes and reaches halftime intermission. Halftime Intermission is still required to be at least 10 minutes in length.

FREE-BLOCKING ZONE AND LEGAL BLOCKING



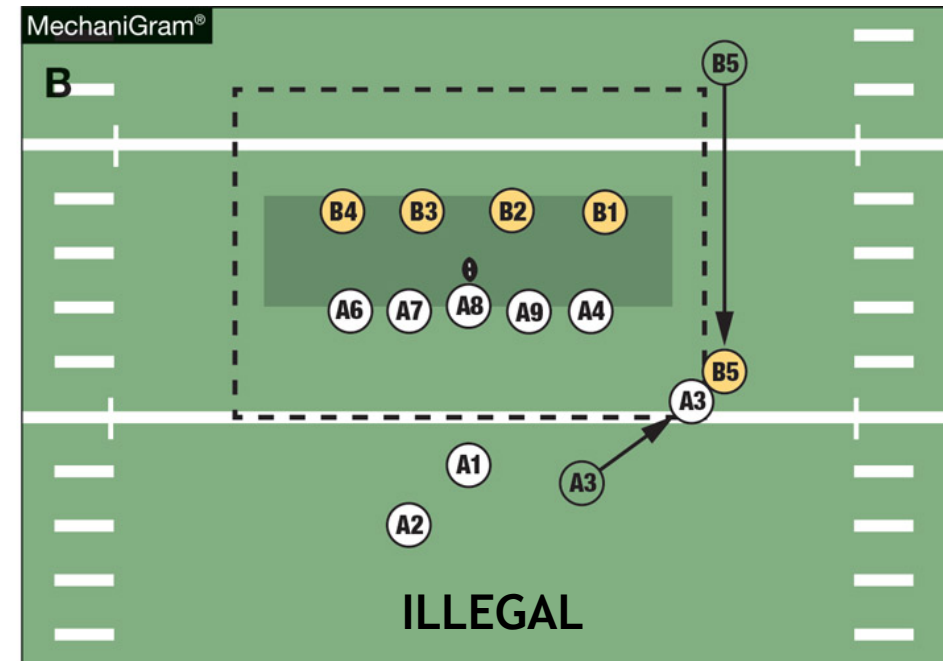
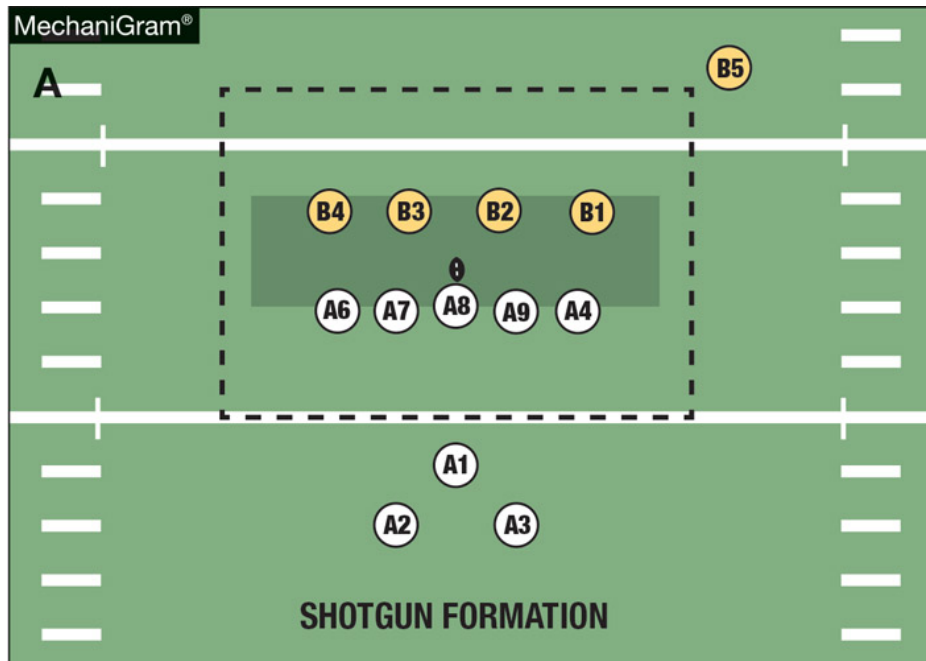
The free-blocking zone is a rectangular area extending laterally 4 yards either side of the spot of the snap and 3 yards behind each line of scrimmage. A player is in the free-blocking zone when any part of his body is in the zone at the snap.

FREE-BLOCKING ZONE AND LEGAL BLOCKING



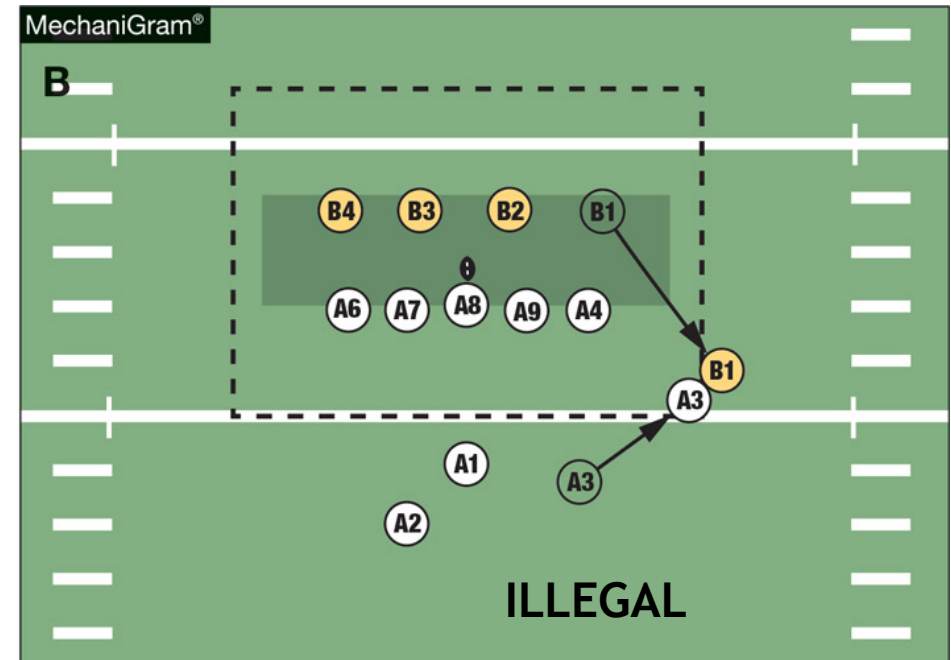
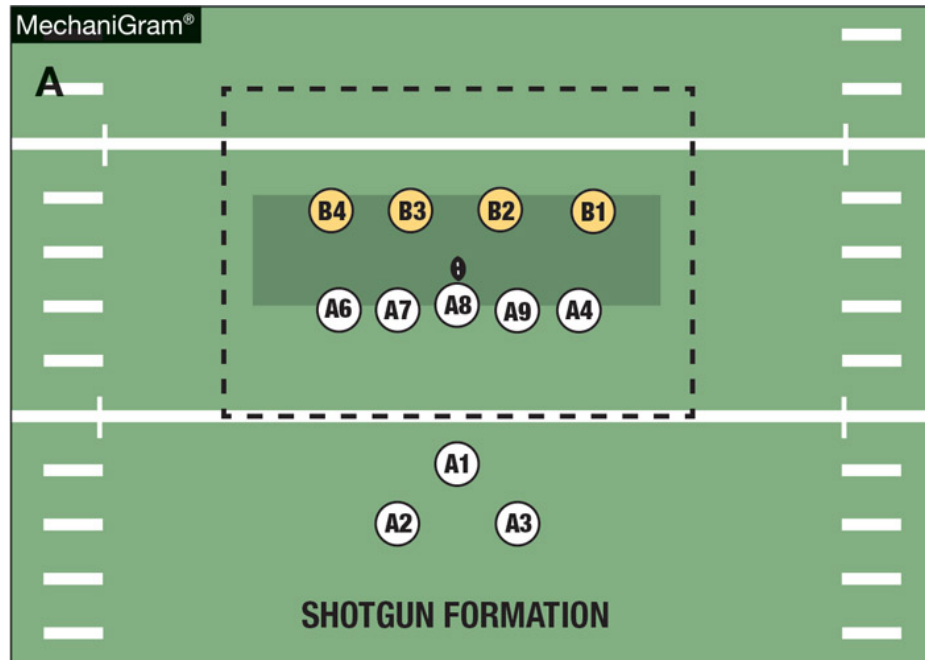
In MechaniGram A, lineman A4 was inside the free-blocking zone at the snap. In MechaniGram B, Blitzing linebacker B5 was not in the free-blocking zone at the snap and was not a lineman. When A4 blocks B5 below the waist, that is a foul.

FREE-BLOCKING ZONE AND LEGAL BLOCKING



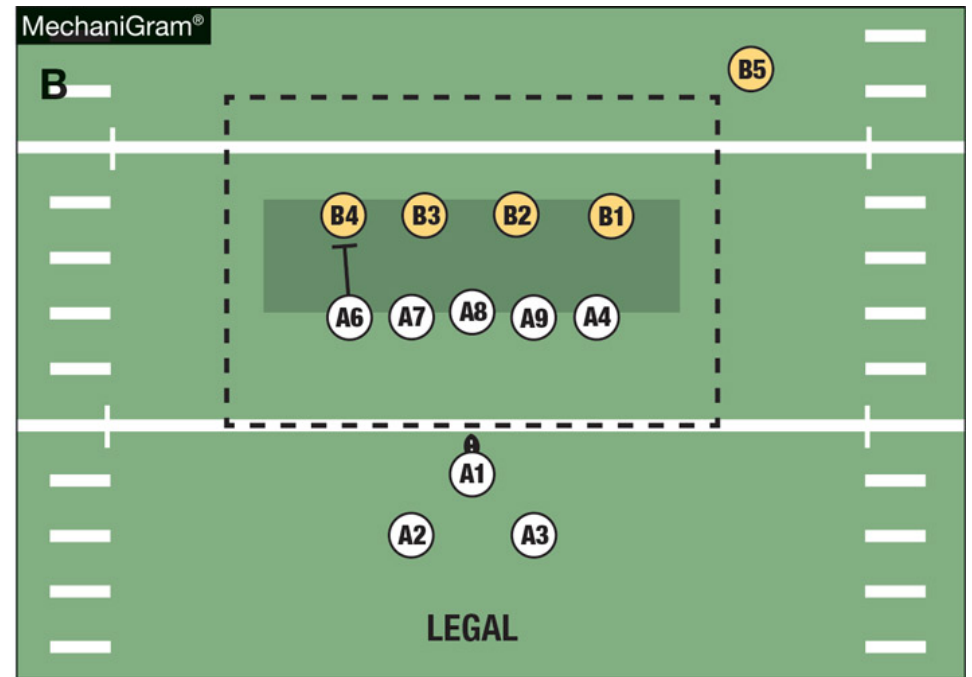
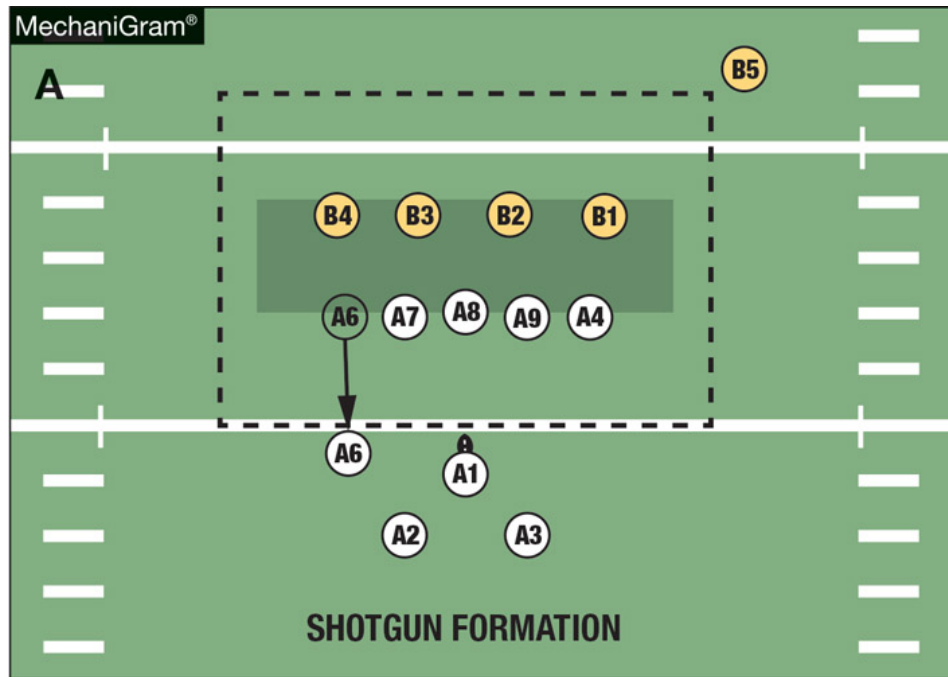
In MechaniGram A, Team A is in shotgun formation. In MechaniGram B, back A3, who was outside the free-blocking zone, is outside the free-blocking zone when he blocks B5, who is also outside the zone, below the waist. That is a foul.

FREE-BLOCKING ZONE AND LEGAL BLOCKING



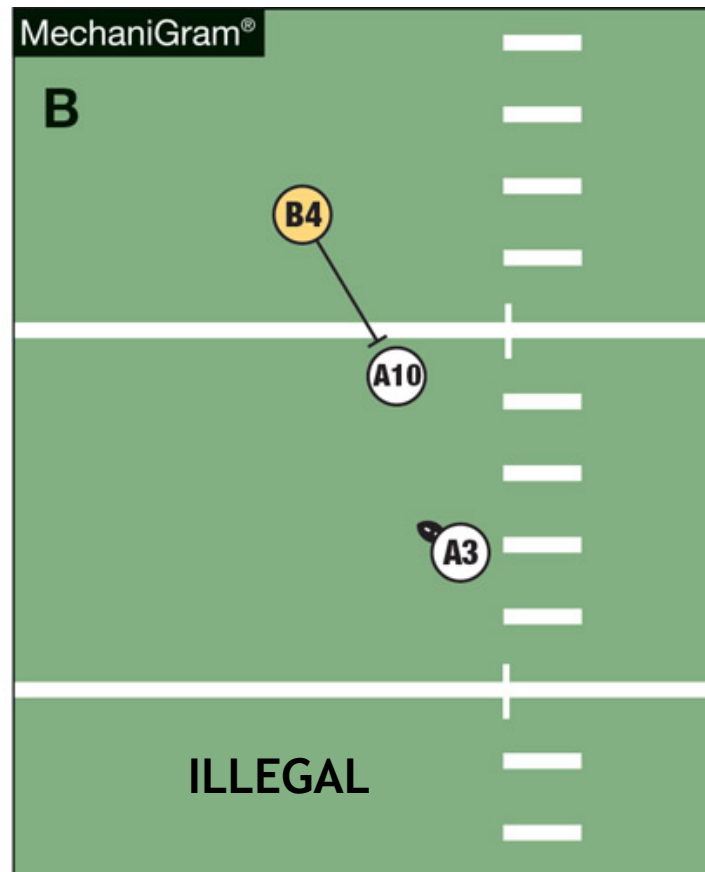
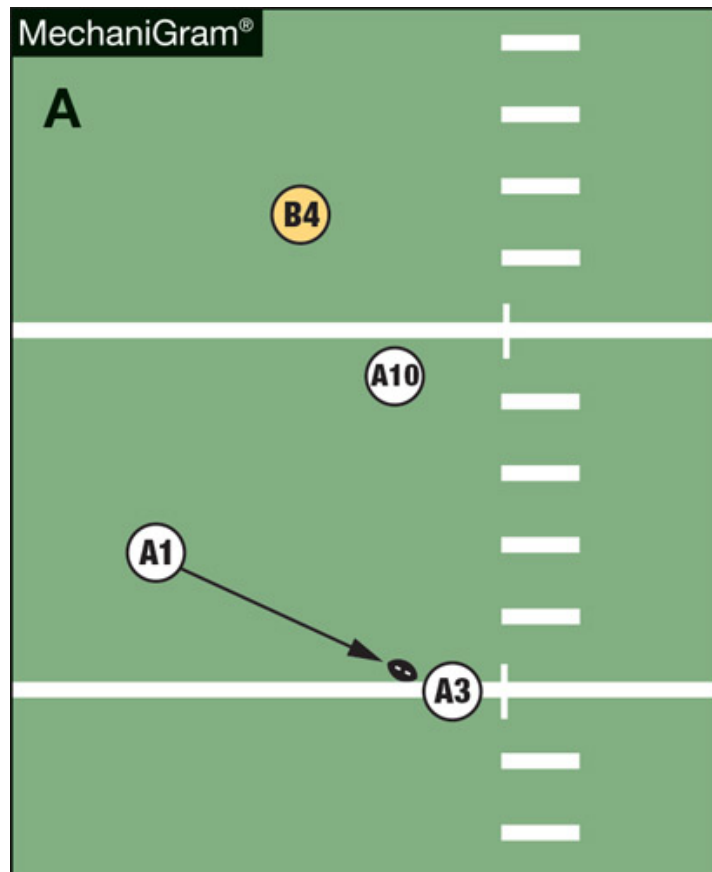
In MechaniGram A, Team A is in shotgun formation. In Mechanigram B, back A3, who was outside the free-blocking zone, is outside the free-blocking zone when he blocks B1 below the waist. That is a foul.

FREE-BLOCKING ZONE AND LEGAL BLOCKING



In Mechanigram A, because A6 did not immediately begin his block on the snap, he may not block below the waist. In Mechanigram B, the initial thrust is simultaneous with the snap. That is a legal block.

FREE-BLOCKING ZONE AND LEGAL BLOCKING



In MechaniGram A, A3 takes a backward pass on a toss sweep with A10 the lead blocker. In MechaniGram B, defender B4 blocks A10 below the waist to free up other defenders. That is a foul.



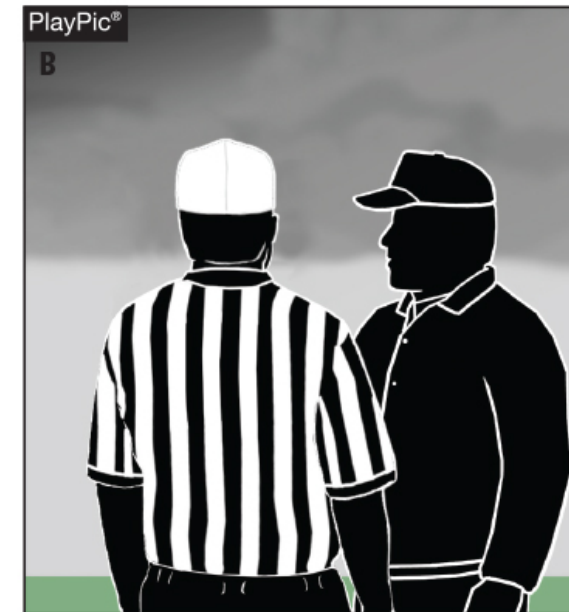
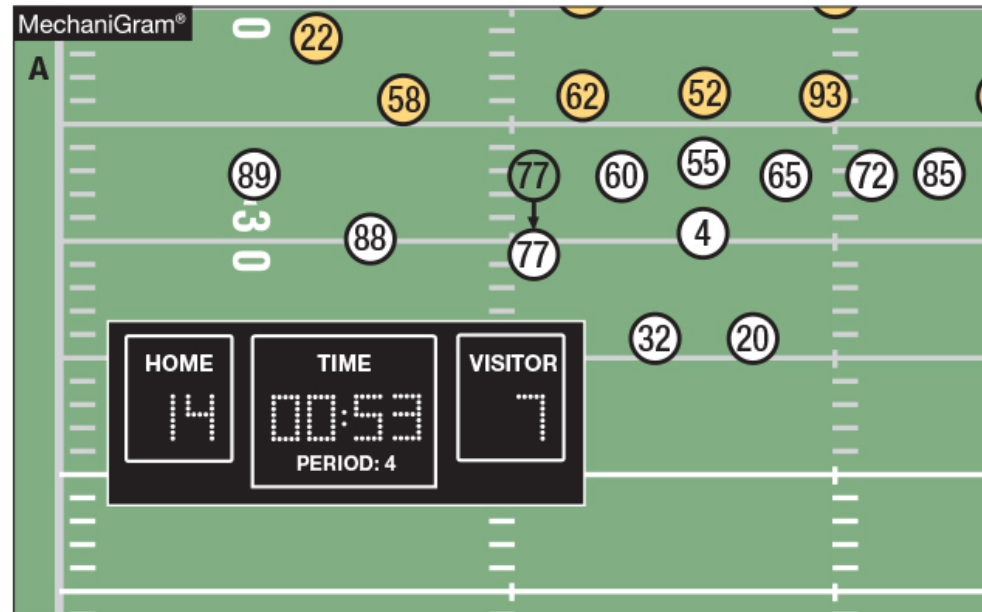
2019 NFHS FOOTBALL RULES REMINDERS



GAME CLOCK OPTION

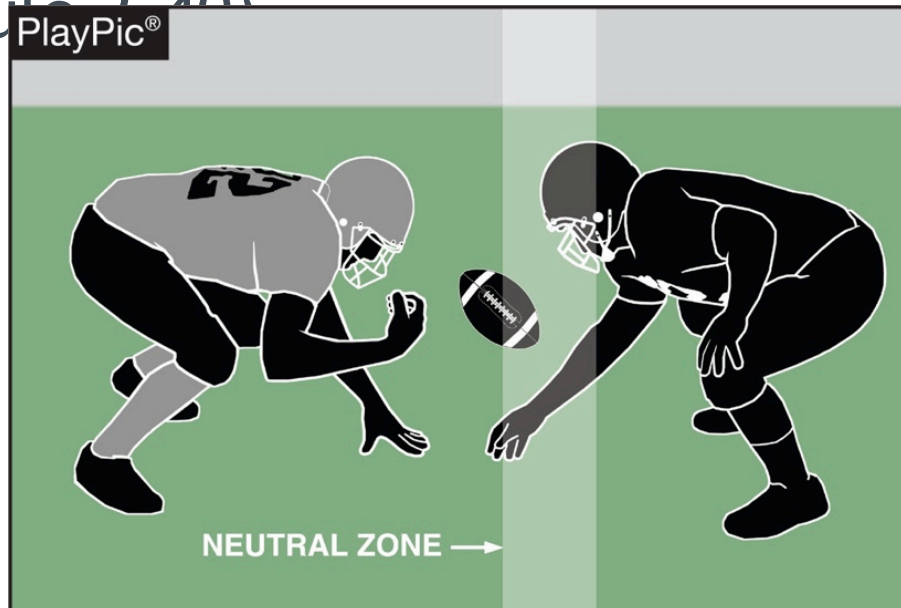
RULE 3-4-7

- With less than 2 minutes left in the half and the game clock running, A false starts (MechaniGram A). The offended team may choose to start the game clock on the snap (PlayPic B).



ENCROACHMENT RULE 7-1-6

- After the ready-for-play signal and after the snapper is in contact with the ball, it is encroachment if a defensive player contacts the ball or the snapper's arms or hands until the snap is completed (Rule 2-10).



PASS INTERFERENCE

RULE 7-5-10

- Face guarding (without contact) in and of itself is no longer considered an act of forward pass interference.





2018-2019 NFHS FOOTBALL GAME OFFICIALS MANUAL



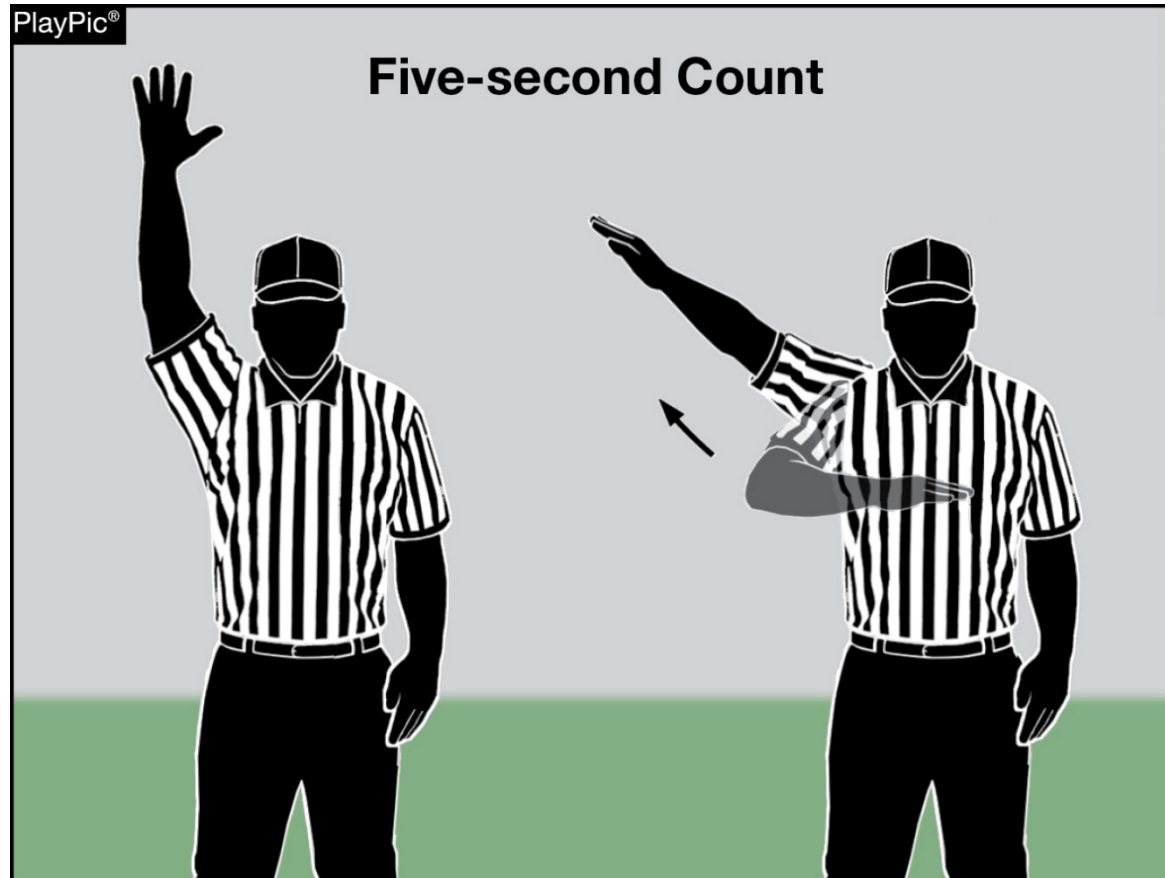


2019 NFHS FOOTBALL GAME OFFICIALS MANUAL REMINDERS

- 2019 is a non-print year for the NFHS Football Game Officials Manual.
- Added in 2018, that some white accents are now allowed on the black football shoe that game officials wear as a part of the game official uniform.
- 2019 Game Officials Manual Points of Emphasis (See pages 86-87 of the 2018-2019 NFHS Football Game Officials Manual):
 1. Equipment Issues to be Addressed
 2. Consistent Pace of Play Throughout the Game
 3. Timing Rules and Procedures
- The Game Officials Manual Committee updated for 2019 the following two items:
 1. NFHS General Instructions for Football Game and Play Clock Operators
 2. NFHS General Instructions for Football Line-To-Gain Crews



UPDATE ON RECOMMENDED CREW COMMUNICATION SIGNALS FOR 2019



Visible count by R (Four-Game Officials Crew) and BJ (Five-Game Officials Crew) of the last five seconds when the on-field 40/25-second play clocks are not utilized.



2019 NFHS FOOTBALL INFORMATION



2020 NFHS FOOTBALL RULE CHANGE PROPOSAL ONLINE FORM

Due:

November 1, 2019

Must be submitted
to your state
association office for
approval.

