

**General Meeting Minutes
August 20th 2019**

1. President

- Welcomed new and returning members
- We understand that some folks work on Tuesday night the board will be discussing have possible Sunday meetings for those that can't make Tuesday.
- Toledo Scrimmage for this Saturday has been CANCELLED
- We will be using Central Linn as our all day scrimmage/training
- Elite customs in Salem sells football officiating gear if you're in need and don't want to have something shipped

2. Treasurer

- First pay distribution will be mid way thru September and we will pay every two weeks via AribterPay. For new members who are needing to sign up please see Drew
- Invoices have been sent out to the schools and we are starting to get payments in
- Drew and Cliff are in current negotiation to make Pop Warner pay better and consistent more information to follow next week

Account Balances:

Payroll = \$10,076.70

Savings = \$4,118.08

Operations = \$87.27

3. Commissioner

- 2" Stripes will be required this as an association
- Cannot emphasize this enough we need more members and please help in recruiting
- We currently have 4 scrimmages scheduled and they are Toledo, Monroe, Philomath and Santiam Christian
- Everyone needs to sign up for ArbiterPay
- Take your test otherwise we cannot assign you and get registered!
- If you do not have a HUDL account please let Brady know and he will send you a link

4. Secretary

- Rylan has put the independent contractor forms online for ease of use. You can either fill them out digitally or there is a paper version as well. Please turn them as we cannot pay you until we have your ICA
- Week 3 Quiz has been posted
- If you miss a meeting please let Rylan know so your absence can be excused.

5. Training

- Remember we have a website www.mwfoa.com and the training portal for videos and weekly updates
- There will be weekly quizzes posted on the website for officials. The board will use these as a factor of getting playoff games
- New rules presentation and an attached copy of the presentation is below

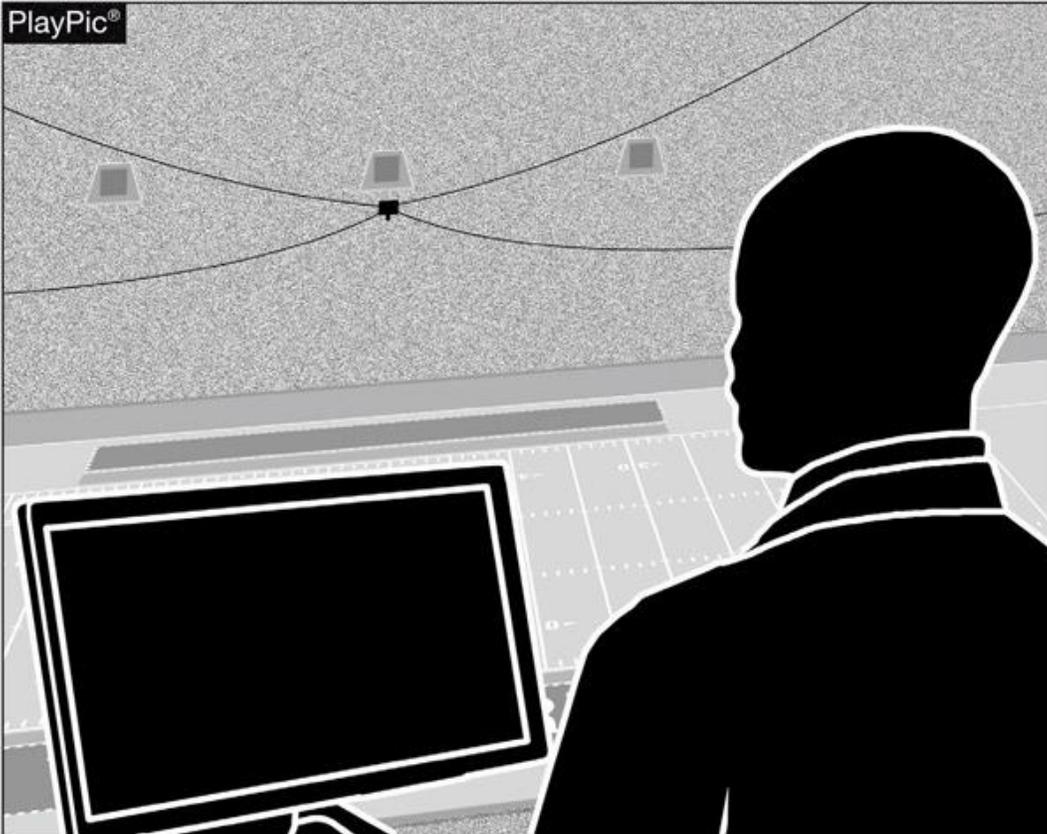
Next Meeting August 20th



2019 NFHS FOOTBALL RULES CHANGES



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.

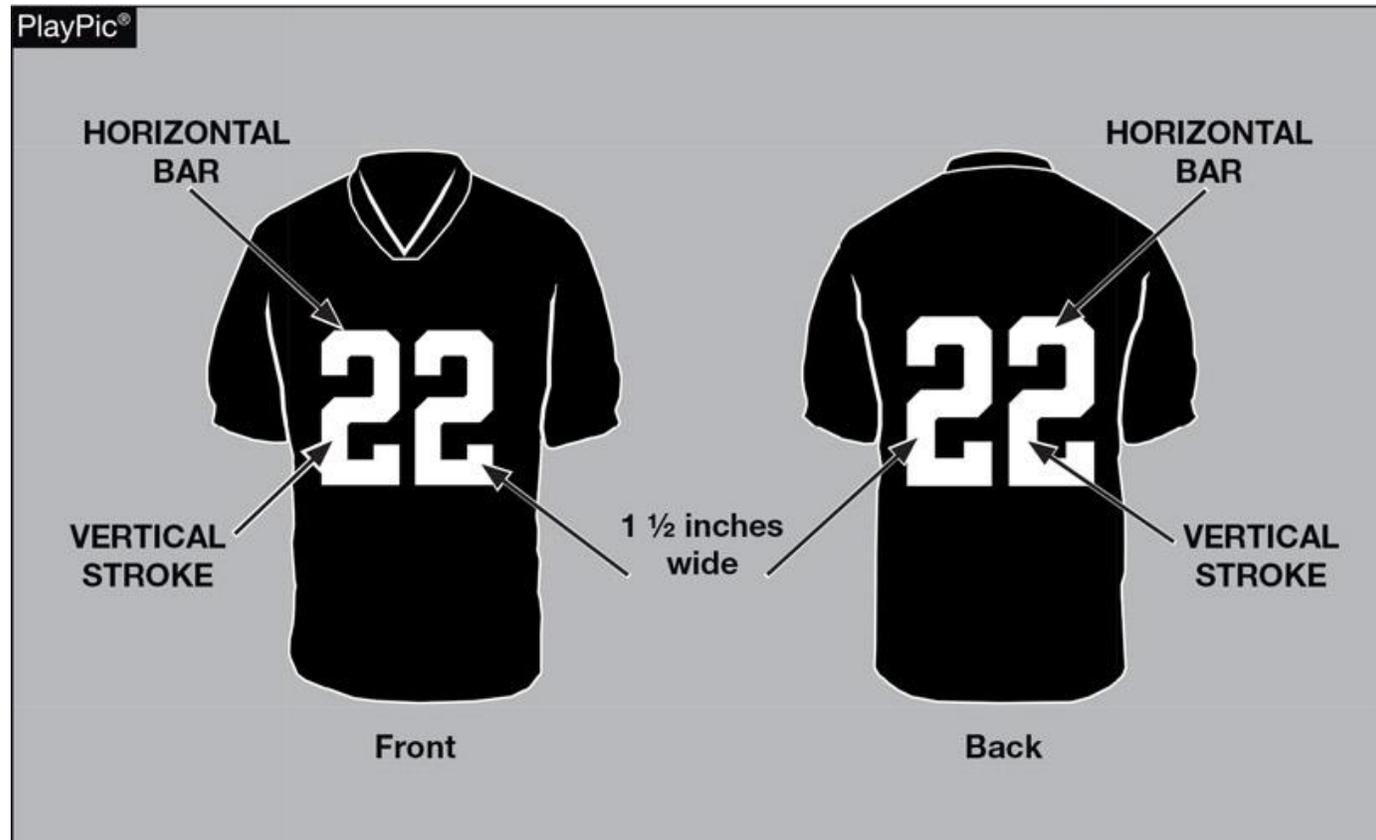


NFHS PARTNER



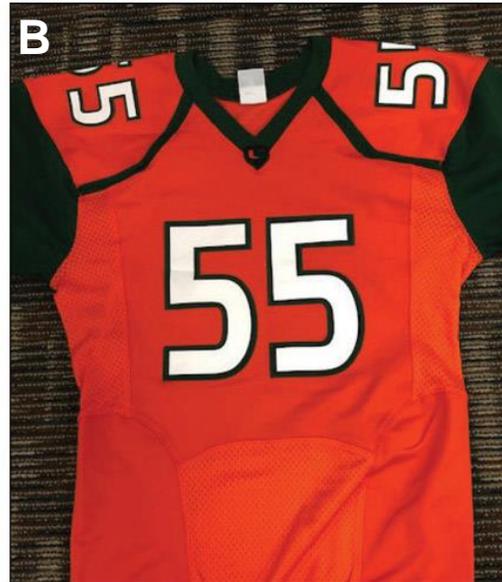
FOOTBALL JERSEY NUMBERS

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.

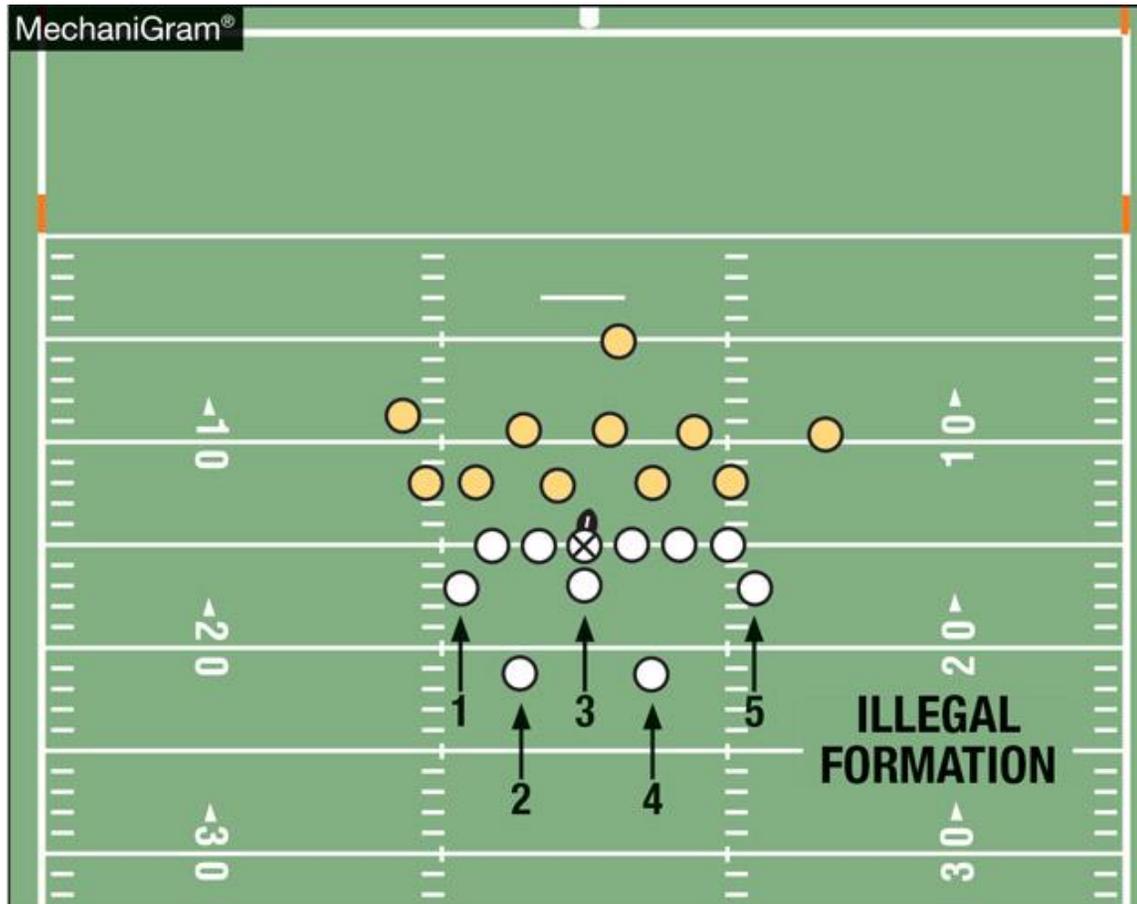
FOOTBALL JERSEY NUMBERS RULES 1-5-1c, 1-5-1c(6) (NEW)



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

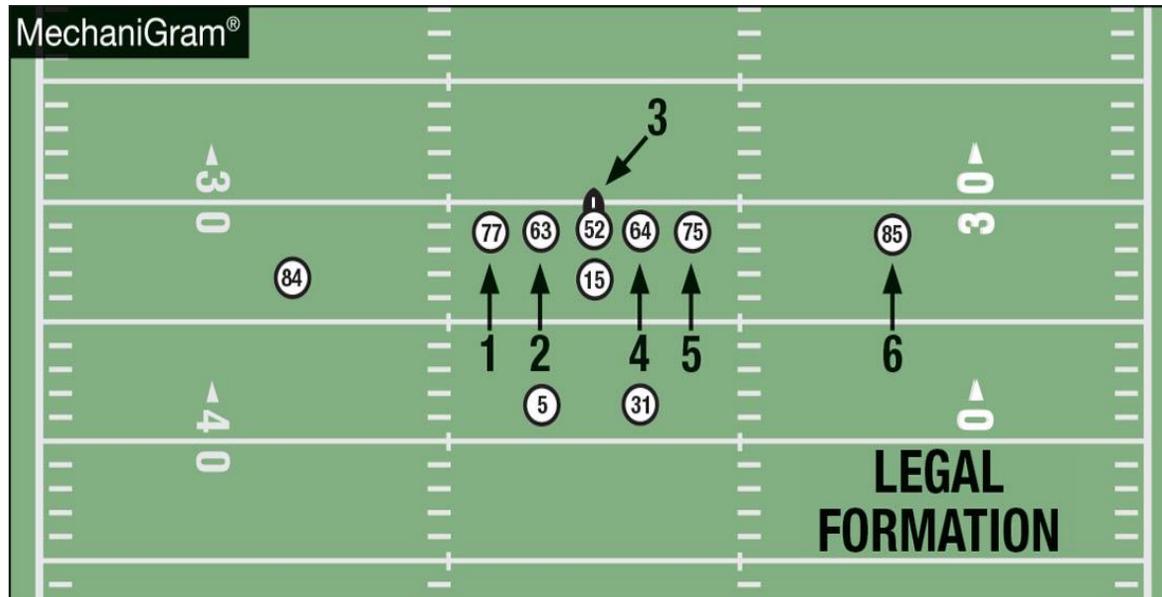
RULES 2-14-1, 7-2-5a



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

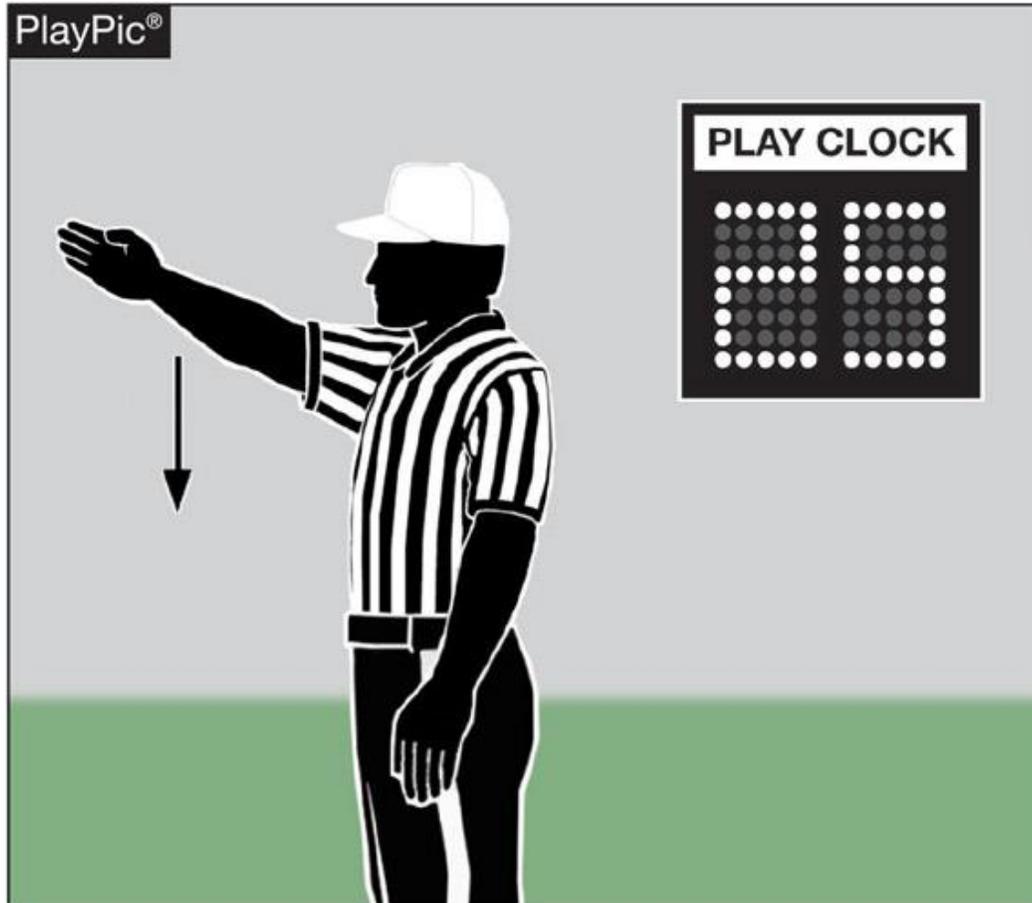


Even though there are only 10 Team A players on the field, because there are at least five linemen properly numbered and no more than four backs, this formation is legal.



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 RULE 3-6-1

Rule book does not specify that the play clock is set to 25 after a legal kick.

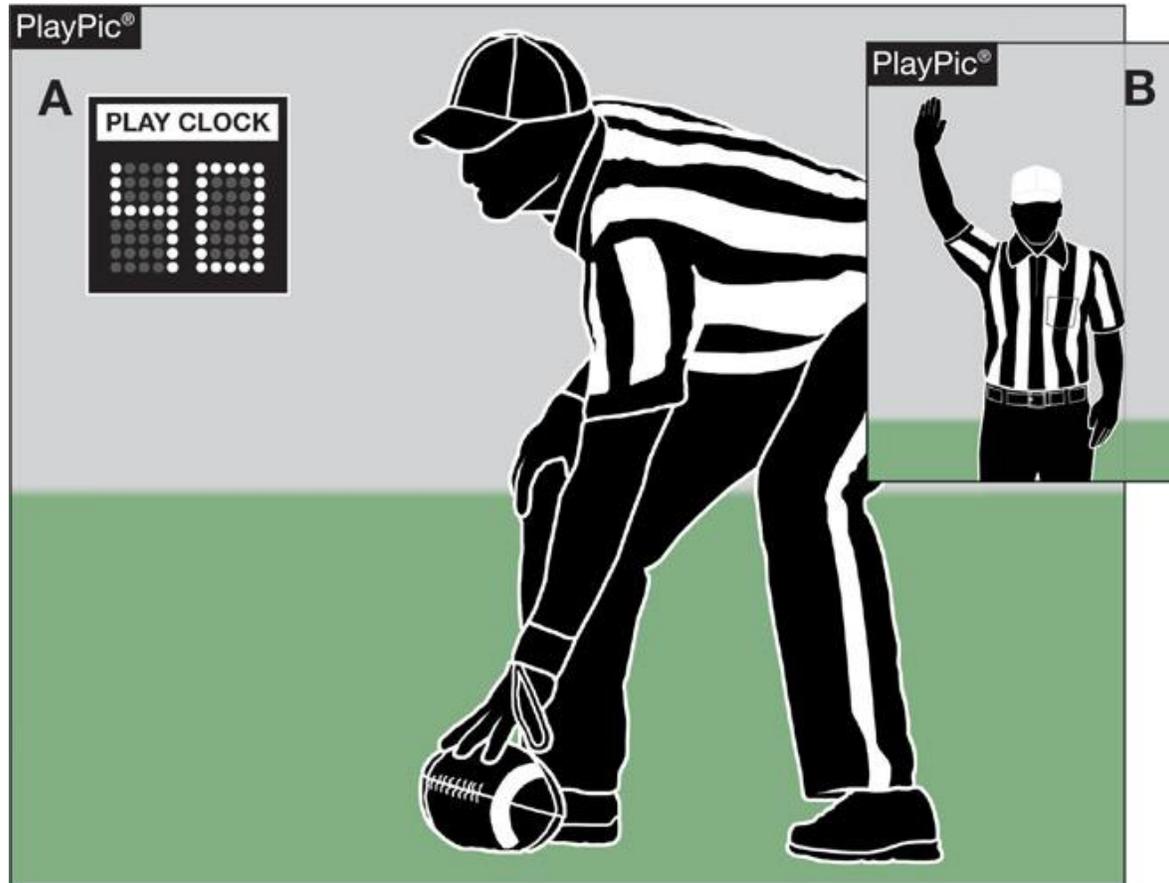
Some materials have been published that do specify a 25 sec play clock after a legal kick. Colorado experiment included this in the rule.

Oregon interpretation- Set the play clock to 25 secs after all legal kicks (scrimmage and free). This would likely occur anyway since there will probably be a delay in getting the ball set.



PLAY CLOCK

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

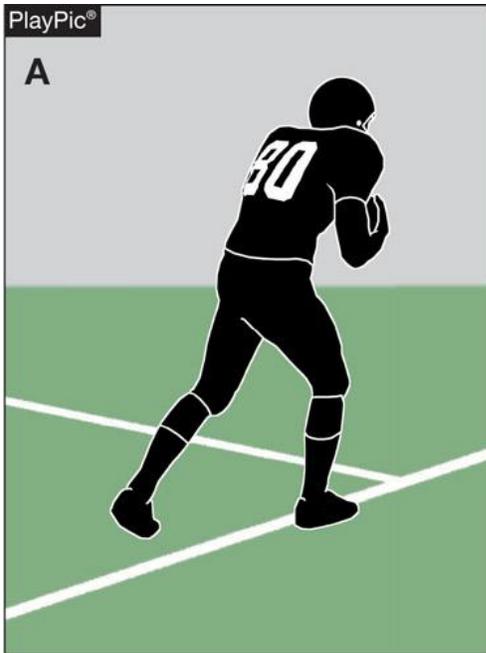


The play clock is set to 40 and is started immediately when a running play ends, team A gains a first down or after an incomplete pass.



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.



CASE BOOK 3.6.1 COMMENT 1

Indicates that the Umpire should be alert for substitution advantages and observe teams before leaving ball.

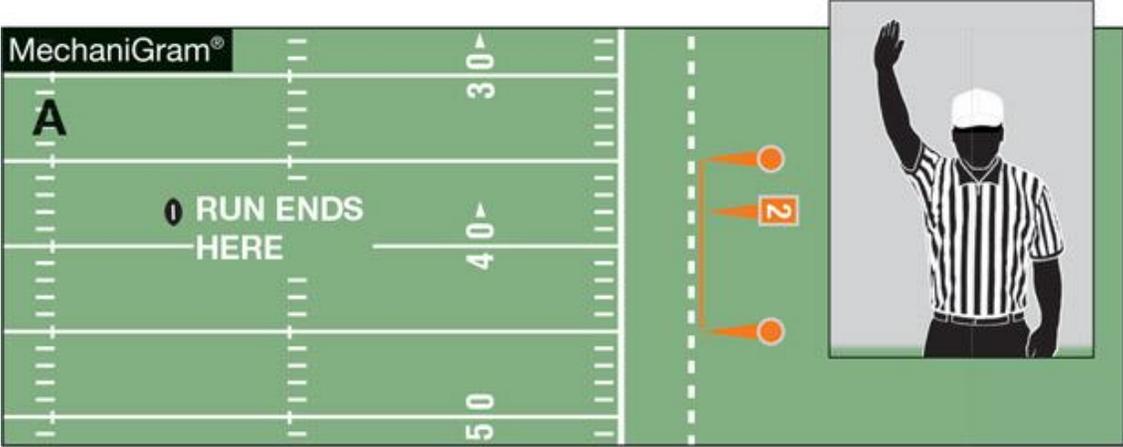
There is no rule to allow Team B to match a substitution by A.

Oregon interpretation- The Umpire will look at the Referee before moving to his/her position. The Referee will hold the Umpire over the ball if any other officials are not ready (NOT to wait for down box or chains), or if there is an unusual situation. This should not occur often.

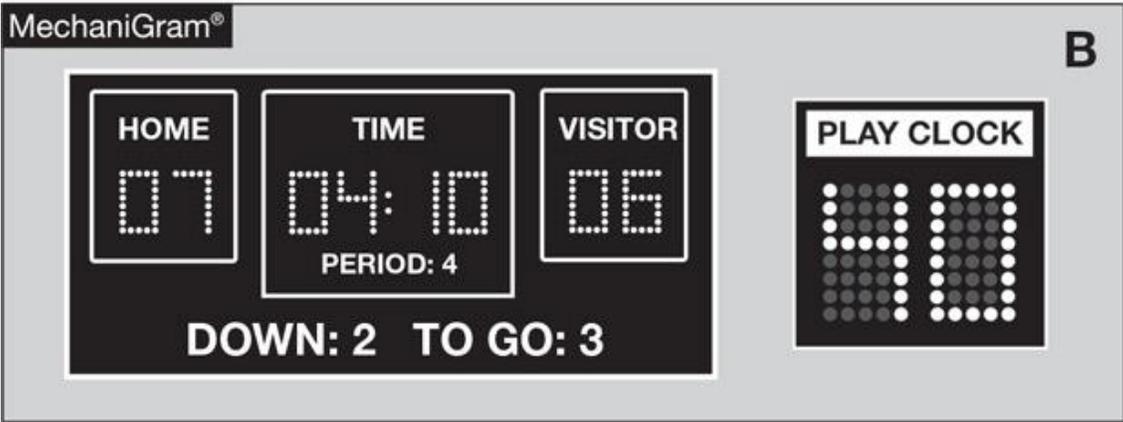


PLAY CLOCK

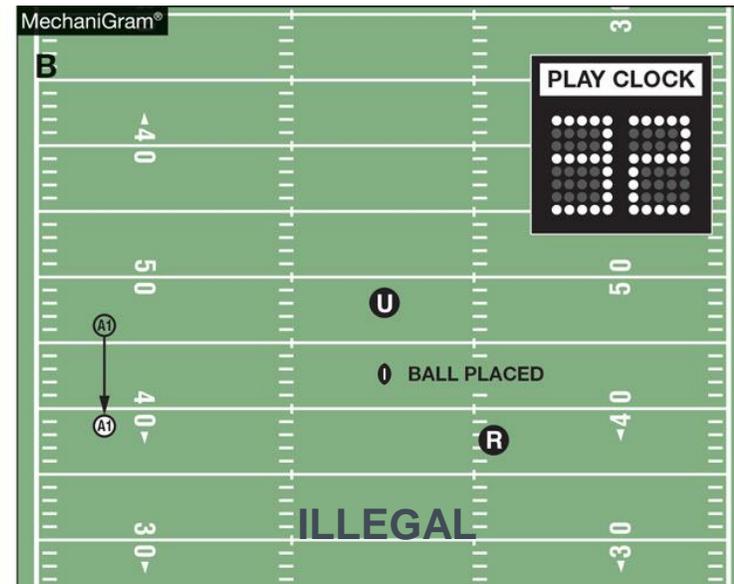
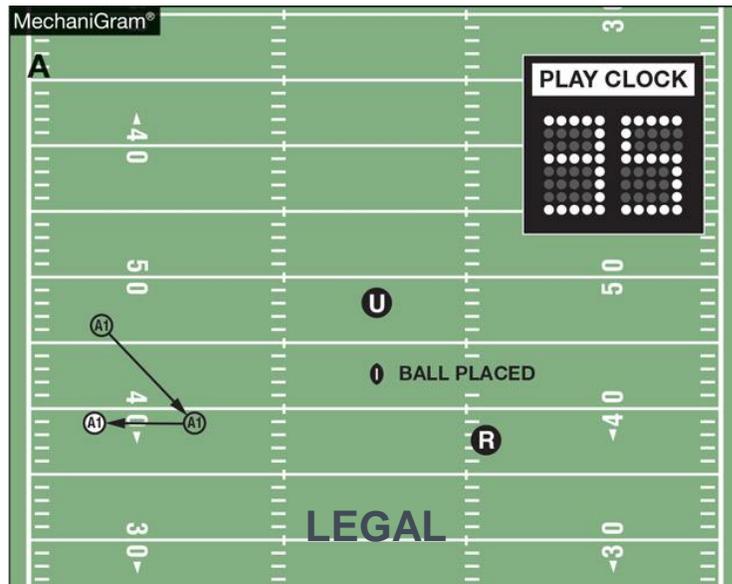
RULES 2-35, 3-6-1, 3-6-2a, 7-2-1



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



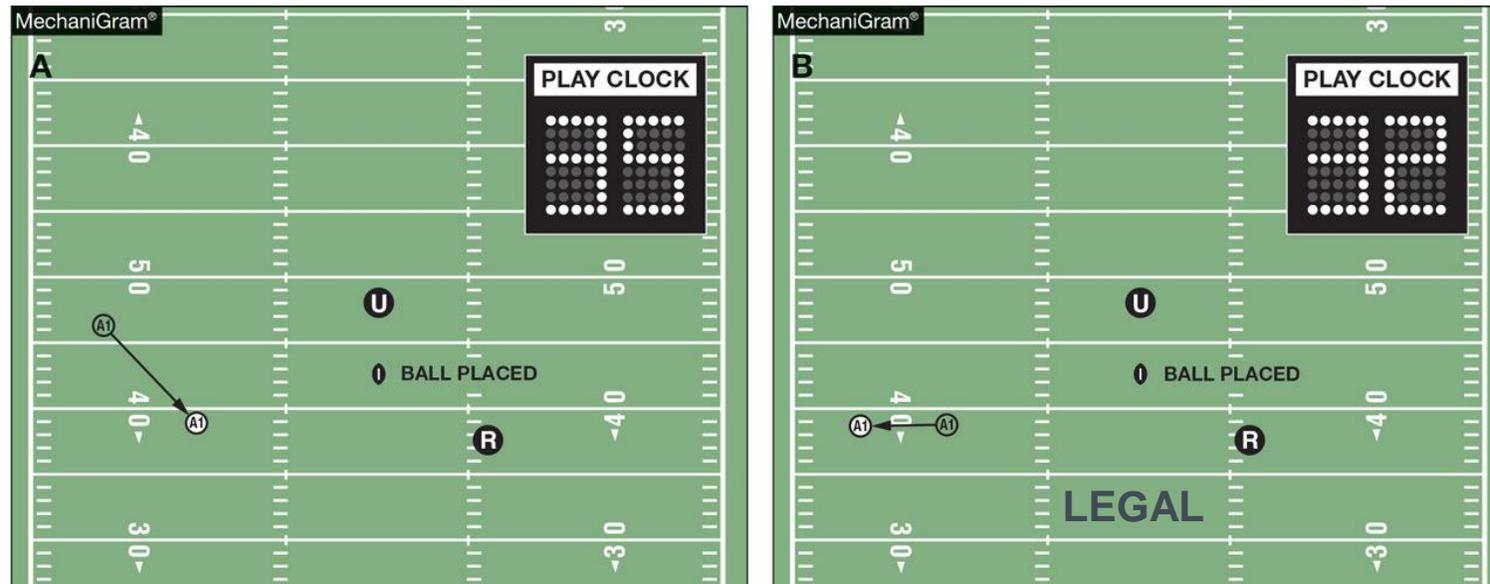
In Mechanigram A, A1, who was downfield on the previous play, comes back inside the 9-yard marks prior to the umpire setting the ball with 35 seconds on the play clock and then immediately goes outside the marks after the ready-for-play. In Mechanigram B, A1 remains outside the 9-yard marks with 32 seconds 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.

RULE 7-2-1

Oregon interpretation- If a player has not been inside the 9-yard marks after the ready for play, it is legal if:

- There has been no deception by Team A
- Team B is matched up and prepared to defend the player in question.

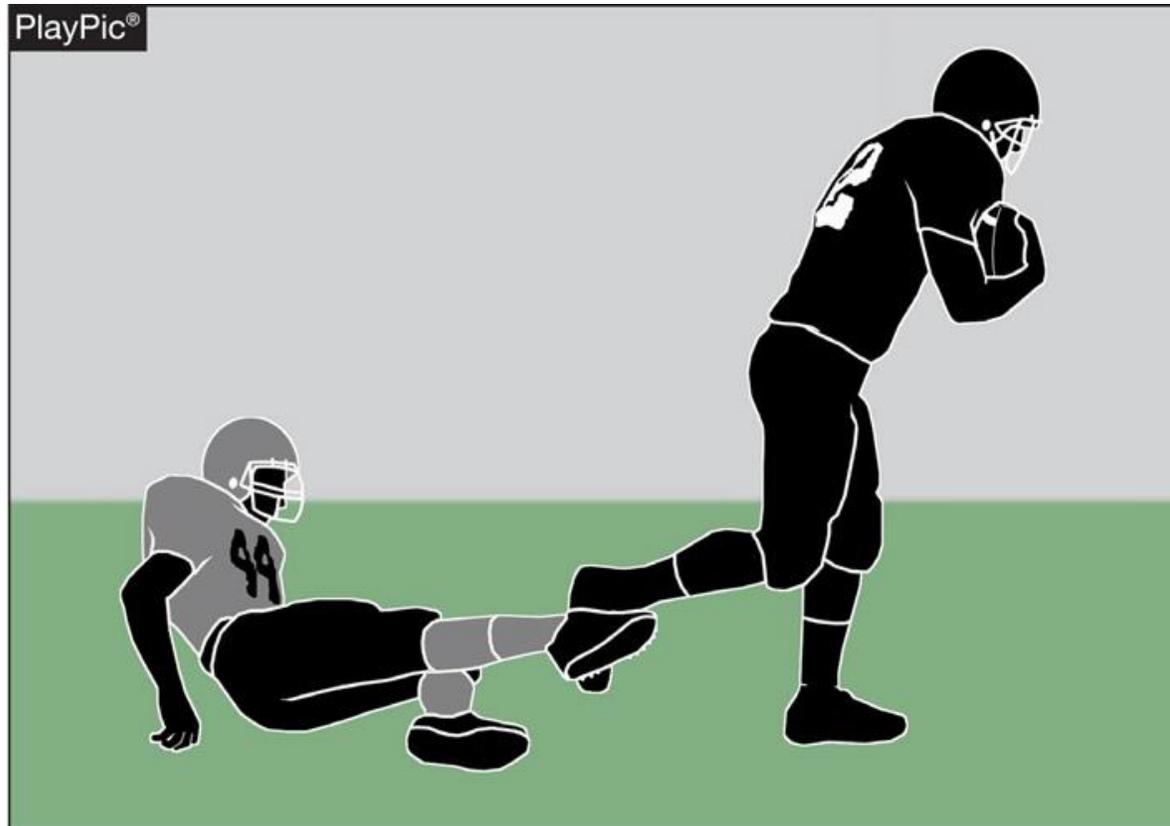
PLAY CLOCK RULE 7-2-1



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.

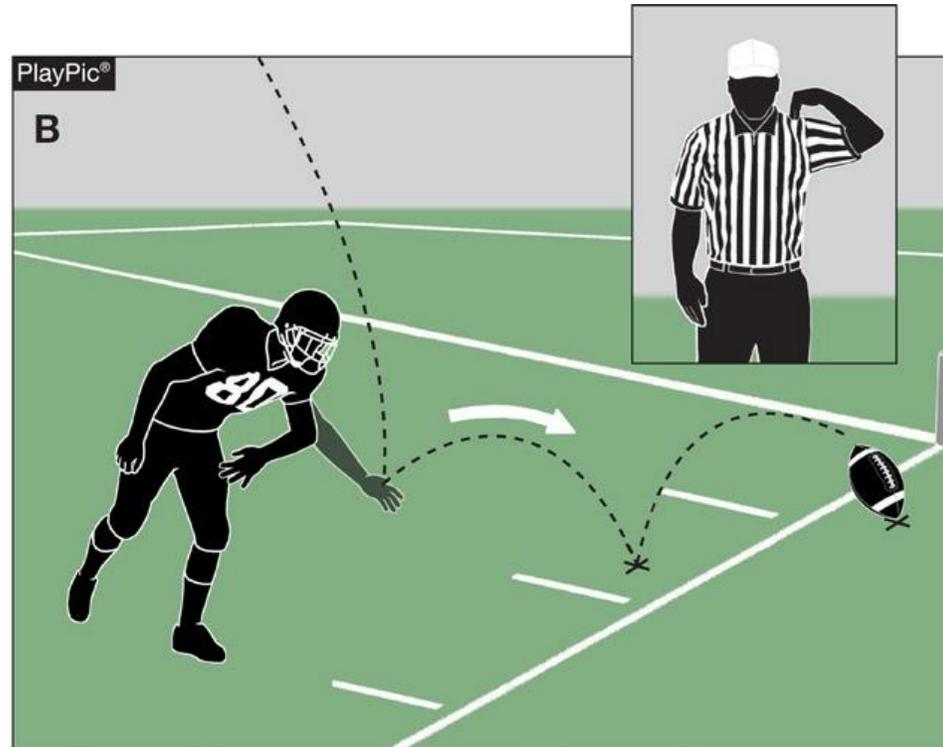
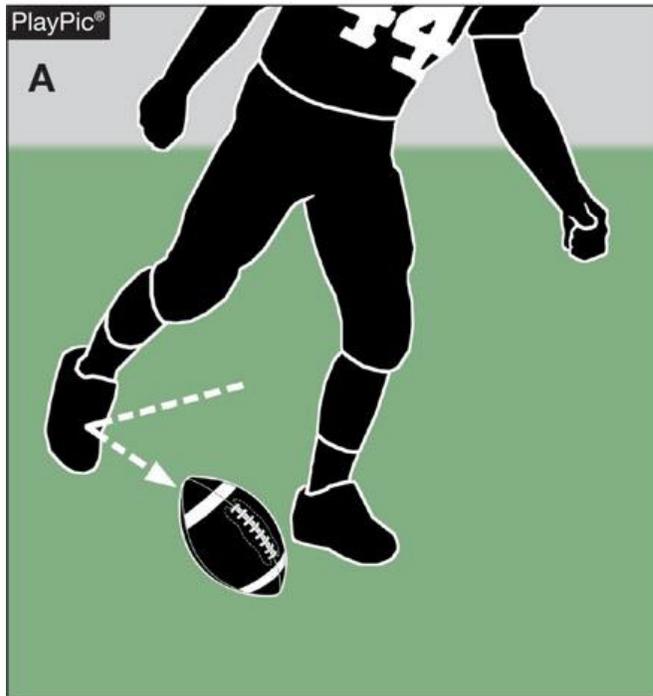
TRIPPING

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.

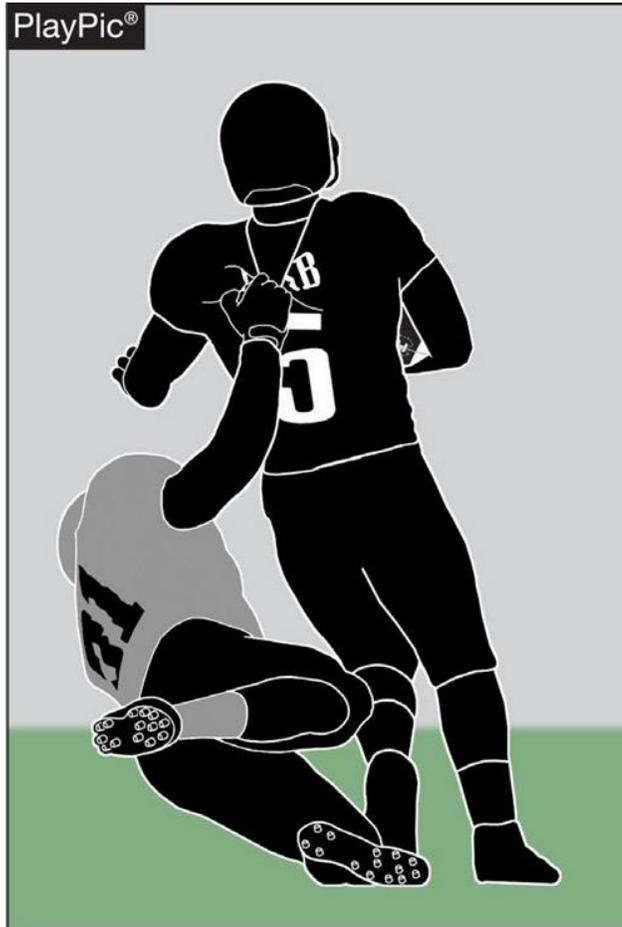
ILLEGAL KICKING AND BATTING RULES 6-2-1 PENALTY, 9-7 PENALTY



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



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.



RULE 9-4-3-k. HORSE COLLAR

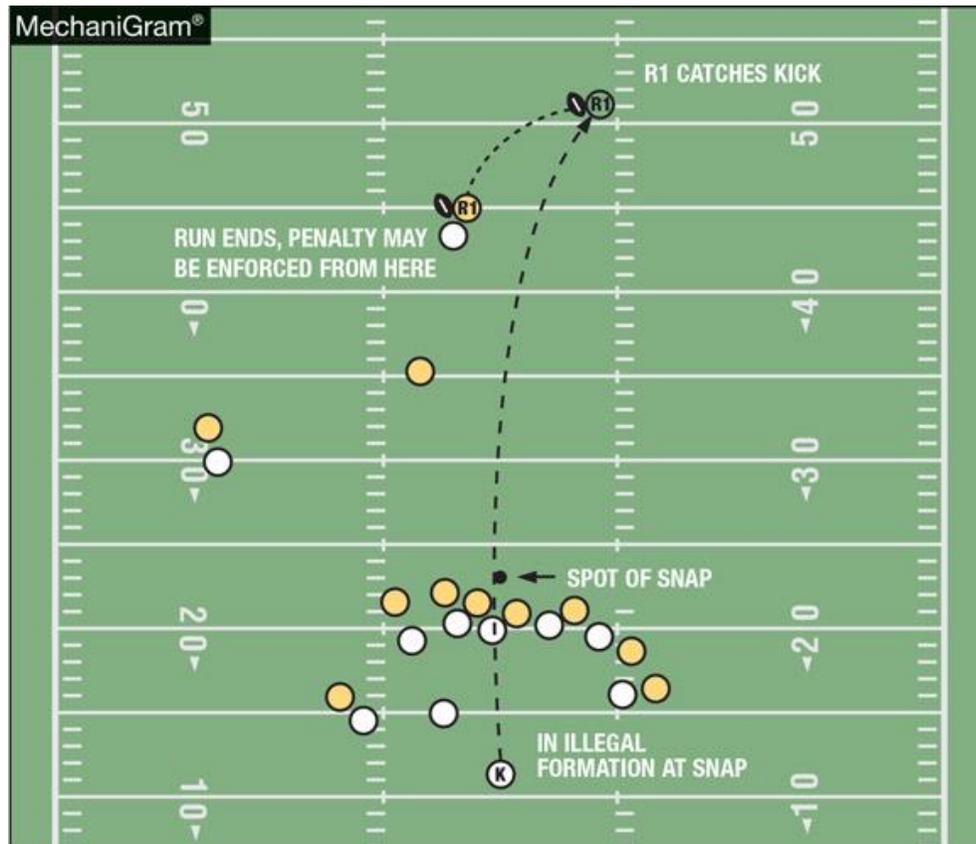
Oregon interpretation- Do not be too technical when deciding whether the grab is in the name plate area. More important than the specific grab location is whether the runner's knees buckle in a traditional horse collar tackle.



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, 7-1-5, 7-1-7, 8-3-2,	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

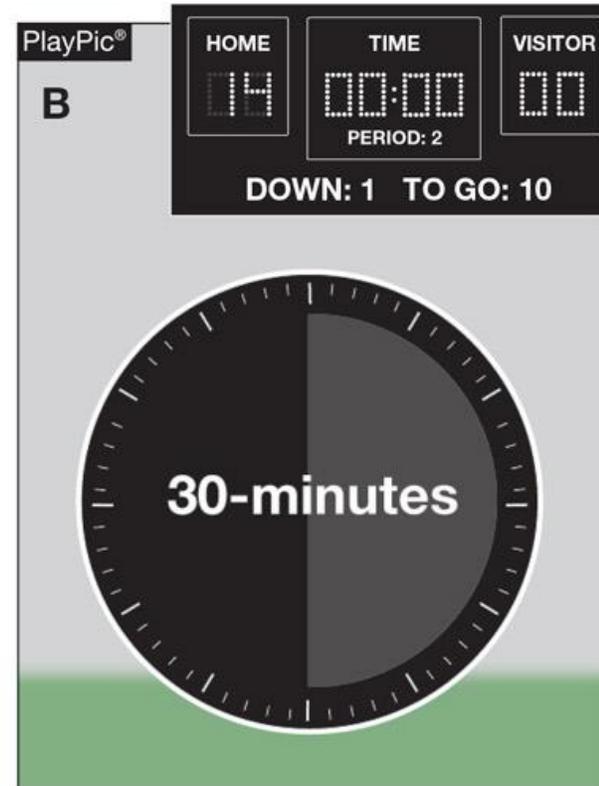
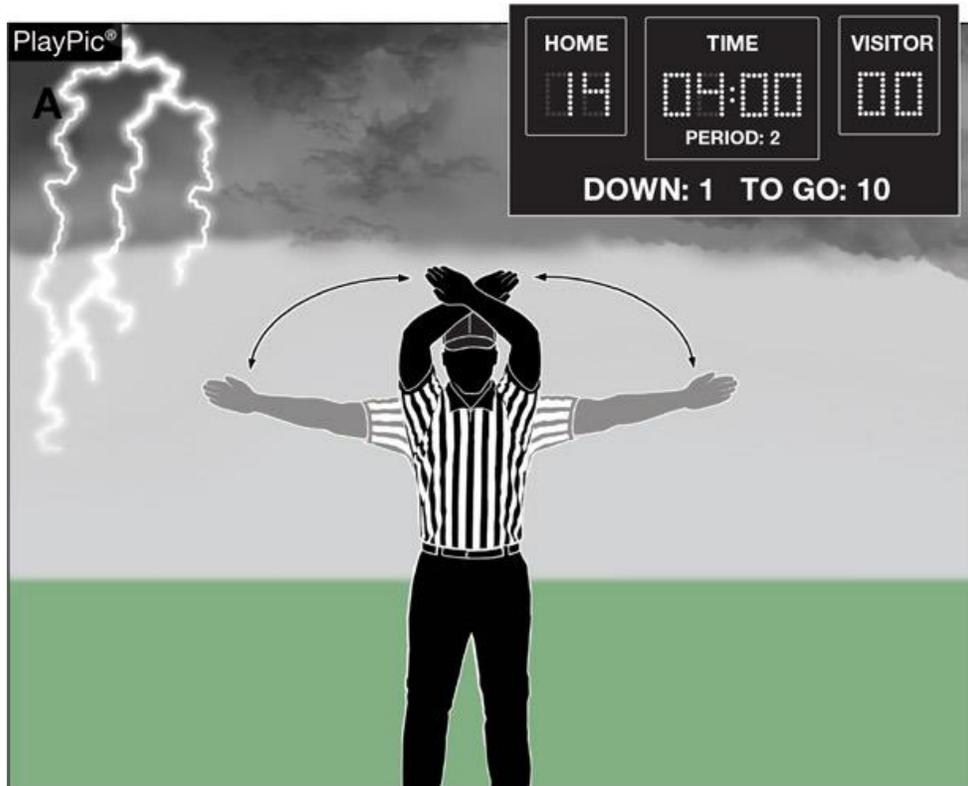


2019 NFHS FOOTBALL POINTS OF EMPHASIS

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

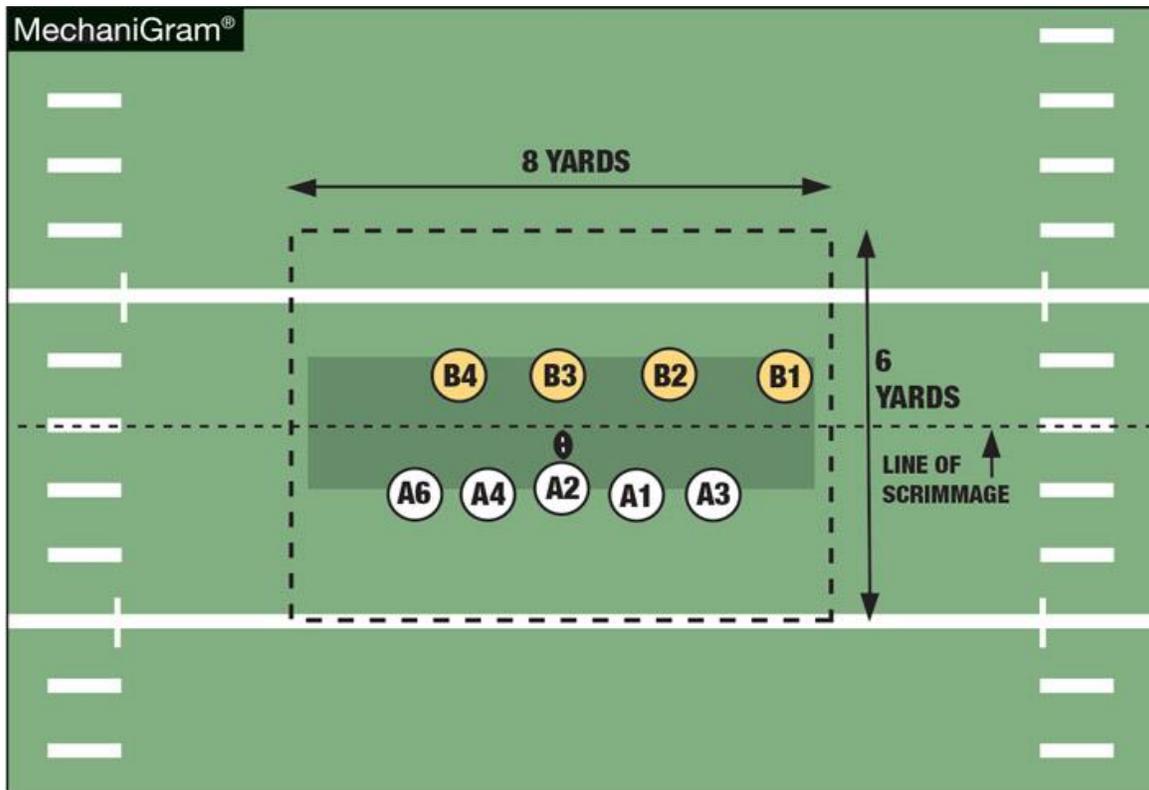


PROPER PROCEDURES FOR WEATHER DELAYS



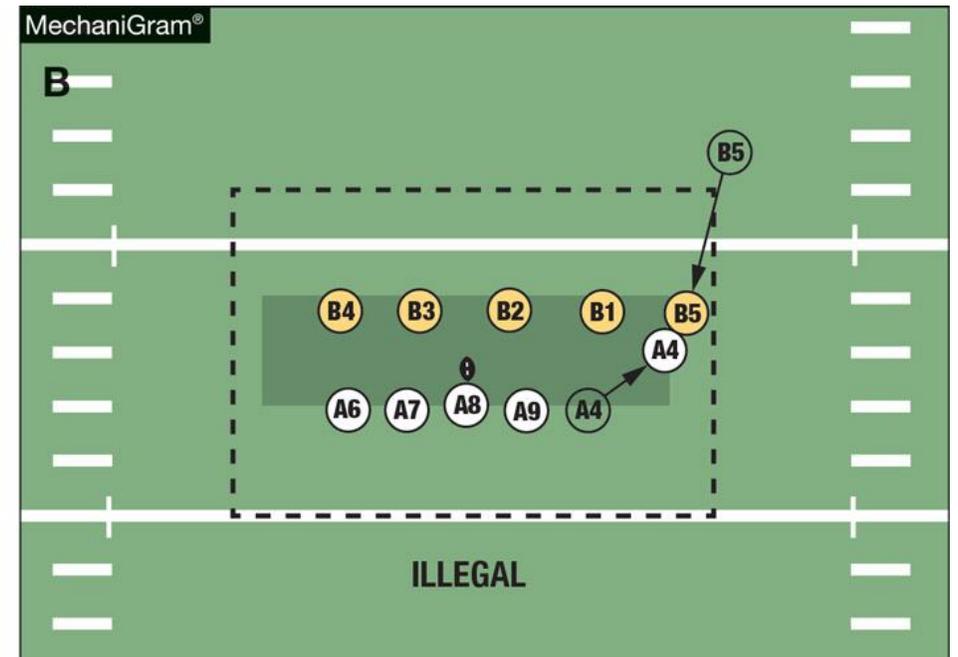
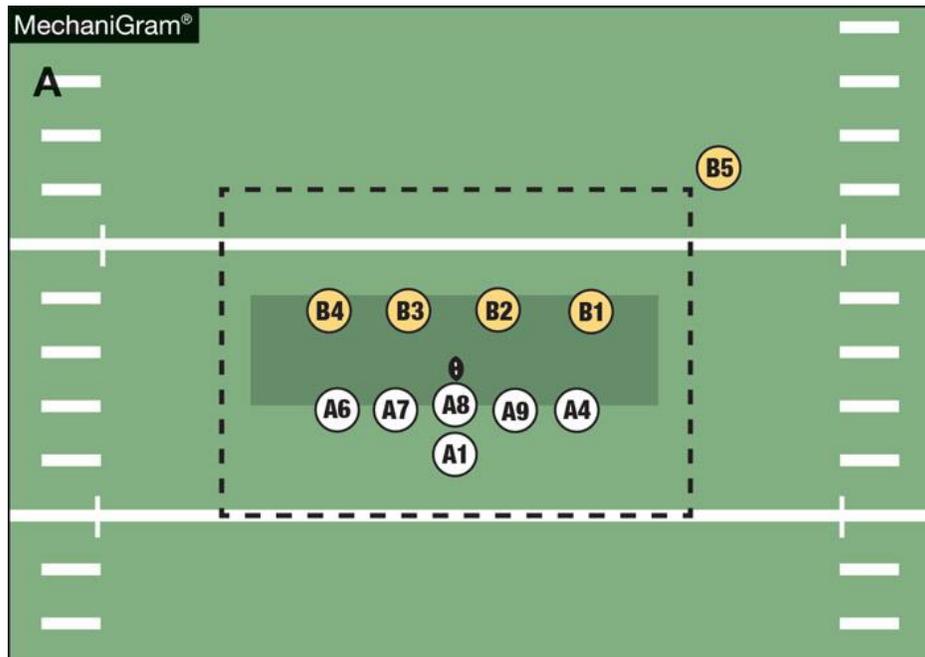
In PlayPic A, game is suspended with 4:00 left in 2nd period due to lightning. In PlayPic B, after 30-minute delay, game resumes and reaches halftime intermission. Halftime Intermission is still required to be at least 10 minutes in length.

FREE-BLOCKING ZONE AND LEGAL BLOCKING



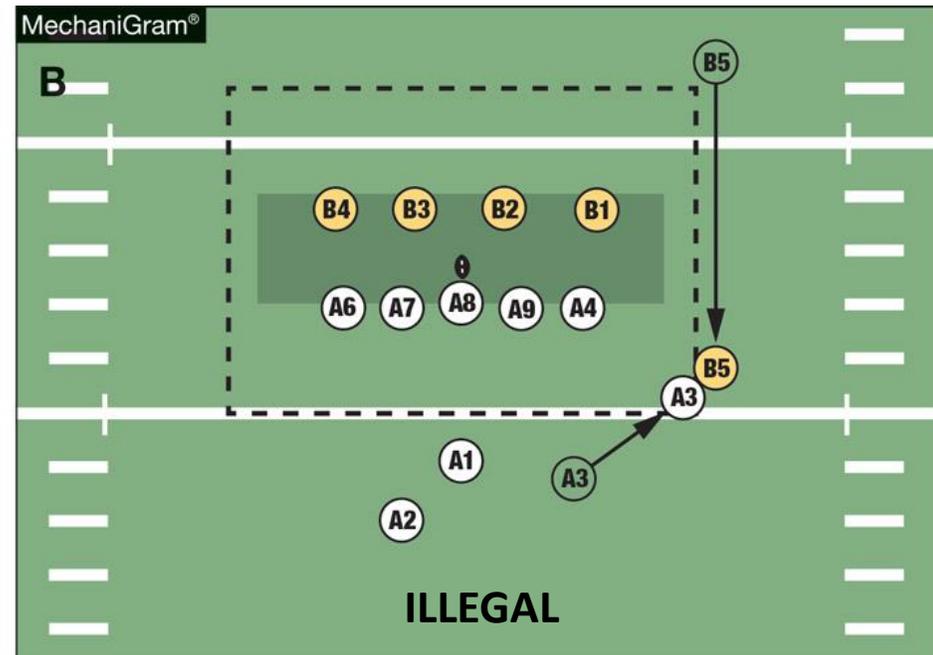
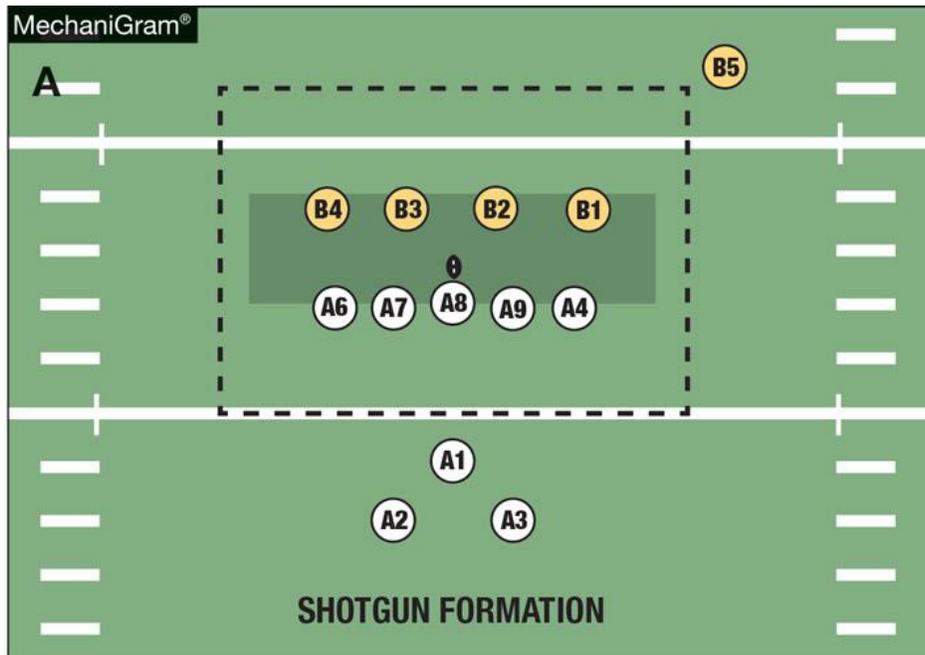
The free-blocking zone is a rectangular area extending laterally 4 yards either side of the spot of the snap and 3 yards behind each line of scrimmage. A player is in the free-blocking zone when any part of his body is in the zone at the snap.

FREE-BLOCKING ZONE AND LEGAL BLOCKING



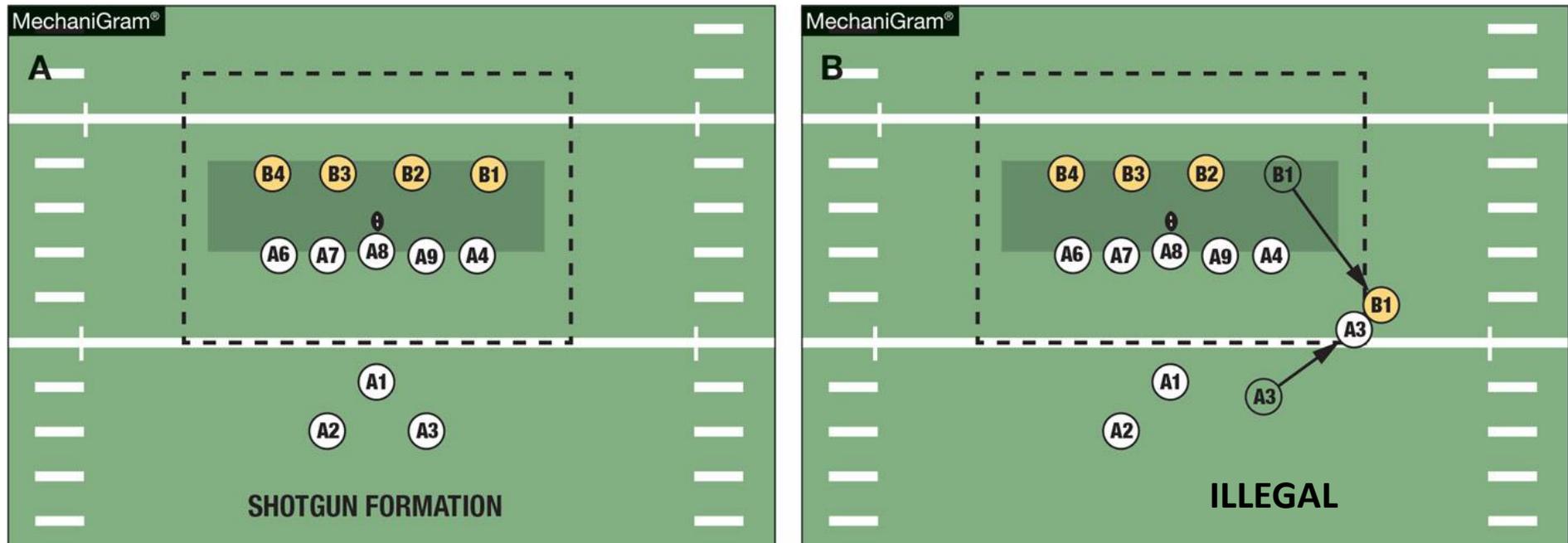
In MechaniGram A, lineman A4 was inside the free-blocking zone at the snap. In MechaniGram B, Blitzing linebacker B5 was not in the free-blocking zone at the snap and was not a lineman. When A4 blocks B5 below the waist, that is a foul.

FREE-BLOCKING ZONE AND LEGAL BLOCKING



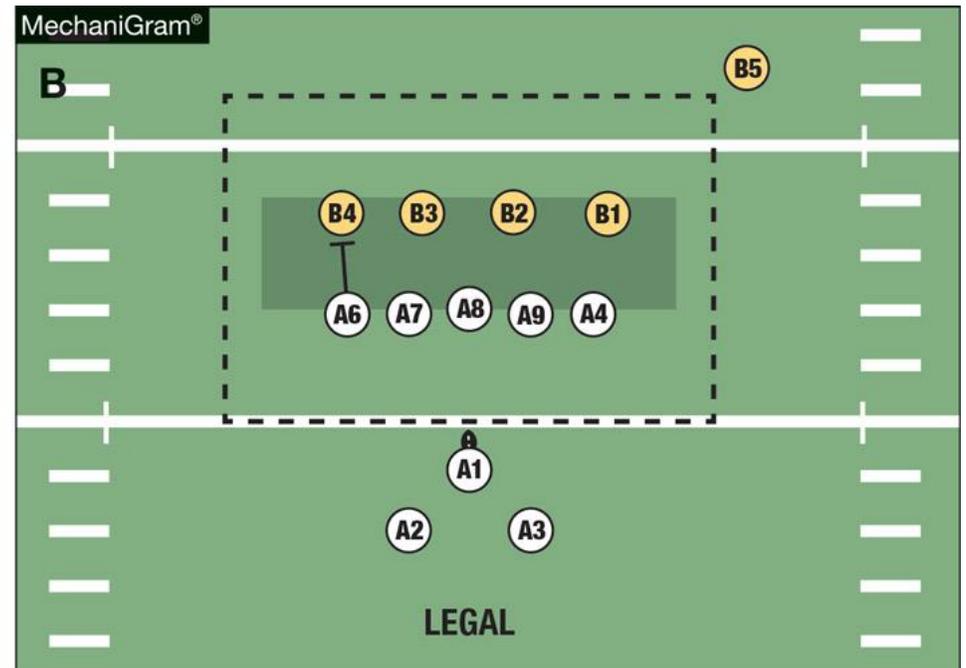
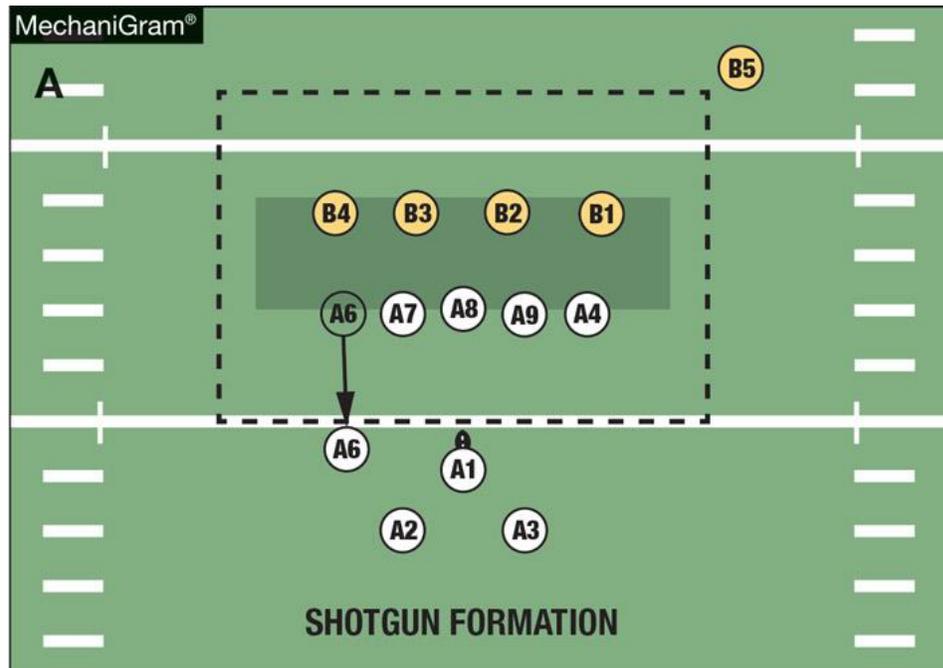
In MechaniGram A, Team A is in shotgun formation. In MechaniGram B, back A3, who was outside the free-blocking zone, is outside the free-blocking zone when he blocks B5, who is also outside the zone, below the waist. That is a foul.

FREE-BLOCKING ZONE AND LEGAL BLOCKING



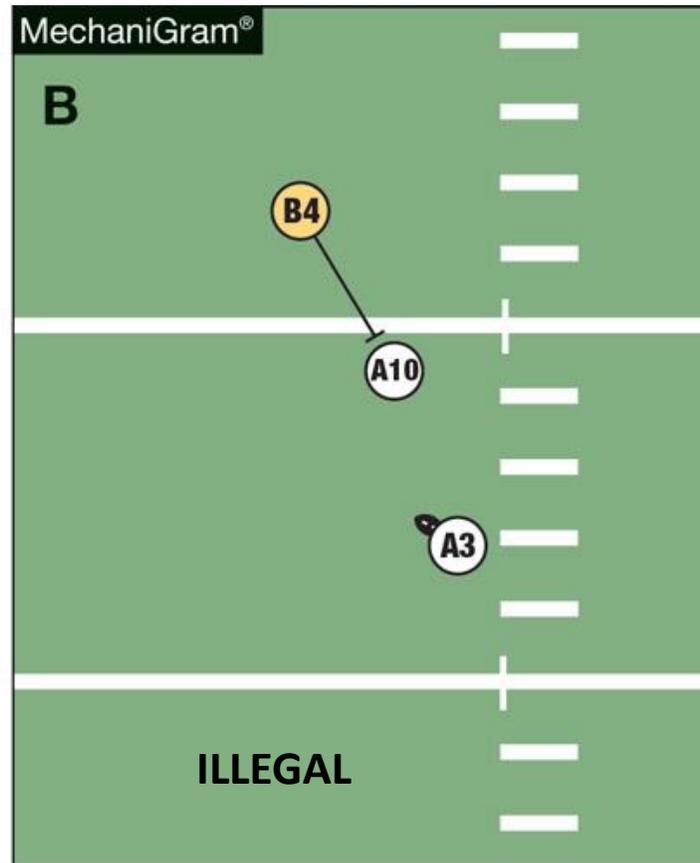
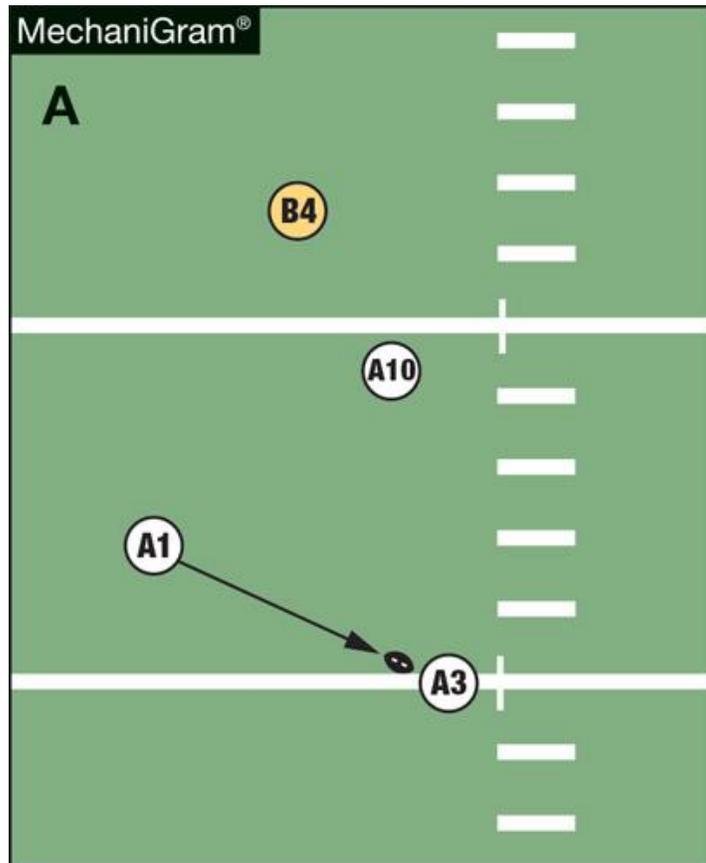
In MechaniGram A, Team A is in shotgun formation. In Mechanigram B, back A3, who was outside the free-blocking zone, is outside the free-blocking zone when he blocks B1 below the waist. That is a foul.

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.



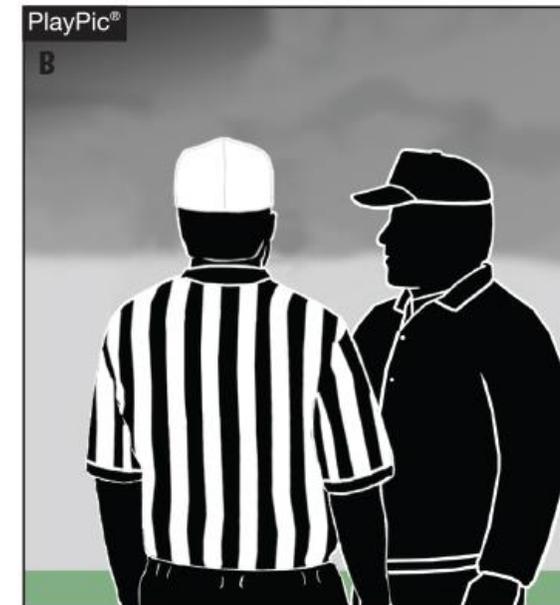
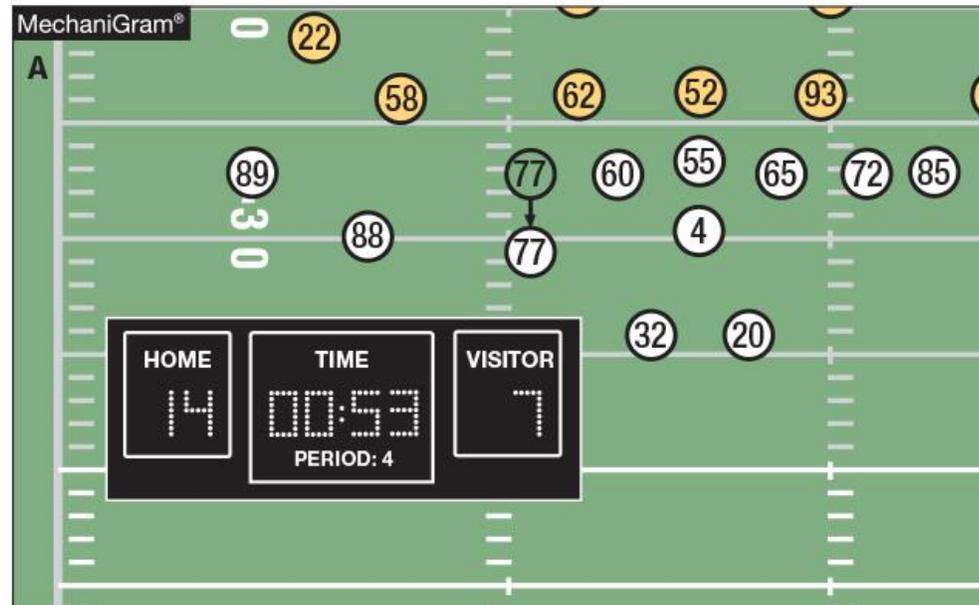
2019 NFHS FOOTBALL RULES REMINDERS



GAME CLOCK OPTION

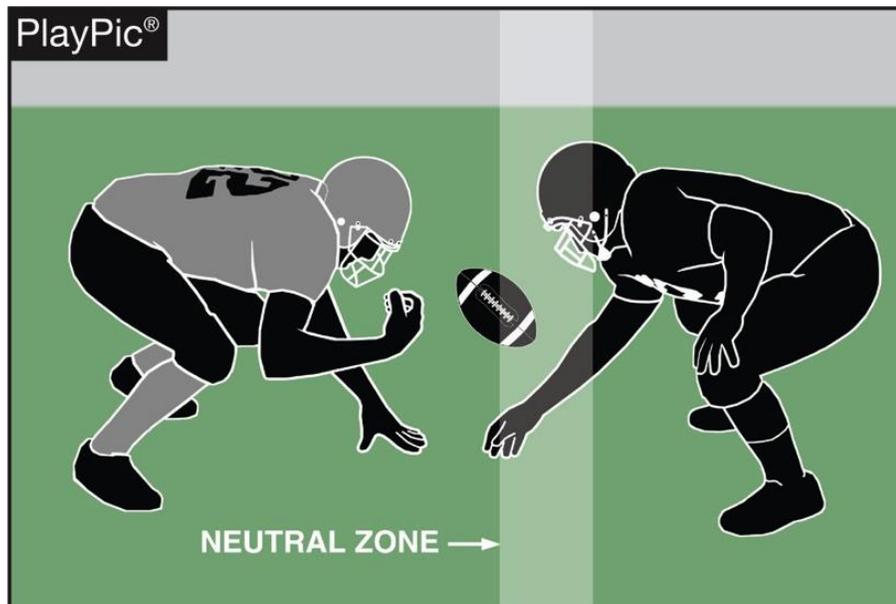
RULE 3-4-7

- 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 2-40).



PASS INTERFERENCE RULE 7-5-10

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



NFHS SUGGESTED GUIDELINES FOR MANAGEMENT OF CONCUSSION IN SPORTS

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2019 NFHS Football Rules

Appendix B

National Federation of State
High School Associations



SUGGESTED GUIDELINES FOR MANAGEMENT OF CONCUSSION IN SPORTS

COMMON SIGNS AND SYMPTOMS OF CONCUSSION INCLUDE:

- Dazed or stunned appearance;
- Confusion about assignment or position;
- Forgetfulness;
- Uncertainty of game, score, or opponent;
- Clumsy movements;
- Slow response to questions;
- Mood, behavior or personality changes;
- Can't recall events prior to or after hit or fall;
- Headache or "pressure" in head;
- Nausea;
- Balance problems or dizziness;
- Double or blurry vision;
- Sensitivity to light or noise;
- Feeling sluggish, hazy, foggy or groggy;
- Concentration or memory problems;
- Emotions of "not feeling right" or "feeling down."

Activate the Emergency Medical System or Call 9-1-1 if, after a bump, blow, or jolt to the head or body, an athlete has one or more of these danger signs:

- One pupil larger than the other;
- Drowsiness or inability to wake up;
- A headache that gets worse and does not go away;
- Slurred speech, weakness, numbness, or decreased coordination;
- Repeated vomiting or nausea;
- Convulsions or seizures (shaking or twitching);
- Unusual behavior, increased confusion, restlessness, or agitation;
- Loss of consciousness (passed out/knocked out). Even a brief loss of consciousness should be taken seriously.

SUGGESTED CONCUSSION MANAGEMENT:

1. No athlete should return to play (RTP) or practice on the same day of a concussion.
2. Any athlete suspected of having a concussion should be evaluated by an appropriate health-care professional as soon as possible.
3. Any athlete with a concussion should be medically cleared by an appropriate health-care professional prior to resuming participation in any practice or competition.
4. After medical clearance, RTP should follow a step-wise protocol with provisions for delayed RTP based upon return of any signs or symptoms at rest, while doing school work or with physical activity.

For further details, please see the "NFHS Suggested Guidelines for Management of Concussion in Sports" at www.nfhs.org.

Revised and Approved February 2019

**In the Appendix
in all of the
2019-20 NFHS
Rules Book**

