

**Dear Football Coaches and Officials:**

Hard to believe the football season is upon us again. I hope each of you have had an opportunity to view the on-line football rules meeting. Head football coaches are required to view the on-line rules meeting as well and encourage all football coaches at every level to get on-line and view the football rules meeting by Thursday August 29 at 4:00 pm. All officials are required to view the on-line rules meeting regardless if you attended a football official's clinic or not this year. All officials also need to get on-line and take and pass the 50 random question football rules test (3 attempts) and the referee/crew chief of each crew need to go on-line and fill out both the request form and put in your 2013 varsity only football officiating schedule. This all must be done by officials by no later than Thursday August 29, 2013 at 4:00 pm. Officials go into your account before the deadline and make sure you see the word **COMPLETE** behind your requirements. Officials, make sure you do your on-line sportsmanship ratings.

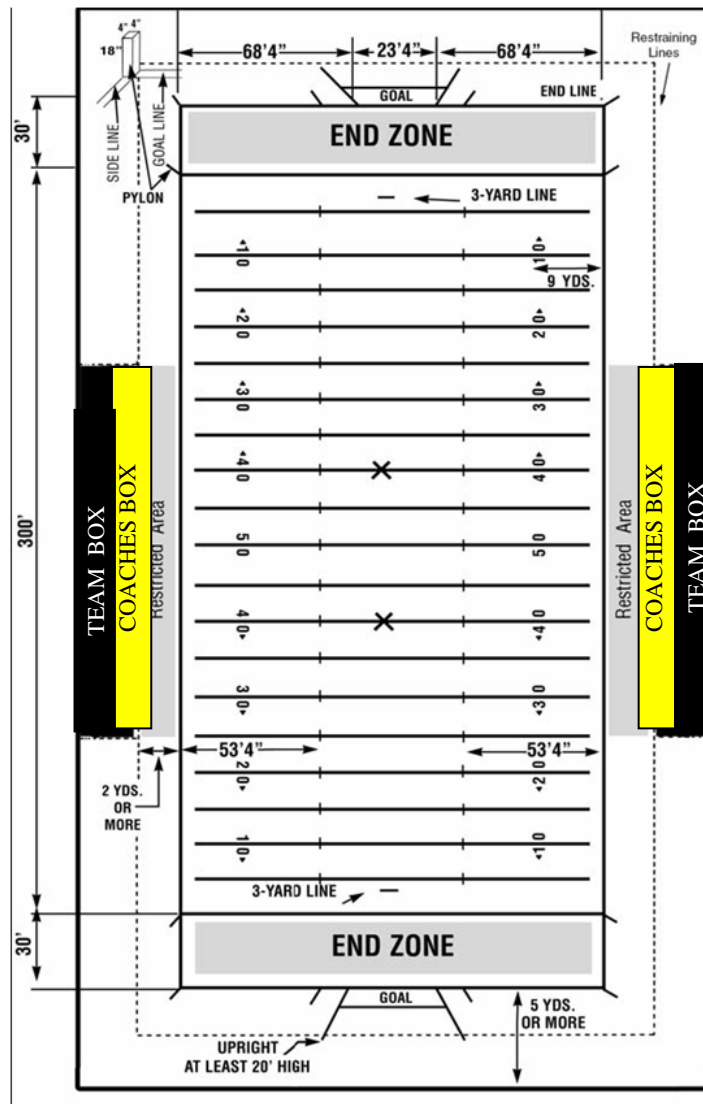
**Officials**, we also want you to recommend any outstanding chain crews you work with throughout the 2013 football season. Send outstanding chain crew recommendations to Laura at officials@iahsaa.org

**Football officials**, beginning with the 2013 football season officials have the option of wearing white knickers or **black nylon pants**. We require all varsity crews to wear the same officiating attire and strongly encourage lower level crews to dress alike, but we understand that is not always possible. Starting with the 2016 football season, all football officials will be required to wear black nylon football officiating pants and shirts that have the IHSAA logo patch (left chest, above pocket if shirt has a pocket) for all varsity football play-off contests. These patches can be purchased through The Graphic Edge with the logo already on the shirt (1-800-747-9744) or the patch only can be purchased through The Graphic Edge or the IHSAA on-line order form (order form may be found by going to our home page, click on officials (left hand side of the page), then scroll down to 2013-2014 Official's Guide and the fourth item below Official's Guide is IHSAA OFFICIAL ORDER FORM).

Officials, National Federation mechanics indicate the back judge should visibly count the last 5 seconds when there are no 25 second clocks being used. We feel this is an advantage to the offensive team therefore **we do not want the back-judge when working games in Iowa to visibly count the last 5 seconds**.

I would like to address the **suggested guidelines** for marking your football field and the **RESTRICTED AREA**. We realize some of you have turf fields and the solution to this is to use tape and make a dotted line for players to stay behind (TEAM BOX). This suggested guideline will make it much easier for your coaches to vacate the RESTRICTED AREA (up to 3 coaches between downs) before the ball is snapped and enter the designated COACHING BOX, (see diagram below). **This restricted area is a point of emphasis again this year for the safety of the coach as well as the official.** During the game, coaches are not to be on the playing field except for timeouts or a coach official conference. **Coaches are not to be on the playing field between downs.**

Football Field Diagram



**ADMINISTRATORS**, please make sure all 7-12 ON STAFF FOOTBALL COACHES receive and read a copy of this information. **FOOTBALL CREW CHIEF**, please make sure all crew members receive and read a copy of this information. **THANK YOU!**

**Coaches and Officials:** Be sure to go to our home page and click on football and view the [heat and concussion information](#) we have posted under 2013 Football Information.

**COACH'S & OFFICIALS:** The restricted area (formerly the coaches box) has been defined where a maximum of three coaches may communicate with players and substitutes during dead ball situations. The (up to three) coach(s) must move behind the restricted area before the ball becomes live. Hopefully you have made plans to keep your players further back (“get-back coach”), so you as coaches in the restricted area have ample room to move into this area before the ball becomes live. Administration of

any violation of this rule is from the succeeding spot. **This National Federation rule has been adopted for safety purposes for all parties involved.**

At the **pre-game conference**, coaches and officials need to visit this rule and make sure they have a plan, because all of us understand not every facility has ample room and player squad size will play a role.

Officials and head coaches before the game need to decide what procedure coaches are going to incorporate in order to meet this 2009 rule change. Facilities vary from game to game and night to night, so make sure you address this at each pre-game with the head coach and possibly a “get-back-coach,” who will be responsible for making sure everyone is behind the restricted area when the ball becomes live. I have said this before and I will say it again, Iowa coaches are individuals with integrity and character and this rule involves a safety issue for everyone involved and we need each coach’s cooperation and leadership skills, in making sure this rule is abided by.

**Officials**, it is your responsibility to enforce the rule fairly (both teams) when a violation of the rule takes place. I understand you have a responsibility with players on the field, but when the rule is violated and we expect you to address the situation when it presents itself. Penalty enforcement applies to each individual team pertaining to any violation(s) enforced.

1) First offense, flag, team sideline warning applies to that team only, no yardage penalty assessed.

2) Second offense, a five-yard penalty for sideline interference, again applies to only that team.

3) Third offense, 15 yard penalty for unsportsmanlike conduct charged to the offending head coach.

**Penalty Administration is from the succeeding spot.**

### **Minimize the Risk of Catastrophic Head and Neck Injuries**

#### **KEEP THE HEAD OUT OF FOOTBALL**

**Coaches**, you can do this through consistent adherence to proper and legal coaching techniques. Teach players to “KEEP THEIR HEAD UP”.

**Game Officials**, you can do this through proper enforcement of the playing rules and game administration.

**CONCUSSION:** Coaches and Officials, please make sure you look at page 95 of the rule book pertaining to **guidelines for management of concussions**. If officials see a player with signs or symptoms, or behaviors from these guidelines, they are to remove the player from further competition and inform the head coach. Any athlete suspected of having a concussion must be removed from a contest or practice and shall not return until he/she has been evaluated and cleared to play or practice by an appropriate health-care provider. Officials who remove a player from a contest due to signs and symptoms of a concussion are not to permit the player to return to play (RTP) in that contest unless he/she has received **signed clearance** from a licensed health-care provider. This clearance must be presented in writing to the referee before a student athlete is to return to play in the contest he/she was requested to leave from due to concussion symptoms. **Coach**, if you have a player removed from a contest he/she shall not participate again until they received written authorization to do so by a licensed health-care provider.

**Heat Stress: Coach and Officials:** Make sure each of you take every precaution when dealing with heat. Coaches need to take time to make sure your players are hydrated during practice and on game nights. Officials on warm game nights you need to provide extra **OFFICIAL** timeouts to keep players and yourselves hydrated. Make sure the players get their helmets off and towel down and get plenty of fluids back in their system. Officials need to hydrate days before a contest and players need to continue to stay hydrated throughout practice and games. None of us want a player going down on us, be responsible, make sure everyone involved stays hydrated.

**OVERTIME PROCEDURE:** There are two things you must remember with regard to overtime as it pertains to games played in Iowa. (a) Once the choice of goals has been made, all overtimes for that game will be played at the same end of the field. The only exception would be if officials decide field conditions warrant changing goals for the safety of the players. (b) When the score is tied at the end of the

fourth quarter, the referee will instruct both teams to return to their respective team boxes. There will be a three minute intermission during which both teams may confer with their coaches. (c) Officials should assemble at the 50-yard line, review the procedure, each team will receive **one time-out per overtime**; time-out's **do not** carry over. Linesman will go to the team on the side of the field where the line-to-gain equipment is located and the line judge will go to the team on the opposite side of the field to inform the coaches they each receive one time-out in the overtime and escort the respective captains to the center of the field for the coin toss. (e) At the coin toss, the visiting team captain shall be given the privilege of calling the coin while it is in the air. The winner of the toss shall be given the choice of defense or offense or designating the end of the field where the ball will be put in play. (f) If the score remains tied after each team has been given one series, the overtime procedure shall be repeated until the winner is determined after the completion of the first overtime. There will be an intermission of two minutes during which the loser of the initial coin toss will have the first choice of options. If additional periods are required, the first choice of options will be alternated. You do not have a coin toss prior to the beginning of each additional overtime period. You alternate choices following the first winner of the coin toss. Remember, after the first choice, the end of the field is not an option. (g) If Team B gains possession, the down and series for A ends immediately. In other words, if Team B (team on defense) recovers a fumble or intercepts a pass, the down and series ends once Team B gains possession. Review "Resolving Tied Games" procedures as outlined in the Football Rule Book, pages 82-83.

**OVERTIME PROCEDURE AT THE FRESHMAN, SOPHOMORE AND JUNIOR VARSITY LEVEL OF COMPETITION:** If the score is tied at the end of the fourth period at the freshman, sophomore and junior varsity level contests only, **ONE overtime** period will be played in an attempt to resolve the tie, if the score is tied at the end of the fourth period. If the score remains tied at the end of one overtime period, the game will end as a tie. **Each team will be provided one time-out in this overtime** (regardless of any unused time-outs left over from the regulation game), same number of time-outs our varsity teams receive via the current National Federation Rule for overtime games. **There is no overtime in junior high contests.**

**13-POINT TIEBREAKER RULE (RULE 8.3.1 EXCEPTION):** If a touchdown is scored during the last down of the **fourth period**, a try for point shall not be attempted unless the point(s) would affect the outcome of the game or play-off qualifying. The Iowa rule will be: If the final score could result in the point differential being 12 points or less, the try will be attempted. See examples below:

Play 1: A-27; B-10. Team B scores on the last play of the fourth period to make the score A-27; B-16. Ruling: The point differential will be 12 points or less. Therefore, the try will be attempted.

Play 2: A-20; B-0. Team B scores on the last play of the fourth quarter to make the score 20-6. Ruling: The point differential could be 12 points. Therefore, the try will be attempted.

Play 3: A-7; B-0. Team A scores on the last play of the fourth period to make the score A-13; B-0. Ruling: The point differential cannot be 12 points or less. Therefore, **no** try will be attempted.

Keep in mind the exception to Rule 8-1-3 as it refers to a touchdown that is scored on the last play of the fourth period. If a game ends in a tie and we have an overtime period, we follow the overtime procedure as we have previously. The overtime procedure states, “All game rules will apply except: b) No try will be made if the winner of the game has been determined.”

Play 4: The game ends in a 0-0 tie. In the first overtime, Team A is on offense to start the overtime period. Team A does not score. Team B now goes on offense and scores a touchdown. Ruling: The game is over. The final score is Team A-0; Team B-6. No try is attempted in this situation due to the fact a winner has been determined as overtime procedure dictates.

### **HARD CASTS/SPLINTS:**

RULE 1-5-3b1 - ILLEGAL Hard substance in its final form such as leather, rubber, plastic, plaster or fiberglass when worn on the hand, wrist, forearm, or elbow **UNLESS COVERED ON ALL EXTERIOR SURFACES WITH NO LESS THAN ½ INCH THICK, HIGH DENSITY, CLOSED-CELL POLYURETHANE, OR AN ALTERNATE MATERIAL OF THE SAME MINIMUM THICKNESS, AND WITH SIMILAR PHYSICAL PROPERTIES TO PROTECT AN INJURY. WRITTEN MEDICAL PHYSICIANS LETTER IS NOT REQUIRED.**

### **2013 FOOTBALL RULE CHANGES**

**Communication Devices:** The use of communication devices is legal during authorized conferences by coaches, players and non-players **between the nine yard marks and the sidelines, in the team bench area, in the press box and during halftime intermission. If a coach goes out on the field for a timeout, between the hash marks on the field, only the coach may look at the communication device** (the coach may not permit players in the huddle between the hash marks during a timeout to look at the communication device. Penalty: 15 yard unsportsmanlike foul charged to the head coach). Remember, only the coach can wear a head set whenever a timeout is taken and the coach goes between the hash marks. The coach cannot provide the headsets to a player for a between the hash marks, on-field timeout conference.

If a QB/Player comes to the sideline **between downs** to get a play, he is not allowed to look at a communication device, but the coach could look at the device and then relay his play call to the QB/player.

**Gloves:** May be anchored with athletic tape, and even though modified, must meet the NOCSAE test standard at the time of manufacture, unless made of unaltered plain cloth. All gloves not made of unaltered plain cloth, must have a permanent, exact replica of the NOCSAE glove seal (meets NOCSAE standard), that **must be visible and appear legibly on the exterior wrist opening of the glove.**

**Definition of a Catch:** If an air-born receiver is contacted by a defender (bumped, pushed or shoved) and lands out of bounds in possession, it is ruled an incomplete pass. If the receiver is **carried out of bounds by an opponent in possession, forward progress is marked where the carry begin and the clock will continue to run, unless a timeout is taken or a quarter ends following the inbounds forward progress mark.** In Iowa, we do not wind the clock twice before stopping on first down, inbounds situations.

**Grabbing the Face Mask, Helmet Opening, Chin Strap or Attached Tooth and Mouth Protector:** Incidental grasping of any of the above is a 5 yard penalty: Grasping and turning, pulling or twisting the

above is a 15 yard penalty. If a player merely hits the face mask of an opponent with an **open hand** it is not a foul. Make sure as an official, you see what you call.

**Helmet Comes Off During Play:** If a player's helmet comes off while the ball is live and is not directly attributable to a foul by an opponent, the player must be replaced for at least one down, unless halftime or overtime intermission occurs (3-5-10d). **A charged timeout does not excuse the player from sitting out one play.** The same rule applies to an injured player.

When a helmet come completely off a player, the ball remains live, unless that player was in possession of the ball.

It is a **personal foul** if a player or non-player initiates contact with an opposing player whose helmet has come completely off.

If a player whose helmet comes completely off during a down continues to participate beyond the immediate action in which the player is engaged, it is a foul for **illegal participation**.

Coaches, remind your players between downs to always check to make sure their chin straps are completely snapped. Teammates can assist with this process. Officials, you can assist with reminders as well.

**Pass Interference:** The penalty for pass interference has been modified to **eliminate the loss of down for offensive pass interference** and to **eliminate automatic first down for defensive pass interference** (7-5-10 Pen). **If pass interference by either team is intentional, an additional 15 yards are added to the original 15-yard penalty (7-5-10 Penalty, rule book page 62).**

With the loss of down portion of the penalty for offensive pass interference being removed, if team A commits pass interference on a successful try (PAT), the down is replayed after enforcement of a 15 yard penalty from the previous spot. If the offensive pass interference occurs on an unsuccessful try, the play-try is over.

**Kick Catching Interference:** The penalty for kick-catching interference has been modified. The offended team may now choose an awarded fair catch after enforcement of a 15 yard penalty from the spot of the foul, a 15 yard penalty from the previous spot, decline the penalty and take the result of the play or R may choose an awarded fair catch, the 15 yard penalty may be enforced from the spot of the awarded fair catch and R may then choose a **free kick**. If R chooses a **free kick** following the penalty, back the defense off 10 yards (just like any other free kick) and R may use a kicking tee and tee the ball up and if they kick the ball between the uprights R will be awarded 3 points (FG).

**OPTIONS A TEAM HAS FOLLOWING FAIR CATCH INTERFERENCE FOUL**

- A. PENALIZE THE KICKING TEAM 15 YARDS FROM THE PREVIOUS SPOT AND REPLAY THE DOWN
- B. DECLINE THE PENALTY AND TAKE THE RESULT OF THE PLAY, IF THE END RESULT IN THIS PLAY IS A TOUCHDOWN FOR THE RECEIVING TEAM, THE PENALTY CANNOT BE ENFORCED ON THE TRY OR THE SUSEQUENT KICKOFF BECAUSE THE FOUL OCCURRED BEFORE THE CHANGE OF POSSESSION
- C. SNAP THE BALL ANYWHERE BETWEEN THE HASH MARKS WHERE THE FAIR CATCH INTERFERENCE TOOK PLACE
- D. PENALIZE THE KICKING TEAM 15 YARDS FROM THE SPOT OF THE INTERFERENCE, AND CHOOSE TO SNAP OR FREE KICK THE BALL ANYWHERE BETWEEN THE HASH MARKS (MAY USE KICKING TEE)

**Blocking During a Free Kick: Reminder, Iowa no longer has the experimental rule requirement of having at least 4 players on each side of the kicker in 11 player football.** This Iowa experiment rule never did apply to the 8 player game of football, due to the fact there were only 8 players.

**During a free kick, the kicking team is prohibited from blocking an opponent until they are eligible to recover a free kicked ball or the legal kick has traveled 10 yards. Penalty for an illegal block is 10 yards (9-3-8).** The **Exception** to this blocking rule is, if a **receiving team player initiates a block within the neutral zone** (9-3-8), (R player initiates contact with a kicking team member before the ball has traveled 10 yards), all K players may block. If a free kicking blocking violation takes place, the penalty is 10 yards, illegal block.

**Reminder, it is fair catch interference for the kicking team to pop the ball up in the air on a free kick (even though the ball has traveled 10 yards or more down field) and catch it before it has touched the ground or a team R player.**

**Blocking Below the Waist:** If a Team A blocker's initial contact is with an opponent's hand(s), that are at or above the waist, and the blocker follows through and blocks that opponent below the waist, the block is considered above the waist, (benefit of the doubt goes to the blocker). If the blocker first contacts the opposing player's hand(s) below the waist and the blocker follows through with a block below the waist the initial intent of the block in this case was to block below the waist and considered an illegal block. Make sure you see the entire block, in order to rule if it is a legal or illegal block.

**Towels:** If a towel(s) are worn by a team, the towel(s) must be the same solid color on each individual player and may not be ball colored or flag colored. Towels can be no less than 4" in width 12" in length and no greater than 18 inches in width and 36 inches in length. One visible manufacturer's logo/trademark is allowed and may not exceed 2 ¼ square inches in any dimension.

**Scoring on a Try:** A clarification was added that **only Team A can score on a try** (8-3-3).

**Play Cards:** Play cards **may only be worn on the wrist.** Play cards may not be attached to the belt or attached by a string and inside the jersey or pants.

**Horse Collar Tackle:** It was clarified that it is a horse collar tackle foul if the inside back or side collar of the shoulder pads or inside jersey of a runner is pulled and that opponent is pulled to the ground either to the side or rear (9-4-3k).

**Hurdling:** Hurdling is an attempt by a player to jump with one or both feet or knees foremost over a player who is still on his feet and is a foul (2-22, 9-4-3d) Penalty: Personnel Foul Sig. 38.

**Eye Shade:** If eye shade (grease or non-glare strips or stickers) is worn, **it must be a solid stroke with no words, designs numbers, logos or other symbols within the eye shade or extending down.** (1-5-3c3).

**8 Player Game Only: The 35 point rule will go into effect starting with the second quarter, not halftime like the 11 player rule.** Clock will start the second quarter with the snap or once the ball is legally touched on a free kick. Note: (a) normal clock operating procedures will resume when a team scores to make the point differential less than 35 points.

**NEW 8 & 11 player Rule:** Once the 35 point rule goes into effect in a game, **the clock will be stopped for any penalty enforcement, this applies at all levels 7-12.** The clock will be restarted on the ready for play signal. Please understand the clock will stop in a 35 point contest for **penalty administration,**

timeout, after a score, intermission between quarters, extended injury time-out, anytime officials determine it necessary for safety reasons.

### 2013 Football Rules Interpretations & Corrections:

**Publisher's Note:** The National Federation of State High School Associations is the only source of official high school interpretations. They do not set aside nor modify any rule. They are made and published by the NFHS in response to situations presented.  
Robert B. Gardner, Publisher, NFHS Publications © 2013

**SITUATION 1 (9.4.3):** B54's helmet comes completely off while trying to legally tackle runner A32, who does not immediately go down after the contact with B54. As A32 drags B54 for a few yards, A76, in an attempt to keep A32 from being tackled, contacts (blocks) B54. **RULING:** A76 contacts a helmetless player, therefore, illegal personal contact has occurred and a personal foul shall be called. After the play is over, B54 must leave the field for at least one play. (3-5-10d; 9-4-3l; 9-6-4g)

**SITUATION 2 (9.4.3):** B54's helmet comes completely off while trying to legally tackle runner A32, who continues running after breaking free from B54's grasp. After disengaging, B54 puts his helmet back on, then resumes his pursuit of runner A32. B54 is then contacted (blocked) by A76. **RULING:** B54 should be flagged for an "illegal participation" foul as soon as he resumes his pursuit of the runner, or otherwise participates in the play. No foul should be called on A76. B54 must leave the field for at least one play. **COMMENT:** Since B54 is illegally participating after putting his helmet back on, the game official should assume that A76 is not aware that B54's helmet had come completely off earlier during the play. (3-5-10d; 9-4-3l; 9-6-4g)

**SITUATION 3 (9.6.4):** B54's helmet comes completely off while trying to legally tackle runner A32, who does not immediately go down after the contact. Without ever losing contact, A32 drags B54 for a few yards before finally going down to the ground. **RULING:** Legal play by B54 because he is still engaged in the "immediate action" of attempting to tackle A32. After the play is over, B54 must leave the field for at least one play. (3-5-10d; 9-6-4g)

**SITUATION 4 (9.6.4):** B54's helmet comes completely off while trying to legally tackle runner A32, who fumbles the ball nearby upon contact. B54, (a) without disengaging, completes his immediate action of attempting to tackle A32; (b) without disengaging, completes his immediate action of attempting to tackle A32, and upon contacting the ground, ends up in possession of the ball that has fallen directly below him; (c) disengages immediately from A32 and tries to recover the fumble; or (d) after bringing A32 down, then attempts to recover the fumble. **RULING:** Legal in (a). In (b), the covering official must decide whether the player disregarded his immediate action of trying to tackle the opponent to that of attempting the separate act of recovering the fumble – if so, then it is illegal participation; if, however, it is judged that he fell on the ball by chance, then it should be ruled a legal recovery. Illegal participation in (c) and (d). In all cases, B54 must leave the field for at least one play. (3-5-10d; 9-6-4g)

### 2013 NFHS Football Rules Book Clarifications (Underlining shows additions; ~~strikethrough~~ shows deletions.)

**Page 41, Rule 3-4 -Clarification:** When an airborne receiver is carried out of bounds, the clock shall stop unless the receiver is carried out backwards and his forward progress was stopped inbounds.



**Page 53, Rule 6-1-8a:**

**ART. 8 . . .** A free kick shall not be kicked out of bounds between the goal lines untouched inbounds by R. If it is, R has the following choices:

- a. Accept a 5-yard penalty from the previous spot and have K rekick unless Rule 6-5-4 has been invoked.
- b. Put the ball in play at the inbounds spot 25 yards beyond the previous spot.
- c. Decline the penalty and put the ball in play at the inbounds spot.

**Page 73, Rule 9-8-1:**

**ART. 1 . . .** No coach, substitute, athletic trainer or other team attendant shall act in an unsportsmanlike manner once the game officials assume authority for the contest. Examples are, but not limited to:

m. Failure to properly wear legal or required player equipment during a down. See Rule 3-6-2d for failure to properly wear legal or required player equipment when the ball is about to become live.

**PENALTY: Nonplayer foul (Art. 1m) – (S27, S23) – 5 yards.**

**Page 75, RULES 10-1-6, 7:**

**ART. 6 . . .** The following fouls by A include loss of the right to replay a down:

- a. Illegally handing the ball forward.
- b. Illegal forward pass.
- c. ~~Forward pass interference.~~
- c. ~~∅~~ Illegal touching of forward pass by an ineligible.

**ART. 7 . . .** The following fouls by B give A an automatic first down:

- a. Roughing the kicker or holder.
- b. Roughing the passer.
- c. Roughing the snapper.
- d. ~~Forward pass interference.~~

**Page 83, Rule 5-2-1:**

**5-2-1:** The offensive team shall be awarded a new series of downs when any one of the following occurs:

- a. ~~Penalty for defensive pass interference is accepted.~~
- a. ~~b~~ Offensive team recovers a scrimmage kick (field-goal attempt) between the goal lines after it has been touched first by the defensive team beyond the neutral zone.
- b. ~~e~~ Defensive team is guilty of roughing the kicker, place-kick holder, snapper or passer.

**Page 84, 3.1.1 SITUATION P:**

**3.1.1 SITUATION P:** In overtime play with fourth and goal from B's 24-yard line, B1 interferes during a legal forward pass. **RULING:** Fourth ~~First down~~ and goal for A on the 12-yard line if the penalty is accepted.

**2013 NFHS High School Football Rules Simplified and Illustrated**

(Underlining shows additions; ~~strikethrough~~ shows deletions.)

**Page 19, 6-5-6 Penalty:**

K commits kick-catching interference (MechaniGram A). If R accepts the foul for kick-catching interference, the 15-yard penalty may be enforced from the spot of the foul. ~~chooses an awarded fair catch, the 15-yard penalty may be enforced from the spot of the awarded fair catch.~~ R may then choose a free kick (MechaniGram B).

**Page 90, 3-3-4b:**

In the MechaniGram – QUARTER ~~NOT~~ EXTENDED FOR UNTIMED DOWN.

In the paragraph – 3-3-4b ....The period will not be extended with an untimed down if the penalty is accepted. An unsportsmanlike ....

**Page 128, 6-5-6:**

6-5-6 .... R may choose an awarded fair catch at the spot of the foul with ~~no~~ a 15-yard distance penalty or have the distance penalty enforced from the previous spot and rekick.

**2012 and 2013 NFHS Football Game Officials Manual Clarifications**

(Underlining shows additions; ~~strike through~~ shows deletions.)

**Page 14, II. UMPIRE:**

~~B. Second half choices:~~

- ~~—1. On signal from referee, escort captain(s) to center of field.~~
- ~~—2. Remain with referee and captains and check on options given teams to ensure accuracy.~~

**Page 14, III. LINESMAN, LINE JUDGE AND BACK JUDGE:**

A. Pregame: ~~and start of second half:~~

**Page 14, IV. ALL GAME OFFICIALS:**

B. Second-half choices:

- ~~1. Use same mechanic as used for pregame.~~
- 1. The game official – escorting the team with the second-half choice – obtains from that team’s head coach its second-half choice and communicates same to the referee.
- 2. The referee then obtains the opposing team’s response to the second-half choice team’s choice from the game official escorting that team.
- ~~3. 2.~~ After choices are completed, come together at center of field for any final instructions.
- ~~4. 3.~~ Hustle to kickoff positions. Linesman, umpire and judge(s) clear sidelines before going to kickoff position.
- 5. Following the mandatory three-minute warm-up period after the halftime intermission expires, both teams assume their respective free-kick formations.

**Page 31, KEYS AND PRIORITY OF KEYS – “STRENGTH TO L’s SIDE” DIAGRAM:**

Delete the Diagram on the bottom of the page 31. The text description is correct.

**Page 32, KEYS AND PRIORITY OF KEYS – “DOUBLE WING, OR ANY FORMATION WITH TWO RECEIVERS EACH SIDE” DIAGRAM:**

Delete the Diagram on the bottom of the page 32. The text description is correct.

**2013 FOOTBALL HIGHLIGHTS: Officials and Coaches** can also view additional information in our 2013 Football Highlights section on-line under football.

**COACHES CODE OF CONDUCT:** A coach shall uphold the honor and dignity of the educational profession. In all personal contact with students, officials, athletic directors, school administrators, and state associations, media, and the public, the coach is expected to set an example of the highest ethical and moral ideals of character. **Coach, you are representing your student athletes, program, school,**

**administration and community. Do this in a way so that everyone will walk away with a positive memory.**

**OFFICIALS CODE OF CONDUCT:** Officials shall uphold the honor and dignity of the profession in all interactions with student-athletes, coaches, athletic directors, school administrators, colleagues, and the public. The official is expected to set an example of the highest ethical and moral ideals of character. Officials, remember the game is about the people participating, it's not about you. You will be remembered long after the game is over if this is truly the impression you leave following each and every contest.

**Officials and coaches working together, makes for a better game and a better tomorrow, for everyone involved!**

**I hope everyone has a great football season and I will be posting my second on-line football memo approximately three weeks into the season.**

**Sincerely,**

**Roger Barr**