



***Section One***  
***Football Booklet***  
***2018***



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## Section One Football Calendar 2018

**First Practice** permitted [August 13, 2018](#)

**First Scrimmage** permitted after **11** Practice days for Team.

**First Scrimmage** permitted after **10** Practice days for Individual.

**First Game** permitted after **14** Practice days for Team.

**Last Day to Play** [November 5, 2018](#)

**Minimum Number of Contests** To be eligible for sectional, intersectional or state competition, a team must have completed in six (6) school scheduled contests which occurred on six (6) different dates during the season.

**Team Sports:** An individual is eligible for the team if he/she has been an eligible participant on a team in that sport in that school for a minimum of six (6) scheduled contests during the regular season. **For football, a student must be an eligible participant for a minimum of three (3) contests.**

**Team/Individual and Individual Sports:** An individual must also have represented their school in six (6) scheduled contests during the season to be eligible. These required contests must occur on six (6) different dates and must be conducted prior to the conclusion. {NYSPHSAA Handbook, pg. 104, #25 a}

### Maximum # of Contests: 9 – Inclusive of Sectional Championships

Round	Date	Site	Time
<b>Section One Championships</b>			
ALL CLASSES	Fri-Sat	<b>Mahopac HS</b>	<b>FRIDAY: Class B 4:30 Class A 7:30</b>
AA, A, B, C & D	11/2-11/3		<b>SATURDAY: Class D 11:00 Class AA 2:00 Class C 5:00</b>
<b>Regional Championships</b>			
Class A	Fri Nov 9	Section One Mahopac HS	6:30PM
Class D	Fri Nov 9	NO MATCHUP IN CLASS D	
Class C	Sat Nov 10	Section One-Mahopac HS	1:00PM
Class AA	Sat Nov 10	Section One-Mahopac HS	4:00PM
Class B	Sat Nov 10	Section Nine-Dietz Stadium	7:00PM

[SNOW DATE November 11](#)

2016 Section 1 has the bye

2017 Section 9 has the bye (Sec. 2 is Home)

2018 Section II has the bye

2019 Section 1 has the bye

2020 Section 9 has the bye (Sec. 1 is Home)

### State Championships – East Semi-Finals – Sections I, II, XII, IX, X

Class D	Fri Nov 16	Faller Field (Middletown)
Class A	Fri Nov 16	Faller Field (Middletown)
Class C	Sat Nov 17	Faller Field (Middletown)
Class B	Sat Nov 17	Faller Field (Middletown)
Class AA	Sat Nov 17	Faller Field (Middletown)

[SNOW DATES November 19-20](#)

**The Class AA team with the bye in the Regional will be the home team in the Semi-Finals as per agreement of the Section I, II, IX Football Chairmen**  
**State Finals to be announced**

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**Section One  
Football Calendar  
2018**

<b>Round</b>	<b>Date</b>	<b>Site</b>	<b>Time</b>
<b>State Championships – Finals</b>			
	Fri 11/23 & Sun 11/25	Carrier Dome	TBA

**Championship Meetings by Class**

<b>Round</b>	<b>Date</b>	<b>Site</b>	<b>Time</b>
Pre-Season Meeting	Thurs, May 31	Yorktown HS	5:30pm
All League/All Sec	Thanksgiving week	TBA	4:00pm
All Sec/Meet the Player Day	TBA		
All Sec Banquet/Brunch	TBA		

**REMINDER:**

- 1) Athletic Directors should make bus reservations well in advance of regional and state play.
- 2) Home Teams are responsible for medical coverage.

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**Section One Football  
2018  
Sports Committee Members**

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**Co-Chairperson:** Susan Dullea

**Co-Chairperson:** [Adam Lodewick](#)

**Address:** Carmel HS  
30 Fair Street  
Carmel, NY 10512

**Phone:** **(Day)** 845-225-8441 x460  
**(Fax)** 845-228-2324  
**(Cell)** 845-705-7009

**Address:** [Peekskill HS](#)  
1072 Elm Street  
Peekskill NY 10566

**Phone:** **(Day)** (914) 737-3300  
**(Cell)** 914-299-0572

**E-mail:** [sdullea@carmelschools.org](mailto:sdullea@carmelschools.org)

[alodewick@peekskillcsd.org](mailto:alodewick@peekskillcsd.org)

**Committee Members:**

**Athletic Directors**

<b>(AA)</b>	Joe Casarella	North Rockland High School
<b>(A)</b>	Tom Baker	Hendrick Hudson High School
<b>(B)</b>	Jamie Block	Valhalla High School
<b>(C &amp; D)</b>	Joe Ceglia	Rye Neck High School

**Coaches Reps**

Brian Walsh	Our Lady of Lourdes High School
Nick Ianello	Rye Neck High School
John Castellano	Westlake High School
Todd Cayea	Carmel High School
Mike Rescigno	Yorktown High School

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**Section One Coaches Association:**

[Mike Scarpelli](#)- Clarkstown South-President  
[Tom O'Hare](#) JJEFF Vice President  
[Keith Fagan](#) Mamaroneck Secretary  
[Andy Verboys](#) Scarsdale Treasurer

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## **NYSPHSAA 20 Yard Line Overtime Procedures**

An overtime period is untimed play after a regulation game has ended with the score tied. During an overtime period, each team has an opportunity for an offensive series of downs. However, an overtime period may include only one offensive series of downs if the defensive team scores a safety or touchdown.

3-1 When the score is tied at the end of the fourth period, 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. All officials will assemble at the 50-yard line and review the overtime procedure. They will also discuss how penalties, if any, including any carry-over penalties from the regulation contest, will be assessed to start the overtime procedure (See 8-3-5). At the end of the intermission, the 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 other team. They will inform the coaches of any special penalty enforcements that apply.

3-2-1 At the coin toss in the center of the field, the visiting team's captain shall be given the privilege of choosing "heads" or "tails" before the coin is tossed. The winner of the toss shall be given his choice of defense or offense first, or of designating the end of the field at which the ball will be put in play for this set of downs. The loser will have his choice of the other options. The referee will indicate the winner of the toss by placing a hand on his shoulder. To indicate which team will go on offense, the referee will have that captain face the goal toward which his team will advance and indicate this with the first down signal. The other team captain will face the offensive captain with his back toward the goal he will defend.

3-5-1 Each team shall be permitted one time-out during each overtime period (a series for A and a series for B). The team scoring the greater number of points in the overtime shall be declared the winner. The final score shall be determined by totaling all points scored by each team during both regulation time and overtime periods.

5-5-1 To start the overtime, the offensive team shall put the ball in play, first and 10, on the defensive team's 20 yard line or succeeding spot if a carry-over penalty has been administered, anywhere between the inbounds lines. The first offensive team shall have a series of four downs to either score or gain enough yardages for a 1<sup>st</sup> down. If the offensive team gains a first down, the possession will continue, with the ball put in play as either first and 10, or first and goal if the ball is snapped inside the defensive team's 10-yard line. The series shall be terminated by any score by the offensive team or if the defensive team has possession of the ball.

If the team on offense scores a touchdown, it is entitled to the opportunity for a try unless the points would not affect the outcome of the game or playoff qualifying.

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## **2018 Championship Game Participants** **Responsibilities, Procedures and Related Information**

### **Football Finalist** **Teams Participating in Championship**

1. The team representative will receive only **12 admission game passes**. League and Conference passes will not be honored at the admission gate.
  2. Each team will receive **15 sideline passes** that will be given out on game day to the Athletic Directors. These passes are for school personnel who include coaches, managers, trainers, etc.
  3. Game officials will be assigned by Section One based on coach's recommendations and officials ratings.
  4. The **Home team** will be determined by Section One and will wear **dark jerseys** as stated in the Football Rulebook.
  5. School Bands / Color Guards – The Home team will play the National Anthem. Each band is entitled to ten (10) minutes for their half time presentation unless otherwise agreed upon.
  6. Cheerleaders must be accompanied by their school advisor and cheer in front of their spectators. Cheerleaders are not allowed on the field while the game is in progress.
  7. Booster Clubs and Pep Squads must remain in the stands. The regular admission price will be charged to such groups.
  8. **Only the 15 people with sideline passes will be allowed on the sidelines**. Everyone must stay in the team box throughout the entire game.
  9. PRE-GAME TEAM PROCEDURE:
    - Each team will line up under their designated goalpost before the start of the game.
    - During the National Anthem, the teams will face the flag and remove their helmets.
    - The starting lineups will then be announced.
    - The remaining team members advance directly to their side of the field and go directly to their sideline.
    - Captains will remain at midfield for the coin toss.
    - After the coin toss, captains return to the bench area where team gets ready to kickoff.
  10. The 20-yard line Tiebreaker Procedure will be used.
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**2018 Championship Game Participants**  
**Responsibilities, Procedures and Related Information (continued)**

11. Two (2) spotters per team are entitled to use the press box area.
  12. Team and individual awards will be provided by Section One.
  13. The Section One Coaches' Association will provide MVP Awards. Selections will be made by coaches and site Chairperson and awarded to the Most Outstanding Back and Lineman.
  14. Section One will provide the scoreboard operator.
  15. The press will give individual coverage on a Section wide basis.
  16. Radio and TV coverage will be arranged through Section One. The cost will be determined by Section One.
  17. The admission charge will be **\$8.00 per person, \$5.00 for Senior Citizens (62 and over) and children under 12.**
  18. School security personnel are to be identified and will meet 45 minutes before game time with the site Chairperson to confirm assignments.
  19. **ALL HOME TEAMS are responsible for supplying appropriate medical personnel mandated by Section One (e.g. doctor, EMT).**
  20. Teams playing at Dietz Stadium may only wear turf shoes or sneakers.
  22. Sectional Champions mandatory film exchange for Regional Semi-final and Finals of NYS playoff.
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### **2-3-6-4 FOOTBALL PRACTICE POLICY**

The **first two days (2)** of practice must be non-contact, without the use of protective equipment and mechanical blocking devices. The use of cones, ropes, ladders, step-over dummies, soft hand shields and similar devices as teaching aids is permissible. Helmets may be worn.

The **next three days (3)** provide a transition from the conditioning phase to full contact. During this phase, players are permitted to wear a helmet and shoulder pads. Blocking dummies, sleds, and similar devices are permitted. During this phase, player to player tackling drills, team scrimmaging, running full contact plays, etc. are not permitted.

The **following six days (6)** consist of contact practice with full protective equipment and the use of all training devices. Full player to player contact and team scrimmaging is permitted.

**Four additional practices (4)** must be completed by the individual and team prior to the first contest. Interscholastic scrimmages may commence after **10** practices have been completed by the individual player and team. Interscholastic contests may commence after **14** practices have been completed by the individual player and team.

On May 1, 2015 the NYSPHSAA Executive Committee approved limiting contact in the sport of football beginning with the 2016 season. The newly adopted Football Contact Limitation states:

*Contact in the sport of football for high school and modified football teams shall have no more than two "Full-Contact practices" per week during the season; with no "Full-Contact" session to exceed 90 minutes. "Full-contact" means a practice where drills or live action is conducted that involves collisions at game speed, where players execute tackles and other activity that is typical of an actual tackle football game.*

*Limitation of "Full-Contact practices" will begin with the 13th day (high school) and 14th day (modified).*

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## 2018 NFHS Football Rules Changes

National Federation of State  
High School Associations



### 2018 NFHS FOOTBALL RULES CHANGES

**1-5-4, 1-5-5, 3-5-10e (NEW) 3-6-2, 9-9:** Improperly equipped player shall be replaced for at least one down.

**Rationale:** Prior to the game, the head coach is responsible for verifying that the players are legally equipped and will not use illegal equipment. The penalty for a player who is not properly equipped has changed from a distance penalty against the team to removal of that player for at least one down. The penalty provisions for any use of illegal equipment remain unchanged and result in an unsportsmanlike conduct foul charged to the head coach.

**2-32-16a:** Defenseless player provisions for passer clarified.

**Rationale:** The committee clarified that defenseless player provisions do not apply to a passer until a legal forward pass is thrown. The passer continues to be a defenseless player until the pass ends or the passer moves to participate in the play.

**6-1-3b PENALTY, 6-1-4 PENALTY:** Signal change for free kick infractions.

**Rationale:** The signal for free kick infractions, other than encroachment of the neutral zone, has been changed from signal 18 to signal 19.

**6-1-9b (NEW), 6-1-9b PENALTY (NEW), 10-4-2 EXCEPTION (NEW), 10-5-1j (NEW):** New penalty option adopted for fouls by kicking team.

**Rationale:** In an effort to reduce re-kicks, further minimize risk and ensure that appropriate penalties are in place for all fouls, the committee has added an option for fouls committed by the kicking team during free and scrimmage kicks. The change would allow the receiving team all of the previous options as well as accepting the distance penalty at the end of the down.

**SIX-PLAYER FOOTBALL (RULE 3):** Length of time between periods revised.

**Rationale:** The timing rule between periods and intermission for six-player football has been standardized to match the current NFHS 8-, 9- and 11-player football rules.

### 2018 FOOTBALL EDITORIAL CHANGES

Field Diagrams, 1-3-7, Table 1-7 (9.), 3-4-2c, 3-5-2b, 3-5-5b, 3-6 PENALTY, 5-1-2a, 7-2-5b EXCEPTION (1), Table 7-5-4, 7-5-5, 9-4 PENALTY, 9-5-1h, 9-7-2 EXCEPTION, 9-8-1j, 10-4-7, Resolving Tied Games, Penalty Summary, NFHS Official Football Signals, Index.

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## 2018 NFHS FOOTBALL POINTS OF EMPHASIS

### **Proper Wearing and Use of Required Equipment**

Prior to the start of each game, the head coach must verify that all of his players have the proper equipment and that no illegal equipment will be used. The purpose of equipment rules is to ensure the safety and protection of both the player wearing the equipment and his opponent. Due to the potential for injury, game officials must strictly enforce equipment rules. Game officials have been reluctant to penalize a team for the failure of a player to properly wear all of the required equipment. This reluctance may be due to game officials assuming that equipment violations are a minor offense and do not warrant penalties. In view of this reluctance, a rule change has been implemented to lessen the severity of the consequence of violating equipment rules. With the lessened severity, it is imperative that game officials follow appropriate procedures when equipment violations occur. Equipment rules are an extremely important part of the game, and it is therefore essential that game officials are diligent in promptly addressing any and all equipment rule violations.

Equipment violations can be grouped into three categories: (1) failure to properly wear required equipment, (2) failure to wear or use legal and/or required equipment, and (3) wearing illegal equipment. The first category encompasses instances where the required equipment is present, but is not worn properly. Examples include, but are not limited to, unsnapped chin straps, tooth and mouth protectors that are dangling, or jerseys that do not fully cover the shoulder pads or back pads. If game officials observe any improperly worn equipment during a dead-ball period, they should declare an official's time-out and ask the player to make a correction. However, if the equipment issue is not recognized until the snap is imminent, the game official should immediately sound his whistle to prevent the snap from occurring, declare an official's time-out and require that the player leave the game for at least one down to address the equipment issue. The second category is when a player is missing any required equipment. In this situation, an official's time-out must be declared, the player must leave the game for at least one down and will not be allowed to return to the game until the missing equipment is obtained and properly worn by the player. The third category occurs when a player wears illegal equipment. Examples include, but are not limited to, the wearing of cleats that exceed ½-inch, or the presence of a sticky substance on a player's uniform. If a player is detected wearing illegal equipment, his head coach is charged with an unsportsmanlike conduct foul under Rule 9-8-1h.

If any equipment becomes illegal or defective during the game, correction must be made before the player continues to participate. Examples include chin-strap snaps which break off of the helmet or a jersey that slides up over the top of the shoulder pad. If the correction can be made without the assistance of a team attendant, and without delaying the ready-forplay

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signal by more than 25 seconds, an official's time-out may be called to perform such correction. Alternatively, a team may request a charged time-out to perform the correction. However, if correction cannot be completed within 25 seconds, or during a charged timeout, the player may not continue to participate until correction is made.

### **Pace of Play and Timing Issues**

In order to maintain a fair balance between offense and defense, a consistent pace of play should be established and maintained by the game officials during the entire contest. Each team should be allowed an equal opportunity to make substitutions and call plays during the time between the dead ball and the next ready-for-play signal. The pace of play should not change during the contest, and should be the same from game to game, and from officiating crew to officiating crew. Therefore, the committee recommends the ready-for-play signal be given between 12 and 15 seconds after the previous dead ball. This pace of play should be consistent no matter if either team wants to hurry up or slow down. Long incomplete passes, plays into the side zones and first downs may require the game officials to hustle to get the ball and line-to-gain equipment properly set, while short runs up the middle may require a slight delay before marking the ball ready for play. Consistency is the goal without regard to particular game situations.

To accomplish a consistent pace, the referee should develop a "feel" for 12 to 15 seconds. This feel can be accomplished in many ways. A few examples could be for a referee to establish a routine of duties to perform after each dead-ball whistle, then mark the ball ready for-play after completing those duties. A referee could also use the game clock to time 12 to 15 seconds if it is running and easily observable. Lastly, a referee could ask an observer to record the amount of time between a dead-ball whistle and the next ready-for-play so pace - of-play adjustments can be made during their next contest. With some attention by the referee and effort by the entire officiating crew, consistent pace of play can be achieved. In a similar fashion, game officials should also be vigilant about unfair use of the game clock. Rule 3-4-6 has been around for many years and allows the referee to start or stop the game clock when a team attempts to illegally conserve or consume time. This rule applies at any time during the contest including the last two minutes of either half. Game officials are encouraged to become "clock aware" at 4:00 in each half for potential illegal clock manipulation. Game officials should also be "clock aware" near the end of the first and third periods if weather conditions or field conditions could give a team an advantage through the delay or acceleration of the reversal-of-field position at the end of each period.

In 2017, the NFHS Football Rules Committee adopted Rule 3-4-7 which gives an offended team the option to start the clock on the snap when a penalty is accepted with less than two minutes left in either half. This option applies to any accepted penalty by either team if the clock would otherwise start on the subsequent ready-for-play signal. In a situation where

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there is a live-ball foul by one team and a dead-ball foul by the other, or a dead-ball foul by both teams, each team would be given the option to start the clock on the snap if it would have otherwise started on the ready-for-play. If either team exercises this option, the clock will start on the snap. It is of no significance whether or not the clock was running at the time a foul occurred.

### **Enforcement of Penalties for Personal Fouls and Unsportsmanlike Conduct Fouls**

Rule 9-4 provides a list of illegal personal contact fouls. These acts are illegal due to the potential for injury to an opponent. With a few notable exceptions, these fouls do not carry an automatic disqualification, although disqualification may result if the covering official judges the foul to be flagrant. Additionally, the penalties for repeated violations in the same game are not cumulative. For example, if a player pulls a ball carrier down by the face mask and later in the game commits a taunting foul, the player remains in the game. Unnecessary roughness fouls are personal fouls — not unsportsmanlike conduct fouls — and are not being included in the specific fouls that would lead to disqualification unless the act is flagrant. Unsportsmanlike conduct fouls never involve contact with an opponent.

Game officials need to be aware of all circumstances before enforcing the distance penalty for a personal foul as there are several factors to be evaluated, such as the type of play (loose ball vs. running play), whether there was a change of possession, whether a score occurred during the play or whether a double foul or multiple fouls occurred.

Rules 9-5 and 9-8-1 define noncontact unsportsmanlike conduct and provide general examples of such fouls including using profanity, vulgar language or gestures, attempting to influence a game official's decision, a coach allowing his players to use illegal equipment, being on the field except as a substitute or replaced player and several other situations. Specific examples of unsportsmanlike conduct include but are not limited to the following: any delayed, excessive or prolonged act by which a player attempts to focus attention upon himself; using abusive, threatening or insulting language or gestures to opponents, teammates or game officials; or using baiting or taunting acts or words that engender ill will between teams.

Unsportsmanlike conduct fouls accumulate and any player or non-player who receives two such fouls is automatically disqualified from the contest. However, any single foul judged by the game official to be flagrant is disqualification. Unsportsmanlike conduct penalties are always enforced from the succeeding spot.

Situations have arisen in recent years regarding unsportsmanlike conduct that have not been correctly called. For example, the "Where's the tee?" play described in the case book is an example of unsportsmanlike conduct. The ball should be declared dead and the penalty should be enforced as a dead-ball foul. Football has been and will continue to be a game of deception and trickery involving multiple shifts, unusual formations and creative plays;

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however, actions and language designed to confuse the defense into believing there is a problem and a snap isn't imminent are beyond the scope of fair play.

### **Defenseless Player and Blindside Blocks**

In 2017, the NFHS adopted rules defining and giving examples of defenseless players, and rules prohibiting forceful blindside blocks outside the free-blocking zone unless initiated with open hands. Coaches and game officials should understand, teach and apply these rules in a manner promoting player safety and minimizing the risk of player injury.

**Defenseless Player** — A defenseless player is one who, because of his physical position and focus of concentration, is especially vulnerable to injury. The most common types of defenseless players include passers, receivers, sliding runners, runners whose forward progress is stopped, players out of the play and players who are blindside blocked. A defenseless player is not in an equal physical position with the player attacking him and could be severely injured when contacted. For example, a player passing or attempting to catch a ball is completely exposed to opponents. A player obviously out of the play has no reason to think an opponent will charge into him. A runner in an opponent's grasp and whose forward progress has been stopped cannot defend himself from an opponent taking a free shot at him. A downed runner or a runner giving himself up and sliding feet first cannot protect himself against unnecessary contact. A player receiving a blindside block is unaware of the opponent charging him. What is common among all these situations is that the player cannot defend himself or avoid potential contact, leaving himself vulnerable to injury. Special attention must be given to contact against these players to determine if it is legal. Although defenseless players who are involved in the play may be contacted by an opponent, the player initiating contact must do so in a legal manner.

The term "defenseless player" is relatively new to the rules, but the protection afforded these players is not. For several years, the rules have penalized roughing the passer, kick catching interference, illegal helmet contact, unnecessary roughness and late hits. Classifying players as defenseless reinforces the prohibition against illegal contact and emphasizes the need to protect the most vulnerable players. Excessive and unnecessary contact, including forceful contact to the head or neck area of a defenseless player, has long been illegal, and it has no part in the game. Coaches must exercise leadership in eliminating illegal contact, and game officials must act decisively to penalize illegal contact to minimize the risk of player injury.

**Blindside Blocks** — A blindside block is an effective blocking technique. There is nothing improper in executing blindside blocks generally, and the rules do not preclude their use altogether. Instead, to enhance player safety and minimize the risk of injury, the rules prohibit

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a specific type of blindside block: one that is forceful, is not initiated with open hands and occurs outside the free-blocking zone.

A blindside block is a foul if: (1) the block occurs outside of the free-blocking zone; (2) the blocker does not initiate the block with open hands; and (3) the block is forceful. If all three of these factors are present, the blindside block is illegal.

Coaches should teach proper blindside blocking techniques, and game officials should evaluate whether a blindside block is legal, based on these three factors and the considerations below, as well as the underlying spirit and intent of the rules—to promote safety, eliminate illegal contact and minimize the risk of injury to players.

- *Whether the player being blocked can see the block coming.* A blindside block is “a block against an opponent other than the runner, who does not see the blocker approaching.” In other words, it is a block that the opponent does not see coming.

Game officials must first determine whether a block is a blindside block. Usually, this will be obvious. The player being blocked will be looking away from the blocker while being blocked from the side by an opponent. In some situations, however, the player being blocked may turn his head to see the blocker just before contact occurs. Such contact is still considered a blindside block. Though the player may have seen the blocker approach, he did not do so in sufficient time to have a reasonable opportunity to react, adjust and defend himself.

Some element of time, though it may be very short, is necessary to accomplish the rule’s safety purposes. In most situations, the blocker is running at full speed, increasing his momentum and focusing on one player. The player being blocked, however, is focused elsewhere and completely unaware of the charging blocker. Such a player who turns his head at the last second and sees his opponent just before contact cannot realistically protect himself. He is just as defenseless and vulnerable to injury as if he had not turned his head at all. Game officials should not be overly technical with this requirement and should always err on the side of player safety. The intent of this rule is to protect the player being blocked. It is not intended to create a legal way of throwing a shoulder or body block. When in question, the block is a blindside block.

- *Whether the block occurred outside of the free-blocking zone.* If a blindside block occurs in the free-blocking zone, it is legal even if the contact is forceful and even if it is not initiated with open hands. Of course, the contact must otherwise be legal—a player cannot clip or target an opponent, for example. However, the free-blocking zone exists only during scrimmage plays, and it disintegrates as soon as the ball leaves the zone. When the zone is gone, any blindside block by rule occurs outside of the free-blocking zone and, if forceful, must be initiated with open hands to be legal.

- *Whether the block was initiated with the open hands.* Any forceful blindside block outside the free-blocking zone must be initiated with open hands. Blocks initiated with the

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shoulder or body are dangerous because of the amount of force they generate. Blocks initiated with open hands are significantly less dangerous because they do not typically generate that same amount of force. The open-hands requirement is intended to reduce the force associated with blindside blocks.

As a result, game officials should consider two things in determining whether a blocker has complied with the open-hand requirement. First, the blocker's initial contact with his opponent must be with open hands if the block is forceful. Second, the force of the block should come from the blocker's hands and arms rather than from his shoulder or body. A player who makes first contact with open hands and imparts a force to the opponent by extending his hands and arms has complied with this rule. However, a player who makes first contact with open hands but nonetheless forcefully drives his shoulder or body into his opponent has not complied with the rule. Instead, he has thrown a shoulder or body block with all the force that his shoulder and body carry. The open-hand requirement is meant to reduce that type of force. It is not intended to allow an otherwise illegal shoulder or body block simply by placing open hands on the opponent at the last second.

- *Whether the block was forceful.* If a player has thrown a non-open-handed blindside block outside the free-blocking zone, game officials must finally determine whether the block is forceful. If the block is forceful, it is a foul; if not forceful, it is not.

"Forceful contact" is something more than minor contact but something less than excessive contact. The contact should be significant enough to notice, but it does not have to be violent or otherwise unnecessary to be forceful. As an aid to judging whether a block is forceful, the covering official should consider whether the blocker was only attempting to take his opponent out of the play, or whether the block was intended to take the opponent out of the game. The former is legal, while the latter is illegal.

Game officials should take the entire block into consideration. The focus should be on the block itself and the blocker, because he is the player generating the force behind the block. The reaction of the player being blocked may help, but it is not the determining factor. Game officials should never base their decision on forceful contact solely on whether the player goes to the ground.

Where a blocker's shoulder or body contact results in minor movement of the opponent and the force of the block is not obvious, the block is not forceful. However, where the blocker makes contact with some obvious degree of force behind the block, contact is forceful regardless of the effect on the opponent.

Finally, game officials should be diligent in observing these blocks and penalizing infractions. Although the rule applies throughout the game, blindside blocks are most likely to be made by the offense on returns following interceptions, free kicks and punts. They may also occur when the offense reverses direction on the field. Game officials must use proper mechanics on these plays and be in position to observe players throwing blindside blocks. The

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most likely offenders will be those doing something different from others. For example, if most players are moving north, these players will be moving south or east and west. These are the players who crack or peel back, “swim upstream” or “go against the grain,” and they are suspect for potentially committing illegal contact fouls.

Through good position and technique, a player initiating an open-handed blindside block can effectively obstruct his opponent with sufficient forceful contact while minimizing the risk of player injury. By teaching these techniques and consistently penalizing infractions, coaches and game officials will have continued taking positive steps toward reinforcing player safety, minimizing injury, and removing unnecessary and excessive contact from the game.

**\*\*As of June 2018**



**N.Y. STATE FOOTBALL PLAYOFF  
MANDATORY FILM EXCHANGE**

There will be a mandatory film exchange of all teams advancing to the Regionals, the Semi-Finals and the Finals.

You must exchange the last two (2) games you played.

For the Regionals – Last regular season game and sectional game

Semi-Finals – Sectional and Regional games

Finals – The Regional and Semi-Final games

Any school can still send scouts to an opponent and film their game, however, you still must exchange films with them.

Any school who does not meet this state mandate of film exchange will be sanctioned by Section 1.

**Scouting**

1. Scouting shall be recognized as part of the Football program, but it should always be open and aboveboard. Ethical standards must be maintained at all times.
  - (a) Scouting of your first opponent may only take place at the last scrimmage prior to your season opener.
  - (b) All scouts must stay within the spectator areas.

## **IMPORTANT INFORMATION FOR SECTIONAL CHAMPIONSHIPS**

1. In 2018, only a Spalding football must be used in all Sectional Regional Semi-Finals and Championship games. The Spalding is the State playoff official game ball. No other manufacturer ball will be allowed.

### 2. SPORTSMANSHIP STANDARD

The NSYPHSAA Sportsmanship Card is to be read at all Football Sectional contests from the regional level through the finals. Total team involvement is encouraged as well as the use of public address systems when available to inform all in attendance of our commitment to sportsmanship.

### 3. SCOUTING RULES FOR INTER-SECTIONAL FOOTBALL PLAY

A. Film exchange is mandatory for semi-final and final contests. Exchange may be for the last 2 games. Call and arrange teams' overnight mailings or meeting place.

B. On-site scouting and filming of contests by any number of scouts is authorized. Scouts may not, however, be granted entry to any area not open to the general public, such as press boxes, towers, or the playing enclosure.

### 4. **WHEN PLAYING AT DIETZ STADIUM & FALLER FIELD (MIDDLETOWN):**

A. You may only use sneakers or turf shoes.

B. Portable heaters are absolutely **not** allowed.

### 5. REGIONAL AND STATE PLAYOFFS

The maximum number of participants allowed by the State on a traveling squad is 55. This number includes all injured players (who must be wearing game jerseys on the sidelines for identification purposes). Please make sure that all teams adhere to this number, as it will be strictly regulated!!!! Participants include all players, coaches, statisticians, doctor and other personnel. Section One will only reimburse for a total of 40 people.

### 6. PASSES

At Sectional games, each participating team will receive a maximum of fifteen (15) sideline passes. Coaches, trainers, doctors and managers passes must be displayed at all times.

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**IMPORTANT INFORMATION FOR SECTIONAL CHAMPIONSHIPS**  
**(Continued)**

7. SCHOOL MUST PROVIDE

- Your own headsets or phone system for Regionals and Semi-Finals. Championship games – the Dome will provide the headsets.
- Starting line ups (in a type written setting)
- IMPORTANT: Immediately after the Sectional Championship games, Sectional Champions must submit a **team** photo and team roster **OR** picture will not be in the State Program.

8. Participating school may send cheerleading squads. Cheerleaders must be in uniform and the uniform serve as their pass to the tournament site. Cheerleading squads will be limited to eighteen (18) persons and one (1) advisor for admission purposes only. All travel, housing and meal expenses for cheerleading squads must be borne by the school. No cheerleading expenses will be paid by NYSPHSAA or Section One.

If your group wishes to perform at the Championship games (a half-time dance or cheer routine), you **must** contact:

Gary Samulski  
Director of Ceremonies  
Greece Athena High School  
Rochester, New York 14616

PHONE: (716) 225-9600 Ext. 4366

**OR** your school will not be allowed to perform.

9. **NO ADMISSION PASSES WILL BE ALLOCATED AT REGIONAL SEMI-FINALS OR THE CHAMPIONSHIP GAMES.**
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**NYSPHSAA  
2018 FOOTBALL COMMITTEE  
Chairman-Dick Cerone**

<p><b><u>SECTION I</u></b> Susan Dullea Carmel HS 30 Fair St. Carmel, NY 10512 (W) 845-225-8441 x460 <a href="mailto:sdullea@carmelschools.org">sdullea@carmelschools.org</a></p>	<p><b><u>SECTION VII</u></b> Mark Farmer Saranac Lake HS 79 Canaras Ave. Saranac lake, NY 12983 (W) 518-897-1425 <a href="mailto:Farmermar2@slcs.org">Farmermar2@slcs.org</a></p>	<p><b><u>NYSCFO INTERPRETER</u></b> Michael Palermo 45 Huntington Hill South Rochester, NY 14622 (W) 585-389-2837 <a href="mailto:Mpalermo6@naz.edu">Mpalermo6@naz.edu</a></p>
<p><b><u>SECTION II</u></b> Gary VanDerzee 702 Starr Rd. Ravena, NY 12143 (H) 518-767-9237 <a href="mailto:gvander@rcscsd.org">gvander@rcscsd.org</a></p>	<p><b><u>SECTION VIII</u></b> Matt McLees Sewanhaka Central HS 74 Landau Ave. Floral Park, NY 11001 (W) 516-488-9859 <a href="mailto:mmclees@sewanhaka.k12.ny.us">mmclees@sewanhaka.k12.ny.us</a></p>	<p><b><u>SECRETARY</u></b> Frank Marafino 4 Georgetown Dr. Rochester, NY 14617 (C) 721-2206 <a href="mailto:marafino@frontiernet.net">marafino@frontiernet.net</a></p>
<p><b><u>SECTION III</u></b> Bob Campese East Syracuse Minoa HS 6400 Fremont Rd. Syracuse, NY 13507 (W) 315-434-3300 x6111 <a href="mailto:bobcampese@hotmail.com">bobcampese@hotmail.com</a></p>	<p><b><u>SECTION IX</u></b> David Coates Middletown HS Middletown, NY 10940 (W) 845-326-1523 <a href="mailto:dcoates@ecsdm.org">dcoates@ecsdm.org</a></p>	<p><b><u>EXECUTIVE DIRECTOR</u></b> Robert Zayas 8 Airport Park Blvd. Latham, NY 12110 (W) 518-690-0771 (F) 518-475-1556 <a href="mailto:rzayas@nysphsaa.org">rzayas@nysphsaa.org</a></p>
<p><b><u>SECTION IV</u></b> David Garbarino Binghamton HS 98 Oak St. Binghamton, NY 13903 (W) 607-762-8148 <a href="mailto:Garbarid@binghamtonschools.org">Garbarid@binghamtonschools.org</a></p>	<p><b><u>SECTION IX</u></b> Glen Maisch Kingston HS 403 Broadway Kingston, NY 12401 (W) 845-943-3736 <a href="mailto:Gmaisch@kingstoncityschools.org">Gmaisch@kingstoncityschools.org</a></p>	<p><b><u>ASSISTANT DIRECTOR</u></b> Bob Stulmaker <a href="mailto:rstulmaker@nysphsaa.org">rstulmaker@nysphsaa.org</a> Todd Nelson <a href="mailto:tnelson@nysphsaa.org">tnelson@nysphsaa.org</a> Joe Altieri <a href="mailto:altier@nysphsaa.org">altier@nysphsaa.org</a></p>
<p><b><u>SECTION V</u></b> Dick Cerone 58 Kaywood Dr. Rochester, NY 14626 (C) 585-451-7531 <a href="mailto:dceronenys5@aol.com">dceronenys5@aol.com</a></p>	<p><b><u>SECTION X</u></b> Matt Tessmer Ogdensburg Free Academy 1100 State St. Ogdensburg, NY 13669 (W) 315-393-0900 <a href="mailto:mtessmer@ogdensburgk12.org">mtessmer@ogdensburgk12.org</a></p>	<p><b><u>NYSHSFCFA</u></b> Lyle Dixon Midlakes HS Route 488 Clifton Springs, NY 14432 (H) 585-330-6125 <a href="mailto:ldixon@midlakes.org">ldixon@midlakes.org</a></p>
<p><b><u>SECTION VI</u></b> Ken Stoldt 1467 Elm St. Alden, NY 14004 (C) 716-341-3245 <a href="mailto:KStoldt@akronschools.org">KStoldt@akronschools.org</a></p>	<p><b><u>SECTION XI</u></b> Tim Horan West Islip HS 1 Lions Path West Islip, NY 11795 (W) 631-930-1540 <a href="mailto:t.horan@wi.k12.ny.us">t.horan@wi.k12.ny.us</a></p>	<p><b><u>Officials Assignor</u></b> Ric Hamblin 23 Jenna Way Rochester, NY 14623 (W) 585-247-6731 <a href="mailto:ehamblin@rochester.rr.com">ehamblin@rochester.rr.com</a></p>

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## SECTION ONE FOOTBALL STANDARDS

1-The HOME team shall wear dark jerseys except by mutual agreement of both schools.

2. Comparable space and provision shall be made for the visiting team for taking official game films and spotting during game.

a. Comparable view will be defined as same press box/roof area and/or location.

If the host team has different areas for the film crew and spotters, the host school must make the same areas available for the visiting school.

1. For example, the host team uses the roof just to film, and places its spotters on one side of press box. Then, they ask the visiting team to both film and spot from their "side" of press box. That would be unacceptable, space on the roof must be made available for the visiting film crew. But, if the home team both films and spots from

roof, then asks the visiting school to both film and spot from inside the booth, then both teams have filmers/spotters in "comparable" situations.

b. If a school has an end zone camera, the recording of the game must be shared with the opponent at the conclusion of the game if requested.

c. If the host team is using an end zone spotter, the visiting team must be afforded the same general area in the end zone to view the game; if the host team is using a press box to view the game, space must be made available for the visiting school. If no comparable view is available, the host school may not utilize the area.

d. No later than 4 days before game day, the visiting school must notify the host school in writing (email) of intended use of end zone camera. (End zone camera will consist of one adult and/or end zone "tri-pod" set up. No permanent, or semi-permanent structure (i.e. scaffolding) will be permitted.

3. Scouting shall be recognized as part of the Football program, but it should always be open and aboveboard. Ethical standards must be maintained at all times. Scouting of your first opponent may only take place at the last scrimmage prior to your season opener. All scouts must stay within the spectator areas and cannot be within 10 yards from coaches participating in the scouted game.

\* There is no scouting of JV, Freshmen, and MOD games

4. A doctor, EMT, or trainer shall be present at all football games and scrimmages.-

5. Starting times:

Friday - 6:00 P.M. unless mutually agreed upon a different time

Saturday- Varsity 1:30 P.M. and J.V. 9:30A.M. At the opposite site, unless mutually agreed upon. S.A.T. Saturday games to begin no earlier than 2:00P.M. unless mutually agreed upon.

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## 6 Supervision

- Fencing around the field is recommended
  - It is recommended that adults, preferably faculty members, are assigned to chains and down markers for Varsity games and can be easily identified.
  - It is recommended that sideline personnel is limited to B.O.E. approved personnel.
7. It is a recommendation that a member of the host school football staff/athletic department will contact the visiting school football staff/athletic department and inform the school (via email and/or text) as to locker rooms (or alternative facility)availability, halftime arrangements, etc.
  8. It is recommended that a member of the host school football staff/athletic department will meet bus upon arrival at school and instruct the visiting school as to locker room location, area of playing field for warm-up, etc.
  9. Media film crew will not take precedence over visiting film crew. The film area cannot accommodate the host and visiting school, as well as the media crew, the media will be asked to use a different location.
  10. If only one set of bleachers is available, the home team needs to be in front of that set of bleachers.
  11. HUDL film exchange must take place 24 from the conclusion of your game.
  12. Visiting teams will not have access to facilities (i.e. locker room, field) more than 90 minutes prior to kick off without the prior consent of the home school. HOME DISTRICT POLICIES/GUIDELINES may be stricter than these guidelines. *All policies guidelines are to be shared will all opponents prior to the contest \* SEE CONTEST MANAGEMENT*

Should any of the above guidelines not be followed, a letter of reprimand will be sent the school district. A second offense will result in a game suspension of the coach

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