

April 2020 Study Guide

This brings us into the meat of the rule book somewhat. We will be concentrating on Rules 3 and 4 in this installment. There are some changes both in rules and wording coming in 2020. Let's get started.

3-1:

There are rules unique to Georgia. 20 minute half is mandatory but may be shortened to 15 min by mutual agreement of administrators during the week prior to the game. The three minute period is mandatory but how and where a team performs it is not. It does not have to be on the field nor a group exercise.

New in 2020:

If the game is interrupted due to weather during the last three (3) minutes of the second quarter and the delay is at least thirty (30) minutes, the halftime may be shortened. It must be at least one minute and a mandatory three minute warm up period must still occur.

3-3: All members of the crew should know what EXTENDS a period

3-4: Also should know what DOES NOT EXTEND

The game clock 3-4:

Each crew member should know when the game clock is started and stopped.

Time-Outs and Conferences 3-5-8:

Know what type of conference can be held and where during time outs

The play clock 3-6:

Each crew member should know when a 25 or 40 sec play clock is used. Complete understanding of what "ready for play" means.

New in 2020:

Under 3-6-1a there is an added circumstance. A 25 second play clock is used following a legal kick when either team is awarded a new series. This covers the omission from the rule when K maintains possession.

New in 2020:

This change is likely to be forgotten if not concentrated on. There is now a different play clock depending on which team has an injured player and the Referee takes an administrative time out. Offensive injury 25 second. Defensive player 40 sec. It was the thinking of the NFHS that a defensive injury could place the offense at a disadvantage. Many of you will recognize the similarity in the NCAA rules.

3-7: Complete understanding of what is a substitute, how he becomes a player and what constitutes an illegal substitute is critical to game management.

Rule 4

- 4-1: How do we put the ball in play and from where?
- 4-2: What are the many examples of a dead ball and how does a dead ball affect both play and game clock?
- 4-3: How are inadvertent whistles managed depending on the play involved?
- 4-4: What is the out of bounds spot for a loose ball? What is the out of bounds spot for a live ball carried out of bounds? Are there differences in where play resumes if the ball becomes dead in a side zone versus between the hashes? When can Team A or K designate the spot for the next play?

Ideas for Crew Discussion:

1. Who has responsibility to observe or manage by stopping/adjusting both the play and game clock in the following situations:
 - A. Near the end of each period?
 - B. Especially near the end of the fourth quarter?
 - C. During extended pileups?
 - D. Inadvertent whistles?
 - E. The absence of visible play clock or the game clock at only one end of the field ?
 - F. During plays that end with dead balls requiring clock stoppage?
 - G. How do we differentiate between illegal substitution and illegal participation?