2023 - Oregon Football SRI Bulletin #2

I hope all is going well for you all after the completion of Week 3, A few Reminders:

- PLEASE continue to enforce the Equipment Rule 3-Step Plan (attached) We are winning
 the battle. Just like the One Voice Rule, it will become the norm and it WILL, all go away.
- **PLEASE** keep enforcing the **One Voice Rule** as we HAVE won that battle.
- Teams getting creative with kickoffs. **Forest Grove** is one. K1 places the kicking tee on the ground and the ball on the ground next to the kicking tee. The ball may be touching, or not touching the tee. Team K then lines up to kickoff, K runs up to the ball, BUT they all stop JUST SHORT OF K's Free kick line. K1 then moves the ball from the ground to the kicking Tee, Team K then reassembles and they perform a normal kickoff.
 - o Legal, if the kick the ball within 25 seconds
 - Legal, whether they kick the ball from the ground or the kicking tee
 - K1 may legally relocate the ball from the ground to the tee and he may legally enter the neutral zone after the Ready for Play.
- **REMINDER** A doctor's note does not allow players to use tinted visors. However, a note from the OSAA does. There is only ONE player in the entire state of OREGON who has an OSAA note. This is allowed per Rule **1-8.** Any other notes which are popping up are invalid and not acceptable. NO EXCEPTIONS See **Casebook 1.5.3 SITUATION D**
- **HELPING THE RUNNER** is not being flagged in situations when it should be. Film at 11.
- FREE KICK OOB When a Free Kick goes OOB untouched by R, an option for R is to take an award of the ball 25 yards in advance of K's Free Kick Line. This is not always the 35
- **REMINDER** Any kick may be recovered by K, however,, **under no circumstances may a kick be advanced by K**. A kick is a kick and a kick remains a kick until:
 - A player possesses the football or
 - The kick becomes dead by rule.
- **REMINDER Wrestling Style or Wrap Style Knee Pads** which completely cover the knee shall be treated using the same logic as a knee brace. Pants shall cover any portion of the knee pad which extends below the knee.
- **REMINDER**, **Unmanned Aerial Devices** (aka Drones) are simply not allowed within the stadium area of Oregon sanctioned OSAA contests. Stop the game, get the AD involved, do not continue the game until the problem is resolved, please send me an email!
- Oregon Football Mechanics Manual Revision
 - Please download this link for Manual replacement pages 20 and 21
 - o https://mail.google.com/mail/u/0?ui=2&ik=be7767016b&attid=0.1&permmsgid=msg-f:1775586590827154278&th=18a42698ce330b66&view=att&disp=inline

Thank you all for all you do and please enjoy Week Four of the 2023 Season.

- Hat 503-978-8889

Equipment Violation Procedure for Football Game Officials

Effective Date: 8-21-2023

<u>Rationale:</u> As requested by Commissioners, Coaches, Fans and Officials, in a continuing effort to officiate NFHS equipment violations on a <u>simple yet consistent</u>, statewide basis, effective immediately, officials shall use the following three step method for improperly worn required equipment and/or illegal equipment which shall always include, but not be limited to:

- Jerseys and T-shirts shall be long enough to reach the top of the pants and shall be tucked in if longer 1-5-1b(1)
- T-shirts shall not be exposed at any time. **1-5-1b(1)**
- Jerseys with a knot or knot-like protrusion. 1-5-3b(3)
- Shoulder pads may not be exposed and shall be fully covered by the jersey (1-5-1d(3))
- Towels which are not a solid color. 1-5-3a(5)a
- Hoodies are illegal however they are worn. 1-5-3c(9), 1.5.3 COMMENT
- Knee Pads not covering the knees. 1-5-3d(2)
- Pants not covering the knee pads. **1-5-3e**
- Knee Braces worn over the pants. 1-5-3b(2)
- Jewelry. (Religious and medical alert medals are not considered jewelry) 1-5-3c(6)
- Any Visor which is not clear and without the presence of any tint. 1-5-3c(4)b
- Sweat Bands worn anywhere other than the wrist. 1-5-3a(5)b, 1.5.3 COMMENT
- Eye Shade that is not a single solid stroke above the cheek bone or outside the eye socket and/or includes numbers, logos or other symbols within the eye shade. 1-5-3c(3), 1.5.3 COMMENT
- Rib Pads or Back Pads not fully covered by the jersey 1-5-3b(5)
- Any head covering not fully covered by the helmet (Oregon Exception approved Hijab) 1-8, 1.5.3 COMMENT
- Play cards worn anywhere other than the wrist or arm. 1-5-3c(8)
- A second unused tooth and mouth protector (or unused strap) hanging from the facemask 1-5-3a(5)
- Any equipment not worn as intended by the manufacturer 1-5-3c(9)
- Any equipment which, in the opinion of the U/CJ is dangerous, confusing or inappropriate. 1-5-4
- Any and all questions regarding legality of player's equipment or the presence of required equipment shall be resolved by the U/CJ. **1-5-4**

PROCEDURE - MUST BE SAME PLAYER - Stop the Game and...

- 1. 1st Violation Send player out for minimum one play, note time, notify/advise Head Coach. 1-5-4, 1-5-5
- 2. **2**nd **Violation on same player:** Send the player out for minimum one play, note time, <u>notify/advise Head</u> Coach, charge the offending team with a Delay of Game Foul. **1-5-4, 1-5-5, 3-6-2e**
- 3. **3**rd **and subsequent violations on same player** Send the player out for a minimum one play, note time, notify/advise Head Coach, Head Coach is assessed an Unsportsmanlike Conduct Foul. **1-5-4, 1-5-5, 9-8-1h**

EXCEPTION 1 - OREGON ONLY - When a player is found to be wearing illegal cleats, the offending player is disqualified for a Flagrant Unsportsmanlike Conduct Foul and the Head Coach is issued an Unsportsmanlike Conduct Foul. An ejection report is required.

EXCEPTION 2 - OREGON ONLY - When a PLAYER is found to be wearing (functioning or not) audio and/or video equipment there is no warning. The Player, AND the Head Coach shall both be disqualified for individual Flagrant Unsportsmanlike Conduct Fouls. Both fouls shall be enforced and two ejection reports are required.

Questions or Clarifications: Kevin Hatfield, OSAA State Rules Interpreter 503-978-8889 or kevin@hatcom.us