

GCCOA Football Meeting #4

Aug.18, 2026

Agenda

- 6:00 – 6:15 Sideline Management Clarification / Using The Right Words #4
- 6:15 – 6:40 Free Kicks (Part II)
- 6:40 – 7:00 Dave Siegle's "The Art of Game Flow"
- 7:00 – 7:05 5-minute Break
- 7:05 – 7:30 Film Study (16 plays)
- 7:30 – 7:55 Quiz Questions (Basic Spot)
- 7:55 – 8:00 Scan Attendance QR Code, complete it, & submit

Next Week: Crew Chiefs will get 25 minutes to meet with their crews during the meeting.

Action by Coach / Non-Player	Penalty	Enforcement
Coach / Non-player outside team box, but not on field. More than 3 coaches in restricted area. (Coach on field not arguing?)	1 st = Sideline Warning 2 nd = Sideline Interference 3 rd = Sideline Interference w/ non-player UNS charged to Head Coach	1 st = Warning 2 nd = 5 yards 3 rd = 15 yards 4+ = 15 yards, Head Coach DQ
Coach / Non-player on field to argue a call.	Unsportsmanlike Conduct = UNS	15 yards & that person has a UNS marker. A second UNS marker would be a DQ. (Not combined w/ SDL INT or IPC .)
Coach / Non-player makes accidental contact with official.	Illegal Personal Contact	15 yards & Illegal Personal Contact marker charged to Head Coach. A second one of only this is a DQ of HC.
Coach / Non-player goes onto field and influences the play.	Illegal Participation	15 yards. Possible awarded score. If flagrant, DQ.

Beginning of Part II 2026 Free Kicks

Written by Darrick Puffer, GCCOA Trainer
Original Templates by David Almand, NCAA Replay Official

Free Kicks

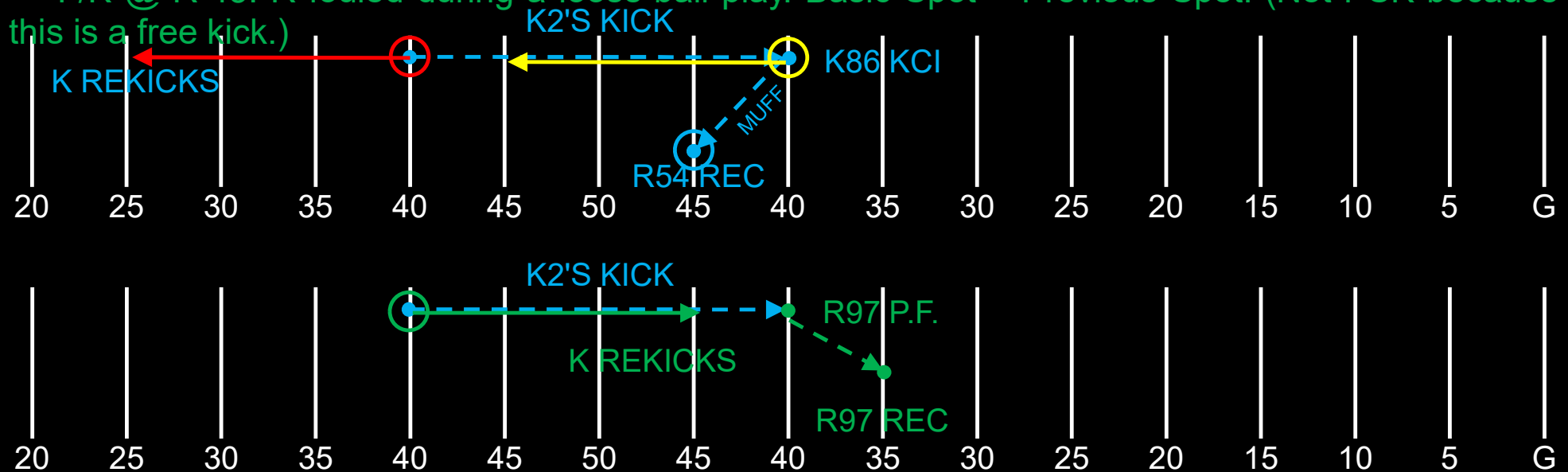
F/K @ K-40. A2's kick is high, and R97 signals for a fair catch ...

(23) K86 interferes with R97's catch, causing him to muff the kick at the R-40 with R54 recovering the loose ball while grounded at the R-45.

R - 1/10 @ R-45 OR 1/10 @ K-45 OR F/K @ K-25. Result of the Play, 15 from Foul, or Previous Spot and Re-kick. (7-1-6-PENALTY)

(24) R97 misjudges the ball, and it strikes the ground at the R-40. R97 blocks K86 at the R-40, and then recovers the loose ball at the R-35.

F/K @ R-45. R fouled during a loose-ball play. Basic Spot = Previous Spot. (Not PSK because this is a free kick.)



Free Kicks

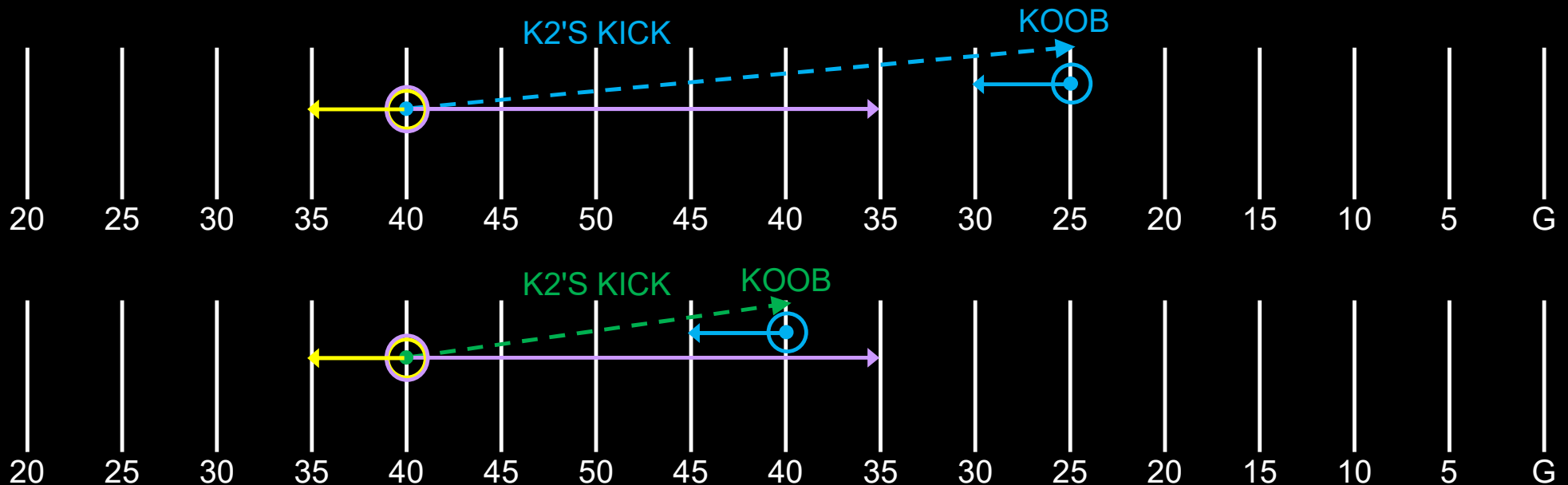
F/K @ K-40. K2's kick goes out of bounds, untouched, at the ...

(25) OOB @ R-25

5-yards Succeeding Spot, 5-yards Previous Spot / Re-kick, or 25-yards from Previous Spot. R - 1/10 @ R-35.

(26) OOB @ R-40

5-yards Succeeding Spot, 5-yards Previous Spot / Re-kick, or 25-yards from Previous Spot. R - 1/10 @ R-35.



Free Kicks

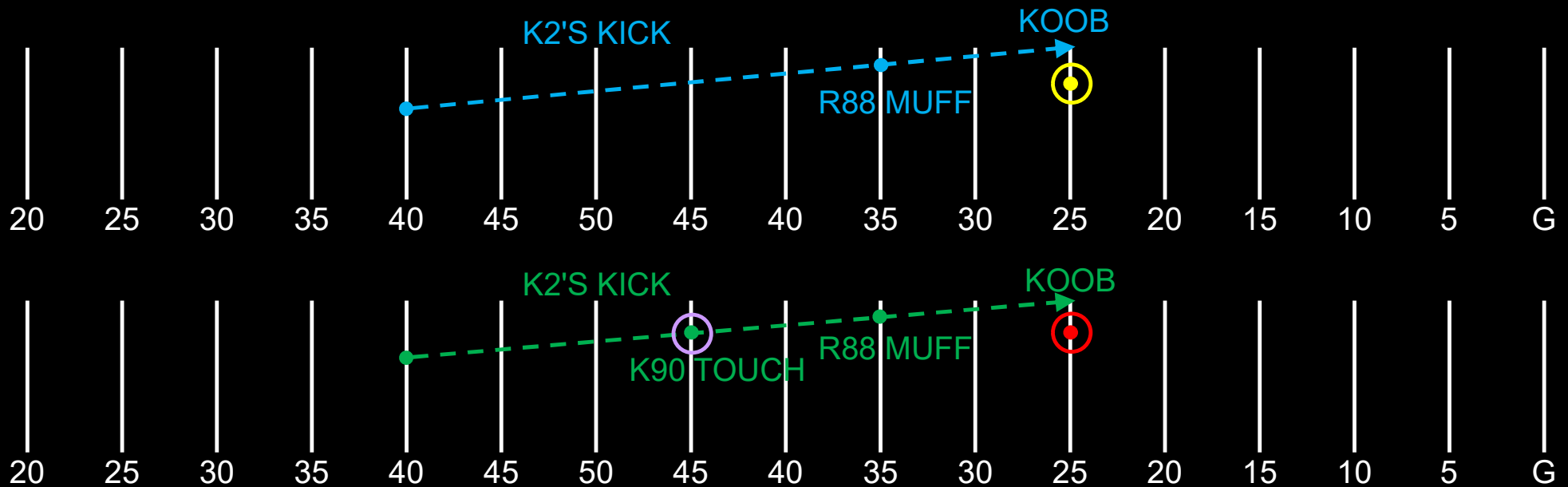
F/K @ K-40. K2's kick goes out of bounds, ...

(27) @ R-25 after R88 muffed the kick @ R-35.

Succeeding Spot, R-25. R touched the kick. No foul. R - 1/10 @ R-25.

(28) @ R-25 after K90 touched the kick @ R-45 and R88 muffed it @ R-35.

Spot of First Touching by K, R-45. OR Succeeding Spot, R-25. R touched the kick. No foul.



Free Kicks

F/K @ K-40. K2's onside kick is touched by ...

(29) K87 at the K-49 and goes out of bounds at the R-49.

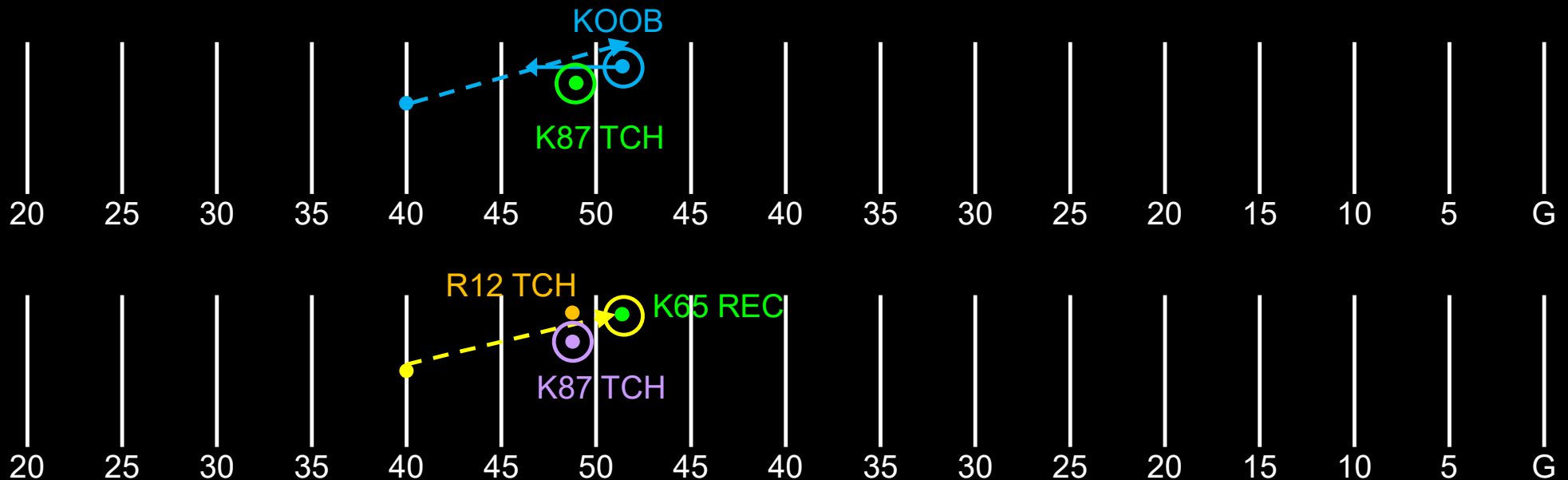
R - 1/10 @ K-49 OR R - 1/10 @ K-46.

(30) R12 at the K-49 and recovered by K65 at the R-49.

K - 1/10 @ R-49 - Snap. K is in legal possession since R touched the kick first.

(31) K87 at the K-49 and recovered by K65 at the R-49.

R - 1/10 @ K-49 - Snap. R will choose Spot of First Touching.



Free Kicks

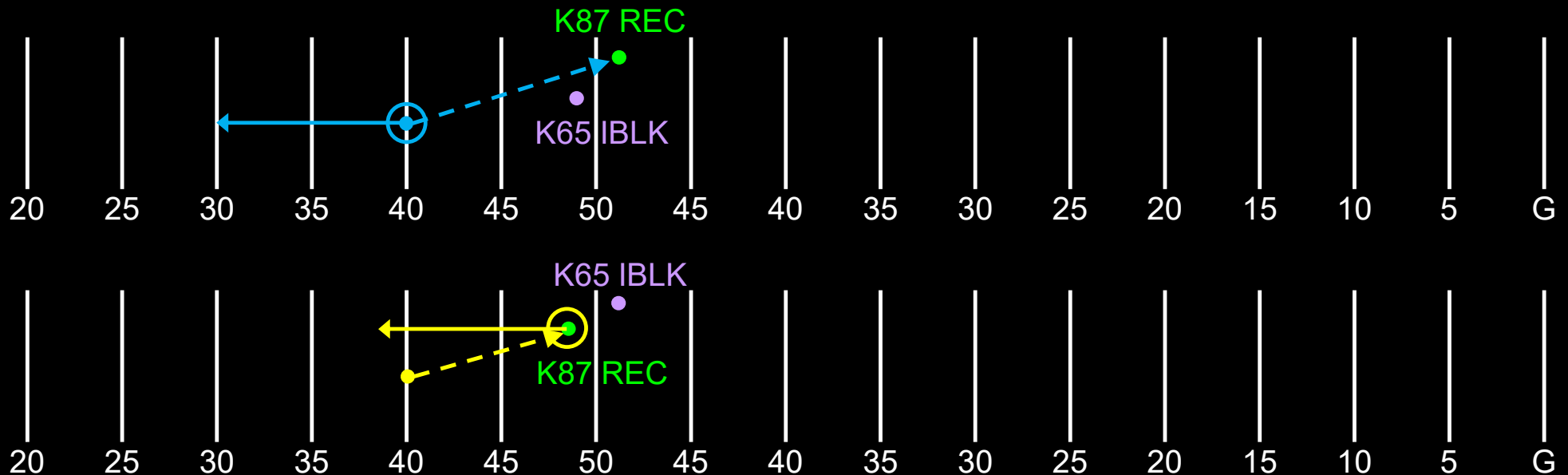
F/K @ K-40. K2's onside kick is untouched until ...

(32) it is recovered by K87 while grounded at the R-49. K65 blocked R12 at the K-49 before the ball traveled ten yards.

F/K @ R-30. K87 was in legal possession. The only option is the Previous Spot.

(33) it is recovered by K87 while grounded at the K-49. K65 blocked R12 at the R-49 before the ball traveled ten yards.

Best Option: R - 1/10 @ R-39 - Snap. Because K was not in legal possession (the ball did not travel ten yards), the subsequent dead ball belongs to R at that spot.



End of Part II

2026

Free Kicks

Written by Darrick Puffer, GCCOA Trainer
Original Templates by David Almand, NCAA Replay Official

The Art of Game Flow

Written by Dave Siegle, R/CJ, B1G



Adapted by Darrick Puffer for NFHS Training

4 Main Areas To Manage Game Flow

- 1) Footballs
- 2) Scores
- 3) Turnovers or Changes of Possession
- 4) First downs (inbounds)



Taking more time allows you to go faster: *If we go slower, the game goes faster.*

- 1) Dead ball officiate for 2-3 seconds after each play.
- 2) Retrieve football, shorten distance for relay, ensure a clear path to Umpire.
- 3) Umpire, after receiving a football, read the situation, then move to succeeding spot.
- 4) Before placing ball on ground, obtain awareness that should delay placing ball on ground.

Taking more time allows you to go faster: *If we go slower, the game goes faster.*

1) Dead ball officiate for 2-3 seconds after each play.

Don't: Don't chase the ball right after the play ends.

Do: Stop, say aloud, "Play is over."

Do: Observe & officiate the dead-ball period.

(This let's players know we are watching them.)

Taking more time allows you to go faster: *If we go slower, the game goes faster.*

2) Retrieve football, shorten distance for relay, ensure a clear path to Umpire.

- * Ball relays need to be from short distances.

 - Take a few more steps before tossing the football.

- ** Do **NOT** allow footballs to hit the ground.

 - Looks non-athletic.

 - Looks unprofessional.

Taking more time allows you to go faster: *If we go slower, the game goes faster.*

3) Umpire, after receiving a football,
read the situation, ...
then move to succeeding spot.



Taking more time allows you to go faster: *If we go slower, the game goes faster.*

4) Before placing ball on ground, obtain awareness that should delay placing ball on ground.

- * When should ball be put on the ground?
28-34 seconds on the play clock.

- ** Slow down:

 - Look at both Short Wings before putting ball down.

 - Wipe off ball (even on FieldTurf).

 - Look at the Referee to see what he's dealing with.

 - We don't want the ball on the ground if officials are not in place.

Game Awareness

- 1) Official out of position or cleaning up a flare up.
- 2) A chain issue.
- 3) A possible injury to a player.
- 4) All on the crew should recognize how ball relays are going and suggest a change in pace if needed.
- 5) Avoid footballs bouncing on the ground!
- 6) The pace will be faster in the final 2:00 of each half with Umpire going outside hash marks to get the ball – no ball tossing in the final 2:00 of each half.

Scores

How many scores are there per game?

On average, 8 in Michigan.

After a TD, Referee give the RFP in 13 to 15 seconds.

* We give teams too much time to set up for a try. *

How much time do teams have after a try or made field goal?

60 seconds.

Once Referee blows RFP, BJ must start play clock.

* This is one of the easiest thing we can do to clean up and make high school games faster. *

If we take an extra 30 seconds after a try or field goal and an extra 10 seconds before a try, we're adding at least 5 minutes to the game.

Change of Possession

How long do teams have before the ball is ready for play?

No set time, but we need to complete this seconds.

before 60

How many possessions does each team have on average?

In high school, 20 to 24 possessions per game. to 12 possessions.

Each team gets 10

Taking an extra 30 seconds per change will the game.

add 12 minutes to

* This is also one of the easiest thing we can do to clean up and make high school games faster. *



First Downs (inbounds)

1) When Team A picks up a first down (inbounds) not inside the final 2:00 of each half, ...

Referees can start the game clock when the Umpire has the football in hand or as it is being relayed to him/her.

2) Team A has a 40-second play clock going.

3) There is no need to wait for the chains or down marker to get set.

* The down marker is most important, but if a crew is extremely slow
LOS official can drop a bean bag at the succeeding spot.



moving the marker, the

Constant and repetitive communication with sidelines

- 1) We have a full 60 seconds to take care of what we need after a try or made field goal: game card, get water, reset chains, ready a football, etc.)
 - * Short / Deep Wings: After a score or change of possession, work on getting a football. Make sure you know who the ball personnel are.
 - 2) Our job is to get teams off the sideline!
 - 3) Where we lose time and game flow is when teams are huddling. We need an official(s), with urgency, near the huddle.
- Fact:** Teams will take as long as they can and more as the game goes on.



Real impacts

- 1) We can't start the play clock without a defense on the field.
- 2) We want to avoid numerous Delay of Game fouls by starting the play clock without an offense.
 - * Referee may have to start the Ready if needed to make the offense move onfield.
- 3) Much like keeping our sidelines clear, this effort requires constant, redundant communication about getting teams back on the field.



Final comments

- 1) Game time is largely the effect of how well teams play.
- 2) A larger percent of running plays and completed passes will speed up the game.
- 3) Our administration contributes between 5 and 20 minutes for every football game by allowing too much time in dead-ball periods.
- 4) **Goal:** 2 hour, 15- to 20-minute game.
High School games are 2 hours to 2 ½ hours on average.

End

GCCOA Football, 8/18/26

Written by Darrick Puffer, GCCOA Trainer

Meeting #2's Quiz Scores:

1- 81%	5- 74%
2- 56%	6- 91%
3- 78%	7- 56%
4- 51%	

OVERALL- 396 / 579 for 68% (Meeting #1's score =73%.)

It's clear we need to improve. Keep reading the rules book and case book. Keep studying. Let's work together to improve.

GCCOA Football, 8/18/26

Written by Darrick Puffer, GCCOA Trainer

We have five questions.

Each question has a separate QR code.

The focus is on penalty enforcement from the Basic Spot.



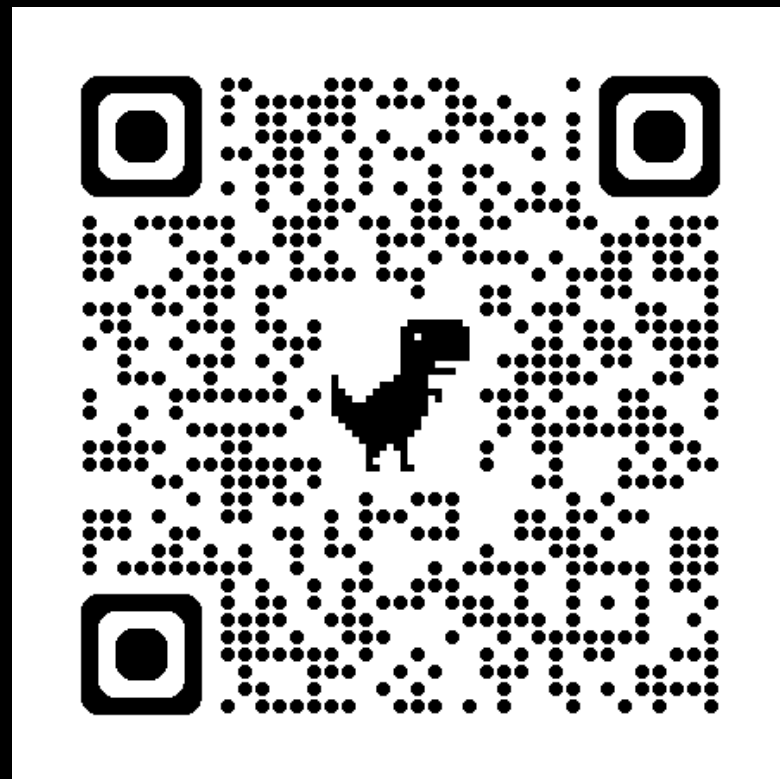
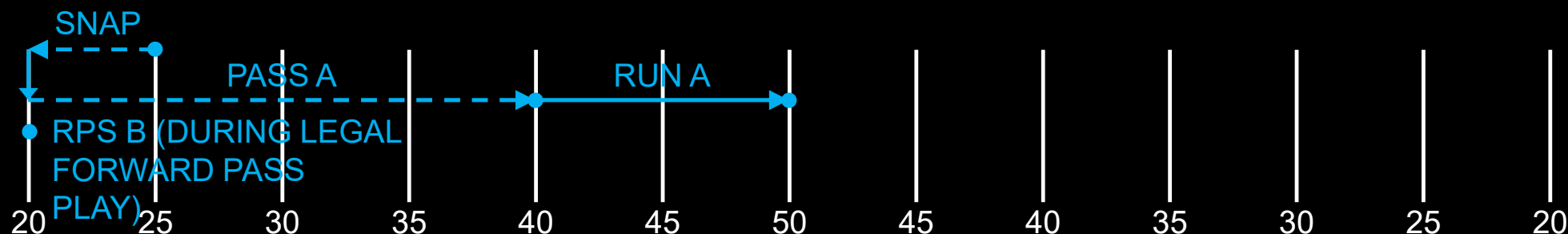
Back Judge Don Lougheed works the D1 state final in 2021.

(8/18/26) Question 1



(8/18/26) Question 1

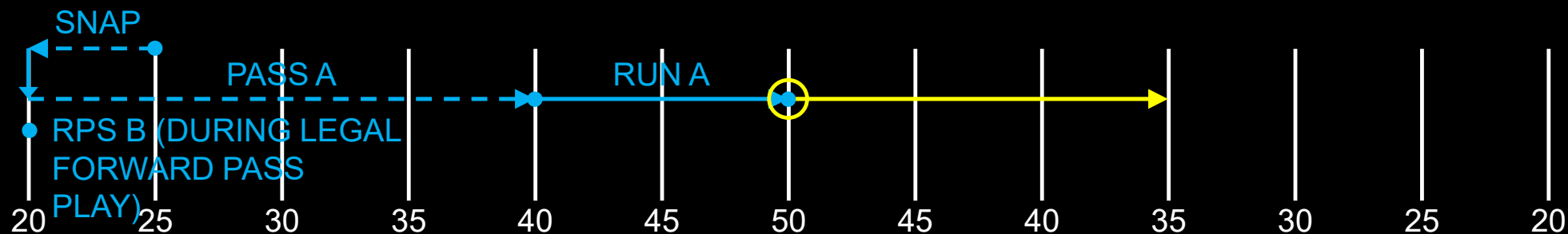
A, 1/10 @ A-25. A12 throws a pass. A88 catches the pass at the A-40 and runs to the 50 where he is tackled. After A12 threw the pass, B55 hit the passer clearly late.



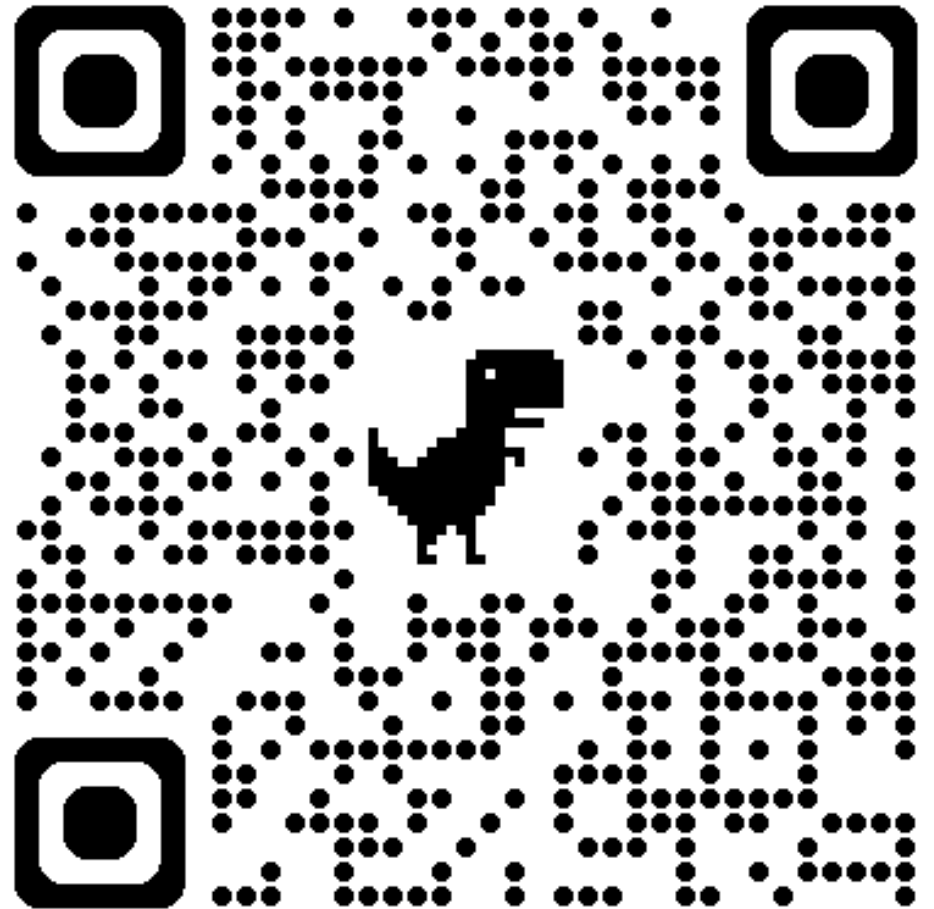
(8/18/26) Question 1

A, 1/10 @ A-25. A12 throws a pass. A88 catches the pass at the A-40 and runs to the 50 where he is tackled. After A12 threw the pass, B55 hit the passer clearly late.

A, 1/10 @ B-35

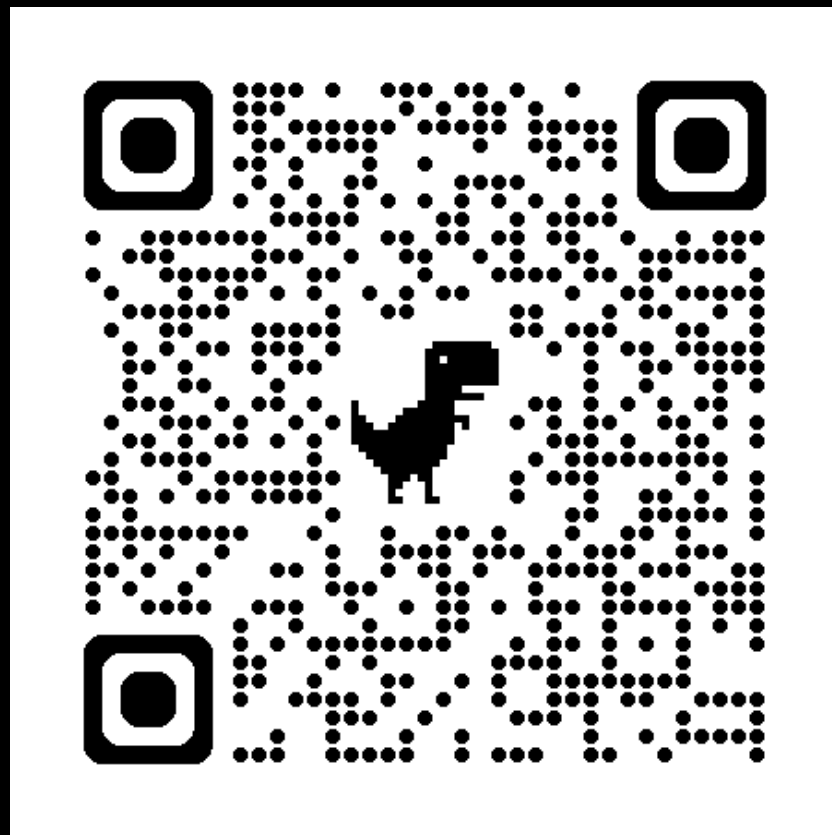
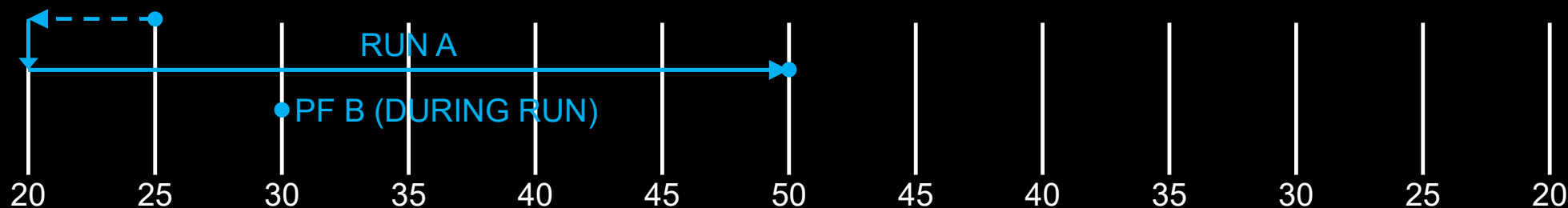


(8/18/26) Question 2



(8/18/26) Question 2

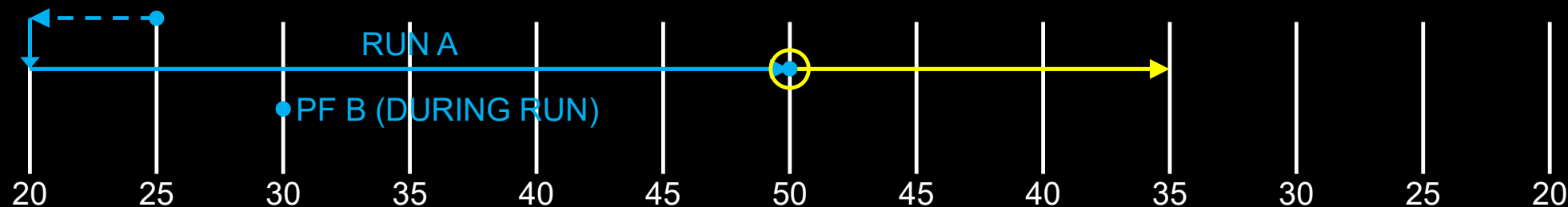
A, 1/10 @ A-25. A44 takes the handoff and runs to the 50 where he is tackled. Linebacker B66 committed a personal foul at the A-30.



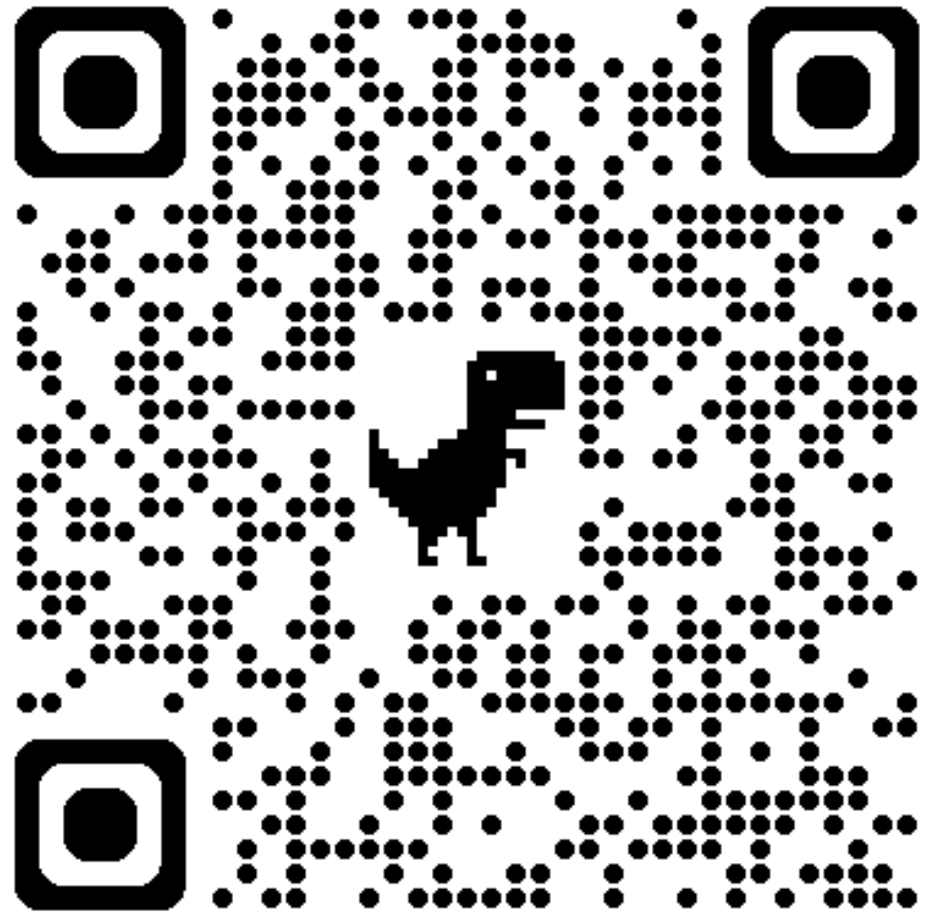
(8/18/26) Question 2

A, 1/10 @ A-25. A44 takes the handoff and runs to the 50 where he is tackled. Linebacker B66 committed a personal foul at the A-30.

A, 1/10 @ B-35.

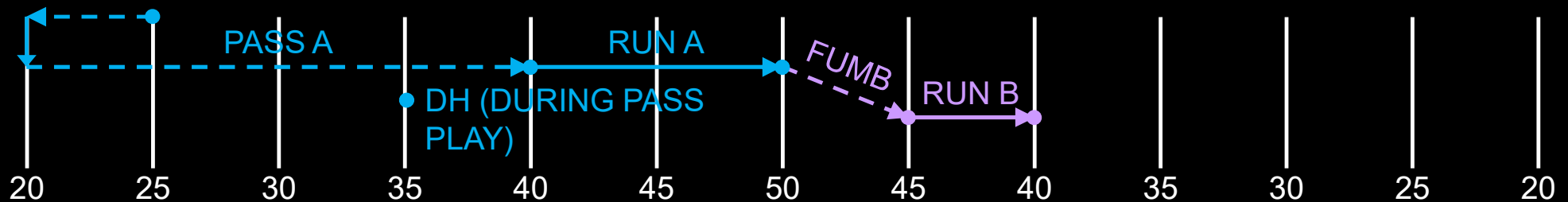
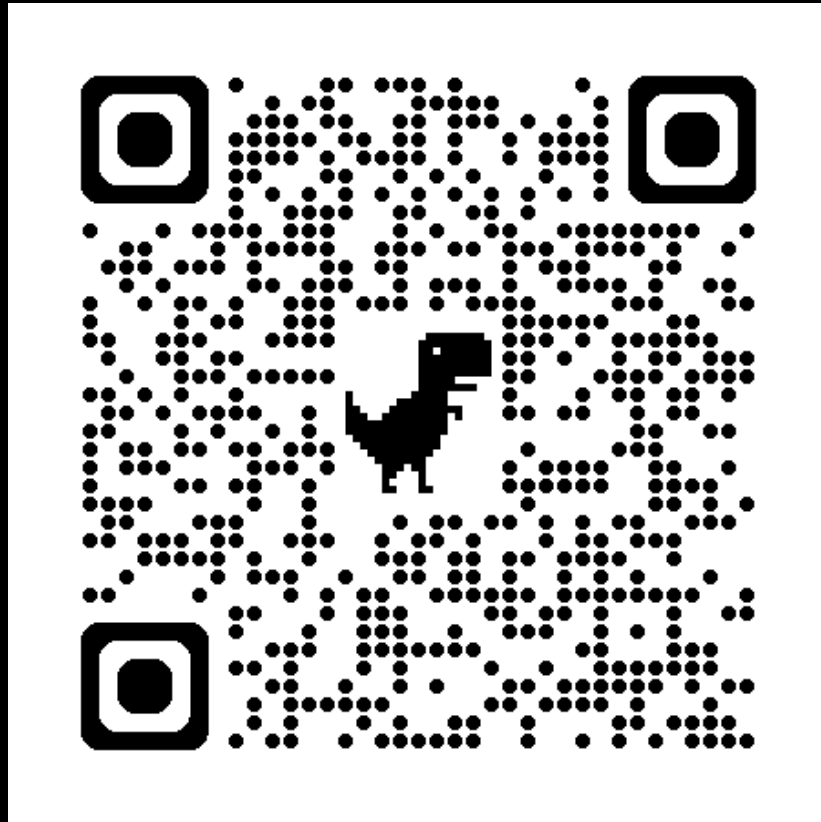


(8/18/26) Question 3



(8/18/26) Question 3

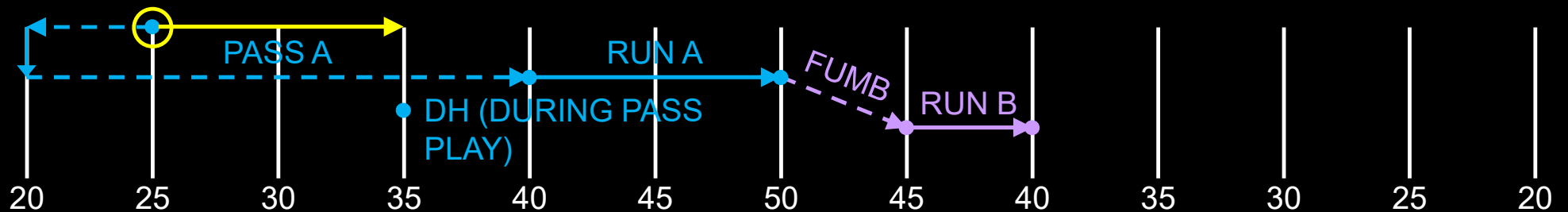
A, 1/10 @ A-25. A12 throws a pass. A88 catches the pass at the A-40 and runs to the 50 where he fumbles. A80 picks up the fumble at the B-45, runs to the B-40 and is tackled. During the passing play, B33 is flagged for defensive holding at the A-35.



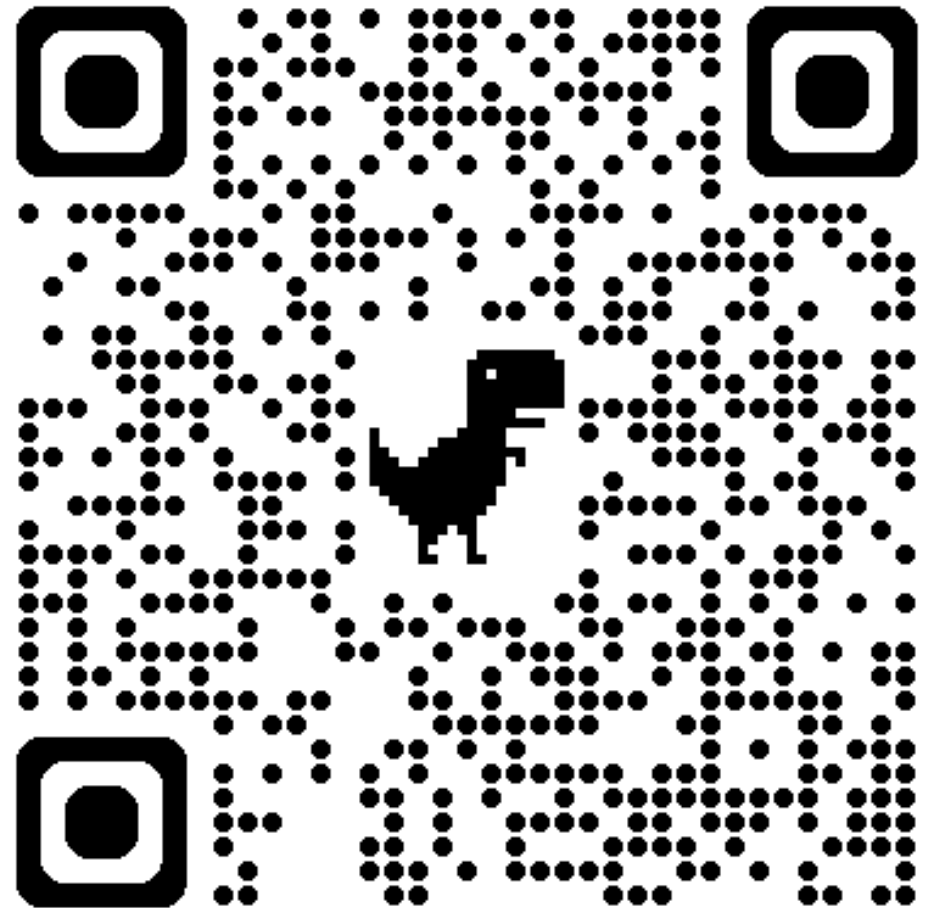
(8/18/26) Question 3

A, 1/10 @ A-25. A12 throws a pass. A88 catches the pass at the A-40 and runs to the 50 where he fumbles. A80 picks up the fumble at the B-45, runs to the B-40 and is tackled. During the passing play, B33 is flagged for defensive holding at the A-35.

A, 1/10 @ B-40 (Team A will decline the penalty.)

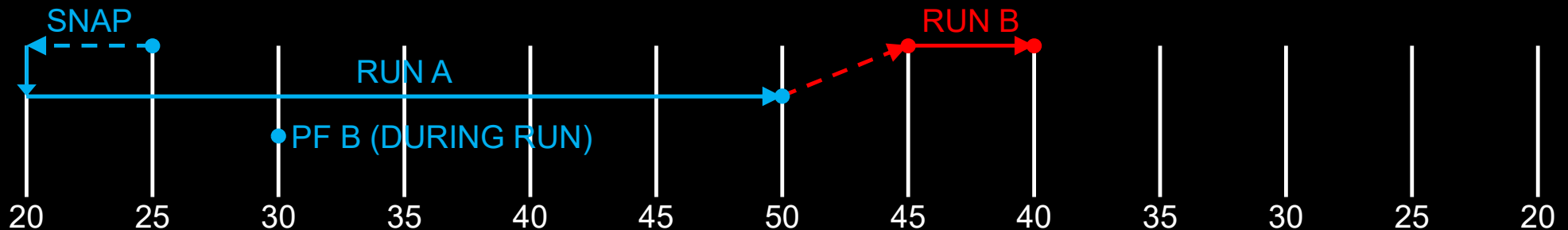


(8/18/26) Question 4



(8/18/26) Question 4

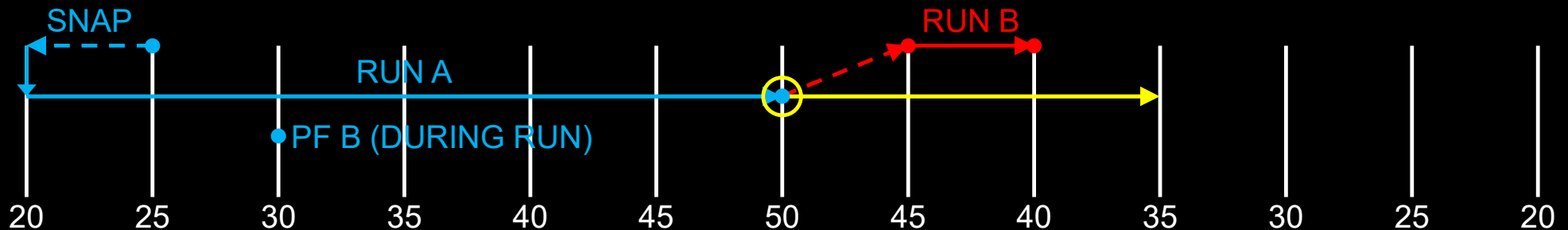
A, 1/10 @ A-25. A44 takes the handoff and runs to the 50 where he fumbles. A80 picks up the fumble at the B-45, runs to the B-40 and is tackled. Linebacker B66 committed a personal foul at the A-30 while A44 was first running across the LOS.



(8/18/26) Question 4

A, 1/10 @ A-25. A44 takes the handoff and runs to the 50 where he fumbles. A80 picks up the fumble at the B-45, runs to the B-40 and is tackled. Linebacker B66 committed a personal foul at the A-30 while A44 was first running across the LOS.

A, 1/10 @ B-35

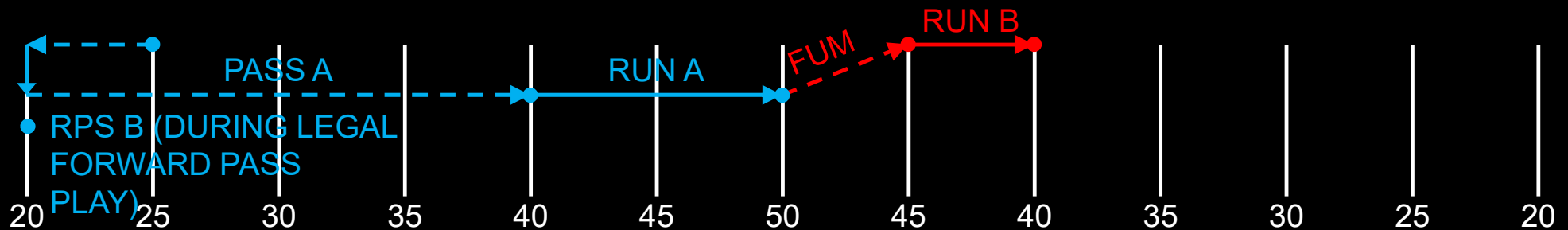


(8/18/26) Question 5



(8/18/26) Question 5

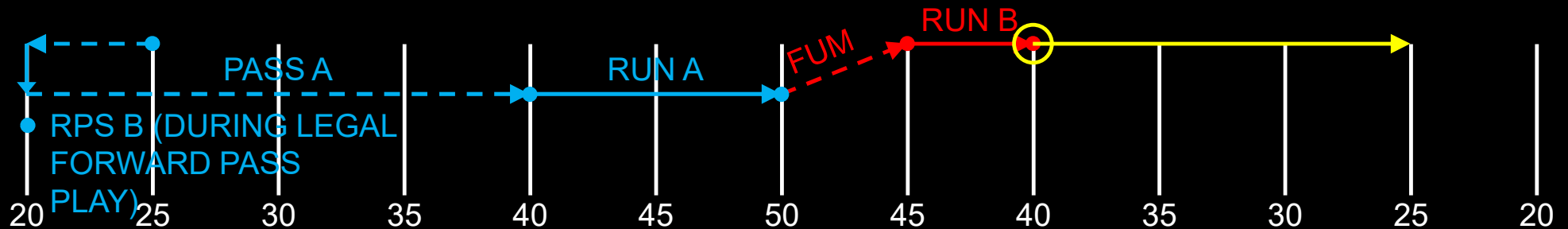
A, 1/10 @ A-25. A12 throws a pass. A88 catches the pass at the A-40 and runs to the 50 where he fumbles. A80 picks up the fumble at the B-45, runs to the B-40 and is tackled. After A12 threw the pass, B55 hit the passer clearly late.



(8/18/26) Question 5

A, 1/10 @ A-25. A12 throws a pass. A88 catches the pass at the A-40 and runs to the 50 where he fumbles. A80 picks up the fumble at the B-45, runs to the B-40 and is tackled. After A12 threw the pass, B55 hit the passer clearly late.

A, 1/10 @ B-25



To get credit for attending tonight's meeting, scan the QR code, complete the document, and submit it tonight.

Meeting #5 –

Aug. 25 from 6-8 p.m.

Crew Chiefs – You will have 25 minutes during the meeting to have a crew meeting before game #1.