



2026 NFHS FOOTBALL POINTS OF EMPHASIS

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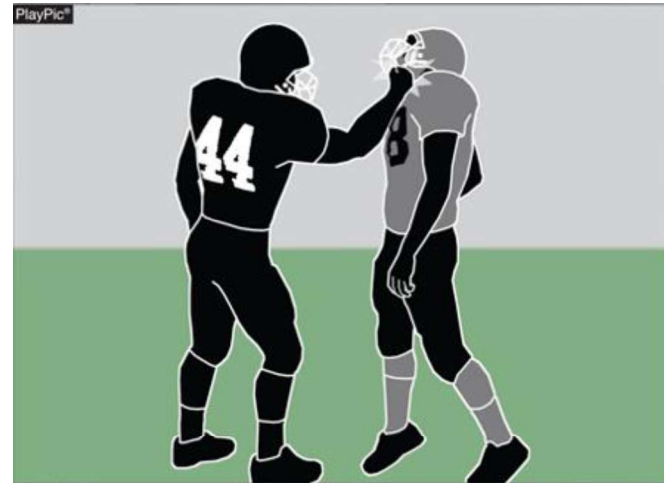
- 1. Flagrant and Unsportsmanlike Fouls**
- 2. Helping the Runner**
- 3. Sideline Management and Control**
- 4. Identification of the NFHS Authenticating Mark on Game Balls**

POINTS OF EMPHASIS

FLAGRANT AND UNSPORTSMANLIKE FOULS



- In high school football, flagrant fouls and unsportsmanlike fouls are serious rule violations that threaten player safety and the integrity of the game.
- Game officials must consistently penalize both flagrant and unsportsmanlike fouls to maintain control of the game.



FLAGRANT AND UNSPORTSMANLIKE FOULS



- Flagrant fouls are the most severe type of personal foul in high school football.
- A foul so severe or extreme that it places an opponent in danger of serious injury, and/or involves violations that are extremely or persistently vulgar or abusive conduct.
- These actions involve intentional, reckless or excessively violent behavior that shows a clear disregard for the safety of others. Examples include fighting, maliciously targeting the head or neck area, striking an opponent, or delivering a violent illegal blindside block or late hit.
- Disqualification if any foul is judged by the game official to be flagrant.

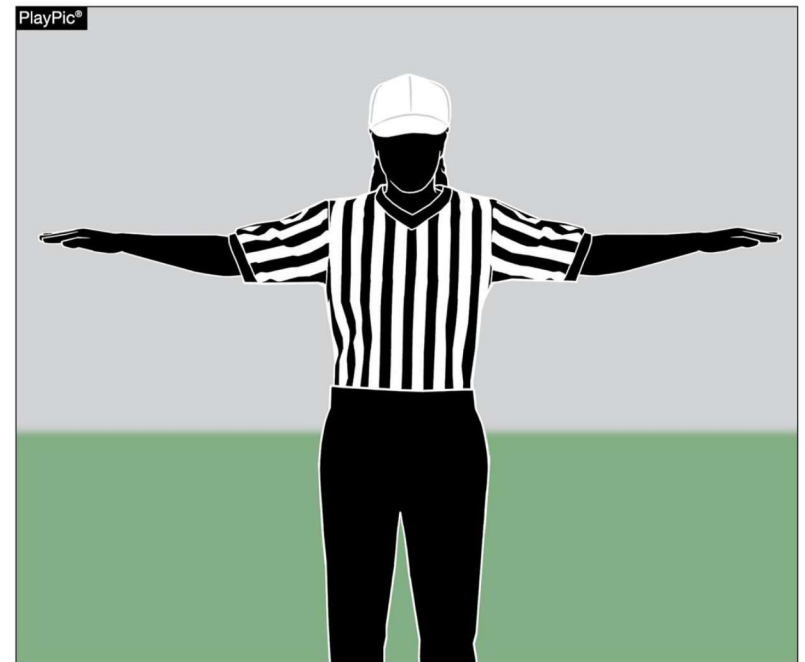


PERSONAL FOUL

FLAGRANT AND UNSPORTSMANLIKE FOULS



- Unsportsmanlike fouls are non-contact fouls that violate standards of fair play, respect and sportsmanship.
- Common examples include taunting, threatening gestures or posturing, racist comments, trash talking, excessive or choreographed celebrations, aggressively spiking, spinning or throwing the ball high into the air, using profanity, spitting, arguing with game officials, or throwing equipment.



UNSPORTSMANLIKE CONDUCT
NONCONTACT FOUL

HELPING THE RUNNER

- Illegally helping the runner to assist forward progress presents a risk of injury to the runner and others. The additional momentum to a particular offensive player, as opposed to the pile, swings the competitive balance toward the offense in a manner not intended by the rules.





HELPING THE RUNNER

- Although direct contact with the runner is illegal under NFHS rules, these types of plays are becoming more common in the high school game. As guardians of the game, it is imperative that all stakeholders work together to remove “illegally helping the runner” from our high school game.



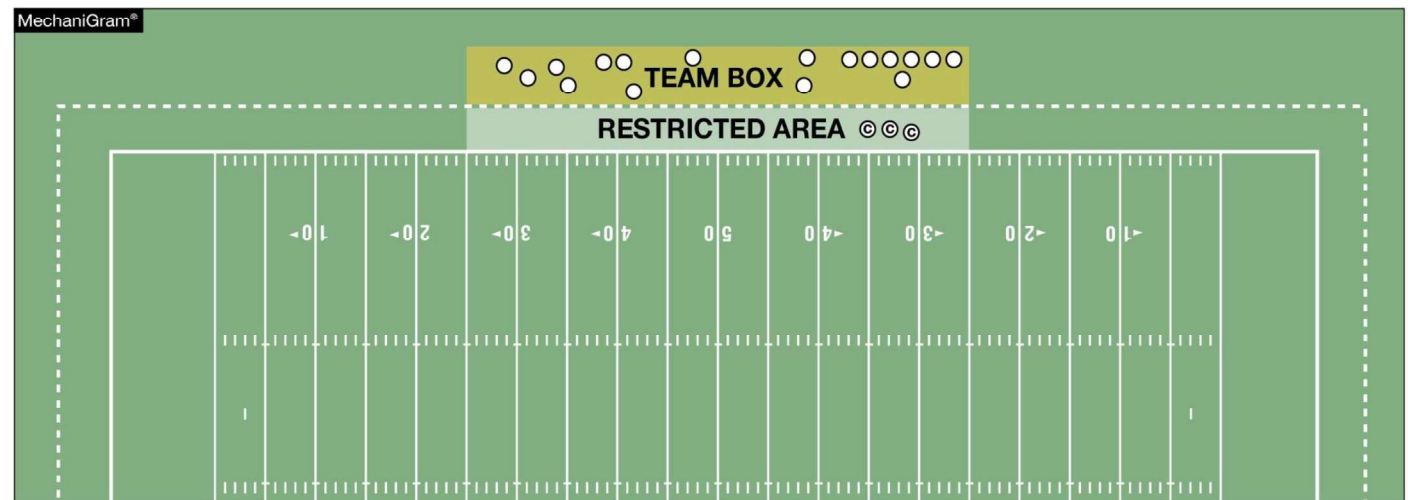
HELPING THE RUNNER

- Although a foul can occur on any play, game officials should especially be alert for this type of action on short-yardage plays near the goal line and line to gain. Remember, pushing the pile is legal; direct contact while pushing, pulling, lifting of the runner to assist forward progress is not.

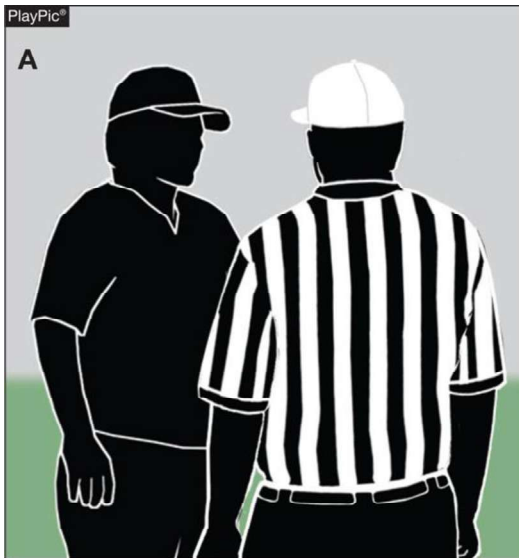
SIDELINE MANAGEMENT AND CONTROL



- Sideline management has become a recurring “point of emphasis” because it improves game safety. To minimize the risk of all involved, non-players must remain in their team box and out of any restricted areas, especially while the ball is live. The coaches’ area is a minimum of a 2-yard belt between the front of the team box and the sideline, and becomes the restricted area when the ball is live. A maximum of three coaches – and only coaches – may be in this area when the ball is dead between plays.

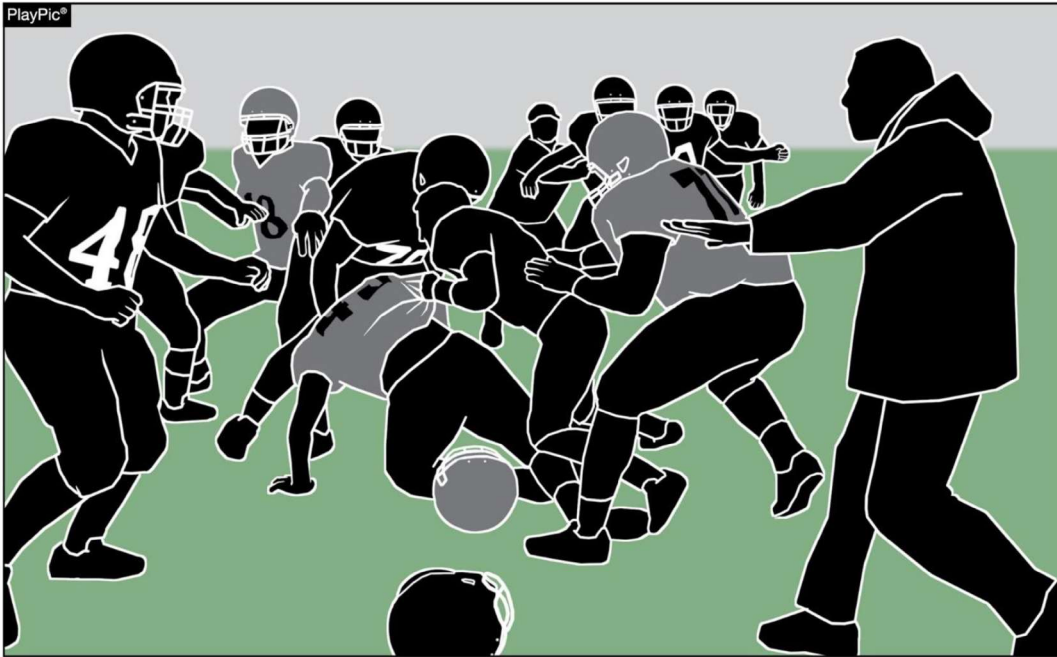


SIDELINE MANAGEMENT AND CONTROL



- Game officials are instructed to strictly enforce NFHS Football Rules when coaches or team personnel enter the field of play to dispute rulings or address game officials outside the coaching area.

SIDELINE MANAGEMENT AND CONTROL



- Sideline management and control promotes good sportsmanship and professionalism across all levels of play, and also prevents unnecessary delays and confrontations that can impact game flow and fairness.

POINTS OF EMPHASIS

IDENTIFICATION OF NFHS AUTHENTICATING MARK ON GAME BALLS

- The NFHS Authenticating Mark ensures easy identification of inflated and non-inflated balls used in interscholastic competition for which the NFHS writes playing rules. All such balls are required to display the NFHS Authenticating Mark.



NFHS Authenticating Mark Update



Old Logos

Current Logo



Specifications

- Do not use the NFHS Authenticating Mark without prior written approval from the NFHS
- This mark is for use of licensees only.

Minimum size

- **Inflatable Balls** - 2 ½" in length (Basketball, Football, Soccer, Volleyball, and Water Polo)
- **Non-Inflatable Balls** - 1 ¼" in length (Baseball, Field Hockey, Ice Hockey Puck, Lacrosse, and Softball)
- On a ball or puck, the NFHS mark may be smaller than manufacturer's logo, but should be placed in proximity to the manufacturer's name for easy identification. Allow enough space around the mark so it can be easily recognized as distinct and separate.
- Reproduce the mark only from the vector artwork provided on Direct Licensing Hub. Do not copy, scan art electronically or use as a template to redraw the symbol.

Note: If sizing or specifications do not work well in your particular design situation, contact K12 Licensing.

Football



Old Size



Current Size

