

FOOTBALL RULES SUMMARY

RULE 2 DEFINITIONS OF PLAYING TERMS

- * DEAD BALL IS A TERM TO INDICATE THAT THE BALL IS NOT IN PLAY. THE BALL IS DEAD DURING THE INTERVAL BETWEEN DOWNS.
- * LIVE BALL- A LIVE BALL IS A BALL IN PLAY. THE ONLY WAY TO GET A DEAD BALL TO BECOME LIVE IS (A) A LEGAL SNAP. (B) A FREE KICK. WHEN THE BALL IS LIVE A DOWN IS IN PROGRESS.
- * A LOOSE BALL-THIS IS A PASS, FUMBLE OR KICK. IT CAN ONLY TAKE PLACE WHILE THE BALL IS LIVE. A LOOSE BALL THAT HAS NOT TOUCHED THE GROUND IS IN FLIGHT. A LOOSE BALL THAT HAS TOUCHED THE GROUND HAS BEEN "GROUNDED". A LOOSE BALL CONTINUES TO BE A LOOSE BALL UNTIL (A) A PLAYER (NOT A SUBSTITUTE) SECURES POSSESSION OR (B) UNTIL IT BECOMES DEAD BY RULE.
- * BATTING- THIS IS AN INTENTIONAL ACT (BATTING CAN BE LEGAL) THAT IS THE ACT OF SLAPPING OR STRIKING THE BALL WITH THE ARM OR HAND.
- * BLOCKING- THIS IS OBSTRUCTING AN OPPONENT BY CONTACTING HIM WITH ANY PART OF THE BLOCK'S BODY. THERE ARE TWO TYPES OF LEGAL BLOCKING TECHNIQUES: (A) CLOSED OR CUPPED HAND (B) OPEN HAND
- * BLOCKING BELOW THE WAIST- THIS IS AN ILLEGAL TECHNIQUE (EXCEPT BY OFFENSIVE LINEMEN OR DEFENSIVE PLAYERS ON THE LINE AND IN THE FREE BLOCKING ZONE). THIS IS WHERE A PLAYER CONTACTS AN OPPONENT BELOW THE WAIST FROM THE FRONT OR THE SIDE WHEN THE OPPONENT HAS ONE OR BOTH FEET ON THE GROUND.
- * BUTT BLOCKING- THIS IS AN ILLEGAL TECHNIQUE WHEN A PLAYER USES THE FRONT, FACE MASK OR TOP OF THE HELMET AS THE PRIMARY POINT OF CONTACT.
- * CHOP BLOCK- THIS IS AN ILLEGAL BLOCK. IT CAN ONLY TAKE PLACE IN THE FREE BLOCKING ZONE. IT IS WHERE TEAMMATES COMBINE TO BLOCK AN OPPONENT. THE FIRST TEAMMATE MUST BE IN CONTACT WITH THE OPPONENT (HIGH OR LOW). THE SECOND TEAMMATE THEN CONTACTS THE OPPONENT AT OR BELOW THE KNEES WITH A DELAYED BLOCK. SIMULTANEOUS BLOCKS ARE NOT CHOP BLOCKS.

- * CATCH- THIS IS THE ACT BY A PLAYER OF GAINING POSSESSION OF A BALL IN FLIGHT (LOOSE BALL). TO BE CONSIDERED A CATCH THE PLAYER MUST COME DOWN INBOUNDS OR BE PREVENTED FROM COMING DOWN INBOUNDS BY AN OPPONENT. A LOOSE BALL CAN BE A PASS ,FUMBLE OR A KICK. CATCHING OF THE BALL IS ALWAYS PRECEDED BY TOUCHING. THUS IS TOUCHING THE BALL CAUSES THE BALL TO BECOME DEAD CATCHING THE BALL HAS NO SIGNIFICANCE.
- * A SIMULTANEOUS CATCH IS A CATCH INBOUNDS WHERE THERE IS JOINT POSSESSION BY TWO OPPONENTS. WHEN THIS HAPPENS THE BALL BECOMES DEAD IMMEDIATELY AND IT BELONGS TO THE OFFENSE OR THE RECEIVING TEAM.
- * CLIPPING-THIS IS AN ILLEGAL ACT (EXCEPT BY THE OFFENSE WHILE IN THE FREE BLOCKING ZONE) THAT IS DEFINED AS CHARGING OR FALLING INTO THE BACK OR ACROSS THE BACK OF THE LEGS OF AN OPPONENT WHO IS NOT A RUNNER OR PRETENDING TO BE A RUNNER. THE DEFENSE CAN ALSO BE GUILTY OF CLIPPING.
- * CONFERENCES-THERE ARE TWO TYPES OF AUTHORIZED CONFERENCES.
 - A) ANY NUMBER OF PLAYERS AND SUBSTITUTES AND ANY NUMBER OF COACHES DIRECTLY IN FRONT OF AND WITHIN THE NINE YARD SIDELINE MARKS.
 - B) NO MORE THAN 11 PLAYERS AND ONLY ONE COACH ON THE FIELD AND BETWEEN THE INBOUNDS MARKS (AT HIS TEAM'S HUDDLE).
 A CONFERENCE IS A MAXIMUM OF ONE MINUTE IN LENGTH. A LEGAL CONFERENCE CAN TAKE PLACE AFTER AN EXTRA POINT, A SAFETY, A FIELD GOAL, BETWEEN QUARTERS AND AFTER A TIME OUT.
- * ENCROACHMENT- THIS IS A PENALTY. IT IS WHEN A PLAYER IS ILLEGALLY IN THE NEUTRAL ZONE AFTER THE BALL HAS BEEN MARKED READY FOR PLAY AND UNTIL THE BALL IS SNAPPED. FOR AN ENTERING SUBSTITUTE, ENCROACHMENT RESTRICTIONS DO NOT BEGIN UNTIL THE SUBSTITUTE IS CONSIDERED A PLAYER AND HE IS ON HIS SIDE OF THE LINE OF SCRIMMAGE.

- * FAIR CATCH- THIS IS WHERE A RECEIVER GIVES UP HIS RIGHT TO ADVANCE A KICKED BALL FOR PROTECTION OF BEING BLOCKED OR TACKLED. SEVERAL THINGS TO CONSIDER FOR A FAIR CATCH:
 - A) FREE KICK- CAN ONLY BE MADE IN OR BEYOND THE NEUTRAL ZONE TO THE GOAL LINE.
 - B) SCRIMMAGE KICK- CAN ONLY BE MADE BEYOND THE NEUTRAL ZONE TO THE GOAL LINE.
 - C) THE SIGNAL HAS TO BE VALID.
 - D) ANYONE ON THE RECEIVING TEAM THAT GIVES A FAIR CATCH SIGNAL IS PROHIBITED FROM BLOCKING UNTIL THE KICK ENDS.
 - E) IF A FAIR CATCH SIGNAL IS GIVEN BY ANY MEMBER OF THE RECEIVING TEAM THE BALL CANNOT BE ADVANCED ONCE IT IS CAUGHT OR RECOVERED.
 - F) ONLY THE PLAYER GIVING A VALID SIGNAL CAN MAKE A FAIR CATCH.
 - G) ONCE A FAIR CATCH IS MADE THE RECEIVING TEAM MAY DESIGNATE WHERE IT WANTS TO SNAP THE BALL ON THE APPROPRIATE YARD LINE BETWEEN THE INBOUNDS MARKS.
- * FIELD AREA-
 - A) END ZONES-10 YARDS WIDE AND INCLUDES THE GOAL LINE.
 - B) FIELD OF PLAY- THE PLAYING AREA WITHIN THE BOUNDARY LINES AND DOES NOT INCLUDE THE END ZONES. THUS THE GOAL LINE IS NOT IN THE FIELD OF PLAY.
 - C)SIDE ZONES- THE AREAS BOUNDED BY THE SIDELINES AND THE INBOUNDS LINES.
- * FIGHTING-AUTOMATIC DISQUALIFICATION. IT IS AN ATTEMPT BY A PLAYER OR NONPLAYER TO STRIKE OR ENGAGE AN OPPONENT IN A COMBATIVE MANNER THAT IS UNRELATED TO FOOTBALL.
- * FIRST TOUCHING- THIS IS WHEN A MEMBER OF THE KICKING TEAM TOUCHES A KICKED BALL PRIOR TO IT'S BEING TOUCHED BY A MEMBER OF THE RECEIVING TEAM AND BEFORE THE BALL COMES TO REST. THE RECEIVING TEAM WILL HAVE THE RIGHT TO TAKE THE BALL AT THE SPOT OF FIRST TOUCHING (CAN BE MORE THAN ONE SPOT) UNLESS THEY FOUL DURING THE DOWN. ON A FREE KICK FIRST TOUCHING CAN ONLY TAKE PLACE IN THE 10 YARD NEUTRAL ZONE AREA. ON A SCRIMMAGE KICK FIRST TOUCHING CAN TAKE PLACE ANYWHERE BEYOND THE EXPANDED NEUTRAL ZONE AND WITHIN THE FIELD OF PLAY.

* FORCE- FORCE IS THE RESULT OF ENERGY EXERTED BY A PLAYER WHICH PROVIDES MOVEMENT OF THE BALL. FORCE IS ONLY A FACTOR IN CONNECTION WITH THE GOAL LINE AND ONLY IN ONE DIRECTION (FROM THE FIELD OF PLAY INTO THE END ZONE).

FORCE CAN RESULT FROM FIVE THINGS:

- A) SNAP
- B) CARRY
- C) PASS
- D) FUMBLE
- E) KICK

ONCE ONE OF THESE FIVE THINGS HAS TAKEN PLACE A NEW FORCE CAN ONLY BE APPLIED IF THE BALL HAS TOUCHED THE GROUND. A NEW FORCE CANNOT OCCUR ON A BALL IN FLIGHT. A NEW FORCE CAN BE ADDED BY A MUFF, FROM A BAT OR BY AN ILLEGAL KICK.

* FORMATIONS-

A) SCRIMMAGE FORMATION REQUIRES THAT SEVEN 'A' PLAYERS (OFFENSIVE) MUST BE ON THEIR LINE OF SCRIMMAGE AT THE SNAP.

B) SCRIMMAGE KICK FORMATION- ONE PLAYER A LEAST SEVEN YARDS BEHIND THE NEUTRAL ZONE AND IN POSITION TO RECEIVE THE SNAP. NO PLAYER MAY BE IN POSITION TO RECEIVE A HAND TO HAND SNAP FROM THE SNAPPER.

C) FREE KICK FORMATION- THIS IS USED FOR A FREE KICK DOWN. AFTER THE READY FOR PLAY SIGNAL AND UNTIL THE BALL IS KICKED:

1) ALL 'R' PLAYER MUST BE BEHIND THEIR FREE KICK LINE (THIS IS 10 YARDS FROM WHERE THE BALL IS KICKED).

2) ALL 'K' PLAYERS OTHER THAN THE KICKER AND HOLDER MUST BE BEHIND THEIR FREE KICK LINE.

*** FOULS- THIS IS AN INFRACTION OF THE RULES FOR WHICH A PENALTY IS PRESCRIBED.**

- 1) DEAD BALL- A FOUL THAT OCCURS AFTER A DOWN ENDED AND PRIOR TO THE BALL NEXT BEING LEGALLY SNAPPED OR FREE KICKED. (SUCCEEDING SPOT).
- 2) DOUBLE-ONE OR MORE LIVE BALL FOULS COMMITTED BY EACH TEAM IN WHICH THEY OFFSET (OTHER THAN UNSPORTSMANLIKE). DOWN WILL BE REPLAYED. (NO YARDAGE WILL BE MARKED OFF).
- 3) LIVE BALL-A FOUL WHICH OCCURS DURING A DOWN.
- 4) MULTIPLE-TWO OR MORE LIVE BALL FOULS COMMITTED BY THE SAME TEAM AT SUCH A TIME THAT THE OFFENDED TIME CAN CHOOSE BETWEEN THE FOULS. (THIS IS OTHER THAN UNSPORTSMANLIKE).
- 5) NONPLAYER OR UNSPORTSMANLIKE- A NONCONTACT FOUL THAT IS COMMITTED WHILE THE BALL IS DEAD OR DURING THE DOWN THAT IS NOT ILLEGAL PARTICIPATION AND DOES NOT INFLUENCE THE PLAY (SUCCEEDING SPOT).
- 6) PLAYER- A FOUL BY A PLAYER THAT IS NOT UNSPORTSMANLIKE.
- 7) POST SCRIMMAGE KICK- THIS IS A FOUL BY R. WHEN THE FOLLOWING CONDITIONS ARE MET, R MAY RETAIN POSSESSION OF THE BALL.
 - A) DURING A SCRIMMAGE KICK PLAY OTHER THAN A SUCCESSFUL FIELD GOAL OR TRY.
 - B) THE KICKED BALL CROSSES THE EXPANDED NEUTRAL ZONE.
 - C) THE FOUL OCCURS BEYOND THE EXPANDED NEUTRAL ZONE.
 - D) THE FOUL OCCURS BEFORE THE KICK ENDS
 - F) K DOES NOT HAVE POSSESSION OF THE BALL WHEN THE DOWN ENDS AND K WILL NOT BE THE NEXT TEAM TO PUT THE BALL IN PLAY.
- 8) SIMULTANEOUS WITH THE SNAP- AN ACT THAT BECOMES A FOULS WHEN THE BALL IS SNAPPED OR FREE KICKED
NO FOULS CAUSES A LIVE BALL TO BECOME DEAD.
NO FOUL CAUSES LOSS OF THE BALL.

- * FREE BLOCKING ZONE- THIS IS A RECTANGULAR ZONE WITH THE BALL AT ITS CENTER. THE ZONE IS 4 YARDS WIDE ON EACH SIDE OF THE BALL (8 YARDS TOTAL) AND 3 YARDS BEHIND EACH LINE OF SCRIMMAGE (6 YARDS TOTAL). THE FREE BLOCKING ZONE IS ESTABLISHED SO THAT DURING CLOSE LINE PLAY CERTAIN OTHERWISE ILLEGAL BLOCKING TECHNIQUES CAN BECOME LEGAL. THEY ARE:
 - A) BLOCKING BELOW THE WAIST- THIS CAN BE DONE BY THE OFFENSE OR THE DEFENSE. EACH PLAYER MUST BE ON THE LINE OF SCRIMMAGE.
 - B) CLIPPING- THIS CAN ONLY BE DONE LEGALLY BY THE OFFENSIVE LINEMEN.
 - C) BLOCKING IN THE BACK-THIS CAN ONLY BE DONE LEGALLY BY OFFENSIVE LINEMEN. AND AGAINST ANY DEFENSIVE PLAYER THAT IS IN THE ZONE AT THE SNAP.

FOR BLOCKING BELOW THE WAIST AND CLIPPING (LOW TYPE OF BLOCKS). BOTH THE OFFENSIVE AND DEFENSIVE PLAYERS MUST BE ON THE LINE OF SCRIMMAGE AT THE SNAP.

FOR BLOCKING IN THE BACK. THE OFFENSIVE PLAYER MUST BE ON THE LINE AT THE SNAP BUT THE DEFENSIVE PLAY MUST ONLY BE IN THE ZONE AT THE SNAP.

2) ALL PLAYERS MUST BE IN THE ZONE AT THE SNAP (FOR BLOCKING BELOW THE WAIST, CLIPPING AND BLOCKING IN THE BACK).

3) THE BLOCK ITSELF MUST OCCUR IN THE ZONE.

4) THE BALL MUST BE IN THE ZONE WHEN THE BLOCK TAKES PLACE.

- * FUMBLE- THIS IS WHEN A PLAYER LOSES POSSESSION OF A LIVE BALL OTHER THAN BY HANDING, PASSING OR A LEGAL KICK. AN ILLEGAL KICK IS TREATED THE SAME AS A FUMBLE.

- * HANDING- HANDING IS TRANSFERRING PLAYER POSSESSION OF THE BALL FROM ONE PLAYER TO THE NEXT WHILE THE FIRST PLAYER IS STILL IN CONTACT WITH THE BALL WHEN THE SECOND PLAYER TOUCHES THE BALL.

A) FORWARD HANDING- IS WHERE THE RUNNER RELEASES THE BALL WHEN THE ENTIRE BALL IS BEYOND THE YARD LINE WHERE THE RUNNER IS POSITIONED.

THIS IS ILLEGAL UNLESS IT IS DONE BEHIND THE LINE OF SCRIMMAGE.

B) BACKWARD HANDING- IS WHERE THE RUNNER RELEASES THE BALL WHEN ANY PART OF THE BALL IS ON OR BEHIND THE LINE WHERE THAT RUNNER IS POSITIONED. THIS IS LEGAL ANYWHERE ON THE FIELD.

- * HURDLING- THIS IS WHEN A PLAYER ATTEMPTS TO JUMP WITH ONE OR BOTH FEET OR KNEES FOREMOST OVER AN OPPONENT WHO IS CONTACTING THE GROUND WITH NO PART OF HIS BODY EXCEPT ONE OR BOTH FEET.
- * INTERCEPTION- THIS IS A CATCH OF AN OPPONENT'S PASS OR FUMBLE.
- * KICK- THIS IS INTENTIONALLY STRIKING OF THE BALL WITH THE KNEE, LOWER LEG OR FOOT.
- * A KICK IS A LOOSE BALL PLAY THAT BEGINS WITH THE SNAP OR FREE KICK AND ENDS WHEN A PLAYER GAINS POSSESSION OR THE BALL BECOMES DEAD.
- * A KICKOFF IS A FREE KICK THAT PUTS THE BALL IN PLAY TO START EACH HALF, AFTER A FIELD GOAL OR A TRY. YOU CAN USE A PLACE KICK OR DROP KICK FOR A KICKOFF.
- * DROP KICK- THIS IS A KICK THAT IS DONE BY DROPPING THE BALL TO THE GROUND AND KICKING IT AS IT RISES FROM THE GROUND. A DROP KICK CAN BE USED ANY TIME A KICK CAN BE MADE. A DROP KICK CAN BE USED TO SCORE A FIELD GOAL OR AN EXTRA POINT (IF POINTS CAN BE SCORED).
- * PLACE KICK- THIS IS A LEGAL KICK IN WHICH THE BALL IS HELD IN A FIXED POSITION ON THE GROUND OR A KICKING TEE (CANNOT BE ELEVATED MORE THAN 2"). A PLACE KICK CAN BE USED ANYTIME THAT A KICK IS MADE.
- * A PUNT IS A LEGAL KICK THAT IS MADE BY A PLAYER WHO DROPS THE BALL TOWARD THE GROUND AND KICKS IT PRIOR TO ITS REACHING THE GROUND. MOST PUNTS ARE MADE AS SCRIMMAGE KICKS. HOWEVER, A PUNT CAN BE MADE AS A FREE KICK AFTER A SAFETY. NO POINTS CAN BE SCORED VIA A PUNT.
- * AN ILLEGAL KICK IS INTENTIONALLY STRIKING THE BALL WITH THE KNEE, LOWER LEG OR FOOT WHICH DOES NOT COMPLY WITH THE RULES THAT MAKE A KICK LEGAL. AN ILLEGAL KICK IS TREATED AS A FUMBLE. AN ILLEGAL KICK CANNOT SCORE.
- * LINE OF SCRIMMAGE- IT'S A VERTICAL PLANE THROUGH THE POINT OF THE BALL NEAREST THE TEAM'S OWN GOAL LINE. THE LINE OF SCRIMMAGE IS DETERMINED WHEN THE BALL IS MARKED READY FOR PLAY AND REMAINS UNTIL THE BALL IS NEXT MARKED READY FOR PLAY.
- * A DEFENSIVE PLAYER IS ON HIS LINE OF SCRIMMAGE WHEN HE IS WITHIN ONE YARD OF HIS SCRIMMAGE LINE AT THE SNAP.

* AN OFFENSIVE LINEMAN IS ON HIS LINE OF SCRIMMAGE WHEN HE IS FACING HIS OPPONENT'S GOAL LINE WITH HIS SHOULDER PARALLEL TO THAT GOAL LINE AND HIS HEAD OR FOOT BREAK THE PLANE OF THE WAIST OF THE SNAPPER.

* **LINES:**

A) BOUNDARY- THE END LINES AND SIDELINES. THE ENTIRE LINE IS OUT OF BOUNDS.

B) END LINES- THE OUTER LIMITS OF EACH END ZONE.

C) GOAL LINE- A VERTICAL PLANE THAT SEPARATES THE FIELD OF PLAY FROM THE END ZONE. THE ENTIRE GOAL LINE IS IN THE END ZONE.

D) INBOUNDS LINE- A SERIES OF HASH MARKS THAT DIVIDE THE FIELD INTO THIRDS IN THE LENGTH DIRECTION.

* MUFF- IT IS THE TOUCHING OR ACCIDENTALLY KICKING OF A LOOSE BALL IN AN UNSUCCESSFUL ATTEMPT TO SECURE POSSESSION OF THE BALL.

* NEUTRAL ZONE-

A) FOR A FREE KICK THE NEUTRAL ZONE IS 10 YARDS WIDE. IT IS THE DISTANCE BETWEEN THE TWO FREE KICK LINES. A FAIR CATCH CAN BE MADE IN THE NEUTRAL ZONE DURING A FREE KICK DOWN.

B) FOR A SCRIMMAGE DOWN THE NEUTRAL ZONE IS THE WIDTH OF THE FOOTBALL. A FAIR CATCH CANNOT BE MADE IN THE NEUTRAL ZONE ON A SCRIMMAGE KICK DOWN.

THE NEUTRAL ZONE MAY BE EXPANDED UP TO TWO YARDS BEHIND THE DEFENSIVE LINE OF SCRIMMAGE (BUT NOT INTO THE END ZONE) DURING ANY SCRIMMAGE DOWN. THIS IS IMPORTANT DURING KICKS (BLOCKS OF LOW KICKS) AND FOR THE OFFENSIVE WHEN LINEMAN ARE PASS BLOCKING (THEY ARE NOT ILLEGALLY DOWNFIELD IF THEY ARE BLOCKING WITHIN THE EXPANDED NEUTRAL ZONE).

* OUT OF BOUNDS-

A) A PLAYER IS OUT OF BOUNDS WHEN HE IS TOUCHING ANYTHING OTHER THAN ANOTHER PLAYER OR GAME OFFICIAL THAT IS OUT OF BOUNDS.

B) A BALL IN PLAYER POSSESSION IS OUT OF BOUNDS WHEN THE RUNNER OR THE BALL TOUCHES ANYTHING OTHER THAN ANOTHER PLAYER OR GAME OFFICIAL THAT IS OUT OF BOUNDS.

C) A LOOSE BALL IS OUT OF BOUNDS WHEN IT TOUCHES ANYTHING THAT IS OUT OF BOUNDS (THIS INCLUDES A PLAYER OR GAME OFFICIAL).

* **PASSING-** THIS IS THROWING A BALL THAT IS IN PLAYER POSSESSION.

A) A FORWARD PASS IS A PASS WITH THE INITIAL DIRECTION OF THE BALL TOWARDS THE OPPONENTS END LINE. A FORWARD PASS HAS GONE BEYOND THE NEUTRAL ZONE IF AT ANYTIME DURING THE PASS THE ENTIRE BALL HAS GONE BEYOND THE NEUTRAL ZONE. (THIS IS IMPORTANT FOR PASS INTERFERENCE AND ILLEGAL DOWN FIELD CALLS). A FORWARD PASS END WHEN IT IS CAUGHT, TOUCHES THE GROUND OR GOES OUT OF BOUNDS.

B) A BACKWARDS PASS IS A PASS WHOSE INITIAL DIRECTION IS PARALLEL OR TOWARDS THE RUNNERS OWN GOAL LINE. A BACKWARDS PASS ENDS WHEN IT IS CAUGHT OR RECOVERED (IF GROUNDED) OR GOES OUT OF BOUNDS. IF A PASS IS RULED TO BE BACKWARDS IT IS NOT DEAD WHEN IT HITS THE GROUND.

* **PLAYER DESIGNATION-**

A) A PLAYER IS SOMEONE THAT IS IN THE GAME. HE CONTINUES TO BE A PLAYER UNTIL A SUBSTITUTE ENTERS THE FIELD AND INDICATES THAT HE IS TO LEAVE THE FIELD OR UNTIL THE SUBSTITUTE BECOMES A PLAYER.

B) A BACK IS SOMEONE THAT IS NOT ON THE OFFENSIVE LINE OF SCRIMMAGE (A BACK (OTHER THAN THE PLAYER UNDER THE SNAPPER) CANNOT HAVE ANY OF HIS BODY BREAKING THE PLANE OF THE NEAREST TEAMMATE THAT IS LEGALLY ON THE LINE OF SCRIMMAGE).

C) A DISQUALIFIED PLAYER IS A PLAYER BARRED FROM FURTHER PARTICIPATION.

D) A KICKER IS A PLAYER THAT LEGALLY KICKS THE BALL. HE CONTINUES TO BE A KICKER UNTIL HE HAS HAD REASONABLE OPPORTUNITY TO REGAIN HIS BALANCE, HAS ADVANCED 5 YARDS BEYOND HIS FREE KICK LINE OR THE KICK HAS TOUCHED THE GROUND OR ANOTHER PLAYER. TO BE A KICKER THE PLAYER MUST MAKE CONTACT WITH THE BALL WITH HIS KNEE, LOWER LEG OR FOOT.

E) A NONPLAYER IS ANYONE (COACH, TRAINER, SUBSTITUTE..) THAT IS NOT IN THE GAME NOR SOMEONE THAT INFLUENCES A PLAY BY TOUCHING THE BALL OR HINDERING AN OPPONENT.

F) A PASSER IS A PLAYER THAT THROWS A FORWARD PASS. HE CONTINUES TO BE A PASSER UNTIL THE PASS ENDS OR UNTIL HE MOVES TO PARTICIPATE IN THE PLAY.

G) A RUNNER IS A PLAYER IN POSSESSION OF A LIVE BALL OR PRETENDING TO BE IN POSSESSION.

H) A SNAPPER IS SOMEONE THAT SNAPS THE BALL. IN SCRIMMAGE KICK FORMATION A SNAPPER REMAINS A SNAPPER UNTIL HE HAS REASONABLE OPPORTUNITY TO REGAIN HIS BALANCE AND PROTECT HIMSELF OR UNTIL HE BLOCKS OR OTHERWISE PARTICIPATES IN THE PLAY.

I) A SUBSTITUTE IS A TEAM MEMBER WHO MAY REPLACE A PLAYER OR FILL A PLAYER VACANCY. A SUBSTITUTE BECOMES A PLAYER WHEN:

- 1) HE ENTER THE FIELD AND COMMUNICATES WITH A TEAMMATE OR AN OFFICIAL
- 2) HE ENTER THE HUDDLE
- 3) IS POSITIONED IN A FORMATION
- 4) PARTICIPATES IN A PLAY

A SUBSTITUTE ENTERING TO FILL A PLAYER VACANCY IS NOT CONSIDERED TO BE A PLAYER UNTIL HE IS ON HIS TEAM'S SIDE OF THE NEUTRAL ZONE.

* PENALTY ENFORCEMENT- THERE ARE THREE TYPES OF PLAYS FOR PENALTY ENFORCEMENT PURPOSES. THEY ARE AS FOLLOWS:

1) LOOSE BALL PLAY- THIS INCLUDES ACTION THAT OCCURS DURING:

A) A FREE KICK OR A SCRIMMAGE KICK-OTHER THAN POST SCRIMMAGE KICK.

B) A LEGAL FORWARD PASS

C) A BACKWARDS PASS (INCLUDING A SNAP) AN ILLEGAL KICK OR FUMBLE BY 'A' FROM IN OR BEHIND THE NEUTRAL ZONE AND PRIOR TO A CHANGE OF TEAM POSSESSION.

D) THE RUN OR RUNS WHICH PRECEDES SUCH LEGAL OR ILLEGAL KICKS, LEGAL FORWARD PASS, BACKWARD PASS OR FUMBLE.

ON ALL LOOSE BALL PLAYS THE BASIC SPOT FOR PENALTY ENFORCEMENT IS THE PREVIOUS SPOT (THIS IS WHERE THE BALL WAS LAST SNAPPED OR FREE KICKED).

2) RUNNING PLAY-ANY ACTION NOT INCLUDED IN A LOOSE BALL PLAY. ON ALL RUNNING PLAYS THE BASIC SPOT FOR PENALTY ENFORCEMENT IS THE END OF THE RUN.

3) POST SCRIMMAGE KICK: FOULS BY R WHEN CERTAIN CONDITIONS ARE MET.

(THE KICKED BALL MUST GO BEYOND THE EXPANDED NEUTRAL ZONE, THE FOUL MUST BE BEYOND THE EXPANDED NEUTRAL ZONE AND BEFORE THE KICK HAS ENDED. TEAM K IS NOT IN POSSESSION OF THE BALL WHEN THE DOWN ENDS). BASIC ENFORCEMENT SPOT FOR PSK IS WHERE THE KICK ENDS.

FOR PENALTY ENFORCEMENT ALL PENALTIES THAT TAKE PLACE DURING A DOWN ARE ENFORCED FROM THE BASIC SPOT WITH THE EXCEPTION OF ONE. THIS IS KNOWN AS THE "ALL BUT ONE ENFORCEMENT PRINCIPLE". THE ONE FOUL THAT IS NOT PENALIZED FROM THE BASIC SPOT IS: A FOUL BY THE OFFENSE THAT IS BEHIND THE BASIC SPOT.

- * POSSESSION- A LIVE BALL IS ALWAYS IN POSSESSION OF A TEAM. A LIVE BALL IS IN POSSESSION OF A PLAYER OR IT IS LOOSE.
- * READY FOR PLAY- THIS IS A SIGNAL BY THE REFEREE THAT THE BALL MAY BE PUT INTO PLAY BY A SNAP OR FREE KICK. ONCE THE READY FOR PLAY SIGNAL HAS BEEN GIVEN IT MUST BE SNAPPED OR FREE KICKED WITHIN 25 SECONDS.
- * RECOVERY- THIS IS THE ACT OF GAINING POSSESSION OF A LIVE BALL ONCE THE BALL HAS HIT THE GROUND.
- * SCRIMMAGE- THIS IS ACTION BY TWO TEAM DURING A DOWN THAT BEGINS WITH A SNAP. (THUS A FREE KICK DOWN IS NOT A SCRIMMAGE DOWN).
- * SHIFT- THE ACTION OF ONE OR MORE OFFENSIVE PLAYERS WHO, AFTER A HUDDLE OR AFTER TAKING A SET POSITION MOVE TO A NEW SET POSITION BEFORE THE ENSUING SNAP.
- * SNAP- THE ACT OF PASSING OR HANDING THE BALL FROM ITS POSITION ON THE GROUND. THE ACTION MUST BE BACKWARDS AND IT MUST BE A QUICK AND CONTINUOUS MOTION. THE SNAP BEGINS WHEN THE SNAPPER FIRST MOVES THE BALL LEGALLY. THE SNAP ENDS WHEN IT TOUCHES THE GROUND OR ANY PLAYER. ALSO, FOR A SNAP TO BE LEGAL IT MUST TOUCH THE GROUND OR A BACK PRIOR TO TOUCHING A TEAM 'A' LINEMAN.
- * SPOTS-
 - A) ENFORCEMENT SPOT- THIS IS THE SPOT FROM WHICH A PENALTY IS ENFORCED.
 - B) DEAD BALL SPOT- THE SPOT UNDER THE FOREMOST POINT OF THE BALL WHEN THE BALL BECAME DEAD.
 - C) PREVIOUS SPOT- THE SPOT WHERE THE BALL WAS LAST SNAPPED OR FREE KICKED.
 - D) SUCCEEDING SPOT- THE SPOT WHERE THE BALL WOULD NEXT BE SNAPPED OR FREE KICKED IF A FOUL HAD NOT OCCURRED.
- * TACKLING- THIS IS THE USE OF THE HANDS, ARMS, LEGS OR THE BODY BY A DEFENSIVE PLAYER TO HOLD A RUNNER OR BRING HIM TO THE GROUND.

- * TOUCHING- THIS IS ANY CONTACT MADE WITH THE BALL. TOUCHING ALWAYS PRECEDES CATCHING. IF A BALL TOUCHES AN OFFICIAL IN THE FIELD OF PLAY IT IS IGNORED.
- * TRIPPING- THIS IS AN ILLEGAL ACT, IT IS THE USE OF THE LOWER LEG OR FOOT TO OBSTRUCT AN OPPONENT BELOW THE OPPONENTS KNEE. TRIPPING CAN ONLY TAKE PLACE AGAINST AN OPPONENT THAT IS NOT A RUNNER OR PRETENDING TO BE A RUNNER.