

Topics Covered Tonight

- Timing Factors (3.4 & 3.5)
- Status of the ball (2.1, 2.34, 4.1 & 4.2)
- Illegal kicking and batting (2.2, 2.24.9, 9.7)
- Types of plays for Penalty Enforcement (2.33, 10.3)

Rule 3.4 STARTING AND STOPPING THE GAME CLOCK

ART. 1 . . . The game clock shall start for a period:

- a. If a period begins with a free kick when the kick is touched, other than first touching by K. (any touching by R and any touching by K other than 1st touching starts the clock)
- b. If a period begins with a snap, when the ball is legally snapped.

K pooch kicks the ball high and short on the opening KO. No R player is close to the ball. K1 runs down the field and is able to muff the ball in flight at the R45 yard line. The ball rolls to the R35 before R1 recovers and is immediately down.

Should the game clock show 12:00?

NO.

Some time should have run off the game clock. K was first to touch the ball, but it was not first touching. It is also not legal touching because it is kick catch interference.

SECTION 3.4 STARTING AND STOPPING THE GAME CLOCK

ART. 2 . . . The game clock shall start with **the ready-for-play** signal on a down beginning with a snap if the game clock was stopped for any reason other than specified in Rule 3-4-3 or an untimed down:

- a. For an official's time-out, other than when B is awarded a new series or either team is awarded a new series following a legal kick.
- b. Because the ball has become dead following any foul provided:
 1. There has been no charged time-out during the dead-ball interval.
 2. The down is not an extension of a period or a try.
 3. The action which caused the down to end did not also cause the game clock to be stopped. **(ART 4- d, e, f, g or h)**
- c. Because of an inadvertent whistle, unless B or R is in possession at the time of the IW during a running play and chooses to accept the result of the play.

SECTION 3.4 STARTING AND STOPPING THE GAME CLOCK

ART. 3 . . . The game clock shall start with the **snap** or when any free kick is touched, other than first touching by K, if the clock was stopped because:

- a. The ball goes out of bounds.
- b. B or R is awarded a new series.
- c. Either team is awarded a new series following a legal kick.
- d. The ball becomes dead behind the goal line.
- e. A legal or illegal forward pass is incomplete.
- f. A request for a charged or TV/radio time-out is granted.
- g. A period ends.
- h. A team attempts to consume time illegally.
- i. The penalty for a delay of game foul is accepted.
- j. A fair catch is made.

SECTION 3.4 STARTING AND STOPPING THE GAME CLOCK

ART. 4 . . . The game clock shall be stopped when:

- a. The down ends following a foul.
- b. An official's time-out is taken.
- c. A charged or TV/radio time-out is granted.
- d. The period ends.**
- e. The ball is out of bounds.**
- f. A legal or illegal forward pass is incomplete.**
- g. A score or touchback occurs.**
- h. A fair catch is made.**
- i. An inadvertent whistle is sounded.
- j. Airborne receiver is carried out of bounds, unless carried backwards and his forward progress is stopped inbounds.

From 3.4.2....game clock begins at the ready for play.....

b. Because the ball has become dead following any foul provided:

1. There has been no charged time-out during the dead-ball interval.
2. The down is not an extension of a period or a try.
3. The action which caused the down to end did not also cause the game clock to be stopped.

(ART 4- d, e, f, g or h)

SECTION 3.4 STARTING AND STOPPING THE GAME CLOCK

We may as well read the last 4 articles...

3.4.5 The game clock shall not start on first touching by K

(applies to a free kick)

3.4.6 When a team attempts to conserve or consume time illegally, the referee shall order the game or play clock started or stopped.

(R can start clock on the ready)

3.4.7 When the penalty is accepted with less than two minutes remaining in either half, the offended team will have the option to start the game clock on the snap.

3.4.8 The referee shall have the authority to correct obvious errors in timing by the game clock if discovery is prior to the second live ball following the error, **unless the period has officially ended as in 3-3-5.**

Whew! Lets take a break...

True or False

As a result of a coach-referee conference that follows a running play that ends inbounds, if the referee is in error, the clock will start with the ready for play signal.

True. Set the play clock to 25 seconds.

True or False

B22 intercepts a pass, then fumbles during the return and A77 recovers the ball inbounds, the clock starts on the snap.

False.

Section 3.6 **Play Clock**, Ball Ready for Play and Delay

The Play Clock

25 seconds on the play clock and start on the ready-for-play chop when:

- a. Prior to try following a score
- b. To start a period or OT series
- c. Following administration of an IW
- d. Following a charged TO
- e. **Following an official's TO (except for after a first down)**
- f. Following the stoppage of the play clock for any other reason

If it is not one of these situations above, the play clock is set to 40 seconds after the previous down ends and starts when the ball is declared dead by the game official. **2020 rule change: If an official's TO is taken for defensive player equipment repair or a defensive player injury, the play clock will be set to 40.**

****this rules applies anytime, not just in the last few minutes of a half****

Section 3.6 Play Clock, **Ball Ready for Play** and Delay

Ball Ready for Play

The ball is ready for play:

1. When the ball has been placed for a down and the referee marks the ball ready (by chop). See the 6 scenarios for a 25 second play clock.

2. Starting immediately after the ball has been ruled dead by a game official after a down, and the ball has been placed on the ground by the game official, and the game official has stepped away to position.

#1 is easy, but number #2 needs to be discussed in the pre-game conference to make sure everyone is on the same page:

- a. Some referees want to make eye contact with umpire before he moves away
- b. On long plays the official on the ball needs to stay on ball until relieved by umpire
- c. On first downs umpire should stay on ball until box is set and others are ready
- d. What is the procedure when time is running down to end a half

Section 3.6 Play Clock, Ball Ready for Play and **Delay**

Delay of Game

3.6.2 Action or inaction which prevents promptness in putting the ball in play is delay of game. This includes:

1. Failure to snap of free kick prior to the expiration of the 25- or 40-second play clock.
2. Unnecessarily carrying the ball after it has become dead.
3. A coach-referee conference after all permissible charged time-outs for the coach's team have been used, and no change in the ruling is made.
4. Snapping or free kicking the ball before it is ready for play.
5. Any other conduct which unduly prolongs the game.
6. Failure to unpile from an opponent in a timely manner.

3.6.3 A team shall play within two minutes after being ordered to do so by the referee. **(The ultimate delay of game!)**

3.6.4 Game management is responsible for clearing the field of play and the end zones at the beginning of each half so play may begin at the scheduled time. **(Not unsportsmanlike charged to the coach)**

Pop Quiz!

True or False

Failure to properly wear required equipment when the snap is imminent is a delay of game foul.

False. This was changed a couple of years ago. Stop the game and send the player off for one play.

Status of the ball

A few quick definitions (that always seem to show up on the test!):

Rule 2.1 Status of the ball

1. A dead ball is a ball not in play. The ball is dead during the interval between downs.
2. A live ball is a ball in play. A ball becomes live when the ball has been legally snapped or free kicked and a down is in progress.
3. A loose ball is a pass, fumble or a kick. A loose ball which has not yet touched the ground is in flight. A grounded loose ball is one which has touched the ground. Any loose ball continues to be a loose ball until a player secures possession of it or until it becomes dead by rule, whichever comes first.

Status of the Ball

Possession (2.34)

1. A ball in player possession is a live ball held or controlled by a player after it has been handed or snapped to him, or after he has caught or recovered it.
2. A ball in team possession is a live ball which is in player possession or one which is loose following loss of such player possession. **A live ball is always in the possession of a team.**
3. A change of possession occurs when the opponent gains player possession during the down.

Section 4.1 Putting ball in Play

A Free Kick is one of two ways to make a dead ball live. The following are times when a free kick is to be made:

- 1) for a kickoff to start each half.
- 2) for a kickoff after a try or after a made field goal.
- 3) after a safety
- 4) when a free kick is chosen following a fair catch or awarded fair catch.
- 5) when the down following a fair catch or awarded fair catch is to be replayed and a free kick is chosen.
- 6) when any free kick down is to be replayed.

A legal snap is the other way to make a dead ball live.

Snap or Free kick must be **between hash marks**.

Section 4.1 Putting ball in Play

The ball remains dead (it does not become live) if any of the following occur:

- 1) The ball is snapped or free kicked prior to it being marked ready for play.
- 2) There is an illegal snap or other snap infraction.
- 3) A dead ball foul.

Section 2 ART 1

A game official indicates the ball remains dead by sounding his whistle immediately when a dead ball foul occurs.

Section 4.2 DEAD BALL

ART 2 The ball becomes dead and a down is ended when:

- a) When the runner goes out of bounds. When the runners forward progress is stopped. When any part of the runners body other than his hand or foot touches the ground.

Exception: if at the snap a placekick holder has a knee(s) on the ground and there is a teammate in kicking position and one of the following occurs:

- 1) catches or recovers the snap while the knee is on the ground and places the ball for a kick or rises to advance, hand, kick or pass.
- 2) rises and catches an errant snap and immediately returns the knee(s) to the ground and places the ball for a kick or rises to advance, hand, kick or pass.

NOTE About holder muffs or fumbles the snap and returns to the ground

- b) When a live ball goes out of bounds.

Section 4.2 DEAD BALL

- c) When a legal or illegal forward pass is incomplete or if there is a simultaneous catch/recovery of a loose ball by opposing players.
- d) When any legal free kick or scrimmage kick that is not a scoring attempt breaks the plane of R's goal line. A kick that is a scoring attempt touches a K player in R's end zone or after breaking the plane of R's goal line has apparently failed.
 - Exception: Scoring kick attempt touches an upright, crossbar, game official, or R player in the end zone and caroms through, the touching is ignored.
- e) When any loose ball:
 - 1) Is simultaneously caught or recovered by opposing players (this includes an illegal pass).
 - 2) is on the ground motionless and no player attempts to secure possession of the ball.
 - 3) Touches or is touched by anything inbounds that is not a player, a substitute, a replaced player, an official, authorized equipment or the ground (example: a dog). If this happens the play is treated as an inadvertent whistle.

Section 4.2 DEAD BALL

- f) When the kickers catch or recover any free kick anywhere or scrimmage kick beyond the neutral zone and when the kickers are the first to touch a scrimmage kick beyond the neutral zone and between the goal lines that has come to rest.
- g) Following a valid or invalid fair catch signal by the receiving team, when any member of the receiving team catches or recovers the ball.
- h) When any score occurs.
- i) On a try, when the kick fails or B gains possession
- j) For an IW
- k) When helmet comes completely off the runner
- l) If prosthetic limb comes completely off the runner

Section 4.3 Dead Ball – Inadvertent Whistle (IW)

An IW ends the down. If during a run, GET A BEAN BAG DOWN!!

If a live-ball penalty occurs during a play and before the IW and is accepted, the penalty can be administered from the basic spot and the IW can be ignored. Otherwise, IW's are administered as follows:

The down is replayed if an IW sounds while a legal forward pass or snap is in flight, or during a legal kick. *****first touching of a kick cannot negate the replay, even if it occurs before the IW*****

The team last in possession may choose to put the ball in play where possession was lost or replay the down if the IW sounded while the ball is loose following a backward pass, fumble, illegal forward pass or illegal kick

The team in possession may choose to take the results of the play at the dead ball spot or replay the down if the IW sounded while the ball is in player possession.

IW's extend periods regardless of the choice made.

A couple of questions....

True or False

A place kick holder must rise and lift his knee(s) off the ground in order to throw a **backwards** pass.

True

True or False

If an inadvertent whistle sounds but a penalty is accepted for a foul which occurred prior to the whistle, the inadvertent whistle is ignored.

True (the bail out!)

Illegal Batting and Illegal Kicking

Batting is **intentionally** slapping or striking the ball with the arm or hand.

A kick is the **intentional** striking of the ball with the knee, lower leg or foot.

No player shall intentionally kick the ball other than as a free or scrimmage kick.

No player shall bat a loose ball other than a pass or a fumble in flight, or a low scrimmage kick in flight which he is attempting to block in or behind the expanded neutral zone.

EXCEPTION: A K player may bat toward his own goal line a grounded scrimmage kick which is beyond the neutral zone and may also bat toward his own goal line a scrimmage kick in flight beyond the neutral zone, if no R player is in position to catch the ball

Any pass in flight may be batted in any direction, by an eligible receiver unless it is a backward pass batted forward by the passing team.

A ball in player possession shall not be batted forward by a player of the team in possession.

Illegal Batting and Illegal Kicking

Three things I try to remember:

1. No one can bat a ball during a free kick.
2. The only time a grounded loose ball can be batted is during a scrimmage kick by a K player, and it has to be batted towards his goal.
3. During non-kicking scrimmage downs, B players can bat any loose ball in flight.

if B gains possession during the down, B cannot bat a backwards pass forward

If an illegal bat or kick occurs, the ball retains the same status as before the act occurred. A pass, if illegally batted by an offensive lineman, is still a pass. A fumble, if illegally kicked, is still a fumble.

PENALTY: Illegal kicking or batting (Arts. 1, 2, 3, 4) – (S31) – 10 yards.)
(changed in 2019)

A couple of scenarios for your consideration.

True or False

B74 is attempting to “scoop and score” on a fumble. During his attempt, he kicks the ball away from himself and player A14, and it is recovered by B10. B74 has not illegally kicked the ball and the play stands.

True. B74 did not **intentionally** kick the ball.

True or False

After an onside kick has traveled 10 yards and touched the ground, it is legal for K52 to bat the ball back towards the field of play to prevent it from going out of bounds.

False. A free kick cannot be batted.

Types of Plays for Penalty Enforcement

Football Fundamentals – Section IX (Fouls).

#6

While it is possible to have several running plays during a down, with each one having its own basic spot for penalty enforcement, there can only be one loose-ball play during a down.

Types of Plays for Penalty Enforcement

Rule 2.33 Plays – For Penalty Enforcement

Article 1: A loose-ball play is action during:

1. A free or scrimmage kick (other than PSK)
2. A legal forward pass
3. A backward pass (including the snap), an illegal kick or fumble made by A from in or behind the neutral zone prior to a change in team possession.
4. The run or runs which precedes such legal or illegal kick, legal forward pass, backward pass or fumble.

Article 2: A running play is any action not included Article 1.

On loose-ball plays the basic spot is the previous spot.
(there are exceptions: PSK fouls, roughing the passer)

On running plays the basic spot is where the related run ends for fouls that occurs during that run.

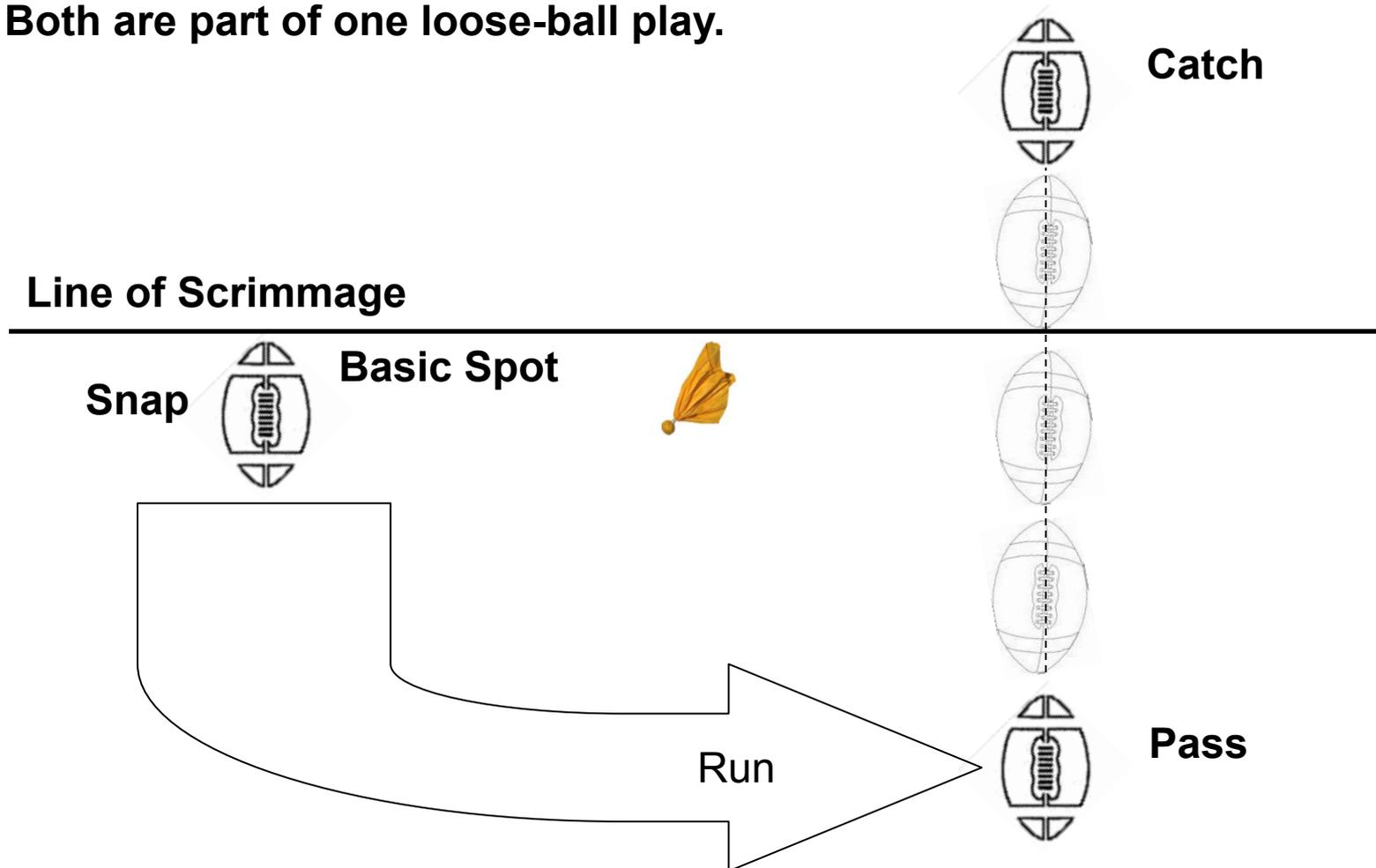
It is critical that we can tell the referee if a foul occurred during the loose-ball play or during a specific running play if there are several.

Just as important that we have the end of all running plays marked with a bean bag.

Loose-Ball Play (Pass)

Graphics from the Redding Study Guide and enhanced by Chuck Cauthen

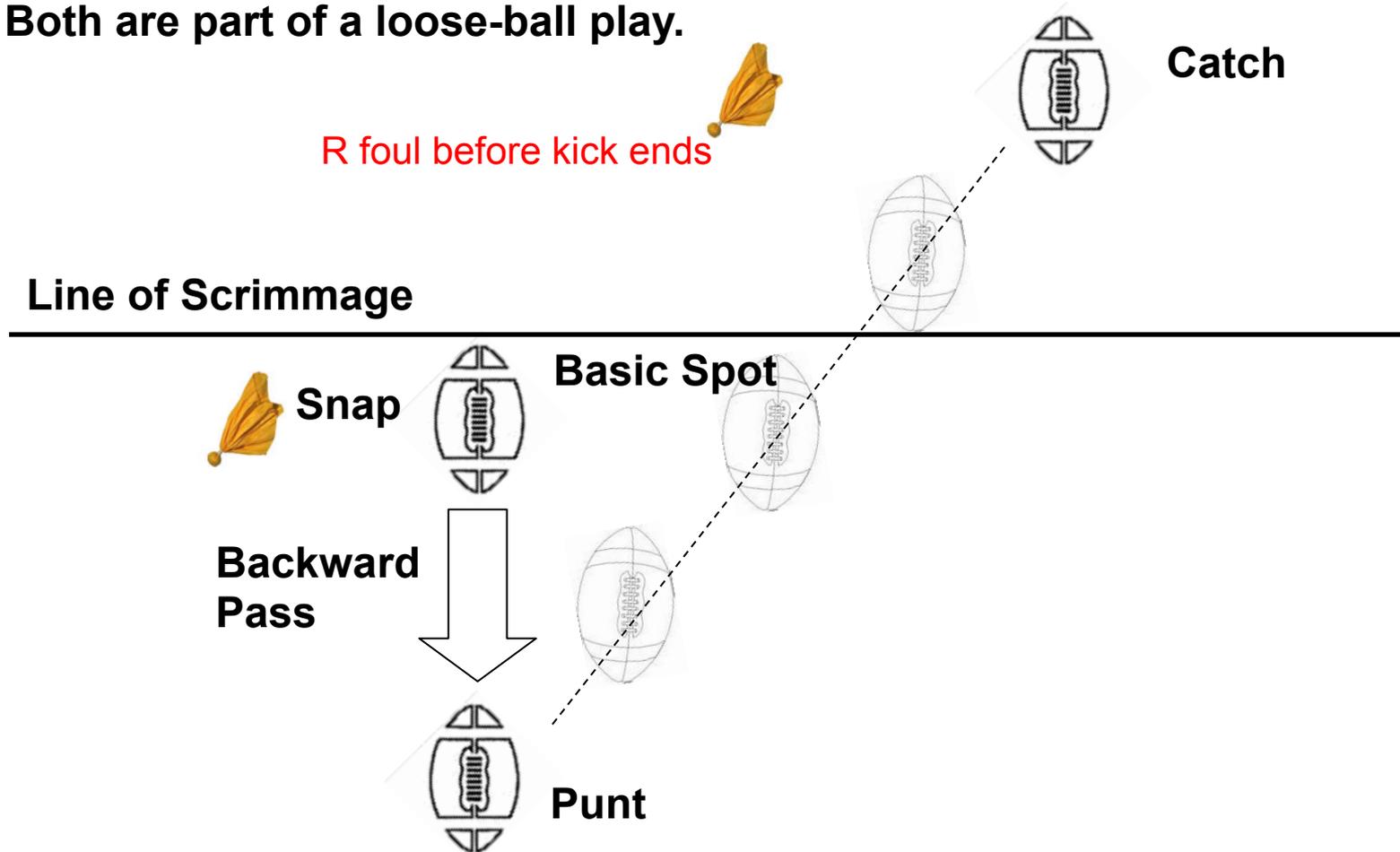
**A run followed by a legal forward pass.
Both are part of one loose-ball play.**



Loose-Ball Play (Punt)

Graphics from the Redding Study Guide and enhanced by Chuck Cauthen

**A backward pass followed by a scrimmage kick.
Both are part of a loose-ball play.**

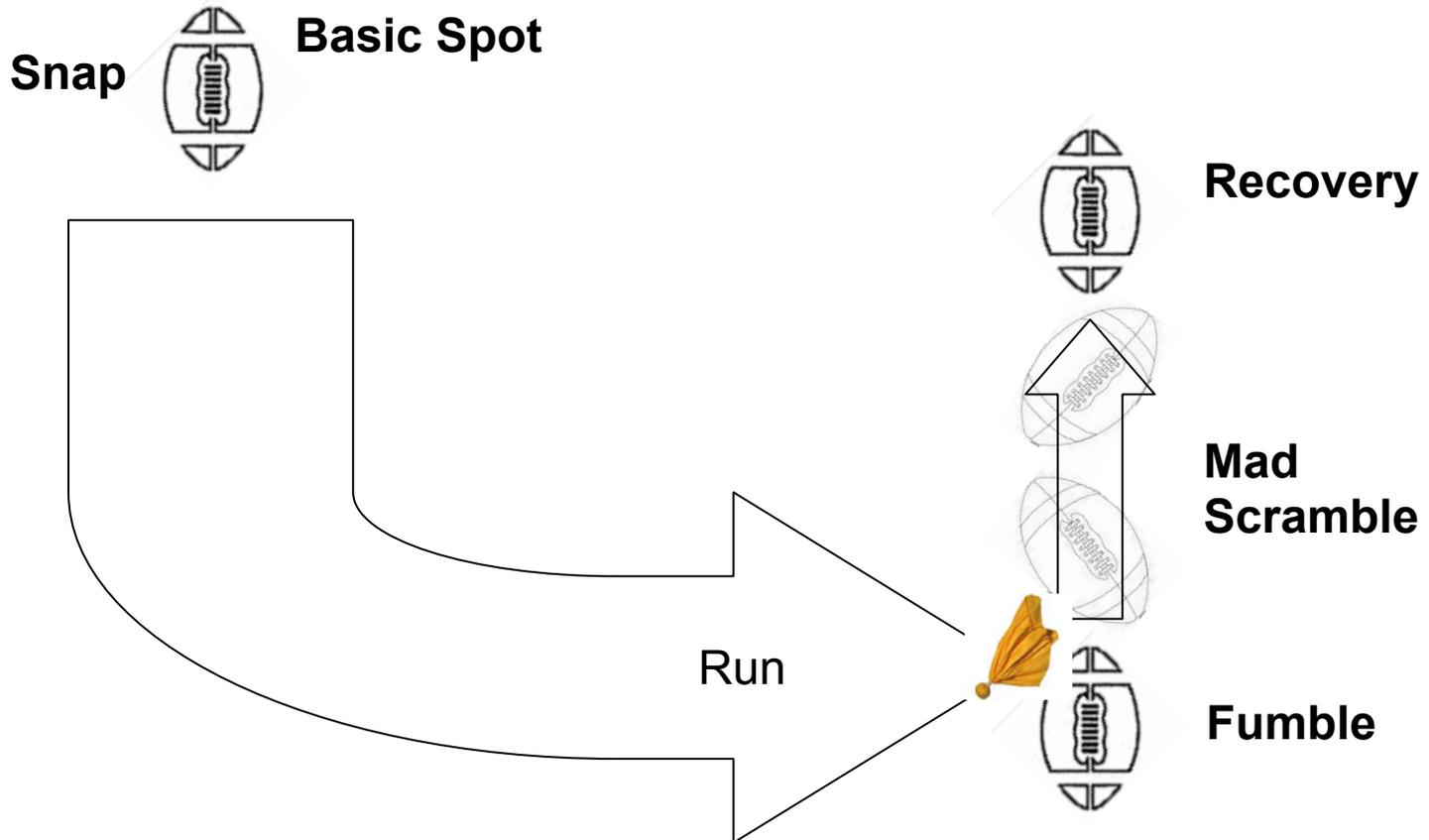


Loose-Ball Play (Fumble Behind)

Graphics from the Redding Study Guide and enhanced by Chuck Cauthen

**A run followed by a fumble behind the neutral zone.
Both are part of a loose-ball play.**

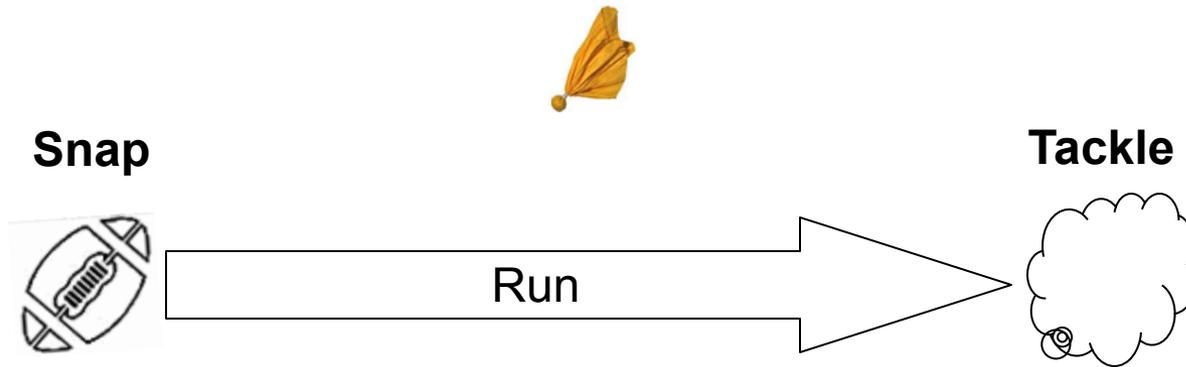
Line of Scrimmage



Running Play

Graphics from the Redding Study Guide and enhanced by Chuck Cauthen

A player takes the snap and runs with it until tackled.
It does not matter whether the run ends beyond or behind the neutral zone.



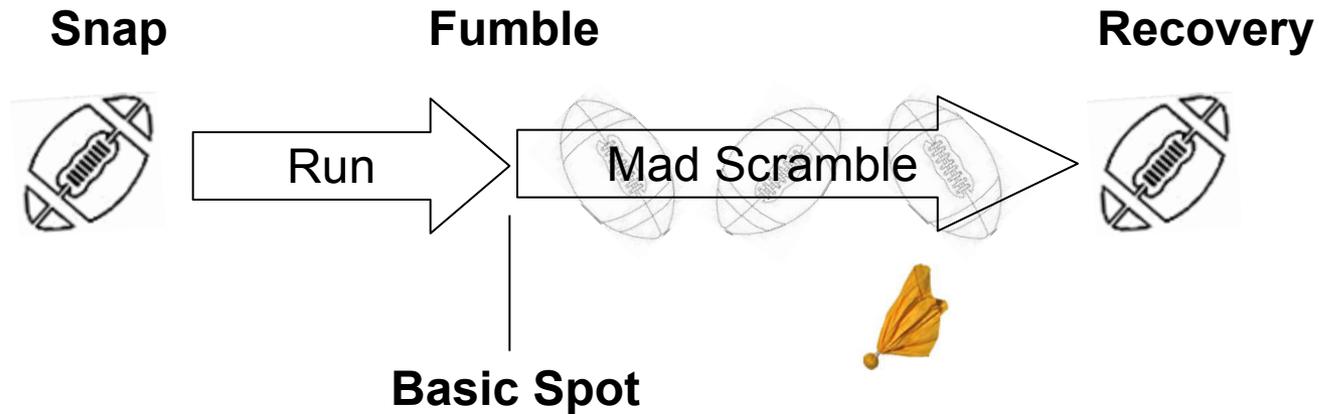
Running Play (Fumble Beyond)

Graphics from the Redding Study Guide and enhanced by Chuck Cauthen

There is only one run on this play.

The mad scramble is part of the running play.

Consequently, the basic spot for any foul that occurs during the mad scramble is the spot of the fumble.



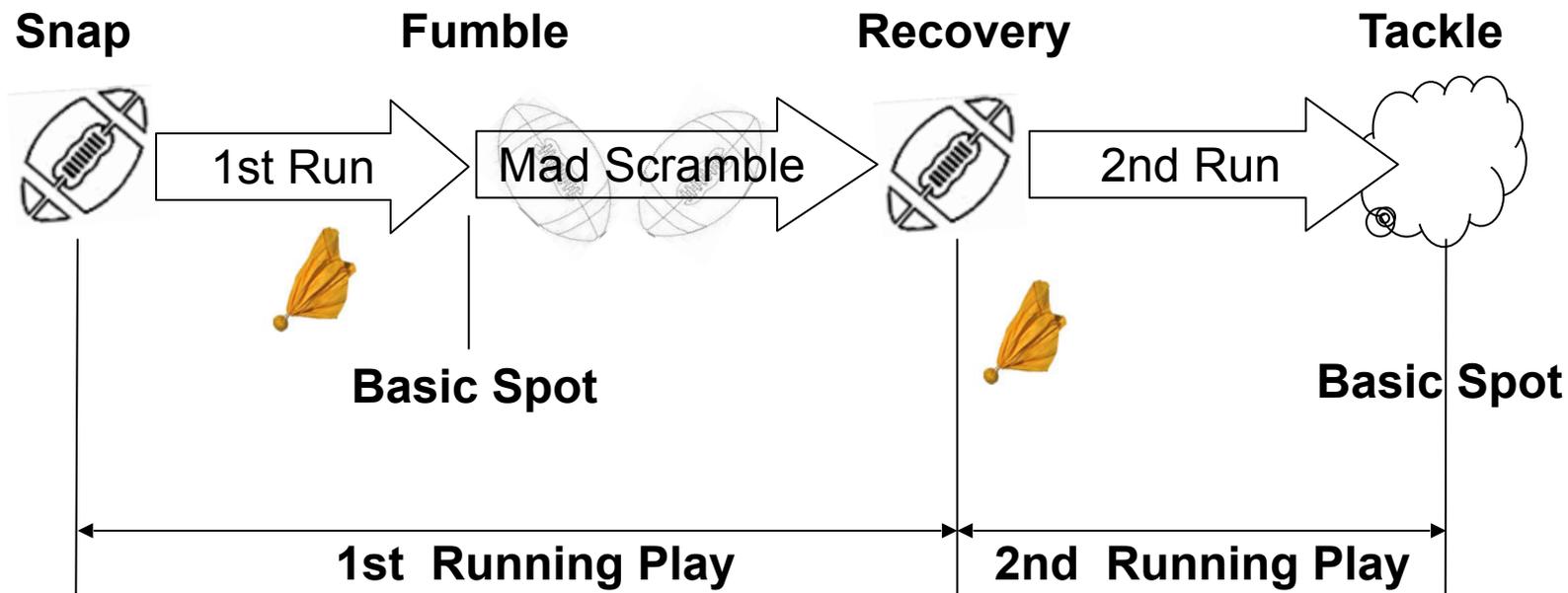
Two Running Plays

Graphics from the Redding Study Guide and enhanced by Chuck Cauthen

Two runs. Two running plays. Two basic spots.

For fouls during the first run and ensuing mad scramble, the spot of the fumble is the basic spot.

For fouls during the second running play, the basic spot is where the ball finally becomes dead.

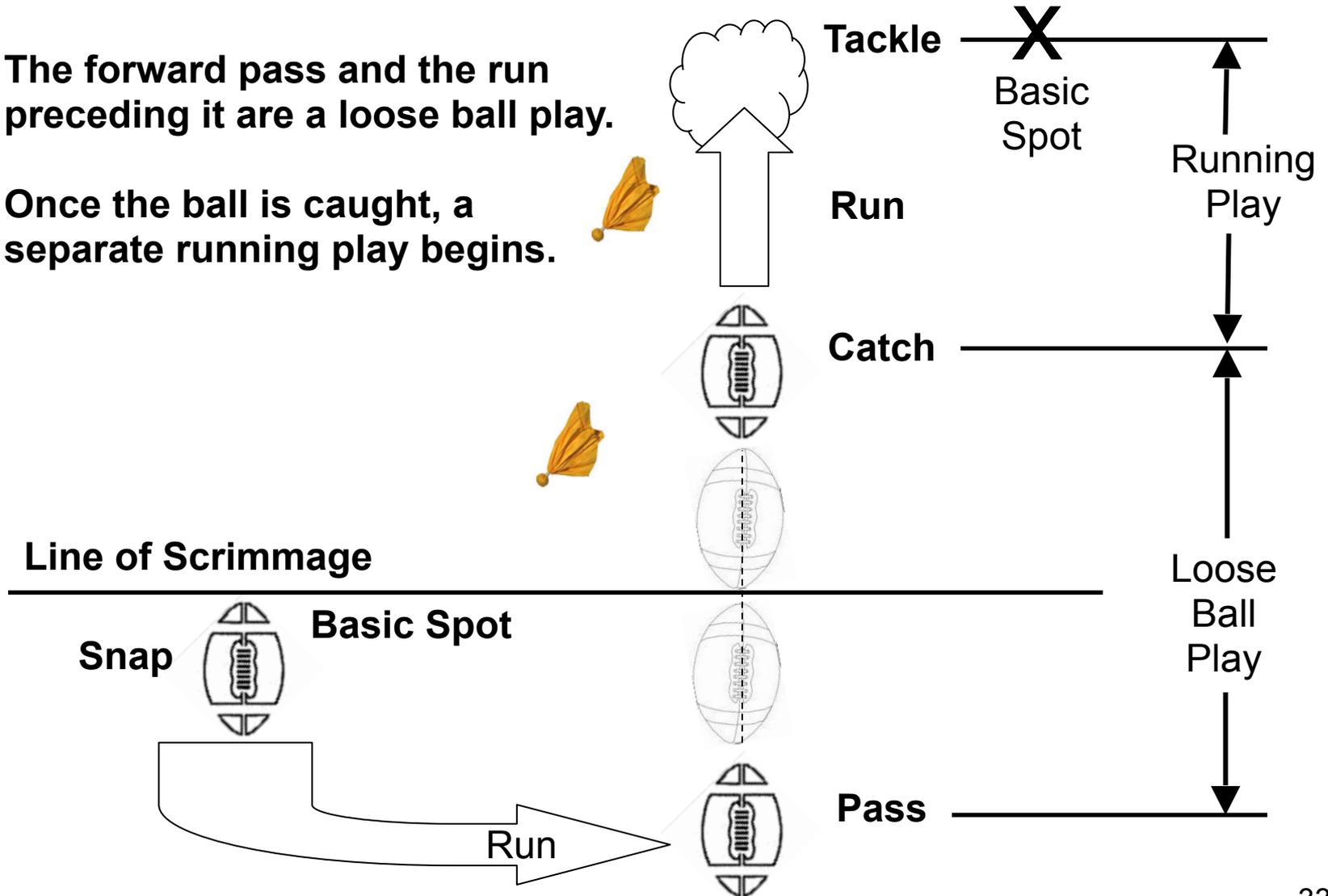


Multiple Plays During Same Down

Graphics from the Redding Study Guide and enhanced by Chuck Cauthen

The forward pass and the run preceding it are a loose ball play.

Once the ball is caught, a separate running play begins.



Two more questions.

True or False

A1 is tackled behind the line of scrimmage and fumbles (with no change of possession). During the play B55 blocks A55 in the back also behind the line of scrimmage. If accepted, the foul will be penalized from the end of the run, where A1 fumbled.

False – fumble behind LOS is a loose-ball play. Enforce from previous spot.

True or False

All illegal passes are loose-ball plays, with the basic enforcement spot being the previous spot.

False – Illegal forward passes are always running plays.

Thank You!