

# The Kicking Game

## Scrimmage Kicks

(The game within the game)

### Key (General Kick) Definitions

**NF: 2-24-1:** A kick is the *intentional* striking of the ball with the knee, lower leg or foot.

**NF: 2-22-2:** A kick *ends* when a *player gains possession* or when the ball becomes *dead while not in player possession*.

(touched, muffed, batted, redirected **DOES NOT** end a kick)

**NF: 2-27:** A *muff* is the touching of a loose ball by a player in an *unsuccessful attempt to secure possession*.

**NF: 2-41-6:** The post-scrimmage kick spot (**PSK**) is the spot where *the scrimmage kick ends*.....

**NF: 8-5-3:** It is a *Touchback* when (a-1) *ANY Scrimmage Kick*; which is not a scoring attempt or which is a grounded 3-point field goal attempt *breaks the plane of R's goal line*

### Scrimmage Kick Basics

#### *IN or Behind the Expanded NZ*

“K”

“R”

Catch, Recover and Advance (including another kick)	Catch, Recover and Advance
Snapper gets additional protection	Cannot complete a Fair Catch in or behind the neutral zone.

## Neutral Zone Expanded (2 Yards) behind D

### *Beyond the Line*

“K”

“R”

All fouls after ball has been kicked, <b>until kick ended</b> are loose ball fouls	Fouls after ball has been kicked are either loose ball or PSK
K can recover a kick (first touching) but cannot advance it, anywhere, anyhow	

## Scrimmage Kick Fair Catch

A Fair Catch is a **contract**, initiated by the receivers, whereby they agree to forego any opportunity to advance the kick in return for the **“unmolested opportunity to catch the kicked ball”** (See Case Book 6.5.6.d)

**NF: 2-9-1:** A FC is a **catch** by any receiver of a *scrimmage kick* beyond the NZ to the receiver’s goal line.....

**NF: 6-5-1:** Any receiver may signal for a FC while *any legal* kick is in *flight*. Any receiver who has given a *valid or invalid* FC signal is prohibited from blocking until the **kick has ended**. (15 yards-Illegal Block, # 40)

## Valid – Invalid – Illegal

**NF: 2-9-3:** A *valid* FC signal is the extending and lateral waving of *one arm*, at full arm’s length above the head, **by any member** of the receiving team.

**NF: 2-9-4:** An *invalid* FC signal is any signal by a receiver before the kick is caught or recovered: (5 yards- Invalid/Illegal signal #32)

- That does not meet the requirements of a valid signal
- *After* the kick has **touched a receiver**
- *After* the kick has **touched the ground**
  
- **NF: 2-9-5:** An *illegal* FC signal is any signal by a **runner**.
- (*After* the kick has **has been caught**
- *After* the kick has **has been recovered**

## FC Summary:

- To make a FC team R must give a **valid** signal.
- Only Receivers *who have given a valid signal* are protected. Ball is dead should others catch, but not a FC
- Anytime a **valid, or invalid**, FC signal is given, the ball becomes dead when possession is obtained by either team beyond the NZ.
- After a valid signal, the ball **must be caught** to be a FC
- A ball that **touches the ground** is recovered, not a catch, not a FC.
- Scrimmage kick recovered **BEHIND** the NZ remains alive, even though R may have signaled.
- **Any Receiver** who has given a **valid or invalid signal** is **prohibited from blocking** until the **kick has ended**.

## First Touching

First touching is a **violation** which benefits the Receiving Team by giving them the **option to take possession** of the ball at the spot of first touching. First touching applies only when Team K touches the kick when they are not entitled to possess it. The right of R to take the ball at spot of first touching is cancelled if R touches the kick and subsequently commits a foul during the down or any foul during the down is accepted.

## Momentum Exception

**NF: 8-5-2 (Exception):** Allows for the possibility a receiver may catch or recover a kick inside his 5 yard line and his momentum carries him into his own End Zone. If the ball becomes dead in the EZ, or is fumbled OOB from the EZ without returning to the field of play, R will put the ball in play from the spot of the catch.

# Roughing Kicker, Holder, Snapper

The **KEY** consideration about any contact is, was it **AVOIDABLE**

**NF: 9-4-6:** A Defensive player shall not *charge directly* into the snapper when the offensive team is in a *scrimmage-kick formation*.

## FORCE

**NF: 2-13-1:** Force is .....**Initial force** results from a carry, fumble, kick, pass or snap. **After** a fumble, kick or backwards pass **has been grounded**, a new force **may** result from a bat, an **illegal** kick, or a muff.

## Scrimmage Kick Formation

**NF: 2-14-2:** A scrimmage kick formation is one in which **no player is in position to receive a hand to hand snap** from between the snapper's legs, and at the snap: 7 yards

## Punt Position Responsibilities

ALL – Count players, get to position, beanbags ready, ball status

R – on kicker foot side , protect kicker, bad snap low or high, get help on roughing if blocked in to kicker from LM.

U – protect snapper, line play, eligible's, breakdown work inside/out

LJ – release on good snap, short kick & FC, eligible's, upback's block, short FC

LM – LOS ball, help on bad snap, help on roughing, eligible's

BJ – Linesman side - talk to receiver FC signal , watch for FC, first touching bag, PSK bag, stay with ball, FC restrictions, kick catching interference, momentum

## **Punt GENERAL CAUTIONS**

Breakdown or fake, kick out of bounds, chop in kick out of bounds, inside 5 your call.

Kick catching interference – K can catch scrimmage kick if R not in position

R may bat ball away from own goal line

Ball behind the line anyone may advance

Not sure of anything beanbag and re-create the play, Let play kill itself

## **FG/Try Position Responsibilities**

ALL – Count players, get to position, beanbags ready, ball status

R – let officials get to position, face holder, protect kicker & holder, bad snap low or high, get help on roughing if blocked in to kicker from L. Watch holder's knee, whistle.

U – protect snapper, line play, know eligible's, breakdown work inside/out, climbing or hurdling

LJ – will be under upright with BJ if he is facing holder or back of R, breakdown on FG or try, will have entire LOS if not under help on bad snap.

LM – will be under upright with BJ if he is facing holder or back of R, breakdown on FG or try, will have entire LOS if not under help on bad snap.

BJ – will be under upright with LM or LJ, has over under as well, whistle -, watch for FC on FG, first touching bag, PSK bag, stay with ball, FC restrictions, kick catching interference, momentum, ball still in play on FG

## **FG/TRY GENERAL CAUTIONS**

Breakdown of fake, kick out of bounds, swinging gate play

FG is like a punt

Not sure of situation anything beanbag and re-create the play

Let play kill itself