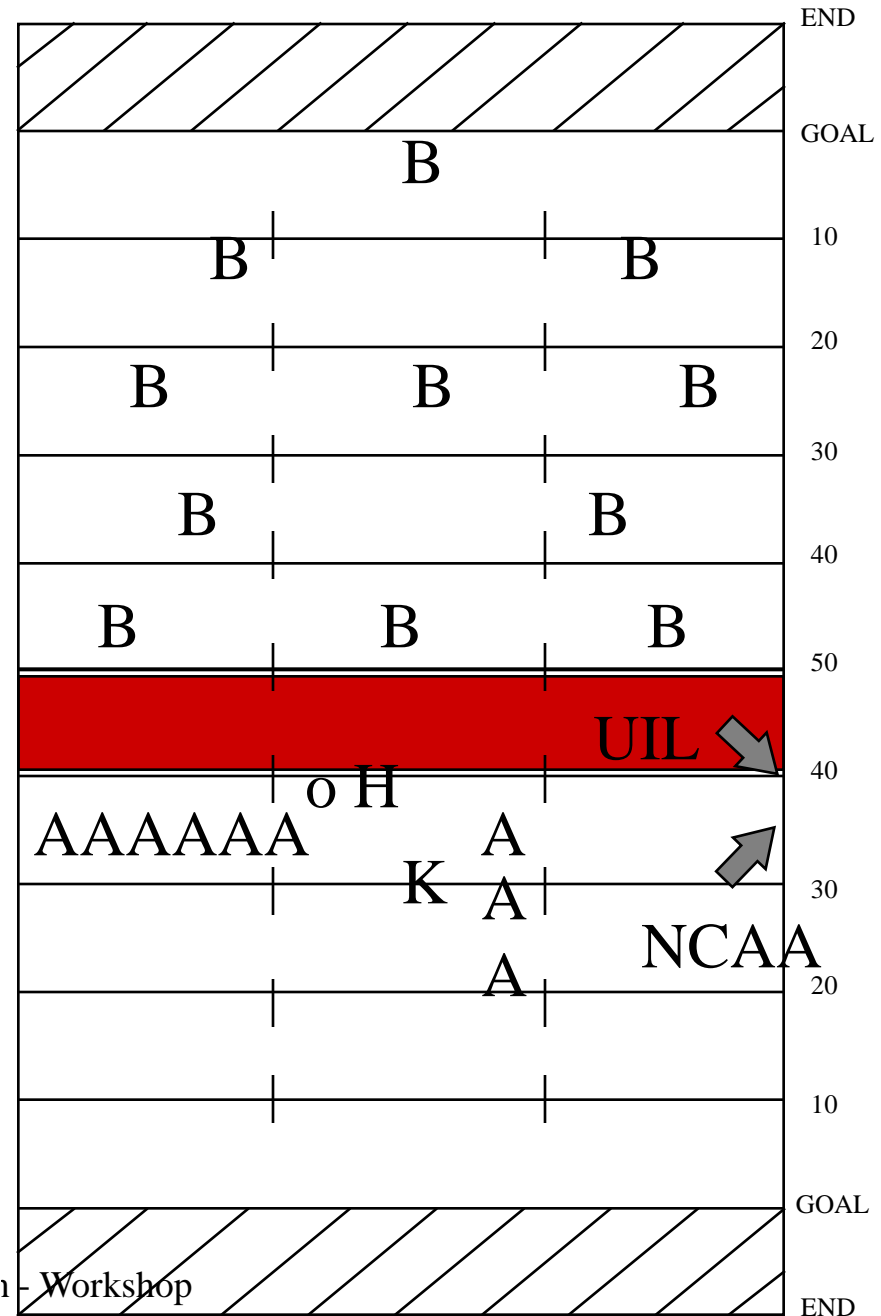


THE KICKING GAME

FREE KICKS

- RESTRAINING LINES
 - OFFENSE / DEFENSE
 - NCAA / UIL
- TEAM "A" PLAYERS
 - INBOUNDS
 - BEHIND BALL (EXC)
 - EACH SIDE OF KICKER
 - BETWEEN 9-YD MARKS
 - RETURN INBOUNDS
 - BLOCKING OPPONENT
- TEAM "B" PLAYERS
 - INBOUNDS
 - RESTRAINING LINE



THE KICKING GAME

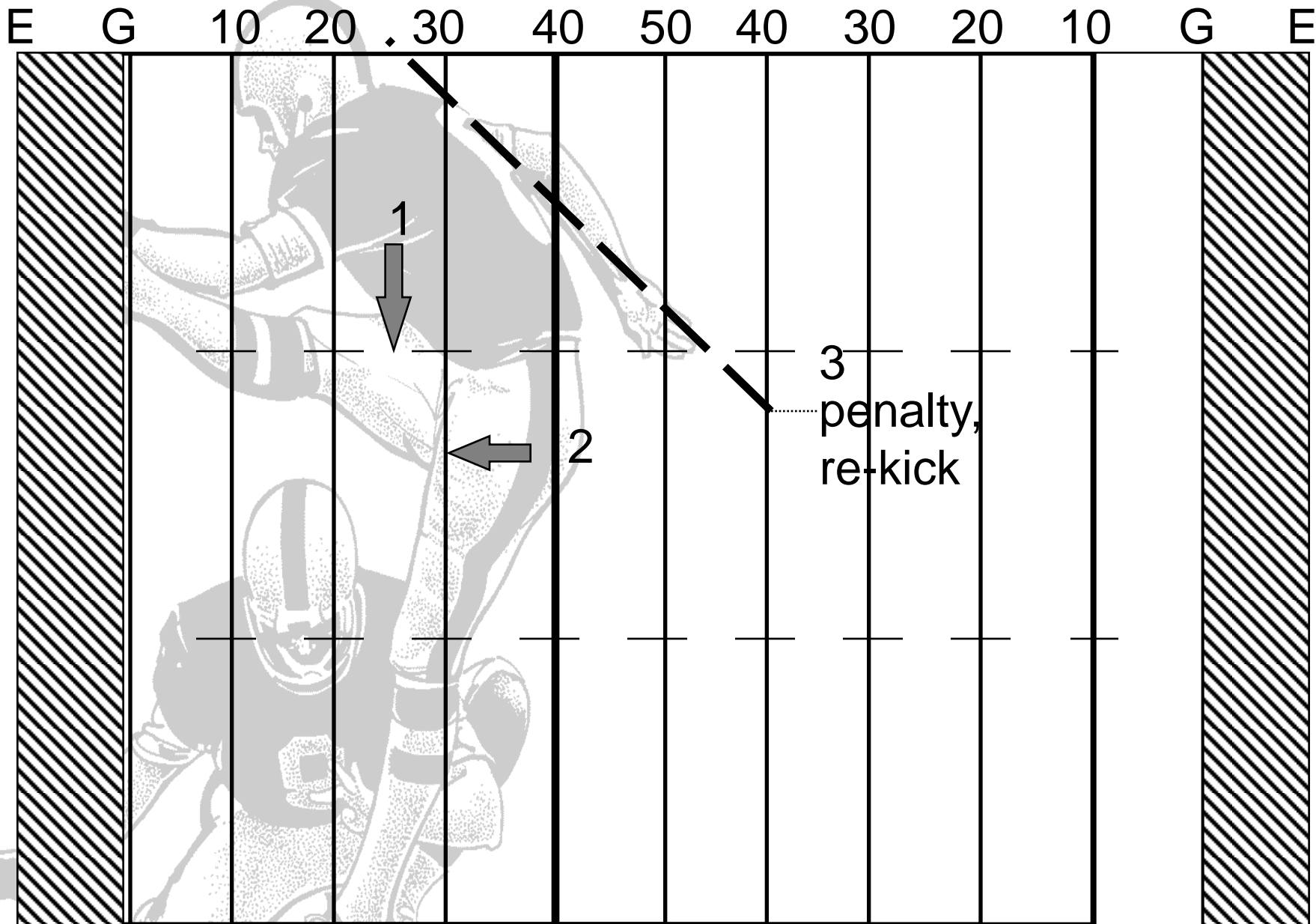
FREE KICK

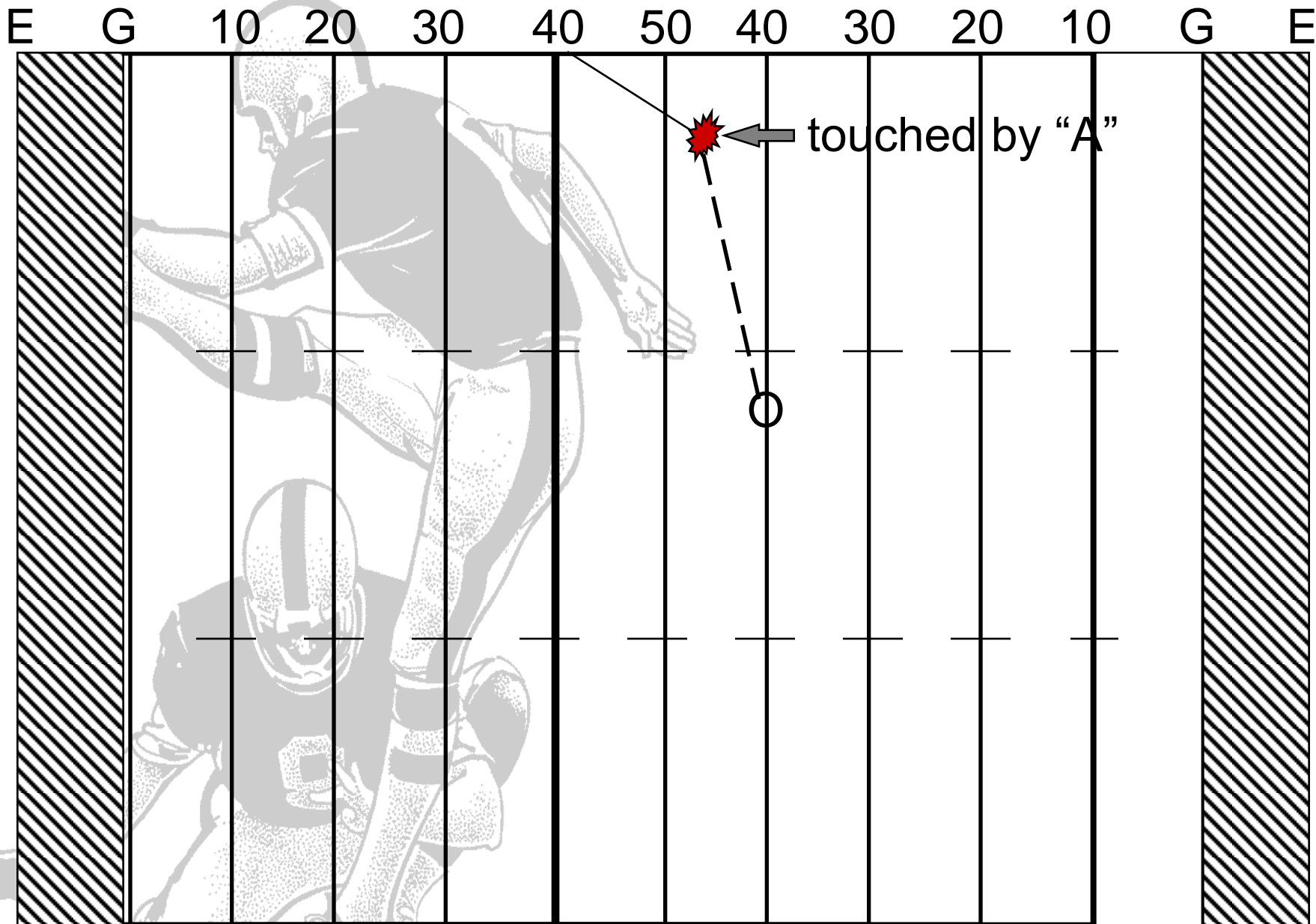
- TEAM “A” PLAYER MAY TOUCH BALL AFTER IT
 - TOUCHES A TEAM “B” PLAYER
 - BREAKS THE PLANE OF RESTRAINING LINE
 - TOUCHES GROUND, PLAYER, OFFICIAL BEYOND RESTRAINING LINE
- ILLEGAL TOUCHING IS A VIOLATION
- DISREGARD TOUCHING IF “FORCED” (BLOCK / BAT)
- FREE KICK CAUGHT / RECOVERED
 - BY RECEIVERS, PLAY CONTINUES
 - BY KICKING TEAM, PLAY BECOMES DEAD
- KICK IS DEAD WHEN IT TOUCHES THE GROUND ON OR BEHIND THE GOAL LINE (UNTOUCHED BY “B”)

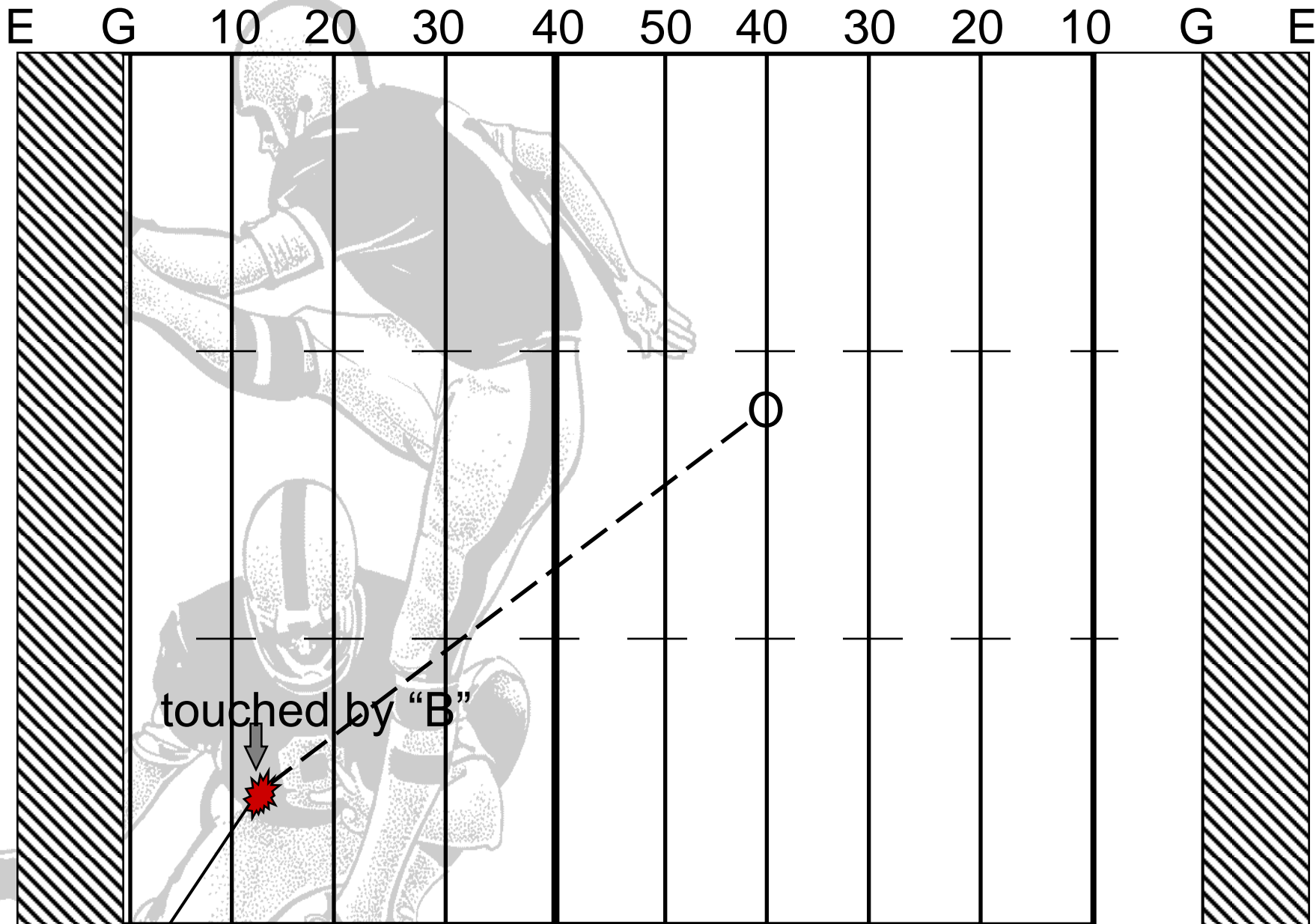
THE KICKING GAME

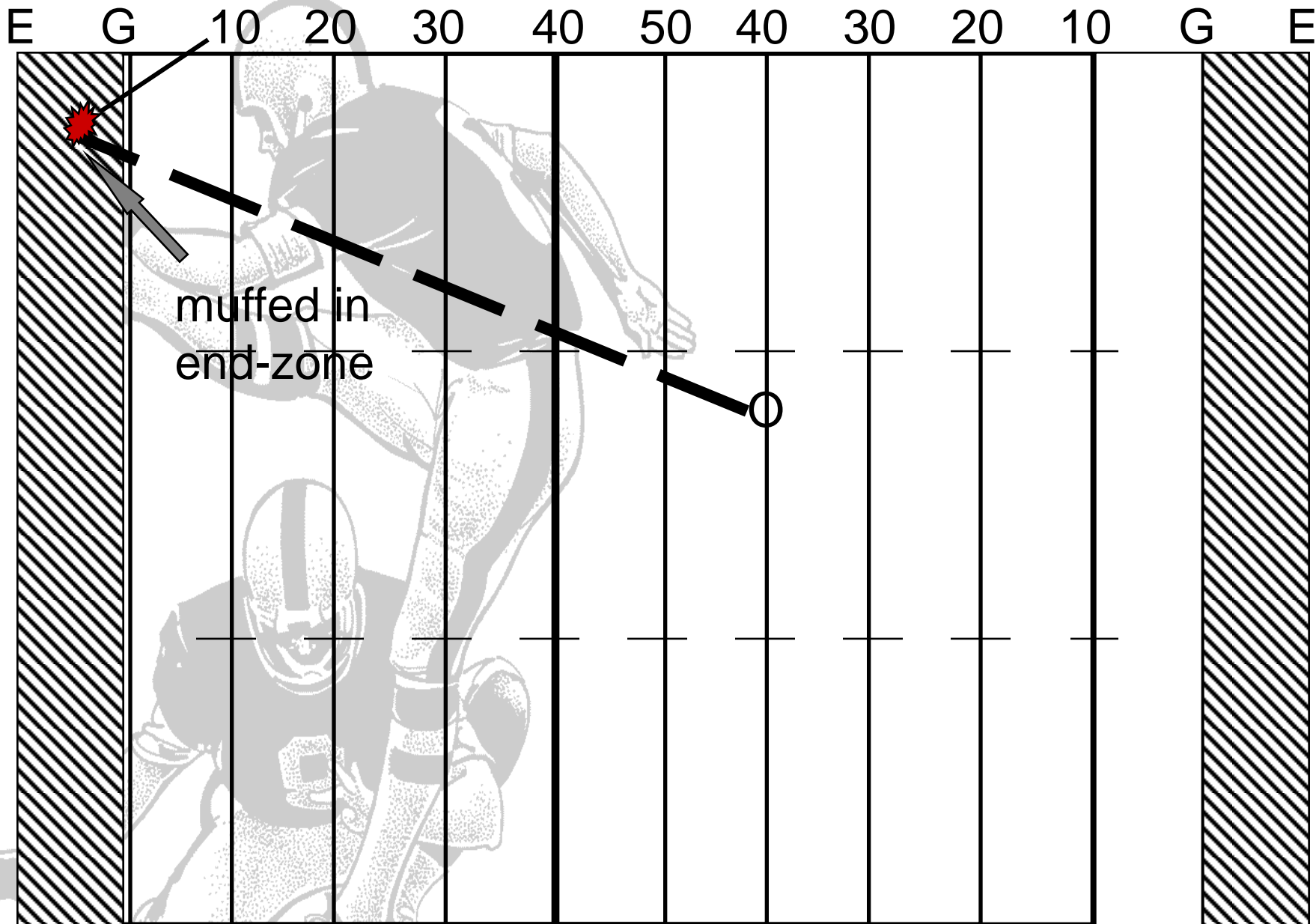
FREE KICK OUT OF BOUNDS

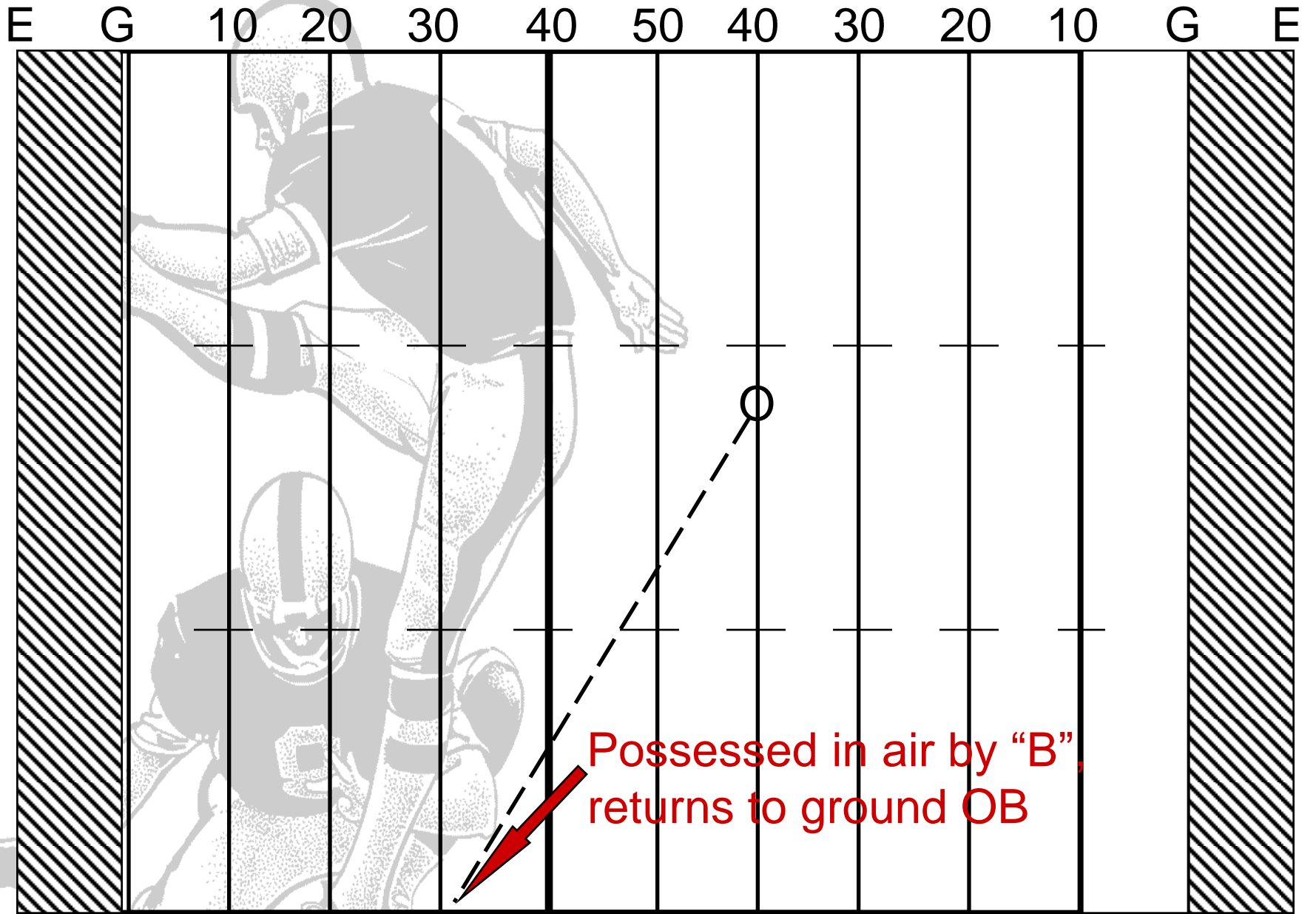
- A FREE KICK OUT OF BOUNDS BETWEEN THE GOAL LINES UNTOUCHED BY TEAM B IS A FOUL
 - TEAM B CAN REFUSE PENALTY, AND TAKE BALL AT THE INBOUNDS SPOT
 - FIVE YARDS FROM PREVIOUS SPOT, REKICK
 - TEAM B'S BALL, 30 YARDS BEYOND TEAM A RESTRAINING LINE AT INBOUNDS SPOT
- FREE KICK OUT OF BOUNDS **BETWEEN** THE GOAL LINES BELONGS TO TEAM B AT INBOUNDS SPOT
- FREE KICK OUT OF BOUNDS **BEYOND** THE GOAL LINE, BELONGS TO TEAM DEFENDING THAT GOAL



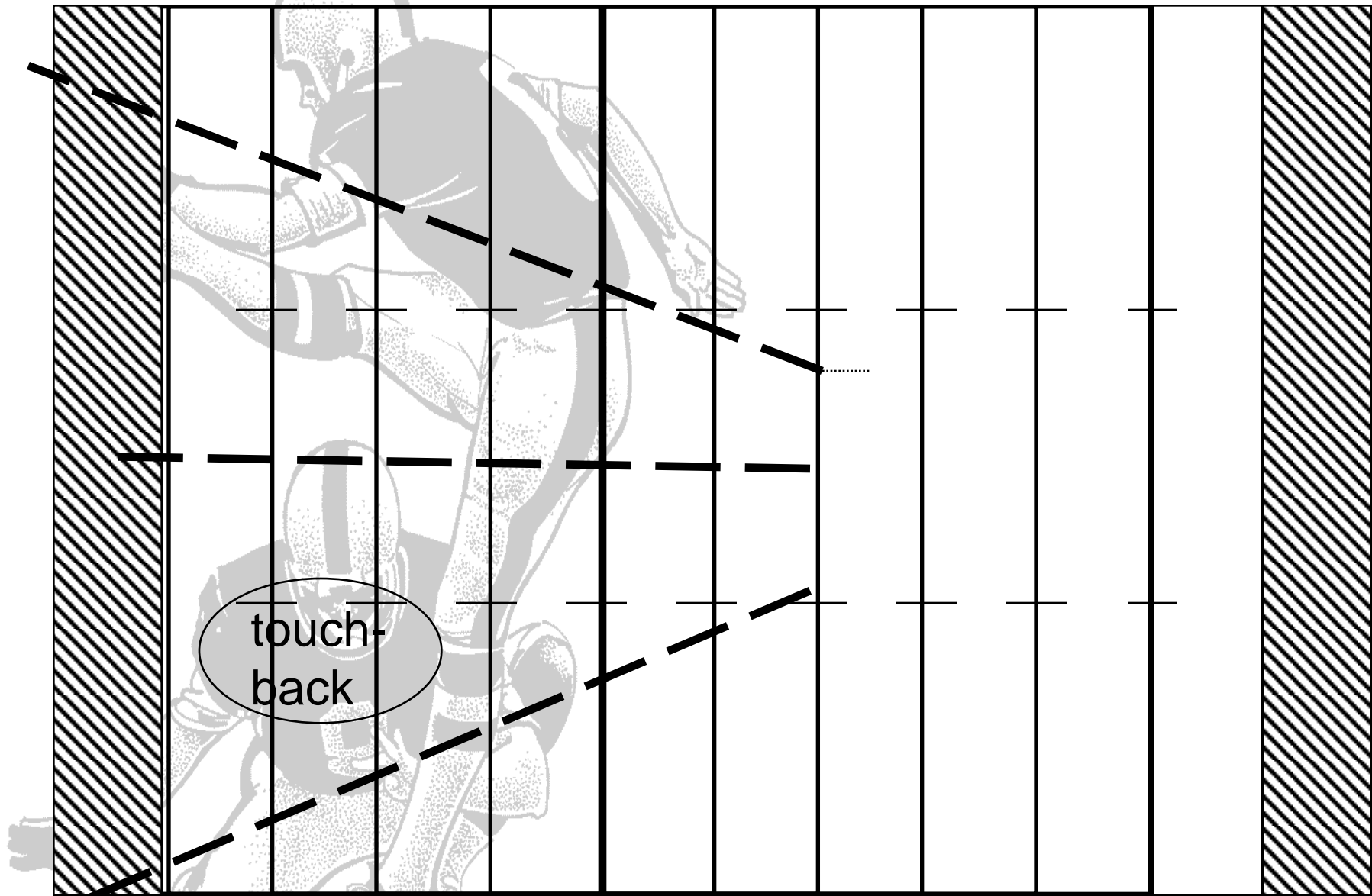


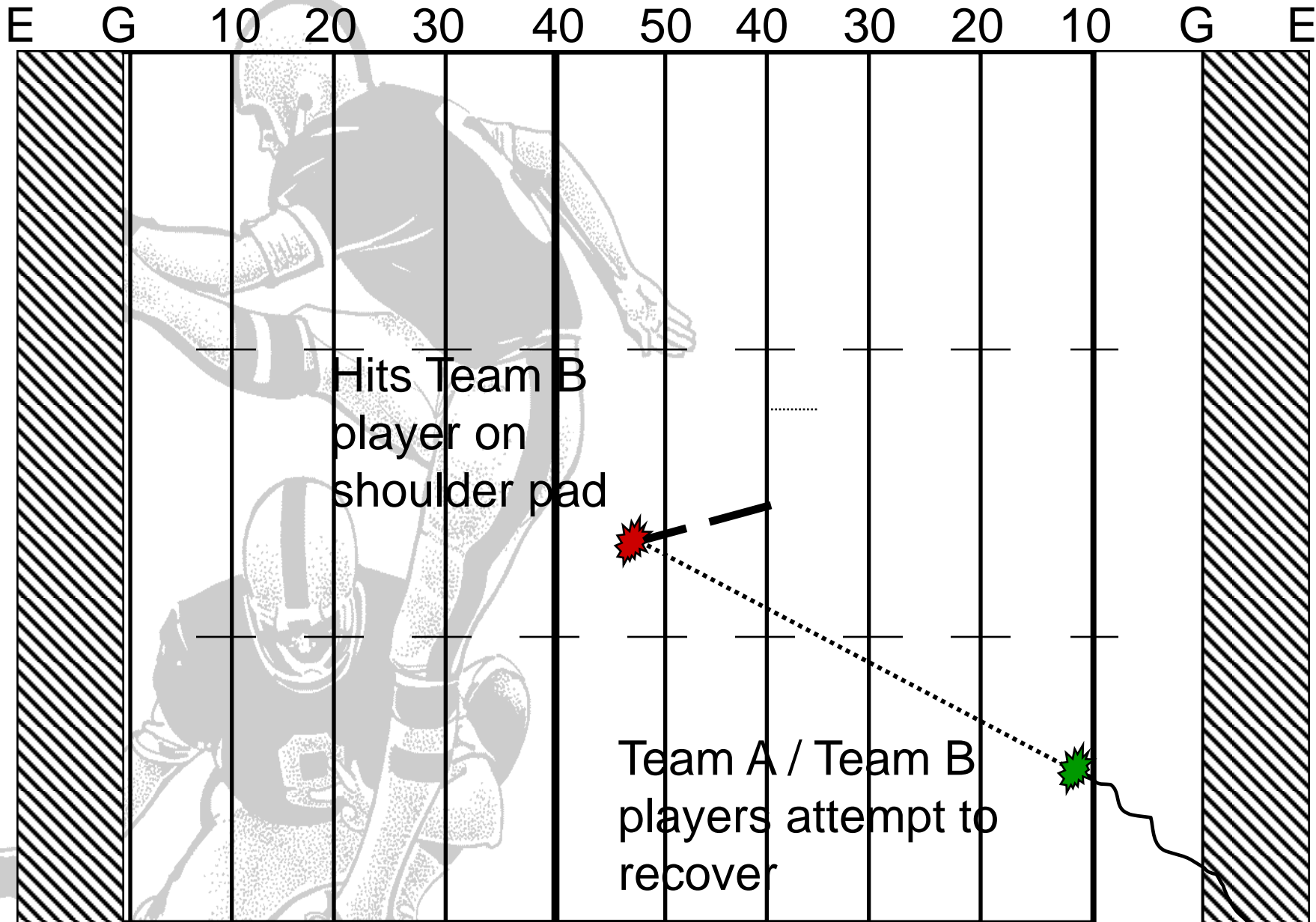






E G 10 20 30 40 50 40 30 20 10 G E





THE KICKING GAME

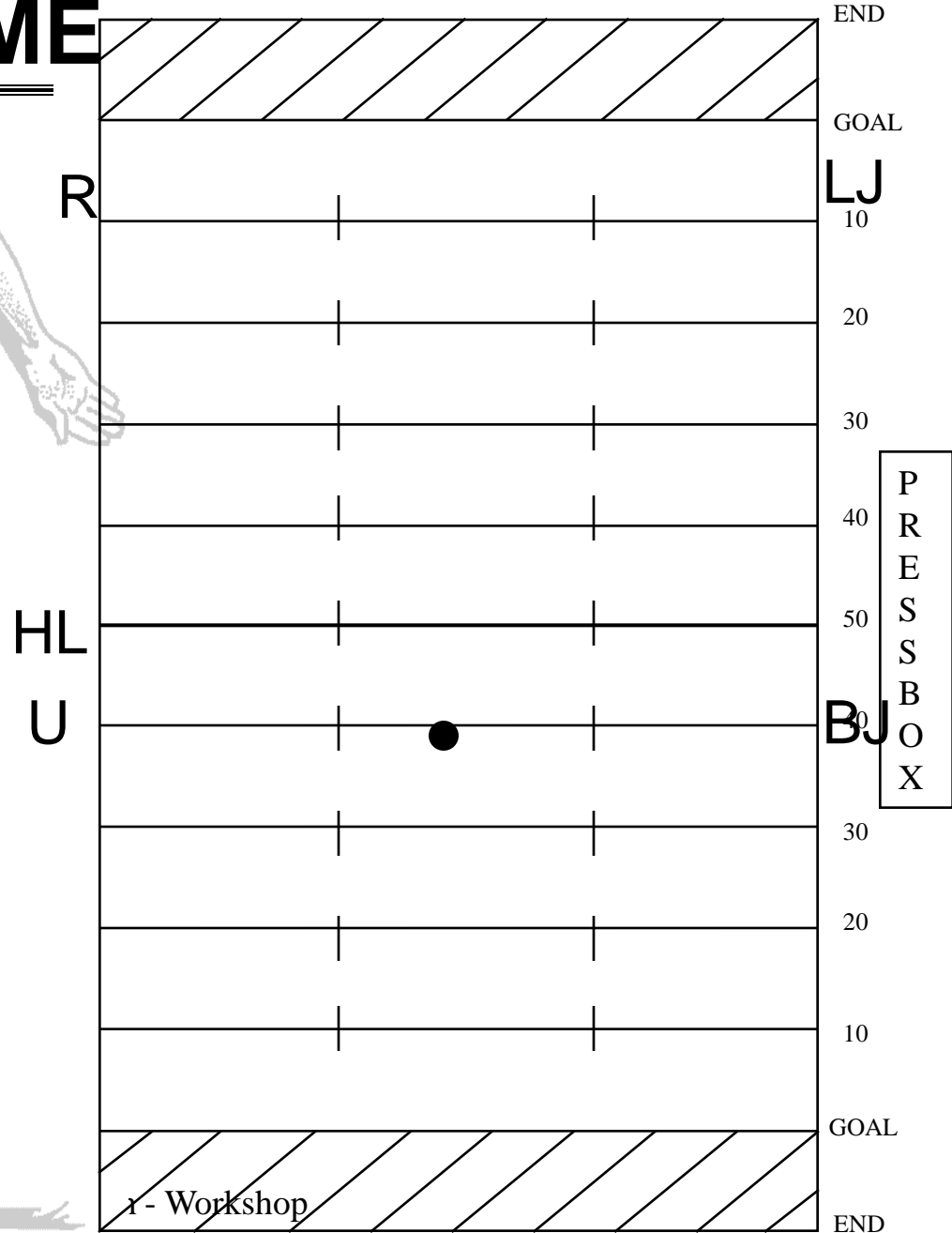
REF: FREE KICK

OFF THE SIDELINE AT APPROXIMATELY THE GOAL-10 YARD LINE

COUNT RECEIVING TEAM PLAYERS

HAVE CLEAR SIDELINE; OBSERVE BJ TO SIDELINE

SOUND WHISTLE; GIVE READY FOR PLAY SIGNAL



THE KICKING GAME

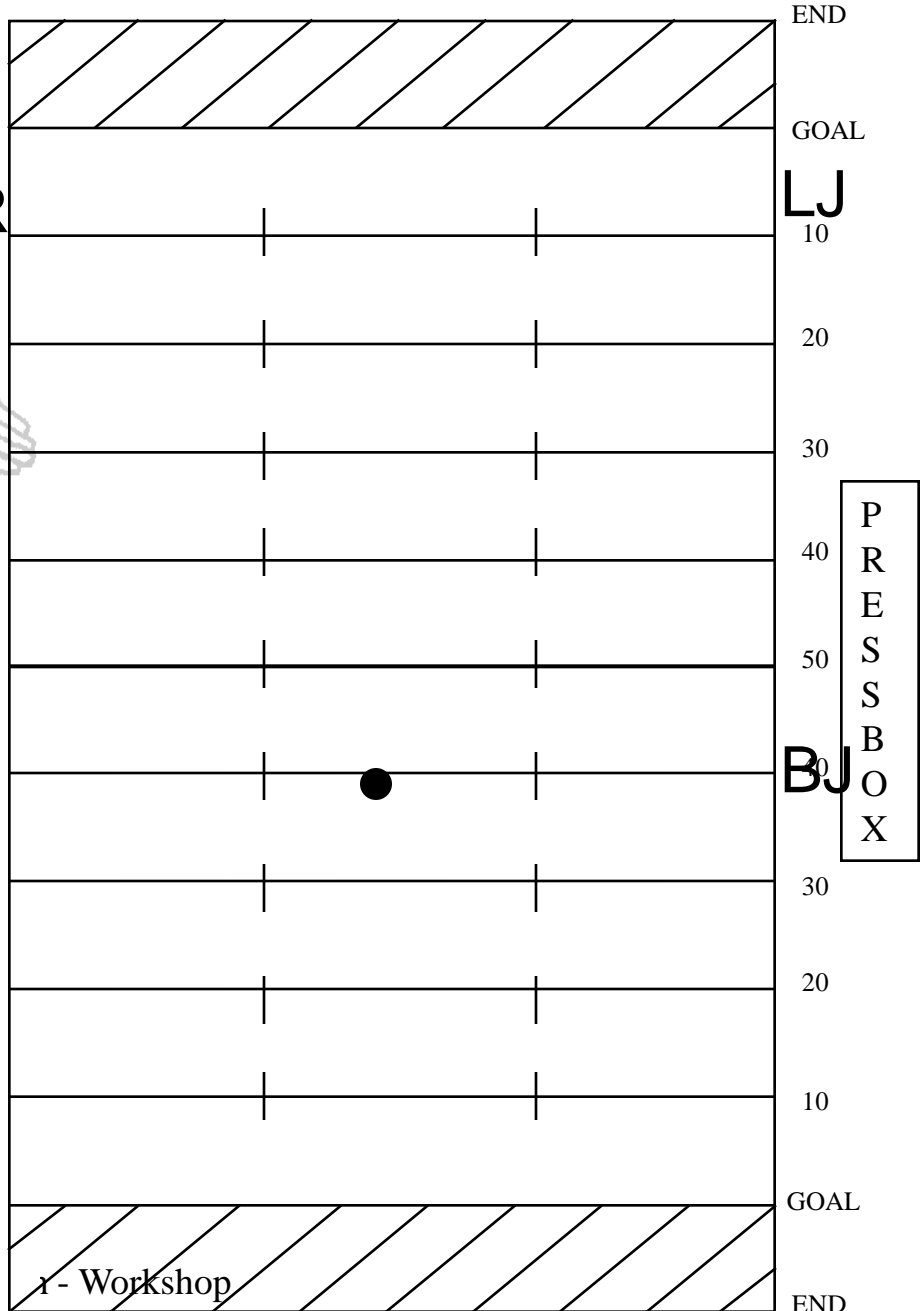
REF: FREE KICK

OBSERVE DEEP KICK AT SIDELINE, GOAL LINE, END LINE

BE ALERT FOR FAIR CATCH SIGNAL AND INTERFERENCE

TAKE BALL IF IN SIDE ZONE AND GET FORWARD PROGRESS

IF NOT RESPONSIBLE FOR BALL, OBSERVE ACTION IN FRONT OF RUNNER



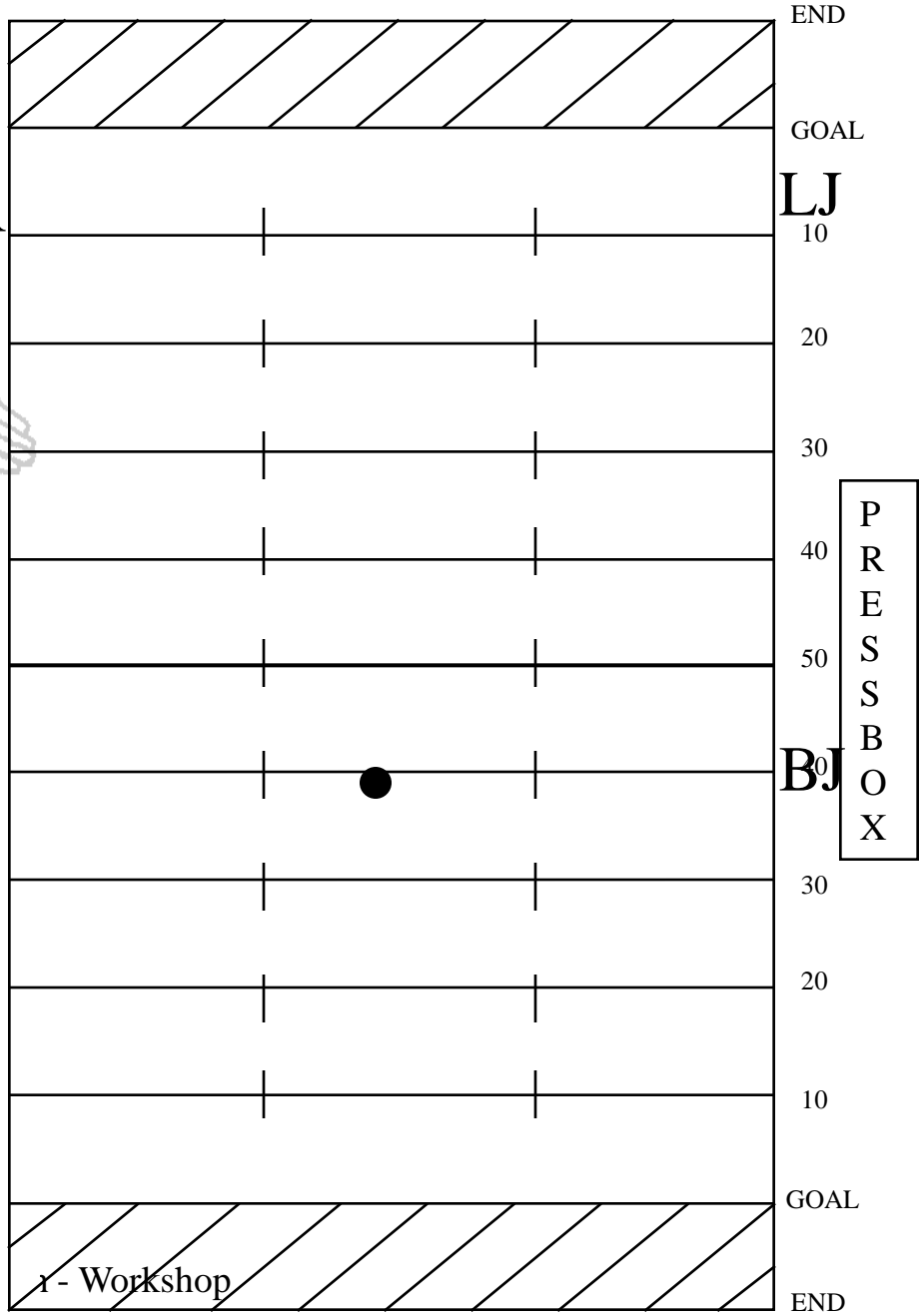
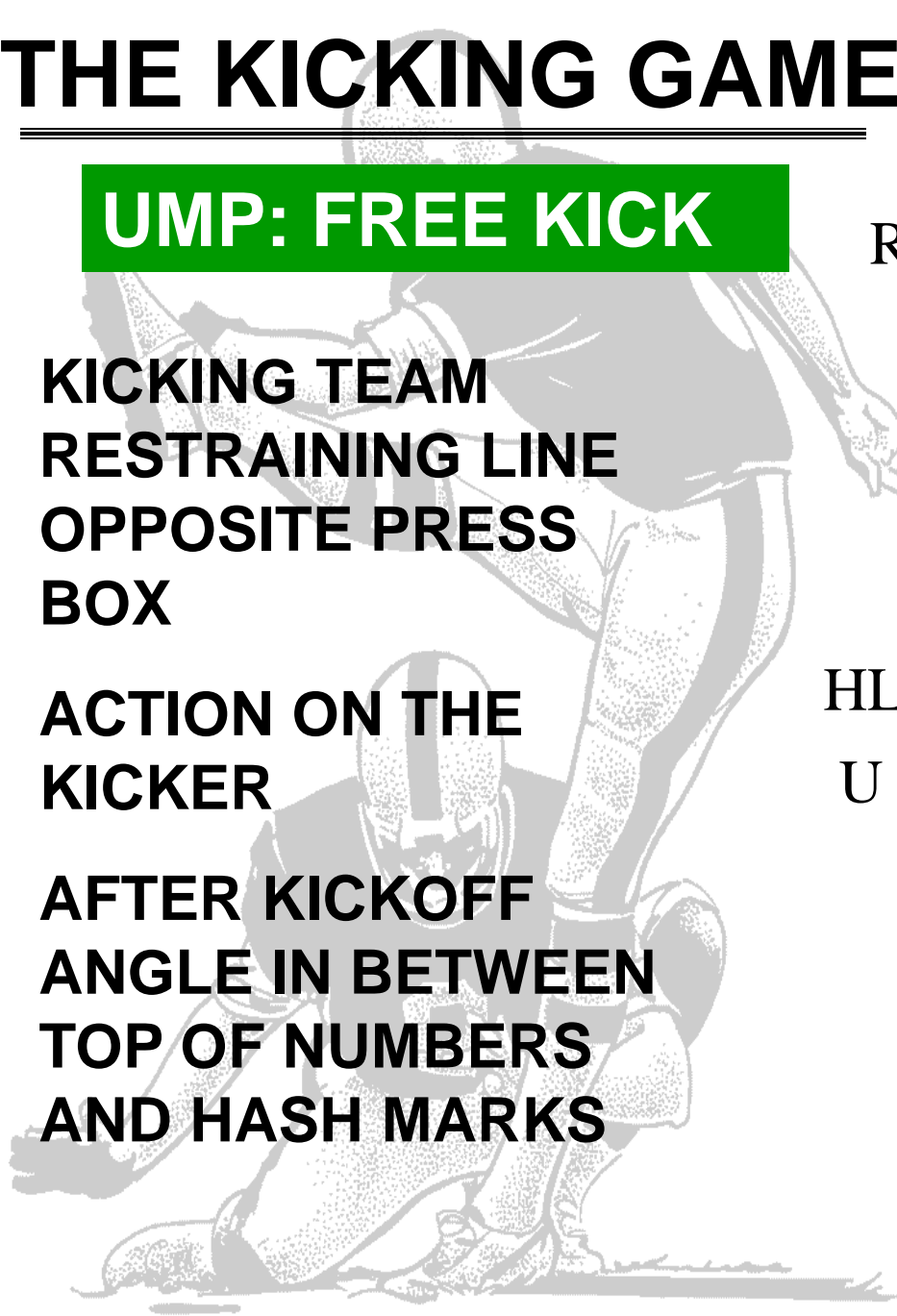
THE KICKING GAME

UMP: FREE KICK

KICKING TEAM
RESTRAINING LINE
OPPOSITE PRESS
BOX

ACTION ON THE
KICKER

AFTER KICKOFF
ANGLE IN BETWEEN
TOP OF NUMBERS
AND HASH MARKS



THE KICKING GAME

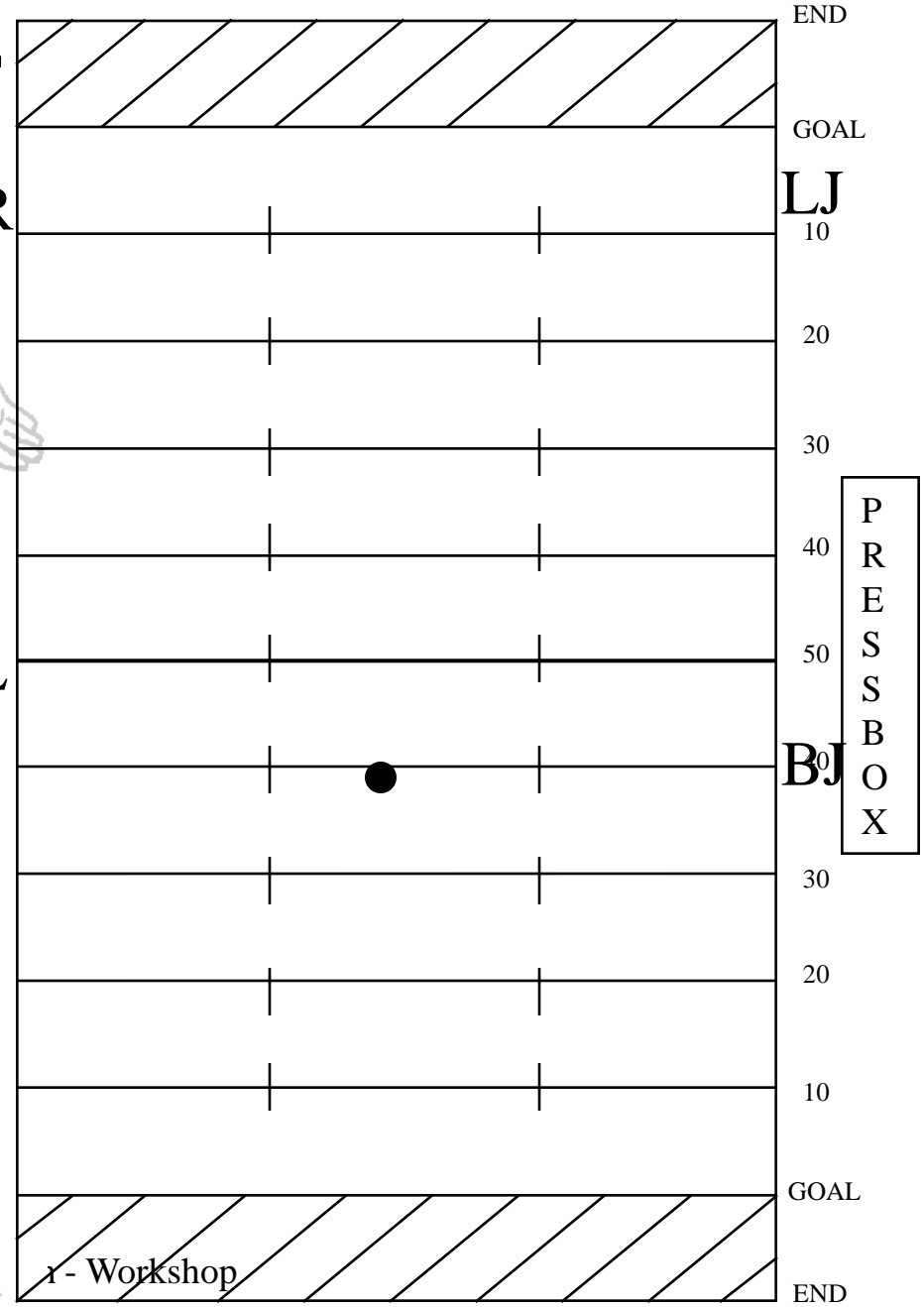
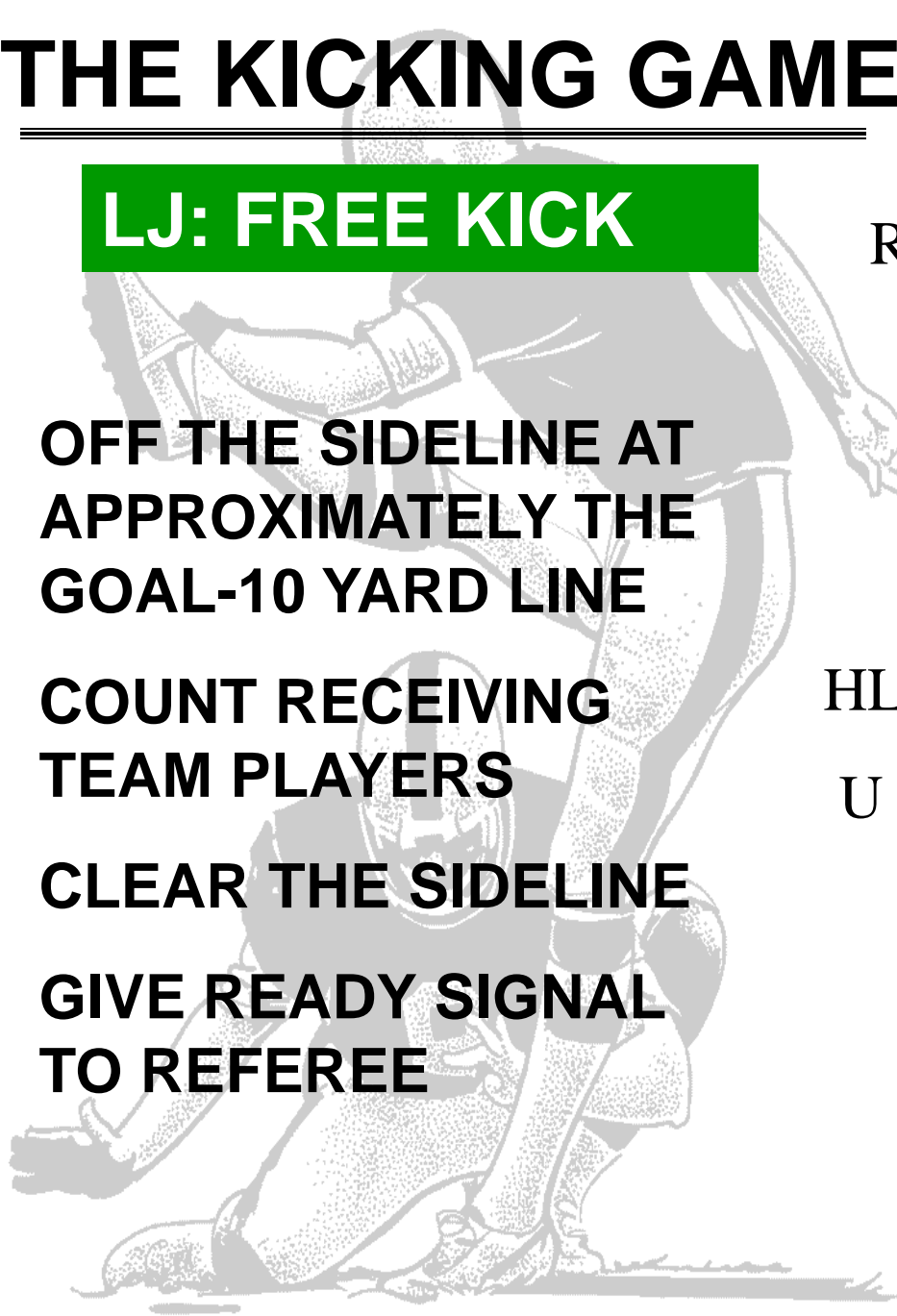
LJ: FREE KICK

OFF THE SIDELINE AT APPROXIMATELY THE GOAL-10 YARD LINE

COUNT RECEIVING TEAM PLAYERS

CLEAR THE SIDELINE

GIVE READY SIGNAL TO REFEREE



THE KICKING GAME

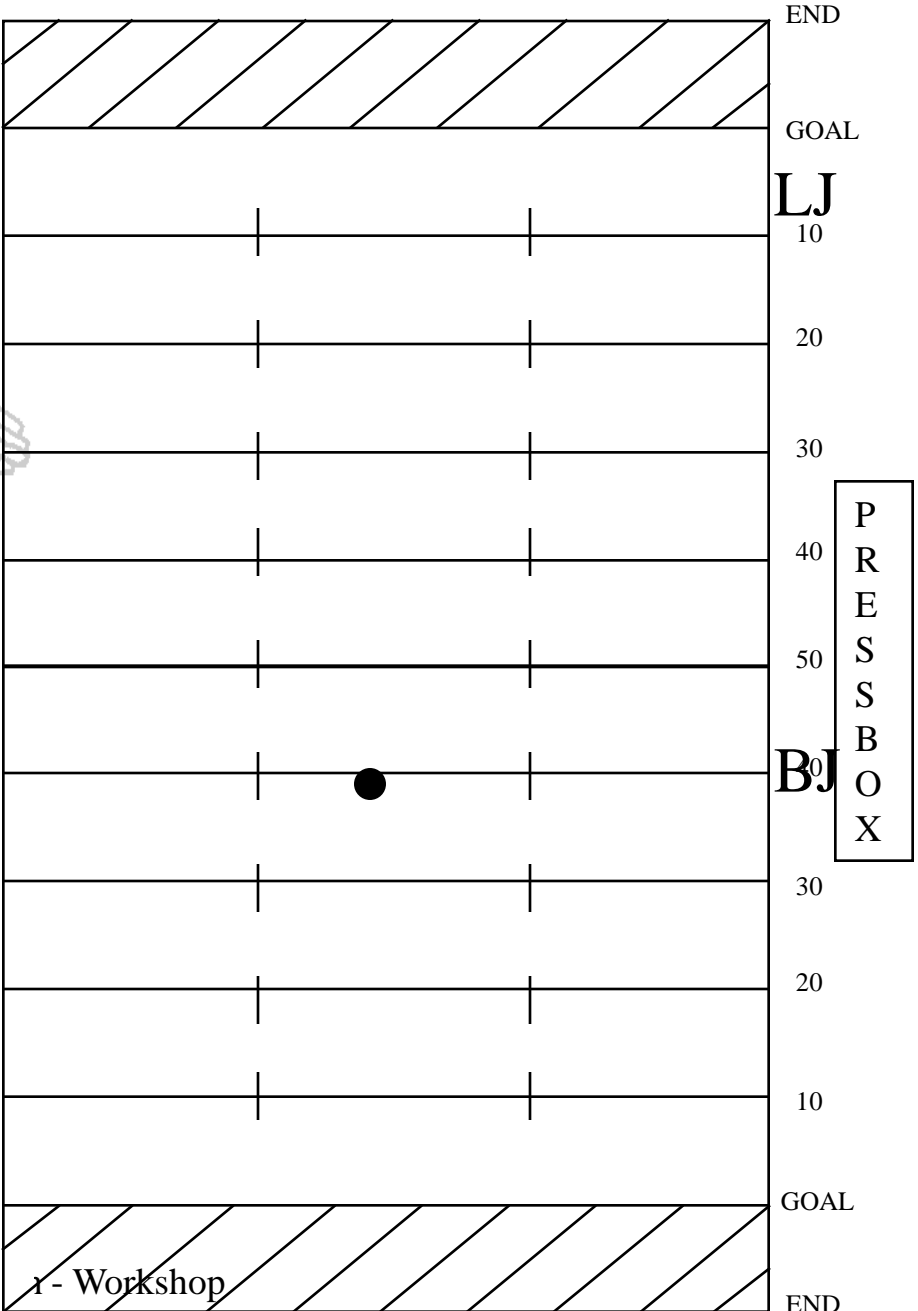
LJ: FREE KICK

OBSERVE DEEP KICK AT SIDELINE, GOAL LINE, END LINE

BE ALERT FOR FAIR CATCH SIGNAL AND INTERFERENCE

TAKE BALL IN MIDDLE AND IN SIDE ZONE GET FORWARD PROGRESS

IF NOT RESPONSIBLE FOR BALL, OBSERVE ACTION IN FRONT OF RUNNER



THE KICKING GAME

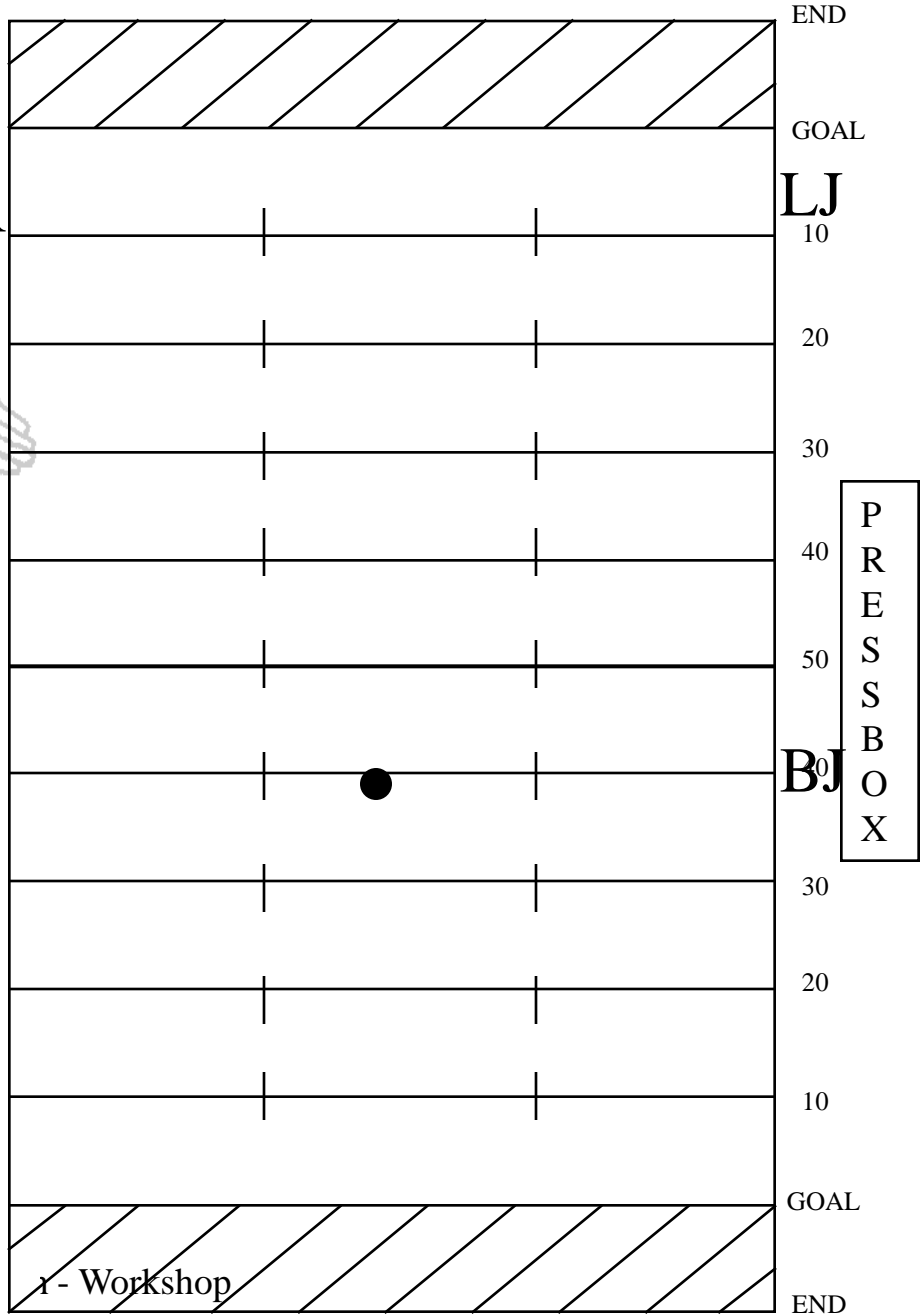
HL: FREE KICK

HL HAS RECEIVING
TEAM RESTRAINING
LINE; OPPOSITE THE
PRESSBOX

CLEAR THE SIDELINE
AREA

ASSIST IN
COMMUNICATION OF
9-YARD MARKS

GIVE READY SIGNAL
TO REFEREE



THE KICKING GAME

HL: FREE KICK

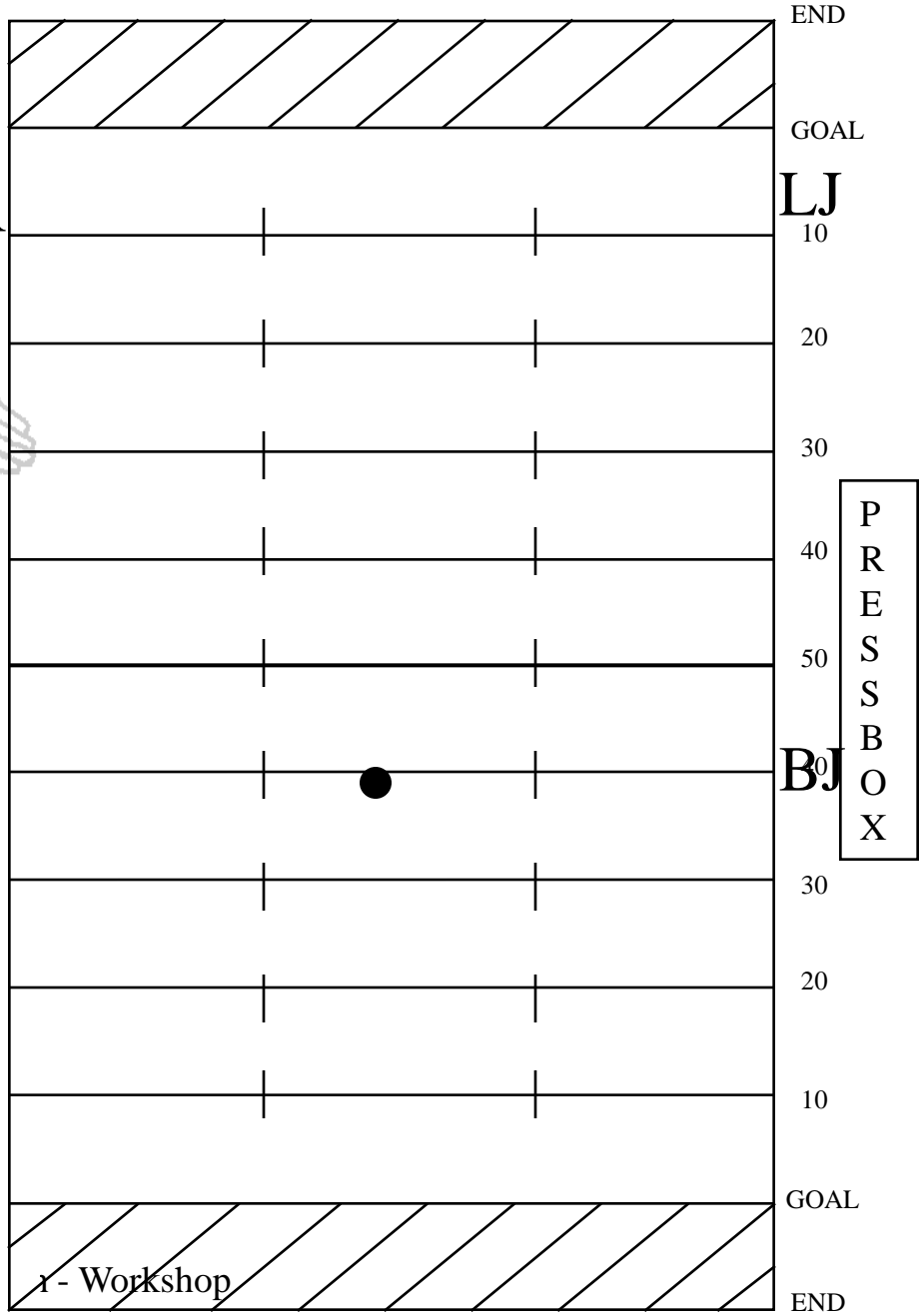
OBSERVE RESTRAINING
LINE INFRACTIONS

ALERT FOR SHORT KICKS,
LEGAL OR ILLEGAL
TOUCHING, RECOVERIES

OBSERVE PLAYERS GOING
OUT OF BOUNDS

ALERT FOR FAIR CATCH
SIGNALS, INTERFERENCE,
ETC

HAVE SIDELINE TO GOAL
LINE



THE KICKING GAME

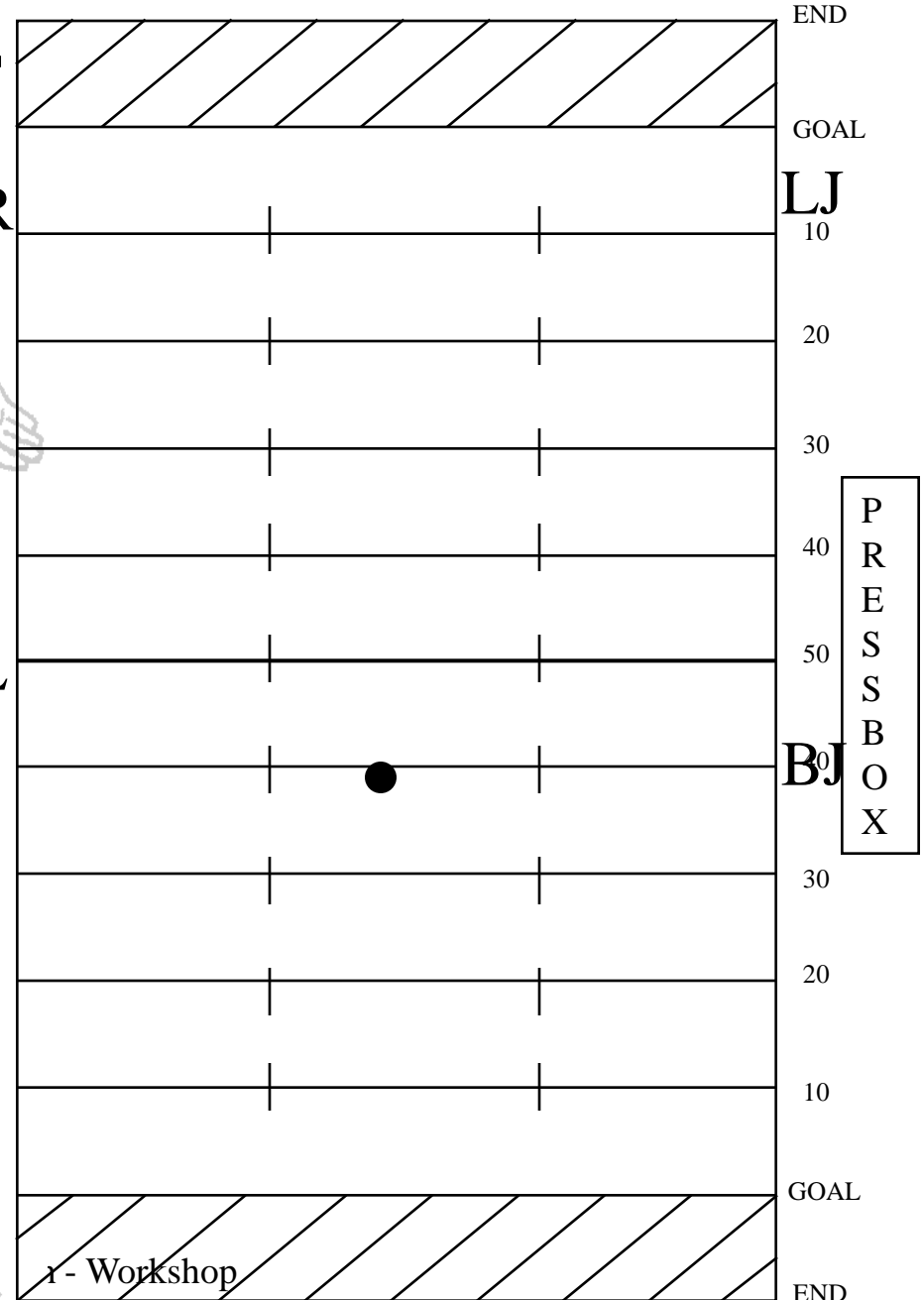
BJ: FREE KICK

BJ TAKES BALL TO PROPER YARD LINE FOR KICKOFF

INSTRUCT KICKER TO WATCH R FOR SIGNAL

MOVE TO KICKING TEAM RESTRAINING LINE

GIVE READY SIGNAL TO REFEREE



THE KICKING GAME

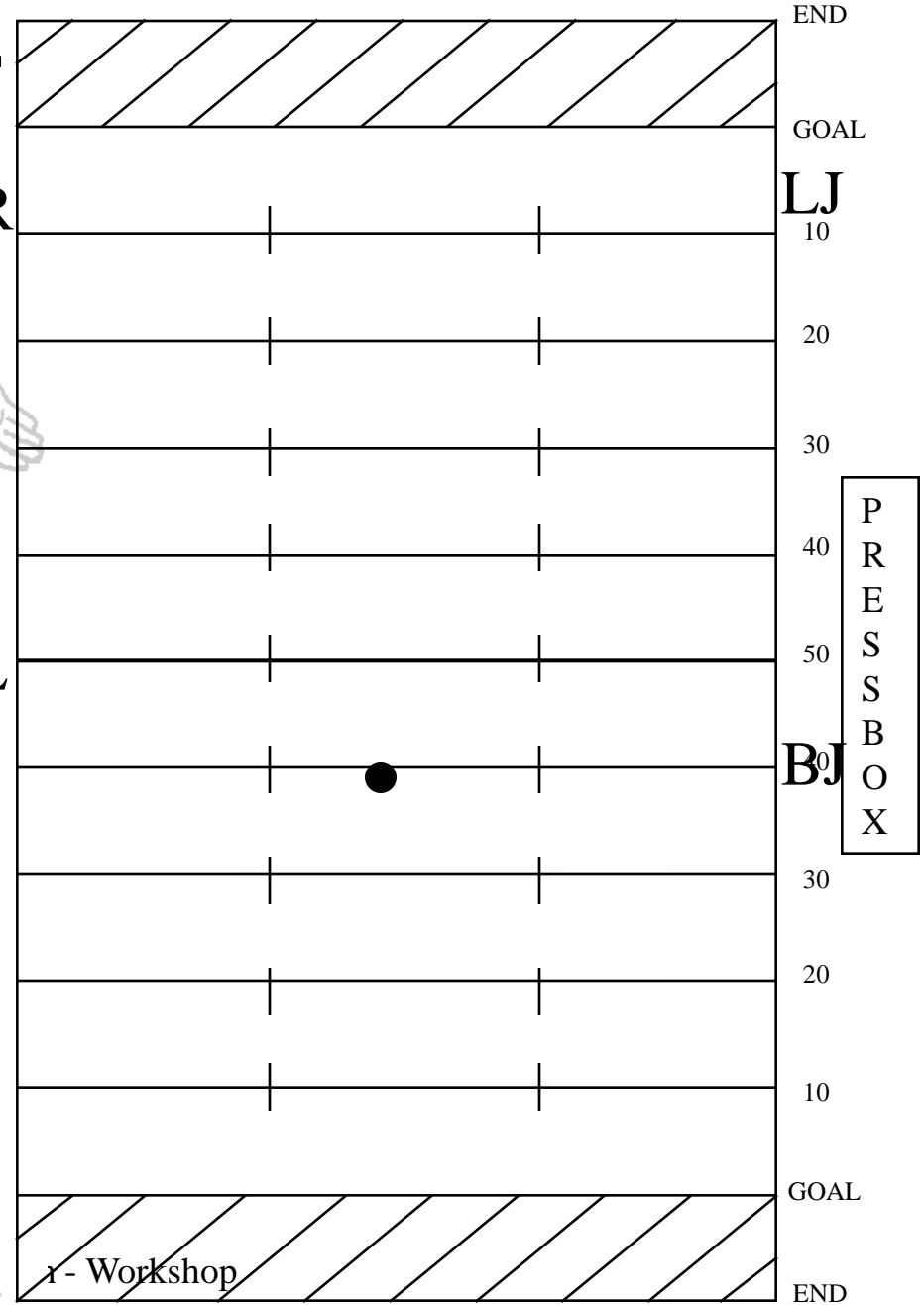
BJ: FREE KICK

BJ HAS KICKING
TEAM'S RESTRAINING
LINE; PRESSBOX SIDE

COUNT KICKING
TEAM PLAYERS

CLEAR THE SIDELINE
AREA

ASSIST IN
COMMUNICATION OF
9-YARD MARKS



THE KICKING GAME

BJ: FREE KICK

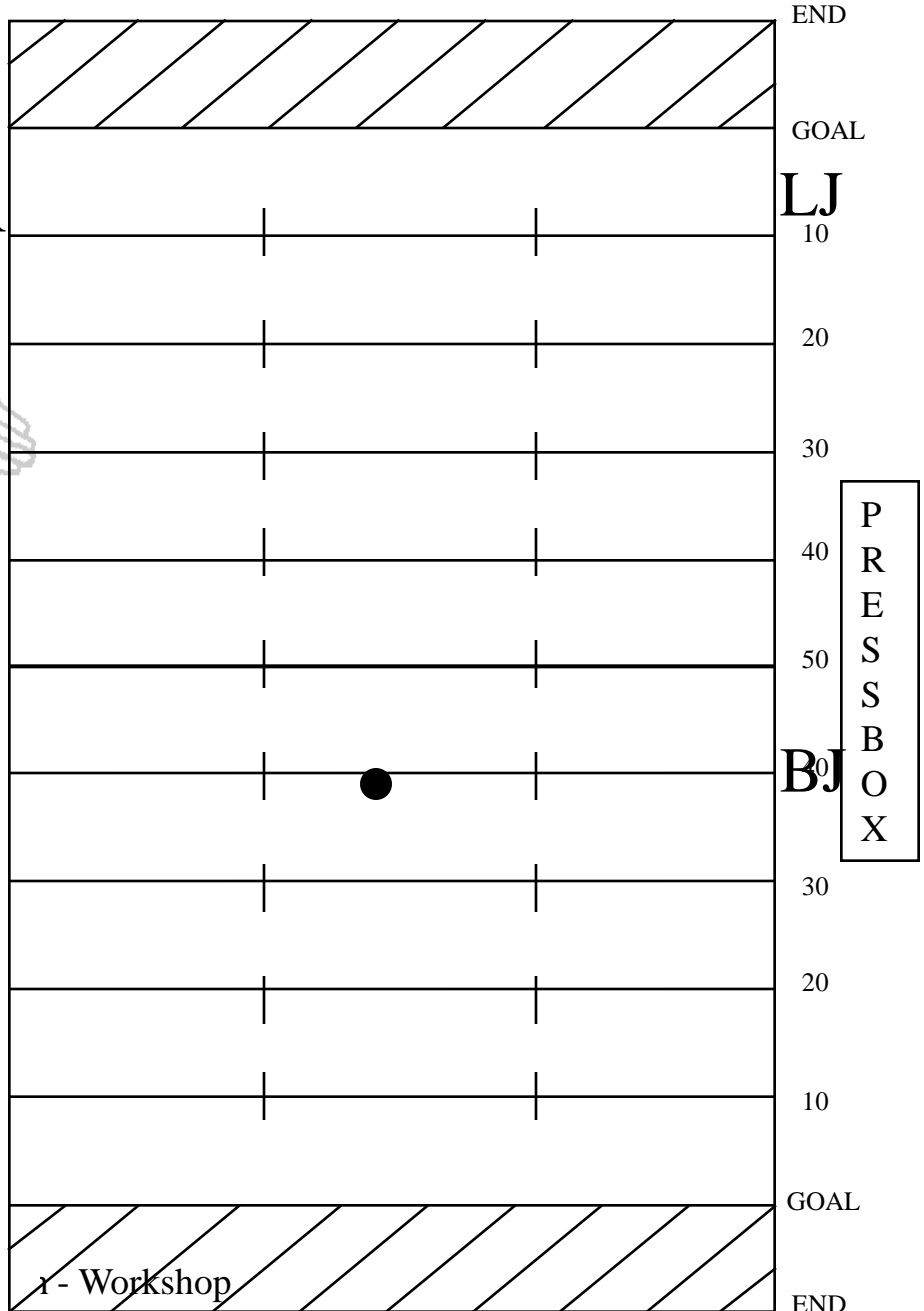
OBSERVE RESTRAINING LINE INFRACTIONS

ALERT FOR SHORT KICKS, LEGAL OR ILLEGAL TOUCHING, RECOVERIES

OBSERVE PLAYERS GOING OUT OF BOUNDS

ALERT FOR FAIR CATCH SIGNALS, INTERFERENCE

HAVE SIDELINE TO GOAL LINE



THE KICKING GAME

FREE KICK, POTENTIAL PENALTIES

- **BLOCKING BELOW THE WAIST**
- **CLIPPING, ILLEGAL BLOCK IN THE BACK**
- **OFFSIDE**
- **FREE KICK OUT OF BOUNDS, UNTOUCHED**
- **ILLEGALLY HANDING THE BALL FORWARD**
- **INTERFERENCE WITH THE OPPORTUNITY**
- **ILLEGAL TOUCHING (VIOLATION, NO FOUL)**

THE KICKING GAME

ON-SIDE KICKS

REFEREE

- Tend toward middle of field
- Alert for “pooch” kick
- On deep kick, drift to sideline

LINE JUDGE

- Move to “B” restraining
- Deep kick, adjust downfield

BACK JUDGE

- Clear sideline area
- Insure “A” is on-side

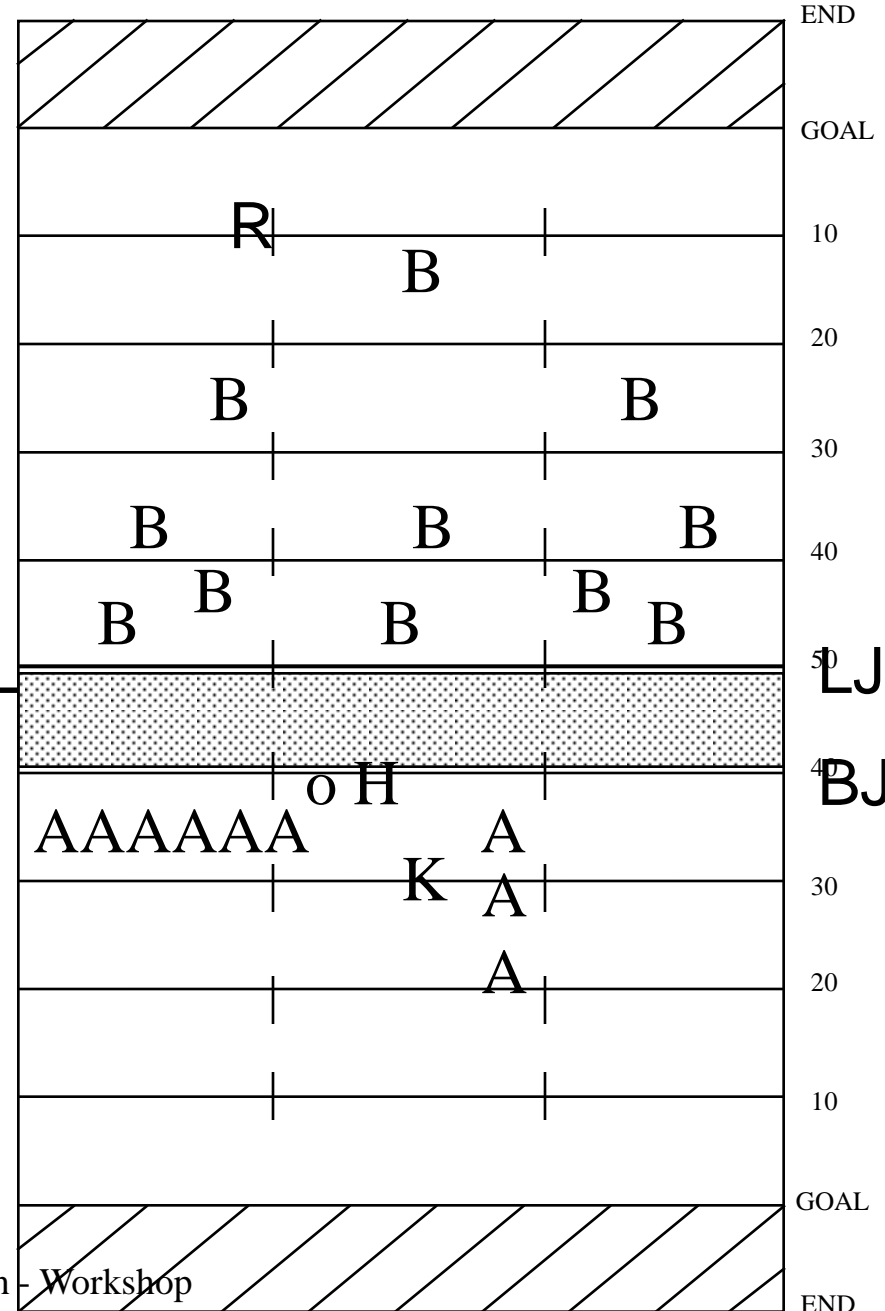
UMPIRE

- Insure “A” is on-side

HEAD LINESMAN

- Move to “B” restraining line

HL
U



• All Officials have bag in hand

THE KICKING GAME

2005 Rules Change

- Rule 9-1-2-q No defense player, in an attempt to gain an advantage, may step, jump or stand on an opponent. No defensive player who runs forward from beyond the neutral zone and leaps from beyond the neutral zone in an obvious attempt to block a field goal or try may land on any player(s). It is not a foul if the leaping player was originally lined up within one yard of the line of scrimmage when the ball was snapped.

THE KICKING GAME

SCRIMMAGE KICKS

- A **SCRIMMAGE KICK PLAY** OR FIELD GOAL PLAY IS THE INTERVAL BETWEEN THE SNAP AND WHEN A SCRIMMAGE KICK COMES INTO PLAYER POSSESSION OR THE BALL IS DECLARED DEAD BY RULE (RULE 2-30-3)
- A **SCRIMMAGE KICK FORMATION** IS A FORMATION WITH AT LEAST ONE PLAYER SEVEN YARDS OR MORE BEHIND THE NEUTRAL ZONE, NO PLAYER IN POSITION TO RECEIVE A HAND-TO-HAND SNAP FROM THE SNAPPER'S LEGS, AND IT IS **OBVIOUS** THAT A KICK **MAY** BE ATTEMPTED (RULE 2-15-10)
- A SCRIMMAGE KICK CAN BE MADE WITHOUT BEING IN A SCRIMMAGE KICK FORMATION

THE KICKING GAME

SCRIMMAGE KICK REQUIREMENTS

- MADE BY TEAM A, IN OR BEHIND THE NEUTRAL ZONE, BEFORE TEAM POSSESSION CHANGES.
- A KICK HAS CROSSED THE NEUTRAL ZONE WHEN IT TOUCHES THE GROUND, A PLAYER, AN OFFICIAL, OR ANYTHING BEYOND THE NEUTRAL ZONE.
- KICKING THE BALL IS INTENTIONALLY STRIKING THE BALL WITH THE KNEE, LOWER LEG, OR FOOT.
- A SCRIMMAGE KICK CAN BE A PUNT, DROP KICK, OR PLACE KICK.
- A TEE MAY NOT ELEVATE THE BALL MORE THAN TWO INCHES ABOVE GROUND. (UIL exception)
- CONTINUES TO BE A KICK UNTIL CAUGHT, RECOVERED, OR BECOMES DEAD.

THE KICKING GAME

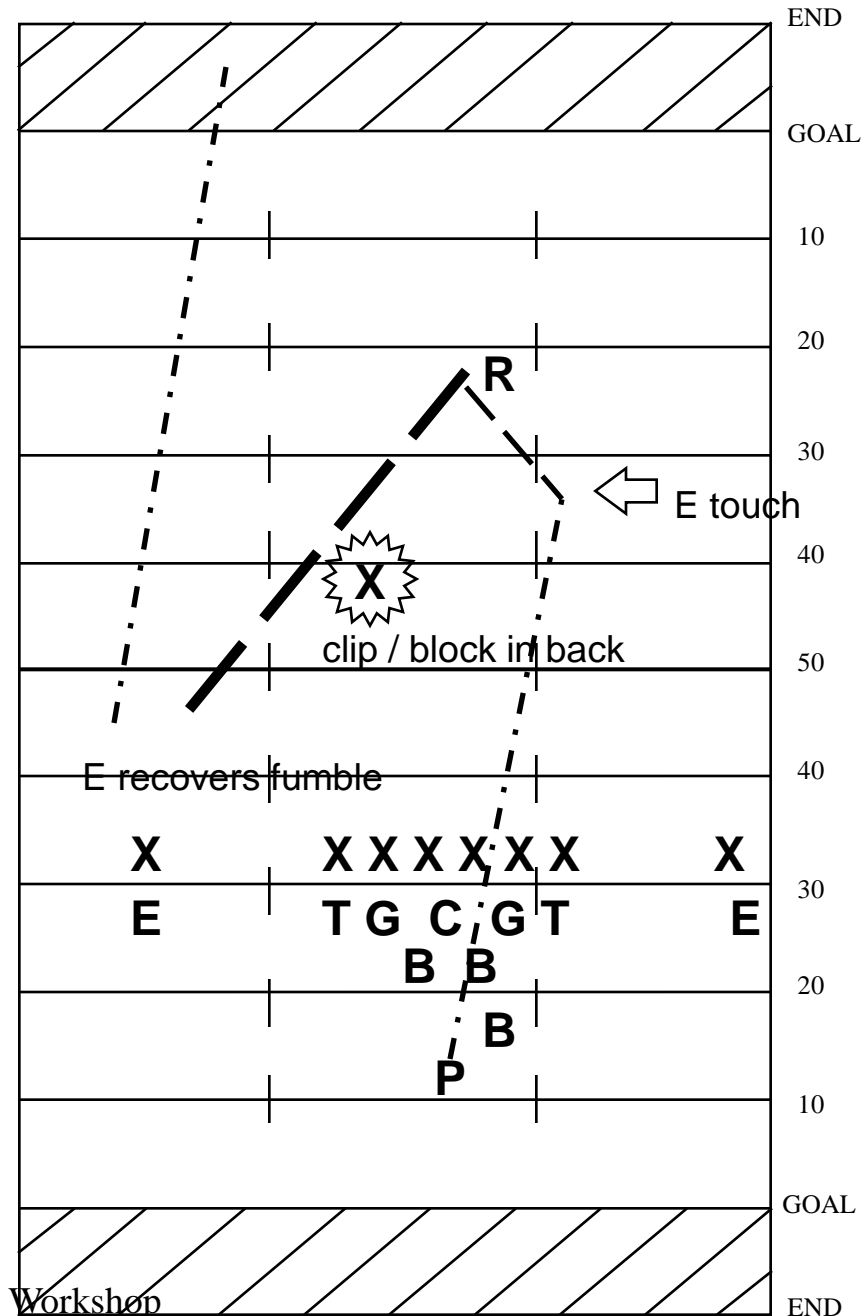
BEHIND / BEYOND NEUTRAL ZONE

- A SCRIMMAGE KICK THAT FAILS TO CROSS THE NEUTRAL ZONE CONTINUES IN PLAY. ALL PLAYERS MAY CATCH, OR RECOVER THE BALL AND ADVANCE
- BLOCKING A KICK NO MORE THAN 3 YARDS BEYOND THE NEUTRAL ZONE IS CONSIDERED TO OCCUR WITHIN OR BEHIND THE ZONE
- VIOLATION IF KICKING TEAM PLAYER TOUCHES THE BALL BEYOND THE NEUTRAL ZONE BEFORE IT TOUCHES AN OPPONENT. RECEIVING TEAM CAN TAKE THE BALL AT SPOT OF VIOLATION IF A PENALTY IS NOT ENFORCED ON THE PLAY
- PLAY IS DEAD WHEN TEAM A PLAYER POSSESSES A SCRIMMAGE KICK THAT HAS CROSSED N.Z.

THE KICKING GAME

ILLEGAL TOUCHING / PENALTY ENFORCED

- WHEN E TOUCHES THE BALL, IT IS A VIOLATION
- CLIP OR BLOCK IN BACK IS A PENALTY INCURRED BEFORE THE BALL BECOMES DEAD
- RECEIVING TEAM HAS PRIVILEGE OF TAKING THE BALL AT THE SPOT OF THE VIOLATION
- PRIVILEGE IS CANCELED IF A PENALTY IS ENFORCED



THE KICKING GAME

FAIR CATCH SIGNALS

- A **VALID** SIGNAL IS GIVEN BY TEAM B PLAYER WHO HAS OBVIOUSLY SIGNALLED HIS INTENTION BY EXTENDING ONE HAND ONLY CLEARLY ABOVE HIS HEAD AND WAVING THE HAND FROM SIDE TO SIDE OF THE BODY MORE THAN ONCE
- ALL REFERENCES TO AN **ILLEGAL** SIGNAL HAVE BEEN REMOVED
- AN **INVALID** SIGNAL IS ANY SIGNAL BY TEAM B PLAYER THAT DOES NOT MEET THE REQUIREMENTS OF A VALID SIGNAL
- RECEIVER SHADING HIS EYES IS NOT A SIGNAL

THE KICKING GAME

FAIR CATCH RULES

- WHEN A TEAM B PLAYER MAKES A FAIR CATCH, THE BALL BECOMES DEAD WHERE CAUGHT AND BELONGS TO TEAM B AT THAT SPOT
- EXCEPTION – WHEN A VALID FAIR CATCH SIGNAL IS MADE, THE **UNIMPEDED OPPORTUNITY** TO CATCH A FREE OR SCRIMMAGE KICK **IS EXTENDED** TO A PLAYER WHO **MUFFS THE KICK** AND STILL HAS AN OPPORTUNITY TO COMPLETE THE CATCH. THIS PROTECTION TERMINATES WHEN THE KICK TOUCHES THE GROUND.
 - **IF THE PLAYER SUBSEQUENTLY CATCHES THE KICK, THE BALL IS PLACED WHERE IT WAS FIRST TOUCHED.**
- AN INTENTIONAL MUFF FORWARD PRIOR TO THE CATCH IS AN ILLEGAL BAT

THE KICKING GAME

FAIR CATCH RULES

- FAIR CATCH RULES APPLY ONLY ON FREE KICKS AND SCRIMMAGE KICKS THAT CROSS NEUTRAL ZONE
- **ANY** SIGNAL WHILE THE BALL IS IN THE AIR DEPRIVES THE RECEIVING TEAM OF THE OPPORTUNITY TO ADVANCE THE BALL, AND THE BALL IS **DECLARED DEAD** AT THE SPOT OF THE CATCH OR RECOVERY, OR AT SPOT OF SIGNAL IF AFTER THE CATCH
- NO TEAM B PLAYER CAN ADVANCE MORE THAN TWO STEPS AFTER ANY KIND OF FAIR CATCH SIGNAL BY ANY TEAM B PLAYER
- TEAM B PLAYER WHO GIVES FAIR CATCH SIGNAL AND DOESN'T TOUCH BALL CANNOT BLOCK

THE KICKING GAME

INTERFERENCE WITH OPPORTUNITY

- A PLAYER OF THE RECEIVING TEAM ATTEMPTING TO CATCH A KICK, AND SO LOCATED THAT HE COULD HAVE CAUGHT A FREE KICK OR A SCRIMMAGE KICK BEYOND THE NEUTRAL ZONE, MUST BE GIVEN AN UNIMPEDED OPPORTUNITY TO CATCH THE KICK
- IT IS AN INTERFERENCE FOUL (15 YARDS) IF THE KICKING TEAM CONTACTS THE POTENTIAL RECEIVER BEFORE, OR SIMULTANEOUS TO, HIS FIRST TOUCHING THE BALL
- IF INTERFERENCE IS THE RESULT OF A PLAYER BEING BLOCKED BY AN OPPONENT, **NO FOUL**.
- INTERFERENCE IS POSSIBLE WHETHER OR NOT A FAIR CATCH SIGNAL IS GIVEN

REFEREE MECHANICS - SCRIMMAGE KICKS

COUNT OFFENSE; SEE BALL AT SNAP

WIDE; CAN SEE BLOCKERS & KICKER

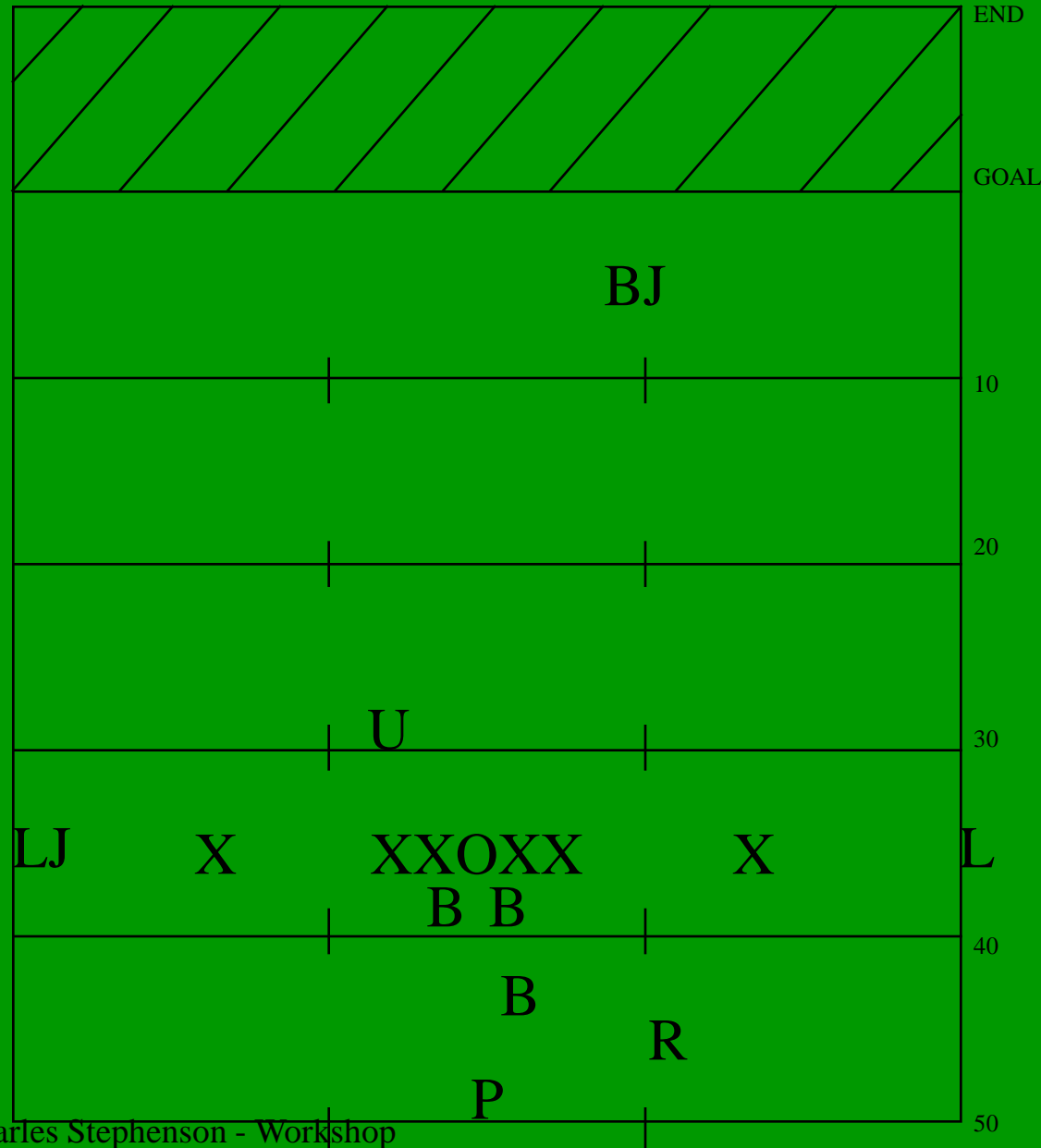
SEE TRAJECTORY; DON'T FOCUS ON PUNTER

RULE ON ROUGHING, RUNNING INTO, ETC

POSITION FOR KICK OUT OF BOUNDS

SLOWLY UP FIELD

RETURN ALL THE WAY TO GOAL-LINE



UMPIRE MECHANICS - SCRIMMAGE KICKS

COUNT OFFENSE

**FAVOR LJ SIDE OF
FIELD, 7 - 10 YARDS
DEEP (FOR SAFETY)**

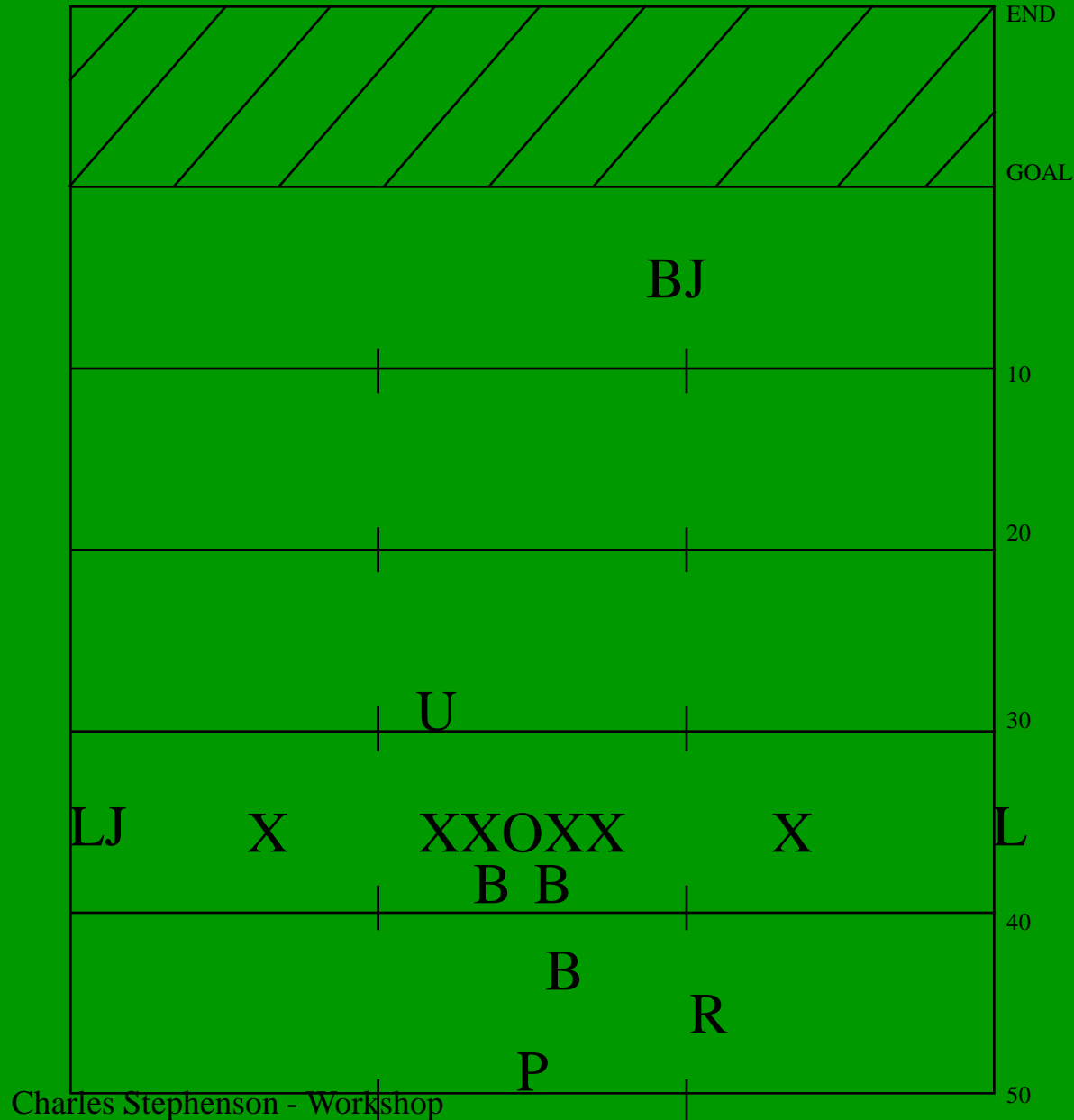
**OBSERVE SNAP;
ACTION ON SNAPPER**

**KNOW ELIGIBLE
RECEIVERS**

**BLOCKS BY (AND ON)
LINE, UP-BACKS**

**ALERT FOR BLOCKED
KICK; HELP WITH NZ**

**AS PLAYERS CLEAR,
TURN AND OBSERVE**



BACK JUDGE MECHANICS - SCRIMMAGE KICKS

COUNT DEFENSE, SEE
FLANK OFFICIALS

FAVOR HL's SIDE OF
FIELD

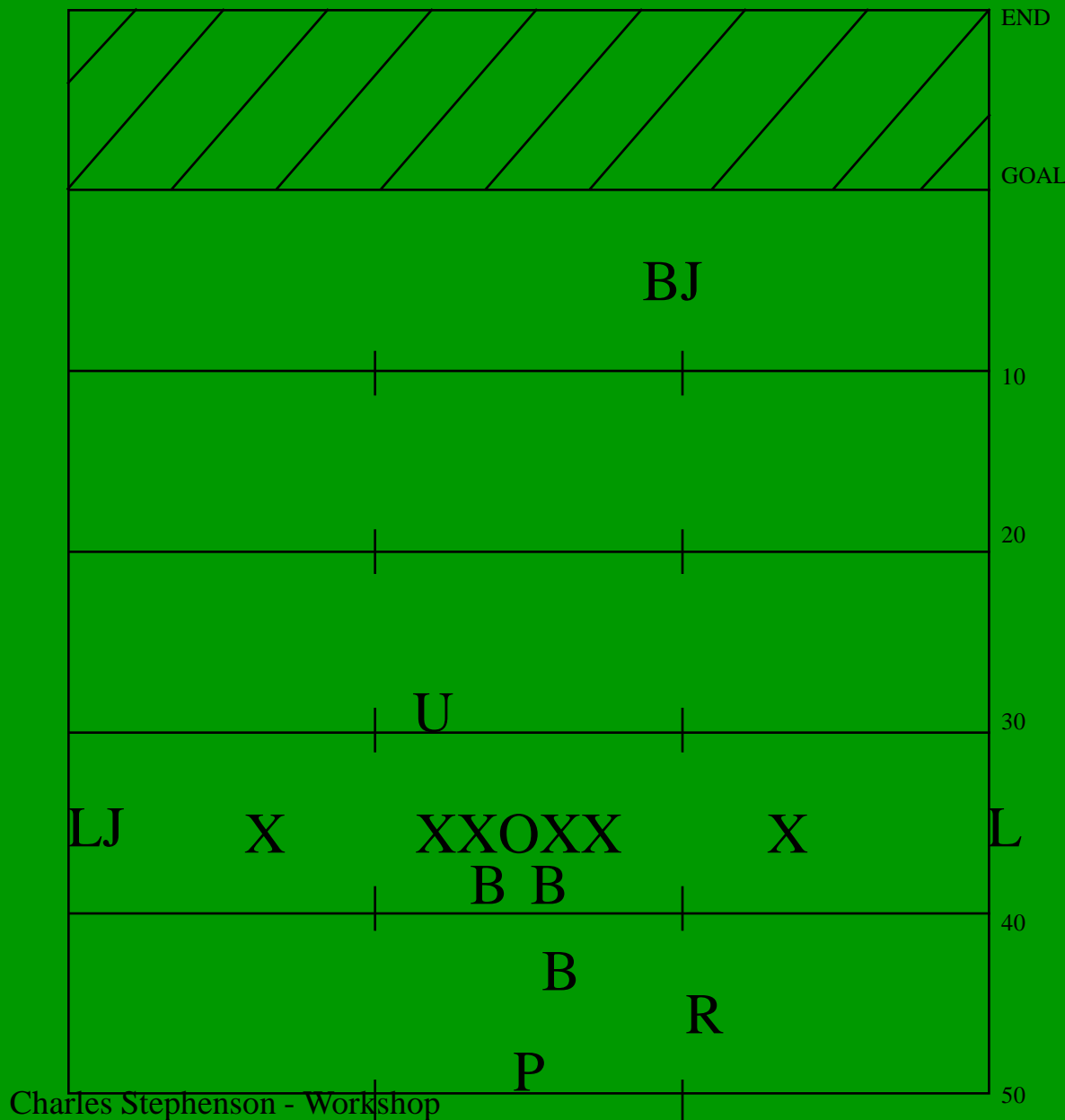
POSITION SLIGHTLY
BEHIND DEEPEST
RECEIVER TO SEE

AWARE OF KICK INTO
END-ZONE

FAIR CATCH, INTER-
FERENCE, ILL. TOUCH

BEAN BAG AT END OF
KICK

LINE UP KICK OUT OF
BOUNDS



HEAD LINESMAN MECH. - SCRIMMAGE KICKS

LOOK FOR LEGAL
FORMATION

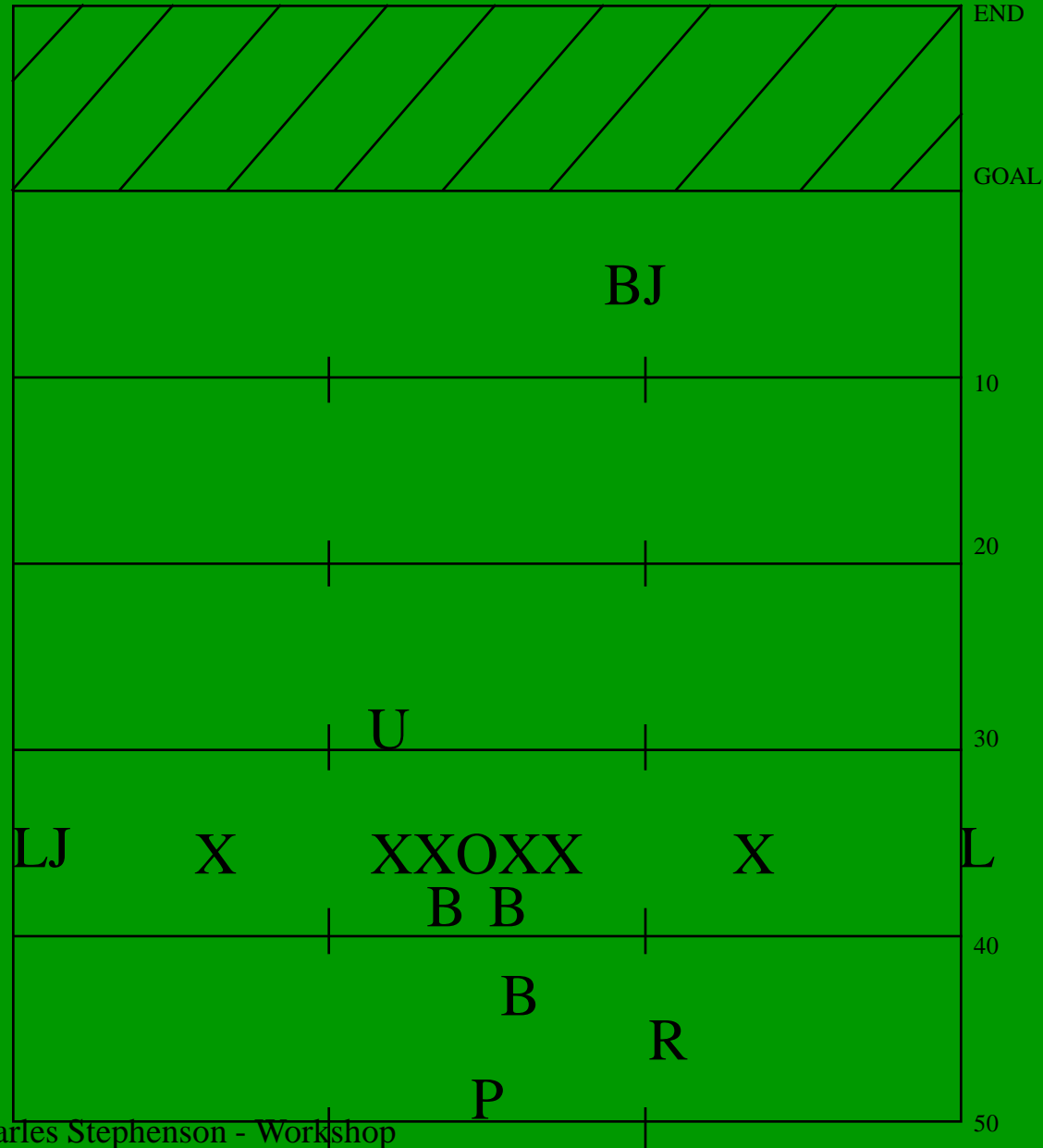
OBSERVE INITIAL LINE
ACTION

STAY AT NZ UNTIL BALL
HAS LEGALLY
CROSSED

SHORT KICK
INTERFERENCE, ETC

SECOND TIER OF
BLOCKERS, ACTION

SIDELINE, ALL THE WAY
TO GOAL LINE



LINE JUDGE MECHANICS - SCRIMMAGE KICKS

SEE SNAP
TRAJECTORY, READY
TO HELP REFEREE

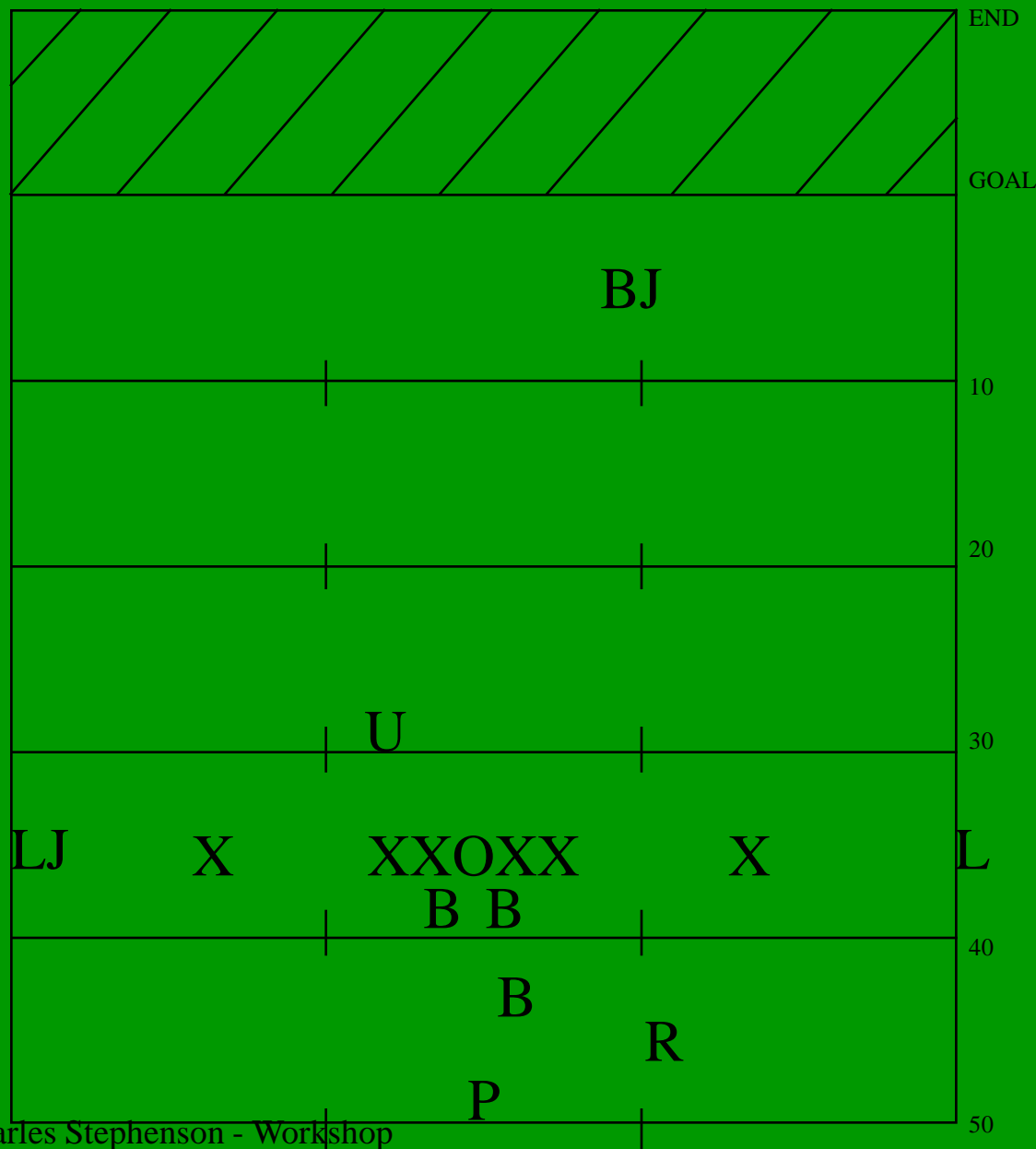
OBSERVE INITIAL LINE
ACTION

DEEP KICK, ACTION IN
FRONT OF DEEP
RECEIVERS

SHORT KICK
INTERFERENCE, ETC

LINE UP KICKS OUT-OF-
BOUNDS

SIDELINE, ALL THE WAY
TO GOAL LINE



SCRIMMAGE KICK COVERAGE

LJ SEE SNAP
TRAJECTORY, READY
TO HELP REFEREE

LJ MOVE DOWNFIELD
AFTER GOOD SNAP

HL STAY AT L.O.S.,
THEN MOVE SLOWLY

BJ HAS DEEP AREA

LJ HAS FIRST TIER OF
PLAYERS

HL WORKS SECOND
TIER OF PLAYERS

