

Scrimmage Kicks



Dallas Football Officials Association
New Members Training



Objective

The intent of this training session is to help you understand and familiarize you with the rules.

Every rule & mechanic item cannot be covered in detail so it's important you also read & study the rules & mechanics manuals outside of training sessions to get the best understanding possible.

Disclaimer

The information covered has been condensed and paraphrased to help you understand both the intent and the philosophy of the rules. The current NCAA Rule Book & UIL Exceptions are the final authority.

Scrimmage Kicks

Let's Recap

- A **SCRIMMAGE KICK** is a **PUNT, DROP KICK, or FIELD GOAL PLACE KICK**. It is a legal kick if it is made by **TEAM A** in or behind the NZ during a scrimmage down before team possession changes.
 - *A scrimmage kick has crossed the neutral zone when it touches the ground, a player, an official or anything beyond the NZ (**Exception: Rule 6-3-1-b**)*
 - *A scrimmage kick made when the kicker's entire body is beyond the NZ is an illegal kick and a live-ball foul that causes the ball to become dead. [Penalty = Five yards from the previous spot and loss of down]*
- A **SCRIMMAGE KICK** continues to be a kick until it is caught or recovered by a player or becomes dead.

Scrimmage Kicks (cont'd)

Let's Recap

PUNT is a kick by a player who drops the ball and kicks it before it strikes the ground.

DROP KICK is a kick by a player who drops the ball and kicks it as it touches the ground.

PLACE KICK is a field goal place kick by a player while the ball is controlled on the ground or tee by a teammate. If a tee is used it shall not elevate the ball's lowest point more than two (2) inches above the ground.

The **KICKER** is any player who punts, drop kicks or place kicks according to rule. He remains the **KICKER** until he has had a reasonable time to regain his balance.

A **HOLDER** is a player who controls the ball on the ground or tee. He remains the **HOLDER** until no player is in position to make the kick or, if the ball is kicked, until the **KICKER** has had a reasonable time to regain his balance.

Scrimmage Kick Formation

- A **SCRIMMAGE KICK FORMATION** is a formation with no player in position to receive a hand-to-hand snap from between the snapper's legs, and
 - 1) at least one player 10 or more yds behind the NZ; - or -
 - 2) a potential holder and potential kicker seven or more yds behind the NZ in position for a place kick.
- For either 1) or 2) to qualify as a **SCRIMMAGE KICK FORMATION**, it must be obvious that a kick will be attempted

Scrimmage Kick Formation (cont'd)

Team A Numbering Exceptions

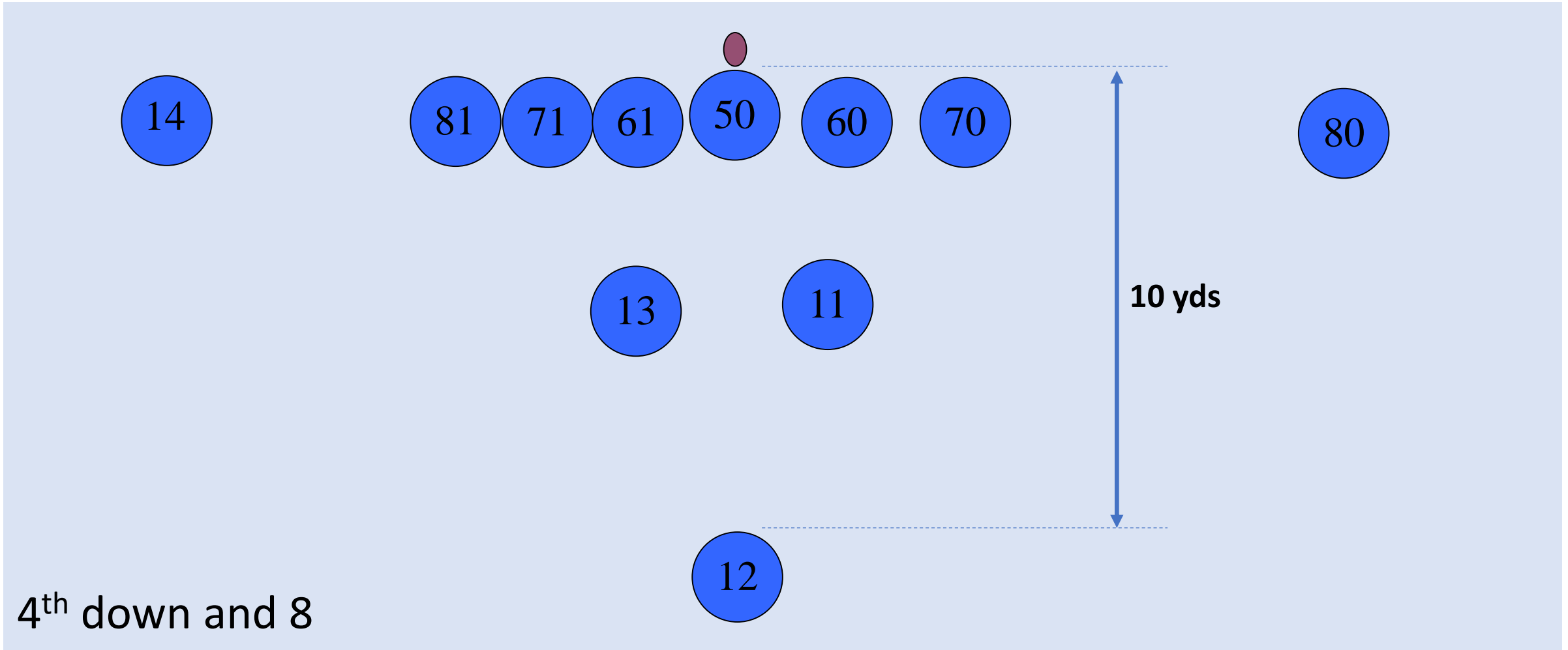
In a **SCRIMMAGE KICK FORMATION** at the snap **TEAM A** may have less than 5 linemen numbered 50-79, subject to:

- a) linemen not numbered 50-79 who are ineligible by position become exceptions to the numbering rule when the snapper is established.
- b) All numbering-exception players must be on the line and may not be on the end of the line. *[Live Ball foul: Illegal formation]*
- c) Any and all such players are exceptions to the numbering rule throughout the down and remain ineligible receivers unless they become eligible under Rule 7-3-5 (forward pass touched by an official or a **TEAM B** player).

Scrimmage Kick Formation (cont'd)

- When a team is in **SCRIMMAGE KICK FORMATION**, a defensive player may not initiate contact with the snapper until one second has elapsed *[Live-ball Foul. Penalty—15 yards and automatic first down]*
- If **TEAM A** is in a formation to attempt a place kick (FG or try) it is illegal for three **TEAM B** players on their line of scrimmage inside the blocking zone to align shoulder-to-shoulder and move forward together after the snap with primary contact against a single **TEAM A** player. *[Live-ball foul. Five yards, previous spot]*

Scrimmage Kick Formation - Punt

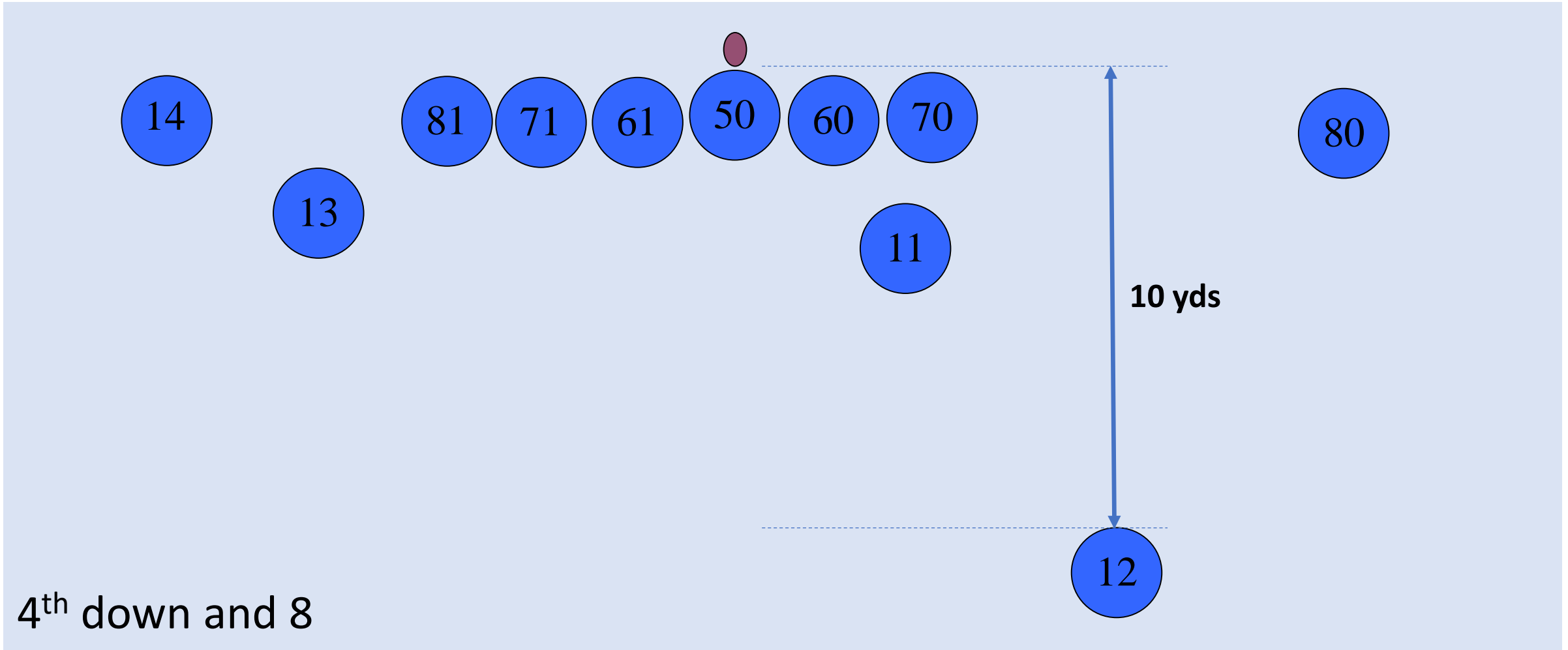


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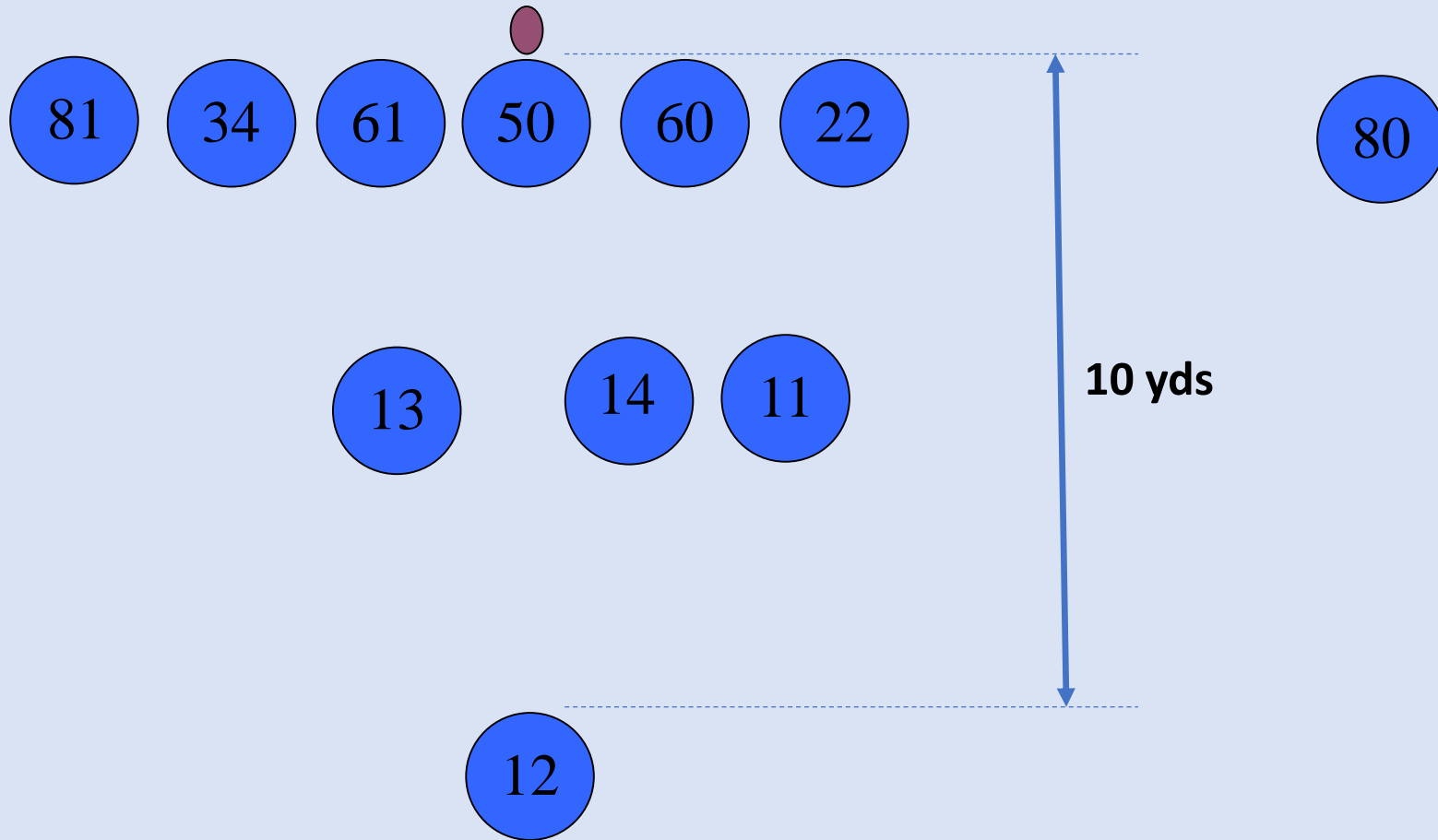
4th down and 8

Scrimmage Kicks

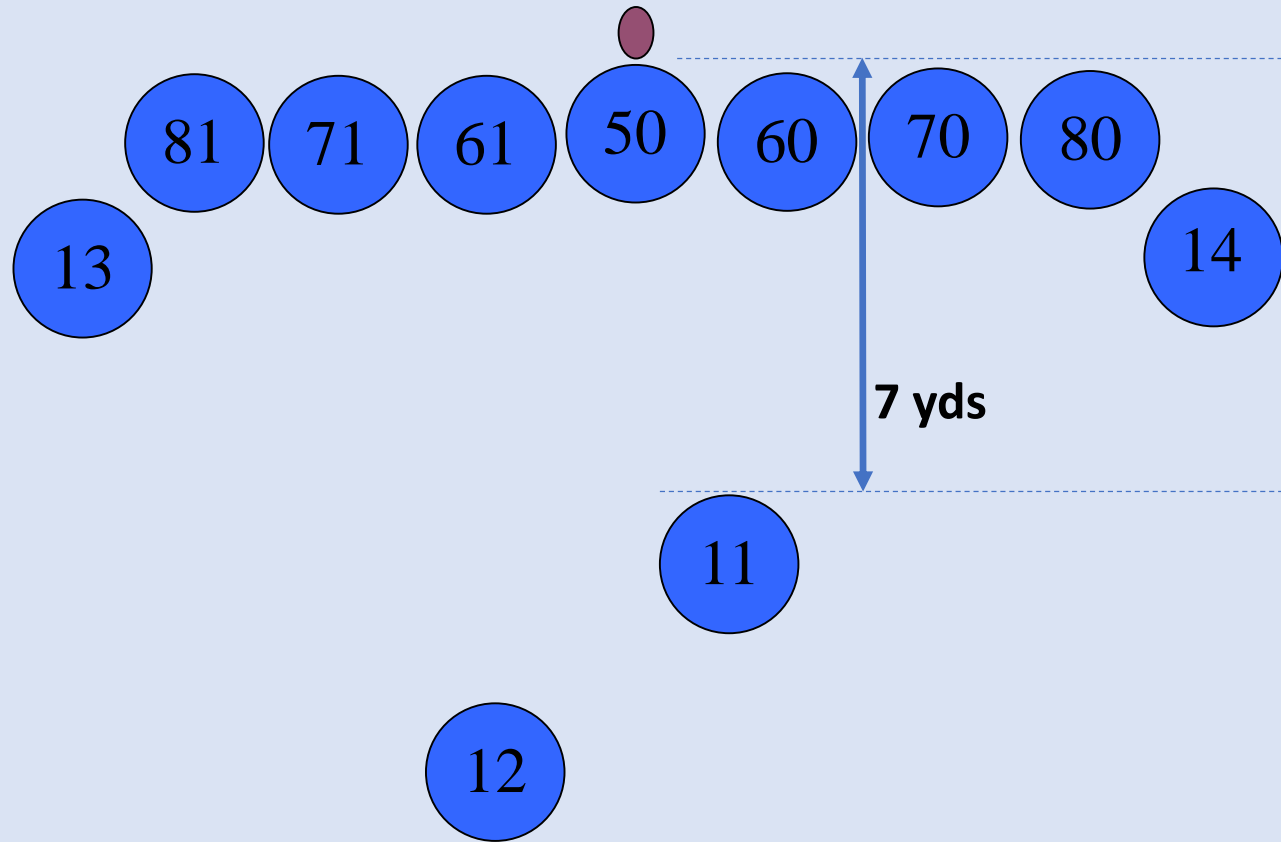
Scrimmage Kick Formation - Punt



Scrimmage Kick Formation - Punt



Scrimmage Kick Formation – FG/Try



Scrimmage Kicks

Scrimmage Kicks

Behind the Neutral Zone

- A scrimmage kick that fails to cross the NZ continues in play. All players may catch or recover the ball behind the NZ and advance it.
- The blocking of a scrimmage kick by **TEAM B** player who is not more than 3yds beyond the NZ is considered to have occurred within or behind the NZ.

Scrimmage Kicks

Beyond the Neutral Zone

- No inbounds player of the **TEAM A** shall touch a scrimmage kick that has crossed the NZ before it touches an opponent. This is *illegal touching*, a violation that, when the ball becomes dead, gives the receiving team the privilege of taking the ball at the spot of the violation (*Exception:* Rule 6-3-4)
 - a. This privilege is canceled if there is an accepted penalty for a live-ball foul by either team or offsetting fouls
 - b. Illegal touching on a try, in extra periods, or in **TEAM A's** end zone is ignored.

Scrimmage Kicks

Beyond the Neutral Zone (continued)

- If a **TEAM A** player catches or recovers a scrimmage kick that has crossed the NZ, the ball becomes dead.
 - a. The ball belongs to **TEAM B** at the dead-ball spot, unless the **TEAM A** is in legal possession when the ball is declared dead.
- If a scrimmage kick untouched by **TEAM B** beyond the neutral NZ touches the ground on or behind **TEAM B's** goal line, the ball becomes dead and belongs to **TEAM B**.

Scrimmage Kicks

All Become Eligible - When a scrimmage kick that has crossed the NZ touches a player of **TEAM B** who is inbounds, any player may catch or recover the ball (Exceptions: Rules 6-3-4 and 6-5-1-b).

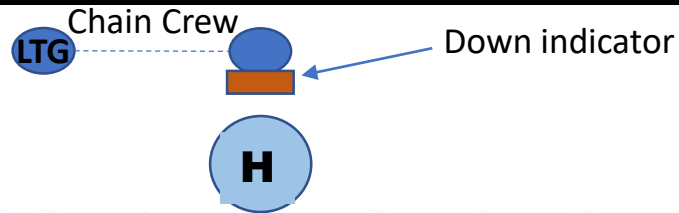
Forced Touching Disregarded

- A player blocked by an opponent into a scrimmage kick that has crossed the NZ shall not, while inbounds, be deemed to have touched the kick.
- An inbounds player touched by a ball either batted or illegally kicked by an opponent is not deemed to have touched the ball.

Kick Catch Interference (KCI)

- If a **Team B** receiver is located where he could catch a scrimmage kick that has crossed the NZ, he must be given an unimpeded opportunity to catch the kick.
- If a **Team A** player enters the area defined by the width of the receiver's shoulders and extending one yard in front of him it is a foul.
- Protection ends when the kick touches the ground, or **Team B** muffs (exceptions apply when valid fair catch signal given) or touches a scrimmage kick beyond the NZ.
- No Foul if interference is the result of a player being blocked by an opponent.
- Foul, if the kicking team contacts the potential receiver before, or simultaneous to, his first touching the ball.
- When in question, it is an interference foul.

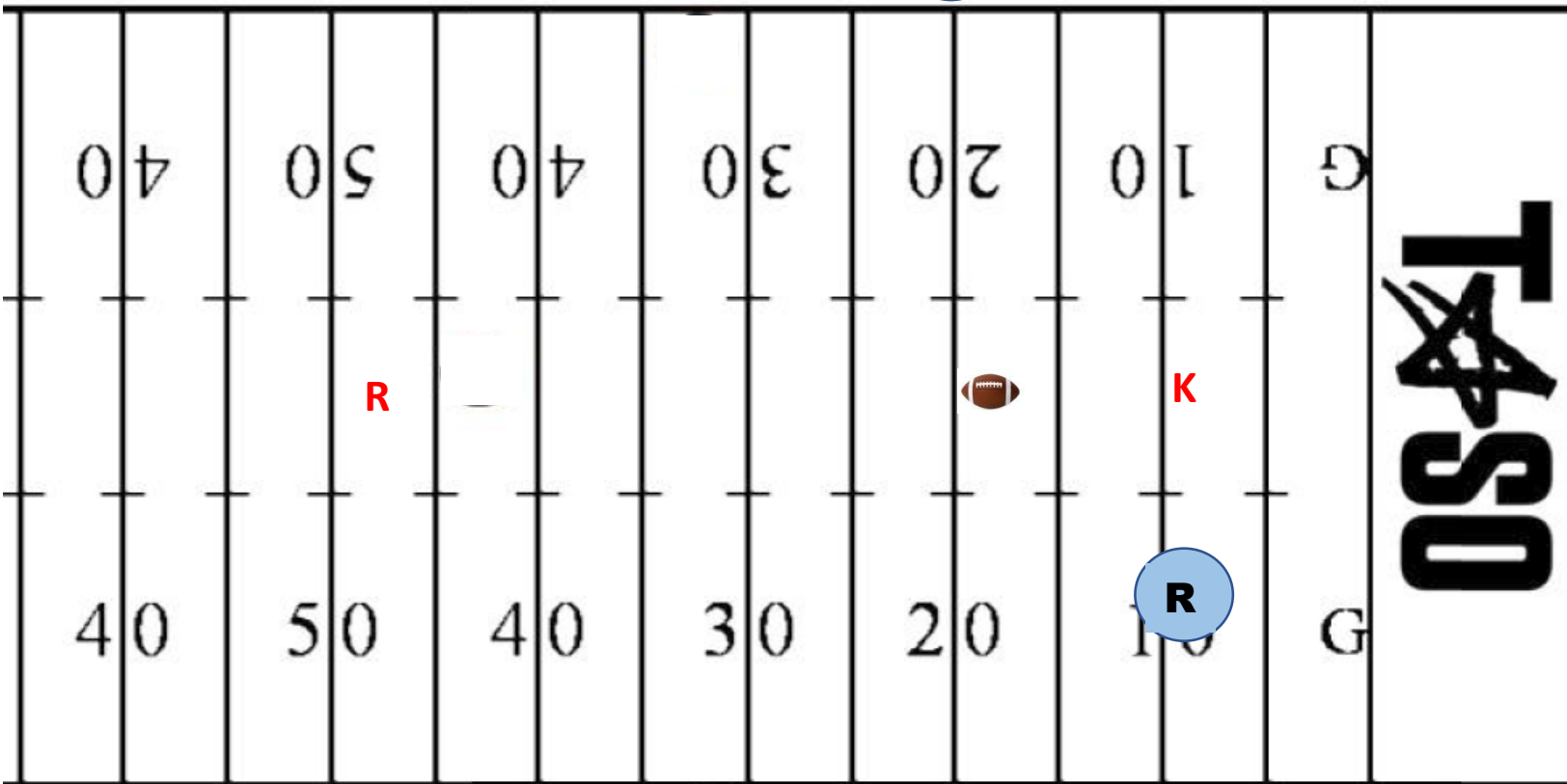
Pre-Snap Positions(3-Man Crew) - Punt



R Takes position to the side away from **H**, wide enough to see the ball from snap to kick. Be able to see blockers and kickers at the same time. Be in position to be even with or slightly in front of the kicker when ball is kicked. Adjust to the situation. Be alert for delay by kicking team to confuse the opponents. Count team A players.

H Same as any scrimmage down.

L Take position on your side of field short of deepest receiver and adjust to play area. Stay wide. Count Team B players.



After the Snap - Referee (3-Man Crew) - Punt

Referee (R)

- Watch blocking and illegal action by players behind the line.
- Observe action against the kicker. Be alert for blocked kick, recovery and advance.
- When certain the kick will not be blocked, and the kicker will not be fouled observe action in the center of the field.
- Be prepared to pick up runner if play breaks deep.
- Be alert for blocking below the waist by either team.

After the Snap – H (3-Man Crew) - Punt

H

- Responsible for the entire line of scrimmage at the snap.
- If kick is short or partially blocked, know if it crossed the NZ.
- If kick to your side goes out of bounds on the ground, mark the out of bounds spot.
- If kick goes out of bounds in the air, assist **R** in spotting the ball.
- If player signaling for fair catch does not touch the ball, observe legality of his action until the ball is dead
- Responsible for action around the receiver(s) on your side.
- Be alert for blocked kick in your area and for its recovery and advance.
- After the ball has crossed the NZ, move with **TEAM B** players who are covering the kick.
- Responsible for your side on kick return.
- Be alert for illegal blocks

After the Snap – L (3-Man Crew) - Punt

L

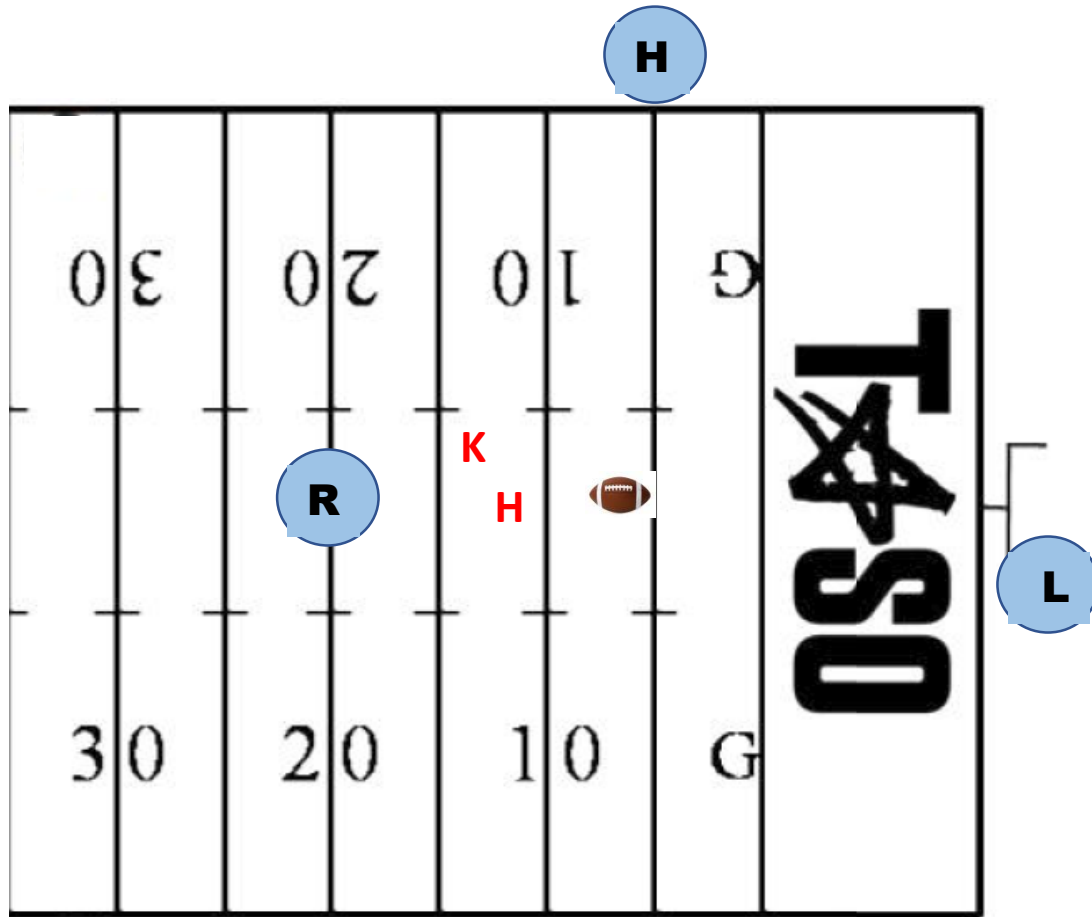
- Responsible for ruling on all fair catch signals in your area.
- Watch for interference with the opportunity to catch a kick, hand-off, fumble, laterals, etc.
- On long kicks out of bounds in the air, assist **R** in spotting the ball.
- If rolling kick goes out of bounds on your side, mark the spot.
- Responsible for goal line and end line.
- Mark the spot where kick ends w/ bean bag.
- Be alert for blocked kick and its recovery and advance.
- Be alert for illegal blocks
- Be alert for automatic touchback

After the Play (3-Man Crew) - Punt

- **H** and/or **L**, to mark progress with dead ball spot. Hold dead ball spot until **R** has spot.
- **R** should move to the approximate position of the dead ball spot, receive incoming ball from the **H** or **L** for spotting.
- **H** - ensure chains & down-box are moved to correct position. Other officials should verify a well.
- Once incoming ball is spotted and officials and chains are in position the play clock will be started on **R's** signal, **R** should declare the ball ready for play by blowing his whistle and giving ready for play signal.

Pre-Snap Routine (3-Man Crew) – FG/Try

When snapped inside Team B 15-yard line



R When snap is inside the B-15, take a position directly behind spot where ball will be kicked. Count team A players.

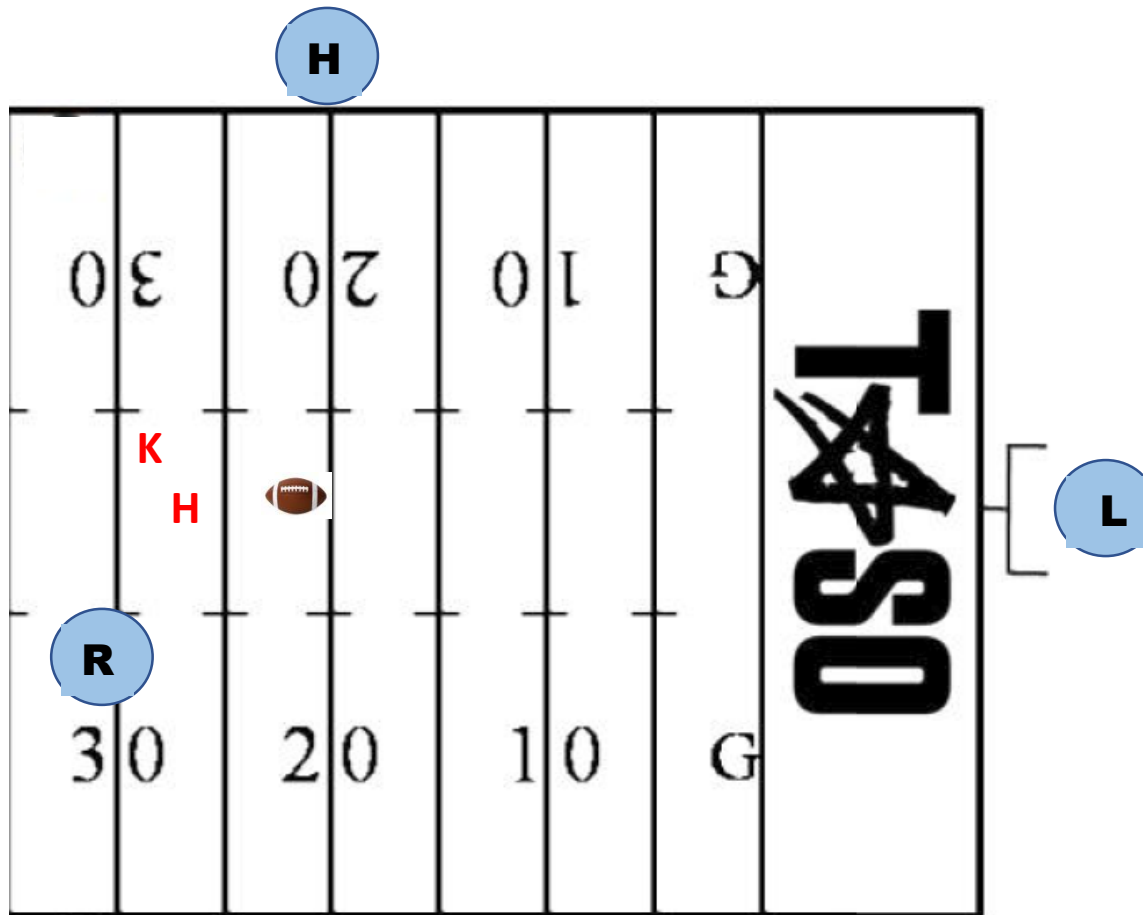
H Take your regular position, same as any scrimmage down.

L When snap is inside the B-15, take position to side of goal post. Count Team B players.

ALL Ensure clock status is correct. Verify chains/down box are accurate.

Pre-Snap Routine (3-Man Crew) – FG/Try

When snapped on or outside Team B 15-yard line



R When snap is on or outside the B-15, take a position the same as on any scrimmage kick down. Make sure you can see holder receive the snap. Count Team A players.

H Take your regular position, same as any scrimmage down.

L When snap is on or outside the B-15, takes a position 5 to 7 yards behind goal post. Count Team B players.

ALL Ensure clock status is correct. Verify chains/down box are accurate.

After the Snap - Referee (3-Man Crew) – FG/try

Referee (R)

- If ball snapped inside the B-15 → Responsible for ruling on field goal attempts except when ball passes very near crossbar or strikes goal post.
- If ball snapped on or outside of B-15 → Responsible for illegal action against kicker and holder
- Responsible for muff/fumble by holder.
- While ball is alive, field goal attempt is treated same as a scrimmage kick except as noted above.
- Be alert for block and possible advance.

After the Snap – H, L (3-Man Crew) – FG/Try

H

- Be aware of any LOS fouls, legal formation.
- When snap is inside the B-15 → Responsible for action on the kicker and holder.
- While ball is alive, field goal attempt is treated same as a scrimmage kick

L

- When snap is on or outside the B-15 → Sole responsibility for ruling on field goal attempts. If attempt is short and ball remains alive, do not give a signal. Continue to officiate as a scrimmage kick.
- When snap is inside the B-15 → Rule on field goal attempt only when ball passes near crossbar or strikes the goal.

After the Play (3-Man Crew) – FG/Try

R

- Face press box and signal result of the kick (good or no good) only when it is safe to do so
- Continue to dead ball officiate
- For FG attempts that are no-good. Help to retrieve in-coming ball and place at previous spot if \geq B-20. If $<$ B-20 then place at B-20.

H

- Continue to dead ball officiate
- Help retrieve replacement ball as needed
- If missed FG, ensure chains & down-box are moved to correct position. Other officials should verify a well.

L

- Signal result of the kick (good or no-good)
- Continue to dead ball officiate
- Help retrieve replacement ball as needed

All will setup for next play (Free-kick or scrimmage play)

Common Live Ball Fouls For Punts/FG/Try

- Illegal Formation
- Offside (no-contact)
- Illegal block below the waist
- Roughing the Kicker or Holder
- Running into the Kicker or Holder
- Illegal block in the back
- Holding
- Kick Catch Interference

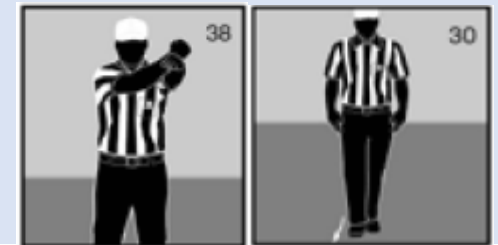
**Throw flag and continue to officiate.
Stop clock at end of play if running.**

Roughing or Running Into Kicker or Holder

When it is obvious that a scrimmage kick will be made, no opponent shall run into or rough the **kicker** or the **holder** of a place kick (A.R.9-1-16-I, III and VI).

1. Roughing is a live-ball personal foul that endangers the **kicker** or **holder**.
2. *Running into* the **kicker** or **holder** is a live-ball foul that occurs when the **kicker** or **holder** is displaced from his kicking or holding position but is not roughed (A.R. 9-1-16-II).
3. Incidental contact with a **kicker** or **holder** is not a foul.
4. The **kicker's** protection under this rule ends (a)when he has had a reasonable time to regain his balance(A.R. 9-1-16-IV); or (b)when he carries the ball outside the tackle box (Rule 2-34) before kicking.
5. When a defensive player's contact against the **kicker** or **holder** is caused by an opponent's block (legal or illegal), there is no foul for running into or roughing.
6. A player who makes contact with the **kicker** or **holder** after touching the kick is not charged with running into or roughing the **kicker**.
7. When a player other than one who blocks a scrimmage kick runs into or roughs the **kicker** or **holder**, it is a foul.
8. When in question whether the foul is *running into* or *roughing*, the foul is *roughing*.

A **kicker** or **holder** simulating being roughed or run into by a defensive player commits an unsportsmanlike act (A.R. 9-1-16-V).



Personal foul

Running into or roughing the kicker or holder

Other Scrimmage Kick Items to Know

- No **TEAM A** player who goes out of bounds during a scrimmage kick down may return inbounds during the down (**Exception:** This does not apply to a **TEAM A** player who is blocked out of bounds and attempts to return inbounds immediately). *[Live-ball foul. 5 yards from the previous spot or 5 yards from the spot where the subsequent dead ball belongs to **TEAM B**]*
- Penalties for all fouls by the kicking team other than kick-catch interference (Rule 6-4) during a scrimmage kick play (except FG attempts) in which the ball crosses the NZ may be enforced either at the previous spot with the down repeated (**Exception:** Penalty option is a safety for fouls in **TEAM A's** end zone.) or at the spot where the subsequent dead ball belongs to **TEAM B**, at the option of **TEAM B**.
- If a scrimmage kick untouched by **TEAM B** after crossing the NZ is batted in **TEAM B's** end zone by a player of **TEAM A**, it is a violation for illegal touching (Rule 6-3-2). The spot of the violation is **TEAM B's** 20-yard line. This is a special case of batting in the end zone and is not a foul.

Don't Stop Here!

It is not possible to cover all Mechanics & Rules in this session it is important for you to continue to read & study the following:

- TASO Mechanics for 3-Man crews
- TASO Mechanics for 4-Man crews
- TASO Mechanics for 5-Man crews
- No need to review 7-Man crew mechanics as you will not work them your first year
- UIL/TAPPS exceptions
- 2019 NCAA Rules