

Rule 2 simplified

Sec. 1 status of ball

Art.1 Dead- not in play

Art 2 Live- in play. Legally snapped/free kicked

Art.3 Loose- pass, fumble, kick

In flights - has not touched the ground

Ground - has touched the ground

Remains loose until dead by rule or player secures possession. (2-44 touching proceeds possession)

Sec 2. Batting- intentional act with arm to hand (finger tip)

Sec 3 (Reference rule 9 sec 3 and rule 2 sec 17) Blocking- apply to both A & B. Obstructing opponents with any part of blockers body which determines legal or illegal blocking.

Art. 2 Legal with arms or hands

A. Closed hands (cupped)...

Elbows inside or outside frame of blocker, hands not facing the blocker, and forearms bent no more than 45 degrees

B. Opened hands...

Hands in advance of elbows, inside frame of blocker, inside the frame of the opponent's body, hands facing the opponent with forearms extended beyond 45 degrees from the body

Exception.... (Judgment) When opponent of blocker, moves in a way that causes what otherwise would have been illegal, or committed to his charge.

Note: "The frame"

Blocker- front @ or below the shoulders

Opponent- other than the back @ or below the shoulders

Hand or hands can not be locked. Any action of the elbow or forearm moving faster than the shoulder at time of contact is illegal. Can not initiate contact above the shoulders. Allowed to use hand or arm to break a fall or maintain balance.

Art. 4 offensive player...

Runner can ward off or push any player

R can ward off a player attempting to block them

During a loose ball which he may legally touch/posses can push, pull, ward off as long as the contact is legal.

Art. 5 defensive player...

Use unlocked hand/hands to ward off opponent who is attempting/blocking him.

Push, pull, or ward off opponent in an "actual attempt" to get a runner, simulated runner, or a loose ball as long as the act is legal.

When using hands/arms hands must be in advance of the elbows @ time of contact at shoulders or below unless offensive player movement causes what would have been illegal contact.

Question.... How do you legally pull an opponent if you are not allowed to grasp them.

Note: simulated runner reasonable allowance (judgment) discover deception. Does not cancel responsibility for reasonable caution.

Art 7. Blocking below (not at) the waist... initial contact into the body below the waist, from the front or the side. Initial contact with an opponent's hand before immediate contact below the waist does not negate blocking below the waist. Applies only when opponent has 1 or 2 feet on the ground. You can block an airborne player below the waist legally.

Question..... B 55 attempts to dive over A61. A61 contacts B55 in the air at the knees causing B 55 to “cartwheel” in the air and land on his head. Umpire 1)sees the whole play or 2) only sees B55 cartwheeling through the air.

Art 8. Chop block - 2 or more teammates, with or without delay, and contact of 1 or more is below the waist, AND contact by another 1 or more players is NOT below the waist

Question.... A61 and A55 both block B73 below the waist immediately at the snap. All the players involved were in the zone at the snap and the ball was still in the zone?

Art 9. Inter locked blocking - one player grasp or encircles a teammate prior to or while blocking an opponent.

Art 10. Blindside blocking - against an opponent who does not block/blocker coming. Judgment?

Sec 4. Catch - Art 1. Establishing player possession of a live ball in flight.

Must - 1st contact in bounds and maintain possession

Or

An airborne receiver having forward progress stopped by opponent and being carried out of bounds and maintain possession.

Art 2. Touching always precedes catching (any possession).

Art 3. Simultaneous - Joint possession in bounds by opposing players. Catch or recovery.

Sec 5. Clipping/ blocking in the back - Art 1. Clipping - against an opponent with initial contact from behind (not the side) and at/or below the waist. Notice difference for block below the waist is not “at” the waist. A runner can not be clipped.

Art 2. Block in the back - against an opponent with initial contact is the back (not the side), inside the shoulders, between below the helmet above the waist (not at the waist... see clipping).

Sec 6 Conferences - there are 2 types of conferences, one of which has 2 types.

1.) coach referee - (ref should never not have another official present) at the sideline, in the field of play, in front of coaches team box (usually 25 to 25).

2.) team -

1.) outside the 9 yard mark (known as the numbers) “outside” means sideline to top of the yard line numbers. “ inside” mean between the numbers. Whole team is invited, in the field of play, in front of team box

2.) between the marks (the numbers) only 1 coach and 11 players.

Question.... Conference between the numbers.... Can water boy and/or trainer be in the conference?

Sec 7. Down/loss of down -

Art 1. Starts with a legal snap or a legal kick for a free kick down. Ends when ball becomes dead by rule

Art 2. Loss of down- loss of the right to replay a down.

Sec 8. Encroachment - any player illegally in the neutral zone between the time the ball is marked ready for play, and the ball is either snapped or kicked. Or when a player violates free kick restrictions (rule 6 sec 1 art 3)

Question..... if K81 lines up 6 yards behind his free kick line and the ball is kicked what is the official penalty?

Note: a “substitute” is not consider a player until he is on his teams side of the neutral zone.

Sec 9. Fair catch - made by a receiver.

Art 1. During a free kick can be made in or beyond NZ to the receiver’s goal line. During a scrimmage kick only beyond NZ.

After a valid fair catch signal receiver forfeits the opportunity to advance from the spot of the catch (end of the kick) in return for protection from bring blocked or tackled. The receiver who make a signal so also prohibited from blocking an opponent until after the kick ends and once the kick ends the ball becomes dead regardless of what causes the kick to end.

Art 2. Awarded fair catch - offended team chooses to take the ball after enforcement of KCI.

Art 3. Valid signal - R player only, 1 full arm extended above the head, with a lateral wave

Art 4. Invalid signal- R player only, before the kick is caught or recovered, does not meet valid signal, kick has already touched a receiver or the ground.

Art 5. Illegal signal - any signal (valid or illegal) by a runner after the kick has been caught or recovered.

Set 10. Field areas - Art 1. Field is sideline to sideline, end line to end line.

Art 2. Field of play is sideline to sideline, goal line to goal line.

Art 3. Side zone is sideline to hash mark, goal line to goal line. Each side of the field.

Art 4. End zone (goal) is 10 yards from goal line to end line. Both ends of the field. Entire 4 inch goal line is entirely in the end zone. A teams goal (end zone) is the one they are defending.

Sec 11. Fighting - Automatic disqualification. Any attempt (successful or not) by a player/non player to strike or engage another player/non player in a combative manner unrelated to football.

Question..... can a player be penalized for fighting a teammate?

Sec 12. First touching - (see rule 6 sec 1 art 7)

Free kick - touched in the field of play by K before ball crosses R free kick line AND before being touched in there by R. 1st touching on free kick can only happen up to Rs free kick line.

Scrimmage kick - ball touched by K in the field of play beyond expanded NZ before being touched by R AND before the ball comes to rest.

Sec 13. Force - Art 1. - only in connection with the goal line and only in 1 direction - from the field of play into the end zone. Initial force results from a carry, fumble, kick, pass, or snap. A “new force” may be added by a bat, muff, or illegal kick to a grounded fumble, kick, or backwards pass.

Art 2. Responsibility of force is on the team last in possession who carries, snaps, passes, fumbles, or kicks the ball UNLESS a new force is added to a grounded kick, fumble, or backwards pass.

Art 3. A new force can never be added to a ball in flight.

Art 4. Force is not a factor in

1.) kicks going in to Rs end zone. Always a touch back regardless of who supplied the force. A kick is a kick is a kick.

2.) backwards pass, or fumble ruled dead in opponents end zone with no player possession. (Ball is still in team possession) see rule 8 sec. 2 art. 1c

Sec 14. Formation -

Art 1. Scrimmage - minimum of 5 players required on LOS.

Art 2. Scrimmage kick -

1.) a player with knee on the ground 7 yards behind LOS and in position to receive snap AND a player 3 yards or less behind the player with his knee on the ground and in position to attempt a place kick.

2.) player 10 yards behind LOS and in position to receive snap.

Art 3. Free kick - used for a free kick down. Time between RFP and the ball is kicked....

R - must be behind their free kick line (not on).

K - must be behind their free kick line but no more than 5 yards behind FKL.

Exception: kicker and the holder are given reasonable allowances to be beyond the FKL.

Sec 15. Forward progress -

Art 1. End of advancement in position of the ball toward the opponent's goal line. NEW TO 2025 - when fumbled out of bounds foremost point of the ball where possession was lost. Beanbag on all fumbles beyond AND behind LOS.

Art 2. Airborne player - foremost point when possession of ball and contacted by opponent. (Rule 2-4-1)

Sec 16 Fouls and penalties -

Art 1 Foul - rule infraction with penalty prescribed.

Art 2 Types of fouls

1.) dead ball - between end of down and next legal snap/free kick.

2.) double - (Rule 10-2) 1 or more live ball fouls (other than non player or USM) by each team (offsetting unless change of possession then options).

3.) flagrant - (judgment) severe or extreme. Places opponent in danger of injury. Extremely or persistently vulgar or abusive conduct.

4.) live ball - during a down

5.) multiple - (Rule 10-2) 2 or more live ball fouls (other than non player or USM). Same down same team. Offended team gets choice.

6.) Non player/ USM - non contact foul live or dead which is not illegal participation and does not influence the play. (except 9-4-8: unintended contact by non player and game official in restricted area while ball is live)

7.) player - by a player (other than non player or USM)

8.) PSK - during: scrimmage kick (other than try or successful FG)

Ball: must cross the expanded NZ.

Foul: 1.) by R. 2.) beyond expanded NZ. 3.) before kick ends.

Next to put ball in play: R.

9.) simultaneous with snap - becomes a foul when the ball is snapped/free kicked. (can be corrected before snap/kick.)

Art 3. - no foul cause loss of the ball.

Art 4. - No foul causes the ball to become dead.

Art 5. - penalty is imposed on a team/ team member because of committed foul

Art 6. - DQ, 1st touching, and forfeiture are similar to penalties but not "classified" as fouls.

Sec 17. - Free blocking zone -

Art 1. - 8 yards (4 + 4 + width of ball) by 6 yards (3 + 3 + length of ball). Considered "in the zone" if ANY body part is in the zone at the snap.

Art 2. BBW - immediate/initial action, Block is in the zone, all involved must be in the zone and on LOS at the snap. A and B are allowed to BBW When conditions are met.

Art 3. BIB - By: A linemen

Against: B player

All involved must be in the zone at the snap and contact must be in the zone.

Art 4. Zone disintegrates the instant the ball has left the zone.

Sec 18. Fumble - loss of player possession other than handing, passing, legal kick.

Sec 19. Handing -

Art 1. transferring player possession between teammates while maintaining contact. Not considered a pass if possession is lost (fumble).

Art 2. Forward handing - releases entire ball is beyond runners position... forwards is forwards.

Art 3. Backwards handing - any part of ball is on or behind runners position.... Sideways is backwards.

Sect 20. Helmet contact/targeting -

Art 1. Initial contact with an opponent is with the helmet...

1.) butt blocking -

By: any player

Against: any player other than the runner.

Action: initiates contact with front of helmet.

2.) face tackling -

By: Defensive player

Against: runner

Action: initiates contact with the front of the helmet

3.) spearing -

By: any player

Against: any opponent

Action: initiates contact at or below the shoulders WITH the "crown" of the helmet.

Art 2. Targeting -

By: any player

Against: any player

Action: initiates contact ABOVE the shoulders with helmet, forearm, hand, fist, elbow, or shoulder.

Sec 21. Huddle - 2 or more players of the same team grouped together before a down.

Sec 22. Hurdling - attempt to jump/hurdle with 1 or both feet/knees foremost over an opponent who has 1 or both feet on the ground (opponent airborne or airborne with only hand on the ground is legal)

Sec 23. Interception - catching opponent's fumble or pass

Sec 24. Kicks -

Art 1. Intentional act with knee to toe.

Art 2. Ends with player possession or dead by rule.

Art 3. Free kick -

1.) Puts ball in play for a free kick down.

2.) used for kickoffs, KO following a safety, chosen after a fair catch/awarded.

3.) after the RFP and before the legal kick all players of R and K must be behind their FKL (out of the NZ).

Art 4. Scrimmage kick - made from in or behind NZ.

Options: Place kick, punt or drop kick.

If place kick is used ball MUST be CONTROLLED on the ground or a tee by a teammate

Art 5. Kick off - a free kick down

used for: to begin either half, or after a try or successful FG.

Options: place kick or drop kick

Art 6. Drop kick - ball is dropped and kicked as it touches the ground or as it rises off the ground (can only touch the ground once before being kicked?)

Used for: scrimmage kick, a kickoff, following safety, following fair catch or awarded fair catch.

Art 7. Place kick - ball in a fixed position on the ground or on a tee. Ball may be held in position by a teammate. Nothing is allowed to improve footing of kicker.

Used for: either scrimmage kick, kick off, following a safety, following fair catch or awarded fair catch

Art 8. Punt - ball is dropped and kicked before contacting the ground.

Used for: following a safety or a scrimmage kick.

Art 9. Illegal kick - intentional act. Ball retains status as prior to the illegal kick.

Art 10. Pop up kick - free kick down. Kicker drives the ball immediately into the ground, first bounce into the air “in a manner of a ball being kicked off a tee. (Rule of thumb - above players heard. About 6 feet. Judgment)

Sec 25. LOS -

Art 1. 1 each for each team. Established at either end of the ball nearest each teams goal line, when ball is RFP. Remains until next RFP.

Art 2. Offensive player is on LOS when complies with requirements of a lineman.

Art 3. Defensive player on LOS when within 1 yard of his scrimmage line.

Sec 26. Lines -

Art 1. Boundary- both end lines and both side lines. Line is entirely OB.

Art 2. End - outer limit of each end zone on either end of the field.

Art 3. Goal - vertical plane that extends beyond the sidelines (OB) for a runner touching in bounds. Separates field of play from end zones.

Art 4. Hash marks - parallel to sideline dividing longitudinally field into thirds bisecting yard lines.

Art 5. Line to gain - 10 yards in advance from foremost point of the ball. If the L2G is beyond the opponent’s GL the GL is the L2G.

- established dead ball spot when new series is awarded. Fouls before RFP penalty assessed and chains set. Fouls after RFP chains are already set so i.e. 1st and 15 or 1st and 5.

Art 6. side - lateral limit both sides of the field end line to end line.

Art 7. Yard - parallel to the end lines, marked or unmarked numbered 1 to 50 from the teams goal line to mid field.

Art 8. Restraining - minimum of 2 yards around the entirety of the outside of the field which no one is allowed in..... except 9-8-3. AKA the restricted area. Between the team box and the sideline. The 2 yard gap between the side lines and the restraining line on either side of the field typically 25 to 25. Maximum of 3 coaches, substitute becoming a player, and player becoming a non player and ONLY while the ball is dead.

SEC 27. Muff - intentional act. Touching of a loose ball in an unsuccessful attempt to secure possession.

Sec 28. NZ - Art 1. between: free kick down - free kick line to free kick lines always 10 yards apart. Runs sideline to sideline

Scrimmage down - between scrimmage lines which is the length of the ball from tip to tip. Runs side line to side line

Art 2. NZ maybe extended up to 2 behind the defensive LOS after the snap inside the boundary lines. Can NOT be extended into the EZ only if a scrimmage kick occurs.

Sec 29. Out of bounds - any part of any player or person touching anything outside or on side or end line.... Except.... When a player inbounds touches another play or official (is the chain crew considered as a game official) who is out of bounds. Once out of bounds he remains “out of bounds” until they return inbounds with no part of the person touching out of bounds. A loose ball is out of bounds when it touches ANYTHING that is also touching OB.

Question.... A88 in possession of the ball is losing his balance near the sideline. A 81 is touching the sideline and gives A88 a small shove allowing him to regain his balance and continue down the sideline in the field of play for a score. Same play but A81 is fully in bounds.

Sec 30. Participation - any act or action by a player or non player that has an influence on play.

Sec 31. Passing -

Art 1. throwing a ball in player possession. Must be in flight.

Art 2. Forwards pass is forwards.

Note: judgment. If a potential passer is contacted prior to releasing the pass and arm was moving forward upon contact rule as a forward pass.

Art 3. Entire ball beyond the NZ constitutes forward pass beyond the NZ.

Art 4. Forward pass ends when caught, touches the ground, or is ruled OB.

Art 5. Backwards pass is parallel or backwards

Art 6. Backwards pass ends when caught, recovered, or ruled OB.

Sec 32. Player designation -

Art 1. Player is one of 22 (11 X 2) designated to start either half or replaces a player.

Remains a player until a sub enters FOP and indicates to another player, or otherwise becomes a player

Art 3. A back - not breaking the plane parallel to LOS through the waist of nearest teammate legally on LOS..... Exception..... 1 player under the snapper in position to receive the snap is allowed to break the plane and still be a back.

Art 4 offensive blocker - blocking or in position between potential tackler and runner.

Art 5. Captain - designated representative of his team during

1.) pre game and OT coin toss (4 max in game uniform).

2.) penalty decision if designated by head coach (1-4-4).

3.) ball placement for try, KO, after a safety, after a fair catch or awarded fair catch, after a touchback, and to start an OT

Art 6. Disqualified - barred from further participation.

Art 7. Holder - holds ball on the ground or on a tee.

Art 8. Kicker - Legal kicks.

Becomes - when contact knee and below.

Until - (judgment) reasonable opportunity to regain balance or after free kick kicker has advanced 5 yards his FKL, kick has touched the ground, or any other player.

Art 9. Lineman - any team A player facing opponents goal line, shoulders approximately parallel to goal line, head or foot breaking the line through waist of snapper.

Art 10. Non player - coach trainer, attendant, su or replaced player that does not participate.

Art 11. Passer - legal forward pass

Begins - forward arm movement

Until - (judgment) reasonable opportunity to regain balance, blocks, or moves to participate in the play.

Art 12. Replaced player - has been notified by a sub that he is to leave the field, or when a sub becomes a player.

Art 13 - runner - possession/simulated of a live ball

Art 14 - snapper - a team A lineman who snaps the ball to start a scrimmage down.

1.) scrimmage kick formation (ball does not have to be kicked) protection...

Begins - at the snap

Until - (judgment) reasonable opportunity to regain his balance, blocks or moves to participate.

Art 15 sub - fill a vacancy or replace a player. Becomes a player when..... he enters the field AND communicates with a player or a game official , enters a huddle, positioned in a formation, or participates in a play. A sub can not encroach until he is on his side of the NZ.

Art 16 defenseless- (judgment) physical position and focus of concentration makes him vulnerable. (Question.... Does it have to be both?)

Note: contacting a defenseless play can be done legally. Contact is incidental playing the ball, initiated with open hands, or making a legitimate attempt to tackle by “wrapping up”.

Examples of a defenseless player..... passer, receiver attempting to make a catch, an “intended” receiver in the action during and immediately following an INT or potential INT, a runner already in the grasp AND forward progress has been stopped, an R player attempting to catch or recover a kick or after completion has not had time to protect himself, any player on the ground, a runner sliding feet first, any player “out of the play” or vicinity of the runner, any blindside block with forceful contact not initiated with open hands.

Question.... A81 does a “crack back” block on defensive end. Contact is from the front and to the side slightly. The defensive end never saw A81 approaching as he was looking in the offensive backfield as the runner was approaching him. A81... A.)initiated the contact with open hands but was forceful in nature and the block “looked” violent.... B.) indicates the contact with his shoulder that was not forceful and did NOT look “violent” in nature..... C.) initiated contact with open hand but his hands were moving towards the B player faster than the movement of his shoulders (shoves) and the contact was either forceful or it wasn’t?

Sec 33. Types of plays for penalty enforcement

Art 1. Loose ball plays - free or scrimmage kick (other than PSK), legal forward pass, backwards pass (including snap), illegal kicks, fumbles by A in/behind NZ PRIOR to any change of team possession. The run or runs before the “loose ball” are all part of that loose ball play.

Art 2. Running plays - anything other than a loose ball play. Including 2-41-9b related run.

Sec 34. Possession -

Note: touching always precedes possession a ball is always in team possession even when not in player possession.

Art 1. Player possession - live ball held or controlled by a player.

Art 2. Team possession - either in player possession or loose

Sec 35. RFP-signifies the ball may be put in play. Snap or free kick. Starts 25/40 play clock (I disagree with this).

Sect 36. Recovery -

Art 1. Gaining possession of a grounded live ball. If airborne must have possession AND contact 1st in bounds. (Is this different than a catch and being carried OB by a defender)

Art 2. Simultaneous - joint possession by opposing players in bounds.

Sec 37. Rule - group of regulations which govern the game. It’s assumed players may do what is not prohibited.

Sec 38. Scrimmage - the action between 2 teams during a down which begins with a legal snap.

Sec 39. Shift - 1 or more players after a huddle, or after taking a set position moves to a new set position before the ensuing snap.

Sec 40. Snap -

Art 1. Backwards pass or handing the ball from the ground.

Requirements: quick and continuous, backwards motion, leaves hand immediately, must 1st touch a back or the ground before it can be touched by an A lineman.

Begins: the snapper moves the ball (other than pre snap adjustments)

Ends: ball touches the ground or any other player.

Sec 41. Spots

Art 1. Basic - point of reference for penalty enforcement.

Art 2. Enforcement - point where enforced.

Art 3. Dead ball - foremost point of the ball when dead by rule.

Exception 5-34 advancing team coming out of the end zone ball must be completely out of the EZ.

Art 4. In bounds - intersection of the hash mark and the yard line through the foremost point of the ball... dead in the side zone, out of bounds, where an airborne player crossed the side line and lands OB.

Note: if a foul is accepted in a side zone the inbounds spot is the corresponding hash mark to that side zone.

Art 5. Out of bounds - dead ball because of 4-3-1, 4-3-2, and 4-3-3 page 51.

Art 6. P.S.K. - end of kick - R keeps ball after enforcement. Fouls by R behind the PSK spot are spot fouls.

Art 7. Previous - last snapped/free kicked.

Art 8 foul - where foul occurred. Fouls OB are marked at intersecting yard line (extended in sorts) and hash mark.

Art 9. End of run -

a) dead in runners possession.

b) runner loses player possession if his run is followed by a loose ball, but the related run continues until the ball becomes dead or possession.

c) momentum rule.

Art 10. Succeeding - next snapped/free kicked if no foul had occurred. Fouls during TD offended team has options on try or free kick. 8-2-2, 8-2-3, 8-2-4, and 8-2-5 page 69.

Sec 42. Tackling - an attempt or successful use of hands, arm, legs , or body of a defensive player to hold forward progress or bring a runner to the ground.

Sec 43. Team designation -

Art 1. Offense - in possession of the ball. AKA team A.

Art 2. Defense - opponent of A.

Art 3. Kicking - legally kicks the ball. AKA team K. Team R (receiving) is the opponent of team K.

Art 4. Designation (A, B, K, and R) remain until next RFP.

Sec 44. Touching - contact either intentional act or accidental. Touching officials in the field of play OR the EZ is ignored.

Sec 45. Tripping - intentional act. Using “lower leg” to “obstruct” an opponent.

Note: It doesn't say specifically knee or below or just below the knee for the one doing the tripping and the opponent doesn't have to “be tripped”. Just obstructed.