

Play of the Day

Play - A 2nd & 2 on the **A 34**. QB A 12 hands off to A 33 who runs to the **A 36** where he is hit and fumbles. B 2 attempts to recover there and muffs the ball back to the **A 28** where A 66 recovers and runs to the **A 31** where he is tackled. B 55 pulled and twisted A 33's facemask at the **A 28** after his fumble and prior to the recovery by A 66.

True False - *A departing player may leave the field of play anywhere on his sideline including in the end zone.*



Rule for the Day -

Running Play

ARTICLE 4. a. A running play is any live-ball action other than that during a free kick play, a scrimmage kick play or a legal forward pass play.

b. A run is that segment of a running play during which a ball carrier has possession.

c. If a ball carrier loses possession by a fumble, backward pass or illegal forward pass, the running play includes the spot where the run ends and the loose-ball interval before possession is regained or the ball is declared dead (A.R. 2-30-4-I and II).

d. A new running play begins when a player gains or regains possession.

d. The following are basic spots for the various categories of plays:

1. *Running plays.*

(a) ***Previous spot, when the related run ends behind the neutral zone.***

(b) *End of the related run, when the related run ends beyond the neutral zone.*

(c) *End of the related run, on running plays that have no neutral zone.*

Philosophy (NFL) - Intentional Grounding

If the play develops into a pass/fumble situation, stay away from calling ING. TT PS #3 2009

Ruling - A 1st & 10 on the ***B 49.***

True False - True 3-5-2-c

Thought for the Day - Don't spend the last half of your life regretting the first half....

Play of the Day -

Play - A 3rd & 2 on the **B 22**. QB A 12 drops back to pass and sees A 44 open in the flat, behind the LOS. A 12 throws a forward pass to A 44, and just as the pass is about to reach him, B 55 blocks him below the waist. The pass is incomplete.

True False - *A departing player must leave his position within 3 seconds when a substitute becomes a player.*

Rule for the Day -

3. When a player attempts to reach a runner or legally attempts to recover or catch a fumble, a muff, a backward pass, a kick or a **touched forward pass**, he may push an opponent below the waist at or to the buttocks (Rule 9-3-3-c, Exception 3) (A.R. 6-3-1-III)

6. A Team A player behind the neutral zone and in position to receive a **backward pass** shall not be blocked below the waist or contacted by way of a personal foul.

3. During a scrimmage down, defensive players are prohibited from blocking an eligible Team A receiver below the waist **beyond the neutral zone** unless attempting to get at the ball or ball carrier. A Team A receiver remains eligible until a legal forward pass is no longer possible by rule.

Use of Hands or Arms by Defense

c. Defensive players may use hands and arms to push, pull, ward off or lift offensive players obviously attempting to block them. **Defensive players may ward off or legally block an eligible pass receiver until that player occupies the same yard line as the defender or until the opponent could not possibly block him.** Continuous contact is illegal (A.R. 9-3-4-I, II



and IV).

PENALTY—10 or 15 yards [S38, S42, S43 or S45].

d. When no attempt is being made to get at the **ball or the runner**, defensive players must comply with Rules 9-3-3-a, b, c and d.

PENALTY—10 or 15 yards [S38, S42, S43 or S45].

f. A defensive player legally may use his hands or arms to ward off or block an opponent in an attempt to reach a **loose ball** (Rule 9-1-2-d,

Exceptions 3 and 4 and Rule 9-3-3-c, Exceptions 3 and 5):

1. During a **backward pass**, fumble or kick that he is eligible to touch.
2. During any **forward pass that crossed the neutral zone** and has been touched by any player or official.

Ruling - The block below the waist by B 55 is legal as long as the block is not from behind and below the buttocks. **A 4th & 2 on the B 22.**

True False - True 3-5-2-c

Thought for the Day - People who are difficult to please are often the least worth pleasing.....

Play of the Day

Play - Overtime. A 4th & 2 on the B 7 yard line. A 99's field goal attempt is blocked and returned by B 55 for a touchdown. Just after the snap guard A 66 pulled B 77 down by the face mask. B 55 dove into the end zone from the A 4.

True False - The offense must have substituted to be governed by the “rushing quickly to the line of scrimmage...” requirement

Rule for the Day - g.

Fouls after a change of team possession (A.R.

3-1-3-XIV-XVII):

1. Distance penalties against either team are **declined by rule** in extra periods (Exceptions: Penalties for flagrant personal fouls, dead-ball fouls and **live-ball fouls treated as dead-ball fouls are enforced on the succeeding play**).

2. A score by a team committing a foul during the down is **cancelled**.

3. If both teams foul during the down and Team B had not fouled before the change of possession, the fouls offset and the down is not replayed.



Philosophy (NCAA) - 1. To be awarded a catch, an airborne receiver, who controls the ball and then is contacted or falls to the ground on his own, whether inbounds or out of bounds, must maintain control of the ball through his fall. If the ball never touches the ground, a receiver can regain control, as long as he remains inbounds.

Ruling - B declines A's foul. B's foul is declined by rule and the score is cancelled. In '10 this foul would have been enforced on the “succeeding play” and is now treated as a live ball foul.

True False - False (Simulated substitution) 3-5-2-e

Thought for the day - The reasonable man adapts himself to the world; the unreasonable man persists in trying to adapt the world to himself. Therefore, all progress depends on the unreasonable man.

[George Bernard Shaw](#)

1856-1950, Irish-born British Dramatist

Play of the Day

Play - Score A 21 B 24. Less than 2 minutes left in the game. Team A is out of time outs. A 3rd & 2 on the **B 34**. Team A sends in 2 substitutes with 10 seconds left on the play clock. The 2 replaced players are off of the field for 1 second when the ball is snapped. Team B did not try to match up, but their secondary was obviously confused by the late substitution as substitute A 88 was uncovered by any B defender at the snap. A 88 catches a pass for an apparent TD. The umpire was not able to get over the ball to prevent the snap.

True False - *In the above play if the umpire does prevent the snap and the play clock expires before B can react, penalize Team A 15 yards for UNS.*

Rule for the Day - e. While in the process of substitution or simulated substitution, Team A is prohibited from rushing quickly to the line of scrimmage with the **obvious attempt of creating a defensive disadvantage**. If the ball is ready for play, the game officials will not permit the ball to be snapped until Team B has placed substitutes in position and replaced players have left the field of play. **Team B must react promptly with its substitutes.**

PENALTY—Dead-ball foul. Delay of game on Team B for not completing its substitutions promptly, or delay of game on Team A for causing the play clock to expire. Five yards from the succeeding spot [S7 and S21]. The referee will then notify the head coach that any further use of this tactic will result in an unsportsmanlike conduct foul.

PENALTY—Dead-ball foul. An official will sound his whistle immediately. 15 yards from the succeeding spot [S7 and S27].

IX. After the ball is ready for play and the umpire is in his regular position, Team A **quickly** replaces some players with substitutes, gets set for the required one second and snaps the ball. The umpire is attempting to get to the ball to allow the defense to match up, but



he is **unable to prevent the snap**. **RULING:** The play is shut down, the game clock is stopped and the defense is allowed to substitute in response to Team A's late substitutions. No foul. The play clock is set to 25 seconds and starts on the ready-for-play signal. The game clock starts on the ready-for-play signal or the snap, depending on its condition when play was stopped.

Approved Ruling 9-2-2

I. After the ball is ready for play, Team A goes into a formation with two players split wide on both sides of the snapper and two other Team A linemen adjacent to the snapper. No more than four players are legally in the backfield. **Team A sends in two substitutes**, who take positions on the line of scrimmage adjacent to the two split offensive linemen on the opposite side of the field of play from

their team bench. This leaves Team A with nine players on the line of scrimmage and four backfield players all legally in position. Immediately and before the snap, two Team A linemen nearest their team's bench leave the field of play and are off at the snap. Seven players are on the line of scrimmage, five of whom are Team A linemen numbered 50 to 79. **RULING:** Penalty—15 yards from the previous spot. **This is a simulated replacement of a player to confuse the opponents.**

Ruling - Penalize Team A 15 yards for unfair tactics, 15 yards previous spot, replay the down. Start the clock on the Snap .

True False - False - 5 yards Delay 3-5-2-e penalty

Thought for the Day - After climbing a great hill, one only finds that there are many more hills to climb.

[Nelson Mandela](#)

South African, Statesman Quotes