



# CFOA FOOTBALL

2016 Veteran Rules Test Study Guide



# STUDY TOPICS

- Post-scrimmage kick fouls
- Scrimmage kick recovery
- Forced Touching of a kick
- Pass Interference
- Numbering Exception
- Special Enforcements – Roughing the Snapper, Roughing the Passer
- Illegal Substitution vs Illegal Participation



# POST-SCRIMMAGE KICK FOULS

- Scrimmage kicks are “loose ball plays”, which would ordinarily mean enforcement is from the previous spot.
  - If enforced in this way, it would also let K keep the ball, and depending on the line-to-gain distance and foul committed, give K a first down.
- PSK enforcement rules are in effect to allow a receiving team to retain possession of the ball after a punt, even if they foul before they actually gain possession in some cases.



# POST-SCRIMMAGE KICK FOULS

- To qualify for PSK enforcement, the following criteria must ALL be true:
  - Foul must be by R
  - Cannot be an illegal substitution or participation foul
  - Foul must occur during a scrimmage kick play, other than a try or successful field goal
  - Foul must occur during a scrimmage kick play in which the ball crosses the expanded neutral zone
  - Foul must occur beyond the expanded neutral zone
  - Foul must occur before the end of the kick
  - K cannot be the next to put the ball in play
- If even **one** of these is not true, it is not a PSK foul.



# POST-SCRIMMAGE KICK FOULS

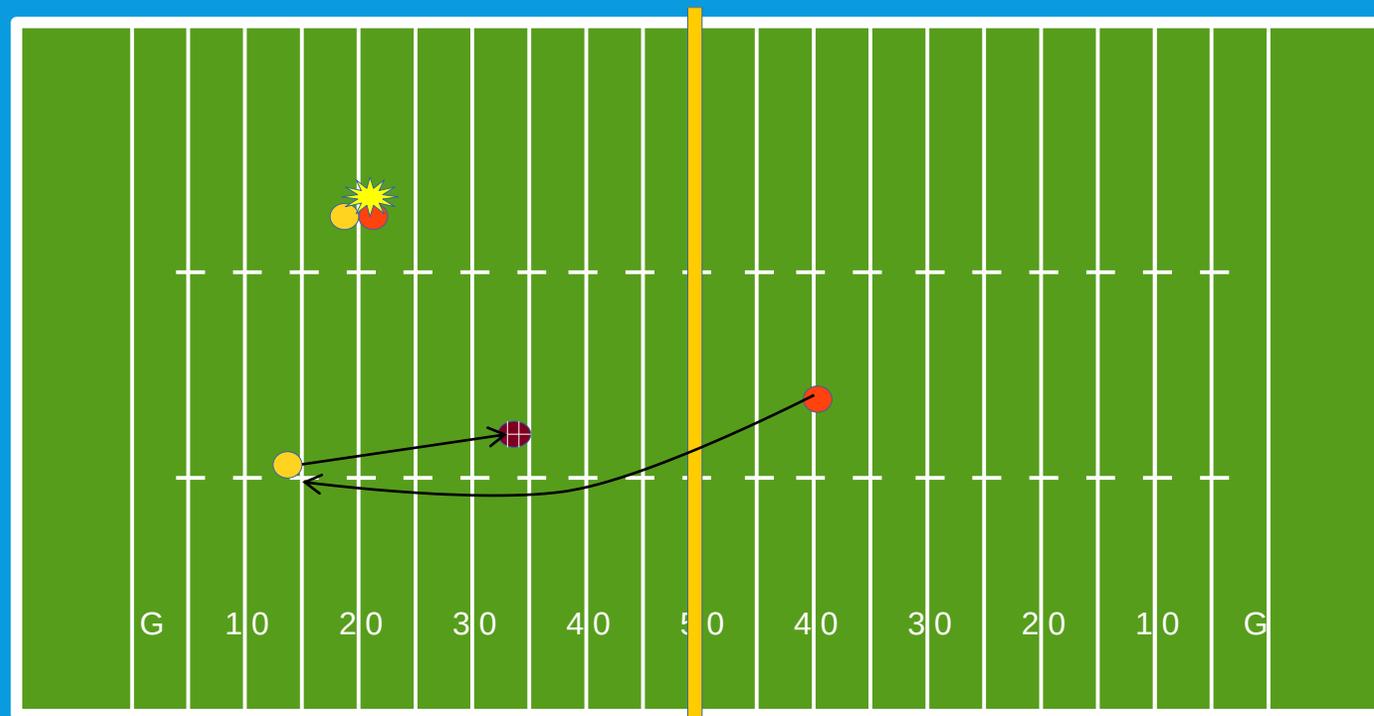
- The basic spot for PSK fouls is the post-scrimmage kick spot (normally the end of the kick).
- If the ball ends up in R's end zone, it would be a touchback, so the 20-yard-line is the basic spot.
- All-but-one still applies, if the foul occurs closer to R's goal line than the PSK spot.



# POST-SCRIMMAGE KICK FOULS

## EXAMPLE 1

- K snaps at the 50. R<sub>45</sub> catches the punt at the R-14 and returns it to the R-35. While the kick is in flight beyond the expanded neutral zone, R<sub>62</sub> clips at the R-20.



# POST-SCRIMMAGE KICK FOULS

## EXAMPLE 1

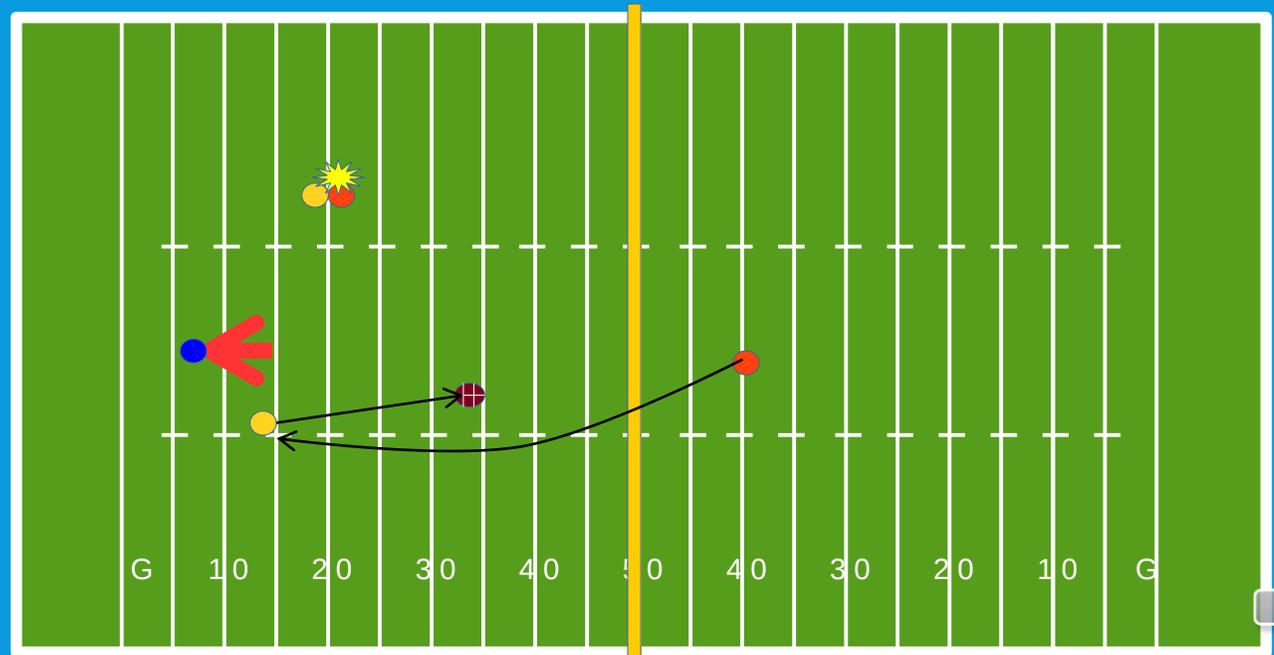
- K snaps at the 50. R<sub>45</sub> catches the punt at the R-14 and returns it to the R-35. While the kick is in flight beyond the expanded neutral zone, R<sub>62</sub> clips at the R-20.
  - Foul by R (not illegal substitution/participation)
  - Foul occurred during scrimmage kick play
  - Ball crossed expanded neutral zone
  - Foul occurred beyond expanded neutral zone.
  - Foul occurred before kick ended
  - K is not the next to put ball in play.
- VALID PSK SITUATION



# POST-SCRIMMAGE KICK FOULS

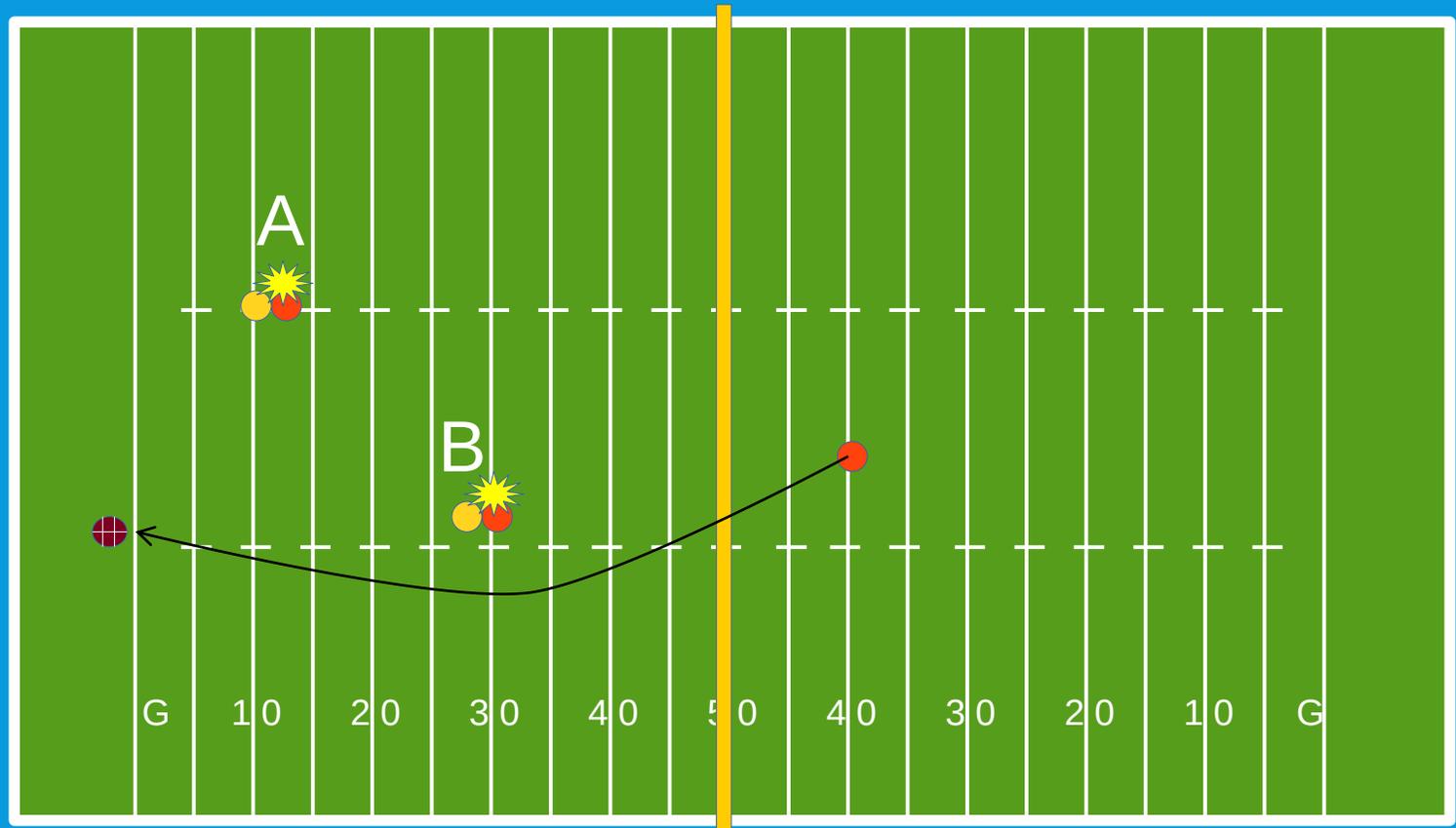
## EXAMPLE 1

- K snaps at the 50. R<sub>45</sub> catches the punt at the R-14 and returns it to the R-35. While the kick is in flight beyond the expanded neutral zone, R<sub>62</sub> clips at the R-20.
- **RULING:** The basic spot is the end of the kick (R-14). Since the foul occurred beyond this spot, the basic spot is the enforcement spot.
- R is penalized half the distance, so it will be R's ball, 1<sup>st</sup> & 10 at the R-7.



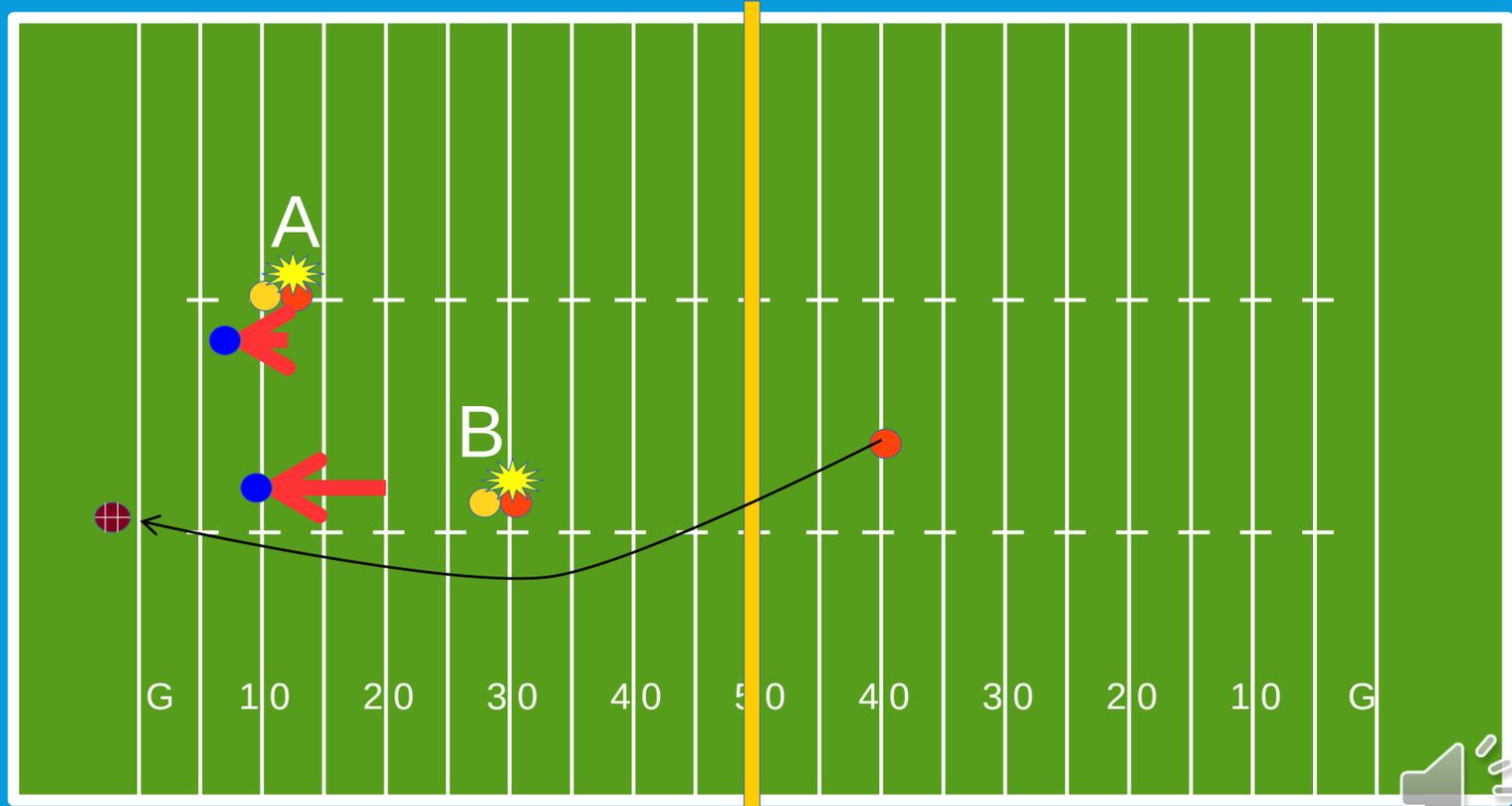
# POST-SCRIMMAGE KICK FOULS EXAMPLE 2

- K snaps at the 50. The kick enters team R's end zone. During the kick, R66 holds at:
  - a) R-12; or
  - b) R-28



# POST-SCRIMMAGE KICK FOULS EXAMPLE 2

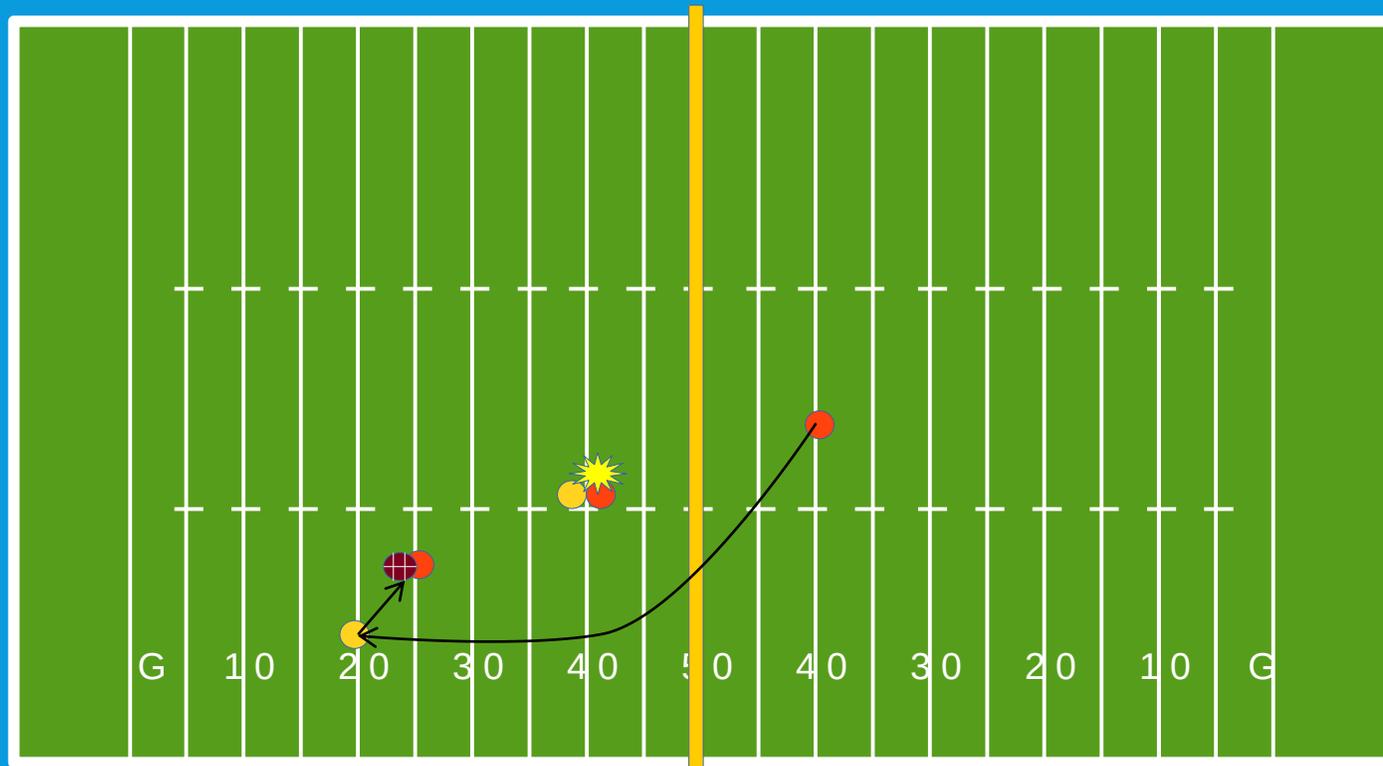
- K snaps at the 50. The kick enters team R's end zone. During the kick, R66 holds at:
  - a) R-12; or
  - b) R-28
- Again, all criteria apply!
- **RULING:**
  - a) Foul is behind basic spot, so half the distance from R-12, to be spotted on the R-6
  - b) Foul is beyond basic spot, so the basic spot is used. Half the distance from R-20, spotted on R-10



# POST-SCRIMMAGE KICK FOULS

## EXAMPLE 3

- K snaps at the 50. The punt crosses the expanded neutral zone and is bouncing when R35 muffs the ball at the R-20 while trying to pick it up. While the ball is on the ground, R24 holds at the R-40. K22 then picks up the ball at the R-25.



# POST-SCRIMMAGE KICK FOULS

## EXAMPLE 3

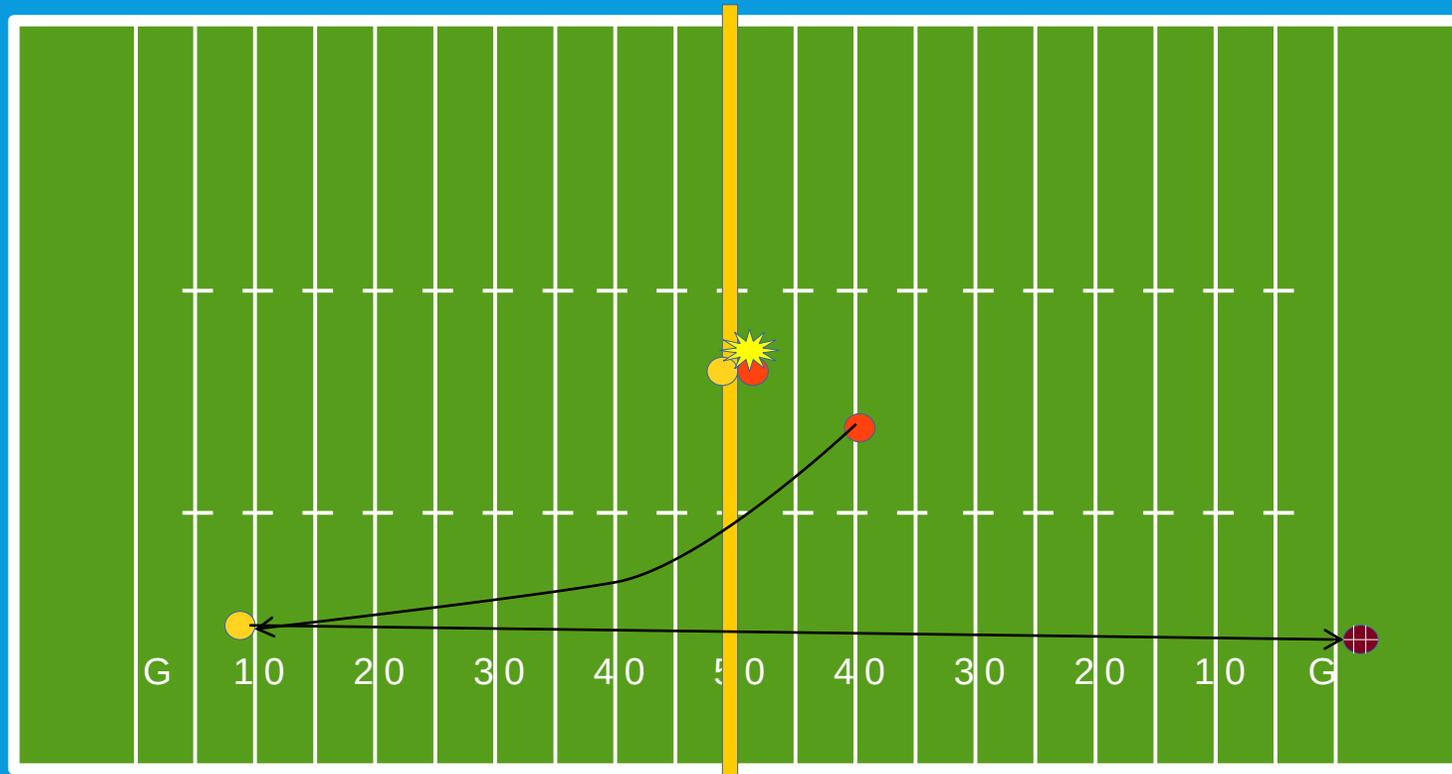
- K snaps at the 50. The punt crosses the expanded neutral zone and is bouncing when R35 muffs the ball at the R-20 while trying to pick it up. While the ball is on the ground, R24 holds at the R-40. K22 then picks up the ball at the R-25.
  - Foul by R (non sub/participation)? Check
  - Foul during scrimmage kick? Check
  - Ball crossed neutral zone? Check
  - Foul beyond neutral zone? Check
  - Foul before kick ends? Check
  - K is not next to put it in play? NO!!!!
- Because a criterion is missing, this is NOT PSK!!
- Since it's not PSK, it is a normal loose ball foul. If K accepts, it will be enforced from the PREVIOUS SPOT with K retaining possession.
- K can also choose to decline the foul to keep the ball at the R-25. (Most likely here)



# POST-SCRIMMAGE KICK FOULS

## EXAMPLE 4

- K snaps at the 50. The punt crosses the expanded neutral zone. While the punt is in the air, R24 holds at K-49. R7 catches the ball at the R-10 and runs it for a touchdown.



# POST-SCRIMMAGE KICK FOULS

## EXAMPLE 4

- K snaps at the 50. The punt crosses the expanded neutral zone. While the punt is in the air, R24 holds at K-49. R7 catches the ball at the R-10 and runs it for a touchdown.
  - Foul by R (non sub/participaton)? Check
  - Scrimmage kick play? Check
  - Ball crossed neutral zone? Check
  - Foul beyond neutral zone? NO!!
- Not a PSK foul!
- Because it's not a PSK foul, it will be enforced from the previous spot. R will not get to retain the ball.



# POST-SCRIMMAGE KICK FOULS

- Note that PSK also does not apply during tries, or during SUCCESSFUL field goals.
  - If it's an unsuccessful field goal, it is treated just like a punt, and WOULD be eligible for PSK if the criteria were all met.
- Substitution or Participation fouls by R are also not eligible for PSK fouls, and would be enforced from the previous spot



# SCRIMMAGE KICK RECOVERY

- Barring a fair catch signal, any scrimmage kick (except a try) can be caught/recovered by R and advanced.
- K can only recover and advance in certain situations.
- The key question to ask:  
IS THE BALL BEYOND THE NEUTRAL ZONE WHEN IT IS TOUCHED
- Definition 2-28-1: The neutral zone is the rectangular area between the teams' scrimmage lines, with a width the length of the football. It can be expanded up to 2 yards beyond the defensive Line of Scrimmage (not into the end zone).
- It's important to note WHO touches the ball WHERE.
- If B blocks the kick in or behind the neutral zone, the touching by B is ignored



# SCRIMMAGE KICK RECOVERY

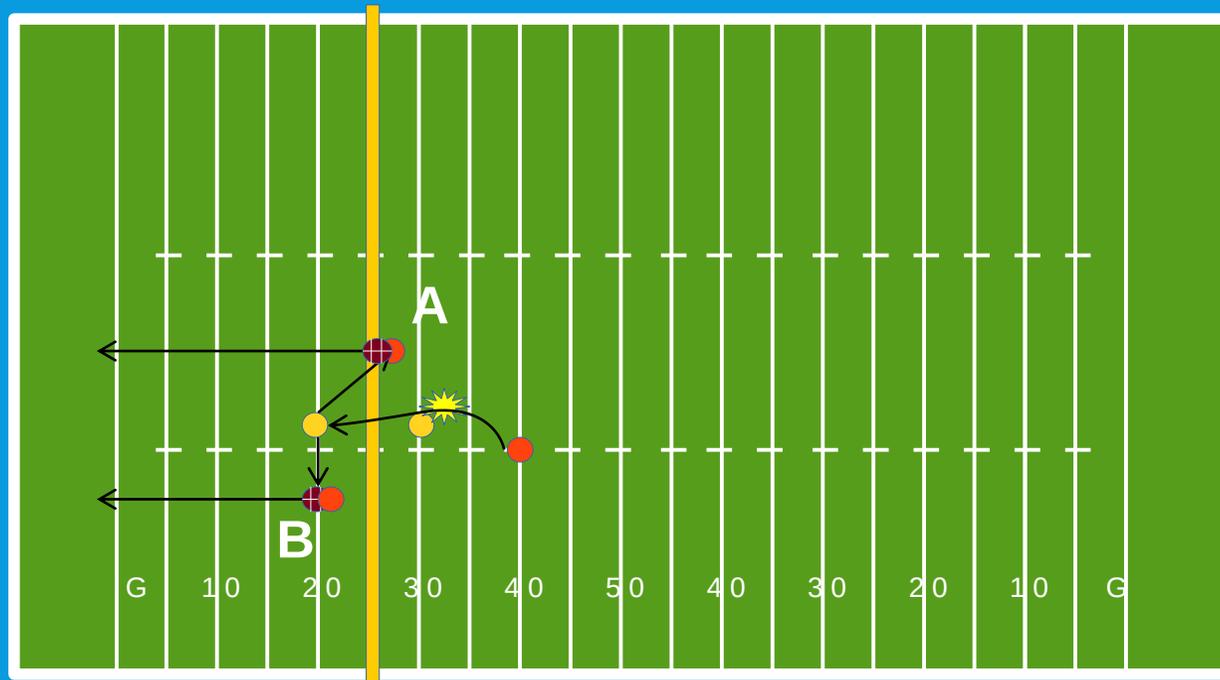
- If the ball is touched BEYOND the neutral zone:
  - There is no longer a line-to-gain.
  - Regardless of who gets the ball, it will be 1/10 for one of the teams, depending on who touched it and who ends up with it.
  - If Team R is first to touch it, Team K can catch/recover the ball and retain possession.
  - Team K cannot advance the kick; it will be dead when they gain possession (regardless of whether they can keep it).
  - If Team K is first to touch it, this is first touching.
- If the ball is touched IN OR BEHIND the neutral zone:
  - Either team can catch/recover the ball AND advance it.
  - This includes Team K! A Team K player can run, pass, or even kick the ball again!
  - Line-to-gain will still matter if K ends up with it.
  - NOTE: If R blocks the kick behind the neutral zone, it is ignored, and does not impact who can catch/recover and advance the ball!



# SCRIMMAGE KICK RECOVERY

## EXAMPLE 1

- K27 is kicking a field goal from R-25. It ball is blocked at the R-30, and then bounces to the R-20, where R22 muffs it. From there:
  - a) It rolls to the R26 where K27 picks it up and runs into R's end zone.
  - b) It rolls to the R-21 where K27 picks it up and runs into R's end zone



# SCRIMMAGE KICK RECOVERY

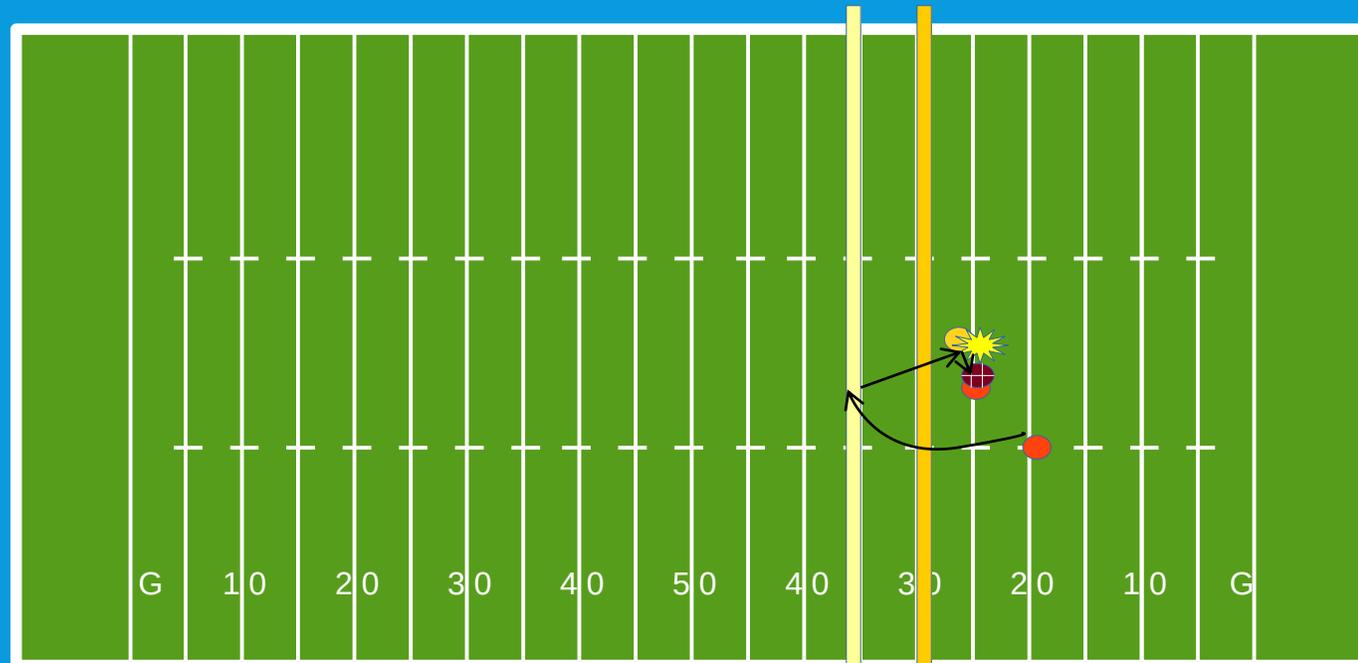
## EXAMPLE 1

- K27 is kicking a field goal from R-25. The ball is blocked by R11 at the R-30, and then bounces to the R-20, where R22 muffs it. From there:
  - a) It rolls to the R26 where K27 picks it up and runs into R's end zone.
  - b) It rolls to the R-21 where K27 picks it up and runs into R's end zone.
- In both cases, the touch by R11 is ignored, since it happened behind the neutral zone. However, the touch by R22 is NOT ignored, and it makes the ball fair game for K.
- In a) the result is a touchdown. Since he picked it up behind the neutral zone, K can advance. Note that it doesn't matter that it crossed the neutral zone at one point – all that matters is where K recovers it.
- In b) the ball is dead as soon as K recovers it. K will keep the ball, so it will be 1st & 10 at R-21



# SCRIMMAGE KICK RECOVERY EXAMPLE 2

- K's ball, 4<sup>th</sup> & 6 at K's 30. K2's punt hits the ground at the K-35, and then bounces untouched back to the K-25. There, R43 muffs the ball trying to grab it, and K28 falls on it at the K-25.



# SCRIMMAGE KICK RECOVERY

## EXAMPLE 2

- K's ball, 4th & 6 at K's 30. K2's punt hits the ground at the K-35, and then bounces untouched back to the K-25. There, R43 muffs the ball trying to grab it, and K28 falls on it at the K-25.
  - Because R's muff was behind the neutral zone, it is ignored. It doesn't matter that the ball crossed the neutral zone, all that matters is where R touches it.
  - Because K touched it behind the neutral zone, they are eligible to recover it and advance.
  - Because K recovered behind the neutral zone, and it wasn't touched beyond the neutral zone, the line to gain still matters.
  - K did not make it to the line-to-gain, so it will be R's ball, 1st & 10 from K-25.



# SCRIMMAGE KICK RECOVERY

## EXAMPLE 3

- K's punt is blocked and never crosses the neutral zone. While the ball is on the ground behind the neutral zone, both K11 and R12 simultaneously recover it.
- RULING: The ball will belong to team R.
- While simultaneous recovery of a FUMBLE goes to the team in last possession, any simultaneous recovery of a KICK (regardless of where) belongs to R.
  - See 5-1-3e



# SCRIMMAGE KICK – FORCED TOUCHING

- Forced touching by either team is disregarded. This means that touching of a free kick or scrimmage kick is ignored if a player is **blocked or pushed** into the ball.
- Example: As a punt is rolling on the ground beyond the neutral zone, K1 and R2 are blocking each other. K1 pushes R2 backwards where R2 touches the ball.
  - RULING: The touching is ignored. R was forced into the ball.
- Example: As a punt is rolling on the ground beyond the neutral zone, K1 and R2 are blocking each other. As R2 is pushing K1, R2 makes contact with the ball.
  - RULING: The touching is NOT ignored; R was not pushed or blocked into the ball, but touched the ball in the act of blocking K.



# PASS INTERFERENCE

- Offensive restrictions begin at the snap. It is possible for OPI to occur for action that happens prior to the pass being thrown.
- Defensive restrictions begin when the pass is thrown. Action before then cannot be DPI (but could be another foul).
- The criteria for what constitutes pass interference is the same for both offense and defense.
  - Pass must be a legal forward pass.
  - Pass must cross the neutral zone untouched by B in or behind the neutral zone.
  - Foul must occur beyond the neutral zone.
  - Foul must happen before restrictions end.
- Other notes:
  - Face guarding is the only non-contact PI possibility
  - Catchability is not a factor in determining PI
- Exception: if the foul is away from the path of the ball (DPI only)
- If intentional, an extra 15 yards is assessed.



# NUMBERING EXCEPTION

- Normally, a team must have 5 players numbered between 50-79 on their line of scrimmage.
- A numbering exception is allowed, but only if the team is in scrimmage kick formation.
  - Nobody is in position to receive a hand-to-hand snap
  - Either a player is positioned with knee on ground at least 7 yards behind the snapper and another player in position to kick; or
  - A player is at least 10 yards behind in position to receive a snap.
- Note that the team doesn't have to actually kick, it's just the formation that matters.
- If in scrimmage kick formation:
  - Downs 1-3: the snapper (only) can have any number, and must not be on the end.
  - Down 4 or try: Any/all lineman can have any number. Their eligibility is by position at the time of their initial set when snapper puts hands on the ball.
- Once initial position is set, the team can shift, but ineligible players will remain ineligible even if they end up in an otherwise "legal" position.



# NUMBERING EXCEPTION EXAMPLE

- Fourth and 5 on B-30. Team A lines up initially in scrimmage kick formation. When snapper touches the ball, Team A has only 4 players numbered 50-79 on the line. A82 lines up as a tackle (becoming the fifth lineman). Team A then shifts, uncovering A82 so he is on the end. The ball is snapped by A7 and A82 goes downfield. A7 fakes a punt and:
  - a) throws a pass to B's end zone.
  - b) runs to the B-22
- RULING:
  - a) A82 is ineligible and is illegally downfield.
  - b) No foul; eligibility doesn't apply if there is no pass



# SPECIAL PENALTY ENFORCEMENTS

## ROUGHING THE SNAPPER

- When offense is in scrimmage kick formation, no defensive player can charge directly into the snapper.
- This protection exists until the snapper is able to protect himself or moves to block/participate in the play.
- Contact must be direct. Slight and indirect contact is NOT a foul.
  - Lining up on the center is not a foul. It depends solely on the contact.
  - Making contact while attempting to shoot the gap is not a foul, even if the center is displaced.
- This protection exists regardless of whether there was a kick.
- Penalty is a personal foul, 15 yards and automatic first down from the previous spot.
- NOTE: Shotgun formation is NOT scrimmage kick formation. Snapper does not get protection in shotgun.



# SPECIAL PENALTY ENFORCEMENTS

## ROUGHING THE PASSER

- Enforcement is from the “dead ball spot” unless there was a change of possession.
- If pass is incomplete, the dead ball spot is the previous spot.
- If the pass is complete, and no change of possession, the dead ball spot is the spot where the ball becomes dead.
- If there is a change of possession (including a touchback), enforcement is from the previous spot.
- EXAMPLE: Third and goal from B-12. A13 is roughed as he completes a pass to eligible A83. At the B-4, A83 fumbles. The ball rolls out of bounds:
  - a) in the end zone
  - b) at the B-3
- RULING:
  - a) Because the result is a touchback and is essentially a change of possession, the enforcement will be from the previous spot. A’s ball, 1st & 10 from B-6. (Automatic first down)
  - b) The B-3 is the dead ball spot. A’s ball, 1st & G from B-1½. (Automatic first down)



# ILLEGAL SUBSTITUTION VS ILLEGAL PARTICIPATION

- Illegal substitution involves situations where a player substitutes illegally but does not influence the play itself.
  - Can be live or dead ball.
- Illegal participation involves a player influencing the play.
  - Almost always live-ball



# ILLEGAL SUBSTITUTION

- Live-Ball, enforced from previous spot:
  - Replaced player or substitute unsuccessfully attempts to withdraw before snap.
  - Entering substitute not on his teams side of neutral zone at snap, but does not participate.
- Dead-Ball, enforced from succeeding spot:
  - Replaced player does not leave within 3 seconds.
  - Replaced player, substitute or player leaves field before snap on wrong sideline or end line.
  - Substitute becomes a player then withdraws, or replaced player leaves and re-enters.
- Live-Ball, enforced from succeeding spot:
  - Substitute enters during down, does not participate



# ILLEGAL PARTICIPATION

- Enforced from previous spot:
  - 12 players lined up at the snap.
  - Injured player not replaced for one down
  - Simulating a replacement in order to deceive
  - Player lies on the ground at or before snap/kick in order to deceive
  - Disqualified player participates, unnoticed prior to snap
- All-but-one enforcement
  - Substitute not on his teams side of neutral zone at snap, and participates.
  - Player intentionally goes out of bounds and returns to participate
  - Substitute enters during a player and participates
  - Non-player hinders and opponent
  - Player whose helmet comes off continues to participate beyond immediate action
- Dead-Ball, enforced from succeeding spot:
  - Disqualified player comes in to participate, noticed before snap.



# GOOD LUCK!

- Take your time. Find rules references for any question you are unsure of, and even those you THINK you are sure of!
- Don't make assumptions that aren't listed in the question.
- Good luck, and happy testing!