



Rule 8

Scoring Plays and Touchbacks

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Our Mission

- ▶ Go over key parts of rule 8



Touchdown: 8-2-1

▶ Touchdown involves:

- Having possession of the ball, and
- Advancing it into the opponent's end zone
 - Ball in player possession penetrates the plane of the goal line before or simultaneous to the runner going out of bounds
 - When a receiver catches a forward pass in the opponent's end zone, or
 - When a team is otherwise legally in possession of the ball in the opponent's end zone



Touchdown–Other Points

- ▶ The ball becomes dead as soon as the touchdown is scored (4–2–2h)
- ▶ The position of the runner's body is of no consequence–the ball needs to break the vertical plane of the goal line while in possession of the runner



Touchdown–Goal Line Pylons

- ▶ Goal line pylons are placed at the intersection of the goal lines extended and the sideline
- ▶ They are out of bounds behind the goal line, per 4–3–2
- ▶ Runners who are still touching the ground inbounds can take advantage of the goal line extended per 2–26–3
 - If a runner dives or jumps, the runner's forward progress is marked where the ball crosses the plane of the sideline per 4–3–3



Touchdowns and Passes

- ▶ Airborne receivers must grasp the ball and maintain possession when they contact the ground
 - 2-4-1: he has to maintain possession while contacting the ground
 - If the receiver does both, we give him the spot of forward progress
- ▶ So, if an airborne receiver jumps straight up in the end zone, and is then driven backward toward the field of play, and then lands in the field of play:
 - He established control of the ball in the end zone
 - He maintained possession while contacting the ground
 - Forward progress is given at the spot of forward progress
 - Touchdown



Touchdowns and Passes

- ▶ What if the receiver is moving from the end line toward the goal line and jumps?
- ▶ He must:
 - Establish control of the ball in the end zone; and
 - Maintain possession while contacting the ground
- ▶ But, forward progress is given at the spot where he lands, or, if there is contact, at the spot of contact
- ▶ This is a judgment call as to whether you have a TD or not



After a Touchdown

- ▶ The team that scores the touchdown kicks off after the try, except in overtime



Field Goal 8-4

- ▶ A field goal attempt is a scrimmage kick
 - Placekick or drop kick from scrimmage, or
 - A free kick following a fair catch/awarded fair catch
- ▶ Placekick: ball must be controlled on the ground or a tee by a teammate (2-24-7)
- ▶ To be good, the entire ball must pass above the crossbar, between the vertical uprights or the uprights extended, and
- ▶ It can't touch any K player beyond the ENZ
- ▶ Once the field goal is good, a gust of wind can't "undo" it, per 8.4.1A



Field Goal 8-4

- ▶ An unsuccessful field goal attempt that is untouched by R beyond the NZ and is declared dead in the field of play belongs to R at the dead ball spot, per 5-1-3e
- ▶ A kick which rolls into R's end zone, touched or untouched, is a touchback per 8-5-3-a-2
- ▶ A kick that goes into R's end zone in flight becomes dead after it is unsuccessful or it breaks the plane of the goal line



Field Goal 8-4

- ▶ An unsuccessful field goal attempt that fails to cross the neutral zone or if R touches it beyond the neutral zone, remains alive
 - Either team may advance the ball if it is recovered behind the neutral zone, but
 - It becomes dead if K recovers it beyond the neutral zone
 - If K touches the ball beyond the NZ before it is touched by R, it is first touching



Field Goal 8-4

- ▶ R may catch a field goal attempt just as they are entitled to catch any punt, but the restrictions mentioned previously about the end zone still apply
- ▶ If any attempted field goal touches a K player beyond the NZ, it cannot score
- ▶ If an attempted field goal touches an official or an R player, the touching is ignored if he is inbounds (4-2-d-2)



Safety 8-5

- ▶ A safety scores 2 points for the defense and the opponents must then put the ball in play on their own 20 yard line by a free kick
- ▶ A safety can be scored in 2 ways:
 - As a result of a down (8-5-2a, 8-5-2b) when the offensive team is responsible for the ball being in its own end zone (except when the momentum exception applies); or
 - When an accepted penalty would be enforced from the fouling team's end zone (8-5-2c)



Safety 8-5

- ▶ Example: A 1 / 10 @ A-2. Quarterback A1 receives the snap, drops back into the end zone and is tackled there by B2.
 - RULING: Safety
- ▶ Normally, the dead ball spot is under the foremost point of the ball, but it is not when A's goal line is involved, per 5-3-4
 - Team A must get the entire ball out of their end zone or it is a safety
 - If A1 is tackled and the point of the ball is on the 1" line, in the field of play, it is a safety, since the entire ball has to be in the field of play



Momentum Exception

8-5-2a Exception

- ▶ Philosophy: We just learned what a safety is, but there are times when we don't want to penalize a great defensive effort:
 - Example: A1's long pass is intercepted by B2 @ B-3. B2 takes 2 strides and is in his own end zone when he is tackled by A3.
 - Without the Momentum Exception, we have a runner carrying the ball into his own end zone where it is declared dead



Momentum Exception

8-5-2a Exception

- ▶ If a defensive team player is inside his 5 yard line when he
 - Intercepts a forward pass, or
 - Catches/recovers a kick, backward pass or fumble, and
- ▶ His momentum carries him into the end zone where he is downed, or he loses possession of the ball which then goes out of bounds in the end zone, then
- ▶ The defensive team gets the ball at the spot where possession was obtained, which is why we throw a bean bag at the momentum spot



Safety by Penalty

- ▶ A safety by penalty is scored when an accepted penalty is enforced from the offending team's end zone:
 - A 1 / 10 @ A-5. A1 is flagged for holding while he is in the end zone. RULING: Safety if the penalty is accepted.



Touchback 8-5-3

- ▶ A touchback occurs when a team is responsible for the ball being in the opponent's end zone (in contrast to a safety, where the ball is in their own end zone) or when it goes out of bounds in the opponent's end zone
- ▶ Most often occur on kicks
 - The ball is dead when a non-scoring kick breaks the R's goal line plan, whether it was touched or not by either team
 - "A kick is a kick until it is possessed or is dead by rule"



Touchback 8-5-3

- ▶ Also a touchback when any scoring kick touches a K player in the end zone, or
- ▶ Has obviously failed after breaking the plane of R's goal line (6-3-1)



Touchback 8-5-3

- ▶ Can also result from an interception or a fumble during a scrimmage down:
 - B intercepts a pass in B's end zone and is downed.
RULING: Touchback.
- ▶ It is also a touchback if a fumble is recovered by opponents in their end zone, or if a fumble goes out of bounds in the opponent's end zone



Safety v. Touchback: Force

- ▶ The concept of force answers the question:
 - **How did the ball get into the end zone?**
- ▶ Force is defined in 2-13-1, but, we know when force is **never** a factor:
 - When a non-scoring kick goes into R's end zone, it is always a touchback, regardless of who touches
- ▶ Force is the result of energy exerted by a player which provides movement of the ball
 - It is only used in connection with the goal line and in only one directions: from the field of play into the end zone



Force 8-5-1

- ▶ 4 acts can provide initial force:
 - A kick
 - A pass
 - A fumble, or
 - A snap
- ▶ If the ball is put into the end zone by one of these 4 acts, even though its direction may have changed because of other touching, it is an initial force



Force 8-5-1

- ▶ By 2-13-1, a new force comes in 3 ways, if a player
 - Kicks a loose ball
 - Bats a ball that has touched the ground, or
 - Muffs a ball
- ▶ A new force cannot be applied to a ball in flight, per 2-13-3
- ▶ When a grounded loose ball is muffed and goes into an end zone, the covering official has to decide whether the original force was such that the ball would have gone into the end zone regardless of the muff. If in doubt, the original force is not spent



Try 8-3

- ▶ After a touchdown the scoring team may put the ball in play for an untimed scrimmage down called the try
- ▶ It is an attempt to score from the 3 yard line (unless moved by penalty)
- ▶ The try gives team A an opportunity to score 1 or 2 points
- ▶ B cannot score on a try



Tries and the PIAA

- ▶ The PIAA does not take point differentials into account for playoffs, so keep that in mind when reading the rules, such as 8-3-1 Exception



Try 8-3

- ▶ The try begins when the ball is marked RFP
- ▶ The ball is placed in the middle of the field, unless A requests that it be placed elsewhere, between the hash marks, before the RFP
- ▶ The try ends when
 - It is successful
 - B gains possession
 - It is obvious the kick try will not score, or
 - The ball becomes dead by rule



Try 8-3

- ▶ A can score in 3 ways on a try
 - Touchdown = 2 points
 - Field goal = 1 point
 - Safety = 1 point
- ▶ We all know about going for 2 and kicking for 1, but how does A score a safety on a try?



Situation 8.3.3

- ▶ During a try, a fumble by A1 is nearly at rest on the 3-yard line when a muff by B1 is judged to be a new force causing the ball to go into B's end zone where B2 recovers and: (a) downs the ball in the end zone; or (b) advances to his 10-yard line.
- ▶ **RULING:** The try ends and the ball becomes dead when B2 recovers. In an ordinary down, such a dead ball in the end zone would be a safety, therefore, 1 point is scored for A in both (a) and (b). B cannot score during a try down.



Carry Over Fouls

- ▶ If there is a foul committed by the opponents of the scoring team, the penalty may be carried over to the succeeding spot or to the subsequent kickoff for field goals, tries and touchdowns (8-2-2, 8-3-5, 8-4-3)
- ▶ There are no carry over provisions for safeties



Philosophy:

- ▶ To prevent cheap shots from occurring
- ▶ Situation #1: A1 is running for a long touchdown. Lineman B1 hits an A player who is obviously out of the play, a violation of 9-4-3b.
- ▶ Ruling: Without the ability to carry over the penalty, he would essentially be getting a free shot. Therefore, the carryover foul rules were put into place.

Definitions: Succeeding Spots 2-41-10

<u>Situation</u>	<u>Regulation</u>	<u>Overtime</u>
Field Goal	Kickoff	Next Series
Try	Kickoff	Next Series
Touchdown	Try	Try

- In addition to succeeding spots, there is another definition: the subsequent kickoff (8-2-2).
- So, when do you have a touchdown and no subsequent kickoff? In overtime.



Successful Field Goal (8-4-3):

- ▶ R fouls, K's field goal is good
- ▶ K has the following options:
 - Take the points off the board and enforce the penalty with our regular enforcement
 - Keep the points, carry the penalty over to the **succeeding spot**
 - Regulation: kickoff
 - Overtime: next series
- ▶ Philosophy: either way, R's foul is penalized



Successful try (8-3-5):

- ▶ B fouls, A's try (1 or 2 points) is good:
- ▶ A has the following options:
 - Take the point(s), carry the penalty over to the **succeeding spot**
 - Replay the try (go for 2) with the yardage assessed



Successful try:

- ▶ A foul, A's try (1 or 2 points) is good:
- ▶ B has the following options:
 - Assess the penalty and replay the down, unless there is a loss of down foul
 - If loss of down, there is no score and no replay (and no change in the usual kickoff) 8-3-4

TRY IS

FOUL BY	TRY IS			
	GOOD		NO GOOD	
	1 POINT	2 POINTS	1 POINT	2 POINTS
A	Replay unless loss of down foul		Penalty obviously declined	
B	Accept score with carry-over penalty or go for 2	Accept score with carry-over penalty	Replay	



Touchdown (8-2-2, 8-2-3)

- ▶ This is the complicated situation
- ▶ Why?
- ▶ It is possible to have a change of possession prior to a touchdown
- ▶ Here's the thought process:
 - If there was no change in possession, we have the usual carry-over option—accept the foul (rare) with normal enforcement, or keep the touchdown and carry over the enforcement to either the try or the subsequent kickoff
 - If there was a change in possession, we have to know when the foul occurred



Touchdown

- ▶ **What's the idea behind this?**
- ▶ **Again, it's the free shot philosophy**
- ▶ **Situation #2**
 - **A 1/10 @ A-20**
 - **A illegal motion at the snap**
 - **A1 throws a forward pass that is intercepted by B1 who runs for a touchdown**
 - **Ruling: A's motion foul must be declined for B to keep the touchdown**
- ▶ **Philosophy: A obviously is not getting away with anything by the illegal motion**
- ▶ **Key is when the foul by A occurs**



Touchdown

- ▶ On a change of possession, the foul by the opponents must occur after the change of possession for it to be eligible for a carry over:
- ▶ Situation #3
 - A 1/10 @ A-20
 - A1 throws a forward pass that is intercepted by B1
 - During B1's run for a touchdown, A2 grabs and twists B1's facemask
 - Ruling: This foul occurred after the change of possession, so it can be carried over under the right circumstances
- ▶ What's the idea behind this?
- ▶ Again, it's the free shot philosophy



Change in 2008

- Touchdown carry overs can only be assessed on the try or the subsequent kickoff
- If there is no subsequent kickoff, only choice is the try



Subsequent Kickoff

- ▶ **When do we have a touchdown and there is not a subsequent kickoff?**
 - If the touchdown occurred at the end of the 4th quarter and we go into OT
 - If the touchdown occurs during any overtime series
- ▶ **So, the carryover on a touchdown can be assessed on the subsequent kickoff at any time in regulation, other than the last timed down of the 4th quarter**
- ▶ **Otherwise, the only option is to assess it on the try**



Penalty Enforcement Rule 8-2-2



HOME 06	TIME 00:00 QUARTER: 2	VISITOR 08
DOWN: 1 TO GO: 10		

QUARTER: 2

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1. B1 grasps but does not twist A1's facemask

2. A1 scores a touchdown

Penalty may be enforced on the try

MechaniGram™

MechaniGram™

— or —
on the subsequent kickoff to start the
second half



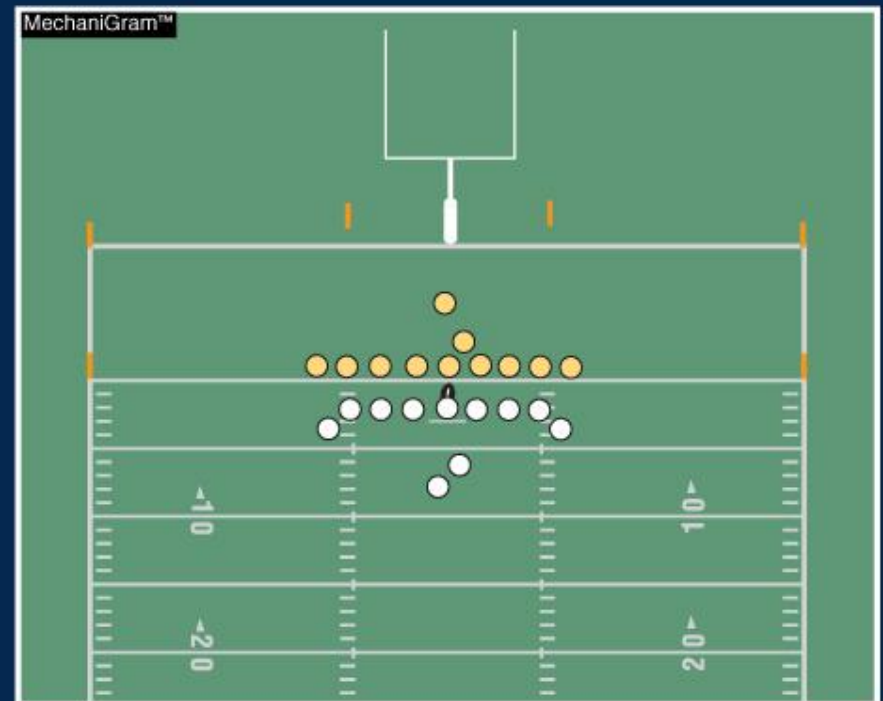
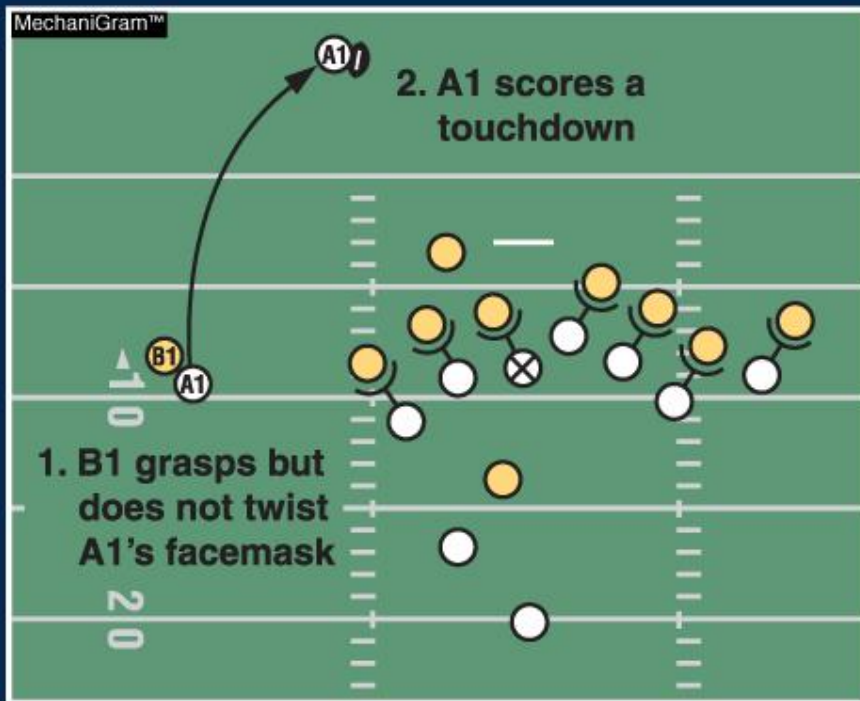
Penalty Enforcement Rule 8-2-2



HOME 06	TIME 00:00 QUARTER: 4	VISITOR 06
DOWN: 1 TO GO: 10		

QUARTER: 4

Penalty must be enforced on the try;
cannot carry over to overtime





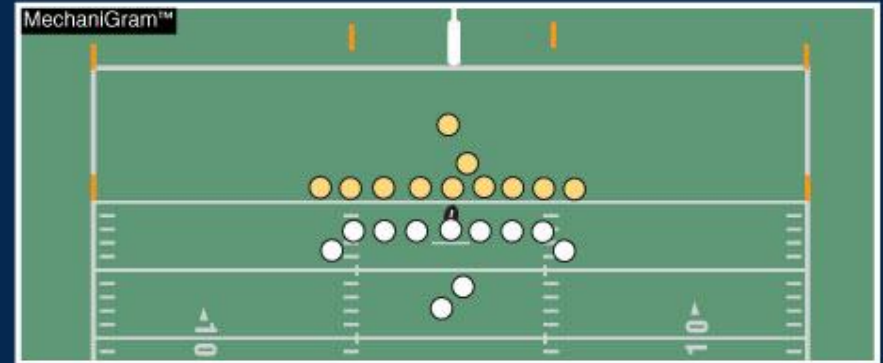
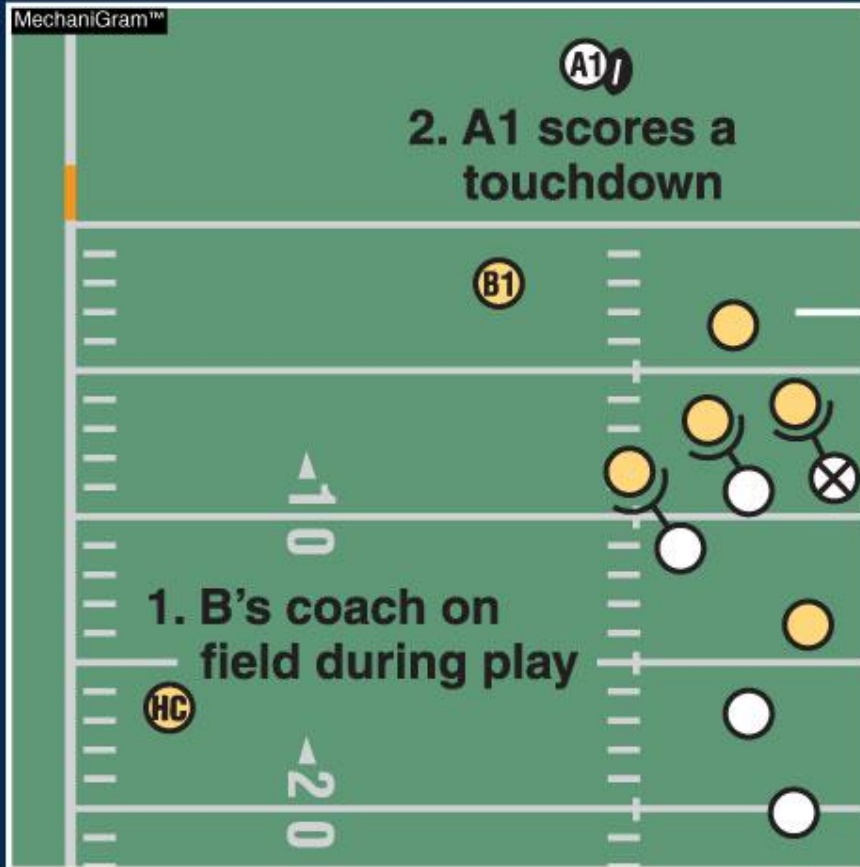
Touchdown Situations—Fouls w/Succeeding Spot Enforcement Prior to the RFP (8-2-4, 10-5-1f)

- We now have an exception to the “all dead ball, non-player and USC fouls are enforced from the succeeding spot”
- If any of those fouls occur prior to the RFP after a touchdown is scored, the offended team has a choice of enforcement
 - Succeeding spot—which is the try
 - Subsequent kickoff

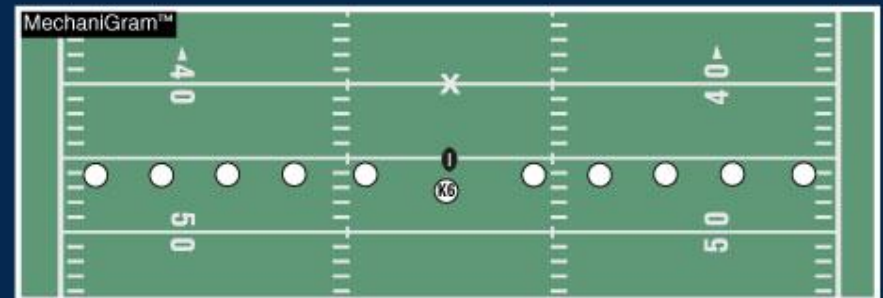


Penalty Enforcement Option

Rules 8-2-2, 8-2-3, 8-2-4, 10-5-1f



Penalty may be enforced on the try

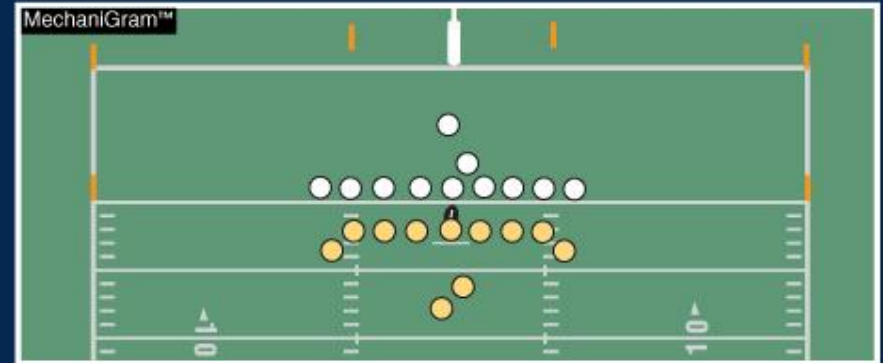
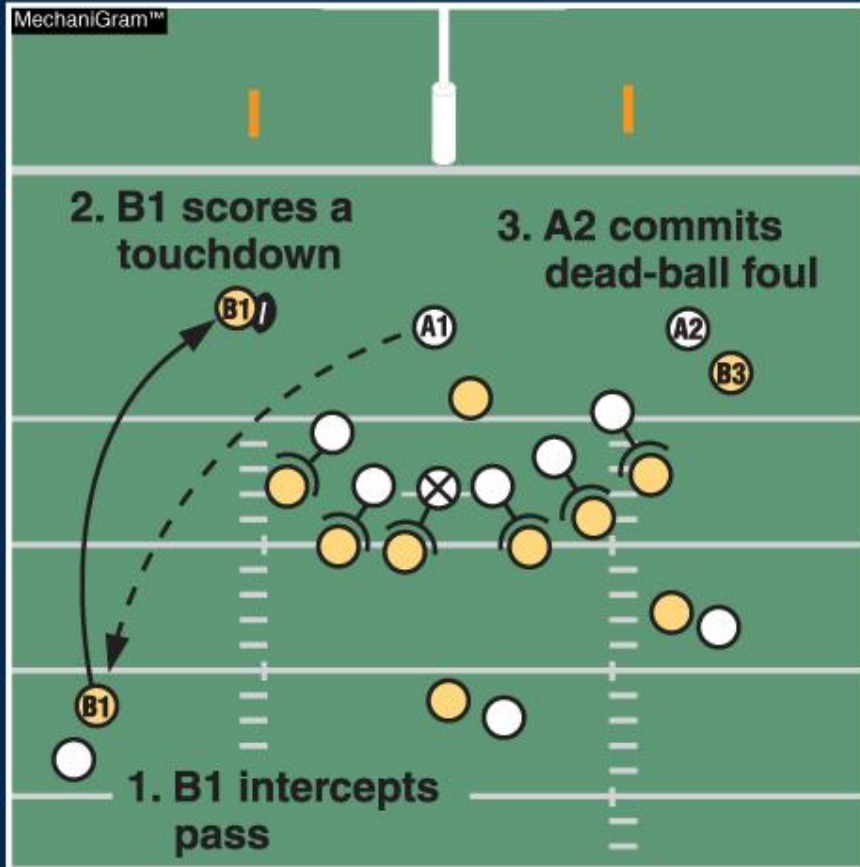


— or —
on the subsequent kickoff



Penalty Enforcement Option

Rules 8-2-2, 8-2-3, 8-2-4, 10-5-1f



Penalty may be enforced on the try



— or —
on the subsequent kickoff



Penalty Enforcement Option

Rules 8-2-2, 8-2-3, 8-2-4, 10-5-1f

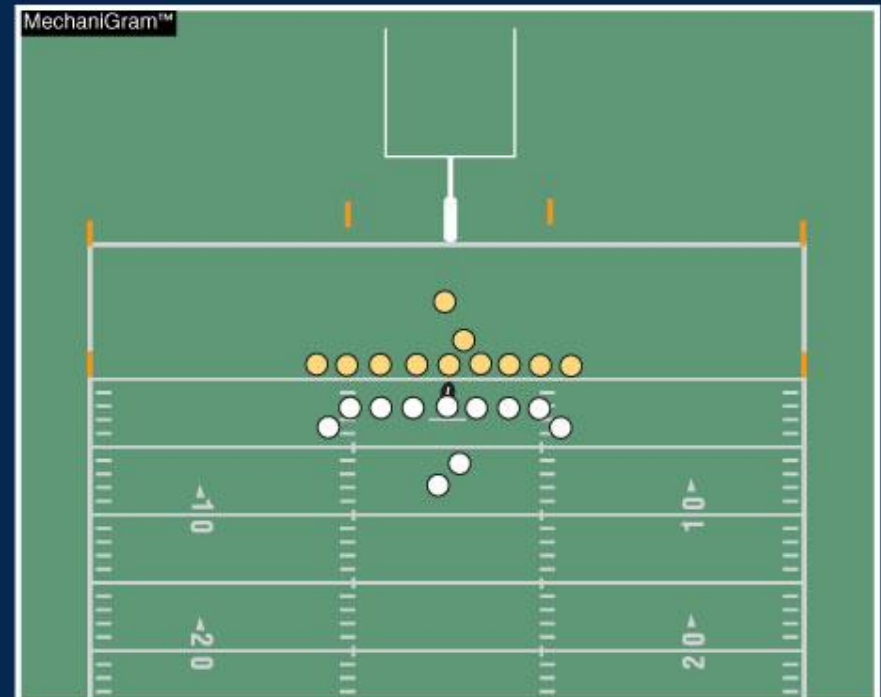
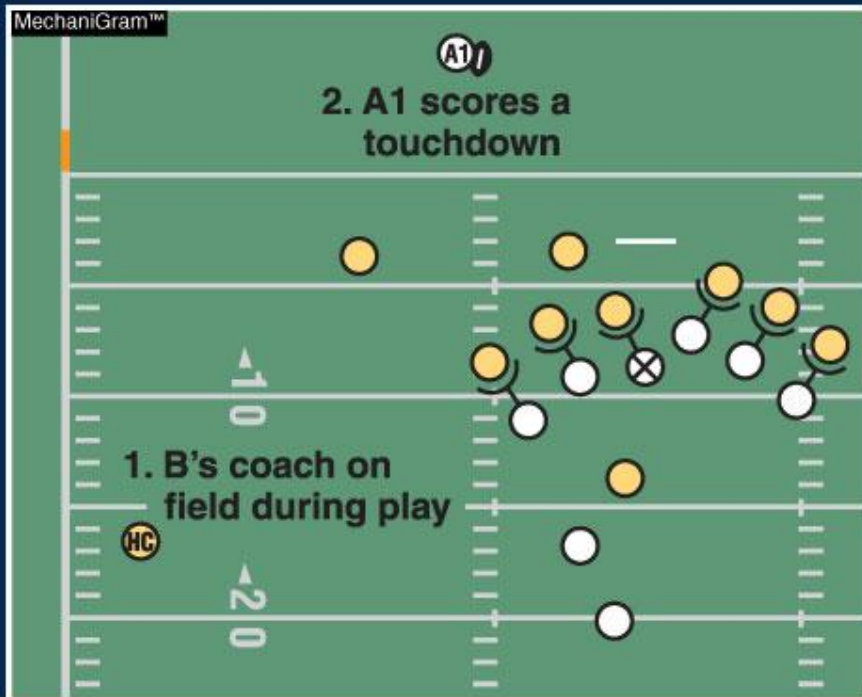


HOME 06	TIME 00:00 QUARTER: 4	VISITOR 05
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DOWN: 1 TO GO: 10

QUARTER: 4

Penalty must be enforced on the try;
cannot carry over to overtime



Carry Over Fouls and Touchdowns

Play	Penalty is For	Can Be Enforced On/In		
		Try	Succeeding KO	Overtime
Touchdown	Non-player or USC	Yes	Yes	No
Touchdown (8-2-3)	Live Ball Foul, after change of possession	Yes	Yes	No
Touchdown (8-2-4)	Dead-ball Foul Before RFP for Try	Yes	Yes	No



Our Mission

- ▶ Go over key parts of rule 8