



FREE KICKS

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AGENDA

- ▶ LATEST INTERPRETATIONS
- ▶ FREE KICKS
- ▶ VIDEO CLIP REVIEW (If time permits)
- ▶ MECHANICS



OBJECTIVES

- ▶ Demonstrate an Understanding of the New Timing Rule For Multiple Fouls.
- ▶ Demonstrate an Understanding of the Types of Free-Kicks, And Special Rules Applying to Free Kicks.



2-MINUTE TIMING RULE QUESTION

- ▶ Question....Is option to start the clock on the snap given when there are multiple fouls, double foul, live ball and dead ball fouls ?



2-MINUTE TIMING RULE EXAMPLES

- ▶ Equal Number of Non-Player/Dead-Ball 15-Yard Fouls by Each Team:
 - ANSWER – NO. Since fouls “cancel”, timing option does not apply.
- ▶ Unequal Number of Non-Player/Dead-Ball 15-Yard Fouls by Each Team:
 - ANSWER – YES. Option is given to the team offended the most.



2-MINUTE TIMING RULE EXAMPLES

- ▶ **Double-Foul:**
 - ANSWER – NO. Replay the down. Clock will start as dictated by the results of the play. Timing option does not apply.

- ▶ **Live-Ball Foul by One Team, Dead-Ball Foul by the Other :**
 - ANSWER – YES. Each team is given the option (assuming the live ball foul is accepted). Mechanically, team offended by the live ball foul is given the choice, followed by the other team.



CASE 1

- ▶ Score is A-18, B-20. 1:00 left in the game. A runs for a first down to the B-10, where he is tackled inbounds. B44 is flagged for a late hit, and A80 jumps up and taunts B44, and is flagged for an USC. What is the ball status and clock status after penalty enforcement?
 - A. A 1 / 10 @ B10. Clock Starts on RFP.
 - B. A 1 / 10 @ B10. Clock Starts on Snap.
 - C. A 1 / 10 @ B20. B is given option to start on snap.
- ▶ **RULING:** – a. Equal DBF Cancel, No Clock Options



CASE 2

- ▶ Score is A-18, B-20. 0:05 left in the game. A runs for a first down to the B-10, where he is tackled inbounds. A is flagged for an illegal shift and B44 is flagged for a facemask. What is the ball status and clock status after penalty enforcement?
 - A. Replay the Down. Clock Starts on RFP.
 - B. Replay the Down. Clock Starts on Snap.
 - C. Replay the Down. A is given option to start on snap.
- ▶ **RULING:** – a. Double Foul, No Clock Options



CASE 3

- ▶ Score is A-18, B-20. 1:00 left in the game. A runs for a first down to the B-10, where he is tackled inbounds. B is flagged for an incidental 5-yard facemask. A is flagged for an USC for yelling at the official. What is the ball status and clock status after penalty enforcement?
 - A. A 1/10 @ B10. Clock Starts on RFP.
 - B. A 1/10 @ B10. Clock Starts on Snap.
 - C. A 1/10 @ B20. A & B are given option to start on snap.
- ▶ **RULING:** – c. Live Ball & Dead Ball Fouls. Option goes to each team.



CASE 4

- ▶ Score is A-18, B-20. A - 1 / G @ B-10, with the clock running and 10 seconds in the game, A runs to the B-5 and is downed inbounds with 2 seconds left. A was flagged for an illegal shift, and B was flagged for a late hit. What is the ball status and clock status after penalty enforcement?
 - A. A 1 / G @ B-7.5. Clock Starts on RFP.
 - B. A 1 / G @ B-7.5. Clock Starts on Snap.
 - C. A 1 / G @ B-7.5. A & B are given option to start on snap.
- ▶ **RULING:** – c. Live Ball & Dead Ball Fouls. Option goes to each team.



Free Kicks



THE BASICS—FREE KICKS

▶ FREE KICKS (KICKOFF):

- Kickoff to Start the Game & 2nd Half
- Kickoff After a PAT
- Kickoff After a Successful Field Goal
- Kickoff After Safety
- Kickoff After a Fair Catch (or Awarded Fair Catch)



FREE KICK BASICS

- ▶ Free Kick Line for K is (unless moved by a penalty):
 - K-40 after a PAT or Successful Field Goal.
 - K-20 after a Safety.
 - Through the Spot of the Fair Catch (or Awarded Fair Catch).

- ▶ Free Kick Line for R is.....
 - Always 10 yards downfield from K's Free Kick Line.



DEFINITIONS – KICKING METHODS

- ▶ There are only 3 legal ways to kick the ball
 - Punt
 - Place kick
 - Drop kick
- ▶ Punt
 - Dropping the ball and kicking it before it touches the ground
- ▶ Place kick
 - Kicking the ball while it is controlled on the ground or on a tee, by a teammate.
- ▶ Drop kick
 - Player drops the ball and kicks it when it touches the ground or is coming off of the ground



THE BASICS—HOW

▶ FREE KICK METHODS:

- After a Fair Catch, PAT, or Successful Field Goal:
 - PLACE KICK
 - DROP KICK

- After a Safety
 - PLACE KICK
 - DROP KICK
 - PUNT



FREE KICK ALIGNMENT REQUIREMENTS

- ▶ After the RFP and Before the Kick:
 - No More Than 11 players for each team (must be 11 to start the game).
 - R Players must be behind their free-kick line (S7/18).
 - K Players (except for the kick and holder) must be behind their free-kick line (S7/18).
 - K Players must be less than 5 yards behind their Free Kick Line (except for one player, and that player must be the kicker) (S7/18).
- ▶ At the time the ball is kicked:
 - K must have at least 4 players on each side of the kicker (S7/18).
- ▶ VIOLATION OF ANY OF THE ABOVE – 5Yd DBF.



FREE KICK

- ▶ **Pop-Up Kicks Are Illegal:**
 - Kicker drives the ball immediately into the ground, ball bounces once and pops high into the air.
 - Dead-Ball Foul, SHUT IT DOWN (5 Yd, S7/19)
 - Pop-Up after the second or subsequent bounce – no problem.
 - “High Into the Air” generally interpreted as the level of the kickers head.....If in doubt, it’s a pop-up kick.
- ▶ **Kick Cannot Go Out of Bounds Untouched (Inbounds) by R. R Has Choices (S19):**
 - Rekick after 5 Yard Penalty.
 - R can take the ball where it went out of bounds.
 - R can take the ball 25 yards downfield from the K free-kick line.



FREE KICK – CATCH / RECOVER / ADVANCE

- ▶ Team R–
 - May signal for a fair catch in the neutral zone or behind their free-kick line, while a legal free kick is in flight.
 - May catch, recover and advance and free-kick (unless a valid or invalid fair catch signal is given, or a touchback occurs).
- ▶ Team K–
 - Can NEVER advance a kick.
 - Can RECOVER a free-kick that has (1) touched the ground AND (2) has gone beyond the plane of R's free-kick line.
 - Can RECOVER a free-kick that has been touched by R (regardless of where).
 - Cannot CATCH a free-kick that has been untouched by R. (KCI)
 - Cannot touch R or the ball while the kick is in flight. (KCI)
- ▶ Touchback & Momentum –
 - Kick into the end zone is always a touchback.
 - Momentum rule is applicable to free-kicks.



FREE KICK – FIRST TOUCHING BY K

▶ First Touching–

- By K in the neutral zone.....
- R can accept the ball at the spot of first touching, as long as they didn't touch the ball thereafter, and commit a foul (or if any foul is accepted).
- Touching (by K or R) is ignored if they are blocked into the ball, or the ball is muffed/batted into the player.



FREE KICK – CONTACT RESTRICTIONS

▶ Team R Contact Restrictions–

- R shall NOT contact the kicker or holder until (15 Yd, S30):
 - The kicker has advanced 5 yards OR
 - The kick has touched the ground, or any other player.
- Player who gives a valid or invalid fair catch signal shall not block until the kick has ended (15 Yd, S43).

▶ Team K Contact Restrictions–

- Cannot touch the ball, no R, while any free-kick is in flight in or beyond the neutral zone (KCI).....unless blocked into the ball or R (15 Yd, S33).
- Cannot initiate contact with R until (10 Yd, S43):
 - The kick has traveled 10 yards,
 - K is eligible to recover the free kick OR,
 - R has initiated contact within the neutral zone.
- After R initiates contact, all K players may block.



FREE KICK – FAIR CATCH

- ▶ Any R player may signal for a fair catch (in the neutral zone, or behind their free kick line) while a free kick is in flight.
- ▶ Only the R player who signals is afforded protection.
- ▶ The player that signals is restricted from blocking until the kick has ended.
- ▶ Ball is dead upon possession by R, after a valid or invalid fair catch signal is given.
- ▶ Fair Catch or Awarded Fair Catch – R may snap or free-kick from anywhere between the hash marks. Option remains after any dead ball foul, or if the down is replayed due to an accepted foul or inadvertent whistle.



FREE KICK – KCI

- ▶ Kick–Catching Interference Applies, Regardless of any given Signal.
- ▶ KCI – K shall not touch the ball or R while a free kick is in flight (unless blocked into the ball or R), in or beyond the NZ
- ▶ Kick Catching Interference – Options by R
 - Enforce 15 Yards from Previous Spot, Re–Kick
 - 15 Yards from the Spot of the Foul, Awarded Fair Catch



FREE KICKS CASE 1

- ▶ Opening kickoff is muffed by R2 @ 3. In an attempt to recover the ball, R2 accidentally kicks the ball at the R-1 through their own end zone and out of bounds.
 - A. Safety.
 - B. R ball at the R-5.
 - C. Touchback.
- ▶ **Applicable Principles** –
 - Kick is a kick until possessed.
 - Definition of kick.....intentional act.
 - Kick into R's endzone is a touchback (force is not a factor).
- ▶ **RULING:** – c. Touchback



FREE KICKS CASE 2

- ▶ Opening kickoff from the K-40 bounces on the ground and K3 falls on the ball at the 50 yard line.
 - A. K Ball, 1st & 10 @ the 50.
 - B. R Ball, 1st & 10 @ the 50.
- ▶ **RULING:** – a. K Ball, 1st & 10 @ the 50.



FREE KICKS CASE 3

- ▶ Opening kickoff is muffed by R2 @ 50. The ball bounces on the ground and is picked up by K3, who begins to run.
 - A. K3 is allowed to advance.
 - B. K3 has committed first touching.
 - C. The ball belongs to K @ the spot of recovery.
- ▶ **RULING:** – c. The ball belongs to K @ the spot of recovery.



FREE KICKS

CASE 4

- ▶ Opening kickoff from the K-40. K gets under the ball and the kick is high. R22 signals for a fair catch and catches the ball at the K-45.
 - A. Fair Catch.
 - B. Invalid Fair Catch Signal.
 - C. Valid Fair Catch Signal, But Not a Fair Catch.
- ▶ **RULING:** – a. Fair Catch In the NZ or Behind R's Free-Kick Line.



QUESTIONS