



# SCORING

# TOUCHDOWN / TRY / FG

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# AGENDA

- ▶ Week #0 Film Review
- ▶ PIAA – Week #0 Notes
- ▶ Scoring Plays
  - Touchdown
  - Point–After–Try
  - Field Goal
- ▶ Mechanics Review



# PIAA WEEK #0 NOTES



# OBJECTIVES

- ▶ Understand and Apply the Key Rules associated with Touchdowns, PATs & Field Goals.



# TOUCHDOWN

- ▶ Possession of a live ball in the opponent's end zone is always a touchdown.
- ▶ 6 Points



# TOUCHDOWN

- ▶ Runner – Advances the ball from the field of play so that any part of the ball penetrates the vertical plane of the goal line (or goal line extended, if the runner is touching in-bounds).
- ▶ Loose Ball – When caught or recovered by a player while the ball is on or behind his opponent's goal line.
  - Airborne receiver catches the pass while over the end-zone and an opponents contact drives him back to the field of play – TOUCHDOWN !
  - Airborne receiver catches the pass while over the end-zone and his own momentum takes him back to the field of play where he touches the ground – NOT A TOUCHDOWN !



# TOUCHDOWN

- ▶ And Finally (I don't even want to bring this up...)
- ▶ When a backward pass, snap or fumble is declared dead in the end zone of the opponent of the player who threw the backward pass or fumbled while no player is in possession (other than an inadvertent whistle).....TOUCHDOWN
- ▶ This would only apply to a fumble or backward pass (that then bounces forward) into the opponent's end zone, and the ball sits there in the end zone without anyone going after it....WE WILL NEVER SEE IT.



# FOULS— DURING & AFTER A TOUCHDOWN

- ▶ NO CHANGE OF POSSESSION DURING THE DOWN—
  - Any live-ball foul by the opponent of the scoring team may be enforced on the TRY or the SUBSEQUENT KICKOFF (offensive team's choice).
- ▶ CHANGE OF POSSESSION DURING THE DOWN—
  - Any live-ball foul by the opponent of the scoring team that occurs after the final change of possession, may be enforced on the TRY or the SUBSEQUENT KICKOFF (offensive team's choice).
- ▶ NON-PLAYER, DEAD-BALL & USC FOULS - by either team during the down, or after the down, up to the RFP on the extra point, may be enforced on the TRY or the SUBSEQUENT KICKOFF.





# TOUCHDOWN – SUMMARY

- ▶ Possession of a Live Ball in Opponents End Zone.
- ▶ 6 Points
- ▶ COF Applies to Live Ball Foul on Opponents of Scoring Team (when no COP).....PAT or Kickoff.
- ▶ COF Applies to Live Ball Foul on Opponents of Scoring Team, if Foul is After the Last COP.....PAT or Kickoff.
- ▶ COF Applies to Non-Player/Dead Ball/USC Fouls by EITHER TEAM During the Down up to the RFP on the PAT.....PAT or Kickoff Enforcement.



# TRY

- ▶ A TRY FOR POINT shall be attempted after a touchdown is scored (unless time has expired and the point(s) would not effect the game outcome or playoff selection).
- ▶ The TRY is a scrimmage down, and is neither numbered nor timed (clock is stopped).
- ▶ The TRY is snapped from the 3 yard line, anywhere between the hash marks (unless moved by a penalty).
- ▶ The TRY is an “extension” of the previous series (do not change balls), unless there was a change of possession during the touchdown.



# TRY – SCORING

- ▶ Successful kick–try is 1 point (similar to field goal.....place kick or drop kick through the goal posts).
- ▶ 2–points are awarded for what would be a touchdown.
- ▶ 1–point is awarded for what would be a safety against B
  - Team A’s fumble on the B–2 comes to rest, and team B bats the ball through their own end zone.
- ▶ Only A can score during a Try.



# TRY

- ▶ The TRY begins on the RFP.
  
- ▶ The TRY ends when:
  - The TRY is successful.
  - B Secures possession (typically, a fumble recovery or pass interception on a 2 point conversion).
  - It is apparent that the drop-kick or place kick is unsuccessful (kick is blocked, kick is short or wide).
  - The ball becomes dead.



# TRY

- ▶ Teams may call time-out prior to selecting the ball position.
- ▶ Teams may not call time-out prior to any penalty decision.
- ▶ There is NOT an intermission NOR is a legal conference permitted prior to the Try (only after the Try and prior to the kickoff).



# FOULS DURING A TRY

- ▶ A Successful TRY will be replayed on a live-ball foul by A (unless it carries a loss of down), after enforcement of the penalty.
- ▶ An Unsuccessful TRY will NOT be replayed on a live-ball foul by A (foul is simply declined).
- ▶ An Unsuccessful TRY will be replayed on a live-ball foul by B, after enforcement of the penalty.
- ▶ Double Foul.....Replay the TRY.
- ▶ When the TRY is replayed, the ball may be snapped anywhere between the hash marks.



# FOULS DURING A TRY

- ▶ A live-ball foul by B during a Successful TRY gives team A options:
  - Accept the results of the play and have the penalty enforced on the succeeding spot (kick-off; or spot of the snap during OT).....OR
  - Take the point off the board, and replay the TRY, after enforcement of the penalty (would really only apply if they want to “go for 2”).
- ▶ Non-player, dead ball fouls and USC fouls.....succeeding spot enforcement.



# PAT – SUMMARY

- ▶ PAT Occurs After a Touchdown.
- ▶ 1 Point for a Kick Try
- ▶ 2 Points for a “Touchdown” Try
- ▶ Try is OVER if B Secures Possession, or it is apparent that the Kick Try is NOT good.
- ▶ Only A Can Score on a Try.
- ▶ COF Applies to Live Ball Foul on B/R During a SUCCESSFUL 1–Point Try.....PAT or Succeeding Spot.
- ▶ Non–Player/Dead Ball/USC Fouls by EITHER TEAM are Succeeding Spot Fouls.





# FIELD GOAL

- ▶ 3 Points
- ▶ Drop Kick or Place Kick from scrimmage, on 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, or 4<sup>th</sup> Down (typically, 4<sup>th</sup> down, unless time is critical).
- ▶ Drop Kick or Place Kick during a Free-Kick, following a fair catch or awarded fair catch.



# FIELD GOAL

- ▶ Kicked ball cannot touch any member of K beyond the expanded neutral zone, or the ground, before passing through the goal.
- ▶ Kicked ball shall pass between the vertical uprights, or the inside of the uprights extended and above the crossbar.



# FIELD GOAL

- ▶ Successful Field Goal – PSK DOES NOT APPLY
- ▶ An unsuccessful field goal, is simply a punt (from a rules perspective):
  - Fair-Catch Rules Apply
  - First-Touching by K Applies
  - R Can Catch/Recover and Advance.
  - K Cannot Advance, If Recovered Beyond the NZ.
  - K Can Advance, If Recovered Behind the NZ.
  - Kick crossing the opponent's goal line.....touchback.



# FIELD GOAL – FOULS

- ▶ Fouls During an Unsuccessful Field Goal –
  - Enforce the same way as any other scrimmage down.
- ▶ Live-Ball Fouls During a Successful Field Goal – K Has Options:
  - Accept the 3 Points & Enforce from the Succeeding Spot (including OT).
  - “Take the points off the board”, Enforce from the Previous Spot and Replay the Down.



# FIELD GOAL – SUMMARY

- ▶ Scrimmage Kick Through the Goal Posts (1<sup>st</sup>/2<sup>nd</sup>/3<sup>rd</sup>/4<sup>th</sup> Down).
- ▶ Free Kick Through the Goal Posts after Fair Catch or Awarded Fair Catch
- ▶ 3 Points
- ▶ PSK – Does NOT Apply to a Successful FG
- ▶ Unsuccessful Field Goal is Just a Punt
- ▶ COF Applies to a Live Ball Foul on R During a Successful Field Goal....Previous Spot or Succeeding Spot.



# CASE PLAYS



# CASE 1

- ▶ A 1 / 10 @ B-40. Runner A1 runs for a touchdown. After getting into the end zone, he does a prolonged dance. LJ and BJ throw flags for unsportsmanlike conduct.
- ▶ a. The touchdown is nullified.
- ▶ b. B has options.
- ▶ c. B has no options.
- ▶ **Applicable Principles –**
  - Any USC foul by either team, up to the RFP for the PAT, has the option of enforcement on the PAT, or on ensuing kickoff.
- ▶ **RULING:** – b. B has options



## CASE 2

- ▶ A 1/10 @ B-40. Receiver A1 catches a forward pass @ B-30, and then defender B2 hits him above the shoulders with his helmet. BJ throws a flag for targeting. Somehow, A1 stays on his feet, and runs for an apparent touchdown. When he is @ B-5, however, he turns around, holds the ball out toward B2, and struts backwards into the end zone. BJ throws another flag for unsportsmanlike conduct.
  - ▶ a. Only A has options.
  - ▶ b. Only B has options.
  - ▶ c. Both teams have options.
- ▶ **Applicable Principles –**
  - Any foul during the down, by the opponent of the scoring team on a TD (after any COP) is a COF.
  - Any USC or non-player foul by either team during the down when a TD is scored is a COF.
  - USC & dead-ball fouls are not coupled with a live-ball foul to create a double foul. Penalties are enforced in the order of occurrence.
- ▶ **RULING:** – c. Both teams have options.





## CASE 3

- ▶ A 1 / 10 @ A-10. QB A12 fumbles the snap, and the ball rolls into his end zone, where B-54 recovers. A-81 was illegally in motion at the snap.
- ▶ a. Touchdown, Enforce the Illegal Motion on the PAT.
- ▶ b. A has options.
- ▶ c. Touchdown, Illegal Motion is Likely Declined.
- ▶ **Applicable Principles** –
  - Foul is prior to COP; therefore, no COF.
  - Possession of Live Ball in Opponents End Zone – TD.
- ▶ **RULING:** – c. Touchdown.



# CASE 4

- ▶ PAT, and K lines up in scrimmage kick formation. Snap goes directly to the kicker, who runs in for an apparent 2 points.
- ▶ a. Good 2-Point Conversion.
- ▶ b. Dead Ball, If Snap Does Not Go to Holder.
- ▶ c. Snap Infraction.
- ▶ **RULING:** – a. Good 2-Point Conversion. Just because K lines up in scrimmage kick formation does NOT obligate them to kick the ball.



## CASE 5

- ▶ PAT, and QB A12 lines up in shotgun formation. A12 throws an interception to B46, who runs for a few yards and fumbles the ball. The loose ball is recovered by A81, who runs in for a touchdown. The officials should.....
- ▶ a. Signal 2 Points for A.
- ▶ b. Ball Is Dead As Soon As It Was Intercepted...Take the 2 points off the board.
- ▶ c. Correctable Error Does Not Apply.
- ▶ **RULING:** – b. Ball is Dead.



# CASE 6

- ▶ K lines up in scrimmage kick formation to attempt a (a) PAT; or (b) field goal. The kick is blocked and the loose ball is picked up by K, behind the line of scrimmage. In each case, K runs in for a touchdown.
- ▶ (a) Ball is dead as soon as it is apparent that the kick failed. PAT is no good.
- ▶ (b) Touchdown, since K can advance a scrimmage kick, when recovered behind the NZ (except for a PAT).



# CASE 7

- ▶ K 4/10 @ R-20. K lines up in scrimmage kick formation to attempt a field goal. The kick is partially blocked and (a) is touched by K at the R-10 and rolls out of bounds at the R-2 yard line; (b) rolls out at the R-2, but R was flagged for holding at the R-5 during the kick; (c) R24 signals for, and makes a fair catch at the R-10; (d) R muffs the kick at the R-5 and the ball rolls into the end zone where it is recovered by K44.
- ▶ (a) First touching applies. R 1/10 @ R-10.
- ▶ (b) PSK, R 1/10 @ R-1 after enforcement.
- ▶ (c) Fair Catch
- ▶ (d) Touchback



# CASE 8

- ▶ A 4/G @ B-5. Score is A-17; B-20. 2 seconds remaining in the game with the QB under center. QB takes the snap from the left hash, and rolls right. Seeing that he will be stopped in the backfield, the QB executes a drop kick. (a) drop kick goes through the uprights; (b) drop kick goes through the uprights, and B was flagged for a personal foul before the kick; (c) drop kick misses but A is flagged for holding during the down; (d) drop kick misses but B is flagged for a personal foul.
- ▶ (a) Field Goal (there is no requirement to line up in a scrimmage kick formation for a field goal)
- ▶ (b) A has options. Take the 3 and enforce the PF in OT; or, enforce from previous spot with an untimed down.
- ▶ (c) B will decline penalty, game over, B wins.
- ▶ (d) A will accept the penalty and an untimed down will occur after enforcement.



# CASE 9

- ▶ A 4/5 @ B-10. A sets up for a field goal attempt. The snap is muffed and rolling around in the backfield when the kicker kicks the ball at the B-12. The kicked ball goes into R's end zone and comes to rest with no player attempting to obtain possession. BJ blows the ball dead. What are the options:
  - ▶ (a) R can accept the illegal kick penalty, resulting in a replay of the down, K's ball, 4/22 @ B-27.....OR can decline the penalty and take a touchback.
  - ▶ (b) R will undoubtedly accept the illegal kick penalty, resulting in a replay of the down, K's ball, 4/22 @ B-27.....since the result of the play is a touchdown for K.
  - ▶ (c) Touchback.....no penalty on the play.
  - ▶ **RULING:** – b. Result of the play is a touchdown since it was an illegal kick, and the ball was declared dead in the end zone with nobody attempting to possess. Only legal kicks in the end zone are touchbacks.



# QUESTIONS