



# SCRIMMAGE KICK PRINCIPLES

Tom Dunleavy  
CACPFO Rules Interpreter  
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# OBJECTIVES

- ▶ Understand & apply scrimmage kick principles to case plays.



# THE BASICS—SCRIMMAGE KICKS

- ▶ Scrimmage kicks include:
  - Field goal attempts
  - Punts
  - PAT



# DEFINITIONS

- ▶ Kicking: is **intentionally** striking the ball with the knee, lower leg or foot.
  - If the ball is rolling on the ground, and a player attempts to pick it up, but he hits it with his foot, he has **not** kicked the ball
- ▶ **Muffing** a kick does not change the status of the ball: it is still a kick
- ▶ To **catch** a kick means the kick has never hit the ground, and then a player secures possession in bounds
- ▶ To **recover** a kick means the kick has hit the ground, and then a player secures possession in bounds



# 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
- ▶ Anything else, like kicking a rolling ball, kicking a ball on the toe of a teammate, etc. is not legal, since it is not one of the 3 types of legal kicks, and is an illegal kick 6-2-1, 15 yard penalty



# THE BASICS—HOW

- ▶ Scrimmage kicks:
  - Field goal attempts (place kick or drop kick)
  - Punts (non-scoring attempt) (punt, place kick or drop kick)
  - PAT (place kick or drop kick)
  
- ▶ Legal Scrimmage kick must satisfy the following:
  - Use one of the three methods (punt, place kick, or drop kick).
  - Legal kick made in or behind the neutral zone on a scrimmage kick down, before a change of possession.



# SCRIMMAGE KICKS – PRINCIPLES

## ▶ Basic Principles –

- A kick is a kick, until possessed or declared dead.
- Any kick which is not a scoring attempt becomes dead as soon as it crossing R's goal line, and it is a touchback. Scoring attempts are touchbacks after crossing the goal when it is apparent that the scoring kick is unsuccessful.
- First-touching by K is ignored if the penalty is accepted for a foul during the down.
- Touching of a low scrimmage kick by any player is ignored if it occurs in or behind the ENZ.



# SCRIMMAGE KICKS – PRINCIPLES

## ▶ Who Can Advance a Scrimmage Kick:

- Any R player may catch/recover a kick and advance, from anywhere between the goal lines, unless R has given a valid or invalid fair-catch signal, or the kick crosses R's goal line.
- K may advance a scrimmage kick recovered/caught behind the NZ (except PATs). Ball is dead if K catches/recovers a scrimmage kick beyond the NZ.
- It only matters where the ball is caught/recovered, in determining who may advance. Where the ball was is of no significance in determining rites to advance.

## ▶ Who Gets the Ball after a Legal Scrimmage Kick:

- R, if R caught/recovered the ball, is in joint possession of opponents, goes out of bounds, or becomes dead with no-one in possession.
- R, at spot of first touching by K beyond the NZ.
- K, if K catches/recovers the ball behind the NZ (however, they may lose the ball on downs).
- Team in final possession, if R is first to touch a scrimmage kick beyond the ENZ. Team in final possession also gets a new series.



# SCRIMMAGE KICKS – PRINCIPLES

## ▶ Fair Catch Principles:

- Fair Catch Signal – Raising and lateral waving of one arm, at full arms length, above the head by any R player. (must be given before the ball has touched any receiver or the ground). Improper signal, or a signal after the ball has touched a receiver or the ground is INVALID.
- Catch of a legal scrimmage kick (beyond the NZ) by an R player who has given a valid fair catch signal, is a fair catch.
- Only player who gives the fair catch signal is given protection.
- If a valid or invalid signal is given by any R player, anywhere on the field, the ball will be declared dead when the kick is over (possessed, OOB, or behind R's GL).



# SCRIMMAGE KICKS

## CASE 1

- ▶ K 4/10 @ R-40. K's punt is muffed by R2 @ 3. The ball bounces on the ground into R's endzone and K falls on the ball.
  - A. Touchdown for K.
  - B. R ball at the R-5.
  - C. Touchback.
- ▶ **Applicable Principles** –
  - Kick is a kick until possessed.
  - Kick into R's endzone is a touchback.
- ▶ **RULING:** – c. Touchback



# SCRIMMAGE KICKS

## CASE 2

- ▶ K 4/10 @ R-40. K's punt 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



# SCRIMMAGE KICKS

## CASE 3

- ▶ K 4/10 @ K-30. K's punt is partially blocked at the line of scrimmage, but the kick continues downfield. The ball bounces on the ground and K3 falls on the ball at the 50 yard line.
  - A. K Ball, 1<sup>st</sup> & 10 @ the 50.
  - B. R Ball, 1<sup>st</sup> & 10 @ the 50.
- ▶ **Applicable Principles** –
  - Touching of a low scrimmage kick in or behind the ENZ is ignored.
  - K can advance if they catch/recover a kick behind the NZ.
  - Ball belongs to R at spot of first-touching.
- ▶ **RULING:** – b. R Ball, 1<sup>st</sup> & 10 @ the 50.



# SCRIMMAGE KICKS

## CASE 4

- ▶ K 4/10 @ K-30. K's punt 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.
- ▶ **Applicable Principles** –
  - After the muff, it's still a kick.
  - Ball belongs to team in final possession if R is first to touch a kick beyond the ENZ.
  - K can advance if they catch/recover a kick behind the NZ.
- ▶ **RULING:** – c. The ball belongs to K @ the spot of recovery.



# SCRIMMAGE KICKS

## CASE 5

- ▶ K 3/25 @ K-15. K lines up in a shot-gun formation and executes a “quick-kick”; however, the kick is blocked by R at the LOS, and K falls on the ball at the K-13.
  - A. K’s ball, 1<sup>st</sup> & 10 at the K-13.
  - B. K’s ball, 4<sup>th</sup> & 27 at the K-13.
  - C. R’s ball, 1<sup>st</sup> & 10 at the K-13.
- ▶ **Applicable Principles** –
  - Touching of low scrimmage kick in or behind the ENZ is ignored.
  - K can advance if they catch/recover a kick behind the NZ.
- ▶ **RULING:** – b. K’s ball, 4th & 27 at the K-13.



# SCRIMMAGE KICKS

## CASE 6

- ▶ K 3/25 @ K-15. K lines up in a shot-gun formation and executes a “quick-kick”; however, the kick is blocked by R at the LOS and the kick rolls out of bounds at the K-13.
  - A. K’s ball, 1<sup>st</sup> & 10 at the K-13.
  - B. K’s ball, 4<sup>th</sup> & 27 at the K-13.
  - C. R’s ball, 1<sup>st</sup> & 10 at the K-13.
- ▶ **Applicable Principles** –
  - Touching of low scrimmage kick in or behind the ENZ is ignored.
  - Ball belongs to R, if R catches/recovers a scrimmage kick, is in joint possession of opponents, goes out of bounds or becomes dead with no player in possession.
- ▶ **RULING:** – c. R’s ball, 1<sup>st</sup> & 10 at the K-13.



# SCRIMMAGE KICKS

## CASE 7

- ▶ K 3/25 @ K-15. K lines up in a shot-gun formation and executes a “quick-kick”; however, the kick is partially blocked by R at the LOS and the kick rolls downfield to the K-25, where it sits at rest with no player in possession.
  - A. K’s ball, 1<sup>st</sup> & 10 at the K-25.
  - B. K’s ball, 4<sup>th</sup> & 10 at the K-25.
  - C. R’s ball, 1<sup>st</sup> & 10 at the K-25.
- ▶ **Applicable Principles** –
  - Touching of low scrimmage kick in or behind the ENZ is ignored.
  - Ball belongs to R, if R catches/recovers a scrimmage kick, is in joint possession of opponents, goes out of bounds or becomes dead with no player in possession.
- ▶ **RULING:** – c. R’s ball, 1<sup>st</sup> & 10 at the K-25.



# SCRIMMAGE KICKS

## CASE 8

- ▶ K 3/25 @ K-15. K lines up in a shot-gun formation and executes a “quick-kick”, which is short, and high in the air. R muffs the kick in flight at the K-20 and K recovers the muffed kick at the K-12 and runs to the K-30, where he is downed.
  - A. K’s ball, 1<sup>st</sup> & 10 at the K-30.
  - B. K’s ball, 4<sup>th</sup> & 10 at the K-30.
  - C. K’s ball, 1<sup>st</sup> & 10 at the K-12.
- ▶ **Applicable Principles** –
  - Kick is a kick until possessed.
  - K can advance if they catch/recover a kick behind the NZ.
  - Ball belongs to team in final possession if R is first to touch a kick beyond the ENZ, and they are given a new series.
- ▶ **RULING:** – A. K’s ball, 1<sup>st</sup> & 10 at the K-30.



# SCRIMMAGE KICKS

## CASE 9

- ▶ K 4/10 @ K-5. K's punt is high and short. R15 gives a valid fair catch signal, and catches the ball at the K-25. R captain requests a free-kick.
  - A. Fair Catch – R's Request if Honored.
  - B. No fair catch, but ball is dead.
- ▶ **Applicable Principles** –
  - Catch of a legal scrimmage kick beyond the NZ, by any R player who has given a signal is a fair catch.
- ▶ **RULING:** – A. Fair Catch, R's request is honored.



# SCRIMMAGE KICKS

## CASE 10

- ▶ K 4/10 @ K-5. K's punt is high and short. R15 gives a valid fair catch signal, and R10 catches the ball at the K-25. R captain requests a free-kick.
  - A. Fair Catch – R's Request if Honored.
  - B. No fair catch, but ball is dead.
- ▶ **Applicable Principles –**
  - Catch of a legal scrimmage kick beyond the NZ, by any R player who has given a signal is a fair catch.
  - If a valid or invalid signal is given by any R player, the ball will be declared dead when the kick is over.
- ▶ **RULING:** – B. No fair catch, but the ball is dead.



# SCRIMMAGE KICKS

## CASE 11

- ▶ K 4/10 @ K-25. K's punt is high and straight up. R15 gives a valid fair catch signal at the K-30 and runs up to make a successful catch at the K-23. R captain requests a free-kick.
  - A. Fair Catch – R's Request if Honored.
  - B. No fair catch, but ball is dead.
- ▶ **Applicable Principles** –
  - Catch of a legal scrimmage kick beyond the NZ, by any R player who has given a signal is a fair catch.
  - If a valid or invalid signal is given by any R player, the ball will be declared dead when the kick is over.
- ▶ **RULING:** – B. No fair catch, but the ball is dead.



# QUESTIONS



# SUMMARY

- ▶ Remember Your Scrimmage Kick Principles –
  - A kick is a kick, until possessed or declared dead.
  - A kick into R's end zone is a touchback.
  - If R is first to touch a kick beyond the ENZ, team in final possession gets a new series.
  - R may advance from anywhere between the goal lines (unless a valid or invalid fair catch signal is given).
  - K may NOT advance a kick, if recovered beyond the NZ, but may advance if recovered behind the NZ.
  - Touching of a low scrimmage kick in the ENZ is ignored.
  - Ball belongs to R, if R catches/recovers a scrimmage kick, or joint possession occurs, or the kick goes out of bounds or the kick is declared dead in the field of play (regardless of the down).
  - Ball belongs to K, if K catches/recovers a scrimmage kick behind the NZ (they may lose it on downs).