

GETTING IT RIGHT SOFTWARE RULE OF THE WEEK

Keep IT SAFE, Keep IT FAIR, Know the RULES, GET IT RIGHT

RULE(s) OF THE WEEK:

Helmet off a Runner (3.5.10d) & (4.2.2k)

https://www.youtube.com/watch?v=-yvc_1q46XI&feature=youtu.be

3.5.10d

ART. 10 . . . An official's time-out (which is not charged to either team) occurs, and the player shall be replaced for at least one down, unless halftime or an overtime intermission occurs when:

- a. An apparently injured player is discovered by a game official while the ball is dead and the clock is stopped and for whom the ready-for-play signal is delayed, or for whom the clock is stopped. The player shall be replaced for at least one down, unless the halftime or an overtime intermission occurs. This time-out, if not charged, is an official's time-out.
- b. Any player who exhibits signs, symptoms or behaviors consistent with a concussion (such as loss of consciousness, headache, dizziness, confusion or balance problems) shall be immediately removed from the game and shall not return to play until cleared by an appropriate health-care professional. (See NFHS Suggested Guidelines for Management of Concussion in Sports, in Appendix B)
- c. A game official discovers any player who is bleeding, has an open wound, has any amount of blood on his/her uniform, or has blood on his/her person. The player shall be directed to leave the game until the bleeding is stopped, the wound is covered, the uniform and/or body is appropriately cleaned, and/or the uniform is changed before returning to competition. (See NFHS Communicable Disease Procedures, in Appendix D).

d. The helmet comes completely off during the down or subsequent dead-ball action related to the down without being directly attributable to a foul by an opponent.

4.2.2k

ART. 2 . . . The ball becomes dead and the down is ended:

- a. When a runner goes out of bounds, is held so his forward progress is stopped or allows any part of his person other than hand or foot to touch the ground.

EXCEPTIONS:

1. The ball remains live if, at the snap, a place-kick holder with his knee(s) on the ground and with a teammate in kicking position catches or recovers the snap while his knee(s) is on the ground and places the ball for a kick, or if he rises to advance, hand, kick or pass; or
2. The ball remains live if, at the snap, a place-kick holder with his knee(s) on the ground and with a teammate in kicking position rises and catches or recovers an errant snap and immediately returns his knee(s) to the ground and places the ball for a kick or again rises to advance, hand, kick or pass.

NOTE: The ball becomes dead if the place-kick holder muffs the snap or fumbles and recovers after his knees have been off the ground, and he then touches the ground with other than hand or foot while in possession of the ball.

- b. When a live ball goes out of bounds.
- c. When any forward pass (legal or illegal) is incomplete or is simultaneously caught by opposing players.
- d. When any legal free kick or scrimmage kick:
 1. Which is not a scoring attempt or which is a grounded scoring attempt, breaks the plane of R's goal line.

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2. Which is a scoring attempt, while in flight touches a K player in R's end zone, or after breaking the plane of R's goal line has apparently failed.

EXCEPTION: If a scoring attempt kick touches an upright, crossbar, a game official or R player in the end zone and caroms through the goal, the touching is ignored and the attempt is successful.

e. When any loose ball:

1. Is simultaneously caught or recovered by opposing players.

2. Is on the ground motionless and no player attempts to secure possession.

3. Touches, or is touched by, anything inbounds other than a player, substitute, replaced player, a game official, the ground or authorized equipment. In this case the ball will be put in play in accordance with the procedure for an inadvertent whistle as in [4-2-3b](#).

f. When the kickers catch or recover any free kick anywhere, and when the kickers catch or recover a scrimmage kick beyond the neutral zone and when the kickers are first (i.e., before any touching by the receivers) to touch a scrimmage kick after it has come to rest beyond the neutral zone and between the goal lines.

g. Following a valid or invalid fair-catch signal given by any R player when a scrimmage kick or free kick is caught or recovered by any R player beyond, in or behind the neutral zone.

h. When any score occurs.

i. During a try if B secures possession or as soon as it is apparent that a kick has failed to score.

j. When a game official sounds his whistle inadvertently.

k. When the helmet comes completely off the runner.

l. When a prosthetic limb comes completely off the runner.

First Touching (6.1.7)

https://www.youtube.com/watch?v=u_7QyaTym_s&t=77s

6.1.7

ART. 7 . . . If any K player touches a free kick before it crosses R's free-kick line and before it is touched there by any R player, it is referred to as "first touching of the kick." R may take the ball at the spot of first touching, or any spot if there is more than one spot of first touching, or they may choose to have the ball put in play as determined by the action which follows first touching. Such touching is ignored if it is caused by R pushing or blocking K into contact with the ball. The right of R to take the ball at the spot of first touching by K is canceled if R touches the kick and thereafter during the down commits a foul or if the penalty is accepted for any foul committed during the down.

Forward Handing (2.19.2)

<https://www.youtube.com/watch?v=9ZelYcfxXYE&feature=youtu.be>

2.19.2

ART. 1 . . . Handing the ball is transferring player possession from one player to a teammate in such a way that the ball is still in contact with the first player when it is touched by the teammate. Handing the ball is not a pass. Loss of player possession by unsuccessful execution of attempted handing is a fumble.

ART. 2 . . . Forward handing occurs when the runner releases the ball when the entire ball is beyond the yard line where the runner is positioned.

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ART. 3 . . . Backward handing occurs when the runner releases the ball when any part of the ball is on or behind the yard line where the runner is positioned.

Forward Progress – Runner in control or stopped (2.15.1)

<https://www.youtube.com/watch?v=CuCKGaiyJfg>

Forward Progress - Sliding (2.15.1)

<https://www.youtube.com/watch?v=DgTGCRmubSc>

2.15.1

ART. 1 . . . Forward progress is the end of advancement of the ball, toward the opponent's goal, in a runner's possession or the forward-most point of the ball when it is fumbled out of bounds toward the opponent's goal and it determines the dead-ball spot.

ART. 2 . . . When an airborne player makes a catch, forward progress is the furthest point of advancement after he possesses the ball if contacted by a defender.

2.32.16 (D & F)

ART. 16 . . . A defenseless player is a player who, because of his physical position and focus of concentration, is especially vulnerable to injury. A player who initiates contact against a defenseless player is responsible for making legal contact. When in question, a player is defenseless.

Examples of defenseless players include, but are not limited to:

- a. A player in the act of or just after throwing a pass;
- b. A receiver attempting to catch a pass who has not had time to clearly become a runner;
- c. The intended receiver of a pass in the action during and immediately following an interception or potential interception;
- d. **A runner already in the grasp of a tackler and whose forward progress has been stopped;**
- e. A kickoff or punt returner attempting to catch or recover a kick, or one who has completed a catch or recovery and has not had time to protect himself or has not clearly become a runner;
- f. **A player on the ground including a runner who has obviously given himself up and is sliding feet-first;**
- g. A player obviously out of the play or not in the immediate vicinity of the runner; and
- h. A player who receives a blindside block with forceful contact not initiated with open hands.

Sideline Catch (2.4.1)

<https://www.youtube.com/watch?v=e0j4C7jKi4U&feature=youtu.be>

2.4.1

ART. 1 . . . A catch is the act of establishing player possession of a live ball which is in flight, and first contacting the ground inbounds while maintaining possession of the ball or having the forward progress of the player who is in possession stopped while the opponent is carrying the player who is in possession and inbounds.

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Block Below the Waist (2.3.7) & (2.17.2)

<https://www.youtube.com/watch?v=E084luBXUKI&feature=youtu.be>

2.3.7

ART. 7 . . . Blocking below the waist is making initial contact below the waist from the front or side against an opponent other than a runner. Contact with an opponent's hand(s) below the waist that continues into the body below the waist is considered blocking below the waist. Blocking below the waist applies only when the opponent has one or both feet on the ground.

2.17.2

ART. 2 . . . Blocking below the waist is permitted in the free-blocking zone when the following conditions are met:

- a. All players involved in the blocking are on the line of scrimmage and in the zone at the snap.
- b. The contact is in the zone.