

Kicking Game Mechanics

Fort Worth Football Officials
Training Program



Kicking Game

- Free Kicks
- Scrimmage Kicks
- Field Goals and Try Downs



Kicking the Ball

(2-16-1) Def: **kicking** the ball is intentionally striking it with the knee, lower leg or foot. You cannot accidentally kick the ball.

- Once the ball is legally kicked, it remains a kick until it is caught, recovered, or becomes dead.
- If a player muffs the kick, the status of the ball is unchanged... it is still a kick.
- Team A cannot advance a ball while it is a KICK. Different rules apply if Team B has gained and lost possession during the play.



Free Kicks



Free Kicks: Kicking Team Restrictions

- Kickoff: A place kick, between the hashes and from the 40 yd line unless relocated by penalty.
- Free kick after safety: May be a punt, drop kick or place kick from 20 yd line. If place kick, a tee may be used.
- After the ready, all players except the kicker must be within 5 yds of restraining line with **at least one foot** on or beyond that line. All must be inbounds and behind the ball when kicked, except kicker and holder.
- At least 4 players on each side of ball **when kicked**



Free Kicks: Kicking Team Restrictions

- Team A may not touch the ball until:
 - ✓ It touches Team B
 - ✓ It touches something or someone beyond 10 yds
 - ✓ Breaks the plane of and remains beyond Team B's restraining line.
- A violation for illegal touching allows Team B to have the ball at that spot unless there are offsetting fouls or an accepted penalty for a live ball foul by either team
- Forced touching is no touching.



Free Kick: Kicking Team Restrictions

- If unblocked Team A player goes OOB, he must stay OOB until ball is dead. Returning inbounds is a foul. No illegal touching if he touches the ball.
- Team A may not block until eligible to touch the ball
- If eligible Team A players possess the ball, it becomes dead.



Free Kick: Receiving Team Restrictions

- All must be inbounds at kick behind Team B restraining line
- May not block the kicker until he has gone 5 yds or until the ball has touched something



Free Kick Out Of Bounds

- If OOB before Team B touches it:
 - Re-kick after a 5 yard penalty
 - Penalize 5 yds from where ball went OB
 - 30 yards beyond team A's restraining line
 - Give the coach only one of the last two options.



Illegal Wedge Formation

- (6-1-10) A WEDGE is defined as **two** or more players aligned shoulder to shoulder within two yards of each other.
- Live ball foul, with or without contact
- No foul if:
 - ✓ Kick is from an obvious onside kick formation
 - ✓ Play results in a touchback
 - ✓ Free Kick Out of Bounds
 - ✓ Fair Catch
- Penalty: 15 yards from spot of foul or 15 yards from end of the run, if behind spot of foul.

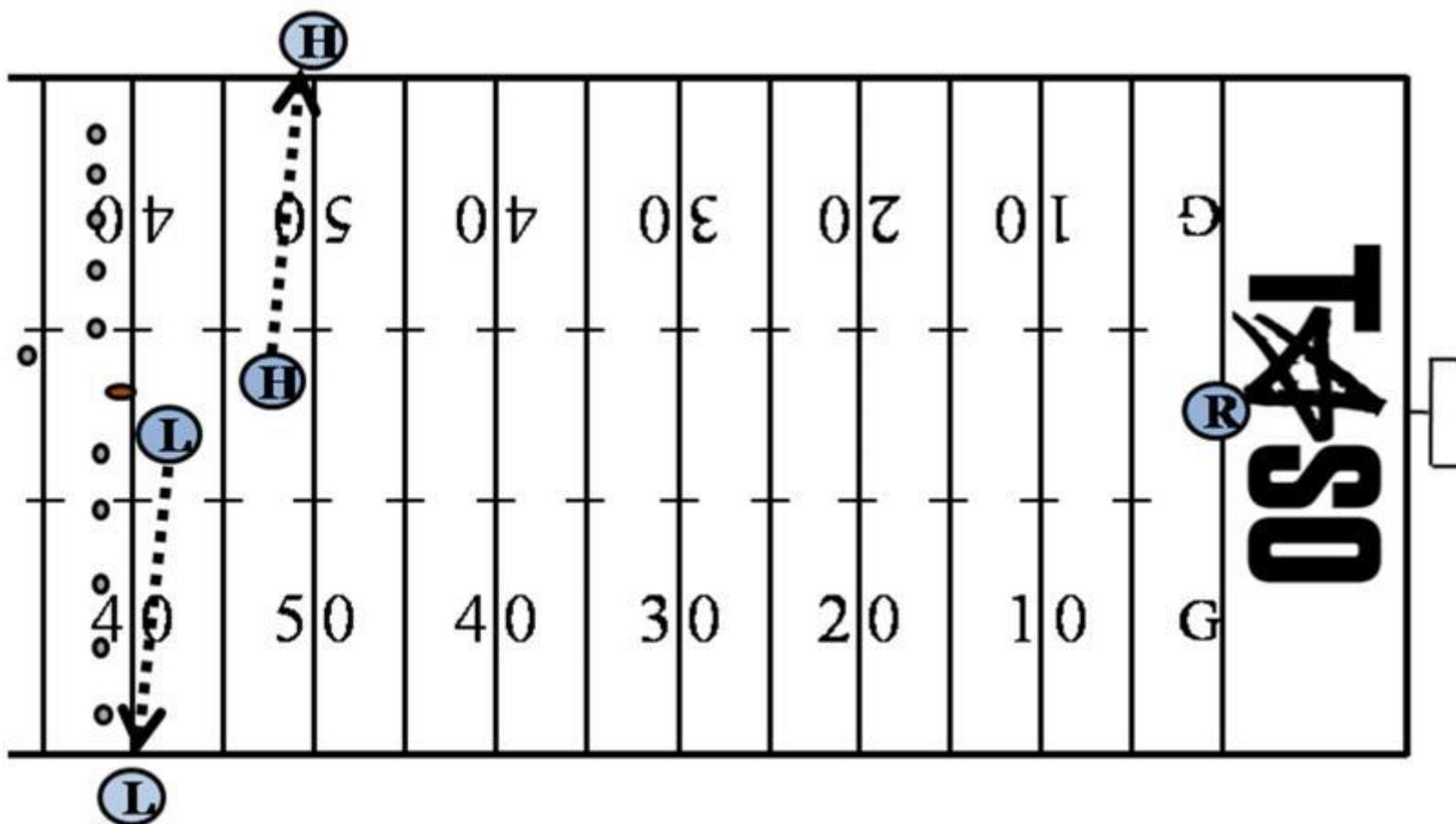


Fouls During Free Kicks

- If Team A commits a live ball foul, other than KCI, penalize from previous spot or from succeeding spot.
(EXCEPTION: If illegal touch is the dead ball spot)
- If change of possession (Team A has possession), Team A can only be penalized from previous spot
- Two penalties with **spot foul enforcement**
 - Blocking by Team B after a fair catch signal if untouched by that player.
 - Kick Catch Interference.
- Any foul after Team B possession (no longer a kick) is enforced as on any other running play, using 3 AND 1



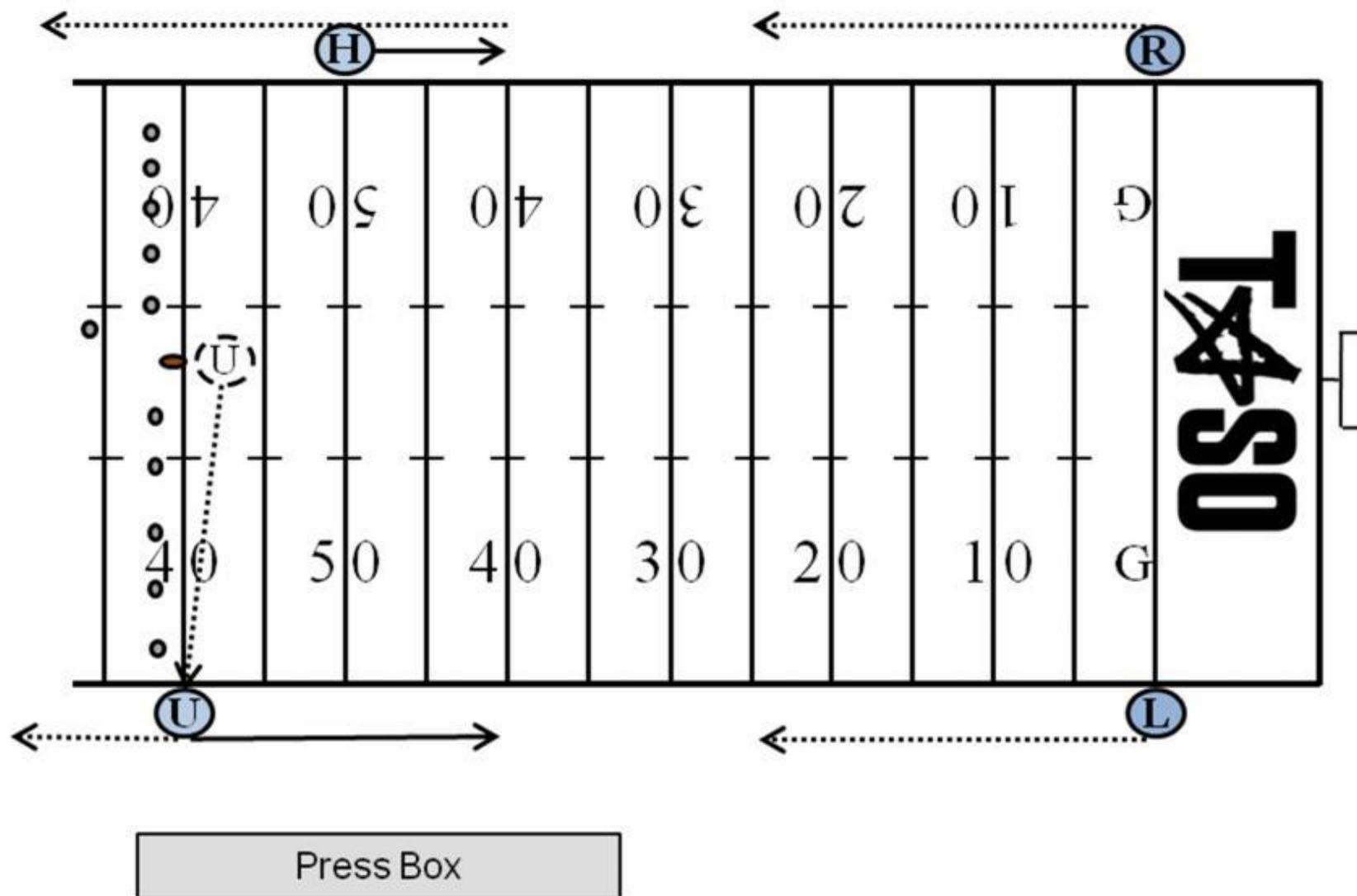
Free Kick: Three



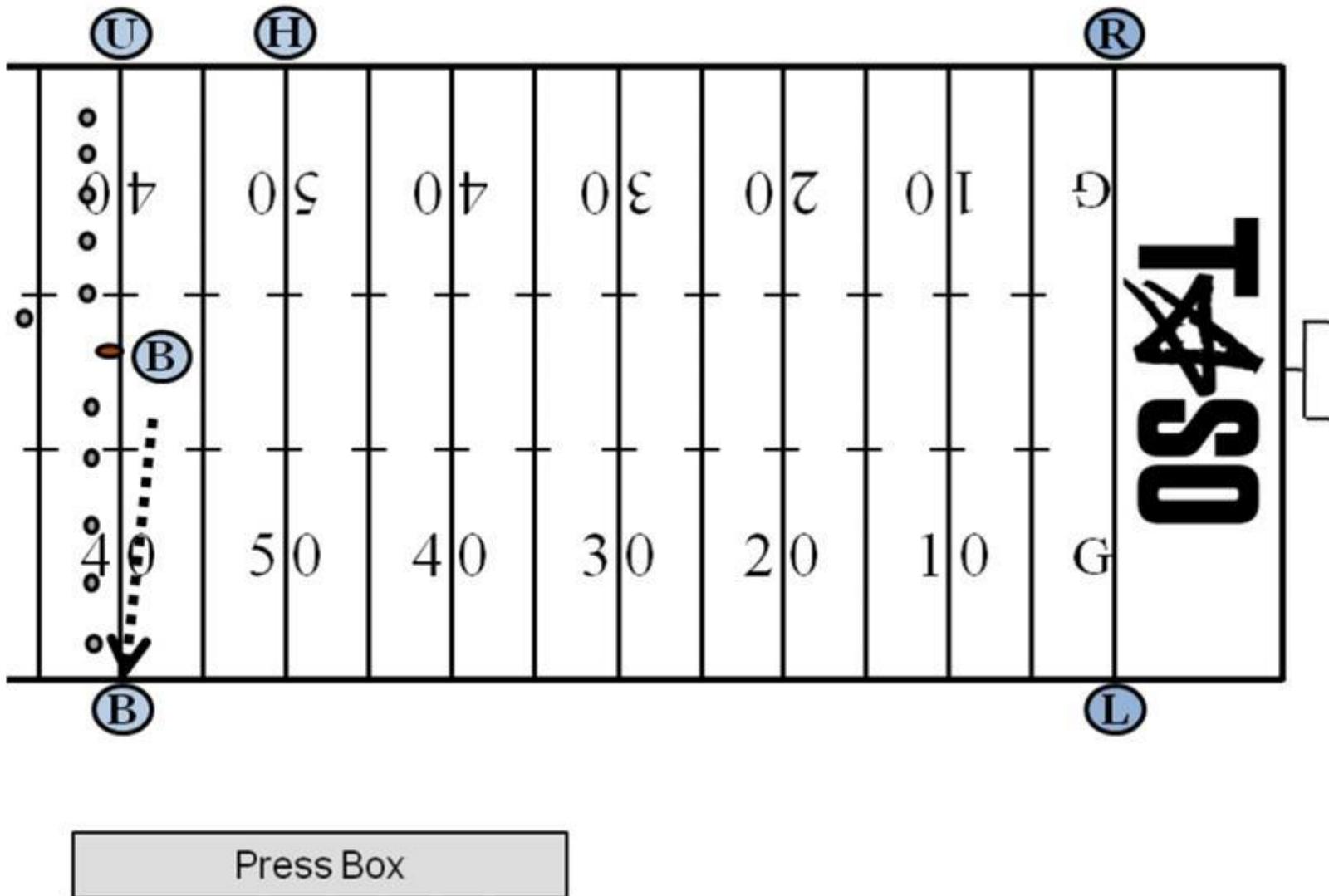
Press Box



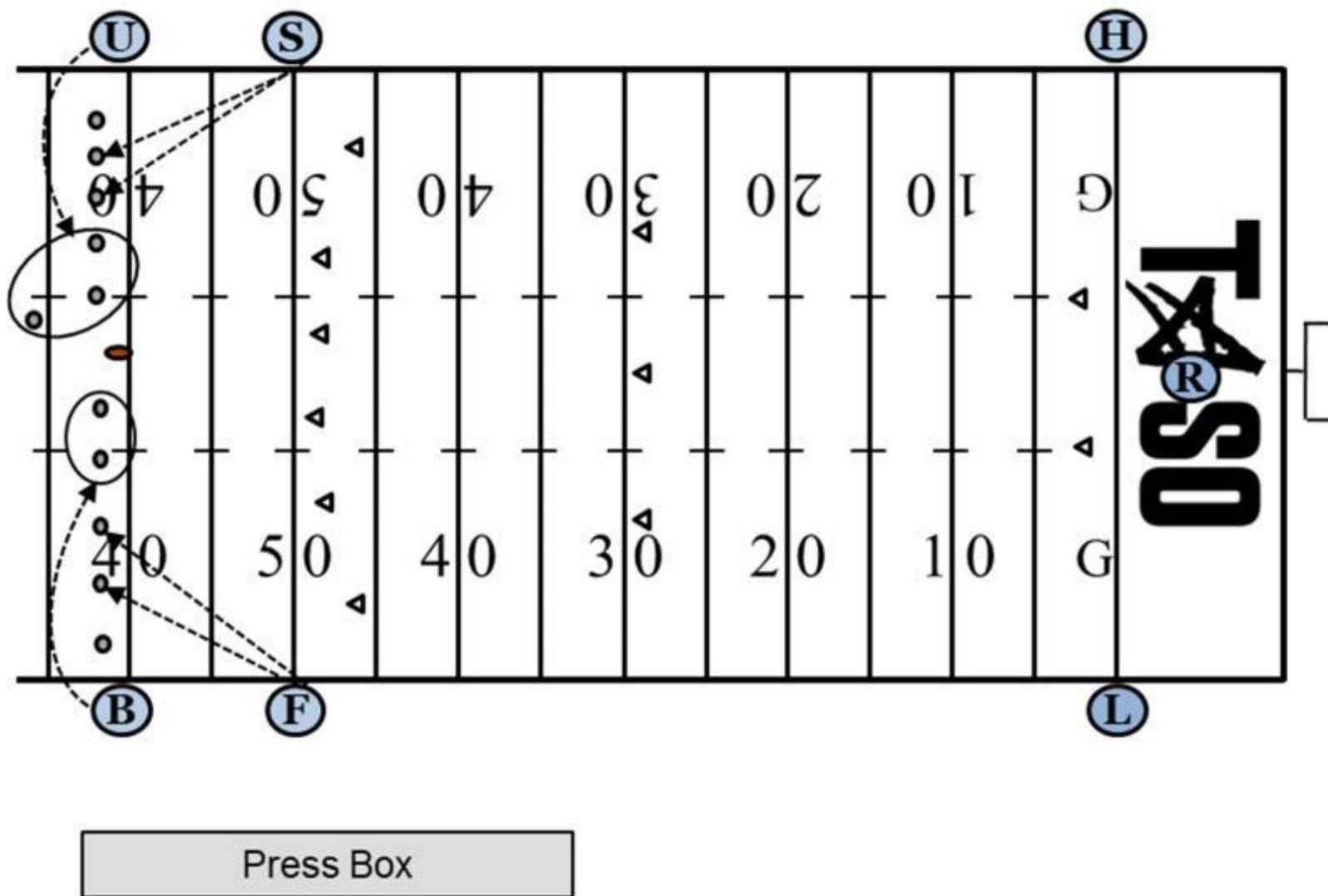
Free Kick: Four



Free Kick: Five



Free Kick: Seven (w/keys)



Prior to the Kick

- U/B/S/F: count the Kicking team.
- R/H/L: count the Receiving team.

- R: responsible for 4 Players on each side of the Kicker.
- U/B: responsible for Kicking team players having at least a foot no more than 5 yards behind ball.
- All: are responsible for clearing the sideline.
- **ALL: BE PREPARED FOR SURPRISE ONSIDE KICK!!!**



During the Kick

U/B:

- responsible for Kicking team being offside.
 - Deep kick: foot on the ground behind restraining line.
 - Onside kick: no player breaks the pane of glass.
- Keep an eye on kicker; don't let them get blown up.
- Watch area in front of the runner

H/L:

- prepare to get spot if ball goes out of bounds.
- be ready to rule on catch at goal line.
- If caught in the field of play, wind the clock.

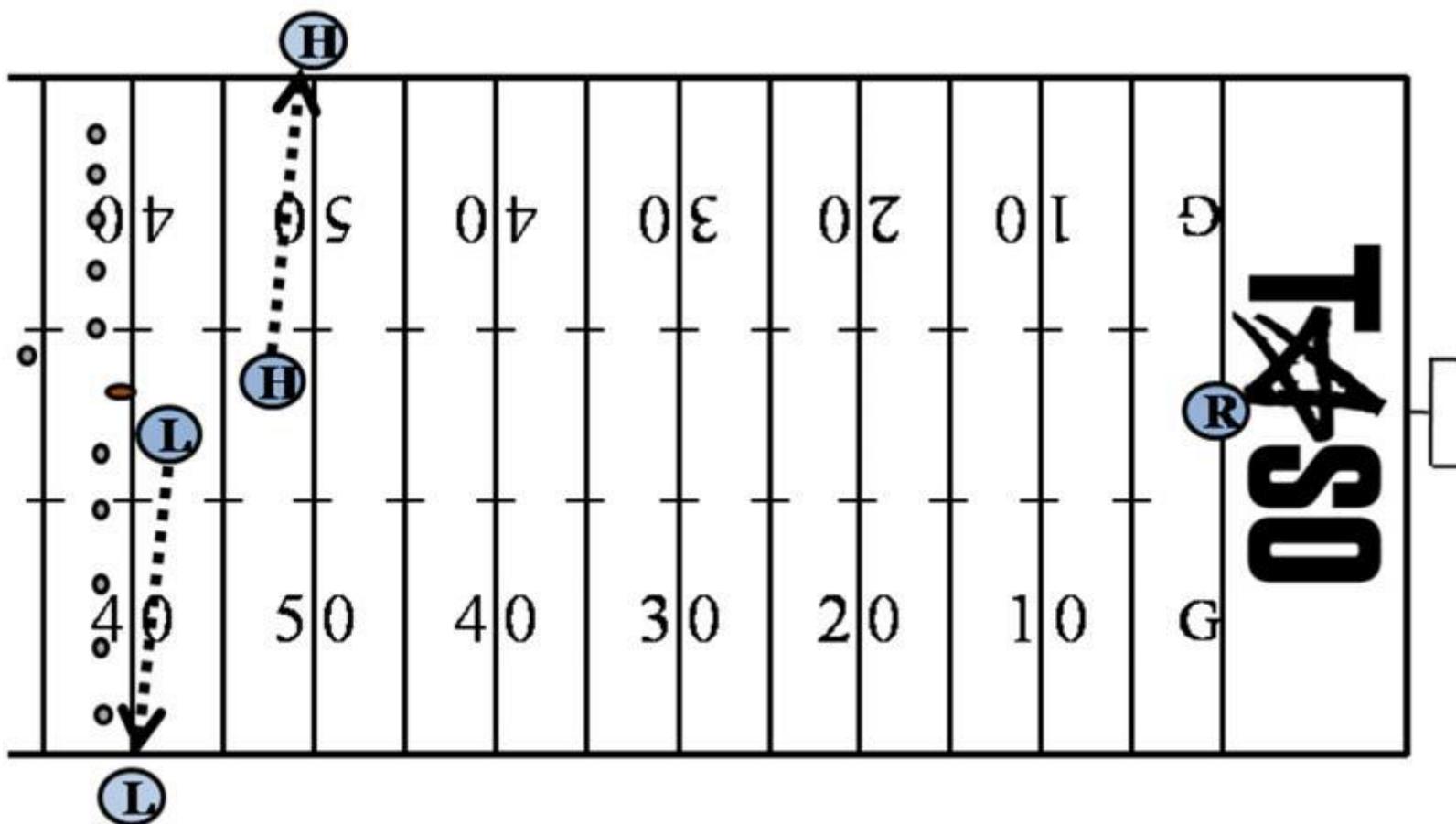


During the Kick

- R: responsible for untouched ball in the end zone and the end line
- R/L/H: watch for illegal wedge
- S/F: move with purpose and maintain a cushion. Watch area in front of runner. You have spots inside Team A 2 yd line to goal
- All: be alert for fair catch, low blocks, blind side blocks, holding, etc



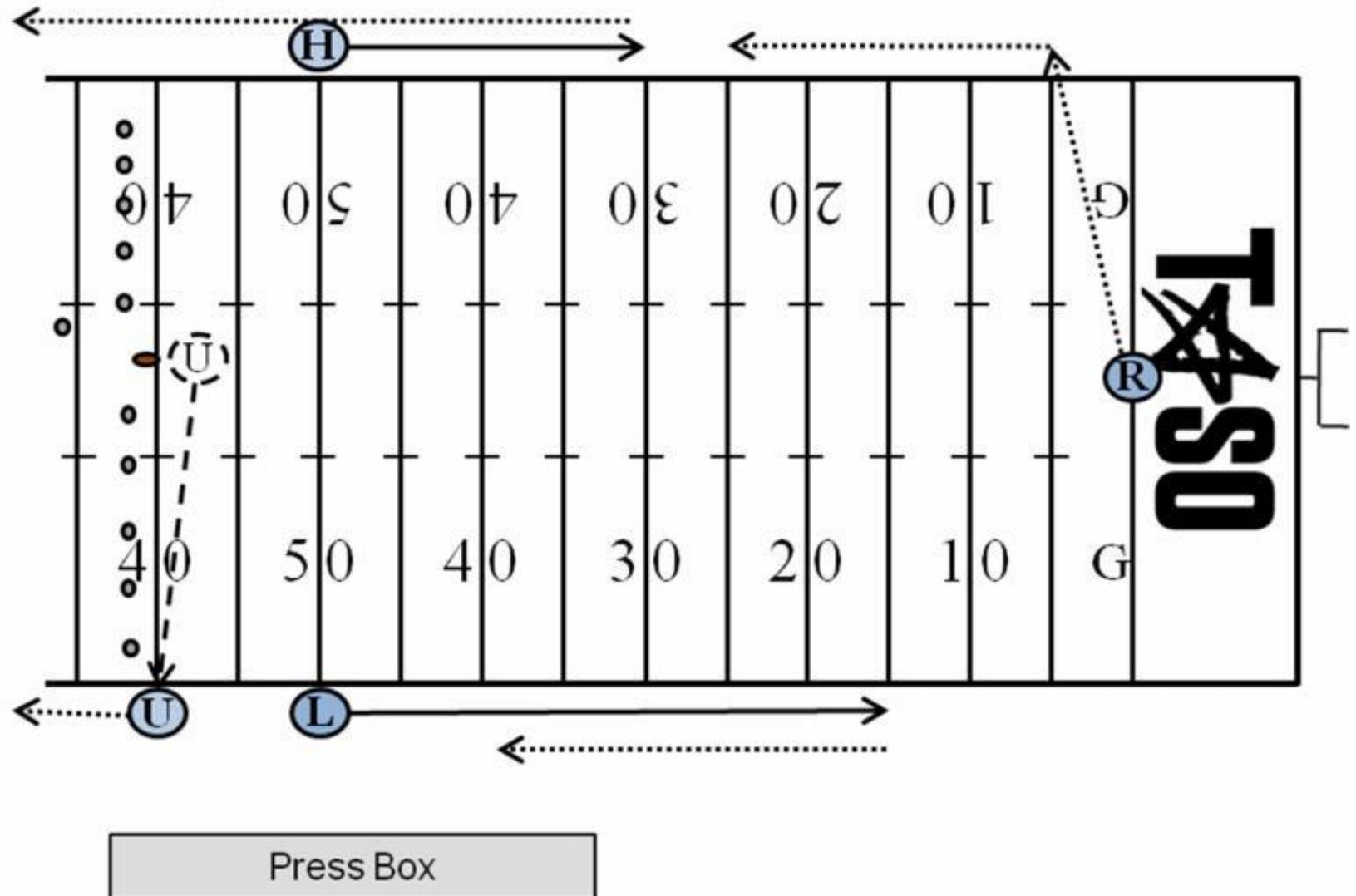
Short Free Kick: Three (same spots)



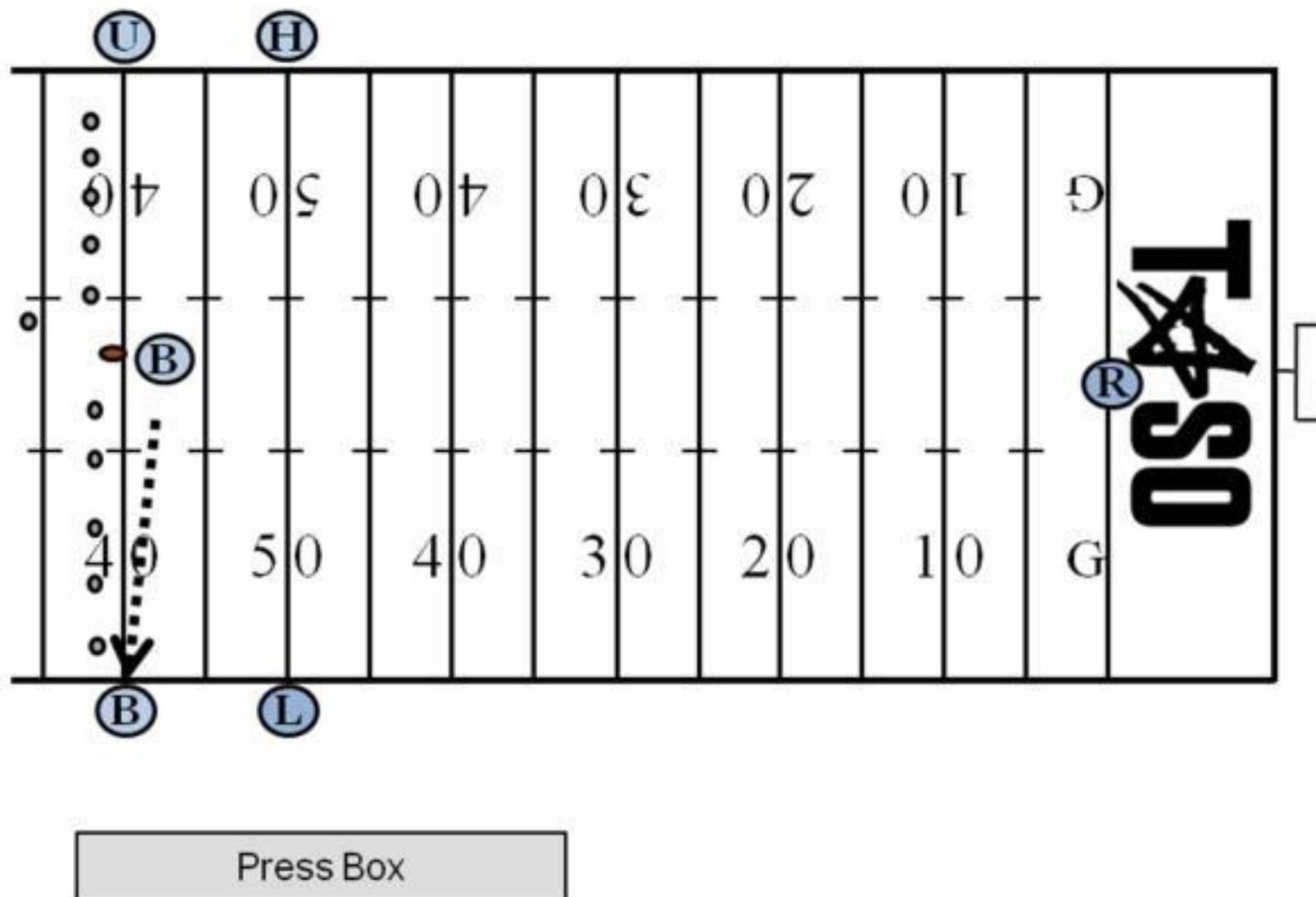
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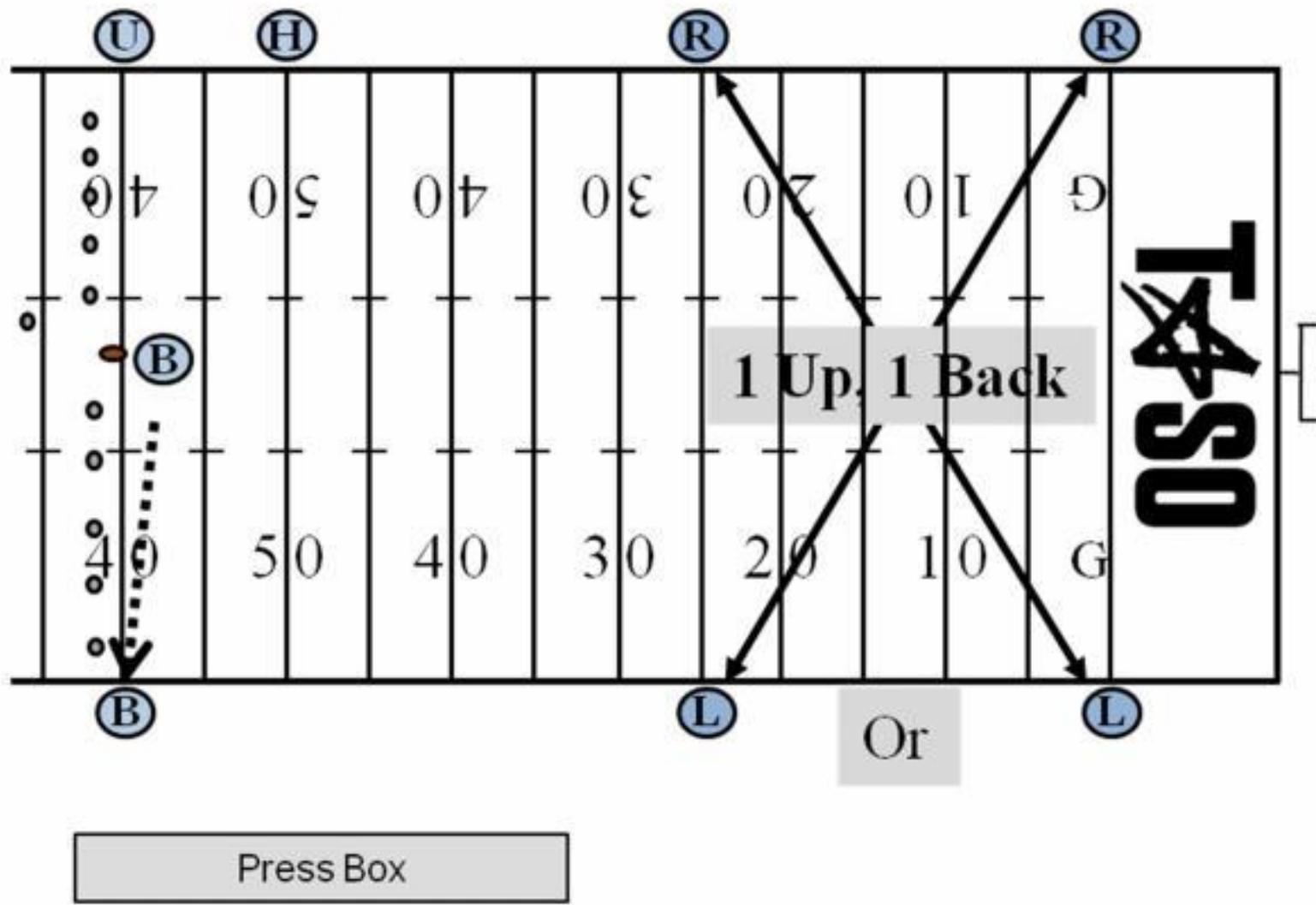
Free Short Kick: Four



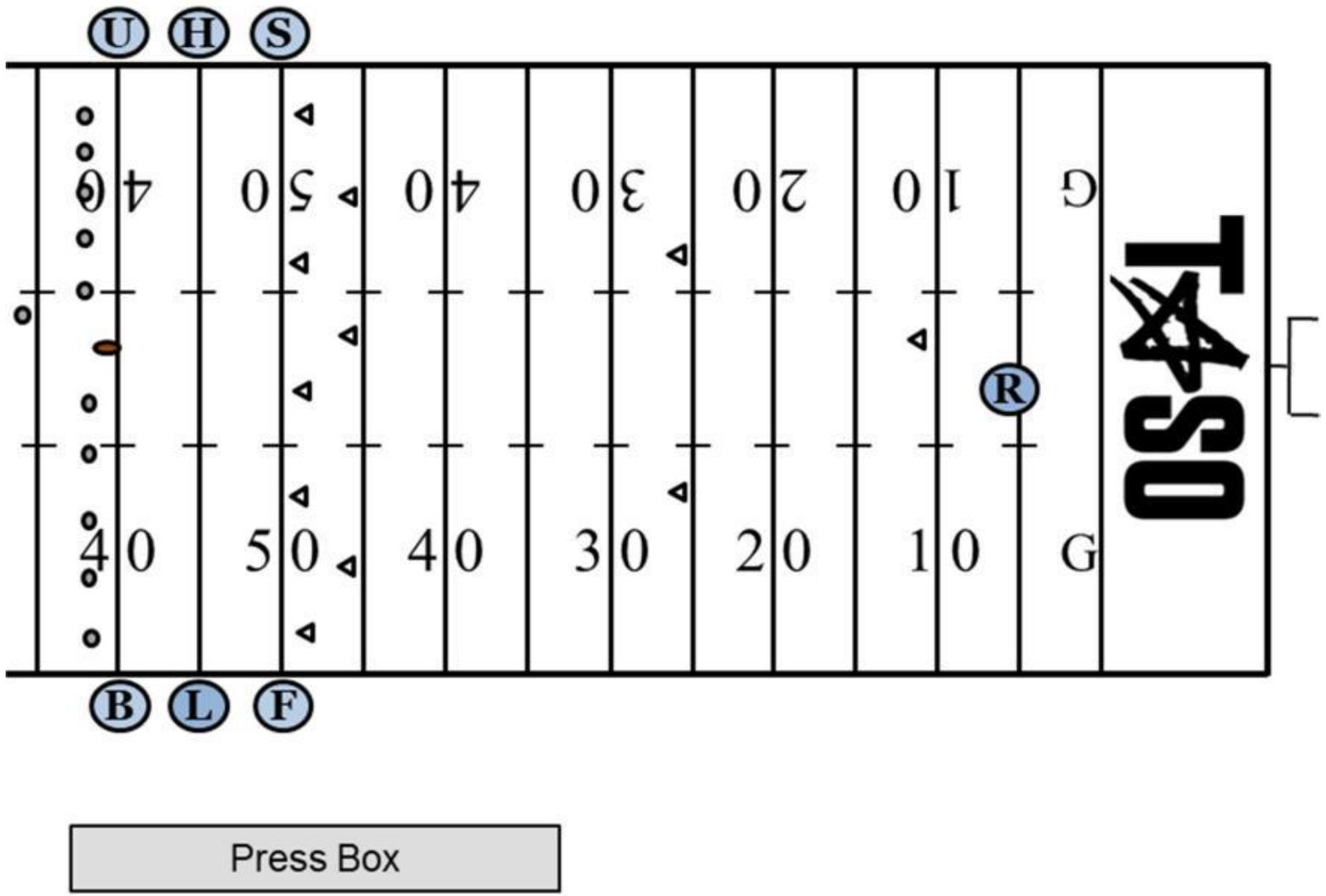
Free Short Kick: Five



Free Short Kick (Alternate): Five



Free Short Kick: Seven



Short Free Kicks

- B/U: Team A's restraining line is a plane of glass. Kicker is the only player allowed more than 5 yds behind restraining line.
- H/L: responsible for kicks straight into the ground. Watch for blocks by Team A before the ball crosses Team B's restraining line. Assist with first touching by Team A.
- S/F: responsible for the ball crossing Team B's restraining line. Watch for blocks prior to the ball crossing the line. Be alert for fair catch signal. Be prepared to rule on kick catch interference.
- R: makes sure there are 4 players on each side of the kicker.
- If kick goes deep, S/F have forward progress on runner, H/L have goal line.



Clean Up After The Play

- All:
 - Try to get players off the field quickly.
 - Make sure players clear each other before we turn to find ball persons
 - Remember: Fair catch inside 25 brings ball out to 25
 - •25 sec play clock after a kick down – starts on R chop

- **BE GREAT DEAD BALL OFFICIALS!**



Scrimmage Kicks

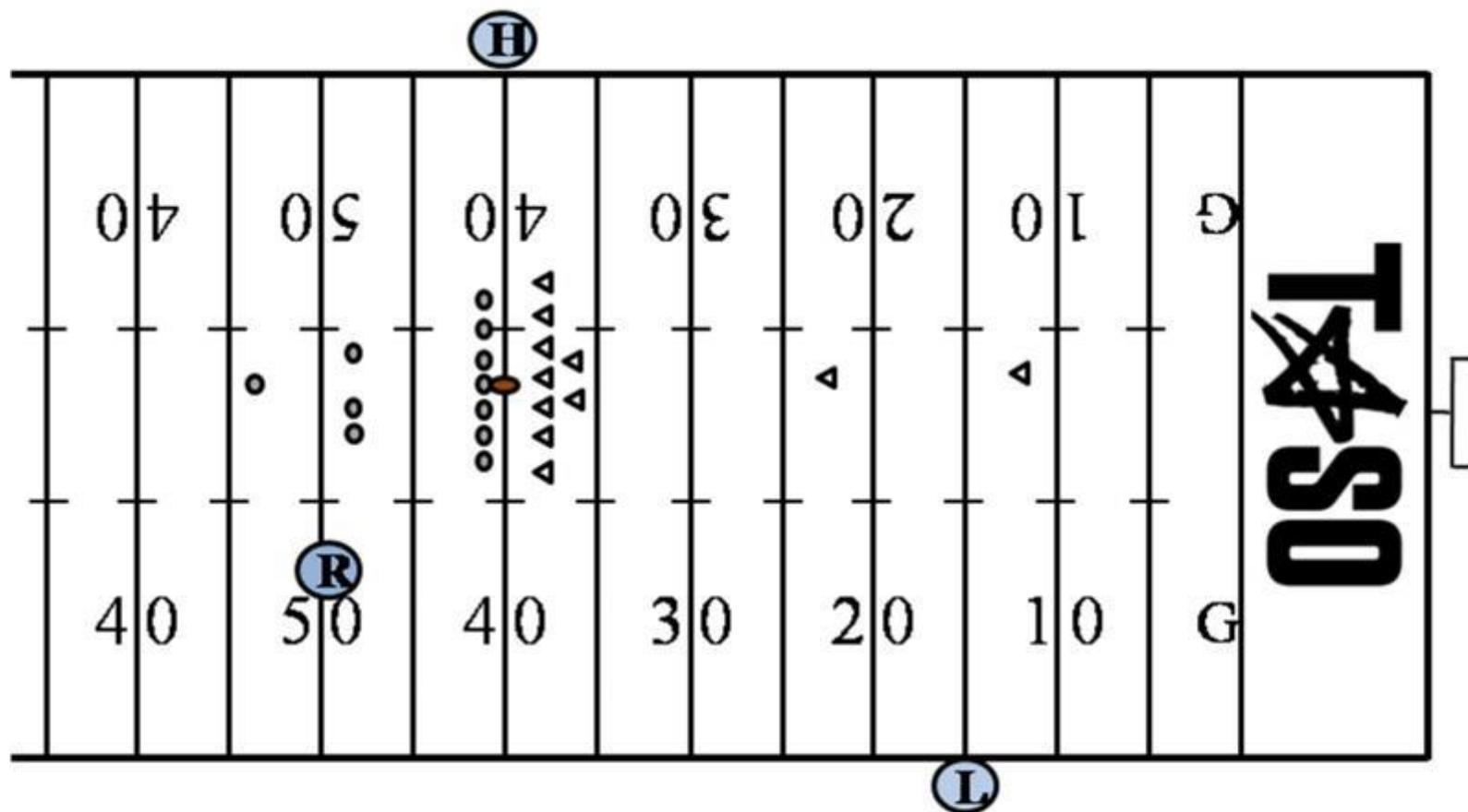


Scrimmage Kicks

- A scrimmage kick, behind the NZ, may be a punt, drop kick or place kick.
- The snapper gets one second of protection.
- Legal kick as long as entire body is not beyond NZ.
- A ball in joint possession belongs to rec team.
- A Team A player who goes OOB on his own must stay OOB.
- Team B players may not jump over a Team A player behind NZ and in the tackle box to block a punt.



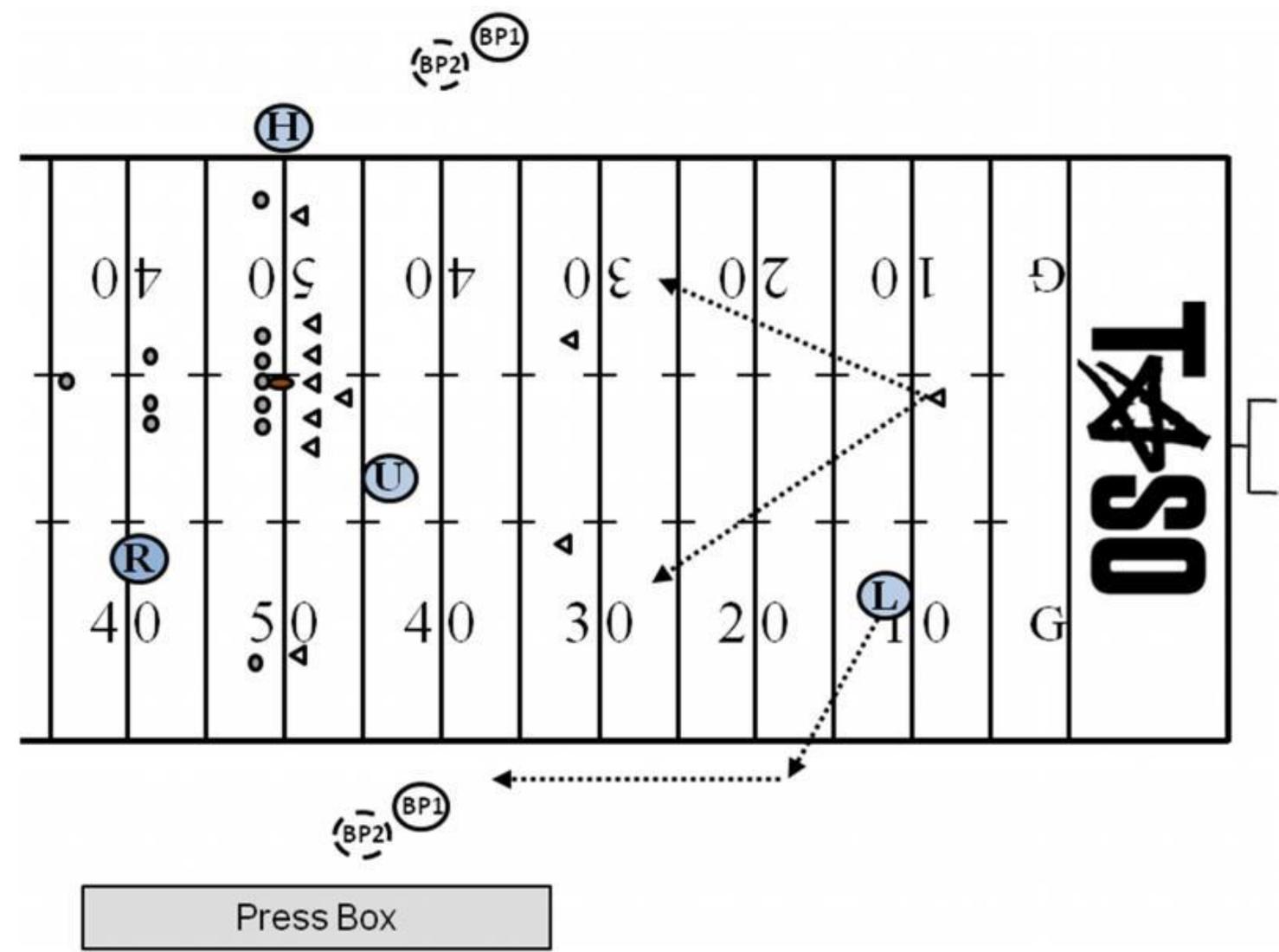
Scrimmage Kick: Three



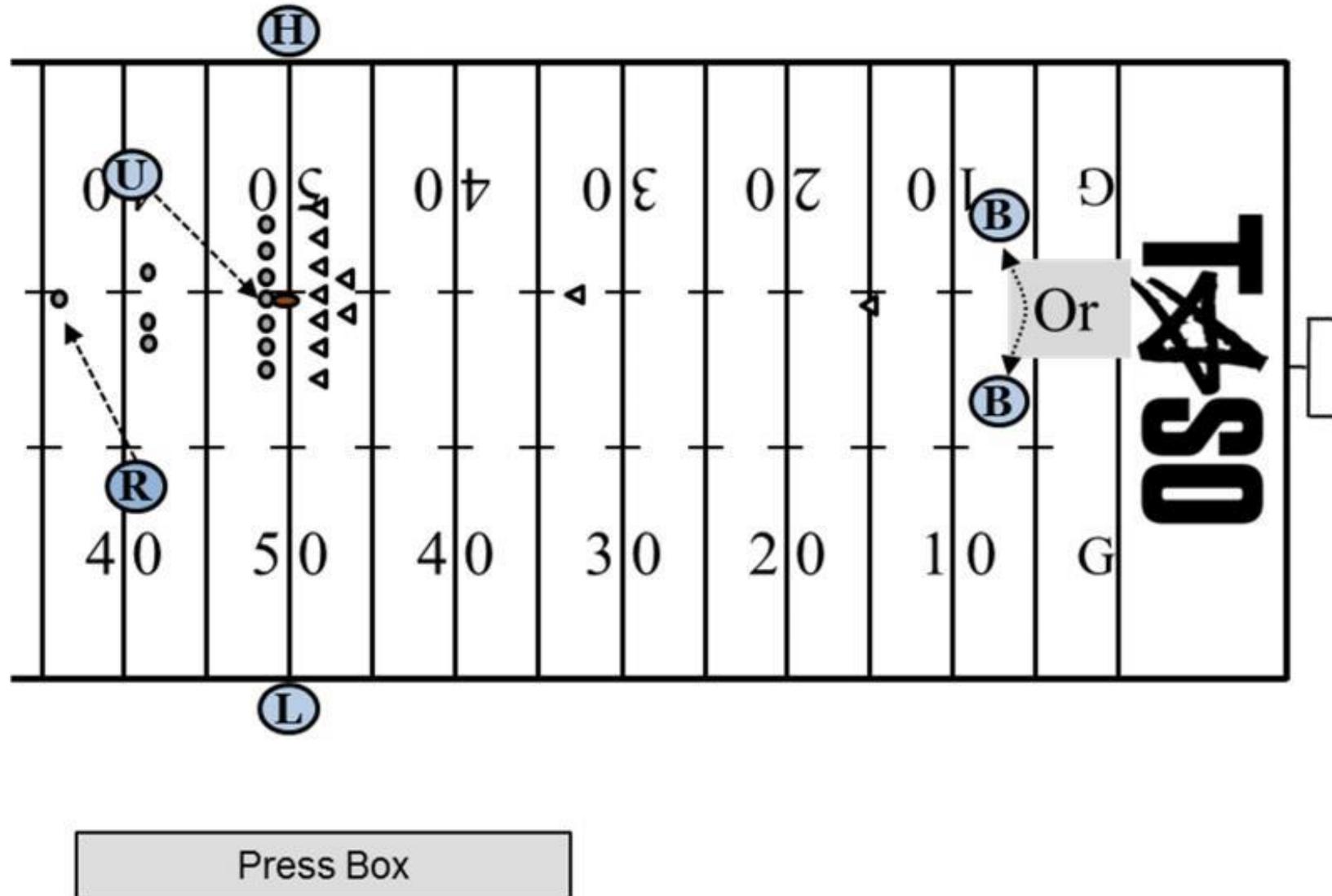
Press Box



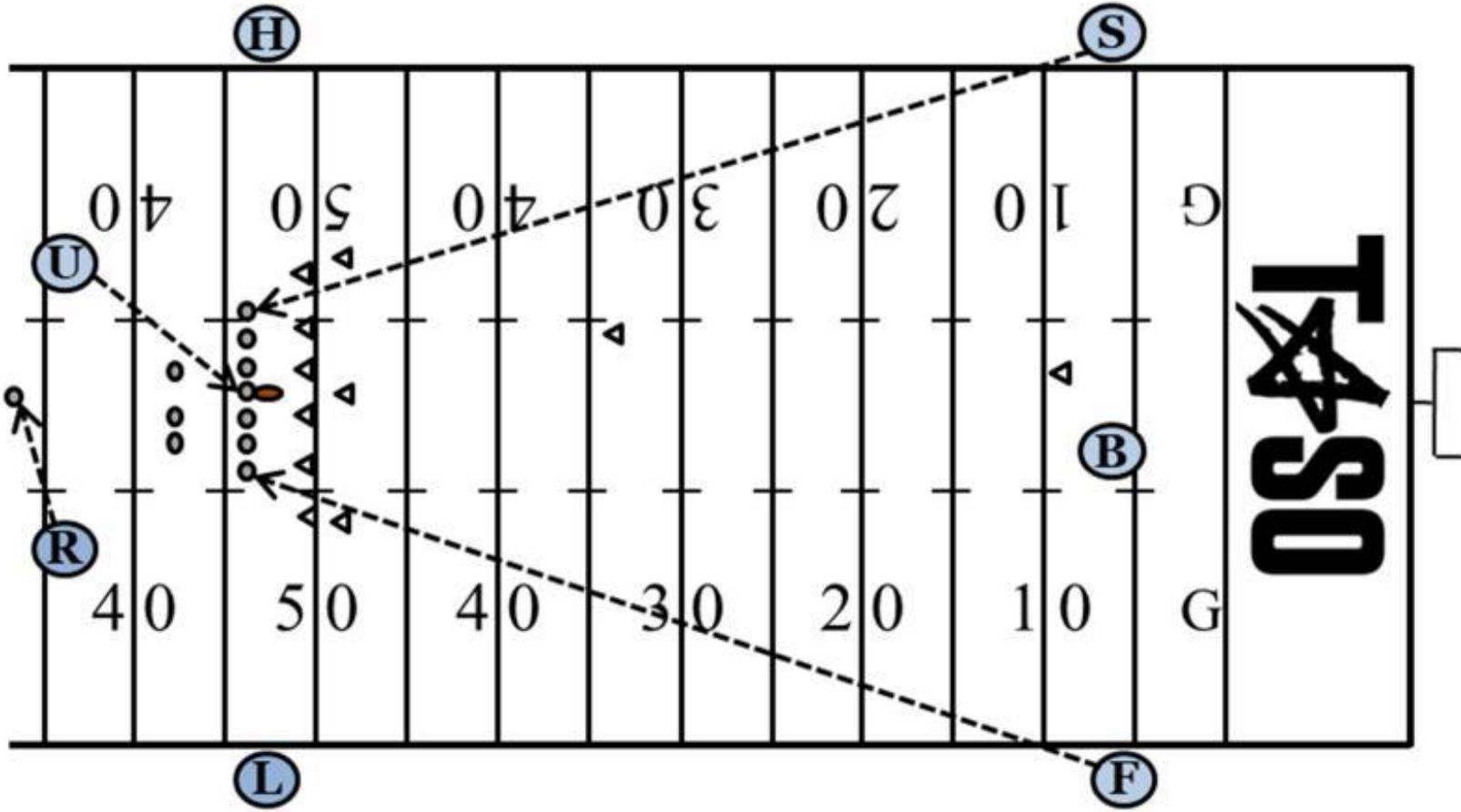
Scrimmage Kick: Four



Scrimmage Kick: Five



Scrimmage Kick: Seven



Press Box



What to Watch For: Scrimmage Kicks

- Be alert for Team B holding linemen trying to get down to cover the punt.
- A gunner going OOB on his own to avoid a defender. If he comes back in, it is a penalty.
- No low blocks allowed after kick is made. If it is a fake, all normal blocking rules apply



What to Watch For: Scrimmage Kicks

- See the whole block before calling Block in the Back. A player who lands on his shoulder likely didn't get hit from behind.
- Be especially ready for blindside blocks and possible targeting.
- Make sure you get your counts! Numerous players shuffling on and off can lead to strange numbers.
- If you have a foul, know the status of the ball when it occurred
- Be ready for a fake at all times



Scrimmage Kicks: Short Flanks

Primary responsibility: Did the kick cross the neutral zone?

If NO:

- Either team may possess the ball and advance it. Team A may run, pass or kick again.
- The continuity of downs is not broken.

If YES:

- The continuity of downs is broken
- If Team B is first to touch kick: Team A may retain possession but may not advance
- If Team A first to touch kick: Illegal touching

- Ball blocked by Team B within 3 yards of NZ is considered to have not crossed.
- If ball touches anything else beyond the NZ, it has crossed the zone.



Illegal Touching by Team A

- Does not kill the ball
- Team B may next put the ball in play at any spot of illegal touching
- If a Team A player touches a scrimmage kick that has broken the plane of Team B's goal line, spot of the illegal touch is considered Team B 20 yd line (touchback)

Does not apply if:

- There are offsetting fouls
- There is an accepted penalty for a **live ball** foul by **either team** anytime during the down



Post Scrimmage Kick Enforcement

If **Team B** fouls during a scrimmage kick, PSK enforcement applies only if:

- The kick crosses the NZ
 - The foul occurs before the end of the kick
 - Team B will next put the ball into play
 - other than a try, a successful FG or during an extra period
-
- If kick ends in field of play, PSK spot is where kick ends (beanbag)
 - If kick ends in Team B's endzone, PSK spot is Team B's 20 yd line

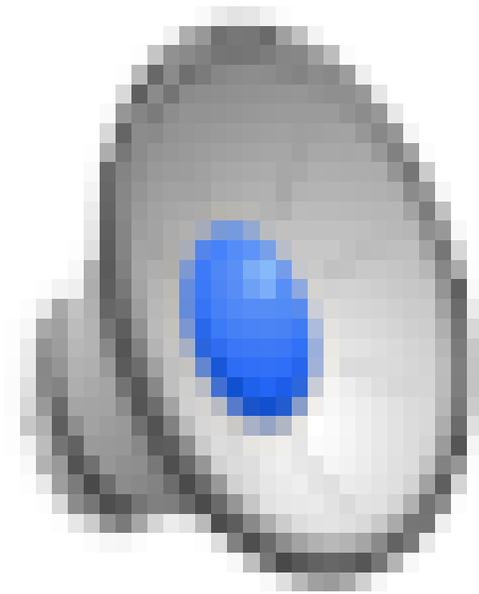


Fair Catch Protection

- Protection is given to a player who makes a **valid** fair catch signal. The ball is dead when B gains possession after **any** waving signal.
- Before the receiver touches the ball, Team A cannot enter the area defined by the width of receiver's shoulders and one yard in front. (Kick Catch Interference)
- A player who has made a valid fair catch signal continues to have protection if he muffs the ball and **still has a chance to complete the catch.**



Kick-Catch Interference?

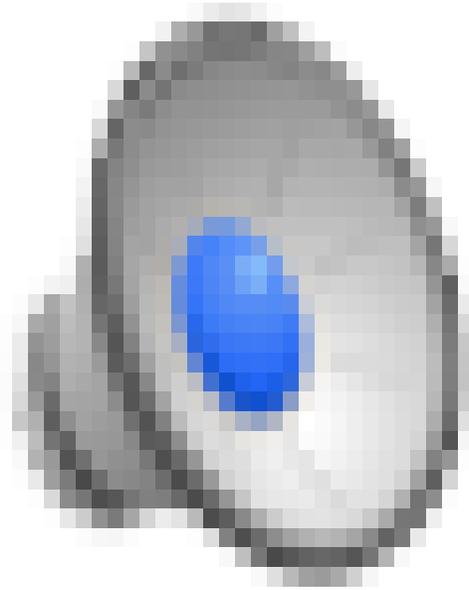


Yes

- A9 is clearly within the 1yd restriction of the receiver
- Player A9 makes contact with the receiver just before the ball arrives
- Enforcement?
 - 15 yds from spot of foul (Team B 40)
 - 1st and 10 Team B from Team A 45yd line



Kick-Catch Interference?



Yes

AR 6-4-1-I

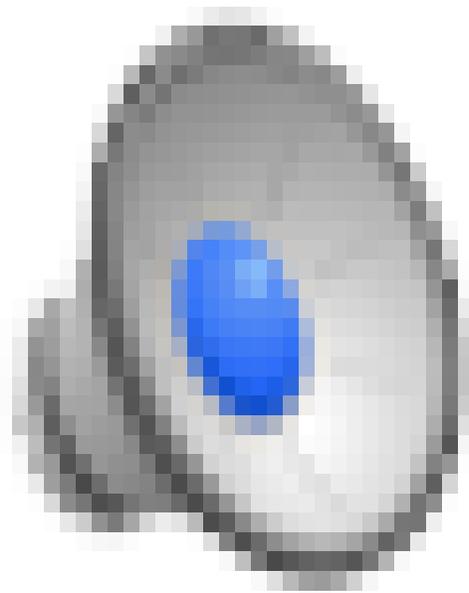
A Team A player catches a free kick very near receiver B25, thus preventing him from making the catch.

Enforcement?

- 15 yards from the spot of the foul.
- 1st and 10 from Team A 45yd line



Kick-Catch Interference?



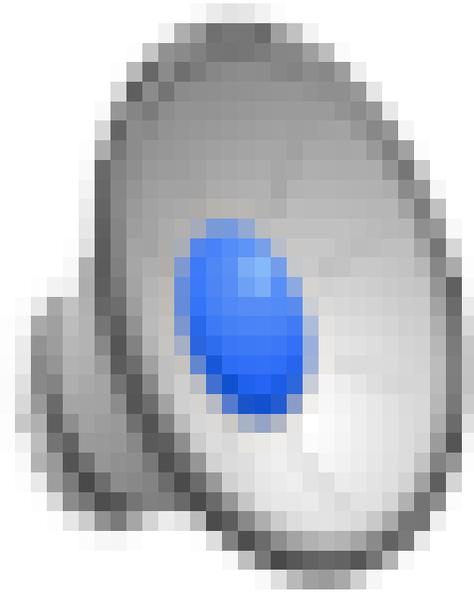
Yes

- B18 makes a fair catch signal
- Even though B18 makes the catch, the Team A player standing on the number is clearly within the 1yd halo of the receiver
- Enforcement?
 - 15 yds from spot of foul (B-48)
 - White ball 1st and 10 from the 37yd line

*and props to the H for being in good position to see the play!



Kick-Catch Interference?



Nope

- Team A catches the ball cleanly and does not advance the kick
- Team B player on 45yd line is not in position to catch the kick. Team A does not make a block before gaining possession

Ruling:

- 1st and 10 for Team A from the B 48



Trys and Field Goals



Field Goals

- If a field goal fails to cross the NZ or is touched by B beyond the NZ, punt rules apply. Not treated as a missed FG.
- A missed FG, beyond the NZ and untouched by B will belong to B at the 20 yd line or the previous spot, which ever favors Team B.

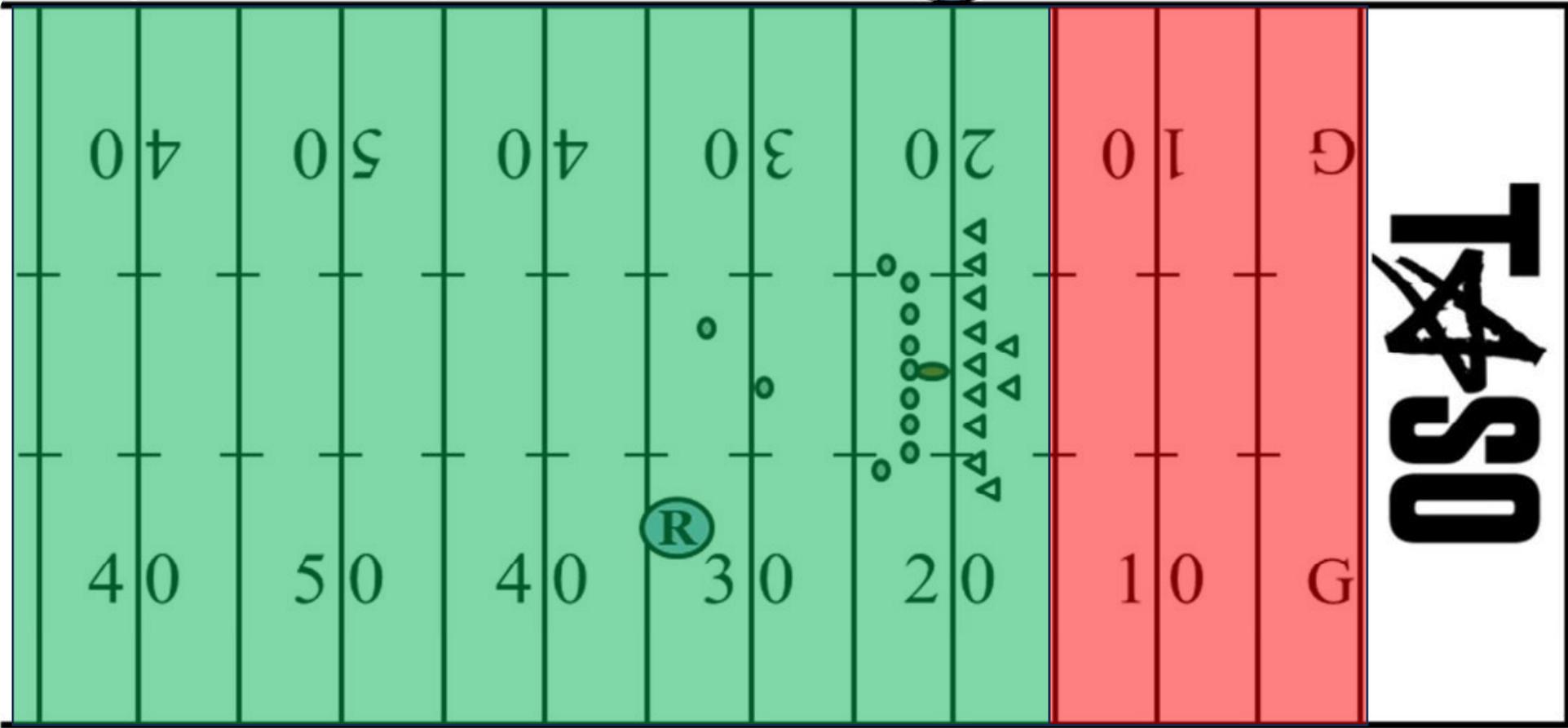


Field Goal Kick Out of Bounds

Team B gets the ball *regardless of the down*

- whether or not it crossed the NZ
- whether or not it went OB behind or beyond the NZ
- no matter which team touched it last

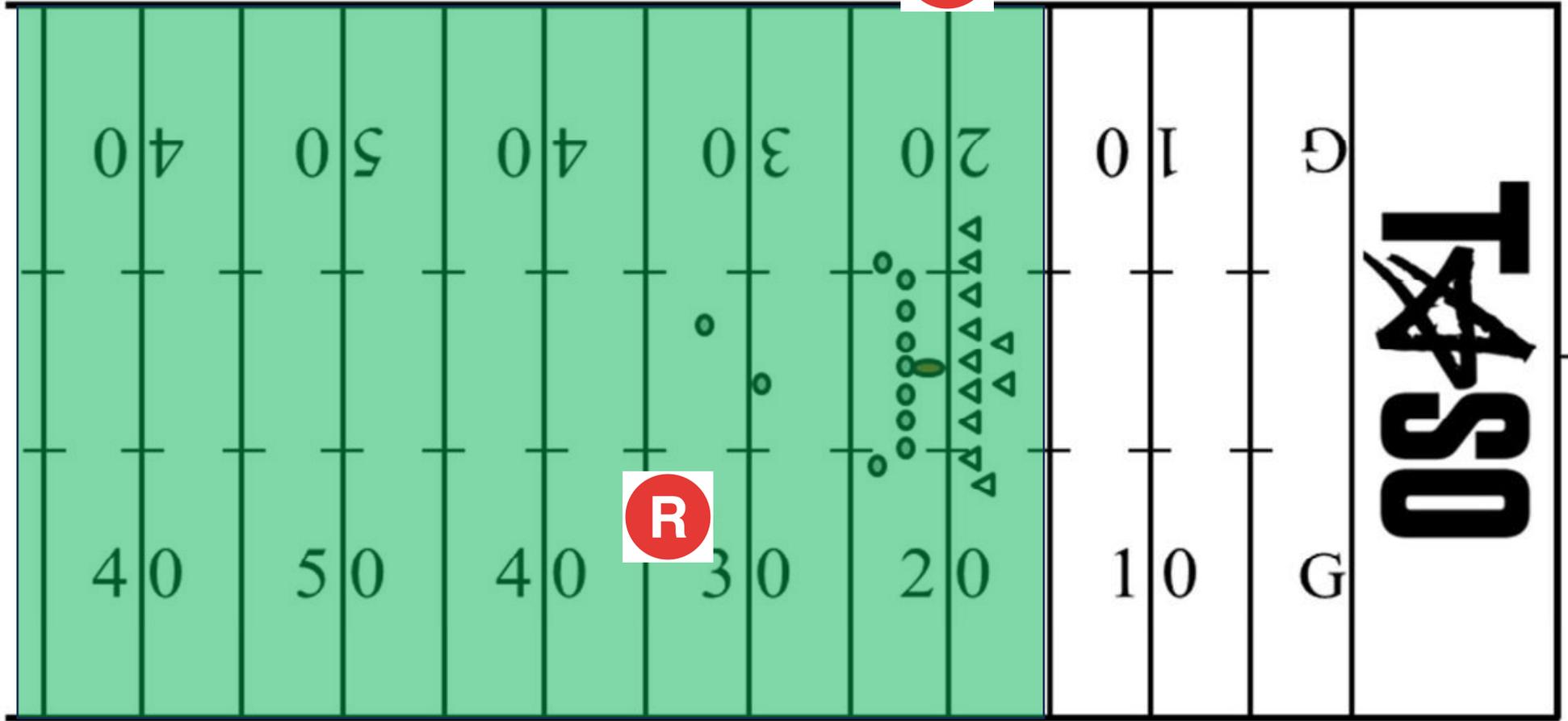




Press Box



Snaps on/outside the Team B 15-yard line **H**



Press Box

Field Goals and PAT: On or Outside 15 yds



- Slightly behind and to the  side of the kicker
- Responsible for action around kicker and holder
- Responsible for a muff/fumble by holder

Field Goals and PAT: On or Outside 15 yds

R

- Slightly behind and to the L side of the kicker
- Responsible for action around kicker and holder
- Responsible for a muff/fumble by holder

H

- Entire LoS, including action on the snapper
- If kick is short or partially blocked, know if it crossed NZ

Field Goals and PAT: On or Outside 15 yds

R

- Slightly behind and to the L side of the kicker
- Responsible for action around kicker and holder
- Responsible for a muff/fumble by holder

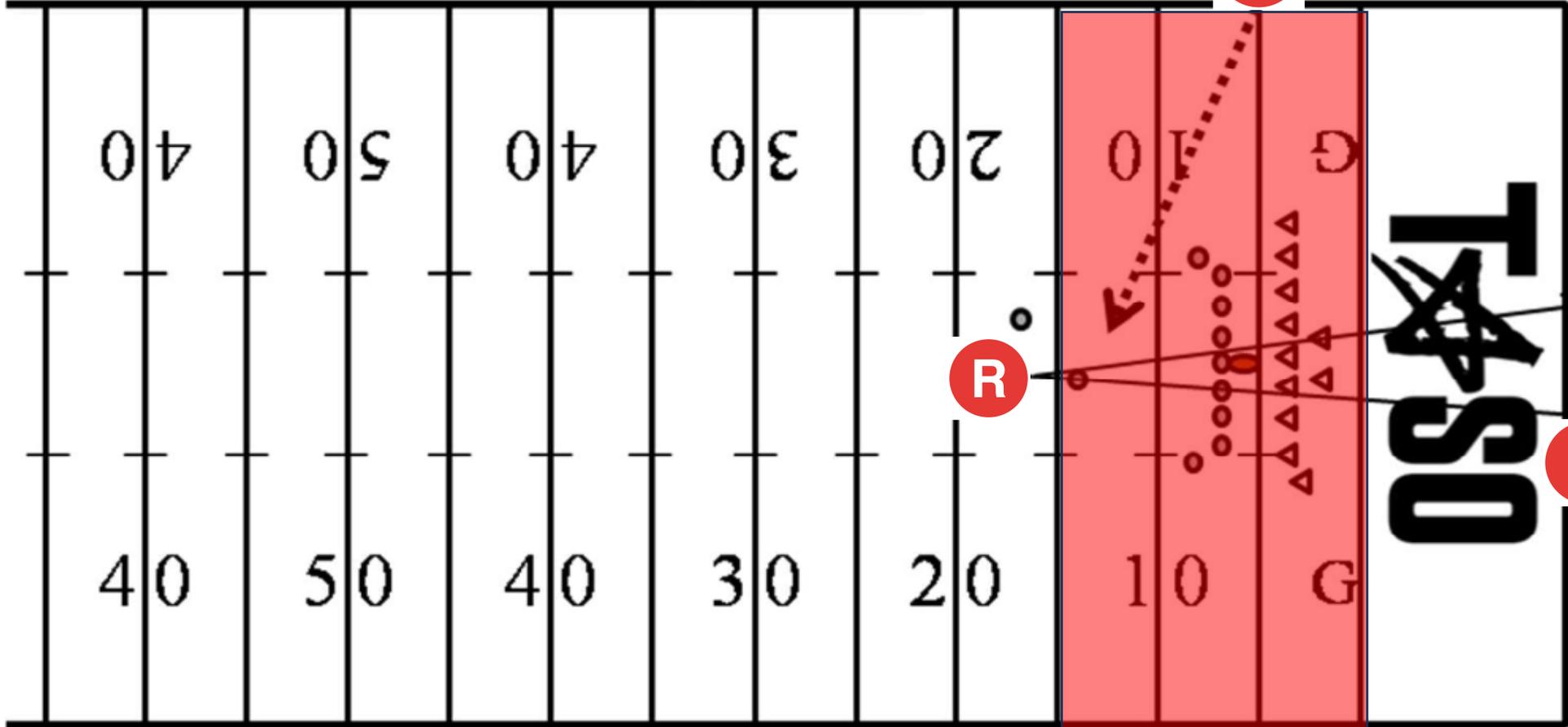
H

- Entire LoS, including action on the snapper
- If kick is short or partially blocked, know if it crossed NZ

L

- Sole responsibility for ruling on attempt
- If kick is short and ball remains alive, officiate as if it were a scrimmage kick

Snaps inside the Team B 15-yard line



Press Box

Field Goals and PAT: **Inside 15 yds**



- Take position directly behind where ball will be kicked
- Responsible for ruling on FG/PAT through uprights

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Field Goals and PAT: **Inside 15 yds**



- Take position directly behind where ball will be kicked
- Responsible for ruling on FG/PAT through uprights

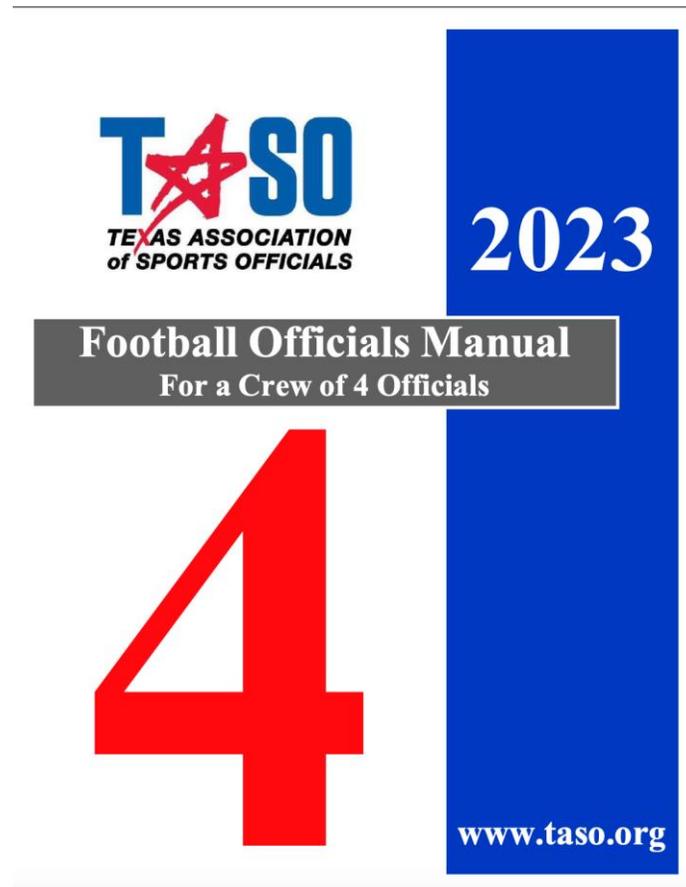


- Entire LoS, including action on the snapper
- Responsible for action on kicker and holder
- If kick is short or partially blocked, know if it crossed NZ

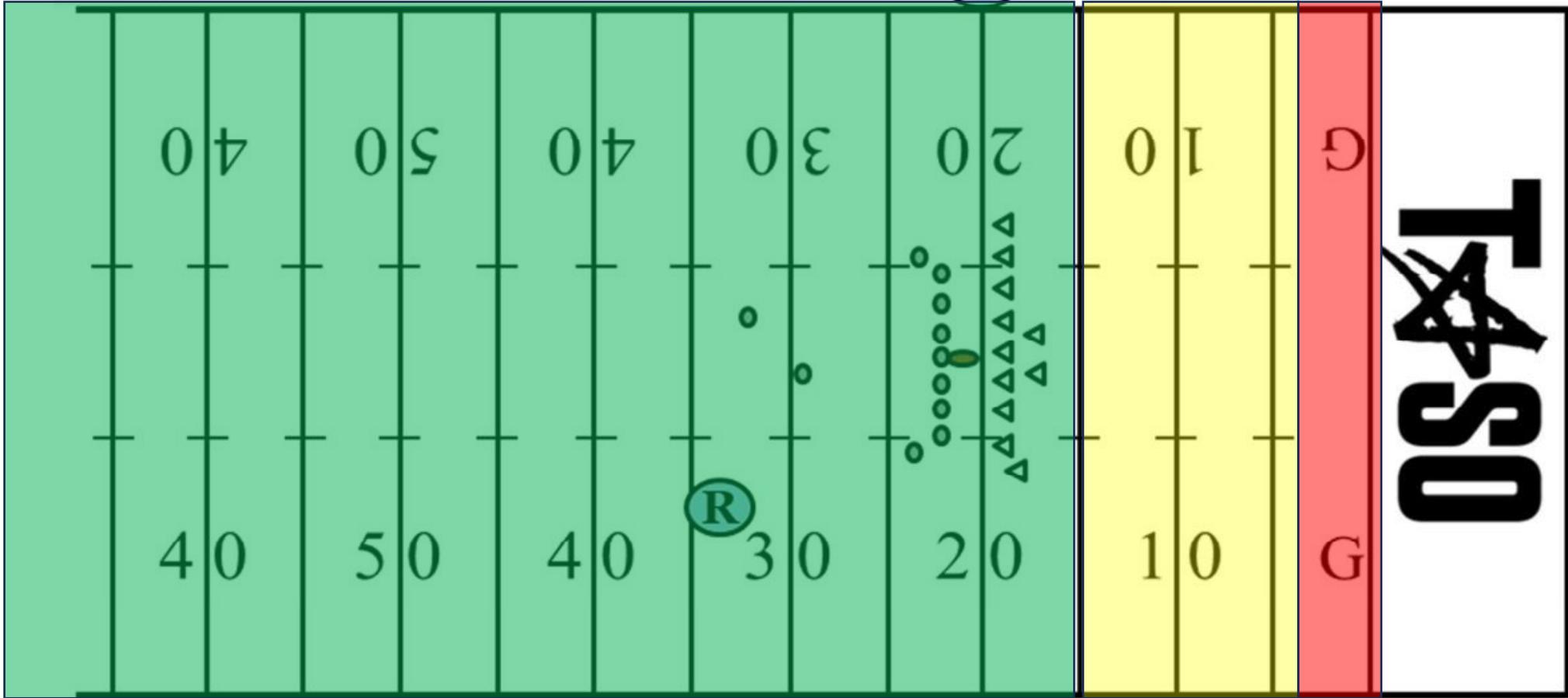


- Take position to side of goal post
- Rule on on attempt only when ball passes near crossbar or strikes the goal

Try and Field Goal Attempts

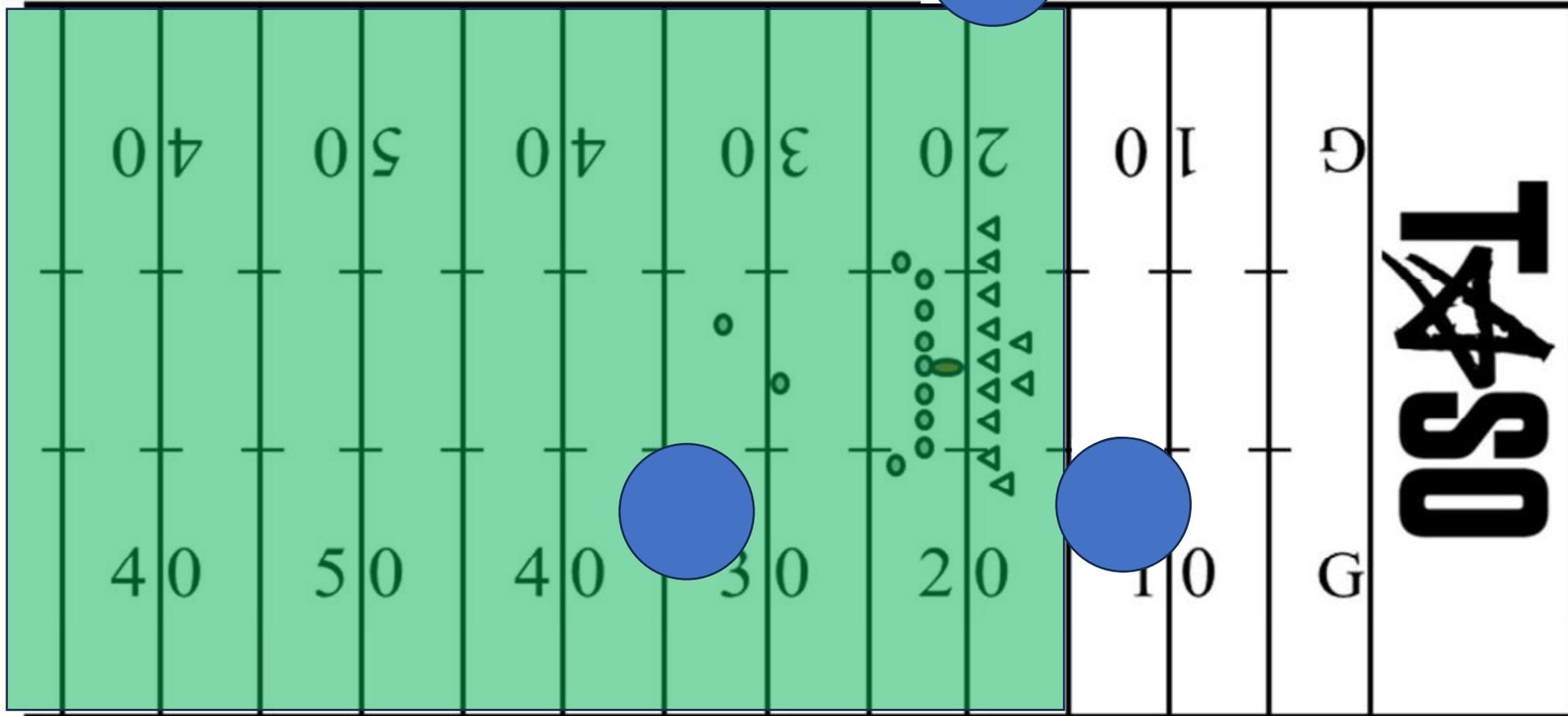


Snaps on/outside the Team B 15-yard line H



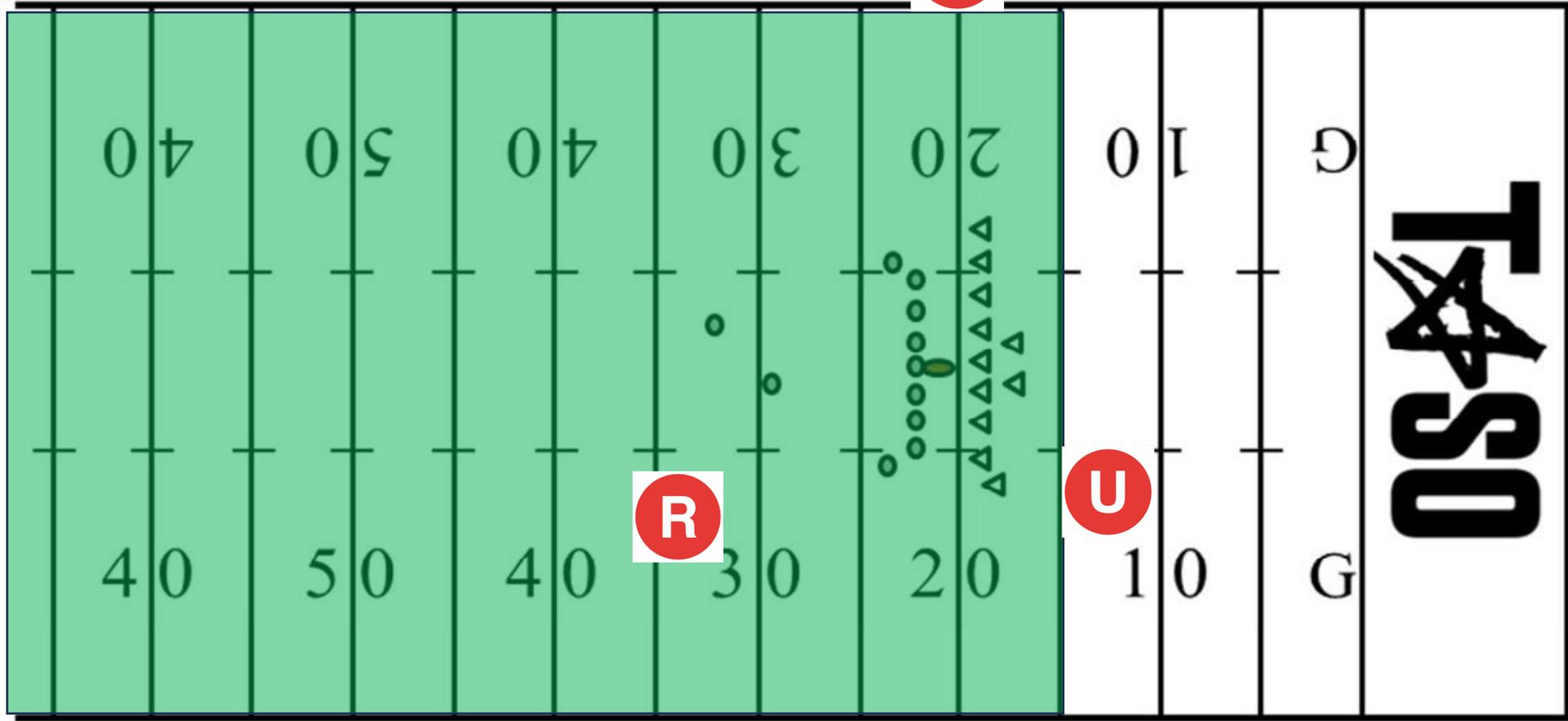
Press Box

Snaps on/outside the Team B 15-yard line



Press Box

Snaps on/outside the Team B 15-yard line



Press Box



Field Goals and PAT: On or Outside 15 yds

R

- Slightly behind and to the **L** side of the kicker
- Responsible for action around kicker and holder
- Responsible for a muff/fumble by holder
- Open hand on chest if kicker/holder not more than 7yds

Field Goals and PAT: On or Outside 15 yds

R

- Slightly behind and to the L side of the kicker
- Responsible for action around kicker and holder
- Responsible for a muff/fumble by holder
- Open hand on chest if kicker/holder not more than 7yds

U

- Take position favoring L side
- Be alert for snapper being fouled
- Shift observation to play behind line
- Assist in goal line coverage if run develops on L side

Field Goals and PAT: On or Outside 15 yds



- Responsible for entire LoS
- If kick is short or partially blocked, know if it crossed NZ
- Officiate as a scrimmage play if run develops

Field Goals and PAT: On or Outside 15 yds

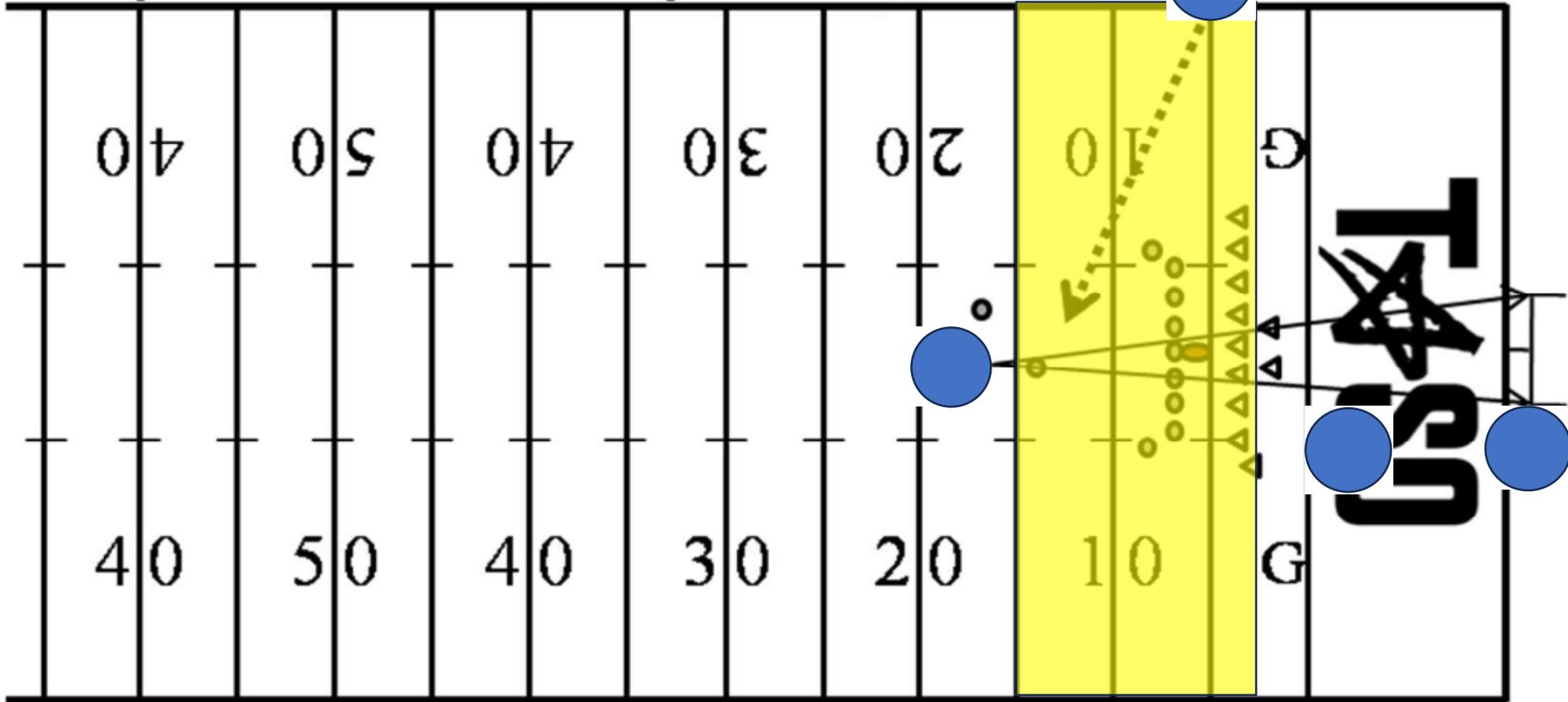


- Responsible for entire LoS
- If kick is short or partially blocked, know if it crossed NZ
- Officiate as a scrimmage play if run develops



- Take position behind end line, in center of goal
- Responsible for ruling on attempt
- If kick is short and ball remains alive, officiate as if it were a scrimmage kick

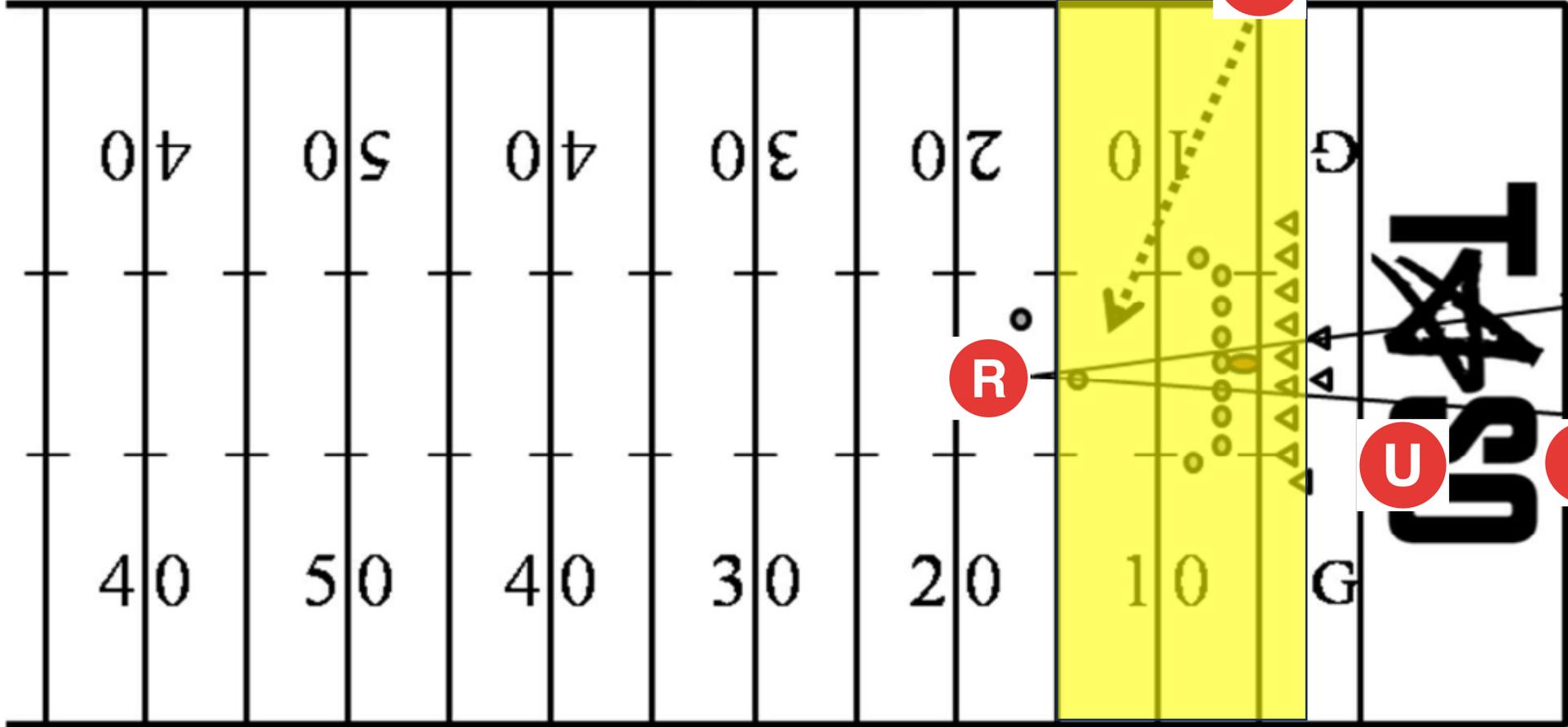
Snaps inside the Team B 15-yard line



Press Box



Snaps inside the Team B 15-yard line



Press Box



Field Goals and PAT: Inside 15 yds



- Take position directly behind where ball will be kicked
- Responsible for ruling on FG/PAT through uprights

Field Goals and PAT: Inside 15 yds

R

- Take position directly behind where ball will be kicked
- Responsible for ruling on FG/PAT through uprights

U

- Same coverage as beyond 15 attempt

Field Goals and PAT: Inside 15 yds

R

- Take position directly behind where ball will be kicked
- Responsible for ruling on FG/PAT through uprights

U

- Same coverage as beyond 15 attempt

H

- Same coverage as beyond 15 attempt
- Also now responsible for action on kicker/holder

Field Goals and PAT: Inside 15 yds

R

- Take position directly behind where ball will be kicked
- Responsible for ruling on FG/PAT through uprights

U

- Same coverage as beyond 15 attempt

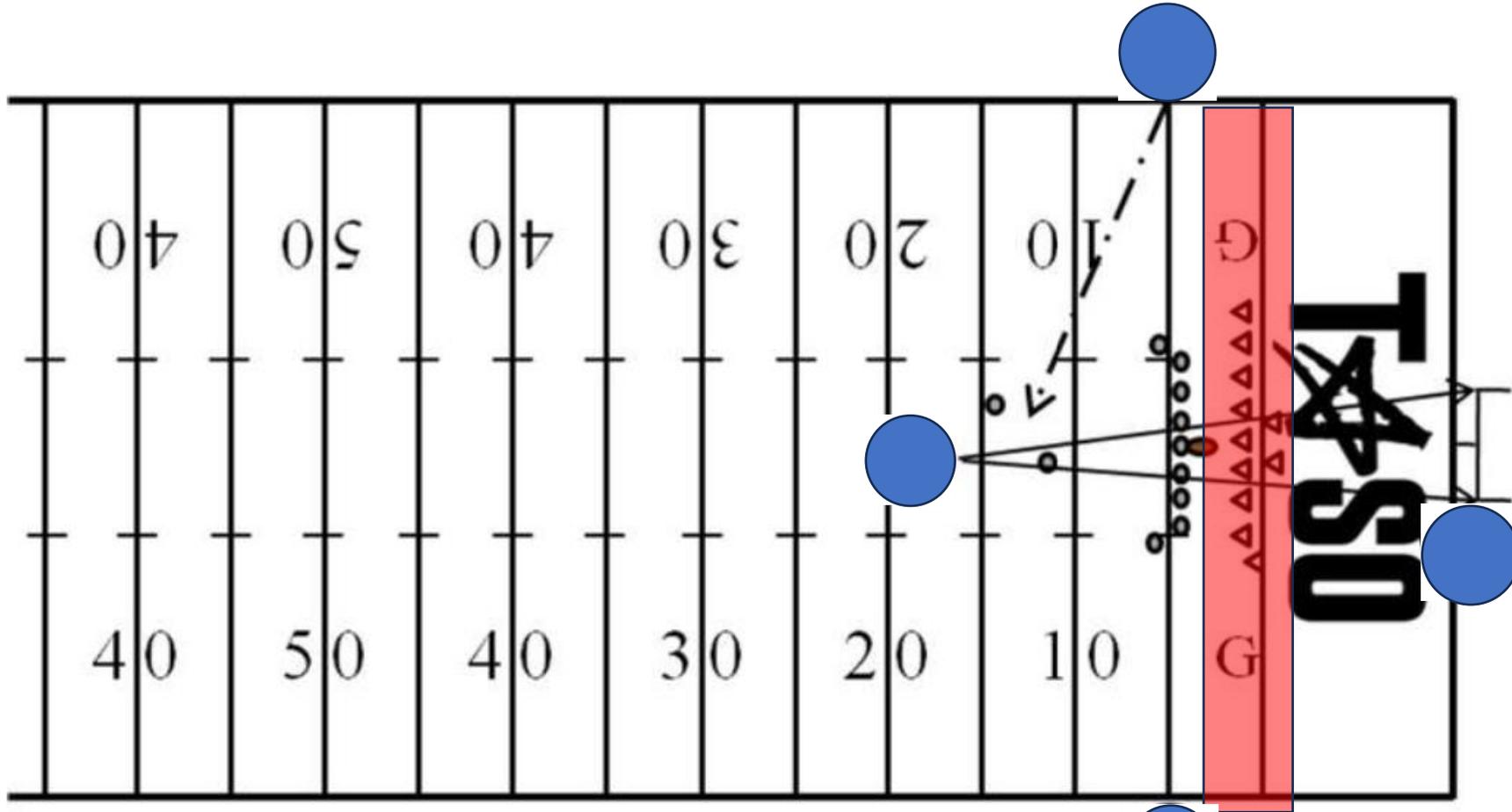
H

- Same coverage as beyond 15 attempt
- Also now responsible for action on kicker/holder

L

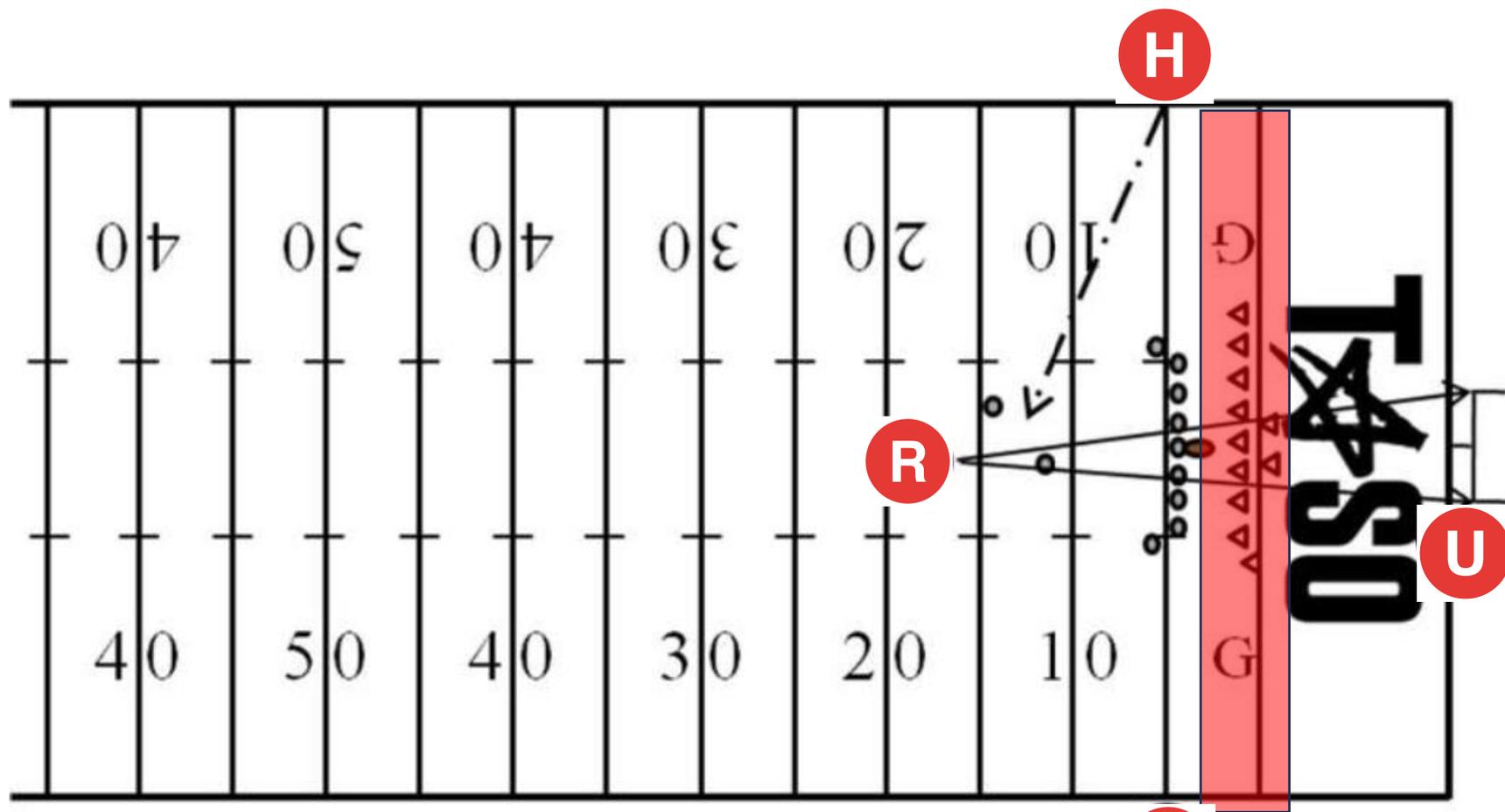
- Rules only on success or failure over crossbar
- No signal unless kick is short (R gives signal)

ARTICLE 3. TRY ATTEMPTS ON/INSIDE B's 3-YARD LINE



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ARTICLE 3. TRY ATTEMPTS ON/INSIDE B's 3-YARD LINE



Press Box



Field Goals and PAT: On or inside 3 yds



- Same position coverage as Inside 15 attempt

Field Goals and PAT: **On or inside 3 yds**

R

- Same position coverage as **Inside 15 attempt**

U

- Position on end line at inbounds line extended
- Rules only on success or failure over **crossbar**
- No signal unless kick is short (**R** gives signal)

Field Goals and PAT: **On or inside 3 yds**

R

- Same position coverage as **Inside 15 attempt**

U

- Position on end line at inbounds line extended
- Rules only on success or failure over **crossbar**
- No signal unless kick is short (**R** gives signal)

H

- Same coverage as **Inside 15 attempt**

Field Goals and PAT: **On or inside 3 yds**

R

- Same position coverage as **Inside 15 attempt**

U

- Position on end line at inbounds line extended
- Rules only on success or failure over **crossbar**
- No signal unless kick is short (**R** gives signal)

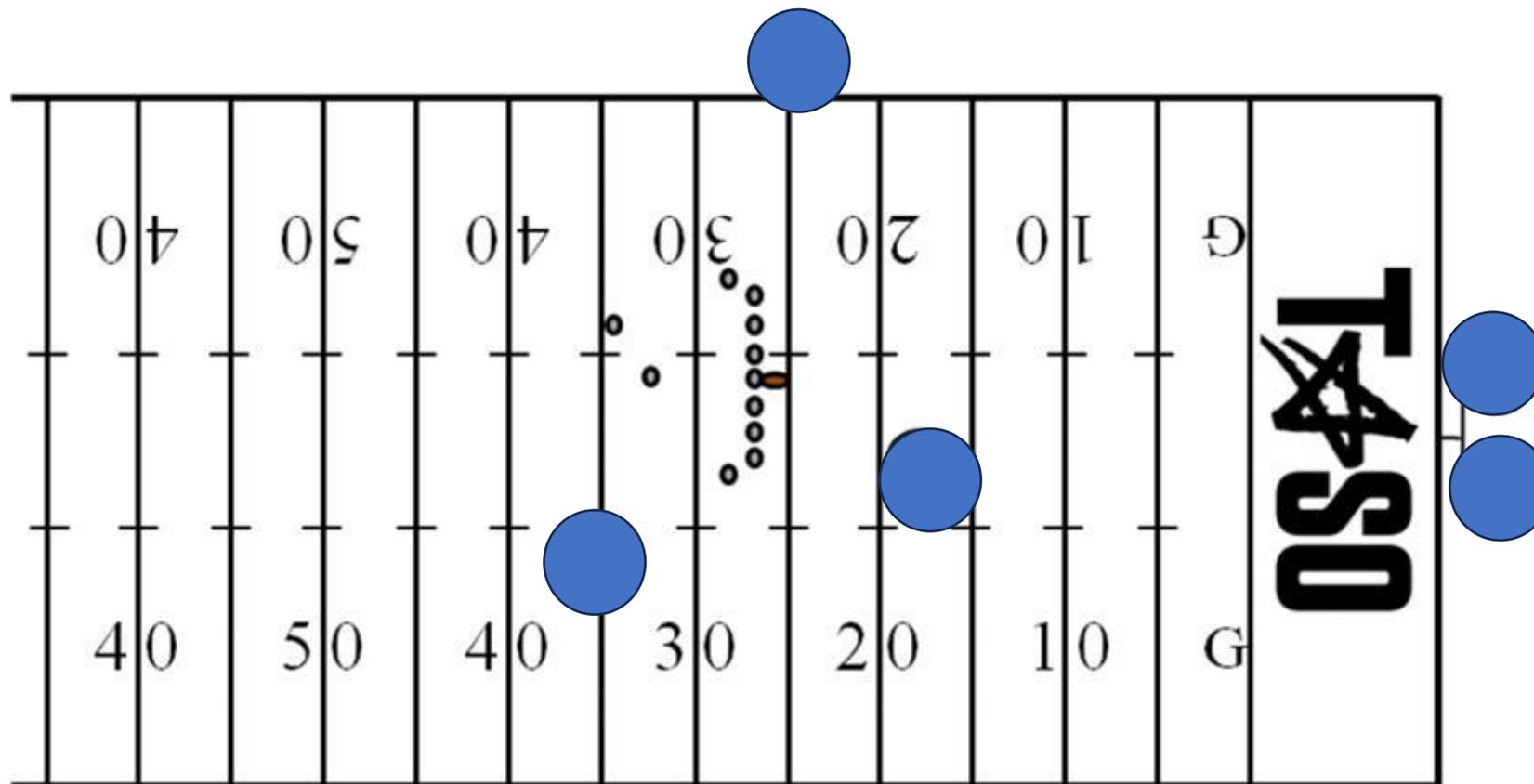
H

- Same coverage as **Inside 15 attempt**

L

- Responsible for LoS and **action against snapper**

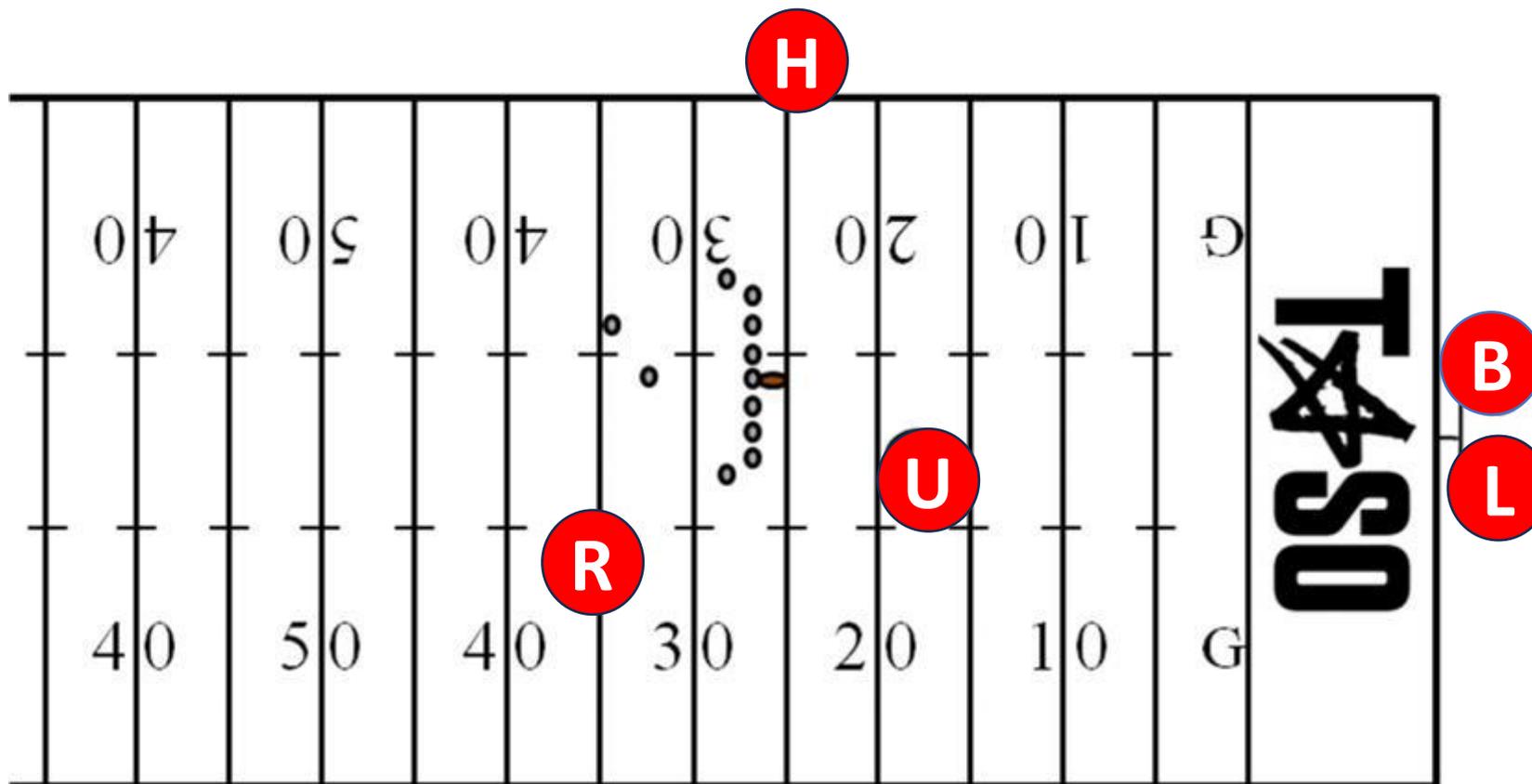
Try and Field Goal: Five



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Try and Field Goal: Five



Press Box



Try and Field Goal Mechanics

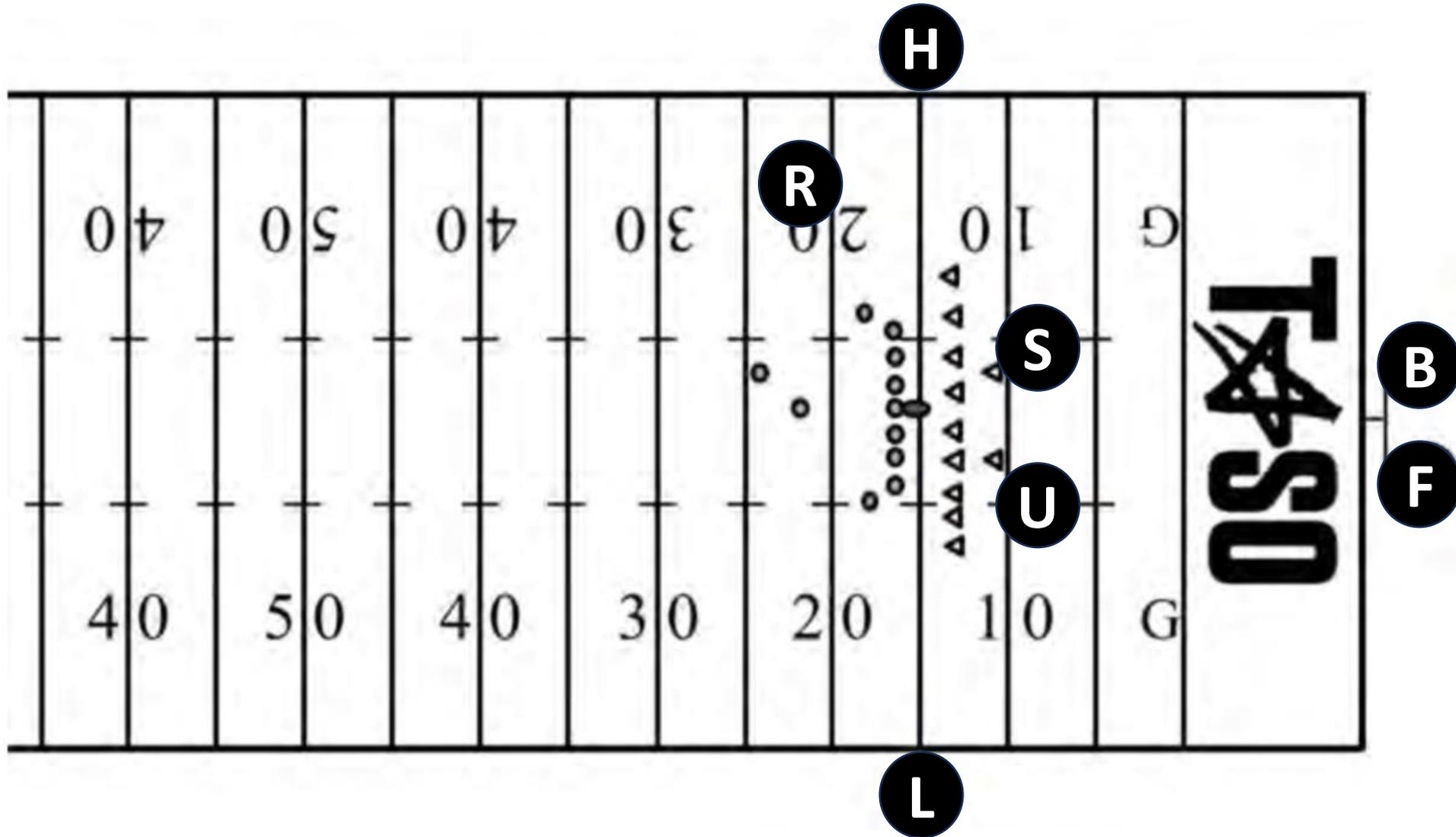
- R: Face the holder, favor L's sideline. Rule on contact with the kicker and holder. Signal score if requirements are met.
- U: Favor vacated L's sideline and observe line play.
- U/H: Be aware of any illegal action by Team B players that are not stationary within one yard of LoS and in a 3 or 4 point stance
- H: Know if kick crosses NZ. Be ready to cover GL in case of fake or bad snap. Know eligible receivers.

Try and Field Goal Mechanics: B/L

- Count defense and know eligible receivers.
- B has crossbar and upright. If the kick is good, communicate with each other, step up and signal in unison. Hold long enough for R to see.
- If it is short both can signal no good. If it is wide to either side, only the covering official should signal.
- If the kick lands in the endzone on an errant kick or block it is dead.
- L: If a fake or bad snap on a try, attempt to get to the goal line.



Try and Field Goal: Seven



Try and Field Goal Mechanics

- R: Face the holder. Responsible for contact with the kicker and holder. Grant protection until K has had “reasonable time” to regain balance. Signal result of play after checking with B/F.
- U/S: 5 yds deep and observe line play. Warn defense to stay off center. Be aware of any illegal action by Team B players that are not stationary within one yard of LoS and in a 3 or 4 point stance
- H/L: Make sure kick crosses NZ. Be prepared to help on blocked kick. Be ready to cover GL in case of fake or bad snap. Know eligible receivers.

Try and Field Goal Mechanics

Back Judge/Field Judge:

- count defense and know eligible receivers.
- B has crossbar and his upright. If the kick is good communicate with each other, step up and signal in unison. Hold long enough for R to see.
- If it is short both can signal no good. If it is wide to either side, only the covering official should signal.
- If the ball lands in the endzone on an errant kick or block it is dead.
- If a fake or bad snap on a try attempt to get to the corner of the EZ. If it is a longer kick, attempt to get to the goal line.





Tonight's Codes:

Birdville: 3548

Denton: 5893

Weatherford: 5097

FWFO: 888-789-3936 EXT: 801

questions@fwfo.org