

Scrimmage Requirements, Running Game, Fumbles

Scrimmage Requirements

TEAM A

Prior to the Snap

Snapper may not move to a new position after he touches or simulates touching the ball. (he may take his hands off the ball if he does so without simulating the beginning of a play)

Beginning of a period or after ANY timeout, all Team A players must have been between the nine yard marks sometime between the ready and the snap.

After the snapper simulates or touches the ball, no Team A player may be in or beyond the neutral zone. Replaced players or incoming subs are exempt from this restriction, as are linemen who break their scrimmage plan by pointing at opponents.

After the ready, no offensive player may touch an opponent or commit a false start.

Offensive linemen, restricted by number or position may not move their hand or hands off the ground once placed their. The snapper may take his hands off the ball as long as it is not simulating the start of a play.

There must be 5 restricted linemen who wear a number between 50 and 79. Exception to this are scrimmage kicks.

A player on the line but not in the backfield (no man's land) and in that area between the snapper and the end lineman is restricted just as the interior linemen are.

If an offensive lineman moves when threatened by a defensive player who jumps into the neutral zone (head-up or adjacent), it is an offside call on the defense.

At The Snap

Down starts with a legal snap. Ball is dead if the snap is illegal.

All participating players must be inbounds.

Team A must have at least 7 players on the LOS.

No fewer than 5 of these 7 players on the LOS must be wearing a number between 50 and 79. EXCEPT in scrimmage kick formation.

Everyone else must be legally in the backfield; (not in no man's land) except the quarterback.

The guards may interlock legs with the snapper, but no other.

Only the snapper may encroach into the NZ; but not beyond it.

One man may be in motion parallel to or away from the LOS.

If there is a shift, all players must stop and remain still for one second before the snap, or before a single person goes in motion.

TEAM B

Prior to the Snap

After the ready, no Team B player may touch the ball or an opponent.

The defense may not use disconcerting signals.

Defensive players with one yard of the LOS may not make a quick, abrupt actions not part of a normal movement in an attempt to draw a reaction by Team A.

At The Snap

No player may be in or beyond the NZ.

Everyone must be inbounds.

RUNNING GAME

A running play is all the live ball action except that which occurs while the ball is not in player possession during a kick play or a legal forward pass. (def. 5)

Any action that occurs while the ball is loose due to a fumble, a backward pass, or an illegal forward pass is included as part of the running play. The running play is over when player possession is regained (hence the beginning of a new running play) or the ball becomes dead.

It is legal for a player to hand the ball backward at any time.

Handing the ball forward is allowed, but only when both players are behind the LOS.

Handing the ball forward is never allowed when either player is beyond the NZ or when there is no NZ. (return of a kick, change of possession, or whenever the continuity of downs has been broken)

Team A player may not advance a planned loose ball in the vicinity of the snapper.

A fumble occurs whenever a player loses possession of the ball other than by passing, kicking, or successfully handing to a teammate.

A player must have possession of the ball before he can fumble. He muffs the ball by touching it without gaining possession. A muff is not a fumble.

A player ***catches*** or intercepts a fumble if he firmly grasps the ball before it touches the ground and he then first touches or is touching the ground inbounds.

A player ***recovers*** a fumble if he firmly grasps the ball after it touches the ground and he is touching or then first touches the ground inbounds.

Other than on 4th down, any Team A player may advance a fumble.

Any Team B player may advance a fumble.

Fumbles on 4th down and on the Try

If Team A fumbles on 4th down or on a try, the player who fumbled is the only Team A player allowed to advance the ball.

If a Team A player other than the fumbler recovers or catches a fumble on 4th down or on the try, the ball is dead. The dead ball spot is at the spot of the fumble, if it is caught or recovered beyond the spot of the fumble. The dead ball spot is at the spot of the catch or recovery if this spot is behind the spot of the fumble. On a try, the try is over and there is no score.

Fumbles Out of Bounds

When a fumble goes out of bounds, the ball is dead and belongs to the fumbling team.

At the Spot of the fumble if the ball goes out at or beyond the spot of the fumble.

At the OOB spot if this is behind the spot of the fumble.

When an offensive team fumbles in the field of play and the ball goes into and OOB from the opponents end zone, it is a touchback. The ball belongs to Team B at the its 20 yd line.

