

RULE 2 - DEFINITIONS

RULE 2 - DEFINITIONS OF PLAYING TERMS

1. The 'status' of the ball is either Live, Dead, or Loose.
2. A 'loose' ball is either a pass, fumble or a Kick.
3. A pass, kick or fumble is by definition a 'loose' ball - T or F (circle). **True**
4. A loose ball that has NOT touched the ground is considered to be a ball in Flight.
5. Any loose ball 'continues' to be loose ball until a player secures it or is dead by rule - T or F (circle). **True**

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1. “Batting” is always an intentional act of slapping or striking with the ARM or HAND.
2. Blocking of all types requires contact with an opponent.
3. All players may push, pull (a quick release) or ward off an opponent when *legally* able to touch or possess a loose ball. T or F (circle). true
4. A ‘Chop’ block is a ‘Hi/Low’ block by 2 or more players with or without a delay.
5. Blocking below the waist applies ONLY when the opponent has one or both feet ON THE GROUND.

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1. A “Catch” is the act of possessing a live ball that is in flight, and first contacting the ground inbounds & maintaining possession of the ball.
2. Touching ALWAYS precedes a ‘catch’ or possession - T or F (circle). true
3. A simultaneous catch or recovery will result in the play being blown dead even if both players are ON their feet - T or F (circle). true
4. ‘Clipping’ is a 15 yard penalty. Illegal block in the back is a 10 yard penalty.
5. A Team Conference within 9 yards of the sideline in front of their ‘team box’ can have as many team personnel as they desire – T or F (circle). true

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1. A “Down” starts with a Legal snap or a Free Kick. The Down ENDS when the ball is dead by rule.
2. ‘Encroachment’ can ONLY occur AFTER the ‘Ready for Play’ – T or F (circle). **true**
3. A “Fair Catch” signal can only be given in or beyond (behind) the neutral zone of the receivers to their goal line – T or F (circle). **true**
4. ANY type of Fair Catch signal will cause the play to be blown dead – T or F (circle). **true**
5. Swinging a fist and missing an opponent OR a teammate will result in an ejection of that player – T or F (circle). **true**

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1. There can be MORE than one “First Touching” during a Kick – T or F (circle). true
2. The term ‘Force’ is used only in connection with the goal line and ONLY in 1 direction, from the field of play into the Endzone.
3. There is an “initial force” with any football act but a NEW force may result from a bat, an illegal kick or a muff (most common).
4. ‘Force’ is NOT a factor on kicks going into R’s end zone – T or F (circle). true
5. A scrimmage formation is legal with 5 ‘A’ players on the LOS and 4 players in the backfield – T or F (circle). true

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1. There are 2 types of 'Scrimmage Kick Formations' – T or F (circle). **true**
2. Post Scrimmage Kick fouls are only committed by the Receivers AND beyond (behind) the 2 yard expanded neutral zone AND before the 'End of the Kick' - T or F (circle). **true**
3. NO FOUL causes a LIVE ball to become dead.
4. The Free Blocking Zone totals 8 yards wide(east/west) and 6 yards deep (north/south) – T or F (circle). **true**
5. "Clipping" is NO LONGER allowed in the Free blocking zone.

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1. The FBZ restrictions end when the ball has left the zone.
2. Handing the ball backward is legal anywhere at any time – T or F (circle). **true**
3. Taking aim & initiating contact on an opponent ABOVE THE SHOULDERS is called targeting.
4. Hurdling can only occur over an opponent who has 1 or 2 feet contacting the ground – T or F (circle). **true**
5. A interception is the 'catch' of an opponent's fumble or pass (bkwd or fwd in field of play or the end zone).

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1. In Rule 2, a “Kick” is defined as legal or illegal, but always intentional – T or F (circle).true
2. A “Pop-up” Kick (strikes ground only once) should be blown dead immediately (a dead ball foul as soon as it occurs) – T or F (circle). true
3. The ‘Goal Line’ is the Vertical Plane INCLUDING extension beyond the sidelines – T or F (circle). true
4. The ‘Tops of the Numbers’ marking the field are _____ yards from the sideline toward the center of the field.

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1. A MUFF is the touching of a loose ball when one is unable to gain full possession – T or F (circle). true
2. A “Neutral Zone” is 10 yards on a free kick OR the length of the ball (point to point) on a scrimmage down and may be expanded to a maximum of 2 yards behind the defensive LOS.
3. Is a runner out of bounds if a defensive player who is OB touches him ? Yes or No (circle). A teammate OB touches him ? Yes or No (circle). no

RULE 2 - DEFINITIONS OF PLAYING TERMS

1. The “initial direction” of a pass determines whether the pass is forward or backward – T or F (circle). **true**
2. A player is a player UNTIL a substitute indicates that he is being replaced – T or F (circle). **true**
3. A nonplayer is anyone else who is NOT a Player – T or F (circle). **true**

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1. List the 5 actions by a substitute where he becomes a 'Player':

- 1- Communicates with a teammate.
- 2- Communicates with an official.
- 3- Enters a huddle or a muddle.
- 4- Positions himself in the formation.
- 5- Participates in a play.

RULE 2 - DEFINITIONS OF PLAYING TERMS

1. A Live ball is ALWAYS in possession of a Team – T or F (circle). true
2. A RECOVERY is the gaining of possession after it strikes the ground.
3. A simultaneous recovery is always awarded to the Team last in possession – T or F (circle). true
4. A LEGAL snap MUST be a quick & continuous motion immediately leaving the hands of the snapper.

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1. Team designations (A & B, K & R) are ALL retained until the ball is next ready for play – T or F (circle). **true**
2. ‘Tripping’ must be intentional to be a foul AND is now ILLEGAL in all situations, including the runner – T or F (circle). **true**
3. The ‘Head Coach’ MAY designate a Coach or a Player to decide on all Penalty decisions – T or F (circle). **true**
4. Team boxes are located between the 25 yard lines for both Teams.
5. A player who is without proper equipment during a down will be directed to be replaced for at least one down.

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