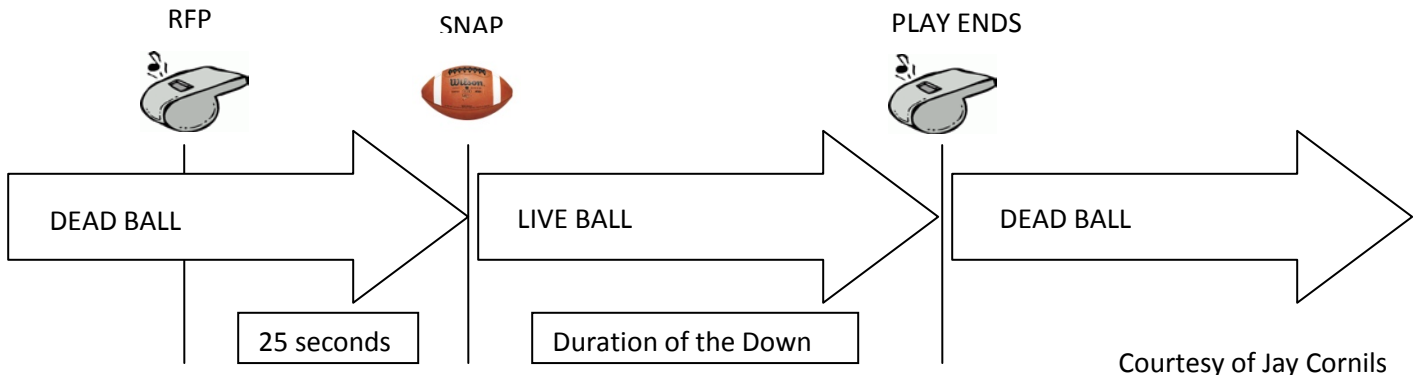


## PENALTY ENFORCEMENT (Rule 10)

TRUE or FALSE: A penalty is an action event that is an infraction of the rules

### DEAD BALL and LIVE BALL



Dead Ball Fouls that occur between downs while the ball is dead: False Start, Snap Infraction, Delay of Game, Encroachment, Free Kick Infraction

Also, non-player and unsportsmanlike fouls are treated as dead-ball fouls

Accepted penalties for dead-ball fouls are always enforced from the succeeding spot (where the ball will next be put into play, either by snap or free kick). The fouls are enforced in order of occurrence.

### TYPES OF FOULS (Rule 2-16)

1. Dead Ball: Occurs after a down has ended and before the ball is next snapped or free kicked
2. Double: Live-ball foul(s) committed by each team (penalties offset with some exceptions: "Clean hands," nonplayer and unsportsmanlike, and PSK)
3. Flagrant: Severe or extreme; places opponent in danger of serious injury; vulgar or abusive conduct
4. Live Ball: Occurs during a down
5. Multiple: 2 or more live-ball fouls (other than nonplayer or unsportsmanlike) committed by the same team; offended team has a choice
6. Nonplayer or unsportsmanlike: noncontact while the ball is dead or during the down which is not illegal participation
7. Player: a foul by a player (other than nonplayer or unsportsmanlike) by a player in the game
8. Post Scrimmage Kick: (On next page)
9. Simultaneous with the snap: an act which becomes a foul when the ball is snapped or free kicked

EVERY PENALTY IS ENFORCED FROM ONE OF THE FOLLOWING SPOTS:

1. Previous spot
2. Spot of the foul
3. Succeeding spot
4. End of the run
5. Post Scrimmage Kick spot

## ALL – BUT – ONE PRINCIPLE

Every foul can be classified as:

1. Either by the team in possession or by the team not in possession, and
2. Either behind or beyond the basic spot for that play

## BASIC SPOT

The basic spot serves as a benchmark reference for all-but-one enforcement and is determined by the type of play that occurs during the down (10-4-1).

1. End of the run
2. Previous spot
3. Post scrimmage kick (PSK) spot

## PLAYS

Every live-ball foul occurs during a loose-ball play or a running play. (Note: the action on a specific down can have 1 loose-ball play and multiple running plays (“combination” play)

1. Loose-ball Play:
  - a. Backward pass (including the snap)
  - b. Illegal kick or fumble by Team A in or behind the neutral zone (prior to possession change)
  - c. Legal forward pass
  - d. Free Kick or Scrimmage Kick
  - e. Run or runs which precede any of the above
2. Running Play: Live ball action which is not included in a loose-ball play

## POST SCRIMMAGE KICK

A foul by the receiving team (all must apply):

1. During scrimmage kick other than a try or successful field goal
2. The scrimmage kick crosses the expanded neutral zone
3. The foul is beyond the expanded neutral zone
4. The foul occurs before the end of the kick
5. K will not be the next to put the ball in play

## AUTOMATIC FIRST DOWN

1. Offense: Illegal forward handing, Illegal forward pass, Illegal touching of a forward pass
2. Defense: Roughing the passer, Roughing the scrimmage kicker/holder, Roughing the snapper

## SPECIAL ENFORCEMENTS

1. Free kick out of bounds: Three Options
2. Kick catching interference: Three Options
3. Unfair Acts
4. Foul by opponent of the scoring team during successful field goal, try, or touchdown (Powerpoint)
5. Roughing the passer on a completed pass

## CLEAN HANDS

If there is a change of team possession during the down and the team with the ball at the end of the down has not fouled before last gaining possession, it may keep the ball by declining their opponent’s foul with the penalty for their foul enforced as usual