ANEFO 10/2/17 Steven White & Chris Clemente

RULE 8 Scoring

SECTION 1. Value of Scores

Scoring Plays ARTICLE 1. The point value of scoring plays shall be:

Touchdown — 6 Points

Field Goal — 3 Points

Safety (points awarded to opponent) — 2 Points Successful Try: Touchdown — 2 Points

Field Goal or Safety — 1 Point

Forfeited Games ARTICLE 2. The score of a forfeited game, or a suspended game that later results in a forfeiture, shall be: Offended Team—1, Opponent—0. If the offended team is ahead at the time of forfeit, the score stands (Rules 3-3-3-a and b, and Rules 9-2-3).

SECTION 2. Touchdown How Scored ARTICLE 1. A touchdown shall be scored when:

a. A ball carrier advancing from the field of play has possession of a live ball when it penetrates the plane of the opponent’s goal line. This plane extends beyond the pylons only for a player who touches the ground in the end zone or a pylon. (A.R. 2-23-1-I and A.R. 8-2-1-I-IX).

b. A player catches a forward pass in the opponent’s end zone (A.R. 5-13-I and II).

c. A fumble or backward pass is recovered, caught, intercepted or awarded in the opponent’s end zone (Exceptions: Rules 7-2-2-a Exception 2 and 8-3-2-d-5). (A.R. 8-2-1-X)

d. A free kick or scrimmage kick is legally caught or recovered in the opponent’s end zone. (A.R. 6-3-9-III). e. The referee awards a touchdown under the provisions of Rule 9-2-3 Penalty.

SECTION 3. Try Down

How Scored

ARTICLE 1. The point or points shall be scored according to the point values in Rule 8-1-1 if the try results in what would be a touchdown, safety or field goal under rules governing play at other times (A.R. 8-3-1-I-II; A.R. 8-3-2-I-III and VI; and A.R. 10-2-5-X-XV).

Opportunity to Score

ARTICLE 2. A try is an opportunity for either team to score one or two points while the game clock is stopped after a touchdown. It is a special interval in the game which, for purposes of penalty enforcement only, includes both a down and the “ready’’ period that precedes it.

a. The ball shall be put in play by the team that scored a six-point touchdown. If a touchdown is scored during a down in which time in the fourth period expires, the try shall not be attempted unless the point(s) would affect the outcome of the game.

b. The try, which is a scrimmage down, begins when the ball is declared ready for play.

c. The snap will be midway between the hash marks on the opponent’s three-yard line or from any other point on or between the hash marks on or behind the opponent’s three-yard line if the position of the ball is selected by the team designated to put the ball in play before the ready-for-play signal. The ball may be relocated after a Team B foul or a charged timeout to either team, unless the timeout is preceded by a Team A foul or offsetting fouls (Rules 8-3-3-a and 8-3-3-c-1).

d. The try ends when: 1. Either team scores. 2. The ball is dead by rule (A.R. 8-3-2-IV and VI). 3. An accepted penalty results in a score. 4. A Team A loss-of-down penalty is accepted (Rule 8-3-3-c-2). 5. Before a change of team possession, a Team A player fumbles and the ball is caught or recovered by any Team A player other than the fumbler. There is no Team A score (A.R. 8-3-2-VIII).

Fouls During a Try Before a Change of Team Possession ARTICLE 3.

a. Offsetting fouls: If both teams foul during the down and Team B fouls before the change of possession, the fouls offset and the down is repeated, even if additional fouls occur after the change of possession. Any repeat of the down after offsetting fouls must be from the previous spot (A.R. 8-3-3-II). b. Fouls by Team B on a try:

1. When the try is successful Team A shall have the option of declining the score and repeating the try after enforcement, or declining the penalty(ies) and accepting the score. Team A may accept the score with penalties for personal fouls and unsportsmanlike conduct fouls enforced on the succeeding kickoff or from the succeeding spot in extra periods (A.R. 3-2-3-VI; A.R. 8-3-2-II; A.R. 8-3-3-I; and A.R. 10-2-5-IX-XI).

2. A repeat of the down after a penalty against Team B may be from any point on or between the hash marks on or behind the yard line where the penalty leaves the ball. (A.R. 8-3-3-III)

c. Fouls by Team A on a try:

1. After a foul by Team A on a successful try, the ball shall be put in play at the spot where the penalty leaves it (A.R. 8-3-3-I).

2. If Team A commits a foul for which the penalty includes loss of down, the try is over, and the score is canceled, and no yardage penalty is assessed on the succeeding kickoff.

3. If before a change of team possession Team A commits a foul that is not offset, and during the down there is neither another change of team possession nor a score, the penalty is declined by rule.

d. Dead-ball enforcement:

1. Penalties for fouls occurring after the ball is ready for play and before the snap are enforced before the next snap.

2. Penalties for live-ball fouls treated as dead-ball fouls occurring during the try down are enforced on the succeeding kickoff or from the succeeding spot in extra periods. If the try is replayed, these penalties are enforced on the replay (Rule 10-1-6) (A.R. 3-23-VII).

e. Roughing or running into kicker or holder: Roughing or running into the kicker or holder is a live-ball foul.

f. Kick-catch interference: The penalty for interference with a kick catch is declined by rule. Any score by Team A is canceled.

Fouls During a Try After a Change of Team Possession ARTICLE 4.

a. Penalties against either team are declined by rule (Exception: Penalties for flagrant personal fouls, unsportsmanlike conduct fouls, dead-ball personal fouls and live-ball fouls treated as dead-ball fouls are enforced on the succeeding kickoff or at the succeeding spot in extra periods. See Rule 8-3-5.) (A.R. 8-3-4-I and II).

b. A score by a team committing a foul during the down is canceled (A.R. 8-3-2-VII).

c. If both teams foul during the down and Team B had not fouled before the change of possession, the fouls cancel, the down is not repeated, and the try is over.

Fouls After a Try

ARTICLE 5. Penalties for fouls occurring after a try are enforced on the succeeding kickoff or from the succeeding spot in extra periods. However, if the try is repeated, these penalties are enforced before the repeat (Rule 10-1-6) (A.R. 10-2-5-XIII-XV and A.R. 3-2-3-VII).

Next Play

ARTICLE 6. After a try, the ball shall be put in play by a kickoff or at the succeeding spot in extra periods. The team scoring the six-point touchdown shall kick off.

SECTION 4. Field Goal

How Scored

ARTICLE 1. a. A field goal shall be scored for the kicking team if a drop kick or place kick passes over the crossbar between the uprights of the receiving team’s goal before it touches a player of the kicking team or the ground. The kick shall be a scrimmage kick but may not be a free kick.

b. If a legal field goal attempt passes over the crossbar between the uprights and is dead beyond the end line or is blown back but does not return over the crossbar and is dead anywhere, it shall score a field goal. The crossbar and uprights are treated as a line, not a plane, in determining forward progress of the ball.

Next Play

ARTICLE 2. a. Successful field goal. After a field goal is scored, the ball shall be put in play by a kickoff or at the succeeding spot in extra periods. The team scoring the field goal shall kick off.

b. Unsuccessful field-goal attempt. 1. If the ball untouched by Team B beyond the neutral zone is declared dead beyond the neutral zone, it belongs to Team B. Except in an extra period Team B will snap the ball at the previous spot unless the previous spot was between its 20-yard line and its goal line. In that case Team B will next snap the ball at its 20-yard line.

(a) The 20-yard-line snap shall be from midway between the hash marks unless Team B selects a different location on or between the hash marks before the ready-for-play signal.

(b) After the ready-for-play signal, the ball may be relocated after a charged team timeout, unless preceded by a Team A foul or offsetting fouls.

2. If the ball does not cross the neutral zone, or if Team B touches the ball beyond the neutral zone, all rules pertaining to scrimmage kicks apply (A.R. 6-3-4-II, A.R. 8-4-2-I-VI and A.R. 10-2-3-V).

3. If the ball crosses the neutral zone, is untouched by Team B beyond the neutral zone, and is declared dead behind the neutral zone, all rules pertaining to scrimmage kicks apply (A.R. 8-4-2-VII).

SECTION 5.

Safety How Scored

ARTICLE 1. It is a safety when:

1. The ball becomes dead out of bounds behind a goal line, except from an incomplete forward pass, or becomes dead in the possession of a player on, above or behind his own goal line, or becomes dead by rule, and the defending team is responsible for the ball being there (A.R. 6-3-1-IV; A.R. 7-2-4-I; A.R. 8-5-1-I-II, IV and VI-X; A.R. 8-7-2-II; and A.R. 9-4-1-VIII).

When in question, it is a touchback, not a safety.

Exception:

It is not a safety if a player between his five-yard line and his goal line:

(a) intercepts a pass or fumble; or recovers an opponent’s fumble or backward pass; or catches or recovers a kick; and

(b) his original momentum carries him into his own end zone; and

(c) the ball remains behind his goal line and is declared dead in his team’s possession there. This includes a fumble that goes from the end zone into the field of play and out of bounds (Rule 7-2-4-b-1).

If conditions (a)-(c) are satisfied above, the ball belongs to this player’s team at the spot where he gained possession.

1. An accepted penalty for a foul leaves the ball on or behind the offending team’s goal line (Exception: Rules 3-1-3-g-3 and 8-3-4-a) (A.R. 8-5-1III and A.R. 10-2-2-VI).

Kick After Safety

ARTICLE 2. After a safety is scored, the ball belongs to the defending team at its own 20-yard line, and that team shall put the ball in play on or between the hash marks by a free kick that may be a punt, drop kick or place kick (Exception: Extra-period and try rules).

SECTION 6. Touchback

ARTICLE 1. It is a touchback when:

a. The ball becomes dead out of bounds behind a goal line, except from an incomplete forward pass, or becomes dead in the possession of a player on, above or behind his own goal line and the attacking team is responsible for the ball being there (Rules 7-2-4-c) (A.R. 7-2-4-I, A.R. 8-6-1-I-III).

1. A kick becomes dead by rule behind the defending team’s goal line and the attacking team is responsible for the ball being there (Exception: Rule 8-4-2-b) (A.R. 6-3-4-III).
2. Snap After a Touchback
3. ARTICLE 2. After a touchback is declared, the ball belongs to the defending team at its own 20-yard line, unless the touchback results from a free kick, in which case the ball belongs to Team B at its 25-yard line. The ball shall be put in play on or between the hash marks by a snap (Exception: Extra-period rules). The snap shall be from midway between the hash marks, unless a different position on or between the hash marks is selected by the team designated to put the ball in play before the ready-for play signal. After the ready-for-play signal, the ball may be relocated after a charged team timeout, unless preceded by a Team A foul or offsetting fouls.

SECTION 7. Responsibility and Impetus

Responsibility

ARTICLE 1. The team responsible for the ball being out of bounds behind a goal line or being dead in the possession of a player on, above or behind a goal line is the team whose player carries the ball or imparts an impetus to it that forces it on, above or across the goal line, or is responsible for a loose ball being on, above or behind the goal line.

Initial Impetus

ARTICLE 2. a. The impetus imparted by a player who kicks, passes, snaps or fumbles the ball shall be considered responsible for the ball’s progress in any direction even though its course is deflected or reversed after striking the ground or after touching an official or a player of either team (A.R. 6-34-III; A.R. 8-5-1-II, VI and VIII; and A.R. 8-7-2-I-IV).

b. Initial impetus is considered expended and the responsibility for the ball’s progress is charged to a player:

1. If he kicks a ball not in player possession or bats a loose ball after it strikes the ground

2. If the ball comes to rest and he gives it new impetus by any contact with it, other than through forced touching (Rule 2-11-4-c).

c. A loose ball retains its original status when there is new impetus.