



TARGETING

Rule 7 section 2 article 6

No player shall target and make forcible contact to the head or neck area of an opponent with the helmet, forearm, hand, fist, elbow or shoulder. This foul requires that there be at least one indicator of targeting

(See Note below). When in question, it is a foul.

Note “Targeting” means that a player takes aim at an opponent for purposes of attacking with forcible contact that goes beyond making a legal tackle or a legal block or playing the ball.

Some indicators of targeting include but are not limited to:

- (1) Launch—a player leaving his feet to attack an opponent by an upward and forward thrust of the body to make forcible contact in the head or neck area
- (2) A crouch followed by an upward and forward thrust to attack with forcible contact at the head or neck area, even though one or both feet are still on the ground
- (3) Leading with helmet, shoulder, forearm, fist, hand or elbow to attack with forcible contact at the head or neck area
- (4) Lowering the head before attacking by initiating forcible contact with the crown of the helmet.

Penalty L25 Player Disqualified from game.

Levels U14 and below the player will receive a warning for first offense and a 15-yard penalty will be applied.

On the game sheet please write any ejections for Targeting by listing the team, player number, then write targeting followed by the indicator number(s) that player violated in order to get ejected for targeting.

Ex: Glendale #43, Targeting 1 and 3

Henderson #60, Targeting 2

Hamilton Football Officials Association

H.W.D.S.B	H.W.R.C.S.S.B.
<p>12 minute quarters</p> <p>Stops</p> <ul style="list-style-type: none"> • Every play last 3 minutes of ½ • Scores, Injuries, Penalties • Mass substitutions (>3 players) • Long Incompletions (>10) • 3 downs – Jr and Sr • Time outs – 2/half • Sr. Timer Supplied • Jr. Time on Field • EMS Must be present • 3 UR/OC Rule (Referee responsible for counting) • 21 player minimum, Play controlled scrimmage if under the minimum (1 hour 45 minutes) <p>10 minute halftime overtime for regular season games</p>	<p>12 minute quarters</p> <p>Stops</p> <ul style="list-style-type: none"> • Every play last 3 minutes of ½ • Scores, Injuries, Penalties • Mass substitutions (>3 players) • Long Incompletions (>10) • Time outs – 2/half • 3 Downs Sr • 4 Downs Jr • 3 UR/OC Rule (Referee responsible for counting) • EMS Must be present • 3 UR/OC Rule (Referee responsible for counting) <p>10 minute halftime overtime for regular season games</p>

Contact Numbers

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 HWRCSSB – Patrick Brennen - 905.537.0224 (cell)

Rule Clarifications

No Yards

- If the ball is caught (or touched) in the air and an offside member of the kicking team is within 5 yards then a **15** yard no yards penalty will apply
- If the ball bounces and a offside member of the kicking team is within 5 yards when the receiving team touches the ball a **5** yard no yards penalty will be applied at the end of the play or PP whatever is better
- If the ball bounces and an offside member of the kicking team interferes with the receiving teams attempt to field the ball or is hovering over the ball a **15** yard no yards penalty will apply (Hovering is defined being within a 1 yard circle around the ball)

Helmets Off

- If the ball carrier's helmet comes off during a play the play will be stopped with the ball being spotted at the point the ball was when the helmet came off
- If any other player's helmet comes off they are to stop playing, if they do continue to play they will be assessed a 10 yard Illegal Participation penalty
- If a player with their helmet off has stopped playing and he is hit by a player of the opposing team a 15 yard Unnecessary Roughness penalty will be applied
- Any player whose helmet comes off during a play will be required to leave the game for **3** plays unless the helmet came off as the result of a penalty

Objectionable Conduct

- If a player throws a punch without contact it shall be ruled as Objectionable Conduct

Horse Collar Tackle

- Grabbing the inside of the jersey or harness from behind will be called a Horse Collar Tackle regardless of what happens to the ball carrier (Same as a Face Mask)
- Grabbing the name plate and pulling back the runner (They don't have to tackle just change direction of runner) will be called a Horse Collar Tackle
- Grabbing the name plate and driving forward to tackle will not be called a Horse Collar
- Anything below the name plate is not a Horse Collar Tackle

Visors

- All visors must be clear
- Sport goggles, prescription glasses or sunglasses may be worn

Player Injury

- If the trainer is called onto the field by an official, that player will be required to leave the game for 3 plays even if the second and/or third play occurs at the start of the next quarter/half.
- A play will consist of one where the ball is snapped or a ball is kicked (Kick off or convert) (A play with a pre snap foul does not count as a play)

Late Game Procedures

If we get to a point in the game where the winning team can run out the clock the following will occur.

- The referee will inform the defense that the offense will be taking a knee.
- Players on the defense and offense will not be allowed in the neutral zone while this is happening. The center will snap the ball and the QB will take the snap and kneel.
- This will usually be done 2 or 3 times to run out the clock.
- Any player of either team who hits a player of the opposing team during this scenario will be ejected no matter the degree of the hit. Any players who retaliate will also be ejected.
- This will occur no matter the score and no matter where we are on the field. This is an accepted practice in all levels of football up to the CFL

Lightening Policy

Per Football Canada’s directive, all participants and spectators shall “remain sheltered for 30 minutes after the last thunder or lightning flash prior [to] resuming an activity.” The 30 minute “clock” will be reset at every thunder or lightning flash. Please consult with a League administrator or Referee In Chief before suspending play for the day. The officials are in control of this policy once they arrive at the field.

Rosters/Game Sheets

If collected, the Rosters and Game Sheets will be given to the home team coach or delegate at the completion of every game. If the rosters are not in the hands of the timer 5 minutes prior to kickoff the offending team will receive a 10 yard delay of game penalty. The game shall not start until both rosters are received by the timer.

Ontario Football Conference (OFC)

- 15 minute quarters by the book
- 7 man crews, timer and stick crews assigned by HFOA
- Reporting time is 90 minutes prior to start time
- 3 downs
- Time outs – 2/half
- Overtime by the book
- EMS supplied by Team
- Blocking Below the Waist is legal except on kicking plays and changes of possession
- No Mercy Rule
- After a Forward Pass has been completed across the LOS, a receiving team player may block an opponent anywhere in bounds provided that contact is made only above the waist of the opponent.

Ontario University Association (OUA)

- Stick Crews, Timers and 20 Second Clock Operators are requested to be at the stadium no later than 45 minutes prior to the scheduled kick-off time.
- Stick crews are asked to attend the officials' dressing room, and seek out the Down Judge to be properly briefed on their duties.
- Timers and 20 Second Clock Operators are asked to attend the official's dressing room, and seek out the Referee to be properly briefed on their duties.
- The minor official who is recording the penalties is also asked to speak with the Referee to be briefed on the aspect of properly recording the penalties. Please keep in mind that all penalties classified as Unnecessary Roughness must also be identified on the penalty card by the foul (i.e. face-mask, block from rear, etc.)

HWRCSB Head Coaches List

School	Junior	Senior
St. Thomas More	Chris DeStephanis	Claudio Silvestri
Brebeuf	Peter Lucchese	Philip Iannone
Bishop Ryan	Brain Grajales	Jim Davies
Cathedral	Mario Susi	Kevin McPhee
St. Mary's	Charlie Giuudice	Sean Dennison
Henry Newman	Serge Fuca	Lino Battilana
Bishop Tonnos	Mike Slusarczyn/Cartier Shields	Mark Marini/Tony Tasone

HWIAC Head Coaches List

School	Junior/Senior
Ancaster	Roger Dunbrack
Churchill	Chris Kusmirski
Bernie Custis	Jeff Kott
Dundas Valley	Mike Sampson
Glendale	Dave Cheeseman
Henderson	Joe Simien
McNab	Chris Kott
Orchard Park	Nicholas Ebel
Saltfleet	Steve Green
Sherwood	Jim Gamble
Waterdown	Chris Patton
Westdale	Mike King
Westmount	Tom Pain

Field Locations

Hamilton Wentworth Roman Catholic Separate School Board (HWRCSSB)

Bishop Ryan Catholic Secondary School 1824 Rymal Road East, Hamilton, ON , L0R 1P0	TURF
Bishop Tonnos Catholic Secondary School 100 Panabaker Drive, Ancaster, ON , L9G 5E3	TURF
Brebeuf Catholic Secondary School 200 Acadia Drive, Hamilton, Ontario L8W 1B8	TURF
Cardinal Newman Catholic Secondary School 127 Grays Rd, Stoney Creek, ON , L8G 3V3	TURF
St. Mary Catholic Secondary School 200 Whitney Ave, Hamilton, ON , L8S 2G7	TURF
St. Thomas More Catholic Secondary School 1045 Upper Paradise Rd, Hamilton, ON , L9B 2N4	TURF
Cathedral Catholic Secondary School 30 Wentworth Street North, Hamilton, ON , L8L AH5	TURF

City Fields

Ron Lancaster Field @ William Connell Park 1086 West 5 th Street, Hamilton, ON L9B 1J6	GRASS
McMaster University 1280 Main St W, Hamilton, ON L8S 4L8	TURF
Tim Hortons Field 64 Melrose Ave N, Hamilton, ON L8L 8C1	TURF

Hamilton Wentworth District School Board (HWIAC)

Ancaster Secondary School 374 Jerseyville Road West, Ancaster, L9G3K8	TURF
Dundas Valley Secondary School (Formally Highland) 310 Governor's Road, Dundas, L9H5P8	GRASS
Glendale Secondary School 145 Rainbow Drive, Hamilton, L8K4G1	GRASS
Nora Henderson Secondary School 1770 Upper Sherman, Hamilton, L8W0C5	TURF
Orchard Park Secondary School 200 Dewitt Rd, Stoney Creek, L8E 4S7	TURF
Saltfleet Secondary School 108 Highland Road West, Stoney Creek, L8J2T2	GRASS
Sherwood Secondary School 25 High Street, Hamilton, ON L8T 3Z4	TURF
Sir Allen MacNab Secondary School 145 Magnolia Drive, Hamilton, L9C5P4	GRASS
Sir Winston Churchill Secondary School 1715 Main Street East, Hamilton, L8H1E3	TURF
Waterdown Secondary School 215 Parkside Drive, Waterdown, L0R2H1	TURF
Westdale Secondary School 700 Main Street West, Hamilton, L8S1A5	TURF
Westmount Secondary School Game are played at Captain Cornelius Park 150 Mountbatten Dr, Hamilton, ON L9C 3V5	GRASS

HFOA Tackle Fee Schedule

All on-field officials will be paid the same fee for leagues and games negotiated by the HFOA. If crews are car-pooling, make your own arrangements for compensating the drivers. Fees for exhibition games, jamborees, etc. will be determined by length of game and applicable travel. Fees paid to rookies from training for on-field assignments will less than the fees indicated.

Tackle	On-Field	Sticks/Balls	Timer	Notes	
CFL	N/A	\$54.00	N/A	Fees set by CFL (Last Raise 2024)	
OUA	N/A	\$58.50	\$58.50	Fees set by OUA	
OFL Fall	\$65.00	N/A	\$54.00	(2024-2026)	
OFC (CJFL)	\$83.00	\$50.00	\$50.00	Fees set by OFC	
OSFL (Atom)	\$65.00	\$54.00	\$54.00	Fees Raised in 2024	
OSFL (Pee Wee)	\$65.00	\$54.00	\$54.00	Fees Raised in 2024	
OSFL (Bantam)	\$65.00	\$54.00	\$54.00	Fees Raised in 2024	
OSFL (Junior Varsity)	\$76.00	\$54.00	\$54.00	Fees Raised in 2024	
OSFL (Varsity)	\$76.00	\$54.00	\$54.00	Fees Raised in 2024	
High School Football	\$50.00	\$50.00	\$41.00	(2022-2024)	

HFOA HANDOUTS

Penalty Application

PP – Point of Possession
PLS – Previous Line of Scrimmage
PPG – Point Possession Gained
PBD – Point Ball Dead

Minor Fouls

- Before First down – PLS
- After First Down – PP
- After Change of Possession – PP
- In Flight – PPG Exception: Contacting the Kicker

Major Fouls

- Before First down – PLS or PBD
- After First Down – PP or PBD
- After Change of Possession – PP or PBD
- In Flight – PPG or PBD Exception: Roughing the Kicker
- After Ball is dead – PBD

Objectionable Conduct will always be applied at the end of the play

Double Fouls

- 2 or more fouls on the same team
- If both fouls are minor fouls, only one can be applied as above
- If you have a minor and a major
 - If both accepted then apply at application of minor foul
 - Always apply minor first then Major when walking off the penalties
 - The minor is restricted to half the distance to goal line
 - Minor can be declined to accept play then apply Major as above

Dual Fouls

- When each team commits one or more fouls
- No Change of Possession
 - If both fouls before yards are gained, balance at PLS, NO OPTIONS
 - If both fouls are after yards are gained, balance at PP of first foul
 - One foul before first down one after, balance at PLS
 - The non-offending team of the first foul always has the option of declining the first penalty subject to the second foul being applied against them
 - Once one of the penalties is declined you would apply as though one foul occurred

Example: Offside Team B, Holding Team A after First down was gained. Team A would decline the Team B offside, take the gain subject to the holding call being applied against them at PP of the Holding call
- Change of Possession
 - If both fouls occur before the change of possession, apply as above
 - If both fouls occur after the change of possession, balance at PP of the first foul
 - If one occurs before the change of Possession and one occurs after the change of possession, balance at point of application of the first foul
 - The non-offending team of the first foul always has the option of declining the first penalty subject to the second foul being applied against them
 - Once one of the penalties is declined you would apply as though one foul occurred

Example: Offside Team A, Holding Team B during the return of an Interception. Team B would decline the Offside, take the interception and apply the holding at PP during the return
- Automatic First down will be awarded if the Team B foul is a major foul
- No automatic first down is awarded if the both teams foul are major fouls
- Pass Interference is not an automatic first down in a dual foul situation
- Non Yardage fouls are 10 yard penalties in a dual foul situation, Examples: Intentional Grounding, Pass Interference less than 15 yards
- Both penalties must be accepted for the dual penalty rule to apply, If one team declines the penalty, the remaining penalty is applied as a single penalty

The End Zone

- Own Goal
 - If Team A commits a foul in its own goal while in possession of the ball in goal, Team B shall be awarded two points or option
 - If Team B commits a foul in its own goal while in possession of the ball in goal, Team A shall be awarded a score of 1 or 2 points unless the ball is in the end zone as the result of a fumble recovery or interception then penalty will be applied from the B20, or option
- Opponents Goal
 - If Team A commits a foul in the Team B end zone on a play from scrimmage, apply penalty as if it occurred in the field of play, Exception: No Yards, will be applied from Team B's 10 yard line
 - If Team B commits a foul in the Team A end zone, apply the penalty as if it occurred in the field of play

Converts

- Foul by Team A
 - If convert is successful, Team B has option of applying penalty at PLS or on subsequent Kickoff , convert will be repeated in either option
 - If convert is unsuccessful, Apply penalty on Kickoff
- Foul by Team B
 - If convert is successful, Team A has option of applying penalty at PLS or on subsequent Kickoff , convert will be repeated at Team A's option
 - If convert is unsuccessful, Team A has option of applying penalty at PLS or on subsequent Kickoff , convert will be repeated in either option

Illegal Interference on a Loose Ball

- In the field of Play by either team, Loss of ball at Point of Penalty
- In your own end zone, The non offending team will take possession of the ball at the opponents 10 yard line or PLS whatever is more beneficial to them, or option
- If Team A commits Illegal Interference in the Team B end zone, Team B will take possession at their 10 yard line or option
- If Team B commits Illegal Interference in Team A's end zone, Team A will take possession at the 10 yard line or PLS whichever is more beneficial to them, or option

ILLEGAL CONTACT ON RECEIVERS

- 1) Illegal contact is a defensive foul that takes place before a pass is thrown.
- 2) A defender may contact a receiver in the neutral zone (up to one yard in depth on their own side of LS). A defender may “jam” a receiver in the neutral zone, but may not cut block, clutch or grab him in the neutral zone or as he is proceeding downfield.
- 3) Once off the LS, the receiver has the right to run his pattern.
- 4) Beyond the neutral zone, a defender may defend his position but only by using his hands and arms to ward off an offensive player who is threatening his established defensive position.
- 5) Knocking down, or taking down a receiver, where a defender is not defending his position and is in fact attacking a receiver is a foul. This action should be called no matter which end of the line of scrimmage it happens on, no matter where the QB is looking.
- 6) Defenders may re-route receivers but not by stepping up, or stepping out, and attacking them. They may only defend their position.
- 7) Defenders may alter their established position by moving their feet. Defenders may then defend that new position or their “line” on the field. If the defender can achieve a position where they are face up on a receiver and use hands and arms to defend their position, there is no foul.
- 8) Incidental contact between offensive and defensive players is not a foul.

PASS INTERFERENCE

- 1) Team A Behind the LOS – Team A May interfere with an opponent up to the limit of the neutral zone, until the pass has been touched by an eligible receiver, except against a Team B player about to intercept the forward pass. Team A players who are carrying out normal blocking tactics to protect the passer shall not be penalized for interference against Team B player who is about to intercept the pass if the Team A player is unaware that such an interception is imminent.
- 2) Team B Behind the LOS - Team B cannot interfere with any eligible Team A player attempting a catch the pass or to whom the ball is thrown.

- 3) Defenders do not have to play the ball - however, if they are not playing the ball, they may not contact, or faceguard, a receiver.
- 4) Faceguarding is identified as hand or arms up in the air above shoulder level, and interfering with the receiver's view of the flight and arrival of the ball – this requires the hands and/or arms to be held up for a period of time.
- 5) Faceguarding and then turning to look for the ball is illegal.
- 6) Turning to look back for the ball and then putting hands up is legal.
- 7) A defensive player who is not playing the ball but perfectly times putting his hands and arms up in the air at the instant the ball arrives is not face guarding and is performing a good defensive play.
- 8) When two players are both looking at the ball and playing the ball and/or when two players are not looking at the ball and are not playing the ball and have contact, there is no f. p. int.
- 9) Both offensive & defensive players have a right to attempt to catch the pass. This is true even if contact is a collision, as long as both are playing the ball or both are not playing the ball.
- 10) An offensive or defensive player is not allowed to “go through” an opponent to get to the ball even though they are technically playing the ball.
- 11) If two players are not playing the ball, incidental contact that occurs that does not affect the pattern of an eligible receiver is not F. P Int.
- 12) If one player is playing the ball, and the other not playing the ball, contact by player not playing the ball is F. P.Int.
- 13) A player who has gained “position” will not be considered to have impeded or restricted an opponent in a prohibited manner, if all such actions are a bona fide effort to go to, and play the ball
- 14) On an underthrown pass, if a player tries to come back to play the ball and is prevented from doing so by another player's established position there is no foul – however if a player stops his forward momentum to play the ball and the opponent runs into him while not playing the ball there could be a F. P. Int. foul, depending on whether the ball is ruled catchable or not.

ILLEGAL BLOCKS:

Some thoughts on illegal blocks. This is a tough one to call when everyone is moving so fast and are usually in a concentrated area.

There will be times when the blocks will jump right out at you with very little effort. And then there are times when you think you are struggling because you see none. Go figure. Don't worry about it, perhaps the coaches are coaching their players not to hit from behind and the players are listening.

In viewing the action going down field, don't worry too much about opposing players who are directly next to one another as progress downfield. By their position to one another, an illegal block is not likely. Give your attention to the situations where a cover team player is being trailed directly behind, by a return team player as they run down the field. This is a potential illegal block evolving. If the return team player does not work hard to loop out and get an approach angle to one side or the other of the cover player, then the potential is even greater for an illegal block. If you see the return team player loop to the outside of his target, he is trying to get an angle on him so that he can make contact on the side.

No matter which of the above cases presents itself to you, you have to **ensure** that you see the contact from the point even before it happens. If you see the contact half way through the block, keep your flag in your pocket. If you see space between the two players and then see the initial contact, you have the prerequisite information to start to formulate a possible call. Now you have to judge whether the contact was on the side, on the back corner or on the back. Contact on the back should be easy. Make sure that it is directly on the back. When the contact is on the side or the back corner are the ones that require greater evaluation. One piece of evidence that you can potentially use to help with that decision is how the blocked player falls. The theory being that if he was hit with force from the back or back corner, he will have a tendency to fall face first. Reaction is - an illegal block. If he is contacted on the side, he will have a tendency to fall on his opposite side or on his back. Reaction is - a legal block. Having said that, don't make your call based entirely on how the blocked player falls. That is a dangerous way of evaluating. However, if you see all of the other pieces of evidence and then observe the landing, it might be the final piece of the puzzle that helps you to decide.

See the entire play from before its beginning to the landing on the ground and you should be in good shape.

The Kicking Game

Types of Kicks

1. Place Kick
 - Made by kicking the ball while it is held on the ground by a Team A player, who shall be considered offside with reference to the position of the ball.
 - A tee made be used as long as the ball is not more than 1 inch off the ground.
 - A field goal can be scored if it goes between the uprights.
2. Punt
 - Made by dropping the ball from the hands and kicking it before it touches the ground.
3. Dribbled Ball
 - Made by kicking the ball when it is loose (not in possession of any player).
 - Only players of the dribbling team that are onside when the ball is dribbled are eligible to legally recover it
 - A rouge can be scored as the result of a dribbled ball.
 - No Yards does not apply to a dribbled ball.
4. Return Kick
 - Made by a player after he has received the ball from a punt, drop or place kick from an opponent.
 - No Yards still applies on the return kick.
5. Quick Kick
 - A kick from scrimmage where the kicker does not take the normal kicking position.
6. Open Field Kick
 - Made after the ball has been advanced across the Line of Scrimmage or after a turnover by the opponents
7. Drop Kick
 - Made by dropping the ball from the hands and kicking it just as it rebounds from the ground.
 - Can occur at any point in a game
 - A field Goal can be scored if it goes between the uprights
 - Very rare, have never seen one live in my career

Kick Off

Points of Kick Off

- 45 yard line at the start of the first, third periods or after a touchdown
- 45 yard line after a Field Goal, The team scored against may elect to scrimmage the ball from its own 35 yard line.
- A Line 10 yards back from center field on a non regulation field
- 35 yard line after a safety touch – 3 options
- Any Penalty distance from a penalty called on the previous play will be applied on the KO at the above points

Neutral Zone

- The area from the line of Kick off to 10 Yards in advance of the line of kickoff, from sideline to sideline.

Legal Kick Off

- The ball must travel 10 yards or be touched prior to by an opponent
 - Penalty to Team A, L5 Kick off repeated or B Possession at point of recovery by Team A or out of bounds spot or option
- The ball shall not go out at the sideline unless touched by a player
 - L5 kick off repeated or possession at out of bounds spot or possession 25 yards in advance of kick off
- The ball shall not go out of the end zone in flight without being touched by a player
 - No Point, Team B will scrimmage at their 20 yard line
- The ball shall not strike the goal post assembly in flight
 - No Point, Team B will scrimmage at their 20 yard line

Offside

- At the instant the ball is snapped Players of both teams must remain on their side of the neutral zone
- The holder of a kick off can be in the neutral zone and will still be considered onside
- The kicker is always considered onside

Interference

- Team B players can interfere with an opponent within bounds after the ball is kicked until it is declared dead, provided the contact is made at or above the waist
- Team A players may use their hands and arms to ward off blockers and may use their bodies in blocking against players protecting the ball carrier, provided that the initial contact is made at or above the waist

Kick from Scrimmage and Return Kick

- A player offside in relation to the kicker shall not be the first person to touch the ball, Penalty L15
- A person offside in relation to the kicker shall allow 5 yards to an opponent attempting to gain possession of a kicked ball. The five yard zone is a circle with a 5 yard radius with the center being the ball at the instant it is touched, Penalty L15 or L5 depending on if the ball bounced first or not
- A person offside in relation to the kicker and who hovers over the ball or interferes with the Team B player attempting to gain possession will be assessed a 15 yard penalty even if the ball has bounced.
- If a offside player invades the 5 yard zone and contacts a receiving player who is attempting to play the ball will be subject to an additional penalty of 15or 25 yards in addition to the No Yards penalty
- If the kicker or onside player is the first to touch or recover the ball there will be no “No Yards” penalty regardless if there are other Team A players within the zone

Blocked Kick

- A Blocked kick is a kick from scrimmage where, after being kicked, is prevented from crossing the Line of Scrimmage because of contact with an opponent or a player of Team A who is offside
- On a return kick, a blocked kick is one where the ball is touched simultaneously with or immediately following the ball being kicked and then travels in a direction parallel to or in the direction of the kicking teams dead line
- When the ball is blocked and legally recovered by Team A, the continuing play shall be considered as any other play from scrimmage and the blocked kick is disregarded
- When Team B legally recovers a Blocked kick, continuity of downs is broken and blocking is restricted to at or above the waist
- When a kick is blocked directly out of bounds with the last touching by Team B, 1st down will be awarded to Team B at the point of touching or the out of bounds spot whichever is closer to their goal line
- When a kick is blocked directly out of bounds with the last touching by Team A, On 1st or 2nd down downs will continue, on 3rd down , 1st down will be awarded to Team B at the point of touching or the out of bounds spot whichever is closer to Team A’s goal Line
- When a kicked is blocked and the ball goes dead in Team A possession in the end zone or last touched by Team A before going out of bounds in the end zone or goes directly out of bounds in the end zone will result in a safety touch
- When a kicked is blocked and directed into the end zone by Team B see Rule 5 Section 3 Article 4 (b)

Miscellaneous

- A player may not use the body of another player anywhere in bounds in a way to elevate himself in an attempt to block a punt, field goal or convert attempt
- A scrimmage kick/Return Kick which travels only a short distance across the Line of Scrimmage and prevents players from giving yards shall be whistled dead as soon as the ball touches the ground or is descending with possession awarded to the receiving team and no penalty applied. The receiving team will be entitled to one more play regardless of the time on the clock.
- The ball will not be whistled dead if in the above situation the ball is dropping into the end zone
- The kicker or onside player may be the first to player to legally recover the ball. No contact shall be made with the opposing receiver unless in the opinion of the referee the contact was incidental and unavoidable
- If a scrimmage kick is lying in the end zone and before it is touched by an opponent a player of the kicking team illegally recovers the ball, there shall be no score and the opponent will take the ball at their own 35 yard line or the PLS if the it was after a missed field goal from outside the 35 yard line
- On a kick from scrimmage which enters the end zone, if the receiving team successfully advances the ball out of their end zone and retain possession, they will be entitled to the ball at their 20 yard line or where it becomes dead at the option of Team B
- A kicked ball striking the opponents goal post assembly in flight shall be dead immediately and awarded to the receiving team 1st down at their 20 yard line