



**LOUISIANA
SPORTS WRITERS
ASSOCIATION**



HIGH SCHOOL FOOTBALL STATS 101

A GUIDE TO TAKING ACCURATE FOOTBALL STATISTICS

The right side of the page features large, stylized geometric shapes in shades of blue and black, including a large arrow pointing left and a mountain-like shape below it.

INTRODUCTION

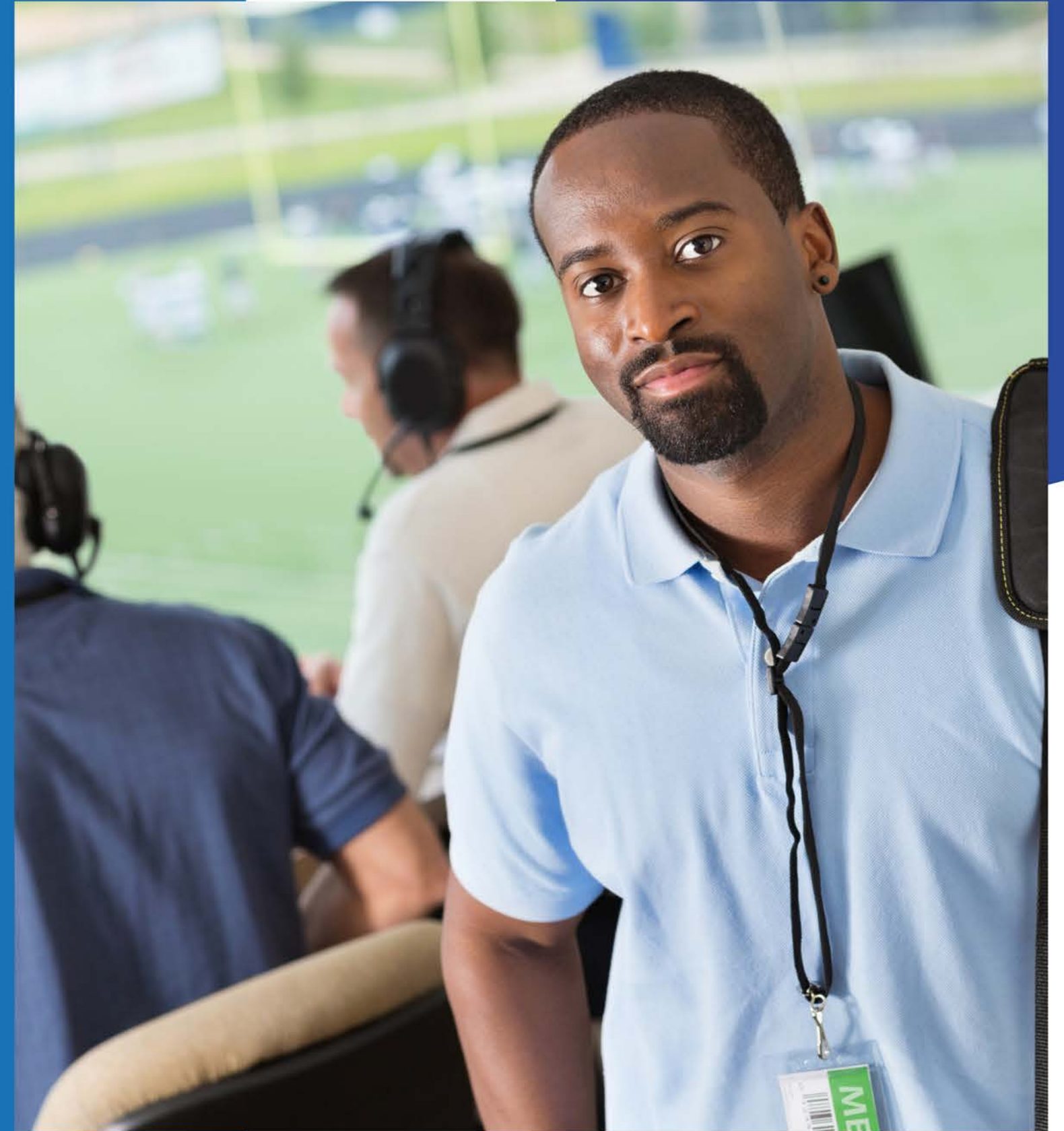
Hello fellow statisticians!

Thank you for being so interested in helping keep track of your team's game and season stats.

In an effort to educate everyone on taking accurate football statistics, the Louisiana Sports Writers Association (LSWA) has put together a quick start guide with explanations, situational information plus more!

Please note that everyone keeps track of stats in their own way. We encourage all to use this as a guide but feel free to stat your games in a way in which you are comfortable!

We are excited for a new year of high school football! Have fun!



DOWN & DISTANCE EXPLAINED

DOWN

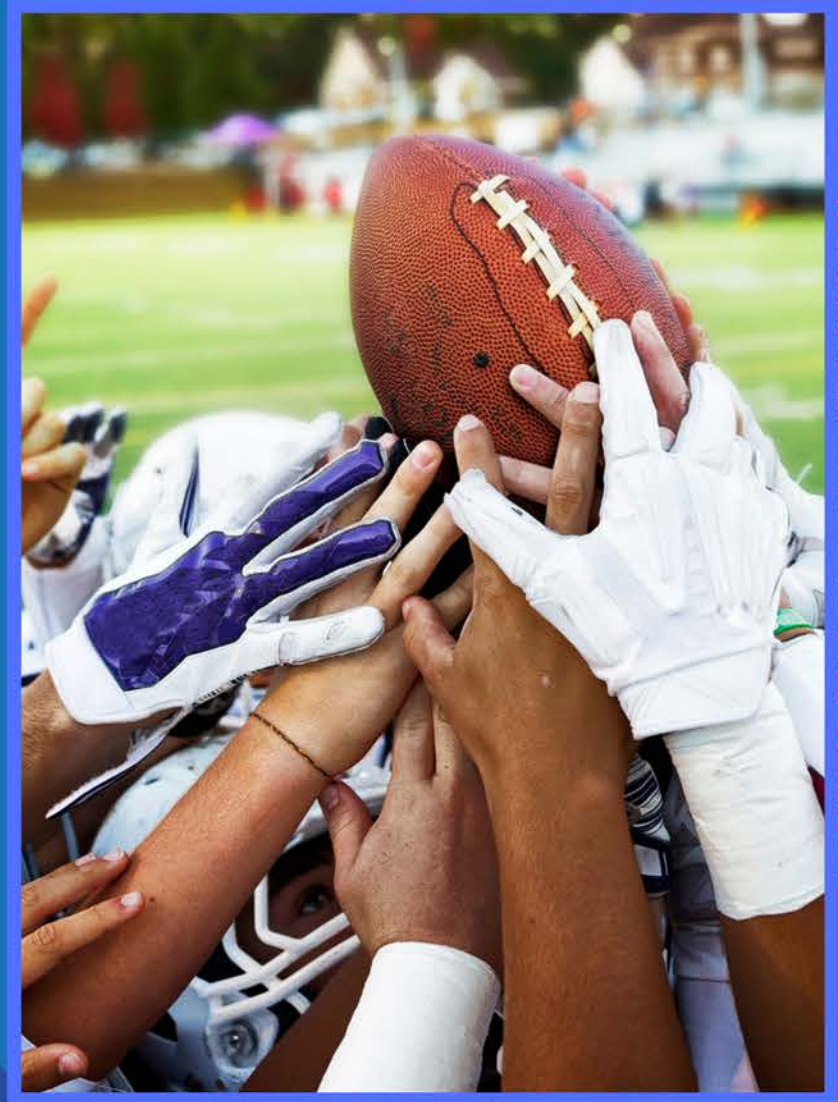
- AN OFFENSIVE PLAY.
- A TEAM'S OFFENSE IS GIVEN FOUR DOWNS TO MOVE 10 YARDS TOWARD THE OPPONENT'S END ZONE.

DISTANCE

- THE NUMBER OF YARDS A TEAM NEEDS TO GET A NEW SET OF DOWNS.
- IF THEY MAKE THE 10 YARDS NEEDED WITHIN 4 DOWNS, THEY ARE GIVEN A NEW SET OF DOWNS. "FIRST DOWN"
- IF THEY DON'T MAKE IT THE REQUIRED 10 YARDS, THE OTHER TEAM'S OFFENSE TAKES POSSESSION OF THE BALL.



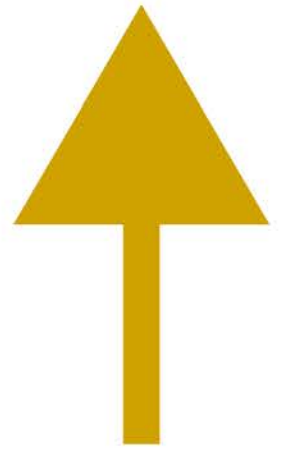
DOWN & DISTANCE EXPLAINED



1ST AND 10



FIRST OF
FOUR DOWNS



YARDS TO GO
TO ACHIEVE
ANOTHER
FIRST DOWN

DOWN & DISTANCE EXPLAINED

1ST AND GOAL



FIRST OF
FOUR DOWNS



INSTEAD OF
10 YARDS FOR
A NEW FIRST
DOWN, THE GOAL
LINE IS THE GOAL

HOW TO GET A FIRST DOWN

BREAKDOWN

A FIRST DOWN IS CREDITED WHEN...

- **THE YARDSTICKS ARE ORDERED FORWARDS**

(VIA RUN OR PASS - GAINING THE REQUIRED 10+ YARDS)

- **A TOUCHDOWN IS SCORED**

(IF THERE WAS AN OPPORTUNITY TO GET A FIRST DOWN)

- **WHEN A PENALTY RESULTS IN A FIRST DOWN**

SPOTTING THE FOOTBALL

IF ANY PART OF THE FOOTBALL IS TOUCHING THE VERTICAL PLANE (HASH MARK) ABOVE ANY YARD STRIPE, SPOT THE BALL FROM THAT YARD LINE.

IF THE FOOTBALL IS BETWEEN TWO HASH MARKS, SPOT THE BALL FORWARD TOWARDS THE NEXT LINE (NEAREST THE INTENDED GOAL)

SPOTTING THE FOOTBALL

FOUR EXCEPTIONS TO SPOTTING THE FOOTBALL:

EXCEPTION #1: ON ANY CHANGE OF POSSESSION, IT IS POSSIBLE THAT THE YARD LINE FOR ONE TEAM MAY NOT BE THE SAME AS THAT OF THE OTHER TEAM.

EXCEPTION #2: IN CERTAIN SITUATIONS WHERE THERE IS LESS THAN 1 YARD TO GAIN FOR A FIRST DOWN, SPOT THE BALL BACK 1 YARD TO CONFORM WITH THE PRINCIPLE THAT THERE MUST ALWAYS BE 1 YARD REMAINING FOR A FIRST DOWN (OR TOUCHDOWN)

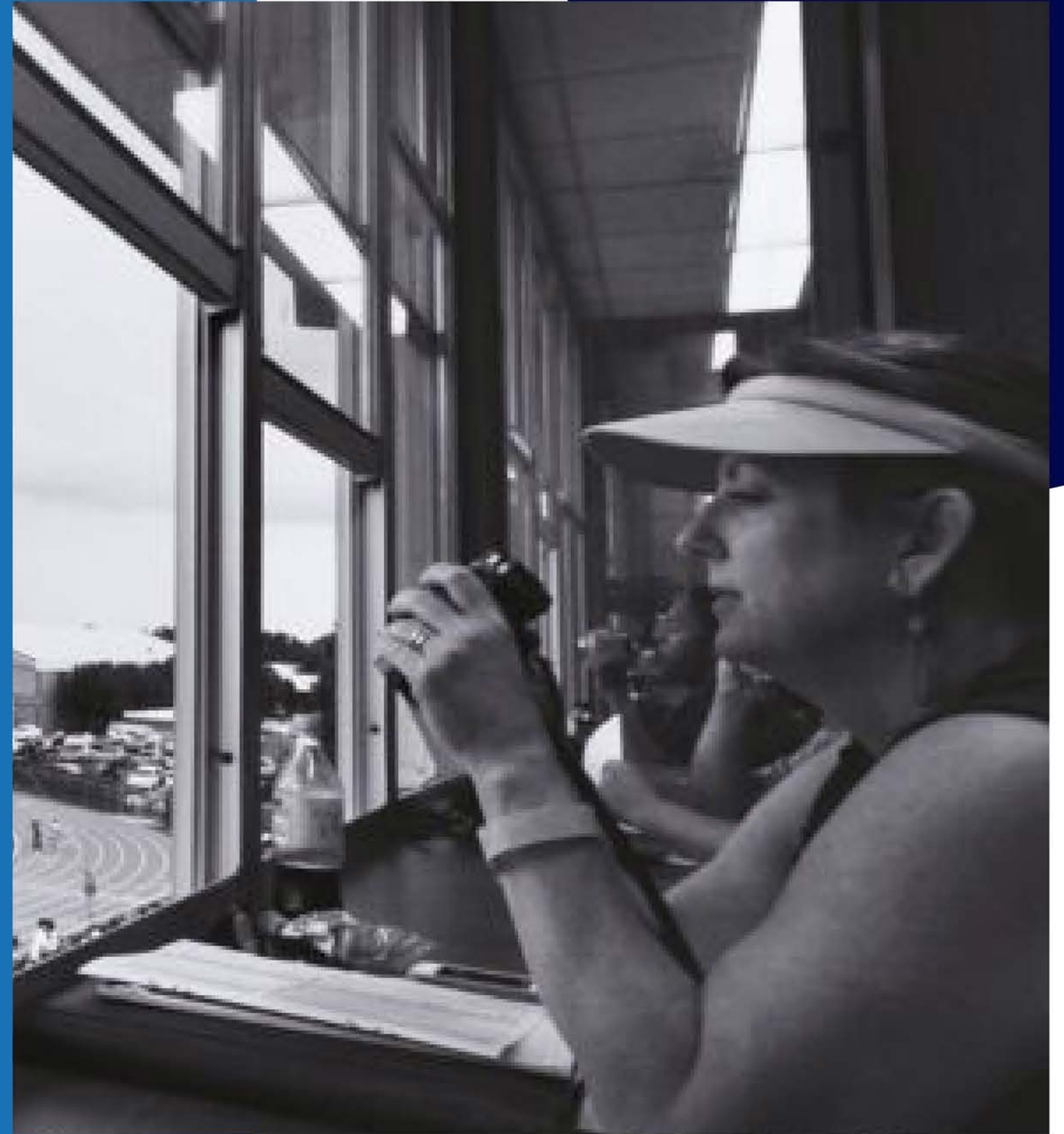
SPOTTING THE FOOTBALL

FOUR EXCEPTIONS TO SPOTTING THE FOOTBALL:

EXCEPTION #3: WHEN GETTING A NEW FIRST DOWN, THE BALL RESTS JUST OUTSIDE A DEFENSIVE TEAM'S 10-YARD LINE. RECORD THE YARDS GAINED TO THE 10-YARD LINE BUT DESIGNATE THE NEW SCRIMMAGE LINE AS THE 11-YARD LINE, AS IT WOULD BE POSSIBLE FOR THE OFFENSIVE TEAM TO ADVANCE FOR A FIRST DOWN WITHOUT SCORING A TOUCHDOWN.

EXCEPTION #4: WHEN THE BALL IS BETWEEN THE 1-YARD LINE AND THE GOAL LINE WITH THE FORWARD POINT OF THE BALL CLOSEST TO THE GOAL LINE, THE BALL IS CONSIDERED TO BE AT THE 1-YARD LINE.

HOW TO USE A STAT SHEET



RECOMMEND TAKING PLAY-BY-PLAY



**TAKING PLAY-BY-PLAY HELPS IN
CASE THE GAME SPEEDS UP**

- TAKE NOTES ON THE PLAY
- TRANSFER THE NUMBERS TO THE
STAT SHEET

**HELPFUL TO RECAP THE KEY
SCORING OR GAME-WINNING
DRIVES.**

3RD DOWN CONVERSIONS

1	2	3	4	5	6	7	8	9	10	11	12	13

1	36											
2	37											
3	38											
4	39											
5	40	1										
6	41	2										
7	42	3										
8	43	4										
9	44	5										
10	45	6										
11	46	7										
12	47	8										
13	48	9										
14	49	10										
15	50	11										
16	51	12										
17	52	13										
18	53	14										
19	54	15										
20	55	16										
21	56	17										
22	57	18										
23	58	19										
24	59	19										
25	60	20										

INDIVIDUAL RUSHING

TEAM RUSHING COLUMN

ALL NUMBERS REPRESENT
CUMULATIVE RUSHING
TOTALS

STAT SHEET (RUSHING)

STAT SHEET (RUSHING)

1	-2	36				
2	3	37				
3	15	38				
4	21*	39		#32	#5	#11
5		40	1	-2	5	12
6		41	2		11*	
7		42	3			
8		43	4			
9		44	5			
10		45	6			
11		46	7			
12		47	8			
13		48	9			
14		49	10			
15		50	11			
16		51	12			
17		52	13			
18		53	14			
19		54	15			
20		55				

SAMPLE PLAY-BY-PLAY

- #32 RUSHES FOR MINUS 2 YARDS
- #5 RUSHES FOR 5 YARDS
- #11 RUSHES FOR 12 YARDS
- #5 RUSHES FOR 6 YARDS AND A TD

TEAM RUSH (LEFT COLUMN) IS CONTINUOUS CUMULATIVE
ASTERIKS INDICATE TOUCHDOWN

IT'S IMPORTANT TO FIND A FORMAT THAT BEST SUITS YOU.
PEOPLE HAVE DIFFERENT VARIANCES OF STATKEEPING

STAT SHEET (PASSING)

ALL NUMBERS REPRESENT
CUMULATIVE PASSING
TOTALS

PASSES COMPLETED

PASSES ATTEMPTED

TOTAL YARDS PASSING

TOUCHDOWNS

INTERCEPTED

OPPONENT
INTERCEPTED
YARDS
RETURNED

PASSER #1				PASSER #2				PASSER #3			
1				1				1			
2				2				2			
3				3				3			
4				4				4			
5				5				5			
6				6				6			
7				7				7			
8				8				8			
9				9				9			
10				10				10			
11				11				11			
12				12				12			
13				13				13			
14				14				14			
15				15				15			
16				16							
17				17				1			
18				18				2			
19				19				3			
20				20				4			
21				21				INTERCEPTION RET.			
22				22				No	Player	Yards	
23				23				1			
24				24				2			
25				25				3			
26				26				4			
27				27				5			

INTERCEPTION RET.

No Player Yards

1

2

3

4

5

STAT SHEET (PASSING)

#5				#11						
1	1	6		0	1		1	1		
1	2				2			2		
2	3	73	1		3			3		
	4				4			4		
	5				5			5		
	6				6			6		
	7				7			7		
	8				8			8		
	9				9			9		
	10				10			10		
	11				11			11		
	12				12			12		
	13				13			13		
	14				14			14		
	15				15			15		
	16				16					
	17				17			1		
	18				18			2		
	19				19			3		
	20				20			4		
	21				21			INTERCEPTION RET.		
	22				22			No	Player	Yards
	23				23			1	#29	25
	24				24			2		
	25				25			3		
	26				26			4		
	27				27			5		

SAMPLE PLAY-BY-PLAY

- #5 PASSES COMPLETE TO #44 FOR 6 YARDS
- #5 PASSES INCOMPLETE INTENDED FOR #32
- #5 PASSES COMPLETE TO #11 FOR 67 YARDS AND A TD
- #11 PASS INTERCEPTED BY OPPONENT #29 AT THE B14 AND RETURNS TO THE B39.

IT'S IMPORTANT TO FIND A FORMAT THAT BEST SUITS YOU. PEOPLE HAVE DIFFERENT VARIANCES OF STATKEEPING

RECEIVERS NAME



INDIVIDUAL
RECEIVING YARDS



RECEIVER #1	RECEIVER #2	RECEIVER #3			
1	1	1	1	1	1
2	2	2	2	2	2
3	3	3	3	3	3
4	4	4	4	4	4
5	5	5	5	5	5
6	6	6	6	6	6
7	7	7	7	7	7
8	8	8	8	8	8
9	9	9	9	9	9
10	10	10	10	10	10
11	11	11	11	11	11
12	12	12	12	12	12
1	1	1	1	1	1
2	2	2	2	2	2
3	3	3	3	3	3
4	4	4	4	4	4
5	5	5	5	5	5
6	6	6	6	6	6
7	7	7	7	7	7
8	8	8	8	8	8
9	9	9	9	9	9
10	10	10	10	10	10
11	11	11	11	11	11
12	12	12	12	12	12

ALL NUMBERS REPRESENT
CUMULATIVE RECEIVING
TOTALS

STAT SHEET (RECEIVING)

STAT SHEET (RECEIVING)

	#44	#11			
1	6	67*	1	1	1
2			2	2	2
3			3	3	3
4			4	4	4
5			5	5	5
6			6	6	6
7			7	7	7
8			8	8	8
9			9	9	9
10			10	10	10
11			11	11	11
12			12	12	12
1			1	1	1
2			2	2	2
3			3	3	3
4			4	4	4
5			5	5	5
6			6	6	6
7			7	7	7
8			8	8	8
9			9	9	9
10			10	10	10
11			11	11	11
12			12	12	12

SAMPLE PLAY-BY-PLAY

- #5 PASSES COMPLETE TO #44 FOR 6 YARDS
- #5 PASSES INCOMPLETE INTENDED FOR #32
- #5 PASSES COMPLETE TO #11 FOR 67 YARDS AND A TD
- #11 PASS INTERCEPTED BY OPPONENT #29 AT THE B14 AND RETURNS TO THE B39.

IT'S IMPORTANT TO FIND A FORMAT THAT BEST SUITS YOU.
PEOPLE HAVE DIFFERENT VARIANCES OF STATKEEPING

STAT SHEET (OTHER)

THIS PORTION OF YOUR STAT SHEET REPRESENTS MISCELLANEOUS (BUT IMPORTANT) STATS

- INCLUDE HOW MANY YARDS FOR EACH PENALTY
- FOR KICKOFF & PUNT RETURNS, INCLUDE THE NUMBER OF RETURNER AND HOW MANY YARDS ARE GAINED ON RETURN
- FOR PUNTS, INCLUDE NUMBER OF PUNTER, AND HOW LONG THE PUNT WAS. IN THE SECOND COLUMN, CONTINUE TO TALLY TOTAL YARDS IN PUNTS, IN THIRD COLUMN, CONTINUE TO AVERAGE ALL PUNTS.
- FOR FIELD GOALS, NUMBER OF KICKER AND HOW LONG EACH ATTEMPT IS AND WHETHER IT'S GOOD OR NO GOOD

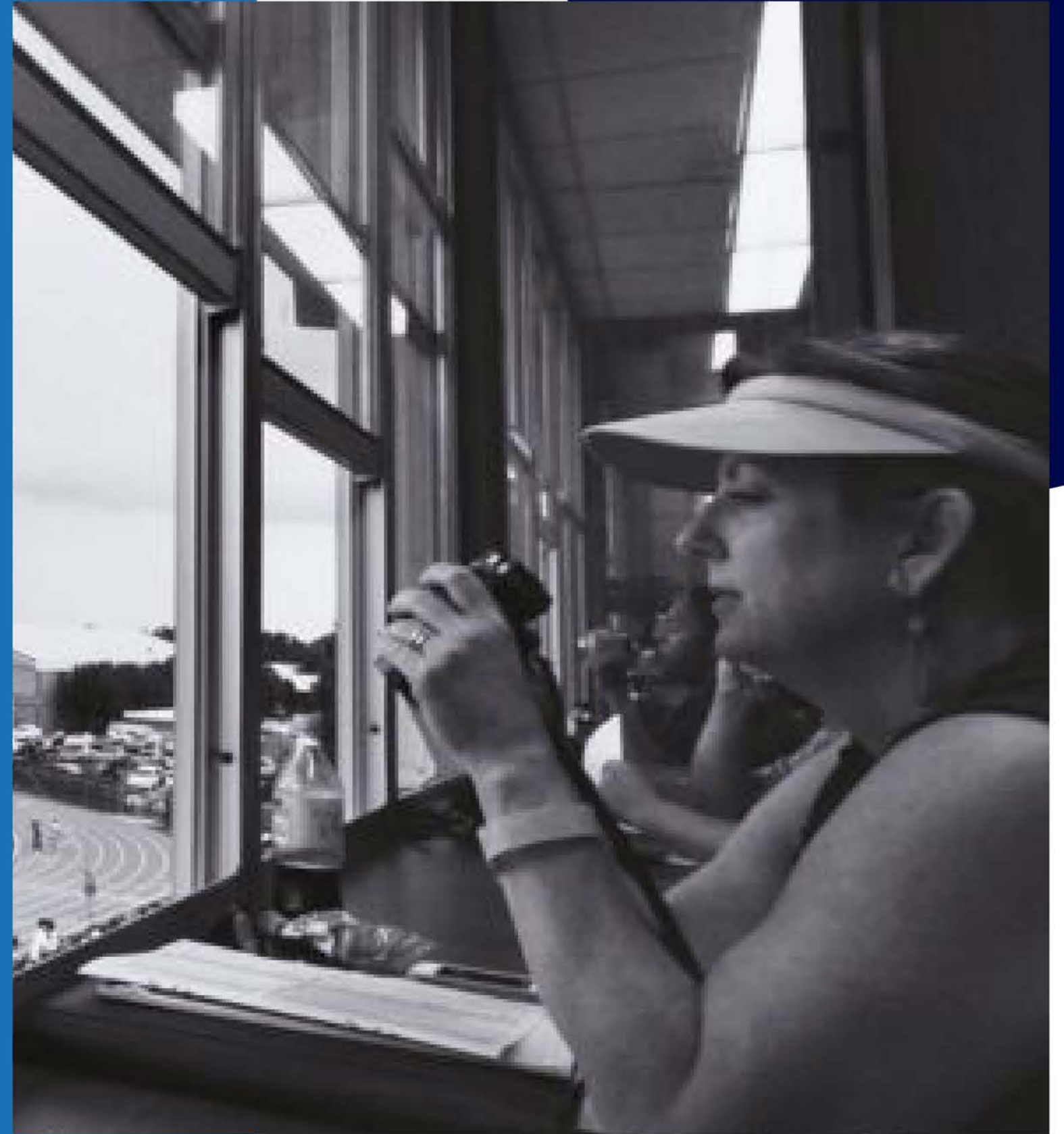
(TIP): FOR FIELD GOALS, ADD 10 YARDS (LENGTH OF END ZONE) TO THE YARDAGE LINE FOR TOTAL YARD ATTEMPT.

EXAMPLE: KICKING FROM 25 YARD LINE... ADD 10 YARDS FOR A 35-YARD FG ATTEMPT

PENALTIES				KICKOFF RETURNS			FUMB-LOST	
1	10	9		#16			1	1
2	15	10		35		1	2	2
3	30	11				2	3	3
4	35	12				3	4	4
5		13					5	5
6		14				1	6	6
7		15				2	7	7
8		16				3	8	8
False-		Offside-					9	9
Hold-		PassInt-					10	10
						1	11	11
						2	12	12
PerFoul-		FaceMask-				3		
PUNTS				OPP. PUNT RETURNS			FIELD GOALS	
#48				#6			#48	
1	48			1	10	1	22	G
2	52	100	50.0	2		2	39	NG
3				3		3		
4				4				
5				5		1		
6				6		2		
7				7		3		
8				8				
9				9		1		
1				0		2		
2								

ALL NUMBERS REPRESENT CUMULATIVE YARDAGE TOTALS

SITUATIONAL & OTHER INFO



RUSHING PLAYS & SITUATIONS

ANY PLAYER WHO CARRIES THE BALL IS CREDITED WITH PLUS OR MINUS YARDAGE FROM THE LINE OF SCRIMMAGE TO THE SPOT WHERE THE BALL IS DECLARED DEAD.

EXAMPLE:

RUSH BY #32

A32 TO A49 = +17 YARD RUSH

B49 TO A41 = MINUS 10 YARD RUSH

RUSHING PLAYS & SITUATIONS

IF A QUARTERBACK DROPS BACK TO PASS
AND IS SACKED, IS IT A RUSHING OR
PASSING PLAY?

ANSWER: RUSHING PLAY

PASS ATTEMPT TO #11
SACKED FROM A32 TO A27 -> MINUTES 5
YARD RUSH

TAKES OFF AND RUNS FROM A27 TO A49 ->
22 YARD RUSH

RUSHING PLAYS & SITUATIONS

IN A RUN-OPTION PLAY INVOLVING A PITCH TO THE TRAILING BACK:

- CREDIT THE TRAILING BACK WITH THE RUSH ATTEMPT AND TOTAL YARDAGE GAINED AND LOST.
- THE PLAYER WHO PITCHES IS NOT CREDITED WITH A RUSH ATTEMPT OR YARDAGE.

RUSHING PLAYS & SITUATIONS

ON PLAYS THAT DO NOT INVOLVE A RUN-OPTION PLAY BUT CONTAIN LATERALS BEYOND THE LINE OF SCRIMMAGE, CREDIT ALL PLAYERS WITH YARDS GAINED/LOSS BUT ONLY ONE RUSHING ATTEMPT CAN BE CREDITED.

QUICK QUIZ: FROM THE 50-YARD LINE, #6 ADVANCES TO TEAM B'S 30-YARD LINE WHERE #6 PASSES BACKWARD TO ALIKA WHO CATCHES THE BALL AT TEAM B'S 32-YARD LINE. #12 THEN ADVANCES TO TEAM B'S 25-YARD LINE AND IS DOWNED.

#6 - HOW MANY YARDS?

#12 - HOW MANY YARDS? WHO GETS THE RUSHING ATTEMPT?

RULING:

ADAM IS CREDITED WITH A "RUSHING ATTEMPT" AND 18 YARDS RUSHING.

ALIKA IS CREDITED WITH 7 YARDS RUSHING BUT NO "RUSHING ATTEMPT."

RUSHING PLAYS & SITUATIONS

FUMBLES OR ERRANT PITCH

IF, IN THE STATISTICIAN'S OPINION, AN ERRANT PITCH OR FUMBLE PRECLUDES THE INTENDED RECEIVER AN OPPORTUNITY TO ADVANCE, OR RESULTS IN NO GAIN OR A LOSS ON THE PLAY, CHARGE THE ORIGINAL BALL HANDLER WITH A RUSH ATTEMPT AND YARDAGE LOST.

SITUATION 1: TEAM A'S BALL ON TEAM B'S 30. #6'S PITCH TO #12, IN THE STATISTICIAN'S OPINION, IS ERRANT AND #12 IS DOWNED ON TEAM B'S 32. CHARGE #6 WITH A RUSH OF MINUS 2 YARDS.

RUSHING & PASSING PLAYS

SIMILAR TO RUSHING, ALL PASSING YARDS GAINED OR LOST ON EACH COMPLETED PLAY ARE CREDITED TO BOTH PASSER AND RECEIVER.

(ALL YARDS THROWN BY PASSERS MUST MATCH WITH YARDS GAINED BY ALL RECEIVERS)

NOTE: A SHOVEL PASS IS CONSIDERED A FORWARD PASS

PASSING PLAYS & SITUATIONS

SIMILAR TO RUNNING PLAYS, IF THERE ARE ANY LATERALS BEYOND THE LINE OF SCRIMMAGE, CREDIT ALL PLAYERS WITH YARDS GAINED/LOSS BUT ONLY ONE RECEPTION CAN BE CREDITED.

QUICK QUIZ: FROM THE 50-YARD LINE, QB #6 PASS IS COMPLETED TO WR #12 AT TEAM B'S 30-YARD LINE WHERE WR #12 ADVANCES TO THE B26 AND LATERALS TO WR #3 WHO CATCHES THE BALL AT THE B28 AND SCORES A TOUCHDOWN.

WHAT IS QB #6 CREDITED FOR?

#12 & #3 GETS HOW MANY YARDS? WHO GETS FOR THE RECEPTION?

RULING:

QB #6 - PASS COMPLETION/ATTEMPT FOR 50 YARDS AND A TD.

WR #12 - 1 RECEPTION FOR 22 YARDS.

WR #3 - NO RECEPTION FOR 28 YARDS AND A TD.

PENALTY PLAYS & SITUATIONS

PENALTY YARDAGE:

PENALTY YARDS CAN RANGE FROM

- 0 YARDS (ILLEGAL TOUCHING)
- 5 YARDS (FALSE START, ENCROACHMENT, OFFSIDE)
- 10 YARDS (HOLDING)
- 15 YARDS (PASS INTERFERENCE, PERSONAL FOUL)
- SPOT FOUL PENALTIES (HOLDING, CLIPPING)
- HALF THE DISTANCE TO THE GOAL

3 TYPES OF PENALTIES

- ***PREVIOUS SPOT***
- ***SPOT FOUL***
- ***DEAD BALL FOUL***

PENALTIES & SITUATIONS

PREVIOUS SPOT:

THE OFFICIALS WILL MARCH OFF THE PENALTY FROM THE PREVIOUS SPOT AND REPEAT THE DOWN.

(RESULT: NO STATS ARE RECORDED. RECORD ONLY PENALTY YARDS AND POSSIBLE NEW FIRST DOWN)



SPOT FOUL:

THE OFFICIALS WILL MARCH OFF THE PENALTY FROM THE SPOT OF THE FOUL EITHER TOWARDS THE OFFENSE OR DEFENSE.

(RESULT: IF THE SPOT OF THE FOUL IS ENFORCED FROM BEYOND THE LINE OF SCRIMMAGE, CREDIT PARTIAL YARDS ON THE PLAY AND RECORD PENALTY YARDS)

NOTE: THE DOWN IS REPEATED SO DESPITE THE YARDS, THERE IS NO PLAY.

PENALTIES & SITUATIONS

SPOT FOUL SITUATION 1:

(1ST AND 10) TEAM A'S BALL ON TEAM B'S 40- YARD LINE. RB #32 RUSHES FOR 17 YARDS TO THE B23. A CLIPPING PENALTY IS CALLED AGAINST TEAM A ON TEAM B'S 31-YARD LINE. THE ENFORCEMENT SPOT IS THE 31-YARD LINE AND TEAM A IS PENALIZED 15 YARDS TO TEAM B'S 46-YARD LINE.

CREDIT RB #32 WITH A RUSH OF 9 YARDS AND CHARGE TEAM A WITH A PENALTY OF 15 YARDS.

(1ST AND 16) - REPEAT THE DOWN (NO FIRST DOWN)

PENALTIES & SITUATIONS

SPOT FOUL SITUATION 2:

TEAM A'S BALL ON TEAM A'S 40-YARD LINE. QB #6 RUSHES FOR 5 YARDS TO THE A45. A CHOP BLOCK PENALTY IS CALLED AGAINST TEAM A ON TEAM A'S 34-YARD LINE. THE ENFORCEMENT SPOT IS THE 34-YARD LINE AND TEAM A IS PENALIZED 15 YARDS TO TEAM A'S 19-YARD LINE.

DO NOT CREDIT QB #6 WITH A RUSH (NO PLAY)

CHARGE TEAM A WITH A PENALTY OF 21 YARDS.

PENALTIES & SITUATIONS

FROM THE END OF THE RUN OR DEAD BALL FOUL:

THE OFFICIALS WILL MARCH OFF THE PENALTY FROM WHERE THE PLAY ENDED EITHER TOWARDS THE OFFENSE OR DEFENSE.

(RESULT: ADD PLAYERS STATS TO BOTH END OF THE RUN AND DEAD BALL FOULS.)

PENALTIES & SITUATIONS

DEAD BALL FOUL SITUATION 1:

(1ST AND 10 AT THE B40) RB #32 RUSHES FOR 17 YARDS TO THE B23. A DEAD BALL PERSONAL FOUL PENALTY IS CALLED AGAINST TEAM B. THE ENFORCEMENT SPOT IS THE 23-YARD LINE AND THE BALL IS MOVED BETWEEN THE 11 AND 12- YARD LINE.

CREDIT RB #32 WITH A RUSH OF 17 YARDS AND A FIRST DOWN. CHARGE TEAM B WITH A PENALTY OF 12 YARDS AND ANOTHER FIRST DOWN.

(1ST AND 10 ON TEAM B'S 11-YARD LINE)

PENALTIES & SITUATIONS

DEAD BALL FOUL SITUATION 2:

(2ND AND 2 AT A10) QB #6 RUSHES FOR 35 YARDS TO THE A45. A DEAD BALL PERSONAL FOUL PENALTY IS CALLED AGAINST TEAM A. THE ENFORCEMENT SPOT IS THE 45-YARD LINE AND THE BALL IS MOVED TO TEAM A'S 30-YARD LINE.

CREDIT QB #6 WITH A RUSH OF 35 YARDS AND A FIRST DOWN (BY RUSHING). CHARGE TEAM A WITH A PENALTY OF 15 YARDS.

(1ST AND 10 ON TEAM A'S 30-YARD LINE)

SPECIAL TEAMS PLAY & SITUATIONS

PUNTS:

PUNTS ARE MEASURED FROM THE LINE OF SCRIMMAGE TO THE POINT WHERE THE RECEIVING TEAM FIRST GAINS OR LOSES POSSESSION OF THE BALL; OR, IF UNTOUCHED BY THE RECEIVING TEAM, TO THE POINT WHERE THE BALL IS DOWNED BY THE KICKING TEAM, IS DECLARED DEAD OR GOES OUT OF BOUNDS

SITUATION: ON 4TH DOWN, TEAM A'S BALL ON THE 50. P #44 PUNTS TO KR #10 FROM TEAM B, WHO RECEIVES THE BALL ON TEAM B'S 15 AND RETREATS TO B5 WHERE HE IS TACKLED.

CREDIT P #44 WITH A 35-YARD PUNT. CHARGE KR #10 WITH A RETURN OF MINUS 10 YARDS.

SPECIAL TEAMS PLAY & SITUATIONS

PUNTS:

IF A PUNT IS EITHER BLOCKED OR A BAD SNAP, DO NOT CHARGE THE PUNTER BUT CHARGE THE "TEAM" WITH THE PUNT.

IF THE PUNT IS BLOCKED, THE TEAM IS CHARGED WITH A 0 YARD PUNT.

SITUATION: ON 4TH DOWN, TEAM A'S BALL ON ITS 30. IN A PUNTING SITUATION, THE CENTER PASS GOES OVER P #44 HEAD. P #44 RECOVERS THE BALL AND, UNDER DURESS, PUNTS. THE BALL GOES OUT OF BOUNDS AT THE A20.

DO NOT CHARGE P#44 WITH A PUNT. CHARGE TEAM A WITH A "TEAM" PUNT OF MINUS 10 YARDS.

SPECIAL TEAMS PLAY & SITUATIONS

PUNTS:

IF THERE IS A DEFENSIVE RETURN ON A BLOCKED PUNT, IT IS TREATED AS A PUNT RETURN.

SITUATION: ON 4TH DOWN, TEAM A'S BALL ON ITS 30. P #44 PUNT IS PARTIALLY BLOCKED AND RECOVERED BY KR #4 ON THE 50 AND RETURNS IT FOR A TOUCHDOWN.

DO NOT CHARGE P #44 WITH A PUNT. CHARGE TEAM A WITH A "TEAM" PUNT OF 20 YARDS. CHARGE KR #4 WITH A PUNT RETURN FOR 50 YARDS AND A TOUCHDOWN.

SPECIAL TEAMS PLAY & SITUATIONS

PUNTS ABORTED:

PUNTS ABORTED: IF A PUNTING PLAY IS ABORTED DUE TO A BAD SNAP OR FUMBLE, CHARGE THE "TEAM" WITH A RUSH. IF THE PLAY RESULTS IN POSITIVE YARDS, CHARGE THE INDIVIDUAL PLAYER WITH THE YARDS.

SITUATION 1: ON 4TH DOWN, TEAM A'S BALL ON ITS 30. IN A PUNTING SITUATION, THE CENTER PASS GOES OVER P #44'S HEAD. P #44 RECOVERS THE BALL AND, UNDER DURESS, IS DOWNED ON TEAM A'S 10. CHARGE TEAM A WITH A "TEAM" RUSH OF MINUS 20 YARDS

SITUATION 2: IN THE SAME SITUATION AS ABOVE, ADAMS RUSHES TO TEAM A'S 32. CHARGE P #44 WITH A RUSH OF 2 YARDS.

SPECIAL TEAMS PLAY & SITUATIONS

PUNTS BECOMES A RUSH:

WHEN A PLAYER FUMBLES A PROPERLY CENTERED BALL AND THERE IS A LOSS ON THE PLAY, CHARGE THE PUNTER WITH A RUSH AND MINUS YARDAGE RUSHING. IF THERE IS A GAIN ON THE PLAY (MEASURED FROM THE LINE OF SCRIMMAGE), CREDIT THE APPROPRIATE PLAYER WITH A RUSH. IN EACH CASE, CHARGE TEAM A WITH A FUMBLE.

SITUATION 1: TEAM A'S BALL ON ITS FIVE. P #44, BACK TO PUNT, FUMBLES (A PROPERLY CENTERED BALL) AND FALLS ON THE BALL IN THE END ZONE FOR A SAFETY. CHARGE P #44 WITH A RUSH OF MINUS FIVE YARDS. CHARGE TEAM A WITH A FUMBLE.

SPECIAL TEAMS PLAY & SITUATIONS

KICKOFF RETURNS:

RETURNS ARE MEASURED FROM THE POINT WHERE THE RETURNING PLAYER FIRST GAINED OR LOST POSSESSION OF THE BALL (USING THE BACK FOOT AS A STARTING POINT) TO THE POINT WHERE THE BALL IS DECLARED DEAD OR IS LOST BY A FUMBLE.

A PLAYER MAKING A FAIR CATCH IS NOT CHARGED WITH A RETURN UNLESS HE “MUFFS” THE KICK OR PUNT, IN WHICH CASE HE IS CREDITED WITH A RETURN AND THE TEAM IS CHARGED WITH A FUMBLE.

NOTE: A MUFF IS AN UNSUCCESSFUL ATTEMPT TO CATCH OR RECOVER A BALL THAT IS TOUCHED IN THE ATTEMPT.

SPECIAL TEAMS PLAY & SITUATIONS

KICKOFF RETURNS:

ON A MULTIPLAYER KICK RETURN EXCHANGE WHEN THERE IS NO ATTEMPT BY THE FIRST PLAYER (OR THE SECOND IF MORE THAN TWO ARE INVOLVED) TO ADVANCE THE KICK, CREDIT THE LAST PLAYER HANDLING THE BALL WITH THE RETURN AND YARDAGE. COMPUTE HIS YARDAGE FROM THE POINT WHERE THE RECEIVING TEAM FIRST GAINED POSSESSION.

SITUATION: KR #10 RECEIVES THE KICK ON THE GOAL LINE, AND ADVANCES TO THE A5 ONLY IN AN EFFORT TO HAND OFF TO #55. #55 LATERALS TO #32 ON THE A3, WHO RETURNS IT TO THE A25.

DO NOT CREDIT EITHER #10 OR #55 WITH A RETURN OR RETURN YARDAGE. CREDIT #32 WITH THE ENTIRE RETURN FOR 25 YARDS.

SPECIAL TEAMS PLAY & SITUATIONS

FIELD GOALS:

FIELD GOAL ATTEMPTS ARE MEASURED FROM THE SPOT WHERE THE BALL IS KICKED TO THE GOAL POSTS (TO THE GOAL LINE PLUS 10 YARDS, SINCE THE POSTS ARE 10 YARDS BEHIND THE GOAL LINE). THE SPOT OF THE ATTEMPT IS DICTATED BY THE SAME PRINCIPLE AS USED IN DETERMINING THE LINE OF SCRIMMAGE.

NOTE: IF ANY PART OF THE BALL WHEN KICKED RESTS ON OR ABOVE ANY YARD STRIPE, CREDIT DISTANCE FROM THAT YARD LINE. IF ALL OF THE BALL RESTS BETWEEN YARD STRIPES, CREDIT DISTANCE FROM THE YARD LINE NEAREST THE INTENDED GOAL.

SITUATION: K #1 IS READY TO KICK A FIELD GOAL. THE HOLDER (QB #6) LINES UP THE BALL BETWEEN TEAM B'S 15 AND 14- YARD LINE. K #1'S KICK IS GOOD.

CREDIT K #1 WITH A 24-YARD FIELD GOAL MADE.

SPECIAL TEAMS PLAY & SITUATIONS

POSSESSION CHANGES

IF YOU PLAN TO TAKE PLAY-BY-PLAY, PLEASE NOTE THE FOLLOWING:

- TIME ON THE CLOCK AT THE START OF THE POSSESSION.
- THE NEW LINE OF SCRIMMAGE (BETWEEN THE HASH MARKS FOR TEAM B NOW TO TEAM A.

DEFENSE TACKLES & SACKS

SOLO TACKLE:

IF A BALL CARRIER IS STOPPED SOLELY OR PRIMARILY BECAUSE OF THE EFFORTS OF ONE DEFENSIVE PLAYER, THAT PLAYER SHOULD BE CREDITED WITH A SOLO OR UNASSISTED TACKLE. NO MORE THAN ONE SOLO TACKLE CAN BE CREDITED ON ANY ONE PLAY. TACKLES FOR LOSSES AND PASS SACKS SHOULD RESULT IN A PLAYER GETTING CREDIT FOR THAT ACTION AND A SOLO TACKLE.

TACKLE ASSISTS

IF TWO DEFENSIVE PLAYERS CONTRIBUTE EQUALLY TO THE STOPPING OF A BALL CARRIER, CREDIT BOTH PLAYERS WITH AN ASSISTED TACKLE, BUT GIVE NEITHER A SOLO TACKLE.

(NOTE: In a situation where there is not a solo tackle, there should not be more than two assists credited except in rare instances. In other words, on any given play one of the following may be credited: 1) one solo tackle, or 2) two assisted tackles. Only in the rarest of cases would more than two assisted tackles be credited.)

DEFENSE TACKLES & SACKS

QUARTERBACK SACK

IF THE DEFENSIVE TEAM IS CREDITED WITH THE SACK OF A PLAYER WHO IS ATTEMPTING TO PASS, THE SAME PRINCIPLES OUTLINED ABOVE AGAIN APPLY. A PLAYER CREDITED WITH A SOLO SACK ON THE PLAY ALSO IS CREDITED WITH A SOLO TACKLE AND A SOLO TACKLE FOR LOSS.

IN THE CASE OF TWO PLAYERS GETTING CREDIT FOR AN ASSISTED PASS SACK (WITH NO PLAYER BEING CREDITED FOR A SOLO PASS SACK), EACH PLAYER ALSO WOULD BE CREDITED WITH AN ASSISTED TACKLE AND AN ASSISTED TACKLE FOR LOSS.

DEFENSE

TACKLES & SACKS

QUARTERBACK SACK

IF A POTENTIAL PASSER FUMBLES THE BALL BEFORE CONTACT BY THE DEFENSE, NO PASS SACK IS CREDITED TO ANY INDIVIDUAL PLAYER. ALSO, LOST YARDAGE ON PASS SACKS IS GIVEN ENTIRELY TO THE PLAYER WITH A SOLO PASS SACK AND LOST YARDAGE IS SPLIT EQUALLY BETWEEN TWO PLAYERS WITH ASSISTED PASS SACKS. IF THE YARDAGE LOST IS AN ODD NUMBER, THEN THE YARDAGE SPLIT SHALL BE AT THE DISCRETION OF THE OFFICIAL GAME STATISTICIAN.

IN DETERMINING PASS SACKS, TAKE INTO CONSIDERATION A CASE WHERE A QUARTERBACK OR ANOTHER OFFENSIVE PLAYER MAKES AN APPARENT ATTEMPT TO PASS WHILE BEING CHASED AND GOES OUT OF BOUNDS BEHIND THE LINE OF SCRIMMAGE. IN THAT INSTANCE, GIVE THE SOLO PASS SACK, SOLO TACKLE AND SOLO TACKLE FOR LOSS TO THE PRIMARY CHASING PLAYER WHO, IN THE OPINION OF THE OFFICIAL GAME STATISTICIAN, CAUSED THE PASSER TO GO OUT OF BOUNDS.

FOR PLAYS THAT END EITHER ON THE LINE OF SCRIMMAGE OR BEYOND, THERE IS NO PASS SACK CREDITED, BUT RATHER IT IS CONSIDERED A RUSHING PLAY. THERE CAN BE NO PASS SACK WITHOUT LOSS OF YARDAGE.

QUESTIONS?

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