

What is a...?

Fan level

Rule 2: Definitions

This section's content

Rule 2 is all about definitions. It is therefore important to understand the game. It is quite 'theoretical' though.

Many rule articles refer back to chapter 2. For example, rule 9 states that 'chop blocks' are illegal. The article refers to chapter 2 for the definition of a chop block.

There seems to be no clear order in the listing of the definitions...

Note:

- Some definitions are different than 'normal' language: e.g. to complete a catch in football has more requirements than simply to have to ball in your hands
- We'll only cover a few generic definitions here. We will cover more definitions in the chapters where they are used.

Live ball, dead ball and a down

- A **live ball** is a ball in play.
- A **dead ball** is a ball not in play. Rule 4 lists the reasons when a live ball becomes dead.
- A **down** is a unit of the game that
 - starts after the ball is ready for play with a legal snap (scrimmage down) or legal free kick (free kick down)
 - and ends when the ball becomes dead



Fouls and penalties

- A **foul** is a rule infraction for which a penalty is prescribed.
- A **penalty** is a result imposed by rule against a team that has committed a foul. A penalty may include:
 - loss of yardage,
 - loss of down,
 - automatic first down,
 - disqualification
 - subtraction from the game clock
 - in special cases a score for the offended team

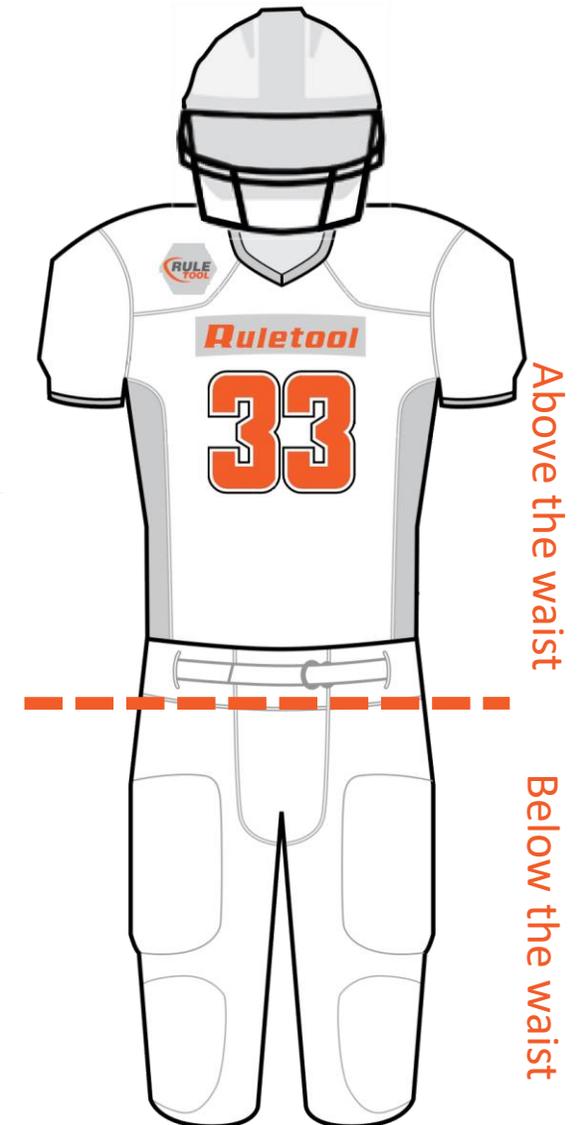


Actions with the ball

- To **fumble** the ball is to lose player possession by any act other than passing, kicking or successful handing. The status of the ball is a fumble.
- To **muff** the ball is to make an unsuccessful attempt to catch or recover a ball. The ball is touched in the attempt.
- **Batting** the ball is intentionally striking it or intentionally changing its direction with the hand(s) or arm(s).
- **Kicking** the ball is intentionally striking the ball with the knee, lower leg or foot.
- **Passing** the ball is throwing it.

Tackling and blocks

- **Tackling** is grasping or encircling an opponent with a hand(s) or arm(s).
- **Blocking** is obstructing an opponent by intentionally contacting him with any part of the blocker's body.
- **Pushing** is blocking an opponent with open hands.
- A **block below the waist** is a block in which the force of the initial contact is below the waist of an opponent



Remember: What is a...?

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