



Contra Costa County Football Officials Association

Definition of Terms

June 17th 2021

BASIC DEFINITIONS

Rule 2

In Real Estate you have heard:
Location, Location, Location

For officials:
Rule 2, Rule 2, Rule 2

Knowing definitions will help you in all situations!

CCF  A

Basic Definitions

1. Player Possession, Team Possession
2. Neutral Zone, Line of Scrimmage
3. Catch, Recovery, Touching
4. Fumble, Muff
5. Scrimmage Kick, Free Kick
6. Passing, Handing, Batting
7. Ready for Play

Player vs. Team Possession

- Player Possession (2-34-1)
 - A live ball held or controlled by a player
 - Player in possession of the ball is the “Runner”
- Team Possession (2-34-2)
 - Ball in player possession
 - One that is loose following loss of player possession
 - In possession of K until free kick is possessed by R or until ball is declared dead
 - A live ball is always in possession of one of the teams

Neutral Zone , Lines of Scrimmage

- Neutral Zone (2-28)
 - 10 yard separation between R and K on free kick
 - “Width of the ball” during a scrimmage down
- Lines of Scrimmage (2-25)
 - Vertical planes on either side of the neutral zone during a scrimmage down
 - A Player is “on the line” essentially if he is within one yard of the line of scrimmage



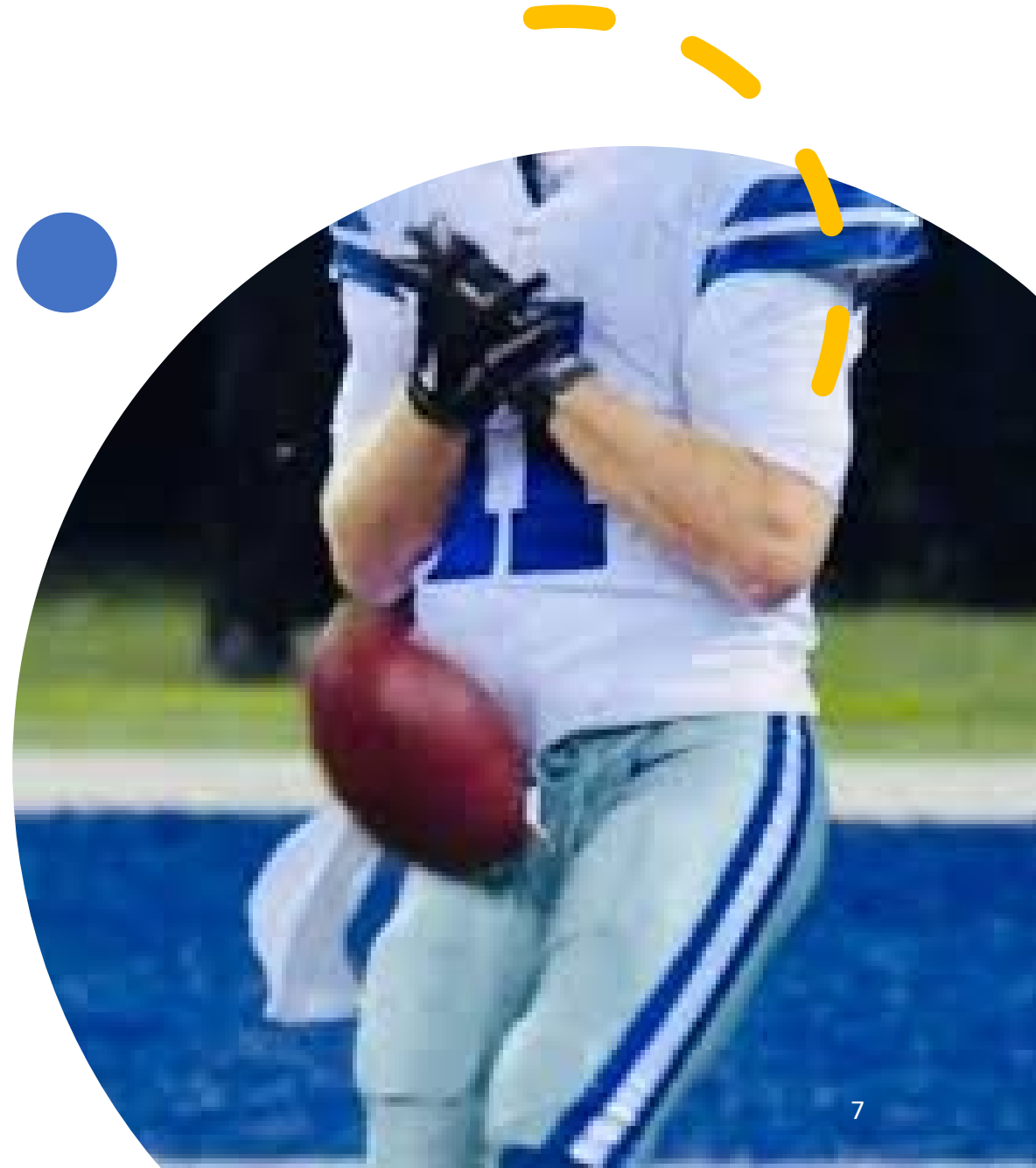
Catch, Recovery, Touching

- Catch (2-4)
 - Gaining possession of a live ball in flight AND
 - First contacting the ground in bounds while maintaining possession of the ball (one exception)
- Recovery (2-36)
 - Gaining possession of a live ball after it strikes the ground AND
 - First contacting the ground in bounds while maintaining possession of the ball
- Touching (2-44)
 - Any contact with a live ball
 - Either touching it or being touched by it
 - Touching always precedes possession



Fumble, Muff

- Fumble (2-18)
 - Loss of Player Possession other than by handing, passing or a legal kick
- Muff (2-27)
 - Touching of a loose ball in an unsuccessful attempt to secure possession



Scrimmage Kick, Free Kick

- Scrimmage Kick (2-24-4)
 - Legal Kick from in or behind the neutral zone
 - Can be place kick, punt or drop kick
- Free Kick (2-24-3)
 - A “Kickoff” putting ball in play:
 - To start the half
 - After a score (TD, FG, Safety)
 - After a fair catch (don’t worry about that)
 - Must be a place kick or drop kick (free kick after a safety may be a punt)
- “A kick is a kick is a kick” until a player secures possession (catch or recovery)

Passing, Handing, Batting

- Passing (2-31)
 - Throwing a ball
 - The ball **MUST** travel in flight
 - Forward vs. Backward Passes
- Handing (2-19)
 - Transferring possession to a teammate **WITHOUT** ball traveling in flight
 - Forward vs. Backward handing
- Batting (2-2)
 - Intentionally slapping or striking the ball with the arm or hand



Ready for Play (2-35)

- Occurs when the Referee signals (chop / whistle) that the ball may now be put in play by a snap or free kick
- Ready for Play signifies that the ball may be put in play by a snap or free kick with 25 seconds or 40 seconds on the play clock