

# Rule 11 Scoring

## Section 1 Value of Scores

### WINNING TEAM

**Article 1 Winning Team.** The team that scores the greater number of points during the entire game is the winner.

*Note: If a team forfeits a game, the opponent will be declared the winner by a score of 2-0, but the points will not be added to the winning team's record for purposes of offensive production or tie-breakers.*

### TYPES OF SCORING PLAYS

**Article 2 Types of Scoring Plays.** Points are scored as follows:

- (a) Touchdown: 6 points;
- (b) Field Goal: 3 points;
- (c) Safety: 2 points;
- (d) Successful Try after touchdown: 1 point (Field Goal or Safety) or 2 points (Touchdown)

## Section 2 Touchdown

### TOUCHDOWN PLAYS

**Article 1 Touchdown Plays.** A touchdown is scored when:

- (a) the ball is on, above, or behind the plane of the opponents' goal line (**extended**) and is in possession of a runner who has advanced from the field of play **into the end zone**; or
- (b) a ball in possession of an airborne runner is on, above, or behind the plane of the goal line, and some part of the ball passed over or inside the pylon; or
- (c) a ball in player possession touches the pylon, provided that, after contact by an opponent, no part of the player's body, except his hands or feet, struck the ground before the ball touched the pylon; or
- (d) any player who is legally inbounds catches or recovers a loose ball (3-2-3) that is on, above, or behind the opponent's goal line; or
- (e) the Referee awards a touchdown to a team that has been denied one by a palpably unfair act.

### SUPPLEMENTAL NOTES

- (1) The ball is automatically dead when it is in legal possession of a player and is on, above, or behind the opponent's goal line.
- (2) **If a** player attempts to catch a pass, the ball is not dead, and a touchdown is not scored, until the receiver completes the catch. See Rule 3, Section 2, Article 7.

**A.R. 11.1** Third-and-goal on B2. Runner A1 goes to the goal line with the ball over the plane of the goal line. He is tackled, fumbles, and the defensive team recovers in the end zone.

**Ruling:** Touchdown. The ball is automatically dead at the instant of legal player possession on the opponent's goal line.

**A.R. 11.2** Second-and-10 on B18. Runner A1 takes handoff and runs down the sideline toward the goal line with the ball in his outside arm. He crosses the goal line plane standing and gets his left foot down in the end zone with the ball to the outside of the pylon.

**Ruling:** Touchdown. Part of the ball crossing over or inside the pylon only applies to an airborne runner who lands out of bounds.

## Section 3 Try

### GENERAL RULES

**Article 1 General Rules.** After a touchdown, the scoring team is awarded a Try in an attempt to score one or two additional points during one scrimmage down.

The Try begins when the Referee sounds his whistle for play to start. The spot of the snap shall be:

- (a) anywhere on or between the inbound lines, and
- (b) two yards from the defensive team's goal line.

*Note 1: All general rules for fourth-down fumbles apply to the Try (See 8-7-5).*

*Note 2: The Game Clock will not run during the Try.*

*Note 3: If the ball has been declared ready for play by the Referee, and the offensive team wants to change the location of the ball, they can do so by calling a timeout.*

*Note 4: See 9-1-3 for restriction applicable to Team B formation at the snap.*

*Note 5: See 16-1-1 for exception when a touchdown is scored in an overtime period.*

### RESULTS OF A TRY

**Article 2: Results of a Try.** During a Try, the following shall apply:

- (a) If a kick results in a field goal by the offense, one point is awarded. An artificial or manufactured tee shall not be permitted to assist in the execution of a Try-kick. (The conditions of 11-4-1 must be met.) The ball is dead as soon as it becomes evident that the kick has failed.
- (b) If a Try results in a touchdown by the offense, two points are awarded. If a touchdown is not scored, the Try is over at the end of the play.
- (c) If the defense gains possession, the ball is dead immediately. The defensive team cannot score during a Try.
- (d) If there is no kick, and the Try results in what would ordinarily be a safety against the defense, one point is awarded to the offensive team.
- (e) If any play results in a touchback, the Try is unsuccessful, and there shall be no replay.

**A.R. 11.3** An attempted Try-kick is blocked. Offensive A1 recovers behind the line and advances across the goal line or recovers in defense's end zone.

**Ruling:** No score in either case. The ball is dead as soon as its failure as a kick to score a Try is evident.

**A.R. 11.4** During a Try, placekick holder A1 fumbles. B1 kicks, bats, or muffs the loose ball (new impetus) on his two-yard line and it goes out of bounds behind the goal line.

**Ruling:** Ordinarily a safety (11-5-1). Award one point.

### FOULS COMMITTED DURING TRY

**Article 3** Fouls Committed During Try

**Item 1: Fouls Before the Signal.** If there is a foul by either team after a touchdown and before the ready-for-play signal, it is enforced on the next kickoff.

**A.R. 11.5** Offensive player A1 clips after runner A2 had scored a touchdown.

**Ruling:** Penalty is enforced from the succeeding spot which is the spot of the next kickoff. Penalty is not enforced on Try.

**Item 2: Fouls Before the Snap.** If there is a foul by the offense which causes a play to be whistled dead prior to the snap, it shall be treated the same as if it had occurred prior to a scrimmage play. The whistle shall be blown immediately. (See 7-4-1). If a foul by the defense prevents the attempt of a Try, the offensive team has the option to have the distance penalty assessed on the next Try or on the ensuing kickoff.

**Item 3: Fouls by Team A.** The following applies if there is a foul by Team A:

- (a) If there is a foul by the offense during a successful Try, after the penalty the Try shall be repeated, unless the penalty for the foul results in a loss of down.
- (b) If the penalty for a foul results in a loss of down, the Try is unsuccessful, and there shall be no replay.

**Item 4: Fouls by Team B.** The following applies if there is a foul by Team B:

- (a) If the foul results in a safety, the offensive team is awarded one point.
- (b) If the attempted Try is unsuccessful, the offensive team may accept or decline the distance penalty before the down is replayed.
- (c) If the attempted Try is successful, all fouls committed by the defense will result in the distance penalty being assessed on the ensuing kickoff, unless the offensive team chooses to attempt a retry after enforcement of the penalty.

*Note: If the foul is for defensive pass interference, and it is declined, no distance penalty is enforced on the kickoff.*

**Item 5: Fouls by Both Teams.** If there are fouls by both teams during a Try, the Try must be replayed (14-5-1). Normal enforcement rules for double fouls apply.

**Item 6: Fouls After a Try.** If there is a foul by either team after a Try, it is enforced on the succeeding kickoff. If there are fouls by both teams, normal enforcement rules apply.

**A.R. 11.6** During a Try which is unsuccessful, defensive B1 is offside.

**Ruling:** Replay at previous spot or one yard line.

**A.R. 11.7** During a Try which is successful, defensive B1 is offside.

**Ruling:** Try good and loss of yardage on kickoff against Team B, or retry from B's one-yard line.

### KICKOFF AFTER TRY

**Article 4** **Kickoff After Try.** After a Try, the team on defense during the Try shall receive the kickoff (6-1-1-a).

## Section 4 Field Goal

### SUCCESSFUL FIELD GOAL

**Article 1** **Successful Field Goal.** A field goal is scored when all of the following conditions are met:

- (a) The kick must be a placekick or dropkick made by the offense from behind the line of scrimmage or from the spot of a fair catch (fair-catch kick). If a fair catch is made or awarded outside the inbound line, the spot of the kick is the nearest inbound line.
- (b) After the ball is kicked, it must not touch the ground or any player of the offensive team before it passes through the goal.

- (c) The entire ball must pass through the vertical plane of the goal, which is the area above the crossbar and between the uprights or, if above the uprights, between their outside edges. If the ball passes through the goal, and returns through the goal without striking the ground or some object or person beyond the goal, the attempt is unsuccessful.

*Note: See 7-5-2 for restriction applicable to Team B formation at the snap.*

### MISSED FIELD GOALS

**Article 2 Missed Field Goals.** If there is a missed field-goal attempt, and the ball has not been touched by the receivers beyond the line in the field of play, the following shall apply:

- (a) If the spot of the kick was inside the receivers' 20-yard line, it is the receivers' ball at the 20-yard line or
- (b) If the spot of the kick was from the receivers' 20-yard line or beyond the receivers' 20-yard line, it is the receivers' ball at the spot of the kick.

*Note: These options apply only if the ball has been beyond the line.*

**Exception 1:** If there is a missed field-goal attempt and the ball is touched by the receivers beyond the line of scrimmage in the field of play, all general rules for a kick from scrimmage will apply, and the special rules pertaining to field goals in (a) and (b) are not applicable. If a foul occurs during the missed field-goal attempt, Rule 9-5-1 governs.

**Exception 2:** If a field-goal attempt from anywhere on the field is blocked, and the ball has not been beyond the line, general rules for scrimmage kicks apply, and the special rules pertaining to field goals in (a) and (b) are not applicable.

**Exception 3:** If the ball has gone beyond the line and returns behind the line untouched by Team B beyond the line, and either team recovers and attempts to advance the ball, all special rules for missed field goals in (a) and (b) are no longer applicable, and general rules for scrimmage kicks apply. If either team recovers and does not attempt to advance the ball, Team B has the option to take the ball at the dead-ball spot or the spot of the kick.

**Exception 4:** If the receiving team commits a post-possession foul during the kick, all special rules for missed field goals in (a) and (b) are no longer applicable, and general rules for scrimmage kicks apply.

*Note: If the ball has not been touched by the receivers beyond the line in the field of play and goes out of bounds in the field of play after being touched by a receiver in the end zone, it is the receiving team's option to take the ball at the spot of the kick or the receiving team's 20-yard line.*

### SUPPLEMENTAL NOTES

- (1) If the receivers do not touch the ball beyond the line of scrimmage in the field of play or in the end zone, and the ball bounces back into the field of play after it touches the ground on or behind the receiver's goal line, it is the receivers' ball at the spot of the kick. If the attempt was from inside the 20-yard line, it is a touchback. The ball is dead as soon as it touches the ground in the end zone.
- (2) If the ball goes out of bounds after it is first touched by the receivers beyond the line of scrimmage in the field of play, it is the receivers' ball at the out-of-bounds spot.
- (3) If the receivers first touch the ball beyond the line of scrimmage in the field of play or in the end zone, and the kickers recover, the ball belongs to the kickers at the spot of recovery. If the recovery is in the end zone, it is a touchdown.
- (4) If the receivers first touch the ball beyond the line of scrimmage in the field of play, and without any new impetus, the ball rolls into the end zone where it is declared dead in the possession of the receivers, it is a touchback.

**A.R. 11.8** Fourth-and-10 on B35. On a field-goal attempt, the ball is kicked from the B42 and is wide and goes over the end line.  
**Ruling:** B's ball first-and-10 on B42. The defensive team takes possession at the spot of the kick.

**A.R. 11.9** Fourth-and-10 on B35. A field-goal attempt is kicked from the B42, and is missed and:

- a) the ball rolls dead on the B10.  
**Ruling:** B's ball first-and-10 on B42.
- b) B1 touches and downs the ball on the B10.  
**Ruling:** B's ball first-and-10 on B10.
- c) B1 fair catches the ball on the B10.  
**Ruling:** B's ball first-and-10 on B10.

**A.R. 11.10** Fourth-and-10 on B35. On a field-goal attempt B1 catches the ball on the B10 and:

- a) returns the ball to the B24.  
**Ruling:** B's ball first-and-10 on B24. If the receiving team advances a missed field goal, it continues as any other play. However, if the ball hits the ground in the end zone before it is touched by the receiving team, it is dead and cannot be advanced.
- b) returns the ball to the 50.  
**Ruling:** B's ball first-and-10 on 50.

**A.R. 11.11** Fourth-and-10 on B30. A field-goal attempt is kicked from the B37 and is partially blocked behind the line and the ball rolls out of bounds on the B5:

- a) without touching any receiver beyond the line of scrimmage.  
**Ruling:** B's ball first-and-10 on the B37.
- b) touching a receiver beyond the line of scrimmage.  
**Ruling:** B's ball first-and-10 on the B5 (the spot of out of bounds).

- A.R. 11.12** Fourth-and-10 on B21. A missed field goal is kicked from the B28 and hits in the end zone and bounces back into the field of play to the B3 where:
- a) no receiver touches the ball.  
**Ruling:** Ball dead. B's ball first-and-10 on the B28.
  - b) receiver B1 falls on the ball at the B3.  
**Ruling:** Ball dead. B's ball first-and-10 on the B28.
  - c) B1 picks up the ball on the B3 and runs to the B10.  
**Ruling:** Ball dead. B's ball first-and-10 on the B28.
  - d) B1 picks up the ball, runs to the B10, is tackled and fumbles. A1 recovers and is downed on the B8.  
**Ruling:** Ball dead. B's ball first-and-10 on the B28.
- A.R. 11.13** Fourth-and-10 on B35. On a missed field-goal attempt B1 touches the ball on the B4 and the ball then rolls into the end zone (or over the end line) where it is declared dead in possession of Team B.  
**Ruling:** Touchback. B's ball first-and-10 on B20.
- A.R. 11.14** Fourth-and-two on B10. A field goal is good. B1 punched A2 on the scrimmage line.  
**Ruling:** Option for Team A. Score for field goal or A's ball first-and-goal on B5. See 14-6. Disqualify B1. If a score taken, it is 15-yard penalty against Team B on kickoff (14-1-14).

### FAIR-CATCH KICK

**Article 3 Fair-Catch Kick.** The rules for a field-goal attempt from scrimmage apply to a field-goal attempt following a Fair Catch (a Fair-Catch Kick).

#### Exceptions:

- (a) The fair-catch kick line for the kicking team is the yard line through the most forward point from which the ball is kicked.
- (b) The fair-catch kick line for the receiving team is the yard line 10 yards in advance of the kicking team's fair-catch kick line.

*Note: A fair-catch kick is not a free kick. The kicking team cannot get the ball unless it has first been touched or possessed by the receivers.*

- A.R. 11.15** On a fair-catch kick from the B45, kicker A1 touches and falls on the ball on the B33 without any receiver touching the ball.  
**Ruling:** B's ball first-and-10 on the B45 (spot of kick). The clock is started when the ball is kicked.
- A.R. 11.16** On a fair-catch kick from the B45, the ball goes out of bounds on the B10:
- a) without touching any player.  
**Ruling:** B's ball first-and-10 on the B45. The clock starts when the ball is kicked.
  - b) after touching any kicking team player.  
**Ruling:** B's ball first-and-10 on the B45. The clock starts when the ball is kicked.

### NO TEE

**Article 4 No Tee.** An artificial or manufactured tee shall not be permitted to assist in the execution of a field goal.

### BALL NEXT IN PLAY

**Article 5 Ball Next in Play.** After a field goal, the team scored upon will receive the kickoff. See 6-1-1-a.

## Section 5 Safety

### SAFETY

**Article 1 Safety.** It is a Safety:

- (a) if the offense commits a foul in its own end zone or
- (b) when an impetus by a team sends the ball behind its own goal line, and the ball is dead in the end zone in its possession or the ball is out of bounds behind the goal line.

#### Exceptions:

It is not a safety:

- (1) If a forward pass from behind the line of scrimmage is incomplete in the end zone.
- (2) If a defensive player, in the field of play, intercepts a pass or catches or recovers a fumble, backward pass, scrimmage kick, free kick, or fair catch kick, and his original momentum carries him into his end zone where the ball is declared dead in his team's possession. The ball belongs to the defensive team at the spot where the player's foot or other body part touched the ground to establish possession.
  - (a) If a player of the team which intercepts, catches, or recovers the ball commits a foul in the end zone, it is a safety.
  - (b) If a player who intercepts, catches, or recovers the ball throws a completed illegal forward pass from the end zone, the ball remains alive. If his opponent intercepts the illegal pass thrown from the end zone, the ball remains alive. If he scores, it is a touchdown.

- (c) If a player of the team which intercepts, catches, or recovers the ball commits a foul in the field of play, and the ball becomes dead in the end zone, the basic spot is the spot of the change of possession.
- (d) If the spot where possession changed is inside the one-yard line, the ball is to be spotted at the one-yard line.

**SUPPLEMENTAL NOTE**

The impetus is always attributed to the offense, unless the defense creates a new force that sends the ball behind its own goal line by muffing a ball which is at rest or nearly at rest, or by illegally batting or illegally kicking a ball (3-16-3).

- A.R. 11.17** Second-and-10 on A6. Quarterback A1 throws a backward pass which is batted by defensive B1. The ball goes out of bounds behind the goal line.  
**Ruling:** Safety. Legal bat and no change of impetus.
- A.R. 11.18** B1 muffs a punt on his 5-yard line. In attempting to recover, he forces the ball (new impetus) into his end zone. See 3-15-3.
  - a) where he recovers and is downed there.  
**Ruling:** Safety.
  - b) where he recovers and advances.  
**Ruling:** Legal advance.
  - c) where kicking team player recovers.  
**Ruling:** Touchdown.
- A.R. 11.19** B1 catches a punt on the B4. He fumbles the ball on the B4 and kicking team player A1 bats the loose ball. The ball rolls over the end line.  
**Ruling:** Touchback. See 11-6-1 and 12-4-1.
- A.R. 11.20** B1 fumbles after catching a punt on the B5 and it crosses his goal line. Kicking team player A1 recovers while he is touching the sideline.  
**Ruling:** Safety. If it had been a muff (no new impetus or change of possession) and the same situation, it would be a touchback (11-6-1).
- A.R. 11.21** Second-and-10 on B20. B1 intercepts a legal forward pass on the B2. His momentum carries him into the end zone where he is downed.  
**Ruling:** B's ball first-and-10 on B2.
- A.R. 11.22** Second-and-10 on B20. B1 intercepts a legal forward pass on the B4 and his intercepting momentum carries him into the end zone. He then runs it out to the B35.  
**Ruling:** B's ball first-and-10 on B35.
- A.R. 11.23** Second-and-10 on B20. B1 intercepts a pass on the B6 and his momentum carries him into the end zone where he is tackled, fumbles and passing team player A1 recovers there.  
**Ruling:** Touchdown Team A. Kickoff on A35.
- A.R. 11.24** Second-and-10 on B20. B1 intercepts a legal forward pass on the B4 and his momentum carries him into the end zone where he is downed.
  - a) B2 clipped in the end zone.  
**Ruling:** Safety.
  - b) B2 clipped on the B2.  
**Ruling:** B's ball first-and-10 on B1.
- A.R. 11.25** Second-and-15 on A4. Runner A1 fumbles a handoff on his 5-yard line. The ball rolls into the end zone where A1 bats or kicks the ball across the end line to prevent a recovery by the defense.  
**Ruling:** Safety, whether the penalty is enforced from the spot of the foul or is declined.
- A.R. 11.26** Receiver B1 recovers a free kick in his end zone. While advancing, he fumbles while still in the end zone. The fumble is on the ground on the B2 where B3 deliberately kicks it.  
**Ruling:** Safety. The spot of enforcement is from the spot of the fumble.
- A.R. 11.27** B1 catches a kickoff and makes a forward pass from behind his goal line.  
**Ruling:** Safety. Team A may intercept and advance.
- A.R. 11.28** Second-and-15 on A2. Runner A1 is downed two yards behind his goal line.
  - a) A2 holds anywhere in the field.  
**Ruling:** Safety (14-1-11).
  - b) B1 holds at A1.  
**Ruling:** A's ball first-and-10 on A6 (12-1-6-Pen.).
- A.R. 11.29** Second-and-16 on A4. Quarterback A1 drops back to pass and throws a legal forward pass complete to end A2 who runs for a touchdown. Prior to the completion offensive tackle A3 holds in the end zone.  
**Ruling:** No touchdown. Safety.

**BALL IN PLAY AFTER SAFETY**

**Article 2 Ball in Play After Safety.** After a safety, the team scored upon must put the ball in play by a free kick (punt, dropkick, or placekick) from its 20-yard line. An artificial or manufactured tee cannot be used. See 6-1-2 and 6-1-3.

Exception: For extension of either half, see 4-8-2-h.

**Section 6 Touchback**

*Note: A touchback, while not a score, is included in this rule because, like scoring plays, it is a case of a ball that is dead on or behind a goal line (3-16-2).*

## DEFINITION

**Article 1 Definition.** It is a Touchback if the ball is dead on or behind the goal line a team is defending, provided that the impetus comes from an opponent, and that it is not a touchdown or an incomplete forward pass.

## TOUCHBACK SITUATIONS

**Article 2 Touchback Situations.** When a team provides the impetus (3-16-3) that sends a loose ball behind its opponent's goal line, it is a touchback:

- (a) if the ball is dead in the opponent's possession in its end zone; or
- (b) if the ball is out of bounds behind the goal line (see 8-7-3-Item 4-a); or
- (c) if a scrimmage kick has not been touched by a player of the receiving team beyond the line of scrimmage, and the ball (i) touches the ground on or behind the receiver's goal line, (ii) touches a player of the kicking team who is touching the ground on or behind the receiver's goal line, or (iii) touches a player of the kicking team who has touched the ground on or behind the receiver's goal line and has not re-established himself in the field of play (see 11-4-2-b for exception for a missed field goal from beyond the 20-yard line); or
- (d) if any legal or illegal kick touches the receivers' goal posts, crossbar, or uprights, other than one which scores a field goal; or
- (e) if the kickers interfere with the opportunity to catch an airborne kick or with a fair catch behind the receivers' goal line (10-1-1 and 10-2-4-Note); or
- (f) if a player of the kicking team illegally catches or recovers a scrimmage kick in the field of play, and carries the ball across the goal line, or touches the goal line with any part of his body while in possession of the ball. For exception for a missed field goal from beyond the 20-yard line, see 11-4-2-b.

*Note 1: If the impetus is a scrimmage kick, and there has been a spot of first touching by the kickers beyond the receivers' 20-yard line, the receivers shall have the option of taking possession of the ball at the spot of first touching.*

*Note 2: The impetus is not from a kick if a muff, bat, juggle, or illegal kick of any kicked ball (by a player of either team) creates a new momentum which sends it on, above, or behind the goal line. See 3-16-3-Note.*

**A.R. 11.30** Quarterback A1 throws a legal pass which is intercepted in the end zone by defensive B1. B1 tries to run it out and is downed in the end zone.

**Ruling:** Touchback. B's ball first-and-10 on B20.

**A.R. 11.31** A punt is caught in end zone by defensive B1 who tries to run it out. He is tackled, fumbles and kicking team player A1 recovers in end zone.

**Ruling:** Touchdown for A1.

**A.R. 11.32** Fourth-and-10 on B35. A1 is touching the goal line with his foot when he downs the punted ball on the 1-yard line in the field of play.

**Ruling:** Touchback.

## BALL NEXT IN PLAY

**Article 3 Ball Next in Play.** After a touchback, the team that has been awarded a touchback next snaps the ball at its 20-yard line from any point on or between the inbound lines.