NFHS Differences (Reader's Digest version)

I. Free kicks

- 1. No three-man wedge restriction, when the players are shoulder-to-shoulder in any direction.
- 2. Block by fair catcher is a previous spot foul (prior to change of possession).
- 3. The ball is dead if it goes into the end zone touched or untouched as long as it remains a "kick" by rule.
- 4. Offside by kickers is a dead-ball foul.
- 5. Tack-on rules apply on free kicks and kickoffs.
- 6. Four-man rule applies, but it is a dead-ball foul if violated.
- 7. On an on-side kick attempt, K may not block an opponent until they are legally able to touch the ball (goes 10 yards or unless R makes block, then all bets are off.
- 8. All members of the kicking team must be within 5 yards of K's restraining line (except the kicker) from the "Ready for Play." **They cannot straddle that line or have one foot on it.** Penalty: Illegal formation (dead-ball foul).

II. Scrimmage Plays (general)

- 1. Following the Ready for Play signal, entering the neutral zone by either team is a foul. Offense: lining up in neutral zone is a deadball foul as it is in NCAA. Defense: Entering the neutral zone is an immediate "blow and throw" with an "encroachment" penalty assessed.
- 2. A shift is defined as "one man or more" in motion, rather than two. This means following any shift, there must be a one-second pause before the snap.
- 3. In order to receive a hand-off, a man coming from the line of scrimmage must be 5 yards behind the neutral zone at the snap.
- 4. A Free Blocking Zone three yards deep on either side of the neutral zone and four yards laterally form a 6 x 8-yard zone. Only those players stationary and inside the zone (even partially) at the snap on offense and defense -- may block below the waist while the ball is in the zone.
- 5. "In the zone" is a physical demarcation. Unlike the NCAA where the ball has to touch a player, official or the ground, the ball is out of the zone in flight (for example) if in shotgun formation.
- 6. Once the FBZ dissipates, no blocking below the waist is allowed by either team.

III. Running plays

- 1. Fumble forward out of bounds rules do not apply.
- 2. Horse-collar is anywhere on the field, including inside tackle box.

3. Blocking below the waist except inside the free-blocking zone (6x8 yards) – and only by those on the line of scrimmage on O and D, is prohibited.

Backs are prohibited from blocking below the waist.

- In a shotgun only lineman in a three-point stance may block below the waist if the block is begun immediately at the snap. If they are in a two-point stance, they may not block below the waist at all.
- 4. Defensive players may not block below the waist, except if they are on the LOS and stationary at the snap (within 1 yard of LOS is considered on the line).
- 5. Tripping of the runner is not a foul (15 yards). (yet)

IV. Pass Plays

- 1. DPI is 15 yards from LOS no automatic first down.
- 2. Grounding is not allowed if no receiver is in the area. Tackle box rules do not apply.
- 3. A defensive player who runs unabated to a player in passing posture (both feet on the ground, not scrambling) and first strikes him at the knees or below with a helmet, shoulder, rolling block, etc. has committed a personal foul (by interpretation).
- 4. A pass-receiver who has stepped out of bounds voluntarily. may not be first to touch the ball, nor may he participate in the play (Illegal participation basic spot).

IV Scrimmage kicks

- 1. All kicks into the end zone are touchbacks, and come out to 20, including missed field goals from beyond.
- 2. Ball in end zone on an unsuccessful FG is dead.
- 3. Tries that hit in end zone are dead.
- 4. Kicks that hit the ground beyond the Neutral Zone and bounce back behind the neutral zone MAY be advanced by K. If R touches it and K recovers behind the NZ, give K a new series of downs at spot of the end of the run or recovery.
- 5. Once the Defense touches a kick (blocks or partially blocks) the kicker may be hit if it is part of the block (by any R player).
- 6. Leveraging off a teammate to block at kick is legal. Climbing on or continued contact is illegal.

V. Penalty enforcement

- 1. Only four automatic first downs: Any roughing penalty.
- 2. OPI is 15 yards no loss of down. Illegal touching by an eligible number that is ineligible by position is 5 yards and loss from basic spot..

- 3. Contact fouls by A are penalized from basic spot (could be spot of the foul) on pass plays and on runs that end behind the line.
 - a. Defensive fouls on runs that end behind the line are penalized from the basic spot.
 - b. Illegal batting or kicking behind the line is 15 yards from basic spot and no loss of down.
 - c. Tack on rules apply on scrimmage kicks.

VI. Helmet coming off

- 1. A player whose helmet comes off completely (and not the result of a helmet foul such as facemask or helmet-to-helmet) must leave the game for one down, no exceptions.
- 2. A player whose helmet comes off completely must cease to participate in the play unless he is engaged. He can complete the engagement. If a ball comes loose at his feet he can fall on it; however, if he takes more than two steps to re-engage in the play, he is assessed a personal foul (basic spot).
- 3. If a player blocks a player who has lost his helmet (not engaged), he can be assessed a personal foul (basic spot).
- 4. If a player without a helmet is assessed a personal foul for participation, and a defensive player is assessed a foul for blocking that player, the fouls offset.
- 5. If a player loses his helmet, he may not be "bought back" by a time

VII. Timing

- 1. Timing is the same as last two minutes of either half in NCAA. There is no 10-second runoff rule.
- 2. In the last two minutes of either half, if the clock is stopped only to complete a penalty (that is the reason it is stopped) against the team that is ahead, the offended team has the option of starting it on the snap.

VIII. Targeting

1. If a player is penalized for targeting he may be disqualified from the remainder of the game, and it is reported to the commissioner.