

GSIS Guide to Events and Attributes

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Introduction

The system records a game of football as a sequence of plays. Each play, in turn, consists of a sequence of *events*.

For example, the large majority of rushing plays can be described as a sequence of three events: snap, handoff, and tackle. The play will always start with a snap. The quarterback will usually hand the ball off. The runner will usually be tackled. If the quarterback were to rush, we could just omit the handoff event. If the runner were to avoid being tackled while staying in-bounds, we could replace the tackle with a different event: touchdown!

What else is there to know about the play? The information that's missing is the specific information about the events. Who snapped the ball? Who handed the ball off? Who made the tackle, and where was the tackle made?

Information about events are what we shall call *attributes*. For example, our snap event might have one attribute that indicates who snapped the ball, and another that indicates who received the ball. For our tackle event, we definitely want an attribute that tells us where the tackle was made.

Another thing we want to know about the play is where it began. What down was it? How many yards to go for a first down? To record this information, we'll simply define another event and give it the necessary attributes. In the system, we'll enter this event as the first event of the play.

In ordinary football terms, a simple rushing play might be described as follows:

1. Team A has the ball first-and-10 at their own 20 yard line.
2. The center snaps the ball to the quarterback.
3. The quarterback hands the ball off to the halfback.
4. The linebacker tackles the halfback at the 25 yard line.

In terms of events and attributes, the same play could be recorded as follows:

Play from Scrimmage
Possession: Team A
Down: 1
Yards to Go: 10
Yard Line: A20
Snap
Snapped by: Center
Snapped to: Quarterback
Handoff
Handoff to: Halfback
Tackle
Tackled by: Linebacker
Yard line: A25

Notice that it's the exact same information, just rendered in a different format.

The Events & Attributes model was chosen for our system for two main reasons:
- It simulates the narrative manner in which a football play is normally described.
- It's a flexible model that will allow for new data to be captured without modification to the user interface.

For example, suppose we wanted to do a new calculation based on the yard line from where (in the backfield) the ball-carrier initiated his rush. We could accomplish this by adding a yard line attribute to the handoff event. (Needless to say, some code would have to be written to perform the new calculation.)

Now, it turns out that in our system we have defined neither a snap event, nor a handoff event. Instead, we have a rush event, and the play we have been considering would actually be recorded as follows:

Play from Scrimmage
Possession: Team A
Down: 1
Yards to Go: 10
Yard Line: A20
Rush
Runner: Halfback
Direction: Up the Middle
Tackle
Tackled by: Linebacker
Yard line: A25

Why not record the snap and handoff? For the reason that, as of now, these events are of no statistical interest. We can capture all the information we require with one less event and save the operator unnecessary work.

This further demonstrates the flexibility of the model. We define our events and attributes according to current statistical requirements. If the requirements change, we add events and/or attributes, and the UI layer is unaffected.

Finally, another basic concept of the Events & Attributes model is *next events*. Football events are like all other events in that they occur in a chronological sequence. Furthermore, once we define them as *football* events, there is the implication that the events will follow certain recognizable patterns. The possible patterns are determined by the official rules of football.

For example, the touchdown event cannot follow the fair catch event. It isn't possible according to the rules because if a fair catch has actually occurred, the play ends. In this manner, for each of our events we are able to define a set of all possible next events.

The remainder of this document describes the full set of events, attributes, and next events that will be used to record a game of football.

Play-Type Events

Each play begins with one of the following events, which defines the type of play:

- Free Kick
- Play From Scrimmage
- Try for Extra Point(s)
- Fair Catch Kick
- Timeout

The first four of these events are derived from the four types of "downs" as defined in the Official Rules. If a play consists of only Comment events, the play-type is "Comment."

Defining Events

A Play from Scrimmage is further defined by its *defining event*.
The following are defining events:

- Rush
- Pass Completion
- Pass Incompletion
- Pass Interception
- Sack
- Punt
- Field Goal Kick
- Fumbled Snap
- Fumbled Lateral or Handoff

In general, only one of these events will appear in a play.
In general, the defining event will be the event immediately following the Play from Scrimmage event. The only other events that can appear in this position are Fumble, Penalty, and Comment.
Defining events correspond roughly with SuperStat's concept of play-type.

Dead Ball Events

The following events imply that the play has ended:

- Tackle
- Sack
- Ball Out of Bounds
- Ran Out of Bounds
- Pushed Out of Bounds
- Pass Incompletion
- Free Kick Recovered by Kickers
- Kick Downed
- Fair Catch

- Field Goal (Good)
- Field Goal Missed
- Touchback
- Safety
- Touchdown
- Dead Ball (Declared)

Except for Touchback, Safety, Touchdown, Field Goal, and Field Goal Missed, each of these events has an attribute which indicates the yard line where the play ended. Unless there is a score, or penalty, or end of quarter, this yard line becomes the default line of scrimmage for the following play.

See the section on Touchbacks & Safeties for important information about the yard line attribute of dead ball events.

Touchbacks & Safeties

There are events to indicate a touchback or a safety, but in most cases they will be inferred by the system. This section explains how the inference is made, and when it is necessary (or convenient) to explicitly use the events.

If the ball is dead in the end zone of the team that last possessed the ball, the system infers a safety.

In the following plays, assume the game is NY vs. GB, and each play starts with NY in possession.

The following plays are all interpreted as safeties.

#1 - Runner out of bounds in offensive end zone
Play from Scrimmage
Rush
Tackle / Ran out of Bounds / Pushed out of Bounds
  Yard Line: NY0

#2 - Fumble out of bounds in offensive end zone
Play from Scrimmage
Rush
Fumble
Ball out of Bounds
  Yard Line: NY0

#3 - Blocked kick out of bounds in kicking team's end zone
Play from Scrimmage
Punt
Kick Blocked
Ball out of Bounds
  Yard Line: NY0

#4 - Ball dead in receiving team's end zone after kick received
Free Kick
Kickoff
Kick Received
Tackle / Ran out of Bounds / Pushed out of Bounds
  Yard Line: GB0

The following plays are interpreted as touchbacks.

#5 - Ball dead in receiving team's end zone without possession by receiving team
Free Kick
Kickoff
Ball out of Bounds
  Yard Line: GB0

#6 - Ball dead in receiving team's end zone without possession by receiving team
Play from Scrimmage
Punt
Kick Muffed
Ball out of Bounds
  Yard Line: GB0

#7 - Fumble out of bounds in defensive end zone.
(After this play it is GB ball, 1-and-10 at the GB20.)
Play from Scrimmage
Rush
Fumble
Ball out of Bounds
  Yard Line: GB0

To change any of the safeties into a touchback, append the Touchback event. To change any of the touchbacks into a safety, append the Safety event. Sometimes this is necessary.

For example, suppose a player receives a kickoff in the end zone, then fumbles it out of the end zone without having left the end zone. Because he never left the end zone, this play is ruled a touchback. In this case, the Touchback event must be used.

Play from Scrimmage
  Possession: NY
Kickoff
Kick Received
Fumble
Ball out of Bounds
  Yard Line: GB0
Touchback

Without the Touchback event, the system infers a safety. (Also, in this case, the Ball out of Bounds event can be omitted.)

The Safety event can only be used when the ball is dead in the offensive end zone. Its primary use is to indicate the defensive player that should be credited with the safety in situations where the system cannot infer it. If the ball carrier is tackled or sacked in the end zone, the system credits the defensive player who made the tackle or sack with the safety. However, the safety event must be used in order to credit the defensive player in the following two situations:

- a defensive player blocks a kick and the loose ball goes out of the end zone
- a defensive player deflects a backward pass and the loose ball goes out of the end zone

Both of these plays can be entered without the Safety event, and the system will infer a safety. However, no defensive player will get credit for the safety unless the Safety event is used. This is how the second play would look (the deflected backward pass is entered as a fumble):

Play from Scrimmage
  Possession: NY
Rush
Fumble
Ball out of Bounds
  Yard Line: NY0
Safety
  Safety by: Uniform# of defensive player to be credited with safety

An important point about the Touchback event: the Touchback event never causes a change of possession. The Touchback event does two things in order:

- it establishes a dead ball (if the ball is not already dead)
- it moves the ball to the 20 yard-line of the team that has possession at the time of dead ball, and gives them a 1-and-10.

In some cases, possession changes when dead ball is established and that is why the Touchback event seems to be causing a change of possession.

Let's say the ball-carrier is running for a touchdown, and just before the goal line he starts waving the ball like an idiot, and he fumbles it out of the defensive end zone. The referee is going to signal a touchback, and give the ball to the defense on its 20 yard line. A turnover has occurred. This play can not be entered as follows.

Play from Scrimmage
  Possession: NY
  Yard Line: NY30
  Down: 3
  Yards to Go: 20
Rush
Fumble
  Yard Line: GB1
Touchback

The touchback does not cause a change of possession. Therefore, if the play is entered this way, the system assumes that the touchback is occurring in the NY end zone. The

rusher will get -20 rushing yards, and NY will get a 1-and-10 at the NY20, and a first down rushing! This play is correctly entered as follows.

Play from Scrimmage
Rush
Fumble
  Yard Line: GB1
Ball out of Bounds
  Yard Line: GB0

Now the system knows that the loose ball went out of bounds in the defensive end zone. It therefore can figure out the change of possession and touchback.

Finally, what happens on this play if the loose ball goes out of the end zone because it is kicked or batted by a defensive player? In this case, a safety is charged against the defensive team. The Safety event must be appended. This is the only case where the safety event must be used because the safety cannot be inferred by the system.

Aborted Plays

According to the Guide for Statisticians, an aborted play is a play from scrimmage which falls into one of the following categories:

A) the ball is clearly centered improperly, meaning that the ball does not reach the intended receiver of the snap within the frame of his body or arm-span;
B) the intended ball-handler fumbles the snap from center;
C) a player hands off or laterals improperly behind the line of scrimmage;
D) a backward pass (including a handoff) behind the line of scrimmage is mishandled, resulting in the ball touching the ground or being caught in flight by another player.

The system recognizes an Aborted play if the defining event of a Play from Scrimmage is either Fumbled Snap (A & B) or Fumbled Lateral or Handoff (C & D).

Play Review Process and Terminology

Outside the last two minutes of the half, if a team has a remaining timeout, it can issue a *Coach's Challenge*. The play will be reviewed by the officials, and their decision will be to either *Uphold* or *Reverse* the play. If the play is upheld, the challenging team is charged with a timeout.

Inside the last two minutes of the half, the Review Assistant (an off-field official) may call down to the officials and request that they review the play. This is called a *Review Assistant Challenge*. Once again, the play will either be upheld or reversed.

The teams cannot challenge officials' rulings within the last two minutes of the half. A team without a remaining timeout cannot issue a challenge.

Play Reviews are entered with the Play Reviewed event.

Sample Plays

Kickoff Free Kick Kickoff Kick Received …	**Kickoff w/ Lateral** Free Kick Kickoff Kick Received Backward Pass …	**Kickoff w/ Touchback** Free Kick Kickoff Touchback	**Kickoff Out-of-Bounds** Free Kick Kickoff Ball Out of Bounds

Safety Kick Free Kick Safety Kick …	**Fair Catch Kick** Fair Catch Kick Field Goal Kick …		

Punt Play from Scrimmage Punt Kick Received …	**Punt w/ Fair Catch** Play from Scrimmage Punt Fair Catch	**Punt Blocked** Play from Scrimmage Punt Kick Blocked …	**Punt Muffed** Play from Scrimmage Punt Kick Muffed …

Field Goal Made Play from Scrimmage Field Goal Kick Field Goal	**Field Goal Missed** Play from Scrimmage Field Goal Kick Field Goal Missed	**Field Goal Blocked** Play from Scrimmage Field Goal Kick Kick Blocked …	**Field Goal w/ Return** Play from Scrimmage Field Goal Kick Kick Received …

Rush Play from Scrimmage Rush …	**Rush w/ Reverse** Play from Scrimmage Rush Backward Pass …	**Rush w/ Fumble** Play from Scrimmage Rush Fumble …	**Rush w/ Touchdown** Play from Scrimmage Rush Touchdown

Pass Completion Play from Scrimmage Pass Completion …	**Pass Incompletion** Play from Scrimmage Pass Incompletion	**Pass Interception** Play from Scrimmage Pass Interception …	**Sack** Play from Scrimmage Sack

Sack & Fumble Play from Scrimmage Sack & Fumble …	**Fumble before Pass** Play from Scrimmage Fumble Fumble Recovery Pass Completion …	**Aborted Play** Play from Scrimmage Fumbled Snap …	**Aborted Play** Play from Scrimmage Fumbled Lateral or Handoff …

Extra Point Try for Extra Point(s) Extra Point Kick	**2 Point Rush** Try for Extra Point(s) Rush for Extra Points	**2 Point Pass** Try for Extra Point(s) Pass for Extra Points	**Timeout** Timeout

Fumble w/ Recovery … Fumble Fumble Recovery …	**Fumble OB** … Fumble Ball Out of Bounds …	**Comment** … Comment …	**End of Quarter** End of Quarter End of Play

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GA - Game

Club Won Coin Toss (*Team*)
Team that won the coin toss and elects first for the opening kickoff.

Elects (*Lookup*)
Choice made for the opening kickoff by the team that won the coin toss.

Other Club Elects (*Lookup*)
Choice made for the opening kickoff by the team that lost the coin toss.

CO - Comment

A Comment event can appear in any location. Any number of Comment events can be used in a play. The *Output* attribute determines whether the comment text appears in the play-by-play. The location of a Comment event determines where its text appears in the play-by-play. There are three possibilities.

1) If a Comment event appears before any other event except the play-type event, its text prints after the down & distance clause, but before any other play-by-play text. If the comment appears before the play-type event, the remainder of the play-by-play starts on a new line.

2) If a Comment event appears before the first Penalty event, its text prints before penalties.

3) If neither of the other cases apply, the Comment text prints at the end of the play.

The following play-by-play illustrates these three comment locations.

NY/1-10/NY20 Comment1 A.Player to NY40 for 20 yards. FUMBLES, RECOVERED by GB-B.Player at NY40. B.Player for 40 yards, TOUCHDOWN NULLIFIED by Penalty.
Comment2
PENALTY on GB, 15 yards.
Comment3

Output (*Lookup*)
In Play-by-Play. The comment text prints in the play-by-play. This is the default.
Replaces Play-by-Play. Not implemented.
None. The comment text does not print in the play-by-play.
End of Play-by-Play. The comment text prints at the end of the play-by-play. This is useful for putting a comment after a Play Review that was not overturned.

New Line (*Yes/No*)
If *Yes*, the comment is printed on a new line.

Text (*Text*)

INJ – Injury Comment

An Injury Comment event can appear in any location except the first event in a play. Any number of Injury Comments events can be used in a play. One Injury Comment should be used per player injured on a play. Many times, a player is only out for a few plays. In these cases, a Return Status isn't necessary. If an announcement is made to the Press Box about a player's injury, the play should be updated to include the return status. To include specific details about the injury, add a CO – Comment event after the INJ – Injury Comment event.

Player (*Player*)
Required.

Return Status (*Lookup*)
This attribute is optional, and usually isn't known at the time the injury occurs. Once an announcement is made about the player's status, the Injury Comment can be updated. Possible values are: *Probable, Questionable, Doubtful, Out.*

ELG – Eligible Player

The Eligible Player event can be used to list players reporting in as eligible who normally wouldn't be due to their position. GSIS will list these players in the play by play before the standard play text. There is no limit to the number of Eligible Player events that can be in a play. This event can only be used on scrimmage plays, immediately following the PL event.

Player (*Player*)
Required.

PN - Penalty

This event is used to record a penalty, or penalties. Any number of penalty events may be used in one play.

Status (*Lookup*)
This attribute is required. Possible values are:

Accepted. The penalty is accepted and enforced.

Declined. The penalty is declined by the opposing team.

Offsetting. There are two offsetting penalties.
The fact that penalties are offsetting does not imply that they are not enforced. For example, if penalties offset after a change of possession, the penalties may be enforced (for zero yards) at the spot where possession changed. The system also considers offsetting penalties to be "enforced" if they offset at the Previous spot.

Superseded. The penalty was superseded by another penalty. An example of a superseded penalty would be the five-yard penalty in a 5 vs. 15 situation.

Penalty (*Lookup***)**
Name of the penalty, e.g., clipping.

When this attribute is updated to a non-blank value, any of the following attributes that are blank will default: *Player* (Team part only), *Enforcement Spot*, *Next Down*. The *Placed at* and *Distance* attributes also default if both are blank and the penalty is enforced. Not all penalties contain defaults for all attributes. The defaults are "best guesses" and will occasionally need to be overridden.

When this attribute is updated to a blank value, the following attributes are blanked: *Player, Enforcement Spot, Next Down, Placed at, Distance.*

Player (*Player***)**
Player charged with the penalty. The value of this attribute is in the form AAA## where AAA denotes the team, and ## denotes the uniform number of the player to whom the penalty is charged. The uniform number is optional for situations where the penalty is not charged to an individual player. The team part of this attribute is required.

When this attribute is updated, the following attributes default, if blank: *Enforcement Spot* (= *Previous Spot*), *Next Down* (= *Repeats*). The *Placed at* and *Distance* attributes also default if both are blank and the penalty is enforced.

When this attribute is updated to a blank value, the following attributes are blanked: *Enforcement Spot, Next Down, Placed at, Distance.*

Penalty-2 (*Lookup***)**
Player-2 (*Player***)**
Usually, these attributes will be used to record the second of two offsetting penalties. However, for convenience, they can be used for other situations, depending on the value of the *Status* attribute.

If the *Status* is *Offsetting*, both penalties are considered offsetting.
If the *Status* is *Declined*, both penalties are considered declined.
If the *Status* is *Accepted*, and the penalties are against the same team, the first penalty is considered accepted, and the second penalty is considered declined.
If the *Status* is *Accepted*, and the penalties are against different teams, the first penalty is considered accepted, and the second penalty is considered superseded.
If the *Status* is *Superseded*, these attributes must be left blank.

If the penalty is *Declined* or *Superseded*, the following attributes do not appear.

Enforcement Spot (*Lookup***)**
Possible values for this attribute are:

Previous Spot (No Play). The penalty is enforced from the spot where the ball was last put into play (e.g., line of scrimmage.) The play is nullified, and no statistics are calculated for the play.

Dead Ball Spot (penalty is tacked on). The penalty is enforced from spot where the play ended. Statistics for the play will be unaffected unless the penalty nullifies a score or causes, or nullifies, a first down.

Succeeding Spot (enforced between downs). The penalty is enforced from the spot where the ball would next be put in play if it weren't for the penalty (unless the next play is a try for extra point, in which case the penalty is enforced on the next kickoff.) Statistics for the play are unaffected by the penalty.

Other Spot. The penalty is enforced at a spot *other* than the Previous, Dead Ball, or Succeeding Spot. This will usually be the spot of the foul. If this option is used, statistics are calculated based on the location of the Penalty event within the play. Statistics are not calculated for events that follow the first enforced penalty with this attribute value.

Succeeding Spot should only be used if the penalty is being enforced "between downs" (in other words, on the subsequent play.) For continuing action fouls that are not enforced between downs (non-DOKIF fouls), *Dead Ball Spot* should be used even though these fouls are technically being enforced from the succeeding spot.

The system does nothing with a *Succeeding Spot* penalty except generate a statistic (if the status is *Accepted*) and print it on the play-by-play. A *Succeeding Spot* penalty will not cause a first down, and it will not move the ball for the next play. For example, if a penalty occurs after a touchdown is scored, it is enforced on the subsequent kickoff. In this case, enter the penalty as enforced from the *Succeeding Spot*. The yard line of the Kickoff will have to be manually adjusted.

See Appendix B: Penalty Enforcement Spots for more information.

A penalty is considered "enforced" if:
- *Status* is *Accepted*, or
- *Status* is *Offsetting* and *Enforcement Spot* is *Previous* or *Other*.

Even though an *Offsetting* penalty may be considered enforced, the system will only generate statistics for penalties that are *Accepted*.

In a single play, only one penalty may be enforced at a spot other than the *Succeeding Spot*. There is no limit to the number of penalties that can be enforced from the *Succeeding Spot*. A separate Penalty event must be used for each enforced penalty.

When this attribute is updated, the *Placed at* and *Distance* attributes default if both are blank and the penalty is enforced.

If the penalty is not enforced, the following attributes do not appear.

Next Down (*Lookup***)**
Possible values for this attribute are:

Repeats. The number of the down remains the same. This does not imply that there are no stats for the play, or that the play "doesn't count."

Increments. The down increments as normal. The system will calculate whether of not a first down was achieved.

First. The penalty causes an automatic first down.

This attribute will only appear if the play is a scrimmage play.

This attribute will not appear if *Enforcement Spot* is *Succeeding*; or if the penalty event appears after a change of possession, unless the *Enforcement Spot* is *Previous*.

Enforced at (*YardLine***)**
Distance (*Number***)**
Placed at (*YardLine***)**
These attributes are documented together because of their interdependency.

If the *Status* of the penalty is *Accepted*, and the *Enforcement Spot* is *Previous* or *Dead Ball*, a value must be provided for either the *Distance* or *Placed at* attribute. The *Enforced at* attribute does not appear.

If the *Status* of the penalty is *Accepted*, and the *Enforcement Spot* is *Succeeding*, a value must be provided for the *Distance* attribute. The *Enforced at* and *Placed at* attributes do not appear.

If the *Status* of the penalty is *Accepted*, and the *Enforcement Spot* is *Other*, a value must be provided for any two of these attributes. The system can calculate the third attribute from the other two using this rule: *Enforced at - Distance = Placed at*

If the *Status* of the penalty is *Offsetting*, and the *Enforcement Spot* attribute is *Previous, Dead Ball*, or *Succeeding*, these three attributes do not appear.

If the *Status* of the penalty is *Offsetting*, and the *Enforcement Spot* is *Other*, a value must be provided for the *Placed at* attribute. The *Distance* and *Enforced at* attributes do not appear.

If the penalty is enforced, the system recalculates either the *Distance* or *Placed at* attribute using the formula, *Enforced at - Distance = Placed at*. If the calculated value differs from what has been entered, the database (and UI) is updated with the calculated value. If the *Distance* attribute has been updated, the *Place at* attribute is calculated; in all other cases, the *Distance* attribute is calculated.

TO - Timeout

For convenience, the system categorizes this as a "play-type" event.
This event can only be followed by the End of Play event.

Type (*Lookup***)**
Possible values are Team, Official, TV, and Two-Minute Warning.

Charged to (*Team***)**
The team that called for the timeout.

Time of Day (*UTC***)**
Time of day at which the time out occurred.

Game Time (*GameTime***)**
Game time at which the time out occurred.

FK - Free Kick

A "play-type" event.
This event is used before a Kickoff or Safety Kick.

A Free Kick occurs:
- after either team scores
- at the beginning of odd-numbered quarters (including overtime)

The type of Free Kick will be a Kickoff unless it follows a safety, in which case it will be a Safety Kick.

The rules governing Kickoffs and Safety Kicks are exactly the same with two exceptions:
- on a Safety Kick, the kicker has the option of punting the ball
- on a Safety Kick, the initial Free Kick line is the 20 instead of the 30.
Once the ball has been kicked, the rules for both types of Free Kick are the same.

Kicking Team (*Team*)
The code of the kicking team.

Yard Line (*YardLine*)
The yard line from which the ball is kicked.

Start Time of Day (*UTC*)
Time of day at which the play started.

Start Time (*GameTime*)
Game time at which the play started.

End Time (*GameTime*)
Game time at which the play ended.

Hash (*Lookup*)

Formation (*Lookup*)
The only possible non-blank value for this attribute is *Onside Kick*. This value would indicate only that the kicking team lined up in Onside Kick formation. Whether or not an Onside Kick actually occurred is indicated by the *Onside Kick* attribute of the Kickoff or Safety Kick event. The attribute is intended to be used if the formation of the kicking team conflicts with the subsequent action - specifically, a fake onside kick.

PL - Play from Scrimmage

A "play-type" event.
This event indicates that a Play from Scrimmage is set to occur. Among other things, its attributes identify the team with possession; the down number; number of yards needed for first down; and yard line of the line of scrimmage.

This event can be followed by any of these events:
- Rush
- Pass Completion

- Pass Incompletion
- Pass Interception
- Sack
- Punt
- Field Goal Kick
- Fumbled Snap
- Fumbled Lateral or Handoff
- Fumble
- Penalty

With the exception of Fumble and Penalty, these events are called "defining events" because they define the type of the scrimmage play. If the Fumble event is used as the first event in a scrimmage play, a Rush is inferred.

Possession (*Team***)**
The code of the offensive team (the team with the ball.)

Down (*Number***)**
The Down of the play (1 through 4.)

Yards to Go (*Number***)**
Number of yards to go for a first down. If this number is greater than or equal to the distance to the defensive goal line, the system will consider it "goal-to-go".

Yard Line (*YardLine***)**
Yard line of the line of scrimmage.

Start Time of Day (*UTC***)**
Time of day at which the play started.

Start Time (*GameTime***)**
Game time at which the play started.

End Time (*GameTime***)**

Hash (*Lookup***)**

Formation (*Lookup***)**
Most commonly, this attribute is used to record the Shotgun formation. It's also used to record other unusual formations, like a No Huddle offense. Otherwise, it can be used to record a formation that conflicts with the subsequent action - in other words, a fake.

XP - Try for Extra Points(s)

A "play-type" event.
This event will be followed by one of the following:
- Extra Point Kick
- Rush for Extra Points
- Pass for Extra Points

- Penalty

No (official) statistics are kept on Try plays, except penalties.

Possession (*Team*)
The code of the team that is trying for the extra point(s).

Yard Line (*YardLine*)
Yard line that the ball is snapped from. If there's no penalty, this will be the 2 yard line.

Start Time of Day (*UTC*)
Time of day at which the play started.

Start Time (*GameTime*)
Game time at which the play started.

Hash (*Lookup*)

Formation (*Lookup*)
This attribute is intended to be used when the formation of the offensive team conflicts with the subsequent action - in other words, a fake.

FCK - Fair Catch Kick

A "play-type" event.
This event will be followed by either of the following:
- Field Goal Kick
- Penalty

A Fair Catch Kick is an extremely rare occurrence. Any time a team makes a fair catch, it may elect to attempt an uncontested field goal on the next play. This is not considered a play from scrimmage. The teams line up as if for a kickoff - the defending team is 10 yards away from the kicking team. The rules governing the action following the kick are the same as those following any other field goal attempt. For example, the kicking team may not recover the ball unless it is first touched by the defending team.

Kicking Team (*Team*)
Team attempting the field goal.

Yard Line (*YardLine*)
Yard line from which the ball is kicked.

Start Time of Day (*UTC*)
Time of day at which the play started.

Start Time (*GameTime*)
Game time at which the play started.

End Time (*GameTime*)

KO - Kickoff

This event follows a Free Kick event.
The Free Kick event indicates that a certain type of play is set to occur; the Kickoff event indicates that the ball has been kicked.
The other type of Free Kick is a Safety Kick. See Free Kick event for more information.

This event will be followed by one of these events:
- Kick Received
- Kick Downed
- Kick Muffed
- Fair Catch
- Ball Out of Bounds
- Free Kick Recovered by Kickers
- Touchback

Kicked by (*Player-Offense***)**
Player who kicked the ball.

Onside Kick (*Yes/No***)**
Indicates whether the kick was an onside kick.

SK - Safety Kick

This event follows a Free Kick event.
The Free Kick event indicates that a certain type of play is set to occur; the Safety Kick event indicates that the ball has been kicked.
The other type of Free Kick is a Kickoff. See Free Kick event for more information.
The rules governing action after a Safety Kick are exactly the same as those for a Kickoff. Therefore, attributes and next events are the same as for Kickoff.
See Kickoff event for more information.

FKR - Free Kick Recovered by Kickers

This event is used when a Free Kick (Kickoff or Safety Kick) is recovered by the kicking team without first being possessed, or muffed, by the receiving team (for example, a successful onside kick.) According to the playing rules, this event ends the play.

See Appendix A, Example 20, p. 53, for a sample play that includes this event.

Recovered by (*Player-Offense***)**
Offensive team player who recovered the ball.

Yard Line (*YardLine***)**
Yard line on which the ball was recovered.

FC - Fair Catch

This event may follow any of these events:
- Kickoff
- Safety Kick
- Punt
- Field Goal Kick

A Fair Catch ends the play.
This event should be used whenever the referee awards a fair catch.
If a fair catch signal is made, and the ball is muffed, and fair catch interference is NOT called, a fair catch should NOT be recorded; instead, the Kick Muffed event should be used.

Caught by (*Player-Defense***)**
Defensive team player who made the fair catch.

Yard Line (*YardLine***)**
Location at which the fair catch was made, or at which fair catch interference was ruled.

KD - Kick Downed

This event may follow any of these events:
- Punt
- Field Goal Kick
- Kickoff
- Safety Kick

The kick is "downed" when:
- the ball rolls dead and the referee's whistle ends the play; or
- the ball is illegally touched by the kicking team, and the play ends with the touch.

This event is used whenever the ball is illegally touched by the kicking team, and the officials return the ball to the spot of the touch. The Penalty event is never used for an illegal touch.

For example, if the kick is touched by a kicking-team player, then recovered by a receiving-team player who is tackled before the spot of the touch, the refs will give the ball to the receiving team at the spot of the touch. This event should immediately follow the kick event. No return will be credited. If the runner were to advance beyond the spot of the touch, the illegal touch would be ignored, and the play should be recorded as if it didn't happen.

On Free Kicks (Kickoffs and Safety Kicks), it is legal for the kickers to touch the ball before the receivers *after* the ball has traveled 10 yards. This event would be used when the kickers touch the ball *before* it goes 10 yards, and the receivers are awarded the ball at the spot of the touch. It would also be used if a free kick rolled dead before it traveled 10 yards, and the receivers were awarded the ball at the spot it rolled dead.

See Appendix A, Example 27, p. 58, and Appendix C, Example 18, p. 75, for sample plays that include this event after a punt. See Appendix A, Example 21, p. 54, for a sample play that includes this event after a kickoff.

Downed by (*Player-Offense***)**
Kicking team player who downed the ball. This attribute is used for the Play-by-Play.

Yard Line (*YardLine***)**
Yard line at which the ball was downed.

KR - Kick Received

This event is used when any type of kick is received by the receiving team without a muff or a fair catch. This event may follow either of these events:
- Punt
- Field Goal Kick
- Kickoff
- Safety Kick

If a Free Kick (Kickoff or Safety Kick) is recovered by the kicking team without first being muffed or possessed by the receiving team, the Free Kick Recovered event is used.
If the kick is muffed by the receiving team, the Kick Muffed event is used.
If the kick is received with a fair catch, the Fair Catch event is used.

Received by (*Player-Defense***)**

Yard Line (*YardLine***)**
Yard line at which the kick was received.

Tried to Advance (*Yes/No***)**
This attribute is only applicable to Free Kicks. If the receiver of a Free Kick does not try to advance, and passes backwards to a teammate, the teammate will get credit for the return. Also, if the Free Kick was an onside kick, and the receiver of the kick does not try to advance, he will not get a kickoff return. If the receiver of the kick subsequently fumbles the ball, this attribute will be ignored, and it will be considered that he tried to advance.

KM - Kick Muffed

This event may follow any of these events:
- Punt
- Field Goal Kick
- Kickoff
- Safety Kick

Following a Punt or Field Goal Kick, the Kick Muffed event is used when either of the following occurs:

- The ball is first touched beyond the line of scrimmage by a receiving team player who unsuccessfully attempts to gain possession.
- The ball is first touched beyond the line of scrimmage by a receiving team player, and then recovered by the kickers.

Following a Kickoff or Safety Kick, the Kick Muffed event is used when either of the following occurs:
- The ball is first touched 20 or more yards beyond the spot of the kick by a receiving team player who unsuccessfully attempts to gain possession.
- The ball is first touched 20 or more yards beyond the spot of the kick by a receiving team player, and is then recovered by the kickers, or goes out of bounds.

If the ball is muffed within 20 yards of the (onside) kick, the muff is ignored. If the ball is then recovered by the kicking team, the Free Kick Recovered by Kickers event is used. If the ball is recovered by the receiving team, the Kick Received event is used.

See Appendix A, Example 26, p. 58 for a sample play that includes this event after a punt. See Appendix A, Example 22, Example 23, Example 24, Example 25, p. 54 - 57, for sample plays that include this event after a kickoff.

Muffed by (*Player-Defense***)**

Yard Line (*YardLine***)**

First Touched at (*YardLine***)**
This attribute is used only to calculate the length of the kick. It should be used when the loose ball is touched after the muff, and the impetus of the kick ends at the spot of the touch.

KT - Kick Touched

Under rare circumstances, this event will be used following the Punt event in order that the distance of the punt may be calculated correctly. Specifically, it is used when the impetus of a punt is ended by a player's touching of the ball, and that touching can not be recorded any other way.

It is used when the punt is touched by a receiving team player who is NOT trying to gain possession of the ball; and the impetus of the punt ends with the touch; and the touch does NOT result in a loss of possession. If the player is trying to gain possession, or the touch results in a loss of possession, it should be scored as a muff. If the touch does not affect the impetus of the punt, it should not be recorded.

Example: Punt from the 50 is touched at the 10 by a receiving team player who is not trying to gain possession. The ball rolls to the 15 where it is recovered by the receivers. The Kick Touched event is needed so that the distance of the punt can be calculated as 40 yards. If the ball had continued rolling towards the goal line and was recovered by a receiving team player at the 5, the Kick Touched event should not be used. The player who recovered the ball would get credit for the return (the Kick Received event would be used), and the distance of the punt would be measured as 45 yards.

It is used when the punt is batted or kicked by a kicking team player, and the ball is NOT ruled down at the spot of the bat or kick. If the ball is ruled down at the spot of the bat or kick, the Kick Downed event should be used.

Example: Punt from the 50 is batted by a kicking team player at the 10, rolls forward to the 5 where a receiver picks it up and returns it to the 40. The Kick Touched event is needed so that the distance of the punt can be calculated as 40 yards. If the ball had immediately been downed at the 10 following the bat, the Kick Downed event would be used.

This event can also be used for onside Free Kicks. If the kick travels less then 20 yards, is then batted back towards the kicking team's end zone, and is subsequently recovered, the Kick Touched event can be used to measure the length of the kickoff to the spot of the bat.

Example: Team A is kicking from the A 30. A-4 kicks off onside. The ball hits the chest of a Team B player at the A 37 and bounces to the A 32 where a Team A player recovers the ball. The Kick Touched event is needed to calculate the distance of the kickoff as 7 yards. It's not a muffed kickoff by Team B because the ball did not travel 20 yards. Without the Kick Touched event, A-4 would kick get a kickoff of only 2 yards.

This event is not used after Safety Kicks because the distance of those kicks are not calculated.

See Appendix A, Example 27, p. 58, for a sample play that includes this event.

Yard Line (*YardLine***)**

KB - Kick Blocked

This event follows either of these events:
- Field Goal Kick
- Punt

A kick (Punt or Field Goal attempt) is "blocked" if it is touched by a player (defensive or offensive) behind the line of scrimmage, and the impetus of the kick ends before the line of scrimmage.

In the case where the kick is touched by an *offensive* player who is blocked into the kick by a defensive player, credit for the block may be given to the defensive player; otherwise, credit for the block is not given to any player.

In the Official Rules, both a Field Goal Kick and Punt are classified as Scrimmage Kicks. The rules governing events following the kicks are exactly the same. According to the Rules, a Scrimmage Kick is not "blocked" if its impetus takes it beyond the line of scrimmage. Statistically, however, a Field Goal Kick must be considered blocked whenever it is touched behind the line of scrimmage.

If a Field Goal Kick is touched behind the line of scrimmage, and the impetus of the kick takes it beyond the line of scrimmage, do NOT use the Kick Blocked event. In this case, use the *Blocked by* attribute of the Field Goal Kick event. The reason is that after a field goal attempt is "blocked" in this manner, the events that may follow are exactly the same as if the kick had landed short in the field of play. (For example, it may not be legally touched first by a player on the kicking team; it may be picked up and returned by a player on the receiving team.)

If a field goal is blocked and the ball becomes dead in such a manner that the next line of scrimmage will be the spot of the kick, follow the Field Goal Kick event with the Field Goal Missed event, and set the *Reason Missed* attribute to "Blocked."

See Appendix A, Example 12, p. 49, for a sample play that includes this event after a field goal kick. See Appendix A, Example 14, p. 51 for a sample play that includes this event after a punt.

Blocked by (*Player-Defense***)**
The defensive player who will receive credit for the block.

RU - Rush

A "defining event" for scrimmage plays.
All plays from scrimmage are rushing plays unless:
- There is a kick from behind the line of scrimmage; or
- There is a pass from behind the line of scrimmage; or
- A player makes an apparent attempt to pass at any time before he or a teammate is tackled, steps out of bounds, or fumbles behind or at the line of scrimmage.
In the last case, the play would be defined as a Sack.

Note that even though Aborted plays generate rushing statistics, the Rush event is NOT used for Aborted plays. For an Aborted play, use either the Fumbled Snap or Fumbled Lateral or Handoff event.

QB Scramble (*Yes/No***)**
This attribute should be set to Yes if the quarterback rushed due to defensive pressure, and in the Head Statistician's judgment the play was intended to be a passing play.

Rushed by (*Player-Offense***)**

Direction (*Lookup***)**

PA - Pass Completion

A "defining event" for scrimmage plays.
This event is used when a forward pass is completed to a teammate.

If an *illegal* forward pass is completed to a teammate, it is supposed to be ruled an incomplete pass. (8.1.1) However, this event can be used if the refs miss the call.

Yard Line Thrown From (*YardLine*)
This attribute appears in the rare case that the Pass Completion event is not the first defining event in the play.

Passed by (*Player-Offense*)

Received by (*Player-Offense*)

Yard Line Thrown To (*YardLine*)
Where the ball was caught. Optional, not available in games before 2006 season.

Direction (*Lookup)*

QB Hit by (*Player-Defense*)
Name of the player who knocked the passer to the ground. Optional, not available in games before 2006 season. This attribute is hidden if the pass was thrown beyond the line of scrimmage.

INC - Pass Incompletion

A "defining event" for scrimmage plays.

This event can also be used after the defining event if an illegal pass is thrown, and not intercepted.

An incomplete pass can be thrown any time the ball is live, in player possession. If the ball carrier attempts a backward pass, but the ball travels forward, the referee will rule an incomplete pass - and dead ball - if the ball hits the ground, or is caught by a teammate. (If the ball is caught by an opponent it is a pass interception, and the play continues.)

When a player throws a forward pass from beyond the line of scrimmage, and the penalty is accepted, the passer is not charged with a pass attempt; he is credited with yards gained (in the category initiating the action) to the point of the pass, and penalty yardage is measured from that spot. (Guide for Statisticians p.9)

In this case, to satisfy both the statistical requirement, and produce an accurate play-by-play, insert the Penalty event before the Pass Incompletion event, and use Other Spot enforcement. (If Dead Ball spot enforcement is used, a statistic will be generated for the incomplete pass.)

Yard Line Thrown From (*YardLine*)
This attribute appears in the rare case that the Pass Incompletion event is not the first defining event in the play.

Passed by (*Player-Offense*)

Intended Receiver (*Player-Offense*)

Yard Line Thrown To (*YardLine*)
Where the ball was caught. Optional, not available in games before 2006 season.

Direction (*Lookup)*

Defensed by (*Player-Defense***)**
Defensed by (*Player-Defense***)**
The second *Defensed by* attribute only appears if the first one is filled in. If the ball is thrown from beyond the line of scrimmage – as indicated by the Yard Line Thrown attribute – then neither attribute appears.

QB Hit by (*Player-Defense***)**
Name of the player who knocked the passer to the ground. Optional, not available in games before 2006 season. This attribute is hidden if the pass was thrown beyond the line of scrimmage.

QB Spike (*Yes/No***)**
This attribute should be set to Yes if the quarterback spiked the ball to stop the clock. If the Pass Incompletion event is not the first defining event in the play, this attribute does not appear. This attribute is only available in games played after the 2002 NFL season.

INT - Pass Interception

A "defining event" for scrimmage plays.
This event can also be used whenever the ball is live, in player possession because it is always possible for the ball carrier to throw a forward pass that is intercepted. For example, if the quarterback throws a forward pass after crossing the line of scrimmage, he will get credit for a rush, AND a pass attempt and interception. If a kickoff returner throws a forward "lateral" which is caught by the opposing team before it strikes the ground, this will be ruled a pass interception. He will get credit for a kickoff return and a pass interception.

Yard Line Thrown From (*YardLine***)**
This attribute appears when the event is *not* the first defining event in the play.

Passed by (*Player-Offense***)**
This attribute is hidden when the event is *not* the first defining event in the play.

Intercepted by (*Player-Defense***)**

Yard Line Thrown To (*YardLine***)**
Yard line at which the ball is caught.

Intended Receiver (*Player-Offense***)**
This attribute, and the *Defensed by* attribute, are hidden when the event is *not* the first defining event in the play, and the value of the *Yard Line Thrown* attribute indicates that the pass was thrown from beyond the line of scrimmage.

Direction (*Lookup)*

Defensed by (*Player-Defense***)**

This attribute allows you to give a second pass defense statistic. The player who intercepts the ball automatically receives a pass defense.

QB Hit by (*Player-Defense***)**
Name of the player who knocked the passer to the ground. Optional, not available in games before 2006 season. This attribute is hidden if the pass was thrown beyond the line of scrimmage.

SA - Sack

A "defining event" for scrimmage plays.
Use this event when there is a sack that ends the play. If there is a sack that involves a fumble, use the Sack & Fumble event.
According to the Guide for Statisticians, p.10, a Sack is scored:
- When the quarterback or a teammate, makes an apparent attempt to pass at anytime before he or a teammate is tackled, steps out of bounds, or fumbles behind or at the statistical line of scrimmage, the play is scored as a sack and any yards lost attempting to pass. (Should he advance the ball across the statistical line of scrimmage, it is a rushing play.)
- When the quarterback is tackled or, after gaining possession of the snap, he fumbles or falls down, while retreating to his normal passing position, it shall be scored as a sack and yards lost attempting to pass, even though he may not have assumed a passing position.
EXCEPTION: When a player retreating to passing position fumbles behind the line of scrimmage but recovers the fumble himself and runs beyond the statistical line of scrimmage, the play is scored as a rushing play, a fumble, and an own recovery.

Passer (*Player-Offense***)**

Sacked how (*Lookup***)**
Tackled, Ran out of Bounds, or Pushed out of Bounds. Blank is equivalent to Tackled.

Tackled by (*Player-Defense***)**
Tackled by (*Player-Defense***)**
If only one of these attributes is filled in, it can be either one. The indicated player will get credit for a forced fumble, solo tackle, and solo sack. If both of these attributes are filled in, the *Split Tackle* attribute determines how the tackle and sack are split between the two players.

Split Tackle (*Lookup***)**
If both *Tackled by* attributes are filled in, this attribute appears, and its value determines how the tackle and sack are split between the two players. Possible values are:

FTA - the first player gets a full sack and assisted tackle; the second player gets a tackle assist
FAT - the first player gets a tackle assist; the second player gets a full sack and assisted tackle
HTA - the first player gets an assisted tackle; the second player a tackle assist; each player gets a half sack
HAT - the first player gets a tackle assist; the second player an assisted tackle; each player gets a half sack
AA - each player gets a tackle assist and a half sack

The ‘HTA’ and ‘HAT’ values allow the tackle to be split unequally while splitting the sack equally. It is not possible to split the tackle equally while splitting the sack unequally. In most cases, if the sack is split, the tackle should be split as well.

Yard Line (*YardLine***)**

SF - Sack & Fumble

A "defining event" for scrimmage plays.
This event is used when a sack is ruled because the passer fumbles the ball. For a sack that ends the play, use the Sack event.
See Sack event for more information.

See Appendix A, Example 6, p. 46, and Example 8, p. 47, for sample plays that include this event.

Passer (*Player-Offense***)**

Tackled by (*Player-Defense***)**
Tackled by (*Player-Defense***)**
If only one of these attributes is filled in, it can be either one. The indicated player will get credit for a forced fumble, solo tackle, and solo sack. If both of these attributes are filled in, the player indicated in the first *Tackled by* attribute gets credit for the forced fumble; the *Split Tackle* attribute determines how the tackle and sack are split between the two players.

Split Tackle (*Lookup***)**
If both *Tackled by* attributes are filled in, this attribute appears, and its value determines how the tackle and sack are split between the two players. Possible values are:

FTA - the first player gets a full sack and assisted tackle; the second player gets a tackle assist
FAT - the first player gets a tackle assist; the second player gets a full sack and assisted tackle
HTA - the first player gets an assisted tackle; the second player a tackle assist; each player gets a half sack
HAT - the first player gets a tackle assist; the second player an assisted tackle; each player gets a half sack
AA - each player gets a tackle assist and a half sack

The ‘FAT’ and ‘HAT’ values are used when the player who forced the fumble is not the player who should get primary responsibility for the tackle. The ‘HTA’ and ‘HAT’ values allow the tackle to be split unequally while splitting the sack equally. It is not possible to split the tackle equally while splitting the sack unequally. In most cases, if the sack is split, the tackle should be split as well.

Yard Line (*YardLine***)**

Batted at (*YardLine***)**

QB Hit by (*Player-Defense***)**
Name of the player who knocked the passer to the ground. This can be a different player from the one credited with the forced fumble. Optional, not available in games before 2007 season.

FGK - Field Goal Kick

This event indicates a field goal attempt.
This event may follow either of these events:
- Play from Scrimmage
- Fair Catch Kick

This event will be followed by one of these events:
- Field Goal (if the kick is good)
- Kick Blocked (if the kicked ball was touched behind the line of scrimmage and the impetus of the kick ended before the line of scrimmage)
- Kick Downed (if the kick fell short, in-bounds, and was touched by a kicking team player)
- Kick Received (if the kick was short, in-bounds, and was received)
- Kick Muffed (if the kick was short, in-bounds, and was muffed by a receiver)
- Fair Catch (if the kick was short, in-bounds, and was received with a fair catch)
- Field Goal Missed (if the kick missed and none of the other events apply)

Snapped by (*Player-Offense***)**

Held by (*Player-Offense***)**

Spotted at (*YardLine***)**

Kicked by (*Player-Offense***)**

Blocked by (*Player-Offense***)**
Use this attribute if the kick is blocked, and the impetus of the kick takes it beyond the line of scrimmage. See the Kick Blocked event for an explanation. See Appendix A, Example 11, p. 49, and Example 13, p. 50, for sample plays that use this attribute.

FG - Field Goal

This event may follow a Field Goal Kick event, and indicates that the kick was good (the attempt was successful.)
This event ends the play.
Unless a nullifying penalty occurred, three points will be awarded.

FGM - Field Goal Missed

This event may follow a Field Goal Kick event. It is used when
- the kick was no good (the attempt was unsuccessful); and
- the kick was not blocked in the strict sense of the term; and
- the ball was not touched by a receiver beyond the line of scrimmage; and
- the ball was not downed in the field of play

This event ends the play.
If the kicked ball is received by the defense, use the Kick Received event.

If the kick is touched behind the line of scrimmage, and the impetus of the kick takes it beyond the line of scrimmage, the kick is not "blocked" according to the playing rules. In

this case, use the *Blocked by* attribute of the Field Goal Kick event, and set the *Reason* attribute of this event to "Blocked."

If the kick is touched behind the line of scrimmage, and the impetus of the kick ends before the line of scrimmage, do not use this event. Instead, use the Kick Blocked event.

Reason (*Lookup***)**

PU - Punt

A "defining event" for scrimmage plays.
This event is recorded when a player on the offensive team punts the ball.
This event will be followed by one of these events:
- Fair Catch
- Kick Received
- Kick Downed
- Kick Muffed
- Kick Touched
- Kick Blocked
- Ball Out of Bounds
- Touchback

Yard Line (*YardLine***)**
This attribute appears in the exceedingly rare case that the Punt event is not the first defining event in the play. It is necessary because it is possible for the ball to be punted after a player has rushed beyond scrimmage, or after a forward pass completion. If this attribute appears, the remaining two will not.

Snapped by (*Player-Offense***)**

Kicked by (*Player-Offense***)**

FS - Fumbled Snap

A "defining event" for scrimmage plays.
This is one of the two events used to record an Aborted play. The other is the Fumbled Lateral or Handoff event. See Appendix A, Example 1, p. 43, and Example 3, p. 44, for sample plays that include this event.

Fumbled by (*Player-Offense***)**
The player to be charged with the fumble stat. This will be either the player who snapped the ball, or the player to whom the ball was snapped.

Snapped to (*Player-Offense***)**

Batted at (*YardLine***)**

FL - Fumbled Lateral or Handoff

A "defining event" for scrimmage plays.
This is one of the two events used to record an Aborted play. The other is the Fumbled Snap event. This event should also be used for a fumbled handoff.
If a backward pass is fumbled on a play that is not to be considered aborted, this event should not be used. In this case, simply use the Fumble event.
See Example 2, p. 43, for a sample play that includes this event.

Lateraled by (*Player-Offense***)**

Batted at (*YardLine***)**

XPK - Extra Point Kick

This event may follow the Try for Extra Point(s) event. It ends the play.
It is used when the offensive team tries a kick for one extra point.
See Try for Extra Point(s) event for more information.

Snapped by (*Player-Offense***)**

Held by (*Player-Offense***)**

Kicked by (*Player-Offense***)**

Result (*Lookup***)**
Result of the extra point attempt.

Blocked by (*Player-Defense***)**
This attribute appears if the value of the *Result* attribute is 'Blocked.'

Deuced by (*Player-Defense***)** [NFL Europe only, games 2003 season and earlier]
This attribute appears if the value of the *Result* attribute is either 'Aborted' or 'Blocked.'
If it is filled in, two points are awarded to the defense. The Deuce is no longer a rule in NFL Europe, so this attribute is always hidden.

PXP - Pass for Extra Points

This event may follow the Try for Extra Point(s) event. It ends the play.
It is used when the offensive team tries a pass for two extra points.
See Try for Extra Point(s) event for more information.

Passer (*Player-Offense***)**

Passed to (*Player-Offense***)**

Result (*Lookup***)**

Deuced by (*Player-Defense***)** [NFL Europe only, games 2003 season and earlier]
This attribute appears if the value of the *Result* attribute is 'No Good, Pass Complete' If it is filled in, two points are awarded to the defense. The Deuce is no longer a rule in NFL Europe, so this attribute is always hidden.

RXP - Rush for Extra Points

This event may follow the Try for Extra Point(s) event. It ends the play.
It is used when the offensive team tries a rush for two extra points.
See Try for Extra Point(s) event for more information.

Runner (*Player-Offense***)**

Direction (*Lookup***)**

Result (*Lookup***)**

Deuced by (*Player-Defense***)** [NFL Europe only, games 2003 season and earlier]
This attribute appears if the value of the *Result* attribute is 'No Good.' If it is filled in, two points are awarded to the defense. The Deuce is no longer a rule in NFL Europe, so this attribute is always hidden.

FU - Fumble

A fumble can occur any time the ball is live, in player possession. Therefore, a Fumble event will generally follow an event that establishes player possession. For example, the Fumble event can *not* follow the Punt event, because after the punt, player possession is indeterminate. For the same reason, two Fumble events can not appear in sequence. (A Fumble Recovered event would be used after the first Fumble.) However, the Fumble event may be used as the first event in a play from scrimmage. (See Appendix A, Example 4, p. 44.) In this case the *Fumbled by* attribute will appear, and the indicated player will be credited with a rush. If there is a subsequent pass or punt or field goal kick, the rushing stat will be suppressed.

This event should NOT be used in the following circumstances:
- If the fumble satisfies the conditions of an Aborted Play, use either the Fumbled Snap or Fumbled Lateral or Handoff event.
- If a receiver muffs a kick, use the Kick Muffed event.
- If a sack is going to be scored as a result of the fumble, use the Sack & Fumble event.

Fumbled by (*Player-Offense***)**
Appears only if the Fumble event is the first event (not counting penalties and comments) after a Play from Scrimmage event.

Tackled by (*Player-Defense***)**
Tackled by (*Player-Defense***)**

If only one of these attributes is filled in, it can be either one. The indicated player will get credit for a forced fumble and solo tackle. If both of these attributes are filled in, the player indicated in the first *Tackled by* attribute gets credit for the forced fumble; the *Split Tackle* attribute determines how the tackle is split between the two players.

Split Tackle (*Lookup***)**
If both *Tackled by* attributes are filled in, this attribute appears, and its value determines how the tackle is split between the two players. Possible values are:

TA - the first player gets an assisted tackle; the second player gets a tackle assist
AT - the first player gets a tackle assist; the second player gets an assisted tackle
AA - each player gets a tackle assist

The 'AT' value is used when the player who forced the fumble is not the player who should get primary responsibility for the tackle.

Yard Line (*YardLine***)**

Batted at (*YardLine***)**
In general, when a ball carrier fumbles the ball, his statistical yardage is measured to whichever of these two spots is closer to his goal line (helps him the least):
A) the spot of the fumble
B) the spot where the loose ball is recovered or goes out of bounds
If the *Batted at* attribute is non-blank, the indicated yard line is used instead of (B). This yard line should be used if a player changes the direction of the ball, giving it new impetus with a bat action (push, kick, bump, etc.). The initial force of the fumble is not considered a bat.

RE - Loose Ball Recovered

This event may follow any of these events:
- Fumble
- Kick Muffed
- Kick Blocked
- Fumbled Snap
- Fumbled Lateral or Handoff
- Sack & Fumble

If a Free Kick (Kickoff or Safety Kick) is recovered by the kicking team without first being muffed or possessed by the receiving team, the Free Kick Recovered event is used.

If the Fourth Down Fumble Rule is called, the Dead Ball event is used.

This event can be followed immediately by the Play Reviewed event or End of Play event. If the recovery occurred in the defensive end zone, the system supplies an implicit Touchdown event. If the recovery occurred anywhere else, the system supplies an implicit Tackle event (note: if the recovery occurred in the offensive end zone, this implies a safety.)

Recovered by (*Player*)

Yard Line (*YardLine*)

Tried to Advance (*Yes/No*)
This attribute only shows up when a Free Kick is muffed (see Kick Muffed event) by the receiver and recovered by a teammate. If the latter tries to advance, he gets credit for the kickoff return, and the former gets credit for neither a return nor fumble. (It's the same as if the ball were caught directly by the second player.) If the latter does not try to advance, the former gets credit for a kickoff return for 0 yards, and a fumble.

BP - Backward Pass

This event may occur any time the ball is live, in possession.
If the backward pass is fumbled, this event should not be used. In this case use the Fumble event; or, if the fumble causes the play to be ruled aborted, use the Fumbled Lateral or Handoff event. If the backward pass is "intercepted" in the air by an opponent, it is scored a fumble.

The point from which the backward pass is thrown has no statistical significance (unless it's fumbled, see above.) It only matters where the backward pass is received.

Type (*Lookup*)
The type of backward pass. Possible values are: Handoff, Lateral, Reverse, and Backward Pass. The type of the backward pass has no statistical significance. It is used only for the play-by-play.

Passed to (*Player-Offense*)
The player who received the backward pass.

Yard Line Received (*YardLine*)
Yard line at which the backward pass was received.

Tried to Advance (*Yes/No*)
This attribute only appears on kickoff returns. If there are one or more backward passes at the beginning of a kickoff return, the return is credited to the first player who tries to advance. Once a player tries to advance, this attribute does not appear.
A blank value for this attribute is the same as *Yes*.

TA - Tackle

This event is used when the ball-carrier is downed in-bounds by one or more defensive players. It ends the play.

This event should NOT be used in the following circumstances:
- If the tackle causes a fumble, use the Fumble or Sack & Fumble event.
- If the tackle is scored as a sack, use the Sack event.

- If the runner is forced out of bounds, use either the Pushed Out of Bounds or Ran Out of Bounds event.

Tackled by (*Player-Defense***)**
Tackled by (*Player-Defense***)**
If only one of these attributes is filled in, it can be either one. The indicated player will get credit for a solo tackle. If both of these attributes are filled in, the *Split Tackle* attribute determines how the tackle is split between the two players.

Split Tackle (*Lookup***)**
If both *Tackled by* attributes are filled in, this attribute appears, and its value determines how the tackle is split between the two players. Possible values are:

TA - the first player gets an assisted tackle; the second player gets a tackle assist
AT - the first player gets a tackle assist; the second player gets an assisted tackle
AA - each player gets a tackle assist

Yard Line (*YardLine***)**

BOB - Ball Out of Bounds

This event is used when a kick (other than field goal) or loose ball goes out of bounds.
It ends the play.
It may follow any of these events:
- Kickoff
- Safety Kick
- Punt
- Kick Blocked
- Kick Muffed
- Kick Touched
- Fumble
- Fumbled Snap
- Fumbled Lateral or Handoff
- Sack & Fumble

Yard Line (*YardLine***)**
Yard line at which the ball went out of bounds.
If the Ball out of Bounds event is following a Fumble event, and the yard line specified is beyond the point of the fumble, the ball will be spotted for the succeeding play at the point of the fumble.

ROB - Ran Out of Bounds

This event is used when the ball-carrier runs out-of-bounds. It ends the play.
If the ball-carrier ran out-of-bounds because of pressure from one or more defensive players, tackles and/or assists may be awarded. If the runner is pushed out-of-bounds, use the Pushed Out of Bounds event.
See the Tackle event for an explanation of the attributes.

Tackled by (*Player-Defense***)**
Tackled by (*Player-Defense***)**

Split Tackle (*Lookup***)**

Yard Line (*YardLine***)**

POB - Pushed Out of Bounds

This event is used when the ball-carrier is pushed out-of-bounds by one or more defensive players. It ends the play.
If the ball-carrier runs out-of-bounds, but not as a result of physical contact from a defensive player, use the Ran Out of Bounds event.
See the Tackle event for an explanation of the attributes.

Tackled by (*Player-Defense***)**
Tackled by (*Player-Defense***)**

Split Tackle (*Lookup***)**

Yard Line (*YardLine***)**

DB - Dead Ball (Declared)

Rule 7, Section 4, Article 1 of the Official Rules defines sixteen situations where the referee will declare a dead ball, and the play ended. For most of these situations, events have been defined. The Dead Ball event is used when the play ends on an "event" that has not been defined. This event will be used in the following instances:

- Inadvertent whistle. When a referee blows his whistle by mistake, the play ends. (See Appendix A, Example 29, p. 60.)
- Fourth down fumble rule was called. (See Appendix A, Example 28, p. 59.)

The fourth down fumble rule is called in some situations when the ball is recovered by a teammate of the player who fumbled. The play is whistled dead when the recovery occurs, and the ball is placed at the spot of the fumble, or the spot of recovery, whichever is closer to the offensive goal line.

To apply the fourth down fumble rule, this event must immediately follow the Fumble event. (Do not use the Loose Ball Recovered event.)

Reason (*Lookup***)**
This attribute is used to indicate that the 4th down fumble rule has been called. (Other values are ignored.)

Recovered by (*Player-Offense***)**
This attribute only appears when the 4th down fumble rule has been called.

Yard Line (*YardLine*)
Unless, the 4th down fumble rule has been called, this attribute indicates where the ball is spotted for the next play. If the 4th down fumble rule has been called, it indicates the yard line where the ball was recovered. The system calculates where the ball is spotted for the next play.

TB - Touchback

This event is used when the play ends with the ball in the offensive team's end-zone, and the result of the play is not a safety. See the section on Touchbacks & Safeties for important information about how this event is used.
This event can follow any of these events:
- Kickoff
- Safety Kick
- Punt
- Pass Interception
- Loose Ball Recovered
- Backward Pass
- Tackle
- Ball Out of Bounds
- Ran Out of Bounds
- Pushed Out of Bounds
- Free Kick Recovered by Kickers
- Kick Downed
- Fair Catch
- Dead Ball (Declared)

For a touchback on a missed field goal attempt, the Field Goal Missed event is used.

SY - Safety

See the section on Touchbacks & Safeties for an explanation of this event.

Safety by (*Player-Defense*)
This attribute can be used to give credit for the safety to a defensive player in a situation where the system does not do so automatically.

TD - Touchdown

This event indicates a touchdown for the team in possession. It ends the play.

RV - Play Reviewed

If a play is reviewed, append this event to the end of the play. If the play is Upheld, set the *Play Reversed* attribute to *No*, or leave it blank. If the play is Reversed, set the *Play Reversed* attribute to *Yes*.

When the *Play Reversed* attribute is changed to *Yes*, all events appearing above the Play Reviewed event are copied below the Play Reviewed event. In essence, there are now two "plays" appearing on the screen, separated by the Play Reviewed event. The play above the Play Reviewed event is the play as it was initially ruled; the play below is the play as it was re-interpreted by the officials. After the officials announce their new ruling, events and/or attributes below the Play Reviewed event should be modified to reflect the new ruling. The system will generate a play-by-play that contains both "plays", but statistics will only be generated based on events and attributes appearing below the Play Reviewed event.

When the *Play Reversed* attribute is changed to *No* or *Blank*, all events appearing below the Play Reviewed event are deleted. Similarly, if the Play Reviewed event is deleted, all events appearing below it are also deleted.

If the play is upheld, the Play Review event can only be followed by the End of Play event or a Comment event. If the play is reversed, the Play Reviewed event ends the reversed play, and must appear in the position that the End of Play event would have appeared if the play had not been reviewed.

When a review occurs, it is recommended that a play reversal be assumed, and the following steps be taken.

1) Append the Play Reviewed event, and set the *Play Reversed* attribute to *Yes*.

2) Anticipate the officials' new ruling, and modify the new play accordingly.

3) If the play is upheld, simply change the *Play Reversed* attribute to *No*.

There will be many situations where this approach is practical. For example, a pass is caught near the out-of-bounds line, and the officials rule a pass completion. The defense challenges the ruling, claiming the receiver was not in-bounds when he made the catch. If the play is reversed, it is entirely clear how the revised play will be entered: a simple pass incompletion. By assuming a reversal, very little time is lost if the play is eventually upheld. However, if it is assumed that the play will be upheld, it may be difficult to modify the play in time for the start of the next play.

Requested by (*Team*)
If the review was requested by one of the teams (a coach's challenge), enter the Team Code. If the play is upheld, this team will be charged with a timeout. If this attribute is left blank or is set to RA, the system will infer a challenge by the Review Assistant.

Play Reversed (*Yes/No*)

Review Type (*Lookup*)
The reason the play is being challenged. This should be set to the original ruling on the field that is being looked at by the referee, not what the new ruling on the field would be if the play gets overturned. If you can’t tell why a play is being challenged leave the attribute blank.

ENDQ - End of Quarter

This event marks the end of a quarter. This event must be followed by the End of Play event in order to complete the "play."

When the final quarter ends, use the End of Game event instead of End of Quarter.

If an even-numbered quarter is ending, the attributes of this event are used to capture information about the kickoff that will begin the subsequent half.

First Choice by (*Team*)
Team that elects first for the kickoff that beings the following half.

First Choice (*Lookup*)
Choice made for the following kickoff by the team that chose first.

Second Choice (*Lookup*)
Choice made for the following kickoff by the team that chose second.

ENDGM - End of Game

This event marks the end of the game. This event must be followed by the End of Play event in order to complete the "play." No other plays are allowed to follow the play that contains this event.

Use this event when the final quarter ends, instead of End of Quarter.

Game End Time (*TimeOfDay*)

Time Remaining (*GameTime*)
Time remaining on the game clock when the game ended. A blank value is equivalent to 0:00. If the game ends in overtime, this attribute will default.

END - End of Play

This event indicates that the sequence of events for a play is complete.

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Appendix A: Sample Plays

This section explains how a variety of more "difficult" plays would be entered into the system. None of the plays in this section involve penalties. For plays involving penalties, see Appendix C: Sample Plays Involving Penalties.

Example 1. Fumbled Snap. (Aborted play.)

GB ball, First-and-10 at the GB20. The quarterback, GB4, fumbles the snap and recovers at the GB15, where the play ends.

Play from Scrimmage
  Possession: GB
  Yard Line: GB20
  Down: 1
  Yards to Go: 10
Fumbled Snap
  Snapped to: 4
  Fumbled by: 4
  Yard Line: GB20
  Batted at:
Loose Ball Recovered
  Recovered by: GB4
  Yard Line: GB15

An aborted play is ruled when the snap is fumbled, or a handoff or other backward pass is fumbled in the backfield. Events are defined for both of these situations.

The player indicated in the *Snapped to* attribute will get a rush for 0 yards. If this player recovers the fumble, and advances beyond the line of scrimmage, he'll get positive rushing yards, and the play is no longer considered "aborted." (However, the play-by-play in this case will still say "aborted.")

Yardage lost by the player charged with the fumble is categorized as "Own Recovery Yardage - No Recovery."

Example 2. Fumbled Lateral or Handoff. (Aborted play.)

GB ball, First-and-10 at the GB20. The handoff from the quarterback, GB4, to the halfback is fumbled at the GB15. The ball goes out of bounds at the GB5.

Play from Scrimmage
    Possession: GB
    Yard Line: GB20
    Down: 1
    Yards to Go: 10
Fumbled Lateral or Handoff
    Lateraled by: 4
    Yard Line: GB15
    Batted at:
Ball out of Bounds
    Yard Line: GB5

Whenever a backward pass is fumbled, the player who attempted the pass is charged with the fumble. (The exception is a fumbled snap, which is technically a backward pass. In this case, the head statistician decides who's responsible for the fumble.)

Example 3. Ball snapped over punter's head for safety. (Aborted play.)

Play from Scrimmage
    Possession: GB
    Yard Line: GB5
    Down: 4
    Yards to Go: 25
Fumbled Snap
    Snapped to: 10
    Fumbled by: 60
    Yard Line: GB5
    Batted at:
Ball out of Bounds
    Yard Line: GB-9

This is an aborted play. The punter will get credited with a rush for 0 yards. The center will get -5 fumble (Own Fumble Recovery - No Recovery) yards. The system infers the safety because the ball went out of bounds in the offensive end zone. Compare to Example 17, p. 52.

Example 4. Fumble prior to pass.

GB ball, First-and-10 at the GB20. The quarterback, GB4, fumbles the snap and recovers at the GB15. He then throws an incomplete pass.

Play from Scrimmage
    Possession: GB
    Yard Line: GB20
    Down: 1
    Yards to Go: 10
Fumbled Snap
    Snapped to: 4
    Fumbled by: 4
    Yard Line: GB20
    Batted at:
Loose Ball Recovered
    Recovered by: GB4
    Yard Line: GB15
Pass Incompletion
    Yard Line Thrown:
    Intended Receiver:
    Defensed by:

If entered this way, the play-by-play will include the word "aborted" because of the Fumbled Snap event. If that is not desirable, the Fumble event can be used in place of the Fumbled Snap event. In either case, the stats will come out the same. Statistically, once the pass goes off it's no longer considered an aborted play; however, the user can decide whether the play-by-play should indicate that it started as an aborted play.

The *Yard Line Thrown* attribute shows up in the Pass Incompletion event, because at the time of the event, the ball is in play, and it is possible that the pass is being thrown from beyond the line of scrimmage. If this yard line is *not* beyond the line of scrimmage, its value is statistically insignificant and does not even appear on the play-by-play. It only matters that the ball was not thrown from beyond the line. Since the attribute is left blank in the example, its value is considered equal to the value (GB15) of the previous yard line attribute. This is true of every yard line attribute: if left blank, its value is considered equal to the value of the preceding yard line attribute.

Example 5. Quarterback kneels. (Rushing play.)

GB ball, First-and-10 at the GB20. The quarterback, GB4, takes the snap and kneels down at the GB17, ending the play.

Play from Scrimmage
    Possession: GB
    Yard Line: GB20
    Down: 1
    Yards to Go: 10
Rush
    QB Scramble: No
    Rush by: 4
    Direction: KN – Kneels
    QB Hit by:
Tackle
    Tackled by:
    Tackled by:
    Yard Line: GB17

This play is scored as a rushing play. The QB will get a rush for -3 yards. Since the Tackle event is used with blank player attributes, no tackle stats will be generated. The quarterback is down at the moment his knee touches the ground, so no defender should be credited with a tackle.

Example 6. QB fumbles while attempting to pass. (Sack.)

GB ball, First-and-10 at the GB20. The quarterback, GB4, takes the snap cleanly, and fumbles at the GB17 while dropping back to pass. He recovers at the GB15 where the play ends.

Play from Scrimmage
    Possession: GB
    Yard Line: GB20
    Down: 1
    Yards to Go: 10
Sack & Fumble
    Passer: 4
    Tackled by:
    Tackled by:
    Yard Line: GB17
    Batted at:
Loose Ball Recovered
    Recovered by: GB4
    Yard Line: GB15

If the quarterback fumbles while trying to pass, it is ruled a sack - unless he recovers the fumble and advances beyond the line of scrimmage (see Example 7.) This is true whether or not the fumble is forced by the defense.

Example 7. QB fumbles while attempting to pass, recovers, and advances beyond scrimmage. (Rushing play.)

GB ball, First-and-10 at the GB20. The quarterback, GB4, takes the snap cleanly, and fumbles at the GB17 while dropping back to pass. He recovers at the GB15, and runs out of bounds, forced by NY56, at the GB22 for a gain of 2 yards.

Play from Scrimmage
    Possession: GB
    Yard Line: GB20
    Down: 1
    Yards to Go: 10
Fumble
    Fumbled by: 4
    Tackled by:
    Tackled by:
    Yard Line: GB17
    Batted at:
Loose Ball Recovered
    Recovered by: GB4
    Yard Line: GB15
Ran Out of Bounds
    Tackled by: 56
    Tackled by:
    Yard Line: GB22

A player cannot be charged with a Sack if he gains positive yardage. A sack for 0 yards *can* be awarded (see Example 8.)

Example 8. QB fumbles while attempting to pass, teammate recovers and advances beyond scrimmage. (Sack.)

GB ball, First-and-10 at the GB20. The quarterback, GB4, takes the snap cleanly, and fumbles at the GB17 while dropping back to pass. The fullback, G33, recovers at the GB15, and runs out of bounds, forced by NY56, at the GB22.

Play from Scrimmage
    Possession: GB
    Yard Line: GB20
    Down: 1
    Yards to Go: 10
Sack & Fumble
    Passer: 4
    Tackled by:
    Tackled by:
    Yard Line: GB17
    Batted at:
Loose Ball Recovered
    Recovered by: GB33
    Yard Line: GB15
Ran Out of Bounds
    Tackled by: 56
    Tackled by:
    Yard Line: GB22

The quarterback will get a sack for 0 yards. The fullback will get 2 fumble (own recovery) yards. The 5 yards gained by the fullback behind the line of scrimmage is used to reduce the QB's loss.

Example 9. Defensive player forces a fumble after a teammate makes the initial stop.

GB ball, First-and-10 at the GB20. The quarterback, GB4, drops back to pass, and is grabbed by NY56. The ball is then stripped by NY43 at the GB10. The ball rolls out at the GB10.

Play from Scrimmage
  Possession: GB
  Yard Line: GB15
  Down: 2
  Yards to Go: 15
Sack & Fumble
  Passer: 4
  Tackled by: 43
  Tackled by: 56
  Split Tackle: HAT – Assist & Tackle (Half Sacks)
  Yard Line: GB10
  Batted at:
Ball out of Bounds
  Yard Line: GB10

To give the forced fumble to NY43, that player must be indicated in the first *Tackled by* attribute. The *Split Tackle* attribute is then used to determine how the tackle and sack get split. See the Sack & Fumble and Fumble events for more information on using the *Split Tackle* attribute in plays with forced fumbles.

Example 10. Field Goal kick is blocked, loose ball does not go beyond line of scrimmage.

GB ball, Fourth-and-10 at the NY20. The field goal kick is blocked by NY67 and the impetus of the kick does *not* take the ball beyond the line of scrimmage. The ball rolls out at the NY35.

Play from Scrimmage
  Possession: GB
  Yard Line: NY20
  Down: 4
  Yards to Go: 10
Field Goal Kick
  Snapped by:
  Held by:
  Kicked by:
  Spotted at: NY27
  Blocked by:
Kick Blocked
  Blocked by: 67
Ball out of Bounds
  Yard Line: NY35

When a field goal kick is blocked, and the impetus of the kick does *not* take the ball beyond the line of scrimmage, the Kick Blocked event is used after the Field Goal Kick event.

Example 11. Field Goal kick is blocked, impetus of kick takes ball beyond line of scrimmage.

GB ball, Fourth-and-10 at the NY20. The field goal kick is blocked by NY67 and the impetus of the kick takes the ball beyond the line of scrimmage. The ball rolls out at the NY15.

Play from Scrimmage
  Possession: GB
  Yard Line: NY20
  Down: 4
  Yards to Go: 10
Field Goal Kick
  Snapped by:
  Held by:
  Kicked by:
  Spotted at: NY27
  Blocked by: 67
Field Goal Missed
  Reason: BL - Blocked

When a field goal kick is blocked, and the impetus of the kick takes the ball beyond the line of scrimmage, the Kick Blocked event is *not* used. According to the playing rules, this is not a "blocked kick." Therefore, events follow the Field Goal Kick event as if the kick were not blocked. (For example, Kick Received is a possibility.)

To satisfy the statistical rules - according to which the kick is blocked regardless of impetus - the *Blocked by* attribute of the Field Goal Kick event is used. When this attribute is non-blank, the system writes the Blocked Field Goal stats (one for offense and defense), unless the next event is Field Goal (Good). This is true regardless of the value of the *Reason* attribute of the Field Goal Missed event.

The fact that the ball rolled out at the GB15 is irrelevant since the ball will be spotted for the next play at the spot of the kick (NY27).

Example 12. Field Goal kick is blocked, loose ball does not go beyond line of scrimmage, is recovered and advanced.

GB ball, Fourth-and-10 at the NY20. The field goal kick is blocked by NY67 and the impetus of the kick does *not* take the ball beyond the line of scrimmage. The ball is recovered by NY67 at the NY35, and he advances to the 50 where he runs out of bounds.

Play from Scrimmage
    Possession: GB
    Yard Line: NY20
    Down: 4
    Yards to Go: 10
Field Goal Kick
    Snapped by:
    Held by:
    Kicked by:
    Spotted at: NY27
    Blocked by:
Kick Blocked
    Blocked by: 67
Loose Ball Recovered
    Recovered by: NY67
    Yard Line: NY35
Ran out of Bounds
    Yard Line: 50

When a field goal kick (or punt) is blocked, and the impetus of the kick does *not* take the ball beyond the line of scrimmage, the ball can be recovered and advanced by either team. Compare this play with Example 13.

Example 13. Field Goal kick is returned.

GB ball, Fourth-and-10 at the NY20. The field goal kick is blocked by NY67 and the impetus of the kick takes the ball beyond the line of scrimmage. NY53 picks up the ball at the NY15, and returns it to the 50 where he runs out of bounds.

Play from Scrimmage
    Possession: GB
    Yard Line: NY20
    Down: 4
    Yards to Go: 10
Field Goal Kick
    Snapped by:
    Held by:
    Kicked by:
    Spotted at: NY27
    Blocked by: 67
Kick Received
    Received by:
    Yard Line: NY15
Ran out of Bounds
    Yard Line: 50

When a field goal kick is short and in-bounds beyond the line of scrimmage, the playing rules operate exactly as if the ball had been punted. The kicking team may not legally touch the ball before the receiving team. A player on the receiving team can take possession of the ball, and run with it. (The only difference from a punt is that if the ball is not first touched by the receiving team, the receiving team takes possession at the spot of the kick.)

We use a blocked kick for the example, because this is when a field goal kick is most likely to be returned. As was explained in Example 11, when a field goal kick (or punt) is "blocked," and the impetus of the kick takes the ball beyond the line of scrimmage, the playing rules do not consider the kick to have been blocked. According to the playing rules, it is the same as if the kicker had simply kicked it short. Therefore, the Field Goal Kick event is followed by the Kick Received event. The receiving team player is *not* recovering a loose ball; he is receiving a kick. If he were to muff the ball while trying to gain possession, the Kick Muffed event would be used, etc. Compare this play to Example 12.

Example 14. Punt is blocked, loose ball does not go beyond line of scrimmage.

GB ball, Fourth-and-10 at the GB20. The punt is blocked by NY67 and the impetus of the kick does *not* take the ball beyond the line of scrimmage. The ball rolls out at the GB15.

Play from Scrimmage
  Possession: GB
  Yard Line: GB20
  Down: 4
  Yards to Go: 10
Punt
  Snapped by:
  Kicked by:
Kick Blocked
  Blocked by: 67
Ball out of Bounds
  Yard Line: GB15

When a punt is blocked, and the impetus of the kick does *not* take the ball beyond the line of scrimmage, the Kick Blocked event is used after the Punt event.

Example 15. Punt is "blocked," impetus of kick takes ball beyond line of scrimmage.

GB ball, Fourth-and-10 at the GB20. The punt is blocked by NY67 and the impetus of the kick takes the ball beyond the line of scrimmage. The ball rolls dead at the GB35.

Play from Scrimmage
  Possession: GB
  Yard Line: GB20
  Down: 4
  Yards to Go: 10
Punt
  Snapped by:
  Kicked by:
Kick Downed
  Downed by:
  Yard Line: GB35

When a punt is "blocked," and the impetus of the kick takes the ball beyond the line of scrimmage, the Kick Blocked event is *not* used. According to both the playing rules and statistical rules, this is not a "blocked kick." Events follow the Punt event as if the kick were not blocked - since it really wasn't.

Example 16. Fake Punt.

GB ball, Fourth-and-10 at the 50. The offense lines up in punt formation. The ball is snapped directly to the kicker, GB7, who runs around right end, and is tackled at the NY45.

Play from Scrimmage
  Possession: GB
  Yard Line: 50
  Down: 4
  Yards to Go: 10
  Formation: Punt
Rush
  QB Scramble: No
  Rush by: 7
  Direction: RE - Right End
Tackle
  Tackled by:
  Tackled by:
  Yard Line: NY45

The only thing that differentiates this play from an ordinary rush is the value of the *Formation* attribute. The formation will be printed on the play-by-play, which is enough to indicate to the reader that there was a fake. The value of the *Formation* attribute never affects statistics.

Example 17. Punter takes snap in end zone, steps out of bounds for a safety.

GB ball, Fourth-and-10 at the GB5. The punter, GB7, takes the snap in the end zone and a) accidentally steps on the end line for a safety, or b) intentionally runs out of bounds for a safety.

Play from Scrimmage
  Possession: GB
  Yard Line: GB5
  Down: 4
  Yards to Go: 10
  Formation: Punt
Rush
  QB Scramble: No
  Rush by: 7
  Direction:
Ran out of Bounds
  Tackled by:
  Tackled by:
  Yard Line: GB-9

The play is entered the same way in both cases. Compare to Example 3, p. 44.

Example 18. Kickoff out of bounds.

GB kicks off from the GB30. The ball goes out of bounds at the NY5 without having been touched. Ruling: NY ball, First-and-10 at the NY40.

Free Kick
    Kicking Team: GB
    Yard Line: GB30
Kickoff
    Kicked by:
    Onside Kick: No
Ball out of Bounds
    Yard Line: NY5

According to the playing rules, this is a penalty situation. The receiving team gets the ball 30 yards beyond the spot of the kick. However, statistically, a kickoff out of bounds is *not* considered a penalty unless there is a re-kick. (If the first onside kick attempt goes out of bounds, it is a 5-yard penalty against the kicking team, and the receiving team has the option of forcing a re-kick, or taking the ball at the spot where it went out of bounds.) Therefore, in this case, the penalty event is not used.

If the kickoff goes out of bounds in the end zone, it is a touchback, and the receiving team gets the ball on their 20 yard line. In this case, the Kickoff event can be followed by either the Ball out of Bounds event or the Touchback event.

Example 19. Onside Kickoff recovered by receiving team (unsuccessful).

GB kicks onside from the GB30. NY65 recovers at the GB45 where the play ends.

Free Kick
    Kicking Team: GB
    Yard Line: GB30
    Formation:
Kickoff
    Kicked by:
    Onside Kick: Yes
Kick Received
    Received by: 65
    Yard Line: GB45
    Tried to Advance: No
Tackle
    Tackled by:
    Tackled by:
    Yard Line: GB45

Whether or not an onside kick has *occurred* is indicated by the value of the *Onside Kick* attribute of the Kickoff event. The *Formation* attribute of the Free Kick event is only used to indicate how the teams lined up. The Formation attribute (of any event) never affects statistics, only the play-by-play.

Since the receiving team recovered the kick, the Kick Received event is used. The *Tried to Advance* attribute of this event determines whether or not the player who received the kick gets credited with a kickoff return. According to statistical rules, if the player who receives an onside kickoff does not try to advance, he does not get credit for a kickoff return.

Example 20. Onside Kickoff recovered by kicking team (successful).

GB kicks onside from the GB30. GB7 recovers at the GB45.

Free Kick
  Kicking Team: GB
  Yard Line: GB30
  Formation:
Kickoff
  Kicked by:
  Onside Kick: Yes
Free Kick Recovered by Kicking Team
  Recovered by: 65
  Yard Line: GB45

When the kicking team recovers a kickoff that is not first possessed, or muffed, by the receiving team, the Free Kick Recovered by Kicking Team event is used. This is true whether or not the kick was an onside kick. This event ends the play because, according to the playing rules, the play ends whenever the kicking team is the first to gain possession of the kicked ball. (This is also true of punts and field goal kicks that are not blocked; if the kicking team recovers after a muff, the ball is dead.)

If the kicking team recovers the kickoff after a player on the receiving team muffs the ball, the Kickoff event should be followed by the Kick Muffed event. (See Example 23, p. 55.) However, if a receiving team player muffs an onside kick, the Kick Muffed event should *not* be used - unless the head statistician wants to charge the player with a fumble.

Example 21. Onside Kickoff is short, or illegally touched by kickers, twice in succession.

GB kicks onside from the GB25. The ball rolls dead, or is recovered by a player on the kicking team, at the GB34. Ruling: If the 5-yard (previous spot) penalty for a short free kick has already been enforced on the previous play, this time the ball is awarded to the receiving team at the spot where the ball rolled dead, or was illegally touched. NY ball, First-and-10 at the GB34.

Free Kick
  Kicking Team: GB
  Yard Line: GB30
  Formation:
Kickoff
  Kicked by:
  Onside Kick: Yes
Kick Downed
  Downed by:
  Yard Line: GB34

The Penalty event is never used for the illegal touch of a kick. Statistically, the illegal touch of a kick is not considered a penalty. Instead, the Kick Downed event is used. See Example 27, p. 58 for illegal touch of a punt.

Example 22. Kickoff is muffed, ball rolls out of bounds.

GB kicks off from the GB30. NY86 muffs the ball at the NY10, and the ball rolls out of bounds at the NY5.

Free Kick
    Kicking Team: GB
    Yard Line: GB30
Kickoff
    Kicked by:
    Onside Kick: No
Kick Muffed
    Muffed by: 86
    Yard Line: NY10
    First Touched at:
Ball out of Bounds
    Yard Line: NY5

The concept of a "muffed kickoff" did not exist in SuperStat. The onus was on the user to apply the correct statistical rules when a muffed kickoff occurred. The new system incorporates these statistical rules by allowing the use of the Kick Muffed event after a Kickoff (as well as a Punt or Field Goal Kick.)

In the current example, the player who muffed the ball will get credited with a kickoff return for 0 yards, and a fumble.

Example 23. Kickoff is muffed, teammate recovers and does not try to advance, or opponent recovers.

GB kicks off from the GB30. NY86 muffs the ball at the NY5. NY54 recovers at the NY10 where the play ends.

Free Kick
    Kicking Team: GB
    Yard Line: GB30
Kickoff
    Kicked by:
    Onside Kick: No
Kick Muffed
    Muffed by: 86
    Yard Line: NY5
    First Touched at:
Loose Ball Recovered
    Recovered by: NY54
    Yard Line: NY10
    Tried to Advance: No

Since the muffed ball was recovered by a teammate who did *not* try to advance, the player who committed the muff gets credited with the kickoff return (for 0 yards), and a fumble. The same stats would be calculated if the loose ball were recovered by an opponent.

Example 24. Kickoff is muffed, teammate recovers and tries to advance.

GB kicks off from the GB30. NY86 muffs the ball at the NY5. NY54 recovers at the NY10, tries to advance, and is tackled at the NY10 by GB29.

Free Kick
    Kicking Team: GB
    Yard Line: GB30
Kickoff
    Kicked by:
    Onside Kick: No
Kick Muffed
    Muffed by: 86
    Yard Line: NY5
    First Touched at:
Loose Ball Recovered
    Recovered by: NY54
    Yard Line: NY10
    Tried to Advance: Yes
Tackle
    Tackled by: 29
    Tackled by:
    Yard Line: NY10

Since the muffed ball was recovered by a teammate who *did* try to advance, the statistics, with the exception of the distance of the kickoff, are calculated as if the muff did not occur. The player who committed the muff gets no stats: no return, no fumble. The player who recovered gets the return, and his return yardage is measured from the spot of the recovery. Since there was no fumble, he does not get a fumble recovery.

If the user were unconcerned with the Kickoff Yardage stat (since it is an unofficial stat), the play could be more simply entered as follows.

Free Kick
    Kicking Team: GB
    Yard Line: GB30
Kickoff
    Kicked by:
    Onside Kick: No
Kick Received
    Received by: 54
    Yard Line: NY10
    Tried to Advance:
Tackle
    Tackled by: 29
    Tackled by:
    Yard Line: NY10

Statistically, the only difference is that in the first case the kickoff would be measured to the NY5, whereas in the second case it would be measured to the NY10. (If the ball were recovered behind the spot of the muff, there would be no difference.) Of course, the play-by-play would be more descriptive in the first case.

Example 25. Kickoff is muffed, same player recovers.

GB kicks off from the GB30. NY86 muffs the ball at the NY5 and recovers at the NY10. He is tackled at the NY20 by GB29.

Free Kick
    Kicking Team: GB
    Yard Line: GB30
Kickoff
    Kicked by:
    Onside Kick: No
Kick Muffed
    Muffed by: 86
    Yard Line: NY5
    First Touched at:
Loose Ball Recovered
    Recovered by: NY86
    Yard Line: NY10
    Tried to Advance:
Tackle
    Tackled by: 29
    Tackled by:
    Yard Line: NY20

The statistics, with the exception of the distance of the kickoff, are calculated as if the muff did not occur. The player who committed the muff and recovery gets a kickoff return, but no fumble or fumble recovery. The return is measured from the spot of the recovery.

If the user were unconcerned with the Kickoff Yardage stat (since it is an unofficial stat), the play could be more simply entered as follows.

Free Kick
    Kicking Team: GB
    Yard Line: GB30
Kickoff
    Kicked by:
    Onside Kick: No
Kick Received
    Received by: 54
    Yard Line: NY10
    Tried to Advance:
Tackle
    Tackled by: 29
    Tackled by:
    Yard Line: NY20

Statistically, the only difference is that in the first case the kickoff would be measured to the NY5, whereas in the second case it would be measured to the NY10. (If the ball were recovered behind the spot of the muff, there would be no difference.) Of course, the play-by-play would be more descriptive in the first case.

Example 26. Muffed Punt.

GB ball Fourth-and-10 at the GB20. NY86 muffs the punt at the NY25. NY54 recovers at the NY20 and is tackled at the NY30 by GB29.

Play from Scrimmage
  Possession: GB
  Yard Line: GB20
  Down: 4
  Yards to Go: 10
Punt
  Snapped by:
  Kicked by:
Kick Muffed
  Muffed by: 86
  Yard Line: NY25
  First Touched at:
Loose Ball Recovered
  Recovered by: NY54
  Yard Line: NY20
Tackle
  Tackled by: 29
  Tackled by:
  Yard Line: NY30

When a punt is muffed, the player who committed the muff always gets charged with a fumble, and, unless the punt ends with a touchback, he also gets credited with a punt return. (It's not like a muffed kickoff.) If the player who committed the muff recovers the loose ball, his return yardage is measured from the spot of the recovery. If any one else makes the recovery, the player who committed the muff gets a return for 0 yards.

Example 27. Punt illegally touched by kicking team.

GB ball Fourth-and-10 at the GB20. The ball is punted. GB87 first touches the ball at the NY30. NY82 picks up the ball at the NY20, and advances to the a) NY25, b) NY35, where he is tackled. Ruling: NY ball, First-and-10 at the a) NY30 (spot of the illegal touch), b) NY35.

Play from Scrimmage
  Possession: GB
  Yard Line: GB20
  Down: 4
  Yards to Go: 10
Punt
  Snapped by:
  Kicked by:
Kick Downed
  Downed by: 87
  Yard Line: NY30

Whenever the ball is placed at the spot of the illegal touch of a kick, the Kick Downed event is used. Action following this event cannot be recorded (unless a Comment is used.) Technically, according to the

playing rules, a penalty is being enforced; but, statistically, the illegal touch of a kick is not considered a penalty. See Example 21, p. 54 for illegal touch of a kickoff.

Play from Scrimmage
  Possession: GB
  Yard Line: GB20
  Down: 4
  Yards to Go: 10
Punt
  Snapped by:
  Kicked by:
Kick Touched
  Yard Line: NY30
Kick Received
  Received by: 82
  Yard Line: NY20
Tackle
  Tackled by:
  Tackled by:
  Yard Line: NY35

If the ball is not placed at the spot of the illegal touch, the touch is ignored unless, in the opinion of the head statistician, it affects the distance of the punt. If so, the Kick Touched event is used. In this case, the Kick Touched event will cause the punt to be measured to the NY30, instead of the NY20. The punt *return* will be measured from the NY20 regardless of the Kick Touched event.

Example 28. Fourth down fumble rule.

GB ball, Fourth-and-5 at the NY40. Halfback, GB28, rushes up the middle to the NY38 where he is hit by NY89, and fumbles. A teammate, GB33, picks up the ball at the NY35, and runs out of bounds at the NY30. Ruling: since it is fourth down, the ball is dead when recovered by an offensive player other than the player who fumbled. NY ball, First-and-10 at the NY38.

Play from Scrimmage
    Possession: GB
    Yard Line: NY40
    Down: 4
    Yards to Go: 5
Rush
    QB Scramble:
    Rushed by: 28
    Direction: UM - Up the Middle
Fumble
    Tackled by: 89
    Tackled by:
    Yard Line: NY38
    Batted at:
Dead Ball (Declared)
    Reason: Fourth down fumble rule
    Recovered by: 33
    Yard Line: NY35

Example 29. Play ended by official's inadvertent whistle.

GB ball, Second-and-15 at the GB15. Halfback, GB28, rushes and breaks into the clear. But, as he's running for the TD, an official inadvertently blows his whistle while the runner is crossing the 50 yard line. Ruling: GB ball, First-and-10 at the 50.

Play from Scrimmage
    Possession: GB
    Yard Line: GB15
    Down: 2
    Yards to Go: 15
Rush
    QB Scramble:
    Rushed by: 28
    Direction:
Dead Ball (Declared)
    Reason: Inadvertent whistle
    Yard Line: 50

Appendix B: Penalty Enforcement Spots

As explained in the section on the Penalty event in the Event Reference, the system recognizes four possible enforcement spots for an enforced penalty.

Previous Spot (No Play)
Dead Ball Spot (penalty is tacked on)
Succeeding Spot (enforced between downs)
Other Spot

Previous Spot is the simplest, and most common. Previous Spot enforcement is used when the play is entirely nullified by the penalty. No stats are generated for the play except for a penalty stat. The exact same effect was achieved in a SuperStat penalty by setting the "Count as a Play" field to "N".

Note that although *Previous Spot* is a term borrowed from the Official Rules of NFL Football, we do not always use it in the same sense as the officials. In some cases (not too often), we will say that a penalty is enforced from the Previous Spot in a case where the officials would not. The most common such case is Defensive Pass Interference. Technically, this penalty is enforced at the spot of the foul. But statistically (to get the yardage right), we want to consider this penalty as enforced from the Previous Spot.

If the referee announces that a penalty is being enforced from the Previous Spot, it should be recorded as such *unless* the down advances. Whenever the down advances, the play must count statistically, so in this case use either the *Dead Ball* or *Other* enforcement spot.

The *Dead Ball Spot* is the spot at which a play ends. It is probably the second most common enforcement spot. The play stands as entered, and all statistics are completely unaffected with the exception that any score is nullified. In a SuperStat penalty, if the "Count as a Play" field was set to "Y", the penalty was, in effect, being enforced from the Dead Ball spot.

The *Succeeding Spot* is the spot at which the ball would next be put into play if it were not for the penalty. This will always be the same as the Dead Ball Spot unless there is a score on the play. If the play ends with a score, the Succeeding Spot is the spot of the ensuing kickoff. When Succeeding Spot enforcement is used, the play stands as entered, as is completely unaffected by the penalty. In SuperStat, a Succeeding Spot penalty could not be entered as part of the same play in which the penalty occurred.

Succeeding Spot enforcement should only be used when the penalty is clearly being enforced between downs. The most common case for Succeeding Spot enforcement is when a penalty occurs on a scoring play, and the penalty is enforced on the ensuing kickoff. Most penalties that are technically enforced from the Succeeding Spot will be entered as enforced from the Dead Ball spot.

Example 1. NY ball 4-and-10 at the NY20. NY1 rushes and is tackled *in-bounds* at the NY25 after which GB1 slugs him. Ruling: NY ball 1-and-10 at the NY40. Use Dead Ball Spot enforcement.

Example 2. NY ball 4-and-10 at the NY20. NY1 rushes and runs *out of bounds* at the NY25 after which GB1 slugs him. Ruling: GB ball 1-and-10 at the NY40. Use Succeeding Spot enforcement.

Technically, both fouls are being enforced from the Succeeding Spot. The real, technical difference between the two fouls is that the second one is being enforced as a "foul between downs." In GSIS, the concept of *Succeeding Spot* enforcement is equivalent to enforcement between downs.

Enforcement "between downs" means that the play during which the foul occurred is over and complete. That is why, in the second play, GB ends up with the ball. The play is over, NY failed to get the first down. The 15 yard penalty is enforced after the change of possession. In the first play, the penalty is enforced as part of the same play in which the foul occurred. Therefore, NY gets a first down by virtue of the 15 yard penalty.

Example 3. NY ball 2-and-10 at the GB10. NY1 runs the ball into the end zone. NY2 is called for clipping in the end zone. Rulings: a) If clipping occurred *before* the whistle, NY ball 2-and-15 at the NY15. The 15-yard penalty is enforced from the goal line. Use Dead Ball Spot enforcement. b) If clipping occurred after the whistle, TD for NY, and the penalty is assessed on the kickoff. Use Succeeding Spot enforcement. The play would be entered as follows:

Play from Scrimmage
Rush
Touchdown
Penalty
  Player: NY2
  Enforcement Spot: Dead Ball / Succeeding
  Next Down: Repeats (if Dead Ball Spot, otherwise N/A)
  Distance: 15

Note that regardless of whether the enforcement spot is Dead Ball or Succeeding, the runner will get credit for a 10-yard rush (measured to the goal line.) The difference is that Dead Ball Spot enforcement cancels the score, and Succeeding Spot enforcement does not.

Other Spot enforcement is used when a penalty "truncates" the play at a certain point. The play counts, and statistics are generated, but the penalty serves as the statistical end-of-play. SuperStat had no equivalent functionality, and when such a penalty occurred, the operator would have to manually truncate the play at the point of penalty enforcement. The play-by-play would then be augmented with a comment to replace the lost information.

When a penalty event uses Other Spot enforcement, its position in the (sequence of events of the) play becomes significant. There's some room for error, but if the event is not positioned correctly, the statistics that are calculated will probably be incorrect. The position of penalties that do not use Other Spot enforcement is inconsequential.

When a penalty event uses Other Spot enforcement, the system must be told at what yard line the penalty is being enforced. Specifically, values must be provided for any two of these attributes: *Placed at*, *Distance*, *Enforced at*. (Any one of these can be calculated from the other two.)

Example 4. NY1 receives the kickoff at the goal line and is tackled by GB1 at the NY30. NY2 clips at the NY20. Ruling: The penalty is enforced at the spot of the foul, and placed at the NY10 (half-the-distance to the goal line.) NY1 gets a kickoff return for 20 yards. The play is entered as follows:

Free Kick
Kickoff
Kick Received
    Yard Line: NY0
Tackle
    Tackled by: (GB)1
    Yard Line: NY30
Penalty
    Player: NY2
    Enforcement Spot: Other
    Placed at: NY10
    Distance: 10

If the Penalty event were positioned above the Tackle event, a tackle stat for GB1 would not be generated.

Example 5. NY1 receives the kickoff at the goal line and fumbles at the NY20. The fumble is recovered there by GB1 and returned for a touchdown. GB2 committed facemasking at the NY10 before the fumble. Ruling: The 15-yard penalty is enforced at the spot of the foul. NY ball 1-and-10 at the NY25. NY1 gets a kickoff return for 10 yards, and does NOT get charged with a fumble. Statistically, the fumble, fumble recovery, and touchdown are nullified. The play is entered as follows:

Free Kick
Kickoff
Kick Received
    Yard Line: NY0
Penalty
    Player: GB2
    Enforcement Spot: Other
    Placed at: NY25
    Distance: 15
Fumble
    Yard Line: NY20
Loose Ball Recovered
    Recovered by: GB1
    Yard Line: NY20
Touchdown

If Other Spot penalty enforcement seems complicated, please note that its use - though strongly recommended - is entirely optional. Other Spot enforcement can always be avoided by entering the play the "SuperStat way," which is to modify the play so that the penalty is enforced at the Dead Ball Spot. For example, the previous play could be entered as follows:

Free Kick
Kickoff
Kick Received
    Yard Line: NY0
Tackle
    Yard Line: NY10
Penalty
    Player: GB2
    Enforcement Spot: Dead Ball
    Placed at: NY25

This set of events and attributes will generate the same statistics as the previous set. (If the player attributes of the Tackle event are left blank, no tackle stats are generated.) The difference is that in this case the play-by-play will make no reference to the fumble, fumble recovery, and nullified touchdown without the addition of a comment.

Besides the play-by-play, another reason to make use of Other Spot enforcement is that the system is given the responsibility for calculating the correct statistics based on the penalty enforcement spot. Consider the following example.

Example 6. NY1 receives the punt at the NY20. NY2 clips at the NY18. NY1 is tackled at the NY30. Ruling: The penalty is enforced at the spot of the foul. NY ball 1-and-10 at the NY9. The play is entered as follows:

Play from Scrimmage
Punt
Kick Received
    Yard Line: NY20
Tackle
    Yard Line: NY30
Penalty
    Player: NY2
    Enforcement Spot: Other
    Placed at: NY9
    Enforced at: NY18

By entering the play this way, the operator doesn't have to know how the penalty affects the punt return yardage that is credited to NY1. Is the return for 0 yards or -2 yards? The play is entered as observed, and the system generates the stat for 0 yards.

The following example demonstrates how a penalty may *cause* a safety.

Example 7. NY ball 1-and-10 at NY8. NY1 fades back to pass and is tackled at the NY5. NY2 is called for holding in the end zone. Ruling: Safety. NY kicks from the NY20. NY1 is charged with a -3 yard sack. NY is charged with 5 penalty yards. The play is entered as follows:

Play from Scrimmage
Sack
    Passer: (NY)1
    Yard Line: NY5
Penalty
    Player: NY2
    Enforcement Spot: Dead Ball
    Placed at: NY0

In terms of events and attributes, the rule is that any penalty that places the ball in the offensive end zone causes a safety. The play-by-play for such a play will indicate that the safety is caused by penalty. If the play ends with a safety, a penalty cannot be entered that would also cause a safety (an error will be generated.)

In general, if a team commits a foul in its own end zone while in possession of the ball, a safety is called against them. The penalty is *causing* the safety if the play did not otherwise end with a safety. For example, in the preceding play, if the passer had been tackled in the end zone, the play is a sack for -8 yards, and whoever gets credit for the sack also gets credit for the safety.

Example 8. NY ball 1-and-10 at NY8. NY1 fades back to pass and is tackled in the end zone. NY2 is called for a personal foul in the end zone. Ruling: Safety. NY kicks from the NY10. NY1 is charged with a -8 yard sack. NY is charged with 10 penalty yards (assessed on the kickoff.) The play is entered as follows (note the Succeeding Spot enforcement):

Play from Scrimmage
Sack
    Passer: (NY)1
    Yard Line: NY0
Penalty
    Player: NY2
    Enforcement Spot: Succeeding
    Distance: 10

(In this play it is irrelevant that the foul was committed in the end zone. The ruling would have been the same if the personal foul had been committed anywhere on the field.)

If a penalty is enforced on a Try for extra point(s), the enforcement spot will be either Previous or Succeeding. This is a system rule, not a football rule. It is a simplification that we make because only minimal statistics are calculated on a Try play. If the Try is replayed, use Previous Spot enforcement; if the Try is not replayed, and the penalty is enforced on the ensuing kickoff, use Succeeding Spot enforcement.

Example 9. NY tries for extra point(s) from the GB2. The quarterback is tackled at the GB1, and a defensive player is called for holding. Ruling: The penalty is enforced from the dead ball spot, and NY tries again from the 1/2 yard line.

Try for Extra Point(s)
    Yard Line: GB2
Rush for Extra Points
    Result: No Good
Penalty
    Player: GB
    Enforcement Spot: Previous
    Placed at: GB1

The Try is replayed, so Previous Spot enforcement is used. A one-yard penalty stat will be generated. If this were a play from scrimmage, we would use Dead Ball Spot enforcement, and the quarterback would get a one-yard rush. Rushing stats are not kept on extra point plays, so the actual enforcement spot is statistically insignificant.

For an example of Succeeding Spot enforcement on a Try play, see Sample Plays Involving Penalties, Example 41, p. 87.

Appendix C: Sample Plays Involving Penalties

Most of the examples in this section are taken from the penalties section of the 1998 Official Case Book of the NFL. Such examples are identified by "A.R. 14.##" where A.R. stands for Approved Ruling, and "##" is the number of the ruling within the penalties section. The wording has occasionally been modified.

We use the same convention to identify teams, players, and yard lines that is used in the Case Book. The two teams are A and B, where A is the team that possesses the ball at the start of the play. On a Free Kick, team A is the kicking team. Players on team A are identified as A1 through A9. Yard lines on the A side of the field are identified as A-9 through A49. This means that the symbol A1 could identify either a player or a yard line which is a little confusing, but you get used to it after about a thousand plays.

Example 1. Two penalties against same team, one accepted.
(A.R. 14.1.) Third-and-5 on A40. B1 encroaches, continues on, and roughs the quarterback.
Ruling: A's ball first-and-10 on B45. Multiple fouls; the foul for unnecessary roughness would be accepted.

Play from Scrimmage
Penalty
Penalty: Unnecessary roughness
Player: B1
Penalty-2: Encroachment
Player-2: B1
Status: Accepted
Enforcement Spot: Previous
Next Down: First
Placed at: B45

Since the Penalty event contains two penalties by the same team, and the Status is *Accepted*, the second penalty is considered Declined. The Next Down is *First* because the penalty causes an automatic first down. However, since the yardage (15) of the penalty is also sufficient for a first down, it wouldn't matter if the value of Next Down were entered as *Repeats*. The system would still calculate a penalty first down.

Example 2. Three penalties, two Penalty events in one play.
(A.R. 14.3.) First-and-10 on A25. A2 false starts, and later B2 and A3 slam one another to the ground.
Ruling: A's ball first-and-10 on A25. Offsetting fouls.

Play from Scrimmage
Penalty
  Penalty: Unnecessary roughness
  Player: B2
  Penalty-2: Unnecessary roughness
  Player-2: A3
  Status: Offsetting
  Enforcement Spot: Previous
  Next Down: Repeats
Penalty
  Penalty: False start
  Player: A2
  Status: Declined (or Superseded)

Since there are three penalties on the play, two penalty events are needed. The second penalty event can be omitted at the operator's discretion; it is used only for the play-by-play. The first penalty event is used for the play-by-play, and it also used by the system to default the attributes of the next play. Neither penalty event generates statistics. Statistics are generated only by penalties that are *Accepted* by one of the two teams.

Example 3. Dead Ball Spot enforcement on Rush.
(A.R. 14.4.) First-and-10 on A20. Runner is downed on A28. During the run: a) B1 holds on A38, or b) B1 holds on A24. Ruling: A's ball first-and-10 on A33 in both a) and b). Enforce defensive fouls on running plays from the dead-ball spot.

Play from Scrimmage
Rush
Tackle
  Yard Line: A28
Penalty
  Penalty: Defensive holding
  Player: B1
  Status: Accepted
  Enforcement Spot: Dead Ball
  Next Down: First
  Placed at: A33

The defensive holding penalty carries an automatic first down. If the runner had been tackled at the A30, or beyond, two first downs would be awarded: one by rushing, and one by penalty.

Example 4. Other Spot enforcement on Rush.
(A.R. 14.5.) First-and-10 on A20. Runner is downed on A28. During the run, A2 held on A24. Ruling: A's ball first-and-16 on A14. (10-yard penalty enforced from the A24.)

Play from Scrimmage
Rush
Tackle
    Yard Line: A28
Penalty
    Penalty: Offensive holding
    Player: A2
    Status: Accepted
    Enforcement Spot: Other
    Next Down: Repeats
    Placed at: A14
    Distance: 10

The runner will get 4 yards rushing, measured to the spot where the penalty was enforced.

Example 5. Previous Spot enforcement on Rush.
First-and-10 on A20. Runner is downed on A18. During the run, B1 held on the A26.
Ruling: A's ball first-and-10 on A25. Enforce from the previous spot.

Play from Scrimmage
Rush
Tackle
    Yard Line: A18
Penalty
    Penalty: Defensive holding
    Player: A2
    Status: Accepted
    Enforcement Spot: Previous
    Next Down: First
    Placed at: A25

Because the runner was downed behind the line of scrimmage, the penalty is enforced at the Previous Spot instead of the Dead Ball Spot as in Example 3. Luckily, we don't have to know how to choose enforcement spots. We either have to hear the ref say "Previous Spot," or figure out that it's a Previous Spot penalty because the alternative is that the penalty is being enforced for 7 yards from the A18 which doesn't make sense.

Example 6. Simple declined penalty.
First-and-10 on B40. B1 intercepts in the end zone and runs with the ball. B1 is downed in the end zone. A1 held prior to the pass. Ruling: Touchback. The offensive holding penalty is declined.

Play from Scrimmage
Pass Intercepted
    Yard Line: B0
Tackle
    Yard Line: B0
Touchback
Penalty
    Penalty: Offensive holding
    Player: A1
    Status: Declined

Example 7. Other Spot enforcement on Sack play.
(A.R. 14.10.) Third-and-15 on the 50. Quarterback A1 scrambles and is tackled on the A35. In tackling A1 at the A36, B1 grabs A1's facemask and releases immediately. Ruling: Third-and-15 on the 50. Ordinarily, incidental facemasking is a 5-yard penalty but on this play it's a 14-yard penalty because the ball must at least get back to the line of scrimmage.

Play from Scrimmage
Sack
    Yard Line: A35
Penalty
    Penalty: Face Mask (5 yards)
    Player: B1
    Status: Accepted
    Enforcement Spot: Other
    Next Down: Repeats
    Placed at: 50
    Enforced at: A36

We can infer that the penalty is *not* being enforced from the Previous Spot because the ball is *not* being placed at the B45 (5 yards beyond scrimmage.) The play counts, and the sack is for -14 yards. As a general rule, whenever an offensive player is downed by the facemask behind the line of scrimmage, the play will count because the penalty will be enforced from the spot of the foul.

Example 8. Dead Ball Spot enforcement when foul occurs early in play.
(A.R. 14.12.) Third-and-10 on A30. Runner A1 fumbles on A34. A2 recovers and is downed on A42. While A1 was a runner B2 grabbed and twisted A's facemask on A32. Ruling: A's ball first-and-10 on B43. 15-yard penalty enforced at the dead-ball spot.

Play from Scrimmage
Rush
Fumble
Loose Ball Recovered
Tackle
Penalty
    Penalty: Face Mask (15 yards)
    Player: B2
    Status: Accepted
    Enforcement Spot: Dead Ball
    Next Down: First
    Placed at: B43

This example is meant to illustrate the fact that *when* or *where* a foul occurs in the play are not necessarily of statistical significance. It is necessary to determine from what point in the play, and on the field, the officials are enforcing the penalty.

Example 9. Succeeding Spot enforcement after Touchdown.
(A.R. 14.13.) Second-and-10 on A20. A1 breaks free and is running for a touchdown ahead of all B players by 10 yards. When A1 gets to the B15, he turns around and holds the ball out at the trailing B players as A1 continues backwards into the end zone. Ruling: Touchdown A. Kickoff A15. The taunt during the play is enforced on the ensuing kickoff.

Play from Scrimmage
Rush
Touchdown
Penalty
    Penalty: Taunting
    Player: A1
    Status: Accepted
    Enforcement Spot: Succeeding
    Distance: 15

Example 10. Defensive Pass Interference.
(A.R. 14.20.) Second-and-10 on B40. A1 is reaching for a forward pass when B2 holds A1's arm down to prevent him from catching the pass. The pass falls incomplete. The contact occurred on the B11. Ruling: First-and-10 on B11.

Play from Scrimmage
Pass Incompletion
Penalty
    Penalty: Defensive Pass Interference
    Player: B2
    Status: Accepted
    Enforcement Spot: Previous
    Next Down: First
    Placed at: B11

To get the yardage right, Defensive Pass Interference is always entered as enforced from the Previous Spot.

Example 11. Illegal Pass Completion.
(A.R. 14.21.) Second-and-10 on B40. Quarterback A1's forward pass skips off the top of the helmet of tackle A7 at the B42. It is then caught by eligible receiver A2 on the B30 who runs to the B20. During A2's run, B3 inadvertently grasps and releases A2's facemask.
Ruling: Third-and-10 on B40 (if penalty declined) or second-and-15 on B45 (if penalty accepted.) Ball dead when caught by A2. Facemask foul is not enforced.

Play from Scrimmage
Pass Incompletion
Penalty
  Penalty: Illegal Touch Pass
  Player: A7
  Status: Accepted
  Enforcement Spot: Previous
  Next Down: Repeats
  Placed at: B45

The events following the catching of the pass cannot be recorded. The play must be ended at the point that the ball is declared dead, whether or not that declaration is delayed.

Example 12. Other Spot enforcement nullifies fumble.
(A.R. 14.24.) Third-and-10 on A30. Prior to A1's forward pass, lineman A2 chop blocks. A1's pass is intercepted by B1 at the 50. B1 returns to the A35, fumbles and A3 recovers at the A30. Ruling: B's ball first-and-10 on A35. The penalty is enforced from the spot of the interception.

Play from Scrimmage
Pass Interception
  Yard Line: 50
Penalty
  Penalty: Chop Block
  Player: A2
  Status: Accepted
  Enforcement Spot: Other
  Next Down: N/A (Since there was a change of possession)
  Placed at: A35
  Enforced at: 50
Fumble
Loose Ball Recovered

The penalty nullifies the fumble. B1 gets 0 return yards.

Example 13. Intentional Grounding.
(A.R. 14.26.) Third-and-5 on A30. Quarterback A1 is called for intentional grounding on the A15.
Ruling: Fourth-and-20 on A15.

Play from Scrimmage
Pass Incompletion
Penalty
  Penalty: Intentional Grounding
  Player: A1
  Status: Accepted
  Enforcement Spot: Dead Ball
  Next Down: Increments
  Placed at: A15

When Intentional Grounding is accepted the play must count because the down increments. The passer is always charged with an incomplete pass, and, to get the yardage right, the penalty is always entered as enforced from the Dead Ball Spot.

Example 14. Illegal Pass w/ Other Spot enforcement.
(A.R. 14.29.) Second-and-10 on B40. Quarterback A1 scrambles to the B38 where he throws a forward pass to A2 that is caught at the B30 after which A2 fumbles and B2 recovers at the B25.
Ruling: Third-and-13 at the B43. The ball is dead when caught by A2.

Play from Scrimmage
Rush
Penalty
  Penalty: Ineligible Downfield Pass
  Player: A1
  Status: Accepted
  Enforcement Spot: Other
  Next Down: Increments
  Placed at: B43
  Enforced at: B38
Pass Incompletion
  Yard Line Thrown: B38

On this play, the quarterback gets credit for a 2-yard rush.
Even though the pass was "completed," it is automatically ruled incomplete because an illegal pass can never be completed. (It may, however, be intercepted.)
Because the Penalty event appears before the Pass Incompletion event, the quarterback is not charged with an incomplete pass. Since the Penalty event truncates the play statistically, the play could also be entered as follows.

Play from Scrimmage
Rush
Penalty
    Penalty: Ineligible Downfield Pass
    Player: A1
    Status: Accepted
    Enforcement Spot: Other
    Next Down: Increments
    Placed at: B43
    Enforced at: B38
Pass Completion
    Yard Line Thrown: B38
    Received by: A2
Fumble
Loose Ball Recovered
    Recovered by: B2
    Yard Line: B25

Example 15. Illegal Pass w/ Previous Spot enforcement.
(A.R. 14.30.) Second-and-10 on B40. Quarterback A1 scrambles to the B38 and then scrambles back to the B42 before he throws a forward pass to A2 that is caught at the B30.
Ruling: Third-and-10 at the B40 (if declined) or second-and-15 on B45. The ball is dead when caught by A2.

Play from Scrimmage
Pass Incompletion
Penalty
    Penalty: Illegal Forward Pass
    Player: A1
    Status: Accepted
    Enforcement Spot: Previous
    Next Down: Repeats
    Placed at: B45

Example 16. Two penalties against same team, one automatically declined by officials.
(A.R. 14.34.) On the kickoff, B1 is offside. B2 gets the ball on the B5 and runs it back to the B18. During B2's runback, B3 clipped on the B36. Ruling: B's ball first-and-10 on B9. Decline offside by B1.

Free Kick
Kickoff
Kick Received
Tackle
Penalty
    Penalty: Clipping
    Player: B3
    Penalty-2: Defensive Offside
    Player-2: B1
    Status: Accepted
    Enforcement Spot: Dead Ball
    Next Down: N/A (not a scrimmage play)
    Placed at: B9

The offside penalty is automatically declined by the officials.
When the Penalty event contains two penalties against the same team, and the status is *Accepted*, the system considers the first penalty Accepted, and the second penalty Declined.

Example 17. Illegal Touch of Punt by kicking team.
(A.R. 14.42.) Fourth-and-6 on A40. A1 illegally touches the punt on the B24. B1 recovers at the B18 and runs to the B30. B2 held on the B45 before the punt was received. Ruling: B's ball first-and-10 on B9. Post-possession foul.

Play from Scrimmage
Punt
Kick Received
  Received by: (B)1
  Yard Line: B18
Penalty
  Penalty: Offensive Holding
  Player: B2
  Status: Accepted
  Enforcement Spot: Other
  Next Down: N/A (penalty after change of possession)
  Placed at: B9
  Enforced at: B18
Tackle
  Yard Line: B30

If entered this way, B1 will get punt return for 0 yards, and no tackle stats will be generated. If the penalty is moved below the Tackle event, tackle stats will be generated if one or more player attributes are non-blank. If the Penalty is moved ahead of the Kick Received event, no punt return stat will be generated. The punt will be measured to the spot of penalty enforcement, and a "kick downed" stat will be generated.

The illegal touch is not recorded.

Example 18. Illegal Touch of Punt by kicking team.
(A.R. 14.46.) Fourth-and-3 on A45. A1 illegally touches the punt on the B10. B1 recovers on the B4 and fumbles on the B8. A2 recovers and runs into B's end zone. B2 grabbed and twisted A2's facemask on the B6 after A2 crossed the goal line. Ruling: B's ball first-and-10 on B5. When A crosses the goal line (free of foul), the ball reverts to B at the spot of illegal touch (succeeding spot) from where the continuing action foul is enforced. B's ball first-and-10 on B5.

Play from Scrimmage
Punt
Kick Downed
  Downed by: (A)1
  Yard Line: B10
Penalty
  Penalty: Face Mask (15 yards)
  Player: B2
  Status: Accepted
  Enforcement Spot: Dead Ball
  Next Down: N/A (penalty after change of possession)
  Placed at: B5

Whenever an illegal touch is enforced, the Kick Downed event is used. The play ends at that point. For purposes of the play-by-play, action that follows the illegal touch may be recorded with a Comment.

One reason that the Penalty event is not used is that the league's official statistician does not want to count the illegal touch of a kick as a penalty. Another reason is that if it were considered a penalty, it creates the possibility that more than one penalty could be enforced against the same team on a single play. The system allows any number of penalties to be enforced against the same team on a single play, but only one from a spot other than the Succeeding Spot.

In this example, the official ruling is that the face mask penalty is enforced from the "succeeding spot." Technically, all continuing action fouls are enforced from the succeeding spot. However, as previously noted, Dead Ball Spot enforcement will be used in most cases where the official spot is the succeeding spot. Succeeding Spot enforcement is only used for fouls that are clearly enforced between downs.

Example 19. Two penalties against same team, both declined.
(A.R. 14.48.) Fourth-and-5 on the 50. B1 runs into the kicker at the A36 after A1 punts the ball. B2 gives an invalid fair-catch signal at the B22 and muffs the ball there. The ball rolls to the B18 where A2 falls on it. Ruling: A's ball first-and-10 on B18. Team A declines both penalties.

Play from Scrimmage
Punt
Kick Muffed
Loose Ball Recovered
Penalty
  Penalty: Running Into the Kicker
  Player: B1
  Penalty-2: Invalid Fair Catch Signal
  Player-2: B2
  Status: Declined

If the Penalty event contains more than one penalty, and the status is *Declined*, both penalties are considered declined.

Example 20. Penalties following Punt that is not received.
(A.R. 14.50.) Fourth-and-10 on A40. The punt rolls out of bounds in the end zone. During the punt, there was a foul by B1 at the B12. a) The foul was clipping by B1 at the B12; or b) the foul was blocking by B1 after giving a fair-catch signal at the B12. Rulings: a) B's ball first-and-to on B10. b) B's ball first-and-10 on B6.

Play from Scrimmage
Punt
Touchback
Penalty
    Penalty: Clipping
    Player: B1
    Status: Accepted
    Enforcement Spot: Dead Ball
    Next Down: N/A (penalty after change of possession)
    Placed at: B10

Play from Scrimmage
Punt
Penalty
    Penalty: Illegal Block (?Name?)
    Player: B1
    Status: Accepted
    Enforcement Spot: Other
    Placed at: B6
    Enforced at: B12
Touchback

In the second play, the punt is measured to the spot of penalty enforcement, and the punter gets an inside-20.

Example 21. Double Foul after a change of possession; Invalid Fair Catch signal.
(A.R. 14.54.) Fourth-and-10 on the 50. B1 gives an invalid fair-catch signal as he waits to catch the punt at the B20. A1 bumps B1 before the punted ball arrives, but B1 catches the ball anyway at the B20.
Ruling: B's ball first-and-10 on B15. Double foul with a change.

Play from Scrimmage
Punt
Fair Catch
    Yard Line: B20
Penalty
    Penalty: Invalid Fair Catch Signal
    Player: B1
    Penalty-2: ?Name?
    Player-2: A1
    Status: Accepted
    Enforcement Spot: Dead Ball
    Next Down: N/A (penalty after change of possession)
    Placed at: B15

The official ruling is that the penalty against A is officially declined because it occurred before the change of possession.

Even though the player gave an invalid fair catch signal, he is credited with a fair catch when he catches the ball.

Example 22. Penalty causes a safety.
(A.R. 14.55.) Receiver B1 catches a free kick or punt in his end zone. While still in his end zone, he fumbles, and the ball rolls out to the B2 where B1 intentionally kicks it out of bounds at the B4. Ruling: Safety. Safety kick B20. The foul during the fumble is enforced from the spot of the fumble which results in a safety.

Play from Scrimmage
Punt
Kick Received
    Yard Line: B0
Fumble
    Yard Line: B0
Ball out of Bounds
    Yard Line: B4
Penalty
    Penalty: Illegal Kick
    Player: B1
    Status: Accepted
    Enforcement Spot: Other
    Placed at: B0
    Enforced at: B0

The penalty causes a safety because the play did not end with a safety, and the penalty places the ball in the offensive end zone. The *Enforced at* attribute can be manipulated to get the desired penalty yardage, or the *Distance* attribute can be used.

Example 23. Other Spot enforcement on play with fumble.
(A.R. 14.61.) Second-and-5 on A40. A1 runs to the A43 where he fumbles. In the scramble to recover the loose ball, B2 grabs A1 and pulls him away from the ball at the: a) A36, or b) A42, or c) A44. B2 makes no effort to recover the ball. A1 recovers the ball at the A45. Ruling: In all cases, first-and-10 on A48. Enforce from the spot of the fumble.

Play from Scrimmage
Rush
    Rushed by: A1
Fumble
    Yard Line: A43
Loose Ball Recovered
    Recovered by: A2
    Yard Line: A45
Tackle
    Yard Line: A45
Penalty
    Penalty: Defensive Holding
    Player: B2
    Status: Accepted
    Enforcement Spot: Other
    Next Down: First
    Placed at: A48
    Enforced at: A43

This set of events and attributes will generate a rush for 3 yards, a fumble, fumble recovery, and tackle stat(s). If the Penalty event is moved above the Tackle event, the tackle stat(s) will be suppressed. If it is moved above the Fumble Recovery event, the fumble recovery and tackle stat(s) will be suppressed. If it is moved above the Fumble event, the fumble, fumble recovery, and tackle stat(s) will be suppressed.

In this play, the penalty event can appear in any position below the Rush event, and the correct rushing stat will be calculated.

Example 24. Penalty nullifies fumble recovery.
(A.R. 14.64.) First-and-10 on B20. A1's pass is intercepted in B's end zone by B1 who runs and fumbles in the end zone. The ball rolls out to the B3 and as A2 is about to recover the ball, B2 pulls A2 away from the ball to prevent his recovery (B2 does not make a personal attempt to recover). A1 recovers the ball at the B3. Ruling: A has an option: First-and-goal on B3 (decline penalty), or Safety, safety kick B20. B's foul enforced from the spot of the fumble in the end zone.

Play from Scrimmage
Pass Interception
  Yard Line: B0
Fumble
  Yard Line: B0
Penalty
  Penalty: ?Name?
  Player: B2
  Status: Accepted
  Enforcement Spot: Other
  Next Down: N/A
  Placed at: A0
  Enforced at: A0
Loose Ball Recovered
  Recovered by: A1
  Yard Line: B3

In this play, if the penalty is accepted, there is no way that the fumble recovery can count. The given set of events and attributes will produce a fumble stat, but no fumble recovery. If the Penalty event is moved above the Fumble event, the fumble stat is suppressed. In either case, it is an interception return for 0 yards, and the penalty causes a safety.

Example 25. Superseded penalty.
(A.R. 14.65.) Second-and-5 on A30. Runner A1 is downed on A36. B1 was offside. Tackle A2 clipped on A32 during the run. Ruling: Second-and-20 on A15; 5 vs. 15. Penalize from previous spot.

Play from Scrimmage
Rush
Tackle
Penalty
  Penalty: Clipping
  Player: A2
  Penalty-2: Defensive Offside
  Player-2: B1
  Status: Accepted
  Enforcement Spot: Previous
  Next Down: Repeats
  Placed at: A15

In a 5 x 15 situation, the 15-yard penalty is enforced from the Previous Spot, and the 5-yard penalty is automatically declined by the officials.

When a Penalty event contains two penalties, one against each team, and the status is *Accepted*, the second penalty is considered "Superseded." It is the first penalty that is Accepted and enforced.

Example 26. Superseded penalty / Offsetting penalties, Succeeding Spot enforcement.
(A.R. 14.79.) Fourth-and-5 on A28. A1: a) holds, or b) clips prior to punt. B1 catches the kick on B30 and runs for a touchdown. B2 clips after B1 scores. Rulings: a) Touchdown B. Kickoff at B15. b) Touchdown B. Kickoff at B30.

Play from Scrimmage
Punt
Kick Received
Touchdown
Penalty
  Penalty: Clipping
  Player: B2
  Penalty-2: Holding
  Player-2: A1
  Status: Accepted
  Enforcement Spot: Succeeding
  Distance: 15

If the penalty against A is holding, the holding penalty is superseded. If the penalty against A is clipping, the penalties offset at the Succeeding Spot. Change status to *Offsetting*, and the distance attribute will not appear.

Example 27. Offsetting penalties, Other Spot enforcement.
(A.R. 14.90.) Third-and-10 on B40. B1 intercepts pass on B10 and runs to B40. During the run, A1 grabs and releases B1's facemask on B28 and B2 clips A2 on B20. Ruling: B's ball first-and-10 on B20. Double foul after a change of possession.

Play from Scrimmage
Pass Interception
    Yard Line: B10
Penalty
    Penalty: Face Mask (5 Yards)
    Player: A1
    Penalty-2: Clipping
    Player-2: B2
    Status: Offsetting
    Enforcement Spot: Other
    Placed at: B20
Tackle
    Yard Line: B40

The penalties offset at the spot of B's foul. B1 gets 10 interception return yards. This play illustrates the notion of offsetting penalties that are "enforced." The ref is moving the ball 20 yards!

Example 28. Intercepting Momentum.
(A.R. 14.91.) Second-and-6 on B14. B1 intercepts the pass on B2, and momentum carries him into the end zone where he attempts to advance. A1 trips B1 who is downed in the end zone. B2 clips in the end zone after B1 is downed. Ruling: B's ball first-and-10 on B2. The enforcement spot of B2's continuing action foul is the 2-yard line, the succeeding spot.

Play from Scrimmage
Pass Interception
    Yard Line: B2
Tackle
    Yard Line: B2
Penalty
    Penalty: Tripping
    Player: A1
    Penalty-2: Clipping
    Player-2: B2
    Status: Offsetting
    Enforcement Spot: Succeeding (or Dead Ball)

Penalties that offset at the Dead Ball Spot or Succeeding Spot are not enforced, so the enforcement spots can be used interchangeably.

The play is ending at the B2 because of intercepting momentum. (See Official Rules 11.4.1.) The system does not provide a way of indicating that the intercepting momentum rule has been invoked, so the Tackle must be recorded at the B2. If it were recorded at the B0, a safety would be inferred, and -2 interception return yards would be calculated.

Example 29. Invalid Fair Catch signal, Other Spot enforcement.
(A.R. 14.94.) Fourth-and-8 on A40. B1 gives an invalid fair-catch signal at the B15 and catches the ball at the B17. A3 tackles B1 at the B17. Ruling: B's ball first-and-10 on B10. No foul by A3.

Play from Scrimmage
Punt
Kick Received
    Yard Line: B17
Tackle
    Yard Line: B17
Penalty
    Penalty: Invalid Fair Catch Signal
    Player: B1
    Status: Accepted
    Enforcement Spot: Other
    Placed at: B10
    Enforced at: B15

The 5-yard penalty is being enforced from the spot of the foul. B1 gets a return for 0 yards.

Example 30. Offsetting penalties, Other Spot enforcement, score nullified.
(A.R. 14.96.) Third-and-5 on B22. B1 intercepts a pass in B's end zone and attempts to run the ball out, but during the run, B2 holds in the end zone where B1 is downed. A3 spears B1 on the tackle. Ruling: B's ball first-and-10 on B1. The spot of B's foul is normally a safety, so the ball is placed at the B1.

Play from Scrimmage
Pass Interception
    Yard Line: B0
Tackle
    Yard Line: B0
Penalty
    Penalty: Offensive Holding
    Player: B2
    Penalty-2: ?Name?
    Player-2: A3
    Status: Offsetting
    Enforcement Spot: Other
    Placed at: B1

The penalty nullifies the safety that is inferred from the tackle in the end zone. B1 gets 0 interception return yards.

Example 31. Dead Ball Spot enforcement on play with Touchback.
(A.R. 14.100.) Second-and-10 on B30. B1 intercepts the ball in the end zone, runs, and is tackled in the end zone. During the run, B2 clips at the B7, and A2 tackles B1 by the facemask.
Ruling: B's ball first-and-10 on B20. B's foul would normally be enforced from the B20.

Play from Scrimmage
Pass Interception
    Yard Line: B0
Tackle
    Yard Line: B0
Touchback
Penalty
    Penalty: Clipping
    Player: B2
    Penalty-2: Face Mask (15 Yards)
    Player-2: A2
    Status: Offsetting
    Enforcement Spot: Dead Ball

The Tackle event can be omitted if tackle stats are not desired. If the Tackle event is used, it must be followed by the Touchback event, or else a safety will be inferred.

Example 32. Offsetting penalties, Other Spot enforcement, two penalty events.
(A.R. 14.102.) First-and-10 on the 50. Illegal motion by A1, and the pass is intercepted by B1 at the B20. On the return, B2 commits an illegal block in the back at the B30, and A2 tackles B1 by the facemask at the B40. Ruling: B's ball first-and-10 on B30. The double foul after a change takes precedence over the double foul with a change.

Play from Scrimmage
Pass Interception
    Yard Line: B20
Tackle
    Yard Line: B40
Penalty
    Penalty: Illegal Block
    Player: B2
    Penalty-2: Face Mask (15 Yards)
    Player-2: A2
    Status: Offsetting
    Enforcement Spot: Other
    Placed at: B30
Penalty
    Penalty: Illegal Motion
    Player: A1
    Status: Superseded (or Declined)

10 interception return yards will be calculated.

Example 33. Offsetting penalties, Previous Spot enforcement, two penalty events.
(A.R. 14.103.) First-and-10 on the 50. Illegal motion by A1 and offside by B1. B2 intercepts, and during the return, B2 clips. B2 then fumbles the ball back to A2. Ruling: A's ball first-and-10 on the 50. The double foul before the change of possession requires a replay.

Play from Scrimmage
Pass Interception
Fumble
Loose Ball Recovered
Penalty
  Penalty: Illegal Motion
  Player: A1
  Penalty-2: Defensive Offside
  Player-2: B1
  Status: Offsetting
  Enforcement Spot: Previous
  Next Down: Repeats
Penalty
  Penalty: Clipping
  Player: B2
  Status: Superseded (or Declined)

Example 34. Dead Ball enforcement, safety nullified.
(A.R. 14.111) First-and-10 on the 50. B1 intercepts on the B8, scrambles, and carries the ball into his own end zone, where he is tackled (not intercepting momentum). During the run, A2 blocks low anywhere. Ruling: B's ball first-and-10 on B15. A's foul is enforced from the goal line. (14-1 -11)

Play from Scrimmage
Pass Interception
  Yard Line: B8
Tackle
  Yard Line: B0
Penalty
  Penalty: Low Block
  Player: A2
  Status: Accepted
  Enforcement Spot: Dead Ball
  Placed at: B15

B1 gets -8 interception return yards. The play-by-play will indicate that a safety was nullified by the penalty.

Example 35. Other Spot enforcement on Punt out of bounds.
(A.R. 14.124) Fourth-and-10 on the 50. B2 clips at the B10 while the punt is in the air. The ball rolls out of bounds at the B16. Ruling- B's ball first-and-10 on B5.

Play from Scrimmage
Punt
Ball out of Bounds
  Yard Line: B16
Penalty
  Penalty: Clipping
  Player: B2
  Status: Accepted
  Enforcement Spot: Other
  Placed at: B5
  Enforced at: B10

Because the ball went out before the spot of enforcement, the punt is measured to where the ball went out. If the ball had gone out beyond the spot of enforcement, the punt would be measured to the spot of enforcement.

Example 36. Blocked Field Goal.
(A.R. 14.127) Fourth-and-8 on B22. On a field goal attempt from the B29, the kick is blocked at the B28 by B1, and the ball bounces to the B12 where it rolls out of bounds. Before the ball went out of bounds, B3 clipped A2 at the B15. Ruling. B's ball first-and-10 on B6. Post-possession foul enforced from the end of the kick.

Play from Scrimmage
Field Goal Kick
  Blocked by: B1
Ball out of Bounds
  Yard Line: B12
Penalty
  Penalty: Clipping
  Player: B3
  Status: Accepted
  Enforcement Spot: Dead Ball
  Placed at: B6

Since the impetus of the kick continued beyond the line of scrimmage, the Kick Blocked event is not used.

Example 37. Two penalties against same team enforced at Succeeding Spot.
(A.R. 14.144) Fourth-and-10 on A40. A1 punts the ball, and A2 commits fair-catch interference at the B20. B1 picks up the ball and runs for a touchdown. Immediately after B1 crosses the goal line, A1 tackles B1 by the facemask (continuing action foul). Ruling: Touchdown B. Kick off A40. Both fouls are enforced from the B30. (14-4-Exc. 2)

Play from Scrimmage
Punt
Kick Muffed
Loose Ball Recovered
Touchdown

Penalty
  Penalty: Fair Catch Interference
  Player: A2
  Status: Accepted
  Enforcement Spot: Succeeding
  Distance: 15
Penalty
  Penalty: Face Mask (15 Yards)
  Player: A1
  Status: Accepted
  Enforcement Spot: Succeeding
  Distance: 15

According to information from NFL Officiating, rule 14.4 was eliminated after the 1998 season, and it is no longer possible for two penalties to be enforced (against the same team) on one play, unless (though I'm not positive) one of them is a foul against an official. However, the system allows any number of penalties to be enforced on a play, as long as only one penalty is enforced at a spot other than the Succeeding Spot.

Example 38. Succeeding Spot enforcement on Fourth down.
(A.R. 14.148) Fourth-and-8 on B12. After an incomplete forward pass, B1 roughs A1. Rulings: B's ball first-and-10 on B6. Foul enforced between downs. If foul occurred during the forward pass, A's ball first-and-goal on B6.

Play from Scrimmage
Pass Incompletion
Penalty
  Penalty: Roughing the Passer
  Player: B1
  Status: Accepted
  Enforcement Spot: Succeeding
  Distance: 6

If the foul occurred during the forward pass, Dead Ball Spot enforcement would be used.

Example 39. Two penalties against same team, one enforced at Succeeding Spot.
(A.R. 14.154a) Fourth-and-10 on A10. B1 signals for fair catch on A45. A1 interferes at A45 as the ball, in flight, hits A1 and goes out of bounds on A48, after which A2 roughs B2. Ruling: B's ball first-and-10 on A15 (interference plus continuing action foul.)

Play from Scrimmage
Punt
Penalty
  Penalty: Fair Catch Interference
  Player: A1
  Status: Accepted
  Enforcement Spot: Other
  Distance: 15
  Enforced at: A45
Kick Muffed
  Yard Line: A45
Ball out of Bounds
  Yard Line: A48
Penalty
  Penalty: Unnecessary Roughness
  Player: A2
  Status: Accepted
  Enforcement Spot: Succeeding
  Distance: 15

Since it uses Other Spot enforcement, the placement of the first Penalty event suppresses the punt return and fumble stats that would ordinarily be generated by the Kick Muffed event. If the *Placed at* attribute were used for this event, its value should be A30 (*not* A15.) The line of scrimmage for the ensuing play will default to the A30. It must be manually changed to the A15. The system does not move the ball on a Succeeding Spot penalty.

Example 40. Fair Catch Interference superseded.
(A.R. 14.154b) Fourth-and-10 on A10. B1 signals for fair catch on A45. A1 interferes at A45 as the ball, in flight, hits A1 and goes out of bounds on A48, after which B2 roughs A2.
Ruling: b) B's ball first-and-10 on B37. (14-3-2)

*** Awaiting a ruling from Elias.

Example 41. Succeeding Spot enforcement on Try for extra points.
(A.R. 14.168) On a 2-point Try, A1 runs with the ball to the B1 and fumbles there. The ball rolls into the end zone where A2 recovers, and B2 piles on. Ruling: Try fails. Kickoff A45. (14-1-7)

Try for Extra Point(s)
Rush for Extra Points
Penalty
  Penalty: Unnecessary Roughness
  Player: B2
  Status: Accepted
  Enforcement Spot: Succeeding
  Distance: 15

The try fails because the fourth down fumble rule is in effect on extra point plays. If anyone on A besides A1 recovers the fumble, the ball is dead at the spot of the fumble, or spot of recovery, whichever is closer to A's goal line.

Example 42. Two penalties enforced against offense on scrimmage play w/ no change.

(A.R. 14.187) First-and-10 on the 50. A3 is downfield illegally. The pass is completed to A2 who is either run out of bounds or tackled in bounds at the B30. After a delay, A2 taunts B1.
Ruling: A's ball first-and-30 on A30. Both fouls would be enforced, as the taunt is deemed "between downs." (14-5-S.N. 3)

Play from Scrimmage
Pass Completion
Tackle
  Yard Line: B30
Penalty
  Penalty: ?Name?
  Player: A3
  Status: Accepted
  Enforcement Spot: Previous
  Next Down: Repeats
  Distance: 5
Penalty
  Penalty: Taunting
  Player: A2
  Status: Accepted
  Enforcement Spot: Succeeding
  Distance: 15

If the *Placed at* attribute is used in the first penalty instead of the *Distance* attribute, the value should be A45. The yard line and yards-to-go for the next play will default to A45 and 15, respectively, and must be manually changed to A30, and 30. The system does not "enforce" Succeeding Spot penalties.

Example 43. Two penalties enforced against defense on scrimmage play w/ no change.
First-and-10 on the 50. The pass to A1 is incomplete. B2 is offside. After a delay, B1 taunts A1. Ruling: A's ball first-and-10 on B25. Both fouls would be enforced, as the taunt is deemed "between downs."

Play from Scrimmage
Pass Incompletion
Penalty
  Penalty: Defensive Offside
  Player: B2
  Status: Accepted
  Enforcement Spot: Previous
  Next Down: Repeats
  Placed at: B45
Penalty
  Penalty: Taunting
  Player: B1
  Status: Accepted
  Enforcement Spot: Succeeding
  Distance: 15

This is the "honest" way to enter the play, and it leaves us with some extra work to do. The system does not enforce Succeeding Spot penalties, so stats must be overridden to record the penalty first down. And, as is usually the case with a Succeeding Spot penalty, defaults for the next play must be manually adjusted.

Adjusting attribute defaults is no big deal, but statistics should only be overridden as a last resort. If we're willing to cheat a little, we could change the value of the *Next Down* attribute of the Offside penalty to *First*. The play-by-play would be unaffected so no one would ever know that we bent the truth in order to out-smart the system.

Example 44. Two penalty first downs on one play.
First-and-5 on the 50. The pass to A1 is incomplete. B2 is offside. After a delay, B1 taunts A1. Ruling: A's ball first-and-10 on B25. Both fouls would be enforced, as the taunt is deemed "between downs."

Play from Scrimmage
Pass Incompletion
Penalty
  Penalty: Defensive Offside
  Player: B1
  Status: Accepted
  Enforcement Spot: Previous
  Next Down: First
  Placed at: B45
Penalty
  Penalty: Taunting
  Player: B1
  Status: Accepted
  Enforcement Spot: Succeeding
  Distance: 15

Now we have a problem because the offside penalty causes a first down, which means two penalty first downs on the play. The system will not generate a penalty first down for the Succeeding Spot penalty. Stats must be overridden to record the second penalty first down.