

A large red graphic consisting of a horizontal bar at the top and a larger rectangular block below it. The bottom edge of the larger block is a downward-pointing arrowhead. The text "Blindside Block" is centered in white within the larger block. The background features faint, concentric circles and dashed lines.

Blindside Block

## Rule 2-3-7 and Rule 9-1-18

- A blind side block is an open field block against an opponent that is initiated from outside the opponent's field of vision, or otherwise in such a manner that the opponent cannot reasonably defend himself against the block. (Exceptions: (1) the runner; (2) a receiver in the act of attempting to make a catch.)
- It is a Personal Foul if a player delivers a blind-side block by **ATTACKING** an opponent with **FORCIBLE** contact. **Note:** In addition, if this action meets all the elements of targeting, it is a blind-slide block with targeting (Rule 9-1-3 / 9-1-4).

# ATTACKING

- To set upon with violent force
- Cause harm to

A red speech bubble graphic with a white outline, containing the word "FORCIBLE" in white capital letters. The bubble has a tail pointing downwards and to the left.

FORCIBLE

- **Powerful**
- **Convincing**

## When and Where

- Broken plays
- Reverses/change of direction
- “Crack Back Blocks”
- Slow developing plays
- Turnovers
- Kick Returns

**NOTE:** Look for players swimming upstream or going against the grain.

A red speech bubble with a white outline and a downward-pointing tail. The text "10 Second Runoff" is centered inside the bubble in a white, sans-serif font. The background features faint, concentric circles and dashed lines in light gray.

10 Second Runoff

# 10 Second Runoff Parameters

- Under One minute in either half
- The game clock must be running
- Only One team is responsible for one of the following
  - An Injured player
  - A Player's helmet comes off during the play not due to a foul
  - A foul that stops the clock
- If there are items by both teams there is **NO** option for a 10 Second Runoff

## Fouls That Stop the Clock

- False Start
- Illegal Shift that converts to a False Start
- Offside with **Contact**
- Intentional Grounding
- Incomplete Illegal Forward Pass
- Backward Pass thrown out of bounds intentionally to conserve time
- Substitution Infraction (prior to the snap)
- Delay of Game



## Application of the Runoff

- The Offended Team get the Option of applying the Runoff
- Yardage can be applied due to a Foul and the Runoff can be Declined
- If yardage is Declined then so is the Runoff
- The Offending Team can “buyout” of the Runoff by using a Timeout

**NOTE:** Regarding Helmet Off (not due to a foul) or an injury, there is no option for a Runoff if the Game Clock were stopped for any other reason. (Incomplete pass, First Down, runner out of bounds, etc.)

# Game Clock Status

- **Runoff Declined – Clock Starts on the Snap**
- **Runoff Accepted – Clock Starts on the Ready**
- **Runoff Avoided by Timeout – Clock starts on the Snap**

# Play Clock Status

- **Stoppage Due to a Foul – 25 Second Play Clock**
- **Offensive Injury – 25 Second Play Clock**
- **Offensive Helmet Off (not due to a foul) – 25 Second Play Clock**
- **Defensive Injury – 40 Second Play Clock**
- **Defensive Helmet (not due to a foul) – 40 Second Play Clock**

# 10 Second Runoff mechanics

- **Know the situation**
  - **Clock Status – Under 1 minute crew needs to communicate (O2O)**
  - **Who is ahead? It will help you know the options.**
    - **If the offended team is behind, they probably don't want the runoff**
  - **Foul that stops the clock. What now?**
    - **Offended team wing ask the Coach if he wants to zap 10 seconds off the clock - inform R**
    - **Offending Team wing ask the Coach if he wants to use a TO to avoid the Runoff – inform R**

# TARGETING

UIL EXCEPTION

**RULE  
9-1-3**

- **Forcible Contact with Crown of the Helmet Including one of following indicators**
  - Launch
  - Crouch with upward thrust
  - Leading with the Helmet
  - Lowering the head before attacking

# RULE 9-1-4

- **Defenseless Player**
  - Passer in the act of or just after throwing the ball
  - Receiver attempting to catch or has just caught the pass
  - Kicker in the act of or just after kicking the ball
  - Kick returner in the act of or just after catching the kick
  - Any player on the ground
  - Any player obviously out of the play
  - A player who receives a Blindside Block
  - A ball carrier who is in the grasp of an opponents and forward progress has been stopped
  - The QB anytime after a change of possession
  - A ball carrier who is sliding feet first and has given himself up

# UIL Exemption to TGT

- **THSCA Meeting**
  - TGT isn't being called enough
  - When it is called it is often incorrect
- **UIL/TASO**
  - Non-Flagrant – 15 yard penalty only.
  - Flagrant – 15 yard penalty AND ejection
  - If a player receives 2 non-flagrant TGT fouls in the same game he will be ejected on the second foul regardless of severity



The background features a series of concentric circles in light gray, some solid and some dashed, creating a ripple effect. A prominent red callout box is centered on the page, containing the text 'ILLEGAL WEDGE FORMATION'.

# ILLEGAL WEDGE FORMATION

## Free Kick – Illegal Wedge Formation (Rule 6-1-10)

- A wedge is defined as two or more players aligned shoulder to shoulder within two yards of each other.
- For a Free-kick down only: After the ball has been kicked, it is illegal for two or more members of the receiving team intentionally to form a wedge for the purpose of blocking for the ball carrier.
- This is a live-ball foul, whether or not there is contact between opponents.
- Formation of the wedge is not illegal when the kick is from an obvious onside kick formation
- **There is no foul if the play results in a touchback, free kick out of bounds, or fair catch.**

# BLOCKING BELOW THE WAIST

9-1-6

# BBW

When is it NOT a foul?

- Lineman with initial position completely inside the tackle box may block below the waist until the ball leaves the tackle box
  - Tackle Box is 5 yards wide from either side of the snapper and extends to A's goal line
- Any other Team A may Block Below the Waist if the FORCE is directed from the front. "10-2"  
EXCEPT.....

# BBW

## Exceptions

- **Team A may not Block Below the Waist more than 5 yards down the field in any direction**
- **Players Outside the Tackle Box at the snap or anytime after the snap may not Block Below the Waist back towards the original position of the ball at the snap**
- **Once the ball has left the Tackle Box, a player may not Block Below the Waist towards his own end line. “Peel Back”**

# BBW

Team B

Prior to change of possession

- May not Block Below the Waist 5 yards beyond or 5 yards behind the NZ
- May not Block Below the Waist on a player in position to receive a backward pass
- May not Block Below the Waist on an eligible pass receiver beyond the LoS

# BBW

Kicks

- All Blocks Below the Waist are **ILLEGAL** on **ALL** kicking plays

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# BBW

Change of Possession

- **All Blocks Below the Waist are ILLEGAL on ALL Changes of Possession Plays**



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# SUBSTITUTIONS