

SHEFFIELD GIANTS

A M E R I C A N F O O T B A L L

GLOSSARY OF AMERICAN FOOTBALL TERMS



BRICK BY BRICK

#BEGIANT

GENERAL FOOTBALL TERMS

AUDIBLE:

WHEN THE OFFENSE CHANGES ITS PLAY, OR STRATEGY, FOR THE UPCOMING DOWN AFTER IT'S LEFT THE HUDDLE.

BACKFIELD:

THE OFFENSIVE PLAYERS BEHIND THE LINE OF SCRIMMAGE, SPECIFICALLY, THE QUARTERBACK AND RUNNING BACK.

BLOCKING:

WHEN AN OFFENSIVE PLAYER PHYSICALLY PREVENTS A DEFENDER FROM TACKLING THE BALL CARRIER.

DEFENSE:

THE TEAM WHICH DOESN'T HAVE POSSESSION OF THE BALL AND IS TRYING TO STOP THE OFFENSIVE TEAM FROM SCORING.

DEAD BALL:

A CONDITION THAT ENDS THE CURRENT PLAY. A BALL BECOMES DEAD WHEN IT'S OUT OF BOUNDS, WHEN THE BALL CARRIER IS DOWNED, WHEN IT HITS THE GROUND WITHOUT BEING FUMBLED, OR WHEN EITHER TEAM SCORES.

DOWN:

THE UNIT OF PLAY THAT BEGINS WITH A VALID SNAP OR FREE KICK AND ENDS WHEN THE BALL BECOMES DEAD. THE FIRST PLAY OF A POSSESSION IS REFERRED TO AS A "FIRST DOWN," WHILE THE LAST IS THE "FOURTH DOWN." ALSO KNOWN AS A "PLAY."

ELIGIBLE RECEIVER:

A PLAYER WHO IS LEGALLY ALLOWED TO CATCH A PASS, DEPENDING ON THE FORMATION AND PLAYER NUMBER.

END ZONE:

THE AREA AT EACH END OF THE FIELD WHERE A TOUCHDOWN CAN BE SCORED.

FAIR CATCH:

WHEN A KICKOFF RETURNER WAVES THEIR HAND IN THE AIR WHILE A KICK IS STILL IN THE AIR TO INDICATE THEY WON'T ADVANCE THE BALL AFTER THEY CATCH THE KICK. THIS MEANS THEY CANNOT BE HIT OR TREATED AS A BALL CARRIER ONCE THE BALL IS CAUGHT.

FLAG:

A YELLOW FLAG THROWN BY A REFEREE TO SIGNAL THAT A FOUL HAS BEEN COMMITTED. WHEN A FLAG IS THROWN, PLAY STOPS WHILE THE REFEREES DETERMINE THE APPROPRIATE PENALTY.

FORMATION:

THE MANNER IN WHICH THE DEFENSE AND OFFENSE ARRANGE THEMSELVES BEFORE THE START OF A DOWN OR PLAY.

FOUL:

WHEN A PLAYER VIOLATES THE RULES. THE OFFENDING TEAM MAY FACE PENALTIES SUCH AS A LOSS OF YARDAGE, LOSS OF A DOWN, LOSS OF A TIMEOUT, OR INVALIDATION OF A PLAY. FOR THE MOST SEVERE VIOLATIONS, A PLAYER MAY BE EJECTED FROM THE GAME.

FUMBLE:

WHEN A BALL CARRIER LOSES CONTROL OF THE BALL WITHOUT BEING TACKLED. IF THE DEFENSE RECOVERS A FUMBLED BALL, IT TRIGGERS A TURNOVER.

GAME PLAN:

A PREDETERMINED STRATEGY OF PLAYS CREATED BY A TEAM TO BEAT THE TEAM THEY'RE ABOUT TO PLAY.

HUDDLE:

WHEN A TEAM GATHERS BEFORE A DOWN TO DETERMINE WHICH PLAY OR STRATEGY THEY'LL EXECUTE.

LINE OF SCRIMMAGE (LOS):

THE POINT, OR YARD MARK, AT WHICH THE BALL IS PLACED BEFORE THE START OF A DOWN THAT SEPARATES THE OFFENSIVE AND DEFENSIVE TEAMS. NEITHER TEAM CAN CROSS THIS POINT BEFORE A PLAY IS STARTED AND THE BALL IS CONSIDERED LIVE.

OFFENSE:

THE TEAM THAT HAS POSSESSION OF THE BALL AND IS TRYING TO ADVANCE THE BALL AND SCORE.

OVERTIME:

A PERIOD OF EXTRA TIME THAT IS PLAYED IF THE SCORE IS TIED AT THE END OF THE GAME.

PLAY:

ANOTHER TERM FOR A DOWN.

PLAY CLOCK:

THE AMOUNT OF TIME A TEAM HAS TO SNAP THE BALL. IF THEY TAKE TOO LONG, THEY'RE PENALIZED FOR DELAY OF GAME.

POCKET:

THE AREA BEHIND THE OFFENSIVE LINE OF SCRIMMAGE THAT'S CREATED AS THE OFFENSIVE LINEMEN MOVE TO BLOCK DEFENDERS. THIS IS WHERE THE QUARTERBACK STANDS AS THEY LOOK FOR A RECEIVER TO THROW TO.

ROUTE:

THE PATH WHICH A RECEIVER, TIGHT END, OR RUNNING BACK TAKES TO GET OPEN ON A PASSING PLAY.

SPECIAL TEAMS:

AN ALTERNATE GROUP OF 11 PLAYERS RESPONSIBLE FOR KICKOFFS, PUNTS, FIELD GOALS, EXTRA POINTS, KICK RETURNS, AND PUNT RETURNS.

SNAP:

WHEN THE CENTER HANDS OR TOSSES THE BALL TO THE QUARTERBACK. THIS MAKES THE BALL LIVE AND STARTS A DOWN.

TACKLE:

WHEN A DEFENSIVE PLAYER STOPS AN OFFENSIVE BALL CARRIER FROM FURTHER ADVANCING DOWN THE FIELD BY BRINGING THE BALL CARRIER TO THE GROUND. A SUCCESSFUL TACKLE BRINGS THE BALL CARRIER'S ELBOW, KNEE, OR BUTTOCK DOWN TO THE PLAYING FIELD.

TIMEOUT:

A STOPPAGE OF PLAY THAT GIVES EACH TEAM AN OPPORTUNITY TO STRATEGIZE, OR THE REFEREES AN OPPORTUNITY TO DISCUSS A PLAY OR PENALTY. EACH TEAM CAN USE THREE TIMEOUTS PER HALF BY EITHER VERBALLY TELLING A REFEREE THEY WANT TO USE A TIMEOUT OR BY HAVING A PLAYER MAKE A "T" SYMBOL WITH THEIR HANDS.

TOUCHBACK:

WHEN A KICK OR PUNT LANDS IN OR PAST THE END ZONE, OR WHEN A PLAYER DELIBERATELY DOWNS THE BALL INSIDE OF THEIR OWN END ZONE INSTEAD OF STEPPING INTO THE FIELD OF PLAY. THIS RESULTS IN THE BALL BEING PLACED AT THE NEAREST 25-YARD LINE.

TURNOVER:

WHEN THE OFFENSIVE TEAM GIVES UP THE BALL TO THE DEFENSE. THIS CAN HAPPEN DUE TO A FUMBLE, AN INTERCEPTION, A MISSED FIELD GOAL, OR A FAILURE TO GAIN AT LEAST 10 YARDS IN FOUR DOWNS.

FOOTBALL POSITIONS

OFFENSIVE POSITIONS

CENTER (C):

THE MIDDLE MEMBER OF THE OFFENSIVE LINE WHO SNAPS THE BALL AND BLOCKS THE DEFENSE FROM TACKLING THE BALL CARRIER.

FULLBACK (FB):

A PLAYER WHO IS PRIMARILY THE LEAD BLOCKER FOR THE RUNNING BACK ON RUN PLAYS, BUT CAN ALSO RUN AND CATCH THE BALL. THE FULLBACK OFTEN LINES UP BEHIND THE QUARTERBACK, BUT IN FRONT OF THE RUNNING BACK. THIS POSITION HAS BEEN USED LESS FREQUENTLY OVER TIME.

LEFT GUARD (LG):

THE SECOND-LEFTMOST MEMBER OF THE OFFENSIVE LINE, WHO BLOCKS THE DEFENSE FROM TACKLING THE BALL CARRIER.

LEFT TACKLE (LT):

THE FAR-LEFT MEMBER OF THE OFFENSIVE LINE, WHO BLOCKS THE DEFENSE FROM TACKLING THE BALL CARRIER.

QUARTERBACK (QB):

THE PLAYER WHO RECEIVES THE BALL FROM THE CENTER AT THE BEGINNING OF EACH PLAY AND EITHER HANDS IT OFF, PASSES IT, OR RUNS WITH IT. BECAUSE THE QUARTERBACK DECIDES WHERE THE BALL GOES, THE POSITION REQUIRES EXCELLENT QUICK JUDGMENT AND IS ARGUABLY THE MOST IMPORTANT POSITION ON THE FIELD.

RIGHT GUARD (RG):

THE SECOND-RIGHTMOST MEMBER OF THE OFFENSIVE LINE, WHO BLOCKS THE DEFENSE FROM TACKLING THE BALL CARRIER.

RIGHT TACKLE (RT):

THE FAR-RIGHT MEMBER OF THE OFFENSIVE LINE, WHO BLOCKS THE DEFENSE FROM TACKLING THE BALL CARRIER.

RUNNING BACK (RB):

A PLAYER WHO PRIMARILY CARRIES THE BALL IN RUNNING PLAYS, BUT CAN RUN ROUTES AND CATCH PASSES LIKE A RECEIVER.

TIGHT END (TE):

A PLAYER WHO LINES UP ON THE OFFENSIVE LINE AND CAN EITHER BLOCK OR CATCH PASSES.

WIDE RECEIVER (WR):

A PLAYER WHO PRIMARILY CATCHES PASSES FROM THE QUARTERBACK AND TYPICALLY LINES UP ON THE OUTSIDE OF THE OFFENSIVE FORMATION.

DEFENSIVE POSITIONS

CORNERBACK (CB): THE PLAYERS WHO LINE UP IN FRONT OF THE OFFENSIVE RECEIVERS AND ARE RESPONSIBLE FOR COVERING RECEIVERS IN PASSING PLAYS.

DEFENSIVE END (DE): THE PLAYERS ON THE ENDS OF THE DEFENSIVE LINE WHO TRY TO STOP THE OPPOSING TEAM FROM ADVANCING THE BALL.

DEFENSIVE TACKLE (DT): THE PLAYERS WHO LINE UP BETWEEN THE DEFENSIVE ENDS AND TRY TO STOP THE OPPOSING TEAM FROM ADVANCING THE BALL.

LINEBACKER (LB): THE PLAYERS WHO LINE UP BEHIND THE DEFENSIVE LINEMAN AND ARE RESPONSIBLE FOR TACKLING THE BALL CARRIER OR COVERING RECEIVERS IN PASSING PLAYS.

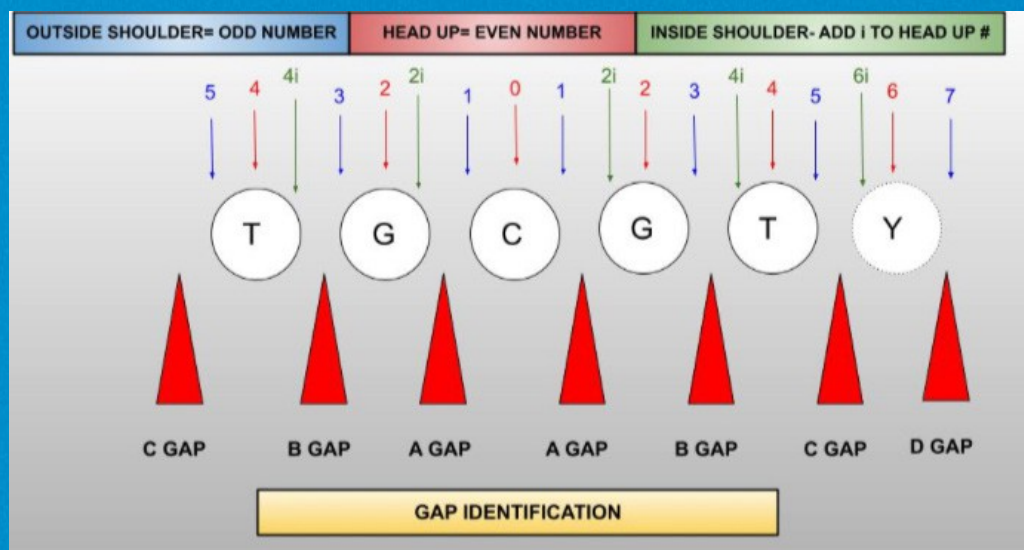
SAFETY (S/FS): THE PLAYERS WHO LINE UP BEHIND THE LINEBACKERS AND ARE RESPONSIBLE FOR COVERING RECEIVERS IN PASSING PLAYS. NOT TO BE CONFUSED WITH THE SCORING PLAY OF THE SAME NAME.

GAPS:

THE SPACES BETWEEN OFFENSIVE LINEMEN THAT DEFENDERS ATTACK OR COVER. THE A GAP (BETWEEN CENTER AND GUARD), B GAP (BETWEEN GUARD AND TACKLE), C GAP (BETWEEN TACKLE AND TIGHT END), AND D GAP (OUTSIDE THE TIGHT END).

TECHNIQUES (TECHS):

NUMBERED ALIGNMENTS SHOWING WHERE DEFENSIVE LINEMEN LINE UP. EVEN NUMBERS MEAN HEAD-UP, ODD NUMBERS MEAN OUTSIDE SHOULDER, AND ADDING "I" (LIKE 2I) MEANS INSIDE SHOULDER; FOR EXAMPLE, A 3-TECH LINES UP ON THE OUTSIDE SHOULDER OF THE GUARD.



SPECIAL TEAMS POSITIONS:

KICK RETURNER (KR):

THE PLAYER RESPONSIBLE FOR CATCHING THE OPPOSING TEAM'S KICKOFF.

KICKER (K):

THE PLAYER RESPONSIBLE FOR PLACEKICKING SUCH AS FIELD GOALS, PATS, OR KICKOFFS.

LONG SNAPPER (LS):

THE PLAYER RESPONSIBLE FOR MAKING THE EXTRA LONG SNAPS ON FIELD GOALS, PATS, AND PUNTS.

PLACEHOLDER/HOLDER (PH/H):

THE PLAYER RESPONSIBLE FOR CATCHING AND HOLDING THE BALL UPRIGHT FOR KICKERS ON FIELD GOALS AND PATS.

PUNT RETURNER (PR):

THE PLAYER RESPONSIBLE FOR CATCHING THE OPPOSING TEAM'S PUNT.

PUNTER (P):

THE PLAYER RESPONSIBLE FOR PUNTING THE BALL AND FORCING THE OPPOSING TEAM AS FAR FROM THE DEFENDING END ZONE AS POSSIBLE.

BASIC GAMEPLAY & RULES

FIRST DOWN:

WHEN THE OFFENSE GAINS AT LEAST 10 YARDS IN FOUR DOWNS, THEY EARN A NEW SET OF FOUR DOWNS.

DRIVE:

A SERIES OF PLAYS WHERE THE OFFENSE HAS POSSESSION OF THE BALL UNTIL THEY SCORE OR TURN IT OVER.

CHAIN MARKERS:

THE TWO ORANGE MARKERS CONNECTED BY A 10-YARD CHAIN USED TO MEASURE FIRST DOWNS.

NEUTRAL ZONE:

THE SPACE BETWEEN THE OFFENSIVE AND DEFENSIVE LINES BEFORE THE BALL IS SNAPPED — NO PLAYER MAY ENTER IT BEFORE THE PLAY STARTS.

INCOMPLETION:

WHEN A FORWARD PASS TOUCHES THE GROUND BEFORE BEING CAUGHT, ENDING THE PLAY.

SPOT:

THE EXACT LOCATION ON THE FIELD WHERE THE BALL IS PLACED AFTER A PLAY ENDS.

POSSESSION:

WHEN A TEAM HAS CONTROL OF THE BALL.

YARD LINE:

THE HORIZONTAL MARKINGS ON THE FIELD USED TO MEASURE DISTANCE, EACH ONE YARD APART.

HASH MARKS:

THE SMALL LINES NEAR THE MIDDLE OF THE FIELD USED TO ALIGN THE BALL FOR THE NEXT PLAY.

TURNOVER ON DOWNS:

WHEN THE OFFENSE FAILS TO GAIN THE NEEDED YARDS ON FOURTH DOWN, GIVING THE BALL TO THE DEFENSE.

POSSESSION CHANGE:

WHEN THE BALL SWITCHES TEAMS THROUGH A TURNOVER, PUNT, OR KICKOFF.

CLOCK STOP:

WHEN THE GAME CLOCK PAUSES DUE TO AN INCOMPLETE PASS, TIMEOUT, OR A PLAYER GOING OUT OF BOUNDS.

KNEEL DOWN:

WHEN THE QUARTERBACK IMMEDIATELY KNEELS AFTER THE SNAP TO SAFELY END A PLAY AND RUN DOWN THE CLOCK.

STRATEGY & PLAY CONCEPTS

CHECKDOWN:

A SHORT, SAFE PASS TO A RUNNING BACK OR TIGHT END AFTER THE QUARTERBACK CAN'T FIND AN OPEN RECEIVER DOWNFIELD.

ZONE READ:

A PLAY WHERE THE QUARTERBACK DECIDES WHETHER TO HAND OFF OR KEEP THE BALL BASED ON HOW A DEFENDER REACTS.

PLAYBOOK:

A TEAM'S COLLECTION OF PLAYS AND STRATEGIES.

COVERAGE:

HOW DEFENDERS GUARD RECEIVERS — EITHER MAN-TO-MAN OR ZONE.

GAP:

THE SPACE BETWEEN OFFENSIVE LINEMEN THAT DEFENDERS TRY TO RUSH THROUGH.

CONTAIN:

WHEN DEFENSIVE PLAYERS KEEP THE BALL CARRIER FROM ESCAPING TO THE OUTSIDE.

MOTION:

WHEN AN OFFENSIVE PLAYER MOVES ACROSS THE FORMATION BEFORE THE SNAP TO CONFUSE THE DEFENSE.

SNAP COUNT:

THE SIGNAL OR SET OF WORDS THE QUARTERBACK SAYS BEFORE THE CENTER SNAPS THE BALL.

TEMPO:

THE SPEED AT WHICH AN OFFENSE RUNS ITS PLAYS, SUCH AS IN A “NO-HUDDLE OFFENSE.”

STRONG SIDE:

THE SIDE OF THE OFFENSIVE FORMATION WITH MORE PLAYERS, USUALLY WHERE THE TIGHT END LINES UP; DEFENSES OFTEN SHIFT TOWARD THIS SIDE TO MATCH THE EXTRA BLOCKERS.

WEAK SIDE:

THE SIDE OF THE FORMATION OPPOSITE THE STRONG SIDE, WITH FEWER PLAYERS OR NO TIGHT END; OFTEN TARGETED BY OFFENSES BECAUSE IT'S LESS HEAVILY DEFENDED.

FIELD SIDE:

THE SIDE OF THE FIELD WITH MORE SPACE BETWEEN THE BALL AND THE SIDELINE; OFFENSES USE THIS SPACE FOR WIDER ROUTES, AND DEFENSES ADJUST TO COVER THE EXTRA AREA.

BOUNDARY SIDE:

THE SIDE OF THE FIELD WITH LESS SPACE BETWEEN THE BALL AND THE SIDELINE; DEFENSES OFTEN BLITZ OR TIGHTEN COVERAGE HERE SINCE THERE'S LESS ROOM TO DEFEND.

FOOTBALL PLAYS

BLITZ:

A DEFENSIVE PLAY WHERE ADDITIONAL PLAYERS BESIDES THE DEFENSIVE LINEMAN RUSH PAST THE LINE OF SCRIMMAGE TO STOP THE BALL CARRIER. THIS IS A RISKY PLAY BECAUSE IT SACRIFICES PASS DEFENSE, BUT CAN RESULT IN A SACK OR TACKLE FOR A LOSS IF SUCCESSFUL.

BOOTLEG:

AN OFFENSIVE PLAY IN WHICH THE QB FAKES A HANDOFF TO THE RUNNING BACK IN ONE DIRECTION, THEN BEGINS RUNNING IN THE OPPOSITE DIRECTION TO PASS THE BALL OR RUN.

DRAW:

AN OFFENSIVE PLAY WHERE THE QUARTERBACK DROPS BACK TO ACT LIKE THEY'RE PASSING, BUT HANDS OFF THE BALL TO A RUNNING BACK, OR RUNS THEMSELF, TO GAIN YARDAGE.

EXTRA POINT (EP):

A SCORING PLAY THAT HAPPENS AFTER A TOUCHDOWN WORTH ONE POINT WHERE A TEAM KICKS THE BALL THROUGH THE DEFENSE'S GOALPOSTS.

FIELD GOAL (FG):

A SCORING PLAY WORTH THREE POINTS WHERE A PLAYER KICKS THE BALL THROUGH THE DEFENSE'S GOAL POSTS. THE OFFENSE USUALLY OPTS FOR A FIELD GOAL WHEN THEY'RE CLOSE ENOUGH TO THE END ZONE TO DO SO, BUT IT'S TOO RISKY TO TRY FOR A TOUCHDOWN. A MISSED FIELD GOAL RESULTS IN A TURNOVER.

FLEA FLICKER:

AN OFFENSIVE PLAY IN WHICH THE QB HANDS THE BALL OFF TO A RUNNING BACK, BUT INSTEAD OF RUNNING, THE RB PITCHES IT BACK TO THE QUARTERBACK, WHO THEN THROWS IT DOWNFIELD TO A RECEIVER.

HAIL MARY:

A DESPERATION PASSING PLAY BY THE OFFENSE IN WHICH THE QB THROWS THE BALL FAR AS THEY CAN TO A GROUP OF WIDE RECEIVERS FAR DOWNFIELD IN AN ATTEMPT TO SCORE BEFORE THE END OF A GAME.

INTERCEPTION:

WHEN A DEFENSIVE PLAYER CATCHES A PASS FROM THE QUARTERBACK THAT WAS MEANT FOR AN OFFENSIVE PLAYER.

KICKOFF:

WHEN ONE TEAM KICKS THE FOOTBALL TO THE OTHER TO GIVE THEM POSSESSION. THIS HAPPENS AT THE START OF THE GAME, AFTER HALFTIME, AND AFTER EITHER TEAM SCORES.

LATERAL:

WHEN A BALL CARRIER PASSES THE BALL TO A TEAMMATE BEHIND THEM TO AVOID BEING TACKLED WITH THE BALL AND CONTINUE THEIR TEAM'S PROGRESS.

MAN-TO-MAN DEFENSE:

A DEFENSIVE PLAY WHERE EACH DEFENDER IS ASSIGNED AN OFFENSIVE PLAYER TO COVER, INSTEAD OF COVERING PART OF THE FIELD.

ON-SIDE KICK:

A FORM OF A KICKOFF IN WHICH THE KICKER PURPOSELY TRIES TO KICK THE BALL ONLY 10 YARDS SO THE KICKING TEAM CAN ATTEMPT TO RECOVER THE BALL INSTEAD OF GIVING IT TO THE OPPOSING TEAM.

OPTION:

A PLAY IN WHICH THE QB HAS THE OPTION TO GIVE THE BALL TO A RUNNING BACK OR KEEP IT TO THEMSELVES.

PASS:

WHEN THE QUARTERBACK THROWS THE BALL TO A RECEIVER DOWNFIELD WHO MUST CATCH IT TO GAIN YARDAGE.

PLAY ACTION:

A PLAY WHERE THE QUARTERBACK FAKES A HANDOFF/RUN PLAY TO A RUNNING BACK AND THEN PASSES THE BALL DOWNFIELD.

POINT AFTER TOUCHDOWN (PAT):

ANOTHER TERM FOR AN EXTRA POINT (EP).

POOCH KICK:

A FORM OF KICKOFF IN WHICH THE KICKER KICKS THE BALL HIGH AND SHORT SO THE RETURN TEAM DOESN'T HAVE AN OPPORTUNITY TO EXECUTE A FULL KICK RETURN. THIS USUALLY ALLOWS THE KICKING TEAM TO TACKLE WHOEVER CATCHES THE KICK VERY QUICKLY.

PUNT:

A SPECIAL TEAMS PLAY IN WHICH THE TEAM WHO WAS ON OFFENSE DELIBERATELY GIVES UP POSSESSION OF THE BALL BY KICKING IT TO THE OPPOSING TEAM. THE BALL IS SNAPPED TO A PUNTER, WHO KICKS THE BALL FROM THEIR HANDS AS OPPOSED TO OFF OF THE GROUND. TEAMS DO THIS TO CUT THEIR LOSSES WHEN THEY EXPECT TO LOSE POSSESSION BY FORCING THE OPPOSING TEAM FURTHER AWAY FROM THEIR END ZONE.

QUARTERBACK SNEAK:

AN OFFENSIVE PLAY IN WHICH THE QB RUNS FORWARD AS SOON AS THE BALL IS SNAPPED TO THEM. THIS TYPICALLY GAINS JUST A FEW YARDS, BUT IT HAS A HIGH PROBABILITY OF SUCCESS.

REVERSE:

An OFFENSIVE RUNNING PLAY IN WHICH THE BALL CARRIER PRETENDS TO RUN ONE WAY, BUT THEN EITHER TURNS AROUND OR GIVES THE BALL TO ANOTHER PLAYER, THEN RUNS THE OTHER WAY IN AN ATTEMPT TO FOOL THE DEFENSE.

RUN:

AN OFFENSIVE PLAY WHERE THE QUARTERBACK HANDS OFF THE BALL TO A RUNNING BACK, OR KEEPS IT THEMSELF AND ATTEMPTS TO GAIN YARDAGE BY RUNNING.

RUSH:

A TERM THAT CAN REFER TO EITHER A RUN OR TO THE COLLECTIVE EFFORT OF THE DEFENSE TO GET BEHIND THE LINE OF SCRIMMAGE TO STOP THE BALL CARRIER. (E.G., "THE DEFENSIVE LINE RUSHED THE QUARTERBACK AND GOT A SACK.")

SACK:

WHEN A DEFENSIVE PLAYER TACKLES THE QUARTERBACK BEFORE THEY'RE ABLE TO THROW THE BALL TO A RECEIVER. THIS USUALLY RESULTS IN THE OFFENSE LOSING YARDS.

SAFETY:

A SCORING PLAY WORTH TWO POINTS WHERE THE DEFENSIVE TEAM TACKLES THE BALL CARRIER IN THE OFFENSE'S OWN END ZONE. THIS SCORES TWO POINTS FOR THE DEFENSIVE TEAM, AND IS THE ONLY WAY THE DEFENSE CAN SCORE WITHOUT FIRST GAINING CONTROL OF THE BALL. NOT TO BE CONFUSED WITH THE DEFENSIVE POSITION OF THE SAME NAME.

SCRAMBLE:

WHEN THE QUARTERBACK DECIDES TO RUN OUT OF THE POCKET. THEY TYPICALLY DO THIS TO GAIN MORE SPACE AND TIME AS THEY DECIDE WHETHER TO THROW THE BALL OR RUN IT THEMSELVES. SCRAMBLING IS RISKY BECAUSE LEAVING THE POCKET OPENS THE QUARTERBACK UP FOR A SACK.

SCREEN:

A PLAY WHERE THE QUARTERBACK THROWS A SHORT PASS BEHIND THE LINE OF SCRIMMAGE TO A RUNNING BACK OR RECEIVER WHO HAS BLOCKERS IN FRONT OF THEM TO HELP THEM GAIN YARDAGE.

SQUIB KICK:

A SHORT-DISTANCE KICK NEAR THE GROUND, MADE TO PREVENT THE RECEIVING TEAM FROM EXECUTING A FULL KICK RETURN.

TOUCHDOWN (TD):

A SCORING PLAY WORTH SIX POINTS IN WHICH AN OFFENSIVE PLAYER CARRIES THE BALL INTO, OR CATCHES THE BALL IN, THE OPPOSING TEAM'S END ZONE.

TWO-POINT CONVERSION (2P):

A SCORING PLAY AFTER A TOUCHDOWN WORTH TWO POINTS WHERE THE OFFENSE ATTEMPTS TO CARRY OR PASS THE BALL INTO THE END ZONE AS OPPOSED TO KICKING A PAT (POINT AFTER TOUCHDOWN).

ZONE DEFENSE:

A DEFENSIVE PLAY WHERE EACH DEFENDER IS RESPONSIBLE FOR A SPECIFIC AREA OF THE FIELD, AND COVERS ANY OFFENSIVE PLAYER WHO ENTERS THAT AREA.

FOOTBALL PENALTIES

DELAY OF GAME:

THIS FOUL IS CALLED WHEN A TEAM FAILS TO SNAP THE BALL AND START A PLAY BEFORE THE PLAY CLOCK EXPIRES.

ENCROACHMENT:

A FOUL IN WHICH A DEFENSIVE PLAYER CROSSES THE LINE OF SCRIMMAGE AND TOUCHES AN OFFENSIVE PLAYER BEFORE THE BALL IS SNAPPED.

FACE MASK:

A PERSONAL FOUL IN WHICH A PLAYER GRABS AN OPPONENT'S FACE MASK DURING A TACKLE OR BLOCK.

FALSE START:

A FOUL IN WHICH AN OFFENSIVE PLAYER MOVES BEFORE THE BALL IS SNAPPED. THIS INCLUDES ANY MOVEMENT OR FLINCH THAT CAUSES THE PLAYER TO NO LONGER BE SET.

HOLDING:

A FOUL IN WHICH AN OFFENSIVE PLAYER HOLDS ONTO A DEFENDER, OR A DEFENDER HOLDS ONTO AN OFFENSIVE PLAYER, PREVENTING THEM FROM MAKING A PLAY.

HORSE COLLAR TACKLE:

A FOUL IN WHICH A DEFENSIVE PLAYER MAKES A TACKLE BY GRABBING THE BACK NECK AREA OF A BALL CARRIER'S SHOULDER PADS.

ILLEGAL BLOCK:

A FOUL IN WHICH AN OFFENSIVE PLAYER BLOCKS A DEFENDER IN THE BACK OR BELOW THE WAIST. THIS ALSO HAPPENS WHEN TWO BLOCKERS HIT THE SAME DEFENDER IN "HIGH-LOW" FASHION, WHERE ONE BLOCKER HITS THEIR UPPER BODY, AND THE OTHER HITS THEIR LEGS.

ILLEGAL FORMATION: A FOUL CALLED WHEN A TEAM DOESN'T HAVE THE REQUIRED NUMBER OF PLAYERS ON THE LINE OF SCRIMMAGE, OR WHEN AN INELIGIBLE PLAYER IS LINED UP IN THE BACKFIELD.

INTENTIONAL GROUNDING:

A FOUL IN WHICH THE QB THROWS THE BALL OUT OF BOUNDS, OR BEHIND THE LINE OF SCRIMMAGE, TO AVOID BEING SACKED WHEN THEY HAVEN'T RUN OUTSIDE OF THE POCKET.

OFFSIDE:

A FOUL IN WHICH A PLAYER ON THE DEFENSIVE TEAM MOVES ACROSS THE LINE OF SCRIMMAGE BEFORE THE BALL IS SNAPPED.

PASS INTERFERENCE:

A FOUL IN WHICH A DEFENDER PHYSICALLY INTERFERES WITH A RECEIVER'S ABILITY TO CATCH THE BALL BEFORE THE PASS HAS BEEN TOUCHED BY THE RECEIVER, SUCH AS BY GRABBING OR PUSHING THEM.

PERSONAL FOUL:

A FOUL IN WHICH A PLAYER ENGAGES IN UNNECESSARY OR EXCESSIVE PHYSICAL CONTACT, SUCH AS HITTING AN OPPONENT LATE AFTER THE PLAY IS RULED DEAD, INTENTIONALLY HITTING THEM IN THE HEAD, OR USING EXCESSIVE FORCE. BECAUSE THEY'RE UNSAFE, PERSONAL FOULS GENERALLY CARRY THE MOST SEVERE PENALTIES.

ROUGHING THE KICKER:

A FOUL IN WHICH A DEFENDER HITS THE PUNTER OR KICKER AFTER THEY HAVE KICKED THE BALL.

ROUGHING THE PASSER:

A FOUL IN WHICH A DEFENDER HITS THE QUARTERBACK AFTER THEY HAVE THROWN THE BALL AND ARE DEFENSELESS.

UNSPORTSMANLIKE CONDUCT:

A FOUL IN WHICH A PLAYER OR COACH BEHAVES IN AN UNSPORTSMANLIKE MANNER, SUCH AS TAUNTING, FIGHTING, OR USING ABUSIVE LANGUAGE.

FOOTBALL SLANG TERMS

4-DOWN TERRITORY (DEAD ZONE):

AN AREA ON THE PLAYING FIELD WHERE THE OFFENSE IS ON THE OPPONENT'S SIDE OF THE FIELD, BUT IS TOO FAR FROM THE END ZONE TO KICK A FIELD GOAL AND TOO CLOSE TO PUNT. THE OFFENSE TYPICALLY RUNS A NORMAL PLAY ON 4TH DOWN TO TRY TO GAIN A FIRST DOWN IN THIS SITUATION.

CHAIN CREW:

THE OFFICIALS ON THE SIDELINES RESPONSIBLE FOR PLACING AND HOLDING THE LINE OF SCRIMMAGE, FIRST DOWN, AND BALL SPOT MARKERS.

COFFIN CORNER:

THE CORNER OF THE PLAYING FIELD THAT IS DIRECTLY IN FRONT OF THE END ZONE.

GRIDIRON:

A SLANG NAME FOR A FOOTBALL FIELD.

ICING THE KICKER:

WHEN A TEAM CALLS A TIMEOUT JUST BEFORE THE OPPOSING KICKER ATTEMPTS A FIELD GOAL IN AN EFFORT TO ADD MORE PRESSURE TO THE KICK.

MOVING THE CHAINS:

WHEN THE OFFENSE GETS A FIRST DOWN TO START A NEW SET OF DOWNS. IT REFERS TO THE ACTUAL MOVING OF THE 10-YARD CHAIN THAT CONNECTS THE LINE OF SCRIMMAGE MARKER AND THE FIRST DOWN MARKER CARRIED BY THE CHAIN GANG.

MUFFED KICK:

WHEN A PUNT OR KICK RETURNER DROPS A KICK.

PANCAKE (PANCAKE BLOCK):

WHEN A BLOCKER FOR THE BALL CARRIER HITS OR PUSHES A WOULD-BE TACKLER ESPECIALLY HARD AND BRINGS THEM TO THE GROUND.

PICK-SIX:

WHEN A DEFENSIVE PLAYER INTERCEPTS A PASS FROM THE OFFENSE AND RUNS IT TO THE OFFENSIVE TEAM'S END ZONE FOR A TOUCHDOWN.

PICK:

ANOTHER TERM FOR AN INTERCEPTION.

RED ZONE:

THE AREA OF THE FIELD WITHIN 20 YARDS OF THE OPPOSING TEAM'S END ZONE.

SCOOP AND SCORE:

WHEN A DEFENSIVE PLAYER PICKS UP A FUMBLE AND RUNS IT TO THE OPPOSING TEAM'S END ZONE FOR A TOUCHDOWN.

SHOTGUN:

AN OFFENSIVE FORMATION TYPE IN WHICH THE QB STANDS A FEW YARDS BEHIND THE CENTER TO RECEIVE A THROWN SNAP.

HIT-STICK:

AN ESPECIALLY HARD TACKLE OR HIT ON A BALL CARRIER BY A DEFENDER. REFERS TO THE CONTROLLER BUTTON USED IN FOOTBALL VIDEO GAMES TO PERFORM A HARD HIT.

SMASHMOUTH:

A FOOTBALL GAME THAT IS ESPECIALLY VIOLENT FROM START TO FINISH.

SPIN:

A MOVE MADE BY A BALL CARRIER IN WHICH THEY QUICKLY PERFORM A 360-DEGREE SPIN AS THEY RUN TO AVOID BEING TACKLED. DEFENSIVE PLAYERS ALSO PERFORM THIS MOVE TO AVOID BEING BLOCKED.

TRENCHES:

A SLANG TERM FOR THE LINE OF SCRIMMAGE, WHERE THE OFFENSIVE AND DEFENSIVE LINES MEET. THIS IS A REFERENCE TO A BATTLE, AS THE LINE OF SCRIMMAGE IS WHERE MOST OF THE VIOLENT CONTACT HAPPENS BETWEEN THE BIGGEST PLAYERS ON THE FIELD.

VICTORY FORMATION:

A FORMATION IN WHICH THE QB WILLINGLY KNEELS DOWN AFTER GETTING THE SNAP TO DELIBERATELY RUN DOWN THE CLOCK. OFFENSIVE TEAMS DO THIS WHEN THEY'RE WINNING AND HOPE TO END THE GAME WITH THE LEAD.