

FOOTBALL.

BY

FRANK D. WOODWORTH, EX-CHAIRMAN MATCH COMMITTEE, ONTARIO LEAGUE ASSOCIATION; EX-SECRETARY, ONTARIO RUGBY FOOTBALL UNION.

THERE are two kinds of football played, Association or "soccer" and Rugby football. Association football, which is one of the oldest games in the world, was originally introduced into Canada and the United States from England, where it leads all sports in point of popularity. Crowds of over one hundred thousand people at a final match show the hold the game has in England.

It is an ideal game for the fall or spring season of the year and is very easily learned. There is far less likelihood of injury than in the American or Canadian Rugby football game. Eleven players constitute a team, placed in the following positions: a goal keeper, two fullbacks, three halfbacks, and five forwards. The ball is round in shape, being an inflated rubber bladder covered with leather. The players with the exception of the goal keepers are not allowed to touch the ball with their hands or arms, but must kick it or "head" it. The field is from 110 yards to 120 yards long by about 75 yards wide with goal posts set at each end, 18 feet wide and 8 feet high. The object of the game is to kick the ball between the opposing goal posts. When the ball goes out of bounds on the side lines it is thrown back into play, and when it goes behind the goal lines it is kicked into play.

Several prominent English teams have visited Canada and the United States in recent years. Association football is played a great deal throughout Canada and in New York, Philadelphia, St. Louis, Chicago, Newark, and Fall River. Several of the universities have also introduced the game in recent years. A handsome trophy has been presented this year for competition for school teams in New York City, and the game is rapidly finding favor. Investigation has shown that the game is far more suitable for schoolboys than Rugby football.

There are at least five different styles of rules for Rugby football in Canada at the present time. The old English game with fifteen players on a side is played in British Columbia, Nova Scotia, and New Brunswick. In the Inter-Collegiate and Quebec Rugby Unions the teams are composed of fourteen men a side and the ball is scrimmaged as in the English game, only with fewer players in the "scrum." In Manitoba, fifteen players are used and the game is more like the English game. The Ontario game more closely resembles the American College game. Twelve players a side are used instead of eleven on each side, the extra player being utilized as a halfback. The ball is

snapped back to start the play from a scrimmage. There is no interference, however, and it has been found that this difference between the Ontario and American rules has lessened the chance for injury. The game is very popular in Ontario, where it has been played under the new rules for about six years.

FOOTBALL RULES.

(As adopted in 1898 by the University Athletic Club.)

EQUIPMENT, OFFICIALS, ETC.

RULE 1.—(a) The game shall be played upon a rectangular field, of the standard dimensions.

(b) The game shall be played by two teams of eleven men each.

(c) The officials shall be a referee, an umpire, and a linesman.

(d) The football used shall be of leather, enclosing an inflated rubber bladder. The ball shall have the shape of a prolate spheroid.

DEFINITION OF TERMS.

RULE 2.—(a) A *Drop-Kick* is made by letting the ball drop from the hands and kicking it the instant it rises from the ground.

(b) A *Place-Kick* is made by kicking the ball after it has been placed on the ground.

(c) A *Punt* is made by letting the ball drop from the hands and kicking it before it touches the ground.

(d) A *Kick-Off* is a place-kick from the centre of the field of play, and cannot score a goal. (Rule 8.)

(e) A *Kick-Out* is a drop-kick, place-kick, or punt made by a player of the side which has made a safety or a touchback.

(f) A *Free Kick* is a term used to designate any kick when the opponents are restrained by rule from advancing beyond a certain point.

RULE 3.—(a) The ball is *Out of Bounds* when it or any part of the player who holds the ball touches the ground on or outside the side line or side line extended.

(b) If the ball is kicked so that it goes out of bounds before crossing the opponents' goal line, it shall belong to the opponents. If, however, it strikes any player who is on-side, and then goes out of bounds, it shall belong to the player who first obtains possession of it.

RULE 4.—(a) A *Touchdown* is made when the ball in possession of a player is declared dead by the Referee, any part of it being on, over, or behind the opponents' goal line.

(b) The point where the touchdown is marked, however, is not where the ball is carried across the line, but where the ball is fairly held or called "down."

(c) A *Touchback* is made when the ball in possession of a player guarding his own goal is declared dead by the Referee, any part of it being on, over, or behind the goal line, provided the impetus which sent it to or across the line was given by an opponent.

(d) A *Safety* is made when the ball in the possession of a player guarding his own goal is declared dead by the Referee, any part of it being on, over, or behind the goal line, provided the impetus which caused it to pass from outside the goal to or behind the goal line was given by the defending side.

RULE 5.—A *Punt-Out* is a punt made by a player of the side which has made a touchdown to another of his own side for a fair catch.

RULE 6.—(a) A *Scrimmage* takes place when the holder of the ball places it upon the ground and puts it in play by kicking it forward or snapping* it back.

(b) If, after the snapper-back has taken his position, he should voluntarily move the ball as if to snap it, the scrimmage has begun.

(c) When snapping the ball back, the player so doing must be on-side, the hand or foot used in snapping the ball excepted. (Rule 10.)

RULE 7.—(a) A *Fair Catch* consists in catching the ball after it has been kicked by one of the opponents and before it touches the ground, or in similarly catching a punt-out by another of the catcher's own side, provided the player, while making the catch, makes a mark with his heel. It is not a fair catch if the ball, after the kick, was touched by another of his side before the catch. Opponents who are off-side shall not interfere in any way with a player attempting to make a fair catch, nor shall he be thrown to the ground after such catch is made unless he has advanced beyond his mark.

(b) If a side obtains a fair catch, the ball must be put in play by a punt, drop-kick, or place-kick, and the opponents cannot come within ten yards of the line on which the fair catch was made; the ball must be kicked from some point directly behind the spot where the catch was made, on a line parallel to the side line.

*Snapping the ball means putting it back by hand or foot with one quick and continuous motion from its position on the ground.

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RULE 8.—A *Goal* is made by kicking the ball in any way, except by a punt, from the field of play over the crossbar directly over one of the uprights of the opponents' goal.

RULE 9.—*Charging* is rushing forward to seize or block the ball or to tackle a player.

RULE 10.—(a) In a scrimmage no part of any player shall be ahead of the ball when it is put in play. (Exception under Rule 6, c.)

(b) A player is put off-side if the ball in play has last been touched by one of his own side behind him. No player, when off-side, shall touch the ball except on a fumble or a muff, nor shall he interrupt or obstruct an opponent with his hands or arms until again on-side. No player can, however, be called off-side behind his own goal line.

(c) A player being off-side is put on-side when the ball has touched an opponent, or when one of his own side has run in front of him, either with the ball, or having been the last player to touch it when behind him.

(d) If the ball, when not in possession of either side, is touched when inside the opponents' ten-yard line by a player who is off-side, it shall go as a touchdown to the defenders of that goal.

RULE 11.—The ball is *Dead*:

(a) Whenever the Referee or Umpire blows his whistle or declares a down.

(b) When the Referee has declared that a down, touchdown, touchback, safety, or goal has been made.

(c) When a fair catch has been heeled.

(d) When it has been downed after going out of bounds.

RULE 12.—(a) The length of the game shall be 70 minutes, divided into two halves of 35 minutes each, exclusive of time taken out. There shall be ten minutes' intermission between the two halves.

(b) The game shall be decided by the score at the end of the two halves.

(c) Time shall not be called for the end of a half until the ball is dead, and in case of a touchdown, the try-at-goal shall be allowed.

(d) Time shall be taken out whenever the game is unnecessarily delayed or while the ball is being brought out for a try-at-goal, kick-off, or kick-off, or when play is for any reason suspended by the Referee or Umpire. Time shall begin again when the ball is actually put in play.

(e) No delay shall continue more than two minutes.

RULE 13.—(a) The captains shall "toss up" before the beginning of the game, and the winner of the toss shall have his choice of goal or kick-off. The ball shall be kicked off at the beginning of each half. Whenever a goal, following a touchdown, has been tried or a goal from the field has been kicked, the side defending that goal shall kick off. The teams shall change goals at the beginning of the second half. The same side shall not kick off at the beginning of two successive halves.

(b) At kick-off, if the ball goes out of bounds before it is touched by an opponent, it shall be brought back and kicked off again. If it is kicked out of bounds a second time it shall go as kick-off to the opponents. If either side thus forfeits the ball twice, it shall go to the opponents, who shall put it in play by a scrimmage at the centre of the field.

(c) At kick-off, if the ball is kicked across the goal line and is there declared dead when in the possession of one of the defending side, it is a touchback. If it is declared dead thus in possession of the attacking side, it is a touchdown.

(d) At kick-off and on a kick from a fair catch, the opposite side must stand at least ten yards in front of the ball until it is kicked. On a kick-out, the opposite side cannot stand nearer the goal than the 25-yard line, except on a kick-out made after a drop-kick upon the first down inside the 25-yard line, when the 15-yard line is the restraining mark. (See Rule 23, exception.)

RULE 14.—(a) The side which has a free kick must be behind the ball when it is kicked.

(b) In the case of a kick-off, kick-out, or kick from a fair catch, the ball must be kicked a distance of at least ten yards towards the opponents' goal from the line restraining the player making the kick, unless it is stopped by an opponent; otherwise the ball is not in play.

RULE 15.—(a) Charging is lawful, in case of a punt-out or kick-off, as soon as the ball is kicked; and the opponents must not charge until the ball is kicked.

(b) In case of any other free kick, charging is lawful: (1) When the player of the side having the free kick advances beyond his restraining line or mark with the ball in his possession; (2) When he has allowed the ball to touch the ground by accident or otherwise.

(c) If such lawful charging takes place, and if the side having the free kick fails to kick the ball, then the opponents may line up five yards ahead of the line which restrained them before charging. In that case, the side having the free kick must kick the ball from some point directly behind its mark, if the free kick resulted from a fair catch, and in other cases from behind the new restraining line.

RULE 16.—(a) The snapper-back is entitled to full and undisturbed possession of the ball. The opponents must neither interfere with the snapper-back nor touch the ball until it is actually put in play.

(b) In snapping the ball back, if the player so doing is off-side, the ball must

be snapped again, and if this occurs again on the same down the ball goes to the opponents.

(c) The man who snaps back and the man opposite him in the scrimmage cannot afterward touch the ball until it has touched some player other than these two.

(d) If the man who puts the ball in play in a scrimmage kicks it forward, no player of his side can touch it until it has gone ten yards into the opponents' territory, unless it be touched by an opponent.

(e) The man who first receives the ball when it is snapped back shall not carry the ball forward beyond the line of scrimmage unless he has regained it after it has been passed to and has touched another player.

RULE 17.—(a) Before the ball is put in play no player shall lay his hands upon, or by the use of his hands or arms interfere with, an opponent in such a way as to delay putting the ball in play.

(b) After the ball is put in play, the players of the side that has the ball may obstruct the opponents with the body only, except the player running with the ball, who may use his hands and arms.

(c) The players of the side not having the ball may use their hands and arms, but only to get their opponents out of the way in order to reach the ball or stop the player carrying it.

RULE 18.—(a) Before the ball is put in play in a scrimmage, if any player of the side which has the ball takes more than one step in any direction, he must come to a full stop before the ball is put in play.

When the ball is put in play by a scrimmage:

(b) At least five players of the side having the ball must be on the line of scrimmage.

(c) If five players, not including the quarter back, are behind the line of scrimmage and inside of the positions occupied by the players at the ends of said line, then two of these players must be at least five yards back of this line, but all of these players may be nearer than five yards to the line of scrimmage if two of them are outside the positions occupied by the players at the ends of said line.

RULE 19.—A player may throw, pass, or bat the ball in any direction except towards his opponents' goal.

RULE 20.—(a) If a player having the ball is tackled, and the movement of the ball stopped, or if the player cries "down," the Referee shall blow his whistle, and the side holding the ball shall put it down for a scrimmage.

(b) As soon as a runner attempting to go through is tackled and goes down, being held by an opponent, or whenever a runner having the ball in his possession cries "down," or if he goes out of bounds, the Referee shall blow his whistle, and the ball shall be considered down at that spot.

(c) There shall be no piling up on the player after the Referee has declared the ball dead.

RULE 21.—(a) If, in three consecutive downs (unless the ball crosses the goal line), a team has neither advanced the ball five yards nor taken it back twenty yards, it shall go to the opponents on the spot of the fourth down.

(b) When a distance penalty is given, the ensuing down shall be counted the first down.

RULE 22.—If the ball goes out of bounds, whether it bounds back or not, a player of the side which secures it must bring it to the spot where the line was crossed, and there either

(a) Touch it in with both hands at right angles to the side line and then kick it; or

(b) Walk out with it at right angles to the side line, any distance not less than five or more than fifteen yards, and there put it down for a scrimmage, first declaring how far he intends walking.

RULE 23.—A side which has made a touchback or a safety must kick out, from not more than twenty-five yards outside the kicker's goal. If the ball goes out of bounds before striking a player, it must be kicked out again, and if this occurs twice in succession, it shall be given to the opponents as out of bounds on the twenty-five-yard line on the side where it went out. At kick-out, the opponents must be on the twenty-five-yard line or nearer their own goal, and the kicker's side must be behind the ball when it is kicked. Should a second touchback occur before four downs have been played, the side defending the goal may have the choice of a down at the twenty-five-yard line, or a kick-out.

RULE 24.—(a) A side which has made a touchdown must try at goal, either by a place-kick or a punt-out.

(b) After the try-at-goal, whether the goal be made or missed, the ball shall go as a kick-off at the centre of the field to the defenders.

RULE 25.—(a) If the try be by a place-kick, player of the side which has made the touchdown shall hold the ball for another of his side to kick at some point outside the goal on a line parallel to the side line passing through the point where the touchdown was declared. The opponents must remain behind their goal line until the ball has been placed upon the ground.

(b) If the try-at-goal is to be preceded by a punt-out, the punter shall kick the ball from the point at which the line parallel to the side line, and passing through the spot of the touchdown, intersects the goal line. The players of his side must stand in the field of play not less than five yards from the goal line.

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(c) The opponents may line up anywhere on the goal line except within the space of ten feet on each side of the punter's mark, but they cannot interfere with the punter. If a fair catch be made from a punt-out, the mark shall serve to determine the positions as the mark of any fair catch, and the try-at-goal shall then be made by a place-kick from this spot, or any point directly behind it. If a fair catch be not made on the first attempt, the ball shall go as a kick-off at the centre of the field to the defenders.

(d) The holder of the ball in any place-kick may be off-side or out of bounds without vitiating the kick.

RULE 26.—The following shall be the values of plays in scoring: Goal obtained by touchdown, 6 points; goal from field kick, 5 points; touchdown failing goal, 5 points; safety by opponents, 2 points.

RULE 27.—(a) No one having projecting nails or iron plates on his shoes, or wearing upon his person any metallic or hard substance that in the judgment of the Umpire is liable to injure another player, shall be allowed to play in a match. No sticky or greasy substance shall be used on the persons of the players.

(b) A player may be substituted for another at any time at the discretion of the captain of his team, and the player who has been replaced cannot return to the game.

(c) There shall be no tripping or tackling below the knees.

PENALTIES.

RULE 28.—A foul is any violation of a rule. [The latest rules prescribe minutely the penalties for each kind of foul. In general, when the offending side has the ball, it is punished by being made to surrender it to the other side; if not, the ball is advanced from 5 to 15 yards.]

DUTIES OF OFFICIALS.

I.—The Referee.

RULE 29.—The Referee is responsible for the enforcement of Rules 1, 2, 3, 4, 5, 6 (*a* and *b*); 7 (except as relates to interference, throwing catcher, and positions of players); 8, 11, 12, 13 (except *d*); 14, *b*; 16 *e*; 19, 20 (*a* and *b*); 21, 22, 23 (except as relates to positions of players); 24, 25 (except as relates to positions of players and interference); 26.

In making his decisions the Referee must recognize and allow precedence to any penalty inflicted by the Umpire for a foul.

The Referee's decisions are final upon all points not specified in the duties of the Umpire.

The Referee shall see that the ball is properly put in play, and he is judge of its position and progress.

At the beginning of a game and after time has been taken out, he shall ascertain from each captain that his team is ready before ordering play.

He is sole authority for the score of the game and is judge of forfeiture of the game under the rules.

The Referee may appeal to the Umpire and Linesman for testimony.

II.—The Umpire.

The Umpire is responsible for the enforcement of all rules whose infringement is punishable by a distance penalty or by the surrender of the ball to the opponents, except 13, *b*; 16, *e*; 19, and 23, viz.: Rules 6, *c*; 9, 10, 13 *d*; 14 *a*; 15, 16 (except *e*); 17, 18, 20, *c*; 27.

The Umpire is judge of the conduct of the players, and his decision is final regarding such fouls as are not specifically placed within the jurisdiction of the Referee.

The Umpire is judge of charging and of the positions of players whenever the ball is put in play.

He may appeal to both the Referee and Linesman for testimony in cases of fouls seen by them.

The Umpire shall not blow his whistle nor declare the ball dead, nor call time, except to grant a penalty for a foul committed.

III.—The Linesman.

The Linesman shall, under the supervision of the Referee, mark the distances gained or lost in the progress of the play.

He shall be provided with two assistants, who shall remain outside the field of play and who shall use, in measuring distance, a rope or chain.

The Linesman shall, under the direction of the Referee, also keep the time and shall notify the captains of the time remaining for play, not more than ten nor less than five minutes before the end of each half.