

FYFFL FOOTBALL GLOSSARY

- **BLITZ**-An all out run by a defensive player/players from 7 yard marker in an effort to sack the quarterback before he can pass or handoff.
- **BLOCK**-Physical /Non-Physical maneuver to prevent defensive player from pulling ball carriers flags.(illegal in FYFFL Rules)
- **CENTER**-Responsible for snapping the ball to the quarterback.
- **COMPLETION**-A legally caught pass.
- **CORNERS/CORNERBACK**-Defensive backs that defend the pass and are lined up on the outside of the defense.
- **DEFENSE**-The team attempting to prevent the offense from scoring.
- **DOWN**-An offensive play, starting with the snap and end when the ball is dead.
- **ELIGIBLE**-An offensive player who is legally able to catch a forward pass.
- **END ZONE**-The area between the goal lines and the end lines. The last 10 yards at either end of the field.
- **EXTRA POINTS**-After scoring a touchdown, a team can attempt a 1 point conversion from the 5 yard line or a 2 point conversion from the 12 yard line.
- **FORWARD PASS**-A pass thrown toward the opponents' goal line.
- **FOUL**-A breaking of the rules.Holding, offsides, &interference are common Fouls.
- **GOAL LINE**-The line at each end of the field which the ball must pass to score a touchdown.
- **HAND OFF**-To give the ball to a teammate.
- **HOLDING**-Illegally keeping another player from advancing by literally holding him back with one's hands.
- **HUDDLE**-The grouping of players to plan the next play.
- **INCOMPLETE PASS**-A forward pass that is not caught or intercepted.
- **INTERCEPTION**-When a defender catches a pass thrown by the offense.
- **INTERFERENCE**-When a defender illegally touches an offensive receiver attempting to catch a pass.
- **LATERAL**-A pitch or pass thrown sideways or backwards.
- **LINE OF SCRIMMAGE**-An imaginary line on the field that runs from side line to side line through the front tip of the ball.
- **MAN-TO MAN DEFENSE**-Covering each member of the offense with a member of the defense.

- **OFFENSE**-The team with the ball. Offenses attempt to score touchdowns.
- **OFFSIDE**-Crossing the line of scrimmage before the ball is snapped.
- **PASS PATTERN**-The specific route run by a receiver to catch a pass.
- **PASS RUSH**-The rush by the defense to pull the ball carriers flag behind the offenses line of scrimmage.
- **PENALTY**-Punishment for a foul. Usually 5 yards.
- **PLAYBOOK**-A notebook containing a team's plays, strategies, & terms.
- **PRIMARY**-The receiver chosen to receive the ball.
- **PURSUIT**-Defender chasing the ball carrier.
- **REVERSE**-An offensive play that starts with the ball carrier going one direction and hands off to a ball carrier going another direction.
- **SACK**-Pulling the quarterback's flags before he can pass.
- **SNAP**-The handing of the ball from center to quarterback. Ball must go between centers legs.
- **SUBSTITUTION**-Taking one player out of the game and replacing him with another player.
- **TOUCHDOWN**-Carrying the ball into or catching the ball in the opponents end zone. Touchdowns are worth 6 points.
- **TURNOVER**-Losing possession of the ball, typically by error.
- **YARDAGE**-The amount of yards gained or lost during a play.
- **ZONE DEFENSE**-A defense strategy where each player has an area or "zone" of the field to defend.

COACH-Someone who cares about his player's health and welfare. Someone who will teach the players in a way that by the end of the season the players will not only be better at the game, but will have learned some valuable life lessons along the way.

HAVE FUN!