

TEAM
CODE

(ORIGINAL)

SUMMARY OF FOOTBALL GAME STATISTICS - Visiting Team

601 Visiting Team Cel. Fortia First Downs: (Rush) 10 (Pass) 3 (Pen.) - Total 13 Penalties Against: (No.) 3 (Yards) 13 Own Fumbles: (No.) 3 (Lost) 1

Player Code	PLAYER	RUSHING					FORWARD PASSING					TOT. OFFENSE		RECEIVING			INT. RETURNS			PUNTING			PUNT RETURNS			K. O. RETURNS			SCORING												
		Times Carried	Yards Gain	Yards Loss	Net Gain	TD's	No. Att.	No. Comp.	Had Int.	Net Gain	Scoring TD's	Conv.	Total Plays	Net Gain	No. Caught	Yards Gain	TD's	No. Inter.	Yards Return	TD's	Times Kicked	Yards Kicked	Blkd.	Number Returns	Yards Return	TD's	Number Returns	Yards Return	TD's	Touch-downs	X Pts. Att.	Kick Made	Other X Pts. Att.	X Pts. Made	Field Goals Att.	Goals Made	Points				
92	^{Pen} Williams	15	50	1	49							15	49	D			E				F			G			H	5	49												
14	Cox	8	16	1	15	1						8	15	D			E				F			G			H													1	
07	Bronk	3	35		35		20	2	2	24		23	59	D			E				F			G			H														
56	McSaffie	7	21	1	20							7	20	D			E				F			G			H														
29	Boehart													D	2	24	E				F			G			H	1	20												
34	Humphries	19	64	19	45		8	3	2	21	1	22	66	D			E				F			G			H														
80	Stewart													D	3	21	E				F			G			H														
90	Wiedemann													D			E	1	0		F			G			H														
79	Smith													D			E	1	50		F			G			H														
58	Fowler													D			E				F	8	27	G			H														
47	Pitta													D			E				F			G			H	1	7												
58	Miller													D			E				F			G			H										1	0	0		
TEAM TOTALS		47	186	22	164	1	28	5	4	45	1	75	209	D	5	45	E	2	50		F	8	27	G			H	6	75							1	1	1	0	8	

SEP 25 1967

Opponents Notre Dame First Downs: (Rush) 13 (Pass) 13 (Pen.) - Total 26 Penalties Against: (No.) 3 (Yards) 45 Own Fumbles: (No.) 2 (Lost) 1

Enter Here Team Totals From Home Team Summary	RUSHING					FORWARD PASSING					TOT. OFFENSE		RECEIVING			INT. RETURNS			PUNTING			PUNT RETURNS			K. O. RETURNS			SCORING											
	Times Carried	Yards Gain	Yards Loss	Net Gain	TD's	No. Att.	No. Comp.	Had Int.	Net Gain	Scoring TD's	Conv.	Total Plays	Net Gain	No. Caught	Yards Gain	TD's	No. Inter.	Yards Return	TD's	Times Kicked	Yards Kicked	Blkd.	Number Returns	Yards Return	TD's	Number Returns	Yards Return	TD's	Touch-downs	X Pts. Att.	Kick Made	Other X Pts. Att.	X Pts. Made	Field Goals Att.	Goals Made	Points			
HOME TEAM TOTALS	48	209	8	201	2	32	16	2	22	3		80	423	D	16	22	3	E	4	33		F	3	80	G	5	65	H	1	19						2	2	41	

Date of Game 9/23/67 Where Played N. Dame Authenticated by B. F. and J. E. D.
(For Home Team) (For Opponent)

ADDITIONAL STATISTICS

		Score by Quarters:						
Official Attendance	59,075	Notre Dame	7	17	10	7	41	
Weather Conditions	Good	Cal.	0	0	0	F	P	

PRINCIPAL INDIVIDUAL PLAYS

List all scoring plays; also non-scoring plays (including punts) gaining 50 yards or more, and all missed field goal attempts.

Under "type of play" indicate rush, pass, int. runback, punt runback, kickoff runback, punt or field goal. List tries-for-points as P.A.T. kick, P.A.T. rush or P.A.T. pass.

On pass play, give passer first, then receiver, and combined yardage of pass and run. Measure runbacks from goal line, if started in end zone. Measure field goal attempts from point of kick. All other plays are measured from line of scrimmage.

Type of Play	Player or Players	Team	Yards	Scored?
Plunge	HARSHMAN	N.D.	✓	Yes
Pass	HANRATTY to Blair	N.D.	14	Yes
Rush	HANRATTY	N.D.	14	Yes
Pass	HANRATTY to Gilgallon	N.D.	14	Yes
Pass	HANRATTY to Seymour	N.D.	9	Yes
F.G.	ALLGRO	N.D.	✓✓	Yes
F.G.	ALLGRO	N.D.	✓✓	Yes
PAT Kick	ALLGRO	N.D.	✓✓	Yes
Plunge	COX	Cal.	1	Yes
PAT Pass	HUMPHRIES to Cox	Cal.	8	Yes
F.G.	MILLER	Cal.	No	No

CONDENSED RULES FOR RECORDING FOOTBALL STATISTICS*

(Originated by the N.C.A.A. Football Rules Committee's Sub-committee on Football Statistics)

(Continued from back of Form 347-A)

SECTION 6 - PUNTS.

Article 1: Punts are measured from the line of scrimmage to the point where the receiving team first gains or loses possession of the ball, or if untouched by the receiving team, to the point where the ball is downed by the kicking team or goes out of bounds.

Article 2: When a punt goes over the goal line (touchback), distance of the punt is measured from the line of scrimmage to the goal line.

Article 3: A blocked punt is recorded as a "team" entry, and not charged against the individual kicker. Thus, in the case of a blocked punt which does not pass the line of scrimmage, enter the word "team" in lieu of kicker's name and charge one punt for NO yards, so the blocked punt is *included* under "Times Kicked" in team totals.

If the ball travels toward the kicker's goal and is recovered by the **blocking** team, the yardage is treated as a punt return by the player who blocked the kick. If the ball travels toward the kicker's goal and is recovered by the **kicking** team, the yardage is treated as a punt return by the player who blocked the kick—and the blocking team is charged with a fumble lost, except on fourth down.

SECTION 7 - KICK RETURNS.

Article 1: Only the number of punts and kickoffs which the receiving team actually attempts to return are included under kick returns. (**Exception** — Blocked kicks which travel toward the kicker's goal. See Article 3 of Section 6.)

Article 2: Returns are measured from the point where the returning player first gains or loses possession of the ball to the point where the ball is declared dead or is lost by fumble.

Article 3: The return of an attempted field goal, which falls short and is returned by the defending team, is treated as a punt return.

SECTION 8 - FREE KICKS.

Free kicks are recorded as kickoffs if made from placement and as punts if the ball is punted. The receiving player is credited with a kickoff return or a punt return, respectively.

SECTION 9 - GOALS FROM THE FIELD.

Successful goals from the field are measured from the point where the ball is kicked to the goal posts (to the goal line plus ten yards, since the goal posts are ten yards behind the goal line).

The distance of such kicks is recorded on form 347 only under "principal individual plays". If kick is unsuccessful, show yard line from which kicked, in lieu of distance.

SECTION 10 - POINTS AFTER TOUCHDOWN.

Article 1: A player attempting a try-for-point-after-touchdown by kicking is **not** charged with an attempt when a bad pass from center or a fumble by the ball holder, precludes an opportunity to kick. Such an unsuccessful attempt is charged to the "team," rather than to any individual player. However, if the ball is momentarily fumbled and then kicked, an attempt is charged to the individual kicker, regardless of the success or failure of the effort.

Article 2: The try-for-point-after-touchdown is made while time is out and is **not** recorded as a play from scrimmage (rush, pass or kick).

When a try-for-point-after-touchdown is by forward passing, the **passer** is charged (under SCORING) with the attempt, whether successful or not. If successful, the **receiver** is credited under SCORING with the conversion and points scored, and the **passer** is credited with a conversion under FORWARD PASSING.

Such a passing effort is recorded as a PAT attempt and is **NOT** recorded as a pass attempt or a pass reception.

SECTION 11 - SAFETIES.

No individual credit is recorded for any player on either team when a safety is scored. The team benefitting from the score is credited.

SECTION 12 - FUMBLES.

On any play **terminated** by a fumble, the yards involved to the point of recovery are credited or charged to the player who fumbled, regardless of which team recovers the fumble.

(Approved Ruling — On rushing play, ball carrier of Team A fumbles at the line of scrimmage and the ball travels 5 yards toward Team B goal line, before it is recovered by Team B. Player of Team A who fumbled is credited with rushing gain of 5 yards and Team A is charged with a fumble lost.)

WILD PASS FROM CENTER.

Any loss resulting from an **obvious** wild pass from center is charged to "center pass," and not to any individual player.

*See the OFFICIAL FOOTBALL STATISTICIANS' MANUAL for complete rulings and interpretations.

Statistics for Notre Dame not available for this game.