BRITISH AMERICAN FOOTBALL ASSOCIATION

FOOTBALL RULES
AND INTERPRETATIONS

2006 EDITION

Foreword

The rules are revised each year to improve the sport's level of safety and quality of play, and to clarify the meaning and intent of rules where necessary. The principles that govern all rule changes are that they must:

- be safe for the participants;
- be applicable at all levels of the sport;
- be coachable;
- be administerable by the officials;
- maintain a balance between offense and defence;
- be interesting to spectators;
- not have a prohibitive economic impact; and
- not be unduly divergent from the rules adopted by EFAF in Europe and NCAA in the USA.

These rules apply to all contests involving BAFA-affiliated teams and take effect from 1st March 2006 (***Exception:*** leagues whose regular season began before 1st March 2006 will continue to use 2005 rules until the end of their season).

BAFA has established a mechanism for discussing and deciding future changes to this book. Each organisation affiliated to BAFA has a voice on the Rules Committee. You may make suggestions for changes to your organisation's representative(s). Suggestions may be made at any time, but to eligible for consideration for the following year they must be received by 1st October.

Jim Briggs, BAFRA (Editor)
on behalf of the
BAFA Rules Committee

Those who find it necessary to write to the editor for interpretations of rules or play situations will receive prompt replies if they number their questions and email them to **rules@bafra.org**.

The editor would like to thank the following people who assisted in the production of this edition of the rulebook:

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Rules changes

Major changes

The list below shows rule number, description of the change, and page number in this book.

1-5-1-d	Ambulance not mandatory if a doctor or paramedic is available	34
1-5-1-e	Telephone is mandatory	34
9-1-2-d-1-a	Restrictions on blocking in the rectangular area centered on the middle offensive lineman	115
9-1-2-q	All players protected from injury caused by leaping players	117
12-2	New rules for 5-on-5 kitted football	144

New Approved Rulings

A.R. 1-5-1:IX	A.R. 1-5-1:XI	A.R. 6-1-2:VII	A.R. 8-3-2:XII
A.R. 1-5-1:X	A.R. 2-3-3:V	A.R. 8-3-1:IV	

Editorial changes

The following list shows those rules that have been subject to editorial change, i.e. deletions, corrected errors, clarifications due to interpretation and items rewritten for readability. The list also includes those Approved Rulings altered to conform with rule changes.

1-1-4-c	A.R. 3-2-3:II	A.R. 7-3-11:I
1-2-1-b	3-3-7-a	A.R. 8-3-1:I
1-2-4-b	3-5-2 Penalty	A.R. 8-3-2:I
1-4-5-l	5-1-1-a	A.R. 8-3-2:II
1-4-5-q	5-1-4-b	A.R. 8-3-2:VIII
1-4-9-c-3	6-1-2-a	A.R. 8-3-2:IX
1-5-1-a	6-1-2 Penalty	A.R. 8-3-2:X
A.R. 1-5-1:I	6-1-2-b	A.R. 8-3-2:XI
A.R. 1-5-1:II	6-1-2-d	8-3-4-b
A.R. 1-5-1:V	A.R. 6-1-2:V	9-1-2-d-1-b
A.R. 1-5-1:VII	A.R. 6-1-2:VI	9-1-2-d-1-c
2-2-7-c	A.R. 6-2-1:IV	9-1-2-l
2-3-3-a	A.R. 6-2-2:I	9-1-2-n
2-3-5	A.R. 6-2-2:II	A.R. 9-1-2:I
2-18-2-a	6-4-1-a	A.R. 9-1-2:XVI
2-18-2-b	7-1-5-a-2	9-2-1-a-1
2-24-1	7-3-2-f-1	9-2-1-a-1-c
2-25-11	7-3-2-f-2	9-2-1-a-1-g
2-31-4	A.R. 7-3-2:I	9-2-1-a-1-h
3-1-3-g-2	A.R. 7-3-2:IX	9-3-5-b-1
3-1-3-g Example 4	7-3-4	10-2-2-e-5

Points of emphasis

For 2006, the Rules Committee wishes coaches, players and officials to take particular note of the following points.

Game management

The Rules Committee is concerned that while the quantity of American football being played in Britain is on the increase, the quality of it in terms of facilities for games is not. The Committee is particularly concerned that an increasing number of teams:

- do not have balls, ball boys, chains and chain crew available at the appointed time prior to kickoff (Rules 1-3-2-e and 13-3-1) or they are available but of questionable quality;
- do not mark all the field and team area markings required by rule (Rules 1-2-1, 1-2-3-a and 1-2-4-a), or the lines are faint or crooked.

Sanctions against offending teams in terms of yardage penalties or loss of timeouts were considered but rejected. We appreciate that some teams find it difficult to recruit gameday personnel, and sometimes have to balance the desire for a prestigious venue with lack of total control over field markings.

We will continue to monitor game management standards, but expect BAFA to take action against teams in the future if standards do not improve.

Q & A on medical facilities and risk assessment

What is this about?

This section has been drawn up by BAFA to help teams, leagues and other organisations to formulate good practice in the provision of medical facilities and in the assessment of the risks surrounding football activities. This is NOT medical or legal advice. In case of doubt, please seek medical advice or legal opinion as appropriate.

What is risk assessment?

No activity is totally without risk, and the nature of football means that participants can suffer injury.

Many aspects of the rules are safety related, including restrictions on how players can legally contact each other and on what equipment is required and prohibited. The rules are reviewed each year, and the safety of the participants is the number one consideration in the principles that govern making changes.

Beyond the rules, teams, leagues and organisations can perform risk assessments to seek to identify and control the other things that may influence the safety of participants and spectators.

How do I do a risk assessment and what should it cover?

UK Sport has issued a document *Safety in Sport: Guidance for UK National Governing Bodies* (http://www.uksport.gov.uk/images/uploaded/MOD_Guidance_document_H&S_Mar04.pdf), providing guidance on what a risk assessment should cover, and how to do one.

BYAFA have also produced specific advice for their teams. This can be found at http://www.byafa.org/hasa.doc.

It should cover any activity that poses a risk. For example, in football a risk assessment should cover both games and practices.

What else might I need to cover?

Teams may also need to be aware that they should be checking the Health and Safety Policy/Risk Assessment for the facilities they are using. Where a game is being played before a large crowd, sports ground safety regulations also apply. This matter is handled by the relevant local authority.

What are the minimum medical facilities required at a game?

The minimum medical facilities are listed in Rule 1-5-1.

The stress is that these are the minimum facilities. It is entirely appropriate for teams or leagues to decide to provide facilities of a higher quality or quantity. For example, the medical requirement is met if there is only one medical person present, but a team might choose to have at least two.

The rulebook also contains a number of "approved rulings" that illustrate the application of the above rules.

Who is responsible for deciding whether the medical requirement is met?

By Rule 1-5-2, game management is responsible for the provision of medical facilities that meet the requirements above, and the senior game management representative shall certify to the referee prior to the game that the medical requirement has been met. Game management shall inform the referee if at any stage during the game the medical requirement ceases to be met. The game will then be suspended. Obviously, if the referee believes that the medical requirement is not met (e.g. it is not apparent who the medical personnel are), he should query it with game management.

Why has the requirement for a mandatory ambulance been dropped?

There are a number of reasons:

1. It is widely accepted that the most important factor is that suitably qualified medical personnel be present. The speed issue is normally about providing immediate first aid, not usually about transporting someone to hospital. This has been confirmed by medical professionals who were consulted by the Rules Committee. There may be situations where the immediate availability of a means of conveying a patient to hospital may make a difference to their ultimate outcome, but these are said to be extremely rare.
2. Since mobile phones are now almost universal, it is easy to summon an ambulance quickly when needed. Ambulance services also have response time standards that reduce the likelihood of a long wait for an ambulance to arrive.
3. The "conventional" British sport most like American football is rugby. While the differences between the sports are significant, the sorts of injury that might occur in each are comparable. The Rugby Football Union’s advice to clubs is to have a first aider, first aid kit and telephone available at the game, and to have vehicular access for an ambulance or other emergency vehicle. There is no requirement for an ambulance to be present.
4. In the USA, there is no general requirement for an ambulance to be present at football games.

How do I know whether my medical personnel are qualified?

To practice in the UK, a doctor must be registered with the General Medical Council (http://www.gmc-uk.org/).

Similarly, nurses must be registered with the Nursing and Midwifery Council (http://www.nmc-uk.org/).

Paramedics and physiotherapists must be registered with the Health Professions Council (http://www.hpc-uk.org/).

All the above bodies allow you to check on their website to see whether an individual is registered or not.

If your medical personnel are provided by an organisation (e.g. a private ambulance service or an agency), you should ensure that the provision of suitably qualified personnel is part of your agreement with them.

If I want a medical professional with a particular specialisation, what should I look for?

While the minimum requirement in the rules is met by any registered doctor, one trained and experienced in one or more of the following areas may have additional skills relevant to the task:

- trauma / orthopaedics
- accident & emergency
- anaesthesiology

Similarly a nurse may have undergone specialist training in one of the above areas.

Are there any other indicators of specialisation that may be useful?

The following is not a complete list, but some of the things you might look for include:

- a physiotherapist who is a member of the Association of Chartered Physiotherapists in Sports Medicine (http://www.acpsm.org)
- someone who is a certified member of the National Athletic Trainers' Association (http://www.nata.org) in the USA
- a first aider who is a member of a recognised first aid organisation, such as St John Ambulance (http://www.sja.org.uk), St Andrew's Ambulance (Scotland) (http://www.firstaid.org.uk) or the British Red Cross (http://www.redcross.org.uk)
- a first aider who has recently completed an appropriate specialist sports injury training course, such as the St John Ambulance Sports Injury course

None of the above is an absolute guarantee of quality, but may be indicative of higher levels of training, experience or interest.

Under what circumstances might it be appropriate to have an ambulance in addition to a doctor or paramedic?

If the game is being played in a remote location, or circumstances (e.g. anticipated traffic conditions) may result in a delayed response by the ambulance service to a 999 call, game management may decide that it is appropriate to have an ambulance available at the game site.

The Football Code

Introduction

The highest standards of sportsmanship and conduct are expected of players, coaches and others associated with the game.

The National Football Coaches Association (NFCA) Code of Ethics states:

a. The football code shall be an integral part of this code of ethics and should be carefully read and observed.

b. To gain an advantage by circumvention or disregard for the rules brands a coach or player as unfit to be associated with football.

Football is and should be an aggressive, rugged, contact sport. However, there is no place in the game for unfair tactics, unsportsmanlike conduct or manoeuvres deliberately designed to inflict injury.

Throughout the years, the rules committee has endeavoured by rule and appropriate penalty to prohibit all forms of unnecessary roughness, unfair tactics and unsportsmanlike conduct. But rules alone cannot accomplish this end. Only the continued best efforts of coaches, players, officials and all friends of the game can preserve the high ethical standards that the public has a right to expect in the sport. Therefore, as a guide to players, coaches, officials and others responsible for the welfare of the game, the committee publishes the following code:

Coaching ethics

Deliberately teaching players to violate the rules is indefensible. The coaching of intentional holding, beating the ball, illegal shifting, feigning injury, interference or illegal forward passing, such as the ‘‘forward fumble’’, will break down rather than aid in the building of the character of players. Coaching or condoning intentional ‘‘roughing’’, including the blind-side blocking of an opponent below the waist anywhere on the field, is indefensible. Such instruction is not only unfair to one’s opponents but is demoralising to the players entrusted to a coach’s care. It has no place in the game. Changing numbers during a game to deceive opponents is an unethical act.

The football helmet is for the protection of the player and is not to be used as a weapon.

The National Football Coaches Association has stated:

a. The helmet shall not be used as the brunt of the contact in the teaching of blocking and tackling.

b. Self-propelled mechanical apparatus shall not be used in the teaching of blocking and tackling.

c. Greater emphasis by players, coaches and officials should be placed on eliminating spearing.

The use of non-therapeutic drugs in the game of football is not in keeping with the aims and purposes of amateur athletics and is prohibited.

Illegal use of hand or arm

Indiscriminate use of the hand or arm is unfair play, eliminates skill and does not belong in the game. The object of the game is to advance the ball by strategy, skill and speed without using illegal tactics.

Perhaps a good game could be invented, the object of which would be to advance the ball as far as possible with the assistance of holding, but it would not be football. It would probably become a team wrestling match of some kind.

"Beating the Ball"

"Beating the ball" by an unfair use of a starting signal is nothing less than deliberately stealing an advantage from the opponents. An honest starting signal is good football; but a signal that has for its purpose starting the team a fraction of a second before the ball is put in play, in the hope that it will not be detected by the officials, is nothing short of crookedness. It is the same as if a sprinter in a 100-metre dash had a secret arrangement with the starter to give him a tenth of a second warning before he fired the pistol.

Illegal Shifting

An honest shift is good football; but shaving the one-second pause, shifting in such manner as to simulate the start of a play or employing any other unfair tactic for the purpose of drawing one's opponent offside can be construed only as a deliberate attempt to gain an unmerited advantage. Such tactics cannot be tolerated in football.

Feigning Injuries

An injured player must be given full protection under the rules. However, the feigning of an injury by an uninjured player for the purpose of gaining additional, underserved time for his team is dishonest, unsportsmanlike and contrary to the spirit of the rules. Such tactics cannot be tolerated among sportsmen of integrity.

Talking to Your Opponents

Talking to opponents, if it falls short of being abusive or insulting, is not prohibited by the rules, but no good sportsman is ever guilty of cheap talk to his opponents.

Talking to Officials

When an official imposes a penalty or makes a decision, he is simply doing his duty as he sees it. He is on the field to uphold the integrity of the game of football, and his decisions are final and conclusive and should be accepted by players and coaches.

The NFCA Code of Ethics states:

a. On- and off-the-record criticism of officials to players or to the public shall be considered unethical.

b. For a coach to address, or permit anyone on his bench to address, uncomplimentary remarks to any official during the progress of a game, or to indulge in conduct that might incite players or spectators against the officials, is a violation of the rules of the game and must likewise be considered conduct unworthy of a member of the coaching profession.

Sportsmanship

The football player who intentionally violates a rule is guilty of unfair play and unsportsmanlike conduct; and whether or not he escapes being penalised he brings discredit to the good name of the game, which it is his duty as a player to uphold.

BAFA Rules Committee &
National Football Coaches Association

BAFA Disciplinary Code

Issue 2.0 —March 1996

NOTE: all monetary figures given here may be halved in junior and student leagues.

Scope and Registration

ARTICLE 1. a. This code applies to *BAFA games*, viz:

1. all regular season and playoff games played by teams in affiliated leagues;
2. any other game played in Great Britain where at least one of the teams is a member of an affiliated league, excluding European competition games and games played against US base teams on US bases;
3. any ‘‘all-star’’ or exhibition game played in Great Britain involving persons who are normally registered with BAFA.

b. All players, coaches, sideline personnel and officials must be registered with BAFA each year. BAFA shall determine and announce the deadline for registration that applies to members of each affiliated organisation. BAFA may delegate the implementation of registration to an affiliated organisation.

c. No person may transfer their registration after the registration deadline has passed for members of the affiliated organisation to which the person wishes to transfer.

Rosters

ARTICLE 2. a. Teams shall provide the referee with a roster of their players and sideline personnel (showing forename, surname and jersey number or sideline role) before each game. A player may appear on the roster under more than one jersey number to enable him to change number during the game (informing the referee when he does so).

b. The roster must clearly state the names and NFCA registration numbers of all team coaches.

c. Persons serving a suspension or for whom an appeal has been lodged must be included and clearly marked. If a suspended person is not so marked, he shall not be considered as having served the suspension.

d. Additions to the roster form shall not be permitted after the game has kicked off.

e. The referee shall provide each team with a list of the officials.

f. The game shall not start until all lists have been provided.

g. If a person does not appear on his team’s roster form then, upon discovery, he shall be ejected from the game. (If discovered after ejection for another offence it will count as two ejections.)

Incident Reports

ARTICLE 3. a. The referee shall report to BAFRA all incidents of:

1. ejected persons and persons not appearing on the roster form;
2. allegations that teams played unregistered or suspended players;
3. breach of mandatory game management requirements;
4. misconduct by players or other persons affiliated with teams.

b. Referees’ reports must be made in the first instance by telephone by 8pm on the Monday

following the game. A written report must be submitted to arrive on or before the following Wednesday.

c. BAFRA shall forward reports to the appropriate disciplinary authority by telephone within 24 hours of receipt and by post within seven days.

Disciplinary Principles

ARTICLE 4. a. BAFA, as national governing body of American Football in Britain, will be the final arbiter of discipline within the sport played in Britain.

b. Any individuals of team in affiliated leagues or organisations may appeal to BAFA as a final appeal in the event of dissatisfaction after complete exhaustion of the appeals process within their affiliated league or organisation.

c. Any final appeals shall be subject to the same procedure as the appeal of an ejection as stated in Article 5.

d. All affiliated leagues or organisations will endeavour to uphold disciplinary decisions of other affiliated leagues or organisations for any individual who seeks membership of that affiliated league or organisation.

e. Affiliated leagues or organisations may determine the disciplinary processes and penalties to be applied to their member teams and players and other personnel subject to meeting BAFA minimum requirements stated in Article 5.

Disciplinary Action

ARTICLE 5.

a. Ejected persons shall be suspended and fined:

First offence	1 game	£20	(No suspension if the ejection was simply for being ‘‘not on roster’’)
Second offence	2 games	£50	
Third offence	12 months	£100	

An ejection shall be considered as ‘‘spent’’ 12 months after it takes place.

b. A suspension must be served in the next available game(s). This will normally be the next game on the team’s schedule, however suspensions resulting from ejection from a regular season or playoff game will apply only to a regular season or playoff game. If there is any question as to a team’s schedule, the one notified to BAFRA will take precedence. The suspended person must be marked on the roster form for the suspension to count.

c. Schedules cannot be rearranged to alter the game(s) for which a suspension is served. If a regular season or playoff fixture is arranged to take place before the date of the game, the suspension will apply to the original game and the person will be eligible to participate in the re-arranged game. Further, if a fixture is cancelled at any time up to its kickoff, the suspension will carry forward to the next available game.

d. A person who has not completed a suspension may not transfer registration without BAFA’s permission.

e. Suspensions will have immediate effect and fines will become immediately due unless an appeal is lodged with the appropriate disciplinary authority by telephone by 8pm on the second day following the game, and followed up in writing (with copies to BAFA and BAFRA) to arrive on or before the fifth day following. Any appeal not so notified will be void.

f. Appeals must be accompanied by a £50 fee which will be retained if the appeal is

unsuccessful. Any appeal not accompanied by the fee will be void. The appeal may be made either by the person himself or on his behalf by his team.

g. Appeals may only be made on the grounds of mistaken identity (the person who committed the foul was not the one ejected) or that no foul was committed (there must be clear evidence that the official misapplied a rule). No appeal will be upheld on the grounds that a foul was committed but was not flagrant enough to warrant ejection (this must be left entirely to the judgement of the official). All appeals must be supported by video or other evidence.

h. Appeals will be heard by an appropriate disciplinary committee within 14 days of the ejection and the result notified to the person, his team, and BAFA. Results of hearings will be circulated widely within the sport (including to the news media) to promote consistency. It is the responsibility of BAFA to inform Refereeing Associations of the results of any hearings.

i. A team that plays a suspended player or who has a person suspended from the sideline on their sideline will forfeit the game and be fined.

j. For failure to include a player or member of sideline personnel on the roster form, the team shall be fined £20 for each person omitted.

k. Teams that have more than 5 persons ejected during a 12 month period will themselves be subject to a £20 fine for the sixth and each subsequent ejection.

l. Leagues may choose to suspend fines against individuals and teams for a first offence in any category. Should a second offence occur, the fine for the first offence will become due in addition to the fine for the second. Appeal fees may not however be waived.

m. Appeals for any sanctions levied by affiliated league or organisation, other than player ejection, may be heard within the timescales set down within the procedures of that affiliated league or organisation. BAFA final appeals shall be heard within 21 days of the appeal being registered.

Rules and Interpretations

Rules

All BAFA-affiliated teams are required to conduct their contests according to these rules. Rules are designated as either administrative rules or conduct rules. Typically, administrative rules are those dealing with preparation for the contest. Conduct rules are those that have to do directly with the playing of the contest.

Some administrative rules may be altered by mutual consent of the competing teams. These are included in Rules (denoted ∅ in the text):

1-2-5-f-3	3-2-1-c	3-2-2-a	13-4-5-c

Some rules may be altered by game management without the consent of the opponents. These are contained in Rules (denoted □ in the text):

1-2-1-f	1-2-1-g	1-2-1-h	1-2-1-i	1-2-1-j	1-2-1-k
1-2-4-e	1-2-4-h	1-2-5-c	1-2-7-c	1-2-7-d	1-2-7-f
1-3-1-e	2-29-2	3-2-4-a	3-2-4-b	13-2-1	13-3-1-d
13-5-3-a	13-5-3-b				

Some rules may be altered by game management without consent, but only if it is not feasible to meet the rule. Teams are encouraged to meet the standards specified by rule wherever possible. These are contained in Rules (denoted § in the text):

1-2-1-a-2	1-2-1-b	1-2-1-c	1-2-1-d	1-2-3-a	1-2-3-b
1-2-5-a	1-2-5-b	1-2-6	1-2-9-d	1-3-2-b	

Some administrative rules allow leagues to stipulate in their regulations what course of action is to be followed. These are Rules (denoted ∇ in the text):

1-3-2-e-3	3-3-3-c	3-3-3-d	3-3-3-d	13-6-3	13-6-4

Other administrative rules may not be altered. The referee shall make a report to the appropriate authority if these rules are infringed (denoted • in the text):

1-1-1-a	1-1-2	1-1-3-a	1-1-3-b	1-1-4-a	1-1-4-b
1-1-4-c	1-1-5	1-1-5-b	1-1-5-c	1-1-6	1-1-7-a
1-1-7-b	1-2-1-a-1	1-2-1-a-3	1-2-1-a-4	1-2-1-e	1-2-1-l
1-2-1-m	1-2-2	1-2-4-a	1-2-4-b	1-2-4-c	1-2-4-d
1-2-4-f	1-2-4-g	1-2-5-c	1-2-5-d	1-2-5-e	1-2-5-f
1-2-7	1-2-7-a	1-2-7-b	1-2-7-e	1-2-8-a	1-2-8-b
1-2-8-c	1-2-9-a	1-2-9-b	1-2-9-c	1-2-9-e	1-3-1-a
1-3-1-b	1-3-1-c	1-3-1-d	1-3-1-f	1-3-1-g	1-3-1-h
1-3-1-i	1-3-2-c	1-3-2-d	1-3-2-e	1-3-2-e-1	1-3-2-e-2
1-3-2-i	1-4-3-a	1-4-3-d	1-4-7	1-4-7-a	1-4-7-b
1-4-7-c	1-4-7-d	1-4-9-a	1-4-9-b	1-4-9-c	1-4-9-d
1-4-9-e	1-5-1-a	1-5-1-b	1-5-1-c	1-5-1-d	1-5-1-e
1-5-2-a	1-5-2-b	13-1-1-a	13-1-1-b	13-1-1-c	13-1-2
13-3-1	13-3-1-c	13-3-3-b	13-3-4	13-4-2-a	13-4-3
13-4-5-a	13-4-5-b	13-4-5-d	13-4-6-b	13-5-1-a	13-5-1-b

13-5-2-a 13-5-2-b

All other rules are conduct rules and may not be altered.

Interpretations

Rule interpretations issued or endorsed by the rules committee are presented as ‘‘Approved Rulings’’ after certain rules. If there is a conflict between the official rules and the approved rulings, the rules take precedence.

Field Diagram

replace this page with the diagram of the field markings

replace this page with the diagram of field marking details

Notes for groundsmen

These notes accompany the diagram on the previous page as a summary of requirements for the marking of the field. For full details see Rule 1-2.

1. There is no such thing as a metric American football field. All measurements must be in yards, feet and inches.
2. A full sized field is 360ft long and 160ft wide, consisting of two 10yd end zones and twenty 5yd grid segments. If there is insufficient length, it may be shortened to 330ft by taking two 5yd segments out of the middle. If absolutely necessary, a further 12ft may be saved by reducing the size of both end zones to the minimum allowed 8yds. A legal field cannot therefore be marked if there is less than 106yds (318ft) between the goal posts.
3. Note that the width of the field is significantly less than for sports such as soccer, rugby or hockey and that it cannot be varied.
4. Yard lines across the field at 5yd intervals between the goal lines (i.e. NOT in the end zones) are essential: they are relied upon for accurate measurement of the distance the ball is advanced.
5. The inbounds lines are 60ft from each sideline. They are not actually lines but rather a series of "hashmarks" at 3ft intervals. Each hashmark should be approximately 2ft long (i.e. from a point 60ft from the sideline to a point 58ft from the sideline) on each side of the field. The hashmarks do NOT extend into the end zones.
6. Similar 2ft long lines should be marked starting 4in inside each sideline (between the goal lines). These should line up with the hashmarks in the middle of the field to give a series of consistent reference points for aligning the ball.
7. There must either be numbers or marks 27ft from each sideline on every 10yd line (but not the 5yd lines). If numbers then it is the *top* of each number that is 27ft from the sideline. The proper size of the numbers is 6ft x 4ft but they can be smaller if necessary. If not numbers, a 1ft long mark should be made 27ft in from each sideline on each 10yd line.
8. There must be two (adjacent) boxes drawn outside each sideline, stretching from a point 25yds from each goal line. These boxes are shorter if segments are taken out of the middle of the field since the two end points of them are fixed in relation to the goal lines. Stretching from 6ft to 12ft outside the sideline is the *coaching box*. Stretching from 12ft as far as there is room for it is the *team area*. These are the areas in which coaches and substitutes must stay during play.
9. For safety reasons goal posts may not be inside the field. They must either be on the end lines or outside them. If the goal posts cannot be moved, the length of the field must be reduced.

RULE 1

The Game, Field, Players and Equipment

SECTION 1. General Provisions

The Game

ARTICLE 1. a. • The game shall be played between two teams of no more than 11 players each, on a rectangular field and with an inflated ball having the shape of a prolate spheroid.

b. A team legally may play with fewer than 11 players but is penalised if the following requirements are not met:

1. At least four Team A players are on either side of the kicker when the ball is free-kicked (Rule 6-1-2-c).
2. At the snap, at least seven men are on the offensive scrimmage line, with not less than five numbered 50-79 (Rules 2-21-2, 2-27-4 and 7-1-3-b-1) (***Exception:*** Rule 1-4-2-b). (**A.R. 1-4-2:I-V**)

Goal Lines

ARTICLE 2. • Goal lines, one for each team, shall be established at opposite ends of the field of play, and each team shall be allowed opportunities to advance the ball across the other team's goal line by running, passing or kicking it.

Winning Team and Final Score

ARTICLE 3. a. • The teams shall be awarded points for scoring according to rule and, unless the game is forfeited, the team having the larger score at the end of the game, including extra periods, shall be the winning team.

b. • The game is ended and the score is final when the referee so declares (Rule 1-1-4-c).

Supervision

ARTICLE 4. a. • The game shall be played under the supervision of either four, five, six or seven officials: a referee, an umpire, a linesman, a line judge, a back judge, a field judge and a side judge. The use of a back judge, field judge and side judge is optional. The game may be played under the supervision of three officials under exceptional circumstances such as injury or delay in travel.

b. • Officiating crews will be assigned from the same officiating organisation.

c. • The officials' jurisdiction begins 5 minutes before the scheduled kickoff and ends when the referee declares the score final [S14].

Team Captains

ARTICLE 5. • a. Each team shall designate to the referee no more than four players as its field captain(s), and one player at a time shall speak for his team in all dealings with the

officials. There shall be no more than four captains from each team at the coin toss.

b. • A field captain's first announced choice of any options offered his team shall be irrevocable.

c. • Any player may request a team charged timeout.

Persons Subject to the Rules

ARTICLE 6. • All players, substitutes, replaced players, coaches, trainers, cheerleaders in uniform, band members in uniform, mascots in uniform, commercial mascots, public-address announcers, audio and video system operators, and other persons affiliated with the teams are subject to the rules and shall be governed by the decisions of the officials. Affiliated persons are those authorised within the team area. The names of all persons subject to rules shall appear on a roster form which shall be given to the referee before kickoff (***Exception:*** cheerleaders, band members, mascots and public address announcers).

Teams Subject to the Rules

ARTICLE 7. a. • Teams that are members of BAFA or affiliated leagues shall conduct all contests in Great Britain under the official football-playing rules of the Association (***Exception:*** games played under the auspices of an international organisation).

b. • Teams not complying with football-playing rules that do not have a designated penalty are subject to league and/or BAFA sanctions.

SECTION 2. The Field

Dimensions

ARTICLE 1. The field shall be a rectangular area with dimensions, lines, zones, goals and pylons as indicated and titled in the field diagram.

a. Where it is not possible to fully mark the field as indicated:

1. • The marking of the following lines is mandatory: sidelines, end lines, goal lines, yard lines at 5-yard intervals, inbounds lines.
2. § Where the size of the stadium does not permit a full-sized field to be marked, the end zones must be a minimum of 8 and a maximum of 13 yards in depth and equal in size. It is strongly recommended that the end zones be marked to the depth of 10 yards specified by rule, and that if necessary to accommodate this, the distance between the goal lines should be reduced to 90 yards. The distance between the goal lines must be a whole multiple of 10 yards. If the marked end zones are found to be less than 8 yards deep, the referee shall order the 5-yard line be used as the goal line and the length of the field of play reduced accordingly.
3. • The field of play shall be marked to a length of not less than 90 yards.
4. • Unless relocated by a penalty, the kicking team's restraining line on a kickoff shall be 15 yards from the midfield line, regardless of the length of the field of play (supercedes Rule 6-1-1).

b. § All field dimension lines shown should be marked 4 inches in width with a white, nontoxic material that is not injurious to the eyes or skin (***Exception:*** Sidelines and end lines may exceed 4 inches in width, goal lines may be 4 or 8 inches in width, and Rule 1-2-1-h).

c. § Twenty-four inch short yard-line extensions, four inches inside the sidelines and at the inbounds lines, are recommended and all yard lines shall be four inches from the

sidelines (Rule 2-11-4). If for any reason it is not possible for all yard-line extensions to be marked, those at the inbounds lines should be marked first, followed by the sideline opposite the press box, followed by the press box sideline.

d. § A solid white area between the sideline and the coaching line is recommended.

e. • White field markings or contrasting decorative markings (e.g. logos, team names, emblems, event) are permissible in the end zones but shall not be closer than four feet to any line.

f. □ Contrasting colouring in the end zones may abut any line.

g. □ Contrasting decorative markings are permissible within the sidelines and between the goal lines, but shall not obliterate yard lines, goal lines or sidelines.

h. □ Goal lines may be of one contrasting colour from the white lines.

i. □ Advertising is permissible on the field, providing it meets the requirements of Rules 1-2-1-e and 1-2-1-f.

j. □ White field yard-line numbers no larger than 6 feet in height and 4 feet in width, with the tops of the numbers nine yards from the sidelines, are recommended.

k. □ White directional arrows next to the field numbers (except the 50) indicating the direction toward the nearest goal line are recommended. The arrow is a triangle with an 18-inch base and two sides that are 36 inches each.

l. • The two inbounds lines (hash marks) are 60 feet from the sidelines. Inbounds lines and short yard-line extensions should measure 24 inches in length.

m. • Nine-yard marks 12 inches in length, every 10 yards, shall be located nine yards from the sidelines. They are not required if the field is numbered according to Rule 1-2-1-j.

REPORT – Absence of any mandatory marking specified in Rule 1-2-1-a-1. End zones smaller than 8 yards or bigger than 13 yards in depth, or where the end zones are not of equal size. A field of play less than 90 yards in length or not a multiple of 10 yards. Decorative markings contravening Rule 1-2-1-e. Absence of nine-yard marks if the field is not numbered according to Rule 1-2-1-j.

Marking Boundary Areas

ARTICLE 2. • Measurements shall be from the inside edges of the boundary markings. The entire width of each goal line shall be in the end zone.

Limit Lines

ARTICLE 3. a. § Limit lines should be marked with 12-inch lines and at 24-inch intervals 12 feet outside the sidelines and the end lines, except in stadiums where the total field surface does not permit. In these stadiums, the limit lines shall not be less than six feet from the sidelines and end lines. Limit lines should be 4 inches in width and may be yellow. Limit lines designating team areas shall be solid lines. No person outside the team area shall be within the limit lines.

b. § Limit lines shall also be marked six feet from the team area around the side and back of the team area, if the stadium permits.

REPORT – Limit lines (where marked) closer than six feet to any boundary line.

Team Area and Coaching Box

ARTICLE 4. a. • On each side of the field, a team area behind the limit line and between the 25-yard lines shall be marked for the exclusive use of substitutes, trainers and other persons affiliated with the team. The front of the coaching box shall be marked with a solid line six feet outside the sideline between the 25-yard lines. The area between the coaching line and the limit line between the 25-yard lines should contain white diagonal lines or be marked distinctly for use of coaches (Rule 9-1-5-a). A 4-inch-by-4-inch mark is recommended at each five-yard line extended between the goal lines as an extension of the coaching line for line-to-gain and down indicator six-foot reference points.

b. • The team area shall be limited to persons named on the team roster including squad members in full uniform and a maximum of 40 other individuals directly involved in the game. "Full uniform" is defined as being equipped in accord with BAFA Football Rules and Interpretations, and ready to play. The 40 individuals not in full uniform should wear special team area credentials numbered 1 through 40. No other credential should be valid for the team area.

c. • Coaches are permitted in the area between the limit line and coaching line between the 25-yard lines. This area is the coaching box.

d. • Marking the team areas from the 25-yard lines is a game management requirement.

1. The team areas shall be marked between the 25-yard lines irrespective of the length of the field.

e. □ In stadiums where the playing enclosure does not permit the team areas to be marked on both sides of the field, both teams may share a common sideline. In this case the team areas shall be marked on either side of midfield between the 5-yard line and the line 5 yards from midfield.

f. • No media personnel, including journalists, radio and television personnel, or their equipment, shall be in the team area or coaching box, and no media personnel shall communicate in any way with persons in the team area or coaching box.

g. • Game management shall remove all persons not authorised by rule.

h. □ Practice kicking nets are not permitted outside the team area (***Exception:*** In stadiums where playing enclosures are limited in size, nets, holders and kickers are permitted outside the team area and outside the limit line) (Rule 9-2-1-b-1).

REPORT – Absence of team area markings, or team area not marked to 25-yard lines. Absence of a coaching line. Persons not on roster in team area. Infractions of Rules 1-2-4-g or 1-2-4-h.

Goals

ARTICLE 5. a. § Each goal shall consist of two uprights extending at least 20 feet above the ground with a connecting horizontal crossbar, the top of which is 10 feet above the ground. The uprights and crossbar should be white or yellow in colour. The inside of the uprights and crossbar should be in the same vertical plane as the inside edge of the end line.

1. The goal posts shall be out of bounds.

REPORT – Under no circumstances may the game commence, nor proceed if suspended. Goal posts inbounds.

2. Regardless of the position of the goal posts, the size of the end zone or the distance between the goal lines, the snap on a try play shall be made from any point on or behind Team B's 3-yard line (Rule 8-3-2-c).

b. § Above the crossbar, the uprights should be white or yellow and 18 feet, six inches apart inside to inside.

c. • The designated uprights and crossbar shall be free of decorative material (***Exception:*** □ 4-inch-by-42-inch orange or red wind directional streamers at the top of the uprights are permitted).

d. • The height of the crossbar shall be measured from the top of each end of the crossbar to the ground directly below.

e. • Goal posts shall be padded with resilient material from the ground to a height of at least six feet. ''Offset uprights'' may be used. Advertising is permitted on the goals. One manufacturer's logo or trademark is permitted on each goal post pad.

f. • The following procedure is recommended when one or both goals are missing or have been taken down and the original goals are not available for a try or field goal attempt:

1. If a portable goal is available, it shall be erected or held in place at the request of Team A.
2. If a portable goal is not available but one goal is in place:
   (a) On all scrimmage plays, Team B shall defend the end of the field where the goal is situated.
   (b) On all free kick plays, Team A shall defend the end of the field where the goal is situated.
   (c) After a change of possession, the teams will change ends if necessary so that Team B is defending the end where the goal is situated.
   (d) There will be no change of ends at the end of the first or third periods (one minute timeout only). Captains will not have the option to select which goal line to defend at the beginning of a half.
3. ∅ If no goals are available, the game may be played if both head coaches agree. In these circumstances no field goals shall be scored. Once stated, the coaches' decisions as to whether to start/continue shall be irrevocable. If one or both head coaches do not wish to play then the game shall be abandoned.

REPORT – Uprights less than 20 feet in height, or crossbar not 10 feet above ground. Decorative material on the posts or crossbar. Padding absent or less than six feet in height. One or both goals missing or taken down.

- **Approved Ruling 1-2-5**

I. Upon inspection of the field it is noted that goals with offset uprights are being used. The plane of the goal is one yard within the end zone and the post is one yard outside it. **RULING:** Legal. The goal post is not inbounds.

Pylons

ARTICLE 6. § Soft flexible four-sided pylons 4 inches by 4 inches with an overall height of 18 inches, which may include a two-inch space between the bottom of the pylon and the ground, are recommended. They should be red or orange in colour and placed at the inside corners of the eight intersections of the sidelines with the goal lines and end lines. The pylons marking the intersections of the end lines and inbounds lines extended shall be placed three feet off the end lines. Pylons marking the intersections of the end lines, goal lines and sidelines which do not meet the requirements of this rule (for example traffic cones) must be placed at least 6 feet outside the sideline. Soccer corner-flag style posts are prohibited.

REPORT – Illegal pylons that had to be removed.

Line-to-Gain and Down Indicators

ARTICLE 7. • The official line-to-gain and down indicators shall be operated approximately six feet outside the sideline opposite the press box, except in stadiums where the total playing enclosure does not permit.

a. • If a yardage chain is used, it shall join two rods not less than 5 feet high, the rods' inside edges being exactly 10 yards apart when the chain is fully extended. It is recommended that the rods be seven feet high. Any other line-to-gain indicator that accurately measures the line to gain is permitted outside the sideline opposite the press box . Before the game, the linesman shall test and approve all line-to-gain indicators for accuracy and security.

b. • The down indicator shall be mounted on a rod not less then five feet high operating approximately six feet outside the sideline opposite the press box. It is recommended that the rod be six feet 6 inches high.

c. □ An unofficial auxiliary line-to-gain indicator and an unofficial down indicator six feet outside the other sideline are recommended. These indicators shall conform to the same size requirements as the official indicators.

d. □ Unofficial red or orange nonslip line-to-gain markers positioned off the sidelines on both sides of the field are recommended. Markers are rectangular, weighted material 10 inches by 32 inches. A triangle with an altitude of five inches is attached to the rectangle at the end toward the sideline.

e. • All line-to-gain and down-indicator rods shall have flat ends.

f. □ Advertising and team or conference identification are permitted on the down and line-to-gain indicators. One manufacturer's logo or trademark is permitted on each indicator.

REPORT – Rods not of minimum height or not with flat ends. Repeated breakages of the line-to-gain or down indicators. Failure to provide line-to-gain or down indicators.

Markers and Obstructions

ARTICLE 8. a. • All markers and obstructions within the playing enclosure shall be placed or constructed in such a manner as to avoid any possible hazard to players. This includes anything dangerous to anyone at the limit lines. The referee shall order removed any hazardous obstructions or markers located inside the limit lines.

b. • Any markers or obstructions within the playing enclosure but outside the limit lines constituting a hazard shall be reported to game management by the referee. Final determination of corrective action shall be the responsibility of game management.

c. • Yardage line markers must be placed at least 12 feet outside the sidelines and should be collapsible and constructed in such a manner as to avoid any possible hazard to players. Markers which do not conform to this standard shall be removed.

REPORT – Markers that are not constructed and/or placed to avoid hazard and had to be removed.

Field Surface

ARTICLE 9. a. • No material or device shall be used to improve or degrade the playing surface or other conditions and give one player or team an advantage (***Exception:*** Rules 2-15-4-b and 2-15-4-c).

PENALTY – Live-ball foul. Five yards from the previous spot [S27].

b. • The referee may require any improvement in the field necessary for proper and safe game administration.

REPORT – Any improvement effected by the referee.

c. • The referee shall not allow the game to commence if there is any trip hazard inbounds or within six feet of the boundary lines. A trip hazard is defined to be any change of height of one inch or more in the space of one inch or less, with the exception of holes less than two inches in diameter.

REPORT – Under no circumstances may the game commence, nor proceed if suspended. Trip hazard(s).

d. § In stadia where discus circles or other objects present a different playing surface, it is strongly recommended that the field of play be shortened to avoid different surfaces in the field of play or end zones.

e. • The referee should make every effort to play the game at the place and time specified, and to make a report to the appropriate authority as soon as possible afterwards. However, if the markings and facilities available on a field are, in the judgement of the referee, so inadequate as to call into question the validity of the game or the safety of players, spectators or officials, then the game shall not proceed unless and until an improvement has been effected.

REPORT – Under no circumstances may the game commence, nor proceed if suspended. Markings or facilities inadequate for game to proceed.

SECTION 3. The Ball

Specifications

ARTICLE 1. The ball shall meet the following specifications:

a. • New or nearly new. (A nearly new ball is a ball that has not been altered and retains the properties and qualities of a new ball.)

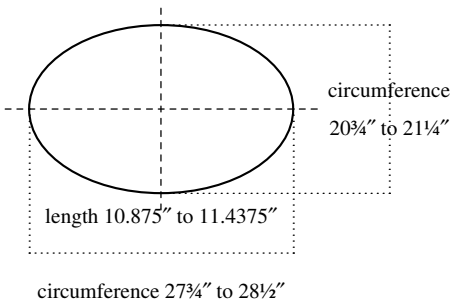
b. • Cover consisting of four panels of pebble-grained leather without corrugations other than seams.

c. • One set of eight equally spaced lacings.

d. • Natural tan colour.

e. □ Two 1-inch white stripes that are 3 to 3¼ inches from the end of the ball and located only on the two panels adjacent to the laces are optional.

f. • Conforms to maximum and minimum dimensions and shape indicated in the accompanying diagram.



circumference 27¾″ to 28½″

g. • Inflated to the pressure of 12½ to 13½ pounds per square inch (psi).

h. • Weight of 14 to 15 ounces.

i. • The ball may not be altered. This includes the use of any ball-drying substance. Mechanical ball-drying devices are not permitted near the sidelines or in the team area.

Administration and Enforcement

ARTICLE 2. a. The referee shall test and be sole judge of no fewer than three and no more than six balls offered for play before and during the game. The referee may approve additional balls if warranted by conditions.

b. § Home management should provide a pressure pump and measuring device.

c. • The home team is responsible for providing legal balls and should notify the opponent of the ball to be used.

d. • During the entire game, both teams shall use only balls that meet the required specifications and have been measured and tested according to rule.

e. • All balls to be used must be presented to the referee for testing 60 minutes before the start of the game.

1. • The referee's first priority is to have three legal balls. If the home team does not provide at least three legal balls, the referee shall inform the away team and give them the opportunity to provide legal balls. If fewer than three legal balls are provided, the game will proceed with only the legal ball(s) being used. If no legal balls are provided, the referee shall select up to three balls which in his judgement are the best available.
2. • When more than three legal balls are presented, the referee shall select the balls in best condition from those presented by both teams.
3. ∇ Where league regulations mandate the use of balls of a particular manufacture, and more than three legal balls are presented to the referee, the referee shall only select balls of another manufacture if there are fewer than three balls of the mandated manufacture.

f. When the ball becomes dead nearer the sideline than the inbounds line (hash mark), is unfit for play, is subject to measurement in a side zone or is inaccessible, a replacement ball shall be obtained from a ball person. (**A.R. 1-3-2:I-II**)

g. The referee or umpire shall determine the legality of each ball before it is put in play.

h. The following procedures shall be used when measuring a ball:

1. All measurements shall be made after the ball is legally inflated.
2. The long circumference shall be measured around the ends of the ball but not over the laces.
3. The long diameter shall be measured with calipers from end to end but not in the nose indentation.
4. The short circumference shall be measured around the ball, over the valve, over the lace, but not over the cross lace.

i. • In wet conditions (or if the referee deems that conditions warrant it), teams must provide towels for the umpire and ball persons to use to keep the ball dry. All towels should be white.

REPORT – If the home team provides fewer than three legal balls. If a league has mandated use of balls of a particular manufacture and the home team provides fewer than three legal ones. If no towels are provided when conditions warrant it.

- **Approved Ruling 1-3-2**

I. On fourth down, kicker A1 enters the field with an approved game ball and requests the referee to substitute it for the ball used during the previous down. **RULING:** Substitution of the ball is not permitted (1-3-2-f). [Cited by 1-3-2-f]

II. The referee selected from those offered before the game two of the home team's balls and one of the away team's. After a change of possession, the away team asks for its ball to be used in place of one of the other two. **RULING:** The request is denied. Once the referee has selected the game balls to be used, neither team may request that a particular ball be used in a particular situation (1-3-2-f). [Cited by 1-3-2-f]

Marking Balls

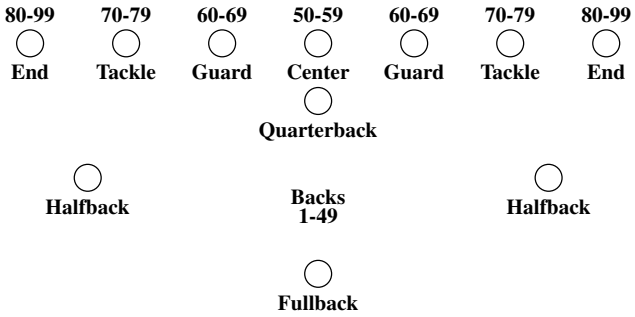
ARTICLE 3. Marking a ball indicating a preference for any player or any situation is prohibited.

PENALTY – Live-ball foul. Fifteen yards from the previous spot [S27].

SECTION 4. Players and Playing Equipment

Recommended Numbering

ARTICLE 1. It is strongly recommended that offensive players be numbered according to the following diagram that shows one of many offensive formations (Rule 1-4-2-b):



Player's Numbering

ARTICLE 2. a. All players shall be numbered 1 through 99. Any number preceded by zero ("0") is illegal [S23].

b. On a scrimmage down, at least five offensive players on the scrimmage line shall be numbered 50 through 79 (***Exception:*** During a scrimmage kick formation, a player, who by his initial position on the line of scrimmage, is an exception to the 50-79 mandatory numbering remains an ineligible receiver during the down until a legal forward pass is touched by a Team B player or an official. He must be positioned on the line of scrimmage and between the end players on the line of scrimmage. The ineligibe receivers (interior linemen) are identified when the snapper assumes his position and touches or simulates (hand[s] at or below his knees) touching the ball. A player remains an ineligible receiver and is an exception to the 50-79 mandatory numbering until the down is over, a timeout is charged to a team or the referee, or a period ends.) [S19]. (**A.R. 1-4-2:I, IV and V**)

c. No two players of the same team shall participate in the same down wearing identical numbers [S23]. (**A.R. 1-4-2:II**)

d. Markings in the vicinity of the numbers are not permitted [S23]. (**A.R. 1-4-2:III**)

PENALTY – Live-ball foul. Five yards from the previous spot [S19 or S23].

e. Numbers shall not be changed during the game to deceive opponents [S27]. (**A.R. 1-4-2:VI and VII**)

PENALTY – 15 yards from the previous spot [S27]. Flagrant offenders shall be

disqualified [S47].

- **Approved Ruling 1-4-2**

I. Team A, with fourth down and eight yards to gain, sends two substitutes numbered 21 and 33 into the game as exceptions to the mandatory numbering, and they are positioned legally on their line of scrimmage between the end players on the line of scrimmage. After the ball is snapped, a Team A player, 15 yards deep in a scrimmage kick formation, throws a forward pass to an eligible receiver for a 10-yard gain. **RULING:** Legal play. (Note: The same play from a field goal formation is legal.) (1-4-2-b Exception) [Cited by 1-1-1-b-2, 1-4-2-b, 2-15-10, 7-1-3-b-1-a]

II. During a down either team is discovered to have two players with identical numbers at the snap. **RULING:** Penalty – five yards from previous spot (1-4-2-c). [Cited by 1-1-1-b-2, 1-4-2-c]

III. A1 at the snap is wearing a number that has a dash between the 1 and 3. The number appears as 1-3. **RULING:** Penalty – five yards from the previous spot (1-4-2-d). [Cited by 1-1-1-b-2, 1-4-2-d]

IV. A33, an exception to the mandatory numbering rule, assumes a position on the line of scrimmage next to end A88. Before the snap, A88 shifts to a backfield position with the flanker on the opposite side of the line shifting to an end position on the line. **RULING:** Since A33 is now an end, he is in an illegal position at the snap (live-ball foul). [Cited by 1-1-1-b-2, 1-4-2-b]

V. A33, an exception to the mandatory numbering rule, assumes a position on the line of scrimmage to the left of snapper A85, who is on the end of the line. All other Team A players on the line are to A33's left. After a one-second stop, all players on the line except A85 legally shift to the other side of the ball, with A33 now positioned as an end. **RULING:** If the ball is snapped with A33 in this position, it is a foul. A33 must be between the end players at the snap. [Cited by 1-1-1-b-2, 1-4-2-b]

VI. A team has a player who normally wears the number 63 but who wishes to become an eligible receiver at some point during the game. **RULING:** The player should be entered on the roster both under number 63 and under an available number other than 50-79 and the referee and opposing coach notified of this. During the game, the player may change jerseys between his two numbers at any time while he is off the field, but on returning to the field for the first time after any change he must notify the referee who in turn will notify the opposing field captain so that the opposition is not deceived by the change. [Cited by 1-4-2-e]

VII. A player's jersey is so badly torn that it must be changed. No other jersey is available with the same number. **RULING:** The player may switch to a jersey with a different number (eligibility rules still apply) but on returning to the field for the first time after any change he must notify the referee who in turn will notify the opposing field captain so that the opposition is not deceived by the change. The referee should record the change on the roster form. [Cited by 1-4-2-e]

Contrasting Colours

ARTICLE 3. a. • Players of opposing teams shall wear jerseys of contrasting colours. In the event of a clash, the home team shall have first choice of colour (including white). Players of a team shall wear jerseys of the same colour and design.

REPORT – The visiting team if both teams are playing in the same colour.

b. A white jersey is one with only contrasting playing numbers, player's name, team name, league insignia, mascot insignia, game insignia, memorial insignia or the team or game's national flag attached. An insignia must not exceed 16 square inches in area (i.e. rectangle, square, parallelogram), including any additional material (e.g. patch). Stripes may be placed on the sleeves. A border no more than 1 inch wide around the collar and cuffs is permissible, as is a maximum 4-inch stripe along the side seam (insert from the underarm to pants top).

c. If a coloured jersey contains white, it may appear only as a number, border of a number, player's name, team name, stripes on the sleeves, a border no more than 1 inch wide around the collar and cuffs, a maximum 4-inch stripe along the side seam (insert from the underarm to pants top), or as part of a legal insignia (Rule 1-4-3-b).

d. • If worn, gloves or hand pads should be grey in colour. The recommended shades of grey are Pantone Cool Gray 8C, Cool Gray 9C, 423C and 430C.

Mandatory Equipment

ARTICLE 4. All players shall wear the following mandatory equipment, which shall be professionally manufactured and not altered to decrease protection:

a. Soft knee pads at least one-half-inch thick that must cover the knees and covered by pants. No pads or protective equipment may be worn outside the pants. Players of a team should wear pants of the same colour. Skateboard knee pads or any other type of pads worn outside the pants or jersey are prohibited. Bicep pads must be covered.

b. Face masks and helmets with a secured four- or six-point chin strap. If a chin strap is not secured, it is a violation. Officials should inform players when all snaps are not secured without charging a timeout unless the player ignores the warning. Players of a team should wear helmets of the same colour and design, and facemasks of the same colour.

c. Shoulder pads, hip pads with tailbone protector and thigh guards.

d. An intra-oral mouthpiece of any readily visible colour (not white or transparent) with FDA-approved base materials (FDCS) that covers all upper teeth. It is recommended that the mouthpiece be properly fitted.

e. One jersey, with sleeves that completely cover the shoulder pads, that is not altered or designed to tear and conforms with Rule 1-4-4-f. The jersey should be full-length and tucked into the pants. Vests and/or a second jersey worn concurrently during the game are prohibited. Tee-shirts or other similar garments may be worn under shoulder pads.

f. Clearly visible, permanent Arabic numerals on one jersey at least 8 and 10 inches in height front and back, respectively, of a colour(s) in distinct contrast with the jersey. All players of a team should have the same colour and style numbers front and back. The individual bars must be approximately 1½ inches wide.

g. Numbers on any part of the uniform shall correspond with the mandatory front and back jersey numbers. In the case of death or catastrophic injury or illness, a person may be memorialised by an insignia not greater than 1½ inches diameter that displays the number, name or initials of the individual on the uniform or helmet.

h. All squad members must wear visible socks or leg coverings that should be identical in colour, design and length (***Exception:*** Unaltered knee braces, tape or a bandage to protect or prevent an injury; and barefoot kickers) (**A.R. 1-4-4:I**)

NOTE: If a player is not wearing mandatory equipment in compliance in all respects with Rule 1-4-4, the team shall be charged a timeout and the player shall not be permitted to play until he complies.

VIOLATION – Rules 3-3-6 and 3-4-2-b-2 [S23, S3 or S21].

NOCSAE:† All players shall wear helmets that carry a warning label regarding the risk of injury and a manufacturer's or reconditioner's certification indicating satisfaction of NOCSAE test standards. All such reconditioned helmets shall show recertification to indicate satisfaction with the NOCSAE test standard.

† National Operating Committee on Standards for Athletic Equipment.

- **Approved Ruling 1-4-4**

  I. A player or players of a team wear(s) tights (with stirrups) that cover their legs. **RULING:** Legal. All other squad members of this team also must wear tights or knee-length socks of the same colour. All squad members of a team should wear socks or leg coverings that are identical in colour, design and length. All squad members of a team may wear short socks of the same colour, design and length. [Cited by 1-4-4-h]

Illegal Equipment

ARTICLE 5. No player wearing illegal equipment shall be permitted to play. Any question as to the legality of a player's equipment shall be decided by the umpire. Illegal equipment includes the following: (**A.R. 1-4-5:I**)

a. Equipment worn by a player, including artificial limbs, that would endanger other players. An artificial limb must not give the wearer any advantage in competition. If necessary, the artificial limb should be padded to rebound as a natural limb.

b. Hard, abrasive or unyielding substances on the hand, wrist, forearm or elbow of any player, unless covered on all exterior sides and edges with closed-cell, slow-recovery foam padding no less than one-half-inch thick or an alternate material of the same minimum thickness and similar physical properties. Hard or unyielding substances are permitted, if covered, only to protect an injury. Hand and arm protectors (covered casts or splints) are permitted only to protect a fracture or dislocation.

c. Thigh guards of any hard substances unless all surfaces are covered with material such as closed-cell vinyl foam that is at least one-quarter-inch thick on the outside surface and at least three-eighths-inch thick on the inside surface and the overlaps of the edges; shin guards not covered on both sides and all edges with closed-cell, slow-recovery foam padding at least ½-inch thick, or an alternate material of the same minimum thickness having similar physical properties; and therapeutic or preventive knee braces, unless worn under the pants and entirely covered from direct external exposure.

d. Projection of metal or other hard substance from a player's person or clothing. Rings, bracelets, earrings (except when covered by a helmet) and medallions worn outside the uniform are prohibited. Players should remove earrings and medallions and tuck long hair into the collar of their jersey. Pronged belt buckles must be taped to be legal.

e. Shoe cleats (Rule 9-2-2-d) – detachable:

   1. More than one-half-inch in length (measured from tip of cleat to the shoe) (***Exception:*** If attached to a five-thirty-seconds of an inch (5/32) or less raised platform wider than the base of the cleat and extended across the width of the shoe to within one-quarter inch or less of the outer edges of the sole. A single toe cleat does not require a raised platform that extends across the width of the sole. The raised platform of the toe cleat is limited to five-thirty-seconds of an inch (5/32) or less. The five-thirty-seconds of an inch (5/32) or less is measured from the lowest point of the platform to the sole of the shoe).
   2. Made of any material that chips or fractures.
   3. Without an effective locking device.
   4. With concave sides.
   5. Conical cleats with flat free ends not parallel to their bases or less than three-eighths-inch in diameter or with rounded free ends having arcs greater than seven-sixteenths of an inch (7/16).
   6. Oblong cleats with free ends not parallel with bases or that measure less than one-quarter-inch by three-quarters-inch.

7. Circular or ring cleats without rounded edges and a wall less than three-sixteenths of an inch thick.
8. Steel tipped cleats without steel tipped with low carbon steel of 1006 material, case hardened to .005-.008 depth and drawn to Rockwell hardness of approximately C55.

f. Shoe cleats (Rule 9-2-2-d) – nondetachable:
   1. More than one-half inch in length (measured from tip of cleat to sole of shoe).
   2. Made of any material that burrs, chips or fractures.
   3. With abrasive surfaces or cutting edges.
   4. Made of any metallic material.

g. Tape or any bandage on a hand, wrist, forearm or elbow unless used to protect an injury and specifically sanctioned by the umpire. Sanction for taping need not be obtained from the umpire for (i) light taping to protect an injury; (ii) one twist of tape to secure padding; and (iii) taping of adjacent fingers. Taping shall not be used for padding. All taping must be of adhesive material. Adhesive outer surfaces of any taping are prohibited.

h. Helmets, jerseys or attachments that tend to conceal the ball by closely resembling it in colour.

i. Adhesive material, paint, grease or any other slippery substance applied to equipment or on a player's person, clothing or attachment that affects the ball or an opponent (***Exception:*** Eye shade). Jerseys, undershirts and the exterior of arm covers/pads that enhance contact with a football or an opponent.

j. Any face mask except those constructed of non-breakable material with rounded edges covered with resilient material designed to prevent chipping, burrs or an abrasiveness that would endanger players.

k. Shoulder pads with the leading edge of the epaulet rounded with a radius more than one-half the thickness of the material used.

l. Anything on the uniform other than a player's numbers; a player's name; memorial recognition; the team's national flag; or team, league or game identification. Authorised advertising material is permitted. No other words, numbers or symbols are permitted on a player's person or tape (***Exception:*** Game information on a player's wrist or arm).

   Uniforms and all other items of apparel (e.g. warm-ups, socks, headbands, T-shirts, wristbands, visors, hats, towels or gloves) may bear only a single manufacturer's or distributor's normal label or trademark (regardless of the visibility of the label or trademark) not to exceed 2¼ square inches in area (i.e. rectangle, square, parallelogram) including any additional material (e.g. patch) surrounding the normal trademark or logo. No sizing, garment-care or other non-logo labels shall be on the outside of the uniform.

m. Gloves or hand pads that resemble the opponent's jersey colour or not in conformance with Rule 1-4-5-b. A glove is a fitted covering for a hand having separate sections for each finger and thumb, without any additional material that connects any of the fingers and/or thumb, and that completely covers each finger and thumb. Soccer goalkeeper's gloves are permitted provided that any abrasive material has been removed from the back of the hand. It is strongly recommended that gloves be grey in colour.

n. Jerseys that have been taped or tied in any manner. (***Exception:*** The sleeves of the jersey may be taped.)

o. Uniform attachments [***Exceptions:***
   1. One moisture-absorbing towel may be worn on the uniform and attached at the waist, with a maximum exposure of 4 inches by 12 inches. The towels should be white and

without markings.

2. Hand warmers worn during inclement weather.]

p. Rib pads, shoulder pad attachments and back protectors not totally covered.

q. Eye shields that are not transparent and made from moulded or rigid material. Exceptions must be documented by an ophthalmologist with the request signed by the player's head trainer, head coach and the player's parents or guardians if the player is under 18 years of age.

NOTE: No player wearing illegal equipment shall be permitted to play. If illegal equipment is discovered by an official, the team shall be charged a team timeout.

VIOLATION – Rules 3-3-6 and 3-4-2-b-2 [S23, S3 or S21].

Exception: If equipment in Rule 1-4-5 becomes illegal through play, the player must leave the game until the illegal equipment is corrected but will not be charged a team timeout.

Mandatory and Illegal Equipment Enforcement

ARTICLE 6. Failure to wear mandatory equipment or the use of illegal equipment is enforced as follows:

a. Each of the first three infractions for failure to wear mandatory equipment or wearing illegal equipment requires a charged timeout. The fourth infraction in a half requires a five-yard penalty. The delay for the fourth timeout could be the first violation for not wearing mandatory equipment or wearing illegal equipment. The first three timeouts could have been taken by the team as charged team timeouts.

1. The timeouts are granted.
2. There is no offset for the first three violations when an opponent has fouled.
3. When timeouts are exhausted, the next violation is a dead-ball delay penalty at the succeeding spot.
4. A timeout is called, the offending team is indicated by the referee and the captain and head coaches are notified through the officials nearest the sidelines.

b. Officials should ascertain before the ready-for-play signal if players are not wearing mandatory equipment or are wearing illegal equipment. Only in an emergency shall the 25-second clock be interrupted. Examples: A player(s) not wearing a helmet or a mouthpiece. (**A.R. 1-4-6:I**) The team will be charged a timeout or a delay penalty if all time-outs have been used.

VIOLATION – Rules 3-3-6 and 3-4-2-b-2 [S23, S3 or S21].

c. No jersey may be changed on the field of play, and such changes must be made in the team area of the player making the change. When it is determined that a jersey does not comply with Rule 1-4-4-e and/or 1-4-4-f, a team timeout will be charged to that team at the succeeding spot. If the team has expended its three timeouts, a delay will be charged under Rule 3-4-2-b-2. Players may change torn jerseys during team timeouts and return to play. A player may change a jersey and return during a delay penalty only if the game is not further delayed by that action.

d. Tape may not cover or partially cover a glove. Tape may be used to secure glove fasteners.

- **Approved Ruling 1-4-6**

I. During the 25-second count, an official identifies a player(s) who is obviously not wearing a mouthpiece. **RULING:** Even though the snap or free kick may be imminent, a timeout is charged to that player's team (Rule 3-3-6). If timeouts are exhausted, a five-yard

penalty will be assessed (Rule 3-4-2-b). The clock will start on the snap after the five-yard penalty unless an unfair timing advantage is possible (Rule 3-4-3). The player(s) may remain in the game if he (they) produces a legal mouthpiece and the game is not further delayed by that action. [Cited by 1-4-6-b]

Coaches' Certification

ARTICLE 7. • The head coach or his designated representative shall certify in writing to the umpire before the game that all players:

a. • Have been informed what equipment is mandatory by rule and what constitutes illegal equipment.

b. • Have been provided with the equipment mandated by rule.

c. • Have been instructed to wear and how to wear mandatory equipment during the game.

d. • Have been instructed to notify the coaching staff when equipment becomes illegal through play during the game.

Prohibited Signal Devices

ARTICLE 8. Players are prohibited from being equipped with any electronic, mechanical or other signal devices for the purpose of communicating with any source (***Exception:*** A medically prescribed hearing aid of the sound-amplifier type for hearing-impaired players).

PENALTY – 15 yards and disqualification of the player. Penalise as a dead-ball foul at the succeeding spot [S7, S27, S47].

Prohibited Field Equipment

ARTICLE 9. a. • Television replay or monitor equipment is prohibited at the sidelines, press box or other locations within the playing enclosure for coaching or officiating purposes during the game. Motion pictures, any type of film, facsimile machines, videotapes, photographs, writing-transmission machines and computers are prohibited for coaching purposes any time during the game or between periods.

b. • Only voice communication between the press box and team area is permitted. Where press-box space is not adequate, only voice communication may originate from any area in the stands between the 25-yard lines extended to the top of the stadium. No other communication for coaching purposes is permitted anywhere else.

c. • Media communication equipment, including cameras, sound devices and microphones, is prohibited on or above the field, or in or above the team area (Rule 2-31-1). (***Exceptions:***

1. Camera equipment attached to a goal support behind the uprights and crossbar.
2. A camera, with no audio component, may be attached to the cap of the umpire with prior approval of the umpire and the participating teams.
3. A camera, with no audio component, may be attached to cables that extend over the team area and field of play, including the end zones.

d. • Microphones, provided by home management, are strongly recommended on referees. They may be used only on referees for penalty or other game announcements, if controlled by the referee, and may not be open at other times. Microphones on other officials are prohibited.

NOTE: If a radio microphone is provided, the referee shall use it providing it meets the following criteria:

1. It must have an on/off switch under the referee's control;
2. It must be of the clip-on or lightweight headset variety;

3. The transmitter must be small enough to attach to a belt or fit in a pocket.

It shall be at the referee's discretion whether or not to use a microphone which does not meet the above criteria. Microphones and/or transmitters that cannot be carried by the referee are prohibited.

e. • Microphones attached to coaches during the game for media transmission are prohibited.

REPORT – Media microphones attached to coaches.

Coaches' Phones

ARTICLE 10. Coaches' phones and headsets are not subject to the rules before or during the game.

SECTION 5. Medical Provision

Minimum Medical Requirements

ARTICLE 1. The minimum medical facilities during a game are:

a. • A registered doctor, registered nurse, registered paramedic, registered physiotherapist or a first aider must be available. This person must not be a squad member.

b. • A first aid kit including a suitable (preferably inflatable) set of limb splints must be available.

c. • A stretcher must be available.

d. • An ambulance and crew must be available if a doctor or paramedic is not. An ambulance is defined to be a vehicle constructed and equipped for the purpose of carrying stretcher-bound patients to hospital. (**A.R. 1-5-1:I-X**)

e. • A telephone capable of use to summon the emergency services must be available. (**A.R. 1-5-1:XI**)

NOTE: Available means inside or immediately outside the stadium and fit for use (***Exception:*** An ambulance and its crew are defined to be available at a game even though they may be absent from the stadium in the act of transporting someone to hospital.)

REPORT – Under no circumstances may the game commence, nor proceed if suspended. Minimum medical requirement not met.

- **Approved Ruling 1-5-1**

  I. The sole ambulance is absent from the stadium in the act of transporting someone to hospital. A registered doctor, registered nurse, registered paramedic, registered physiotherapist or a first aider, a first aid kit including a suitable (preferably inflatable) set of limb splints, and a stretcher are all available. **RULING:** The minimum medical requirement is met; the game shall proceed. [Cited by 1-5-1-d]

  II. The game manager says that the ambulance is on its way and will be here 10 minutes after the appointed kickoff time. **RULING:** Unless a doctor or paramedic is available, delay the kickoff until the ambulance arrives. Until it does no one can be sure that it is "available". There will be no yardage penalty if the delay is beyond game management's control. [Cited by 1-5-1-d]

  III. The ambulance leaves to take an injured player to hospital. **RULING:** The game carries on. [Cited by 1-5-1-d]

  IV. The ambulance leaves to take a spectator to hospital. **RULING:** The game carries on. The rule says that the ambulance is still available if it is in the act of transporting *someone* to hospital. [Cited by 1-5-1-d]

  V. The ambulance leaves to take someone to hospital but does not leave behind at the stadium a first aid kit or stretcher. **RULING:** Suspend the game until a suitable first aid kit and

stretcher can be obtained, or the ambulance returns. Note that this is the case even if a doctor or paramedic is available. [Cited by 1-5-1-d]

VI. The ambulance leaves and takes all the qualified first aiders with it. **RULING:** Suspend the game until the ambulance returns, or another qualified first aider can be found (game management's responsibility to decide whether they are suitable). [Cited by 1-5-1-d]

VII. The ambulance crew phone the stadium to say that on their way back to the game their vehicle broke down and they can't make it. **RULING:** Suspend the game unless a doctor or paramedic is available. The ambulance is no longer "available" to the game. [Cited by 1-5-1-d]

VIII. If the game is suspended because of lack of medical provision, how long do you wait before abandoning the game? **RULING:** Rule 13-4-8-c applies: "The referee shall wait for a reasonable time to permit the problem(s) to be rectified. However, if it becomes clear that the game cannot continue, the referee shall abandon the game and notify game management." A reasonable time would be at least 30 minutes but probably not longer than an hour unless there was a clear indication that a resumption was imminent. Of course don't wait 30 minutes if it is obvious that a restart is never going to be possible. [Cited by 1-5-1-d]

IX. A first-aider has a PhD and therefore the title "Dr", but has no medical qualifications beyond a first-aid certificate. Is an ambulance necessary? **RULING:** Yes. A registered doctor means one registered with the General Medical Council. People with the title "Dr" do not necessarily possess the required medical qualifications. [Cited by 1-5-1-d]

X. A doctor or paramedic is available, along with an ambulance. However, the ambulance is NOT equipped to carry stretcher-bound patients to hospital. **RULING:** The game may proceed. The availability of the doctor or paramedic means that the ambulance is not necessary to meet the minimum medical requirement. [Cited by 1-5-1-d]

XI. A mobile telephone is available, but due to poor reception conditions a reliable signal cannot be obtained. **RULING:** The game cannot proceed until either another mobile telephone with a better signal is found, or a working land-line telephone inside or immediately outside the stadium is available. [Cited by 1-5-1-e]

Medical Requirement Administration

ARTICLE 2. a. • Game management is responsible for the provision of medical facilities that meet the requirements of Rule 1-5-1.

b. • The senior game management representative shall certify to the referee prior to the game that the medical requirement has been met.

c. Game management shall inform the referee if at any stage during the game the medical requirement ceases to be met. The game will then be suspended (Rule 3-3-3-b).

RULE 2

Definitions

SECTION 1. Approved Ruling and Officials' Signals

ARTICLE 1. a. An Approved Ruling (A.R.) is an official decision on a given statement of facts. It serves to illustrate the spirit and application of the rules. If there is a conflict between the official rules and approved rulings, the rules take precedence.

b. An official's signal [S] refers to the Official Football Signals 1 through 47.

SECTION 2. The Ball: Live, Dead, Loose

Live Ball

ARTICLE 1. A live ball is a ball in play. A pass, kick or fumble that has not yet touched the ground is a live ball in flight.

Dead Ball

ARTICLE 2. A dead ball is a ball not in play.

Loose Ball

ARTICLE 3. A loose ball is a live ball not in player possession during:

a. A running play.

b. A scrimmage or free kick before possession is gained, regained or the ball is dead by rule.

c. The interval after a legal forward pass is touched and before it becomes complete, incomplete or intercepted (NOTE - This interval is during a forward pass play and the ball may be batted in any direction by a player eligible to touch it).

d. All players are eligible to touch,catch, or recover a ball that is loose from a fumble or a backward pass, but eligibility to touch a ball loose from a kick is governed by kick rules (Rule 6) and eligibility to touch a forward pass is governed by pass rules (Rule 7).

When Ball is Ready for Play

ARTICLE 4. A dead ball is ready for play when the referee:

a. If time is in, sounds his whistle and signals ready for play.

b. If time is out, sounds his whistle and signals either ''start the clock'' or ''ball ready for play'' (***Exception:*** Rules 3-3-3-f-4-c and 3-3-3-f-4-f). (**A.R. 4-1-4:I and II**)

In Possession

ARTICLE 5. ''In possession'' is an abbreviation meaning the holding or controlling of a live ball or a ball to be free kicked.

a. A player ''gains possession'' when he is firmly holding or controlling the ball while contacting the ground inbounds.

b. A team is ''in possession'' when one of its players is ''in possession'' or attempting to

punt, drop kick or place kick; while a forward pass thrown by one of its players is in flight; or one of its players was last in possession during a loose ball.

Belongs To

ARTICLE 6. ''Belongs to'' as contrasted with ''in possession'' denotes temporary custody of a dead ball. Legality of such custody is immaterial because the ball must next be put in play in accordance with rules governing the existing situation.

Catch, Interception, Recovery

ARTICLE 7. A catch is an act of establishing player possession of a live ball in flight.

a. A catch of an opponent's fumble or pass is an interception.

b. Securing player possession of a live ball after it strikes the ground is ''recovering it''.

c. To catch, intercept or recover a ball, a player who leaves his feet to make a catch, interception or recovery must have the ball in his possession when he first returns to the ground inbounds with any part of his body or is so held that the dead-ball provisions of Rule 4-1-3-a apply. (**A.R. 2-2-7:I-V**)

1. If one foot first lands inbounds and the receiver has possession and control of the ball, it is a catch or interception even though a subsequent step or fall takes the receiver out of bounds.
2. Loss of ball simultaneously with returning to the ground is not a catch, interception or recovery.

d. A catch by any kneeling or prone inbounds player is a completion or interception (Rules 7-3-1 and 7-3-2) (Rules 7-3-6 and 7-3-7).

e. When in question, the catch, recovery or interception is not completed.

- **Approved Ruling 2-2-7**

I. B1 attempts to catch a punt (no fair catch signal) that crosses the neutral zone and strikes his shoulder (a muff) and bounces into the air. The ball does not touch the ground and airborne A1 receives the ball in flight and first returns to the ground out of bounds. **RULING:** Team B ball at the spot where the ball crosses the sideline. First down and 10 (2-2-7-c). [Cited by 2-2-7-c]

II. On third down, B1 blocks a Team A scrimmage kick that goes into the air and does not cross the neutral zone. The ball does not touch the ground and A1 jumps and receives the ball in flight and first returns to the ground out of bounds. **RULING:** Team B ball at the spot where the ball crosses the sideline. First down and 10 (2-2-7-c and 7-3-7-a). [Cited by 2-2-7-c]

III. Airborne A3 receives a pass at Team A's 40-yard line. As he receives the ball, he is contacted by B1 and comes to the ground out of bounds with the ball at Team A's 37-yard line. **RULING:** Incomplete pass (7-3-7-a). [Cited by 2-2-7-c, 7-3-6, 7-3-7-a]

IV. On second down, A1 fumbles the ball, which strikes the ground and bounces high in the air. B2 receives the ball while off the ground and returns to the ground out of bounds (a) in advance of the spot of the fumble or (b) behind the spot of the fumble. **RULING:** In (a) Team A's ball at spot of fumble and in (b) Team A's ball at the spot where the ball crossed the sideline (4-2-4-e). [Cited by 2-2-7-c]

V. A1 fumbles the ball, which strikes the ground and bounces high into the air. B1 receives the ball while off the ground and returns to the ground inbounds. **RULING:** Team B's ball at spot where Team B recovered the fumble. Ball continues in play (2-2-7-c). [Cited by 2-2-7-c]

Simultaneous Catch or Recovery

ARTICLE 8. A simultaneous catch or recovery is a catch or recovery in which there is joint possession of a live ball by opposing players inbounds. (**A.R. 7-3-6:II and III**)

SECTION 3. Blocking

Blocking

ARTICLE 1. a. Blocking is obstructing an opponent by contacting him with any part of the blocker's body.

b. Pushing is blocking an opponent with open hands.

Below Waist

ARTICLE 2. a. Blocking below the waist is the initial contact below the waist with any part of the blocker's body against an opponent, other than the runner. When in question, the contact is below the waist (Rule 9-1-2-e).

b. Blocking below the waist applies to the original contact by a blocker against an opponent who has one or both feet on the ground. A blocker who makes contact above the waist and then slides below the waist has not blocked below the waist. If the blocker first contacts the opposing player's hands at the waist or above, it is a legal ''above the waist'' block (Rule 9-1-2-e).

Chop Block

ARTICLE 3. A chop block is

a. An obviously delayed block at the thigh or below against an opponent (except the runner) who is in contact with a teammate of the blocker, is in the act of disengaging from the first blocker or has just disengaged from the first blocker but is still confronting him. When in question, the contact is at the thigh or below. (**A.R. 2-3-3:I-IV**)

b. A high-low, low-high or low-low combination block by two nonadjacent linemen with or without a delay between contacts occuring in the neutral zone.

c. A high-low, low-high or low-low combination block by any two offensive players with or without a delay between contacts when the initial contact clearly occurs beyond the neutral zone (i.e., all involved players are beyond the neutral zone).

- **Approved Ruling 2-3-3**

  I. On a forward pass play, A75 is blocking B66 behind the neutral zone. While A75 maintains contact, A47 subsequently blocks B66 at his thigh. **RULING:** Chop block. Previous-spot enforcement. [Cited by 2-3-3-a]

  II. As the flow of the play moves to the left, right tackle A77 is disengaging from his contact with B50 when A27 blocks B50 at his knee. **RULING:** Chop block. Basic-spot enforcement. Previous-spot enforcement if the foul occurs behind the neutral zone. [Cited by 2-3-3-a]

  III. Immediately following the snap, left guard A65 and left tackle A79 simultaneously block B66, who is in the neutral zone. (a) Both contacts are at the thigh. (b) One contact is at the waist and the other is at the knee. **RULING:** (a) Legal blocks. (b) Legal blocks. [Cited by 2-3-3-a]

  IV. Tight end A87 and wingback A43 are leading the play when both simultaneously block linebacker B17, who is three yards beyond the neutral zone. (a) both blocks above the waist. (b) One block is above the waist and the other is at the knee. **RULING:** (a) Legal blocks. (b) Chop block. Basic-spot enforcement. [Cited by 2-3-3-a]

V. As tight end A88 leaves the line of scrimmage, he is blocked by B76 in an attempt to restrict A88's path. After a short delay and while B76 maintains contact, B53 blocks A88 at the knee. **RULING:** Chop block. Previous-spot enforcement.

Block in the Back

ARTICLE 4. a. A block in the back is contact against an opponent occurring when the force of the initial contact is from behind and above the waist (***Exception:*** The runner) When in question, the contact is below the waist. (Rule 9-3-3-c) (**A.R. 9-1-2:XX and XXI**) (**A.R. 9-3-3:VII**) (**A.R. 10-2-2:XXXIV**)

b. The position of the blocker's head or feet does not necessarily indicate the point of initial contact.

Frame (of the Body)

ARTICLE 5. The frame of a player's body is at the shoulders or below other than the back (Rule 9-3-3-a-1-c Exception).

SECTION 4. Clipping

ARTICLE 1. a. Clipping is a block against an opponent occurring when the force of the initial contact is from behind and at or below the waist (***Exception:*** The runner) (Rule 9-1-2-d).

b. The position of the blocker's head or feet does not necessarily indicate the point of initial contact.

SECTION 5. Deliberate Dead-Ball Advance

ARTICLE 1. Deliberately advancing is an attempt by the runner to advance the ball after any part of his person, other than a hand or foot, has touched the ground or after the ball has been declared dead by rule (***Exception:*** Rule 4-1-3-b).

SECTION 6. Down and Between Downs

ARTICLE 1. A down is a unit of the game that starts with a legal snap or legal free kick after the ball is ready for play and ends when the ball next becomes dead. Between downs is the interval during which the ball is dead.

SECTION 7. Fair Catch

Fair Catch

ARTICLE 1. a. A fair catch of a scrimmage kick is a catch beyond the neutral zone by a player of Team B who has made a valid signal during a scrimmage kick that is untouched beyond the neutral zone.

b. A fair catch of a free kick is a catch by a player of Team B who has made a valid signal during an untouched free kick.

c. A valid or invalid fair catch signal deprives the receiving team of the opportunity to advance the ball, and the ball is declared dead at the spot of the catch or recovery or at the spot of the signal if the catch precedes the signal.

d. If the receiver shades his eyes from the sun, the ball is live and may be advanced.

Valid Signal

ARTICLE 2. A valid signal is a signal given by a player of Team B who has obviously signalled his intention by extending one hand only clearly above his head and waving the hand from side to side of the body more than once.

Invalid Signal

ARTICLE 3. An invalid signal is any signal by a player of Team B that does not meet the requirements of a valid signal.

SECTION 8. Forward, Beyond and Forward Progress

Forward, Beyond

ARTICLE 1. Forward, beyond or in advance of, as related to either team, denotes direction towards the opponent's end line. Converse terms are backward or behind.

Forward Progress

ARTICLE 2. Forward progress is a term indicating the end of advancement by the runner or airborne pass receiver of either team and applies to the position of the ball when it became dead by rule (Rules 4-1-3-a & 4-1-3-b and 4-2-1 & 4-2-4). (**A.R. 5-1-3:I-V**)

SECTION 9. Foul and Violation

ARTICLE 1. A foul is a rule infraction for which a penalty is prescribed. A flagrent personal foul is a rule infraction so extreme or deliberate that it places an opponent in danger of catastrophic injury. A violation is a rule infraction for which no penalty is prescribed and that does not offset the penalty for a foul.

SECTION 10. Fumbling, Muffing, Touching, Batting or Blocking a Kick

Fumble

ARTICLE 1. A fumble is any act other than passing, kicking or successful handing that results in loss of player possession. (**A.R. 2-19-2:I**) (**A.R. 4-1-3:I**) (**A.R. 7-2-2:I**)

Muff

ARTICLE 2. A muff is an unsuccessful attempt to catch or recover a ball that is touched in the attempt.

Batting

ARTICLE 3. Batting the ball is intentionally striking it or intentionally changing its direction with a hand or arm.

Touching

ARTICLE 4. Touching of a ball not in player possession denotes any contact with the ball. It may be intentional or unintentional, and it always precedes possession and control. Intentional touching is deliberate orintended touching. When in question, a ball has not been touched on a kick or forward pass (***Exception:*** Rules 6-1-4 and 6-3-4).

Blocking a Scrimmage Kick

ARTICLE 5. Blocking a scrimmage kick is touching the ball by an opponent of the kicking team in an attempt to prevent the ball from advancing beyond the neutral zone.

SECTION 11. Lines

Goal Lines

ARTICLE 1. Each goal line is part of a vertical plane separating an end zone from the field of play when the ball is touched or is in player possession. The plane extends beyond the sidelines. A team's goal line is that which it is defending. (**A.R. 2-11-1:I**)

- **Approved Ruling 2-11-1**

  I. Team A's untouched scrimmage kick strikes the ground in the field of play and breaks the plane of Team B's goal line. While the ball is in the air, A81, who is on the one-yard line, bats the ball into the field of play. **RULING:** Violation. Team B option, touchback or possession of the ball where declared dead (***Exception:*** Rule 8-4-2-b). [Cited by 2-11-1, 6-3-2-a]

Restraining Lines

ARTICLE 2. A restraining line is part of a vertical plane when a ball is touched or is in possession. The plane extends beyond the sidelines. (**A.R. 2-11-2:I**)

- **Approved Ruling 2-11-2**

  I. A free kick breaks the plane of Team B's restraining line. While the ball is in the air, A1, who is behind Team B's restraining line, touches the ball. **RULING:** Legal touching (6-1-3-b). [Cited by 2-11-2, 6-1-3-b]

Yard Lines

ARTICLE 3. A yard line is any line in the field of play parallel to the end lines. A team's own yard lines, marked or unmarked, are numbered consecutively from its own goal line to the 50-yard line.

Inbounds Lines (Hash Marks)

ARTICLE 4. The two inbounds lines are 60 feet from the sidelines. Inbounds lines and short yard-line extensions shall measure 24 inches in length.

Out of Bounds Lines

ARTICLE 5. The area enclosed by the sidelines and end lines is ''inbounds'' and the area surrounding and including the sidelines and end lines is ''out of bounds''.

Nine-Yard Marks

ARTICLE 6. Nine-yard marks 12 inches in length, every 10 yards, shall be located nine yards from the sidelines. They are not required if the field is numbered according to Rule 1-2-1-j.

SECTION 12. Handing the Ball

ARTICLE 1. a. Handing the ball is transferring player possession from one teammate to another without throwing, fumbling or kicking it.

b. Except when permitted by rule, handing the ball forward to a teammate is illegal.

c. Loss of player possession by unsuccessful execution of attempted handing is a fumble (***Exception:*** The snap (Rule 2-23-1-c)).

d. A backward handoff occurs when the runner releases the ball before it is beyond the yard line where the runner is positioned.

SECTION 13. Huddle

ARTICLE 1. A huddle is two or more players grouped together after the ready-for-play signal and before a snap or a free kick.

SECTION 14. Hurdling

ARTICLE 1. a. Hurdling is an attempt by a player to jump with one or both feet or knees foremost over an opponent who is still on his feet.

b. ''On his feet'' means that no part of the opponent's body other than one or both feet is in contact with the ground.

c. Hurdling an offensive player before the snap is a dead-ball foul. This includes offensive players in a three- or four-point stance.

SECTION 15. Kicks

Legal and Illegal Kicks

ARTICLE 1. Kicking the ball is intentionally striking the ball with the knee, lower leg or foot. When in question, a ball is accidentally kicked rather than intentionally kicked.

a. A legal kick is a punt, drop kick or place kick made according to the rules by a player of Team A before a change of team possession. Kicking the ball in any other manner is illegal. (**A.R. 6-1-2:I**)

b. Any free kick or scrimmage kick continues to be a kick until it is caught or recovered by a player or becomes dead.

Punt

ARTICLE 2. A punt is a kick by a player who drops the ball and kicks it before it strikes the ground.

Drop Kick

ARTICLE 3. A drop kick is a kick by a player who drops the ball and kicks it as it touches the ground.

Place Kick

ARTICLE 4.

a. A field goal place kick is a kick by a player of the team in possession while the ball is controlled on the ground by a teammate.

b. A free kick place kick is a kick by a player of the team in possession while the ball is positioned on a tee or the ground. It may be controlled by a teammate.

c. A tee is a device that elevates the ball for kicking purposes. It may not elevate the ball's lowest point more than two inches above the ground. (**A.R. 2-15-4:I**)

- **Approved Ruling 2-15-4**

  I. On a free kick to start a game, the kicker uses the toe of a teammate for a tee or builds a tee with a mound of dirt or sod. **RULING:** Illegal kick. Dead- Penelty-Five yards from the succeeding spot. [Cited by 2-15-4-c, 4-1-1]

Free Kick

ARTICLE 5. A free kick is a kick by a player of the team in possession made under restrictions specified in Rules 6-1-1 and 6-1-2.

Kickoff

ARTICLE 6. A kickoff is a free kick that starts each half and follows each try or field goal (***Exception:*** Extra periods). It must be a place kick or a drop kick.

Scrimmage Kick

ARTICLE 7. A scrimmage kick made in or behind the neutral zone is a legal kick by Team A during a scrimmage down before team possession changes. A scrimmage kick has crossed the neutral zone when it touches the ground, a player, an official or anything beyond the neutral zone. (**A.R. 6-3-1:I-V**)

Return Kick

ARTICLE 8. A return kick is a kick by a player of the team in possession after change of team possession during a down and is an illegal kick. It is a live-ball foul, and the ball becomes dead.

Field Goal Attempt

ARTICLE 9. A field goal attempt is any place kick or drop kick from scrimmage.

Scrimmage Kick Formation

ARTICLE 10. A scrimmage kick formation is a formation with at least one player seven yards or more behind the neutral zone and no player in position to receive a hand-to-hand snap from between the snapper's legs, and it is obvious that a kick may be attempted. (**A.R. 1-4-2:I**)

SECTION 16. Loss of a Down

ARTICLE 1. ''Loss of a down'' is an abbreviation meaning: ''loss of the right to repeat a down''.

SECTION 17. The Neutral Zone

ARTICLE 1. The neutral zone is the space between the two lines of scrimmage extended to the sidelines and is the length of the ball. The neutral zone is established when the ball is ready for play and is resting on the ground with its long axis at right angles to the scrimmage line and parallel to the sidelines.

SECTION 18. Encroachment and Offside

Encroachment

ARTICLE 1. a. After the ball is ready for play, encroachment occurs when an offensive player is in or beyond the neutral zone after the snapper touches or simulates (hand(s) at or below his knees) touching the ball before the snap (***Exception:*** When the ball is put in play, the snapper is not encroaching when he is in the neutral zone).

Offside

ARTICLE 2. a. After the ball is ready for play, offside occurs when a defensive player is in or beyond the neutral zone when the ball is legally snapped, contacts an opponent beyond the neutral zone before the ball is snapped, contacts the ball before it is snapped, threatens an offensive lineman (who immediately reacts) before the ball is snapped, or is not behind his restraining line when the ball is legally free-kicked.

b. Offside occurs when a player of the kicking team is not behind his restraining line when the ball is legally free-kicked (***Exception:*** The kicker and holder are not offside when they are beyond their restraining line).

SECTION 19. Passes

Passing

ARTICLE 1. Passing the ball is throwing it. A pass continues to be a pass until it is caught, intercepted by a player or the ball becomes dead.

Forward and Backward Pass

ARTICLE 2. a. A forward pass is determined by the point where the ball first strikes the ground, a player, an official or anything beyond the spot of the pass. All other passes are backward passes. When in question, it is a forward pass rather than a backward pass when thrown in or behind the neutral zone.

b. When a Team A player is holding the ball to pass it forward toward the neutral zone, any intentional forward movement of his arm starts the forward pass. If a Team B player contacts the passer or ball after forward movement begins and the ball leaves the passer's hand, a forward pass is ruled regardless of where the ball strikes the ground or a player. (**A.R. 2-19-2:I**)

c. When in question, the ball is passed and not fumbled during an attempted forward pass.

d. A snap becomes a backward pass when the snapper releases the ball. (**A.R. 2-23-1:I**)

- **Approved Ruling 2-19-2**

  I. A1 intends to throw a forward pass but B1 bats the ball from his hand before A1's arm starts forward. **RULING:** Fumble (2-10-1 and 2-19-2-b). [Cited by 2-10-1, 2-19-2-b]

Crosses Neutral Zone

ARTICLE 3. a. A legal forward pass has crossed the neutral zone when it first strikes the ground, a player, an official or anything beyond the neutral zone inbounds. It has not crossed the neutral zone when it first strikes the ground, a player, an official or anything in or behind the neutral zone inbounds.

b. A passer has crossed the neutral zone when any part of his body is beyond the neutral zone when the ball is released.

c. A legal forward pass is beyond or behind the neutral zone where it crosses the sideline.

Catchable Forward Pass

ARTICLE 4. A catchable forward pass is an untouched legal forward pass beyond the neutral zone to an eligible player who has a reasonable opportunity to catch the ball. When in question, a legal forward pass is catchable. (**A.R. 2-19-4:I and II**)

- **Approved Ruling 2-19-4**

  I. A88, beyond the line of scrimmage, is manoeuvering to catch a legal forward pass thrown directly to his position. Just before the ball reaches A88, defensive back B30 drives through A88's back. B12 then steps in front of A88 and intercepts the pass. **RULING:** Pass interference by B30, if the pass is ruled as catchable and the interception occurs after the block by B30. [Cited by 2-19-4]

  II. A88, beyond the line of scrimmage, is manoeuvering to catch a legal forward pass thrown directly to his position. Just before the ball reaches A88, defensive back B30 drives through A88's back. B12 intercepts or touches the pass before the block by B30. **RULING:** Not pass interference. Even though the pass was thrown directly to A88's position, the touching voids pass interference, but another foul is possible (7-3-8-a). [Cited by 2-19-4]

SECTION 20. Penalty

ARTICLE 1. A penalty is a result imposed by rule against a team that has committed a foul and may include one or more of the following: loss of yardage, loss of down, automatic first down or disqualification

SECTION 21. Scrimmage

Scrimmage

ARTICLE 1. A scrimmage play is the action between the two teams during a down that begins with a legal snap.

Scrimmage Line

ARTICLE 2. a. The scrimmage line for each team when the ball is ready for play is the yard line and its vertical plane that passes through the point of the ball nearest its own goal line and extends to the side lines.

SECTION 22. Shift

ARTICLE 1. A shift is a simultaneous change of position by two or more offensive players after the ball is ready for play for a scrimmage and before the next snap. (**A.R. 7-1-3:II and III**) (**A.R. 7-1-4:I-IV**)

SECTION 23. Snapping the Ball

ARTICLE 1. a. Legally snapping the ball (a snap) is handing or passing it backward from its position on the ground with a quick and continuous motion of the hand or hands, the ball actually leaving the hand or hands in this motion.

b. The snap starts when the ball is moved legally and ends when the ball leaves the snapper's hands. (**A.R. 7-1-5:I-II**)

c. If, during any backward motion of a legal snap, the ball slips from the snapper's hand, it becomes a backward pass and is in play (Rule 4-1-1).

d. While resting on the ground and before the snap, the long axis of the ball must be at right angles to the scrimmage line (Rule 7-1-3-a-1).

e. Unless moved in a backward direction, the movement of the ball does not start a legal snap. It is not a legal snap if the ball is first moved forward or lifted.

f. If the ball is touched by Team B during a legal snap, the ball remains dead and Team B is penalised. If the ball is touched by Team B during an illegal snap, the ball remains dead and Team A is penalised. (**A.R. 7-1-5:I-II**)

g. The snap need not be between the snapper's legs; but to be legal, it must be a quick and continuous backward motion.

h. The ball must be snapped on or between the inbounds lines.

i. The position of the ball at the snap (Rule 9-1-2-e) refers to an imaginary line through the ball parallel to the sidelines from end line to end line.

- **Approved Ruling 2-23-1**

  I. Fourth and goal on Team B's five-yard line. A55's legal snap is muffed by A12 and (a) any player of Team A recovers and advances the ball into the end zone, or (b) a player of Team B recovers and advances the ball. **RULING:** (a) Touchdown. Since the snap becomes a backward pass, there is no restriction on a Team A player recovering and advancing the ball. (b) The snap is a backward pass and may be advanced by the defence. [Cited by 2-19-2-d, 7-2-2-b, 8-2-1-a]

SECTION 24. Spearing

ARTICLE 1. Spearing is the use of the helmet (including the facemask) in an attempt to punish an opponent.

SECTION 25. Spots

Enforcement Spot

ARTICLE 1. An enforcement spot is the point from which the penalty for a foul or violation is enforced.

Previous Spot

ARTICLE 2. The previous spot is the point from which the ball was last put in play.

Succeeding Spot

ARTICLE 3. The succeeding spot is the point at which the ball is next to be put in play

Dead-Ball Spot

ARTICLE 4. The dead-ball spot is the point at which the ball became dead.

Spot of the Foul

ARTICLE 5. The spot of the foul is the point at which that foul occurs. If out of bounds between the goal lines, it shall be the intersection of the nearer inbounds line and the yard line extended through the spot of the foul. If out of bounds between the goal line and the end line or behind the end line, the foul is in the end zone.

Out-of-Bounds Spot

ARTICLE 6. The out-of-bounds spot is the point at which, according to the rule, the ball becomes dead because of going or being declared out of bounds.

Inbounds Spot

ARTICLE 7. The inbounds spot is the intersection of the nearer inbounds line and the yard line passing through the dead-ball spot, or the spot where the ball is left between an inbounds line and a sideline by a penalty.

Spot Where Run Ends

ARTICLE 8. The spot where the run ends is at that point:

a. Where the ball is declared dead in player possession.

b. Where player possession is lost on a fumble.

c. Where a legal (or illegal) handing of the ball occurs.

d. From where an illegal forward pass is thrown.

e. From where a backward pass is thrown.

f. When an illegal scrimmage kick is made beyond the line of scrimmage.

g. Where a return kick occurs.

Spot Where Kick Ends

ARTICLE 9. A scrimmage kick that crosses the neutral zone ends at the spot where possession is gained or regained or the ball is declared dead by rule.

Exceptions:

1. When a kick ends in Team B's end zone, the postscrimmage kick spot is Team B's 20-yard line.
2. On an unsuccessful field goal attempt that has crossed the neutral zone and is untouched by Team B after crossing the neutral zone and declared dead beyond the neutral zone, the postscrimmage kick spot is the previous spot. If the previous spot is between Team B's 20-yard line and the goal line, and the unsuccessful field goal attempt that has crossed the neutral zone and is untouched by Team B after crossing the neutral zone, and is declared dead beyond the neutral zone, the spot where the kick ends is the 20-yard line. (**A.R. 10-2-2:XXV**)
3. When Rule 6-3-11 is in effect, the postscrimmage kick spot is the 20-yard line.

Basic Spot

ARTICLE 10. When "basic spot" is stated in a penalty, fouls during a running play, a legal pass play or a legal kick play are penalised from the "basic spot". Fouls by the offensive team behind the "basic spot" are enforced from the spot of the foul.

The following are the basic spots for enforcement on running plays, forward pass plays and legal kick plays:

a. The basic spot on running plays when the run ends beyond the neutral zone is **the spot where the related run ends,** and fouls by the offensive team behind the basic spot are **spot fouls** (Rules 2-30-4 and 10-2-2-c-1). (***Exception:*** Offensive team facemask, illegal use of hands, holding, illegal block and personal fouls, behind the neutral zone, are enforced from the previous spot. Safety if the foul occurs behind Team A's goal line).

b. The basic spot on running plays when the run ends behind the neutral zone is the previous

spot, and fouls by the offensive team behind the basic spot are spot fouls (Rules 2-30-4 and 10-2-2-c-2)

c. The basic spot on running plays that occur when there is no neutral zone (interception runbacks, kick runbacks, fumble advances, etc.) is **the spot where the related run ends,** and fouls by the offensive team behind the basic spot are **spot fouls** (Rules 2-30-4 and 10-2-2-c-3) (***Exception:*** Rule 8-5-1 Exception).

d. The basic spot on legal forward pass plays is the previous spot, and fouls by the offensive team behind the basic spot are spot fouls (Rules 2-30-1 and 10-2-2-d).

Exceptions:

1. Defensive pass interference may be a spot foul.
2. Enforce roughing the passer on a completed forward pass from the end of the last run when it ends beyond the neutral zone and there is no change of team possession during the down. (**A.R. 2-30-4:I and II**) (**A.R. 10-2-2:XXXIII**)
3. Enforce illegal-touching fouls from the previous spot.
4. Enforce ofencive team facemask, illegal use of hands, holding, illegal block and personal fouls, behind the neutral zone, from the previous spot. (***Exception:*** Safety if the foul occurs behind Team A's goal line).

e. The basic spot on legal kick plays before a change of possession is the previous spot, and fouls by the offensive team behind the basic spot are spot fouls (Rule 2-30-2, 2-30-3 and 10-2-2-e) (***Exception:*** Rules 9-1-3-b on scrimmage kicks).

Postscrimmage Kick Spot

ARTICLE 11. The postscrimmage kick spot is the spot where the kick ends. Team B retains the ball after penalty enforcement from the postscrimmage kick spot. Team B fouls behind the postscrimmage kick spot are spot fouls (Rules 2-25-9 Exceptions and 10-2-2-e-3).

SECTION 26. Tackling

ARTICLE 1. Tackling is grasping or encircling an opponent with a hand(s) or arm(s).

SECTION 27. Team and Player Designations

Teams A and B

ARTICLE 1. Team A is the team that is designated to put the ball in play and it retains that designation until the ball is next declared ready for play; Team B designates the opponents.

Offensive and Defensive Teams

ARTICLE 2. The offensive team is the team in possession, or the team to which the ball belongs; the defensive team in the opposing team.

Kicker and Holder

ARTICLE 3. a. The kicker is any player who punts, drop kicks or place kicks according to rule. He remains the kicker until he has had a reasonable time to regain his balance.

b. A holder is a player who controls the ball on the ground or on a kicking tee. During a scrimmage-kick play, he remains the holder until no player is in position to make the kick or, if the ball is kicked, until the kicker has had a reasonable time to regain his balance.

Lineman and Back

ARTICLE 4. a. Any Team A player in one of the following positions is a lineman

1. A lineman is any Team A player legally on his scrimmage line when the ball is snapped. An interior lineman is any Team A player legally on his scrimmage line and positioned between the end Team A players who are also on the line of scrimmage at the snap. An ineligible pass receiver of Team A is ''on his scrimmage line'' at the snap when he faces his opponent's goal line with the line of his shoulders parallel thereto and his head breaking the plane of the line drawn through the waistline of the snapper.
2. An eligible pass receiver of Team A is ''on his scrimmage line'' at the snap when he faces his opponent's goal line with the line of his shoulders approximately parallel thereto and his head breaking the plane of the line drawn through the waistline of the snapper.
3. A Team A player also is a lineman when, after the ball is ready for play and the snapper touches or simulates (hand(s) at or below his knees) touching the ball, his head breaks the plane of the line drawn through the waistline of /the snapper (***Exception:*** Rule 7-1-3-b-1).

b. A back is any Team A player whose head or body does not break the plane of the line drawn through the rear-most part, other than the legs or feet, of the nearest Team A player (except the snapper) on the line of scrimmage when the ball is snapped. A lineman becomes a back before the snap when he moves to a legal backfield position and stops. (**A.R. 2-27-4:I**)

- **Approved Ruling 2-27-4**

  I. A player between the snapper and the lineman adjacent to the snapper does not have his head breaking the plane of the line drawn through the waistline of the snapper but does break the plane of the line drawn through the rear-most part (other than the legs or feet) of the adjacent lineman. **RULING:** Illegal formation. Penalty – Five yards previous spot. [Cited by 2-27-4-b, 7-1-3-b-1]

Passer

ARTICLE 5. The passer is the player who throws a legal forward pass. He is a passer from the time he releases the ball until it is complete, incomplete, intercepted or he moves to participate in the play. (**A.R. 10-2-2:XXXIII**)

Player

ARTICLE 6. a. A player is any one of the participants in the game who is not a substitute or a replaced player and is subject to the rules when inbounds or out of bounds.

b. An airborne player is a player not in contact with the ground.

Runner

ARTICLE 7. The runner is a player in possession of a live ball or simulating possession of a live ball. Rules 4-1-3-a, 4-1-3-b and 4-1-3-o apply only to a runner in possession of a live ball.

Snapper

ARTICLE 8. The snapper is the player who snaps the ball. He becomes the snapper when he assumes his position and touches or simulates (hand(s) at or below his knees) touching the ball (Rule 7-1-3-a-1).

Substitute

ARTICLE 9. a. A legal substitute is a replacement for a player or a player vacancy during the interval between downs.

b. A legal incoming substitute becomes a player when he enters the field of play or end zones and communicates with a teammate or an official, enters the huddle, is positioned in an offensive or defensive formation, or participates in a play.

Replaced Player

ARTICLE 10. A replaced player is one who participated during the previous down, has been replaced by a substitute and has left the field of play, and the end zones.

Player Vacancy

ARTICLE 11. A player vacancy occurs when a team has fewer than 11 players in the game.

Disqualified Player

ARTICLE 12. A disqualified player is one who is declared ineligible for further participation in the game.

Squad Member

ARTICLE 13. A squad member is part of a group of potential players, in uniform, organized for participation in the ensuing football game or football plays.

Coach

ARTICLE 14. a. A coach is a person subject to the rules who, while in the team area or coaching box observes the game and/or gives instructions to players and substitutes.

b. A player/coach is regarded as being a coach when in the team area or coaching box and as a player or substitute otherwise.

c. Each team shall designate a coach as its head coach, and so identify him on the roster form.

SECTION 28. Tripping

ARTICLE 1. Tripping is intentionally using the lower leg or foot to obstruct an opponent (except the runner) below the knees.

SECTION 29. Timing Devices

Game Clock

ARTICLE 1. The game clock is any device under the direction of the appropriate official used to time the game.

25-Second Clock

ARTICLE 2. □ The 25 second clock is any device under the direction of the appropriate official used to time the 25 seconds between the ready for play signal and the ball being put in play. The type of device is determined by the game management.

SECTION 30. Play Classification

Forward Pass Play

ARTICLE 1. A legal forward pass play is the interval between the snap and when a legal forward pass is complete, incomplete or intercepted.

Free Kick Play

ARTICLE 2. A free kick play is the interval from the time the ball is legally kicked until it comes into player possession or the ball is declared dead by rule.

Scrimmage Kick Play and Field Goal Play

ARTICLE 3. A scrimmage kick play or field goal play is the interval between the snap and when a scrimmage kick comes into player possession or the ball is declared dead by rule.

Running Play

ARTICLE 4. A running play is any live-ball action other than that which occurs before player possession is reestablished during a free kick play, a scrimmage kick play, or a legal forward pass play.

a. A running play includes the spot where the run ends and the interval of any subsequent fumble or backward or illegal pass from the time the run ends until possession is gained, regained or the ball is declared dead by rule. (**A.R. 2-30-4:I and II**)

   1. There may be more than one running play during a down if player possession is gained or regained beyond the neutral zone.
   2. There may not be more than one running play behind the neutral zone if no change of team possession occurs. (Rule 10-2-2-c-2).

b. A run is that segment of a running play before player possession is lost.

- **Approved Ruling 2-30-4**

  I. A21 catches a forward pass with his knees on the ground. Passer is roughed during the pass. **RULING:** A21's catch started a running play, which ended immediately. Penalise 15 yards from the end of the run, first down for Team A. [Cited by 2-25-10-d-2, 2-30-4-a, 9-1-2-o]

  II. Third and 10. A21 catches a forward pass and fumbles when tackled after gaining 10 yards. Fumble is recovered by grounded A24 five yards in advance of the fumble. During the pass, the passer is roughed. **RULING:** Penalise 15 yards from the spot of recovery by A24 (end of last run), first down for Team A. [Cited by 2-25-10-d-2, 2-30-4-a, 9-1-2-o]

SECTION 31. Field Areas

The Field

ARTICLE 1. The field is the area within the limit lines and includes the limit lines and team areas and the space above it (***Exception:*** Enclosures over the field).

Field of Play

ARTICLE 2. The field of play is the area within the boundary lines other than the end zones.

End Zones

ARTICLE 3. The end zones are the 10-yard areas at both ends of the field between the end lines and the goal lines. The goal lines and goal line pylons are in the end zone and a team's end zone is the one it is defending. (**A.R. 8-5-1:X**) (**A.R. 8-6-1:I**)

Playing Surface

ARTICLE 4. The playing surface is the material or substance within the field of play, including the end zones.

Playing Enclosure

ARTICLE 5. The playing enclosure is that area bounded by the stadium, dome, stands, fences or other structures (***Exception:*** Scoreboards are not considered within the playing enclosure).

SECTION 32. Fighting

Fighting and Incitement to Fight

ARTICLE 1. Fighting is any attempt by a player, coach or squad member in uniform to strike an opponent in a combative manner unrelated to football. Such acts include, but are not limited to:

a. An attempt to strike an opponent with the head, arm(s), hand(s), leg(s) or foot (feet), whether or not there is contact.

b. An unsportsmanlike act toward an opponent that causes the opponent to retaliate by fighting (Rule 9-5-1).

RULE 3

Periods, Time Factors and Substitutions

SECTION 1. Start of Each Period

First and Third Periods

ARTICLE 1. Each half shall start with a kickoff. Three minutes before the scheduled starting time, the referee shall toss a coin at midfield in the presence of no more than four field captains from each team and another game official, first designating the field captain of the visiting team to call the coin toss.

During the coin toss, each team shall remain in the area between the nine-yard marks and its sideline or in the team area. The coin toss begins when the field captains leave the nine-yard marks and ends when the referee has finished indicating the teams' choices.

PENALTY – Five yards from the succeeding spot [S19].

a. The winner of the toss shall choose one of the following options for the first or second half at the beginning of the half selected:
   1. To designate which team shall kick off.
   2. To designate which goal line his team shall defend.

b. The loser shall choose one of the above options for the half the winner of the toss did not select.

c. The team not having the choice of options for a half shall exercise the option not chosen by the opponent.

d. If the winner of the toss selects the second half option, the referee shall use [S10].

Second and Fourth Periods

ARTICLE 2. Between the first and second periods and also between the third and fourth periods, the teams shall defend opposite goal lines.

a. The ball shall be relocated at a spot corresponding exactly, in relation to goal lines and sidelines, to its location at the end of the preceding period.

b. Possession of the ball, the number of the down and the distance to be gained shall remain unchanged.

Extra Periods

ARTICLE 3. The NCAA tiebreaker system will be used when a game is tied after four periods. NCAA football playing rules apply, with the following exceptions:

a. Immediately after the conclusion of the fourth quarter, officials will instruct both teams to retire to their respective team areas. The officials will assemble at the 50-yard line and review the tiebreaker procedures.

b. The officials will escort the captains (Rule 3-1-1) to the centre of the field for the coin toss. The referee shall toss a coin at midfield in the presence of no more than four field

captains from each team and another game official, first designating the field captain of the visiting team to call the coin toss. The winner of the toss shall choose one of the following options:

1. Offense or defense, with the offense at the opponent's 25-yard line to start the first series.
2. Which end of the field shall be used for both series of that overtime period.

NOTE: The winner of the toss may not defer his choice.

c. The loser of the toss shall exercise the remaining option for the first extra period and shall have the first choice of the two options for subsequent even-numbered extra periods.

d. **Extra periods:** An extra period shall consist of two series with each team putting the ball in play by a snap on or between the inbounds lines on the designated 25-yard line, which becomes the opponent's 25-yard line. The snap shall be from midway between the inbounds lines on the 25-yard line, unless a different position on or between the inbounds lines is selected before the ready-for-play signal. After the ready-for-play signal, the ball may be relocated after a charged team timeout, unless preceded by a Team A foul or offsetting penalties.

e. **Team series:** Each team retains the ball during a series until it scores or fails to make a first down. The ball remains alive after a change of team possession until it is declared dead. However, Team A may not have a first and 10 if it again possesses the ball after a change of team possession.

Team A and B designations are the same as defined in Rule 2-27-1.

EXAMPLES:

1. After each team has put the ball in play by snap at the beginning of its series, the score is tied or there has been no score. **RULING:** Begin the second extra period with the loser of the toss at the beginning of the first extra period having the choice of the two options.
2. Other than on the try, Team B intercepts a pass or fumble for a touchdown or recovers a fumble or a backward pass and scores a touchdown **RULING:** Period and game are ended, and Team B is the winner.
3. During the first series of a Period, Team B intercepts a pass or fumble or recovers a fumble or a backward pass and does not score a touchdown. **RULING:** Team A series is ended and Team B, which becomes Team A, starts its series of that period.
4. During the first series of a period, Team A attempts a field goal and the kick is blocked. Team A recovers the kick, which was never beyond the neutral zone, and runs for a touchdown. **RULING:** Six points for Team A, and Team B begins its series of the period after the try.
5. Team A attempts a field goal and the kick is blocked. Team A recovers the kick, which was never beyond the neutral zone, and runs for a first down. **RULING:** Team A's ball, first and 10.
6. Team A attempts a field goal on first, second or third down, and the kick is blocked. Team A recovers the kick, which never crossed the neutral zone, and does not gain a first down. **RULING:** Team A's ball, next down.
7. Team A attempts a field goal and the kick is blocked. Team B recovers the kick and runs it into Team A's end zone. **RULING:** Touchdown, game is ended.

8. During the first series of a period, Team B – after gaining possession – loses possession to Team A, which scores a touchdown. **RULING:** The score counts, and Team B begins its series of the period after the try.
9. During the first series of a period, Team B – after gaining possession – loses possession to Team A, which fails to score a touchdown. **RULING:** Team A series is ended, and Team B begins its series of the period.
10. During the first series of a period, Team A fumbles into Team B's end zone on second down of a series. Team B recovers and downs the ball in its end zone. **RULING:** Team A series of that period is ended. Team B series of the period begins.
11. During the first series of a period, B10 intercepts a forward pass on his three-yard line and downs the ball in his end zone (no momentum involved). **RULING:** Score two points for Team A. Team A's series is over. Team B will put the ball in play, first and 10 on the 25-yard line at the same end of the field.
12. Team A's field-goal attempt is untouched beyond the neutral zone until it is muffed by B17 at the five-yard line. A75 recovers at the three-yard line. **RULING:** First down for Team A at the three-yard line.

f. **Scoring:** The team scoring the greater number of points during the regulation and extra periods shall be declared the winner. There shall be an equal number of series, as defined in (e) above, in each extra period, except if Team B scores during a period other than on the try. Beginning with the third extra period, team scoring a touchdown must attempt a two point try. A one point try by Team A (although not illegal) will not score a point.

EXAMPLES:

1. On the first possession of a period, Team A scores a touchdown. On the try, Team B intercepts a pass and returns it for a two-point touchdown. **RULING:** Team B is awarded the ball on the 25-yard line to start its series of the period with the overtime score 6-2.
2. If a touchdown is scored that determines the winning team in an extra period, the try is cancelled.

g. **Fouls after Team B possession:**

1. Distance penalties by either team are declined by rule in extra periods (***Exception:*** Dead ball fouls, live ball fouls penalised as dead ball fouls and flagrant personal fouls are enforced on the succeeding play).
2. A score by a team committing a foul during the down is cancelled.
3. If there are offsetting fouls, whether one or both occur after Team B possession, the down is not replayed.

EXAMPLES:

1. After the end of the first series of a period by Team A, Team B commits a dead-ball foul. **RULING:** Team B starts its series on the 40-yard line, first and 10.
2. During the first series of a period, Team A passes and a Team A back is illegally in motion during the down. The pass is intercepted, and Team B commits a foul before scoring a touchdown. **RULING:** Score not allowed. The series is ended, and Team B begins its series on the 25-yard line.

3. During the second series of a period, Team B intercepts a pass and runs for a touchdown. During the run, Team B clips at midfield. **RULING:** Nullify the score, and if the score is tied, the next period will start with first and 10 at the 25-yard line.
4. During the first series of an extra period, B37 intercepts a forward pass and has a clear field to the goal line when he makes an obscene gesture towards the nearest opponent. **RULING:** Team B's score is cancelled and Team B begins its series on the 40-yard line (Rules 3-1-3, 3-1-3-g-1 and 3-1-3-g-2).

h. **Timeouts:** Each team shall be allowed one timeout for each extra period. Timeouts not used during the regulation periods may not be carried over into the extra period(s). Unused extra period timeouts may not be carried over to other extra periods. Timeouts between periods shall be charged to the succeeding period.

Radio and television timeouts are permitted only between extra periods (first and second, second and third, etc.). Charged team timeouts may not be extended for radio and television purposes. The extra period(s) begins when the ball is first snapped.

SECTION 2. Playing Time and Intermissions

Length of Periods and Intermissions

ARTICLE 1. The maximum total playing time in a game shall be 60 minutes, divided into four periods of 15 minutes each, with one-minute intermissions between the first and second periods (first half) and between the third and fourth periods (second half) (***Exception:*** A one-minute intermission between the first and second and the third and fourth quarters may be extended for radio and television timeouts).

a. No period shall end until the ball is dead and the referee declares the period ended [S14].

b. The intermission between halves, which begins when the field is clear of all players and coaches, shall be 20 minutes.

c. ∅ The 20-minute intermission between halves may start immediately after the second period ends if dictated by conference policy when both teams are in the same conference, or by mutual agreement of the competing teams.

Timing Adjustments

ARTICLE 2. Before the game starts, playing time and the intermission between halves may be shortened by the referee if he is of the opinion that darkness may interfere with the game. The four periods must be of equal length if the game is shortened before its start.

a. ∅ Any time during the game, the playing time of any remaining period or periods and the intermission between halves may be shortened by mutual agreement of the opposing head coaches and the referee.

b. Timing errors on the game clock may be corrected but shall be corrected only in the period in which they occur.

c. If the referee has positive knowledge of the elapsed time, he will reset and appropriately start the game clock.

d. Timing errors on a 25-second clock may be corrected by the referee. The 25-second clock shall start again.

e. When the 25-second count is interrupted by circumstances beyond the control of either team, a new 25-second count shall be started and the game clock shall start on the snap.

f. The 25-second clock is not started when the game clock is running with fewer than 25 seconds in a period.

g. The game clock should not be stopped if the 25-second clock is started in conflict with Rule 3-2-2-f.

Extension of Periods

ARTICLE 3. A period shall be extended until a down (other than a try), free from live-ball fouls not penalised as dead-ball fouls, has been played when:

a. A penalty is accepted for a live-ball foul(s) not penalised as a dead-ball foul that occurs during a down in which time expires (***Exception:*** Rule 10-2-2-g-1). (**A.R. 3-2-3:I-VIII**)

b. Offsetting fouls occur during a down in which time expires.

c. An inadvertent whistle is sounded or an official signals the ball dead during a down in which time expires.

- **Approved Ruling 3-2-3**

  I. During the extension of a period after the ball is ready for play and before the snap, Team A commits a foul. **RULING:** Dead-ball foul. Team A is penalised for the foul and is entitled to complete the down. [Cited by 3-2-3-a]

  II. Time expires during Team A's free kick. A1 is offside on the kick. **RULING:** Penalty – Five yards from the previous spot, the end of Team B's run, or the touchback spot, and the period is extended. Repeat the free kick or Team B is awarded an untimed down. [Cited by 3-2-3-a]

  III. Time expires during Team A's attempted field goal. Team B was offside or committed another foul less than three yards beyond the neutral zone during the kick. **RULING:** Penalty – Five, 10 or 15 yards from the previous spot, the period is extended (Rule 10-2-2-e Exception 3). [Cited by 3-2-3-a]

  IV. A Team A player interferes with the opportunity to catch a kick (not a try) during a down in which time expires. **RULING:** Penalty – 15 yards from the spot of the foul, the period is extended. [Cited by 3-2-3-a]

  V. Time expires during Team A's run for a touchdown after A70 fouls at the snap or clips during the down. **RULING:** Penalty – Five yards from the previous spot or 15 yards from the basic spot, the period is extended. Fifteen yards from the previous spot, if the foul occurs behind the neutral zone. [Cited by 3-2-3-a]

  VI. Team A scores a touchdown during a down in which time expires. After the touchdown, but before the try, either team fouls. **RULING:** The period is not extended other than for the try. The penalty may be enforced on the try or the succeeding kickoff. [Cited by 10-2-2-g-3, 3-2-3-a]

  VII. Team A scores a touchdown during a down in which time expires. During Team A's successful try, Team B fouls. **RULING:** The period is not extended for the kickoff. Team A may accept the penalty and replay the try, or decline the penalty and accept the score. Personal fouls against the snapper (in a scrimmage kick formation), holder, kicker or passer may be enforced on the subsequent kickoff or succeeding spot in extra periods. [Cited by 10-2-2-g-5, 3-2-3-a, 8-3-3-b-1]

  VIII. Team A scores a touchdown during a down in which time expires. After the try ends, either team commits a dead-ball foul. **RULING:** The try may be repeated due to an accepted penalty for a live-ball foul that occurred during the try. The dead-ball foul penalty will then also be enforced on the replayed try. The period is not extended to enforce a dead-ball foul. If accepted, the penalty must be enforced on the kickoff to start the next period or at the succeeding spot in extra periods (Rule 8-3-5). [Cited by 10-2-2-g-5, 3-2-3-a, 8-3-3-d-2]

Timing Devices

ARTICLE 4. a. □ Playing time shall be kept with a game clock that may be either a stop watch operated by the line judge, back judge, field judge or side judge, or a game clock operated by an assistant under the direction of the appropriate judge. The type of game clock shall be determined by the game management.

b. □ The 25 seconds between the ready for play signal and the ball being put in play shall be timed with a watch operated by the appropriate official or with 25-second clocks at each end of the playing enclosure operated by an assistant under the direction of the appropriate official. The use of a visual 25-second clock shall be determined by the game management.

c. If a visual 25-second timing device becomes inoperative, both coaches shall be notified by the referee immediately and both clocks shall be turned off.

When Clock Starts

ARTICLE 5. When the ball is free-kicked, the game clock shall be started when the ball is touched legally in the field of play or crosses the goal line after being touched legally by Team B in its end zone. On a scrimmage down, the game clock shall be started when the ball is snapped legally or on prior signal by the referee. The game clock shall not run during a try, during an extension of a period or during an extra period (**A.R. 3-2-5:I-IV**)

a. When the clock has been stopped, the referee shall declare the ball ready for play and the clock shall start on the snap unless it was stopped because of one of the following situations: (**A.R. 7-3-2:I**) (**A.R. 7-3-7:II**)

   1. When Team A is awarded a first down (***Exception:*** After a legal kick).
   2. For a referee's timeout for an injured player or official, or when the runner's helmet comes off, or for an extended timeout for radio or television.
   3. At the referee's discretion (Rules 3-2-2-c and 3-4-3). (**A.R. 3-3-2:II-IV**)
   4. To complete a penalty. (***Exception:*** After a delay foul by Team A while in scrimmage kick formation).
   5. For an inadvertent whistle (***Exception:*** During a legal kick).
   6. For a head coach's conference.
   7. For a sideline warning.
   8. For an illegal pass to conserve time. (**A.R. 7-3-2:II-VIII**)
   9. For a measurement.
   10. For a ball in an official's possession.
   11. For a fumble out of bounds in advance of the spot of the fumble (***Exception:*** On legal kick downs and when Team B is awarded a first down).

b. If the clock was stopped for incidents 1 through 11, it shall be started on the ready for play signal.

c. If incidents 1 through 11 occur in conjunction with any other situation that starts the clock on the snap, the clock will start on the snap.

d. The clock stops at the end of a legal kick down and starts on the snap (***Exception:*** When the next play is a free kick or a try).

e. When Team B is awarded a first down, the clock will be stopped and will start on the snap.

- **Approved Ruling 3-2-5**
  - I. Team B makes a fair catch. **RULING:** Clock starts on the snap. The clock stopped at the end of a legal kick down. (3-2-5-a). [Cited by 3-2-5]
  - II. Fourth and six. Team A's running play, which ends inbounds, gains (a) eight yards or (b) five yards. B1 is offside during the play. **RULING:** (a) Team A's ball. First and 10. The clock starts on the ready for play signal. (b) Team A's ball. Fourth and one. The clock starts on the snap. [Cited by 3-2-5]
  - III. Fourth and four. Team A's running play, which ends inbounds, gains (a) six yards or (b) three yards. B1 is offside during the play. **RULING:** (a) Team A's ball. First and 10. The clock starts on the ready for play signal. (b) Team A's ball. First and 10 after accepting the penalty. The clock starts on the snap. [Cited by 3-2-5]
  - IV. Third and four. Team A's pass is intercepted by B1, who is downed inbounds. B2 was offside during the play. **RULING:** Team A's ball. First and 10. The clock starts on the snap since the clock was stopped to award Team B a first down. [Cited by 3-2-5]

When Clock Stops

ARTICLE 6. The game clock shall be stopped when each period ends. An official shall signal timeout when the rules provide for stopping the clock or when a timeout is charged to a team or to the referee (***Exception:*** Rule 3-3-2-b). Other officials should repeat timeout signals. (**A.R. 3-2-6:I**)

- **Approved Ruling 3-2-6**
  - I. The ball is snapped before it is declared ready for play, or a false start occurs. **RULING:** The ball remains "dead" and "timeout" and "no play" signals should accompany immediate sounding of the whistle to prevent possible consumption of playing time or action during which injury or personal fouls might occur (Rules 4-1-1, 4-1-4 and 7-1-1). [Cited by 3-2-6, 4-1-1, 7-1-3-a-5-a]

SECTION 3. Timeouts

How Charged

ARTICLE 1. a. The referee shall declare a timeout when he suspends play for any reason. Each timeout shall be charged to one of the teams or designated as a referee's timeout.

b. When a team's timeouts are exhausted and it requests a timeout, the official should not acknowledge the request.

c. During a timeout, players shall not practice with a ball on the field of play or the end zones (***Exception:*** During the half-time intermission).

Timeout

ARTICLE 2. a. An official shall declare a referee's timeout:

1. When there is a touchdown, field goal, touchback or safety.
2. When an injury timeout is allowed for one or more players or an official (**A.R. 3-3-2:I**) (**A.R. 3-3-5:I-V**)
3. When the clock is stopped to complete a penalty.
4. When a live ball goes out of bounds or is declared out of bounds.
5. When a forward pass becomes incomplete.
6. When Team A or Team B is awarded a first down.
7. When an inadvertent whistle is sounded.
8. When there is a possible first-down measurement.

9. When a delay is caused by both teams. (**A.R. 3-3-2:II and IV**)
10. When a charged timeout is granted. (**A.R. 3-3-4:I-IV**)
11. When there is a sideline warning.
12. When the ball becomes illegal.
13. When the ball is in possession of an official.
14. When there is a mandatory equipment (Rule 1-4-4) or an illegal equipment (Rule 1-4-5) violation.
15. When a legal kick down ends.
16. When a return kick is made.
17. When a scrimmage kick is made beyond the neutral zone.
18. When the 25-second clock is interrupted by circumstances beyond the control of either team.
19. When the runner's helmet comes off.

b. The referee only shall declare a timeout:

1. When a head coach's conference is requested.
2. When an unfair noise timeout is required.
3. When a radio or television timeout is allowed.
4. When a discretionary timeout is declared.

- **Approved Ruling 3-3-2**

I. Neither team has been charged with a timeout when a field captain or an official designates an obviously injured player who is replaced. **RULING:** Referee's timeout [Cited by 3-3-2-a-2]

II. On third down and 2½ yards to gain, A45 fumbles a live ball after gaining three yards. The officials cannot determine who has recovered the fumble, so the line judge signals the clock to stop while the ball is being located. A45 is found to be in possession of the ball and (a) has not made his line to gain or (b) has made his line to gain. **RULING:** (a) The referee immediately will signal the clock to start. (b) The clock will start on the ready for play signal. [Cited by 3-2-5-a-3, 3-3-2-a-9]

III. On second and 14, A45 gains six yards and is downed with the ball in his possession. The linesman, mistaking the back stake of the line-to-gain chain for the front stake, erroneously signals the clock to stop. **RULING:** As soon as the error is detected by any official, the signal to start the clock shall be given by the game official detecting the error. [Cited by 3-2-5-a-3]

IV. Team A fumbles or the ball is loose after a backward pass. Several players dive on the ball, creating a "pile". **RULING:** The covering official(s) shall stop the clock. Upon positive knowledge of who recovered, the referee will (a) if recovered by Team A, point in the possession direction and start the clock (if no first down), or (b) if recovered by Team B, point in the possession direction and start the clock on the snap. [Cited by 3-2-5-a-3, 3-3-2-a-9]

Referee's Discretionary Timeout

ARTICLE 3. a. The referee may suspend the game temporarily when conditions warrant such action. The referee may declare and charge himself with a timeout for any contingency not elsewhere covered by the rules. (**A.R. 3-3-3:I and II**)

b. When the game is stopped by actions of a person(s) not subject to the rules or for any other reasons not in the rules and cannot continue, the referee shall:

1. Suspend play and direct the players to their team areas.

2. Refer the problem to those responsible for the game's management.
3. Resume the game when he determines conditions are satisfactory.

c. ∇ If a game is suspended under Rules 3-3-3-a and b before the end of the fourth period and cannot be resumed, conference policy shall determine whether the game will be resumed at a later date, terminated or forfeited (and the final score). If no conference policy is applicable to both teams, the directors of athletics at the participating institutions or designates, in consultation with the coaches, shall determine whether the game will be resumed at a later date, terminated or forfeited (and the final score).

d. ∇ If a game is suspended under Rules 3-3-3-a and b after four periods of play and cannot be resumed, the game shall be ruled a tie. The final score shall be the score at the end of the last completed period. (Note: If a winner must be determined in a conference playoff game, conference policy shall determine when and where the game will be resumed.) ∇

e. A suspended game, if resumed, will begin with the same time remaining and under the identical conditions of down, distance, field position and player eligibility.

f. The referee's discretionary timeout also applies to the following situations:

1. When there is undue delay by officials in placing the ball for the next snap. (**A.R. 3-3-3:I**)
2. When there is a consultation with team captains.
3. When conditions warrant temporary suspension.
4. When the offensive team believes it is unable to communicate its signals to teammates other than players positioned more than seven yards from the middle lineman of the offensive formation because of crowd noise. Following are administrative procedures for unfair noise (Rule 3-4-2-b-3):

(a) When the signal caller believes he is unable to communicate signals to teammates because of crowd noise, he may raise his hands and look to the referee to request a legal delay.

(b) The referee may deny the request by pointing toward the defensive team's goal line or may charge himself with a timeout and the offensive team may huddle.

(c) When the offensive team returns to the line of scrimmage, the game clock will start on the snap. The referee shall declare the ball ready for play by sounding his whistle with no hand signal. The 25-second clock is not in operation (Rule 3-4-2-b-3).

(d) Should the signal caller then, or later in the game, request a second legal delay by raising his hands and looking to the referee, the referee will charge himself with a timeout again if, in his opinion, the crowd noise makes it impossible to hear offensive signals.

(e) The referee then will request the defensive captain to ask the crowd for quiet. This signals the public address announcer to request cooperation and courtesy to the offensive team. The announcer will state that the defensive team will be charged a timeout, or penalised five yards if timeouts are exhausted, for the next crowd-noise infraction.

(f) When the offensive team returns to the line of scrimmage, the game clock will start on the snap. The referee shall declare the ball ready for play by sounding his whistle with no hand signal. The 25-second clock is not in operation (Rule 3-4-2-b-3).

(g) If the signal caller again during the game indicates by raising his hands and

looking to the referee to request a legal crowd-noise delay and the referee agrees, a team timeout will be charged to the defensive team. If the defensive team has exhausted its allotment of timeouts, a five-yard penalty is assessed.

(h) After this timeout or the penalty, the defensive team will be penalised five yards for each unsuccessful attempt to start a play.

VIOLATION – Rules 3-3-6 and 3-4-2-b [S3 or S21]

Step No. 1 - Referee's timeout.

Step No. 2 - Referee's timeout plus captain's notification and public address announcement.

Step No. 3 - Timeout or five-yard penalty if timeouts are exhausted.

Step No. 4 - Five-yard penalty for each additional infraction.

- **Approved Ruling 3-3-3**

  I. The ball goes out of bounds after being declared dead in the field of play. **RULING:** The clock is stopped only if there is an unusual delay or unfair tactics are involved. [Cited by 3-3-3-a, 3-3-3-f-1]

  II. A shoelace, padlace, jersey, number or equipment breaks or tears. **RULING:** No referee's discretionary timeout permitted for repair or replacement. [Cited by 3-3-3-a]

Charged Team Timeouts

ARTICLE 4. When timeouts are not exhausted, an official shall allow a charged team timeout when requested by any player or head coach when the ball is dead. (**A.R. 3-3-4:I and II**)

a. Each team is entitled to three charged team timeouts during each half.

b. After the ball is declared dead and before the snap, a legal substitute may request a timeout if he is between the nine-yard marks. (**A.R. 3-3-4:III and IV**)

c. A player who participated during the previous down may request a timeout between the time the ball is declared dead and the snap without being between the nine-yard marks. (**A.R. 3-3-4:I and II**)

d. A head coah who is in, or in the vicinity of, his team area or coaching box may request a timeout between the time the ball is declared dead and the next snap.

e. A player, incoming substitute or head coach may request a head coach's conference with the referee if the coach believes a rule has been enforced improperly. If the rule enforcement is not changed, the coach's team will be charged a timeout, or a delay penalty if all timeouts have been used.

1. Only the referee may stop the clock for a head coach's conference.
2. A request for a head coach's conference must be made before the ball is snapped or free-kicked for the next play and before the end of the second or fourth period (Rules 5-2-10 and 1-1-4-c).
3. After a head coach's conference, the full team timeout is granted if charged by the referee.

- **Approved Ruling 3-3-4**

  I. Before the snap, a Team B linebacker requests a timeout. **RULING:** Timeout request granted. [Cited by 3-3-2-a-10, 3-3-4, 3-3-4-c]

  II. Before the snap, the Team A quarterback requests a timeout. **RULING:** Timeout request granted. [Cited by 3-3-2-a-10, 3-3-4, 3-3-4-c]

  III. Before the snap, a legal substitute of either team running from the bench requests a timeout from any official before being within the nine-yard marks. He does not request a

timeout again before the ball is snapped. **RULING:** Timeout request not granted (Rule 7-1-3-a-2). [Cited by 3-3-2-a-10, 3-3-4-b, 7-1-3-a-2-a]

IV. Before the snap, a legal substitute of either team running from the bench requests a timeout before being within the nine-yard marks. He then requests a timeout again after being within the nine-yard marks. **RULING:** Second timeout request granted (Rule 7-1-3-a-2). [Cited by 3-3-2-a-10, 3-3-4-b, 7-1-3-a-2-a]

Injury Timeout

ARTICLE 5. a. In the event of an injured player(s):

1. The referee may charge himself a timeout provided the player(s) for whom the timeout is taken is removed from the game for at least one down.
2. The player(s) may remain in the game if his team is charged a timeout in the interval between downs or the period ends.
3. After a team's charged timeouts have been exhausted, the injured player(s) must leave for one down.
4. Whenever a participant suffers a laceration or wound where oozing or bleeding occurs, the player or game official shall go to the team area and be given appropriate medical treatment. He may not return to the game without approval of medical personnel. (**A.R. 3-3-5:I-VII**)

b. Any official may stop the clock for an injured player(s). When in question, the clock shall be stopped for an injured player.

c. To curtail a possible time-gaining advantage by feigning injuries, attention is directed to the strongly worded statement in ''The Football Code'' concerning the feigning of any injury.

d. An injury timeout may follow a charged team timeout.

e. The referee may charge himself with a timeout for an injured official.

- **Approved Ruling 3-3-5**

I. At the end of a play, with the game clock running, the referee notices that A22 is bleeding. **RULING:** The referee will stop the clock and declare an injury timeout. A22 will leave the field of play (including the end zone) for treatment by appropriate medical personnel. [Cited by 3-3-2-a-2, 3-3-5-a-4]

II. After being treated for a bleeding or oozing wound, A22 (A.R. 3-3-5:I) attempts to enter the game before the next snap. **RULING:** Unless the period has ended or Team A has taken a timeout, A22 must remain out of the game for one play. [Cited by 3-3-2-a-2, 3-3-5-a-4]

III. B52's jersey has blood spots on it. **RULING:** Unless the official determines that the jersey is saturated with blood, B52 may remain in the game. (Note: Saturated is defined as soaked with moisture or drenched. If blood has penetrated through a garment to the skin or can be transferred to another player or game official, the garment is saturated.) [Cited by 3-3-2-a-2, 3-3-5-a-4]

IV. An official notices that blood has soaked through B10's jersey. **RULING:** B10 must leave the game until medical personnel have determined if the jersey must be replaced. [Cited by 3-3-2-a-2, 3-3-5-a-4]

V. B10 tackles A12. An official determines that B10's jersey is saturated with blood from a cut on A12's arm. **RULING:** Both players must leave the game – A12 for treatment of his open wound, B10 for a determination by medical personnel as to whether he has to replace his jersey. [Cited by 3-3-2-a-2, 3-3-5-a-4]

VI. During a dead-ball interval, A85 notices a bleeding cut on his arm. He voluntarily goes to the team area and is replaced by A88. **RULING:** This is a legal substitution and there is no variation in game timing. A85 may return to the game after the injury has been

treated, but he must adhere to substitution rules. [Cited by 3-3-5-a-4]

VII. During a dead-ball interval, A12 notices that he has a bleeding elbow and runs to the sideline adjacent to his team's bench. Medical personnel at the sideline bandage the elbow and approve A12's immediate return to the game. **RULING:** Legal. The starting of the 25-second count will not be delayed to accommodate A12's trip to the sideline. [Cited by 3-3-5-a-4]

Violation Timeouts

ARTICLE 6. For noncompliance with Rules 1-4-4, 1-4-5 or 9-2-2-d during a down, or noncompliance with Rules 1-4-6-b, 3-3-3-f-4-g or 3-3-4-e while the ball is dead, a timeout shall be charged to a team at the succeeding spot (Rule 3-4-2-b).

Length of Timeouts

ARTICLE 7. a. A charged team timeout requested by any player shall not exceed one minute 30 seconds. (***Exception:*** Rule 3-3-4-e-3). Any charged team timeout shall be 30 seconds in duration upon a visual signal of the hands touching the shoulders, made by the head coach of the team requesting the timeout. The signal must be made promptly after the timeout is requested. Other timeouts shall be no longer than the referee deems necessary to fulfill the purpose for which they are declared, including a radio or TV timeout, but any timeout may be extended by the referee for the benefit of an injured player (Refer to Appendix A for the guidelines for game officials to use during a serious on-field player injury).

b. If the team charged with a one-minute 30-second team timeout wishes to resume play before the expiration of one minute and its opponent indicates readiness, the referee will declare the ball ready for play.

c. The length of a referee's timeouts depends on the circumstances of each timeout.

d. The field captain must exercise his penalty option before he or a teammate consults with his coach on a sideline during a timeout.

e. The intermission after a safety, try or successful field goal shall be no more than one minute. It may be extended for radio or television.

Referee's Notification

ARTICLE 8. The referee shall notify both teams 30 seconds before a charged team timeout expires and five seconds later shall declare the ball ready for play.

a. When a third timeout is charged to a team in either half, the referee shall notify the field captain and head coach of that team.

b. Unless a visual game clock is the official timepiece, the referee also shall inform each field captain and head coach when approximately two minutes of playing time remain in each half. He may order the clock stopped for that purpose.

   1. The 25-second count is not interrupted.
   2. The clock starts on the snap after the two-minute notification.

c. If a visual game clock is not the official timing device during the last two minutes of each half, the referee or his representative shall notify each captain and head coach of the time remaining each time the clock is stopped by rule. Also, a representative may leave the team area along the limit line to relay timing information under these conditions.

SECTION 4. Delays

Delaying the Start of a Half

ARTICLE 1. a. Each team shall have its players on the field for the opening play at the scheduled time for the beginning of each half. When both teams refuse to enter the field first for the start of either half, the home team must be the first to enter.

PENALTY – 15 yards from the succeeding spot [S7 and S21].

b. The home management is responsible for clearing the field of play and end zones at the beginning of each half so the periods may start at the scheduled time. Bands, speeches, presentations, homecoming and similar activities are under the jurisdiction of home management and a prompt start of each half is mandatory.

PENALTY – 10 yards from the succeeding spot [S7 and S21].

Exception: The referee may waive the penalty for circumstances beyond the control of the home management.

Illegal Delay of the Game

ARTICLE 2. a. The ball shall be declared ready for play consistently throughout the game by the referee when the officials are in position. Consuming more than 25 seconds to put the ball in play after it is declared ready for play is an illegal delay.

b. Illegal delay also includes:

1. Deliberately advancing the ball after it is dead.
2. When a team has expended its three timeouts and commits a Rule 1-4-4, 1-4-5, 1-4-6-b, 3-3-3-f-4-g, 3-3-4-e or 9-2-2-d infraction.
3. When a team is not ready to play after an intermission between periods (other than the half), after a score, after a radio/television/team timeout, or any time the referee orders the ball put in play. (**A.R. 3-4-2:I**)
4. Defensive verbal tactics that disconcert offensive signals (Rule 7-1-5-a-3).
5. Defensive actions designed to cause a false start (Rule 7-1-5-a-4).

PENALTY – Five yards from the succeeding spot [S7 and S21].

- **Approved Ruling 3-4-2**

  I. After any timeout, one of the teams is not ready to play. **RULING:** Illegal delay. Penalty – Five yards from the succeeding spot. [Cited by 3-4-2-b-3]

Unfair Game Clock Tactics

ARTICLE 3. The referee shall order the game clock started or stopped whenever either team conserves or consumes playing time by tactics obviously unfair. This includes starting the clock on the snap if the foul is by the team ahead in the score. The clock will start on the ready for play after an illegal forward or backward pass that conserves time for Team A. (**A.R. 3-4-3:I-IV**)

- **Approved Ruling 3-4-3**

  I. In an attempt to consume time in the fourth period, Team A “stalls” and exceeds the 25-second count. **RULING:** Penalty – Five yards from the succeeding spot. The clock starts on the snap. [Cited by 3-4-3]

  II. A Team B player, late in either half and with no timeouts remaining, crosses the neutral zone and touches a Team A player in an effort to conserve time. **RULING:** Penalty – Five yards from the succeeding spot. The clock starts on ready for play signal [Cited by

3-4-3]

III. A runner, late in the second period, throws a backward pass out of bounds from behind or beyond the neutral zone to conserve time. **RULING:** Penalty – Five yards from the spot of the foul and loss of down. The clock starts on the ready for play signal. [Cited by 3-4-3, 7-2-1 Penalty]

IV. A runner throws a forward pass while beyond the neutral zone to conserve time. **RULING:** Penalty – Five yards from the spot of the foul and loss of down. The clock starts on the ready for play signal (Rule 7-3-2 Penalty). [Cited by 3-4-3, 7-3-2 Penalty]

SECTION 5. Substitutions

Substitution Procedures

ARTICLE 1. Any number of legal substitutes for either team may enter the game between periods, after a score or try, or during the interval between downs only for the purpose of replacing a player(s) or filling a player vacancy(ies).

Legal Substitutions

ARTICLE 2. A legal substitute may replace a player or fill a player vacancy provided none of the following restrictions is violated:

a. No incoming substitute shall enter the field of play or end zone while the ball is in play. (live ball foul) [S22].

b. No player, in excess of 11, shall leave the field of play or an end zone while the ball is in play (**A.R. 3-5-2:I**) (live ball foul) [S22].

c. An incoming legal substitute must enter the field of play directly from his team area, and a substitute, player or replaced player leaving must depart at the sideline nearest his team area and proceed to his team area. A player who is replaced must immediately leave the field of play, including the end zones. A departing player who leaves the huddle or his position within three seconds, after a substitute becomes a player, is considered to have left immediately. Team A may not break its huddle with 12 or more players (**A.R. 3-5-2:II-VIII**) (**A.R. 9-1-4:VI-VIII**) (**A.R. 9-2-2:IV**) (dead ball foul) [S7 and S22].

d. Substitutes who become players must remain in the game for one play and replaced players must remain out of the game for one play except during the interval between periods, after a score, or when a timeout has been charged to a team, or to the referee with the exception of a live ball out of bounds or an incomplete forward pass (**A.R. 3-5-2:VI**) (live ball foul) [S22].

PENALTY – If the ball is dead: Five yards from the succeeding spot [S7 and S22] ; otherwise, five yards from the previous spot [S22].

e. While in the process of substitution or simulated substitution, Team A is prohibited from rushing quickly to the line of scrimmage with the obvious attempt of creating a defensive disadvantage. If the ball has been declared ready for play, the game officials will not permit the ball to be snapped until Team B has placed substitutes in position and replaced players have left the field of play. Team B must react promptly with its substitutes.

PENALTY – Dead ball foul. Delay of game on Team B for not completing its substitutions promptly, or delay of game on Team A for causing the 25 second clock to expire. Five yards from the succeeding spot [S7 and S21]. The referee will then notify the head coach that any further use of this tactic will result in an unsportsmanlike conduct foul.

PENALTY – Dead-ball foul. An official will sound his whistle immediately. 15 yards

from the succeeding spot. [S7 and S27].

- **Approved Ruling 3-5-2**

I. Any player(s), in excess of 11, obviously is withdrawing but has not reached a boundary line when the ball is put in play and he does not interfere with play or players. **RULING:** Penalty – Five yards from the previous spot. [Cited by 3-5-2-b]

II. A1 enters from outside his team area. **RULING:** Illegal substitution. Dead-ball foul. Penalty – Five yards from the succeeding spot. Sound the whistle. [Cited by 3-5-2-c]

III. After the ready for play signal, A33, an incoming substitute, enters the huddle or assumes a position in a formation and (a) after approximately two seconds, A34 leaves the huddle and departs the field of play at his sideline, or (b) after approximately four seconds, A34 leaves the huddle and departs the field of play at his sideline. **RULING:** (a) Legal. (b) Foul. (Note: A departing player who leaves the huddle or his position within three seconds is considered to have left immediately.) [Cited by 3-5-2-c]

IV. After the ready for play signal, substitute B12 enters the huddle or defensive formation and the departing player delays more than three seconds before leaving the huddle or formation and departing the field of play. **RULING:** Violation of the substitution rule. Dead ball foul. (Note: The referee is not required to warn a departing player to leave the huddle immediately.) [Cited by 3-5-2-c]

V. After a change of team possession or any timeout, the ball is declared ready for play. When Team A has completed its offensive formation, Team B must promptly position its personnel. Team B will be allowed time to complete substitutions. **RULING:** Either team is subject to a delay of game foul – Team B for not completing its substitutions promptly (Rule 3-4-2-b-3) or Team A for causing the 25 second clock to expire. Penalty – Five yards from the succeeding spot. [Cited by 3-5-2-c]

VI. On third down (no change of team possession), runner A27 goes out of bounds or Team A's legal forward pass falls incomplete. During this interval between downs, there is no other referee's timeout. Before the fourth down snap, substitute B75 enters the game and then departs without remaining in the game for one play. **RULING:** Live ball foul. Penalty – Five yards from the previous spot. [Cited by 3-5-2-c, 3-5-2-d]

VII. Team A has 11 players in the huddle at the ready for play signal. A81 mistakenly thinks he has been replaced and runs to his team area. He is immediately sent back onto the field and assumes a position on the line of scrimmage near his sideline. The entire team has been stationary for one second prior to the snap and there has not been a referee's timeout. **RULING:** Live ball foul. A player loses his status as a participant when he enters the team area while the ball is dead, and then must adhere to substitution rules. Penalty – Five yards from the previous spot or 15 yards from the previous spot, depending upon defensive coverage (Rules 3-5-2-d and 9-2-2-b). [Cited by 3-5-2-c]

VIII. Team A has 11 players in its huddle when A27 approaches the huddle (within 10 yards) as it breaks. **RULING:** Dead ball foul. Penalty – Five yards from the succeeding spot. [Cited by 3-5-2-c]

RULE 4

Ball in Play, Dead Ball, Out of Bounds

SECTION 1. Ball in Play – Dead Ball

Dead Ball Becomes Alive

ARTICLE 1. After a dead ball has been declared ready for play, it becomes a live ball when it is legally snapped or legally free kicked. A ball snapped or free kicked before the ready for play remains dead. (**A.R. 2-15-4:I**) (**A.R. 3-2-6:I**) (**A.R. 4-1-4:I and II**) (**A.R. 7-1-3:VI**) (**A.R. 7-1-5:I and II**)

Live Ball Becomes Dead

ARTICLE 2. a. A live ball becomes a dead ball as provided in the rules or when an official sounds his whistle (even though inadvertently), or otherwise signals the ball dead. (**A.R. 4-2-1:II**) (**A.R. 4-2-4:I**)

b. If an official sounds his whistle inadvertently or otherwise signals the ball dead during a down (Rules 4-1-3-k and 4-1-3-m):

1. When the ball is in player possession, then the team in possession may elect to put the ball in play where declared dead or replay the down.
2. When the ball is loose from a fumble, backward pass or illegal pass, then the team in possession may elect to put the ball in play where possession was lost or replay the down.
3. During a legal forward pass or a free or scrimmage kick, then the ball is returned to the previous spot and the down replayed.
4. After Team B gains possession on the try or during an extra period, then the try is over or the extra period series is ended.

c. If a foul occurs during any of the above downs, the penalty shall be administered as in any other play situation if not in conflict with other rules. (**A.R. 4-1-2:I and II**)

- **Approved Ruling 4-1-2**

I. Fourth and 16 at the 50-yard line, Team A kicks. B1 clips on Team B's 40-yard line, and B2 muffs the kick on the 25-yard line. While the ball is loose, an inadvertent whistle is sounded. **RULING:** If Team A accepts the penalty, penalise Team B from the 50-yard line. Team A's ball, first and 10 on the 35-yard line. If Team A declines the penalty, replay the down. [Cited by 4-1-2-c]

II. Fourth and 16 at the 50-yard line. At the snap, B1 is offside. Team A advances the ball to the 30-yard line and fumbles. During the loose ball, an inadvertent whistle is sounded. **RULING:** Team A may refuse the penalty and put the ball in play on the 30-yard line, first and 10. [Cited by 4-1-2-c]

Ball Declared Dead

ARTICLE 3. A live ball becomes dead and an official shall sound his whistle or declare it dead:

a. When it goes out of bounds other than a kick that scores a field goal after touching the uprights or crossbar, when a runner is out of bounds, or when a runner is so held that his

forward progress is stopped. When in question, the ball is dead. (**A.R. 4-2-1:II**)

b. When any part of the runner's body, except his hand or foot, touches the ground or when the runner is tackled or otherwise falls and loses possession of the ball as he contacts the ground with any part of his body, except his hand or foot. (***Exception:*** The ball remains alive when an offensive player has simulated a kick or is in position to kick the ball held for a place kick by a teammate. The ball may be kicked, passed or advanced by rule.) (**A.R. 4-1-3:I**)

c. When a touchdown, touchback, safety, field goal, or successful try occurs; when Team A completes an illegal forward pass in Team B's end zone; when Team A completes a forward pass to an ineligible player in Team B's end zone; or when an unsuccessful field goal attempt that has crossed the neutral zone and is then untouched by Team B, lands in Team B's end zone or out of bounds. (**A.R. 6-3-9:I**)

d. When, during a try, a dead-ball rule applies.

e. When a player of the kicking team catches or recovers any free kick or a scrimmage kick that has crossed the neutral zone. (**A.R. 4-1-3:II**)

f. When a free kick, scrimmage kick or any other loose ball comes to rest and no player attempts to secure it.

g. When a free kick or scrimmage kick (beyond the neutral zone) is caught or recovered by any player after a valid or invalid fair catch signal; or when an invalid fair catch signal is made after a catch or recovery by Team B (Rules 2-7-1, 2-7-2 and 2-7-3).

h. When a return kick or scrimmage kick beyond the neutral zone is made.

i. When a forward pass strikes the ground.

j. When, on fourth down before a change of team possession, a Team A fumble is caught or recovered by a Team A player other than the fumbler (Rules 7-2-2-a and 7-2-2-b).

k. When a live ball not in player possession touches anything inbounds other than a player, a player's equipment, an official, an official's equipment or the ground (inadvertent whistle provisions apply).

l. When a simultaneous catch or recovery of a live ball occurs.

m. When the ball becomes illegal while in play (inadvertent whistle provisions apply).

n. When the ball is in possession of an official.

o. When a runner simulates placing his knee on the ground.

p. When an airborne pass receiver from either team is so held and subsequently carried that he is prevented from immediately returning to the ground. (**A.R. 7-3-6:IV**)

q. When a runner's helmet comes off. The ball belongs to the runner's team at that spot.

- **Approved Ruling 4-1-3**

  I. While A1 is holding the ball for a place kick, a Team B player tackles him or plays the ball by (a) recovering a loose ball, (b) snatching it from A1 or (c) batting it from his hands. **RULING:** (a) The ball remains alive. (b) The ball remains alive. (c) Fumble, the batting by Team B is legal. [Cited by 2-10-1, 4-1-3-b]

  II. A player, ineligible to touch a kick, catches or recovers it. **RULING:** The ball is dead, no exception for illegal possession. [Cited by 4-1-3-e, 6-1-6-a]

Ball Ready for Play

ARTICLE 4. No player shall put the ball in play until it is declared ready for play. (**A.R. 4-1-4:I and II**)

PENALTY – Dead-ball foul. Five yards from the succeeding spot [S7 and S21].

- **Approved Ruling 4-1-4**
  - I. Snapper A1 snaps the ball before the official declares the ball ready for play. A2 muffs the snap and B1 recovers the ball. **RULING:** Dead ball foul. Penalty – Five-yards from the succeeding spot, Team A's ball. The ball does not become alive, and all action should be stopped immediately by the game officials. [Cited by 2-2-4-b, 4-1-1, 4-1-4, 7-1-1, 7-1-3-a-5]
  - II. Kicker A1 kicks off before the referee has declared the ball ready for play. **RULING:** Dead ball foul. Penalty – Five yards from the succeeding spot. The ball does not become alive, and all action should be stopped immediately by the game officials. [Cited by 2-2-4-b, 4-1-1, 4-1-4, 7-1-1]

25-Second Count

ARTICLE 5. The ball shall be put in play within 25 seconds after it is declared ready for play, unless, during that interval, play is suspended. If play is suspended, the 25-second count will start again (***Exception:*** Unfair crowd-noise situations).

PENALTY – Dead ball foul. Five yards from the succeeding spot [S7 and S21].

SECTION 2. Out of Bounds

Player Out of Bounds

ARTICLE 1. a. A player or an airborne player is out of bounds when any part of his person touches anything, other than another player or game official, on or outside a boundary line. (**A.R. 4-2-1:I and II**)

b. A player or an airborne player who touches a pylon is out of bounds.

- **Approved Ruling 4-2-1**
  - I. A inbounds runner bumps into or is touched by a player or game official on the sideline. **RULING:** The runner is not out of bounds. [Cited by 4-2-1-a]
  - II. Runner A1 is running inbounds near the sideline when he is contacted by a substitute of Team B, who is on the sideline. **RULING:** Rule 4-2-1 states a player is out of bounds when any part of his person touches anything other than a player or an official. Penalty – 15 yards from the basic spot or other illegal interference penalties (9-1-4-a and 9-2-3). [Cited by 4-1-2-a, 4-1-3-a, 4-2-1-a, 9-2-3 Penalty]

Held Ball Out of Bounds

ARTICLE 2. A ball in player possession is out of bounds when either the ball or any part of the runner touches the ground or anything else that is on or outside a boundary line except another player or game official.

Ball Out of Bounds

ARTICLE 3. a. A ball not in player possession, other than a kick that scores a field goal, is out of bounds when it touches the ground, a player, a game official or anything else that is on or outside a boundary line.

b. A ball that touches a pylon is out of bounds behind the goal line.

c. If a live ball not in player possession crosses a boundary line and then is declared out of bounds, it is out of bounds at the crossing point.

Out of Bounds at Forward Point

ARTICLE 4. a. If a live ball is declared out of bounds and the ball does not cross a boundary line, it is out of bounds at the ball's most forward point when it was declared dead. (**A.R. 4-2-4:I**)

b. A touchdown may be scored if the ball is inbounds and has broken the plane of the goal line before or simultaneous to the runner going out of bounds.

c. A receiver who is in the opponent's end zone and contacting the ground is credited with a completion if he reaches over the sideline or end line and catches a legal pass.

d. The most forward point of the ball when declared out of bounds between the end lines is the point of forward progress. (**A.R. 8-2-1:II**) (**A.R. 8-5-1:X**)

e. When a runner dives or jumps toward the sideline and is airborne as he crosses the sideline, forward progress is determined by the position of the ball as it crosses the sideline. (**A.R. 8-2-1:III and IV**)

- **Approved Ruling 4-2-4**

  I. A player with one foot out of bounds behind a goal line touches a loose ball in the field of play. **RULING:** Ball is out of bounds and dead at its most forward point in the field of play. If this loose ball was an untouched free kick, it is a free kick out of bounds and a foul. Penalty – Five yards from the previous spot or Team B's ball 30 yards beyond Team A's free kick line. [Cited by 4-1-2-a, 4-2-4-a]

RULE 5

Series of Downs, Line to Gain

SECTION 1. A Series: Started, Broken, Renewed

When to Award Series

ARTICLE 1. a. A series of four consecutive scrimmage downs shall be awarded to the team that is next to put the ball in play by a snap after a free kick, touchback, fair catch or change in team possession, or to the offensive team in overtime.

b. A new series shall be awarded to Team A if it is in legal possession of the ball on or beyond its line to gain when the ball is declared dead.

c. A new series shall be awarded to Team B if, after fourth down, Team A has failed to earn a first down. (**A.R. 5-1-1:I**) (**A.R. 10-1-5:III**)

d. A new series shall be awarded to Team B if Team A's scrimmage kick goes out of bounds or comes to rest and no player attempts to secure it. (***Exception:*** Rule 8-5-1-a) (**A.R. 8-5-1:II**).

e. A new series shall be awarded to the team in legal possession:

1. If a change of team possession occurs during the down.
2. If a player of Team B first touches a scrimmage kick that has crossed the neutral zone (***Exception:*** When the down is replayed).
3. If an accepted penalty awards the ball to the offended team.
4. If an accepted penalty mandates a first down.

f. A new series shall be awarded to Team B whenever Team B, after a scrimmage kick, elects to take the ball at a spot of illegal touching (***Exception:*** When the down is replayed) (Rules 6-3-2-a and 6-3-2-b).

- **Approved Ruling 5-1-1**

I. After Team A's fourth-down fumble out of bounds between the goal lines, with the spot of the fumble short of the line to gain, the ball belongs to Team A at the spot of the fumble or out-of-bounds spot, but Team B is awarded a new series of downs. The clock starts on the snap. [Cited by 5-1-1-c]

Line to Gain

ARTICLE 2. The line to gain for a series shall be established 10 yards in advance of the most forward point of the ball; but if this line is in the opponents' end zone, the goal line becomes the line to gain.

Forward Progress

ARTICLE 3. a. The most forward point of the ball when declared dead between the end lines shall be the determining point in measuring distance gained or lost by either team during any down. The ball always shall be placed with its length axis parallel to the sideline before measuring (**A.R. 8-2-1:I-IV**) (***Exception:*** When an airborne pass receiver of either team completes a catch inbounds after an opponent has driven him backward and the ball is declared dead at the spot of the catch, the forward progress is where the

player received the ball) (Rule 4-1-3-p) (**A.R. 5-1-3:I, III, IV and VI**) (**A.R. 7-3-6:VI**).

b. Questionable distance for a first down should be measured without request. Unnecessary measurements to determine first downs shall not be granted.

c. No request for a measurement shall be granted after the ball is declared ready for play.

- **Approved Ruling 5-1-3**

I. Airborne A1 receives a legal forward pass one yard within the opponent's end zone. As A1 receives the ball, he is contacted by B1 and first comes to the ground with the catch at the one-yard line, where the ball is declared dead. **RULING:** Touchdown (8-2-1-a). [Cited by 2-8-2, 5-1-3-a, 8-2-1-b]

II. Airborne A1 receives a legal forward pass one yard within Team B's end zone. As A1 receives the ball, he is contacted by B1 and first comes to the ground, on his feet, with the catch at the one-yard line. After he regains his balance, he runs and is downed at Team B's five-yard line. **RULING:** Not a touchdown. Team A's ball at the spot where the ball is declared dead. [Cited by 2-8-2, 8-2-1-b]

III. Airborne A2 receives a legal forward pass at Team A's 35-yard line. As A2 receives the ball he is contacted by B1 and first comes to the ground with the ball at Team A's 33-yard line, where the ball is declared dead. **RULING:** Team A's ball at the 35-yard line. This is the point of forward progress. [Cited by 2-8-2, 5-1-3-a]

IV. A4, with the ball breaking the plane of the 50-yard line while in his possession, dives over the 50-yard line, which is the line to gain for a first down. He is knocked back to Team A's 49-yard line, where any part of his body except his hand or foot touches the ground. **RULING:** First down at forward progress spot (4-1-3-b). [Cited by 2-8-2, 5-1-3-a]

V. A6, with the ball in his possession and not controlled by an opponent, dives over the 50-yard line, which is the line to gain for a first down, and is forced back across the 50-yard line. A6 continues to run and is tackled at Team A's 49-yard line, where any part of his body, except his hand or foot, strikes the ground. **RULING:** No first down. The point of forward progress is Team A's 49-yard line. [Cited by 2-8-2]

VI. A5, with the ball breaking the plane of the goal line while in his possession, dives over the goal line and is knocked back to the one-yard line, where any part of the runner's body except his hand or foot touches the ground. **RULING:** Touchdown. [Cited by 5-1-3-a]

Continuity of Downs Broken

ARTICLE 4. The continuity of a series of scrimmage downs is broken when:

a. Team possession of the ball changes during a down.

b. A scrimmage kick crosses the neutral zone.

c. A kick goes out of bounds.

d. A kick comes to rest and no player attempts to secure it.

e. At the end of a down, Team A has earned a first down.

f. After fourth down, Team A has failed to earn a first down (**A.R. 8-7-2:VIII and IX**) (**A.R. 10-1-6:II**).

g. An accepted penalty mandates a first down.

h. There is a score.

i. A touchback is awarded to either team.

j. The second period ends.

k. The fourth period ends.

SECTION 2. Down and Possession After a Penalty

Foul During Free Kick Down

ARTICLE 1. When a scrimmage follows the penalty for a foul committed during a free kick down, the down and distance established by that penalty shall be first down with a new line to gain.

Penalty Resulting in First Down

ARTICLE 2. It is a first down with a new line to gain:

a. After a penalty that leaves the ball in possession of Team A beyond its line to gain.

b. When a penalty mandates a first down. (**A.R. 5-2-2:I**)

- **Approved Ruling 5-2-2**

  I. Fourth and 20 on the 50-yard line. Team B roughs the kicker. **RULING:** Penalty — 15 yards from the previous spot. Team A's ball, first and 10 (Rule 9-1-3-a). [Cited by 5-2-2-b, 9-1-3-a]

Foul Before Change of Team Possession

ARTICLE 3. After a distance penalty between the goal lines incurred during a scrimmage down and before any change of team possession during that down, the ball belongs to Team A and the down shall be repeated, unless the penalty also involves loss of a down, mandates a first down, or leaves the ball on or beyond the line to gain (***Exceptions:*** Rules 10-2-2-e-3 and 10-2-2-g). If the penalty involves loss of a down, the down shall count as one of the four in that series (**A.R. 5-2-3:I-II**) (**A.R. 10-1-6:IV**) (**A.R. 10-2-2:IX**).

- **Approved Ruling 5-2-3**

  I. Team A's fourth-down legal forward pass touches an originally ineligible receiver who is illegally beyond the neutral zone in the field of play and then strikes the ground. **RULING:** Penalty — Five yards from the previous spot. Team B's ball, first and 10, if the penalty is declined (Rule 7-3-10). [Cited by 5-2-3, 7-3-11]

  II. A Team A runner attempts a backward pass that is ruled forward and illegal. The pass strikes the ground. **RULING:** Penalty — Five yards from the spot where the pass was thrown and, unless thrown after a change of team possession, the scrimmage down counts (7-3-2-a). [Cited by 5-2-3]

Foul After Change of Team Possession

ARTICLE 4. If a distance penalty is accepted for a foul incurred during a down after change of team possession, the ball belongs to the team in possession when the foul occurred. The down and distance established by any distance penalty incurred after change of team possession during that down shall be first down with a new line or goal to gain (***Exception:*** Rule 10-2-2-g-1) (**A.R. 5-2-4:I**).

- **Approved Ruling 5-2-4**

  I. Team B runs back Team A's kick or intercepted pass. During the run, a Team B player clips. **RULING:** Penalty — 15 yards from the basic spot. Team B's ball, first and 10. [Cited by 5-2-4]

Penalty Declined

ARTICLE 5. If a penalty is declined, the number of the next down shall be whatever it would have been if that foul had not occurred.

Foul Between Downs

ARTICLE 6. After a distance penalty incurred between downs, the number of the next down shall be the same as that established before the foul occurred, unless enforcement for a foul by Team B leaves the ball on or beyond the line to gain or a penalty mandates a first down (Rules 9-1-1 and 9-1-2) (**A.R. 5-2-6:I and II**) (**A.R. 10-1-5:I-VI**).

- **Approved Ruling 5-2-6**

I. Fourth and two on Team A's 35-yard line. A1 receives the snap and fumbles the ball on Team A's 38-yard line, with the ball going out of bounds on (a) Team A's 40-yard line or (b) Team A's 30-yard line. Immediately after the ball goes out of bounds, Team A commits a personal foul. **RULING:** (a) Team A's ball, first and 10 on Team A's 23-yard line. Start the clock on the ready-for-play signal. (b) Team B's ball, first and 10 on Team A's 15-yard line. [Cited by 5-2-6]

II. First and 10 for Team A. A Team A runner gains seven yards, then deliberately advances the ball after it is declared dead. **RULING:** Delay of game. Penalty —Five yards from the succeeding spot. Second down for Team A (Rule 2-5-1). [Cited by 5-2-6]

Foul Between Series

ARTICLE 7. The penalty for any dead-ball foul (including live-ball fouls penalised as dead-ball fouls and fouls after a free kick down) incurred after a series ends and before the next ready-for-play shall be enforced before the line to gain is established. The penalty for any dead-ball foul incurred after the ready-for-play signal shall be enforced after the line to gain is established (**A.R. 5-2-7:I-VI**).

- **Approved Ruling 5-2-7**

I. Team A's punt goes out of bounds at Team B's 20-yard line, immediately after which a Team B player clips. **RULING:** First and 10 for Team B on its 10-yard line. [Cited by 5-2-7]

II. Team A's ball on Team B's 30-yard line. Third and four. A Team A runner goes out of bounds on the 18-yard line. Team B commits a foul immediately after the ball is out of bounds. **RULING:** Team A's ball on the nine-yard line. First and goal. [Cited by 5-2-7]

III. Team A's ball on Team A's 16-yard line. Fourth and four. A Team A runner goes out of bounds on the 18-yard line. A Team A player commits a foul immediately after the ball is out of bounds. **RULING:** Team B's ball on the nine-yard line. First and goal. [Cited by 5-2-7]

IV. B20 intercepts a legal forward pass at the 50-yard line and returns the ball to Team A's 18-yard line, where he goes out of bounds. Immediately after the ball becomes dead, A55 commits a personal foul. **RULING:** Team B's ball on the nine-yard line. First and goal. [Cited by 5-2-7]

V. On fourth and five, Team A gains six yards and is awarded a new series. After the ball is declared ready for play and before the snap, A55 commits (a) a personal foul, or (b) a false start. **RULING:** (a) First and 25. (b) First and 15. [Cited by 5-2-7]

VI. Team A's ball, third and four from the 50-yard line. After the ball is declared ready for play and before the snap, B60 charges across the neutral zone and contacts snapper A50. A61 then fouls B60. A61's foul is a personal foul. **RULING:** Penalize Team B five yards for B60's offside, then penalize Team A 15 yards and reset the line-to-gain indicator to indicate first and 10 from Team A's 40-yard line. [Cited by 5-2-7]

Fouls by Both Teams

ARTICLE 8. If offsetting fouls occur during a down, that down shall be repeated (Rule 10-1-4 Exceptions) (**A.R. 10-1-4:II-X**).

Fouls During a Loose Ball

ARTICLE 9. Live-ball fouls not penalised as dead-ball fouls when the ball is loose shall be penalised from the basic or previous spot (***Exception:*** Rule 10-2-2-g-1) (Rules 10-2-2-c, 10-2-2-d, 10-2-2-e and 10-2-2-f). (**A.R. 10-2-2:IV-IX**).

Rules Decisions Final

ARTICLE 10. No rule decision may be changed after the ball is next legally snapped, legally free kicked or the second or fourth periods have ended (Rules 3-2-1-a, 3-3-4-e-2 and 1-1-4-c).

RULE 6

Kicks

SECTION 1. Free Kicks

Restraining Lines

ARTICLE 1. For any free kick formation, the kicking team's restraining line shall be the yard line through the most forward point from which the ball shall be kicked, and the receiving team's restraining line shall be the yard line 10 yards beyond that point. Unless relocated by a penalty, the kicking team's restraining line on a kickoff shall be 15 yards from the midfield line, regardless of the length of the field of play, and for a free kick after a safety, its 20-yard line.

Free Kick Formation

ARTICLE 2. A ball from a free kick formation must be kicked legally and from some point on Team A's restraining line and on or between the inbounds lines. After the ball is ready for play and for any reason it falls from the tee, Team A shall not kick the ball and the official shall sound his whistle immediately. When the ball is kicked: (**A.R. 6-1-2:I-IV**)

a. Each Team A player, except the holder and kicker of a place kick, must be behind the ball. (**A.R. 6-1-2:V and VI**) [S18].

PENALTY – Live-ball foul. Five yards from the previous spot, five yards from the spot where the dead ball belongs to Team B after Team B's run, or the spot where the ball is placed after a touchback (A.R. 6-1-2:VII).

b. All players of each team must be inbounds [S19].

c. At least four Team A players must be on each side of the kicker. [S19]99

d. After a safety, when a punt or drop kick is used, the ball may be kicked from behind the kicking team's restraining line. If a yardage penalty for a live-ball foul is enforced from the previous spot, administration is from the 20-yard line, unless the kicking teams restraining line has been relocated by a previous penalty [S18 or appropriate signal].

e. All Team B players must be behind their restraining line [S18].

f. All players of Team A must have been between the nine-yard marks after the ready for play signal [S19].

g. A Team A player who goes out of bounds during a free kick down may not return inbounds during the down (***Exception:*** This does not apply to a Team A player who is blocked out of bounds and attempts to return inbounds immediately) [S19].

h. No Team A player may block an opponent until Team A is eligible to touch a free-kicked ball [S19].

PENALTY – Live-ball foul. Five yards from the previous spot.

- **Approved Ruling 6-1-2**

  I. The ball is kicked while teed illegally, punted on a kickoff or kicked from a spot between the inbounds line and the nearer sideline. **RULING:** Illegal kick. Dead-ball foul. Penalty — Five yards from the succeeding spot (2-15-1-a). [Cited by 2-15-1-a, 6-1-2]

  II. Kicker A11 places the ball on the tee in the centre of the field for a free kick with four

teammates to the left side of the ball and six teammates to the right side of the ball. The ball blows off the tee, and A55 —who was lined up to the left of the ball —holds the ball on the tee for right-footed kicker A11. No other Team A players move. When the ball is kicked by A11, A55 is to the kicker's right. **RULING:** Foul by Team A for illegal formation at the kick. Penalty —Five yards from the previous spot. [Cited by 6-1-2]

III. Free-kicker A11 places the ball on the tee just inside the inbounds line on his right. All of his teammates line up to his left. At the ready for play, four Team A players who were on A11's left run to their right when he kicks the ball. **RULING:** Legal formation. [Cited by 6-1-2]

IV. A11 places the ball on the tee for a free kick on the 35-yard line in the centre of the field. A12 lines up near the ball. After the ready for play, A11 starts forward as if to kick the ball, and A12 suddenly crosses in front of him and kicks the ball. When the ball is kicked, A11 is directly behind the ball with three teammates on one side of the ball. A12 plants his nonkicking foot on the same side of the ball as his three teammates. **RULING:** Foul by Team A for illegal formation. Penalty —five yards previous spot and rekick if Team B chooses. [Cited by 6-1-2]

V. Team A is offside during its free kick and B27 recovers the kick with his knee touching the ground. **RULING:** Foul by Team A for offside. The ball is dead at the spot of the recovery. Penalty —Team B may choose five yards from the previous spot and another free kick, or five yards from the dead-ball spot with a first and 10. B27's recovery started a running play that ended immediately. This scenario also would have been valid if B27 had completed a fair catch. [Cited by 10-2-2-e, 6-1-2-a]

VI. Team A is offside during its free kick and B37 fumbles while returning the kick. The ball is recovered by B45, who has a knee touching the ground. **RULING:** Foul by Team A for offside. The ball is dead at the spot of the recovery. Penalty —Team B may choose five yards from the previous spot and another free kick, or five yards from the spot of B45's recovery with a first and 10. [Cited by 6-1-2-a]

VII. Team A is offside on its free kick and B17 catches the ball at the 15-yard line. B17 returns the ball to the 45-yard line where he fumbles and A67 recovers at the 47-yard line. A67 then runs to the 35-yard line where he fumbles, with B20 recovering at the 33-yard line where he is downed. **RULING:** Team B's options are first and 10 at the 33-yard line, or Team A kicking again after a five-yard penalty from the previous spot. B20's recovery started a run, after a change of team possession, that is not covered by rule. [Cited by 10-2-2-e, 6-1-2 Penalty]

Free Kick Recovery

ARTICLE 3. A Team A player may touch a free kicked ball:

a. After it touches a Team B player. 6-1-4).

b. After it breaks the plane of and remains beyond Team B's restraining line. (***Exception:*** Rule 6-1-4) (**A.R. 2-11-2:I**).

c. After it touches any player, the ground, an official or anything beyond Team B's restraining line.

Thereafter, all players of Team A become eligible to touch, recover or catch the kick. Illegal touching of a free kick is a violation that, when the ball becomes dead, gives the receiving team the privilege of taking the ball at the spot of the violation. However, if there are offsetting fouls or a penalty incurred by either team before the ball becomes dead is enforced, this privilege is cancelled. (**A.R. 6-1-3:I**)

- **Approved Ruling 6-1-3**

I. A player of Team A illegally touches a free kick; then he or a teammate illegally recovers the kick. **RULING:** Unless cancelled by an accepted penalty, Team B may elect to take the ball at any spot of illegal touching by Team A. [Cited by 6-1-3-c]

Forced Touching Disregarded

ARTICLE 4. a. A player blocked by an opponent into a free kick is not, while inbounds, deemed to have touched the kick.

b. An inbounds player touched by a ball batted by an opponent is not deemed to have touched the ball.

Free Kick at Rest

ARTICLE 5. If a free kick comes to rest inbounds and no player attempts to secure it, the ball becomes dead and belongs to the receiving team at the dead-ball spot.

Free Kick Caught or Recovered

ARTICLE 6. a. If a free kick is caught or recovered by a player of the receiving team, the ball continues in play (***Exception:*** Rules 4-1-3-g, 6-1-7, 6-5-1 and 6-5-2). If caught or recovered by a player of the kicking team, the ball becomes dead. (**A.R. 4-1-3:II**) (**A.R. 6-1-6:I**)

b. When opposing players, each eligible to touch the ball, simultaneously recover a rolling kick or catch a free kick, the simultaneous possession makes the ball dead. A kick declared dead in joint possession is awarded to the receiving team.

- **Approved Ruling 6-1-6**

  I. A player of Team A recovers a rolling free kick beyond Team B's restraining line and makes a backward pass that goes out of bounds. **RULING:** The ball is dead and belongs to Team A where recovered (4-1-3-e). [Cited by 6-1-6-a]

Touching Ground On or Behind Goal Line

ARTICLE 7. The ball becomes dead and belongs to the team defending its goal line when a free kick is untouched by Team B before touching the ground on or behind Team B's goal line.

SECTION 2. Free Kick Out of Bounds

Kicking Team

ARTICLE 1. A free kick out of bounds between the goal lines untouched by an inbounds player of Team B is a foul. (**A.R. 6-2-1:I-IV**)

PENALTY – Live-ball foul. Five yards from the previous spot or the receiving team may put the ball in play 30 yards beyond Team A's restraining line at the inbounds spot [S19].

- **Approved Ruling 6-2-1**

  I. A kickoff from Team A's 35-yard line goes out of bounds untouched by Team B, and no other foul (or violation) occurs. **RULING:** Team B may accept a five-yard penalty from the previous spot with Team A kicking from the 30-yard line, or Team B may put the ball in play at Team B's 35-yard line at the inbounds spot or at the inbounds spot where the ball went out of bounds. [Cited by 6-2-1]

  II. A kickoff from Team A's 35-yard line goes out of bounds untouched by Team B, and Team A has illegally touched the kick. **RULING:** Team B may snap at the spot of violation, accept a five-yard penalty from the previous spot with Team A kicking from the 30-yard line, or put the ball in play at Team B's 35-yard line at the inbounds spot or at the inbounds spot where the ball went out of bounds. [Cited by 6-2-1]

  III. A kickoff goes out of bounds after it has been touched by Team B, and no fouls occur.

RULING: Team B snaps at inbounds spot. [Cited by 6-2-1]

IV. Team A is offside or commits a substitution infraction, and the kickoff from the 35-yard line goes out of bounds after it has been touched by Team B. **RULING:** For the offside foul, Team B may snap at the inbounds spot or elect to have the kick repeated at Team A's 30-yard line. For the substitution infraction, Team B may refuse the penalty and snap at the inbounds spot or elect the five-yard penalty at the previous spot. [Cited by 6-2-1]

Receiving Team

ARTICLE 2. When a free kick goes out of bounds between the goal lines, the ball belongs to the receiving team at the inbounds spot. When a free kick goes out of bounds behind the goal line, the ball belongs to the team defending that goal line. (**A.R. 6-2-2:I-III**)

- **Approved Ruling 6-2-2**

I. A free kick from Team A's 35-yard line, untouched by Team B, goes out of bounds between the goal lines, and Team A was offside. **RULING:** Team B has the choice of Team A kicking again after a five-yard penalty or putting the ball in play on Team B's 35-yard line at the inbounds spot or at the inbounds spot where the ball went out of bounds. [Cited by 6-2-2]

II. A free kick from Team A's 35-yard line, untouched by Team B, goes out of bounds between the goal lines, and Team A fouled after the ball went out of bounds. **RULING:** Team B has the choice of Team A kicking again after a five-yard and 15-yard penalty, or putting the ball in play at the 50-yard line at the inbounds spot or 15 yards beyond the inbounds spot where the ball went out of bounds. [Cited by 6-2-2]

III. A free kick in flight strikes a Team B player who is in his end zone and the ball then goes out of bounds at the three-yard line. **RULING:** Team B's ball, first and 10, on the three-yard line at the inbounds spot. [Cited by 6-2-2]

IV. Airborne B17 has leaped from inbounds and is the first player to touch Team A's free kick when he receives the ball. He subsequently lands out of bounds with the ball in his possession. **RULING:** Team B's ball, first and 10, where the ball crossed the sideline, at the inbounds spot.

SECTION 3. Scrimmage Kicks

Behind the Neutral Zone

ARTICLE 1. a. A scrimmage kick that fails to cross the neutral zone continues in play. All players may catch or recover the ball behind the neutral zone and advance it. (**A.R. 6-3-1:I-III**)

b. The blocking of a scrimmage kick by an opponent of the kicking team who is no more than three yards beyond the neutral zone is considered to have occurred within or behind that zone (Rule 2-10-5).

- **Approved Ruling 6-3-1**

I. A Team A punt crosses the neutral zone, and the ball is touched (not blocked) by a Team B player and then rebounds behind the zone, where it is recovered by Team A in the field of play. **RULING:** The ball is dead and may not be advanced. First down for Team A. (Rules 6-3-3 and 6-3-6-a). [Cited by 2-15-7, 6-3-1-a]

II. Team A's untouched kick goes beyond the neutral zone in flight, is blown back by the wind and first touches the ground, a player, an official behind the neutral zone. **RULING:** The kick is not considered to have crossed the neutral zone until it has touched the ground, a player, an official or anything beyond that zone. Any scrimmage kick may be advanced after catch or recovery by Team B, or after catch or recovery by Team A in or behind the neutral zone if the kick had not crossed the neutral zone (Rule 6-3-1). [Cited by 2-15-7, 6-3-1-a]

III. A1 interferes with B1's opportunity to catch a kick when a scrimmage kick fails to cross the

neutral zone. **RULING:** Interference with opportunity to catch a kick does not apply, and all players are eligible to touch, recover and advance the ball. Therefore, any player legally may push an opponent in an actual attempt to get at the ball; but no player may hold an opponent to prevent his reaching the ball, or in an attempt to permit a teammate to reach it (6-3-1, 9-1-2-d-3 and 9-3-3-c-3). [Cited by 2-15-7, 6-3-1-a, 6-4-1, 9-1-2-d-3, 9-3-3-c-3]

IV. Team A's punt from behind its own goal line crosses the neutral zone into the field of play. It then strikes a Team B player and rebounds across Team A's goal line where Team A falls on the ball. **RULING:** Safety (6-3-1-a, 6-3-3, 6-3-6-a and 8-5-1-a). [Cited by 2-15-7, 8-5-1-a]

V. Team A's punt from behind its own goal line crosses the neutral zone into the field of play. It then strikes a Team B player and rebounds behind Team A's goal line where Team A recovers the ball and advances to the one-yard line. **RULING:** Safety —ball dead where recovered (6-3-3, 6-3-6-a and 8-5-1-a). [Cited by 2-15-7, 6-3-6-a, 8-5-1-a]

Beyond the Neutral Zone

ARTICLE 2. a. No inbounds player of the kicking team shall touch a scrimmage kick that has crossed the neutral zone before it touches an opponent. Such illegal touching is a violation that, when the ball becomes dead, gives the receiving team the privilege of taking the ball at the spot of the violation. (***Exception:*** Rule 6-3-4) (**A.R. 2-11-1:I**) and (**A.R. 6-3-2:I**).

b. If a penalty incurred by either team before the ball becomes dead is enforced or there are offsetting fouls, the privilege is cancelled (***Exception:*** Rule 6-3-11 and Rule 8-4-2-b). (**A.R. 6-3-2:I-IV**) (**A.R. 6-3-11:I**)

c. Illegal touching in Team A's end zone is ignored.

- **Approved Ruling 6-3-2**

I. Team A illegally touches its kick; then after Team B has touched it, Team A recovers. **RULING:** Touching by Team A after Team B has touched the kick is legal; and, in order to get the ball, Team B must take it where Team A illegally touched it. Unless illegal touching is also illegal recovery by the kicking team and no fouls are involved, the receiving team may play the ball with the assurance that it may later elect the ball at any spot of illegal touching (6-3-2). [Cited by 6-3-2-a, 6-3-2-b]

II. During a scrimmage kick, A1 commits a touching violation, after which Team B recovers, advances and fumbles. A2 recovers the fumble and, during the advance, B2 holds, trips or slugs. **RULING:** Team A may have the ball where left by the penalty for Team B's foul; but declining the penalty permits Team B to have the ball by electing the touching violation (6-3-2). [Cited by 6-3-2-b]

III. Players of both teams, attempting to recover a blocked kick behind Team A's scrimmage line, force the ball across the neutral zone. **RULING:** After a scrimmage kick has crossed the neutral zone, no Team A player may touch the ball until it has been touched by an opponent (6-3-2). [Cited by 6-3-2-b]

IV. Team A commits an illegal touching. **RULING:** Not a foul. Team B may choose to put the ball in play at the spot of illegal touching or where the ball is dead, including a touchback. If this was an unsuccessful field goal attempt and Team B did not touch the kick beyond the neutral zone, the options of Rule 8-4-2-b are available to the receiving team (6-3-2). [Cited by 6-3-2-b]

V. Team As punt is first touched by A80, then picked up by B40, who runs five yards and fumbles. A20 picks up the fumble and scores. During A20s run, B70 holds. **RULING:** Five- and 10-yard penalties are not administered on the try or the succeeding kickoff. Team Bs foul is declined by rule. The ball belongs to Team B at the spot of illegal touching.

VI. Team As ball, fourth and 12 at Team As 20-yard line. During Team As scrimmage kick, B85 taunts A44. The ball is illegally touched by A20 at the 50-yard line and then recovered

by B14, who advances the ball before fumbling at Team As 25-yard line. A27 recovers the fumble and is downed immediately. **RULING:** Team A accepts the penalty. Team Bs ball, first and 10 at Team Bs 35-yard line following enforcement of the live-ball foul penalized as a dead-ball foul.

All Become Eligible

ARTICLE 3. When a scrimmage kick that has crossed the neutral zone touches a player of the receiving team who is inbounds, any player may catch or recover the ball (Rule 6-3-1-b) (***Exception:*** Rule 6-3-12).

Forced Touching Disregarded

ARTICLE 4. a. A player blocked by an opponent into a scrimmage kick that has crossed the neutral zone, shall not, while inbounds, be deemed to have touched the kick. (**A.R. 6-3-4:I, II and IV**)

b. An inbounds player touched by a ball batted by an opponent is not deemed to have touched the ball. (**A.R. 6-3-4:III**)

- **Approved Ruling 6-3-4**

  I. Team A's scrimmage kick is "at rest" on the Team B two-yard line. Receiver B4 is blocked by A7 and forced to touch the ball. **RULING:** Touching by Team B is disregarded since B4 is deemed not to have touched the kick. A new impetus is not possible without contact of the ball by a player (6-3-4-a and 8-7-1). [Cited by 6-3-4-a, 8-7-1, 8-7-2-b-2]

  II. Team A kicks from its own 30-yard line. The untouched kick has come to rest on Team B's three-yard line when A3 blocks B1 into the ball that is forced through the end zone by Team B's contact with the ball. **RULING:** Touchback. Since Team A blocked Team B into the ball, Team B is not deemed to have touched the ball. Impetus cannot be charged to Team B (6-3-4-a and 8-7-1). [Cited by 6-3-4-a, 8-7-2-b-2]

  III. Team A's long field goal attempt is first touched when A1 legally bats the rolling ball into nearby B1. **RULING:** Team B is not deemed to have touched the ball (6-3-4-b and 8-4-2-b). [Cited by 6-3-4-b, 8-4-2-b, 8-7-2-b-2]

  IV. Team A's untouched scrimmage kick is at rest on the Team B three-yard line when B22 blocks A80 into the ball, forcing it into the end zone where it touches the ground. **RULING:** Touchback —Ignore touching by A80. Neither team has touched the kicked ball (6-3-4-a and 8-6-1-b). [Cited by 6-3-4-a, 8-6-1-b, 8-7-2-a, 8-7-2-b-2]

Catch or Recovery by Receiving Team

ARTICLE 5. If a scrimmage kick is caught or recovered by a player of the receiving team, the ball continues in play (***Exception:*** Rules 4-1-3-g, 6-3-9, 6-5-1 and 6-5-2). (**A.R. 8-4-2:IX**)

Catch or Recovery by Kicking Team

ARTICLE 6. a. If a player of the kicking team catches or recovers a scrimmage kick that crossed the neutral zone, the ball becomes dead. (**A.R. 6-3-1:V**)

b. When opposing players, each eligible to touch the ball, simultaneously recover a rolling kick or catch a scrimmage kick, this simultaneous possession makes the ball dead. A kick declared dead in joint possession of opposing players is awarded to the receiving team (Rules 2-2-8 and 4-1-3-l).

Out of Bounds Between Goal Lines or at Rest Inbounds

ARTICLE 7. If a scrimmage kick goes out of bounds between the goal lines, or comes to rest inbounds and no player attempts to secure it, the ball becomes dead and belongs to the receiving team at the dead-ball spot (***Exception:*** Rule 8-4-2-b).

Out of Bounds Behind Goal Line

ARTICLE 8. If a scrimmage kick (other than one that scores a field goal) goes out of bounds behind a goal line, the ball becomes dead and belongs to the team defending that goal line (Rule 8-4-2-b).

Touching Ground On or Behind Goal Line

ARTICLE 9. The ball becomes dead and belongs to the team defending its goal line when a scrimmage kick that has crossed the neutral zone is subsequently untouched by Team B before touching the ground on or behind Team B's goal line (Rule 8-4-2-b). (**A.R. 6-3-9:I-III**) (**A.R. 8-4-2:IV**)

- **Approved Ruling 6-3-9**

  I. A Team A player illegally touches a punt and the ball then rolls into Team B's end zone, where Team B recovers and advances the ball into the field of play. **RULING:** The ball is dead when it strikes the ground in the end zone. Team B may choose a touchback or take the ball at the spot of Team A's illegal touching (4-1-3-c). [Cited by 4-1-3-c, 6-3-9]

  II. Team A's scrimmage kick goes into Team B end zone and the ball is untouched by Team B beyond the neutral zone. Team B commits a personal foul after the ball touches the ground in the end zone. **RULING:** Team B's ball, first and 10 on the 10-yard line (***Exception:*** Rule 8-4-2-b). [Cited by 6-3-9]

  III. Team A's scrimmage kick goes into Team B's end zone and the ball is untouched by Team B beyond the neutral zone, and Team A commits a personal foul after the ball touches the ground in the end zone. **RULING:** Team B's ball, first and 10 on the 35-yard line. If the snap was outside the 20-yard line on an unsuccessful field goal attempt, the penalty is at the previous spot. [Cited by 6-3-9]

  IV. A Team B player touches a scrimmage kick in flight in Team B's end zone and downs the ball in the end zone. **RULING:** Touchback (8-6-1-a). [Cited by 8-6-1-a]

  V. A Team B player touches a scrimmage kick in flight in Team B's end zone and catches or recovers the ball and runs to Team A's end zone. **RULING:** Team B touchdown (6-3-5).

  VI. A Team B player touches a scrimmage kick in flight in Team B's end zone and Team A downs the ball in the end zone. **RULING:** Team A touchdown (6-3-3 and 8-2-1-e). [Cited by 8-2-1-e]

Legal and Illegal Kicks

ARTICLE 10. a. A legal scrimmage kick is a punt, drop kick or place kick made according to rule.

b. A return kick is an illegal kick and a live-ball foul that causes the ball to become dead.

PENALTY – For a return kick (live-ball foul): five yards from the spot of the foul [S31].

c. A scrimmage kick beyond the neutral zone is a live-ball foul that causes the ball to become dead.

PENALTY – For an illegal kick beyond the neutral zone (live-ball foul): Five yards from the previous spot and loss of down [S31 and S9].

d. Any device or material used to mark the spot of a scrimmage place kick or elevate the ball

makes the kick illegal.

PENALTY – For an illegal kick (live-ball foul): Five yards from the previous spot [S31].

Loose Behind the Goal Line

ARTICLE 11. If a Team A player bats a scrimmage kick in Team B's end zone that was untouched by Team B after the kick crossed the neutral zone, it is a violation. Team B may elect a touchback when the ball is declared dead (**A.R. 6-3-11:I**)

VIOLATION – Touchback [S16 and S7]. (*Exception:* Rule 8-4-2-b.)

- **Approved Ruling 6-3-11**

  I. Team A kicks from the 50-yard line. During the kick, B1 clips at Team B's 25-yard line. The untouched kick is batted backward out of bounds from the end zone by Team A and goes out of bounds on the two-yard line. **RULING:** Team B's ball. First and 10 on the 10-yard line. [Cited by 6-3-11, 6-3-2-b]

Out of Bounds Player

ARTICLE 12. No Team A player who goes out of bounds during a scrimmage kick down may return inbounds during the down (***Exception:*** This does not apply to a Team A player who is blocked out of bounds and attempts to return inbounds immediately).

PENALTY – Live-ball foul. Five yards from the previous spot [S19].

SECTION 4. Opportunity to Catch a Kick

Interference with Opportunity

ARTICLE 1. A player of the receiving team within the boundary lines attempting to catch a kick and so located that he could have caught a free kick or a scrimmage kick that is beyond the neutral zone, must be given an unimpeded opportunity to catch the kick (**A.R. 6-3-1:III**) (**A.R. 6-4-1:V**)

a. This protection terminates when the kick touches the ground or is touched by any player of Team B beyond the neutral zone.

b. If interference with a potential receiver is the result of a player being blocked by an opponent, it is not a foul.

c. It is an interference foul if the kicking team contacts the potential receiver before, or simultaneous to, his first touching the ball (**A.R. 6-4-1:II, III and VII**) When in question, it is an interference foul.

PENALTY – For foul between the goal lines: Receiving team's ball, first down, 15 yards beyond the spot of the foul for an interference foul [S33]. For foul behind the goal line: Award a touchback and penalise from the succeeding spot. Flagrant offenders shall be disqualified [S47].

- **Approved Ruling 6-4-1**

  I. A Team A player catches a free kick, thus preventing an opponent from making the catch. **RULING:** Illegal interference. Penalty —15 yards from the spot of the foul.

  II. A Team B player, about to catch a scrimmage kick, is tackled before the ball arrives, but catches the kick while he is falling. **RULING:** Illegal interference. Penalty —15 yards from the spot of the foul. Disqualification of the Team A player if the contact is flagrant. If the foul is between the goal lines, enforcement is from the spot of the foul and Team B puts the ball in play by a snap; if behind Team Bs goal line, award a touchback and penalize from the succeeding spot. The ruling would be the same had the kick been

muffed or fumbled. The ruling is also the same on an unsuccessful field goal attempt since Team B touched the ball beyond the line of scrimmage. [Cited by 6-4-1-c]

III. A1 of the kicking team beyond the neutral zone is standing or running between a kick in flight and B1, and (a) A1 is struck by the ball while B1 is in a position to catch the ball; or (b) B1, in attempting to catch the ball, bumps into A1. **RULING:** Illegal interference. Penalty —(a) 15 yards for interference with the opportunity to catch the kick; or (b) 15 yards for interference with the opportunity to catch the kick. [Cited by 6-4-1-c]

IV. A player of Team B, attempting to catch a kick (no fair catch signal), muffs the ball that is then touched by an opponent who was not interfering with the opportunity of the receiver when he was in position to make the catch. **RULING:** Not interference. Protection against interference with the opportunity to catch a kick ends when any player of Team B muffs the ball

V. A Team A player beyond the neutral zone first touches or catches a scrimmage kick that no receiver could have caught while it was in flight. **RULING:** Illegal touching but not interference. [Cited by 6-4-1]

VI. On a scrimmage kick beyond the neutral zone, a Team Aplayer stands in or runs through an area close to a Team B player who is in position to catch the ball and is deemed to have impeded the Team B player. **RULING:** Interference with the opportunity to catch a kick. Penalty —15 yards from the spot of the foul, which is where the Team B player was positioned to catch the kick.

VII. On a free kick, catch interference occurs. The ball subsequently goes out of bounds between the goal lines untouched by Team B. **RULING:** Team B may elect the interference penalty or decline it and consider the kick out of bounds. [Cited by 6-4-1-c]

VIII. B10 signals for a fair catch, muffs the ball and then catches it. **RULING:** If B10 has an opportunity to catch the kick following the muff, he must be given an unimpeded opportunity to complete the catch. If B10 catches the muffed kick, the ball is dead where first touched by B10.

IX. Team As ball, fourth and 10 at the 50-yard line. B17 is at Team Bs 20-yard line and in position to catch Team As high scrimmage kick. During the downward flight of the ball, A37 contacts B17 viciously and flagrantly before he touches the ball. A37 did not alter his speed or make any attempt to elude B17. **RULING:** Team A personal foul, interference with the opportunity to catch a kick. Penalty —15 yards from the spot of the foul. 37 is disqualified.

X. Team As ball, fourth and 10 at the 50-yard line. Team As windblown scrimmage kick is on its downward flight at Team Bs 30-yard line. B18, who was at the 20-yard line, must detour around A92 at the 25-yard line to make the catch at the 30-yard line. **RULING:** Team A foul, interference with the opportunity to catch a kick. Penalty —15 yards from the spot of the foul, which is the 25-yard line.

SECTION 5. Fair Catch

Dead Where Caught

ARTICLE 1. a. When a Team B player makes a fair catch, the ball becomes dead where caught and belongs to Team B at that spot. (***Exception:*** When a valid fair catch signal is made, the unimpeded opportunity to catch a free or scrimmage kick is extended to a player who muffs the kick and still has an opportunity to complete the catch. This protection terminates when the kick touches the ground. If the player subsequently catches the kick, the ball is placed where it was first touched) (**A.R. 6-5-1:I-IV**)

b. Rules pertaining to fair catch apply only when a scrimmage kick crosses the neutral zone or during free kicks.

c. The purpose of the fair catch provision is to protect the receiver who, by his fair catch signal, agrees he or a teammate will not advance after the catch. (**A.R. 6-5-5:III**)

d. The ball shall be put in play by a snap by the receiving team at the spot of the catch if the

ball is caught. (***Exception:*** Rules 6-5-1 Exception, 7-1-2 and 8-6-1-b).

- **Approved Ruling 6-5-1**

  I. After a valid or invalid signal, B1 muffs and B2, who did not signal, catches the kick. **RULING:** The ball is dead when and where caught. [Cited by 6-5-1-a]

  II. After a valid or invalid signal by both B1 and B2, one muffs the kick and the other catches it. **RULING:** Ball is dead. Team B's ball at the spot of the catch. [Cited by 6-5-1-a, 6-5-3-b]

  III. B1 has a foot out of bounds when he gives a valid or invalid signal. He then catches the kick inbounds. **RULING:** There is no rule against a receiver going out of bounds during a kick. The signal is vallid or invalid; the inbounds catch is legal, and the ball is dead. [Cited by 6-5-1-a]

  IV. Following his valid fair catch signal, B17 muffs the kick but still has a reasonable opportunity to catch the kick. **RULING:** After a valid fair catch signal, the unimpeded opportunity to complete the catch does not end when the kick is muffed. The player who signaled must be given a reasonable opportunity to catch the ball without being interfered with by members of the kicking team. An intentional muff forward prior to the catch is an illegal bat. [Cited by 6-5-1-a]

No Advance

ARTICLE 2. No Team B player shall carry a caught or recovered ball more than two steps in any direction after a valid or invalid fair catch signal by any Team B player. (**A.R. 6-5-2:I-IV**) (**A.R. 10-1-5:II**)

PENALTY – Dead-ball foul. Five yards from the succeeding spot [S7 and S21].

- **Approved Ruling 6-5-2**

  I. A Team B player who has made a fair catch is tackled after he has carried the ball more than two steps. **RULING:** Foul by the catcher. Penalty —Five yards from the succeeding spot. [Cited by 6-5-2]

  II. B1 signals before a muff by B2 and then B1 catches or recovers the kick and advances. **RULING:** Advancing after the fair catch does not cancel the dead ball that is established when the ball is caught or recovered. Two steps are permitted to enable B1 to come to a stop or to regain balance. A third or subsequent step inbounds is subject to penalty from where the ball is caught or recovered. If B1 is tackled, the tackle is disregarded unless deemed unnecessarily rough or is so late that the tackler should know that there was no intention to advance. If the kick is caught or recovered by Team B in the end zone, it is a touchback. If B1 is tackled before completion of a third step, only the tackler has fouled. [Cited by 6-5-2]

  III. B1, who signaled for a fair catch, is on the run and off balance when he catches the ball, and his third step ends on or outside a boundary line. **RULING:** No advantage is gained by carrying a dead ball out of bounds. Therefore, the third step is disregarded and the ball is put in play at the succeeding spot, the spot of the catch. [Cited by 6-5-2]

  IV. Team A punts. B1, after signalling for a fair catch on his 20-yard line, deliberately lets the ball strike the ground where B2 recovers the bouncing ball and advances to Team B's 35-yard line. **RULING:** The ball is dead at the spot of recovery. Advance is illegal. Penalty —Five yards the succeeding spot, the spot of recovery Team B's ball, first and 10 (5-2-7). [Cited by 6-5-2]

Invalid Signals

ARTICLE 3. a. During a down in which a kick is made, no player of Team B shall make any invalid fair catch signal during a free kick or beyond the neutral zone during a scrimmage kick. Any signal is invalid after a scrimmage kick is caught beyond the neutral zone, strikes the ground or touches another player beyond the neutral zone. A signal is invalid after a free kick is caught, strikes the ground or touches another player.

(**A.R. 6-5-3:IV-VI**)

b. A catch after an invalid signal is not a fair catch, and the ball is dead where caught. If the signal follows a catch, the ball is dead when the signal is first given. (**A.R. 6-5-1:II**)

c. Invalid signals beyond the neutral zone apply only to Team B. (**A.R. 6-5-3:II**)

d. An invalid signal beyond the neutral zone is possible only when the ball has crossed the neutral zone (Rule 2-15-7).

- **Approved Ruling 6-5-3**

  I. A1 or B1 signals for a fair catch beyond the neutral zone during a kick that does not cross the neutral zone. **RULING:** Not an invalid signal, and the ball remains alive (2-7-1-a).

  II. A1 signals for a fair catch beyond the neutral zone during a kick that crosses the neutral zone. **RULING:** Not an invalid signal (2-7-3). [Cited by 6-5-3-c]

  III. On a free kick, B17 makes an invalid signal for a fair catch near the sideline, muffs, and the kick goes out of bounds. **RULING:** Team B's ball, first and 10 at the inbounds spot.

  IV. A scrimmage kick strikes the ground beyond the neutral zone and bounces high into the air and B1 signals for a fair catch. **RULING:** Invalid signal. The ball is dead when recovered. [Cited by 6-5-3-a]

  V. B1 catches a scrimmage kick beyond the neutral zone and then signals for a fair catch. **RULING:** Invalid signal. The ball is dead where the signal first was given. [Cited by 6-5-3-a]

  VI. Team As scrimmage kick is rolling beyond the neutral zone when B17 alerts his teammates to stay away from the ball by a get away signal at his waist or below. **RULING:** This is not an invalid signal and Team B may recover and advance until the ball is dead by rule. [Cited by 6-5-3-a]

Illegal Block or Contact

ARTICLE 4. A player of Team B who has made a valid or invalid signal for a fair catch and does not touch the ball shall not block or foul an opponent during that down. (**A.R. 6-5-4:I and II**)

PENALTY – Free kick: Receiving team's ball 15 yards from the spot of the foul (Rule 10-2-2-e) [S40].
Scrimmage kick: 15-yard penalty, postscrimmage kick enforcement or basic spot enforcement (Rule 10-2-2-e-3) [S40].

- **Approved Ruling 6-5-4**

  I. B1 signals and does not touch a punt, but while the untouched ball is loose in the field of play, he blocks an opponent (a) more than three yards beyond the neutral zone; (b) in the receiver's end zone. **RULING:** (a) If the ball crosses the neutral zone and Team B has possession when the down ends, Team B is penalised 15 yards from the postscrimmage kick enforcement spot. (b) Safety. The ruling is the same on an unsuccessful field goal attempt. [Cited by 6-5-4]

  II. B1 signals at the 50-yard line and does not touch a punt. While the ball is rolling on the ground at Team B's 45-yard line, B1 illegally uses his hands in an attempt to get to the ball and the ball is declared dead in Team B's possession. **RULING:** Penalty —15 yards from the postscrimmage kick enforcement spot. Team B retains the ball (10-2-2-e-3). [Cited by 6-5-4]

No Tackling

ARTICLE 5. No player of the kicking team shall tackle or block an opponent who has completed a fair catch. Only the player making a fair catch signal has this protection (**A.R. 6-5-5:I and III**)

PENALTY – Dead-ball foul. Receiving team's ball 15 yards from the succeeding spot

[S7 and S38].

- **Approved Ruling 6-5-5**

  I. B1 and B2 each signal. B1 muffs and B2 is about to catch the kick when he is tackled by A1. **RULING:** Not interference, but holding. Penalty —10 yards previous spot. [Cited by 6-5-5]

  II. A Team B player who has made a fair catch signal is tackled before he has carried the ball more than two steps. **RULING:** Foul by the tackler. Penalty —15 yards from the succeeding spot.

  III. The fair catch signal is by a teammate of B1, who catches the ball. **RULING:** The ball is dead when and where caught. B1 is not entitled to catch protection but is entitled to the same protection he has after any other dead ball (6-5-1-c). [Cited by 6-5-1-c, 6-5-5]

RULE 7

Snapping and Passing the Ball

SECTION 1. The Scrimmage

Starting with a Snap

ARTICLE 1. The ball shall be put in play by a legal snap unless the rules provide for a legal free kick. (**A.R. 4-1-4:I and II**)

PENALTY – Dead-ball foul. Five yards from the succeeding spot [S7 and S19].

Not Outside an Inbounds Line

ARTICLE 2. The ball may not be snapped between an inbounds line and the nearer sideline. If the starting point for any scrimmage down is between an inbounds line and the nearer sideline, it shall be transferred to the inbounds spot.

Offensive Team Requirements

ARTICLE 3. The offensive team requirements are as follows:

a. **After the ball is ready for play and before the ball is snapped:**

1. (a) The snapper, after assuming his position for the succeeding snap and touching or simulating (hand[s] at or below his knees) touching the ball, may not move to a different position.

   (b) The snapper may not lift the ball, move it beyond the neutral zone or simulate the start of a play.

   (c) The snapper may take his hand(s) off the ball if it does not simulate the start of a play.

   (d) Infractions of (a), (b) and (c) may be penalised whether or not the ball is snapped, and the penalty for any resultant offside by an opponent shall be cancelled [S7 and S19] (**A.R. 7-1-3:V and VI**).

2. (a) Each substitute of Team A shall have been between the nine-yard marks. Team A players who participated in the previous down shall have been between the nine-yard marks after the previous down and before the next snap (**A.R. 3-3-4:III and IV**) [S19].

   (b) All Team A players shall have been between the nine-yard marks after a team timeout, an injury timeout, a radio timeout, a television timeout or the end of a period [S19].

3. No player of the offensive team shall be in or beyond the neutral zone after the snapper touches or simulates (hand[s] at or below his knees) touching the ball [***Exceptions:*** (1) Substitutes and departing players; and (2) offensive players in a scrimmage kick formation who, after the snapper touches the ball, point at opponents and break the neutral zone with their hand(s)] [S7 and S19].

4. No offensive player shall contact an opponent or make a false start, which includes (**A.R. 7-1-3:IV**) [S7 and S19]:

   (a) Feigning a charge.

(b) A shift or movement that simulates the beginning of a play. This includes the snapper who, after assuming a position for the succeeding snap and touching or simulating (hand[s] at or below his knees) touching the ball, moves to another position.

(c) A lineman between the snapper and the player on the end of the line, after having placed a hand(s) on or near the ground (below the knees), moving his hand(s) or making any quick movement; or a lineman other than the snapper wearing number 50 through 79, after having placed a hand(s) on or near the ground (below the knees), moving his hand(s) or making any quick movement. (**A.R. 7-1-3:VII, VIII, X and XI**)

Exception: It is not a false start if any player on the line of scrimmage immediately reacts when threatened by a Team B player in the neutral zone (Rule 7-1-5-a-2) (**A.R. 7-1-3:VIII and IX**).

(d) An offensive player between the snapper and the player on the end of the line, neither legally in the backfield nor legally on the line of scrimmage, after having placed a hand(s) on or near the ground (below the knees), moving his hand(s) or making any quick movement.

5. An official shall sound his whistle when (**A.R. 4-1-4:I**):

(a) There is a false start (**A.R. 3-2-6:I**) and (**A.R. 7-1-3:VII-IX**).

(b) An offensive player is in or beyond the neutral zone after the snapper touches or simulates (hand[s] at or below his knees) touching the ball.

NOTE: An infraction of this rule may be penalised whether or not the ball is snapped, and the penalty for any resultant offside by an opponent shall be cancelled [S7 and S19].

b. **When the snap starts:**

The offensive team must be in a formation that meets these requirements:

1. At least seven players legally on their scrimmage line, not less than five of whom shall be numbered 50 through 79. The remaining players must be either on their scrimmage line or legally positioned as a back (**A.R. 2-27-4:I**) [S19].

Exceptions:

(a) Rule 1-4-2-b. (**A.R. 1-4-2:I**)

(b) One player may be between his scrimmage line and the backs if in a position to receive a hand-to-hand snap from between the snapper's legs. When in such position, that player may receive the snap himself or it may go directly to any player legally a back [S19].

2. The player on each side of and next to the snapper may lock legs with the snapper, but any other lineman must have both feet outside the outside foot of the player next to him when the ball is snapped [S19].

3. All players must be inbounds, and only the snapper may be encroaching on the neutral zone; but no part of his person may be beyond the neutral zone, and his feet must be stationary behind the ball [S19].

4. One player may be in motion, but not in motion toward his opponents' goal line. A lineman may not be in motion at the snap. Other players must be stationary in their positions without movement of the feet, body, head or arms [S20] (**A.R. 7-1-3:I, III and XII-XIV**)

PENALTY – For dead-ball fouls: five yards from the succeeding spot. For live-ball

fouls: five yards from the previous spot [S7, S19 or S20].

- **Approved Ruling 7-1-3**

I. A Team A player moves when the snap is started. **RULING:** Legal. A Team A player may start motion of any part of his body when the snap is started. [Cited by 7-1-3-b-4]

II. A21 is legally on the end of the line of scrimmage next to A88, who is in the stance of a restricted lineman. Team A stops for one second while A21 and A88 are in the above positions, and then A21 moves to a legal backfield position and stops. Then A88 shifts to a wider position on the line. **RULING:** Legal if both A21 and A88 are stationary at the snap (Rules 2-22-1 and 7-1-4-a). [Cited by 2-22-1]

III. A21 is legally on the end of the line of scrimmage next to A88, who is in the stance of a restricted lineman. Team A has stopped for one second when A21 leaves the line of scrimmage and goes in motion into the backfield. A88 shifts to a wider position on the line. **RULING:** A88 may break his three-point stance since he is now on the end of the line of scrimmage, but Team A must stop again for one second before the snap to make the play legal (Rule 7-1-4). [Cited by 2-22-1, 7-1-3-b-4]

IV. B71 crosses the neutral zone into the Team A backfield and does not threaten any Team A player. A23, legally in the backfield, intentionally reaches to contact B71. **RULING:** Team A foul, false start. Penalty —Five yards from the succeeding spot (Rule 7-1-3-a-4). [Cited by 7-1-3-a-4]

V. Snapper A7 touches the ball and then releases it to communicate with teammate A1. **RULING:** The snapper may release the ball following touching to communicate with a teammate. [Cited by 7-1-3-a-1-d]

VI. Snapper A1 lifts or moves the ball forward before backward motion of the snap. B2 bats the ball, causing it to roll loose with B3 recovering. **RULING:** Team A foul, illegal snap, ball remains dead. Penalty five yards from succeeding spot (Rule 4-1-1). [Cited by 4-1-1, 7-1-3-a-1-d]

VII. A73, a lineman between the snapper and the player on the end of the line who is restricted in the movement of his hand or hands, adjusts his feet and:

1. Draws no reaction from B1. **RULING:** No foul.
2. Draws a charge resulting in contact by B1. **RULING:** Dead ball. Team A foul. Penalty —Five yards from the succeeding spot.
3. B1 contacts A73 with a delayed charge. **RULING:** Dead ball. Team B foul. Penalty — Five or 15-yard penalty from succeeding spot (Rules 7-1-5-a-1 and 9-1-2-j). [Cited by 7-1-3-a-4-c, 7-1-3-a-5-a]

VIII. A66, a restricted lineman between the snapper and the player on the end of the line, or A72, a restricted player on the end of the line of scrimmage:

1. Lifts a hand or hands from the ground immediately when threatened by B1, who is in the neutral zone. **RULING:** Blow the whistle immediately. Team B foul, offside. Penalty —Five yards from the succeeding spot.
2. Lifts a hand or hands from the ground immediately when threatened by B1, who is in the neutral zone, and A66 or A72 is in or beyond the neutral zone. **RULING:** Blow the whistle immediately. Team B foul, offside. Penalty —Five yards from the succeeding spot.
3. Lifts a hand or hands from the ground upon initial charge by B1, who (a) does not enter the neutral zone or (b) enters the neutral zone but does not threaten the position of A66 or A72. **RULING:** In both (a) and (b), blow the whistle immediately. Team A foul, false start. Penalty —Five yards from the succeeding spot. [Cited by 7-1-3-a-4-c, 7-1-3-a-5-a, 7-1-5-a-2]

NOTE: Before the snap, a team B player who enters the neutral zone may threaten a maximum of three Team A linemen. If the Team B player enters the neutral zone directly toward a Team A lineman, then that Team A player and the two adjacent linemen are considered to be threatened. If the Team B player enters the neutral zone directly toward a gap between two Team A lineman, then only those two Team A players are considered to be threatened.

IX. A Team A player on the line of scrimmage whose hand(s) is not on or near the ground:

1. Moves immediately into the neutral zone when threatened by B1, who is in the neutral zone. **RULING:** Blow the whistle immediately. Team B foul. Penalty —Five yards from the succeeding spot.
2. Moves immediately, but not into the neutral zone, when threatened by B1 who is in the neutral zone. **RULING:** Blow the whistle immediately. Team B foul. Penalty — Five yards from the succeeding spot. [Cited by 7-1-3-a-4-c, 7-1-3-a-5-a, 7-1-5-a-2]

X. Before the snap, A80 on the end of the line, a nonrestricted interior lineman or a back, misses the snap count and makes an abrupt movement that simulates the start of a play. No Team B player reacts. **RULING:** Team A foul, false start. Dead-ball foul. Penalty —Five yards from the succeeding spot. [Cited by 7-1-3-a-4-c]

XI. Before the snap, A80 on the end of the line, a non-restricted interior lineman or a back, misses the snap count and makes a casual movement that is not abrupt, quick or jerky and does not simulate the start of a play. **RULING:** No foul by Team A. [Cited by 7-1-3-a-4-c]

XII. A30, lined up legally as a back, starts in motion legally. He then turns so that he still is legally in motion but is facing his line of scrimmage using a "side-step" motion. At the snap, A30 is bent slightly forward at the waist and is either continuing his "side-step" motion or is "marking time" in place. **RULING:** Legal. [Cited by 7-1-3-b-4]

XIII. A30, lined up legally as a back, starts in motion legally. He then turns so that he still is legally in motion but is facing his line of scrimmage using a "side-step" motion. At the snap, A30, still behind the neutral zone, is moving slightly forward from the waist up or his "side-step" motion has veered slightly toward the line of scrimmage. **RULING:** Illegal motion. Penalty —Five yards from the previous spot. [Cited by 7-1-3-b-4]

XIV. A30, lined up legally as a back, starts in motion legally. He then turns so that he is still legally in motion but is facing his line of scrimmage using a "side-step" motion. At the snap, A30 has inadvertently moved forward while still facing his line of scrimmage with his sideways shuffling motion and is now moving along Team A's line of scrimmage. **RULING:** Illegal motion. Penalty —Five yards from the previous spot. [Cited by 7-1-3-b-4]

Shifts and False Starts

ARTICLE 4. a. If a snap is preceded by a huddle or shift, all players of the offensive team must come to an absolute stop and remain stationary in their positions, without movement of the feet, body, head or arms, for at least one full second before the ball is snapped (**A.R. 7-1-4:I**) [S20].

b. It is not intended that Rule 7-1-4-a should prohibit smooth, rhythmical shifts if properly executed. A smooth cadence shift or unhurried motion is not an infraction. However, it is the responsibility of an offensive player who moves before the snap to do so in a manner that in no way simulates the beginning of a play. After the ball is ready for play and all players are in scrimmage formation, no offensive player shall make a quick, jerky movement before the snap, including but not limited to (**A.R. 7-1-4:II-IV**):

1. A lineman moving his foot, shoulder, arm, body or head in a quick, jerky motion in any direction [S19].
2. The snapper shifting or moving the ball or moving his thumb or fingers, flexing his elbows, jerking his head or dipping his shoulders or buttocks [S19].
3. The quarterback ''chucking'' his hands at the snapper, flexing his elbows under the snapper, jerking his head or dropping his shoulders quickly just before the snap [S19].
4. A player, before the snap, simulating receiving the ball by ''chucking'' his hands toward the snapper or quarterback, or making any quick, jerky movement that simulates the beginning of a play [S19].

PENALTY – For fouls before the ball is snapped: five yards from the succeeding spot. For fouls when the ball is snapped: five yards from the previous spot [S7, S19 or S20].

- **Approved Ruling 7-1-4**

I. After a huddle or shift, all Team A players come to a stop and remain stationary for one second. Then, before the snap, two or more simultaneously change their positions. **RULING:** All 11 Team A players must remain stationary for one second before the snap, otherwise it is an illegal shift. Penalty —Five yards from previous spot (Rule 2-22-1). [Cited by 2-22-1, 7-1-4-a]

II. After a huddle or shift, Team A players take preliminary positions, then advance or drop into final positions. **RULING:** Such movement constitutes a shift; players must hold their final positions for one second before the snap (Rule 2-22-1). [Cited by 2-22-1, 7-1-4-b]

III. Ten Team A players shift while A1 remains stationary. A1 then starts moving backward before one second elapses and the ball is snapped. **RULING:** If A1, who moved, did not halt with the other Team A players for one second prior to the snap, it is an illegal shift. Penalty —Five yards from the previous spot (Rule 2-22-1). [Cited by 2-22-1, 7-1-4-b]

IV. After the Team A players have stopped for one second, end A88 runs wide and stops, and before one second elapses, back A36 starts moving backward. **RULING:** Legal. But if back A36 starts before end A88 stops, the simultaneous movement of two players constitutes a shift and all Team A players must be stationary for one second before the snap (Rule 2-22-1). [Cited by 2-22-1, 7-1-4-b]

Defensive Team Requirements

ARTICLE 5. The defensive team requirements are as follows:

a. **After the ball is ready for play and before the ball is snapped:**

1. No player may touch the ball except when moved illegally as in Rule 7-1-3-a-1, nor may any player contact an opponent or in any other way interfere with him. An official shall sound his whistle immediately (**A.R. 7-1-5:I-III**) [S7 and S18].
2. No player may enter the neutral zone causing an offensive lineman to react immediately. An official shall sound his whistle immediately [Rules 2-18-2-a and 7-1-3-a-4-c Exception] (**A.R. 7-1-3:VIII and IX**) [S7 and S18]
3. No player shall use words or signals that disconcert opponents when they are preparing to put the ball in play. No player may call defensive signals that simulate the sound or cadence of (or otherwise interfere with) offensive starting signals. An official shall sound his whistle immediately [S7 and S21].
4. Player(s) aligned in a stationary position within one yard of the line of scrimmage may not make quick or abrupt actions that are not part of normal defensive player movement in an obvious attempt to cause an offensive player(s) to foul (false start). An official shall sound his whistle immediately [S7 and S21].

PENALTY – Dead ball foul. Five yards from the succeeding spot [S7, S18 or S21]

b. **When the snap starts:**

1. No player may be in or beyond the neutral zone at the snap.
2. All players must be inbounds.

PENALTY – Live-ball foul. Five yards from the previous spot [S18].

- **Approved Ruling 7-1-5**

  I. Snapper A1 lifts the ball before backward passing it, B2 bats the ball away and B3 recovers the ball. **RULING:** Team A foul, illegal snap. The ball is dead because it was not put in play by a legal snap. Penalty —Five yards from the succeeding spot. Team A retains possession. [Cited by 2-23-1-b, 2-23-1-f, 4-1-1, 7-1-5-a-1]

  II. Snapper A1 legally begins the snap, but B2 bats the ball before A1 completes the snap, and B3 recovers the ball. **RULING:** Team B foul and the ball is dead. Penalty —Five yards from the succeeding spot. Team B may not touch the ball until it has been snapped. Team A retains possession. [Cited by 2-23-1-b, 2-23-1-f, 4-1-1, 7-1-5-a-1]

  III. Prior to the snap, a Team B player crosses the neutral zone and continues his charge behind a Team A lineman and directly toward the quarterback or kicker. **RULING:** A Team B player who is on team A's side of the neutral zone and is moving in a direct path toward the quarterback or kicker while he is behind an offensive lineman is considered to be interfering with Team A's formation. Penalty —Team B foul, offside. Dead ball. Five yards from the succeeding spot. [Cited by 7-1-5-a-1]

Handing the Ball Forward

ARTICLE 6. No player may hand the ball forward except during a scrimmage down as follows:

a. A Team A player who is behind his scrimmage line may hand the ball forward to a backfield teammate who is also behind that line.

b. A Team A player who is behind his scrimmage line may hand the ball forward to a teammate who was on his scrimmage line when the ball was snapped, provided that teammate left his line position by a movement of both feet that faced him toward his own end line and was at least two yards behind his scrimmage line when he received the ball. (**A.R. 7-1-6:I**)

PENALTY – Five yards from the spot of the foul; also loss of a down if by Team A before team possession changes during a scrimmage down [S35 and S9].

- **Approved Ruling 7-1-6**

  I. A83, an eligible receiver, is the end on his line and adjacent to the snapper in an unbalanced "T" formation. Quarterback A10 receives a handed snap and immediately conveys the ball to A83. **RULING:** If the movement of the ball is forward and it left A10's hand before having been touched by A83, it is a legal pass. A83 may have turned sufficiently to receive a backward pass or handoff (legal); but if the action immediately followed the snap, it is not likely that a handoff would have had time to comply with the "turn" and "two yards behind the line" requirement. [Cited by 7-1-6-b]

Planned Loose Ball

ARTICLE 7. A Team A player may not advance a planned loose ball in the vicinity of the snapper.

PENALTY – Five yards from the previous spot and loss of down [S19 and S9].

SECTION 2. Backward Pass and Fumble

During Live Ball

ARTICLE 1. A runner may hand or pass the ball backward at any time, except to throw the ball intentionally out of bounds to conserve time.

PENALTY – Five yards from the spot of the foul; also loss of down if by Team A before team possession changes during a scrimmage down (A.R. 3-4-3:III) [S35 and S9].

Caught or Recovered

ARTICLE 2. A backward pass or fumble may be caught or recovered by any inbounds player.

a. If caught, the ball continues in play (**A.R. 7-2-2:I and II**).

Exceptions:

1. Rule 8-3-2-d-5
2. When on fourth down, before a change of team possession, a Team A fumble is caught in advance of the fumble by a Team A player other than the fumbler, the ball is dead and returned to the spot of the fumble. If the fumble is caught behind the spot of the fumble by a Team A player other than the Team A fumbler, the ball is dead at that spot.

b. If recovered by the fumbling or passing team, the ball continues in play (**A.R. 2-23-1:I**).

Exceptions:

1. Rule 8-3-2-d-5
2. When on fourth down, before a change of team possession, a Team A fumble is recovered in advance of the fumble by a team A player other than the fumbler, the ball is dead and returned to the spot of the fumble. If the fumble is recovered behind the spot of the fumble by a Team A player other than the Team A fumbler, the ball is dead at that spot.

c. If recovered by an opponent of the fumbling team, the ball continues in play.

d. If recovered by an opponent of the passing team, the ball continues in play.

e. If a backward pass or fumble is caught or recovered simultaneously by opposing players, the ball becomes dead and belongs to the team last in possession. (***Exceptions:*** Rules 7-2-2-a Exception 2, 7-2-2-b Exception 2 and 8-3-2-d-5).

- **Approved Ruling 7-2-2**

I. An opponent snatches (steals) the ball from the runner in the field of play. **RULING:** Fumble; the ball continues in play (Rule 2-10-1). [Cited by 2-10-1, 7-2-2-a]

II. A player of the receiving team in the field of play catches a kick, then fumbles the ball. A player of the kicking team intercepts or recovers the fumbled ball. **RULING:** The ball continues in play. [Cited by 7-2-2-a]

After the Ball is Snapped

ARTICLE 3. No offensive lineman may receive a hand-to-hand snap.

PENALTY – Live-ball foul. Five yards from the previous spot [S19].

Out of Bounds

ARTICLE 4. a. When a backward pass goes out of bounds between the goal lines, the ball belongs to the passing team at the out-of-bounds spot; if out of bounds behind a goal line, it is a touchback or safety.

b. When a fumble is out of bounds in advance of the spot of the fumble, the ball is returned to the fumbling team at the spot of the fumble. Fumbles out of bounds behind the spot of the fumble belong to the fumbling team at the out-of-bounds spot. If a fumble is out of bounds behind a goal line, it is a touchback or safety (Rules 8-5-1 and 8-6-1) (**A.R. 7-2-4:I**), (**A.R. 8-6-1:I**) and (**A.R. 8-7-2:VIII-IX**).

- **Approved Ruling 7-2-4**

  I. B20 intercepts a legal forward pass (a) in his end zone, (b) on his three-yard line, and his momentum carries him into his end zone, or (c) in the field of play and retreats into his end zone. In each instance, B20 fumbles in the end zone and the ball rolls forward and out of bounds on Team B's two-yard line. **RULING:** The ball belongs to Team B at the spot of the fumble (Team B's end zone); (a) touchback, (b) Team B's ball at the three-yard line, and (c) safety (Rules 8-5-1 and 8-6-1). [Cited by 7-2-4-b, 8-2-1-c, 8-5-1-a, 8-6-1-a]

At Rest

ARTICLE 5. When a backward pass or fumble comes to rest inbounds and no player attempts to secure it, the ball becomes dead and belongs to the passing or fumbling team at the dead-ball spot.

SECTION 3. Forward Pass

Legal Forward Pass

ARTICLE 1. Team A may make one forward pass during each scrimmage down before team possession changes, provided the pass is thrown from a point in or behind the neutral zone.

Illegal Forward Pass

ARTICLE 2. A forward pass is illegal:

a. If thrown by a Team A player who is beyond the neutral zone [S35 and S9].

b. If thrown by a Team B player or if thrown by a Team A player after team possession has changed during the down [S35].

c. If it is the second forward pass by Team A during the same down [S35 and S9].

d. If, to conserve time, the pass is not thrown immediately after the ball is first controlled after the snap or is thrown after the ball has touched the ground. If, to conserve time, the pass is thrown where no eligible Team A player has a reasonable opportunity to catch it (**A.R. 7-3-2:II-VIII**) [S35 and S9].

e. If thrown from in or behind the neutral zone after a runner in possession of the ball has gone beyond the neutral zone [S35 and S9].

PENALTY – Five yards from the spot of the foul; also loss of down if by Team A before team possession changes during a scrimmage down (A.R. 3-4-3:IV) and (A.R. 7-3-2:II) [S35 and S9]

f. If, to save loss of yardage, a forward pass is thrown where no eligible Team A player has a reasonable opportunity to catch it. When in question, the Team A player has a reasonable opportunity to catch the pass (**A.R. 7-3-2:I**) [S36 and S9].

Exceptions:

1. It is not a foul when the passer, who is outside the frame of the body of the normal tackle position toward a sideline, throws the ball so that it lands in or out of bounds beyond the neutral zone. (**A.R. 7-3-2:IX**)
2. It is not a foul when the passer, who is outside the frame of the body of the normal tackle position toward a sideline, throws the ball so that it touches a player, an official, or anything beyond the neutral zone.

PENALTY – Loss of down at the spot of the foul [S36 and S9]

- **Approved Ruling 7-3-2**

  I. Any time during the game, quarterback A10, who is not outside the frame of the normal tackle position toward a sideline and is attempting to save yardage, intentionally throws a desperation forward pass that falls incomplete where no eligible Team A player has a reasonable opportunity to catch it. **RULING:** Intentional grounding. Penalty —Loss of down at the spot of the foul. The clock starts on the snap (Rule 3-2-5-a). [Cited by 3-2-5-a, 7-3-2-f]

  II. In the closing minutes of either half, A10 is unable to locate an open receiver. To conserve time, he throws a forward pass that is incomplete where no eligible Team A player has a reasonable opportunity to catch it. **RULING:** Illegal pass. Penalty —Five yards and loss of down from the spot of the foul. The clock will start on the ready-for-play signal (Rule 3-2-5-a-8). [Cited by 3-2-5-a-8, 7-3-2-d, 7-3-2 Penalty]

  III. On third down near the end of either half, potential field goal holder A4 muffs the snap and A4 or potential kicker A3 retrieves the ball and immediately throws it forward to the ground. **RULING:** Illegal pass, not a valid attempt to conserve time. [Cited by 3-2-5-a-8, 7-3-2-d]

  IV. The ball is snapped over the head of quarterback A12, who is in the "shotgun" formation. A12 recovers the ball and immediately throws it forward to the ground. **RULING:** Illegal pass, not a valid attempt to conserve time. [Cited by 3-2-5-a-8, 7-3-2-d]

  V. On third down near the end of the first half, A1 muffs the hand-to-hand snap, immediately recovers the ball and throws it forward into the ground. **RULING:** Illegal pass, not a valid attempt to conserve time. [Cited by 3-2-5-a-8, 7-3-2-d]

  VI. On third down near the end of the half, A1 muffs the snap. A1 or A4 catches the muffed ball and immediately throws it forward into the ground. **RULING:** Legal play. [Cited by 3-2-5-a-8, 7-3-2-d]

  VII. On the third down near the end of the half, A1 – positioned seven yards behind the snapper – catches the snap and immediately throws the ball forward to the ground. **RULING:** Legal play. [Cited by 3-2-5-a-8, 7-3-2-d]

  VIII. With seconds remaining in a half and the ball declared ready for play, Team A quickly lines up and the ball is legally snapped to quarterback A12, who throws the ball forward directly to the ground. Team A's formation was not legal at the snap. When the ball becomes dead, two seconds show on the game clock. **RULING:** Illegal formation. Penalty —Five yards from the previous spot. The clock starts on the next snap. [Cited by 3-2-5-a-8, 7-3-2-d]

  IX. Quarterback A10 sprints out and is outside the frame of the normal tackle position toward the sideline when he throws a legal forward pass that lands beyond the neutral zone. **RULING:** It is not intentional grounding when a passer, who is outside the frame of the normal tackle position, and facing loss of yardage, throws a forward pass that lands beyond the neutral zone, even if no eligible offensive player(s) has a reasonable opportunity to catch the ball (including if the ball lands out of bounds over a sideline [neutral zone extended] or endline). [Cited by 7-3-2-f-1]

Eligibility to Touch Legal Pass

ARTICLE 3. Eligibility rules apply during a down when a legal forward pass is thrown. All Team B players are eligible to touch or catch a pass. When the ball is snapped, the following Team A players are eligible:

a. Each player who is in an end position on his scrimmage line and who is wearing a number other than 50 through 79 (**A.R. 7-3-3:I**).

b. Each player who is legally positioned as a back wearing a number other than 50 through 79.

c. A player wearing a number other than 50 through 79, in position to receive a hand-to-hand snap from between the snapper's legs.

- **Approved Ruling 7-3-3**

  I. At the snap, tight end A85 is on the line of scrimmage. Flanker A23 is two yards outside of A85 and is neither on his line of scrimmage nor in the backfield. **RULING:** A23 is in an illegal position and is an ineligible pass receiver. A85 is an eligible pass receiver since he is on the end of the line of scrimmage (Rules 2-21-2 and 2-27-4). [Cited by 7-3-3-a]

Eligibility Lost by Going Out of Bounds

ARTICLE 4. No eligible offensive receiver who goes out of bounds during a down shall touch a legal forward pass in the field of play or end zones or while airborne until it has been touched by an opponent or official. (**A.R. 7-3-4:I-III**)

Exception: This does not apply to an eligible offensive player who attempts to return inbounds immediately after being blocked out of bounds by an opponent (**A.R. 7-3-4:IV**).

PENALTY – Loss of down at the previous spot [S16 and S9].

- **Approved Ruling 7-3-4**

  I. Eligible A88 goes out of bounds, but does not touch the pass, which is legally completed to A80. **RULING:** Legal play. [Cited by 7-3-4]

  II. Eligible A88 voluntarily goes out of bounds, returns, and is the first player to touch the legal forward pass. This touching by A88 occurs in Team B's end zone. **RULING:** Illegal touching. Penalty —loss of a down at the previous spot. [Cited by 7-3-4]

  III. Eligible A88 voluntarily goes out of bounds during a down in which a legal forward pass is thrown. He returns to the field of play but does not touch the ball and is fouled by an opponent before the ball is touched by any player. **RULING:** Not pass interference – A88 is not eligible to catch a legal forward pass. Penalty —Five, 10 or 15 yards from the previous spot. [Cited by 7-3-4]

  IV. Wide receiver A88 is forced out of bounds by B1 and then runs 20 yards before returning to the field of play. A88 catches a legal pass in Team B's end zone. **RULING:** Loss of down at the previous spot due to A88's failure to return inbounds immediately. [Cited by 7-3-4]

Eligibility Gained or Regained

ARTICLE 5. When a Team B player or an official touches a legal forward pass, all players become eligible (**A.R. 7-3-5:I**).

- **Approved Ruling 7-3-5**

  I. Team B touches the legal forward pass near a sideline while A1 is out of bounds. A1 comes inbounds and touches the pass. **RULING:** Touching by Team B made all players eligible during the remainder of the down. [Cited by 7-3-5]

Completed Pass

ARTICLE 6. Any forward pass is completed when caught by a player of the passing team who is inbounds, and the ball continues in play unless completed in the opponent's end zone or the pass has been caught simultaneously by opposing players. If a forward pass is caught simultaneously by opposing players inbounds, the ball becomes dead and belongs to the passing team (Rule 2-2-7) (**A.R. 2-2-7:III**) and (**A.R. 7-3-6:I-IX**).

- **Approved Ruling 7-3-6**

  I. Team A's legal forward pass is first touched by one of its eligible players, then caught by another. **RULING:** Completed pass. [Cited by 7-3-6]

  II. Two opposing players receive a legal forward pass while both are off the ground, and both players return to the ground inbounds at the same time. **RULING:** Simultaneous catch; the ball is awarded to the passing team (Rule 2-2-8). [Cited by 2-2-8, 7-3-6]

  III. Two opposing players receive a ball while both are off the ground, and one player returns to

the ground inbounds before the other. **RULING:** No simultaneous catch. The legal forward pass is completed or intercepted by the player who first returned to the ground (Rule 2-2-8). [Cited by 2-2-8, 7-3-6]

IV. An airborne player receives a legal forward pass. While still in the air, he is tackled by an opponent and obviously held for a moment before being carried in any direction. He then lands inbounds or out of bounds with the ball. **RULING:** Completed pass. The ball is dead at the yard line where the receiver/interceptor was held in a manner that prevented him from immediately returning to the ground (Rule 4-1-3-p). [Cited by 4-1-3-p, 7-3-6]

V. Airborne A80 receives a legal forward pass at his 30-yard line. While still in the air, he is tackled by B40 and driven forward to team A's 34-yard line, where he is downed. **RULING:** Team A's ball at its 34-yard line (Rule 5-1-3-a). [Cited by 7-3-6]

VI. Airborne A80 receives a legal forward pass at his 30-yard line. While still in the air, he is tackled by B40 and driven backward to team A's 26-yard line, where the ball becomes dead. **RULING:** Team A's ball at the 30-yard line (Rule 5-1-3-a Exception). [Cited by 5-1-3-a, 7-3-6]

VII. A86 is legally forced out of bounds by B18 at Team B's two-yard line. A86, while attempting an immediate return to the field of play, leaps from out of bounds and is airborne as he receives A16's legal forward pass. He lands in Team B's end zone completing the catch. **RULING:** Touchdown (Rules 4-1-3-c, 4-2-3-a, 7-3-4 Exception and 8-2-1-b). [Cited by 7-3-6]

VIII. B33 leaps from out of bounds and is airborne as he receives Team A's legal forward pass. He lands in the field of play (or Team B's end zone) completing the interception. **RULING:** B33 is a runner until he loses player possession or the ball becomes dead by rule. First and 10 for Team B (or possibly a touchback) (Rules 4-1-3-c, 4-2-3-a, 5-1-1-e and 7-3-4). [Cited by 7-3-6]

IX. A84 voluntarily goes out of bounds to elude B28. A84 leaps from out of bounds and is airborne as he receives A15's legal forward pass. He subsequently lands in the field of play completing the catch. **RULING:** A84 is a runner until he loses player possession or the ball becomes dead by rule. Loss of down at the previous spot (Rules 4-2-3-a and 7-3-4). [Cited by 7-3-6]

X. While airborne, eligible receiver A89 touches a forward pass when he propels it toward (a) eligible receiver A80, who catches the pass; or (b) B27, who intercepts the pass. **RULING:** Legal play, and the ball remains live in both (a) and (b). A89 has batted a forward pass (Rules 2-2-7, 2-10-3, 9-4-1-a).

Incompleted Pass

ARTICLE 7. a. Any forward pass is incomplete when the pass touches the ground or is out of bounds by rule. It is also incomplete when a player leaves his feet and receives the pass but first lands on or outside a boundary line, unless his progress has been stopped in the field of play or end zone (Rule 4-1-3-p) (**A.R. 2-2-7:III**) and (**A.R. 7-3-7:I**).

b. When a legal forward pass is incomplete, the ball belongs to the passing team at the previous spot.

c. When an illegal forward pass is incomplete, the ball belongs to the passing team at the spot of the pass (***Exception:*** If any illegal pass is thrown from the end zone, the offended team may accept a safety or decline the penalty and accept the result of the play). (**A.R. 7-3-7:II-IV**)

- **Approved Ruling 7-3-7**

I. Eligible A88 touches a legal forward pass while he is contacting a boundary line. **RULING:** The ball is out of bounds, the pass is incomplete, and the down counts. Eligibility of the touching player does not affect this ruling. [Cited by 7-3-7-a]

II. Third and nine on Team A's six-yard line. A1 intentionally grounds a forward pass in his end zone to save loss of yardage. **RULING:** Team B may accept a safety or it is Team A's

ball, fourth and nine on the six-yard line. The clock starts on the snap. [Cited by 3-2-5-a, 7-3-7-c]

III. Fourth and nine on Team A's six-yard line. A1 intentionally grounds a forward pass in his end zone to save loss of yardage. **RULING:** Team B may accept a safety or it is Team B's ball, first and goal on the six-yard line. [Cited by 7-3-7-c]

IV. Third and nine on Team A's six-yard line. A1 throws a second forward pass from his end zone. B2 intercepts and is downed on Team A's 20-yard line. **RULING:** Team B may accept a safety or take the result of the play (i.e., first down on Team A's 20-yard line). [Cited by 7-3-7-c]

Illegal Contact and Pass Interference

ARTICLE 8. a. During a down in which a legal forward pass crosses the neutral zone, illegal contact by Team A and Team B players is prohibited from the time the ball is snapped until it is touched by any player or an official. (**A.R. 7-3-8:II and III**)

b. Offensive pass interference by a Team A player beyond the neutral zone during a legal forward pass play in which a forward pass crosses the neutral zone is contact that interferes with a Team B eligible player. It is the responsibility of the offensive player to avoid the opponents. It is not offensive pass interference (**A.R. 7-3-8:VI, VII, XIII, XVIII and XIX**):

1. When, after the snap, a Team A ineligible player immediately charges and contacts an opponent at a point not more than one yard beyond the neutral zone and does not continue the contact more than three yards beyond the neutral zone.
2. When two or more eligible players are making a simultaneous and bona fide attempt to reach, catch or bat the pass. Eligible players of either team have equal rights to the ball. (**A.R. 7-3-8:XII**)
3. When the pass is in flight and two or more eligible players are in the area where they might receive or intercept the pass and an offensive player in that area impedes an opponent, and the pass is not catchable.

c. Defensive pass interference is contact beyond the neutral zone by a Team B player whose intent to impede an eligible opponent is obvious and it could prevent the opponent the opportunity of receiving a catchable forward pass. When in question, a legal forward pass is catchable. Defensive pass interference occurs only after a legal forward pass is thrown. It is not defensive pass interference (**A.R. 7-3-8:I, IV, V, IX-XI, XIV and XV**):

1. When, after the snap, opposing players immediately charge and establish contact with opponents at a point that is within one yard beyond the neutral zone.
2. When two or more eligible players are making a simultaneous and bona fide attempt to reach, catch or bat the pass. Eligible players of either team have equal rights to the ball (**A.R. 7-3-8:XII**).
3. When a Team B player legally contacts an opponent before the pass is thrown (**A.R. 7-3-8:XIII**).
4. When a Team A potential kicker, from scrimmage kick formation, simulates a scrimmage kick by throwing the ball high and deep, and contact by a Team B player occurs.

PENALTY – Pass interference by Team A: 15 yards from the previous spot [S33].

Pass interference by Team B: Team A's ball at the spot of the foul, first down, if the foul occurs less than 15 yards beyond the previous spot. If the foul occurs 15 or more yards beyond the previous spot, Team A's ball, first down, 15-yard penalty from the previous spot [S33].

When the ball is snapped between the Team B 17-yard line and the Team B two-yard line and the spot of the foul is beyond the two-yard line, the penalty from the previous spot shall place the ball at the two-yard line, first down (A.R. 7-3-8:XVII).

No penalty enforced from outside the two-yard line may place the ball inside the two-yard line (*Exception:* Rule 10-2-2-g-2).

If the previous spot was on or inside the two-yard line, first down halfway between the previous spot and the goal line (Rule 10-2-3 Exception).

- **Approved Ruling 7-3-8**

I. A Team B player, defending against a legal forward pass beyond the neutral zone, has his back to the ball and is waving his arms in the face of an eligible player of Team A, who, in his attempt to catch the pass, bumps into the Team B player. **RULING:** Pass interference by the Team B player, first down. He was not making a bona fide attempt to catch or bat the pass. [Cited by 7-3-8-c]

II. Wide receiver A80, 15 yards beyond the neutral zone, turns his back toward the neutral zone. The passer throws the ball over A80's hands, which are extended above his head. The ball is overthrown and beyond the receiver (uncatchable pass) when B2 intentionally contacts A80. **RULING:** Personal foul (Rule 9-1-2-f), not pass interference. Penalty —15 yards from previous spot. Flagrant offenders shall be disqualified. First and 10 for team A. [Cited by 7-3-8-a]

III. Wide receiver A88, 15 yards beyond the neutral zone, runs a curl pattern and stops near the sideline. The passer throws the ball several yards over A88's hands, which are extended above his head (uncatchable pass) when B2 intentionally contacts A88. **RULING:** Personal foul (Rule 9-1-2-f), not pass interference. Penalty —15 yards from previous spot. Flagrant offenders shall be disqualified. First and 10 for team A. [Cited by 7-3-8-a]

IV. A83, a wide receiver 10 yards from the nearest interior lineman, slants toward the middle of the field. Before the ball is thrown, B1, a backer, legally blocks him and knocks him down. **RULING:** Legal unless the block was below the waist (Rule 9-1-2-e-1-b). [Cited by 7-3-8-c]

V. Before the ball is thrown, A88 is directly in front of B1, a backer, who legally pushes him with both hands and knocks him down. **RULING:** Legal. [Cited by 7-3-8-c]

VI. Team A lines up at the snap with A88 spread 10 yards wide and A44 four yards to his inside. Just before the Team A passer releases the ball, A88 contacts B1 five yards beyond the neutral zone. The pass is thrown to A44, who has moved in front and to the outside of the spot where A88 had contacted B1. **RULING:** Team A foul, offensive pass interference. Penalty —15 yards from previous spot. [Cited by 7-3-8-b]

VII. Before the ball is thrown, wide receiver A88 moves four yards downfield directly toward and in front of the defender, B1. At this spot, B1 pushes A88, who then uses his hands to contact B1. **RULING:** Team A foul, offensive pass interference, if the legal forward pass is beyond the neutral zone. Penalty —15 yards from previous spot. [Cited by 7-3-8-b]

VIII. Before the ball is thrown, wide receiver A88 slants to the inside where B1, the backer, attempts to block him. A88 uses his hands to shove B1 away. **RULING:** Team A foul, offensive pass interference if the legal forward pass crosses the neutral zone. If B1's initial contact was below the waist and beyond the neutral zone, Team B also has fouled and the live-ball fouls offset.

IX. A88, an eligible receiver, curls and stops 10 yards beyond the neutral zone. After the ball, a catchable forward pass, is thrown and before it touches A88, B1 contacts A88 from the back or side with a tackle, grasp or push and the pass is incomplete. **RULING:** Team B foul, defensive pass interference. Penalty —Spot foul and first down. [Cited by 7-3-8-c]

X. A88, a spread receiver, runs a 10-yard route and cuts 90 degrees to the sideline; and after

the ball is thrown, B2 recovers and contacts A88 with a tackle, block, grasp or push before A88 touches the ball, a catchable forward pass. **RULING:** Team B foul, defensive pass interference. Penalty —Spot foul and first down. [Cited by 7-3-8-c]

XI. A80, a tight end, runs 10 yards into the secondary and cuts toward the goal posts. B1 is one step behind and to the outside when he recovers. After the legal forward pass has been thrown, B1 contacts A80 with a tackle, block, grasp or push as the ball goes over A80's outstretched hands. **RULING:** Team B foul for defensive pass interference. Penalty —Spot foul and a first down if infraction occurs less than 15 yards from previous spot; 15-yard penalty from the previous spot and a first down if the foul is more than 15 yards beyond the neutral zone. [Cited by 7-3-8-c]

XII. A88 and B2 are running closely together before or after the ball has been thrown. Either A88 or B2, or both, falls when their feet become entangled. Neither player was tripped intentionally. **RULING:** No foul. [Cited by 7-3-8-b-2, 7-3-8-c-2]

XIII. Before the pass is thrown, wide receiver A88 and defender B1 are running shoulder to shoulder and side by side 15 yards beyond the neutral zone. A88 is nearest to the sideline, and B1 is nearest to the hash mark. A88 breaks to the inside. B1 does not move, and A88 collides with him. **RULING:** No foul. [Cited by 7-3-8-b, 7-3-8-c-3]

XIV. Wide receiver A88 and defender B1 are running shoulder to shoulder and side by side 15 yards beyond the neutral zone. A88 is nearest to the sideline, and B1 is nearest to the hash mark. A legal forward pass is thrown toward the goal post. While the ball is in the air, A88 breaks to the inside toward a catchable forward pass. B1 does not move and makes no attempt to go for the pass, and A88 collides with him. **RULING:** Team B foul, defensive pass interference. Penalty —15 yards from previous spot and first down. [Cited by 7-3-8-c]

XV. A44, a slot back, runs a pattern 25 yards downfield toward the goal line pylon. B1, a safety, is positioned between A44 and the pylon when the ball is thrown. B1 obviously reduces his speed and collides with A44 before the catchable ball touches the ground. **RULING:** Team B foul, defensive pass interference. Penalty —15 yards from the previous spot and first down. [Cited by 7-3-8-c]

XVI. A80, a tight end, moves across the formation on a pass pattern at a depth of 25 yards where he contacts B1, a safety, before or after the ball has been thrown. A88, a wide receiver, positioned on the opposite side from the tight end at the snap, crosses behind the contact of A80 and B1 and catches the legal forward pass. **RULING:** Team A foul, offensive pass interference. Penalty —15 yards from previous spot.

XVII. Fourth and goal for Team A on Team B's five-yard line. Team A's legal forward pass is incomplete, but Team B interfered on its one-yard line or in its end zone. **RULING:** First and goal for Team A on Team B's two-yard line. [Cited by 7-3-8 Penalty]

XVIII. A80 and B60 are attempting to catch a forward pass thrown toward A80's position, which is beyond the neutral zone. The pass is high and ruled uncatchable. As the ball passes overhead, A80 pushes B60 in the chest. **RULING:** Not offensive pass interference. [Cited by 7-3-8-b]

XIX. On a legal forward pass beyond the neutral zone, A80 and B60 are attempting to catch the pass thrown to A80's position. A14, who is not attempting to catch the pass, blocks B65 downfield, either before the pass is thrown or while the uncatchable pass is in flight. **RULING:** Team A foul, offensive pass interference. Penalty —15 yards from the previous spot. [Cited by 7-3-8-b]

Contact Interference

ARTICLE 9. a. Either Team A or Team B legally may interfere with opponents behind the neutral zone.

b. Players of either team may legally interfere beyond the neutral zone after the pass has been touched (**A.R. 7-3-9:II**).

c. Defensive players legally may contact opponents who have crossed the neutral zone if the opponents are not in a position to receive a catchable forward pass.

1. Those infractions that occur during a down when a forward pass crosses the neutral zone are pass interference infractions only if the receiver had the opportunity to receive a catchable forward pass.
2. Those infractions that occur during a down when a forward pass does not cross the neutral zone are Rule 9-3-4 infractions and are penalised from the previous spot.

d. Pass interference rules apply only during a down in which a legal forward pass crosses the neutral zone (Rules 2-19-3 and 7-3-8-a and c) (**A.R. 10-2-2:XXXVII**).

e. Contact by Team B with an eligible receiver involving a personal foul that interferes with the reception of a catchable pass may be penalised either as pass interference or as a 15-yard personal foul enforced from the previous spot. Rule 7-3-8 is specific about contact during a pass. However if the interference involves an act that ordinarily would result in disqualification, the fouling player must leave the game.

f. Physical contact is required to establish interference.

g. Each player has territorial rights, and incidental contact is ruled under ‘‘attempt to reach ... the pass’’ in Rule 7-3-8. If opponents who are beyond the line collide while moving toward the pass, a foul by one or both players is indicated only if intent to impede the opponent is obvious. It is pass interference only if a catchable forward pass is involved. (**A.R. 7-3-9:I**)

h. Pass interference rules do not apply after the pass has been touched anywhere inbounds by an inbounds player or has touched an official. If an opponent is fouled, the penalty is for the foul and not pass interference. (**A.R. 7-3-9:II**)

i. After the pass has been touched, any player may execute a legal block during the remaining flight of the pass.

j. Tackling or grasping a receiver or any other intentional contact before he touches the pass is evidence that the tackler is disregarding the ball and is therefore illegal.

k. Tackling or running into a receiver when a forward pass obviously is underthrown or overthrown is disregarding the ball and is illegal. This is not pass interference but a violation of Rule 9-1-2-f and is penalised 15 yards from the previous spot plus a first down. Flagrant offenders shall be disqualified.

- **Approved Ruling 7-3-9**

I. A80, a tight end, goes downfield eight yards, stops and turns to catch a pass, and does not contact an opponent. A44, a wingback, goes downfield eight yards and cuts to the inside, causing B1, who is pursuing him, to contact A80 after the ball was thrown. **RULING:** No foul against B1 unless the ball, a catchable forward pass, is thrown to A80. [Cited by 7-3-9-g]

II. A legal forward pass beyond the neutral zone is tipped or muffed by an eligible receiver of either team or glances off an official, and thereafter, while the pass is still in flight, either Team A or Team B holds or otherwise fouls an eligible opponent who is beyond the neutral zone. **RULING:** Interference rules do not apply after the pass has been touched. Penalise as a foul during a loose ball. Penalty —Five, 10 or 15 yards from the previous spot (Rule 9-3-6). [Cited by 7-3-9-b, 7-3-9-h]

Ineligibles Downfield

ARTICLE 10. No originally ineligible player shall be or have been beyond the neutral zone until a legal forward pass that crosses the neutral zone has been thrown. (**A.R. 7-3-10:I and II**)

Exceptions:

1. When, after the snap, a Team A ineligible receiver immediately charges and contacts

an opponent at a point not more than one yard beyond the neutral zone and does not continue the contact more than three yards beyond the neutral zone.

2. When contact that has driven an opponent no more than three yards from the neutral zone is lost by a player who was ineligible at the snap, he must remain stationary at that spot until the pass is thrown.

PENALTY – Five yards from the previous spot [S37].

- **Approved Ruling 7-3-10**

I. Ineligible lineman A70 crosses the neutral zone and does not make contact with an opponent. He circles toward the flank and returns across the neutral zone before A10 throws a legal forward pass that crosses the neutral zone. **RULING:** Ineligible downfield. Penalty —Five yards from the previous spot. [Cited by 7-3-10]

II. Ineligible lineman A70 makes contact with an opponent within one yard of the neutral zone. A70 drives B4 more than three yards beyond the neutral zone and then circles back across the neutral zone before A1 throws a legal forward pass that crosses the neutral zone. **RULING:** Team A foul, ineligible downfield or offensive pass interference. Penalty —Five yards from previous spot or 15 yards from previous spot (Rule 7-3-8-b). [Cited by 7-3-10]

Illegal Touching

ARTICLE 11. No originally ineligible player while inbounds shall intentionally touch a legal forward pass until it has touched an opponent or an official (**A.R. 5-2-3:I**) and (**A.R. 7-3-11:I-III**).

PENALTY – Five yards from the previous spot [S16].

- **Approved Ruling 7-3-11**

I. Late in the half, quarterback A10, who is not outside the frame of the body of the normal tackle position, throws a desperation pass to intentionally save yardage that falls incomplete after first touching ineligible A58. **RULING:** Penalty —Loss of down at the spot of the pass. The clock starts on the snap (Rule 7-3-2-d). [Cited by 7-3-11]

II. An originally ineligible player of Team A intentionally first touches a legal forward pass inbounds. **RULING:** Illegal touching. The ball continues in play, but the foul is subject to penalty when the ball becomes dead. Penalty —Five yards from the previous spot (Rule 4-1-3). [Cited by 7-3-11]

III. Team A snaps on its 10-yard line. A10 retreats and then passes forward to ineligible A70 who, while in his end zone, (a) touches the ball as he attempts to catch the pass, and the pass is incomplete; (b) catches the pass and is downed in the end zone; or (c) catches the pass and is downed after having advanced to his three-yard line. **RULING:** (a) Team B may elect the penalty to get the five yards or refuse the penalty so the down will count. (b) The ball is dead in the end zone with impetus by Team A, and Team B may elect the safety or the penalty at the previous spot. (c) The down counts if the penalty is refused and the dead-ball spot is more advantageous to Team B than the penalty [*NOTE*: (a), (b) and (c) could be intentional grounding depending on the location of an eligible Team A player or the location of A10 when the ball is thrown] (Rule 10-1-1-b). If intentional grounding is warranted, there is no illegal touching. [Cited by 7-3-11]

RULE 8

Scoring

SECTION 1. Value of Scores

Scoring Plays

ARTICLE 1. The point value of scoring plays shall be:

Touchdown	6 Points
Field Goal	3 Points
Safety (points awarded to opponents)	2 Points
Successful Try Touchdown	2 Points
Successful Try Field Goal or Safety	1 Point

Forfeited Games

ARTICLE 2. The score of a forfeited game, or a suspended game that later results in a forfeiture, shall be: Offended Team – 1, Opponent – 0. If the offended team is ahead at the time of forfeit the score stands (Rules 3-3-3-a and 3-3-3-b, and Rules 9-2-3-a and 9-2-3-b).

SECTION 2. Touchdown

How Scored

ARTICLE 1. A touchdown shall be scored when:

a. A runner advancing from the field of play is legally in possession of a live ball when it penetrates the opponent's goal line (plane). (***Exception:*** Rule 4-2-4-e) (**A.R. 2-23-1:I**) (**A.R. 8-2-1:I-IV**)

b. An eligible receiver catches a legal forward pass in the opponent's end zone. (**A.R. 5-1-3:I-II**)

c. A fumble or backward pass is recovered, caught, intercepted, or awarded in the opponent's end zone (***Exception:*** Rules 7-2-2-a-2 and 8-3-2-d-5). (**A.R. 7-2-4:I**)

d. A free kick is legally caught or recovered in the opponent's end zone.

e. A scrimmage kick is legally caught or recovered in the opponent's end zone. (**A.R. 6-3-9:VI**)

f. The referee awards a touchdown under the provisions of Rule 9-1-4 Penalty or Rule 9-2-3 Penalty.

- **Approved Ruling 8-2-1**

  I. The runner is thrown or falls to the ground on his opponent's one-yard line, but his momentum causes him to slide across the goal line. **RULING:** Not a touchdown unless the ball's forward point was on, above or across the goal line when any part of the runner's body except his hand or foot struck the ground (Rules 4-1-3-b, 5-1-3-a and 8-2-1-a). [Cited by 5-1-3-a, 8-2-1-a]

  II. Runner A1, while attempting to score, strikes the pylon located on the right intersection of the goal line and sideline with his foot. He is carrying the ball in his right arm, which is extended over the sideline. **RULING:** Whether or not a touchdown is scored depends

on the forward progress of the ball as related to the goal line when the ball becomes dead by rule (Rules 4-2-4-d and 5-1-3-a). [Cited by 4-2-4-d, 5-1-3-a, 8-2-1-a]

III. Runner A1, advancing in the field of play, becomes airborne at the two-yard line. His first contact with the ground is out of bounds three yards beyond the goal line. The ball, in possession of the runner, passed over the pylon. **RULING:** Touchdown (Rule 4-2-4-e). [Cited by 4-2-4-e, 5-1-3-a, 8-2-1-a]

IV. The ball, in possession of airborne runner A21, crosses the sideline above the one-yard line, penetrates the plane of the goal line extended and is then declared dead out of bounds in possession of A21. **RULING:** Ball is declared out of bounds at the one-yard line (Rules 2-11-1 and 4-2-4-e). [Cited by 4-2-4-e, 5-1-3-a, 8-2-1-a]

SECTION 3. Try Down

How Scored

ARTICLE 1. The point or points shall be scored according to the point values in Rule 8-1-1 if the try results in what would be a touchdown, safety (***Exception:*** Rule 8-3-4-b) or field goal under rules governing play at other times. (**A.R. 8-3-1:I-III**) (**A.R. 8-3-2:I-III, V and VIII**) (**A.R. 10-1-7:XII-XXI**)

- **Approved Ruling 8-3-1**

I. During a try, after having obtained possession, Team B fumbles and Team A recovers in the Team B end zone. **RULING:** Team B can fumble after intercepting a pass, catching or recovering a fumble or recovering a backward pass. Touchdown. Award Team A two points (Rule 8-3-2-d-1). [Cited by 8-3-1]

II. Team B intercepts Team A's legal forward pass (PAT attempt) and returns the ball for a touchdown. **RULING:** Award Team B two points. Team B will receive the next free kick, or extra-period rules govern (Rule 8-3-2-a). [Cited by 8-3-1]

III. B19 is the first player beyond the neutral zone to touch Team A's blocked PAT kick when he muffs the kick in the end zone. A66 recovers in the end zone. **RULING:** Award Team A two points. [Cited by 8-3-1]

IV. During a try, after having gained possession on the one-yard line, Team B fumbles there and then recovers, and is downed in the Team B end zone. **RULING:** Safety. Award Team A one point (Rule 8-1-1).

Opportunity to Score

ARTICLE 2. A try is an opportunity for either team to score one or two points while the game clock is stopped and is a special interval in a game which, for purposes of penalty enforcement only, includes both a down and the ''ready'' period that precedes it.

a. The ball shall be put in play by the team that scored a six-point touchdown. If a touchdown is scored during a down in which time in the fourth period expires, the try is mandatory unless the team behind in the score leaves the field of play.

b. The try, which is a scrimmage down, begins when the ball is ready for play.

c. The snap will be midway between the inbounds lines on the opponent's three-yard line or from any other point on or between the inbounds lines on or behind the opponent's three-yard line if the position of the ball is selected by the team designated to put the ball in play before the ready-for-play signal. The ball may be relocated following a charged timeout to either team unless preceded by a Team A foul or offsetting penalties (Rules 8-3-3-a and 8-3-3-c-1).

d. The try ends when:

1. Either team scores.
2. The ball is dead by rule. (**A.R. 8-3-2:IV and VI**)

3. An accepted penalty results in a score.
4. A Team A loss-of-down penalty is accepted (Rule 8-3-3-c-2).
5. Before a change of team possession, a Team A player fumbles and the ball is caught or recovered by any Team A player other than the fumbler. There is no Team A score. (**A.R. 8-3-2:IX-XI**)

- **Approved Ruling 8-3-2**

I. On a try attempt, B2 adds new impetus to a Team A fumble that is recovered in the Team B end zone by Team B. **RULING:** One-point safety (Rules 8-3-1 and 8-5-1). [Cited by 8-3-1]

II. On a try attempt, B2 kicks a Team A fumble into the Team B end zone and Team B recovers. **RULING:** One-point safety or the option of accepting the penalty from the basic spot for illegally kicking the ball (Rules 8-3-1 and 8-3-3-b-1). [Cited by 8-3-1, 8-3-3-b-1]

III. On a one-point try attempt, B2 blocks A1's kick. The ball, which did not cross the neutral zone, is picked up by A2, and he advances the ball across Team B's goal line. **RULING:** Award Team A two points (Rule 8-3-1). [Cited by 8-3-1]

IV. On a one-point try attempt, Team A's kick is blocked. A2 picks up the ball beyond the neutral zone in the field of play. **RULING:** Ball is dead where picked up by A2. The try is over. [Cited by 8-3-2-d-2]

V. On a one-point try attempt, Team A's kick is blocked. The ball is advanced by runner B1 across Team A's goal line. **RULING:** Award Team B two points (Rule 8-3-1). [Cited by 8-3-1]

VI. On a one-point try attempt, Team A's kick is blocked. The ball, untouched beyond the neutral zone, (a) is recovered by B3 on his one-yard line or (b) hits the ground in Team B's end zone. **RULING:** (a) B3 may advance the ball. (b) The ball is dead, the try is over (Rule 8-3-1). [Cited by 8-3-2-d-2]

VII. On a one-point try attempt, Team A's kick is blocked. The ball is recovered by B3 and advanced across Team A's goal line. During B3's run, B4 clips. **RULING:** No score, the try is over, and the penalty is declined by rule (Rule 8-3-4-b). [Cited by 8-3-4-b]

VIII. On a try attempt, B1 intercepts Team A's legal forward pass in his end zone. He runs the ball across Team A's goal line, and (a) there are no fouls during the run, (b) B3 clips during the run or (c) A2 fouls during the run. **RULING:** (a) Award Team B two points. (b) No score, the try is over, and the penalty is declined by rule. (c) Award Team B two points, and the penalty is declined by rule. (Rules 8-3-1, 8-3-4-a and 8-3-4-b). [Cited by 8-3-1]

IX. On a try attempt, A1 muffs the hand-to-hand snap from the snapper and it is recovered by A2, who runs it into the opponent's end zone. **RULING:** Award Team A two points (Rule 2-10-2). [Cited by 8-3-2-d-5]

X. On a try attempt, A10 snaps the ball over the head of the holder or the holder muffs the ball. It is recovered by A3, who runs it into the end zone. **RULING:** Award Team A two points. [Cited by 8-3-2-d-5]

XI. On a try attempt, quarterback A2, running an option play, throws a backward pass that is muffed and recovered by A9, who runs it into the end zone. **RULING:** Award Team A two points. [Cited by 8-3-2-d-5]

XII. On a one-point try attempt, Team A's kick is blocked and B75 recovers at the two-yard line. As B75 attempts to advance, he fumbles and the ball rolls into the end zone, where B61 recovers and is downed. **RULING:** Safety. Award Team A one point (Rule 8-1-1).

Fouls During a Try Before Team B Possession

ARTICLE 3. a. **Offsetting fouls:** The down shall be replayed if offsetting fouls occur. Any replay after offsetting penalties must be from the previous spot. (**A.R. 8-3-3:II**)

(**A.R. 10-1-7:XVI**)

b. **Fouls by Team B on a try:**

1. Team A shall have the option of declining the score and repeating the try after enforcement, or declining the penalty(ies) and accepting the score. Team A may accept the score with personal fouls against the snapper (in a scrimmage kick formation), holder, kicker or passer enforced on the succeeding kickoff or from the succeeding spot in extra periods (**A.R. 3-2-3:VII**) (**A.R. 8-3-2:II**) (**A.R. 8-3-3:I**) (**A.R. 10-1-7:XIV, XV and XVII**)
2. A replay after a penalty against Team B may be from any point on or between the inbounds lines on or behind the yard line where the penalty leaves the ball.

c. **Fouls by Team A on a try:**

1. After a foul by Team A on a successful try, the ball shall be put in play at the spot where the penalty leaves it. (**A.R. 8-3-3:I and III**)
2. Penalties against Team A on a try, which include loss of down only or loss of down and yardage, nullify the score and any yardage is not penalised on the succeeding kickoff or from the succeeding spot in extra periods.
3. If a player of Team A fouls before Team B gains possession and there is no other change of team possession during the down, the penalty is declined or becomes an offsetting foul.

d. **Dead-ball enforcement:**

1. Fouls occurring after the ready-for-play and before the snap are penalised before the next snap.
2. Live-ball fouls penalised as dead-ball fouls occurring during the try down are penalised on the succeeding kickoff or from the succeeding spot in extra periods. (**A.R. 3-2-3:VIII**)

e. **Roughing or running into kicker or holder:** Roughing or running into the kicker or holder is a live-ball foul.

f. **Kick catch interference:** The penalty for interference with a kick catch is declined or becomes an offsetting foul (a score by Team A is cancelled).

- **Approved Ruling 8-3-3**

I. During a try attempt, Team A's legal kick, untouched and in the air, has crossed the neutral zone when a foul occurs. **RULING:** If the foul is by Team A and the try is unsuccessful, and Team B does not gain possession, the try ends. If the foul is by Team A and the try is successful, penalty is at previous spot. If the foul is by Team B and the try is successful, score the point unless Team A chooses to accept the penalty and attempt a two-point play. The try is exempt from postscrimmage kick enforcement. Personal fouls against the snapper, holder or kicker may be enforced on the subsequent kickoff or succeeding spot in extra periods. If unsuccessful, Team A may accept the penalty and the down will be replayed. [Cited by 8-3-3-b-1, 8-3-3-c-1]

II. Both teams foul during a try after playing time has expired, and Team B had not gained possession. **RULING:** Replay at the previous spot. [Cited by 8-3-3-a]

III. During a try, Team A advances the ball into Team B's end zone or completes a pass there, but Team A fouls during the run or behind its line before the pass. **RULING:** Any replay is from the spot where the penalty leaves the ball. The privilege of replaying from any point between the inbounds lines applies only when a penalty is for a foul by Team B. [Cited by 8-3-3-c-1]

Fouls During a Try After Team B Possession

ARTICLE 4. a. Distance penalties against either team are declined by rule (***Exception:*** Rule 8-3-3-d-2). (**A.R. 8-3-4:I and II**)

b. A score by a team committing a foul during the down is cancelled (**A.R. 8-3-2:VII**)

c. If there are offsetting fouls, whether one or both occur after Team B possession, the down is not replayed.

- **Approved Ruling 8-3-4**

  I. B15 intercepts Team A's forward pass (PAT attempt) and is running at midfield when tackled by A19, who grasps B15's face mask. **RULING:** The try is ended, and the penalty is declined by rule. [Cited by 8-3-4-a]

  II. B1 intercepts a Team A forward pass and runs it to midfield. During the run of the interception, B2 clips in the Team B end zone. **RULING:** The penalty is declined by rule. [Cited by 8-3-4-a]

Fouls After a Try

ARTICLE 5. Fouls after a try are enforced on the succeeding kickoff or from the succeeding spot in extra periods (***Exception:*** Rule 10-1-6). (**A.R. 10-1-7:XIX and XX**)

Next Play

ARTICLE 6. After a try, the ball shall be put in play by a kickoff or at the succeeding spot in extra periods. The team scoring the six-point touchdown shall kick off.

SECTION 4. Field Goal

How Scored

ARTICLE 1. a. A field goal shall be scored for the kicking team if a drop kick or place kick passes over the crossbar between the uprights of the receiving team's goal before it touches a player of the kicking team or the ground. The kick shall be a scrimmage kick but may not be a free kick.

b. If a legal field goal attempt passes over the crossbar between the uprights and is dead beyond the end line or is blown back but does not return over the crossbar and is dead anywhere, it shall score a field goal. The crossbar and uprights are treated as a **line**, not a **plane**, in determining forward progress of the ball.

Next Play

ARTICLE 2. a. After a field goal is scored the ball shall be put in play by a kickoff or at the succeeding spot in extra periods. The team scoring the field goal shall kick off.

b. After an unsuccessful field goal attempt that has crossed the neutral zone, the ball, untouched by Team B after it crossed the neutral zone and subsequently declared dead beyond the neutral zone, will next be put in play at the previous spot, or extra-period rules govern. If the previous spot was between Team B's 20-yard line and the goal line, the ball shall next be put in play at Team B's 20-yard line on or between the inbounds lines by snap, or extra-period rules govern. The snap shall be from midway between the inbounds lines on the 20-yard line, unless a different position on or between the inbounds lines is selected by Team B before the ready-for-play signal. After the ready-for-play signal, the ball may be relocated after a charged team timeout, unless preceded by a Team A foul or offsetting penalties. Otherwise, all rules pertaining to scrimmage kicks apply. (**A.R. 6-3-4:III**) (**A.R. 8-4-2:I-IX**) (**A.R. 10-2-2:XXV**)

- **Approved Ruling 8-4-2**

  I. Fourth and eight on Team B's 40-yard line. Team A's attempted field goal is touched by B1 at Team B's 10-yard line and rolls out of the end zone. **RULING:** Touchback. [Cited by 8-4-2-b]

  II. Fourth and eight on Team B's 40-yard line. Team A's attempted field goal is touched and downed by Team B at the five-yard line. **RULING:** Team B's ball at Team B's five-yard line. [Cited by 8-4-2-b]

  III. Fourth and eight on Team B's 40-yard line. Team A's untouched field goal attempt rolls dead on Team B's seven-yard line. **RULING:** Team B's ball at Team B's 40-yard line. [Cited by 8-4-2-b]

  IV. Fourth and eight on Team B's 40-yard line. Team A's untouched field goal attempt strikes the ground in the end zone and bounces out to the three-yard line where it is touched by B1. **RULING:** Team B's ball at Team B's 40-yard line (Rule 6-3-9). [Cited by 6-3-9, 8-4-2-b]

  V. Fourth and eight on Team B's 40-yard line. Team A's attempted field goal touches B1 at the 10-yard line and goes out of bounds at the five-yard line. **RULING:** Team B's ball at Team B's five-yard line. [Cited by 8-4-2-b]

  VI. Fourth and eight on Team B's 40-yard line. Team A's field goal attempt is blocked or touched at the line of scrimmage and goes out of bounds, untouched beyond the neutral zone, at Team B's 25-yard line. **RULING:** Team B's ball at Team B's 40-yard line. [Cited by 8-4-2-b]

  VII. Fourth and eight on Team B's 40-yard line. Team A's attempted field goal strikes the ground at the three-yard line and bounces into the end zone, where it is received in the air and then downed by a Team B player. **RULING:** Team B's ball at the 20-yard line. [Cited by 8-4-2-b]

  VIII. Fourth and eight on Team B's 18-yard line. Team A's unsuccessful field goal attempt goes out of the end zone. **RULING:** Team B's ball at the 20-yard line. [Cited by 8-4-2-b]

  IX. Team A's unsuccessful field goal attempt strikes the ground beyond the neutral zone and bounces back across the neutral zone where it is recovered by B1 and advanced into the end zone. **RULING:** Touchdown (Rule 6-3-5). [Cited by 6-3-5, 8-4-2-b]

  X. Fourth and six on Team B's 18-yard line. Team A's unsuccessful field goal attempt strikes the ground beyond the neutral zone and bounces back across the neutral zone to Team B's 28-yard line, where it goes out of bounds or is recovered and downed by either team. The kick is untouched beyond the neutral zone. **RULING:** Team B's ball, first and 10 at Team B's 28-yard line (Rules 6-3-5 and 6-3-7).

SECTION 5. Safety

How Scored

ARTICLE 1. It is a safety when:

a. The ball becomes dead out of bounds behind a goal line, except from an incompleted forward pass, or becomes dead in the possession of a player on, above, or behind his own goal line (or becomes dead by rule), and the defending team is responsible for the ball being there. (**A.R. 6-3-1:IV and V**) (**A.R. 7-2-4:I**) (**A.R. 8-5-1:I-III, VIII and XI**) (**A.R. 8-7-2:V**) (**A.R. 9-4-1:IX**).

   When in question, it is a touchback, not a safety.

b. An accepted penalty for a foul leaves the ball on or behind the offending team's goal line. (***Exception:*** Rule 8-3-4). (**A.R. 8-5-1:IV**) (**A.R. 10-2-2:XIII and XIV**)

   Exceptions:

   1. When a Team B player intercepts a forward pass, fumble or backward pass or catches a scrimmage or free kick between his five-yard line and the goal line and the runner's

original momentum carries him into the end zone, where the ball is declared dead in his team's possession, the ball belongs to Team B at the spot where the pass or fumble was intercepted or the kick was caught (**A.R. 8-5-1:V-VII**).

2. When a Team B player recovers an opponent's fumble, backward pass, scrimmage kick or free kick between his five-yard line and the goal line and the runner's original momentum carries him into the end zone, where the ball is declared dead in his team's possession, the ball belongs to Team B at the spot where the fumble, backward pass or kick was recovered (**A.R. 8-5-1:V**).
3. When, following a change of team possession, a Team A player intercepts an illegal forward pass, or intercepts or recovers a fumble or backward pass between Team A's five-yard line and the goal line, and the runner's original momentum carries him into the end zone, where the ball is declared dead in his team's possession, the ball belongs to Team A at the spot where the illegal forward pass, fumble or backward pass was intercepted or recovered.

- **Approved Ruling 8-5-1**

I. A10, after receiving the snap in his own end zone, is downed with the ball resting on his goal line, its forward point being in the field of play. **RULING:** Safety. A part of the dead ball is on the runner's goal line. [Cited by 8-5-1-a]

II. The ball is snapped to a Team A player who punts from his own end zone. The ball goes out of bounds behind the kicker's goal line. **RULING:** Safety (Rule 8-7-1). [Cited by 5-1-1-d, 8-5-1-a, 8-7-2-a]

III. A scrimmage kick fails to cross the neutral zone, or crosses the neutral zone and is first touched by Team B, or is untouched and then rebounds into the end zone where it is declared dead in Team A's possession. **RULING:** Safety (Rule 8-7-2-a). [Cited by 8-5-1-a, 8-7-2-a]

IV. B1 intercepts a legal forward pass (not a try) deep in his end zone, and advances but does not get out of the end zone where he is downed. During the run, B2 clips A1 in the end zone. **RULING:** Safety. Enforce from the basic spot. The penalty leaves the ball in Team B's possession in the end zone. [Cited by 8-5-1-b]

V. B1 intercepts a pass or fumble or catches a scrimmage or free kick between his five-yard line and the goal line, and his momentum carries him into the end zone. The ball is declared dead in Team B's possession in the end zone. **RULING:** Team B's ball at the spot where the pass or fumble was intercepted, or the kick was caught. The ruling is the same if B1 had recovered a fumble, a backward pass or a kick under similar circumstances. [Cited by 8-5-1-b-1, 8-5-1-b-2]

VI. B1 intercepts a pass or fumble or catches a scrimmage or free kick between his five-yard line and the goal line, and his momentum carries him into the end zone. B1 then advances into the field of play from the end zone. **RULING:** If the ball is declared dead in his possession, it is Team B's ball at the dead-ball spot. [Cited by 8-5-1-b-1]

VII. B1 intercepts a pass or fumble or catches a scrimmage or free kick between his five-yard line and the goal line, and his momentum carries him into the end zone. Before the ball is declared dead, B2 clips in the end zone. B1 does not get out of the end zone and the ball is declared dead. **RULING:** Safety. The basic spot of enforcement is from the end of the run where B1 gained possession between the five-yard line and goal line. [Cited by 8-5-1-b-1]

VIII. Team A's fumble or backward pass strikes the ground. Team B muffs the ball in an attempt to recover, but it crosses Team A's goal line, where Team A falls on the ball or the ball goes out of bounds from the end zone. **RULING:** Safety. The impetus came from the fumble or pass (Rule 8-7-2-a). [Cited by 8-5-1-a, 8-7-2-a]

IX. Team A's backward pass or fumble strikes the ground and is dead in Team A's end zone in possession of Team A, or is muffed out of bounds from Team A's end zone. **RULING:** Safety. Team A's impetus caused the ball to be behind Team A's goal line. However if either team forces the ball out of bounds from the end zone by kicking or batting it, the

penalty is from the basic spot (Rule 8-7-2-b-1). [Cited by 8-7-2-a]

X. Team A intends to punt from behind its goal line, but A36 muffs the ball. After recovering, the runner strikes the pylon at the intersection of the sideline and goal line. **RULING:** Safety, unless the entire ball is beyond the goal line as the runner contacts the sideline or pylon. The ball is dead at its most forward point when the runner contacts the pylon or sideline (Rule 2-31-3, 4-2-4-d and 4-2-4-e). [Cited by 2-31-3, 4-2-4-d]

XI. B40 intercepts a pass on Team B's four-yard line. His momentum is taking him into the end zone when he fumbles the ball on the one-yard line and (a) B40, the fumbler, recovers the fumble in the end zone, or (b) B45, a teammate of the fumbler, recovers the fumble in the end zone. **RULING:** Safety in both (a) and (b). [Cited by 8-5-1-a, 8-7-2-a]

XII. With time running out in the fourth quarter and the ball on their one yard line, Team A inform the referee that they intend to "take a knee". After the snap, quarterback A10 kneels down with the ball on, above or behind his own goal line. **RULING:** Safety (Rule 8-5-1-a) – no exemption for "take a knee" plays. Teams are recommended not to attempt "take a knee" plays close to their own goal line.

Kick After Safety

ARTICLE 2. After a safety is scored, the ball belongs to the defending team at its own 20-yard line, and that team shall put the ball in play on or between the inbounds lines by a free kick that may be a punt, drop kick or place kick (***Exception:*** Extra-period rules).

SECTION 6. Touchback

When Declared

ARTICLE 1. It is a touchback when:

a. The ball becomes dead out of bounds behind a goal line, except from an incompleted forward pass, or becomes dead in the possession of a player on, above, or behind his own goal line and the attacking team is responsible for the ball being there (**A.R. 6-3-9:IV**) (**A.R. 7-2-4:I**) (**A.R. 8-6-1:I and II**) (**A.R. 10-2-2:XXXIX**) (Rules 7-2-4-a and 7-2-4-b).

b. A kick becomes dead by rule behind the defending team's goal line and the attacking team is responsible for the ball being there (***Exception:*** Rule 8-4-2-b). (**A.R. 6-3-4:IV**)

c. A violation by the kicking team occurs in the receiving team's end zone.

- **Approved Ruling 8-6-1**

I. Team A's fumble strikes the pylon at the intersection of Team B's goal line and sideline. **RULING:** Team B's ball at the 20-yard line (Rule 7-2-4-b). [Cited by 2-31-3, 7-2-4-b, 8-6-1-a]

II. B1 intercepts Team A's legal forward pass in his own end zone, after which A1 snatches the ball from his hand while in Team B's end zone. **RULING:** Touchdown. The ball is not automatically dead when intercepted. However, if in the judgement of the official there is perceptible time during which the Team B player made no attempt to advance after the interception, declaring a touchback is justified. [Cited by 8-6-1-a]

Snap After a Touchback

ARTICLE 2. After a touchback is declared, the ball belongs to the defending team at its own 20-yard line, and that team shall put the ball in play on or between the inbounds lines by a snap (***Exception:*** Extra-period rules). The snap shall be from midway between the inbounds lines on the 20-yard line, unless a different position on or between the inbounds lines is selected by the team designated to put the ball in play before the ready-for-play. After the ready-for-play signal, the ball may be relocated after a charged team timeout, unless preceded by a Team A foul or offsetting penalties.

SECTION 7. Responsibility and Impetus

Responsibility

ARTICLE 1. The team responsible for the ball being out of bounds behind a goal line or being dead in the possession of a player on, above or behind a goal line is the team whose player carries the ball or imparts an impetus to it that forces it on, above or across the goal line, or is responsible for a loose ball being on, above or behind the goal line. (**A.R. 6-3-4:I**)

Initial Impetus

ARTICLE 2. a. The impetus imparted by a player who kicks, passes, snaps or fumbles the ball shall be considered responsible for the ball's progress in any direction even though its course is deflected or reversed after striking the ground or after touching an official or a player of either team (**A.R. 6-3-4:IV**) (**A.R. 8-5-1:II, III, VIII, IX and XI**) (**A.R. 8-7-2:I-IX**).

b. Initial impetus is considered expended and the responsibility for the ball's progress is charged to a player:

1. If he kicks a ball not in player possession or bats a loose ball after it strikes the ground (***Exception:*** The original impetus is not changed when a loose ball is batted or kicked in the end zone). (**A.R. 8-7-2:V**)
2. If the ball comes to rest and he gives it new impetus by any contact with it.

   Exceptions:

   1. Rules 6-1-4-a and 6-3-4-a; (**A.R. 6-3-4:I-IV**)
   2. The original impetus is not changed when a ball at rest in the end zone is moved when touched by an official or a player.

c. A loose ball retains its original status when there is new impetus.

- **Approved Ruling 8-7-2**

  I. A fumble occurring in the field of play crosses the goal line and is recovered in the end zone. **RULING:** The impetus is charged to the player who fumbled. [Cited by 8-7-2-a]

  II. A Team B player intercepts a legal forward pass in his own end zone, attempts to run it out, but is tackled and downed behind his goal line. **RULING:** Touchback (Rule 8-6-1-a). [Cited by 8-7-2-a]

  III. A Team B player catches a kick in his end zone, then fumbles and, in attempting to recover the ball, muffs it out of bounds behind his own goal line. **RULING:** Touchback (Rule 8-6-1-a). [Cited by 8-7-2-a]

  IV. Runner A1, advancing toward Team B's goal line, fumbles when B1 bats the ball from his hand or tackles him from the rear. In either case, A1 loses possession short of the goal line, and the ball goes into Team B's end zone where Team B recovers. **RULING:** Touchback. Impetus is charged to the fumble by Team A (Rule 8-6-1-a). [Cited by 8-7-2-a]

  V. Any Team A kick strikes the ground and, after a Team B player bats the ball, it crosses Team B's goal line, where Team B recovers it or it goes out of bounds. **RULING:** Safety. Batting the kick is considered to have destroyed the impetus of the kick and imparted a new impetus. However, merely touching or deflecting the kick, or being struck by it, does not destroy the impetus of the kick (Rule 8-5-1-a). [Cited by 8-5-1-a, 8-7-2-a, 8-7-2-b-1]

  VI. Team A punts. The ball is touched by Team B (no impetus added) and crosses Team B's goal line. Then Team B falls on the ball or the ball goes out of bounds from the end zone. **RULING:** Touchback. The same ruling applies if a kick in flight strikes Team B or is merely deflected by an attempted catch. Team B may recover and advance, and it

is a touchback if a Team B player is downed in the end zone or goes out of bounds behind the goal line (Rule 8-6-1-a). [Cited by 8-7-2-a]

VII. Team A free kicks from its 35-yard line. The ball is rolling on the ground on Team B's three-yard line when B10 kicks the ball, forcing it out of bounds in the end zone. **RULING:** Safety or Team A's ball on the 50-yard line, where the kick will be repeated (Rule 9-4-4 and 10-2-2-e). [Cited by 8-7-2-a, 9-4-4]

VIII. Fourth and five on Team B's 20-yard line. A30 fumbles at Team B's 16-yard line. The ball rolls to the 10-yard line where B40, attempting to recover the loose ball (either at rest or still rolling), muffs it out of bounds at (a) Team B's five-yard line or (b) Team B's 18-yard line. **RULING:** In either instance, it is a fumble out of bounds. Since Team A did not make the line to gain before the fumble, it is Team B's ball first and 10, at (a) Team B's 16-yard line or (b) Team B's 18-yard line (Rule 5-1-4-f and 7-2-4-b). [Cited by 5-1-4-f, 7-2-4-b, 8-7-2-a]

IX. Fourth and five on Team B's 20-yard line. A30 fumbles at Team B's 16-yard line. The ball rolls to the 10-yard line (either at rest or still rolling), where B40 bats the loose ball (a) backward and out of bounds at Team B's five-yard line or (b) forward and out of bounds at Team B's 18-yard line. **RULING:** In each instance, it is a fumble out of bounds. In (a) the bat is legal and it is Team B's ball, first and 10 at Team B's 16-yard line, since Team A did not make a first down. In (b), illegal batting, penalise Team B from the spot of the fumble, Team A's ball first and goal (Rule 5-1-4-f, 7-2-4-b). The clock starts on the snap in both situations. [Cited by 5-1-4-f, 7-2-4-b, 8-7-2-a]

RULE 9

Conduct of Players and Others Subject to Rules

SECTION 1. Personal and Interference Fouls

Flagrant Fouls

ARTICLE 1. Before the game, during the game and between periods, all flagrant fouls require disqualification. Team B disqualification personal fouls require first downs if not in conflict with other rules.

Persons Subject to the Rules Restrictions

ARTICLE 2. No person subject to the rules shall commit a personal foul before the game, during the game or between the periods. Any act prohibited hereunder or any other act of unnecessary roughness is a personal foul.

a. No person subject to the rules shall strike an opponent with the knee; strike an opponent's helmet (including the face mask), neck or face or any other part of the body with an extended forearm, elbow, locked hands, palm, fist or the heel, back or side of the open hand, or gouge an opponent. (**A.R. 9-1-2:I and II**)

b. No person subject to the rules shall strike an opponent with his foot or any part of his leg that is below the knee.

c. There shall be no tripping (***Exception:*** The runner).

d. There shall be no clipping. (**A.R. 9-1-2:III**)

Exceptions:

1. When offensive players are on the line of scrimmage at the snap within a rectangular area centred on the middle lineman of the offensive formation and extending five yards laterally and three yards longitudinally in each direction, they may legally clip in the rectangular area.
   (a) A player in the rectangular area may not block an opponent with the force of the initial contact from behind and at or below the knee (***Exception:*** Against the runner).
   (b) A player on the line of scrimmage within the rectagular area may not leave the zone and return and legally clip.
   (c) The rectangular area exists until the ball is touched outside the area or the ball is outside the area after a fumble or muff from inside the area.
2. When a player turns his back on a potential blocker who has committed himself in intent and direction of movement.
3. When a player attempts to reach a runner or legally attempts to recover or catch a fumble, a muff, a backward pass, a kick or a touched forward pass, he may push an opponent below the waist at or to the buttocks. (***Exception:*** Rule 9-3-3-c-3). (**A.R. 6-3-1:III**)
4. When an eligible player behind the neutral zone pushes an opponent below the waist

at or to the buttocks to get to a forward pass. (***Exception:*** Rule 9-3-3-c-5).

e. Blocking below the waist is permitted except as follows: (**A.R. 9-1-2:IV-XI**)

1. Offensive linemen at the snap positioned more than seven yards fom the middle lineman of the offensive formation are prohibited from blocking below the waist toward the original position of the ball in or behind the neutral zone and within ten yards beyond the neutral zone.

(a) Backs at the snap positioned with the frame of their body completely outside the frame of the body of the normal tackle (second player from the snapper) position in either direction toward a sideline, or in motion at the snap, are prohibited from blocking below the waist toward the original position of the ball in or behind the neutral zone and within ten yards beyond the neutral zone. The frame of the body does not include arms or legs extended sideways. (**A.R. 9-1-2:XXVI**)

(b) During a scrimmage down, defensive players are prohibited from blocking an eligible Team A receiver below the waist beyond the neutral zone unless attempting to get at the ball or runner. A Team A receiver remains eligible until a legal forward pas is no longer possible by rule.

2. During a down in which there is a free kick or scrimmage kick from a scrimmage kick formation, all players are prohibited from blocking below the waist except against the runner.

3. After any change of team possession all players are prohibited from blocking below the waist except against the runner.

4. A Team A player behind the neutral zone and in position to receive a backward pass shall not be blocked below the waist or contacted by way of a personal foul. (**A.R. 9-1-2:XXV**)

f. No player shall tackle or run into a receiver when a forward pass to him obviously is not catchable. This is a personal foul and not pass interference.

g. There shall be no *piling* on, falling on, or throwing the body on an opponent after the ball becomes dead. (**A.R. 9-1-2:XII**)

h. No opponent shall tackle or block the runner *when he is clearly out of bounds* or throw him to the ground after the ball becomes dead. (**A.R. 9-1-2:XIII**)

i. There shall be no *hurdling*. (***Exception:*** The runner may hurdle an opponent.)

j. No player shall run into or *throw himself* against an opponent obviously out of the play either before or after the ball is dead. (**A.R. 9-1-2:XIX and XX**)

k. No player shall continuously contact an opponent's helmet (including the face mask) with hand(s) or arm(s) (***Exception:*** by or against the runner).

l. No player intentionally shall use his helmet (including the face mask) to butt or ram an opponent in an attempt to punish him. (**A.R. 9-1-2:XVI**)

m. There shall be no *spearing*. (**A.R. 9-1-2:XVII**)

n. No player shall strike a runner with the crown or the top of his helmet in an attempt to punish him.

o. No defensive player shall charge into a passer or throw him to the ground when it is obvious the ball has been thrown. This is roughing the passer, and the penalty is added to the end of the last run when it ends beyond the neutral zone and there is no change of team possession during the down. (***Exception:*** A defensive player who is blocked by a Team A player(s) with a force so that he has no opportunity to avoid contact with the passer. However, this does not relieve the defensive player of responsibility for personal

fouls as described in rule 9-1-2-a). (**A.R. 2-30-4:I and II**) (**A.R. 9-1-2:XIV, XXVII and XXVIII**) (**A.R. 10-2-2:XXXIII, XXXV-XXXVI**)

p. There shall be no chop blocking.

q. No defensive player, in an attempt to gain an advantage, may step, jump or stand on an opponent. No defensive player who runs forward from beyond the neutral zone and leaps from beyond the neutral zone in an obvious attempt to block a field goal or try may land on any player(s). It is not a foul if the leaping player was originally lined up within one yard of the line of scrimmage when the ball was snapped.

r. When a team is in scrimmage kick formation, a defensive player may not initiate contact with the snapper until one second has elapsed after the snap. (**A.R. 9-1-2:XXII-XXIV**)

PENALTY – 15 yards from the basic spot and a first down for Team B fouls if the first down is not in conflict with other rules [S24, S34, S38, S39, S40, S41, S45 or S46]. Flagrant offenders shall be disqualified [S47].

s. No player shall grasp the face mask or any helmet opening of an opponent. The open hand may be used legally on the mask. (**A.R. 9-1-2:XV**)

PENALTY – Live-ball foul, basic spot. Defensive team: five yards for incidental grasping [S45]; 15 yards for twisting, turning or pulling, and first down for Team B fouls if not in conflict with other rules. Offensive team: 15 yards from the basic spot. All dead-ball fouls: 15 yards from the succeeding spot and a first down for a Team B foul if not in conflict with other rules [S7, S38 and S45]. Flagrant offenders shall be disqualified [S47]. When in question, it is twisting, turning or pulling.

- **Approved Ruling 9-1-2**

I. A player (a) strikes an opponent with the knee or (b) projects the knee before contact with an opponent (most apt to occur when the player is meeting a blocker). **RULING:** (a) Personal foul, “kneeing.” Penalty —15 yards from the basic spot, or from the previous spot if foul by Team A occurs behind the neutral zone. First down if by Team B. Disqualify if flagrant. (b) Personal foul, “meeting with the knee.” Penalty —15 yards from the basic spot, or from the previous spot if foul by Team A occurs behind the neutral zone. First down if by Team B. Disqualify if flagrant (9-1-2-a). In both situations, safety if the foul by Team A occurs behind Team A’s goal line. [Cited by 9-1-2-a]

II. A Team B player uses an extended forearm to strike a blow to the helmet of the runner while attempting to tackle. **RULING:** Personal foul. Penaly- 15-yards from the basic spot and first down. Disqualify if flagrant (9-1-2-a). [Cited by 9-1-2-a]

III. When two players of opposing teams fall to the ground, the body of one lies across the back of the legs of the other. **RULING:** Not necessarily a violation of the clipping rule. No official should declare a clipping foul unless he observes the block from its inception (9-1-2-d). [Cited by 9-1-2-d]

IV. A1, an end, is positioned 11 yards to the outside of the middle lineman of the offensive formation at the snap. B2 is between the original position of A1 and the sideline. A1 blocks B2 away from the position of the ball at the snap. The block by A1 is below the waist. **RULING:** Legal block (2-23-1-i and 9-1-2-e). [Cited by 9-1-2-e]

V. A1, a quarterback, at the snap is forced to run out of his protecting pocket and scramble back and forth across the field. A2, a wide receiver, positioned 12 yards outside the middle lineman of the offensive formation, moves downfield and then returns toward the neutral zone. A2 then blocks B2 at the neutral zone and below the waist toward the ball at the snap. **RULING:** Illegal block. Penalty —15 yards from basic spot (2-23-1-i and 9-1-2-e). [Cited by 9-1-2-e]

VI. On a run or pass option play, A2, a wide receiver at the snap, is positioned 12 yards outside the middle lineman of the offensive formation. He moves downfield and then returns

toward the neutral zone. A2 then blocks B2 eight yards beyond the neutral zone and below the waist toward the ball at the snap. **RULING:** Illegal block. Penalty —15 yards basic spot (2-23-1-i and 9-1-2-e). [Cited by 9-1-2-e]

VII. A1, a flanker, positioned to the left side of a formation, runs a deep reverse to the right side after receiving the ball from a teammate. A2, a spread end, at the snap is positioned 10 yards outside the middle lineman of the offensive formation on the right side of the formation. A2 blocks B2, a defensive end. The block by A2 occurs behind the neutral zone. The block by A2 is below the waist and toward the ball at the snap. **RULING:** Illegal block. Penalty —15 yards from previous spot (9-1-2-e). [Cited by 9-1-2-e]

VIII. A1, a flanker, positioned to the left side of a formation, runs a deep reverse to the right side after receiving the ball from a teammate. A2, a spread end, at the snap is positioned 10 yards outside the middle lineman of the offensive formation on the right side of the formation. A2 blocks B2, a defensive end, toward the ball. The block by A2 occurs one yard beyond the neutral zone. The block by A2 is below the waist. **RULING:** Illegal block (2-23-1-i and 9-1-2-e). Penalty —15 yards from the basic spot (2-23-1-i and 9-1-2-e). [Cited by 9-1-2-e]

IX. A1, a wingback, positioned 10 yards outside the middle lineman of the offensive formation, goes in motion toward the ball before the snap. At the snap his motion has carried him past the snapper. After the snap, A1 blocks B2. The block by A1 is below the waist away from the ball at the snap. **RULING:** Legal block (2-23-1-i and 9-1-2-e). [Cited by 9-1-2-e]

X. A2, a flanker, at the snap is positioned 10 yards outside the middle lineman of the offensive formation. He moves toward the sideline and blocks a defensive halfback below the waist. **RULING:** Legal block (2-23-1-i and 9-1-2-e). [Cited by 9-1-2-e]

XI. A1, a wingback, at the snap is positioned 10 yards outside the middle lineman of the offensive formation and five yards behind the neutral zone. After the snap, A1 blocks B2 toward the ball at the snap. The block by A1 is below the waist and behind the neutral zone. **RULING:** Illegal block. Penalty —15 yards from previous spot (2-23-1-i and 9-1-2-e). Safety if the foul occurs behind Team A's goal line. [Cited by 9-1-2-e]

XII. After the ball is dead, a player throws himself on a prostrate opponent who does not have the ball. **RULING:** Personal foul —Penalty —15 yards from succeeding spot and first down if by a Team B player and not in conflict with other rules. "Piling on" applies to a runner or to any other opponent who is prostrate when the ball becomes dead (9-1-2-g). [Cited by 9-1-2-g]

XIII. After the ball is dead, a player forces an obviously stopped runner or other opponent backward several yards and grounds him roughly. **RULING:** Personal foul. Penalty —15 yards from the succeeding spot and first down if by a Team B player and not in conflict with other rules. [Cited by 9-1-2-h]

XIV. A defensive player charges into the passer who is standing still or fading back after the ball has obviously been thrown. **RULING:** Roughing the passer. Penalty —15 yards from the basic spot and first down or the penalty will be added to the end of the last run under certain circumstances (9-1-2-o). [Cited by 9-1-2-o]

XV. A defensive player, during a live ball, twists, turns or pulls the face mask or any opening of the opponent's helmet. **RULING:** Personal foul. Penalty —15 yards from previous or basic spot and first down (9-1-2-s). [Cited by 9-1-2-s]

XVI. A player, during a live ball, rams an opponent with his helmet or face mask. **RULING:** Personal foul. Penalty —15 yards from the basic spot, or from the previous spot if foul by Team A occurs behind the neutral zone. First down if by Team B. Safety if the foul by Team A occurs behind Team A's goal line. [Cited by 9-1-2-l]

XVII. B2, a defensive back, spears A1 while A2 is running with the ball. **RULING:** Personal foul. Penalty —15 yards from the basic spot and a first down (9-1-2-m). [Cited by 9-1-2-m]

XVIII. A1, a runner, strikes tackler B6 with his extended forearm just before being tackled. **RULING:** Personal foul. Penalty —15 yards from the basic spot, or from the previous spot if foul occurs behind the neutral zone. Disqualification if flagrant. Safety if the foul occurs behind Team A's goal line.

XIX. A21 catches a legal forward pass for a touchdown. Clearly after the score, A21 is tackled by B40. **RULING:** Dead-ball foul. Penalty enforced on the try down or the succeeding kickoff. No Team B player shall tackle or run into any player who has obviously scored (4-1-3-c). [Cited by 9-1-2-j]

XX. On the return of a scrimmage kick, B2 is tackled and the ball becomes dead on Team B's 30-yard line. After the ball becomes dead, B6 vigorously pushes A2 in the back above the waist. **RULING:** Dead-ball, personal foul. Penalty —15 yards from the succeeding spot. Team B's ball, first and 10 on Team B's 15-yard line. [Cited by 2-3-4-a, 9-1-2-j]

XXI. A6 is advancing the ball. During the run, A12 vigorously blocks B2 with a rough push in the back above the waist. **RULING:** Illegal block in the back. Penalty —10yards from the basic spot. [Cited by 2-3-4-a, 9-3-3-c]

Roughing or Running into Kicker or Holder

ARTICLE 3. a. When it is obvious that a scrimmage kick will be made, no opponent shall run into or rough the kicker, or holder of a place kick. (**A.R. 5-2-2:I**) (**A.R. 9-1-3:I, III and VI**)

1. Roughing is a personal foul that endangers the kicker or holder.
2. Running into the kicker or holder is a foul that occurs when the kicker or holder is displaced from his kicking or holding position but is not roughed. (**A.R. 9-1-3:II**)
3. Incidental contact with a kicker or holder is not a foul.
4. The kicker and holder must be protected from injury, but contact that occurs when or after a scrimmage kick has been touched is not roughing or running into the kicker or holder.
5. The kicker of a scrimmage kick loses protection as a kicker when he has had a reasonable time to regain his balance. (**A.R. 9-1-3:IV**)
6. A defensive player legally blocked into the kicker or holder by a member of the kicking team is not exempt from fouls for running into or roughing the kicker or holder. A defensive player illegally blocked into the kicker or holder by a member of the kicking team is exempt from fouls for running into or roughing the kicker or holder.
7. When a player, other than one who blocks a scrimmage kick, runs into or roughs the kicker or holder it is a foul.
8. When in question whether the foul is ''running into'' or ''roughing'', the foul is ''roughing''.

PENALTY – Five yards from the previous spot for running into the kicker or holder [S30]. 15 yards from the previous spot and also first down for roughing the kicker or holder [S38 and S30]. Flagrant offenders shall be disqualified [S47].

b. A kicker or holder simulating being roughed or run into by a defensive player commits an unsportsmanlike act. (**A.R. 9-1-3:V**)

PENALTY – 15 yards from the previous spot [S27].

c. The kicker of a free kick may not be blocked until he has advanced 5 yards beyond his restraining line or the kick has touched a player, an official or the ground.

PENALTY – 15 yards from the previous spot [S40].

- **Approved Ruling 9-1-3**

I. A1 plans to punt from behind his line of scrimmage, but misses the ball, after which he is contacted by B1. **RULING:** Team A fumble. There is no kicker until the ball is actually kicked, and B1 is therefore not guilty of roughing the kicker (9-1-3-a). [Cited by 9-1-3-a]

II. A1 kicks the ball, after which B1, unable to stop his attempt to block the kick, runs into the kicker or holder. **RULING:** Penalty —Five yards from previous spot. Roughing and 15 yards and first down if in question whether the foul is "running into" or "roughing" (9-1-3-a-2). [Cited by 9-1-3-a-2]

III. A1, from a nonscrimmage kick formation, makes a quick, unexpected kick so suddenly that B1 cannot avoid contact. **RULING:** This is not roughing or running into the kicker, since the rule applies only when it is reasonably obvious that a kick will be made (9-1-3-a). [Cited by 9-1-3-a]

IV. B1 runs into player A1 who has kicked the ball and has had a reasonable time to regain his balance. **RULING:** Not a foul by B1 unless ruled as running into or throwing himself against an opponent obviously out of the play (9-1-2-j and 9-1-3-a-5). [Cited by 9-1-3-a-5]

V. After B1 runs into the kicker, A25, the kicker simulates being roughed. **RULING:** Offsetting fouls (9-1-3-b). [Cited by 9-1-3-b]

VI. Kicker A1, in a scrimmage kick formation, moves laterally two or three steps to recover a faulty snap, or recovers a snap that went over his head, and then kicks the ball. He is contacted by B2 in an unsuccessful attempt to block the kick. **RULING:** A1 does not automatically lose his protection in either case. A1 is entitled to protection as in any other kicking situation. When it becomes obvious that A1 intends to kick (in a normal punting position), defensive players must avoid him. [Cited by 9-1-3-a]

Illegal Interference

ARTICLE 4. a. No substitute, coach, authorised attendant or any person subject to the rules other than a player or official, may interfere in any way with the ball or a player while the ball is in play.

PENALTY – 15 yards from the enforcement spot most advantageous to the offended team. The referee may enforce any penalty he deems equitable including awarding a score [S27].

b. Participation by 12 or more players is illegal participation. (**A.R. 9-1-4:I-V**)

PENALTY – 15 yards from the previous spot [S28].

c. No person not subject to the rules may interfere in any way with the ball or a player while the ball is in play.

d. When anything other than persons subject to the rules and those not subject to the rules interferes in any way with a player or the ball in play, it is illegal interference.

PENALTY – The referee may replay the down or take any action he deems equitable, including awarding a score [S27].

e. No player who is not on his team's roster form may participate.

1. A head coach may request a coach's conference with the referee if he believes an opposition player is not on the roster (Rule 3-3-4-e). If the player is on the roster, the coach's team will be charged a timeout, or a delay penalty if all timeouts have been used. (**A.R. 9-1-4:VI-IX**)

PENALTY – Disqualification [S47].

- **Approved Ruling 9-1-4**

I. Team A, with 12 men on the field, snaps at its own 40-yard line and throws a complete or incomplete forward pass. **RULING:** Illegal participation. Penalty —15 yards from the previous spot (9-1-4-b). [Cited by 9-1-4-b]

II. Team A, with 12 men on the field, snaps at its own 40-yard line and punts the ball, which goes out of bounds at Team B's 10-yard line. **RULING:** Illegal participation. Penalty — 15 yards from the previous spot with Team A retaining the ball. (9-1-4-b). [Cited by 9-1-4-b]

III. Team A, with 12 men on the field, snaps the ball at its own 40-yard line. The play makes 10 yards to midfield. **RULING:** Illegal participation. Penalty —15 yards from the previous spot (9-1-4-b). [Cited by 9-1-4-b]

IV. Team B has 12 men on the field when Team A snaps at its own 40-yard line and punts the ball, which goes out of bounds at Team B's 10-yard line. **RULING:** Illegal participation on Team B. Penalty —15 yards from the previous spot (9-1-4-b). [Cited by 9-1-4-b]

V. With fourth down and 30 yards to gain on Team A's 40-yard line, A1's scrimmage kick is out of bounds at the Team B four-yard line. Team B has 12 players participating. **RULING:** Illegal participation on Team B. Penalty —15 yards from the previous spot but it is not an automatic first down. Fourth and 15. The clock starts on the snap. [Cited by 9-1-4-b]

VI. After the ball is dead, a Team B player requests a coach's conference because his coach believes that A99, who participated in the previous down, is not on his team's roster. **RULING:** The referee shall check the roster form. If A99 is not on the form, disqualify him. If A99 is on the form, charge Team B with a timeout, or a delay penalty if all timeouts have been used. [Cited by 3-5-2-c, 9-1-4-e-1]

VII. A Team A player leaves the field and A99 enters the field to replace him and communicates with a teammate or an official, enters the huddle, or is positioned in an offensive formation. A Team B player requests a coach's conference because his coach believes that A99 is not on his team's roster. **RULING:** The referee shall check the roster form. If A99 is not on the form, disqualify him. If A99 is on the form, charge Team B with a timeout, or a delay penalty if all timeouts have been used. [Cited by 3-5-2-c, 9-1-4-e-1]

VIII. During a down, an official observes player A99 who he believes is not on his team's roster form. **RULING:** Referee's timeout when the ball is dead. The referee shall check the roster form. If A99 is not on the form, disqualify him. If A99 is on the form, the game continues. [Cited by 3-5-2-c, 9-1-4-e-1]

IX. After the ball is dead, a Team B player requests a coach's conference because his coach believes that A18 and A99, who participated in the previous down, are not on their team's roster. After checking the roster form, the referee discovers that A18 is on the form but A99 isn't. **RULING:** Disqualify A99. Team B will not be charged for the coach's conference since at least part of their appeal was upheld. (Rule 13-6-1-b) [Cited by 9-1-4-e-1]

Game Administration Interference

ARTICLE 5. a. While the ball is in play, coaches, substitutes and authorised attendants in the team area may not be between the sidelines and coaching line.

b. The procedure for enforcement of Rule 9-1-5-a is as follows:

1. Any game official may stop the clock to give a side line warning. [15]
2. The head coach is informed by a game official that he is receiving a first or second warning because the area between the sideline and coaching line has been violated by coaches, players or persons authorised in the team area.
3. Each official will record the time and period of each warning.
4. After a second warning, a game official will notify the head coach that he has had two warnings and that the next infraction will result in a 5-yard penalty.
5. After a 5-yard penalty, a game official will notify the head coach that he has had two warnings and a 5 yard penalty, and will receive a 15-yard penalty for the next infraction.

PENALTY – Five yards after two official warnings from a game official and 15 yards for each additional foul. Penalise as dead-ball fouls [S7 and S29].

SECTION 2. Noncontact Fouls

Unsportsmanlike Acts

ARTICLE 1. There shall be no unsportsmanlike conduct or any act that interferes with orderly game administration on the part of players, substitutes, coaches, authorised attendants or any other persons subject to the rules, before the game, during the game or between periods.

a. **Specifically prohibited acts and conduct include:**

1. No player, substitute, coach or other person subject to the rules shall use abusive, threatening or obscene language or gestures, or engage in such acts that provoke ill will or are demeaning to an opponent, to game officials or to the image of the game, including but not limited to:
   (a) Pointing the finger(s), hand(s), arm(s) or ball at an opponent, or imitating the slashing of the throat.
   (b) Taunting, baiting or ridiculing an opponent verbally.
   (c) Inciting an opponent or spectators in any other way, such as simulating the firing of a weapon or placing a hand by the ear to request recognition.
   (d) Any delayed, excessive, prolonged or choreographed act by which a player (or players) attempts to focus attention upon himself (or themselves).
   (e) Obviously altering stride as an unopposed runner approaches the opponent's goal line, or diving into the end zone when unopposed.
   (f) Removal of a player s helmet before he is in the team area (***Exceptions:*** Team, media or injury timeouts; equipment adjustment; through play; between periods; and during a measurement for a first down).
   (g) Punching one's own chest or crossing one's arms in front of the chest while standing over a prone player.
   (h) Going into the stands to interact with spectators, or bowing at the waist after a good play.
2. No person subject to the rules, except players, officials and eligible substitutes, shall be on the field of play or end zones during any period without permission from the referee. If a player is injured, attendants may come inbounds to attend him, but they must obtain recognition from an official.
3. After a score or any other play the player in possession immediately must return the ball to an official or leave it near the dead-ball spot. This prohibits:
   (a) Kicking, throwing, spinning or carrying (including off of the field) the ball any distance that requires an official to retrieve it.
   (b) Throwing the ball high into the air. out of the field. (c) Any other unsportsmanlike act or actions that delay the game.

PENALTY – 15 yards [S7, S27] from the succeeding spot. Penalise as a dead-ball foul. Flagrant offenders, if players or substitutes, shall be disqualified Attempting to advance the ball during a take-a-knee play is a flagrant act and requires disqualification. [S47].

b. **Other prohibited acts include:**

1. During the game, coaches, substitutes and authorised attendants in the team area shall not be on the field of play or outside the 25-yard lines without permission from the referee unless legally entering or leaving the field (***Exception:*** Rules 1-2-4-h and

3-3-8-c).

2. No disqualified player shall enter the field of play or end zones" .

(a) No person or mascot subject to the rules, except players, officials and eligible substitutes, shall be on the field of play or end zones during any period without permission from the referee. If a player is injured, attendants may come inbounds to attend him, but they must obtain recognition from an official.

(b) No substitute(s) may enter the field of play or end zones for purposes other than replacing a player(s) or to fill a player vacancy(ies). This includes demonstrations after any play (**A.R. 9-2-1:1"**).

(c) Persons subject to the rules, including bands, shall not create any noise that prohibits a team from hearing its signals. (Rule 1-1-6)

PENALTY – 15 yards [S7, S27] from the succeeding spot. Penalise as a dead-ball foul. Flagrant offenders, if players or substitutes, shall be disqualified [S47].

- **Approved Ruling 9-2-1**

I. Team B scores a touchdown on a kickoff return, and substitutes from the Team B area, with no intention of entering the game, run to the end zone to congratulate the runner. **RULING:** Unsportsmanlike act. Penalty —15 yards, enforced on the try or the succeeding kick off.

Unfair Tactics

ARTICLE 2. a. No player shall conceal the ball in or beneath his clothing or equipment or substitute any other article for the ball.

b. No simulated replacements or substitutions may be used to confuse opponents. No tactic associated with substitutes or the substitution process may be used to confuse opponents. (**A.R. 9-2-2:I-VII**)

c. No equipment may be used to confuse opponents (Rule 1-4-2-e). (**A.R. 9-2-2:II**)

PENALTY – 15 yards from the previous spot. [S27]. Flagrant offenders shall be disqualified [S47].

d. No player may play with cleats more than ½-inch in length (Rules 1-4-5-e and 1-4-5-f).

PENALTY – Disqualification for the remainder of the game and the team's next game [S27, S47]. Penalize as a dead-ball foul at the succeeding spot, and Team B fouls do not require a first down. Team timeout.

VIOLATION – Rules 3-3-6 and 3-4-2-b [S23, S3 or S21]. If the disqualification occurs during the last game of a season, players with eligibility remaining will serve the next-game disqualification during the first game of the next season for which they are eligible.

e. The referee will notify (in writing) his assigning agent of all disqualifications for illegal cleats. The assigning agency becomes responsible for implementation of the penalty.

- **Approved Ruling 9-2-2**

I. After the ball is declared ready for play, Team A goes into a formation with two players split wide on both sides of the snapper and two other Team A linemen adjacent to the snapper with seven men all legally on the scrimmage line. All four backfield players are legally in the backfield. Team A sends in two substitutes who take positions on the line of scrimmage adjacent to the two split offensive linemen on the opposite side of the field from their team bench. This leaves Team A with nine players on the line of scrimmage and four backfield players all legally in position. Immediately and before the snap, two Team A linemen nearest their team's bench leave the field and are off at the snap. Seven players are on the line of scrimmage, five of whom are Team A linemen

numbered 50 to 79. **RULING:** Penalty —15 yards from the previous spot This is a simulated replacement of a player to confuse the opponents. [Cited by 9-2-2-b]

II. On fourth down at Team B's 12-yard line, A1 enters the field with a kicking shoe while his 11 teammates are in the huddle. A1 kneels and measures the distance from the neutral zone to the kicking spot. While his teammates are leaving the huddle, A1 leaves the field with the shoe. Team A quickly runs a play from scrimmage. **RULING:** Team A foul. Penalty —15 yards from the previous spot. There shall be no simulated replacement of a player to confuse the opponents, and a player who communicates must remain in the game for one down. [Cited by 9-2-2-b, 9-2-2-c]

III. A1 leaves the field during a down. Team A huddles with 10 players. Substitute A12 enters and A2 simulates leaving the field, but sets near the sideline for a "hide-out" pass. **RULING:** Penalty —15 yards from the previous spot. This is a simulated replacement of a player to confuse opponents. [Cited by 9-2-2-b]

IV. Between scrimmage downs, one or more Team B substitutes enter the field. Before the snap for the next down, more than 11 Team B players intentionally stay on the field as long as possible (over three seconds) to disguise the defensive personnel, the type of defense and the pass coverage. **RULING:** Dead-ball foul on team B, illegal substitution. Penalty —5 yards from the succeeding spot. [Cited by 3-5-2-c, 9-2-2-b]

V. While a team is legally set to attempt a field goal, the potential holder for the kick goes toward his team area asking for a shoe. A shoe is thrown on the field and the player, in motion toward his team area, turns toward the goal line. The ball is snapped to the player in the kicking position, who throws a pass to the player who had turned upfield after asking for a shoe. **RULING:** Penalty —15 yards from the previous spot. [Cited by 9-2-2-b]

VI. Team A, with 12 players in the vicinity of the huddle,(within 10 yards) breaks the huddle and two players start toward the sideline and Team A's bench. **RULING:** Dead-ball foul. Penalty —Five yards from the succeding spot. [Cited by 9-2-2-b]

VII. Team A is lined up in scrimmage kick formation and has been set for one second. One of the offensive backs shouts to and motions to A40, the blocker on the right wing, to get off the field. At the snap, A40 is in legal motion toward his sideline. A40 turns downfield and becomes a pass receiver. **RULING:** Penalty —15 yards from the previous spot. This is a tactic associated with the substitution process to deceive opponents. [Cited by 9-2-2-b]

Unfair Acts

ARTICLE 3. The following are unfair acts:

a. If a team refuses to play within two minutes after ordered to do so by the referee.

b. If a team repeatedly commits fouls that can be penalised only by halving the distance to its goal line.

c. If an obviously unfair act not specifically covered by the rules occurs during the game.

PENALTY – The referee may take any action he considers equitable, including assessing a penalty, awarding a score, or suspending or forfeiting a game. (A.R. 4-2-1:II)

Contacting an Official

ARTICLE 4. Intentionally contacting a game official physically during the game by persons subject to the rules is a foul.

PENALTY – Dead-ball foul. 15 yards and disqualification [S7, S27 and S47].

SECTION 3. Blocking, Use of Hand and Arm

Who May Block

ARTICLE 1. Players of either team may block opponents provided it is not forward-pass interference, interference with opportunity to catch a kick, or a personal foul. (***Exception:*** Rule 6-1-2-h).

Interfering for or Helping the Runner

ARTICLE 2. a. The runner or passer may use his hand or arm to ward off or push opponents.

b. The runner shall not grasp a teammate; and no other player of his team shall grasp, push, lift or charge into him to assist him in forward progress.

c. Teammates of the runner or passer may interfere for him by blocking but shall not use interlocked interference by grasping or encircling one another in any manner while contacting an opponent.

PENALTY – Five yards from the basic spot [S44].

Use of Hand or Arm by Offense

ARTICLE 3. a. A teammate of a runner or a passer legally may block with his shoulders, his hands, the outer surface of his arms or any other part of his body under the following provisions.

1. The hand(s) shall be:
   (a) In advance of the elbow.
   (b) Inside the frame of the opponent's body (***Exception:*** When the opponent turns his back to the blocker). (**A.R. 9-3-3:VI and VII**)
   (c) At or below the shoulders of the blocker and the opponent (***Exception:*** When the opponent squats, ducks or submarines).
   (d) Apart and never in a locked position.
2. The hand(s) shall be open with the palm(s) facing the frame of the opponent or closed or cupped with the palms not facing the opponent. (**A.R. 9-3-3:I-IV, VI-VIII**)

PENALTY – 10 yards from the basic spot. [S43].

b. Holding or illegal obstruction by a teammate of the runner or passer applies to Rule 9-3-3-a:

1. The hand(s) and arm(s) shall not be used to grasp, pull or encircle in any way that illegally impedes or illegally obstructs an opponent.
2. The hand(s) and arm(s) shall not be used to hook, clamp or otherwise illegally impede or illegally obstruct an opponent. (**A.R. 9-3-3:I**)

PENALTY – 10 yards from the basic spot. [S42].

c. A block in the back is illegal (**A.R. 9-1-2:XXI**) (**A.R. 9-3-3:VII**) (**A.R. 9-3-4:III**) (**A.R. 10-2-2:XXXIV**)

Exceptions:

1. When offensive players are on the line of scrimmage at the snap within a rectangular area centred on the middle lineman of the offensive formation and extending five yards laterally and three yards longitudinally in each direction, they may legally block in the back in the rectangular area.

(a) A player on the line of scrimmage within this blocking zone may not leave the zone and return and legally block in the back.

(b) The blocking zone exists until the ball is touched outside the zone or the ball is outside the zone after a fumble or muff from inside the zone.

2. When a player turns his back on a potential blocker who has committed himself in intent and direction of movement.
3. When a player attempts to reach a runner or legally attempts to recover or catch a fumble, a muff, a backward pass, a kick or a touched forward pass, he may push an opponent in the back above the waist. (**A.R. 6-3-1:III**)
4. When the opponent turns his back to the blocker under Rule 9-3-3-a-1-b.
5. When an eligible player behind the neutral zone pushes an opponent in the back above the waist to get to a forward pass.

PENALTY – 10 yards from the basic spot. [S43].

d. The following acts by the teammate of the runner or passer are illegal:

1. The hand(s) and arm(s) shall not be used to deliver a blow. (**A.R. 9-3-3:IV**)
2. Continuous contact to an opponent's helmet (including the face mask) with hand(s) or arm(s) (Rule 9-1-2-k).

PENALTY – 15 yards from the basic spot. [S38]. Disqualification if flagrant [S47].

e. A player on the kicking team may:

1. During a scrimmage kick play, use his hand(s) and/or arm(s) to ward off an opponent attempting to block him when he is beyond the neutral zone.
2. During a free kick play, use his hand(s) and/or arm(s) to ward off an opponent who is attempting to block him.
3. During a scrimmage kick play or a free kick play, when he is eligible to touch the ball, legally use his hand(s) and/or arm(s) to push an opponent in an attempt to reach a loose ball.

f. An eligible player of the passing team legally may use his hand(s) and/or arm(s) to ward off or push an opponent in an attempt to reach a loose ball after a legal forward pass has been touched by any player or official. (Rules 7-3-5, 7-3-8, 7-3-9 and 7-3-11).

- **Approved Ruling 9-3-3**

I. While a legal forward pass is in flight, a Team A player behind his scrimmage line uses holds an opponent. **RULING:** If the pass is completed, incompleted or intercepted, the penalty is 10 yards from the previous spot. safety if foul occurs behind Team A's goal line (9-3-3-a and 9-3-3-b). [Cited by 9-3-3-a-2, 9-3-3-b-2]

II. A teammate of the passer or runner, while charging across the neutral zone, contacts an opponent with his hands and arms not parallel to the ground or his hands cupped or closed but with the palms not facing the opponent. **RULING:** Legal use of hands (9-3-3-a). [Cited by 9-3-3-a-2]

III. A teammate of the passer or runner, behind the neutral zone, has his arms parallel to the ground and contacts an opponent above the shoulders. **RULING:** Illegal use of hands, penalise 10 yards (9-3-3-a) or 15 yards for personal foul, previous-spot enforcement. Safety if the foul occurs behind Team A's goal line. enforcement (9-3-3-d). [Cited by 9-3-3-a-2]

IV. A teammate of the passer or runner delivers a blow with the hand(s) closed to an opponent below the shoulders. **RULING:** Personal foul. Penalty —15 yards, basic-spot enforcement, (9-3-3-d) or previous-spot enforcement if foul occurs behind the neutral zone. Safety if foul occurs behind Team A's goal line. [Cited by 9-3-3-a-2, 9-3-3-d-1]

V. A2's hands contact defensive player B2 in a legal block. B2 spins to avoid blocker A2 whose hands then contact B2's back. **RULING:** Legal (9-3-3-a-1-b Exception).

VI. A2's hands contact defensive player B2's back when B2 spins to avoid A2. A2 keeps his hands on B2's back while B2 advances toward the passer. **RULING:** Legal block (9-3-3-a-1-b Exception). [Cited by 9-3-3-a-1-b, 9-3-3-a-2]

VII. A2's hands contact defensive player B2 when B2 spins to avoid blocker A2, whose hands then contact B2's back. After A2's hands lose contact with B2, A2 advances and pushes B2 in the back. **RULING:** Illegal block in the back. Penalty —10 yards, basic-spot enforcement, (2-3-4 and 9-3-3-a-1-b) or previous-spot enforcement if foul occurs bahind neutral zone. (Rule 2-3-4). Safety if foul occurs behind Team A's goal line. [Cited by 2-3-4-a, 9-3-3-a-1-b, 9-3-3-a-2, 9-3-3-c]

VIII. A1 in, beyond or behind the neutral zone contacts an opponent with open hand or hands closed or cupped and palms not facing the opponent. **RULING:** Legal block (9-3-3-a-2). [Cited by 9-3-3-a-2]

Use of Hands or Arms by Defense

ARTICLE 4. a. Defensive players may use hands and arms to push, pull, ward off or lift offensive players when attempting to reach the runner.

b. Defensive players may not use hands and arms to tackle, hold or otherwise illegally obstruct an opponent other than a runner.

PENALTY – 10 yards from the basic spot [S42].

c. Defensive players may use hands and arms to push, pull, ward off or lift offensive players obviously attempting to block them. Defensive players may ward off or legally block an eligible pass receiver until that player occupies the same yard line as the defender or until the opponent could not possibly block him. Continuous contact is illegal. (**A.R. 9-3-4:I, II and IV**)

PENALTY – Five, 10 or 15 yards from the basic spot [S38, S42, S43 or S45].

d. When no attempt is being made to get at the ball or the runner, defensive players must comply with Rules 9-3-3-a, 9-3-3-b, 9-3-3-c and 9-3-3-d.

PENALTY – Five, 10 or 15 yards from the basic spot [S38, S42, S43 or S45].

e. When a legal forward pass crosses the neutral zone during a forward pass play and a contact foul that is not pass interference is committed, the enforcement spot is the previous spot. This includes Rule 9-3-4-c. (**A.R. 9-3-4:II**)

PENALTY – Five, 10 or 15 yards from the basic spot, plus first down if the foul occurred against an eligible receiver [S38, S42, S43 or S45].

f. A defensive player legally may use his hand or arm to ward off or block an opponent in an attempt to reach a loose ball (Rule 9-1-2-d Exceptions 3 and 4 and Rule 9-3-3-c Exceptions 3 and 5):

1. During a backward pass, fumble or kick that he is eligible to touch.
2. During any forward pass that crossed the neutral zone and has been touched by any player or official.

g. A defensive player may not continuously contact an opponent's helmet (including the face mask) with hand(s) or arm(s) (***Exception:*** Against the runner).

PENALTY – First down and 15 yards from the basic spot [S38].

- **Approved Ruling 9-3-4**

I. During a legal forward pass that crosses the neutral zone, B1 holds eligible A1, who is beyond or behind the neutral zone. The pass is not catchable by A1. **RULING:** Team B foul. Penalty —10 yards and first down, basic-spot enforcement. [Cited by 9-3-4-c]

II. Before a forward pass, which crosses the neutral zone, is thrown, Team B holds eligible A1, who is beyond the neutral zone. **RULING:** Team B foul. Penalty —10 yards and first down, basic-spot enforcement. [Cited by 9-3-4-c, 9-3-4-e]

III. B20 intercepts A10's legal forward pass on his 10-yard line. During the runback, B40 pushes A80 in the back above the waist at Team B's 24-yard line. B10's run ends at the 50-yard line. **RULING:** Team B foul, illegal block in the back. Penalty —10 yards from the spot of the foul. Team B's ball, first and 10 from it's 14-yard line. [Cited by 9-3-3-c]

IV. B50, in an attempt to reach the kicker, pulls lineman A60 by the shoulders and (a) releases A60 as he goes by or (b) continues to hold A60. **RULING:** (a) Legal. (b) Holding. Penalty —10 yards, previous spot enforcement. [Cited by 9-3-4-c]

Player Restrictions

ARTICLE 5. a. No player may position himself with his feet on the back or shoulders of a teammate before the snap.

PENALTY – Dead-ball foul, 15 yards from the succeeding spot [S27].

b. No defensive player, in an attempt to block, bat or catch a kick, may:

1. Step, jump or stand on a teammate. (Rule 9-1-2-q).
2. Place a hand(s) on a teammate to get leverage for additional height.
3. Be picked up by a teammate.

PENALTY – 15 yards from the previous spot [S27].

When Ball is Loose

ARTICLE 6. When the ball is loose, no player shall hold an opponent, illegally block an opponent in the back, grasp an opponent's face mask or any helmet opening, illegally use his hands or commit a personal foul.

PENALTY – Five, 10 or 15 yards from the basic spot (Rules 10-2-2-c, 10-2-2-d, 10-2-2-e and 10-2-2-f) [S38, S42 or S45].

SECTION 4. Batting and Kicking

Batting a Loose Ball

ARTICLE 1. a. While a pass is in flight, any player eligible to touch the ball may bat it in any direction (***Exception:*** Rule 9-4-2).

b. Any player may block a scrimmage kick in the field of play or the end zone.

c. No player shall bat other loose balls forward in the field of play or in any direction if the ball is in the end zone. (***Exception:*** Rule 6-3-11). (**A.R. 6-3-11:1**) (**A.R. 9-4-1:I-XI**) (**A.R. 10-2-2:IV**)

PENALTY – 15 yards from the basic spot and loss of down if not in conflict with other rules [S31 and S9]. [*Exception:* No loss of down if the foul occurs when a legal scrimmage kick is beyond the neutral zone (Rules 10-2-2-c, 10-2-2-d, 10-2-2-e and 10-2-2-f)].

- **Approved Ruling 9-4-1**

I. Team A attempts a field goal from the Team B's 30-yard line. A Team B player in the end zone leaps above the crossbar and bats the ball in flight. The ball goes out of bounds in the end zone. **RULING:** Foul, safety (9-4-1-c). [Cited by 9-4-1-c]

II. Team A attempts a field goal from the Team B's 30-yard line. A Team B player in the end zone leaps above the crossbar and bats the ball in flight. The ball goes into the end

zone and is recovered by Team A. **RULING:** Foul, touchdown (9-4-1-c). [Cited by 9-4-1-c]

III. Team A attempts a field goal from the Team B's 30-yard line. A Team B player in the end zone leaps above the crossbar and bats the ball in flight. The ball goes into the end zone and is recovered by Team B. **RULING:** Foul, safety (9-4-1-c). [Cited by 9-4-1-c]

IV. Team A attempts a field goal from the Team B's 30-yard line. A Team B player in the end zone leaps above the crossbar and bats the ball in flight. The ball goes into the field of play. **RULING:** Foul, safety. The ball remains alive, and Team A may elect the result of the play (9-4-1-c). If Team A recovers, does not score and accepts the penalty, enforcement is at the pevious spot. [Cited by 9-4-1-c]

V. Team A attempts a conversion on the try with a kick from placement. A Team B player in the end zone leaps above the crossbar and bats the ball in flight. The ball goes out of bounds in the end zone. **RULING:** Foul, half the distance from the previous spot, PAT Exception (10-2-2-e-3-a). [Cited by 9-4-1-c]

VI. Team A attempts a conversion on the try with a kick from placement. A Team B player in the end zone leaps above the crossbar and bats the ball in flight. The ball goes into the end zone and is recovered by Team A. **RULING:** Foul, award Team A two points. [Cited by 9-4-1-c]

VII. Team A attempts a field goal, and B23, in the end zone, goes above the cross bar and catches the ball. **RULING:** Legal play (9-4-1-c). [Cited by 9-4-1-c]

VIII. Team A's fumble in flight is batted forward by B1, and the ball goes out of bounds behind Team A's goal line. **RULING:** Batting a fumble in flight does not add a new impetus. Basic spot enforcement ((9-4-1-c). [Cited by 9-4-1-c]

IX. Team A's backward pass in flight is batted forward by B1, and the ball goes out of bounds behind Team A's goal line. **RULING:** Safety. A pass may be batted in any direction and the impetus is charged to Team A's pass (8-5-1-a and 9-4-1-c). [Cited by 8-5-1-a, 9-4-1-c]

X. A free kick is muffed in flight by a Team B player in his end zone. While the ball is loose in the end zone, a Team B player bats the ball out of the end zone. **RULING:** Illegally batting a kick in the end zone. Penalty —15 yards from the previous spot (9-4-1-c). [Cited by 9-4-1-c]

XI. After intercepting Team A's forward pass on Team B's 20-yard line, B1 fumbles at the Team B 38-yard line and B2 illegally bats the loose ball at the 30-yard line. The ball goes forward and out of bounds. **RULING:** Team B foul. Penalty —15-yards from the spot of the foul. Team B's ball, first and 10 at the 15- yard line. No loss of down is included in the penalty since Team B is awarded a new series after penalty enforcement (5-1-1-e-1). [Cited by 10-1-1-d, 9-4-1-c]

Batting a Backward Pass

ARTICLE 2. A backward pass in flight shall not be batted forward by the passing team in an attempt to gain yardage.

PENALTY – 15 yards from the basic spot (Rule 10-2-2-c). [S31].

Batting Ball in Possession

ARTICLE 3. A ball in player possession may not be batted forward by a player of that team.

PENALTY – 15 yards from the basic spot (10-2-2-c). [S31].

Illegally Kicking a Ball

ARTICLE 4. A player shall not kick a loose ball, a forward pass or a ball being held for a place kick by an opponent. These illegal acts do not change the status of the loose ball or forward pass; but if the player holding the ball for a place kick loses possession during a scrimmage down, it is a fumble and a loose ball; if during a free kick, the ball remains dead.

(**A.R. 8-7-2:VII**)

PENALTY – 15 yards from the basic spot and loss of down if not in conflict with other rules (Rules 10-2-2-c, 10-2-2-d, 10-2-2-e and 10-2-2-f) [S9 and S31] (*Exception:* No loss of down if the foul occurs when a legal scrimmage kick is beyond the neutral zone).

SECTION 5. Fighting

ARTICLE 1. a. Before the game, squad members in uniform and coaches shall not participate in a fight (Rule 2-32-1).

During the first half, players shall not participate in a fight.

PENALTY – 15 yards from the basic spot or the succeeding spot and disqualification for the remainder of the game [S7, S27, S38 and S47].

b. During the half-time intermission, squad members in uniform and coaches shall not participate in a fight.

During the second half, players shall not participate in a fight.

PENALTY – 15 yards from the basic spot or the succeeding spot and disqualification for the remainder of the game and the first half of the next game [S7, S27, S38 and S47].

c. During either half, coaches and substitutes shall not leave their team area to participate in a fight, nor shall they participate in a fight in their team area.

PENALTY – 15 yards from the succeeding spot and disqualification for the remainder of the game and for the next game [S7, S27 or S38, and S47].

ARTICLE 2. If the squad member, coach or player is disqualified for fighting a second time during that season, he shall be disqualified for that game and suspended for the remainder of the season.

a. If a second fighting suspension occurs in the final game of a season, he shall be suspended for the first game of the next season for which he is eligible. This suspension is considered to be his first fight of that season.

ARTICLE 3. The referee will notify (in writing) his assigning agent of all disqualifications for fighting. The assigning agency becomes responsible for implementation of the penalty.

RULE 10

Penalty Enforcement

SECTION 1. Penalties Completed

How and When Completed

ARTICLE 1. a. A penalty is completed when it is accepted, declined or cancelled according to rule, or when the choice is obvious to the referee.

b. Any penalty may be declined, but a disqualified player must leave the game.

c. When a foul is committed, the penalty shall be completed before the ball is declared ready for play for any ensuing down.

d. Penalties as stated are not enforced if in conflict with other rules. (**A.R. 9-4-1:XI and 10-1-1:I**)

- **Approved Ruling 10-1-1**

  I. B1 blocks below the waist while the ball is in the air during a free kick. **RULING:** Penalty – 15 yards from the previous spot. The penalty does not include a first down for Team B's foul since by rule Team A will kick again after the yardage enforcement.

Simultaneous with Snap

ARTICLE 2. A foul that occurs simultaneously with a snap or free kick is considered as occurring during that down (***Exception:*** Rule 3-5-2-e) .

Live-Ball Fouls by the Same Team

ARTICLE 3. When two or more live-ball fouls by the same team are reported to the referee, the referee shall explain the alternative penalties to the field captain of the offended team, who may then elect only one of these penalties [***Exception:*** When a foul(s) for unsportsmanlike conduct (noncontact fouls) occurs, the penalty(ies) is administered from the succeeding spot as established by the acceptance or declination of the penalty for any other foul) (**A.R. 10-1-3:I**).

- **Approved Ruling 10-1-3**

  I. Team A commits two or more live-ball fouls during a down. **RULING:** Team B may choose one of the penalties or decline all of them (***Exception:*** Live-ball fouls penalized as dead-ball fouls may be penalized separately). [Cited by 10-1-3]

Offsetting Fouls

ARTICLE 4. If live-ball fouls by both teams are reported to the referee, each such foul is an offsetting foul, the penalties cancel each other, and the down is replayed (**A.R. 10-1-4:II, IX and X**).

Exceptions:

1. When there is a change of team possession during a down or at the end of a down by rule, the team last gaining possession may decline offsetting fouls and thereby retain possession after completion of the penalty for its infraction if it had not fouled before last gaining possession (**A.R. 10-1-4:I-VIII**).

2. When Team B's foul is postscrimmage kick enforcement, Team B may decline offsetting fouls and accept postscrimmage kick enforcement.
3. When a live-ball foul is administered as a dead-ball foul, it does not offset and is enforced in order of occurrence.
4. Rule 8-3-4-c (during a try after Team B possession).

- **Approved Ruling 10-1-4**

I. Team A punts and is illegally in motion at the snap. The untouched ball goes out of bounds between the goal lines, after which Team B commits a personal foul. **RULING:** If Team B elects to replay the down, Team A will be penalized five yards at the previous spot followed by a 15-yard penalty against Team B. Team B's foul shall award an automatic first down. Team B could refuse the Team A illegal motion and receive the ball first and 10 after a 15-yard penalty at the out-of-bounds spot. [Cited by 10-1-4-Exception-1]

II. On a Team A kickoff, Team B fouls before the untouched ball goes out of bounds between the goal lines. **RULING:** Offsetting fouls. [Cited by 10-1-4-Exception-1, 10-1-4, 5-2-8]

III. On a Team A kickoff from its 35-yard line, Team B fouls after the untouched ball goes out of bounds between the goal lines. **RULING:** Team B may elect a replay with Team A free-kicking at Team A's 45-yard line. If Team B retains the ball, it will be after a 15-yard penalty from its 35-yard line or from the out-of-bounds spot, first and 10 (Rule 10-1-6). [Cited by 10-1-4-Exception-1, 5-2-8]

IV. A1's forward pass is intercepted by B1, who advances and fumbles. B2 picks up the ball and advances five more yards. Team A fouls during or after the down and Team B fouls during the advance by B1. **RULING:** If Team A's foul was a live-ball foul, Team B may select offsetting fouls and replay the down or select an option to retain the ball with Team B's foul enforced. If the Team A foul was a dead-ball foul, Team B must retain the ball after enforcement of both penalties. [Cited by 10-1-4-Exception-1, 5-2-8]

V. A1's forward pass is intercepted by B1, who advances and fumbles. B2 picks up the ball and advances five more yards. Team A fouls during or after the down, and Team B fouls during the fumble while the ball is loose. **RULING:** If Team A's foul was a live-ball foul, Team B may select offsetting fouls and replay the down or select an option to retain the ball with Team B's foul enforced. If the Team A foul was a dead-ball foul, Team B must retain the ball after enforcement of both penalties. [Cited by 10-1-4-Exception-1, 5-2-8]

VI. A1's forward pass is intercepted by B1, who advances and fumbles. B2 picks up the ball and advances five more yards. Team A fouls during or after the down, and Team B fouls during the advance by B2. **RULING:** If Team A's foul was a live-ball foul, Team B may select offsetting fouls and replay the down or select an option to retain the ball with Team B's foul enforced. If the Team A foul was a dead-ball foul, Team B must retain the ball after enforcement of both penalties. [Cited by 10-1-4-Exception-1, 5-2-8]

VII. During a fourth down, a Team A player is in motion illegally, and immediately after the ball is declared dead short of the distance to be gained for a first down, a Team B player fouls. **RULING:** If Team B declines the penalty for Team A's foul, it will be Team B's ball first and 10 after enforcement of the penalty for Team B's foul. If Team B accepts the penalty for Team A's foul, Team A would be penalized five yards, then Team B's foul would be penalized. Team B's foul results in a first down for Team A if it was a personal foul. [Cited by 10-1-4-Exception-1, 5-2-8]

VIII. Team A punts and commits a touching violation. B1 clips during the runback of the punt, which is fumbled by B2. A1 recovers the fumble and A2 fouls after the ball is dead. **RULING:** Team A is the team last in possession and had not fouled before the change of possession. If Team A does not accept Team B's foul, Team B would have the ball at the point of the violation,along with the option of accepting enforcement of Team A's dead-ball foul. If Team A accepts the Team B foul, the ball will belong to Team B after enforcement of the live-ball foul followed by the dead-ball foul. [Cited by 10-1-4-Exception-1, 5-2-8]

IX. B1 holds eligible A1 beyond the neutral zone before or during the flight of Team A's legal forward pass. During the down, eligible A2 voluntarily goes out of bounds but returns

and is the first inbounds player to touch the pass. **RULING:** Offsetting fouls. [Cited by 10-1-4, 5-2-8]

X. A1 receives the snap in his end zone. Team B was offside, and A1 stepped on the end line before the snap and received the ball when out of bounds. **RULING:** Team A's foul, out of bounds at snap, offsets Team B's offside, and the down is repeated. [Note: If Team B had not been offside, Team B could elect the penalty for Team A's foul or a safety (Rule 8-5-1-a)]. [Cited by 10-1-4, 5-2-8]

Dead-Ball Fouls

ARTICLE 5. Penalties for dead-ball fouls are administered separately and in order of occurrence (**A.R. 10-1-5:I-VIII**) [***Exception:*** When unsportsmanlike or dead-ball personal fouls by both teams are reported to the referee and before any of the penalties have been completed or the order of occurrence cannot be determined, the fouls offset, the number or type of down established before the fouls occurred is unaffected, and the penalties are cancelled, except that any disqualified player must leave the game (Rules 5-2-6 and 10-2-2-a)].

- **Approved Ruling 10-1-5**

I. A1 is downed beyond the line to gain. B1 piles on. The referee checks for other fouls, and when he has completed the penalty, A2 slugs B2. **RULING:** Disqualify A2 for fighting. A2's foul does not offset B1's foul. Unless one enforcement is within 30 yards of a goal and toward that goal, the ball will be at the same point it would have been if the fouls had cancelled each other. First and 10 for Team A (Rule 9-1-2-g). [Cited by 10-1-5, 5-2-6]

II. Fair-catcher B1 is tackled by A1 after B1 has taken more than two steps, and A2 piles on B1. **RULING:** Penalize Team B five yards at the spot of the catch and then Team A 15 yards in the opposite direction. First and 10 for Team B (Rule 6-5-2). [Cited by 10-1-5, 5-2-6, 6-5-2]

III. With fourth and eight, Team A gains four yards and the ball is declared dead, after which B1 is called for piling on. **RULING:** Team B personal foul. Penalty – 15 yards from the succeeding spot. First and 10 for Team B (Rule 5-1-1-c). [Cited by 10-1-5, 5-1-1-c, 5-2-6]

IV. A1 is tackled on third down behind the neutral zone by B1. After the ball is dead, B2 piles on A1. **RULING:** Team B personal foul. Penalty – 15 yards from the succeeding spot. First and 10 for Team A (Rule 9-1-2-g). [Cited by 10-1-5, 5-2-6]

V. On third down, A1 gains 20 yards, is downed, then deliberately continues to advance, and B1 piles on him. **RULING:** Penalize the Team A five yards from the dead-ball spot, followed by a 15-yard penalty against Team B. First and 10 for Team A (Rule 9-1-2-g). [Cited by 10-1-5, 5-2-6]

VI. A personal or disqualifying personal foul occurs during action after a snap that was made before the ball was declared ready. **RULING:** Every effort should be made to prevent any such premature snap and resulting action; but if such a foul does occur, it is between downs. If by Team A, both dead-ball fouls will be enforced. If the second foul was by Team B, both fouls will be enforced with a probable net of 10 yards for Team A. Team B's foul would be an automatic first down. [Cited by 10-1-5, 5-2-6]

VII. Second and goal at the three-yard line. Runner A14 is downed at the one-yard line and then B67 piles on. A14 retaliates by slugging B67. **RULING:** The penalties cancel since neither has been completed. A14 is disqualified for fighting. Third and goal (Rule 10-1-1). [Cited by 10-1-5]

VIII. Runner B17 taunts pursuing A55 prior to scoring a touchdown on an intercepted pass. After B17 crosses the goal line, he is tackled by A55 five yards into the end zone. **RULING:** The penalties cancel since neither has been completed. The try will be at the three-yard line (Rule 10-1-1). [Cited by 10-1-5]

Live-Ball – Dead-Ball Fouls

ARTICLE 6. When a live-ball foul by one team is followed by one or more dead-ball fouls (including live-ball fouls penalized as dead-ball fouls) by an opponent or by the same team, the penalties are administered separately and in the order of occurrence (**A.R. 10-1-6:I-VII**).

- **Approved Ruling 10-1-6**

  I. Team A fouls during a down and after the down ends. **RULING:** Team B may choose both penalties, choose one penalty or decline both. [Cited by 10-1-6]

  II. On fourth and two, A1 is illegally in motion at the snap, and runner A2 gains one yard and then deliberately continues to advance. **RULING:** If Team B accepts both penalties, it will be fourth and 12 for Team A. If Team B accepts only the delay penalty, it will be first and 10 for Team B since Team A failed in its bid for a first down (Rule 5-1-4-f). [Cited by 10-1-6, 5-1-4-f]

  III. With second and five, Team A is illegally in motion at the snap. After the ball becomes dead, a Team B player is disqualified for fighting after striking an opponent. **RULING:** It is Team A's ball after a five yard penalty against Team A from the previous spot and a 15-yard penalty against Team B from the succeeding spot. Team A will have a first down because of the disqualifying contact foul for fighting. [Cited by 10-1-6]

  IV. B1 fouls during a down before B2 intercepts a legal forward pass. After the ball is declared dead, A1 piles on. **RULING:** Team A retains the ball after penalising Team B. Team A then will be penalized for the dead-ball foul (Rule 5-2-3). [Cited by 10-1-6, 5-2-3]

  V. Offsetting fouls have been reported, and the ball is being taken to the spot of the ensuing down when a player fouls. **RULING:** Penalties for the offsetting fouls cancelled each other when reported to the referee and were completed at that time (Rules 10-1-1 and 10-1-4). The subsequent foul is considered separately as in the case of any other single foul between downs (Rule 5-2-3). [Cited by 10-1-6]

  VI. Team B is offside on the snap at its three-yard line (not a try) and Team A throws a legal forward pass into Team B's end zone. Team B intercepts and runs 101 yards to Team A's end zone, after which Team A clips. **RULING:** Repeat the down with Team A putting the ball in play at the Team B 16½-yard line. [Cited by 10-1-6]

  VII. No fouls have occurred when Team B intercepts Team A's legal forward pass. On the runback, a Team B player clips. When the ball becomes dead, a Team A player piles on. **RULING:** Penalize Team B's clipping foul, followed by a penalty for Team A's piling foul. The yardages will cancel unless one enforcement spot was inside the 30-yard line and enforcement was toward that goal. [Cited by 10-1-6]

Interval Fouls

ARTICLE 7. Fouls that occur between the end of the fourth period and the start of the extra period for overtime are enforced from the 25-yard line, the spot of the first series (***Exception:*** Rule 10-2-2-g) (**A.R. 10-1-7:I and IV-XVIII**).

- **Approved Ruling 10-1-7**

  Fouls during a touchdown or field goal by Team A:

  I. Team B clips after the snap in the field of play or the end zone. **RULING:** Team A has the option of penalising Team B on the try or the succeeding kickoff, if the foul occurs during the down ending in a touchdown (Rule 10-2-2-g). [Cited by 10-1-7]

  II. Team A commits a contact foul in the field of play. **RULING:** No score. Penalize Team A according to rule.

  III. Team A fouls in the end zone during the run. **RULING:** No score. Penalize Team A from the goal line (basic spot).

  IV. Team B commits a personal foul during a down when Team A scores a touchdown, and then Team A fouls after the score and before the ready-for-play signal on the try. **RULING:** Allow the score. Team A has the option of penalising Team B on the try or on the succeeding kickoff. Team B then also has the option of penalising Team A on the try or

the succeeding kickoff. The yardage assessed for the live-ball/dead-ball fouls may offset (Rule 10-2-2-g). [Cited by 10-1-7]

V. Team B holds during Team A's touchdown run. Team A fouls after the score. **RULING:** Allow the score. Team B has the option of penalising Team A on the try or the succeeding kickoff (Rule 10-2-2-g). [Cited by 10-1-7]

VI. A Team B player slugs an opponent during or after Team A's touchdown run. Team B is offside on the successful try. **RULING:** Allow the touchdown. Disqualify the Team B player for fighting. Team A has the option of penalising Team B on the try or on the succeeding kickoff. After the successful try, Team A has the option of repeating the try with the offside penalty enforced on the try (10-2-2-g-1 and 3). [Cited by 10-1-7]

VII. Team B commits a 15-yard face-mask foul during or after Team A's touchdown pass. Team B fouls on Team A's successful try. Team B fouls after the try. **RULING:** Allow the touchdown. Team A has the option of penalising Team B on the try or on the succeeding kickoff. After the successful try, Team A has the option of repeating the try with the penalty enforced on the try. Personal fouls against the snapper (in a scrimmage kick formation), holder, kicker or passer may be enforced on the subsequent kickoff or succeeding spot in extra periods. For Team B's foul after the try, the penalty may be enforced on the kickoff or succeeding spot in extra periods, unless the try is repeated, in which case it must be enforced on the repeated try (Rules 8-3-5, 10-1-6 and 10-2-2-g). [Cited by 10-1-7]

VIII. Team B fouls against the passer during a completed touchdown pass play. **RULING:** Allow the touchdown. Team A has the option of penalising Team B on the try or on the succeeding kickoff. [Cited by 10-1-7]

IX. Team B is offside during a successful field goal down. **RULING:** Team A has the option of declining the field goal with the penalty from the previous spot or accepting the points. [Cited by 10-1-7]

Fouls after a touchdown by Team A:

X. Team A fouls after it scores a touchdown, and Team B fouls on the successful try. **RULING:** Allow the touchdown. Team B has the option of penalising Team A on the try or the succeeding kickoff. Team A then has the option of penalising Team B on a replay of the try. Personal fouls against the snapper (in a scrimmage kick formation), holder, kicker or passer may be enforced on the subsequent kickoff or succeeding spot in extra periods. Yardages assessed on the succeeding kickoff may offset. [Cited by 10-1-7]

XI. Team A fouls after it scores a touchdown, and Team B fouls after a successful try. **RULING:** Allow the score. Team B has the option of penalising Team A on the try or the succeeding kickoff. For the foul after the try, Team B is penalized on the kickoff or from the succeeding spot in extra periods. No option on the enforcement spot for a dead-ball foul after a try. [Cited by 10-1-7]

Fouls during a try with no change of team possession (this does not include live-ball fouls enforced as dead-ball fouls or loss-of-down fouls):

XII. Team A fouls during a successful try. **RULING:** The penalty is enforced, and the try is repeated (Rule 8-3-3). [Cited by 10-1-7, 8-3-1]

XIII. Team A fouls during an unsuccessful try. **RULING:** The penalty is obviously declined (Rule 8-3-3). [Cited by 10-1-7, 8-3-1]

XIV. Team B fouls during an unsuccessful try. **RULING:** Team B is penalized, and the try is repeated. The PAT is exempt from rule 10-2-2-e Exception 3. [Cited by 10-1-7, 8-3-1, 8-3-3-b-1]

XV. Team B fouls during a successful try. **RULING:** Replay the down after enforcement or the penalty is declined by rule. Personal fouls against the snapper (in a scrimmage kick formation), holder, kicker or passer may be enforced on the subsequent kickoff or succeeding spot in extra periods (Rule 8-3-3). [Cited by 10-1-7, 8-3-1, 8-3-3-b-1]

XVI. Both Team A and Team B foul during a try. **RULING:** The try is repeated at the previous spot (Rule 8-3-3). [Cited by 10-1-7, 8-3-1, 8-3-3-a]

XVII. During a successful kick try from the three-yard line, Team B is offside. After the ball is

dead, Team B commits a personal foul. **RULING:** Team A has the option of replaying the try with the Team B penalties enforced or declining the offside penalty and accepting the point (Rule 10-1-6). Team B's dead-ball foul is then penalized on the kickoff or from the succeeding spot in extra periods. [Cited by 10-1-7, 8-3-1, 8-3-3-b-1]

XVIII. During an unsuccessful kick try from the three-yard line, Team A commits an illegal motion foul. After the ball becomes dead, Team B fouls. **RULING:** Team B obviously will refuse the penalty for the Team A foul. Team B is penalized on the kickoff or from the succeeding spot in extra periods. [Cited by 10-1-7, 8-3-1]

Fouls after a try and before the succeeding kickoff:

XIX. Either team fouls. **RULING:** Enforce penalty on the kickoff unless the try is the last down of the game. [Cited by 8-3-1, 8-3-5]

XX. Both teams foul before either foul is completed. **RULING:** The fouls cancel. [Cited by 8-3-1, 8-3-5]

XXI. The penalty for Team B's foul after a successful try is accepted and will be enforced on the free kick; then:

1. Team A fouls after the try. **RULING:** Penalize the fouls in the order of their occurrence on the kickoff.
2. Team B fouls after the try. **RULING:** Penalize both Team B fouls in the order of their occurrence on the kickoff.
3. Both teams foul before either foul is completed. **RULING:** These fouls cancel. Team B's original foul is penalized on the kickoff. [Cited by 8-3-1]

SECTION 2. Enforcement Procedures

Spots

ARTICLE 1. The enforcement spots are: the previous spot, the spot of the foul, the succeeding spot and the spot where the run or scrimmage kick ends.

Procedures

ARTICLE 2. The following procedures apply:

a. Dead-ball – The enforcement spot for a foul committed when the ball is dead is the succeeding spot (**A.R. 10-2-2:XI, XV, XVII and XXVI.**)

b. Snap or free kick – The enforcement spot for fouls occurring simultaneously with a snap or free kick is the previous spot. (**A.R. 10-2-2:I**)

c. Running plays – The basic enforcement spots for fouls that occur during running plays in the field of play or end zone are as follows (**A.R. 10-2-2:V-VII and XXXIV**):

1. When the run ends beyond the neutral zone, the basic enforcement spot is the end of the related run (***Exceptions:*** Offensive team facemask, illegal use of hands, holding, illegal block and personal fouls, behind the neutral zone, are enforced from the previous spot. Safety if the foul occurs behind Team As goal line) (Rules 2-25-10-a and 2-30-4) (**A.R. 10-2-2:XVI, XXVIII, XXIX, XXXI and XXXII.**)
2. When the run ends behind the neutral zone before a change of team possession, the basic enforcement spot is the previous spot (***Exceptions:*** Offensive team facemask, illegal use of hands, holding, illegal block and personal fouls, behind the neutral zone, are enforced from the previous spot. Safety if the foul occurs behind Team As goal line) (Rules 2-25-10-b and 2-30-4) (**A.R. 10-2-2:XXVII**).
3. When there is no neutral zone, the basic enforcement spot is the end of the related run (***Exception:*** Rule 8-5-1 Exceptions) (Rules 2-25-10-c, 2-30-2, 2-30-3 and 2-30-4). (**A.R. 10-2-2:X, XII and XXXVI.**)

d. Pass plays – The basic enforcement spot for fouls during a legal forward pass play is the previous spot (Rules 2-25-10-d and 2-30-1).

Exceptions:

1. Team B pass interference spot fouls.
2. Roughing-the-passer enforcement on a completed forward pass from the end of the last run when that run ends beyond the neutral zone and there is no change of team possession during the down (**A.R. 10-2-2:XXXIII and XXXV**).
3. Illegal touching.
4. Enforce facemask, illegal use of hands, holding, illegal block and personal fouls, occurring behind the neutral zone by the offensive team from the previous spot (***Exception:*** Safety if the foul occurs behind Team A's goal line).

e. Kick plays – The basic enforcement spot for fouls that occur during a legal free or scrimmage kick play before possession is gained or regained or the ball is declared dead by rule is the previous spot (Rules 2-25-10-e, 2-30-2 and 2-30-3). (**A.R. 6-1-2:V and VII, 8-7-2:VII and 10-2-2:II, III, VIII, XIII, XIV and XIX-XXI**)

Exceptions:

1. Interference with the opportunity to make a catch – spot foul (Rule 6-4-1).
2. A block or foul after a valid or invalid signal for a fair catch by a Team B player who signalled for a fair catch during a free kick and had not touched the ball – spot foul (Rule 6-5-4).
3. **Postscrimmage kick enforcement:** The enforcement spot is the spot where the kick ends when Team B fouls occur (Rule 2-25-11):
   (a) During scrimmage kick plays other than a try, and during extra periods.
   (b) During a scrimmage kick play in which the ball crosses the neutral zone.
   (c) Three yards or more beyond the neutral zone.
   (d) Before the end of the kick (**A.R. 10-2-2:IX, XXII and XXV**).
   (e) When Team A does not have possession of the ball when the down ends.

   Team B fouls behind the postscrimmage kick spot are spot fouls.
4. Offensive team facemask, illegal use of hands, holding, illegal block and personal fouls, occuring behind the neutral zone, are enforced from the previous spot. Safety if the foul occurs behind Team A's goal line.
5. Offside by Team A on a free kick may be enforced from the previous spot or from the spot where the dead ball belongs to Team B after Team B's run (Rule 6-1-2-a).

f. **Behind the goal line:**

1. The enforcement spot is the goal line for fouls by the opponents of the team in possession after a change of team possession (not on a try) in the field of play when the run ends behind the goal line (***Exception:*** Rule 8-5-1 Exceptions).
2. The basic enforcement spot is the 20-yard line for fouls that occur after a change of team possession (not on a try) in the end zone and the ball remains in the end zone where it is declared dead (**A.R. 10-2-2:XXXVIII-XL**)
3. The enforcement spot is the goal line for fouls by the opponents of the team in possession after change of team possession in the end zone (not on a try) when the run ends behind the goal line and any subsequent loose ball is recovered in the field of play. (**A.R. 10-2-2:XLI**)

g. **Fouls during or after a touchdown, field goal or try:**

1. Personal-foul penalties for fouls by opponents of the scoring team during a down that ends in a touchdown are penalized on the try or the succeeding kickoff. The captain of the offended team has the choice (**A.R. 10-2-2:XLIII**)
2. Defensive pass interference fouls on a try from the three-yard line are penalized one-half the distance to the goal or, if the try is successful, the penalty is declined.
3. When a foul(s) occurs after a touchdown and before the ball is ready for play on the try or there was a live-ball foul penalized as a dead-ball foul on the touchdown play, enforcement is on the try or the succeeding kickoff. The captain of the offended team has the choice. (**A.R. 3-2-3:VI**)
4. Live-ball fouls during field goal plays will be penalized by rule. To accept points on a successful field goal, Team A must decline Team B live-ball fouls. A successful field goal may be canceled and the penalty(ies) enforced by rule (***Exception:*** Rule 10-2-2-e Exception 3). Live-ball fouls penalized as dead-ball fouls and dead-ball fouls after a field goal down will be enforced at the succeeding spot.
5. Fouls during and after a try down are penalized under Rules 8-3-3, 8-3-4 and 8-3-5 (**A.R. 3-2-3:VII-VIII**)

h. Distance penalties for fouls by the receiving team may not extend the receiving team's restraining line behind its 5-yard line. Penalties that place the restraining line of the receiving team behind its 5-yard line are enforced from the next succeeding spot.

- **Approved Ruling 10-2-2**

I. Team A's ball on Team B's three-yard line, fourth down, the line to gain is the one-half-yard line. Team A gains two yards, and Team B was offside. **RULING:** Fourth down for Team A on the 1½ yard line. Team A loses part of its advance but salvages the down. [Cited by 10-2-2-b]

II. On a free kick that does not go out of bounds, either team commits a personal foul before the ball is legally touched. **RULING:** Penalty – 15 yards from the previous spot, repeat the kick.

III. A kickoff untouched by Team B goes out of bounds after illegal touching by Team A. Team A commits a personal or holding foul during the kick. **RULING:** Team B may snap at the spot of the illegal touching violation; accept a five-, 10- or 15-yard penalty from the previous spot; or put the ball in play 30 yards beyond Team A's free kick line or at the inbounds spot where the ball went out of bounds.

IV. A fumble or backward pass is loose in Team A's end zone, where the ball is kicked or batted illegally by Team A. **RULING:** Penalty – A safety if accepted (Rule 8-5-1-b). [Cited by 5-2-9, 9-4-1-c]

V. A Team A player clips behind Team B's goal line when a fumbled ball is in the end zone. **RULING:** Penalty – 15 yards from the basic spot. [Cited by 10-2-2-c, 5-2-9]

VI. A Team A player commits an illegal block in the back behind Team B's goal line when a fumbled ball is in the field of play. **RULING:** Penalty – 10 yards from the basic spot. [Cited by 10-2-2-c, 5-2-9]

VII. A Team A player clips behind Team B's goal line before a fumbled ball in the field of play goes out of bounds between the goal lines. **RULING:** Penalty – 15 yards from the basic spot. [Cited by 10-2-2-c, 5-2-9]

VIII. A Team A player clips behind Team B's goal line when a Team A scrimmage kick has touched a Team B player in the field of play and is not in possession or dead. **RULING:** Penalty – 15 yards from the basic-spot. [Cited by 5-2-9]

IX. Either team fouls after the ball has been touched and before possession beyond the neutral zone during a scrimmage kick. The foul is more than three yards beyond the neutral zone, and Team A does not have possession when the down ends. **RULING:** Enforcement for Team B's foul will be at the postscrimmage kick enforcement spot. Team B's ball first and 10. Enforcement for Team A's foul is at the previous spot.

[Cited by 10-2-2-e-3-d, 5-2-3, 5-2-9]

X. Team A's punt from its end zone is returned to Team A's 30-yard line. Team A clips Team B at a spot behind Team A's goal line while the punt receiver of Team B is still a runner. **RULING:** Penalty – 15 yards from the basic spot (Team A's 30-yard line). [Cited by 10-2-2-c-3]

XI. Team A's punt from its end zone is returned to Team A's 30-yard line. Team A clips Team B at a spot behind Team A's goal line after the ball has become dead in Team B's possession. **RULING:** Penalty – 15 yards from the succeeding spot. [Cited by 10-2-2-a]

XII. Team A's punt from its end zone is returned to Team A's 30-yard line. Team A clips Team B at a spot behind Team A's goal line after Team B has fumbled and the ball is loose. **RULING:** Penalty – 15 yards from the basic spot (the spot of the fumble), Team B's ball. [Cited by 10-2-2-c-3]

XIII. Team A's untouched punt from its end zone goes out of bounds at Team A's 40-yard line. A2, in his end zone, clips Team B before the ball is kicked. **RULING:** Penalty – Safety (Rule 9-1-2 penalty). [Cited by 8-5-1-b]

XIV. Team A's untouched punt from its end zone goes out of bounds at Team A's 40-yard line. A2, in his end zone, clips Team B during the kick. **RULING:** Penalty – Safety (Rule 9-1-2 penalty). [Cited by 8-5-1-b]

XV. Team A's untouched punt from its end zone goes out of bounds at Team A's 40-yard line. A2, in his end zone, clips Team B after the ball is out of bounds. **RULING:** Penalty – 15 yards from the succeeding spot. First and 10 for Team B on Team A's 25-yard line. [Cited by 10-2-2-a]

XVI. Team A snaps at its one-yard line, and A1 advances and is downed on his five-yard line. Team B commits a personal foul in the end zone while the ball is in play. **RULING:** Penalty – 15 yards from the basic spot (five-yard line). [Cited by 10-2-2-c-1]

XVII. Team A snaps at its one-yard line, and A1 advances and is downed on his five-yard line. Team B fouls in the end zone after the ball is dead. **RULING:** Penalty – 15 yards from the succeeding spot. [Cited by 10-2-2-a]

XVIII. A1, on his 40-yard line, punts from behind the neutral zone. B1 holds A2 behind the neutral zone before the kick has been made. **RULING:** Penalty – 10 yards from the previous spot.

XIX. A1, on his 40-yard line, punts from behind the neutral zone. B1 holds A2 behind the neutral zone after the kick crosses the neutral zone and before it has touched Team B. **RULING:** Penalty – 10 yards from the previous spot. Team A's ball.

XX. A1, on his 40-yard line, punts from behind the neutral zone. B1 holds A2 behind the neutral zone after the kick has been touched by Team B beyond the neutral zone and is still loose. **RULING:** Penalty – 10 yards from the previous spot. Team A's ball.

XXI. After Team A's free kick, the ball remains inbounds and Team B holds. **RULING:** Penalty – 10 yards from the previous spot, and Team A repeats the free kick.

XXII. Team A's kick from behind the neutral zone crosses the neutral zone (untouched by Team B after the ball is blocked or touched on or behind the line) and rebounds behind the neutral zone before clipping or holding by Team B occurs. The ball is loose at the time of the foul. **RULING:** If the holding or clipping occurred more than three yards beyond the neutral zone, Team B has possession when the down ends and the foul is accepted, enforcement will be at the postscrimmage kick enforcement spot with a first and 10 for Team B. If the holding or clipping occurred less than three yards beyond the neutral zone, Team A retains the ball after the penalty from the previous spot. [Cited by 10-2-2-e-3-d]

XXIII. Team A's kick from behind its line is blocked behind the neutral zone before clipping or holding by Team B occurs beyond the neutral zone. The ball never crosses the neutral zone during the play. **RULING:** Rule 10-2-2-e Exception 3 applies only to a scrimmage kick that crosses the neutral zone. Team A's ball after the penalty from the previous spot.

XXIV. Team A's successful field goal attempt is snapped from Team B's 30-yard line, and a Team B player fouls at the 20-yard line during the kick. **RULING:** The kick is successful. Team A does not have an option of accepting the penalty and replaying the down. The penalty is declined by rule (Rule 8-4-2-a).

XXV. Team A's untouched, unsuccessful field goal attempt is snapped from Team B's 30-yard line, and a Team B player fouls at the 15-yard line during the kick. **RULING:** Team B's ball. The post-scrimmage kick spot is at the 30-yard line and the enforcement is from the 15-yard line, the spot of the foul, with no possible replay (Rules 2-25-9 Exception 2 and 8-4-2-b). [Cited by 10-2-2-e-3-d, 2-25-9-Exception-2, 8-4-2-b]

XXVI. Second and goal. After A1 is downed on the three-yard line, a Team B player slugs a Team A player at a spot behind Team B's goal line. **RULING:** First down for Team A on Team B's 1½-yard line. The Team B player is disqualified for fighting. [Cited by 10-2-2-a]

XXVII. Fourth and goal. B1 fouls eligible A3 in Team B's end zone while A1 attempts to locate a receiver, and A1 is then downed behind his line. **RULING:** Not interference since the ball was not thrown. Penalize B1's foul from the basic spot. [Cited by 10-2-2-c-2]

XXVIII. While A1 advances the ball 30 yards beyond the neutral zone, a Team B player fouls 10 yards beyond the neutral zone. A1, after advancing 30 yards, fumbles the ball and it is recovered by a Team B player, who runs the ball across Team A's goal line. **RULING:** Penalize Team B from the basic spot, which is the spot of the fumble. Team A retains possession of the ball. [Cited by 10-2-2-c-1]

XXIX. Team A puts the ball in play on Team A's 40-yard line, first and 10. A1 advances the ball to Team B's 40-yard line, where he is downed. On the advance by A1, B1 clips on Team A's 45-yard line. **RULING:** Penalty – Team A's ball, first and 10, on Team B's 25-yard line. [Cited by 10-2-2-c-1]

XXX. Team A puts the ball in play on Team A's 40-yard line, first and 10. A1 runs the ball across Team B's goal line. On the advance by A1, B1 clips on Team B's 30-yard line. **RULING:** Penalty – Half the distance to the goal line on the try, or the 15-yard penalty on the succeeding kickoff.

XXXI. On first and 10 from Team A's 40-yard line, A1 advances to Team B's 40-yard line, where he fumbles. B1 recovers and returns the ball across Team A's goal line. During A1's run from scrimmage, B2 commits a personal foul on the 50-yard line. **RULING:** Penalty – 15 yards from the basic spot (end of the related run, Team B's 40-yard line) and first down for Team A. [Cited by 10-2-2-c-1]

XXXII. Team A puts the ball in play on Team A's 40-yard line, first and 10. A1 advances the ball to Team B's 40-yard line, where he is downed. On the advance of A1, B1 clips on Team A's 30-yard line. **RULING:** Penalty – Team A's ball, first and 10, on Team B's 25-yard line. [Cited by 10-2-2-c-1]

XXXIII. A legal forward pass is completed behind the neutral zone, and the receiver avoids tacklers for a considerable time but is finally downed beyond the neutral zone. The player who passed the ball is roughed behind the neutral zone while the pass is in flight. **RULING:** Penalty – 15 yards from the end of the run and a first down (Rule 2-27-5). [Cited by 10-2-2-d-2, 2-25-10-d-2, 2-27-5, 9-1-2-o]

XXXIV. After a scrimmage kick, during the runback B40 blocks A80 in the back above the waist at Team B's 25-yard line. Team B's runner is downed with the ball in his possession at Team B's 40-yard line. **RULING:** Team B foul, illegal block in the back. Penalty – 10 yards from the spot of the foul. Team B's ball, first and 10, from its 15-yard line. [Cited by 10-2-2-c, 2-3-4-a, 9-3-3-c]

XXXV. Team B intercepts, and the player who threw the legal forward pass is fouled before the interception. **RULING:** Team A's ball, first down after the penalty from the previous spot (Rules 2-27-5 and 9-1-2-o). [Cited by 10-2-2-d-2, 9-1-2-o]

XXXVI. Team B intercepts, and the player who threw the legal foward pass is fouled while Team B is advancing. **RULING:** Team B's ball, first down, after the penalty from the basic spot (Rules 2-27-5 and 9-1-2). [Cited by 10-2-2-c-3, 9-1-2-o]

XXXVII. On a legal forward pass behind the neutral zone, eligible A1 "has position" on B1 and is

about to touch the pass when B1 pushes A1 and the pass is incomplete. **RULING:** Legal. Interference rules do not apply behind the neutral zone (Rules 7-3-9-d, 9-1-2-d Exception 4 and 9-3-3-c Exception 5). [Cited by 7-3-9-d]

XXXVIII. B1 intercepts a legal forward pass (not a try) deep in his end zone and advances but does not get out of the end zone, where he is downed. During the run, B2 clips A1 on the 14-yard line. **RULING:** The 20-yard line is the basic spot. Penalize Team B from the 14-yard line to the seven-yard line. First and 10 (Rule 8-6-1-a). [Cited by 10-2-2-f-2]

XXXIX. B1 intercepts a legal forward pass (not a try) deep in his end zone and advances but does not get out of the end zone, where he is downed. During the run, B2 clips A1 on the 25-yard line. **RULING:** The 20-yard line is the basic spot. Penalize Team B from the 20-yard line to the 10-yard line. First and 10 (Rule 8-6-1-a). [Cited by 10-2-2-f-2, 8-6-1-a]

XL. B1 intercepts a legal forward pass (not a try) deep in his end zone and advances but does not get out of the end zone, where he is downed. During the run, B2 clips A1 in the end zone. **RULING:** The 20-yard line is the basic spot–Safety. [Cited by 10-2-2-f-2]

XLI. B17 intercepts a legal forward pass (not a try) deep in the end zone and, as he attempts to run the ball out of the end zone, A19 clips in the end zone. After the foul and before B17 leaves the end zone, B17 fumbles with A26 recovering on the two-yard line. **RULING:** Penalize from the goal line with Team B retaining possession of the ball. [Cited by 10-2-2-f-3]

XLII. After a safety, Team A punts the ball at Team A's 20-yard line. The ball goes out of bounds untouched by Team B. **RULING:** Team B captain has the choice of Team A kicking again from Team A's 15-yard line or of putting the ball in play at the 50-yard line on the inbounds line or at the inbounds spot.

XLIII. During A27s touchdown run, B19 incidentally grasps A27's facemask. **RULING:** The try will be from the three-yard line since "incidental grasping" does not qualify as a personal foul. [Cited by 10-2-2-g-1]

XLIV. Team A punts the ball and commits a touching violation as A2 recovers the ball. While the kick is in the air, B1 clips more than 3 yards beyond the neutral zone. **RULING:** Team A's possession at the end of the down is not legal. If Team A accepts the penalty it will be B's ball 15 yards from the post-scrimmage kick enforcement spot (where A2 recovers the ball). If Team A does not accept the penalty, B can take the ball at the spot of illegal touching.

Half-Distance Enforcement Procedures

ARTICLE 3. No distance penalty, including tries from on or inside the three-yard line, shall exceed half the distance from the enforcement spot to the offending teams goal line [***Exceptions:*** (1) Scrimmage downs, other than tries, under Rule 7-3-8 Penalty for Team B interference; and (2) on tries, defensive pass interference when the ball is snapped from outside the three-yard line].

RULE 11

The Officials: Jurisdiction and Duties

All games must be officiated in accordance with the procedures laid down in the BAFRA *Manual of Football Officiating*. This provides more specific coverage of officiating duties and responsibilities than it is possible to specify here.

RULE 12

Football variants

SECTION 1. Youth Kitted Football

General Principle

ARTICLE 1. Youth kitted football shall be played under Rules 1 to 11 with the following changes.

Length of Periods (amendment to rule 3-2-1)

ARTICLE 2. The maximum total playing time in a game shall be 48 minutes, divided into four periods of 12 minutes each.

Blocking Below the Waist (replacement for rule 9-1-2-e)

ARTICLE 3. There shall be no blocking below the waist except against the runner.

PENALTY – 15 yards from the basic spot and a first down for Team B fouls if the first down is not in conflict with other rules [S40].

Scoring Plays (amendment to rule 8-1-1)

ARTICLE 4. The point value of scoring plays shall be:

Touchdown	6 Points
Field Goal	3 Points
Safety (points awarded to opponents)	2 Points
Successful Try Touchdown	2 Points
Successful Try Field Goal	2 Points
Successful Try Safety	1 Point

Free Kick Formation (exception to Rule 6-1-2-c)

ARTICLE 5. In 9-man football, at least three Team K players must be on each side of the kicker.

Offensive Team Requirements (exception to Rule 7-1-3-b-1)

ARTICLE 6. In 9-man football, at least five players on their scrimmage line, not less than three of whom shall be numbered 50 through 79. The remaining players must be either on their scrimmage line or legally positioned as a back.

Goals (exception to Rule 1-2-5-f)

ARTICLE 7. The following procedure will be adopted when one or both goals are missing or have been taken down, and the original posts are not available for a try or field goal attempt.

1. The game will be classed as a "no post" game and will be noted on the match report form as such.
2. The league will be notified.

REPORT – No posts.

Tripping (exception to Rules 2-28-1 and 9-1-2-c)

ARTICLE 8. a. Tripping is intentionally using the lower leg or foot to obstruct an opponent (including the runner) below the knees.

b. There shall be no tripping (including against the runner).

Persons Subject to the Rules Restrictions (addition to Rule 9-1-2)

ARTICLE 9. If a player persistently commits personal fouls in a game, he shall be disqualified.

PENALTY – Persistent offenders shall be disqualified.

SECTION 2. 5 on 5 kitted football

General principle

ARTICLE 1. 5 on 5 kitted football shall be played under Rules 1 to 11 with the following changes.

a. Where a rule is in conflict with Rules 1 to 11 or clearly does not apply, the 5 on 5 Kitted rule takes precedence.

b. There is no restriction on particular players wearing particular numbers.

The game

ARTICLE 2. a. The game shall be played between two teams of no more and no less than 5 players each.

b. The number of players in a squad and the number of those permitted to be kitted shall be determined by the organiser of the tournament.

Supervision

ARTICLE 3. The game shall be played under the supervision of one or more officials.

The field

ARTICLE 4. The field shall be a rectangular area of length 60 yards and width 30 yards. The goal line, the end line, half way line, the 12 yard line (no more than 2 yards long and in the centre of the field) and the 5 yard line (as a hashed line) are the only lines permitted on the field.

Goals

ARTICLE 5. There shall be no goal posts

Line to gain

ARTICLE 6. There shall be no line to gain indicators.

The ball

ARTICLE 7. The ball shall be that mandated by the governing body and the age group of the competing teams.

Players and playing equipment

ARTICLE 8. There are no numbering restrictions.

Kicks

ARTICLE 9. There shall be no kicking of the football.

Game clock

ARTICLE 10. The game clock is any device under the direction of the appropriate official used to time the duration of the game.

a. The normal duration of the game is 30 minutes, but this may be changed by the tournament organiser.

30-second clock

ARTICLE 11. The 30-second clock is any device under the direction of the appropriate official used to time the 30 seconds between the ready-for-play signal and the ball's being put into play.

Start of each half

ARTICLE 12. Each half shall start with a snap from the offensive team's 5 yard line.

a. Before the game, the Referee shall toss a coin at midfield, in the presence of not more than two captains from each team, first designating the captain of the visiting team to call the coin toss.

b. The winner of the coin toss has first possession (there is no deferring); the loser chooses which end of the field to defend and shall have first possession in the second half.

Overtime

ARTICLE 13. Overtime will only be played in play-off games and will be ''sudden death'' i.e. the first team to score shall be declared the winner. A coin toss will take place to determine first possession. Each overtime period shall be of 5 minutes duration and each team is entitled to one charged team timeout per extra period.

Playing time

ARTICLE 14. a. The total playing time (excluding extra periods) shall be 30 minutes divided into two halves of 15 minutes each with a two minute intermission between halves.

b. The clock shall start on the first snap from the offensive team s 5 yard line.

c. The clock shall be stopped when each period ends. Other than for timeouts and specific penalty enforcements, the clock shall not be stopped except during the last two minutes of each half when the clock shall be stopped during extra points, after incomplete passes, when a ball or ball carrier is out of bounds, after a change of possession or a first down completion.

Timeouts

ARTICLE 15. Each team is entitled to two charged team timeouts during each half.

Delay of game

ARTICLE 16. PENALTY —Clock is stopped (restarted on the snap). 5 yard penalty (and a loss of down if delay caused by offense).

Putting the ball in play

ARTICLE 17. The ball shall be put in play within 30 seconds of it being declared ready for play, unless, during that interval, play is suspended. If play is suspended the 30 second count will start again.

Downs

ARTICLE 18. The team in possession shall have four downs to progress to the half way line. If successful that team shall have a further four downs to score.

Backward passes and hand offs

ARTICLE 19. A runner may hand off or pass the ball backward at any time provided the hand off or pass is completed behind the neutral zone, except to throw the ball intentionally out of bounds to conserve time. PENALTY —5 yards from the previous spot.

Numbering and formations

ARTICLE 20. There are NO restrictions on the formation or numbering of players. PENALTY —Illegal Motion 5 yards AND loss of down.

Forward passes

ARTICLE 21. Team A may make one forward pass during each scrimmage down before team possession changes, provided the pass is thrown from a point in or behind the neutral zone. The Quarterback has 7 seconds to pass the ball. If the Quarterback hands the ball off the 7 second limit no longer applies. PENALTY —Loss of down from previous spot for exceeding the 7 seconds. PENALTY —5 yards AND loss of down for an illegal forward pass.

Eligibility to touch a forward pass

ARTICLE 22. All players are eligible to touch a forward pass. (***Exception:*** The Passer is not eligible to touch a forward pass until it is touched by another player.)

Scoring

ARTICLE 23. The point value of scoring plays shall be:

Touchdown	6 Points
Safety (points awarded to opponents)	2 Points
Successful Try Touchdown	1 Point (from 5 yard line)
	2 Points (from 12 yard line)

NOTE: The try will be from the 5 yard line unless the captain or coach of the scoring team informs the referee that it will be from the 12 yard line. This option must be chosen before the ready for play.

Personal fouls

ARTICLE 24. a. There are no exceptions to the clipping rule.

b. Blocking below the waist is not permitted. (***Exception:*** Against the runner.)

c. Only the nose tackle (defender positioned immediately in front of the ball) is permitted to rush (blitz) the Quarterback, provided (s)he is in a 3 or 4 point stance. If the defensive formation does not use a nose tackle, one player, who must be lined up 7 yards or more from the line of scrimmage at the snap, may rush (blitz) the Quarterback.

Penalties

ARTICLE 25. There are no 15 yard penalties. All penalties are 10 yards except where stated.

Penalty administration

ARTICLE 26. Any penalty may be declined, except for a false start penalty, but a disqualified player must leave the game.

Enforcement spots

ARTICLE 27. The enforcement spot for all live ball fouls is the previous spot. (***Exception:*** When an interception occurs, a live ball foul after the interception is administered from the spot of the interception.

Sportsmanship

ARTICLE 28. a. If a official witnesses any acts of illegal tacks or blocking, ''cheap shots'' or any unsportsmanlike act by a player or coach, the game will be stopped and the player or coach concerned faces possible disqualification from the game. Foul play will not be tolerated.

b. Any person disqualified from a game will be banned from his/her team's next game. A fine (as laid down in the current BYAFA rules) will be imposed. If a disqualified player or coach participates in the team's next game, he/she will be disqualified from the remainder of the tournament and a fine (as laid down in the current BYAFA rules) will be imposed.

c. Trash talking (any talking which is deemed offensive to officials, opposing players, teams or spectators) is illegal. Officials have the right to determine ''offensive language''. If trash talking occurs, the referee will issue one warning. If the trash talking continues the player or players will be disqualified from the game.

RULE 13

Standards for Game Management

SECTION 1. Changing Facilities

Changing Rooms

ARTICLE 1. a. • Game management must provide changing rooms for the home team, the visiting team and the officials. These changing rooms should be separate and access to one should not be via another.

b. • Each room must be large enough to accommodate the appropriate number of people, and must be available two hours prior to the scheduled kickoff time.

c. • Seating must be provided, and each room should be clean, warm, dry and quiet. Washing (preferably shower) and toilet facilities are desirable. An adequate number of coat hooks should also be provided.

REPORT – Changing rooms not provided, not separate, not large enough, or without seating.

Security and Access

ARTICLE 2. • Changing rooms should be secure, i.e. either the occupants should be provided with a key to the room, or a responsible member of the game management assigned to lock and unlock the room as required by the occupants. Game management should inform the occupants if there is any threat to the security of items left in the changing room.

REPORT – Breaches of security.

SECTION 2. Stadium Clocks

Minimum Standards for Game Clocks

ARTICLE 1. □ A stadium game clock is not mandatory but where provided must meet the following requirements:

a. It shall be visible from all areas of the pitch. More than one clock is permissible.

b. It must count downwards. A clock that only counts upwards shall not be used.

c. The stadium clock operator shall have control of the game clock via a proper panel, and he shall be situated in a place from which he can see the entire playing surface including end zones.

d. The clock controls must allow the following:

1. Starting and stopping the clock.
2. Setting the time to any value.
3. Correcting of errors.
4. Turning it off in case of malfunction.

e. The clock shall be maintained regularly and checked for accuracy before each game.

f. If a stadium game clock is provided, and the following criteria are satisfied, then the clock will be used:

1. the stadium clock shall comply with the minimum standards set out above;
2. a competent operator shall be provided who has no duties during the game other than to operate the game clock;
3. there shall be a means of communication between the on-field time keeper and the stadium clock operator.

Minimum Standards for 25-second Clocks

ARTICLE 2. 25-second clocks are not mandatory (overrules Rule 3-2-4-b) but where provided must meet the following requirements:

a. At least two clocks shall be provided, situated at either end of the ground and visible to players in the field of play and end zones. The rules specify that if one clock is not working then the other shall be turned off.

b. Clocks shall count downwards.

c. A separate operator shall be provided to run the 25-second clock.

d. There should be a separate control box for the 25-second clock.

e. The control box for the 25-second clock must allow the following:
   1. Starting and stopping the clock;
   2. Reset to 25 seconds.
   3. Turning it off should malfunction occur or for game situations such as crowd noise delay, end or quarter, etc.

f. If 0 seconds is reached the clock shall stop there automatically without counting further.

g. The clock shall be maintained regularly and checked for accuracy before each game.

Procedures for Operating Game Clocks

ARTICLE 3. a. The stadium game clock will show the official time. It is up to the on-field time keeper, sideline assistant and stadium clock operator to work as a team to ensure that it always shows the correct time.

b. The stadium clock shall not be used as an unofficial time piece.

c. If the clock malfunctions or if the operator is inadequate, the Referee should order the clock turned off and the game time kept only on the field. If this becomes necessary, the Referee must inform both head coaches, and an incident report made.

REPORT – Stadium clock malfunctions or operator is inadequate.

d. Proper briefing of the stadium clock operator(s) is of paramount importance before any game.

e. The on-field time keeper shall start the clock only on the Referee's signal (even if incorrect by rule) and stop it as soon as the ball becomes dead (and the clock should stop by rule).

f. If the clock is stopped in error, an official shall restart it immediately.

g. The on-field time keeper should ordinarily correct the stadium clock only after instances where a significant error has occurred.

Procedures for Operating 25-second Clocks

ARTICLE 4. If 25-second clocks are provided and they meet the specified standards, they shall be used and shall be the official 25-second timers. Unofficial 25-second timers shall not be used.

Instructions to Stadium Game Clock Operators

ARTICLE 5. Prior to the game, an official shall inform the stadium clock operator of the length of the periods, and instruct him/her that:

a. The clock should start on the Referee's winding signal only, or when the ball is snapped (which ever happens first). The clock must not be started if any other official gives a winding signal (***Exception:*** during a free kick).

b. The clock stops if any official gives a stopping the clock signal, or if a touchdown is scored, a safety conceded, a touchback allowed, a field goal attempt scores or fails, or a pass is declared incomplete. Each of these latter signals stops the clock in its own right.

c. If the on-field time keeper wants the time displayed to be adjusted, he will either:

1. Order a correction by asking an assistant to use the walkie-talkie or phone line (if provided).
2. Use agreed signals during a time out or other convenient pause in the game.
3. Ask the Referee to use his radio-microphone to announce a correction.

Instructions to Stadium 25-second Clock Operators

ARTICLE 6. Prior to the game, an official shall instruct the 25-second clock operator that:

a. The 25-second clock should be started whenever the Referee gives either the ready for play signal or a winding the clock signal simultaneously with blowing his whistle.

b. If, before the 25-second clock reaches zero, the ball is snapped, kicked, or any official blows his whistle, the time shall be reset immediately to 25 seconds, and the clock shall not continue to count down.

c. If the clock winds down to zero before the ball is snapped or kicked, it must be left showing 0 until the delay of game penalty is enforced, then reset to 25 seconds.

d. There are two instances in the game when the 25-second clock does not run:

1. After a crowd noise delay – the Referee gives no signal when the ball is declared ready for play – the 25-second clock should remain at 25 seconds or be temporarily turned off.
2. If the game clock is running with less than 25 seconds left in any quarter, the 25-second clock will not run.

e. If one of the two 25-second clocks becomes inoperative, the other one must be turned off immediately.

SECTION 3. Game Personnel

Officials' Assistants

ARTICLE 1. •a. Game management shall be responsible for providing 30 minutes prior to the kickoff a minimum of five persons to act as officials' assistants (ball persons and chain crew).

b. The officials' assistants shall be appointed to the following duties:

1. Down box operator
2. Stake operator #1
3. Stake operator #2
4. Ball person #1
5. Ball person #2

6. Chain clip operator (if six or more)
7. Alternate line to gain stake operator (if seven or more)
8. Alternate down box operator (if eight or more)
9. Ball person #3 (if more than three balls are to be used)
10. Ball person #4 (if more than three balls are to be used)

c. • It is mandatory that persons under the age of 14 years shall not be used as officials' assistants. Teams are recommended to appoint a regular crew of assistants who will be available to do these jobs for every game.

d. □ It is desirable that officials' assistants be attired with brightly coloured vests to enable them to be distinguished on the sideline.

1. Down box operators: red.
2. Stake operators and chain clip operator: 3-inch black and yellow stripes.
3. Ball persons: dark blue with red diagonal stripes front and back.

e. When provided with an inexperienced crew of assistants, the referee is recommended to use the best individual as down box operator, the next two best as stake operators, and the next two best as ball persons.

f. Where only five assistants are available, the down box operator shall also perform the duties of the chain clip operator. Alternate operators are optional.

REPORT – Officials' assistants under age 14. Fewer than minimum number of assistants provided. Officials' assistants provided later than 30 minutes before kickoff.

Water Carriers

ARTICLE 2. a. Persons carrying liquid refreshment for use or consumption by players shall only be permitted on the field of play with the permission of the referee. (The referee may delegate the authority to give this permission to other officials if he so wishes.)

b. The water carrier may only provide refreshment and may not communicate coaching information to players. Water carriers shall only be permitted on the field during charged team timeouts, two-minute warning timeouts, injury timeouts or between periods. It is a contravention of rule 9-2-1 for a water carrier to be on the field at any other time or without permission or to communicate with players.

c. At other times when the ball is dead, a player may go to the team area for refreshment (but the water carrier must stay outside the sideline).

Liaison with Game Personnel

ARTICLE 3. a. Prior to the kickoff the officials shall carry out their pre-game duties including speaking to the following personnel:

1. Head coach of each team – to obtain coaches' certification and names/numbers of captains.
2. Chain crew and ball persons – to brief them as to their duties.
3. Public address announcers – to ensure familiarity with officials' signals, to ascertain what announcements are to made and if and when the National Anthem is to be played.
4. Clock operator (where provided) – to ensure familiarity with officials' signals and to be briefed on the mechanism to be used to correct errors on the stadium clock.

5. Medical personnel – to ascertain their location.

b. •Game personnel must be available to speak to the officials in the period 30-10 minutes prior to the start of the game.

Stewards

ARTICLE 4. •Game management shall be responsible for providing stewards to remove unauthorised persons from the team areas and within the limit lines.

SECTION 4. Cancellation, Suspension and Abandonment of Games

General Principle

ARTICLE 1. a. The referee shall be the sole arbiter in respect of decisions as to whether to cancel, delay, suspend or abandon the game, however he shall consult his fellow officials, and at all times keep game management and, where appropriate, both head coaches informed of the reason(s) for the cancellation, delay, suspension or abandonment, and, in the case of a delay or suspension, the likely duration.

b. The referee shall make every effort to play the game at the place and time scheduled, but if circumstances do not permit play to proceed he shall not hesitate to carry out the procedures specified here.

REPORT – The circumstances of any cancellation, delay, suspension or abandonment.

Team Arrival

ARTICLE 2. a. •The game shall not be cancelled if both teams have arrived at the ground prior to the scheduled kickoff time (even though they may not be ready to start at that time). In case of dispute, the scheduled kickoff time shall be defined to be the kickoff time notified to the referee.

b. Where the kickoff is delayed because of the late arrival of a team, the offending team shall be penalised on the opening kickoff under rule 3-4-1-a. The referee may waive the penalty for circumstances beyond either team's control. (Note: delays due to traffic holdups, navigational difficulties, etc. are not to be considered as being beyond a team's control.)

Game Management

ARTICLE 3. •The referee shall delay the start of the game until such time as:

a. the goal posts have been adequately padded according to rule;

b. the match balls have been obtained and checked;

c. the chain set has been obtained and checked;

d. the officials' assistants have been briefed;

e. the minimum medical requirement is met.

PENALTY – 10 yards from the succeeding spot (Rule 3-4-1-b) [S7 and S21].

The Field

ARTICLE 4. Rule 1-2-9-b authorises the referee to effect any improvement to the field surface deemed necessary for proper game administration. Rule 1-2-8-a authorises the referee to order the removal of any obstructions within the playing enclosure that constitute a

hazard. The referee shall delay the start of the game until such time as these tasks are complete. A delay caused by circumstances under the control of the game management shall be considered a contravention of rule 3-4-1-b.

PENALTY – 10 yards from the succeeding spot (Rule 3-4-1-b) [S7 and S21].

Game Supervision

ARTICLE 5. a. • Rule 1-1-4-a requires that a game be supervised by a minimum of three officials.

b. • The referee (or the senior official present who shall act as the referee in the appointed referee's absence) shall delay the start of the game until three or more officials are present. If three or more officials are present at the scheduled kickoff time then the game shall proceed, even if more officials are expected to arrive shortly thereafter. Officials who arrive late shall be assimilated into the crew at the referee's discretion.

c. ∅ If fewer than three officials are available, suitably qualified persons attending the game as spectators or in another capacity may be appointed officials with the agreement of the referee and the head coach (or his designated representative) of each team.

d. • If one or more officials become incapacitated and the size of the crew drops below three then the referee (or senior official if the referee is incapacitated) shall suspend the game.

REPORT – Fewer than three officials.

Weather

ARTICLE 6. a. American football is a game designed to be played in any weather conditions except those that are judged hazardous to player, official or spectator safety (e.g. lightning).

b. • The referee shall delay the start of the game or suspend a game in progress if conditions are construed to be hazardous to life or limb of the participants or spectators.

REPORT – Hazardous weather conditions.

Procedure for Delaying the Start of a Game

ARTICLE 7. a. If the referee delays the start of the game due to any of the reasons above, or for any other reason(s), he shall:

1. notify game management of the reason(s) for the delay;
2. wait at least one hour before cancelling the game.

b. However, if it is clear or becomes clear that the problem(s) will not be rectified (e.g. away team telephones to say they are not coming, or necessary equipment to improve the pitch surface is not available), the referee shall immediately cancel the game without further delay.

Procedure for Suspending the Game

ARTICLE 8. a. The procedure for suspending the game is stipulated in Rule 3-3-3.

b. The referee shall suspend the game under the following circumstances:

1. if all match balls are illegal;
2. if the chain set is inoperative;
3. if one or more officials' assistants become unavailable or are dismissed due to incompetence;
4. if the medical cover drops below the minimum level;

5. if the field surface makes proper game administration impossible or an obstruction becomes a hazard;
6. if fewer than three officials are able to supervise the game, due to injury or for any other reason;
7. if weather conditions become hazardous to players, officials or spectators;
8. if player or crowd behaviour does not permit orderly conduct of the game;
9. for any other reason which poses a hazard to player, official or spectator safety;
10. for any other contingency not covered by the rules.

c. The referee shall wait for a reasonable time to permit the problem(s) to be rectified. However, if it becomes clear that the game cannot continue, the referee shall abandon the game and notify game management.

REPORT – Game abandoned.

League Notification

ARTICLE 9. The referee shall make a report to the appropriate league of all cancellations and abandonments and all delays and suspensions of more than five minutes duration. Shorter delays and suspensions may be reported at the referee's discretion.

REPORT – Game suspended for more than 5 minutes.

SECTION 5. Miscellaneous

Access to Officials

ARTICLE 1. a. • Members of the game management staff, members of the press with enquiries, players and coaches shall only be allowed into the officials' changing room with the expressed permission of the referee (or in his absence the senior official present). This applies before, during and after the game.

b. • The referee shall be available after the game to answer questions on rules and interpretations. The referee shall not be available to answer questions on judgement calls. Questions addressed to other officials shall be redirected to the referee.

REPORT – Unauthorised access to officials' changing room.

Public Address Announcers

ARTICLE 2. a. • Announcers must cooperate with the officials by not criticising judgement calls made by the officials. Whether the official gets a good view of the play or not, he can only call what he sees.

b. • In order to ensure fairness to both teams, announcers must not describe the play to the advantage or disadvantage of either team, especially while the ball is live.

REPORT – Infractions by public address announcers.

Ceremonies

ARTICLE 3. a. □ Team announcements should be completed before the start of the coin toss ceremony.

b. □ If game management wishes, the toss of the coin at the start of the game may be performed by an individual or attended by a small group of persons. (This is not to be considered a contravention of rule 3-1-1.) Such persons shall not, however, be permitted to perform a kickoff.

SECTION 6. Amendments to NCAA Rules for British games

Status of the BAFA Disciplinary Code

ARTICLE 1. a. No player who is not on his team's roster form may participate.

b. A head coach may request a coach's conference with the referee if he believes an opposition player is not on the roster (Rule 3-3-4-e). If the player is on the roster, the coach's team will be charged a timeout, or a delay penalty if all timeouts have been used. (**A.R. 13-6-1:I-IV**)

PENALTY – Disqualification [S47].

c. The BAFA Disciplinary Code specifies that persons who are ejected from a game are suspended for at least one game (***Exception:*** players ejected for being "not on roster"). This includes persons disqualified for fighting (Rule 9-5-1) or illegal cleats (Rule 9-2-2-d). The penalties stipulated by the BAFA Disciplinary Code override those specified in NCAA Rules.

- **Approved Ruling 13-6-1**

  I. After the ball is dead, a Team B player requests a coach's conference because his coach believes that A99, who participated in the previous down, is not on his team's roster. **RULING:** The referee shall check the roster form. If A99 is not on the form, disqualify him. If A99 is on the form, charge Team B with a timeout, or a delay penalty if all timeouts have been used. [Cited by 13-6-1-b]

  II. A Team A player leaves the field and A99 enters the field to replace him and communicates with a teammate or an official, enters the huddle, or is positioned in an offensive formation. A Team B player requests a coach's conference because his coach believes that A99 is not on his team's roster. **RULING:** The referee shall check the roster form. If A99 is not on the form, disqualify him. If A99 is on the form, charge Team B with a timeout, or a delay penalty if all timeouts have been used. [Cited by 13-6-1-b]

  III. During a down, an official observes player A99 who he believes is not on his team's roster form. **RULING:** Referee's timeout when the ball is dead. The referee shall check the roster form. If A99 is not on the form, disqualify him. If A99 is on the form, the game continues. [Cited by 13-6-1-b]

  IV. After the ball is dead, a Team B player requests a coach's conference because his coach believes that A18 and A99, who participated in the previous down, are not on their team's roster. After checking the roster form, the referee discovers that A18 is on the form but A99 isn't. **RULING:** Disqualify A99. Team B will not be charged for the coach's conference since at least part of their appeal was upheld. (Rule 13-6-1-b) [Cited by 13-6-1-b]

Removing persons from the field

ARTICLE 2. The referee may require game management to remove any person from the field (including team areas and within the limit lines) who he believes poses a threat to the safety of persons subject to the rules or the officials, or whose behaviour is prejudicial to the orderly conduct of the game. The referee may suspend the game (Rule 3-3-3-a) while this takes place.

REPORT – Persons removed from the field.

Tiebreaker procedures

ARTICLE 3. ∇ Leagues may adopt regulations to forego the tiebreaker system (Rule 3-1-3) if the scores are tied at the end of a regular season game. In that event, the game shall be terminated and the result will stand as a tie.

Length of Periods and Intermissions

ARTICLE 4. ∇ Leagues may adopt regulations to limit the playing time (Rule 3-2-1) in a game to 48, 40 or 32 minutes, provided the four periods are of equal length.

Summary of penalties

Officials' signals (see pages 169 - 171), the numbers refer to numbered illustrations; R, Rule; S, Section; A, Article; P, Page. Where a signal is marked *, the referee shall also give Signal 9.

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39	Sideline interference	29	9	1	5	121
40	Interlocked interference	44	9	3	2	125
	LOSS OF 10 YARDS					
1	Home management delay	21	3	4	1	65
2	Illegal use of hands (offense)	43	9	3	3	125
3	Holding (offense)	42	9	3	3	125
4	Illegal block in the back (offense)	43	9	3	3	126
5	Holding (defense)	42	9	3	4	127
6	Illegal use of hands (defense)	43	9	3	4	127
7	Illegal block in the back (defense)	43	9	3	4	127
8	Holding (loose ball)	42	9	3	6	128
9	Game management delay of game	21	13	4	3	152
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	LOSS OF 15 YARDS					
1	Marking a ball indicating a preference for any player or situation	27	1	3	3	27
2	Changing jersey numbers to deceive opponents	27	1	4	2	27
3	Illegal signal devices (also disqualification)	27	1	4	8	33
4	Team not ready to play at start of half	21	3	4	1	65
5	Unsportsmanlike conduct	27	3	5	2	66
6	Contact interference with opportunity to catch kick	38, 33	6	4	1	84
7	Illegal block by fair catch signaller	40	6	5	4	87
8	Tackling or blocking fair catcher	38	6	5	5	87
9	Offensive pass interference	33	7	3	8	100
10	Defensive pass interference (first down)	33	7	3	8	100
11	Pass interference (first down)	33	7	3	8	100
12	Personal foul (first down)	38	9	1	2	117
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12	Continuous contact to opponent's helmet (defense)	38	9	3	4	127
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BAFRA Terms and Conditions

These Terms and Conditions apply to the provision of BAFRA officials for all games and are included here only for the information of all BAFA members.

Definitions

1.1 Game Management – the game management authority (normally an authorised representative of the home team).

1.2 Match Official – an official assigned by BAFRA who officiates a game.

1.3 Referee – the referee or other Match Official responsible for liaison with Game Management.

1.4 Status of game – one of the following:

L	League regular season game
P	League playoff or bowl game
I	International game (i.e. against any overseas team)
F	Friendly game (i.e. none of the above)

Introduction

2.1 These terms and conditions apply to the assignment of BAFRA members to officiate American football games.

2.2 BAFRA operates an assigning service for the benefit of its members and teams. Leagues and teams will not seek officials from elsewhere for any game, except with the explicit approval of the BAFRA Directors or where BAFRA informs a team or league that it cannot cover a game due to shortage of officials.

2.3 All teams and organisations under the auspices of BAFA will be provided with a copy of these terms and conditions.

Notification of fixtures

3.1 Game Management shall give BAFRA as much notice as possible of fixtures. Normally this shall be 28 days, but all league regular season fixtures and dates for playoff fixtures must be notified to BAFRA 28 days before the first such fixture (e.g. the last day of February for a league season starting at the beginning of April).

3.2 Game Management must return a completed Fixture Confirmation Form to BAFRA before they will be assigned any officials for regular season games.

3.3 Fixtures notified at less than 28 days notice will be accepted at BAFRA's discretion.

3.4 Notification of a fixture shall consist of:

- day, month and date;
- names of the participating teams;
- status of the game;
- venue, including directions where necessary;
- kickoff time
- name, address and telephone number(s) of one or more authorised Game

Management contacts.

3.5 Cancellation, or alteration of any of the details of a fixture, must be notified to BAFRA at the earliest opportunity. If

- the date is changed, or
- the venue is moved more than 20 miles, or
- the kickoff time is altered by more than 2 hours, or
- the status is changed, or
- any of the participating teams is changed, or
- BAFRA is notified less than 24 hours before the kickoff time (new or old, whichever is earlier)

then, at BAFRA's discretion, the change will be regarded as a cancellation (see §3.8). *Cancellation due to change of status will only be made if the fixture becomes a friendly and there are other non-friendly games lacking officials.*

3.6 BAFRA reserves the absolute right not to assign officials to fixtures involving any team that:

(i) owes BAFRA or any of its members any officiating fees, expenses or charges and the procedures specified in section 6.1 have been exhausted; *(debts between teams and BAFRA members incurred other than through officiating are specifically excluded from this)*

(ii) has players, coaching staff or other personnel who have assaulted or severely abused officials or who have obviously taken insufficient reasonable steps to prevent assaults or abuse;

(iii) has facilities or game management that are persistently inadequate; *(persistently inadequate means that on more than one occasion a fixture has been unable to start or continue because of deficiencies of facilities or game management)*

(iv) is suspended from BAFA or a league;

(v) is in breach of these terms and conditions.

The above applies whether the team is at home or away.

If a team lodges an appeal with BAFA, and the Chairman of the BAFA Appeals Committee (or his deputy) informs BAFRA that *de facto* grounds for an appeal exist, then BAFRA will withhold action until the determination of the appeal or the expiration of 28 days from BAFRA's notification to the team, whichever is earlier.

3.7 BAFRA will notify Game Management at least 72 hours before kickoff time if it cannot or will not assign officials to a fixture. It is then Game Management's responsibility to notify all the participating teams. BAFRA will not be liable for any losses due to any party once such notice is given.

If less than 72 hours but more than 24 hours notice is given, BAFRA's liability will be limited to a cancellation fee of £100 (incl VAT).

If less than 24 hours notice is given, BAFRA's liability will be limited to £300 (incl VAT). This limit will also apply if the assigned officials do not attend the game for any reason due to the fault of BAFRA or its members, or if the game cannot start due solely to the presence of insufficient officials (see §4.4).

If BAFRA will not provide officials because the procedure in section 6.1 has been exhausted then BAFRA's liability will be limited to £1 (incl VAT) whatever the notice.

3.8 If BAFRA is notified of the cancellation of a fixture (or alteration of the details of the fixture which BAFRA treats as a cancellation) at less than 72 hours notice (i.e. later than kickoff time on Thursday for a Sunday fixture), then Game Management will be held responsible for

- all officials' fees (unless the officials can be reassigned to another game),
- the officials' expenses (if they travel to the venue),
- the BAFRA administration fee, and
- a £25 cancellation charge.

BAFRA will hold the appropriate league responsible for the fees and expenses if these cannot be recovered from the Game Management and it can be shown that the league knew or should have known of the cancellation or alteration.

3.9 Fixture notifications, alterations and cancellations must be made to the BAFRA Director of Operations or to his authorised representatives (see annex).

3.10 BAFRA undertakes to communicate by telephone or fax with the nominated Game Management contact (or any one of them where more than one) and by first class post. Changes to the list of contacts must be notified to the BAFRA Director of Operations immediately they occur.

If no nominated Game Management contact can be reached then BAFRA will notify the appropriate league office who will then be responsible for informing Game Management. BAFRA will accept no responsibility for the league's failure to inform Game Management.

3.11 Because of hoax calls received in the past, BAFRA reserves the right to ignore notifications, alterations or cancellations not properly made by known representatives of teams. BAFRA will accept notifications, alterations or cancellations made on the behalf of teams by leagues.

3.12 Due to a shortage of officials, on any given date there is a maximum number of games for which BAFRA can assign officials. Each league is assigned a quota from this number (see annex). Fixture notifications in excess of quota will not normally be accepted. If quota is exceeded, leagues and teams may seek officials from sources other than BAFRA.

Assignment of officials

4.1 BAFRA reserves the right to solely determine the officials to be assigned to a game. No team, league or BAFA shall have the right to demand or refuse the assignment of any member of BAFRA to any game.

4.2 All the officials for a game must be assigned by BAFRA. Officials visiting from overseas, where recognised by BAFRA, will be assigned on the same basis as BAFRA members. BAFRA officials shall not work alongside officials supplied from other sources.

4.3 For each team there will be established the normal number of officials to be assigned to its games (see annex). This number may be different for regular season, playoff and bowl games. Where teams with differing numbers play each other, the higher of the teams' numbers will apply.

If fewer than the normal number are assigned to a game, then Game Management is only required to pay for those that are assigned. If BAFRA provides more than the normal number, then Game Management is only required to pay for the normal number. If a league or team wishes BAFRA to assign more than the normal number of officials

to a game, then the additional officials will be provided at the team or league's expense, if available.

4.4 Under no circumstances may a game (other than a Passball game) begin, nor continue if suspended, with fewer than 3 Match Officials.

Fees and expenses

5.1 The Game Management shall be responsible for the payment of all fees and expenses due to the match officials and to BAFRA.

5.2 The Referee will give Game Management an invoice indicating the correct amounts to be paid to each official and to BAFRA. Each Match Official shall be paid individually his match fee and his travelling expenses (unless BAFRA has agreed with Game Management that BAFRA will pay the travelling expenses out of the administration fee). Where the match fee is stipulated as being ''per crew'', the invoice will indicate how the fee is to be divided among the Match Officials.

5.3 Cheques for match fees and expenses are to be made out to the individual officials. Cheques for the administration fee are to be made payable to ''BAFRA''. Clubs who wish to issue only a single cheque must use payment means 5.4 (iii) below and incur the handling charge. A single cheque for all fees, expenses and charges may *not* be made out to an individual official.

5.4 There are three means by which Game Management can pay the Match Officials:

(i) By cash or cheque before the game. This is the preferred means of payment.

(ii) By cash or cheque after the game. The latest time by which all fees and expenses must be paid is 30 minutes after the final whistle. If all payments have not been made by this time, the officials shall leave the ground and Game Management will have to use means (iii) below and incur the handling charge.

(iii) If the officials leave the ground after 30 minutes without being paid, or if Game Management otherwise elects not to pay the officials on the day of the game, a cheque made payable to ''BAFRA'' for the total amount of

fees,

+ expenses,

+ administration fee,

+ a £25 handling charge

must be sent to the BAFRA address on the invoice to arrive at the latest by first post 3 working days after the game (i.e. Wednesday if the game is played Friday, Saturday or Sunday). If the cheque does not arrive by then, BAFRA will regard the team as being in debt and will apply the procedure specified in section §6.1 according to the Game Management's guarantee category.

5.5 BAFRA designates each Game Management authority as being in one of three payment categories: A, B or C. These categories have the following significance relating to payment of officials:

A. Most Game Managements are in Category A and may use any of the means of payment specified in §5.4.

B. Game Managements that ''bounce'' cheques on BAFRA or its members, or who fail to pay all monies due for a game within 3 working days, will be relegated to Category B. Game Managements in Category B must pay match fees and expenses in cash, and must pay the officials by 60 minutes before kickoff time *at the latest*.

The BAFRA administration fee may still be paid by cheque. If the officials have not been paid by 60 minutes before kickoff time the match will be declared cancelled but Game Management will still be liable for all fees, expenses and administration charges due.

C. At the discretion of the BAFRA Directors, Game Management in Category B that is again overdue in making or upholding payments to BAFRA or its members will be relegated to Category C. In Category C, Game Management will be subject to the same payment restrictions as Category B, but will in addition be required to deposit £200 with BAFRA in advance of any fixture notification. This deposit will be returned to Game Management after completion of all notified fixtures, including playoff games.

BAFRA will notify a Game Management in writing of any change in its Category. Game Management relegated to Category B or C is unlikely to be restored to a higher category until more than one season's record of proper payments is observed.

Debts to BAFRA or its members are not discharged until the money is cleared into a bank account. Postal orders are acceptable in place of cheques.

5.6 If a Match Official is delayed for whatever reason and is not present for the opening kickoff, he shall be paid half the appropriate game fee plus the entirety of his applicable travelling expenses.

If the Match Official is delayed and not present for the 2nd half kickoff, no game fee or travelling expenses will be paid.

If an assigned official attends a game but does not officiate any part of it, Game Management shall pay him no fee nor expenses.

N.B. The full BAFRA administration fee is always payable.

5.7 Game Management is liable for the officials' fees, expenses and the BAFRA administration fee (plus the £25 handling charge if they are not paid to the officials on the day) if any or all officials attend the notified venue and the fixture is cancelled or abandoned for any reason including but not limited to:

(i) failure to notify BAFRA of cancellation in time;

(ii) failure of a Category B team to pay the officials by 60 minutes before kickoff time;

(iii) unfit field or weather conditions;

(iv) lack of equipment and/or assistants including balls, chain set, ball persons and chain crew;

(v) non-arrival of a team or a team's refusal to play;

(vi) inadequate medical facilities;

(vii) player or crowd behaviour does not permit orderly conduct of the game;

(viii) once the game is started, if the number of officials drops below the minimum number due to illness or injury;

(ix) the Referee abandons the game for any other contingency not covered by the rules.

Game Management is not liable if the fixture cannot start solely because there are insufficient officials (see §4.4).

5.8 It is Game Management's responsibility to find the officials and to make sure they are paid in time. Officials should not have to ''go looking'' for Game Management.

5.9 Where the provision of overnight accommodation is agreed with a team, Game Management is responsible for paying all reasonable costs of evening meal and bed and breakfast accommodation (normally up to a maximum of £25). Where special transport provision has been made (e.g. sea ferry or airline flight), Game Management is responsible for paying up to the costs of airline flights in order to return the officials to their place of residence.

Game management debts

6.1 BAFRA designates each Game Management authority as being in one of three guarantee categories: Alpha, Beta or Gamma. Normally all teams in the same league will be in the same guarantee category but a league may, if it wishes, stipulate that some or all of its teams shall be in a lower category. These categories have the following significance relating to when BAFRA will refuse to cover a team's fixtures if a debt is incurred:

Alpha. If a Game Management authority is in this guarantee category, a 10 day period of grace will be extended. BAFRA will not withdraw its officials from the team during the period of grace. An invoice for the Game Management's debts (including the handling fee) will be sent to the league. If the amount owed is paid to BAFRA within 10 days then BAFRA will regard the debt as cleared. If the amount owed is not paid then the team will not be assigned any officials and all the league's other teams will become guarantee category Gamma.

Beta. As Category Alpha, except that the league must deposit with BAFRA, in advance, a sum of money to be agreed. The deposit will be returned to the league after completion of all notified fixtures including playoff games if all debts are cleared. The league is still required to pay invoices within 10 days – otherwise the deposit will be retained until all debts are cleared, the team concerned will not be assigned any officials, and all the league's teams will become category Gamma.

Gamma. No period of grace will be offered. The team concerned will not be assigned any officials until the debt is cleared.

Feedback procedures

7.1 Teams that wish to complain about the standard of officiating at a game in which they participated are invited to write to the BAFRA Director of Training, enclosing full details and a game video.

7.2 Information about officials provided to BAFRA by leagues or teams will be acted upon at BAFRA's discretion.

Match Category Codes

In order to identify its category, each game is allocated a 2-letter game category code. The first letter denotes the level of the game (senior, junior, etc.) and its rules (kitted, double-

touch, flag, passball, etc.). The second letter denotes the status of the game. The letter codes have the following meanings:

First letter:

S	Senior kitted game
Y	Youth kitted game
F	Flag game
U	Student (university) game
P	Seven-a-side (e.g. Passball) game

Second letter:

F	Friendly
I	International
L	League (regular season game)
P	Playoff

So for example a senior regular season game would have category SL (S because it's senior, L because it's a league game). A friendly match between two junior flag teams would have category FF. ''International'' matches are all those involving overseas opposition visiting Britain and are categorised as SI, YI, etc. according to level.

Annex

The Annex to the Terms and Conditions lays out the scale of charges for fees and expenses and also shows the normal number of officials assigned for games in each league. The contents of this are negotiated between BAFRA and the leagues each year. For a copy of the Annex please contact BAFRA or your league office.

The names, addresses and telephone numbers of the current BAFRA Directors and their assistants is also obtainable from your league office.

Officials' Signals

first page of signals to be replaced

second page of signals to be replaced

Appendix A: Guidelines for Game Officials to Use During a Serious On-Field Player Injury

1. Players and coaches must go to and remain in the bench area. Direct players and coaches accordingly. Always ensure adequate lines of vision between the medical staffs and available emergency personnel.
2. Attempt to keep players a significant distance away from the seriously injured player or players.
3. Do not allow a player to roll an injured player over.
4. Do not allow players to assist a teammate who is lying on the field; i.e., removing the helmet or chin strap, or attempting to assist breathing by elevating the waist.
5. Do not allow players to pull an injured teammate or opponent from a pile.
6. Once the medical staff begins to assist an injured player, all members of the officiating crew should control the total playing field environment and team personnel, and allow the medical staff to perform services without interruption or interference.
7. Players and coaches should be appropriately controlled to avoid dictating medical services to the athletic trainers or team physicians, or taking up their time to perform such service.

Note: Officials should have a reasonable knowledge of the location of emergency personnel equipment at all stadiums.

(The NCAA Football Rules Committee expresses its appreciation to the National Football League for development of these guidelines.)

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