BRITISH AMERICAN FOOTBALL ASSOCIATION

FOOTBALL RULES
AND INTERPRETATIONS

2010-11 EDITION (WITH 2011 CHANGES)

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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 2011 (***Exception:*** Competitions that began before 1st March 2011 will continue to use 2010 rules until the end of their competition).

For brevity, male pronouns are used extensively in this book, but the rules are equally applicable to female and male participants.

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@bafa.org.uk**.

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

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Editorial changes

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Points of emphasis

For 2010-11, the Rules Committee wishes coaches, players and officials to take particular note of the following points.

Sideline control

Competitions and teams should develop plans to enforce the rules regarding the team area and coaching box (Rule 1-2-4-a, back of the limit lines between the 25-yard lines), and the space between the limit lines (Rules 1-2-3-a and 1-2-3-b, 12 feet outside the sidelines and the end line) and the sidelines. These plans should focus on keeping these field-level positions clear of persons who have no game responsibilities.

The field level is for those who are performing a service associated with action on the field of play and for administration of the game; it is not for spectators. Simply put, no job means no sideline pass.

Each team is limited to 40 persons in its team area, not including squad members in full uniform, who shall be wearing a "team" credential. (Full uniform is defined as equipped in accord with BAFA rules and ready to play.) These persons should only be those who are directly involved in the game.

A credential shall be a piece of card or plastic, at least as big as a credit card, and worn as a badge or hung from the bearer's neck. The credential must be light blue for coaches, red for medics and yellow for all others.

Persons who are directly involved in the game include (Rules 1-1-6 and 1-2-4-b): coaches, team managers, medical and athletic training staff members, athletics communications staff members, and game operations staff members (e.g., chain crew, ball persons, official media liaisons, technicians responsible for coach-to-press box communications).

Teams are recommended to clearly separate spectator areas from the field. If there is no spectator seating, a rope or similar marker should be used to keep spectators back from the field. Game management should ensure that this is enforced.

Protection of defenseless players

In 2009, the Rules Committee introduced a separate rule prohibiting contact with and targeting a defenseless opponent (Rule 9-1-3).

The following are situations in which defenseless players are susceptible to serious injury:

- The quarterback moving down the line of scrimmage who has handed or pitched the ball to a teammate, and then makes no attempt to participate further in the play;
- The kicker who is in the act of kicking the ball, or who has not had a reasonable length of time to regain his balance after the kick;
- The passer who is in the act of throwing the ball, or who has not had a reasonable length of time to participate in the play again after releasing the ball;
- The pass receiver whose concentration is on the ball;
- The pass receiver who has clearly relaxed when the pass is no longer catchable;
- The kick receiver whose attention is on the downward flight of the ball;
- The kick receiver who has just touched the ball;
- The player who has relaxed once the ball has become dead; and

- The player who is obviously out of the play.

These players are protected by rules that have been in place for many years. It is of the utmost importance that participants, coaches and game officials carefully and diligently observe safety rules.

Intentional helmet-to-helmet contact is never legal, nor is any other blow directed toward an opponent's head. Flagrant offenders shall be disqualified.

Safety and medical considerations

In consultation with the National Athletic Trainers Association (NATA), the NCAA Football Rules Committee strongly encourages coaches and officials to be diligent in ensuring that players wear mandatory equipment. It is especially important that equipment and pads cover body parts for which they were designed. Particular attention is drawn to wearing uniform pants that cover the knees, which are easily abraded when exposed.

Football players are especially susceptible to methicillin-resistant staphylococcus aureus (MRSA), which is resistant to commonly used antibiotics. MRSA not only results in lost playing time and in some cases, it has caused the deaths of several football players in recent years.

MRSA is typically transmitted through body-to-body contact from an infected wound or via an object (e.g. towel) that has come in contact with the infected area. It is not transmitted through the air, is not found on mud or grass, and cannot live on artificial turf.

The committee recommends the following precautions to reduce the incidence of MRSA infections:

- Proper wearing of all required padding and uniform equipment.
- Keep hands clean by washing thoroughly with soap and water, or by using an alcohol-based hand sanitizer routinely.
- Immediate showering after all physical activity.
- Avoid whirlpools or common tubs when having an open wound.
- Proper washing of athletics gear and towels after each use.
- Referring all active skin lesions to the athletic trainer.
- Covering all skin lesions appropriately before participation.

Other key areas cited by the NATA:

CONCUSSIONS. Coaches and medical personnel should exercise prudence in making return-to-play decisions when a participant suffers a concussion.

HYDRATION. Coaches and medical personnel should encourage hydration without restriction to participants during all physical activity.

The BAFA Rules Committee concurs with the above.

Game management

The Rules Committee remains 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 often 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)
- provide the equipment and personnel listed above, but that they are of questionable quality;

- provide the personnel but they are too young to do the job properly;
- provide the personnel but change them during the game;
- 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.

We have taken three steps to address the situation:

1 BAFRA officials will continue to do game management and/or field audits to identify both the problem teams and those taking the most effective action.

2 We have formalised in the rules the provision for competitions to take action against teams for game management breaches — such action is termed ‘‘sanctions’’ (Rule 13-6).

3 We have changed Rule 13-3-1-c to make it mandatory that officials’ assistants under the age of 14 are not used, and that those under 18 must be supervised by a responsible member of game management.

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. However, any team can take steps to improve its facilities and performance, and we encourage them to do so.

We are also concerned that some teams wish to run the chains on the side of the field opposite to that specified by rule (Rule 1-2-7). This is not such a trivial change as some people may think. It is very disruptive to the positioning mechanics of the game officials, much of whose positioning is dictated by the position of the chains and the expectation that this will be on the opposite side of the field to that designated as the press box for penalty signalling and other purposes. Unless the total playing enclosure does not permit, the chains MUST be run on the side of the field opposite the designated press box.

Celebrations

Rule 9-2-1 sets out an explicit list of acts that players and other persons subject to the rules may not do. While many of these prohibitions are responses by NCAA to specific acts carried out by collegiate players, they are generally indicative of conduct that is not of the highest standard.

There is nothing in the rules to stop players holding spontaneous celebrations of touchdowns. What the rules are intended to stop are players who disrespect opponents, fans or the officials by their acts, or whose actions are clearly premeditated and excessive.

Football is a team sport, and players will want to celebrate with their colleagues and acknowledge the support of their fans. This can be done in exciting ways — it just can’t be done in any of the ways prohibited by rule.

The Football Code

Introduction

Football is an aggressive, rugged contact sport. Only the highest standards of sportsmanship and conduct are expected of players, coaches and others associated with the game. There is no place for unfair tactics, unsportsmanlike conduct or maneuvers deliberately designed to inflict injury.

The British American Football Coaches Association (BAFCA) Code of Ethics states:

1. The Football Code shall be an integral part of this code of ethics and should be carefully read and observed.
2. To gain an advantage by circumvention or disregard for the rules brands a coach or player as unfit to be associated with football.
3. A coach is responsible for flagrant roughing tactics. He is responsible for illegal substitutions. He shall not permit faking of injuries in order to stop the clock. He shall not permit an illegal shift with the intent of drawing an opponent offside.
4. A coach must always remember that IT IS NOT the purpose of football to hurt or injure an opponent by legal or illegal methods.

Through 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. 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.

The following are unethical practices:

a. Changing numbers during the game to deceive the opponent.

b. Using the football helmet as a weapon. The helmet is for the protection of the player.

c. Using a self-propelled mechanical apparatus in the teaching of blocking and tackling.

d. Spearing. Players, coaches and officials should emphasize the elimination of spearing.

e. Using nontherapeutic drugs in the game of football. This is not in keeping with the aims and purposes of amateur athletics and is prohibited.

f. "Beating the ball" by an unfair use of a starting signal. This is nothing less than deliberately stealing an advantage from the opponent. An honest starting signal is needed, 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 illegal. It is the same as if a sprinter in a 100-meter dash had a secret arrangement with the starter to give him a tenth-of-a-second warning before firing the pistol.

g. Shifting in a way that simulates the start of a play or employing any other unfair tactic for the purpose of drawing one’s opponent offside. This can be construed only as a

deliberate attempt to gain an unmerited advantage.

h. Feigning an injury for the purpose of gaining additional, undeserved time for one's team. An injured player must be given full protection under the rules, but feigning injury is dishonest, unsportsmanlike and contrary to the spirit of the rules. Such tactics cannot be tolerated among sportsmen of integrity.

The British American Football Coaches Association has stated:

1. In his relationship with players under his care, the coach should always be aware of the tremendous influence he wields, for good or bad. The coach should never place the value of a win above that of instilling the highest desirable ideals and character traits in his players. The safety and welfare of his players should always be uppermost in his mind, and they must never be sacrificed for any personal prestige or selfish glory.
2. In teaching the game of football, the coach must realise that certain rules exist that are designed to protect the player and provide common standards for determining a winner and a loser. Any attempt to beat these rules, to take unfair advantage of an opponent, or to teach deliberate unsportsmanlike conduct, have no place in the game of football, nor has any coach guilty of such teaching any right to call himself a coach. The coach should set the example for winning without boasting and losing without bitterness. A coach who conducts himself according to these principles need have no fear of failure, for in the final analysis, the success of a coach can be measured in terms of the respect he has earned from his players and from his opponents.
3. The diagnosis and treatment of injuries is a medical problem and should under no circumstances be considered a province of the coach.
4. Under no circumstances should a coach authorise the use of drugs. Medicines, stimulants, or drugs should be used only when authorised and supervised by a physician. Coaches should be aware that the willful oversight of drug abuse by players under their care may be construed as condoning such action. Coaches should be acquainted with, and remain aware of the current BAFA policy on drugs.

Talking to an opponent

Talking to an opponent in any manner that is demeaning, vulgar, abusive or "trashy" or intended to incite a physical response or verbally put an opponent down is illegal. Coaches are urged to discuss this conduct frequently and support all officials' actions to control it.

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 BAFCA Code of Ethics states:

a. On or off the field, the recorded 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.

Holding

Illegal 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 illegally holding your opponent. All coaches and players should thoroughly understand the rules for proper offensive and defensive use of the hands. Holding is a frequently called penalty; it is important to emphasize the severity of the penalty.

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 &
British American Football Coaches Association

BAFA Disciplinary Code

Issue 3.3 — In effect from 1st October 2008; amended 1st April 2011.

Prologue — The Spirit of American Football

The BAFA Disciplinary Code sets out BAFA's expectations for the conduct of its members (both individuals and organisations).

It is deliberately couched as a set of principles rather than specific fixed procedures. The expectation is that the disciplinary and appeal committees that implement it will apply common sense and good judgement, and that above all else the spirit of the sport will be upheld at all times.

All participants in the sport, but especially coaches, players and officials, should expect to show appropriate levels of respect towards each other. Those participating in a situation that is physically confrontational by the nature of the sport should play hard and fair while the ball is live, but show restraint and care for their opponents at other times.

For brevity, male pronouns are used extensively in this Code, but the Code is equally applicable to female and male participants.

SECTION 1. Basic principles

Scope and definitions

ARTICLE 1. The BAFA Disciplinary Code applies to:

a. BAFA participants, i.e.:
    1. players
    2. coaches
    3. officials
    4. directors, officers or employees of BAFA organisations
    5. any other person participating in any activity sanctioned directly or indirectly by BAFA
b. BAFA organisations, i.e.:
    1. the organisations that are members of BAFA
    2. affiliated leagues or competitions
    3. clubs and their team(s)
    4. any other organisation that is involved in arranging any activity sanctioned directly or indirectly by BAFA

ARTICLE 2. A BAFA game is defined to be:

a. a regular season or playoff game played by teams in affiliated leagues or competitions
b. any other game played in Great Britain where at least one of the teams represents a BAFA organisation
c. any "all-star" or exhibition game played in Great Britain involving BAFA participants

ARTICLE 3. A BAFA event is defined to be:

a. a BAFA game
b. a training session organised by a BAFA organisation
c. any national programme or other representative team event, including those held overseas
d. any activity overseas where the organisation or participant is representing Great Britain, BAFA or a BAFA organisation
e. any other activity, including meetings, which is clearly related to American football or associated with BAFA

ARTICLE 4. A BAFA foundation organisation is one of the following:

a. British American Football Coaches Association
b. British American Football Referees Association
c. any other organisation recognised by BAFA as a member organisation

ARTICLE 5. For the purposes of this Code:

a. an employee is someone who carries out work for a BAFA organisation, whether paid or voluntary
b. an officer is someone who has a formal or informal role acting on behalf of a BAFA organisation
c. an accused is a participant or organisation against whom/which a disciplinary charge has been made
d. an appellant is a participant or organisation who wishes to appeal against disciplinary action taken against them
e. a match official is a person appointed to supervise a game according to Rule 1-1-4

Code of conduct

ARTICLE 6. A BAFA participant shall at all times act in the best interests of the game and shall not act in any manner which is improper or brings the game into disrepute, including but not limited to:

a. participating in a game without being registered with BAFA (Exception: participants representing a team from outside Great Britain)
b. being disqualified from a game
c. being removed from the field during a game under the provisions of Rule 13-7-2
d. misconduct before, during or after a BAFA event, including violent conduct, serious foul play, threatening, abusive, indecent or insulting words or behaviour
e. committing a criminal offence
f. involvement in betting on any game or competition in which the participant has any involvement, or providing information to any other person that is not publicly available in relation to betting
g. selling, offering or exposing for sale, either directly or indirectly, a ticket for a game in excess of the face value of the ticket
h. incurring financial or other costs to the sport as a result of their disregard for BAFA policies and procedures
i. making or accepting payments to participants that are not explicitly permitted, or causing or encouraging others to do so
j. discriminating by reason of ethnic origin, colour, race, nationality, political belief, religious belief, age, gender, sexual preference, parental or marital status, pregnancy, class, social background or disability
k. persistent criticism, disputing or questioning by a participant of calls made by a match official
l. conduct by a coach that is contrary to the BAFCA Code of Ethics
m. conduct by an official that is contrary to the BAFRA Code of Ethics
n. breaching the BAFA welfare policy
o. breaching the BAFA doping policy
p. making inappropriate and unauthorised public statements about matters relating to British American football
q. attempting to breach this Code
r. inciting or abetting anyone to breach this Code

s. obstructing any proceedings held under this Code

ARTICLE 7. A BAFA organisation shall at all times act in the best interests of the game and shall not act in any manner which is improper or brings the game into disrepute, including but not limited to:

a. a breach of any provision of paragraph 1-6 by a director, officer or employee of the organisation while acting on behalf of the organisation
b. making a verbal or written agreement in the reasonable knowledge that it can or will not be kept
c. failing unreasonably to provide game management facilities for a BAFA game that meet the minimum requirements of Rules 1 and 13
d. failing to keep proper financial, membership or other relevant records as required by law or BAFA policy
e. failing to ensure that a participant associated with the organisation complies with a penalty or order imposed pursuant to this Code

ARTICLE 8. An aggravating factor in any breach is any reference to any one or a combination of:

a. ethnic origin
b. colour
c. race
d. nationality
e. religion
f. gender
g. sexual orientation
h. disability

Jurisdiction

ARTICLE 9. The Disciplinary Authority for proceedings against participants who are alleged to have breached the provisions of paragraph 1-6 shall be the relevant BAFA foundation organisation, provided that:

a. the participant is or was registered as a member of the BAFA foundation organisation or its affiliate organisations
b. the matter is within the purview of that BAFA foundation organisation
c. the BAFA foundation organisation has a disciplinary procedure for dealing with the breach
d. the BAFA foundation organisation does not waive its right to take action

ARTICLE 10. The Disciplinary Authority for proceedings against organisations that are alleged to have breached the provisions of paragraph 1-7 shall be the relevant BAFA foundation organisation, provided that:

a. the organisation is or was registered as a member of the BAFA foundation organisation or its affiliate organisations
b. the matter is within the purview of that BAFA foundation organisation
c. the BAFA foundation organisation has a disciplinary procedure for dealing with the breach
d. the BAFA foundation organisation does not waive its right to take action

ARTICLE 11. Where there is an appeal against being disqualified from a game, or where a BAFA foundation organisation is unable to take action under paragraphs 1-9 or 1-10 above, a BAFA Disciplinary Committee shall have jurisdiction.

ARTICLE 12. Where the jurisdiction in a case may reasonably be within the purview of more than one BAFA foundation organisation, the BAFA Disciplinary Officer shall decide which organisation or a BAFA Disciplinary Committee shall have jurisdiction taking into account the primary role of the accused participant or organisation in connection with the breach.

ARTICLE 13. Where a case falls into the jurisdiction of another American football organisation (e.g. EFAF or IFAF), it will not normally be reconsidered by a BAFA disciplinary authority.

ARTICLE 14. A BAFA foundation organisation shall use the prescribed form(s) to notify the BAFA Disciplinary Officer within seven days of the following relating to any disciplinary matter notified or referred to it:

a. commencement of any proceedings
b. completion of any proceedings
c. any significant delay in any proceedings

Principles of natural justice

ARTICLE 15. BAFA, as the national governing body of American Football in Britain, will be the final arbiter of discipline within the sport played in Britain.

ARTICLE 16. All proceedings undertaken by BAFA or a BAFA organisation against a BAFA participant or a BAFA organisation may be conducted at the disciplinary authority's discretion either by hearing or correspondence, and shall conform to the following principles of natural justice:

a. the accused should be given reasonable notice about the proceedings including details of the accusation
b. all persons involved in making a decision should declare any personal interest they may have in the proceedings
c. all decision-makers should be unbiased and act in good faith
d. proceedings should be conducted so they are fair to all the parties
e. each party to a proceeding is entitled to ask questions and contradict the evidence of the opposing party
f. any decision-maker should take into account relevant considerations and extenuating circumstances, and ignore irrelevant considerations
g. justice should be seen to be done
h. the accused will be found guilty only if the disciplinary authority finds that, in the balance of probabilities, the evidence proves the offence
i. the balance of probabilities is a sliding scale: the more serious the allegation, the less likely it is that the event occurred and hence the stronger the evidence needed that it did occur
j. where matters are dealt with by personal hearing, the accused is given a reasonable opportunity to attend the hearing and participate in it, accompanied by a friend (who is not legally qualified) if they so wish
k. where matters are dealt with by correspondence, the accused or a friend (who is not legally qualified) is given reasonable opportunity to view the evidence and respond to the allegations
l. where the accused refuses to answer questions or provide reasonable explanation for their actions, that refusal may be used against them
m. penalties taken against a guilty party shall be proportionate to the offence
n. where the accused admits to the offence at the first available opportunity, a more lenient penalty is imposed

o. where any breach is proven to be motivated by or aggravated by one or more aggravating factors, a more serious penalty is imposed
p. penalties for repeat offenders should be more serious than for a first offence

ARTICLE 17. Where a case is dealt with by a BAFA foundation organisation, the accused has the right of appeal to a BAFA Appeals Committee on the grounds that:

a. significant evidence was not available to the disciplinary authority (although the appellant would have to show why any new evidence was significant to the case and why it was not submitted originally)
b. the penalties imposed are unreasonably severe
c. the procedure undertaken for disciplinary or appeal matters was unfair to a significant extent

ARTICLE 18. A disciplinary authority may determine timescales and procedures for its own purposes, but these will only be applicable if notified to BAFA in advance.

ARTICLE 19. Proceedings dealt with by a BAFA foundation organisation that do not conform to the principles of paragraphs 1-16 or 1-17 may be appealed to a BAFA Appeal Committee. However, a technical breach of these principles that in the balance of probabilities did not affect a decision or the outcome of a process shall be disregarded.

ARTICLE 20. A disciplinary authority shall have the power to require of any participant upon reasonable notice:

a. his or her attendance to answer questions and provide information; and/or
b. the production of documents, information or other material in whatever form held

ARTICLE 21. Proceedings will not normally be commenced more than 6 months after any event to which it relates. Where the accused has taken steps to conceal the breach, the 6 months will be counted from when the breach came to light.

ARTICLE 22. All BAFA foundation organisations shall recognise penalties imposed by BAFA and other BAFA foundation organisations.

ARTICLE 23. BAFA may recognise the disciplinary rules and sanctions of any other sporting body (and institution which may be involved in the management of a team) and any person suspended or banned by any other sporting body may be suspended or banned concurrently by BAFA. Before imposing any such concurrent suspension or ban, however, a BAFA disciplinary committee must grant the person the opportunity to offer an explanation.

ARTICLE 24. The BAFA Disciplinary Officer may provide an opinion on the interpretation of this Code. Such an opinion shall be binding unless subsequently overridden by a decision of the BAFA Board.

ARTICLE 25. The BAFA Disciplinary Officer may from time to time determine procedures to be followed where not otherwise specified in this Code. Such procedures shall be binding on all participants.

SECTION 2. Game regulations

Registration and rosters

ARTICLE 1. All players, coaches, sideline personnel and match officials participating in a BAFA game must be registered with BAFA at the time of the game (Exception: participants representing a team from outside Great Britain).

ARTICLE 2. Teams shall provide the referee with a roster of their players and sideline personnel (showing BAFA registration number, 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).

ARTICLE 3. The roster must clearly state the names and (where required) registration numbers of all team coaches, and indicate who is the head coach.

ARTICLE 4. 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. It is a team's responsibility to know who is suspended and to correctly mark them.

ARTICLE 5. Additions to the roster form shall not be permitted after the game has kicked off.

ARTICLE 6. The referee shall provide each team with a list of the match officials.

ARTICLE 7. The game shall not start until all lists have been provided and meet the requirements above.

ARTICLE 8. If a squad member in uniform does not appear on his team's roster form then, upon discovery, he shall be disqualified from the game. (If discovered after disqualification for another offence it will count as two disqualifications.)

Incident reports

ARTICLE 9. The referee (or another match official) for each game shall report all incidents of:

a. disqualified players
b. persons removed under Rule 13-7-2
c. persons not appearing on the roster form
d. allegations that teams played unregistered or suspended players
e. breach of mandatory game management requirements as set out in Rules 1 and 13

ARTICLE 10. Any match official (including an assessor who has been officially appointed to attend the game) may report any incident of:

a. misconduct by any BAFA participant

ARTICLE 11. An authorised officer of a BAFA organisation† may, after viewing a video (or other record) of a game, report any incident of:

a. foul play that in their opinion should have resulted in disqualification of a player, including a player called for a foul for initiating contact/targeting an opponent (under Rule 9-1-3) or a flagrant personal foul that game officials did not call
b. a person participating in the game who did not appear on the roster form
c. a person participating in the game while suspended
d. misconduct by any BAFA participant
e. a player who is disqualified from the game due to a flagrant personal foul so serious that it may merit an additional penalty

ARTICLE 12. Any match official who has made a report (or an authorised officer of BAFRA acting on their behalf) may withdraw a report submitted as above if, after viewing a video (or other record) of a game, it is realised that the report was submitted in error, or that the foul committed was not on reflection flagrant enough to warrant disqualification.

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† The list of authorised persons is:
BAFA Disciplinary Officer or his deputy
BAFRA President or his deputy
BAFCA President or his deputy
Chairman, Community League Organising Committee or his deputy
Commissioner, BUAFL or his deputy

ARTICLE 13. Referees' reports must be made in the first instance by 8pm on the Monday following a weekend game, or within 48 hours of any other game. Further reports must be submitted to arrive normally within 7 days.

ARTICLE 14. Reports shall be made to the BAFA Disciplinary Officer, who will forward them to the relevant disciplinary authority or deal with them under this Code.

SECTION 3. Penalties

ARTICLE 1. All fines specified here are halved in youth, junior and student leagues. Appeal and other administrative fees are not halved.

ARTICLE 2. All fines and fees shall be paid to BAFA, though a disciplinary authority with jurisdiction in a case may collect them on BAFA's behalf.

ARTICLE 3. A club is responsible for the payment of any fine or fee incurred by a participant registered with it. It is then up to the club whether or not to reclaim the money from the individual, but that process is not part of the BAFA Disciplinary Code. (A club may regard an unpaid amount by a participant as a club debt and prevent that person registering for another club.)

ARTICLE 4. A club must pay all fines and fees within 28 days of becoming due (and regardless of whether an invoice is issued or not). A fine for a disqualification becomes due on the day of the disqualification. Other fines/fees become due when notified to the club.

ARTICLE 5. A 50% discount is automatically applicable for a fine resulting from a disqualification provided BAFA receives full payment within 14 days of the disqualification. The full fine is due after 14 days.

ARTICLE 6. Where a fine or fee relates to a suspended participant, that person's suspension will automatically continue until the fine or fee is paid. If not paid within 28 days, the fine or fee will be automatically doubled and the person suspended for a further one game. A further one game suspension will be added for each further 28 days the fine or fee remains unpaid.

Penalties for disqualification from a game

ARTICLE 7. Players disqualified from a game shall be given an automatic playing suspension and fined as follows:

Offence	Suspension (None if the disqualification was only for being "not on roster")	Fine if paid within 14 days	Fine if paid within 28 days	Fine if *not* paid within 28 days
First offence	Minimum 1 game	£20	£40	£80
Second offence	Minimum 2 games	£50	£100	£200
Third offence	Minimum 12 months	£100	£200	£400

ARTICLE 8. A disqualification shall be considered as "spent" 12 months after it takes place.

ARTICLE 9. Suspensions will have immediate effect and fines will become immediately due unless an appeal is lodged with the BAFA Disciplinary Officer by 8pm on the second day following the game, and followed up in writing to arrive on or before the fifth day following. Any appeal not so notified will be void.

ARTICLE 10. Appeals must be accompanied by a £50 administration 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 player himself or on his behalf by his organisation.

ARTICLE 11. Appeals against disqualification may only be made on the grounds that:

a. the person who committed the foul was not the one disqualified (mistaken identity), or
b. no foul was committed (there must be clear evidence that the match officials misapplied a rule)

ARTICLE 12. No appeal will be upheld on the grounds that a foul was committed but was not flagrant enough to warrant disqualification (this must be left entirely to the judgement of the match official).

ARTICLE 13. All appeals must be supported by video or other evidence.

ARTICLE 14. Appeals will be heard by an appropriate disciplinary authority normally within no less than 3 and no more than 14 days of the disqualification, provided all parties have had a reasonable opportunity to submit evidence.

Additional penalties as a result of an appeal

ARTICLE 15. Where a disciplinary authority denies an appeal and believes that the appeal was made (i) on unreasonable or substantially mistaken grounds; or (ii) substantially in order to permit a player to play in a game for which he was otherwise suspended; or (iii) for vexatious reasons; then the player's suspension and fine shall be doubled.

ARTICLE 16. A team that permits a suspended person to participate will forfeit the game and be subject to disciplinary action.

Penalties for roster form breaches

ARTICLE 17. For failure to include a player or member of sideline personnel on a team's roster form, the club shall be fined as above for each person omitted.

Penalties for other breaches

ARTICLE 18. A disciplinary authority may impose one or more of the following penalties against a BAFA participant:

a. issue them with a written warning concerning their conduct
b. issue a fine of no more than £100 for a first offence
c. issue a playing suspension for a stipulated number of games
d. issue a total suspension from all or certain specified BAFA events for a stipulated period of time or number of games
e. prohibit them serving as a director or officer of a BAFA organisation for a stipulated period of time

ARTICLE 19. A disciplinary authority may impose one or more of the following penalties against a BAFA organisation:

a. issue them with a written warning concerning their conduct
b. issue a fine of no more than £500 for a first offence
c. if a club, disqualify any of its teams from a competition (or part thereof), deduct a stipulated number of league points, or prohibit them from entering international competition or playing overseas for a stipulated period of time
d. suspend them from a parent organisation for a stipulated period of time

ARTICLE 20. Any penalty may be suspended for a stipulated period. The penalty will become applicable if the accused is found guilty of any further offence within that period, unless there is a good reason not to impose it.

ARTICLE 21. A written warning may only be imposed for a first offence and where the offence is determined to be minor.

ARTICLE 22. The penalty for a second offence in any category will normally be double the penalty for a first offence. The penalty for a third offence in any category will normally be treble the penalty for a first offence. The penalty for a fourth offence will normally involve a period of suspension from the sport for a number of years.

Suspensions

ARTICLE 23. There are three types of suspension:

a. A playing suspension is where a player is suspended from playing in a game. While suspended, he may stand in his team area during the game, provided that he is not in uniform (exception – he may wear a jersey in his team's colours) and that he is wearing the necessary credentials.
b. A total suspension is where a participant is suspended from any participation in a game. While suspended, he may not enter the field (as defined in Rule 2-31-1) nor communicate in any way with anyone who is in the field during the game. In exceptional cases, a disciplinary authority may impose a total suspension on a player.
c. An organisational suspension is where an organisation is prohibited from playing games, entering international competition or playing overseas or other BAFA events.

ARTICLE 24. The general principle is that a participant who is suspended (or any club or other organisation with which they are affiliated) cannot influence to their advantage the game(s) in which the suspension shall be served.

ARTICLE 25. Normally, a suspension for a stipulated number of games applies to the next scheduled game(s).

a. This will normally be the next game on the team's schedule.
b. However, suspensions resulting from a competitive game (i.e. a regular season or playoff game) will apply only to competitive games.
c. If there is any question as to a team's schedule, the one notified to BAFRA will take precedence.

ARTICLE 26. A suspension for a stipulated period of time applies to all relevant BAFA events that occur before the period of suspension ends.

ARTICLE 27. Schedules cannot be rearranged to alter the game(s) for which a suspension is served. The recognised schedule at the time of the incident that led to the suspension shall apply.

a. 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.
b. Further, if a fixture is cancelled at any time up to its kickoff, the suspension will carry forward to the next scheduled game.

ARTICLE 28. A suspended participant who has not completed a suspension, and who wishes to transfer organisation, carries their suspension with them to their new organisation. If there is a hiatus between the end of membership of one organisation and the beginning of membership of the other, and during this time, the new organisation plays games, these games shall be counted towards meeting the suspension unless the BAFA Disciplinary Officer rules this to be unfair. If a suspended participant is registered with more than one organisation (e.g. more than one team in the same club or more than one team in different competitions), the suspension shall normally be served with the team he was with when the suspension was imposed, but the BAFA Disciplinary Officer has the power to vary this in the interests of justice.

ARTICLE 29. A participant suspended for a period of more than 5 years (including "for life") may appeal to a BAFA Appeals Committee for reinstatement at any time after 5 years of their sentence has elapsed. The BAFA Appeals Committee shall normally permit reinstatement if it is satisfied there are reasonable grounds to believe that the participant shows remorse for their previous offence(s) and is unlikely to reoffend.

Pro tem suspension

ARTICLE 30. In cases where the BAFA Disciplinary Officer believes that a serious breach of this Code has been committed, he may at his discretion impose pro tem a suspension (of any of the three types) on a participant or organisation, if he believes any of the following conditions hold:

a. There are reasonable grounds to believe a suspension will reduce the risk of a further breach being committed.
b. There are reasonable grounds to believe a suspension will reduce the risk to the safety of any participant.
c. The police or another agency is investigating the case with a view to criminal charges or civil proceedings in court.
d. The incident in question resulted in serious harm to an individual.
e. The incident in question resulted in a large amount of damage to property.

ARTICLE 31. Appeals against a pro tem suspension may be made to the BAFA Appeals Officer, who may revoke or amend the terms of the suspension.

ARTICLE 32. Where a pro tem suspension is imposed, the period of such suspension shall be counted as "time served" if a suspension is subsequently imposed by a Disciplinary Committee. If the Disciplinary Committee does not impose a suspension, there is no compensation due to the accused.

SECTION 4. Procedures for BAFA disciplinary and appeal proceedings

General principles

ARTICLE 1. A BAFA disciplinary proceeding is a proceeding of a sports association and not of a Court.

ARTICLE 2. The Convener shall be:

a. for a disciplinary matter including appeals against disqualification, the BAFA Disciplinary Officer
b. for an appeal arising from a case considered by a BAFA Disciplinary Committee or another disciplinary authority, the BAFA Appeals Officer

ARTICLE 3. Once notified of a matter, and having assured that the matter is within BAFA’s jurisdiction, the Convenor shall constitute a Disciplinary/Appeals Committee to deal with the case.

ARTICLE 4. The Convenor shall:

a. appoint a chair of the Committee
b. appoint at least two other persons to be members of the Committee
c. in consultation with the chair and the accused/appellant, decide whether the matter is best dealt with by hearing or correspondence

ARTICLE 5. The chair and members of the Committee shall be persons who have had no previous major involvement in the matter under consideration. Normally, the members of the Committee will be drawn from different BAFA competitions or foundation organisations.

ARTICLE 6. The Convenor is not a member of the Disciplinary/Appeals Committee, but shall have the right to attend any hearing and be copied in on all correspondence relating to a matter. The Convenor's advice may be sought by the Committee or any party on interpretation of this Code or any other matter relating to the proceedings.

ARTICLE 7. Any BAFA Disciplinary Committee or BAFA Appeals Committee business may be conducted by means of a hearing and/or by correspondence. In either case, any reasonable technology may be used to facilitate the business and the input of the participants provided the principles of natural justice are maintained.

ARTICLE 8. The costs of conducting a hearing or correspondence shall be borne by BAFA except:

a. where the costs of the hearing or correspondence are caused or increased due to a request or action by the accused/appellant; AND
b. the Committee finds against the accused/appellant

   In such cases, the Committee may order that the accused/appellant shall pay all or part of the costs.

ARTICLE 9. All Disciplinary Committee and Appeals Committee matters shall be dealt with as soon as is practically possible.

Specific principles for appeals

ARTICLE 10. Appeals relating to cases handled by a BAFA Disciplinary Committee or another disciplinary authority shall normally be notified to BAFA within 28 days of the finding being issued in writing.

ARTICLE 11. A BAFA Appeals Committee shall not substitute its judgement for that of any disciplinary authority, except that it may:

a. Order that a disciplinary authority shall reconsider a case in the light of new evidence that could not reasonably have been available to the disciplinary authority at the time it considered the case.
b. Determine that the procedure in a disciplinary case was conducted so incorrectly as to bring into reasonable doubt the finding of a case, and order that the case be reconsidered either by the original disciplinary authority or by a BAFA Disciplinary Committee.
c. Determine that the sanction imposed in a case was unreasonably severe or unreasonably lenient, and order that the case be referred back to the disciplinary authority for a reasonable sanction to be imposed. (The Appeals Committee may recommend a reasonable sanction, or recommend a range within which a sanction would be thought reasonable.)

ARTICLE 12. A BAFA Appeals Committee shall not normally consider any case dealt with by a BAFA foundation organisation until it has been dealt with by the final appeals process of that BAFA foundation organisation. This can be waived with the agreement of the BAFA foundation organisation concerned.

ARTICLE 13. Any appeal against the decision of a BAFA Appeals Committee shall be made within 28 days to a tribunal of arbitrator(s) appointed in accordance with the Rules (as amended from time to time) of Sport Resolutions (Company No. 3351039) and the decision of those arbitrator(s) shall be final and binding on all concerned. The parties shall be deemed to have waived irrevocably any right to appeal, review or recourse to a court of law.

Procedures for reviewing cases

ARTICLE 14. The BAFA Disciplinary Officer may, in exceptional circumstances where in his view a sanction imposed by a disciplinary authority is wholly inappropriate, appeal against the sanction imposed.

ARTICLE 15. Additionally, in exceptional circumstances, where a participant or organisation has been cleared of the charges faced, the BAFA Disciplinary Officer shall have the right to appeal against that finding.

Appointments

ARTICLE 16. The BAFA Disciplinary Officer and the BAFA Appeals Officer shall be appointed from time to time by the BAFA Board.

ARTICLE 17. Where the BAFA Disciplinary Officer or the BAFA Appeals Officer is unavailable for a significant period of time, the BAFA Board shall appoint a deputy as appropriate until the officer is available again.

ARTICLE 18. Wherever practicable, the chair and members of a BAFA Disciplinary Committee shall be persons who have been trained in this Code and its application.

ARTICLE 19. Wherever practicable, the chair and members of a BAFA Appeals Committee shall be persons who:

a. have been trained in this Code and its application, and
b. are of considerable standing and experience in British American football (e.g. officers of BAFA or its member organisations of several years' experience).

ARTICLE 20. Wherever practicable, the chair and members of a disciplinary committee convened by BAFA or a BAFA foundation organisation shall be persons who have been trained in this Code and its application.

Rules and Interpretations

Rules

BAFA Rules and Interpretations have been 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 (as indicated) may be altered by the mutual consent of the competing teams. Others (as indicated) are unalterable. No conduct rule may be changed by mutual consent. All BAFA-affiliated teams are required to conduct their competitive contests according to these rules.

Administrative rules that may be altered by mutual consent of the competing teams include (denoted ∅ in the text):

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

Some rules may be altered by game management without mutual 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
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	13-7-4-a

Some administrative rules allow competitions 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	12-4-2	13-6-1	13-6-1-b
13-6-1-d	13-7-3	13-7-4			

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
1-1-5	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-e	1-2-1-l	1-2-1-m	1-2-2
1-2-4-a	1-2-4-b	1-2-4-b-1	1-2-4-b-2	1-2-4-b-3	1-2-4-b-4
1-2-4-b-5	1-2-4-c	1-2-4-d	1-2-4-d-1	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-e	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
1-4-9-f	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	13-7-4-b	13-7-4-c		

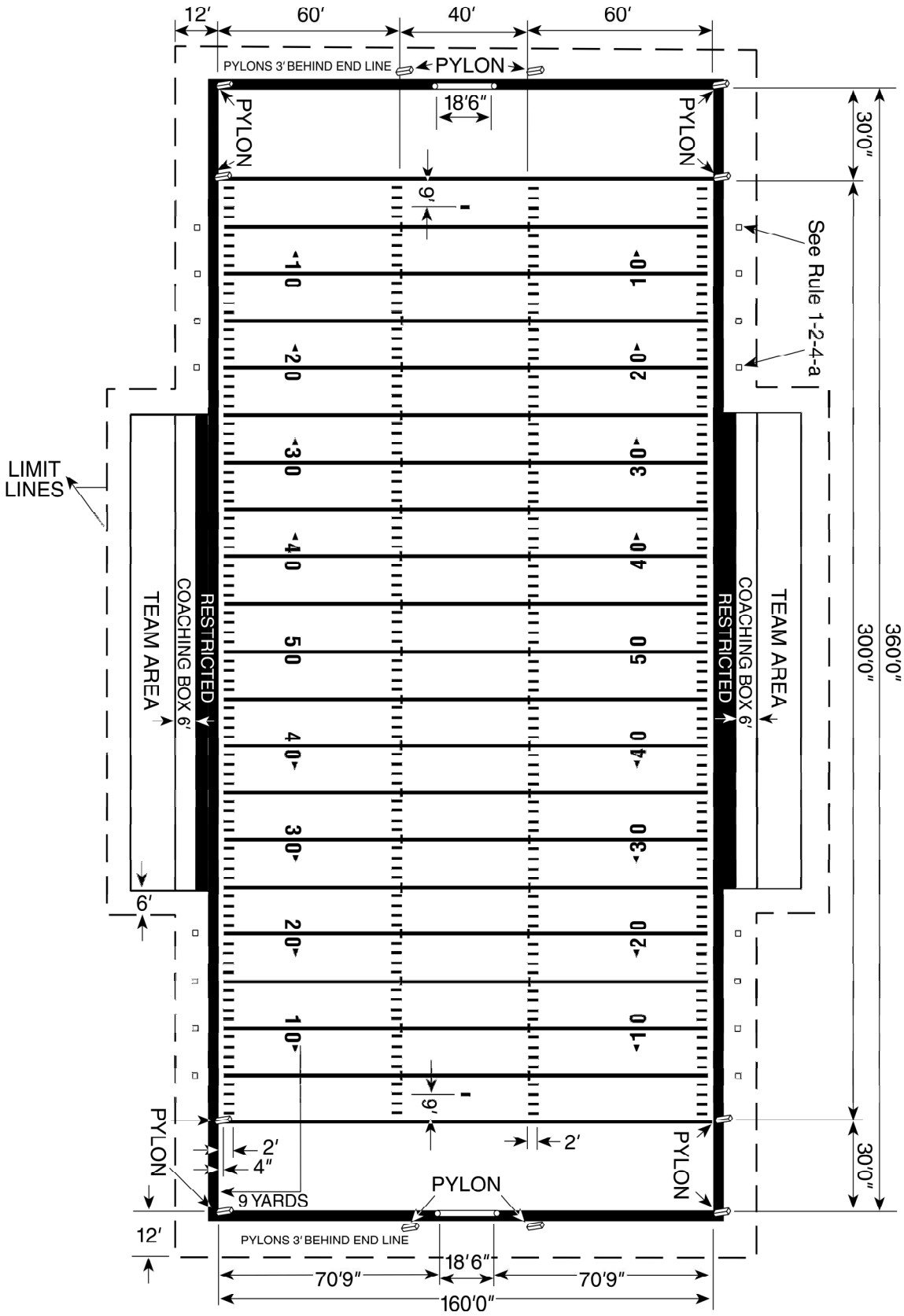
All other rules are conduct rules and may not be altered.

Interpretations

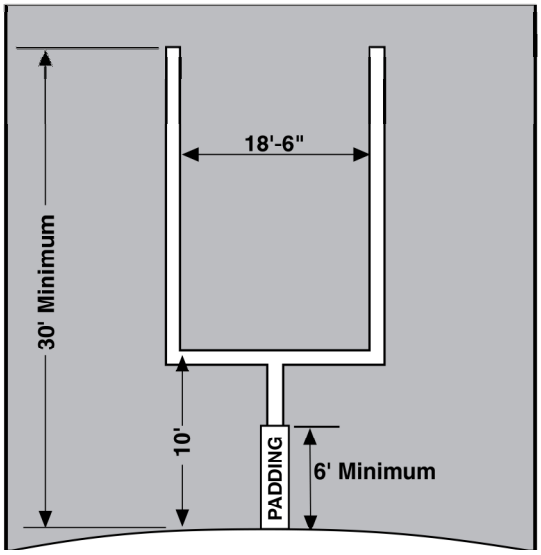
A rule interpretation, or approved ruling (A.R.), is an official decision on a given statement of facts. It serves to illustrate the spirit and application of the rule.

The Football Code, which appears in the Official Football Rules and Interpretations, should be studied carefully so the accepted conduct and practices are understood by all persons associated with British American football.

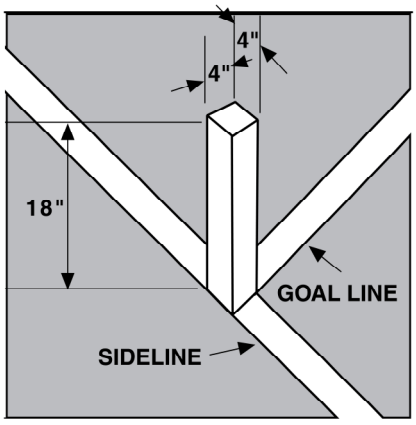
Jim Briggs, Rules Editor


12′
60′
40′
60′
PYLONS 3′ BEHIND END LINE
PYLON
18′6″
PYLON
PYLON
9′
30′0″
See Rule 1-2-4-a
LIMIT LINES
TEAM AREA
COACHING BOX 6′
RESTRICTED
RESTRICTED
COACHING BOX 6′
TEAM AREA
360′0″
300′0″
6′
PYLON
2′
4″
9 YARDS
PYLON
2′
PYLON
30′0″
12′
PYLONS 3′ BEHIND END LINE
18′6″
70′9″
70′9″
160′0″

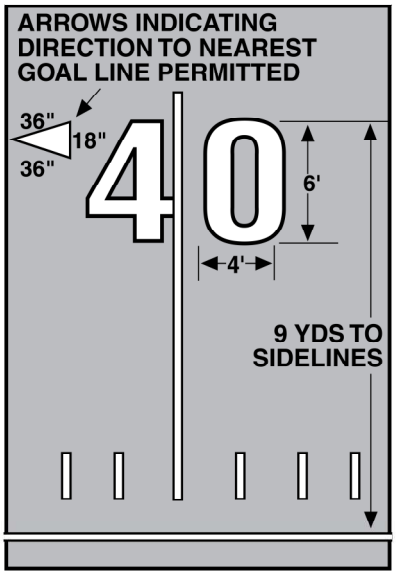
FIELD DIAGRAM DETAILS



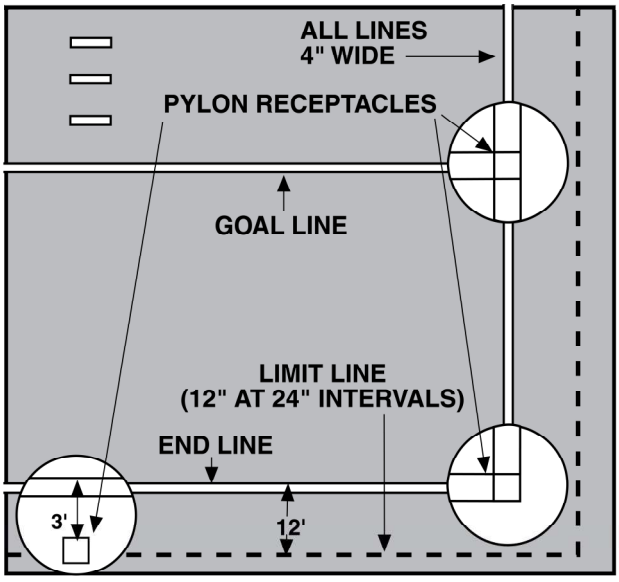
GOAL POST DETAIL



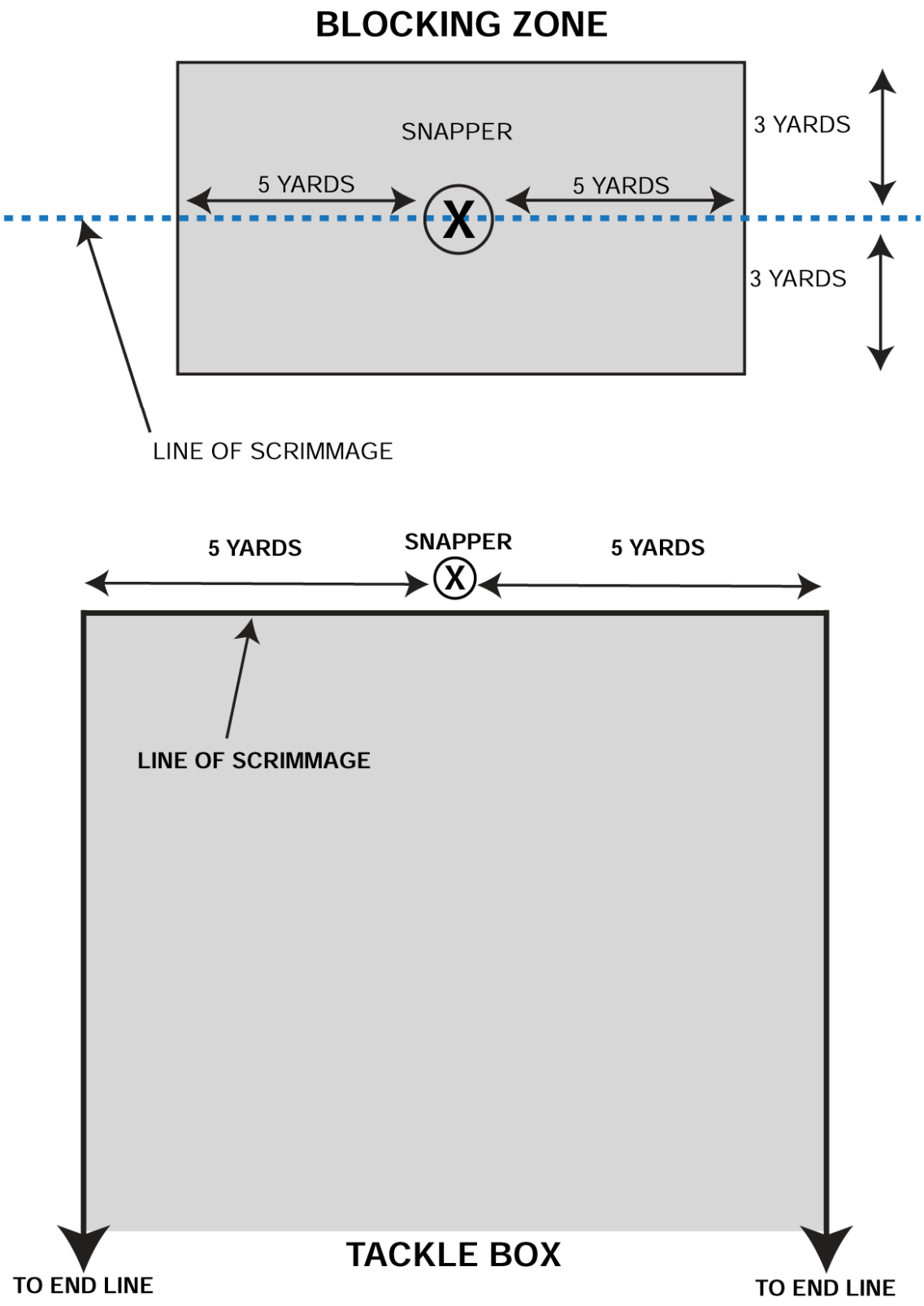
PYLON DETAIL



RECOMMENDED YARD-LINE NUMBERING



END ZONE DETAIL


BLOCKING ZONE
SNAPPER
3 YARDS
5 YARDS
5 YARDS
X
3 YARDS
LINE OF SCRIMMAGE
5 YARDS
SNAPPER
5 YARDS
X
LINE OF SCRIMMAGE
TACKLE BOX
TO END LINE
TO END LINE

Notes for groundsmen

These notes accompany the field diagram 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 are 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 (i.e. the 45yd line thus becomes the half-way line). If absolutely necessary, a further 18ft may be saved by reducing the size of both end zones to the minimum allowed 7yds. A legal field cannot therefore be marked if there is less than 104yds (312ft) 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. Measurements are made from the inside edge of the boundary lines. The entire width of the goal line shall be in the end zone.
5. 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.
6. The inbounds lines are 60ft from each sideline. (N.B. Some field diagrams show these to be 53ft 4in or 70ft 9in from the sidelines — those are not correct for British/international games.) They are not actually lines but rather a series of ‘‘hashmarks’’ at 3ft intervals. Each hashmark should be 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.
7. 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.
8. 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.
9. There should 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.
10. Outside the sidelines and end lines, there should be a set of dashed limit lines drawn, if possible, 12ft away from the field of play. This marks the boundary of the field, and all spectators, photographers, cheerleaders, etc. should be outside it.
11. If spectators are not confined to a particular area (e.g. the stands), then for reasons of safety there should be a rope or something similar that keeps them well behind the limit lines.
12. For safety reasons goal posts may not be inside the field. They must be on the end lines or, failing that, outside them. If the goal posts cannot be moved, the length of the field must be reduced.

13. The top of the crossbar should be 10ft from the ground. The uprights should be 18ft 6in between the insides of the uprights. The uprights should be at least 30ft high. (N.B. A standard rugby goal that has a 3m crossbar and uprights 5.6m apart is acceptable.) The posts must be padded with resilient material from the ground to a height of at least 6ft.
14. Soft flexible four-sided pylons 4in x 4in with an overall height of 18 inches, which may include a 2in 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 should be placed 3ft outside the end lines.
15. All field dimension lines should be 4in in width with a white non-toxic material (Exception: sidelines and end lines may exceed 4in). If white is unsuitable, choose another contrasting colour.
16. Advertising or decorative markings on the field are permissible. In the end zone, they must not be closer than 4ft to any line unless in a contrasting colour. In the field of play, they must not obliterate any line.

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 not 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 a foul for an illegal formation occurs if the following requirements are not met:

1. When the ball is free-kicked, at least four Team A players are on each side of the kicker (Rule 6-1-2-c).
2. At the snap, at least five players wearing jerseys numbered 50 through 79 are on the offensive scrimmage line and no more than four players are in the backfield (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 11-1).

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.

Team Captains

ARTICLE 5. • a. Each team shall designate to the referee not 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 not 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. • a. All persons in the team area are subject to the rules and are governed by the decisions of the officials.

b. 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 are governed by the decisions of the officials. 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 competitions 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 competition 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:
      (a) The end zones must be a minimum of 7 and a maximum of 13 yards in depth and equal in size.
      (b) 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.
      (c) The distance between the goal lines must be a whole multiple of 10 yards.
      (d) If the marked end zones are found to be less than 7 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. The field of play shall be marked to a width of 160 feet.

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 2-11-7). 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 not 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.

STOP, REPORT & SANCTION − Under no circumstances may the game commence, nor proceed if suspended. Competitions may define sanctions for the following breaches:
• One or both sidelines is incomplete.
• One or both goal lines is incomplete.
• One or both end lines is incomplete.
• One or more yard lines across the field at least every 10 yards is incomplete (from 2012).

REPORT & SANCTION − Competitions may define sanctions for the following breaches:
• Absence of any mandatory marking (sideline, end line, goal line, yard lines at 5-yard intervals, inbounds lines).
• End zones smaller than 7 yards or bigger than 13 yards in depth, or where the end zones are not of equal size.
• Field of play less than 90 yards in length or not a multiple of 10 yards.
• Field of play not 160 feet in width.
• White field markings closer than four feet to an end zone line.
• 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 & SANCTION − Competitions may define sanctions for the following breaches:

• Limit lines 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 9-1-6). 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. All persons in the team area are subject to the rules and are governed by decisions of the officials (Rule 1-1-6). "Full uniform" is defined as being equipped in accord with these Football Rules and Interpretations, and ready to play. The 40 individuals not in full uniform shall wear special team area credentials.

1. • A credential shall consist of a piece of card or plastic at least 3.4-inch by 2.1-inch in size, and worn either attached to the bearer's upper body clothing, attached to their belt or hung from their neck in such a manner as to be visible at all times.
2. • Those who are currently registered members of a coaching organisation recognised by the governing body shall wear credentials that are prominently light blue in colour.
3. • Those who are medical personnel, trainers or physiotherapists shall wear credentials that are prominently red in colour.
4. • Other persons shall wear credentials that are prominently yellow in colour.
5. • The credential shall carry the bearer's name and governing body registration number. No other credential is 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. In stadiums where the team area extends to the spectator seating area, a pass-through area should be made available for media to move from one end of the field to the other on both sides of

the field.

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 & SANCTION − Competitions may define sanctions for the following breaches:

• Absence of coaching line, team area markings, or team area not marked to 25-yard lines.

• Media personnel in team area or coaching box.

• Persons in team area not wearing proper credentials.

• Game management failure to remove unauthorised persons from team area.

• Practice kicking nets outside the team area (except where permitted).

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.

STOP, REPORT & SANCTION − Under no circumstances may the game commence, nor proceed if suspended. Competitions may define sanctions for the following breaches:

• 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 will be adopted 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. Alternatively, if one goal is missing or unusable, the game may proceed without using the other goal, if both head coaches agree. Once stated, the coaches' decisions as to whether to proceed without goals shall be irrevocable.

4. ∅ If no goals are available, the game may be played if both head coaches agree. In these circumstances no field goals shall be scored. If one or both head coaches do not wish to play, then the game shall be abandoned. Once stated, the coaches' decisions as to whether to start/continue shall be irrevocable.

REPORT & SANCTION − Competitions may define sanctions for the following breaches:
- **Uprights less than 20 feet in height, or crossbar not 10 feet above ground.**
- **Decorative material on the posts or crossbar.**
- **Padding on goal posts absent or less than six feet in height.**
- **One or both goals missing or taken down.**

REPORT − Coaches agree to play without goals.

- **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 & SANCTION − Competitions may define sanctions for the following breaches:
- **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 & SANCTION − Competitions may define sanctions for the following breaches:
• 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 & SANCTION − Competitions may define sanctions for the following breaches:
• 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.

STOP, REPORT & SANCTION − Under no circumstances may the game commence, nor proceed if suspended. Competitions may define sanctions for the following breaches:
• 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.

STOP, REPORT & SANCTION − Under no circumstances may the game commence, nor proceed if suspended. Competitions may define sanctions for the following breaches:
• 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. For the 2010 and 2010-11 seasons, these stripes are *recommended*. From the 2011 season onwards, these stripes are *mandatory*.

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

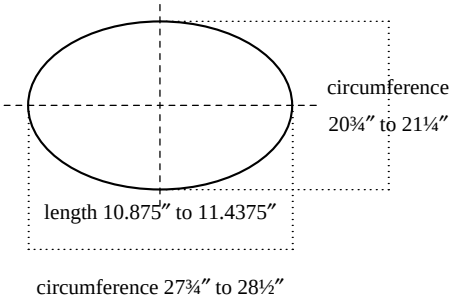


Diagram showing the longitudinal cross section of the standard ball. Maximum and minimum dimensions are used. This diagram is printed in order to secure uniformity in manufacture.

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 game officials shall test and be sole judge of not fewer than three and not more than six balls offered for play before and during the game. The game officials 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 competition 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 a 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 & SANCTION − Competitions may define sanctions for the following breaches:

- **Home team provides fewer than three legal balls.**
- **No towels are provided when conditions warrant it.**
- **No balls with white stripes (from 2011).**

- **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

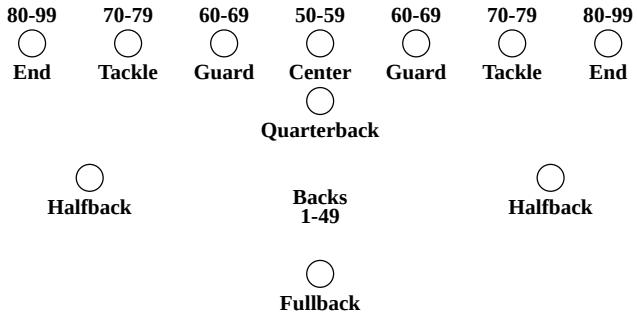
ARTICLE 3. Marking a ball indicating a preference for any player or any situation is prohibited.

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:*** In a scrimmage kick formation (Rule 2-15-10), Team A may have fewer than five players so numbered on the line of scrimmage, subject to the following conditions:

   1. Any and all players on the line not numbered 50-79 who are ineligible receiver(s) by position are established as exceptions to the numbering rule when the snapper touches or simulates touching the ball (i.e., hands at or below his knees).
   2. At the snap, any and all such numbering-exception players must be on the line and may not be on the end of the line. Otherwise, Team A commits a foul for an illegal formation.
   3. Any and all such players are exceptions to the numbering rule throughout the down and remain ineligible receivers unless they become eligible under Rule 7-3-5. These conditions are no longer in effect if prior to the snap a period ends or there is a timeout charged to the referee or one of the teams. (**A.R. 1-4-2:I, IV and V**) [S19].

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 – [a-d] 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 – Live-ball foul. 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-3, 2-15-10-a, 7-1-3-b-1-Exception]

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. A13 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:** Illegal formation. Since A33 is now an end, he is in an illegal position at the snap (live-ball foul). Penalty — five yards, previous spot. [Cited by 1-1-1-b-2, 1-4-2-b-3]

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 for an illegal formation. A33 must be between the end players at the snap. Penalty — five yards, previous spot. [Cited by 1-1-1-b-2, 1-4-2-b-3]

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 & SANCTION – Competitions may define sanctions for the following breaches:

• Both teams are playing in the same predominant jersey colour.

• Players of a team not wearing jerseys of the same colour and design.

b. A white jersey is one with only contrasting playing numbers, player's name, team name, competition 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 not 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 not 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 on the back, including the backs of the fingers. It is strongly recommended that the palms also be grey; however, black on the palms is acceptable. The recommended shades of grey are Pantone Cool Gray 8C, Cool Gray 9C, 423C and 430C.

• **Approved Ruling 1-4-3**

I. A team's gloves are grey on the back and back of the fingers, and the palms are black. The back of the gloves also has black and/or white piping along the stitching. **RULING:** Legal gloves. The intent of the rule is that the portion of the glove viewed in contact with an opponent's jersey is dominantly grey in colour.

II. A team is wearing gloves that have palms that are mostly a colour other than grey or black. **RULING:** Legal, but not recommended.

Mandatory Equipment

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

a. *Knee pads*. Soft knee pads at least one-half-inch thick that must cover the knees. 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. *Helmet*. A helmet with a face mask and 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 face masks of the same colour.

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

d. *Mouthpiece*. 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. *Jersey*. One jersey, with sleeves that completely cover the shoulder pads, that is not altered or designed to tear and conforms with Rules 1-4-3 and 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. *Numerals*. 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. Numbers on any part of the uniform shall correspond with the mandatory front and back jersey numbers.

g. *Memorial insignia*. In the case of death or catastrophic injury or illness, a person may be memorialised by an insignia not greater than 1½ inches in diameter that displays the number, name or initials of the individual on the uniform or helmet.

h. *Socks*. All squad members must wear visible socks or leg coverings that should be identical in colour and design. (***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].

National Operating Committee on Standards for Athletic Equipment (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.

- **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 and design. All squad members of a team may wear short socks of the same colour and design. [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. 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 not 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 1/4-inch thick on the outside surface and at least 3/8-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 1/2-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, competition 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 clear, that are tinted, or that are not made from moulded or rigid material.

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 ball is ready for play if players are not wearing mandatory equipment or are wearing illegal equipment. Only in an emergency shall the play 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, if all timeouts have been used, a delay-of-game foul.

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. After the ball is ready for play, 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 purposes during the game. Motion pictures, any type of film, facsimile machines, videotapes, photographs, writing-transmission machines and computers may not be used by coaches or 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, computers 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 game management, are strongly recommended on referees. They may be used only on referees for penalty or other game announcements. It is strongly recommended that they be lapel-type microphones. They must be 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.

f. • No one in the team area or coaching box may use any artificial sound amplification to communicate with players on the field.

g. Any attempt to record, either through audio or video means, any signals given by an opposing player, coach or other team personnel is prohibited.

REPORT & SANCTION − Competitions may define sanctions for the following breaches:
• Prohibited field equipment used.
• Recording opponent's signals.

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.)

STOP, REPORT & SANCTION − Under no circumstances may the game commence, nor proceed if suspended. Competitions may define sanctions for the following breaches:
• 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. The relationship between the rules and an Approved Ruling is analogous to that between statutory law and a decision of the Supreme Court. 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. A loose ball is a live ball not in player possession during:

1. A running play.
2. A scrimmage or free kick before possession is gained, regained or the ball is dead by rule.
3. The interval after a legal forward pass is touched and before it becomes complete, incomplete or intercepted. This interval is during a forward pass play and any player eligible to touch the ball may bat it in any direction.

b. All players are eligible to touch, catch, or recover a ball that is loose from a fumble (Exceptions: Rules 7-2-2-a-2 and 8-3-2-d-5) 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:

a. With the 40-second play clock running, an official places the ball at an inbounds mark or between the inbounds marks and steps away to his position.

b. With the play clock set at 25 seconds, the referee sounds his whistle and either signals to start the game clock [S2] or signals that the ball is ready for play [S1]. (**A.R. 4-1-4:I and II**)

In Possession

ARTICLE 5. ''In possession'' means the holding or controlling of a live ball or a ball to be free kicked. It may refer either to player possession or team possession.

a. A player gains possession when he secures the ball firmly by holding or controlling it while contacting the ground inbounds. The ball is then in player possession.

b. A team has team possession:
   1. When one of its players is in possession, including when he is attempting a punt, drop kick or place kick;
   2. While a forward pass thrown by one of its players is in flight; or
   3. During a loose ball if one of its players was last in possession.

c. A team is in legal possession if it has team possession when its players are eligible to catch or recover the ball.

Belongs To

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

Catch, Interception, Recovery

ARTICLE 7. a. To catch a ball means that a player:
   1. Gains possession of a live ball in flight; or
   2. Leaves his feet and firmly grasps a live ball in flight, the ball first touching the ground inbounds while still in his firm grasp; or
   3. Leaves his feet, firmly grasps a live ball in flight and either 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-p apply. (**A.R. 2-2-7:I-V**) (**A.R. 7-3-6:IV**) 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. (**A.R. 7-3-6:XVII**). A player who satisfies any of these three conditions is said to have completed a catch.

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

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

d. A player recovers a ball if he fulfils any of the three criteria for catching a ball that is still alive after hitting the ground.

e. Loss of ball simultaneously with returning to the ground is not a catch, interception or recovery.

f. 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, 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's ball at the spot where the ball crossed the sideline. First and 10. [Cited by 2-2-7-a-3]

  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's ball at the spot where the ball crossed the sideline. First and 10 (Rule 6-3-7). [Cited by 2-2-7-a-3]

  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-a-3, 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-a-3]

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-a). [Cited by 2-2-7-a-3]

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 ball carrier. When in question, the contact is below the waist (Rule 9-1-2-e).

b. Blocking below the waist applies to the initial 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 high-low or low-high combination block by any two players against an opponent (not the ball carrier) anywhere on the field, with or without a delay between blocks; the "low" component is at the opponent's thigh or below (**A.R. 2-3-3:III-IV**), (**A.R. 9-1-2:XXVI**)

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

I. On a forward pass play, A75 is blocking B66 at the waist behind the neutral zone. While A75 maintains contact, A47 subsequently blocks B66 at his thigh. **RULING:** Chop block. 15 yards from the previous spot.

II. As the flow of the play moves to the left, right tackle A77 is disengaging from his block above the thigh with B50 when A27 blocks B50 at his knee. **RULING:** Chop block, 15 yards. Previous-spot enforcement if the foul occurs behind the neutral zone.

III. Immediately after the snap, left guard A65 and left tackle A79 simultaneously block B66, who is in the neutral zone. (a) Both blocks are at the thigh. (b) One contact is at the waist and the other is at the knee. **RULING:** (a) Legal blocks for a low-low combination. (b) Foul, chop block. [Cited by 2-3-3, 9-1-2-m]

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, 9-1-2-m]

V. As tight end A88 leaves the line of scrimmage, he is blocked by B76 at the knee in an attempt to restrict A88's path. After a short delay and while B76 maintains contact, B53 blocks A88 at the knee. **RULING:** Legal. Both blocks are below the thigh. The low-low combination is not a chop block.

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:*** Against the ball carrier). When in question, the contact is below the waist. (Rule 9-3-3-c) (**A.R. 9-1-2:XVII**) (**A.R. 9-3-3:VII**) (**A.R. 10-2-2:XXII**)

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).

Blocking Zone

ARTICLE 6. a. The blocking zone is a rectangle centred on the middle lineman of the offensive formation and extending five yards laterally and three yards longitudinally in each direction. (See diagram in the front of this book.)

b. The blocking zone disintegrates when the ball leaves the zone.

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:*** Against the ball carrier) (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

Deliberately advancing a dead ball is an attempt by a player 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 Exception).

SECTION 6. Down and Between Downs

Down

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. [***Exception:*** The try is a scrimmage down that begins when the referee declares the ball ready for play (Rule 8-3-2-b).]

Between Downs

ARTICLE 2. 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 waving signal by a player of Team B that does not meet the requirements of a valid signal (Rule 6-5-3).

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 ball carrier 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 4-1-3-p; Rules 4-2-1 and 4-2-4; and Rule 5-1-3-a Exception) (**A.R. 5-1-3:I-VI**) (**A.R. 8-2-1:I-IV**) (***Exception:*** Rule 8-5-1-a, (**A.R. 8-5-1:I**)).

SECTION 9. Foul and Violation

Foul

ARTICLE 1. A foul is a rule infraction for which a penalty is prescribed. A flagrant personal foul is a rule infraction so extreme or deliberate that it places an opponent in danger of catastrophic injury.

Violation

ARTICLE 2. A violation is a rule infraction for which no penalty is prescribed. Since it is not a foul, it does not offset 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 the hands or arms.

Touching

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

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 (Rule 6-3-1-b).

SECTION 11. Lines

Sidelines

ARTICLE 1. A sideline runs from end line to end line on each side of the field and separates the field of play from the area that is out of bounds. The entire sideline is out of bounds.

Goal Lines

ARTICLE 2. The goal line at each end of the field of play runs between the sidelines and is part of the vertical plane that separates the end zone from the field of play. This plane extends beyond the sidelines (***Exception:*** Rule 4-2-4-e). The two goal lines are 100 yards apart (except when the field is shortened according to Rule 1-2-1-a-2). The entire goal line is in the end zone. A team's goal line is that which it is defending. (**A.R. 2-11-2:I**)

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

  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 for illegal touching (Rule 6-3-11). Team B may accept the result of the play or next snap the ball at its 20-yard line (***Exception:*** Rule 8-4-2-b). [Cited by 2-11-2, 6-3-11, 6-3-2-a]

End Lines

ARTICLE 3. An end line runs between the sidelines normally 10 (but can be 7-13) yards behind each goal line and separates the end zone from the area that is out of bounds. The entire end line is out of bounds.

Boundary Lines

ARTICLE 4. The boundary lines are the sidelines and the end lines. The area enclosed by the boundary lines is "in bounds", and the area surrounding and including the boundary lines is "out of bounds".

Restraining Lines

ARTICLE 5. A restraining line is part of a vertical plane that limits a team's alignment for free kicks. The plane extends beyond the sidelines. (**A.R. 2-11-5:I**)

- **Approved Ruling 2-11-5**

  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-a-2). [Cited by 2-11-5, 6-1-3-a-2]

Yard Lines

ARTICLE 6. 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 7. The two inbounds lines are 60 feet from the sidelines. Inbounds lines and short yard-line extensions shall measure 24 inches in length.

Nine-Yard Marks

ARTICLE 8. 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 by the last player in possession (***Exception:*** The snap (Rule 2-23-1-c)).

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

SECTION 13. Huddle

A huddle is two or more players grouped together after the ball is ready for play 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 (Rule 9-1-2-i).

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.

SECTION 15. Kicks

Legal and Illegal Kicks

ARTICLE 1. a. Kicking the ball is intentionally striking the ball with the knee, lower leg or foot.

b. 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**)

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

d. When in question, a ball is accidentally touched rather than kicked.

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. The ball may be positioned on the ground and contacting the tee.

c. A tee is a device that elevates the ball for kicking purposes. It may not elevate the ball's lowest point more than one inch 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-ball foul. Penalty — Five yards from the succeeding spot. [Cited by 2-15-4-c, 4-1-1]

Free Kick

ARTICLE 5. a. A free kick is a kick by a player of the team in possession made under restrictions specified in Rules 4-1-4, 6-1-1 and 6-1-2.

b. A free kick after a safety may be a punt, drop kick or place kick.

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. 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.

b. A scrimmage kick has crossed the neutral zone when it touches the ground, a player, an official or anything beyond the neutral zone (***Exception:*** Rule 6-3-1-b). (**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. It is an illegal kick that causes the ball to become dead.

Field Goal Attempt

ARTICLE 9. A field goal attempt is a scrimmage kick. It may be a place kick or a drop kick.

Scrimmage Kick Formation

ARTICLE 10. a. A scrimmage kick formation is a formation with at least one player seven yards or more behind the neutral zone, 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**) (**A.R. 9-1-2:XVIII-XX**)

b. If Team A is in a scrimmage kick formation at the snap, any action by Team A during the down is deemed to be from a scrimmage kick formation.

SECTION 16. Loss of a Down

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

SECTION 17. The Neutral Zone

ARTICLE 1. a. The neutral zone is the space between the two lines of scrimmage extended to the sidelines and is the length of the ball.

b. 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.

c. The neutral zone exists until there is a change of team possession or until the ball is declared dead.

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. After the ball is ready for play, offside occurs (Rule 7-1-5) when a defensive player:

a. Is in or beyond the neutral zone when the ball is legally snapped;

b. Contacts an opponent beyond the neutral zone before the ball is snapped;

c. Contacts the ball before it is snapped;

d. Threatens an offensive lineman, causing an immediate reaction, before the ball is snapped (**A.R. 7-1-3:VIII Note**);

e. Crosses the neutral zone and charges towards a Team A back (**A.R. 7-1-5:III**); or

f. Is not behind his restraining line when the ball is legally free-kicked.

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) (Rule 6-1-2).

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 hand or 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 hand or 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 player has crossed the neutral zone if his entire body has been beyond the neutral zone.
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**) (**A.R. 7-3-8:XVIII**).

- **Approved Ruling 2-19-4**
  I. A88, beyond the line of scrimmage, is manoeuvring 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 manoeuvring 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

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

A shift is a simultaneous change of position by two or more offensive players after the ball is ready for play for a scrimmage play 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 (Rule 4-1-4).

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 (**A.R. 9-1-2:III-IX**).

- **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:** The snap is a backward pass and may be advanced by any player. (a) Touchdown. Since this is a backward pass and not a fumble there is no restriction on a Team A player recovering and advancing the ball. (b) Ball continues in play. [Cited by 2-19-2-d, 7-2-2-a, 8-2-1-a]

SECTION 24. Series and Possession Series

Series

ARTICLE 1. A series comprises four consecutive downs that each begins with a snap (Rule 5-1-1).

Possession Series

ARTICLE 2. A possession series is a team's continuous possession of the ball in an extra period (Rule 3-1-3). It may consist of one or more series.

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 handing of the ball occurs.
d. Where an illegal forward pass is thrown.
e. Where a backward pass is thrown.
f. Where 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 it is caught or recovered or where the ball is declared dead by rule (Rule 2-15-1-c).

Basic Spot

ARTICLE 10. The basic spot is a benchmark for locating the enforcement spot for penalties governed by the Three-and-One Principle (Rule 2-33). Basic spots for the various categories of plays are stated in Rule 10-2-2-d.

Postscrimmage Kick Spot

ARTICLE 11. The postscrimmage kick spot serves as the basic spot when postscrimmage kick enforcement applies (Rule 10-2-3).

a. When the kick ends in the field of play, other than in the special cases given below, the postscrimmage kick spot is the spot where the kick ends.
b. When the kick ends in Team B's end zone, the postscrimmage kick spot is Team B's 20-yard line.

Special cases

1. On an unsuccessful field goal attempt, if the ball is untouched by Team B after crossing the neutral zone and is declared dead beyond the neutral zone, the postscrimmage kick spot is:
   (a) The previous spot, if the previous spot is on or outside Team B's 20-yard line; or
   (b) Team B's 20-yard line, if the previous spot is between Team B's 20-yard line and its goal line. (**A.R. 10-2-3:V**).
2. When Rule 6-3-11 is in effect, the postscrimmage kick spot is Team B's 20-yard line.

SECTION 26. Tackling

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 Team B is the opponent. The teams retain these designations until the ball is next ready for play.

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.

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. 10-2-1:I**)

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.

c. A departing player is a player leaving the field, having been replaced by a substitute.

Runner and Ball Carrier

ARTICLE 7. a. The runner is a player in possession of a live ball or simulating possession of a live ball.

b. A ball carrier is 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.

SECTION 28. Tripping

Tripping is intentionally using the lower leg or foot to obstruct an opponent below the knees (Rule 9-1-2-c).

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 60 minutes of the game.

Play Clock

ARTICLE 2. Each stadium should have a visual play clock at each end of the playing enclosure. The play clock (if provided) must be capable of counting down from both 40 seconds and 25 seconds. It should automatically default to 40 seconds and start immediately upon being re-set by the play-clock operator when any official signals that the ball is dead after a play. (Rule 13-2-2)

a. Otherwise, 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.

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

ARTICLE 3. A scrimmage kick 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. A running play is any live-ball action other than that during a free kick play, a scrimmage kick play, or a legal forward pass play.

b. A run is that segment of a running play during which a ball carrier has possession.

c. If a ball carrier loses possession by a fumble, backward pass, or illegal forward pass, the running play includes the spot where the run ends and the loose-ball interval before possession is regained or the ball is declared dead (**A.R. 2-30-4:I and II**).

d. A new running play begins when a player gains or regains possession.

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

  I. A21 catches a forward pass with his knees on the ground. The 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 2-30-4-c, 9-1-2-l]

II. Third and 10. A21 catches a forward pass and fumbles when tackled after gaining 10 yards. The 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 2-30-4-c, 9-1-2-l]

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 enclosed by the sidelines and the goal lines.

End Zones

ARTICLE 3. The end zone at each end of the field is the rectangle defined by the goal line, sidelines and end line. The goal line 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

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 any opponent to retaliate by fighting (Rules 9-2-1 and 9-5-1).

SECTION 33. Three-and-One Principle

The Three-and-One Principle of penalty enforcement applies when the penalty statement for a foul does not specify the enforcement spot. Application of this principle is described in Rule 10-2-2-c.

SECTION 34. Tackle Box

The tackle box is the rectangular area enclosed by the neutral zone, the two lines parallel to the sideline five yards from the snapper, and Team A's end line. (See diagram in the front of this book.)

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 not 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. Before the second half, the referee will obtain the teams' second half options.

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 captains return to the nine-yard marks.

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

a. The winner of the toss shall choose one of the following options:
   1. To designate which team shall kick off.
   2. To designate which goal line his team shall defend. (***Exception:*** This option is not available if only one goal is being used (Rule 1-2-5-f).)
   3. To defer his selection to the second half.
b. The opponent shall then choose option 1 or 2 above, as available.
c. If the winner of the toss chooses option 3 above, then after the opponent's choice the winner selects the available option (1 or 2 above).

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. BAFA 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 not 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 possession series.
2. Which end of the field shall be used for both possession 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 possession 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. Possession series: Each team retains the ball during a possession 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. (**A.R. 3-1-3:I-XII**)

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

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 possession series, as described in (e) above, in each extra period, unless 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. Although not illegal, a one-point try attempt by Team A will not score a point (**A.R. 3-1-3:XIII**).

g. Fouls after a change of team possession (**A.R. 3-1-3:XIV-XVII**):
   1. Distance penalties against either team are declined by rule in extra periods (***Exceptions:*** Penalties for flagrant personal fouls, dead-ball fouls and live-ball fouls treated as dead-ball fouls are enforced on the succeeding play).
   2. A score by a team committing a foul during the down is cancelled.
   3. If both teams foul during the down and Team B had not fouled before the change of possession, the fouls offset and the down is not replayed.

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.

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

  I. After each team has put the ball in play by snap at the beginning of its possession series, the score remains tied. **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. [Cited by 3-1-3-e]

  II. Other than on the try, Team B scores a touchdown after intercepting a forward pass, or intercepting or recovering a backward pass or fumble. **RULING:** Period and game are ended, and Team B is the winner. [Cited by 3-1-3-e]

  III. During the first possession series of a period, Team B intercepts a forward pass, or intercepts or recovers a fumble or a backward pass, and does not score a touchdown. **RULING:** Team A's possession series is ended and Team B starts its series. Team B

becomes Team A when the referee declares the ball ready for play. [Cited by 3-1-3-e]

IV. During the first possession series of a period, Team A's field goal attempt is blocked and does not cross the neutral zone. Team A recovers the ball and runs for a touchdown. **RULING:** Six points for Team A. Team B begins its possession series after the try. [Cited by 3-1-3-e]

V. Team A's field goal attempt is blocked and does not cross the neutral zone. A23 recovers the ball and is tackled beyond the line to gain. **RULING:** Team A retains the ball to continue its possession series. First and 10. [Cited by 3-1-3-e]

VI. On first, second or third down, Team A's field goal attempt is blocked and does not cross the neutral zone. A23 recovers the ball and is tackled short of the line to gain. **RULING:** Team A's ball, next down. [Cited by 3-1-3-e]

VII. Team A's field goal attempt is blocked. Team B recovers the kick and carries it into Team A's end zone. **RULING:** Touchdown. The try is cancelled and the game is ended. [Cited by 3-1-3-e]

VIII. During the first possession series of a period, Team B gains possession and then loses possession to Team A, which scores a touchdown. **RULING:** The score counts, and Team B begins its possession series after the try. [Cited by 3-1-3-e]

IX. During the first possession series of a period, Team B gains possession and then loses possession to Team A, which fails to score a touchdown. **RULING:** Team A's possession series is ended, and Team B begins its possession series. [Cited by 3-1-3-e]

X. During the first possession 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's possession series is ended. Team B begins its possession series. [Cited by 3-1-3-e]

XI. During the first possession series of a period, B10 intercepts a forward pass on his six-yard line and downs the ball in his end zone. **RULING:** Safety: two points for Team A. Team A's possession 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. [Cited by 3-1-3-e]

XII. Team A's field-goal attempt is untouched beyond the neutral zone until B17 muffs it at the five-yard line. A75 recovers at the three-yard line. **RULING:** Team A's possession series continues; first down for Team A at the three-yard line. [Cited by 3-1-3-e]

XIII. On the first possession series 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 starts its possession series at the 25-yard line with Team A leading in the overtime score 6-2. [Cited by 3-1-3-f]

XIV. After the end of the first possession series by Team A, Team B commits a dead-ball foul. **RULING:** Team B starts its possession series on the 40-yard line, first and 10. [Cited by 3-1-3-g]

XV. During the first possession series of a period, A12 throws a forward pass and Team A is flagged for an illegal shift. B25 intercepts the pass, and B38 clips before B25 crosses Team A's goal line. **RULING:** Score not allowed. The possession series is ended, and Team B begins its possession series at the 25-yard line. The penalty is not carried over. [Cited by 3-1-3-g]

XVI. During the second possession series of a period, B25 intercepts a pass and carries the ball across Team A's goal line. During the run, B79 clips at midfield. **RULING:** No touchdown. Either the game is over, or the next period will start with first and 10 at the 25-yard line, since the penalty is not carried over. [Cited by 3-1-3-g]

XVII. During the first possession series B37 intercepts a forward pass and has a clear field to the goal line when he makes an obscene gesture toward the nearest opponent. **RULING:** Team B's score is cancelled and the penalty is carried over. Team B begins its possession series on the 40-yard line, first and 10. (Rules 3-1-3, 3-1-3-g-1 and 3-1-3-g-2). [Cited by 3-1-3-g]

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 shall be 20 minutes, unless altered before the game by mutual agreement of the administrations of both teams. Immediately after the second period ends, the referee should begin the intermission by signalling to start the game clock [S2].

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 play clock may be corrected by the referee. The play clock shall start again (Rule 2-29-2).
e. When the play-clock count is interrupted by circumstances beyond the control of either team (without positive knowledge of game clock elapsed time), a new count shall be started and the game clock shall start per Rules 3-2-4-b or 3-2-4-d as appropriate.
f. The 40/25-second clock is not started when the game clock is running with fewer than 40 or 25 seconds, respectively, in a period.
g. The game clock should not be stopped if the play clock is started in conflict with Rule 3-2-2-f.

Extension of Periods

ARTICLE 3. a. A period shall be extended for an untimed down (other than a try) if during a down in which time expires one or more of the following occurs (**A.R. 3-2-3:I-VIII**):

1. A penalty is accepted for a live-ball foul(s) not treated as a dead-ball foul (***Exception:*** Rule 10-2-5-a). The period is *not* extended if the statement of the penalty includes loss of down (**A.R. 3-2-3:IX**).
2. There are offsetting fouls.
3. An official sounds his whistle inadvertently or otherwise incorrectly signals the ball dead.

b. Additional untimed downs (other than a try) will be played until a down is free of the circumstances in statements 1, 2 and 3 of Rule 3-2-3-a (above).

- **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 (Rules 10-2-2-d-4-a and 10-2-3). [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 for the foul at the snap or 15 yards for the clip. The 15-yard penalty is enforced from the previous spot if the clipping foul occurs behind the neutral zone. The period is extended. [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 10-2-5-c, 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. Penalties for personal fouls may be enforced on the subsequent kickoff or the succeeding spot in extra periods. [Cited by 10-2-5-e, 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 penalty for the dead-ball foul will then also be enforced on the replayed try. The period is not extended to enforce a penalty for a dead-ball foul. If accepted, this penalty must be enforced on the kickoff to start the next period or at the succeeding spot in extra periods [Cited by 10-2-5-e, 3-2-3-a, 8-3-3-d-2]
  - IX. Time expires in the first half on a play in which A12 is beyond the neutral zone when he completes a pass to A88 in Team B's end zone. **RULING:** Team B accepts the penalty to nullify the score, but the period is not extended because the penalty includes loss of down. The first half ends. [Cited by 3-2-3-a-1]

Timing Devices

ARTICLE 4. a. □ *Game clock*. 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. □ *40-Second Clock*. In stadiums that meet the mandatory requirements for 40/25-second play clocks:

1. When an official signals that the ball is dead, the play clock shall begin a 40-second count.
2. If the 40-second clock does not start or the count is interrupted for reasons beyond the control of the officials or the play-clock operator (e.g. clock malfunction), the referee shall stop the game clock and signal (both palms open in an over-the-head pumping motion) that the play clock should be reset at 40 seconds and started immediately.
3. In the event that the 40-second clock is running and the ball is not ready to be snapped after 20 seconds into the count, the referee shall declare a timeout and signal

that the play clock be set at 25 seconds. When play is to be resumed, the referee will give the ready-for-play signal [S1] and the play clock shall begin the 25-second count. The game clock will start on the snap unless it had been running when the referee declared a timeout; in that case, it will start on the referee's signal (Rule 3-3-2-f).

c. *25-Second Clock*. In stadiums that meet the mandatory requirements for 40/25-second play clocks: if the officials signal the game clock to be stopped for any of the following reasons, the referee shall signal (one open palm in an over-the-head pumping motion) that the clock should be set at 25 seconds:
   1. Penalty administration.
   2. Charged team timeout.
   3. Media timeout.
   4. Injury timeout for a Team A player only. The play clock is set to 40 seconds for an injury to a player of Team B.
   5. Measurement.
   6. Change of possession.
   7. After a kick down.
   8. Score.
   9. Start of each period.
   10. Start of a team's possession series in an extra period.
   11. Instant replay review.
   12. Other administrative stoppage.

   When play is to be resumed, the referee will give the ready-for-play signal [S1] and the play clock will begin the 25-second count.

d. In stadiums that do not meet the mandatory requirements for 40/25-second play clocks: 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.

e. *Device malfunction*. If a visual 40/25-second timing device becomes inoperative, both coaches shall be notified by the referee immediately and both clocks shall be turned off.

SECTION 3. Timeouts: Starting and Stopping the Clock

Timeout

ARTICLE 1. a. 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. Other officials should repeat timeout signals. The referee may declare and charge himself with a discretionary timeout for any contingency not elsewhere covered by the rules (**A.R. 3-3-1:V-VI**).

b. When a team's charged timeouts are exhausted and it requests a timeout, the official shall not acknowledge the request (Rule 3-3-4).

c. Once the game begins, players shall not practice with a ball on the field of play or the end zones except during the half-time intermission.

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

  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-e-5]

  II. On third and 2½, 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:** The 40-second clock (if in use) starts when the ball is declared dead. (a) The referee immediately will signal the game clock to start. (b) The game clock will start on the referee's signal when the ball is ready for play. [Cited by 3-3-2-e-8]

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.

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 and the 40-second clock (if in use) shall start. Upon positive knowledge of who recovered, the referee will point in the direction governed by possession and start the game clock (a) immediately if Team A has recovered short of the line to gain (no first down), or (b) on the snap if Team B has recovered. [Cited by 3-3-2-e-8]

V. 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 3-3-1-a]

VI. A shoelace, padlace, jersey, number or equipment breaks or tears. **RULING:** No referee's discretionary timeout permitted for repair or replacement. [Cited by 3-3-1-a]

Starting and Stopping the Clock

ARTICLE 2. a. *Free Kick*. When the ball is free-kicked, the game clock shall be started when the ball is legally touched in the field of play or crosses the goal line after being touched legally by Team B in its end zone. It is subsequently stopped when the ball is dead by rule.

b. *Scrimmage Down*. When a period begins with a scrimmage down, the game clock shall be started when the ball is legally snapped. On all other scrimmage downs, the game clock shall be started when the ball is legally snapped (Rule 3-3-2-d) or on a prior signal by the referee (Rule 3-3-2-e). The game clock shall not run during a try, during an extension of a period or during an extra period (**A.R. 3-3-2:I-IV**).

c. *After a Score*. The game clock shall stop after a touchdown, field goal or safety. It shall be started again as in (a) above unless the down is replayed, in which case it shall be started when the ball is legally snapped.

d. *Starts on the Snap*. For each of the following, the game clock is stopped. If the next play begins with a snap, the game clock will start on the snap:

1. Touchback.
2. With fewer than two minutes remaining in a half a Team A ball carrier, fumble or backward pass is ruled out of bounds. (***Exception:*** After a Team A forward fumble, the clock starts on the referee's signal.)
3. Team B is awarded a first down and will next snap the ball (**A.R. 3-3-2:VI**).
4. A forward pass is ruled incomplete.
5. A team is granted a charged timeout (**A.R. 3-3-4:I-IV**).
6. The ball becomes illegal.
7. Violation of a rule for mandatory equipment (Rule 1-4-4 or illegal equipment (Rule 1-4-5).
8. A legal kick down ends.
9. A return kick is made.
10. A scrimmage kick is made beyond the neutral zone.
11. Team A commits a delay-of-game foul while in a scrimmage kick formation.
12. A period ends.

e. *Starts on the Referee's Signal*. For each of the following reasons, the game clock is

stopped. If the next play begins with a snap, the game clock will start on the referee's signal:

1. Team A is awarded a first down either through play or by penalty.
2. A Team A forward fumble goes out of bounds.
3. Other than with fewer than two minutes remaining in a half, a Team A ball carrier, fumble or backward pass is ruled out of bounds.
4. To complete a penalty.
5. An injury timeout is allowed for one or more injured players or an official (**A.R. 3-3-1:I**) (**A.R. 3-3-5:I-V**).
6. An inadvertent whistle is sounded.
7. A possible first-downmeasurement.
8. A delay in making the ball ready for play is caused by both teams (**A.R. 3-3-1:II and IV**).
9. A live ball comes into possession of an official.
10. The ball carrier's helmet comes completely off.
11. A head coach's conference or instant-replay challenge is requested.
12. The referee grants a media timeout.
13. The referee declares a discretionary timeout.
14. The referee declares a timeout for unfair noise (Rule 9-2-1-b-6).
15. An illegal pass is thrown to conserve time. (**A.R. 7-3-2:II-VIII**)
16. The referee interrupts the 40/25-second count.

f. *Snap Supercedes Referee's Signal*. Whenever one or more incidents that cause the game clock to be started on the referee's signal (Rule 3-3-2-e) occur in conjunction with any that cause it to be started on the snap (Rules 3-3-2-c and 3-3-2-d), it shall be started on the snap.

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

I. Team B makes a fair catch. **RULING:** Clock starts on the snap. The clock stopped at the end of a legal kick down. (3-3-2-d). [Cited by 3-3-2-b, 7-1-3-a-5-a]

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 ready-for-play signal. (Rules 3-3-2-d-3 and 3-3-2-e-1) [Cited by 3-3-2-b]

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 ready-for-play signal. [Cited by 3-3-2-b]

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 ready-for-play signal. Although the clock was stopped to award Team B a first down, Team B will not next snap the ball. [Cited by 3-3-2-b]

V. Late in the second or fourth quarter, ball carrier A37 goes out of bounds. When the game clock is stopped it reads (a) 2:00 or (b) 1:59. **RULING:** (a) The game clock starts on the referee's signal when the ball is ready for play. (b) The game clock starts on the snap.

VI. Late in the second or fourth quarter, Team A has second and eight. B44 intercepts a legal forward pass and carries the ball out of bounds. B79 is in the neutral zone at the snap. When the game clock is stopped it reads (a) 2:00, or (b) 1:59. **RULING:** Team A accepts the penalty and retains possession of the ball. In both (a) and (b) the game clock starts on the referee's ready-for-play signal, because Team B will not next snap the ball. [Cited by 3-3-2-d-3]

Suspending the game

ARTICLE 3. a. The referee may suspend the game temporarily when conditions warrant such action.

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, there are four possible options:
   1. Resume the game at a later date;
   2. Terminate the game with a determined final score;
   3. Forfeit of the game; or
   4. Declare a no contest.

   The option that takes effect shall be determined by competition policy.

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 competition playoff game, competition 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.

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 coach 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 or challenge 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 5-2-9 and 11-1).
   3. After a head coach's conference or challenge, 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-d-5, 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-d-5, 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-d-5, 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-d-5, 3-3-4-b, 7-1-3-a-2-a]

Injury Timeout

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

1. An official will declare a timeout and the player(s) must leave the game. He must remain out of the game for at least one down. When in question, officials will take a timeout for an injured player.
2. The player(s) may not return to the game until he receives approval of medical personnel designated by his team.
3. Officials and coaches shall give special attention to players who exhibit signs of a concussion.
4. Whenever a participant suffers a laceration or wound from which 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.

f. After a timeout for an injured Team B player, the play clock shall be set at 40 seconds.

- **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 stops the clock and declares an injury timeout. A22 leaves the field of play (or the end zone) for treatment by appropriate medical personnel. Unless there is also an injury to a Team B player the play clock is set to 25 seconds and starts on the ready-for-play signal (Rule 3-2-4-c-4). [Cited by 3-3-2-e-5, 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-e-5, 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-e-5, 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-e-5, 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-e-5, 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 play clock will not be delayed to accommodate A12's trip to the sideline. [Cited by 3-3-5-a-4]

VIII. On second down the Team A ball carrier is tackled inbounds. The clock is then stopped for an injury to a player of Team B. (a) No other players are injured on the play. (b) There is also an injury to a player of Team A. (c) The referee grants a media timeout. **RULING:** In (a), (b) and (c) upon preparing to resume play the referee will indicate that the play clock be set to 40 seconds. Both the play clock and the game clock will start on the ready-for-play signal.

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, 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 full team timeout requested by any player or head coach shall not exceed one minute 30 seconds. (***Exception:*** Rule 3-3-4-e-3). This includes the 25-second play clock interval.

b. For live televised games only, a charged team timeout shall be 30 seconds plus the 25-second play clock interval.

c. 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.

d. Other timeouts shall be not 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).

e. 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.

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

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

h. The intermission after a safety, try or successful field goal shall be not more than one minute. It may be extended for radio or television.

Referee's Notification

ARTICLE 8. During a full team timeout (Rule 3-3-7-a) the referee shall notify both teams after one minute. Five seconds later he shall declare the ball ready for play. During a 30-second team timeout (Rule 3-3-7-b or 3-3-7-c) the referee shall notify both teams after 30 seconds. Five seconds later he 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 play-clock 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 officials shall make the ball ready for play consistently throughout the game. Consuming more than 40 seconds or 25 seconds to put the ball in play (Rule 3-2-4) after it is made 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, 3-3-4-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).
   6. Putting the ball in play before it is ready for play (Rule 4-1-4).
   7. Sideline interference (Rule 9-1-6).

PENALTY − Dead-ball foul. 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]

  II. On a running play late in the half the Team A ball carrier is tackled inbounds. Team B players are deliberately slow to "unpile" in an obvious attempt to consume time and prevent the officials from making the ball ready for play. **RULING:** Team B foul for delay of game. Penalty — five yards at the succeeding spot. The game clock will start on the snap (Rule 3-4-3).

Unfair Clock Tactics

ARTICLE 3. The referee shall order the game clock or play clock started or stopped whenever either team conserves or consumes playing time by tactics obviously unfair. This includes starting the game clock on the snap if the foul is by the team ahead in the score. The game clock will start on the ready-for-play signal after Team A throws an illegal forward or backward pass to conserve time (Rule 3-3-2-e-15). (**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 40- or 25-second count. **RULING:** Foul for delay of game. 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:** Dead-ball foul. Penalty – Five yards from the succeeding spot. The clock starts on the ready for play signal. At his discretion, the referee may have the play clock set at 40 seconds. [Cited by 3-4-3]
  - III. A ball carrier, 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 ball carrier 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]
  - V. Late in the fourth quarter Team A trails by four points and is driving for a potential score. After a running play on which the ball carrier is tackled inbounds, Team B players are obviously and deliberately slow in letting him get to his feet or otherwise are employing tactics to delay the officials in making the ball ready for play. **RULING:** Dead-ball foul against Team B, delay of game. When the ball is ready for play, the referee will signal the 25-second clock to start, but the game clock will start on the snap.

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 departing player must depart at the sideline nearest his team area and proceed to his team area. A departing player 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. 9-1-5:V-VII**) (**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 is 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 play 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 (Rules 7-1-3-b Penalty and 7-1-4-b Penalty). [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. 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 ball is made ready for play, 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), ball carrier 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. 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 (Rule 2-27-9-a). [Cited by 3-5-2-c]

IX. After the ball is ready for play and the umpire is in his regular position, Team A quickly replaces some players with substitutes, gets set for the required one second and snaps the ball. The umpire is attempting to get to the ball to allow the defense to match up, but he is unable to prevent the snap. **RULING:** The play is shut down, the game clock is stopped and the defense is allowed to substitute in response to Team A's late substitutions. No foul. The play clock is set to 25 seconds and starts on the ready-for-play signal. The game clock starts on the ready-for-play signal or the snap, depending on its condition when play was stopped.

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 is ready for play, it becomes a live ball when it is legally snapped or legally free-kicked. A ball snapped or free-kicked before it is ready for play remains dead (**A.R. 2-15-4: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 possession series is ended.

c. If a foul or violation occurs during any of the above downs, the penalty or violation privilege 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 ball carrier is out of bounds, or when a ball carrier 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 ball carrier's body, except his hand or foot, touches the ground or when the ball carrier 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; 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. (Rule 8-3-2-d-5).

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 scrimmage kick beyond the neutral zone or a free kick 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, before a change of team possession on fourth down or a try, a Team A fumble is caught or recovered by a Team A player other than the fumbler (Rules 7-2-2-a, 7-2-2-b and 8-3-2-d-5).

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 live ball is in possession of an official.

o. When a ball carrier 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 ball carrier's helmet comes completely off.

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

  I. While A1 is holding the ball for a place kick, Team B 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 before it is ready for play. (**A.R. 4-1-4:I and II**)

PENALTY − Dead-ball foul for delay of game. Five yards from the succeeding spot [S7 and S21].

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

  I. Snapper A1 snaps the ball before the ball is made ready for play. A2 muffs the snap and B1 recovers the ball. **RULING:** Dead ball foul. Team A snap infraction. 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]

Play-Clock Count

ARTICLE 5. The ball shall be put in play within 40 or 25 seconds after it is made ready for play (Rule 3-2-4), unless, during that interval, play is suspended. If play is suspended, the play-clock count will start again.

PENALTY − Dead-ball foul for delay of game. 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 ball carrier bumps into or is touched by a player or game official on the sideline. **RULING:** The ball carrier is not out of bounds. [Cited by 4-2-1-a]

  II. Ball carrier 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 or other illegal interference penalties (9-1-5-a and 9-2-3). [Cited by 4-1-2-a, 4-1-3-a, 4-2-1-a, 9-2-3-c]

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 ball carrier 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**) (***Exception:*** Rule 8-5-1-a, (**A.R. 8-5-1: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 ball carrier 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 ball carrier 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:II**)

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 when the ball is declared dead:

   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 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 has the ball in his possession and is not controlled by an opponent, as he 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 A5's body except his hand or foot touches the ground. **RULING:** Touchdown. The ball is dead when it breaks the plane of the goal line in A5's possession. [Cited by 2-8-2, 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**).

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 9-1-4-a). [Cited by 5-2-2-b, 9-1-4-a]

Foul Before Change of Team Possession

ARTICLE 3. a. If a penalty is accepted for a foul that occurs between the goal lines before a change of team possession during a scrimmage down, the ball belongs to Team A. 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 8-3-3-b-1, 10-2-3 and 10-2-5).

b. 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:III**) (**A.R. 10-2-3:I**).

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

  I. Team A's fourth-down legal forward pass strikes the ground after it touches an originally ineligible receiver who is illegally more than three yards beyond the neutral zone. **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-b, 7-3-11]

  II. A Team A ball carrier 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-b]

Foul After Change of Team Possession

ARTICLE 4. If a penalty is accepted for a foul that occurs during a down after a change of team possession, the ball belongs to the team in possession when the foul occurred. The down and distance established by any such penalty shall be first down with a new line to gain (***Exception:*** Rule 10-2-5-a) (**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. Team B's ball, first and 10. Start the clock on the snap. [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-IV**).

- **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. Start the clock on the snap. [Cited by 5-2-6]

  II. First and 10 for Team A. A Team A ball carrier 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). [Cited by 5-2-6]

Foul Between Series

ARTICLE 7. The penalty for any dead-ball foul (including live-ball fouls treated as dead-ball fouls and fouls after a free kick down) that occurs after a series ends and before the ball is ready for play shall be enforced before the line to gain is established. The penalty for any dead-ball foul that occurs after the ball is ready for play 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. Start the clock on the snap. [Cited by 5-2-7]

  II. Team A's ball on Team B's 30-yard line. Third and four. A Team A ball carrier goes out of bounds on the 18-yard line. Team B commits a foul immediately after the ball is out of bounds. **RULING:** First and goal for Team A's at the nine-yard line. Clock starts on the ready-for-play signal except in the last two minutes of a half. [Cited by 5-2-7]

  III. Team A's ball on Team A's 16-yard line. Fourth and four. A Team A ball carrier 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. Start the clock on the snap. [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. Start the clock on the snap. [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 made 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 made 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**).

Rules Decisions Final

ARTICLE 9. 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 11-1).

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 its 30-yard line, 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 (***Exception:*** Rule 6-1-2-d) and on or between the inbounds lines. The referee will declare the ball ready for play when the officials are in position after the kicker has received the ball. 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].
b. All Team A players must be inbounds [S19].
c. At least four Team A players must be on each side of the kicker. [S19]
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 team's restraining line has been relocated by a previous penalty [S18 or appropriate signal].
e. All players of Team A must have been between the nine-yard marks after the ready for play signal [S19].
f. 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].
g. 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, or five yards from the spot where the subsequent dead ball belongs to Team B, or from the spot where the ball is placed after a touchback [S18] (A.R. 6-1-2:VII).

h. All Team B players must be inbounds [S19].
i. All Team B players must be behind their restraining line [S18].

PENALTY − Live-ball foul. Five yards from the previous spot [S18 or S19].

- **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-b). [Cited by 2-15-1-b, 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 or five yards from the spot where the subsequent dead ball belongs to Team B. [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 30-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 non-kicking 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; or five yards from the spot where the subsequent dead ball belongs to Team B. [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 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 his 15-yard line. B17 returns the ball to his 45-yard line where he fumbles. A67 recovers at the B-47 and runs to the B-35 where he fumbles, with B20 recovering while downed at his 33-yard line. **RULING:** Foul by Team A for offside. Team B may choose to have Team A kick again after a five-yard penalty from the previous spot, or Team B may have a first and 10 at its 38-yard line. [Cited by 6-1-2 Penalty]

Touching and Recovery of a Free Kick

ARTICLE 3. a. No Team A player may touch a free-kicked ball until after:

1. It touches a Team B player (***Exception:*** Rules 6-1-4 and 6-5-1-b);
2. It breaks the plane of and remains beyond Team B's restraining line (***Exception:*** Rule 6-4-1) (**A.R. 2-11-5:I**); or
3. 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.

b. Any other touching by Team A is illegal touching, a violation that, when the ball becomes dead, gives the receiving team the privilege of taking the ball at the spot of the violation.

c. If a penalty incurred by either team before the ball becomes dead is enforced, or if there are offsetting fouls, the illegal touching privilege is cancelled. (**A.R. 6-1-3:I**)

d. Illegal touching in Team A's end zone is ignored.

- **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 there is an accepted penalty or offsetting fouls, Team B may elect to take the ball at any spot of the illegal touching. [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 (***Exceptions:*** 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**). The ball belongs to the receiving team at the dead-ball spot, unless the kicking team is in legal possession when the ball is declared dead. In the latter case, the ball belongs to the kicking team.

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. When a free kick untouched by Team B touches the ground on or behind Team B's goal line, the ball becomes dead and belongs to Team B.

Fouls By Kicking Team

ARTICLE 8. Penalties for all fouls by the kicking team other than kick-catch interference (Rule 6-4) during a free kick play may be enforced at the previous spot or at the spot where the subsequent dead ball belongs to Team B.

Illegal Wedge Formation

ARTICLE 9. a. A wedge is defined as two or more players aligned shoulder to shoulder within two yards of each other.

b. Free-kick down only: After the ball has been kicked, it is illegal for three or more members of the receiving team intentionally to form a wedge for the purpose of blocking for the ball carrier. This is a live-ball foul, whether or not there is contact between opponents.

c. Formation of the wedge is not illegal when the kick is from an obvious onside kick formation.

d. Formation of the wedge is not illegal when the kick results in a touchback.

PENALTY − Noncontact foul treated as occurring during the kick. 15 yards, spot of the foul; or 15 yards, spot where the subsequent dead ball belongs to Team B if this is behind the spot of the foul. If the subsequent dead ball belongs to Team A: 15 yards, previous spot with the down repeated. [S27]

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 five yards from the spot where the subsequent dead ball belongs to Team B; 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 30-yard line goes out of bounds untouched by Team B. **RULING:** Team B has three options. It may accept a five-yard penalty from the previous spot with Team A kicking from the 25-yard line; put the ball in play at Team B's 40-yard line at the inbounds spot; or put the ball in play at the inbounds spot after a five-yard penalty from the spot where the ball went out of bounds. [Cited by 6-2-1]

II. A kickoff from Team A's 30-yard line goes out of bounds untouched by Team B, and Team A has illegally touched the kick. **RULING:** Team B has four options: it may snap the ball at the spot of violation; accept a five-yard penalty from the previous spot with Team A kicking from the 25-yard line; put the ball in play at the inbounds spot on its 40-yard line; or put the ball in play at the inbounds spot five yards from where the ball went out of bounds (Rule 6-1-8). [Cited by 6-2-1]

III. A kickoff goes out of bounds after Team B has touched it, 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 30-yard line goes out of bounds after it has been touched by Team B. **RULING:** For either the offside foul or the substitution foul, Team B may elect to have the kick repeated at Team A's 25-yard line, or snap the ball at the inbounds spot five yards from where the ball went out of bounds (Rule 6-1-8). [Cited by 6-2-1]

V. Team A kicks off at its 30-yard line. The untouched free kick goes out of bounds at the Team B 34-yard line. **RULING:** Team B may choose to have the ball free kicked after a five-yard penalty from the previous spot, or put the ball in play at the Team B 40-yard line.

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-IV**)

- **Approved Ruling 6-2-2**

I. A free kick from Team A's 30-yard line, untouched by Team B, goes out of bounds between the goal lines, and Team A was offside. **RULING:** Team B has these options: it may accept a five-yard penalty at the previous spot with Team A re-kicking from the 25-yard line; snap the ball at its 40-yard line at the inbounds spot; or snap the ball at the inbounds spot five yards from where the ball went out of bounds [Cited by 6-2-2]

II. A free kick from Team A's 30-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 penalty followed by a 12½-yard penalty, or putting the ball in play at the inbounds spot on Team A's 45-yard line or at the inbounds spot 20 yards beyond the 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:** Foul, free kick out of bounds. Team B has these options: it may accept a five-yard penalty at the previous spot with Team A re-kicking; snap the ball at

its 40-yard line at the inbounds spot (assuming the free kick was from the 30-yard line); or snap the ball at the inbounds spot five yards from where the ball crossed the sideline. [Cited by 6-2-2]

V. Team A is in free kick formation behind its 30-yard line. As A3 kicks the ball from the 30-yard line, A26 is airborne at the Team A 32-yard line. **RULING:** Team A is offside. Five-yard penalty from the previous spot or five yards from the spot where the subsequent dead ball belongs to Team B (Rules 2-11-5 and 6-1-2-a).

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 not 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. 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 when recovered and may not be advanced. First down for Team A. (Rules 6-3-3 and 6-3-6-a). Clock starts on the snap following a legal kick down. [Cited by 2-15-7-b] [Cited by 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 or 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 2-15-7). [Cited by 2-15-7-b, 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 (9-1-2-d-3 and 9-3-3-c-3). [Cited by 2-15-7-b, 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 (6-3-3, 6-3-6-a and 8-5-1-a). [Cited by 2-15-7-b, 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-b, 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:*** Rules 6-3-4 and 8-4-2-b) (**A.R. 2-11-2: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 8-4-2-b). (**A.R. 6-3-2:I-VI**) (**A.R. 6-3-11:I-III**) (**A.R. 10-1-4:VIII**).

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 B1 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 if Team A declines the penalty, Team B will have the ball by electing the touching violation. B2 is disqualified if flagged for slugging. [Cited by 6-3-2-b]

III. Players of both teams attempt to recover a blocked kick behind Team A's scrimmage line, forcing 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 illegal touching. **RULING:** Not a foul. Team B may choose to put the ball in play at any 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 A's punt goes beyond the neutral zone and is first touched by A80, then picked up by B40, who runs five yards and fumbles. A20 picks up the fumble and scores. During A20's run, B70 holds. **RULING:** Five- and 10-yard penalties are not administered on the try or the succeeding kickoff. The penalty for Team B's foul is declined by rule. The ball belongs to Team B at the spot of illegal touching (Rule 10-2-5-a-2). [Cited by 10-2-5-a-2, 6-3-2-b]

VI. Team A's ball, fourth and 12 at Team A's 20-yard line. During Team A's 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 A's 25-yard line. A27 recovers the fumble and is downed immediately. **RULING:** A20 is guilty of illegal touching. Team A accepts the penalty for B85's foul. Team B's ball, first and 10 at Team B's 35-yard line following enforcement of the penalty for the live-ball foul treated as a dead-ball foul. The illegal-touching privilege is not cancelled by the accepted penalty because enforcement is after the ball is dead. [Cited by 6-3-2-b]

VII. Team A's punt goes beyond the neutral zone and is first touched by A80, then picked up by B40, who runs five yards and fumbles. B70 holds during B40's run. A20 picks up the fumble and scores. **RULING:** Five- and 10-yard penalties are not administered on the try or the succeeding kickoff. The penalty for Team B's foul may be enforced, as per Rule 5-2-4. The ball belongs to Team B, either at the spot of illegal touching if Team A declines the penalty, or at the spot resulting from enforcement of the penalty (Rule 10-2-5-a-2). [Cited by 10-2-5-a-2]

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:*** Rules 6-3-4 and 6-5-1-b).

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 comes to rest at the Team B two-yard line. A7 blocks receiver B4, forcing him 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 (8-7-1). [Cited by 6-3-4-a, 8-7-1, 8-7-2-b-2-Exception]
  - 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, which 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 (8-7-1). [Cited by 6-3-4-a, 8-7-2-b-2-Exception]
  - III. Team A's long field goal attempt is first touched when A1 bats the rolling ball backward into nearby B1. **RULING:** Illegal touching by A1. Team B is not deemed to have touched the ball (8-4-2-b). [Cited by 6-3-4-b, 8-4-2-b, 8-7-2-b-2-Exception]
  - 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:** The ball is dead when it touches the ground in the end zone. Touchback — Ignore touching by A80. By rule, neither team has touched the kicked ball (8-6-1-b). [Cited by 6-3-4-a, 8-6-1-b, 8-7-2-a, 8-7-2-b-2-Exception]

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 has crossed the neutral zone, the ball becomes dead. (**A.R. 6-3-1:V**) The ball belongs to the receiving team at the dead-ball spot, unless the kicking team is in legal possession when the ball is declared dead. In the latter case, the ball belongs to the kicking team.

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 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:** Dead-ball foul after the touchback. Team B's ball, first and 10 on the 10-yard line after enforcement of the penalty at Team B's 20 (***Exception:*** Rule 8-4-2-b). [Cited by 6-3-9]
  - III. Team A's scrimmage kick goes into Team B's end zone untouched by Team B beyond the neutral zone. Team A commits a personal foul after the ball touches the ground in the end zone. **RULING:** Dead-ball foul. 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-d]

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 made when the kicker's entire body is beyond the neutral zone is an illegal kick and 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 scrimmage kick untouched by Team B after crossing the neutral zone is batted in Team B's end zone by a player of Team A, it is a violation for illegal touching (Rule 6-3-2). The spot of the violation is Team B's 20-yard line, which may be a penalty enforcement spot for fouls by Team A during the kick play (Rules 6-3-13 and 10-2-4) (***Exception:*** Rule 8-4-2-b.) (**A.R. 6-3-11:I-III**) (**A.R. 2-11-2:I**)

- **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:** No foul by Team A. B1's foul is governed by postscrimmage kick rules. Team B's ball, first and 10 on the 10-yard line. [Cited by 6-3-11, 6-3-2-b, 9-4-1-c]
  - II. Team A snaps at the 50-yard line and punts. The kick is untouched beyond the neutral zone when A88 reaches across Team B's goal line and bats the ball back into the field of play. B22 recovers at the B-2 and advances to the B-12 where A66 tackles him by

pulling his face mask. **RULING:** Team B may accept the penalty, which cancels the illegal touching privilege, and have first and 10 at the B-27. [Cited by 6-3-11, 6-3-2-b]

III. Team A snaps at the 50-yard line and punts. The kick is untouched beyond the neutral zone when A88 reaches across Team B's goal line and bats the ball back into the field of play. B22 muffs the ball at the B-2 and A43 recovers it at the B-6. While the ball is loose B77 holds A21 at the B-10. **RULING:** Team A may cancel the illegal touching privilege by accepting the holding penalty, which is enforced at the previous spot with the down replayed. Postscrimmage kick rules do not apply to Team B's foul since Team A is in legal possession of the ball when it is declared dead. [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 or five yards from the spot where the subsequent dead ball belongs to Team B. [S19].

Fouls By Kicking Team

ARTICLE 13. Penalties for all fouls by the kicking team other than kick-catch interference (Rule 6-4) during a scrimmage kick play (except field goal attempts) may be enforced at the previous spot or at the spot where the subsequent dead ball belongs to Team B.

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 and X**)

a. This protection terminates when the kick touches the ground, when any player of Team B muffs a scrimmage kick beyond the neutral zone, or when any player of Team B muffs a free kick in the field of play or in the end zone (Rule 6-5-1-a) (**A.R. 6-4-1:IV**).

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, VII and IX**) 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 very near receiver B25, thus preventing him 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 B's 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 neutral zone. [Cited by 6-4-1-c]

III. Beyond the neutral zone A1 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) and (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 [Cited by 6-4-1-a]

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, A89 stands in or runs through an area close to B23 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 A89 was located when he committed the foul.

VII. On a free kick, catch interference occurs. The ball subsequently goes out of bounds between the goal lines untouched by Team B. **RULING:** Two fouls by Team A. Team B may accept or decline either penalty: for kick-catch interference or for the free 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 A's ball, fourth and 10 at the 50-yard line. B17 is at Team B's 20-yard line and in position to catch Team A's 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. A37 is disqualified. [Cited by 6-4-1-c]

X. Team A's ball, fourth and 10 at the 50-yard line. Team A's windblown scrimmage kick is on its downward flight at Team B's 30-yard line. B18, starting at the 20-yard line, must detour around A92 at the 25-yard line to make the catch at the 30-yard line. **RULING:** Foul by A92 for interference with the opportunity to catch a kick. Penalty — 15 yards from the spot of the foul, which is the 25-yard line. [Cited by 6-4-1]

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.

b. 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**).

c. Rules pertaining to a fair catch apply only when a scrimmage kick crosses the neutral zone or during free kicks.

d. 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**).

e. 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-b, 7-1-2 and 8-6-1-b).

- **Approved Ruling 6-5-1**
  I. After a valid or invalid signal, B1 muffs the punt and B2, who did not signal, catches the kick. **RULING:** The ball is dead when and where caught. [Cited by 6-5-1-b]
  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-b, 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 inbounds catch is legal, and the ball is dead. [Cited by 6-5-1-b]
  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 signalled 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-b]

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**)

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 gives a fair catch signal 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 signalled 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. After signalling for a fair catch on his 20-yard line, B1 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 (Rule 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:** The signals are of no consequence, since the ball did not cross the neutral zone, 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 A's 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:** Invalid signal. The ball is dead by rule when either team recovers. [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 [S40]. Scrimmage kick: 15 yards, postscrimmage kick enforcement [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 or (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, postscrimmage kick enforcement. The ball belongs to Team B (Rule 10-2-3). [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 muffed ball when he is tackled by A1. **RULING:** Not interference, but holding. Penalty — 10 yards from the previous spot or from the spot where the subsequent dead ball belongs to Team B. [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-d). [Cited by 6-5-1-d, 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) Penalties for infractions of (a), (b) and (c) may be enforced whether or not the ball is snapped, and the foul for any resultant offside by an opponent shall be nullified [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) The snapper (Rule 7-1-3-b-3); (2) Substitutes and departing players; and (3) 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. 3-3-2: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: The penalty for an infraction of this rule may be enforced whether or not the ball is snapped, and the penalty for any resultant offside by an opponent shall be cancelled [S7 and S19].

PENALTY − Dead-ball foul: Five yards from the succeeding spot. [S7, S19 or S20].

b. When the snap starts: The offensive team must be in a formation that meets these requirements:
   1. All players must be either on their scrimmage line or legally positioned as a back. At least five players wearing jerseys numbered 50 through 79 must be legally on their scrimmage line, and no more than four players may be in the backfield. [S19].

      Exceptions:

      1. Rule 1-4-2-b. (**A.R. 1-4-2:I**)
      2. 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 − Live-ball foul: Five yards from the previous spot [S19 or S20]. For live-ball fouls occurring when or after the snap starts during scrimmage kick plays: Five yards from the previous spot or five yards from the spot where the subsequent dead ball belongs to Team B (Field-Goal Plays Exempted.) [S18, S19, S22].

- **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 and 7-1-4-a). [Cited by 2-22]

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, 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 [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 after 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 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 dead-ball 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 dead-ball 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 dead-ball foul, false start. Penalty — Five yards from the succeeding spot. [Cited by 2-18-2-d, 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 dead-ball 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 dead-ball 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:** Live-ball foul at the snap for 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]

XV. Team A's formation at the snap includes only 10 players: five players on the line of scrimmage numbered 50-79, one player on the line wearing number 82, and four players in the backfield. **RULING:** The formation is legal because Team A has no more than four players in the backfield and the required number of players (five) on the line wearing 50-79.

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].

PENALTY − For live-ball fouls occurring when the snap starts during scrimmage kick plays: Five yards from the previous spot or five yards from the spot where the subsequent dead ball belongs to Team B (Field Goal Plays Exempted.) [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 a live-ball foul at the snap for an illegal shift. Penalty — Five yards from previous spot (Rule 2-22). [Cited by 2-22, 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). [Cited by 2-22, 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 a live-ball foul at the snap for an illegal shift. Penalty — Five yards from the previous spot (Rule 2-22). [Cited by 2-22, 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). [Cited by 2-22, 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 or commit any other dead-ball offside foul. An official shall sound his whistle immediately [Rules 2-18-2 and 7-1-3-a-4-c Exception] (**A.R. 7-1-3:VIII and IX**) (**A.R. 7-1-5:III**) [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]. (**A.R. 7-1-5:IV**)

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 dead-ball foul, illegal snap. The ball remains 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 remains 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. Before the snap, a Team B player crosses the neutral zone and, without making contact, 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 2-18-2-e, 7-1-5-a-1, 7-1-5-a-2]

IV. Linebacker B56 is stationary within one yard beyond the neutral zone. As the offense is calling its snap signals, B56 feints toward the line in an obvious attempt to induce a false start by the offense. **RULING:** Dead-ball foul, delay of game. Five-yard penalty at the succeeding spot. [Cited by 7-1-5-a-4]

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. Eligible receiver A83 is on the end of his scrimmage 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 forward 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 ball carrier 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. When a backward pass or fumble is caught or recovered by any inbounds player, the ball continues in play (**A.R. 7-2-2:I and II**) (**A.R. 2-23-1:I .**)

Exceptions:

1. Rule 8-3-2-d-5 (Team A fumble on the try).
2. On fourth down, before a change of team possession, when a Team A fumble is caught or recovered by a Team A player other than the fumbler, the ball is dead. If the catch or recovery is beyond the spot of the fumble, the ball is returned to the spot of the fumble. If the catch or recovery is behind the spot of the fumble, the ball remains at the spot of the catch or recovery.

b. When 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 (***Exception:*** Rule 7-2-2-a Exceptions).

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

  I. An opponent snatches (steals) the ball from the ball carrier 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. *Backward Pass*. 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.

b. *Fumble*. When a fumble goes out of bounds between the goal lines:

1. In advance of the spot of the fumble, the ball belongs to the fumbling team at the spot of the fumble (Rule 3-3-2-e-2).
2. Behind the spot of the fumble, the ball belongs to the fumbling team at the out-of-bounds spot

c. *Behind of Beyond Goal Line*. When a fumble or backward pass goes out of bounds behind or beyond a goal line, it is a safety or touchback depending on impetus and responsibility (Rules 8-5-1, 8-6-1 and 8-7) (**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 (no momentum). 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-c, 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 whose entire body is beyond the neutral zone when he releases the ball [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 ball carrier 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]. [***Exception:*** It is not a foul when the passer, who is or has been outside the tackle box, throws the ball so that it crosses or lands beyond the neutral zone or neutral zone extended (Rule 2-19-3]. (**A.R. 7-3-2:IX**)

PENALTY − Loss of down at the spot of the foul [S36 and S9]

- **Approved Ruling 7-3-2**

I. Anytime during the game, quarterback A10, who is not outside the tackle box 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 3-3-2-d-4). [Cited by 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 forward 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 3-3-2-e-15 and 3-4-3). [Cited by 3-3-2-e-15, 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 recovers the ball and immediately throws it forward to the ground. **RULING:** Illegal forward pass, not a valid attempt to conserve time. Penalty — Five yards from the spot of the pass and loss of down. Clock starts on the ready-for-play signal (Rules 3-3-2-e-15 and 3-4-3). [Cited by 3-3-2-e-15, 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 forward pass, not a valid attempt to conserve time. Penalty — Five yards from the spot of the pass and loss of down. Clock starts on the ready-for-play signal (Rules 3-3-2-e-15 and 3-4-3). [Cited by 3-3-2-e-15, 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 forward pass, not a valid attempt to conserve time. Penalty — Five yards from the spot of the pass and loss of down. Clock starts on the ready-for-play signal (Rules 3-3-2-e-15 and 3-4-3). [Cited by 3-3-2-e-15, 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 3-3-2-e-15, 7-3-2-d]

VII. On 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 3-3-2-e-15, 7-3-2-d]

VIII. With seconds remaining in a half and the ball 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 snap. [Cited by 3-3-2-e-15, 7-3-2-d]

IX. Quarterback A10 sprints toward a sideline and is outside the tackle box when he throws a legal forward pass that lands beyond the neutral zone. **RULING:** Legal play. 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 crosses or lands beyond the neutral zone extended. [Cited by 7-3-2-f]

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 going out of bounds due to contact 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 — 10 or 15 yards from the previous spot. [Cited by 7-3-4]

  IV. Wide receiver A88 is blocked 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:** Foul for illegal touching due to A88's failure to return inbounds immediately. Penalty — Loss of down at the previous spot. [Cited by 7-3-4]

  V. Eligible receiver A44 is running a pass pattern near the sideline. As a legal forward pass comes toward him, he accidentally steps on the sideline, leaps, muffs the pass into the air, returns to the ground inbounds, grabs the ball and lands on his knees inbounds with the ball firmly in his possession. **RULING:** Illegal touching. Penalty — loss of down at the previous spot. A44 lost his eligibility by stepping out of bounds and did not regain his eligibility before touching the ball the second time.

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 originally eligible A1 is out of bounds. A1 comes inbounds and touches the pass. **RULING:** Legal play. Touching by Team B made all players eligible during the remainder of the down. [Cited by 7-3-5]

Complete Pass

ARTICLE 6. Any forward pass is complete 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 2-2-7-a-3, 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 blocked 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 completes the interception by landing (a) in the field of play or (b) in Team B's end zone, and is then tackled. **RULING:** B33 is a ball carrier until he loses player possession or the ball becomes dead by rule. (a) First and 10 for Team B. (b) 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:** Illegal touching. A84 loses eligibility by going out of bounds. Penalty — 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 and 9-4-1-a).

XI. Airborne receiver A85 grasps a forward pass and in the process of going to the ground, first contacts the ground with his left foot as he falls to the ground inbounds. Immediately upon A85 hitting the ground, the ball comes loose and touches the ground. **RULING:** Incomplete pass. An airborne receiver must maintain control of the ball while going to the ground in the process of completing a catch.

XII. Airborne receiver A85 grasps a forward pass and in the process of going to the ground, first contacts the ground with his left foot as he falls to the ground inbounds. Immediately upon A85 hitting the ground, the ball comes loose but never touches the ground before he regains control. **RULING:** Catch. If the receiver is inbounds and is going to the ground and loses control, as long as the player remains inbounds and the ball never touches the ground, it is a completed pass.

XIII. Airborne receiver A85 grasps a forward pass and in the process of going to the ground, first contacts the ground with his left foot inbounds as he falls to the ground out of bounds. Immediately upon A85 hitting the ground out of bounds, the ball comes loose. **RULING:** Incomplete pass regardless of whether or not the ball hits the ground because the receiver is out of bounds.

XIV. Receiver A85 stretches out at the Team B two-yard line and grasps a forward pass and is going to the ground on his own as he is attempting to complete the catch. As A85 falls to the ground in the end zone, the ball immediately comes loose and falls to the ground. **RULING:** Incomplete pass. Any receiver going to the ground on his own in the process of making a catch must maintain control of the ball when he hits the ground.

XV. Receiver A85 is airborne in the end zone and grasps a forward pass but while airborne he is hit by a defender, which causes A85 to fall to the ground. Immediately upon A85 hitting the ground, the ball comes loose and strikes the ground. **RULING:** Incomplete pass. An airborne receiver contacted before completing all the requirements of a catch must still maintain control of the ball after hitting the ground.

XVI. Eligible A80 is airborne when he receives a legal forward pass. He grasps the ball firmly in his hands, and as he is returning toward the ground, the nose of the football touches the ground before any part of his body. A80 retains his firm control of the ball and it does not move during this action. A80's knees then touch the ground and he maintains control of the ball. **RULING:** Completed pass.

XVII. Eligible A80 is airborne near the sideline when he receives a legal forward pass. As he comes to the ground facing the field of play, his toe (a) clearly drags the ground inbounds before he falls out of bounds; (b) touches the ground inbounds and then his heel comes down on the sideline in a continuous motion. He maintains firm control of the ball in both cases. **RULING:** (a) Complete pass. (b) Incomplete pass. The continuous toe-heel touching is part of a single process and by interpretation he has landed out of bounds, thus not executing a catch. [Cited by 2-2-7-a-3]

Incomplete Pass

ARTICLE 7. a. Any forward pass is incomplete if the ball is out of bounds by rule or if it touches the ground when not firmly controlled by a player. It also is 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 the offended team declines the penalty for an illegal pass thrown from the end zone, the ball shall next be put in play at the previous spot.) (**A.R. 7-3-7:II-IV**)

- **Approved Ruling 7-3-7**

  I. A player 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 (Rule 4-2-3-a). [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 the penalty for a safety. If they decline the penalty, it is Team A's ball, fourth and nine on the six-yard line. The clock starts on the snap. [Cited by 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 the penalty for a safety. If they decline the penalty, 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 the penalty which results in a safety or take the result of the play, retaining the ball for a 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 fewer 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 on or inside the Team B 17-yard line and outside the Team B two-yard line and the spot of the foul is on or inside 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 10-2-5-b).

If the previous spot was on or inside the two-yard line, first down halfway between the previous spot and the goal line (Rule 10-2-6 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 fouls A80. **RULING:** Personal foul (Rule 9-1-2-f), not pass interference. Penalty — 15 yards from the previous spot. First and 10 for Team A. Flagrant offenders shall be disqualified. [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 fouls A88. **RULING:** Personal foul (Rule 9-1-2-f), not pass interference. Penalty — 15 yards from previous spot. First and 10 for team A. Flagrant offenders shall be disqualified. [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 back, legally blocks him and knocks him down. **RULING:** Legal unless the block was below the waist (Rule 9-1-2-e-3). [Cited by 7-3-8-c]

V. Before the ball is thrown, A88 is directly in front of B1, a back, who legally pushes him with both hands and knocks him down. **RULING:** Legal. [Cited by 7-3-8-c]

VI. At the snap, A88 is on the line of scrimmage 10 yards from the tackle position and A44 is in the backfield, 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 back, 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 a catchable forward pass is thrown and before the ball 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. After the ball is thrown, B2 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 the 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 2-19-4, 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 legally may 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 in which 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 in which 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:XXIV**).

e. Contact by Team B with an eligible receiver involving a personal foul that interferes with the reception of a catchable pass may be ruled either as pass interference or as a personal foul with the 15-yard penalty 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. Then, 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 — 10 or 15 yards from the previous spot (Rule 9-3-6). [Cited by 7-3-9-b, 7-3-9-h, 9-3-4-e]

III. 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).

Ineligible Downfield

ARTICLE 10. No originally ineligible receiver shall be or have been more than three yards 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**)

PENALTY – Five yards from the previous spot [S37].

- **Approved Ruling 7-3-10**

I. Ineligible lineman A70 runs more than three yards beyond 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 has not been outside the tackle box, throws a desperation pass to intentionally save yardage that falls incomplete after ineligible A58 touches the ball in an attempt to catch it. **RULING:** Foul for intentional grounding. No foul for illegal touching since the pass is illegal. Penalty — Loss of down at the spot of the pass. The clock starts on the snap (Rules 3-3-2-d-4 and 7-3-2-f). If time expires in the quarter the quarter is not extended. [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	1 Point
Successful Try 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 ball carrier advancing from the field of play has possession of a live ball when it penetrates the plane of the opponent's goal line. (***Exception:*** Rule 4-2-4-e) (**A.R. 2-23-1:I**) (**A.R. 8-2-1:I-IV**)

b. A player catches a 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 or scrimmage kick is legally caught or recovered in the opponent's end zone. (**A.R. 6-3-9:VI**)

e. The referee awards a touchdown under the provisions of Rule 9-1-5 Penalty or Rule 9-2-3 Penalty.

- **Approved Ruling 8-2-1**

  I. The ball carrier 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 ball carrier's body except his hand or foot struck the ground (Rules 4-1-3-b and 5-1-3). [Cited by 2-8-2, 5-1-3-a, 8-2-1-a]

  II. Ball carrier 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 2-8-2, 4-2-4-d, 5-1-3-a, 8-2-1-a]

III. Ball carrier 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 ball carrier, passed over the pylon. **RULING:** Touchdown (Rule 4-2-4-e). [Cited by 2-8-2, 4-2-4-e, 5-1-3-a, 8-2-1-a]

IV. The ball, in possession of airborne ball carrier 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 2-8-2, 4-2-4-e, 5-1-3-a, 8-2-1-a]

V. Quarterback A12 completes a forward pass to a teammate who is standing in Team B's end zone. (a) A12 is beyond the neutral zone when he releases the ball. (b) The receiver is wearing uniform number 73. **RULING:** In (a) and (b) the result of the play is a touchdown. The penalty is completed according to Team B's options.

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-a) 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. 10-2-5:X-XVIII**)

- **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 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 after a touchdown. It is a special interval in the 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 shall not be attempted unless the point(s) would affect the outcome of the game.

b. The try, which is a scrimmage down, begins when the ball is declared 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 after 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:** Safety, award Team A one point (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 where Team B recovers while grounded. **RULING:** Safety, one point for Team A, or Team A may accept the penalty for illegally kicking the ball (Rules 8-3-1 and 8-3-3-b-1) and replay the down. [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 does 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:** The ball is dead where picked up by A2. The try is ended. [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 ball carrier 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 ended (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 ended, 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 ended, 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 a Change of Team Possession

ARTICLE 3. a. *Offsetting fouls:* If both teams foul during the down and Team B fouls before the change of possession, the fouls offset and the down is replayed, even if additional fouls occur after the change of possession. Any replay after offsetting fouls must be from the previous spot. (**A.R. 8-3-3:II**)

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 penalties for personal fouls 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. 10-2-5:XII-XIV**)
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. If Team A commits a foul for which the penalty includes loss of down, the try is over, and the score is cancelled, and no yardage penalty is assessed on the succeeding kickoff.
3. If before a change of team possession Team A commits a foul that is not offset, and during the down there is neither another change of team possession nor a score, the penalty is declined by rule.

d. *Dead-ball enforcement:*

1. Penalties for fouls occurring after the ball is ready for play and before the snap are enforced before the next snap.
2. Penalties for live-ball fouls treated as dead-ball fouls occurring during the try down are enforced on the succeeding kickoff or from the succeeding spot in extra periods. If the try is replayed, these penaltes are enforced on the replay (Rule 10-1-6) (**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 by rule. Any 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, the penalty is at the 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. Penalties for Team B personal fouls on a successful try may be enforced on the subsequent kickoff or at the succeeding spot in extra periods. If the try is 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]

IV. During a try, both teams foul before Team B intercepts a forward pass. On the return, (a) B23 clips or (b) A18 tackles the ball carrier by twisting his face mask. **RULING:** (a) and (b) The fouls offset and the down is replayed.

V. During a try, B79 is in the neutral zone at the snap. B20 intercepts a forward pass and A55 tackles him by pulling the face mask. **RULING:** The fouls offset and the down is replayed.

Fouls During a Try After a Change of Team Possession

ARTICLE 4. a. Distance penalties against either team are declined by rule (***Exception:*** Penalties for flagrant personal fouls, dead-ball fouls and live-ball fouls treated as dead-ball fouls are enforced on the succeeding kickoff or at the succeeding spot in extra periods.) (**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 both teams foul during the down and Team B had not fouled before the change of possession, the fouls offset, the down is not replayed, and the try is over.

- **Approved Ruling 8-3-4**

I. B15 intercepts Team A's legal forward pass and is running at midfield when tackled by A19, who grasps and pulls 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 Team A's legal 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]

III. During a two-point try attempt, Team A is flagged for an illegal shift. B21 recovers a fumble and on the return, B45 clips and A80 slugs an opponent. B21 scores an apparent touchdown. **RULING:** A80 is disqualified. The score does not count, the fouls offset, the down is not replayed and the try is ended.

IV. During a two-point try attempt, Team A is flagged for an illegal shift. B21 recovers a fumble and on the return, A80 slugs an opponent. B21 scores an apparent touchdown. **RULING:** The score counts and the penalty for A80's flagrant foul is enforced on the succeeding kickoff or at the succeeding spot in extra periods. A80 is disqualified.

Fouls After a Try

ARTICLE 5. Penalties for fouls occuring after a try are enforced on the succeeding kickoff or from the succeeding spot in extra periods. However, if the try is replayed, these penalties are enforced before the replay (Rule 10-1-6). (**A.R. 10-2-5:XVI-XVII**)

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, will next be put in play by Team B. If the ball is untouched by Team B after having crossed the neutral zone and is subsequently declared dead beyond the neutral zone, Team B will next snap it 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, Team B will next snap the ball on or between the inbounds lines at its 20-yard line, 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-X**) (**A.R. 10-2-3:V**)

- **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:** The ball is dead when it hits the ground in Team B's end zone. 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:** Touchback (Rule 8-6-1-b). 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). [Cited by 8-4-2-b]

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.

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 ball carrier'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 ball carrier'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, after 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 ball carrier'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.

b. An accepted penalty for a foul leaves the ball on or behind the offending team's goal line. (***Exception:*** Rules 3-1-3-g-3 and 8-3-4-a). (**A.R. 8-5-1:IV**) (**A.R. 10-2-2:VIII and IX**)

- **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 ball carrier's goal line. [Cited by 2-8-2, 4-2-4-a, 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 since 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-a-1, 8-5-1-a-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-a-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 by penalty. The basic spot is the end of the run where B1 gained possession between the five-yard line and goal line, and the foul is behind the basic spot. [Cited by 8-5-1-a-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. [Cited by 8-7-2-a]

X. Team A intends to punt from behind its goal line, but A36 muffs the ball. After A36 recovers the ball, he 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 ball carrier contacts the sideline or pylon. The ball is dead at its most forward point when A36 contacts the pylon or sideline (Rules 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 and try 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 incomplete 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 (Rules 7-2-4-a and 7-2-4-b) (**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:XXV**).

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**)

- **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:** Touchback. Team B's ball at the 20-yard line (Rule 7-2-4-b). [Cited by 2-31-3, 7-2-4-c, 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, but it becomes dead when A1 gets possession. 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 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.

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. Ball carrier 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 kick by Team A strikes the ground and a Team B player bats the ball across Team B's goal line, where Team B recovers it while grounded or it goes out of bounds. **RULING:** New impetus is given by Team B. Safety, two points for Team A. 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 30-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:** The result of the play is a safety for Team A due to the new impetus by Team B. Foul for illegally kicking the ball. An accepted penalty will make it Team A's ball on the Team A 45-yard line, where the free kick will be repeated (Rules 9-4-4 and 10-2-2-d-4). [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 since the fumble was forward, or (b) Team B's 18-yard line (Rules 5-1-4-f and 7-2-4-b). [Cited by 5-1-4-f, 7-2-4-c, 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. The clock starts on the snap. In (b), illegal batting, penalise Team B from the spot of the fumble, Team A's ball first and goal (Rules 5-1-4-f and 7-2-4-b). The clock starts on the ready for play signal. [Cited by 5-1-4-f, 7-2-4-c, 8-7-2-a]

RULE 9

Conduct of Players and Others Subject to the Rules

SECTION 1. Contact 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, 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:*** Tripping the ball carrier is not a foul).

d. There shall be no clipping.

Exceptions:

1. Offensive players who are on the line of scrimmage at the snap within the blocking zone (Rule 2-3-6) legally may clip in the blocking zone, subject to the following restrictions:
   (a) A player in the blocking zone 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 blocking zone may not leave the zone and return and legally clip.
   (c) The blocking zone exists until the ball is touched outside the zone or the ball is outside the zone after a fumble, backward pass 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 or 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:III-IX**)
   1. Offensive linemen at the snap positioned more than seven yards from 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.
   2. Backs at the snap positioned with the frame of their body completely outside the right or left side of the blocking zone or completely outside the frame of the body of the second lineman from the middle lineman of the offensive formation 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:XXI**)
   3. 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 ball carrier. A Team A receiver remains eligible until a legal forward pass is no longer possible by rule.
   4. During a down in which there is a scrimmage kick from a scrimmage kick formation or a free kick, all players are prohibited from blocking below the waist except against the ball carrier.
   5. After any change of team possession all players are prohibited from blocking below the waist except against the runner.
   6. 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.

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:X**)

h. No opponent shall tackle or block the ball carrier when he is clearly out of bounds or throw him to the ground after the ball becomes dead.

i. There shall be no hurdling. (***Exception:*** The ball carrier 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:XVI**).

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 ball carrier).

l. 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. 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:XI-XIII**) (**A.R. 10-2-1:I and II**) (**A.R. 10-2-2:XXIII**)

m. There shall be no chop blocking. (**A.R. 2-3-3:III and IV**) (**A.R. 9-1-2:XXVI**).

n. No defensive player, in an attempt to gain an advantage, may step, jump or stand on an opponent (Rule 9-3-5-b). 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 aligned in a stationary position within one yard of the line of scrimmage when the ball was snapped.

o. 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:XVIII-XX**)

p. All players are prohibited from grabbing the inside back collar of the shoulder pads or jersey, or the inside collar of the side of the shoulder pads or jersey, and immediately pulling the ball carrier down. This does not apply to a ball carrier, including a potential passer, who is inside the tackle box.

q. No player shall twist, turn or pull the face mask, chin strap or any helmet opening of an opponent. It is not a foul if the face mask, chin strap or helmet opening is not twisted, turned or pulled. When in question, it is a foul. (**A.R. 9-1-2:XII**)

PENALTY – (a-q) — 15 yards. For dead-ball fouls, 15 yards from the succeeding spot. Automatic first down for Team B fouls if the first down is not in conflict with other rules (*Exception:* Penalties for Team A personal fouls behind the neutral zone are enforced from the previous spot. Safety if the foul occurs behind Team A's goal line) [S7, S24, S34, S38, S39, S40, S41 or S46]. Flagrant offenders shall be disqualified [S47].

For Team A fouls during free or scrimmage kick plays (field goal plays exempted): Enforcement may be at the previous spot or the spot where the subsequent dead ball belongs to Team B (Rules 6-1-8 and 6-3-13).

- **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) and (b) Personal foul, striking with the knee. Penalty — 15 yards. Enforce at the previous spot if foul by Team A occurs behind the neutral zone. Safety if the foul by Team A occurs behind Team A's goal line. First down if foul is by Team B. Disqualify if flagrant. [Cited by 9-1-2-a]

II. A Team B player uses an extended forearm to strike a blow to the helmet of the ball carrier while attempting to tackle. **RULING:** Personal foul. Penalty — 15-yards and automatic first down. Disqualify if flagrant. [Cited by 9-1-2-a]

III. 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 (Rule 2-23-1-i). [Cited by 2-23-1-i, 9-1-2-e]

IV. Quarterback A1 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 (Rule 2-23-1-i). [Cited by 2-23-1-i, 9-1-2-e]

V. On a run or pass option play, wide receiver A2 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 (Rule 2-23-1-i). [Cited by 2-23-1-i, 9-1-2-e]

VI. 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 is below the waist and occurs behind or one yard beyond the neutral zone. **RULING:** Illegal block. Penalty — 15 yards. Enforce at previous spot if foul occurs behind the neutral zone (Rule 2-23-1-i). [Cited by 2-23-1-i, 9-1-2-e]

VII. A1, a wing back, 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 below the waist away from the ball at the snap. **RULING:** Legal block (Rule 2-23-1-i). [Cited by 2-23-1-i, 9-1-2-e]

VIII. At the snap, flanker A2 is positioned 10 yards outside the middle lineman of the offensive formation. As he moves toward the sideline he blocks a defensive halfback below the waist away from the ball. **RULING:** Legal block (Rule 2-23-1-i). [Cited by 2-23-1-i, 9-1-2-e]

IX. At the snap, wing back A1 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 (Rule 2-23-1-i). Safety if the foul occurs behind Team A's goal line. [Cited by 2-23-1-i, 9-1-2-e]

X. 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 ball carrier or to any other opponent who is prostrate when the ball becomes dead. [Cited by 9-1-2-g]

XI. 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 — First down. 15 yards from the previous spot or the penalty will be added to the end of the last run under certain circumstances (Rule 9-1-2-l). [Cited by 9-1-2-l]

XII. A defensive player, during a live ball, (a) grabs and releases or (b) twists, turns or pulls the face mask, chin strap or any opening of the opponent's helmet. **RULING:** (a) No foul. (b) Personal foul. Penalty — 15 yards and first down. [Cited by 9-1-2-l, 9-1-2-q]

XIII. A player, during a live ball, rams an opponent with his helmet or face mask. **RULING:** Personal foul. Penalty — 15 yards. Enforce 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]

XIV. B2, a defensive back, slugs A1 while A2 is running with the ball. **RULING:** Personal foul. Penalty — 15 yards and first down. B2 is disqualified.

XV. A1, a ball carrier, strikes tackler B6 with his extended forearm just before being tackled. **RULING:** Personal foul. Penalty — 15 yards. Enforce 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.

XVI. A21 catches a legal forward pass for a touchdown. Clearly after the score, A21 is tackled by B40. **RULING:** Dead-ball foul. Penalty — 15 yards enforced on the try down or the succeeding kickoff. No Team B player shall tackle or run into any player who has obviously scored (Rule 4-1-3-c). [Cited by 9-1-2-j]

XVII. 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 — 10 yards. [Cited by 2-3-4-a, 9-3-3-c]

XVIII. A10 is in a shotgun-type formation 7½ yards behind the snapper, who has his head down and is looking backward through his legs. Immediately after the snap, nose guard B55 charges directly at the snapper and contacts him by pushing him backward. **RULING:** Legal. The snapper is not afforded any special protection because it was not reasonably obvious that a kick might be attempted (Rule 2-15-10). The snapper does have the usual protection against any personal foul for unnecessary roughness. [Cited by 2-15-10-a, 9-1-2-o]

XIX. Team A is in an obvious scrimmage kick formation. Immediately after the snap, nose guard B55 charges directly at the snapper, contacts him, and drives him backward. The ball is snapped to an upback three yards behind the scrimmage line or to the potential kicker, who instead runs with or passes the ball. **RULING:** Foul. Penalty — 15 yards and automatic first down. The snapper may not be contacted until one second has elapsed after the snap when Team A is in a scrimmage kick formation and it is reasonably obvious that a kick might be attempted. [Cited by 2-15-10-a, 9-1-2-o]

XX. Immediately after the snap, with Team A in an obvious scrimmage kick formation, noseguard B71 attempts to "shoot the gap" between the snapper and the adjacent lineman. B71's initial legal contact is with the lineman next to the snapper. **RULING:** Legal. Incidental

contact with the snapper after this initial legal contact is not a foul (Rule 2-15-10). [Cited by 2-15-10-a, 9-1-2-o]

XXI. Team A is in an unbalanced line scrimmage formation or any other unusual alignment at the snap. Back A27 is a potential blocker. **RULING:** If the frame of A27's body is positioned completely outside the tackle box, he is prohibited from blocking below the waist toward the original position of the ball in or behind the neutral zone, and within 10 yards beyond the neutral zone. [Cited by 9-1-2-e-2]

XXII. As passer A9 releases the ball, B73 has one foot on the ground before his momentum carries him into A9. **RULING:** This is not a foul, since B73 may make direct contact with the passer only through the defender's first step after A9's release of the ball. B73 must be making an attempt to avoid A9 and must be easing up or have been blocked into A9 to avoid a foul. This does not relieve B73 of responsibility to avoid contact with the helmet or any other foul listed in Rule 9-1-2 or 9-1-3.

XXIII. After passer A17 releases the ball, B68 takes two strides and charges into A17, showing no attempt to avoid contact. **RULING:** Roughing the passer. The passer is a defenseless player who is vulnerable to injury and must be fully protected. After taking two strides, B68 should be aware that A17 has released the ball and be able to avoid contacting him.

XXIV. As ball carrier A20 races down the field near the sideline, defender B56 grabs him from behind by the back of the jersey at the collar or by the collar of his shoulder pad and immediately pulls him to the ground. **RULING:** Personal foul (Rule 9-1-2-p). Penalty — 15 yards plus automatic first down.

XXV. As ball carrier A20 races down the field near the sideline, defender B56 grabs him from behind by the back of the jersey at the collar or by the collar of his shoulder pad. B56 continues with this contact for several yards but A20 does not go to the ground until tackled by another defender. **RULING:** Legal play. B56 did not foul, because he did not immediately pull A20 down.

XXVI. After snapping the ball, snapper A54 brushes by nose guard B62 on his way to block a linebacker. A54 makes slight contact with B62, or B62 reaches out and uses his arm to initiate contact with A54. While B62 and A54 are in contact, right guard A68 blocks B62 at the knee from the front. **RULING:** Legal. A54 is not blocking B62. The incidental contact or B62's initiating contact does not constitute part of a combination block, and hence there is no chop block. [Cited by 2-3-3, 9-1-2-m]

Initiating Contact/Targeting an Opponent

ARTICLE 3. a. No player shall initiate contact and target an opponent with the crown (top) of his helmet. When in question, it is a foul.

b. No player shall initiate contact and target a defenseless opponent above the shoulders. When in question, it is a foul. (Refer to Points of Emphasis for a description of "Defenseless Player".)

PENALTY – (a-b) — Personal foul, 15 yards. For dead-ball fouls, 15 yards from the succeeding spot. Also, automatic first down for Team B fouls if not in conflict with other rules. (*Exception:* Penalties for Team A personal fouls behind the neutral zone are enforced from the previous spot. Safety if the foul occurs behind Team A's goal line) [S7, S24, S34, S38, S39, S40, S41, S45 or S46]. Flagrant offenders shall be disqualified [S47].

For Team A fouls during free or scrimmage kick plays (field goal plays exempted): Enforcement may be at the previous spot or the spot where the subsequent dead ball belongs to Team B (Rules 6-1-8 and 6-3-13).

NOTE: See Rule 9-6 for mandatory competition review procedures.

- **Approved Ruling 9-1-3**

I. Passer A12 inside the tackle box looking for an open receiver. Before or just as he releases the ball, A12 is hit from the side at the ribs, thigh or knee by B79, who leads with the crown (top) of his helmet. **RULING:** Foul by B79 for targeting his opponent and initiating contact with the top of his helmet. Ejection for a flagrant foul.

II. Receiver A83 has just leaped and received a forward pass. As A83 is about to regain his balance, B45 launches and drives into A83 above the shoulder area with his helmet or shoulder. **RULING:** Foul by B45 for targeting and initiating contact with a defenseless opponent above the shoulders. Ejection for a flagrant foul.

III. As ball carrier A20 sweeps around the end and heads upfield, he lowers his head and contacts defensive end B89 who is trying to tackle him. The players meet helmet to helmet. **RULING:** No foul. Neither A20 nor B89 is a defenseless player and neither has targeted his opponent in the sense of Rule 9-1-3.

Roughing or Running into Kicker or Holder

ARTICLE 4. 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. 9-1-4: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. 9-1-4: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's protection under this rule ends:
   (a) When he has had a reasonable time to regain his balance (**A.R. 9-1-4:IV**); or
   (b) When he carries the ball outside the tackle box (Rule 2-34) before kicking.
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 a first down for roughing the kicker or holder if the first down is not in conflict with other rules [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. 9-1-4: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 9-1-4**

  I. A1 catches a long snap and plans to punt from behind his line of scrimmage, but misses the ball, which falls to the ground. A1 is then contacted by B1. **RULING:** Team A fumble. There is no kicker until the ball is kicked, so B1 is not guilty of roughing the kicker. [Cited by 9-1-4-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 the previous spot. Roughing and 15 yards and first down if in question whether the foul is "running into" or "roughing". [Cited by 9-1-4-a-2]

  III. A1, from a non-scrimmage 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. [Cited by 9-1-4-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). [Cited by 9-1-4-a-5-a]

  V. After B1 runs into the kicker, kicker A25 simulates being roughed. **RULING:** Offsetting fouls. [Cited by 9-1-4-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 unless he carries the ball outside the tackle box. While in the tackle box, 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 9-1-4-a]

  VII. Punter A22 is 15 yards behind the neutral zone when he catches the long snap, sprints to his right at an angle toward the line of scrimmage, and runs outside the tackle box. He then stops and punts the ball, and is immediately hit by a diving B89. **RULING:** Legal play, no foul by B89. A22 loses his roughing or running-into protection by carrying the ball outside the tackle box.

Illegal Interference

ARTICLE 5. 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, a player or an official while the ball is in play.

PENALTY − 15 yards. The referee may enforce any penalty he considers equitable, including awarding a score [S27].

b. Participation by 12 or more players is illegal participation. (**A.R. 9-1-5:I-VII**)

PENALTY − 15 yards from the previous spot [S28]. For fouls during scrimmage kick plays (other than field goal plays): 15 yards from the previous spot or 15 yards from the spot where the subsequent dead ball belongs to Team B [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].

- **Approved Ruling 9-1-5**

  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. [Cited by 9-1-5-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. Enforce either at the previous spot and replay the down, or at the spot where the subsequent dead ball belongs to Team B. [Cited by 9-1-5-b]

III. 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. [Cited by 9-1-5-b]

IV. 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 9-1-5-b]

V. Team B, with 11 players on the field of play, is setting up its defense. The ball is ready for play, and A13 is about to start calling snap signals. Two seconds before the snap, B54 enters from the team area to play defensive linebacker. Team B's coach has sent B54 into the game without realizing that he already has 11 players on the field. **RULING:** Allow the ball to be snapped. Illegal participation on Team B. Penalty — 15 yards from the previous spot. (Note: This is not a violation of Rule 3-5-2-c.) [Cited by 3-5-2-c, 9-1-5-b]

VI. At the end of third down, Team B sends in its kick-return team. The responsible officials count the Team B players and are positive that Team B has 12 players on the field of play. After approximately four seconds, the officials sound their whistles and drop their penalty markers. **RULING:** Dead-ball foul, substitution violation. Penalty — Five yards from the succeeding spot. [Cited by 3-5-2-c, 9-1-5-b]

VII. At the end of third down, Team B sends in its kick-return team. The responsible officials count the Team B players and it appears that Team B has 12 players on the field of play. While the officials are attempting to recount the players, the ball is snapped. At the end of the down, the officials recount the Team B players and are positive that Team B had 12 players participate during the down. **RULING:** Illegal participation on Team B. Penalty — 15 yards from the previous spot. (Note: If the officials are not positive that a team has violated Rule 3-5-2-c, they should not sound their whistles and penalize the team five yards for a substitution violation.) [Cited by 3-5-2-c, 9-1-5-b]

Game Administration Interference

ARTICLE 6. While the ball is in play, coaches, substitutes and authorised attendants in the team area may not be between the sidelines and coaching line or on the field of play.

PENALTY – Administer as a dead-ball foul.

First and second infractions: Delay of game for sideline interference, five yards from the succeeding spot [S21 and S29].

Third and subsequent infractions: Unsportsmanlike conduct for sideline interference, 15 yards from the succeeding spot [S27 and S29].

SECTION 2. Unsportsmanlike Conduct 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) An unopposed ball carrier obviously altering stride as he approaches the opponent's goal line, or diving into the end zone.

(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.

If committed while the ball is alive, these fouls are treated as dead-ball fouls.

2. 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) Spiking the ball to the ground (***Exception:*** A forward pass to conserve time (Rule 7-3-2-d)).

(c) Throwing the ball high into the air.

(d) Any other unsportsmanlike act or actions that delay the game.

PENALTY − Dead-ball foul or live-ball foul treated as a dead-ball foul. 15 yards [S7 and S27] from the succeeding spot. Flagrant offenders, if players or substitutes, shall be disqualified [S47]. If a player or an identified squad member in uniform commits two unsportsmanlike fouls in the same game, he shall be disqualified.

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. Team area personnel who are outside the team area and who have involvement or impact on live-ball play are subject to penalty under Rule 9-1-5-a.
3. No disqualified player shall enter the field of play or end zones.
4. 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.
5. 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:I**).

6. 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 – Dead-ball foul. 15 yards [S7 and S27] from the succeeding spot. 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 ball carrier. **RULING:** Unsportsmanlike act. Penalty — 15 yards, enforced on the try or the succeeding kick off. Officials should note the numbers of the offending players, for possible disqualification later in the game upon committing a second unsportsmanlike conduct foul (9-2-1-a-Penalty). [Cited by 9-2-1-b-5]

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 (Rule 3-5-2-e). (**A.R. 9-2-2:I-VII**)

c. No equipment may be used to confuse opponents (Rule 1-4-2-e).

PENALTY – [a-c] — Live-ball foul. 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 and S47]. Administer as a dead-ball foul; penalty enforced 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 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. No more than four 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]

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 of play. Before the snap for the next down, more than 11 Team B players intentionally stay on the field as long as possible (more than 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 succeeding 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. A team refuses to play within two minutes after ordered to do so by the referee.

b. A team repeatedly commits fouls for which penalties can be enforced only by halving the distance to its goal line.

c. An obviously unfair act not specifically covered by the rules occurs during the game. (**A.R. 4-2-1:II**)

PENALTY – The referee may take any action he considers equitable, including assessing a penalty, awarding a score, or suspending or forfeiting a game.

Contacting an Official

ARTICLE 4. Intentionally contacting a game official physically during the game by persons subject to the rules is a foul.

PENALTY – Administer as a dead-ball foul. 15 yards from the succeeding spot and disqualification [S7, S27 and S47].

SECTION 3. Blocking, Use of Hands or Arms

Who May Block

ARTICLE 1. Players of either team may block opponents, provided it is not forward-pass interference, interference with the opportunity to catch a kick, or a personal foul. (***Exception:*** Rules 6-1-2-g and 6-5-4).

Interfering for or Helping the Ball Carrier or Passer

ARTICLE 2. a. The ball carrier or passer may use his hand or arm to ward off or push opponents.

b. The ball carrier shall not grasp a teammate; and no other player of his team shall grasp, pull, push, lift or charge into him to assist him in forward progress.

c. Teammates of the ball carrier 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 [S44].

Use of Hands or Arms by Offense

ARTICLE 3. a. A teammate of a ball carrier 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 shoulder(s) 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 (*Exception:* Penalties for Team A fouls behind the neutral zone are enforced from the previous spot. Safety if the foul occurs behind Team A's goal line) [S42].

b. Holding or illegal obstruction by a teammate of the ball carrier 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) or 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 (*Exception:* Penalties for Team A fouls behind the neutral zone are enforced from the previous spot. Safety if the foul occurs behind Team A's goal line) [S42].

c. A block in the back is illegal (**A.R. 9-1-2:XVII**) (**A.R. 9-3-3:VII**) (**A.R. 9-3-4:III**) (**A.R. 10-2-2:XXII**)

Exceptions:

1. Offensive players who are on the line of scrimmage at the snap within the blocking zone (Rule 2-3-6) may legally block in the back in the blocking zone, subject to the following restrictions:
   (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 to 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 (Rule 9-1-2-d-3). (**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 (Rule 9-1-2-d-4).

PENALTY − 10 yards (*Exception:* Penalties for Team A fouls behind the neutral zone are enforced from the previous spot. Safety if the foul occurs behind Team A's goal line) [S43].

d. The following acts by the teammate of the ball carrier or passer are illegal:
   1. The fist(s) and arm(s) shall not be used to deliver a blow (Rule 9-1-2-a). (**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 (*Exception:* Penalties for Team A fouls behind the neutral zone are enforced from the previous spot. Safety if the foul occurs behind Team A's goal line) [S38]. Disqualification if flagrant [S47].

For Team A fouls during a free or scrimmage kick play (field-goal plays exempted): Enforcement may be at the previous spot or the spot where the subsequent dead ball belongs to Team B.

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 holds an opponent. **RULING:** If the pass is completed, incomplete or intercepted, the penalty is 10 yards from the previous spot. Safety if foul occurs behind Team A's goal line. [Cited by 9-3-3-a-2, 9-3-3-b-2]

  II. A teammate of the passer or ball carrier 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. [Cited by 9-3-3-a-2]

  III. A teammate of the passer or ball carrier, behind the neutral zone, has his arms parallel to the ground and contacts an opponent above the shoulders. **RULING:** Illegal use of hands. Penalty — 10 yards or 15 yards for personal foul, previous-spot enforcement. Safety if the foul occurs behind Team A's goal line. [Cited by 9-3-3-a-2]

IV. A teammate of the passer or ball carrier delivers a blow with the hand(s) closed to an opponent below the shoulders. **RULING:** Personal foul. Penalty — 15 yards. Enforce at the previous spot 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 block.

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. [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. Enforce at the previous spot if foul occurs behind 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. [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 ball carrier.

PENALTY − 10 yards [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 − 10 or 15 yards [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 − 10 or 15 yards [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 beyond the neutral zone, the enforcement spot is the previous spot. This includes Rule 9-3-4-c. (**A.R. 7-3-9:II**) (**A.R. 9-3-4:I and II**)

PENALTY − 10 or 15 yards from the previous spot, plus first down if the foul occurred against an eligible receiver before the pass was touched [S38, S42, S43 or S45].

f. A defensive player legally may use his hands or arms 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 ball carrier).

PENALTY – 15 yards and a first down for Team B fouls if the first down is not in conflict with other rules [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, holding. Penalty — 10 yards at the previous spot and first down. [Cited by 9-3-4-c, 9-3-4-e]

  II. Before a legal forward pass that crosses the neutral zone, is thrown, Team B holds eligible A1, who is beyond the neutral zone. **RULING:** Team B foul, holding. Penalty — 10 yards and first down, previous-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. B20'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-n).
2. Place a hand(s) on a teammate to get leverage for additional height.
3. Be picked up by a teammate, or be elevated, propelled or pushed.

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; twist, turn or pull an opponent's face mask or any helmet opening; or illegally use his hands or commit a personal foul.

PENALTY – 10 or 15 yards (*Exception:* Penalties for these Team A team fouls behind the neutral zone are enforced from the previous spot. Safety if the foul occurs behind Team A's goal line) (Rule 10-2) [S38, S42, S43 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. (Rule 2-2-3-a) (***Exception:*** Rule 6-3-11). (**A.R. 6-3-11:I**) (**A.R. 9-4-1:I-XI**) (**A.R. 10-2-2:II**)

PENALTY − 15 yards and loss of down if the loss of down is 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].

- **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 for batting the ball in the end zone. During regulation play, postscrimmage kick enforcement gives a safety by penalty. In extra periods, enforcement of the 15-yard penalty is at the previous spot and Team A retains possession. [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 for batting the ball in the end zone. The result of the play is a touchdown. [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 for batting the ball in the end zone. The result of the play is a touchback, safety. [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 for batting the ball in the end zone. During regulation play, postscrimmage kick enforcement gives a safety by penalty. The ball remains alive, and Team A may elect the result of the play. If Team A recovers, does not score and accepts the penalty, or if the play occurs in an extra period, enforcement is at the previous spot. [Cited by 9-4-1-c]

V. Team A attempts a place kick on the try. 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 for batting the ball in the end zone. Penalty — Half the distance from the previous spot. Postscrimmage kick rules do not apply on the try (Rule 10-2-3). [Cited by 9-4-1-c]

VI. Team A attempts a place kick on the try. 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 for batting the ball in the end zone. Team A may decline the penalty and scores two points. [Cited by 9-4-1-c]

VII. Team A attempts a field goal, and B23, in the end zone, goes above the crossbar and catches the ball. **RULING:** Legal play. [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:** Safety. Batting a fumble in flight does not add a new impetus (Rule 8-7-2-b). Team B foul. Penalty — 15 yards. [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). [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:** The result of the play is a touchback. Team B foul for illegally batting a ball in the end zone. Penalty — 15 yards from the previous spot. [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 the 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.

PENALTY – 15 yards [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 [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, plus loss of down if the loss of down is 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).

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. For dead-ball fouls, 15 yards from the succeeding spot. Also, first down for Team B fouls if the first down is not in conflict with other rules. Disqualification for the remainder of the game [S7, S27 or S38, and S47].

b. During the half-time intermission, squad members in uniform or coaches shall not participate in a fight.

During the second half, players shall not participate in a fight.

PENALTY – 15 yards. For dead-ball fouls, 15 yards from the succeeding spot. Also, first down for Team B fouls if the first down is not in conflict with other rules. Disqualification for the remainder of the game and the first half of the next game [S7, S27 or S38, and S47]. For fights that occur in the last game of a season, squad members in uniform, coaches and players with eligibility remaining will serve fight-related suspensions during the first game of the next season for which they are eligible.

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, plus first down for Team B fouls if the first down if not in conflict with other rules. Disqualification for the remainder of the game and for the next game [S7, S27 or S38, and S47]. For fights that occur in the last game of a season, coaches and substitutes with eligibility remaining will serve fight-related suspensions during the first game of the next season for which they are eligible.

ARTICLE 2. a. 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.

b. 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.

SECTION 6. Flagrant Personal Fouls

Player Ejection

ARTICLE 1. When a player is disqualified from the game due to a flagrant personal foul, BAFA shall where possible initiate a video review for possible additional sanctions before the next scheduled game.

Initiating Contact/Targeting an Opponent

ARTICLE 2. When there is a foul called for initiating contact/targeting an opponent (Rule 9-1-3) that does not result in a player disqualification, there may be a video review by BAFA for possible additional sanctions before the next scheduled game.

Fouls Not Called

ARTICLE 3. If subsequent review of a game by BAFA reveals plays involving flagrant personal fouls that game officials did not call, BAFA may impose sanctions prior to the next scheduled game.

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 whether the penalty is accepted or declined.

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**).

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) occurs for unsportsmanlike conduct (Rule 9-2), 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:*** Penalties for live-ball fouls treated as dead-ball fouls are enforced separately). [Cited by 10-1-3]

Offsetting Fouls

ARTICLE 4. If live-ball fouls by both teams are reported to the referee, the fouls offset 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, and the team last gaining possession had not fouled before last gaining possession, it may decline offsetting fouls and thereby retain possession after completion of the penalty for its foul (**A.R. 10-1-4:I-VIII**).
2. When Team B's foul is governed by postscrimmage kick rules, 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 any other foul, and any penalties are enforced in order of occurrence.
4. Rules 8-3-4-c and 3-1-3-g-3 (during a try or extra period 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:** Possible options: (1) 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, which includes an automatic first down. (2) Team B could decline the illegal-motion penalty and have the ball first and 10 after a 15-yard penalty from the out-of-bounds spot. (3) Team B could accept the five-yard penalty enforced at the out of bounds spot (Rule 6-3-13) followed by the 15-yard penalty against Team B (Rule 7-1-3-b). In all options, the clock starts on the snap (Rule 3-3-2-d-8). [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. Team A re-kicks at the previous spot. [Cited by 10-1-4-Exception-1, 10-1-4, 5-2-8]

III. On a Team A kickoff from its 30-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 its 40-yard line. If Team B retains the ball, it will be at its 25-yard line, after the 15-yard penalty from its 40-yard line, or 15 yards behind the spot where the five-yard penalty against Team A left the ball (Rules 6-1-8 and 10-1-6). [Cited by 10-1-4-Exception-1, 5-2-8]

IV. Team A commits an illegal shift just before the snap. A1's forward pass is intercepted by B1, who advances five yards and is tackled. Team B clips during B1's run. **RULING:** Team B has the option to accept offsetting fouls and replay the down or to decline offsetting fouls and retain the ball after its penalty is completed. In the latter case Team A may accept the penalty for Team B's clipping foul. [Cited by 10-1-4-Exception-1, 5-2-8]

V. A1 throws an illegal forward pass and Team B is in the neutral zone at the snap. B23 intercepts the pass and B10 clips on the return. B23 is tackled in the field of play. **RULING:** No option. The fouls offset and the down is replayed. Team B may not decline offsetting fouls because it had fouled before getting possession of the ball. [Cited by 10-1-4-Exception-1, 5-2-8]

VI. A1's forward pass is intercepted by B1, who advances and fumbles. B2 recovers and returns the ball five more yards. Team A fouls during or after the down, and Team B fouls during the return by B2 or during the fumble. **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 following the completion of its penalty. If Team A's foul was a dead-ball foul, Team B retains the ball after enforcement of both penalties. [Cited by 10-1-4-Exception-1, 5-2-8]

VII. Team A's legal forward pass is intercepted by B45, who advances several yards. On the return, B23 clips and A78 tackles B45 by pulling and twisting his face mask. **RULING:** Since Team B had not fouled before the change of possession, it may decline offsetting fouls and retain possession after completion of the clipping penalty. [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 has the option since it was the team last in possession and had not fouled before the change of possession. If Team A declines the penalty for Team B's foul, Team B will have the ball at the point of the violation, along with the option of accepting enforcement of the penalty for Team A's dead-ball foul. If Team A accepts the penalty for Team B's foul, the ball will belong to Team B after enforcement of the penalty for the live-ball foul followed by the penalty for the dead-ball foul. [Cited by 10-1-4-Exception-1, 5-2-8, 6-3-2-b]

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 – no option. [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 the snap, offsets Team B's offside, and the down is repeated. [Note: If Team B had not been offside, Team B could accept 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-VI**) [***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, 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 line and toward that goal, the ball will be at the same point it would have been had the fouls cancelled. First and 10 for Team A (Rule 9-1-2-g). [Cited by 10-1-5, 5-2-6]

II. 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). The clock starts on the snap. [Cited by 10-1-5, 5-1-1-c, 5-2-6]

III. 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]

IV. A personal or disqualifying personal foul occurs during action after a snap that was made before the ball was ready for play. **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 both fouls are by Team A, both penalties are enforced. If the second foul was by Team B, both penalties are enforced with a probable net of 10 yards for Team A. The penalty for Team B's foul carries an automatic first down. [Cited by 10-1-5, 5-2-6]

V. Second and goal at the three-yard line. Ball carrier 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]

VI. Ball carrier B17 taunts pursuing A55 before 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). B17's foul is for unsportsmanlike conduct and counts as one of two maximum such fouls by him. [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 treated 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-V**).

- **Approved Ruling 10-1-6**

I. Team A fouls during a down and after the down ends. **RULING:** Team B may accept either or both penalties, or decline both. [Cited by 10-1-6]

II. 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 personal foul for fighting. [Cited by 10-1-6]

III. 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 the penalty against Team B is enforced. Team A then will be penalized for the dead-ball foul (Rule 5-2-3). [Cited by 10-1-6, 5-2-3-b]

IV. 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]

V. 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:** Team B retains possession. Penalize Team B for its clipping foul, followed by a penalty for Team A's dead-ball 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. Penalties for 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 possession series (***Exception:*** Rule 10-2-5) (**A.R. 10-2-5:I-XV**).

SECTION 2. Enforcement Procedures

Enforcement Spots

ARTICLE 1. a. For many fouls, the enforcement spot is specified in the statement of the penalty. When the enforcement spot is not specified in the statement of the penalty, the enforcement spot is determined by the Three-and-One Principle (Rules 2-33 and 10-2-2-c).

b. Possible enforcement spots are: the previous spot, the spot of the foul, the succeeding spot, the spot where the run ends, and — for scrimmage kicks only — the postscrimmage kick spot.

- **Approved Ruling 10-2-1**

I. A legal forward pass is completed behind the neutral zone, and the receiver avoids tacklers for a considerable time but finally is 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 (Rules 2-27-5 and 9-1-2-l). [Cited by 2-27-5, 9-1-2-l]

II. Team B intercepts a legal forward pass, and the player who threw the 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-l). [Cited by 9-1-2-l]

Determining the Enforcement Spot

ARTICLE 2. a. *Dead-ball fouls.* The enforcement spot for a foul committed when the ball is dead is the succeeding spot (**A.R. 10-2-2:VI, X, XII and XVI**).

b. *Fouls by Team A behind the neutral zone.* For the following fouls committed by Team A behind the neutral zone, the penalty is enforced at the previous spot: illegal use of hands, holding, illegal block and personal fouls (***Exception:*** If the foul occurs in Team A's end zone the penalty is a safety).

c. The Three-and-One Principle (Rule 2-33) is as follows:

1. When the team in possession commits a foul *behind* the basic spot, the penalty is enforced at the spot of the foul.

2. When the team in possession commits a foul *beyond* the basic spot, the penalty is enforced at the basic spot.
3. When the team not in possession commits a foul *either behind or beyond* the basic spot, the penalty is enforced at the basic spot.

d. The following are basic spots for the various categories of plays:

1. *Running plays.*
   (a) *Previous spot*, when the related run ends behind the neutral zone.
   (b) *End of the related run*, when the related run ends beyond the neutral zone.
   (c) *End of the related run*, on running plays that have no neutral zone.
2. *Running plays when the run ends in the end zone after change of team possession (not on a try).*
   (a) *20-yard line*, when a foul occurs after a change of team possession in the end zone and the result of the play is a touchback.
   (b) *Goal line*, when a foul occurs after a change of team possession in the field of play and the related run ends in the end zone (***Exception:*** Rule 8-5-1-Exceptions).
   (c) *Goal line*, when a foul occurs after a change of team possession in the end zone, the related run ends in the end zone, and the result of the play is not a touchback.
3. *Pass plays*.
   Previous spot, on legal forward pass plays.
4. *Kick plays*.
   (a) *Previous spot*, on legal kick plays unless the foul is governed by postscrimmage kick rules.
   (b) *Postscrimmage kick spot*, if the foul is governed by postscrimmage kick rules.

- **Approved Ruling 10-2-2**

I. 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 has these options: It may snap the ball at the spot of the illegal touching; accept a five-, 10- or 15-yard penalty from the previous spot with Team A re-kicking; snap the ball five, 10 or 15 yards beyond the spot where the ball went out of bounds; or snap the ball 30 yards beyond Team A's restraining line.

II. A Team 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 – Safety (Rule 8-5-1-b). [Cited by 9-4-1-c]

III. A Team A player clips in Team B's end zone before a fumbled ball in the field of play goes out of bounds between the goal lines. **RULING:** Penalty – 15 yards.

IV. A Team A player clips in Team B's end zone when a scrimmage kick has touched a Team B player in the field of play and the loose ball is still a kick. **RULING:** Penalty – 15 yards. Enforcement is either at the previous spot (Team A retaining possession) or at the spot where the subsequent dead ball belongs to Team B.

V. Team A punts from its end zone and the ball is returned to the A-30. A23 clips B35 in Team A's end zone during the return. **RULING:** Penalty – 15 yards from the basic spot, which is the end of the run (Team A's 30-yard line). Team B's ball, first and 10.

VI. Team A punts from its end zone and the ball is returned to the A-30. A23 clips B35 in Team A's end zone after the ball has become dead in Team B's possession. **RULING:** Penalty – 15 yards from the succeeding spot. Team B's ball, first and 10. [Cited by 10-2-2-a]

VII. Team A punts from its end zone and the ball is returned to the A-30. A23 clips B35 in Team A's end zone during the loose ball after Team B has fumbled. **RULING:** Penalty – 15 yards from the basic spot, which is the spot of the fumble. Team B's ball, first and 10.

VIII. 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) or Team B may snap the ball at the Team A 25-yard line after enforcement of the penalty from where the ball went out of bounds. [Cited by 8-5-1-b]

IX. 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) or Team B may snap the ball at the Team A 25-yard line after enforcement of the penalty from where the ball went out of bounds. [Cited by 8-5-1-b]

X. 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]

XI. Team A snaps at its one-yard line, and ball carrier A1 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).

XII. Team A snaps at its one-yard line, and ball carrier A1 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]

XIII. A1, on his 40-yard line, punts from behind his neutral zone. B1 holds A2 behind or within three yards beyond 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 retains possession.

XIV. A1, on his 40-yard line, punts from behind his neutral zone. B1 holds A2 behind or within three yards beyond 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 retains possession.

XV. During 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.

XVI. Second and goal. After A1 is downed on the three-yard line, B79 slugs A22 behind Team B's goal line. **RULING:** First down for Team A on Team B's 1½-yard line. B79 is disqualified for fighting. [Cited by 10-2-2-a]

XVII. 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 pass interference since the ball was not thrown. Enforce the penalty for B1's foul from the previous spot which is the basic spot.

XVIII. During A1's run, B25 fouls 10 yards beyond the neutral zone. After advancing 30 yards, A1 fumbles and the ball is recovered by B48, who carries 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 (Rule 5-2-3).

XIX. First and 10 at the A-30. A1 advances the ball to the B-40, where he is downed. During the run, B1 clips on Team A's 45-yard line. **RULING:** Penalty – 15 yards. First and 10 at the B-25.

XX. First and 10 at the A-40. A1 advances to the B-40, where he fumbles. B1 recovers and returns the ball across Team A's goal line. During A1's run, B2 commits a personal foul at the 50-yard line. **RULING:** Penalty – 15 yards from the basic spot, which is the end of the related run (Team B's 40-yard line) and first down for Team A.

XXI. First and 10 at the A-40. A1 advances the ball the B-40, where he is downed. During the run, B1 clips at the A-30. **RULING:** Penalty – 15 yards. Team A's ball, first and 10, at the B-25.

XXII. During the return of a scrimmage kick, B40 blocks A80 in the back above the waist at the B-25. Team B's ball carrier 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 2-3-4-a, 9-3-3-c]

XXIII. Team B intercepts a legal forward pass, and the player who threw the pass is fouled during the return. **RULING:** Team B's ball, first down and 10, after enforcement of the penalty (Rules 2-27-5, 5-2-4 and 9-1-2). [Cited by 9-1-2-l]

XXIV. B1 intercepts a legal forward pass (not a try) deep in his end zone and is unable to get out of the end zone, where he is downed. During the run, B2 clips A1 on the A-14. **RULING:** Team B's 20-yard line is the basic spot. Penalize Team B from the 14-yard line to the seven-yard line. First and 10 (Rules 8-6-1-a and 10-2-2-d-2-a). [Cited by 7-3-9-d]

XXV. B1 intercepts a legal forward pass (not a try) deep in his end zone and is unable to get out of the end zone, where he is downed. During the run, B2 clips A1 on the A-25. **RULING:** Penalise Team B from the 20-yard line (the basic spot) to the 10-yard line. First and 10 (Rules 8-6-1-a and 10-2-2-d-2-a). [Cited by 8-6-1-a]

XXVI. B1 intercepts a legal forward pass (not a try) deep in his end zone and is unable to get out of the end zone, where he is downed. During the run, B2 clips A1 in the end zone. **RULING:** Penalty – Safety. The 20-yard line is the basic spot (Rules 8-5-1-b and 10-2-2-d-2-a).

XXVII. B17 intercepts a legal forward pass (not a try) deep in the end zone and, as he attempts to run the ball out, 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:** Penalty – 15 yards from the goal line. Team B's ball, first and 10 at its 15-yard line (Rule 10-2-2-d-2-c).

XXVIII. 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 the A-15, or of putting the ball in play at the 50-yard line, or five yards beyond the inbounds spot.

XXIX. 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.

Postscrimmage Kick Enforcement

ARTICLE 3. During a scrimmage kick play, postscrimmage kick enforcement applies only to fouls by Team B and only under the following conditions:

a. The kick is not during a try, a successful field goal, or in an extra period.

b. The ball crosses the neutral zone.

c. The foul occurs three or more yards beyond the neutral zone.

d. The foul occurs before the end of the kick (**A.R. 10-2-3:I, II and V**).

e. Team A is not in legal possession of the ball when it is declared dead.

If these conditions are all met, the penalty is enforced according to the Three-and-One Principle with the postscrimmage kick spot as the basic spot.

- **Approved Ruling 10-2-3**

I. Either team fouls during a scrimmage kick after the ball has been touched beyond the neutral zone. The foul is more than three yards beyond the neutral zone, and Team A is not in legal possession when the ball is declared dead. **RULING:** For fouls by Team B, penalty enforcement will be by the Three-and-One Principle with the postscrimmage kick spot as the basic spot (Rule 2-25-11). Team B's ball first and 10. For fouls by Team A, penalty enforcement is either from the previous spot or from the spot where the subsequent dead ball belongs to Team B (Rule 6-3-13). [Cited by 10-2-3-d, 5-2-3-b]

II. Team A's punt is blocked, crosses the neutral zone and is untouched by Team B beyond the neutral zone. It 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 occurs more than three yards beyond the neutral zone and Team B has possession when the down ends, enforcement is according to postscrimmage kick rules. Team B will have the ball, first down and 10. If the foul occurs behind or fewer than three yards beyond the neutral zone, Team A retains the ball after the penalty is enforced from the previous spot. [Cited by 10-2-3-d]

III. Team A's kick from behind its line is blocked behind the neutral zone before clipping or holding by Team B occurs more than three yards beyond the neutral zone. The ball never crosses the neutral zone during the play. **RULING:** Rule 10-2-3 applies only when a scrimmage kick crosses the neutral zone. Team A retains possession after the penalty is enforced at the previous spot.

IV. 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:** Team A may decline the penalty and accept the score or void the score and have Team B penalised at the previous spot (Rule 10-2-3-a). [Cited by 10-2-5-d]

V. Team A's untouched, unsuccessful field goal attempt is snapped from Team B's 30-yard line. Team B fouls at the 15-yard line during the kick. **RULING:** Team B's ball. The postscrimmage 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 2-25-11 and 8-4-2-b). [Cited by 10-2-3-d, 2-25-11-b-1-b, 8-4-2-b]

Fouls by Team A During Kicks

ARTICLE 4. Penalties for all fouls by the kicking team other than kick-catch interference (Rule 6-4) during a free kick play or a scrimmage kick play (except field goal attempts) are enforced either at the previous spot or at the spot where the subsequent dead ball belongs to Team B, at the option of Team B. (Rules 6-1-8 and 6-3-13)

Fouls During or After a Touchdown, Field Goal or Try

ARTICLE 5. a. Fouls by the nonscoring team during a down that ends in a touchdown.

1. Penalties for personal fouls are enforced on the try or the succeeding kickoff, at the option of the scoring team. If there is no kickoff, the accepted penalty is enforced on the try.
2. Penalties for all other fouls are not enforced on the try or the succeeding kickoff. Such penalties are declined by rule unless enforcement is made possible by illegal touching of a kick during the down (**A.R. 6-3-2:V and VII**).

b. Penalties for defensive pass interference fouls on a try from the three-yard line are enforced one-half the distance to the goal line. If the try is successful, the penalty is declined by rule.

c. 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 treated as a dead-ball foul on the touchdown play, enforcement is on the try or the succeeding kickoff, at the option of the offended team (**A.R. 3-2-3:VI**)

d. Penalties for live-ball fouls during field goal plays are administered by rule. To accept points on a successful field goal, Team A must decline penalties for Team B live-ball fouls. By accepting the penalty for a Team B live-ball foul, Team A elects to cancel the score and have the penalty enforced at the previous spot. Penalties for live-ball fouls treated as dead-ball fouls and those for dead-ball fouls after a field goal down are enforced at the succeeding spot. (**A.R. 10-2-3:IV**)

e. Penalties for fouls during and after a try down are administered under Rules 8-3-3, 8-3-4, 8-3-5 and 10-2-5-b (**A.R. 3-2-3:VII-VIII**).

f. Distance penalties for fouls by either team may not extend a team's free kick restraining line behind its 5-yard line. Penalties that would otherwise place the free kick restraining line behind a team's 5-yard line are enforced from the next succeeding spot.

- **Approved Ruling 10-2-5**

  Fouls during a touchdown or field goal by Team A:

  I. During a touchdown run Team B clips in the field of play or the end zone. **RULING:** Team A has the option of the penalty being enforced on the try or the succeeding kickoff (Rule 10-2-5-a-1). [Cited by 10-1-7]

  II. 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 enforcement on the try or the succeeding kickoff. Team B then also has the option of Team A being penalised on the try or the succeeding kickoff. The yardage assessed on the live-ball/dead-ball penalties may cancel (Rule 10-2-5). [Cited by 10-1-7]

  III. Team B holds during Team A's touchdown run. Team A fouls after the score. **RULING:** Allow the score. The penalty for Team B's holding foul is declined by rule. Team B has the option of Team A being penalised on the try or the succeeding kickoff (Rule 10-2-5-a-2 and 10-2-5-c). [Cited by 10-1-7]

  IV. 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 a penalty against Team B on the try or the succeeding kickoff. After the successful try, Team A has the option of repeating the try with the offside penalty enforced on the try (Rules 10-2-5 and 8-3-5). [Cited by 10-1-7]

  V. Team B roughs the passer during a touchdown pass play. **RULING:** Allow the touchdown. Team A has the option of enforcement on the try or on the succeeding kickoff. [Cited by 10-1-7]

  VI. Team B is offside during a successful field goal down. **RULING:** Team A has the option of accepting the penalty at the previous spot and replaying the down or keeping the points by declining the penalty. [Cited by 10-1-7]

  VII. First and 10 at the A-40. A1 carries the ball across Team B's goal line. During the run, B1 clips at the B-30. **RULING:** Touchdown counts. Penalty enforced on the try or the succeeding kickoff. [Cited by 10-1-7]

  Fouls after a touchdown by Team A:

  VIII. 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 Team A being penalised on the try or the succeeding kickoff. Team A then has the option of Team B being penalised on a replay of the try. Team B personal-foul penalties may be enforced on the subsequent kickoff or at the succeeding spot in extra periods. Yardages assessed on the succeeding kickoff may cancel. [Cited by 10-1-7]

  IX. 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 Team A being penalised on the try or the succeeding kickoff. For the foul after the try, Team B is penalized on the kickoff or at the succeeding spot in extra periods. [Cited by 10-1-7]

  Fouls during a try with no change of team possession (this does not include live-ball fouls treated as dead-ball fouls or loss-of-down fouls):

  X. 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]

  XI. 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]

  XII. Team B fouls during an unsuccessful try. **RULING:** Team B is penalized, and the try is repeated. The try is exempt from postscrimmage kick enforcement (Rule 10-2-3). [Cited by 10-1-7, 8-3-1, 8-3-3-b-1]

XIII. Team B fouls during a successful try. **RULING:** Replay the down after enforcement or the penalty is declined by rule. Penalties for personal fouls may be enforced on the succeeding kickoff or at the succeeding spot in extra periods (Rule 8-3-3-b-1). [Cited by 10-1-7, 8-3-1, 8-3-3-b-1]

XIV. 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:** If Team A elects to replay the try, both penalties against Team B are enforced before the snap (Rule 10-1-6). If Team A declines the offside penalty and accepts the point, the penalty for Team B's dead-ball foul is then enforced on the kickoff or at the succeeding spot in extra periods. [Cited by 10-1-7, 8-3-1, 8-3-3-b-1]

XV. 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 at the succeeding spot in extra periods. [Cited by 10-1-7, 8-3-1]

Fouls after a try and before the succeeding kickoff:

XVI. Either team fouls. **RULING:** Enforce the penalty on the kickoff unless the try is the last down of the game. [Cited by 8-3-1, 8-3-5]

XVII. Both teams foul before either penalty is completed. **RULING:** The fouls cancel. [Cited by 8-3-1, 8-3-5]

XVIII. 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:** Enforce the penalties in occurrence order on the kickoff or at the succeeding spot in extra periods.
2. Team B fouls after the try. **RULING:** Enforce both Team B penalties in occurrence order on the kickoff or at the succeeding spot in extra periods.
3. Both teams foul before either penalty is completed. **RULING:** These fouls cancel. The penalty for Team B's original foul is enforced on the kickoff or at the succeeding spot in extra periods. [Cited by 8-3-1]

Half-Distance Enforcement Procedures

ARTICLE 6. 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 team's goal line [***Exceptions:*** (1) Defensive pass interference on scrimmage downs, other than the try (Rules 7-3-8 and 10-2-5-b); and (2) On the try, defensive pass interference when the ball is snapped from outside the three-yard line].

RULE 11

The Officials: Jurisdiction and Duties

SECTION 1. Jurisdiction

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

SECTION 2. Responsibilities

ARTICLE 1. The game shall be played under the supervision of four, five, six or seven officials. The game may be played under the supervision of three officials under exceptional circumstances such as injury or delay in travel.

ARTICLE 2. Officiating responsibilities and mechanics are specified in the current edition of the *Manual of Football Officiating*, published under the jurisdiction of BAFRA. Officials are responsible for knowing and applying the material in the Manual.

RULE 12

Instant replay

SECTION 1. Purpose and Philosophy

Purpose

ARTICLE 1. Instant replay is a process whereby video review is used to confirm, reverse or let stand certain on-field decisions (Rule 12-3) made by game officials.

Philosophy

ARTICLE 2. The instant replay process operates under the fundamental assumption that the ruling on the field is correct. The replay official may reverse a ruling if and only if the video evidence convinces him beyond all doubt that the ruling was incorrect. Without such indisputable video evidence, the replay official must allow the ruling to stand.

SECTION 2. Eligibility for Instant Replay

Participation

ARTICLE 1. a. Any member institution may use instant replay, but there is no requirement to do so. If instant replay is used, it must be used in full compliance with this rule.

b. For any non-conference game, if the home team is using instant replay, the visiting team does not have the option of declining its use for that game. If the home team is not using instant replay, it is not required to honour a request by the visiting team that it be used.

SECTION 3. Reviewable Plays

Scoring Plays

ARTICLE 1. Reviewable plays involving a potential score include:

a. Live ball breaking the plane of a goal line while in a ball carrier's possession.

b. Live ball ruled dead in possession of a ball carrier when in the immediate continuing action the ball breaks the plane of the opponent's goal line.

c. Field goal attempts if and only if the ball is ruled (a) below or above the crossbar, or (b) inside or outside the uprights when it is lower than the top of the uprights. If the ball is higher than the top of the uprights as it crosses the end line, the play may not be reviewed.

- **Approved Ruling 12-3-1**

  I. First and 10 on the Team A 4-yard line. A22 fumbles and B45 recovers near Team A's goal line. Officials award the ball to Team B at the Team A 1-yard line. **RULING:** Reviewable, regarding where the fumble was recovered in relation to the goal line. Possible touchdown for Team B.

  II. First and 10 at the A-2. Ball carrier A22 fumbles when hit. B45 possesses the loose ball in Team A s end zone, possibly with his right knee down, but A22 knocks the ball out of B45's hands and A10 recovers the loose ball in the end zone. Officials rule Team A recovered for a safety. **RULING:** Reviewable, regarding whether B45 was down when he recovered the ball. Possible touchdown for Team B.

III. First and goal on the B-5. Ball carrier A22 loses possession as he nears Team B's goal line and the officials signal touchdown. The ball rolls out of bounds in the end zone. **RULING:** Reviewable, regarding whether A22 lost possession before the ball broke the plane of the goal line.

IV. First and 10 on the B-35. B45 intercepts a forward pass near his one-yard line and continues into the end zone where he is tackled. Officials rule the momentum exception to a safety applies and award Team B the ball at its one-yard line. Potentially the ball in B45's possession had broken the plane of the goal line when B45's foot came down at the one-yard line. **RULING:** Reviewable, regarding whether B45 caught the ball before or after it broke the plane of the goal line.

V. Fourth and 10 on the B-35. Team A's field goal attempt is ruled good. The ball goes very close to the upright and is possibly wide to the left. **RULING:** Reviewable, regarding whether the ball was between the uprights if it was below the top of the uprights. Not reviewable if the ball crossed the plane of the goal posts above the top of the uprights.

Passes

ARTICLE 2. Reviewable plays involving passes include:

a. Pass ruled complete, incomplete or intercepted anywhere in the field of play or an end zone.

b. Forward pass touched by a player or an official.

c. Forward pass or forward handing ruled when a ball carrier is or has been beyond the neutral zone.

d. A forward pass or forward handing after a change of possession.

e. Pass ruled forward or backward when thrown from behind the neutral zone.

1. If the pass is ruled forward and is incomplete, the play is reviewable only if there is clear recovery of a loose ball in the immediate continuing action after the loose ball. If the replay official does not have indisputable video evidence as to which team recovers, the ruling of incomplete pass stands.

2. If the replay official reverses an incomplete forward pass ruling and the ball is recovered, it belongs to the recovering team at the spot of the recovery and any advance is nullified.

- **Approved Ruling 12-3-2**

I. Third and five on the Team A 30-yard line. In attempting to catch a low pass in the middle of the field, the receiver at the B-45 attempts to get his hands under the ball and control it. The pass is ruled incomplete. **RULING:** Reviewable, regarding whether the pass was complete. If the ruling on the field is reversed, it will be Team A's ball, first and 10 at the B-45.

II. First and 10 on the Team A 20-yard line. A10 throws a pass toward eligible A80 near the sideline at the A-35. A80 leaps, completes the catch, and carries the ball across Team B's goal line. Officials say A80 was touching the side line as he gained possession and rule the pass incomplete. **RULING:** Reviewable, regarding whether A80 was out of bounds when he gained possession. Note that if the ruling on the field is reversed, the offense is entitled to the catch but not the advance.

III. First and 10 on the Team A 20-yard line. A10 scrambles and throws a pass that is completed for an apparent touchdown. The line judge flags A10 for being beyond the neutral zone when he throws the pass. **RULING:** Reviewable, regarding whether the passer was completely beyond the neutral zone when he released the ball.

IV. Third and 10 at the A-30. A forward pass directed toward A80 is incomplete, but B45 is flagged for defensive pass interference. The pass possibly was tipped at the line of scrimmage by B77. **RULING:** Reviewable, regarding whether B77 touched the pass. Note the possible cancellation of the foul for defensive pass interference.

V. Second and 10 at the 50. As B45 dives trying to intercept a forward pass, his action results in the ball bouncing off his hands and high into the air. A80 catches the ball and runs for an apparent touchdown. The back judge rules the pass incomplete. **RULING:** Reviewable, regarding whether the pass is complete or incomplete. If the ruling on the field is reversed, the ball is dead where A80 gained possession.

VI. First and 10 on the B-20. Flanker A88 moves from the backfield toward the line of scrimmage where he is set at the snap, apparently "covering up" tight end A80. A80 goes downfield and catches a pass. **RULING:** Not reviewable.

VII. Fourth and 10 on the Team B 20-yard line. A10 drops back to pass, is hit and loses possession of the ball. Eligible A22 catches the ball in mid-air at the Team B 25-yard line and runs to the B-5. The referee rules a forward pass. **RULING:** Reviewable, regarding whether it is a pass or fumble. If the ruling on the field is reversed, a fourth-down fumble is created.

VIII. First and 10 on the A-20. Wide receiver A88 catches a pass at the 50 and carries the ball across Team B's goal line. Officials flag A88 for illegal touching after he apparently stepped on the sideline at the A-38 prior to the catch. It is possible that A88 was blocked out of bounds by his defender. **RULING:** Reviewable, regarding whether A88 contacted the sideline. Replay official could reverse the ruling ONLY if the video showed absolutely that the receiver went out of bounds due to a block by the opponent.

Dead Ball and Loose Ball

ARTICLE 3. Reviewable plays involving potential dead balls and loose balls include:

a. Loose ball by a potential passer ruled a fumble.

b. Loose ball by a passer ruled incomplete forward pass when there is clear recovery in the immediate continuing action after the loose ball.

   1. If the replay official does not have indisputable video evidence as to which team recovers, the ruling of incomplete pass stands.
   2. If the replay official rules fumble, the ball belongs to the recovering team at the spot of the recovery and any advance is nullified.

c. Live ball not ruled dead in possession of a ball carrier.

d. Live ball ruled dead in possession of a ball carrier when the clear recovery of a loose ball occurs in the immediate continuing action after the loose ball.

   1. If ball is ruled dead and the replay official does not have indisputable video evidence as to which team recovers, the dead-ball ruling stands.
   2. If the replay official rules that the ball was not dead, it belongs to the recovering team at the spot of the recovery and any advance is nullified.

e. Ball carrier's forward progress with respect to a first down.

f. Catch or recovery of a fumble by Team A player other than the fumbler before any change of possession during fourth down or a try.

g. Ball carrier in or out of bounds. If a ball carrier is ruled out of bounds, the play is not reviewable, except as in Rules 12-3-1-b and 12-3-3-c.

h. Catch, recovery or touching of a loose ball by a player potentially touching a sideline or end line.

i. A loose ball touching on or beyond a sideline, goal line or end line, touching a pylon, or breaking the plane of a goal line.

- **Approved Ruling 12-3-3**

I. First and 10 on the Team A 30-yard line. Ball carrier A22's run takes him very close along the sideline, until he is pushed out of bounds at the B-24. **RULING:** Reviewable, regarding A22 possibly stepping on the sideline during his run before being pushed out.

II. First and 10 on the A-20. Ball carrier A22 runs to the A-28 and fumbles. B77 falls on and gains possession of the ball at the A-30, possibly with his foot touching the sideline. Officials rule that the ball belongs to Team B. **RULING:** Reviewable, regarding whether B77 was contacting the sideline when he touched the ball. Replay official should remember the possibility of a forward fumble out of bounds.

III. Fourth and 5 on the A-20. B45 muffs a punt at the 50. A80 recovers very close to the sideline at the B-45, and the officials award the ball to Team A. It is possible that A80's right foot was touching the sideline as he made the recovery. **RULING:** Reviewable, regarding whether A80 was touching the sideline.

IV. Team A's punt apparently hits a sideline at the Team B 27-yard line. The ball bounces back toward the middle of the field where B25 picks it up and carries it across Team A's goal line. The officials rule touchdown. **RULING:** Reviewable, regarding whether the ball hit the sideline.

V. A punt hits the ground untouched very close to Team B's goal line and then bounces to the B-5. There B45 recovers and returns the ball to the B-38, where he is tackled. Officials give the ball to Team B at that spot. **RULING:** Reviewable, regarding whether the ball touched the goal line.

VI. First and 10 on the A-20. Ball carrier A40 runs to the A-25 where he loses the ball. B15 recovers. Officials rule fumble and give possession to Team B. **RULING:** Reviewable, regarding whether A40 was down before losing the ball.

VII. First and 10 on the A-20. A22 carries to the A-25 where he loses possession of the ball, which is quickly recovered by B79. The line judge rules A22 down. **RULING:** Reviewable because of the immediate recovery.

VIII. First and 10 on the A-20. A22 carries to the Team A 25-yard line, where he loses possession of the ball, which quickly becomes buried under a pile of players. The head linesman rules A22 down. **RULING:** Reviewable because the ball was immediately recovered. If the replay official cannot determine which player recovered the ball, the ruling on the field stands.

IX. Second and goal on the B-9. Ball carrier A22 is hit, stumbles forward and finally goes completely to the ground at the Team B 2-yard line. The line judge rules him down at the B-5. **RULING:** Not reviewable. The play does not involve a first down, sideline or a score.

X. The quarterback drops back to pass. He has his arm cocked to pass and the ball comes out, hitting the ground. As the referee is signalling an incomplete pass, B88 recovers the ball and carries it across Team A's goal line. **RULING:** The play is reviewable because B88's recovery was in the immediate continuing action following the ball coming loose. If the replay official reverses the ruling, Team B's score is cancelled, and it is Team B's ball at the spot of the recovery.

XI. The quarterback is behind his neutral zone when he throws a flare pass toward a receiver who is also behind the neutral zone. The head linesman blows his whistle and signals incomplete forward pass. (a) The ball bounces out of bounds. (b) Defender B45 assumes it is a backward pass and recovers the ball, carrying it for several yards before realising that the play has been blown dead. **RULING:** (a) Not reviewable. (b) Play is reviewable because B45's recovery was in the immediate continuing action after the pass hit the ground. If the replay official rules that the pass was backward, Team B will have the ball at the point of recovery with no advance.

Kicks

ARTICLE 4. Reviewable plays involving kicks include:

a. Touching of a kick.

b. Player beyond the neutral zone when kicking the ball.

c. Kicking team player advancing a ball after a potential muffed kick/fumble by the receiving team.

d. Scrimmage kick crossing the neutral zone.

- **Approved Ruling 12-3-4**

  I. On the opening kickoff at the A-30, Team A tries an onside kick. A80 has his feet at the Team A 39-yard line when he picks up the ball that is on the ground apparently at the Team A 41-yard line. Officials rule illegal touching. **RULING:** Reviewable, regarding whether the ball had gone 10 yards before being touched by Team A.

  II. On an onside kick attempt at the A-30, the ball is apparently first touched by A20 at Team A's 36-yard line and then is recovered by A80 at the A-45. Officials award the ball to Team A at the 45. **RULING:** Reviewable, regarding possible touching by A20.

  III. On the kickoff to open the second half, the officials rule that B45 touched the ball before it went out of bounds at the A-47 and give Team B the ball at that spot. **RULING:** Reviewable, regarding possible touching by B45. If B45 did not touch the ball, there is a foul by Team A for a free kick out of bounds.

  IV. With five seconds remaining in the fourth quarter, the kickoff goes between the legs of receiver B15 and out of bounds at the B-5. Officials rule the ball touched B15 and wind the clock accordingly. The game clock runs down to 0:00 during the play. **RULING:** Reviewable, regarding possible touching by B15. If the ruling on the field is reversed, there is a Team A foul for a free kick out of bounds and the game clock should be re-set to 0:05.

  V. A80 voluntarily touches a sideline while running downfield to cover a punt, then downs the ball at the B-37. Officials rule a foul by A80 for illegally returning inbounds. It is possible that A34 touched the ball at the B-40 before it was downed by A80. **RULING:** Reviewable for possible touching by A34. Not reviewable for A80 going out of bounds.

  VI. Team A's punt goes out of bounds untouched at the B-9. The officials mark the ball at the B-7. **RULING:** Not reviewable. The play did not involve the ball hitting a sideline or the kick being touched.

Miscellaneous

ARTICLE 5. a. The number of players participating by either team during a live ball.

b. Clock adjustment when a ruling is reviewed.

c. Correcting the number of a down.

   1. This includes the result of a penalty enforcement that includes an automatic first down or loss of down.
   2. The correction may be made at any time within that series of downs or before the ball is legally put in play after that series.

d. Any person who is not a player interfering with live-ball action occurring in the field of play (Rules 9-1-5 and 9-2-3-c).

- **Approved Ruling 12-3-5**

  I. First and 10 on the A-20. A low pass that A80 apparently catches on his knees at the Team A 35-yard line is ruled complete. The game clock shows 10:00 remaining. After setting the chains and re-starting the game clock, the replay official stops the game to review the play with 9:40 on the clock. **RULING:** Reviewable, regarding whether the pass was complete or incomplete. If the ruling on the field is reversed, the game clock will be adjusted to 10:00 and started on the snap.

  II. Second and 15 at the A-20. The quarterback runs to the A-26 before throwing a forward pass that falls incomplete. In enforcing the penalty the referee announces that second down will be replayed. **RULING:** The replay official should correct the number of the down on the loss-of-down penalty.

Limitations on Reviewable Plays

ARTICLE 6. No other plays or officiating decisions are reviewable. However, the replay official may correct egregious errors, including those involving the game clock, whether or not a play is reviewable. This excludes fouls that are not specifically reviewable (Reviewable fouls: Rules 12-3-2-c, 12-3-2-d, 12-3-4-b and 12-3-5-a).

- **Approved Ruling 12-3-6**

I. On a kickoff to start the game, A12 attempts an onside kick. The ball possibly hits the ground as soon as it leaves the tee and bounds high in the air to the Team A 43-yard line, where B25 signals for a fair catch. A20 contacts B25 before the ball arrives and A30 recovers it. Officials rule kick-catch interference. **RULING:** Not reviewable.

II. On an onside kick attempt, the untouched ball goes out of bounds apparently at the Team A 39-yard line. The officials mark the ball at the Team A 41-yard line and give possession to Team B at that spot. **RULING:** Not reviewable.

III. Team A kicks off and the ball apparently goes out of bounds at the Team B 1-yard line. Officials rule touchback. **RULING:** Not reviewable. However, the play would be reviewable regarding whether the ball possibly hit the pylon, and if it did, the ruling from the replay official would be a touchback.

IV. First and 10 on the A-20. A22 carries to the A-25 and fumbles. A80 and B45 both dive for the ball and possibly recover it simultaneously in the middle of the field. Officials gave the ball to Team B. **RULING:** Not reviewable.

V. First and 10 on the Team B 20-yard line. A22 catches a screen pass and runs for an apparent touchdown. A70 possibly was down field at the B-15 prior to the pass was thrown. **RULING:** Not reviewable.

VI. First and 10 on the A-20. A10 is under pressure and throws a pass that lands incomplete behind the line of scrimmage. The referee flags A10 for intentional grounding. It is possible that eligible A22 was within two yards of the ball when it hit the ground. **RULING:** Not reviewable.

VII. Fourth and 7 on the A-23. A80 voluntarily touches a sideline while running downfield to cover a punt. B45 muffs the punt, and A80 recovers at the B-30 yard line. **RULING:** Not reviewable.

VIII. During a punt, A80 contacts receiver B45 before B45 touches the ball. The ball bounces off B45 and rolls to the Team B 35-yard line, where A88 recovers. Team A is awarded possession. **RULING:** Not reviewable.

IX. During Team A's punt, B45 clearly signals for a fair catch. The ball hits the ground and bounces to B45, who returns it for an apparent touchdown. The officials on the field do not declare the ball dead when B45 recovers it. **RULING:** Not reviewable. However, the replay official may correct an egregious error.

X. Team A's punt bounces untouched into Team B's end zone for a touchback when the game clock reads 7:35 in the first quarter. Team B will have the ball at its 20-yard line. After the ball is dead, the officials on the field do not notice that the game clock continues to run. When the referee declares the ball ready for play, the game clock reads 6:22. **RULING:** Although there is no play to review, the replay official may interrupt the game before the ball is snapped and correct the clock error. He instructs the referee to announce that the game clock should be set to 7:35.

SECTION 4. Instant Replay Personnel, Equipment and Location

Personnel

ARTICLE 1. Instant replay personnel shall consist of the number of persons needed to operate the replay equipment within the necessary time constraints. There shall be a minimum of three persons to ensure that all plays are reviewed in an efficient and a timely

manner. Such persons are normally referred to as replay official, communicator and technician. Additional personnel may be used as needed.

Equipment

ARTICLE 2. ∇ The type of equipment used to carry out necessary instant replay duties shall be determined by each conference or member institution using instant replay.

Location

ARTICLE 3. a. All equipment used in reviewing a play during the replay process and the personnel using that equipment shall be located in a separate, secure location in the press box. This room shall not be available or accessible to any person not directly involved in instant replay.

b. Additional telephonic equipment needed to allow instant reply personnel to communicate with the game referee when a game has been stopped for a play review shall be located on a sideline near the field of play and preferably outside a team area. Such equipment shall provide the game referee and the replay official a secure and private means of communication.

SECTION 5. Initiating the Replay Process

Game Stop

ARTICLE 1. There are two methods to stop a game to review a ruling on the field.

a. The replay official and his crew shall review every play of a game. He may stop a game at any time before the ball is next legally put in play (***Exception:*** Rule 12-3-5-c) whenever he believes that:
   1. There is reasonable evidence to believe an error was made in the initial on-field ruling.
   2. The play is reviewable.
   3. The outcome of a review would have a direct, competitive impact on the game.

b. The head coach of either team may request that the game be stopped and a play be reviewed by challenging the on-field ruling.
   1. A head coach initiates this challenge by taking a team timeout before the ball is next legally put in play (Exception: Rule 12-3-5-c) and informing the referee that he is challenging the ruling of the previous play. If a head coach's challenge is successful, he retains the challenge, which he may use only once more during the game. Thus, a coach may have a total of two challenges if and only if his initial challenge is successful.
   2. After a review has been completed, if the on-field ruling is reversed, that team's timeout will not be charged.
   3. After a review has been completed, and the on-field ruling is not reversed, the charged team timeout counts as one of the three permitted that team for that half or the one permitted in that extra period.
   4. A head coach may not challenge a ruling in which the game was stopped and a decision has already been made by the replay official.
   5. If a head coach requests a team timeout to challenge an on-field ruling and the play being challenged is not reviewable, the timeout shall count as one of the three permitted his team during that half of the game or the one permitted in that extra period.

6. A head coach may not challenge an on-field ruling if all the team's timeouts have been used for that half or in that extra period.

- **Approved Ruling 12-5-1**

I. Trailing 28-0 midway through the fourth quarter, Team A has third and 10 at its 20-yard line. Ball carrier A22 is downed, with his knee touching the Team A 29-yard line. Officials spot the ball at the Team A 29-yard line, although A22 had possibly extended the ball to the Team A 31-yard line when his knee hit the ground. **RULING:** In principle, this is a reviewable play, regarding a possible first down. However, given the score and the time, this play would not be reviewed due to the lack of a direct competitive impact on the game. If the head coach challenges the ruling, the challenge is honored because the rules allow for the play to be reviewed.

II. A head coach has not yet used his challenge when he decides to challenge a play that is reviewable. The challenge is successful, with the ruling on the field being reversed by the replay official. **RULING:** The team is not charged with a timeout. The head coach may challenge one more reviewable play during the game.

When to Stop a Game

ARTICLE 2. a. A game may be stopped, either by the replay official or by a head coach's challenge at any time before the ball is next legally put in play (***Exception:*** Rule 12-3-5-c).

b. No game official may request that a game be stopped for a play to be reviewed.

SECTION 6. Reviewing an On-field Ruling

Procedures

ARTICLE 1. a. When a game is to be stopped either by the replay official or by a head coach's challenge, the designated officials on the field will be notified by a buzzer system or other appropriate means.

b. If the review is initiated by the replay official, the referee shall announce:

"The previous play is under further review."

If the game has been stopped due to a head coach's challenge, the referee shall announce:

"The (name of team) head coach has challenged the ruling on the previous play. The play is under further review."

c. All reviews shall be based upon video evidence provided by and coming directly from the televised production of the game or from other video means available to the replay official.

d. After the referee has conferred with the replay official and the review process has been completed, he shall make one of the following announcements:

1. If the video evidence confirms the on-field ruling:
"After further review, the ruling on the field is confirmed."
2. If there is no indisputable (conclusive) evidence to reverse the onfield ruling:
"After further review, the ruling on the field stands."
3. If the on-field ruling is reversed (Rule 12-7):
"After further review, the ruling is [followed by a brief description of the video evidence]. Therefore, [followed by a brief description of the impact of the ruling]."

e. If a ruling is reversed, the replay official shall supply the referee with all pertinent data as needed (next down, distance, yard line, position of the ball, clock status/adjustment) in order to resume play under the correct game conditions.

Restrictions

ARTICLE 2. a. There is no restriction on the number of times the replay official may stop a game for reviews.

b. The replay official is under no time limit for a review.

SECTION 7. Reversing an On-Field Ruling

Criterion for Reversal

ARTICLE 1. To reverse an on-field ruling, the replay official must be convinced beyond all doubt by indisputable video evidence through one or more video replays provided to the monitor.

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 & SANCTION − Competitions may define sanctions for the following breaches:
• 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 & SANCTION − Competitions may define sanctions for the following breaches:
• Changing rooms not secured.

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 shall 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 Play Clocks

ARTICLE 2. 40/25-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 play clock.
d. There should be a separate control box for the play clock.
e. The control box for the play clock must allow the following:
   1. Starting and stopping the clock;
   2. Reset to 25 seconds.
   3. Reset to 40 seconds (if the 40/25-second rule is in force).
   4. Turning it off should malfunction occur or for game situations such as crowd noise delay, end of 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 shall 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 & SANCTION − Competitions may define sanctions for the following breaches:
• 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 Play Clocks

ARTICLE 4. If play clocks are provided and they meet the specified standards, they shall be used and shall be the official 40/25-second timers. Unofficial 40/25-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 that:

a. The clock should start on the Referee's winding signal only, or when the ball is snapped (whichever 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 forward 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 shall 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 Play Clock Operators

ARTICLE 6. Prior to the game, an official shall instruct the play clock operator that:

a. If the 40/25-second clock rule is in force, the play clock should start a 40-second count when an official signals the ball dead, unless the clock was stopped for one of the reasons set out in Rule 3-2-4-c.

b. If the 40/25-second clock rule is not in force, the play clock should be reset to 25 seconds whenever, before the play clock reaches zero, the ball is snapped, kicked, or any official blows his whistle. Also the play clock should be reset to 25 seconds when the Referee signals (one open palm in an over-the-head pumping motion). The play clock should then be started whenever the Referee gives either the ready for play signal or a winding the clock signal simultaneously with blowing his whistle.

c. If, before the play clock reaches zero, the ball is snapped, kicked, or any official blows his whistle, the time shall be reset immediately to 40 seconds (if the 40/25-second rule is in force) or 25 seconds (if not), and the clock shall not continue to count down.

d. 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 completed, and then reset to 25 seconds.

e. There is one instance in the game when the play clock does not run:
   1. If the game clock is running with less than 40/25 seconds left in any quarter, the 40/25-second clock shall not run.

f. If one of the two play 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 must 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.
   1. Officials' assistants under the age of 18 remain the responsibility of game management at all times, and must be supervised by a responsible person appointed by game management.

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.

STOP, REPORT & SANCTION − Under no circumstances may the game commence, nor proceed if suspended. Competitions may define sanctions for the following breaches:
• Officials' assistants under age 14.
• Fewer than minimum number of assistants provided.

REPORT & SANCTION − Competitions may define sanctions for the following breaches:
• 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 be 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.

1. The referee shall take into account, where available, the opinions of the senior medical person present and the senior groundsperson present where their expertise is relevant to the decision made.

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.

c. Once the referee has made the decision to cancel or abandon a game, that decision shall only be reversed by mutual agreement of the referee and opposing head coaches. This includes agreement to change field at the same venue or change kickoff time. A change of venue or a change to the date on which the game is played must in addition have the agreement of the relevant competition authority.

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 hold-ups, 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.

STOP, REPORT − Under no circumstances may the game commence, nor proceed if suspended. Fewer than three officials or suitably qualified persons.

REPORT − Any appointed official is not present or becomes incapacitated.

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, unless 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), then the referee shall immediately cancel the game without further delay;
3. cancel the game if it is not started within 60 minutes of the scheduled kickoff time (or a specified longer period agreed unanimously by both head coaches and the referee).

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.

d. The referee shall abandon the game if it is not resumed within 60 minutes (or a specified longer period agreed unanimously by both head coaches and the referee).

REPORT − Game abandoned.

Competition Notification

ARTICLE 9. The referee shall make a report to the appropriate competition authority 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 & SANCTION − Competitions may define sanctions for the following breaches:
• 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 & SANCTION − Competitions may define sanctions for the following breaches:
• 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. Sanctions

Authority for competitions to impose sanctions

ARTICLE 1. ∇ Competitions may impose sanctions on teams for breaches of mandatory game management rules.

a. Sanctions shall be applied to the team responsible for game management (***Exception:*** Rule 1-4-3-a).
   1. No sanctions shall be applied if neither of the participating teams in a game is responsible for the management of the game.
   2. No sanction shall be applied if the breach is beyond the reasonable control of game management. Game management is expected to make contingency plans for all breaches that reasonably can be foreseen, and shall be liable if the contingency plan does not exist or cannot be implemented without good reason.

b. ∇ Competitions may impose a time limit (normally in relation to the kickoff time) for the rectification of breaches, after which a sanction shall be imposed. The sanction may be imposed earlier if it is clear or becomes clear that the breach will not be rectified within the time limit. No sanction shall be imposed if the breach is rectified within the time limit.

c. Competitions must publish a list of sanctions before the start of the season to which they relate.

d. ∇ Competitions may determine whether sanctions shall only apply in competitive games, or whether they shall also apply in non-competitive games organised by teams.

Possible sanctions

ARTICLE 2. a. Competitions may impose any of the following sanctions for a game management breach (or any combination of these):
   1. a warning about future breaches
   2. a monetary fine
   3. a restriction on the use of the venue where the breach occurred
   4. cancelling (or abandoning, if started) a game
   5. deduction of competition points or the award of the game

b. The sanction of warning about future breaches may only be applied for a first offence in a season of a particular breach.

c. The sanction of deducting competition points or awarding a game may only be applied in cases where there is evidence that the integrity of the game was compromised (i.e. a team did something to cheat).

d. The referee shall cancel the game (or abandon the game, if started) in cases where a competition sanction so specifies, and a mandatory breach is not rectified within the time limit (if specified).

- **Approved Ruling 13-6-2**

  I. A league specifies that the sanction for the field of play being shorter than 90 yards is to cancel the game. The time limit for the rectification of breaches is 1 hour after kickoff time. On inspecting the field prior to the game, the referee notes that it is only 80 yards long. **RULING:** The referee shall cancel the game 1 hour after the appointed kickoff time, or earlier if it is obvious that the breach will not be rectified.

SECTION 7. 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 shall be charged a timeout, or a delay penalty if all timeouts have been used. (**A.R. 13-7-1: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 13-7-1**

  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 13-7-1-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 13-7-1-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 13-7-1-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 13-7-1-b) [Cited by 13-7-1-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. ∇ Competitions 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 shall stand as a tie.

Length of Periods and Intermissions

ARTICLE 4. ∇ Competitions 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.

a. § It is strongly recommended that game management schedule the kickoff time no later than four hours before darkness (defined as the time of local sunset or the time at which any artificial lights must be switched off).

b. • If a game (delayed by five or more minutes) kicks off less than 3½ hours before darkness, playing time shall be limited to a maximum of 48 minutes. (**A.R. 13-7-4:I**)

c. • If a game (delayed by five or more minutes) kicks off less than 3 hours before darkness, playing time shall be limited to a maximum of 40 minutes. (**A.R. 13-7-4:I**)

REPORT − Playing time shortened due to darkness.

- **Approved Ruling 13-7-4**

  I. A game is scheduled with a kickoff time 3 hours before darkness. (a) It kicks off on schedule. (b) The kickoff is delayed by 5 or more minutes. **RULING:** (a) The playing time will be as determined by the competition (60 minutes by default). (b) The playing time will be limited to a maximum of 40 minutes. [Cited by 13-7-4-b, 13-7-4-c]

Timing devices

ARTICLE 5. a. Even if a visual game clock is the official timepiece, the referee shall inform each field captain and head coach when approximately two minutes of playing time remain in each half. (Supersedes Rule 3-3-8-b.)

Definition of coach

ARTICLE 6. 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 8. Status of BAFA games

BAFA game

ARTICLE 1. a. The following are categorised as BAFA games and subject to these rules:

1. A regular season or playoff game played by teams in leagues or other competitions affiliated to or sanctioned by BAFA.
2. Any other game played in Great Britain where at least one of the teams is affiliated to or sanctioned by BAFA or one of its member organisations.
3. Any "all-star" or exhibition game played in Great Britain involving persons sanctioned directly or indirectly by BAFA.

Controlled scrimmage

ARTICLE 2. a. A controlled scrimmage is defined as a playing event between players representing the same club or two or more different clubs provided that:

1. No gate money is taken.
2. The score is not published.

3. It is not part of any competition.
4. The primary purpose is the training and/or evaluation of players.

b. A controlled scrimmage may be played under the supervision of licensed coaches.

c. With the mutual agreement of the head coaches, the playing rules may be modified in ways that do not reduce the safety of the participants.

Age groups

ARTICLE 3. The following age groups are defined:

a. Under-19: is under 19 years on 31st December preceding the playing year.

b. Under-17: is under 17 years on 31st March of the playing year.

c. Under-15: is under 15 years on 31st August of the playing year.

d. Under-13: is under 13 years on 31st August of the playing year.

e. Under-11: is under 11 years on 31st August of the playing year.

The playing year commences on 1st March annually and runs to 28th/29th February of the following calendar year. A competition that starts before 1st March and ends on or after 1st March is considered to be part of the previous playing year.

Licenced coach

ARTICLE 4. A coach is defined as licenced if, at the time of the game:

a. He is registered with BAFA.

b. He is registered with BAFCA.

c. He holds public liability insurance for coaching.

Licenced official

ARTICLE 5. An official is defined as licenced if, at the time of the game:

a. He is registered with BAFA.

b. He is registered with BAFRA.

c. He holds public liability insurance for officiating.

Playing games

ARTICLE 6. A BAFA game may not be played unless:

a. All players meet any age group requirements.

b. The players of each BAFA-affiliated team are registered with BAFA.

c. The coaches of each BAFA-affiliated team are licenced and meet the minimum coaching requirement. For 2010-11, all coaches must hold a current valid BAFCA Level 1 certification. For 2012-13, in addition, at least one coach must hold a current valid BAFCA Level 2 certification. For 2014-15, at least one coach must hold a current valid BAFCA Level 3 certification.

d. The officials must be licenced and meet the minimum officiating requirement. For 2010-11, all officials must hold either (a) a BAFRA certificate of competency; (b) a BAFRA qualification; or (c) a BAFCA Level 1 certification. For 2011-12, all officials must hold either (a) a BAFRA certificate of competency or (b) a BAFRA qualification.

e. The referee has declared the field safe and ready to play.

f. The minimum medical requirements (Rule 1-5-1) are met.

STOP, REPORT & SANCTION – Under no circumstances may the game commence, nor proceed if suspended. Competitions may define sanctions for the following breaches:
• BAFA game requirements not met.
Participants risk not being fully covered by BAFA's insurance policy if this is violated.

Period between games

ARTICLE 7. a. No game shall take place if, at its kickoff time, fewer than 36 hours have elapsed since the end of the last game played by either team. ***Exceptions:***

1. Any flag football game.
2. A suspended game that is resumed.
3. Where a series of games is played on the same day, the series will count as a single game provided the total playing time is not more than the equivalent of 60 minutes (excluding extra periods).
4. Where an explicit waiver in writing has been provided by the Chair of the BAFA Rules Committee.

RULE 14

Football variants

SECTION 1. Junior Football

General Principle

ARTICLE 1. Junior football shall be played under Rules 1 to 13 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 ball carrier.

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

Tripping (exception to Rules 2-28 and 9-1-2-c)

ARTICLE 5. a. Tripping is intentionally using the lower leg or foot to obstruct an opponent (including the ball carrier) below the knees.

b. There shall be no tripping (including against the ball carrier).

SECTION 2. 5 on 5 football

General principle

ARTICLE 1. 5 on 5 football shall be played under Rules 1 to 11 with the following changes. Where a rule is in conflict with Rules 1 to 11 or clearly does not apply, the 5 on 5 rule takes precedence.

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 in uniform 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, midfield 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.

a. If both head coaches agree, hash marks 23 feet wide may be used. They may be marked on the field or their position indicated by pylons or cones placed at least 3 feet off the end line at each end of the field.

b. Otherwise, an unmarked line running down the centre of the field from end line to end line shall be indicated by a pylon or cone placed at least 3 feet off the end line at each end of the field. At the end of every play, the ball's lateral position shall be relocated to the centre of 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 use of a down box is recommended.

The ball

ARTICLE 7. The ball shall be that mandated by the competition organiser and shall be appropriate for the age group of the competing teams. Teams may use their own footballs when they are in possession, provided that they are legal.

Blitz

ARTICLE 8. The following definitions of a blitz and the no-run zone shall apply to these 5-on-5 rules only.

a. A blitz is when a Team B player crosses the neutral zone:
   1. While the ball is live.
   2. Before a change of team possession.
   3. Before the player who receives the snap has handed off or passed the ball.

b. Only one Team B player is eligible to blitz during a down. Prior to the snap, he must be lined up either:
   1. In a three or four-point stance, within one yard of the line of scrimmage, and immediately opposite the ball. If there is such a player, he is the only player eligible to blitz.
   2. In Team B's backfield, seven yards from the neutral zone.

PENALTY − Live-ball foul. Five yards from the previous spot.

c. If the player who receives the snap fakes a handoff or backward pass, fumbles and the ball touches the ground, or if the snap is muffed and touches the ground, any Team B player may blitz.

1. Team B shall not engage in any tactic designed to confuse Team A as to the identity of the legal blitzer after the ball becomes live, or any other tactic that violates the spirit of this rule.

PENALTY − Live-ball foul. Ten yards from the previous spot. Automatic first down for Team A if not in conflict with other rules. Flagrant or persistent offenders, including coaches who sanction the use of such tactics, shall be disqualified.

No-run zone

ARTICLE 9. The no-run zone is established when the ball becomes dead and is located so that any part of the ball is either breaking the plane of or inside Team B's 5-yard line. When the line of scrimmage is in the no-run zone, Team A must throw a legal forward pass at some point during the down, unless the ball becomes dead behind the line of scrimmage.

PENALTY − Loss of down at the previous spot.

Kicks

ARTICLE 10. There shall be no kicking of the football. If the ball is punted, place-kicked, or drop-kicked, it is dead. If a loose ball is kicked it remains live.

Game clock

ARTICLE 11. The game clock is any device under the direction of the appropriate official used to time the duration of the game.

a. The duration of the game may be varied by competitions.

30-second clock

ARTICLE 12. 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 being put into play.

Start of each half

ARTICLE 13. 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 and (if present) another game official, first designating the captain of the visiting team to call the coin toss.

b. The winner of the coin toss has first possession. The loser chooses which end of the field to defend and shall have first possession in the second half. The winning captain may not defer his choice.

Playing time

ARTICLE 14. a. The total playing time (excluding extra periods) shall be 30 minutes divided into two halves of 15 minutes each (unless varied according to Rule 14-2-11-a). The half-time interval shall be 2 minutes.

b. The clock shall start on the first snap of the game.

c. Outside the last two minutes of a half, the clock shall normally only be stopped for charged team timeouts, penalty enforcements, and changes of possession. The clock shall continue to run after a scoring play until the try down has been completed. The referee shall declare and charge himself with a timeout if an injured player requires one. He may also declare and charge himself with a timeout if there is a significant delay in spotting the ball for the next down, or for any contingency not elsewhere covered by the rules.

d. After a charged team timeout or change of possession, the clock starts on the snap. After any other timeout, the clock starts on the ready-for-play signal.
e. When the ball is dead and two minutes or less remain in a period, the referee shall order the clock stopped (if necessary) to inform the head coach and field captain of each team. The 30-second count must not be interrupted to give the two-minute warning. The clock shall start on the snap.
f. After the two-minute warning, normal game timing applies. Refer to Rule 3.
g. Competitions may adopt regulations for either normal game timing or a running clock (as defined in (a) to (e) above) for the entirety of the game. In either case, the referee shall still issue the two-minute warning.

Timeouts

ARTICLE 15. a. Each team is entitled to two charged team timeouts during each half. During extra periods, each team shall have one charged timeout per period. Charged timeouts may not be retained into the succeeding half or extra period.
b. Charged timeouts shall last no more than 60 seconds.

Putting the ball in play

ARTICLE 16. The ball shall be put in play within 30 seconds of it being declared ready for play, unless play is suspended during that interval. If play is suspended, the 30-second count will start again. Consuming more than 30 seconds after the ball has been declared ready for play is an illegal delay.

PENALTY – Dead-ball foul. Five yards from the succeeding spot.

Downs

ARTICLE 17. Team A has four downs to progress to the midfield line. If successful, they shall have a new series of four downs to score.

a. At the start of a half, the team with the right to start the half takes possession at its own 5-yard line.
b. After a try down, the team that conceded the touchdown takes possession at its own 5-yard line.
c. After a safety, the team that scored the points takes possession at its own 5-yard line.
d. After a touchback, the team awarded the touchback takes possession at its own 5-yard line.
e. If Team A fails to achieve the line to gain after fourth down, Team B shall take possession at its own 5-yard line.

Backward passes and handoffs

ARTICLE 18. Prior to a change of possession, the runner may pass the ball backwards or hand the ball in any direction, provided the handoff or pass is completed behind the neutral zone, except to throw the ball intentionally out of bounds to conserve time.

PENALTY – Five yards from the previous spot.

No Advance

ARTICLE 19. Prior to a change of possession, the player who receives the snap may not advance the ball beyond the neutral zone until the ball has been in the possession of another player.

PENALTY – Loss of down at the previous spot.

Numbering and formations

ARTICLE 20. a. No two players shall wear the same number during any scrimmage down.

b. Team A must have at least two players legally positioned on their scrimmage line when the snap starts. One other player may (if desired) be in position to receive a hand-to-hand snap. There are no restrictions on the position of the other players, provided they are on their side of the neutral zone.

PENALTY − Five yards from the previous spot.

Forward passes

ARTICLE 21. The player who receives the snap for Team A may make one forward pass during each down before team possession changes, provided the pass is thrown from a point in or behind the neutral zone.

a. The player who receives the snap has 7 seconds to give up possession of the ball. When he does so, the 7 second limit no longer applies. The ball is dead if the player who receives the snap exceeds the 7-second limit. If in doubt, he has not exceeded the limit. (***Exception:*** If the actions of an illegal blitzer cause the limit to be exceeded, the ball is dead but there is no foul for exceeding the limit.)

PENALTY − Loss of down at the previous spot.

b. The passer may legally throw the ball away to avoid loss of yardage or a 7-second foul if the ball lands or would have landed in or past the neutral zone extended. If the ball does not reach the neutral zone, or would not have reached it, a receiver must have had a reasonable opportunity to catch the ball.

PENALTY − Loss of down at the spot of the foul. Safety if the foul is behind Team A's goal line.

c. No player shall throw an illegal forward pass as defined by Rule 7-3-2 (***Exception:*** Rule 7-3-2-f does not apply).

PENALTY − Five yards from the previous spot and loss of down if by Team A before a change of possession.

Eligibility to touch a forward pass

ARTICLE 22. At the snap, all players are eligible to touch a forward pass or receive a forward handoff. (***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 (from 5 yard line)	1 Point
Successful Try Touchdown (from 12 yard line)	2 Points
Successful Try Touchdown (scored by Team B)	2 Points

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. No person subject to the rules shall commit a personal foul before the game, during the game or between periods.

a. There shall be no clipping at any time. (***Exception:*** Against the runner)

b. There shall be no blocking below the waist at any time. (***Exception:*** Against the runner.)

c. There shall be no blocking in the back at any time. (***Exception:*** Against the runner.)

PENALTY – 10 yards from the previous spot. Automatic first down for Team B fouls if not in conflict with other rules. Flagrant or persistent offenders shall be disqualified. Safety for offensive team fouls behind its own goal line.

15-yard penalties

ARTICLE 25. There are no 15-yard penalties. All penalties that in 11-man football carry a 15-yard penalty shall carry a 10-yard penalty in 5-man football.

Penalty enforcement

ARTICLE 26. Any penalty may be declined, except for a false start penalty. Disqualified players must leave the game.

Live-ball fouls

ARTICLE 27. If not otherwise specified in these rules, the enforcement spot for live-ball fouls before a change of possession is the previous spot. (***Exception:*** Roughing the passer — if the pass is complete, the penalty is enforced from the end of Team A's run if it ends beyond the neutral zone.)

Dead-ball fouls

ARTICLE 28. The enforcement spot for any dead-ball foul is the succeeding spot.

Change of possession

ARTICLE 29. The enforcement spot for live-ball fouls after a change of possession is the spot of the foul. If this spot is behind a goal line, the penalty shall be enforced from the nearest 5-yard line.

Half-distance

ARTICLE 30. No distance penalty shall exceed half the distance from the enforcement spot to the offending team's goal line.

Relocated by penalty

ARTICLE 31. When an accepted penalty moves the ball over a marked line on the field:

a. If the goal line is the line to gain and the ball is moved across the midfield line by penalty, the goal line is still the line to gain. If the ball is inside the no-run zone and is moved outside the no-run zone by penalty, Team A must throw a forward pass during any subsequent down until a down free from Team A fouls leaves the ball outside the no-run zone. This applies as soon as the dead-ball spot is ruled to be in the no-run zone.

Enforcement On Try Down

ARTICLE 32. On the try:

a. If Team A has elected to go for one point and commits a foul not carrying a loss of down for which the penalty is accepted, the try is repeated after enforcement. Team A may not run, nor elect a two-point attempt.

b. If Team A elects to go for two points, and accepts a Team B penalty that does not result in an automatic score and leaves the ball inside the no-run zone, they may not run the ball, but a successful conversion will score two points.

c. If Team A commits any foul carrying a loss of down for which the penalty is accepted, the try is over and any score during the down is cancelled.

Sportsmanship

ARTICLE 33. a. There is no room for any acts of deliberately illegal tactics or blocking, "cheap shots" or any unsportsmanlike act by a player or coach. Foul play will not be tolerated. A player who persistently or flagrantly commits personal fouls shall be disqualified.

PENALTY − Players or squad members in uniform who commit persistent personal fouls or one flagrant personal foul shall be disqualified.

b. "Trash talking" (any talking which is deemed offensive, insulting or abusive to officials, opposing players, teams or spectators) or any other act of unsportsmanlike conduct is strongly discouraged. The officials are the sole arbiters of language or gestures that is offensive, insulting or abusive.

PENALTY − 10 yards from the succeeding spot. Players or squad members in uniform who commit two unsportsmanlike fouls or one flagrant unsportsmanlike foul shall be disqualified. Coaches who sanction the use of unfair tactics, or who violate these sportsmanship rules, shall be disqualified.

c. Any person disqualified from a game will be subject to appropriate disciplinary action. Any person subject to the rules may be disqualified and may not participate further in the game in any official capacity.

Rosters

ARTICLE 34. Both teams shall submit roster forms for any game they play in, subject to the rules of the competition. A common roster for games played in a tournament format is acceptable if allowed by competition rules. Persons subject to the rules who are required to appear on the roster form and do not shall be disqualified upon discovery.

PENALTY − Disqualification

Extra periods

ARTICLE 35. If the score is tied after two periods, leagues or tournaments may mandate the use of extra periods. If not, the game is over and the result stands as a tie. Extra periods shall be based on the NCAA tiebreaker system detailed in Rule 3-1-3, with the following modifications.

a. The referee shall toss a coin at midfield in the presence of no more than two field captains from each team and (if present) another game official, first designating the field captain of the visiting team to call the coin toss. The winner of the toss may not defer his choice and shall choose one of the following options:

   1. Offense or defense to start the first series of the first extra period.

2. Which end of the field shall be used for both series of that extra period.

b. 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.

c. An extra period shall consist of two series with each team putting the ball in play by a snap from the midfield line.

d. Each team has four downs to score. The ball remains alive after a change of team possession until it is declared dead and the series is over. Team A may only have a new series of downs if Team B commits a foul that mandates an automatic first down.

e. 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.

f. Extra periods will continue to be played until there is a winning team.

g. The team scoring the greater number of points during the regulation and extra periods shall be declared the winning team.

SECTION 3. 5 on 5 flag football

Flag football is played by the rules set down by IFAF. See the separate Rulebook for details.

Summary of penalties

Officials' signals (see pages 201 - 202), 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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	LOSS OF A DOWN					
1	Illegal kick beyond neutral zone	31*	6	3	10	99
2	Illegally handing ball forward	35*	7	1	6	109
3	Planned loose ball play	19*	7	1	7	110
4	Intentionally throwing backward pass out of bounds	35*	7	2	1	110
5	Illegal forward pass	35*	7	3	2	111
6	Intentionally grounding forward pass	36*	7	3	2	112
7	Forward pass touched illegally by player out of bounds	16*	7	3	4	113
8	Illegally batting loose ball	31*	9	4	1	146
9	Illegally kicking ball	31*	9	4	4	147
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5	Delay after three timeouts expended	21	3	4	2	79
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7	Disconcerting offensive signals	21	3	4	2	79
8	Substitution rules infractions	22	3	5	2	81
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15	Free kick formation	18, 19	6	1	2	92
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18	Illegal kick beyond neutral zone (also loss of down)	31*	6	3	10	99
19	Marking spot of place kick	31	6	3	10	99
20	Team A player illegally goes out of bounds (scrimmage kick)	19	6	3	12	100
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36	Planned loose ball play (also loss of down)	19*	7	1	7	110
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38	Player on scrimmage line receiving snap	19	7	2	3	110
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28	Stepping on opponent for an advantage (first down)	38	9	1	2	133
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8	Sideline markers inadequate	-	1	2	8	39
9	Field surface inadequate	-	1	2	9	39
10	Balls inadequate	-	1	3	2	41
11	Colour of jerseys clash	-	1	4	3	43
12	Prohibited field equipment used	-	1	4	9	49
13	Changing room inadequate	-	13	1	1	169
14	Security inadequate	-	13	1	2	169
15	Clock malfunction	-	13	2	3	170
16	Officials' assistants provided later than 30 minutes before kickoff	-	13	3	1	172
17	Bad weather	-	13	4	6	175
18	Game abandoned	-	13	4	8	176
19	Game suspended for more than 5 minutes	-	13	4	9	176
20	Unauthorised access to officials' changing room	-	13	5	1	176
21	Public address announcer infraction	-	13	5	2	176
22	Persons removed from the field	-	13	7	2	178
23	Playing time shortened due to darkness	-	13	7	4	179
	COMPETITIONS MAY APPLY SANCTIONS					
1	One or both sidelines is incomplete	-	1	2	1	35
2	One or both goal lines is incomplete	-	1	2	1	35
3	One or both end lines is incomplete	-	1	2	1	35
4	One or more yard lines across the field at least every 10 yards is incomplete (from 2012)	-	1	2	1	35
5	Absence of any mandatory marking (sideline, end line, goal line, yard lines at 5-yard intervals, inbounds lines)	-	1	2	1	35
6	End zones smaller than 7 yards or bigger than 13 yards in depth, or where the end zones are not of equal size	-	1	2	1	35
7	Field of play less than 90 yards in length or not a multiple of 10 yards	-	1	2	1	35
8	Field of play not 160 feet in width	-	1	2	1	35
9	White field markings closer than four feet to an end zone line	-	1	2	1	35
10	Absence of nine-yard marks if the field is not numbered according to Rule 1-2-1-j	-	1	2	1	35
11	Limit lines closer than six feet to any boundary line	-	1	2	3	36
12	Absence of coaching line, team area markings, or team area not marked to 25-yard lines	-	1	2	4	37
13	Media personnel in team area or coaching box	-	1	2	4	37

table continued...

Index		O	R	S	A	P
14	Persons in team area not wearing proper credentials	-	1	2	4	37
15	Game management failure to remove unauthorised persons from team area	-	1	2	4	37
16	Practice kicking nets outside the team area (except where permitted)	-	1	2	4	37
17	Goal posts inbounds	-	1	2	5	37
18	Uprights less than 20 feet in height, or crossbar not 10 feet above ground	-	1	2	5	38
19	Decorative material on the posts or crossbar	-	1	2	5	38
20	Padding on goal posts absent or less than six feet in height	-	1	2	5	38
21	One or both goals missing or taken down	-	1	2	5	38
22	Illegal pylons that had to be removed	-	1	2	6	38
23	Rods not of minimum height or not with flat ends	-	1	2	7	39
24	Repeated breakages of the line-to-gain or down indicators	-	1	2	7	39
25	Failure to provide line-to-gain or down indicators	-	1	2	7	39
26	Markers that are not constructed and/or placed to avoid hazard and had to be removed	-	1	2	8	39
27	Trip hazard(s)	-	1	2	9	40
28	Markings or facilities inadequate for game to proceed	-	1	2	9	40
29	Home team provides fewer than three legal balls	-	1	3	2	41
30	No towels are provided when conditions warrant it	-	1	3	2	41
31	No balls with white stripes (from 2011)	-	1	3	2	41
32	Both teams are playing in the same predominant jersey colour	-	1	4	3	44
33	Players of a team not wearing jerseys of the same colour and design	-	1	4	3	44
34	Prohibited field equipment used	-	1	4	9	49
35	Recording opponent’s signals	-	1	4	9	49
36	Minimum medical requirement not met	-	1	5	1	50
37	Changing rooms not provided, not separate, not large enough, or without seating	-	13	1	1	169
38	Changing rooms not secured	-	13	1	2	169
39	Stadium clock malfunctions or operator is inadequate	-	13	2	3	170
40	Officials’ assistants under age 14	-	13	3	1	172
41	Fewer than minimum number of assistants provided	-	13	3	1	172
42	Officials’ assistants provided later than 30 minutes before kickoff	-	13	3	1	172
43	Unauthorised access to officials’ changing room	-	13	5	1	176
44	Infractions by public address announcers	-	13	5	2	176
45	BAFA game requirements not met	-	13	8	6	181
	GAME CANNOT PROCEED RULES					
1	Inadequate field markings	-	1	2	1	35
2	Goal posts inbounds	-	1	2	5	37

table continued...

Index		O	R	S	A	P
3	Trip hazards	-	1	2	9	39
4	Markings and facilities inadequate for game to proceed	-	1	2	9	40
5	Medical facilities inadequate for game to proceed	-	1	5	1	50
6	Officials' assistants inadequate	-	13	3	1	172
7	Circumstances do not permit play to proceed	-	13	4	1	174
8	Number of officials below minimum	-	13	4	5	175
9	Any appointed official not present or becomes incapacitated	-	13	4	5	175
10	BAFA game requirements not met	-	13	8	6	180

The above lists include only penalties found in 11-man adult contact football. Penalties arising from Football variants (Rule 14) are not listed.

Summary of foul codes

By code:

Code	Foul
BAT	Illegal batting
DH	Holding, defense
DOD	Delay of game, defense
DOF	Offside, defense
DOG	Delay of game, offense
DPI	Pass interference, defense
DSQ	Disqualification
ENC	Encroachment (offense)
EQV	Equipment violation
FBG	Fighting before game
FFH	Fighting, first half
FGT	Fighting
FHT	Fighting, half-time
FSH	Fighting, second half
FST	False start
IBB	Illegal block in the back
IDP	Ineligible downfield on pass
IFK	Illegal free kick formation
IFP	Illegal forward pass
IKB	Illegally kicking ball
ILF	Illegal formation
ILM	Illegal motion
ILP	Illegal participation
ILS	Illegal substitution
ING	Intentional grounding
INL	Interlocking legs
ISH	Illegal shift
ISP	Illegal snap
ITP	Illegal touching of a forward pass
KCI	Kick catch interference
KIK	Illegal kick

table continued...

Code	Foul
KOB	Free kick out of bounds
OFK	Offside, kicking team
OH	Holding, offense
OPI	Pass interference, offense
PF/BBW	Personal foul, blocking below the waist
PF/BTH	Personal foul, blow to the head
PF/BUT	Personal foul, butting/ramming with helmet
PF/CHB	Personal foul, chop block
PF/CLP	Personal foul, clipping
PF/FMM	Personal foul, face mask, 15 yards
PF/HCT	Personal foul, horse collar tackle
PF/HDR	Personal foul, hit on defenceless receiver
PF/HTF	Personal foul, hands to the face
PF/HUR	Personal foul, hurdling
PF/ICB	Personal foul, illegal crackback
PF/ICS	Personal foul, illegal contact with snapper
PF/LEA	Personal foul, leaping
PF/LEV	Personal foul, leverage
PF/LTO	Personal foul, late hit out of bounds
PF/LTP	Personal foul, late hit/piling on
PF/RFK	Personal foul, roughing free kicker
PF/RPS	Personal foul, roughing the passer
PF/RRK	Personal foul, roughing the kicker/holder
PF/SKE	Personal foul, striking/kneeing/elbowing
PF/TRP	Personal foul, tripping
PF/UNR	Personal foul, other unnecessary roughness
RNH	Running into the kicker/holder
SLI	Sideline interference, 5 yards
SLM	Sideline interference, 15 yards
UC/ABL	Unsportsmanlike act, abusive language
UC/BCH	Unsportsmanlike act, bench
UC/DEA	Unsportsmanlike act, delayed/excessive act
UC/RHT	Unsportsmanlike act, removal of helmet
UC/STB	Unsportsmanlike act, spiking/throwing ball
UC/TAU	Unsportsmanlike act, taunting/baiting
UC/UNS	Unsportsmanlike act, other
UFT	Unfair tactics

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table continued...

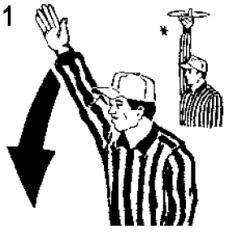
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UC/TAU	Unsportsmanlike act, taunting/baiting
UC/UNS	Unsportsmanlike act, other
UFT	Unfair tactics

Official Football Signals

1



Ball ready for play
*Untimed down

2



Start clock

3



Timeout
Discretionary or injury timeout
(follow by tapping hands on chest)

4



TV/radio timeout

5



Touchdown, Field goal
Point(s) after touchdown

6



Safety

7



Ball dead
Touchback (move
side to side)

8



First down

9



Loss of down

10



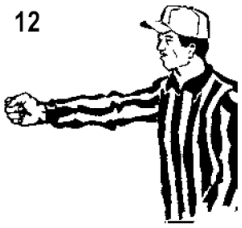
Incomplete forward pass
Penalty declined
No play, no score
Toss option delayed

11



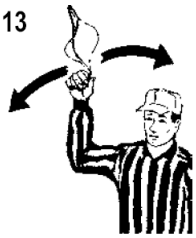
Legal touching of forward
pass or scrimmage kick

12



Inadvertent whistle
(face press box)

13



Disregard flag

14



End of period

15



Sideline warning

16



Illegal touching or
30-second timeout
First touching (NF)

17



Uncatchable
forward pass

18



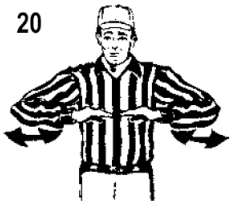
Offside defense
or free kick team
Encroachment (NF)

19



False start
Illegal formation
Encroachment offense

20



Illegal shift - 2 hands
Illegal motion - 1 hand

21



Delay of game

22



Substitution infraction

23



Failure to wear
required equipment

24



Illegal helmet
contact

27



Unsportsmanlike conduct
Noncontact foul

28



Illegal participation

29



Sideline interference

30



Running into
or roughing kicker
or holder

31



Illegal batting
Illegal kicking
(followed by pointing
toward toe for kicking)

32



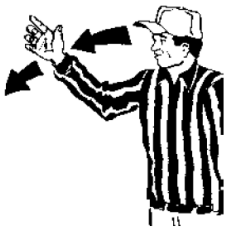
Illegal fair catch signal (NF)
Invalid fair catch
signal (NF)

33



Forward pass
interference
Kick-catching interference

34



Roughing passer

35



Illegal pass
Illegal forward handing

36



Intentional grounding

37



Ineligible downfield
on pass

38



Personal foul

39



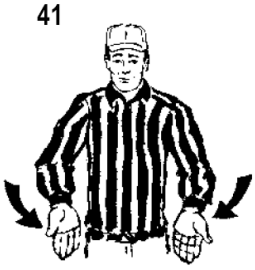
Clipping

40



Blocking below waist
Illegal block

41



Chop block

42



Holding/obstructing
Illegal use of hands/arms

43



Illegal block in the back

44



Helping runner
Interlocked blocking

45



Grasping face mask or
helmet opening

46



Tripping

47



Player disqualification

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 Rules Committee expresses its appreciation to the National Football League for development of these guidelines.)

Appendix B: Guidelines for Game Officials and Game Management To Use Regarding Lightning

The purpose of this appendix is to provide information to those responsible for making decisions about suspending and restarting games based on the presence of lightning.

Lightning is the most consistent and significant weather hazard that may affect outdoor sport. While the probability of being struck by lightning is low, the odds are significantly greater when a storm is in the area and proper safety precautions are not followed.

Education and prevention are the keys to lightning safety. Authorities should begin prevention long before any athletics event or practice by being proactive and having a lightning safety plan in place. The following steps are recommended to mitigate the lightning hazard:

1. Designate a person to monitor threatening weather and to make the decision to remove a team or individuals from an athletics site or event. A lightning safety plan should include planned instructions for participants and spectators, designation of warning and all-clear signals, proper signs, and designation of safer places for shelter from the lightning.
2. Monitor local weather reports each day before any practice or event. Be diligently aware of potential thunderstorms that may form during scheduled athletics events or practices. Weather information can be found through various means via local television news coverage, the Internet, or the Met Office website at www.metoffice.gov.uk.
3. Be informed of Met Office severe weather warnings, and the warning signs of developing thunderstorms in the area, such as high winds or darkening skies.
4. Know where the closest safer structure or location is to the field or playing area, and know how long it takes to get to that location. A safer structure or location is defined as:
    a. Any building normally occupied or frequently used by people, i.e., a building with plumbing and/or electrical wiring that acts to electrically ground the structure. Avoid using the shower or plumbing facilities and having contact with electrical appliances during a thunderstorm.
    b. In the absence of a sturdy, frequently inhabited building, any vehicle with a hard metal roof (neither a convertible, nor a golf cart) with the windows shut provides a measure of safety. The hard metal frame and roof, not the rubber tyres, are what protects occupants by dissipating lightning current around the vehicle and not through the occupants. It is important not to touch the metal framework of the vehicle. Some athletics events rent school buses as safer shelters to place around open courses or fields.
5. Lightning awareness should be heightened at the first flash of lightning, clap of thunder, and/or other criteria such as increasing winds or darkening skies, no matter how far away. These types of activities should be treated as a warning or wake-up call to event personnel. Lightning safety experts suggest that if you hear thunder, begin preparation for evacuation; if you see lightning, consider suspending activities and heading for your designated safer locations.

The following specific lightning safety guidelines have been developed with the assistance of lightning safety experts. Design your lightning safety plan to consider local safety needs, weather patterns and thunderstorm types.

a. As a minimum, lightning safety experts strongly recommend that by the time the monitor observes 30 seconds between seeing the lightning flash and hearing its associated thunder, all individuals should have left the athletics site and reached a safer structure or location.
b. Please note that thunder may be hard to hear if there is an athletics event going on, particularly in stadiums with large crowds. Implement your lightning safety plan accordingly.
c. The existence of blue sky and the absence of rain are not guarantees that lightning will not strike. At least 10 percent of lightning occurs when there is no rainfall and when blue sky is often visible somewhere in the sky, especially with summer thunderstorms. Lightning can, and does, strike as far as 10 (or more) miles away from the rain shaft.
d. Avoid using landline telephones, except in emergency situations. People have been killed while using a landline telephone during a thunderstorm. Cellular or cordless phones are safe alternatives to a landline phone, particularly if the person and the antenna are located within a safer structure or location, and if all other precautions are followed.
e. To resume athletics activities, lightning safety experts recommend waiting 30 minutes after both the last sound of thunder and last flash of lightning. If lightning is seen without hearing thunder, lightning may be out of range and therefore less likely to be a significant threat. At night, be aware that lightning can be visible at a much greater distance than during the day as clouds are being lit from the inside by lightning. This greater distance may mean that the lightning is no longer a significant threat. At night, use both the sound of thunder and seeing the lightning channel itself to decide on resetting the 30-minute return-to-play clock before resuming outdoor athletics activities.
f. People who have been struck by lightning do not carry an electrical charge. Therefore, cardiopulmonary resuscitation (CPR) is safe for the responder. If possible, an injured person should be moved to a safer location before starting CPR. Lightning-strike victims who show signs of cardiac or respiratory arrest need prompt emergency help. Call 999 for assistance. Prompt, aggressive CPR has been highly effective for the survival of victims of lightning strikes.

Automatic external defibrillators (AEDs) have become a common, safe and effective means of reviving persons in cardiac arrest. Planned access to early defibrillation should be part of your emergency plan. However, CPR should never be delayed while searching for an AED.

Note: Weather watchers, real-time weather forecasts and commercial weatherwarning devices are all tools that can be used to aid in decision-making regarding stoppage of play, evacuation and return to play.

Dangerous Locations

Outside locations increase the risk of being struck by lightning when thunderstorms are in the area. Small covered shelters are not safe from lightning. Dugouts, rain shelters, golf shelters and picnic shelters, even if they are properly grounded for structural safety, are usually not properly grounded from the effects of lightning and side flashes to people. They are usually very unsafe and may actually increase the risk of lightning injury. Other dangerous locations include areas connected to, or near, light poles, towers and fences that can carry a nearby strike to people. Also dangerous is any location that makes the person the highest point in the area.

Adapted by BAFA from NCAA guidelines.

For more information see http://www.rospa.com/leisuresafety/information/lightning.htm.

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	Competition regular season game
P	Competition 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 officials are independent contractors and not employees of BAFRA. BAFRA and its agents accept no liability for the actions or inactions of its members other than as set out in these Terms and Conditions.

2.3 BAFRA operates an assigning service for the benefit of its members and teams. Competitions 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 competition that it cannot cover a game due to shortage of officials.

2.4 All teams and organisations under the auspices of BAFA will be provided with access to 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 competition 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 competition 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. This requirement will be waived if the relevant competition provides BAFRA with all fixtures in an agreed and acceptable format.

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, email 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 judged to be sub-standard;

(iv) fails when requested to satisfactorily explain the reasons for poor facilities or game management;

(v) fails when requested to provide adequate assurance that problems with facilities or game management will be rectified within a reasonable time;

(vi) is suspended from BAFA or a competition;

(vii) 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 BAFA Appeals Officer (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 42 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 42 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 42 hours notice (i.e. later than 8.30pm on Friday for a Sunday 2.30pm 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 game),
- the BAFRA administration fee, and
- a £25 cancellation charge.

However, if game management notifies BAFRA more than 24 hours in advance that a game is "at risk" due to bad weather or unplayable field conditions, we will accept cancellation without charge at any time up to the time when the officials set off to travel to the game. (The Director of Operations will be able to advise game management what time that likely will be when they contact him with the warning. Depending on the location of the game and assigned officials, that may be early or late in the morning of the game.)

BAFRA will hold the appropriate competition responsible for the fees and expenses if these cannot be recovered from the Game Management and it can be shown that the competition 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 Fixture notifications, alterations and cancellations made by electronic communication (e.g. email or answering machine message) are only regarded as having being notified to BAFRA when an acknowledgement is made that the electronic communication was received. If no acknowledgement is received, it is Game Management's responsibility to contact BAFRA by other means. Changes made at less than 72 hours notice must be notified by telephone to a BAFRA officer.

3.11 BAFRA undertakes to communicate by telephone, email 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 competition office who will then be responsible for informing Game Management. BAFRA will accept no responsibility for the competition's failure to inform Game Management.

3.12 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 known representatives of competitions.

3.13 Due to a shortage of officials, on any given date there is a maximum number of games for which BAFRA can assign officials.

Where there are more fixtures than available crews, BAFRA (normally in consultation with the competition authority) will decide which games to cover and which not to cover. In determining priority for the assignment of officials, BAFRA may take into account factors such as:

- location of the game with respect to the location of its members
- standard of play and facilities (not necessarily related to the teams' division)
- whether the teams have assisted BAFRA's recruitment activities in the recent past

Assignment of officials

4.1 BAFRA reserves the right to solely determine the officials to be assigned to a game. No team, competition authority 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. BAFRA officials shall not normally work alongside officials supplied from other sources, but may do so if approved on a game-by-game basis by the Director of Operations or his appointed representatives.

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 competition authority 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 competition's expense, if available.

4.4 Under no circumstances may a game begin, nor continue if suspended, if the requirements of Rule 13-4-5 are not met.

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 Unless Game Management has agreed in advance to pay BAFRA all fees, 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 disburse the travelling expenses out of the administration fee). The invoice will indicate how the fee is to be divided among the Match Officials and/or BAFRA.

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 Ltd.''. 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 not all payments have 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. Unless paid to BAFRA in advance, 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 £250 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. Where special transport provision has been made (e.g. sea ferry or airline flight), Game Management is responsible for paying all costs (including, for example, airline flights in lieu of a ferry crossing) 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 competition will be in the same guarantee category but a competition authority 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 competition authority. 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 competition's other teams will become guarantee category Gamma.

Beta. As Category Alpha, except that the competition authority must deposit with BAFRA, in advance, a sum of money to be agreed. The deposit will be returned to the competition authority after completion of all notified fixtures including playoff games if all debts are cleared. The competition authority 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 competition's teams will become category Gamma.

Gamma. No period of grace will be offered. The Game Management will not be assigned any officials until the debt is cleared, though normally BAFRA will cover the associated team's away games. If a Game Management is twice in debt in the same season, normally they will be reclassified as Category B (see §5.5) and required to pay in advance.

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, preferably, a game video.

7.2 Information about officials provided to BAFRA by competition authorities 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 (contact, double-touch, flag, passball, etc.). The second letter denotes the status of the game. The letter codes have the following meanings:

First letter:

S	Adult (senior) contact game
A	Adult flag game
Y	Youth/junior contact game
F	Youth/junior flag game
U	Student (university) game
O	Other game

Second letter:

F	Friendly
L	Competition (regular season game)
I	International
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 competition. For a copy of the Annex please see the BAFRA website (www.bafra.org).

The names, addresses and telephone numbers of the current BAFRA Directors and their assistants are also obtainable from the BAFRA website.

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