

**A Comparison of Some
High School, College and Professional Football Rules
Year 2011**

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Rules Changes for 2011 are Shaded.*

For 2011 NFL Rule 7 (“Ball in Play, Dead Ball, Scrimmage”) was rewritten and reorganized.

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1. THE PLAYING FIELD

ALL: The playing field is 100 yards long and 160-feet wide. The two end zones are 10 yards deep.

HIGH SCHOOL:

Hash marks (inbounds lines) are 53 feet, 4 inches from the sidelines—the hash marks divide the playing field into thirds. (1-2-3-e) Nine yard marks are located 9 yards from each sideline. The nine yard marks are not required if the field of play is visibly numbered according to specifications with tops of numbers are 9 yards from sidelines. (1-2-3)

COLLEGE:

Hash marks are 60-feet from each sideline. (1-2-1-k) Nine yard marks are located 9 yards from each sideline. (1-2-1-l) Nine yard marks are not required if the field is numbered according to specifications that is, with tops of numbers 9 yards from sidelines. (1-2-1-l, 1-2-1-i)

PRO:

Hash marks are 70 feet, 9 inches from each sideline. The middle of the field is 18 feet, 6 inches wide, the same width as the goal posts. The bottoms of numbers on the field are 12 yards from each sideline. (Plan of the Playing Field)

The surface of the entire field of play must be a league-approved shade of green. (1-1)

2. KICKOFFS

HIGH SCHOOL:

Kickoffs to start each half and following PAT's and successful field goals are from the 40-yard line. (6-1-1-a) Free kick encroachments by K or R are dead ball fouls and play is stopped. (6-1-3-Penalty) (Signals #7 & #18)

COLLEGE:

Kickoffs to start each half and following PAT's and successful field goals are from the 30-yard line. (6-1-1)

The referee will declare the ball ready-for-play when the officials are in position after the kicker has received the ball. (6-1-2)

An **encroachment foul by K** on a free kick can be penalized (Team R option) by: (1) A re-kick after a 5-yard penalty from the previous spot; (2) A 5-yard penalty (if Team B has the ball at the end of the down) from the spot of the subsequent dead ball when Team B (R) possesses the ball; or (3) From the 20-yard line if a touchback occurs. (6-1-2-a-Penalty) (Signal #18)

PRO:

Kickoffs to start each half and following PAT's and successful field goals are from the 35-yard line. (6-1-2 (a))

After the ball has been made ready for play, all kicking team (Team A) players other than the kicker must be lined up no more than 5 yards behind their restraining line. (6-1-3 (a))

If there is an accepted penalty for a foul during a free kick, the normal enforcement is from the previous spot and the free kick is repeated—unless a foul by the kicking team occurs prior to the end of the kick. In such cases, the receiving team will have the option of enforcing the penalty at the previous spot and replaying the down or adding the penalty yardage to the dead-ball spot. (6-3-1; Case Book AR 6.33 to 6.45). **Exceptions are:**

- (1) A personal foul (blocking) after a fair catch signal. Enforced from the spot of the foul. (See #31, below.)
- (2) A foul for fair catch interference. Enforced from the spot of the foul. (See #30, below.)
- (3) A foul for an invalid fair catch signal. Enforced from the spot of the signal. (See #31, below.)
- (4) A free kick out of bounds. (Options: Take possession 30 yards from spot of kick or take possession at the out of bounds spot.) (30>40; 20>50) (6-2-3, Case Book AR 6.41, 6.42) (See #8, below.)
- (5) A free kick illegally touched. (Options: Loss of 5 yards or receiving takes possession at spot of illegal touch.) (6-2-4, Case Book AR 6.2, 6.3)
- (6) Double fouls. Enforced according to normal rules, Rule 14. (See #54 and #55, below.)
- (7) The dead ball spot for a free kick that results in a touchback is the 20-yard line. (Case Book AR 6.31, 6.32, 6.39, 6.45)

A kickoff is a free kick used to put the ball in play:

- (1) At the start of the first and third periods.
- (2) After each Try.
- (3) After a successful field goal.
- (4) At the start of an overtime. (3-17, 6-1-1)

If a kicker obviously attempts to kick a ball short and the ball never goes 20-yards, it is defined as an **onside kick**. This also applies to a **safety-kick**. (3-17)

A **short free kick** (ball has not been touched by either team after the kick and rolls dead in the field of play before reaching the receiving team's restraining line) is a foul. Penalty: Loss of 5 yards. (6-2-5)

The restraining line for the receiving team is 10 yards in advance of the kicking team's restraining line. (6-1-2)

ALL:

Kickoffs following safeties are from the 20-yard line. (Federation 6-1-1; NCAA 6-1-1, NFL 6-1-2 (a))

3. USE OF A KICKING TEE

HIGH SCHOOL:

A legal tee may be used on all place kicks, including kickoffs, free kicks after safeties, scrimmage field goal attempts, and Tries but no material or device may be placed on the ground to improve the kicker's footing. (2-24-7) A kicking tee shall be made of pliable material and shall elevate the lowest point of the ball no more than 2 inches above the ground. (1-3-4)

A place-kick holder who is a teammate of the kicker may hold the ball in position on the ground or on a kicking tee. (2-32-7) Once a kickoff spot is designated, the kick must be made from that spot. (6-1-2) The ball must be kicked from between the hash marks. (6-1-2)

COLLEGE:

Kicking tees that elevate the ball's lowest point no more than one (1) -inch above the ground may be used only on kickoffs, not on field goal attempts and not on PAT's. For the kickoff, the ball may be positioned on the ground and contacting the tee. (2-16-4-b, -c; 2-16-5; 2-16-6; 6-1-2; 6-3-10-d; AR 2-16-4) The ball may be controlled by a teammate. (2-15-4-b)

PRO:

During a placekick on a kickoff, the kicking team may use a manufactured tee that is one-inch in height and approved by the league. Once the ball has been placed on the kicking tee, the kicking tee cannot be moved. If the ball falls off the tee, or the tee is moved, the covering officials must stop play and restart the timing process without penalty to the kicking team. If the ball falls off the tee a second time during the same free kick down, the kicking team then must either use a player to hold the ball or kick it off the ground. The ball may be placed on the ground leaning against the tee, provided the tee is in its normal upright position. (6-1-1 Note)

No artificial or manufactured tee shall be permitted to assist in the execution of a field goal. (11-4-4)

4. POSITIONS OF PLAYERS ON KICKOFFS

ALL:

The kicker and holder for a kickoff can be beyond the free kick line but the ball must be on the line. (*Federation 6-1-3; NCAA 6-1-2-a; NFL 6-1-5 (b), 3-23*)

HIGH SCHOOL:

Kicking team players can be located anywhere behind the free kick line (e.g., the 40-yard line) at the kick. (6-1-3)
Receiving team players can be located anywhere behind their free kick line (e.g., the 50-yard line) (6-1-3, 2-24-3)

COLLEGE:

At least four kicking team players must be on each side of the kicker and behind the free kick line (e.g., the 30-yard line) when the ball is kicked. (6-1-2-c; AR 6-1-2 II to IV)) The penalty for the illegal formation foul at the kick is either (1) 5-yards from the previous spot or (2) 5-yards from the spot where the subsequent dead ball belongs to Team R (B). (*Signal #18 or #19*)

Receiving team players must be inbounds and can be positioned anywhere behind their restraining line, e.g., normally the Team K 40-yard line (kickoffs) or the Team K 30-yard line (following safeties). (6-1-2-h & i)

PRO:

All receiving team players must be inbounds and behind their line until the ball is kicked except (1) the holder of a place kick (3-23) may be beyond the line and (2) the kicker may be beyond the line, provided that his kicking foot is not beyond the line. (6-1-3 (b))

At least four Team A players must be on each side of the kicker. At least three players must be lined up outside each inbounds line, one of whom must be outside the yard line number. (6-1-3 (c); Case Book AR 6:44, 6.45) Team R has the option to enforce Team K fouls that occur **before Team R gets possession** of the free kick from either the previous spot or the dead ball spot. (Case Book AR 6.44)

A holder for a free kick counts as one of the required four players, regardless of where he is positioned. (6-3-3 Note)

10					10				
20					20				
x					x				
x					x				
30					30				
x x x					x x x x				
40					40				
o					o				
50					50				
40					40				

5. CLOCKS

ALL: Two clocks are used during games: (1) game clock and (2) play clock. Under all three rules codes, the game clock is usually the visual field clock. (*Federation, 3-1, Table 3-1 and 3-6-1; NCAA, 3-2-4 a, b & c; NFL, 4-3 and 4-6*)

HIGH SCHOOL: The 25-second **play clock** is kept by an official on the field. (*Rules Book 3-6, Mechanics p 17ff*)

COLLEGE AND PRO: A visual 40/25-second **play clock** is used. (*NCAA, 3-2-4; NFL, 4-6-1, 4-6-2*)

6. GAME CLOCK STARTING ON KICKOFFS

HIGH SCHOOL:

On kickoffs the game clock starts when the ball is legally touched (in the field of play). (3-4-1-a) "First touching" by a kicking team member does not cause the clock to start. (2-12-1, 3-4-1-a, 6-1-6)

COLLEGE:

When the ball is free-kicked, the game clock starts when the ball: (1) Is legally touched in the field of play or (2) Crosses the goal line after being touched legally by Team R (B) in its end zone. The clock is subsequently stopped when the ball is dead by rule. (3-3-2)

PRO:

After a kickoff the game clock starts when the ball is legally touched in the field of play. (4-3-1) The game clock does not start if the:

- (1) Receiving team recovers **in the end zone** and makes no attempt to enter the field of play. (4-3-1 (a))
- (2) Kicking team recovers in the field of play. (4-3-1 (b))
- (3) Receiving team signals for and makes a fair catch. (4-3-1 (c))

On a fair catch kick the game clock starts when the ball is kicked. (4-3-3)

7. KICKOFF INTO END ZONE

HIGH SCHOOL:

A kickoff that breaks the plane of Team R's goal line is a touchback unless Team R chooses a spot of first touching. (8-5-3-a-1, 6-1-4) It does not matter whether or not the kicked football had been touched by either Team R or Team K because it was the force of the kickoff that put the ball into the end zone. (8-5-1) "Forced touching" is "no-touching." (6-1-5)

COLLEGE:

It is a touchback when a kick becomes dead by rule behind the defending team's goal line and the attacking team is responsible for the being there except for an unsuccessful field goal. (8-6-1-b) That is, when a free kick untouched by Team R touches the ground on or behind Team R's goal line, the becomes dead and belongs to Team B. (6-1-7) A new impetus to the kicked football can be given by a player who bats or kicks a grounded kick. (AR 8-7-2 IV to VI) The ball continues in play if a free kick is caught by Team B (in the field of play or end zone) unless a fair catch is made. (6-1-6) The ball continues in play if a free kick is touched by Team R in the field of play and recovered by Team R in the field of play or in the end zone. (AR 6-1-3) Forced touching is disregarded. (6-1-4)

PRO:

It is a touchback if a free kick:

- (1) Goes out of bounds behind the receiving team's goal line. (6-1-5 (a))
- (2) Strikes the receiving team's goal post, uprights or cross bar. (6-1-5 (b))
- (3) Is downed in the end zone by the receiving team. (6-1-5 (c))

Note that the receiving team may catch or recover the kickoff anywhere on the field and advance. (6-1-4 (a));

Case Book AR 6.24 to AR 6.32)

Unlike a scrimmage kick, on a kickoff if the untouched ball hits in end zone and then Team R muffs the ball (in the end zone or in the field of play) following which the ball rolls out of bounds in the field of play, then it is first-and-10 for Team R at the out of bounds spot. There is no touchback option for a free kick hitting in the end zone and then going out of bounds in the field of play because the ball is still live. (*Case Book AR 6.28*)

It is a touchback when the ball becomes dead on or behind a team's own goal line, provided the impetus came from an opponent and provided it is not a touchdown. (3-37)

8. KICKOFF OUT OF BOUNDS

HIGH SCHOOL:

A free kick shall not be kicked out of bounds between the goal lines untouched by Team R. If the free kick goes out of bounds without having touched or been touched by a Team R player, then Team R has the right to choose one of the following options:

- (1) Penalize the kickers 5 yards from the previous spot and rekick.
- (2) Put the ball in play 25 yards from the free kick line (viz., put the ball on the 35-yard line if the ball was kicked from the 40-yard line or put the ball in play on Team K's 45-yard line if the ball was kicked from the 20-yard line).
- (3) Put the ball in play on the yard line where the ball went out of bounds (viz., decline the penalty). (6-1-8)

COLLEGE:

A free kick out of bounds between the goal lines untouched inbounds by a receiving team player is a foul and gives the receiving team the right to choose one of the following options: (1) Penalize the kickers 5 yards and re-kick; (2) Penalize Team K (A) 5-yards from the spot where the subsequent dead ball belongs to Team R (B); or (3) Put the ball in play 30 yards from the free kick line (viz., the Team R 40-yard line if the ball was kicked from the Team K 30-yard line); or (3) Put the ball in play on the yard line where the ball went out of bounds (viz., decline penalty). (6-2-1; AR 6-2-1 I to III)

If encroachment by K occurs on a free kick that goes out of bounds, Team R can choose to: (1) Have the down replayed from the previous spot after a 5-yard penalty; (2) Take the ball 30-yards from the kick-off yard line (e.g., team K 30 yard line to Team R 40 yard line); (3) Take the ball 5-yards from the spot where the subsequent dead ball belongs to Team R (B); (4) Take the ball at the spot where it went out of bounds (viz., decline the penalty). (6-2-1-Penalty)

PRO:

The kicking team may not kick the ball out of bounds **or be the last to touch the ball** before it goes out of bounds between the goal lines. If the receiving team is the last to touch the ball before it goes out of bounds, the receiving team puts the ball in play at the inbounds spot. (6-2-3)

The penalty for a kickoff out of bounds is—the receiving team may elect to take possession of the ball 25 yards from the spot of the kick (35>35) OR at the out of bounds spot. (6-2-3 and Penalty; Case Book AR 6.4, 6.5, 6.9, 6.15, 6.16, 6.22 to 6.25)

The penalty for a safety kick out of bounds is—the receiving team may elect to take possession of the ball 30 yards from the spot of the kick or at the out-of-bounds spot. (6-2-3 Penalty; Case Book AR 6.38)

An "onside kick" is one that goes less than 20-yards. (3-17; Case Book AR 6.1 to 6.18)

The automatic rekick after an illegal onside kick was eliminated in 2009. (6-1-3-g)

For a kickoff out of bounds it is Team R's ball at the out-of-bounds spot or 25 yards from the spot of the kick or at the out-of-bounds spot. (6-2-3 Penalty; Case Book AR 6.19 to 6.23)

On an attempted onside kick, if Team K recovers before the ball reaches Team R's restraining line then it is Team R's ball 5-yards in advance of the recovery spot (dead ball spot). (Case Book AR 6.4)

A short free kick occurs if the ball has not been touched by either team after the kick and the ball rolls dead in the field of play before reaching the receiving team's restraining line. The penalty for a short free kick is loss of 5-yards. (6-2-5)

Fouls by the **kicking team** during free kicks are enforced from the previous spot (rekick) or the dead-ball spot. (Case Book AR 6.32)

Fouls by the **receiving team** during free kicks are enforced at the previous spot (rekick). (CB AR 6.34)

Fouls by **both teams** during free kicks are treated as offensive fouls. (Case Book AR 6.34)

A.R. 6.34. On A1's kickoff from the A30, B1 muffs the kick at the B10 and the ball rolls into the end zone. In the scramble for the loose ball, (a) A2 holds B2; or (b) B2 holds A2 to allow a teammate to recover the ball. The ball is ultimately recovered and downed by B3 in the end zone.

Rulings:(a) *Rekick A20 or B's ball first-and-ten on B30. Fouls by the kicking team during the kick are enforced from the previous spot (rekick) or the dead ball spot.*

(b) *Rekick A40 or B's ball, first-and-ten on B20. Fouls by the receiving team during the kick are enforced at the previous spot (rekick).*

9. ILLEGAL WEDGE FORMATION

HIGH SCHOOL:

No foul is listed for forming a "wedge" on a kickoff. (6-1; 9-3)

COLLEGE:

On free kick downs only and when the free kick is NOT from an obvious onside kick formation, two or more receiving team players may not align themselves shoulder to shoulder within two yards of each other. (6-1-10-a & c) After the ball has been kicked on a free-kick down, 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. It is a live ball foul whether or not there is contact between opponents. (6-1-10-b) Formation of the wedge is not illegal when the kick results in a touchback. (6-1-10-d) (Signal #27)

PRO:

After the ball is kicked, no more than two receiving team players may intentionally form a wedge in an attempt to block for the runner. An illegal wedge is defined as three or more players lined up shoulder-to-shoulder within two yards of each other. (6-1-3 (e); 6-1-3 (e)-Note: *this does not apply when the kicking team lines up in an obvious onside kick formation.*)

Penalty: Loss of 15-yards. (6-1-3 (e) Penalty.) (Signal # 10)

10. SCRIMMAGE FORMATIONS

HIGH SCHOOL:

Player formation and numbering requirements include (7-2-5-a & -b):

(1) At the snap at least seven Team A players shall be on their line of scrimmage.

(2) At the snap, at least five Team A players on their line of scrimmage must be numbered "50" to "79."

Exceptions (7-2-5-Exceptions):

(a) On first, second or third down, when Team A sets or shifts into a scrimmage kick formation, the snapper may be a player numbered "1" to "49" or "80" to "99." If Team A has the snapper in the game under this exception, Team A shall have at least four players wearing numbers "50" to "79" on its line of scrimmage. The snapper in the game under this exception must be between the ends and is not an eligible forward pass receiver during that down unless the pass is touched by a Team B player.

(b) On fourth down or during a kick Try, when Team A sets or shifts into a scrimmage-kick formation, any Team A player numbered "1" to "49" or "80" to "99" may take the position of any Team A player numbered "50" to "79." A player in the game under this exception must assume an initial position on his line of scrimmage between the ends and he remains an ineligible forward pass receiver during that down unless the pass is touched by a Team B player.

A scrimmage kick formation (2-14-2) is one in which no player of Team A is in position to receive a hand-to-hand snap from between the snapper's legs and at the snap either:

(1) A Team A player is in position with a knee on the ground 7-yards or more behind the line of scrimmage in position to be the holder and receive the long snap and with another player 3-yards or less behind that player in position to attempt a place kick; or

(2) A Team A player is 10-yards or more behind the line of scrimmage and in position to receive the long snap.

COLLEGE:

At the snap Team A must be in a formation that meets the following requirements:

(1) All players must be inbounds.

(2) All players must be either linemen or backs. (2-27-4)

(3) No more than 4 players may be backs.

(4) At least 5 linemen must wear jerseys numbered 50-79; **Exception:** When the snap is from a scrimmage kick formation. In a scrimmage kick formation Team A may have fewer than 5 linemen numbered 50-79, subject to the following conditions:

(a) Any and all linemen not numbered 50-79 who are ineligible receivers by position become exceptions to the numbering rule when the snap is established. (7-1-3)

(b) 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.)

(c) Any and all such players are exceptions to the numbering rule throughout the down and remain ineligible unless they become eligible when a forward pass is touched by an official or a Team B player. (7-3-5)

The conditions in (a), (b) and (c) are no longer in effect if prior to the snap a period ends or there is a timeout charged to the Referee or to one of the teams. (7-1-4)

A scrimmage kick formation (2-16-10-a) is a formation with at least one player 7 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. (AR 7-1-3 VII and AR 9-1-14 I to III)

PRO:

The offensive team must be in compliance with the following at the snap:

- (1) It must have 7 or more players on its line. (7-5-1(a), 3-18)
- (2) All players who are not on the line, other than the receiver of the snap under center, must be at least one-yard behind it at the snap. (7-5-1 (b))
- (3) No player may be out of bounds. (7-5-1 (c))

Offensive linemen may lock legs. (7-5-1-Note)

An offensive player wearing the number of an ineligible pass receiver (50-79 and 90-99) is permitted to line up in the position of an eligible pass receiver (1-49 and 80-89) and an offensive player wearing the number of an ineligible pass receiver is permitted to line up in the position of an ineligible pass receiver provided that he immediately reports the change in his eligibility to the Referee, who will inform the defensive team. (5-3-1)

He must participate in such eligible or ineligible position as long as he is continuously in the game, but prior to each play he must again report his status to the Referee, who will inform the defensive team. The game clock shall not be stopped and the ball shall not be put in play until the Referee takes his normal position. (5-3-1)

Such numerals must be by playing position (5-1-2):

- (a) Quarterbacks, punters and place kickers, 1 to 19.
- (b) Running backs and defensive backs, 20 to 49.
- (c) Centers, 50 to 79.
- (d) Offensive guards and tackles, 60 to 79.
- (e) Wide receivers, 10 to 19 and 80 to 89.
- (f) Tight ends, 80 to 89.

See items #17 and #18 (“Eligible/Ineligible Offensive Forward Pass Receivers” and “Reporting-In”) below.

If a player changes his position during his playing career in the NFL, and such change moves him from a position as an ineligible pass receiver to that of an eligible pass receiver, or from a position as an eligible pass receiver to that of an ineligible pass receiver, he must be issued an appropriate new jersey numeral. A change in jersey number is not required if the change is from an ineligible position to another ineligible position, or from an eligible position to another eligible position, provided that the player has participated at one season at his position prior to the change.

11. ADVANCING FUMBLES

HIGH SCHOOL:

A fumble recovered or caught by any player of either team on any down may be advanced. (7-4-2)

COLLEGE:

When a backward pass or fumble is caught or recovered by any inbounds player, the ball continues in play (7-2-2; AR 2-23-1 I) with the following exceptions:

- (1) A Team A fumble on a try, (8-3-2-d-5)
- (2) On 4th down before a change in 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.

PRO:

Fumbles can occur (1) during play during the “normal” game (8-7-3), (2) after the 2-minute warnings of either half (8-7-6), (3) during fourth-downs (8-7-5) and (4) during Tries. (8-7-5-Note 2)

(1) During the “normal” time of a game, any player of either team may recover or catch a fumble and advance, either before or after it the ball strikes the ground with the 3-other exceptions. (8-7-3, Case Book AR 8.113 to 8.118)

(2) If a fumble by either team occurs after the 2-minute warning:

- (a) The ball may be advanced by any opponent.
- (b) The player who fumbled is the only Team A player permitted to recover and advance the ball.
- (c) If the recovery or catch is by a teammate of the player who fumbled, the ball is dead and the spot of the next snap is the spot of the fumble, or the spot of the recovery if the spot of the recovery is behind the spot of the fumble. (8-7-6, Case Book AR 8.110 to 8.112)

(3) If a 4th-down fumble occurs during a play from scrimmage:

- (a) The ball may be advanced by any member of the defensive team. (8-7-5 (a))
- (b) The player who fumbled is the only Team A player permitted to recover and advance the ball. (8-7-5 (b))
- (c) If the recovery or catch is by a teammate of the player who fumbled, the ball is dead and the spot of the next snap is the spot of the fumble, or the spot of the recovery if the spot of the recover is behind the spot of the fumble. (8-7-5 (c))

Note: After a change of possession has occurred, the restrictions in (a) and (b) are no longer in effect for the remainder of the game. (8-7-5 Note 1; Rule Book AR 8.57 to 8.62)

(4) If the fumble occurs during a Try throughout the game, the restrictions of (b) and (c), of the 4th down fumble rule ((#3 above) apply. (Case Book AR 11.6; AR 3.32)

12. GAME CLOCK AFTER BALL IS CARRIED OUT OF BOUNDS.

HIGH SCHOOL:

The game clock is stopped when the ball goes out of bounds and the game clock re-starts at the snap. (3-4-3-a)

COLLEGE:

The game clock is stopped when the ball goes out of bounds. The game clock will start on the "ready" when a ball carrier, fumble or backward pass goes out of bounds. (3-3-2-e-3) However, the game clock starts on the snap within the last two-minutes of each half unless a Team A fumble went forward. (3-3-2-d-2) Further, if Team B is awarded a first down and will next snap the ball, the clock starts on the snap. (3-3-2-d-3)

PRO:

The game clock is stopped when the ball goes out of bounds (4-4 (c)) and is re-started when an official spots the ball at the inbounds spot and the Referee gives the signal to start the game clock. (4-3-2 (a)) However, inside the last 2-minutes of the first half, inside the last 5-minutes of the second half, and after a change of possession the game clock re-starts at the snap. (4-3-2- (a) (1), (2), (3); Case Book AR 4.5 to 4.11)

13. BALL FUMBLED TO OUT OF BOUNDS

HIGH SCHOOL:

A ball fumbled to the out of bounds (forward or backward) between the goal lines belongs to the team last in possession at the out of bounds spot unless the ball is lost after fourth down. (7-4-3) A touchback or safety may occur. (8-5-2 & 8-5-3) The game clock starts at the snap after the ball has been out of bounds. (3-4-3-a)

COLLEGE:

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. (7-2-4-a)

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. (7-2-4-b-1; 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. (7-2-4-b-2)
- (3) 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. (8-5-1; 8-6-1; 8-7; AR 7-2-4 I; AR 8-6-1 I; AR 8-7-2 V & VI)

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 team or fumbling team at the dead ball spot. (7-2-5)

PRO:

When a fumble goes out of bounds between the goal lines, the following shall apply:

- (a) If a fumble goes backward and out of bounds, the ball is next put in play at the inbounds spot by the team that was last in possession. (8-7-3 Item 3 (a))
- (b) If a fumble goes forward and out of bounds, the ball is next put in play at the spot of the fumble by the team that was last in possession. (8-7-3 Item 3 (b))
- (c) If a ball is fumbled in a team's own end zone and goes forward into the field of play and out of bounds, it will result in a safety if that team provided the impetus that put the ball into the end zone. (11-5-1, "Momentum Exception") If the impetus was provided by the opponent, the play will result in a touchback. (8-7-3 Item 3 (c))
- (d) Notwithstanding any of the above, when there has not been a change of [team] possession during the down and the spot of the ball is not at or beyond the line to gain after 4th down, the ball is awarded to Team B at the spot that the ball is declared dead. (8-7-3 Item 3 (d))

When a fumble goes out of bounds in the end zone, the following shall apply:

- (a) If a ball is fumbled in the field of play and goes forward into the opponent's end zone and over the end line or sideline, a touchback is awarded to the defensive team, (8-7-3 Item 4 (a)) OR
- (b) If a ball is fumbled in a team's own end zone or in the field of play and goes out of bounds in the end zone, it is a safety, if that team provided the impetus that sent the ball into the end zone. (11-5-1, "Momentum Exception") If the impetus was provided by the opponent, it is a touchback. (8-7-3 Item 4 (b))

14. QB "UNDER THE SNAPPER" AND THE SNAP

HIGH SCHOOL and COLLEGE:

The ball may be snapped between the QB's legs to a deep back without penalty. [Federation 7-2-4; NCAA 2-23 and 7-1-1 (not "illegal")] The ball may not be snapped in a side zone. (Federation 4-1-4; NCAA 7-1-1-b; 2-23-1-h) The ball need not be snapped between the snapper's legs. [Federation 2-40 and 2-39 (not "illegal"); NCAA 2-23-1-g]

HIGH SCHOOL:

Once the snapper moves the ball as part of the snap, it is legal for Team B players to touch the ball. (2-40-2)

COLLEGE:

If the ball is touched by Team B during a legal snap, the ball remains dead and Team B is penalized. If the ball is touched by Team B during an illegal snap, the ball remains dead and Team B is penalized. (2-23-1-f; AR 7-1-5 I & II) That is, movement of the ball does not start a snap unless the movement of the ball is in a backward direction and then until the ball completely leaves the snapper's hands it is illegal for any Team B player to touch the ball. (2-23)

PRO:

The ball need not be snapped to the quarterback behind the center. (8-7-1-Note; Case Book AR 7.16)

A quarterback under center can go in motion and if he comes to a complete stop clearly in his backfield for at least one second, the snap need not be to him. (Case Book AR 7.18) Note that if the QB **does not** come to a complete stop a *false start* foul has occurred. (8-1-6 Note, 7-2-6, 7-2-8; Case Book AR 7.19)

However, the T-formation quarterback is not permitted to move more than one-yard beyond his line of scrimmage before a pass is thrown. (8-3-1; Case Book AR 8.49)

A player who takes his stance behind center as a T-formation quarterback is not an eligible receiver unless, before the ball is snapped, he legally moves to a position at least one-yard behind the line of scrimmage or on the end of the line and is stationary in that position for at least one-second before the snap. (8-1-6 (e))

15. ADVANCING BACKWARD PASSES & BATTING FORWARD PASSES

HIGH SCHOOL and COLLEGE:

Either team may advance caught or recovered backward passes. (Federation 7-4-2; NCAA, 7-2-2-a; NFL 8-7-1)

A pass in flight (forward or backward) may be batted in any direction by any eligible Team A receiver and by any defensive player. (Federation 9-7-3; NCAA 9-4-1; NFL 12-1-8 Exception; NFL Case Book AR 12.26, AR 12.31, AR 12.32)

A direct snap to a deep back, punter, or holder is treated as a backward pass. (Federation 2-40-1, 7-4-1, 7-2-4, 2-31-5; NCAA 2-23-1)

PRO:

A direct snap from the center to a player in the backfield, a muffed hand-to-hand snap, or a snap that is untouched by a player who is in position to receive a hand-to-hand snap, are backward passes and the ball remains live. (NFL 8-7-1 Note; Case Book AR 7.12 to AR 7.18)

16. LATE SUBSTITUTIONS

HIGH SCHOOL:

Between downs any number of eligible substitutes may replace players. (3-7-1)

Upon meeting the criteria of 2-32-12 (A replaced player is one who has been notified by a substitute that he is to leave the field. A player is also replaced when the entering substitute becomes a player), replaced players shall begin to leave the field within 3 seconds. (3-7-1)

If an official's count is not completed before the snap is imminent or if the substitution has not been monitored, the substitution action becomes an "illegal participation" foul at the snap if more than 11-players are in the offensive or defensive formation. (Case Book, 3-7-1-B, Comment)

COLLEGE:

While in the process of substitution or simulated substitution, Team A is prohibited from rushing quickly to the line of scrimmage with the obvious attempt of creating a defensive disadvantage. If the ball has been declared ready for play, the game officials will not permit the ball to be snapped until Team B has placed substitutes in position and replaced players have left the field of play. Team B must react promptly with its substitutes. (3-5-2-e)

The intent of this rule is to penalize the foul prior to the ball being snapped rather than just after the snap. The sentence ("Team B must react promptly with its substitutes") was added to clarify, further, the change.

PRO:

If there is an offensive substitution that occurs after the offensive team has broken its huddle, the play clock will be stopped, and the defense will be allowed an opportunity to match up. (5-2-9)

If a substitution is made by the offense, the offense shall not be permitted to snap the ball until the defense has been permitted to respond with its substitutions. While in the process of a substitution (or simulated substitution), the offense is prohibited from rushing quickly to the line of scrimmage and snapping the ball in an obvious attempt to cause a defensive foul (i.e., too many men on the field). (5-2-10)

The quick-snap rule does not apply after the 2-minute warning of either half or if there is not a substitution by the offense, (5-2-10 Note; Case Book AR 5.14, AR 5.15)

17. ELIGIBLE / INELIGIBLE OFFENSIVE FORWARD PASS RECEIVERS

HIGH SCHOOL:

Offensive team pass receivers are eligible by position and by number. There are six possible Team A eligible receivers of legal forward passes: four backfield players (including the quarterback) and the two players on the ends of the offensive line of scrimmage. However, eligible offensive pass receivers must also wear numbers other than 50 to 79. (7-5-6) All Team A player become eligible when a Team B player touches a legal forward pass. (7-5-6-b) A player who is eligible at the start of a down remains eligible throughout the down. (7-5-6-d)

COLLEGE:

There are six possible legal offensive team (Team A) forward pass receivers: four backfield players (including the quarterback) and the two players on the ends of the offensive line of scrimmage. However, eligible offensive pass receivers must also wear numbers other than 50 to 79. (7-3-3) That is, offensive team pass receivers are eligible by position and by number. All team B players are eligible forward pass receivers. (7-3-3) Eligibility rules apply during a down when a legal forward pass is thrown. (7-3-3) An eligible offensive player who goes out of bounds during a down may lose eligibility. (7-3-4)

PRO:

There can be up to 5 or 6 originally eligible offensive team pass receivers, depending on the formations and numerals of players. (8-1-5(b) & (c))

The following players are eligible to catch a forward pass that is thrown from behind the line of scrimmage:

- (a) Defensive players. (8-1-5 (a))
- (b) Offensive players who are on either end of the line, provided they either have the numbers of eligible players (1-49 and 80-89) or have legally reported to play a position on the end of the line. (8-1-5 (b), 5-1-2)
- (c) Offensive players who are legally at least one-yard behind the line at the snap, provided they either have the numbers of eligible players (1-49 and 80-89) or have legally reported to play a position in the backfield. (8-1-5 (c))
- (d) All other offensive players after the ball has been touched by any defensive player of any eligible offensive player. (8-1-5 (d); Case Book AR 8.42 to AR 8.53)

The QB in shotgun formation is an eligible forward pass receiver.

A player who takes his stance behind center as a T-formation quarterback is not an eligible receiver unless, before the ball is snapped, he legally moves to a position at least one yard behind the line of scrimmage or on the end of the line, and is stationary in that position for at least one second before the snap. (8-1-6 (e))

However, the player who "reports in" must remain in his new position and report to the Referee before every play until legally withdrawn for one down **unless** the change in playing position is followed by:

- (1) A team timeout. (5-3-2 (a))
- (2) The end of a quarter. (5-3-2 (b))
- (3) The 2-minute warning. (5-3-2 (c))
- (4) A foul. (5-3-2 (d))
- (5) A replay challenge. (5-3-2 (e))
- (6) A touchdown. (5-3-2 (f))
- (7) A completed kick from scrimmage. (5-3-2 (g))
- (8) A change of possession. (5-3-2 (h))
- (9) If the player has been withdrawn for one legal snap.

A player withdrawn for one legal snap may reenter at a position indicated by the eligibility status of his number unless he again reports to the Referee that he is assuming a position other than that designated by the eligibility status of the number. (5-3-2 (i); Case Book AR 7.24 to AR 7.26)

Player numbering by position is as follows: 1-19, QBs, punters, place-kickers; 20-49, running backs and defensive backs; 50-79, snappers (centers); 60-79, offensive guards and tackles; 10-19 and 80-89, wide receivers; 80-89, tight ends. (5-1-2; Case Book AR 7.24 to AR 7.26)

18. "REPORTING-IN"

HIGH SCHOOL AND COLLEGE:

Offensive team players cannot "report-in" to take positions in the backfield or on the line that make them eligible or ineligible forward pass receivers. Players are eligible by both number and position in the formation. (Federation 7-5-6, 7-2-5-b-Exception 1; NCAA 7-3-3)

PRO:

An offensive player wearing the number of an ineligible pass receiver (50-79 and 90-99) is permitted to line up in the position of an eligible pass receiver (1-49 and 80-89) and an offensive player wearing the number of an eligible pass receiver is permitted to line up in the position of an ineligible receiver provided that he immediately reports the change in his eligibility to the Referee, who will inform the defensive team. (5-3-1)

He must participate in such eligible or ineligible position as long as he is continuously in the game, but prior to each play he must again report his status to the Referee, who will inform the defensive team. (5-3-1)

The game clock shall not be stopped and the ball shall not be put in play until the Referee takes his normal position. (5-3-1)

If the player returns to his normal position, see #17, above.

19. NUMBER OF FORWARD PASSES DURING A DOWN

HIGH SCHOOL AND COLLEGE:

Only one legal forward pass may be thrown from behind the neutral zone during a down. (Federation, 7-5-1; NCAA, 7-3-1)

PRO:

The offensive team may make *one* forward pass from behind the line during each play from scrimmage. If the ball, whether in player possession or loose, crosses the line of scrimmage, a forward pass is not permissible, regardless of whether the ball returns behind the line of scrimmage before the pass is thrown. (8-1-2; Case Book AR 8.32)

20. INTENTIONAL GROUNDING

HIGH SCHOOL:

"Intentional grounding" is not a defined term (Definitions, Rule 2) but the rules book uses the word "intentional" with the following three illegal forward passes:

- (1) Intentionally thrown into an area not occupied by an eligible offensive team receiver. (7-5-2-d)
- (2) Intentionally thrown incomplete to save loss of yardage. (7-5-2-e)
- (3) Intentionally thrown incomplete to conserve time. (7-5-2-e)

The penalty for the 3 fouls is loss of down and loss of 5-yards from the spot of the pass (which is the end of the run). (7-5-2; 7-5-2 Penalty; Table 7-5-2, page 60; Rules Book, "Football Penalty Enforcement," page 78)

The word "intentional" is used, also in *7-5-2-e-Exception*: "It is legal to conserve time by intentionally throwing the ball forward to the ground immediately after receiving a direct hand to hand snap."

A player in shotgun-formation cannot, legally, spike the ball to stop the clock. (*7-5-2-d-Exception*)

COLLEGE:

"Intentional grounding" is not a defined term (*Definitions, 2-19*) but could be one of the nine illegal forward passes:

(1) Thrown by a Team A player whose entire body is beyond the neutral zone when he releases the ball. (*7-3-2-a*) (*Signals #9 & 35*)

(2) Thrown by a Team B player. (*7-3-2-b*) (*Signal #35*)

(3) Thrown by a Team A player after possession has changed during the down. (*7-3-2-c*) (*Signals #9 & 35*)

(4) Thrown as the second forward pass of the same down. (*7-3-2-d*) (*Signals #9 & 35*)

(5) Thrown to conserve time and the ball is not "spiked" immediately after controlling the ball. (*7-3-2-e*) (*Signals #9 & 35*)

(6) Thrown to conserve time and the ball is thrown after the ball has touched the ground. (*7-3-2-e*) (*Signals #9 & 35*)

(7) Thrown to conserve time and, the ball is thrown forward into an area where there is no eligible Team A receiver. (*7-3-2-f*) (*Signals #9 & 35*)

(8) Thrown from behind the neutral zone after a runner in possession of the ball has gone beyond the neutral zone. (*7-3-2-g*) (*Signals #9 & 35*)

(9) Thrown to save loss of yardage and the pass is thrown forward into an area where there is no eligible Team A receiver. (*7-3-2-f*) (*Signals #9 & 36*)

An exception applies to item nine (9) when the ball is thrown to avoid loss of yardage and the pass is thrown so that it crosses or lands beyond the neutral zone or the neutral zone extended. (*7-3-2 Exception; AR 7-3-2 VIII*) This applies only to the player who receives the snap.

The penalty for items #1 through, and including, item #8 is loss of 5-yards from the spot of the foul and if applicable loss of down by Team A. For item #9 the penalty is loss of down (only) at the spot of the foul (spot of the pass). That is, item #9 is treated as a "sack" at the spot of the pass with no loss of penalty yardage.

A player in shotgun formation can, legally, spike the ball to stop the clock. (*7-3-2-e; AR 7-3-2-VI*)

PRO:

It is a foul for intentional grounding if a passer, facing an imminent loss of yardage because of pressure from the defense, throws a forward pass without a realistic chance of completion. A realistic chance of completion is defined as a pass that lands in the direction and vicinity of an originally eligible receiver. (*8-2-1; Case Book AR 8.79 to 8.87*)

However, intentional grounding **will not be called** when a passer, who is outside the tackle position or has been outside the tackle position, throws a forward pass that lands at or beyond the line of scrimmage, even if no offensive player(s) has (have) a realistic chance to catch the ball (including if the ball lands out of bounds over the sideline or end line). (*8-2-1-Item (1); Case Book AR 8.83 to AR 8.87*)

The penalty for intentional grounding is (*8-2-1-Penalty*):

(a) Loss of down and loss of 10-yards from the previous spot, or

(b) Loss of down at the spot of the foul, or

(c) Safety, if the passer is in his end zone when the ball is thrown.

See Rule 4-7-1 for actions to conserve time inside the one-minute mark of either half. (*8-2-1 Penalty*)

21. SPIKING THE BALL TO STOP THE CLOCK

HIGH SCHOOL:

If thrown to conserve time immediately after receiving a **direct hand to hand snap**, it is legal to intentionally throw the ball forward and directly to the ground. (*7-5-2-e-Exception*) The clock starts on the snap after incomplete legal and incomplete illegal forward passes. (*3-4-3-e, 3-4-4-f, Case Book 7.5.2N*)

COLLEGE:

To conserve time, it is legal to intentionally throw the ball forward and directly to the ground if thrown immediately after first controlling the hand-to-hand snap **OR** long snap in, for example, shotgun formation. The ball cannot have touched the ground (*7-3-2-e, AR 7-3-2-VI*) The clock starts on the snap. (*3-3-2-d-4, AR 7-3-2 V*)

PRO:

Only the player under the snapper (center) is permitted to stop the game clock legally to save time by throwing the ball directly into the ground immediately upon receiving the snap. (*8-2-1 Item 3*)

A passer, after delaying his passing action for strategic purposes, is prohibited from throwing the ball to the ground in front of him, even though he is under no pressure from the defensive team. (*8-2-1 Item 4*) The foul is "intentional grounding," (*8-2-1*)

A player in shotgun-formation cannot, legally, spike the ball to stop the clock. (*8-2-1-Item-3; 3-22-2; Case Book AR 8.131, AR 8.132*)

22. SCREEN PASSES AND INELIGIBLE RECEIVERS DOWNFIELD

HIGH SCHOOL:

Ineligible forward pass receivers may go downfield (to block) on forward passes that **do not** cross the neutral zone. (*Federation 7-5-12*)

COLLEGE:

Offensive pass interference by a Team A player occurs beyond the neutral zone during a legal forward pass play in which the forward pass crosses the neutral zone. (*7-3-8-b*)

No originally ineligible receiver shall be or have been more than 3-yards beyond the neutral zone until a legal forward pass that **crosses the neutral zone** has been thrown. (7-3-10; AR 7-3-10 I & II) (Signal #37)

PRO:

On a scrimmage play during which a legal forward pass is thrown, an ineligible offensive player, including a T-formation quarterback, is not permitted to move more than one-yard beyond his line of scrimmage before the pass has been thrown. (8-3-1; Case Book AR 8.75 to AR 8.78)

The penalty for an "ineligible downfield" is loss of 5-yards from previous spot. (8-3-1 Penalty) No loss of down. It is a foul for "illegal touching" if a forward pass (legal or illegal):

(1) Is first touched intentionally or is caught by an originally ineligible offensive player behind, on, or beyond the line of scrimmage, (8-1-8 (a))

(2) First touches or is caught by an eligible receiver who had gone out of bounds, either on his own volition or by being legally forced out of bounds, and has re-established himself inbounds. (8-1-8 (b); Case Book 8.42 to 8.50)

Penalty: Loss of 5-yards from the previous spot. (8-1-8 Penalty) No loss of down.

If a forward pass (legal or illegal) is caught by an ineligible offensive player, the ball remains live. (8-1-8 Note 1)

The bat of a pass in flight by any player does not end a pass, nor does it change the impetus if the bat sends it in touch. (8-1-8 Note 2)

If a player touches the ball after having been out of bounds, but prior to re-establishing himself inbounds with both feet or any part of his body other than his hands, the pass is incomplete and there is no penalty for illegal touching. (8-1-8 Note 3.) Loss of down, only.

23. ROUGHING THE PASSER

HIGH SCHOOL:

Defensive players must make a definite effort to avoid charging into a passer who has thrown the ball from **in or behind the neutral zone** and after it is clear the ball has been thrown.

No defensive player shall charge into the passer who is standing still or fading back because he is considered out of the play after the pass. (9-4-4) The penalty is 15-yards and a first down from the end of the last run when the last run ends beyond the neutral zone and there has been no change of team possession or, otherwise, the penalty is 15-yards and a first down from the previous spot. (9-4-4 Penalty, Case Book 9.4.4A, 9.4.4B, 9.4.4C)

COLLEGE:

No defensive player shall charge into a passer or throw him to the ground when it is obvious the ball has been thrown. (9-1-9) *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 has not committed a "roughing the passer" foul. However, this does not relieve the defensive player of the responsibility for the personal fouls listed in Rule 9-1-2. (9-1-9-Exception) The penalty for roughing the passer 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. (9-1-9; AR 2-30-4 I & II; AR 9-1-0 I; AR 10-2-2 XIII)

PRO:

Because the act of passing often puts the quarterback (or any other player attempting a pass) in a position where he is particularly vulnerable to injury, special rules against roughing the passer apply. The Referee has principal responsibility for enforcing these rules (12-2-13; Case Book AR 12.45 to 12.56). The Referee will be guided by the following principles:

- (1) Pass leaving passer's hand, 1-step rule (rusher's first step after the pass release). (12-2-13 (1))
- (2) Unnecessary acts against the passer. (12-2-13 (2); Case Book AR 12.48, 12.49, 12.54, 12.55)
- (3) Hits to passer's head and use of helmet and facemask. (12-2-13 (3))
- (4) Clubbing the passer's arm. (12-2-13 (4))
- (5) Hitting the passer's knee. (12-2-13 (5); Case Book AR 12.48; AR 12.49; AR 12.52; AR 8.123; AR 8.124)
- (6) Grasp and control principle (QB safety in jeopardy). (12-2-13 (6))
- (7) Passer out of the play (standing still or fading backward). (12-2-13 (7); Case Book AR 12.51)
- (8) Passer out of the pocket. (12-2-13 (8))

When **the passer goes outside the pocket area** and either continues moving with ball (without attempting to advance as a runner) or throws while on the run, he loses the protection of the one-step principle provided for in #1, above, and the protection against a low hit provided in #5, above, but he remains covered by all the other special protections afforded to a passer in the pocket as well as the regular unnecessary roughness rules applicable to all player positions. If the passer stops behind the line and clearly establishes a passing posture, he will then be covered by all of the special protections for passers. (12-2-13 (8); Case Book AR 12.48, 1AR 2.49, AR 12.56)

On a completed forward pass the penalty for "roughing the passer" can be added to the end of the run. (12-2-13 Penalty; Case Book AR 12.47)

24. RUNNER SLIDING FEET FIRST

HIGH SCHOOL AND COLLEGE:

There are no special considerations for runners (e.g., QB's) who slide feet first when about to be tackled. The ball becomes dead and the down is ended when a runner allows any part of his person, other than hand or foot, to touch the ground. (Federation 4-2-2-a; NCAA 4-1-3-b)

PRO:

Defenders are required to treat a sliding runner as they would a runner who is down by contact. (7-2-1 Note)
An official shall declare a dead ball and the down ended:

- (a) When a runner is contacted by a defensive player and touches the ground with any part of his body other than his hands or feet. The ball is dead the instant the runner touches the ground. A runner touching the ground with his hands or feet while in the grasp of an opponent may continue to advance. (7-2-1 (a))
- (b) When a runner is held or otherwise restrained so that his forward progress ends. (7-2-1 (b))
- (c) When a quarterback immediately drops to his knee (or simulates dropping to his knee) behind the line of scrimmage. (7-2-1 (c))
- (d) When a runner declares himself down by sliding feet first on the ground. The ball is dead the instant the runner touches the ground with anything other than his hands or his feet. (7-2-1 (d))

25. PROHIBITED ACTS WHILE THE BALL IS IN THE AIR

ALL: The following statements, taken from the 2011 NFL Rules Book (8-5-2), apply to all levels of play.

Acts that are pass interference include, but are not limited to:

- (1) Contact by a player who is not playing the ball that restricts the opponent's opportunity to make the catch.
- (2) Playing through the back of an opponent in an attempt to make a play on the ball.
- (3) Grabbing an opponent's arm(s) in such a manner that restricts his opportunity to catch a pass.
- (4) Extending an arm across the body of an opponent, thus restricting his ability to catch a pass, regardless of whether the player committing such act is playing the ball.
- (5) Cutting off the path of an opponent by making contact with him, without playing the ball.
- (6) Hooking an opponent in an attempt to get to the ball in such a manner that it causes the opponent's body to turn prior to the ball arriving.
- (7) Initiating contact with an opponent by shoving or pushing off, thus creating a separation in an attempt to catch a pass.

That is, **playing-through, grabbing, arm-bar, hooking, shoving & pushing** are "pass interference." In college and professional games, contact is necessary for pass interference. (NCAA 7-3-8; NFL 8-5-1) In high school games "face-guarding" (non-contact) is pass interference. (Federation 7-5-10, Case Book 7.5.10C)

ADDITIONALLY, HIGH SCHOOL:

Pass interference restrictions on a legal forward pass end for:

- (a) All eligible Team A players when the pass has been touched by any player.
- (b) All ineligible Team A players when a Team B player touches the pass. However, it is not "pass interference" for ineligible Team A players to use hands and arms in a legal block to ward off an opponent.
- (c) All Team B players when the pass has been touched by any player.
- (d) All players when the pass is incomplete. (7-5-9)

26. OFFENSIVE PASS INTERFERENCE--PENALTY

HIGH SCHOOL:

The penalty for offensive pass interference is 15 yards from the previous spot plus loss of down. (7-5-10-Penalty) (Signals #33 and #9)

COLLEGE:

The penalty for offensive pass interference is 15 yards from the previous spot but no loss of down. (7-3-8-Penalty) (Signal #33)

PRO:

The penalty for offensive pass interference is 10 yards from the previous spot but no loss of down. (8-5-4 Penalty; Case Book AR 8.54 to AR 8.57)

27. CHUCKING

HIGH SCHOOL:

There are no provisions for "chucking." Defensive players can block eligible offensive forward pass receivers without committing "pass interference" fouls until the ball leaves the passer's hand. (7-5-7, -8, -9; 9-3-1-b)

COLLEGE:

There are no provisions for "chucking."

Defensive pass interference occurs only after a forward pass is thrown.

(7-3-8-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. (7-3-8-c)

PRO:

"Chucking" is a means of warding off an eligible receiver who is in front of a defender by contacting him with a quick extension of the arm or arms followed by the return of the arm(s) to a flexed position, or by maintaining continuous and unbroken contact within 5-yards of the line of scrimmage, so long as the receiver has not moved beyond the point that is even with defender. (3-4; 8-4-1; 8-4-4; 12-1-6-Exception (1); Case Book AR 8.7, AR 8.42, AR 8.67, 8.73)

An eligible receiver forced out-of-bounds illegally (i.e., "illegal chuck") can be the first to touch a pass. (Case Book AR 8.43)

On pass plays the rules book does *not* specify that eligible players must return *immediately* to the field of play. (Case Book AR 8.7)

An eligible receiver forced out of bounds by a legal chuck cannot touch a legal forward pass. (8-1-8; Case Book AR 8.52) The ball stays live until the end of the play. (AR 8.52)

A player of the kicking team who has been out of bounds may not touch or recover a scrimmage kick beyond the line of scrimmage until it has been touched by a kicking team player who has not been out of bounds or until it has been touched by a player of the receiving team beyond the line. (9-2-3) The **penalty** for illegal touching of a scrimmage kick is (1) Loss of 5-yards or (2) if the illegal touching was inside the receiver's 5-yard line, Team B may elect to take a touchback, in addition to other options. (9-2-3 Penalty)

Example: During a punt that crosses the line of scrimmage and prior to a change of [team] possession, it is a foul if a kicking team player goes out of bounds voluntarily (without being contacted) prior to the end of kick. Penalty: Loss of 5 yards. (9-2-1) If a Team A player (the gunner) is blocked out of bounds, then returns and re-establishes himself inbounds but then is the first to touch a rolling punt inside the 20-yard line. Then if the punt continues to roll toward the end zone without anyone else touching it and a Team A player downs the ball inside the 5-yard line, the following options are available to Team B:

- (1) Take the ball at the spot of first touching (inside the 20 yard line).
- (2) Enforce a 5-yard penalty from the dead ball spot (the second spot of first touching) which was inside the 5-yard line.
- (3) Enforce a 5-yard penalty at the previous spot and replay the down.
- (4) Take a touchback—due to the touching inside the 5-yard line.

There is no option to enforce the 5-yard penalty from the first spot of illegal touching (inside the 20) because that was not the dead ball spot. (AR 9.29)

28. DEFENSIVE PASS INTERFERENCE--PENALTY

HIGH SCHOOL:

The penalty for defensive pass interference is 15 yards from the previous spot plus an automatic first down for the offensive team. (7-5-10-Penalty) (Signals #33 & #8) It is not forward pass interference if contact by a Team B player is obviously away from the direction of the pass. (7-5-11-c) However, if a defensive player contacts an eligible receiver who is no longer a potential blocker then the foul is "illegal use of hands" and the penalty is 10-yards. (9-2-3-d) (Signal #42)

COLLEGE:

The penalty for defensive pass interference is offensive team's ball: (1) At the spot of the foul, first down, if the foul occurs fewer than 15 yards from the previous spot; or (2) 15 yards from the previous spot, first down, if the foul is more than 15 yards downfield. However, if the ball is snapped between the 17-yard line and the two-yard line, defensive pass interference is a spot foul (no half-the-distance penalty) but an automatic first down. Defensive pass interference in the end zone places the ball on the two-yard line, first down. If the previous spot was on or inside the 2-yard line, first down halfway between the previous spot and the goal line. (7-3-8- Penalty; 10-2-5-b; 10-2-6 Exception; AR 7-3-9 III)

It is not defensive pass interference when a Team A potential kicker, from scrimmage kick formation, simulates a scrimmage kick by throwing the ball high and deep, and contact occurs. (7-3-8-c-4)

PRO:

The penalty for defensive pass interference is first down for the offensive team at the spot of the foul. (8-5-4 Penalty)

If the interference is also a personal foul (12-2), the 15-yard penalty for such a foul is also enforced, either from the spot of the foul (for "interference") or from the end of the run if the foul for pass interference is declined. (8-5-4 Penalty)

However, defensive pass interference in the end zone gives the offensive team the ball on the one-yard line, first down. (8-5-4 Penalty)

Further, if the previous spot was inside the 2-yard line, the penalty is "half-the-distance." (8-5-4 Penalty)

Pass interference can occur only when there is a forward pass thrown from behind the line of scrimmage. This applies regardless of whether or not the pass crosses the line. (8-5-1)

Offensive pass interference rules apply from the time the ball is snapped until the ball is touched by either a Team A or Team B player. (8-5-1; Case Book AR 8.50)

Defensive pass interference rules apply from the time the ball is thrown until the ball is touched. (8-5-1)

29. KICKERS ADVANCING SCRIMMAGE KICKS (PUNTS, FIELD GOAL ATTEMPTS)

HIGH SCHOOL:

Any kicking team player may catch or recover a scrimmage kick while it is **in or behind the neutral zone** and advance, even if the kick had been beyond the neutral zone, unless it is during a Try. (6-2-3)

First touching rules could apply if a Team K player touches the ball while it is beyond the neutral zone. (6-2-5) Receiving team players can catch or recover a kick anywhere in the field of play and advance. (6-2-2) It is not necessary to be in a scrimmage kick formation to execute a legal scrimmage kick. Team K may not punt, drop kick, or place kick from **beyond** the neutral zone. Team R may not punt, drop kick, or place kick. (6-2-1, 2-12)

COLLEGE:

A scrimmage kick (e.g., punt, drop kick, field goal attempt) that fails to cross the neutral zone continues in play and all players may catch or recover the ball behind the neutral zone and advance. (6-3-1; AR 6-3-1 I to III) The blocking of a scrimmage kick by an opponent of the kicking team who is not more than 3 yards beyond the neutral zone is considered to have occurred within or behind that zone. (6-3-1; 2-11-5)

No inbounds player of the kicking team shall touch a scrimmage kick (punt, drop kick, field goal attempt) that has crossed the neutral zone before it touches an opponent. That is, it is a **violation** for Team A to touch the kicked ball after the ball has crossed the neutral zone. (6-3-2-a) The violation gives the receiving team the privilege of taking the ball at the spot of the violation when the ball is dead. (6-3-2-a; AR 2-12-2 I; AR 6-3-2 I)

Exception: player blocked by an opponent into a scrimmage kick that has crossed the neutral zone is not deemed to have touched the kick. That is, forced touching is “no touching.” (6-3-4-a) Illegal touching is a “violation,” not a “foul,” and a violation does not offset the penalty for a foul. (2-10-2) Illegal touching in Team A’s end zone is ignored. (6-3-2-d)

On a Try the ball stays live even after the kick is blocked and either team can advance it. (8-3-2-d)

PRO:

When a scrimmage kick is caught or recovered by the kicking team behind the line of scrimmage, the kicking team may advance, even if the ball had crossed the line and returned behind the line. (9-3-1, 3-18-3; Case Book AR 9.47 to AR 9.50)

However, to gain a first down, the kicking team must make the line to gain. (7-3-1 (d), (e))

The receiving team can advance a ball kicked from scrimmage that is recovered or caught anywhere on the field except if a receiver gives a valid or invalid fair catch signal. (10-2-3)

However, on a Try if a kicking team player recovers a kick behind the line, the ball is dead as soon as it is evident that the kick has failed and no advance is permitted. (9-3-1 Note)

During a Try the defensive team can never score. (11-3-2 (c))

30. FOULS BY TEAM K (TEAM A) ON SCRIMMAGE KICKS

HIGH SCHOOL:

Fouls by Team K during scrimmage kick plays occur during loose ball plays (10-3-1-a, 2-33-1-a) and the options for Team R are: (a) Take the result of the play or (b) Penalize Team K from the previous spot. (Rules Book pages 78-79, “Football Penalty Enforcement”)

A kick-catching interference foul may result in Team R accepting an awarded fair catch at the spot of the foul or a 15-yard penalty at the previous spot and the replaying of the down—but the replayed down does not have to be a rekick. (6-5-6, 6-5-6 Penalty, 2-7-1, 2-9-2)

Fouls by **Team K** on scrimmage kicks are not post-scrimmage kick fouls. (2-16-2-h)

COLLEGE:

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. (10-2-4, 6-1-8, 6-3-13)

Interference with the opportunity to catch a kick is penalized as follows (6-4-Penalty):

- (1) For a foul between the goal lines – Receiving team’s ball, first down, 15 yards beyond the spot of the foul. (Signal #33)
- (2) For a foul behind the goal line – Award a touchback and penalize from the succeeding spot. Flagrant offenders shall be disqualified. (Signal #47)

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 foul. By accepting penalties for Team B live-ball fouls, Team A has elected to cancel scores and have penalties 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 are enforced at the succeeding spot. (10-2-5-d)

PRO:

Unless the kick is a missed field goal attempt, if there is a foul by the kicking team, the receiving team will have the option of taking the penalty at the previous spot and replaying the down, or adding the penalty yardage on to the dead-ball spot. (9-5-1 Exception 1)

The dead-ball spot for kicks that result in a touchback is the 20-yard line. (9-5-1 Exception 1, Note 1)

If there is an illegal touch inside the 5-yard line, the receiving team also has the option of accepting a touchback. (9-5-1 Exception 1, Note 2) “First touching.” (Case Book AR 9.23 to AR 9.32)

Enforcement is from the previous spot for a foul that occurs from the time of the snap until a legal scrimmage kick ends. (9-5-1) This includes a foul during a run prior to the legal kick (14-1-13 SN (1)) and running into or roughing the kicker. (12-2-6) If the offensive team commits a foul in its own end zone, it is a safety. (9-5-1)

31. FOULS BY THE RECEIVING TEAM ON SCRIMMAGE KICKS

HIGH SCHOOL:

The **post-scrimmage kick** philosophy is that the location of the ball is not relevant in applying post-scrimmage kick principles; only the location of the foul and the fact that the ball crossed the expanded neutral zone during the kick are important. The ball simply has to cross the expanded neutral zone regardless of whether or not it remains across the expanded neutral zone when the kick ends by rule. (Case Book 10-4-3A to 10.4.3E.)

If a foul by the receiving team is committed during a scrimmage kick, then post-scrimmage kick rules may apply, and the receiving team could gain possession of the football if the following post-scrimmage kick enforcement criteria (2-16-2-h) are met:

- (1) Foul is committed by the **receiving team** and the foul is neither illegal substitution nor illegal participation
- (2) Foul occurs on a scrimmage kick play (punt, unsuccessful field goal attempt) but not on a try-for-point kick and not on a successful field goal attempt.
- (3) Foul is committed by Team R beyond the expanded neutral zone.
- (4) Foul occurs prior to the end of the kick.
- (5) Kicked ball crosses the expanded neutral zone.
- (6) Team K will not be next to put the ball in play.

If a post-scrimmage kick foul occurs on a successful field goal attempt, then Team K has the choice of

accepting the: (1) Penalty for the foul by Team R (enforced from the previous spot) and replaying the down after enforcement, or (2) Result of the play with penalty enforcement from the succeeding spot. (8-4-3, 10-4-3)

Fouls by Team R after the kick is caught and during the advance by a Team R player are "post possession fouls." (Case Book 10.4.4A) The term "post possession" used in National Federation rules should not be confused with "post-possession" used by the NFL in Rule 9-5-1 Exception 3.

Double foul rules may apply (10-2-1, 2-16-2-b) if both teams commit fouls (other than unsportsmanlike fouls or nonplayer fouls) at such time that the penalties offset and there is:

- (1) No change of team possession (unless all fouls committed by Team R are post-scrimmage kick fouls); or
- (2) A change of team possession and the team in possession at the end of the down fouled prior to final change of (team) possession (unless all fouls committed by Team R are post-scrimmage kick fouls), or
- (3) A change of (team) possession and the team in final possession accepts the penalty for its opponent's foul which occurred at any time during the down. (10-2-1)

In all 3-cases the penalties cancel and the down is replayed—but the game clock is not re-set.

COLLEGE:

Under postscrimmage kick enforcement rules, fouls by Team B (the receiving team) that satisfy the appropriate conditions are treated as if Team B had been in possession at the time the foul was committed, even though by definition (Rule 2-4-1-b-3) team possession had not changed.

Postscrimmage kick enforcement rules apply to

- (1) Fouls by Team B (Team R).
- (2) The kick is not during a try, a successful field goal, or in an extra period. (AR 10-2-3 IV)
- (3) The kicked ball crosses the neutral zone.
- (4) Fouls occur 3 or more yards beyond the neutral zone.
- (5) Fouls occur before the end of the kick. (AR 10-2-3 I, II & V)
- (6) Team B (Team R) will next put the ball in play

If these conditions are met, the penalty is enforced according to the Three-And-One Principle. Team B is taken as the team in possession with the postscrimmage kick spot as the basic spot. (Rule 10-2-2-c)

The Three-And-One Principle (Rule 2-33) is as follows (10-2-2-c):

- (1) When the team in possession commits a foul behind the basic spot, the penalty is enforced from the spot of the foul.
- (2) When the team in possession commits a foul beyond the basic spot, the penalty is enforced from the basic spot.
- (3) When the team not in possession commits a foul either behind or beyond the basic spot, the penalty is enforced from the basic spot.

Fouls that occur on all kick plays (e.g., legal free kicks and legal scrimmage kicks) before possession is gained or regained or the ball is declared dead by rule are penalized from the basic spot (10-2-2-d-4)—which is the

- Previous spot on legal kick plays unless the foul is governed by postscrimmage kick rules
- Postscrimmage kick spot, if the foul is governed by postscrimmage kick rules. (10-2-3)

PRO:

On scrimmage kicks "post-possession fouls" (9-5-1-Exception 3, 3-25; Case Book AR 9.40 to AR 9.46) could be committed:

- (1) By the receiving team
- (2) During a scrimmage down;
- (3) After the ball is kicked;
- (4) When the ball crosses the line of scrimmage.
- (5) And the receivers possess and keep the kicked ball throughout the remainder of the down,

then the penalty for the Team B (R) foul is "post-possession" and is assessed from:

- (a) The spot where possession was gained, or
- (b) The spot where the ball became dead, or
- (c) The spot of the foul.

If the receiving team commits a foul after the ball has been kicked and has gone beyond the line of scrimmage and there is a first touch by the kicking team, if the receiving team subsequently loses possession, the ball reverts to the receiving team and its penalty shall be assessed from whichever is least advantageous to them:

- (1) The spot where possession was gained by the receiving team (9-5-1 Exception 4 (a)); or
- (2) The spot of the foul. (9-5-1 Exception 4 (b)):

Note: The spot of the first touch is not used for penalty enforcement. (9-5-1 Exception 4 Note)

If a personal foul, unsportsmanlike conduct foul or palpably unfair act by the opponent occurs on a successful field goal or Try kick, the penalty could be enforced from the previous spot and the offensive team would retain the ball, with no score. (14-1-14 Note)

32. KICKING TEAM PLAYERS GOING DOWNFIELD ON PUNTS

HIGH SCHOOL AND COLLEGE:

No restriction on players going downfield to cover punts or field goal kicks. (Federation, 6-2 & 2-37; NCAA, 6-3 & 2-10-1)

PRO:

During a kick from scrimmage only the end men as eligible receivers on the line of scrimmage at the time of the snap, or an eligible receiver who is aligned or in motion behind the line and is more than one-yard outside the end man, are permitted to go beyond the line before the ball is kicked. A man-in-motion outside the end makes the end ineligible to go downfield before the ball is kicked. (9-1-2; Case Book AR 9.61)

If a team presents an apparent punting formation, defensive acts that normally constitute illegal contact (chuck beyond 5-yards, etc.) are permitted, provided that the acts do not constitute defensive holding. (8-4-7; Case Book AR 8.69 to AR 8.68)

If the punt is blocked, picked up by the punter, and punted again, then it is legal for all Team A players to go downfield after the first punt. (Case Book AR 9.58) Further, a forward pass may be thrown by Team A, but forward pass rules apply. (Case Book AR 9.57, AR 8.70) In addition, it is a foul if a forward pass is thrown after the kicked ball had been beyond the line of scrimmage. (Case Book AR 9.49, AR 9.50)

Defensive holding is a foul despite the punting formation. (12-1-6 (b); Case Book AR 8.61, AR 8.68, AR 8.71)

The exception to defensive pass interference rules remains in effect until the ball is punted. (Case Book AR 8.71)

33. PUNTING TEAM BATTING BALL AWAY FROM END ZONE

HIGH SCHOOL:

A Team K player may (1) Bat toward his own goal line a grounded scrimmage kick which is beyond the neutral zone and may (2) Bat toward his own goal line a scrimmage kick in flight beyond the neutral zone if no Team R player is in position to catch the ball. (9-7-2-Exception, Case Book 9.7.2B)

It is a touchback when a non-scoring kick breaks the **plane** of the receiver's goal line. (8-5-3-a-1) Goal lines are treated as vertical planes that extend beyond the sidelines. (2-26-3; 8-5-3-a (1)) Batting the ball by Team K after the ball breaks the **goal line plane** is touching a dead ball. (4-2-2-d-1; Case Book 9.7.2A)

COLLEGE:

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. (6-3-2, AR 2-12-2 I, AR 6-3-2 I)

(1) This privilege is canceled if there is an accepted penalty for a live-ball four by either team.

(AR 6-3-2 I to IV, AR 6-3-11 I to III, AR 10-1-4 VII)

(2) This privilege is canceled if there are offsetting fouls.

(3) Illegal touching in Team A's end zone is ignored.

If a player of the kicking team catches or recovers a scrimmage kick that has crossed the neutral zone, the ball becomes dead. 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. (6-3-6; AR 6-3-1 IV)

PRO:

On scrimmage kicks the goal line is treated as a line. (1-2 SN)

If a scrimmage kick that has **not** been touched by a Team R player crosses the receiver's goal line from the impetus of the kick, the ball is dead immediately when it touches (1) the ground on or behind R's goal line or (2) a player of the kicking team who is touching the ground on or behind R's goal line, or (3) a player of the kicking team who has touched the ground in the end zone and has not re-established himself in the field of play. (9-4-1 (a))

34. UNSUCCESSFUL FIELD GOAL ATTEMPTS

HIGH SCHOOL:

Unsuccessful field goal attempts are treated as punts. (2-24-4) Kicks into the end zone are touchbacks. (8-5-3) Kicks that become dead inbounds belong to the receivers at that spot. (6-2-7, 6-2-1, 8-4) A field goal can be scored by a free kick after a fair catch or an awarded fair catch. (8-4-1-a) Also, a free-kick after a fair catch or awarded fair catch has all the attributes of any free kick (kickoff). (2-24-3)

COLLEGE:

After an unsuccessful field goal attempt during which the ball crosses the neutral zone and is untouched by Team B (Team R) after it crosses the neutral zone, the ball is next be put in play (by a snap) at the previous spot or the 20-yard line if the previous spot was inside the 20-yard line. The spot of the subsequent snap by Team R (B) is midway between the inbounds lines (on the 20) unless Team B (Team R) selects a different position before the ready-for-play signal. (8-4-2-b)

If the ball does not cross the neutral zone or if Team B touches the ball beyond the neutral zone, all rules pertaining to scrimmage kicks apply. (8-4-2-b-2, AR 6-3-4 II, AR 8-4-2 I to VI, AR 10-2-3 V)

PRO:

If there is a missed field goal attempt and the ball has not been touched by the receivers beyond the line in the field of play, the following shall apply:

(1) If the spot of the kick was inside the receiver's 20-yard line, it is the receiver's ball at the 20-yard line.

(Note: This option applies only if the ball has been beyond the line.) (11-4-2 (a))

(2) If the spot of the kick was from the receiver's 20-yard line or beyond the receiver's 20-yard line, it is the receiver's ball at the spot of the kick. (Note: This option applies only if the ball has been beyond the line.) (11-4-2 (b))

If there is a missed field goal attempt and the ball is touched by the receivers beyond the line of scrimmage in the field of play, all general rules for a kick from scrimmage apply and the special rules pertaining to field goals are not applicable. (11-4-2 Exception 1)

If a field goal attempt from anywhere on the field is blocked and the ball has not been beyond the line, general rules for scrimmage kicks apply and the special rules pertaining to missed field goal are not applicable. (11-4-2 Exception 2)

If the ball has gone beyond the line and returns behind the line untouched by Team B beyond the line and either team recovers and attempts to advance the ball, all special rules for missed field goals are no longer applicable and general rules for scrimmage kicks apply. (11-4-2 Exception 3)

A "fair catch kick" can score 3-points, but it is not a free-kick. The kicking team cannot get the ball unless it is first touched or possessed by the receivers. (11-4-3 Note) The game clock starts when the ball is kicked. (4-3-3; Rules Book AR 11.16 & AR 11.17)

35. RUNNING INTO AND ROUGHING SCRIMMAGE KICKER/HOLDER AND BLOCKING THE KICK

HIGH SCHOOL:

"Running into the kicker or holder" is a player foul (2-32-8) and the penalty is 5-yards from the previous spot—no first down. (9-4-5) (Signal #30) "Roughing the kicker or holder" is a personal foul and the penalty is 15-yards (and a first down) assessed from the previous spot. (9-4-5 & 9-4-5-Penalty) (Signals #38, #30 & #8)

"Running into the kicker or holder" is contact which displaces the player without roughing. (9-4-5)

"Roughing" occurs when a defensive player blocks, tackles, or charges into the kicker of a scrimmage kick, or the place-kick holder. (9-4-5)

Whether or not the snap touches the ground or the snap is muffed has no bearing on the foul.

A "running into" or "roughing" foul may **not** have occurred when:

- (1) Contact by the defensive player is unavoidable because it was not reasonably certain that a kick would be made;
- (2) The defense touches the kick near the kicker and contact was unavoidable;
- (3) Contact was slight and was partially caused by movement of the kicker;
- (4) Contact was caused by the defensive player being blocked into the kicker or holder by an offensive team player. (9-4-5; Case Book 9.4.5 A to 9.4.5G)

A player becomes a kicker when his knee, lower leg or foot makes contact with the ball. (2-32-8, Case Book 9.4.5G) On a scrimmage kick the kicker continues to be the kicker until he has had reasonable opportunity to regain his balance or, on a free kick, after the kicker has advanced 5-yards or the kick has touched the ground or any other player. (2-32-8) However, the Federation rules book does not say how long a holder continues to be a holder. (2-32-7; see the NCAA rule, below)

COLLEGE:

When it is obvious that a scrimmage kick will be made, no opponent shall run into or rough the kicker or the holder of a place kick. (9-1-16-a, AR 9-1-16 I, II & VI) Whether or not the snap touches the ground or the snap is muffed has no bearing on the foul. (AR 9-1-16 VI)

Roughing the kicker or holder is a personal foul that endangers the kicker or holder and the penalty is 15 yards and an automatic first down. (9-1-16-a-1)

Running into the kicker or holder is a live-ball foul that occurs when that player is displaced from his kicking or holding position but is not roughed. (9-1-16-a-2) The penalty is 5 yards, previous spot, but not an automatic first down. When the kick is blocked or partially blocked only the defensive player who touched the kick has not fouled. (9-1-4-a-2; 9-1-4-a-7)

Incidental contact with a kicker or holder is not a foul. (9-16-a-3)

The kicker's protection ends when he: (a) Has had a reasonable time to regain his balance (9-1-16-a-4 (a); AR 9-1-4IV); (b) Carries the ball outside the tackle box before kicking (9-1-16-a-4 (b); AR 9-1-4 VII) The "tackle box" is the rectangular area enclosed by the neutral zone, the two lines parallel to the sidelines five yards from the snapper and Team A's end line. (2-34 and Diagram, page FR-120, Appendix D)

When a defensive player's contact against the kicker or holder is caused by an opponent's block (legal or illegal), there is no foul for running into or roughing. (9-1-16-a-5)

The kicker is any player who punts, drop kicks or place kick according to rule. The kicker remains the kicker until he has had a reasonable time to regain his balance. (2-27-3-a) The 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. (2-27-3-b)

No defensive player, in an attempt to gain an advantage, may step, jump or stand on an opponent. No defensive player who runs forward from beyond the neutral zone and leaps from beyond the neutral zone in an obvious attempt to block a field goal or try may land on any players.

- (1) 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. (9-1-11-b, 9-3-5-b)
- (2) It is not a foul if the player leaps from in or behind the neutral zone. 9-1-11-b)
- (3) It is not a foul if an offensive player initiates contact against the player who leaps. (9-3-11-b)

PRO:

No defensive player may

- (1) **Run into** (5-yard penalty, not a personal foul and not an automatic first down) or
- (2) **Rough** (15-yard penalty) a kicker who kicks from behind his line unless such contact: (12-2-6; Case Book AR 12.40 to AR 12.44)
 - (a) Is incidental to and after he has touched the kick in flight.
 - (b) Is caused by the kicker's own motions.
 - (c) Occurs during a quick kick.
 - (d) Occurs during a kick or after a run behind the line.
 - (e) Occurs after the kicker recovers a loose ball on the ground.
 - (f) Is caused because a defender is blocked into the kicker.

If the kicker (punter) or holder muffs the snap, then running into/roughing cannot occur. (Rules Book AR 12.13; Case Book AR 12.41) If the ball skips off the ground, only unnecessary roughness can be called. (Case Book AR 12.43)

Clearly running forward and leaping in an obvious attempt to block a field goal or Try-kick after touchdown and landing on players is unsportsmanlike conduct (15-yard penalty)—unless the leaping player was originally lined up within

one-yard of the line of scrimmage when the ball was snapped. (12-3-1 (r) and 12-3-1 (o), (p) and (q); Case Book AR 12.94 to AR 12.96)

36. FORCE, IMPETUS, IN-TOUCH

HIGH SCHOOL:

“Force” is the only word used and “impetus” and “in touch” are not defined words. Force is the result of energy exerted by a player which provides movement of the ball. The word *force* is used only in connection with the goal line and in only one direction—from the field of play into the end zone. (2-13-1)

COLLEGE:

“Impetus” is used, rather than either “force” or “in touch,” which are not defined. Interestingly, “impetus” is not in the *Definitions* section of the Rules Book. 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. (8-7-2a)

PRO:

A ball is In Touch:

- (a) After it has come from the field of play, it touches a goal line (plane) while in player possession, or
- (b) While it is loose, it touches anything on or behind a goal line. (3-15-1)

A ball dead *in touch* is one dead on or behind a goal line and it is either a touchdown, a safety, a touchback, a field goal, the termination of a Try, or a loss of down at previous spot. (3-15-2)

The term *in touch* in pro football appears to be carried-over from football rules written in 1876.

“Impetus” is the action of a player that gives momentum to the ball and sends it *in touch*. (3-15-3)

37. EXTRA POINTS / PAT / TRIES

HIGH SCHOOL:

On a Try two points or one point can be scored by the kicking team if the Try is successful. On a Try Team A may score one-point for a “field goal” or a safety and two points for what would be a touchdown. (8-1; 8-3-3) An extra point attempt (point after touchdown) ends when:

- (1) The defensive team secures possession of the ball (Team B cannot score).
- (2) It is apparent that the place kick or drop kick will not score.
- (3) The Try is successful.
- (4) The ball becomes dead for any reason. (8-3-2; 4-2-2-i)

The snap for the Try attempt can be anywhere between the inbounds lines on the 3-yard line. (8-3-1) The captain of a team designates ball placement for the try (and for a kickoff, a kickoff following a touchdown, a kick following a safety, a kick or play from scrimmage following a fair catch, and for the scrimmage play in an overtime). (2-32-5-d, 8-3-1; Case Book 8.3.2A to 8.3.2C, 8.3.3)

The 3-yard line shall be centered in the field of play, and shall be 4-inches wide and a minimum of 24-inches in length. (1-2-3-k)

COLLEGE:

On an extra point attempt the ball remains live if Team B possesses it and either Team A or Team B can score. If Team B scores, it is awarded 2-points (a “TD”) or 1-point (a safety). (8-3-2-d; 8-3-1; 2-2-1) The game clock is stopped after a touchdown. (8-3-2)

The snap will be midway between the inbounds lines on the opponent’s 3-yard line or from any other point on or between the inbounds lines on or behind the opponent’s 3-yard line if a spot is selected 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. (8-3-2-c) Team A can score one point (kick) or two-points (a “TD”). (8-3-2)

After time in the 4th period expires, the Try shall not be attempted unless the point(s) would affect the outcome of the game. (8-3-2-a)

PRO:

One or two points can be scored by the kicking team (only) if the Try is successful. (11-3-1) The snap for the Try can be from anywhere between the inbounds lines and two yards from the defensive team’s goal line. (11-3-1 (a) & (b))

38. MOMENTUM EXCEPTION

ALL:

“Momentum exception” means that a safety is not declared.

HIGH SCHOOL:

The momentum exception rule (8-5-2-a *Exception*) applies when a defensive team player

- (1) Intercepts an opponent’s forward pass,
- (2) Intercepts or recovers an opponent’s fumble,
- (3) Intercepts or recovers a backward pass by an opponent,
- (4) Catches or recovers a scrimmage kick, or
- (5) Catches or recovers a free kick,

or a receiving team (Team R) player

between his 5-yard line and the goal line and his original momentum carries him into the end zone where the ball is declared dead in his team’s possession, or it goes out-of-bounds in the end zone.

Because of the momentum exception rule, the ball belongs to the team in possession at the spot (between the 5-yard line and goal line) where the (1) forward pass was caught or intercepted or (2) fumble was caught or recovered or

(3) backward pass was intercepted or recovered, or (4) the scrimmage kick was caught or recovered or (5) the free kick was caught or recovered. (8-5-2-a Exception)

Note that "Momentum Exception" rules apply to the "defensive team" and if the team that puts the ball in play (Team A) becomes the defensive team because of a change of team possession then the "Momentum Exception" rules also apply to a Team A player who catches a pass or fumble between the 5-yard line and the goal line. (8-5-2-a-Exception, 2-43-1, -2, -3, -4; 2-13; Case Book 8.5.2E to 8.5.2H)

A **catch** is the act of establishing player possession of a live ball which is in flight. (2-4-1) A **recovery** is gaining possession of a live ball after it strikes the ground. (2-36-1)

COLLEGE:

The NCAA rule (8-5-1-a) concerning momentum exception (i.e., exception to declaring a Safety) applies to passes, fumbles, kicks that are either intercepted (did not touch the ground) or recovered (did touch the ground). There are 3 aspects to this rule and all involve acquiring possession of the ball between the 5-yard line and the goal line.

(1) When a Team B player:

- (a) Intercepts a forward pass,
- (b) Intercepts a fumble,
- (c) Intercepts a backward pass,
- (d) Catches a scrimmage kick,
- (e) Catches a free kick,

and the interception or catch occurs between his 5-yard line and the goal line and the runner's original momentum (8-5-1-a-Exception) carries him into the end zone and the ball remains behind his goal line and is declared dead in his team's possession there, the ball belongs to the defensive (receiving) team at the spot where the pass or fumble was intercepted or the kick was caught. (8-5-1-b- Exception-1; AR 8-5-1-V to VII)

(2) When a Team B player:

- (f) Recovers an opponent's fumble,
- (g) Recovers an opponent's backward pass,
- (h) Recovers an opponent's scrimmage kick, or
- (i) Recovers an opponent's free kick,

and the recovery occurs between his 5-yard line and the goal line and the runner's original momentum (8-5-1-a-Exception) carries him into the end zone and the ball remains behind his goal line and is declared dead in his team's possession there, the ball belongs to Team B at the spot where the fumble, backward pass, or kick was recovered. (8-5-1-a-Exception-2; AR 8-5-1 V))

(3) When a Team A player after a change of team possession:

- (j) Intercepts an illegal forward pass,
- (k) Intercepts a fumble,
- (l) Intercepts a backward pass,
- (m) Recovers a fumble, or
- (n) Recovers a backward pass,

and the interception or recovery occurs between Team A's 5-yard line and the goal line and the runner's original momentum (8-5-1-a-Exception) carries him into the end zone and the ball remains behind his goal line and is declared dead in his team's possession there, the ball belongs to Team A at the spot where the illegal forward pass, fumble, or backward pass was intercepted or recovered. (8-5-1-a-Exception 3)

When in question, it is a touchback, not a safety.

PRO:

If a defensive player, (anywhere) in the field of play:

- (1) Intercepts a pass,
- (2) Catches a fumble,
- (3) Recovers a fumble,
- (4) Catches a backward pass,
- (5) Recovers a backward pass,
- (6) Catches a scrimmage kick,
- (7) Recovers a scrimmage kick,
- (8) Catches a free kick or fair catch kick, or
- (9) Recovers a free kick or fair catch kick,

and his original momentum carries him into his end zone where the ball is declared dead in his team's possession, the ball belongs to the defensive team at the spot where the ball was intercepted, caught, or recovered. (11-5-1-Exception (2))

39. KICK AFTER A FAIR CATCH

HIGH SCHOOL:

A field goal can be scored by a free kick after a fair catch or after an awarded fair catch. All free kick rules apply. (8-4-1-a, 6-1, 2-24-3, 2-24-7)

COLLEGE:

Following a fair catch the ball shall be put in play by a snap by the receiving team at the spot of the catch. (6-5-1-e)

PRO:

A "fair catch kick" can score 3-points, but it is not a free-kick. (11-4-3, 10-2-4) The kicking team cannot get the ball unless it is first touched or possessed by the receivers. (11-4-3 Note)

If the kick is not successful and is not touched by Team R, then Team R gets the ball at the spot of the fair catch kick. (11-4-2; Rules Book AR 11.16, AR 11.17)

The game clock starts when the ball is kicked on a fair-catch down. (4-3-3; Case Book AR 4.89, AR 4.90; 11-4-3; Case Book 11.63, AR 11.64)

No artificial or manufactured tee shall be permitted to assist in the execution of a field goal. (11-4-4)

40. SNAPPING THE BALL

HIGH SCHOOL:

The offensive team has 25-seconds in which to snap or free kick the ball after it has been marked ready-for-play ("play clock"). (3-6-2-a) The game clock starts with the snap when the ball has gone out of bounds. (3-4-3-a)

COLLEGE:

The 40/25 second play clock is used. (3-2-4-b & -c) The 40/25 second play clock starts on "ready" after the ball has gone out of bounds. (3-3-2-e-3) *Exception:* the clock starts on the snap within the last two-minutes of each half unless there has been an illegal pass to conserve time or a fumble has gone out of bounds in advance of the spot of the fumble. (3-3-2-e-3 and 3-3-2-d-2)

PRO:

The 40/25 second play clock is used. (4-6-1, 4-6-2)

The 40-second interval starts when a play ends. For example, whenever a runner goes out of bounds on a play from scrimmage, the play clock starts when the play ends but the game clock is started when an official spots the ball at the inbounds spot and the Referee gives the signal to start the game clock.

The 25-second play clock interval starts after the Referee's whistle following:

- (1) A change of possession. 4-6-2 (a))
- (2) A charged timeout. (4-6-2 (b))
- (3) The 2-minute warning. (4-6-2 (c))
- (4) The expiration of a period. (4-6-2 (d))
- (5) A penalty enforcement. (4-6-2 (e))
- (6) A Try. (4-6-2 (f))
- (7) A free kick. (4-6-2 (g))

41. TEAM TIMEOUTS

ALL:

Each team is allowed three timeouts in each half. Unused first-half time-outs cannot be used in the second half and unused second-half time-outs cannot be used in overtime. (Federation 3-5-1; NCAA 3-3-4-a; NFL 4-5-1 Item 1)

HIGH SCHOOL:

Any player, the head coach, or the head coach's designee may request a timeout when the ball is dead. (3-5-2-a)

In high school games the length of a timeout is 1:00 minute and then the 25-second ready-for-play signal is given (1:00-minute + 5 seconds to notify teams + 25 seconds ready for play). (3-5-3)

Charged time-outs can be reduced in length only if both teams are ready to play before the 25-second signal is given. (3-5-3)

COLLEGE:

Timeouts may be called when the ball is dead by: (1) A legal substitute if he is between the 9-yard marks (AR 3-3-4 I); (2) A player who participated during the previous down (between the time the ball is declared dead and the snap) without being between the 9-yard marks (AR 30304 I); (3) A head coach who is in, or in the vicinity of, his team area or coaching box. (3-3-4)

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 delay penalty if all timeouts have been used. (3-3-4-e)

In college games timeouts do not exceed 1:30, including the "ready" signal. However, a head coach can request a 30-second timeout. (3-3-7a).

PRO:

In professional games, a team timeout can be called by the head coach and any player. (4-5-1)

Charged team timeouts shall be 2-minutes in length, unless the timeout is not used by TV for a commercial break. Timeouts shall be 30-seconds in length (1) when the designated number of TV commercials have been exhausted in a quarter, (2) if it is the second charged team timeout in the same dead ball period, or (3) when the Referee so indicates. (4-5-1 Item 2)

Each team may be granted a charged team timeout during the same dead-ball period, but a second charged team timeout by either team during the same dead ball period is prohibited. (4-5-1 Item 3)

42. TIMEOUT FOR INJURED PLAYER

HIGH SCHOOL:

It is a "Referee's timeout" (not charged to either team) when the game clock is stopped for a player injury. The player must be replaced for at least one down unless the halftime or an overtime intermission occurs when:

- (1) An apparently injured player is discovered by a game official while the ball is dead and the clock is stopped and for whom the ready for play signal is delayed or for whom the clock is stopped. (3-5-10-a)
- (2) Any player who exhibits signs, symptoms or behaviors consistent with a concussion...shall be immediately removed from the game and shall not return to play until cleared by an appropriate health-care professional. (3-5-10-b)
- (3) A game official discovers any player who is bleeding, has an open wound, has any amount of blood on his/her uniform, or has blood on his/her person. (3-5-10-c)

See Appendices B (page 96) and D (page 98).

COLLEGE:

In the event of an injured player:

- (1) An official will declare a timeout and the player must leave the game and 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 may not return to the game until he receives approval of professional medical personnel.
- (4) Officials and coaches shall give special attention to players who exhibit signs of concussion. Signs and symptoms observed by the coaching staff:

- a. Appears dazed or stunned.
- b. Is confused about assignment or position.
- c. Forgets plays.
- d. Is unsure of game, score or opponent.
- e. Moves clumsily.
- f. Answers questions slowly.
- g. Loses consciousness (even briefly).
- h. Shows behavior of personality changes.
- i. Can't recall events before hit or fall.
- j. Can't recall events after hit or fall.

Symptoms reported by the student-athlete:

- a. Headache or "pressure" in head.
- b. Nausea or vomiting.
- c. Balance problems or dizziness.
- d. Double or blurry vision.
- e. Sensitivity to light.
- f. Sensitivity to noise.
- g. Feeling sluggish, hazy, foggy or groggy.
- h. Concentration or memory problems.
- i. Confusion
- j. Does not "feel right."

- (5) Whenever a participant (player or game official) is bleeding, has blood saturated on his uniform, or has blood on exposed skin, 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.

An injury timeout may follow a charged team timeout.

The referee shall declare a timeout for an injured game official.

Following a timeout for an injured player of the defensive team, the play clock shall be set to 40 seconds.

(3-3-5, Appendix C

PRO:

If an official determines a player to be injured, or if attendants from the bench come on the field to assist an injured player, an injury timeout will be called by the Referee. (4-5-2)

Prior to the 2-minute warning of either half, an injury timeout can be called but the injured player must leave the game for the completion of one down. (4-5-3) The player will be permitted to remain in the game if

- (1) Either team calls a charged team timeout. (4-5-3 (a))
- (2) The injury is the result of a foul by the opponent. (4-5-3 (b))
- (3) The period ends or the two-minute warning occurs before the next snap. (4-5-3 (c))

After the two-minute warning of a half, the following shall apply:

- (1) If a team has not used its three charged timeouts, the team of the injured player will be charged with a team timeout, unless:
 - (a) The injury is the result of a foul by an opponent. (4-5-4 (a) (i))
 - (b) The injury occurs during a down in which there is a change of possession, a successful field goal, or an attempted Try. (4-5-4 (a) (ii))
 - (c) The opponent calls a timeout. (4-5-4 (a) (iii))
- (2) If a team has used its three charged team timeouts, an **excess** team timeout shall be called by the Referee unless:
 - (a) The injury is the result of a foul by an opponent. (4-5-4 (b)(i))
 - (b) The injury occurs during a down in which there is a change of possession, a successful field goal, or an attempted Try. (4-5-4 (b) (ii))
 - (c) The opponent calls a timeout. (4-5-4 (b) (iii))

The **penalty** for the second and each subsequent **excess** team timeout after the 2-minute warning—loss of 5-yards from the succeeding spot for *delay of game*. (4-5-4 Penalty)

An attempt to call an excess timeout to "freeze" a kicker prior to a field goal attempt or a Try is unsportsmanlike conduct. (4-5-1-Item 4, 12-3-1 (v))

Excess timeouts. (Rules Book AR 4.8; Case Book AR 4.26 to AR 4.45)

After the 2-minute warning, a 10-second runoff may occur. (4-7-1 Penalty)

43. COACHES' CONFERENCES WITH PLAYERS DURING TIMEOUTS

HIGH SCHOOL:

During timeouts, after tries, and after field goals two types of authorized team conferences are permitted, but only one type of conference during any timeout may be used (2-6-2-a, -b):

- (1) One or more team members and one or more coaches may convene directly in front of the team box within the 9-yard marks toward the sidelines, or

(2) One coach may come on the field to confer with no more than 11-players at the team's huddle between the hash marks.

Between downs, players and coaches may (legally) communicate near the sideline. (9-8-1-f-Note)

COLLEGE:

No rule statement prevents players from going to their respective sidelines during the game. (3-3-4, 9-2-1) However, during the game coaches, substitutes and authorized 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. (9-2-1-b-1)

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. (3-3-7-e)

Kicking nets are permitted outside the team area and outside the limit area only in stadiums where playing enclosures are limited in size. (1-2-4-f)

PRO:

Either or both team attendants and their helpers may enter the field to attend their team during a team timeout by either team. No other non-player may come on the field without the Referee's permission, unless he is an incoming substitute. (13-1-2; Case Book AR 13.2, AR 13, AR 13-5 to 13.8)

44. EXTENDING A PERIOD FOR AN UNTIMED DOWN

HIGH SCHOOL:

A period must be extended for an untimed down (3-3-3) if, during the last timed down of a period, one of the following occurred:

(1) There was a foul by either team and the penalty was accepted [except for (a) unsportsmanlike fouls, (b) non-player fouls, (c) fouls that specify a loss of down. (d) fouls that are enforced on the subsequent kickoff as in Rules 8-2-2; 8-2-3, 8-2-4, 8-2-5, and (e) fouls for which enforcement, by rule, result in a safety. (3-4-4-b)

(2) There was a double foul;

(3) There was an inadvertent whistle;

(4) There was a touchdown scored. Then the try is attempted unless the touchdown was scored during the last down of the fourth period and the point(s) of the Try do not affect the outcome of the game or playoff qualifying. (3-3-3)

A period shall not be extended by an untimed down if, during the last timed down of the period, one of the following occurred:

(1) The defense fouled during a successful try or successful field goal and the offended team accepted the results of the play with enforcement of the penalty from the succeeding spot;

(2) A foul by either team occurred and that penalty was accepted for:

(a) unsportsmanlike fouls,

(b) non-player fouls,

(c) fouls that specify a loss of down,

(d) fouls that are enforced on the subsequent kickoff as in Rules 8-2-2, 8-2-3, 8-2-4, 8-2-5 or

(e) fouls for which enforcement, by rule, result in a safety. (3-3-4)

A score is canceled in the event of an accepted penalty that specifies a loss of down. (3-4-4-Note)

COLLEGE:

A period shall be extended for an untimed down if:

(1) A penalty is accepted for a live ball foul. The period is *not* extended if the foul is by the team in possession and the statement of the penalty includes loss of down. (AR 3-2-3 VIII, 10-2-5-a)

(2) There are offsetting fouls.

(3) An inadvertent whistle is sounded.

(4) An official incorrectly signals the ball dead. (3-2-3-a)

An "Exception" to item (1) is: personal foul penalties for fouls by opponents of the scoring team during a down that ends in a touchdown are penalized on the Try or the succeeding kickoff – captain's choice. (10-2-5-a)

Additional untimed downs will be played until a down is free of the circumstances listed in statements 1, 2, 3, and 4 above.

If a TD is scored during a down in which time expires, the period is extended for the try. (3-2-3-c) However, if a TD is scored during the down in which time in the 4th period expires, the try is not attempted unless the point(s) would affect the outcome of the game. (8-3-2-a)

PRO:

If time expires at the end of any period while the ball is in play, the period continues until the down ends. (4-8-1)

At the election of the opponent, a period may be extended for one untimed down, if any of the following occurs during a down during which time in the period expires:

(1) If there is a foul by the defensive team and the penalty is accepted, the offensive team may choose to extend the period by an untimed down after enforcement of the penalty. If the first or third period is not so extended, any accepted penalty is enforced before the start of the succeeding period. (4-8-2 (a))

(2) If there is a foul by the offense, there shall be no extension of the period. If the foul occurs on the last play of the half, a score by the offense is not counted. However, the period may be extended for an untimed down, upon the request of the defense, if the offensive team's foul is for (4-8-2 (b)):

(a) Illegal touching of a kick. (4-8-2 (a) (1))

Note: The period may also be extended for a "first touching" violation. (4-8-2 (b) (1))

(b) Fair catch interference. (4-8-2 (b) (2))

(c) A palpably unfair act. (4-8-2 (b) (3))

(d) A personal foul or unsportsmanlike conduct foul committed prior to an interception of a forward pass or the recovery of a backward pass or fumble. (4-8-2 (b) (4))

The half is not extended if:

(1) Both fouls are dead-ball fouls. (4-8-2 (c) Exception (1))

(2) If there is a major-minor double foul ("5 vs. 15") and the major foul is by the offense, or if the major foul is a dead ball foul by the defense. (4-8-2 (c) (2))

Note 1: Dead ball personal fouls by either team at the end of a half are enforced on the ensuing kickoff. (4-8-2, 14-1-7)

Note 2: Dead ball unsportsmanlike or taunting fouls by either team at the end of a half are disregarded. (4-8-2)

(3) If there is double foul with a change possession ("clean hands") that does not involve a replay of the down. (4-8-2 (c) (3))

If a double foul occurs on the last play of the first or third periods, the period is not extended. (4-8-2 (c) (3))

(a) If a touchdown is made on the last play of a period, the Try attempt shall be made (except during a sudden-death period). (4-8-2 (3))

(b) If no fair catch signal is given and the kickers interfere with the receiver's opportunity to catch a kick, the receiving team may extend the period by a down from scrimmage. (4-8-2 (3))

(c) If a fair catch is signaled and made, the receivers may choose to extend the period by a fair-catch kick down. If the first or third period is not so extended, the receivers may start the succeeding period with a snap or fair-catch kick. (4-8-2 (3), AR 4.15)

(d) If a fair catch is signaled and the kickers interfere with a receiver's opportunity to catch a kick, the receiving team may extend the period by either a down from scrimmage or a fair-catch kick. (4-8-2 (3))

(e) If a safety results from a foul during the last play of a half, the score counts. A safety kick is made if requested by the receivers.

If the first or third period is extended for any reason, or if a touchdown occurs during the last play of such a period, any additional play, including a Try attempt, shall be completed before the teams change goal. (4-8-2)

If any period is extended for any reason, it shall continue until the completion of a down free from any foul specified above. (4-8-2)

45. END OF FIRST HALF AND END OF SECOND HALF

HIGH SCHOOL:

If an electric field clock is NOT the official timepiece, then at approximately 4-minutes before the end of each half the Referee shall notify the field captains and their coaches of the time remaining. The hand-held clock is stopped for this notification. Neither notification nor clock stoppage is required if an electric field clock is the official timepiece. (3-3-1)

It is a noncontact unsportsmanlike conduct foul if a team (9-8-1-g) (Signal #27):

(1) Is not ready to start the first half;

(2) Is not on the field following the conclusion of the halftime intermission or be ready to start the second half at the conclusion of the mandatory warm-up period and,

(3) Fails to comply with the restrictions of players (Rule 3-2-2) at the coin toss or simulated coin toss.

COLLEGE:

If the field clock is not the official clock or the field clock is not the official timing device during the last 2 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. (3-3-8-c)

The intermission between halves shall be 20 minutes, unless altered before the game by mutual agreement of the administrations of both school. Immediately after the second period ends the referee should begin the intermission by signaling to start the game clock. (3-2-1-b, Signal #2)

PRO:

Special game clock timing rules take effect at the end of the first half and at the end of the second half.

(1) 2-Minute Warning of Either Half.

Stop the Game Clock. (4-4 (i))

Start the Game Clock on Snap. (4-3-2 (a) (2))

(2) Ball is Out of Bounds. 4-4; 4-3-2 (a)

Stop Game Clock When Runner Goes Out of Bounds on Play from Scrimmage. (4-4 (c), 4-3-2 (a))

Start Game Clock When Referee Declares Ball "Ready." (4-3-2 (a))

Stop Game Clock When Runner Goes Out of Bounds After a Change of [Team] Possession.

(4-4 (c); 4-3-2 (a))

Start Game Clock When Ball is Snapped. (4-3-2 (a) (1))

Stop Game Clock When Ball is Out of Bounds **Before** 2-Minute Warning of First Half. (4-3-2 (a) (2))

Start Game Clock on "Ready." (4-3-2 (a))

Stop Game Clock When Ball is Out of Bounds **After** 2-Minute Warning of First Half. (4-3-2 (a) (2))

Start Game Clock on Snap. (4-3-2-(a) (2))

Stop Game Clock When Ball is Out of Bounds **Before** 5-Minute Warning of Second Half. (4-4 (c))

Start Game Clock on "Ready." (4-3-2 (a) (3); Case Book AR 4.10)

Stop Game Clock When Ball is Out of Bounds **After** 5-Minute Warning of Second Half. (4-3-2 (a) (2))

Start Game Clock on Snap. (4-3-2-(a) (2); Case Book AR 4.11)

(3) Foul Occurs. (4-4 (e))

Stop Game Clock at End of a Down During Which a Foul Occurs. (4-4 (e))

Before 2-Minute Warning of First Half--**Start** Game Clock as if the Foul Had Not Occurred.

(4-3-2 (f) (1); Case Book AR 4.24)

After 2-Minute Warning of First Half—**Start** Game Clock on Snap. (4-3-2 (f) (1))

Before 5-Minute Warning of Second Half -- **Start** Game Clock as if the Foul Had Not Occurred. (4-3-2 (f) (1))

After 5-Minute Warning of Second Half—**Start** Game Clock on Snap. (4-3-2 (f) (1))

(4) QB Sack. (4-3-2 (b))

Before the 2-Minute Warning of Either Half stop the Game Clock. (4-3-2 (b))

The play clock starts at 40-seconds immediately after the tackle. (Case Book AR 4.13)

Start Game Clock on "Ready." (4-3-2 (b); Rules Book AR 4.6; Case Book AR 4.13)

After the 2-Minute Warning of Either Half, Game Clock Not Stopped After the 2-Minute Warning of Either Half.

(4-4 (g) Exception)

(5) QB Kneel (7-4-1 (b))

Before 2-Minute Warning of Either Half– Stop Game Clock and Restart Game Clock on "Ready." (7-4-1 (b))

After 2-Minute Warning of Either Half – Game Clock Not Stopped. (7-4-1 (b))

(6) Injury Timeout (Excess Timeout). (4-3-2 (c))

Stop Game Clock. (4-4 (k); Case Book AR 4.19, AR 4.38 to AR 4.43)

Prior to the 2-Minute Warning--**Start** Game Clock as Though Injury Timeout Had Not Occurred.

(4-3-2 (c), 4-5-3)

After the 2-Minute Warning of Either Half – and Team has Not Used Its 3 Team Timeouts—Charge the Team with a Team Timeout. (4-5-4 (a); Case Book AR 4.26, AR 4.36, AR 4.44, AR 4.45)

After the 2-Minute Warning of Either Half– and Team Has Used 3-Timeouts—"Excess Timeout" Charged with No Yardage Penalty (but 10-Second Runoff) (4-5-4 (b), (4-5-4 (d); Case Book AR 4.26, AR 4.29, AR 4.30, AR 4.31)

After the 2-Minute Warning of Either half and Team Has Used 3-Timeouts and One "Excess Timeout"—5-Yard Penalty for Each Subsequent Excess Timeout (4-5-4 (b) Penalty, (4-5-4 (e); Case Book AR 4.28)

(7) Fumble (4-3-2 (g))

Fumble During "Normal" Part of Game—Any Player of Either Team May Recover or Catch and Advance.

(8-7-3 Item 1)

Fumble During Last 2-Minutes of Either Half—May be Advanced Only by Team A Player Who Fumbled the Ball and by the Team B Player Who Recovered (and Then Fumbled). (8-7-6; Rules Book AR 8.59 to 8.64; Case Book AR 4.6, 4.7)

Fumble During a 4th-Down—May be Advanced by Any Member of the Defensive Team. (8-7-5 (a))

Fumble During a 4th Down—May be Advanced Only by the Team A Player Who Fumbled and the Spot of Next Snap is Spot of Recovery or Spot of Fumble. (8-7-5 (b))

Fumble During a 4th Down—Ball Dead if Recovered or Caught by a Teammate of the Team A Player Who Fumbled. (8-7-5 (c))

Fumble During a 4th Down—May be Advanced Only by the Team A Player Who Fumbled and the Spot of Next Snap is Spot of Recovery or Spot of Fumble. (8-7-5 (b))

Fumble During a Try—May be Advanced Only by the Team A Player Who Fumbled. (8-7-5 (b))

(8) Backward Pass Goes Out of Bounds (4-3-2 (g); Case Book AR 4.5)

Stop Game Clock when Backward Pass Goes Out of Bounds. (4-4 (c))

Start Game Clock on "Ready." (4-3-2 (g))

After 2-Minute Warning in First Half, Backward Pass Goes Out of Bounds.

Start Game Clock on "Ready." (4-3-2 (a) (2); Case Book AR 4.8)

After 5-Minute Warning in Second Half, Backward Pass Goes Out of Bounds.

Start Game Clock on "Ready." (4-3-2 (a) (3); Case Book AR. 4.0, 4.57, 4.58)

(9) 10-Second Runoff for Team A Infractions Inside the One-Minute Mark of Either Half. (4-7-1, 4-7-2, 4-3-2 (h))

Foul to Prevent Snap. (4-7-1 (a); Case Book AR 4.46, to AR 4.56)

Intentional Grounding. (4-7-1 (b); Case Book AR 4.63)

Illegal Forward Pass from Beyond Line of Scrimmage. (4-7-1 (c); Case Book AR 4.64)

Throwing Backward Pass Out of Bounds (4-7-1 (d))

Spiking or Throwing the Ball in the Field of Play After a Down Has Ended (Except After a Touchdown).

(4-7-1 (e); Case Book AR 4.65)

Any Other Intentional Foul that Causes the Game Clock to Stop. (4-7-1 (f); Case Book AR 4.16, AR 4.51)

Substitution Rule Violation. (4-7-2; Case Book AR 4.49)

10-Second Runoff for Infractions by Team-A and Clock Starts on "Ready." (Case Book AR 4.32)

Team A can use a timeout to prevent the 10-second runoff. (Case Book AR 4.31 to AR 4.34, AR 4.64)

Team B can decline the 10-second runoff and decline the yardage penalty. (Case Book AR 4.59, 4.60, 4.61)

If Team B declines the yardage penalty, the 10-second runoff is declined, also. (Case Book AR 4.30)

(10) 40-Second Play Clock Set for Team B Infractions Inside the One-Minute Mark of Either Half. (4-7-1-Penalty)

Foul to Prevent Snap. (4-7-1 (a))

Intentional Foul to Cause the Game Clock to Stop or to Continue to Run. (4-7-1 (f); Case Book AR 4.15)

Play Clock Set to 40-seconds and Game Clock Starts on "Ready." (Case Book AR 4.35)

(11) Substitution Rule Violation by Team B During Last 40-Seconds. (4-7-3)

Half has Ended Unless Team A Chooses to Have the Game Clock Start on the Snap. (4-7-3)

(12) Length of Timeouts. (4-5-1 Item 2)

2-Minutes in Length Unless Used by TV for a Commercial Break. (4-5-2 Item 2.)

30-Seconds in Length When the Designated Number of TV Commercials Have Been Exhausted.

(4-5-1 Item 2)

30-Seconds in Length If It is the 2nd Charged Team Timeout in the Same Dead Ball Period. (4-5-1 Item 2)

30-Seconds in Length When the Referee So Indicates. (4-5-1 Item 2)

46. OVERTIME / EXTRA PERIODS

HIGH SCHOOL:

By state association adoption, if, at the end of the fourth period, the teams have identical scores, the tie may be resolved by a method approved by the state high school association, which may include extending the playing time. The overtime is considered part of the fourth period. *3-1-1-Note*) A method to resolve tie-games is the "10-Yard Overtime Procedure." (*Federation 2011 Football Rules Book, pages 87 to 89*)

The WIAA has adopted a 25-yard overtime procedure, which is a modification of the NCAA procedure given in NCAA Rule 3-1-3.

COLLEGE:

An extra period shall consist of 2 possession series with each team putting the ball in play by a snap on or between the hash marks on the designated 25-yard line, unless relocated by a penalty. That 25-yard line becomes the opponent's 25-yard line. The snap shall be midway between the hash marks unless, before the ready for play signal, the offensive team selects a different position on or between the hash marks. After the ready for play signal, the ball may be relocated after a charged team timeout unless preceded by a Team foul or by offsetting fouls. *(3-1-3-d)*

Each team retains the ball during a possession series until it scores or fails to make a first down. The ball remains live after a change of team possession until it is declared dead. However, Team A may not have a 1st and 10 if it again possesses the ball after a change of team possession. *(3-1-3-e, AR 3-1-3 I to IX)*

PRO:

The sudden-death system of determining the winner shall prevail when the score is tied at the end of the regulation playing time of all preseason and regular-season NFL games. Under this system, the team scoring first during overtime play herein provided for, shall be the winner of the game and the game is automatically ended upon any score (including a safety) or when a score is awarded by the Referee for a palpably unfair act. *(16-1-1)*

Following an intermission of no more than 3-minutes after the end of the regular game, there shall be a maximum of one 15-minute period. If neither team has scored, the game shall result in a tie. Each team shall be entitled to two timeouts, and if there is an excess timeout, the usual rules shall apply. *(4-5)* The general provisions for the 4th quarter of a game shall apply, except all replay reviews will be initiated by the replay official. Coaches' challenges will not be allowed. *(16-1-3)*

For postseason games,

Both teams must have the opportunity to possess the ball once during the extra period, unless the team that receives the opening kickoff (Team B) scores a touchdown on its initial possession, in which case it is the winner, or if Team A scores a safety on Team B's initial possession, in which case Team A is the winner. *(16-1-4)*

If the team that possess the ball first scores a field goal on its initial possession, the other team (Team A) shall have the opportunity to possess the ball. If Team A scores a touchdown on its possession, it is the winner. If the score is tied after Team A's possession, the team next scoring by any method shall be the winner. *(16-1-4)*

If the score is tied at the end of a 15-minute overtime period, or if Team B's initial possession has not ended, another overtime period will begin, and play will continue, regardless of how many 15-minute periods are necessary. *(16-1-4)*

At the end of the first and third extra periods, etc., teams must change goals. *(16-1-4)*

The opportunity to possess applies only during kicking plays. A kickoff is the opportunity to possess for the receiving team. If the kicking team legally recovers the kick, the receiving team is considered to have had its opportunity. A punt or field goal that crosses the line of scrimmage and is muffed by the receiving team is considered to be an opportunity to possess for the receiving team. Normal touching rules by the kicking team apply. *(16-1-4)*

47. INADVERTENT WHISTLE

HIGH SCHOOL:

An inadvertent whistle ends the down. *(3-4-4-1, 4-2-3)*

When an inadvertent whistle occurs and a penalty is declined *(4-2-3)*:

(1) While a legal forward pass or snap is in flight, or during a legal kick, then the down is replayed *(4-2-3-a)*;

(2) While the ball is loose following a backward pass, a fumble, an illegal forward pass, or an illegal kick, then the team last in possession may choose to put the ball in play where possession was lost or may choose to replay the down *(4-2-3-b)*;

(3) While the ball is in player possession, then that team in possession may choose to accept the results of the play at the dead-ball spot or replay the down *(4-2-3-c)*;

(4) During a down in which a live-ball foul occurs prior to the inadvertent whistle and the penalty is accepted then the penalty is administered as determined by the basic spot enforcement procedure – the penalty administration takes precedence over the inadvertent whistle *(4-2-3-d)*.

Without exception, the game clock starts on the "ready" after an inadvertent whistle. *(3-4-2-c)*

COLLEGE:

A live ball becomes dead when an official sounds his whistle –even though inadvertently–or otherwise signals the ball dead (as, for example, when the runner is about to score a TD and an official sounds his whistle when the runner crosses the 5-yard line rather than the goal-line). *(4-1-2, AR 4-2-1 II, AR 4-2-4 I)* If the whistle is sounded:

(1) While the ball is in player possession, then the team in possession may elect to put the ball in play at the spot the whistle sounded or replay the down. *(4-1-2-b-1)*

(2) While 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. *(4-1-2-b-2)*

(3) During a legal forward pass, free kick, or scrimmage kick, then the ball is returned to the previous spot and the down is replayed. *(4-1-2-b-3)*

(4) After Team B gains possession of a Try or during an extra period, then the Try is over or the extra-period series is ended. (4-1-2-b-4; 3-3-2-e-6)

If a foul or violation occurs during any of the above downs, the penalty or violation is administered as in any other play situation if not in conflict with other rules. (4-1-2-c, AR 4-1-2 I & II)

PRO:

If an official sounds his whistle while the ball is still in play, the ball becomes dead immediately. (7-2-1 (n))

(1) If the ball is in player possession, the team in possession may elect to put the ball in play where it has been declared dead or to replay the down. (7-2-1 (n) (i))

(2) If the ball is a loose ball resulting from a fumble, backward pass, or illegal pass, the team last in possession may elect to put the ball in play at the spot possession was lost or to replay the down. (7-2-1 (n) (ii))

(3) If the ball is a loose ball resulting from a legal forward pass, a free kick, or a scrimmage kick, the ball is returned to the previous spot and the down is replayed. (7-2-1 (n) (iii))

(4) If there is a foul by either team during any of the above, penalty enforcement is as usual during a run, forward pass, kick, fumble and backward pass. (7-2-1 (n) (iv)); *Rule Book AR 7.1 to 7.4; Case Book AR 7.37 to 7.42*

48. CUT BLOCKS

HIGH SCHOOL AND COLLEGE

“Cut block” is not a defined term. (*Federation 2-3; NCAA 2-3, 9-3*) Players and coaches commonly apply the term “cut block” to a chop block or a block below the waist. (*Federation 2-3-8, 9-3-6-Table; NCAA 2-3-3*) However, a “cut block” may be, also, a block below the waist. (*Federation 2-3-7, -8, 9-3-2, -8; NCAA 2-3-2, 9-1-2-e*)

PRO:

It is an illegal “cut block” if (8-4-5; *Case Book 12.14 to 12.16*):

(1) An eligible receiver who takes a position more than 2-yards outside of his own tackle (a flexed receiver) is blocked below the waist. (8-4-5 (a))

(2) An eligible receiver who is lined up on or behind the line of scrimmage and is within 2-yards of his tackle is blocked below the waist after he crosses the line of scrimmage. (8-4-5 (b))

An eligible receiver, whether lined up on or behind the line of scrimmage, who is within 2-yards of his tackle may be blocked below the waist at or behind the line of scrimmage. (8-4-5-Note)

“Cut block” is mentioned in 12-1-1 (j), 12-1-6 Exception-2, and 12-1-6 Note-1 but is not defined in Rule 3.

Close-line-play and roll-up blocks are addressed in *Rule 12-2-10 Supplemental Notes (1) and (2)*.

Crackback blocks (illegal) (12-2-11); peel- back blocks (illegal) (12-2-12); blindside blocks (illegal) (12-2-9 (a) (8)); low blocks during a free kick, scrimmage kick or after a change of [team] possession (12-11 (g)); chop blocks (12-1-1 (e)); are specifically mentioned in Rule 12, “Player Conduct.”

Example: 3rd-and 8 on 50. End A2 lines up 1-yard outside his tackle. QB A1 throws an incomplete pass to the B30. Prior to the pass, B1 blocked A2 below the waist at the line of scrimmage. **Ruling:** 4th and 8 on 50. No foul. A receiver lined up not more than 2-yards outside his tackle may be blocked below the waist on or behind the line. (*Rules Book AR 12.7*)

49. LOSS OF DOWN FOULS BY THE OFFENSE

HIGH SCHOOL:

The following four fouls by the offense include the loss of the right to replay a down (10-1-6) in addition to distance penalties:

- (1) Illegally handing the ball forward (7-3-2) (*Signals #35 & #9;*,
- (2) Illegal forward passes (7-5-2) (*Signals #35 & #9;*
- (3) Forward pass interference (7-5-10) (*Signals #33 & #9;*, and
- (4) Illegal touching of a forward pass by an ineligible (7-5-13) (*Signals #16 & #9*).

COLLEGE:

The seventeen loss-of-down fouls by the offense are:

- (1) Offensive player goes out of bounds during a down and then is the first to touch a legal forward pass. (7-3-4) (*Signal #16; loss of down only.*)
- (2) Planned loose ball play in the vicinity of the snapper (7-1-7) (*Signals #19 & 9; loss of 5 yards and loss of down.*)
- (3) Return kick (6-3-10-b) (*Signal #31; loss of 5 yards from the spot of the foul*) (*A return kick is an illegal kick and a live ball foul that causes the ball to become dead.*)
- (4) Illegal kick from beyond the neutral zone. (4-1-3-h, 6-3-10-c) (*Signals #31 & 9; loss of 5 yards from the previous spot and loss of down.*)
- (5) Batting a loose ball—no player shall bat loose balls forward in the field of play or in any direction if the ball is in the end zone. 9-4-1-c, 2-2-3-a, AR 6-3-11 I, AR 9-4-1 I to XI, AR 10-2-2 II) (*Signals #31 & 9; Loss of 10 yards and loss of down for fouls by Team A if the loss of down is not in conflict with other rules. Exception: No loss of down if the foul occurs when a legal scrimmage kick is beyond the neural zone.*)
- (6) Illegally batting forward a backward pass in flight by the passing team. (9-4-1-c) (*Signal #31; loss of 10 yards.*)
- (7) Batting forward a ball in player possession by a player of that team. (9-4-3) (*Signal #31; loss of 10 yards*)
- (8) Illegally kicking the ball. (9-4-4) (*Signals #31 & 9; loss of 10 yards plus loss of down for fouls by Team A if the loss of down is not in conflict with other rules. Exception: No loss of down if the foul occurs when a legal scrimmage kick is beyond the neutral zone.*)
- (9) Illegally handing the ball forward. (7-1-6) (*Signals #35 & 9; loss of 5 yards from the spot of the foul and*

- loss of down if by Team A before team possession changes during the down.;*
- (10) Ball intentionally thrown backward and out of bounds to conserve time (7-2-1, AR 3-4-3 III) (Signals #35 & 9; *loss of 5 yards from the spot of the foul and loss of down if by Team A before team possession changes during a scrimmage down.*);
 - (11) Forward pass thrown when passer's entire body is beyond the neutral zone (7-3-2-a) (Signals #35 & 9; *loss of 5 yards from the spot of the foul and loss of down*)
 - (12) Second forward pass during the same down (7-3-2-d) (Signal #35 & 9; *loss of 5 yards and loss of down.*)
 - (13) Ball not spiked immediately after controlling the snap, if to conserve time (7-3-2-e) (Signal #35 & 9; *loss of 5 yards from the spot of the foul and loss of down*)
 - (14) Ball thrown directly into the ground ("spiked") after the ball has already touched the ground. (7-3-2-e) (Signals #35 & 9; *loss of 5 yards from the spot of the foul and loss of down.*)
 - (15) Ball is thrown forward into an area where there is no eligible Team A receiver, if to conserve time. (7-3-2-f) (Signals #35 & 9; *loss of 5 yards from the spot of the foul and loss of down.*)
 - (16) Forward pass thrown from behind the neutral zone after a ball carrier has gone beyond the neutral zone (7-3-2-g) (Signals #35 & 9; *loss of 5 yards and loss of down from the spot of the foul.*)
 - (17) Intentional grounding to save loss of yardage when the ball is thrown forward into an area where there is no eligible Team A receiver (except if the passer is or has been outside the tackle box and the ball lands beyond the neutral zone or neutral zone extended. This applies only to the player who receives the snap.) (7-3-2-h, 2-19-3, AR 7-3-2 VIII) (Signals # 36 & 9; *loss of down, only, at the spot of the foul.*)

PRO:

Loss-of-down fouls are called "combination penalties" and there are three of them:

- (1) Making a forward pass from scrimmage from beyond the line.
Penalty: Loss of 5-yards and loss of down) (8-1-2, 14-8-2; Case Book AR 8.30 to AR 8.33)
- (2) Intentionally grounding a pass from behind the line.
Penalty: Loss of 10-yards and loss of down. (8-2-1; Case Book AR 8.79 to AR 8.87)
- (3) Interfering with a possible fair catch in the field of play.
Penalty when a prior signal has not been given: Loss of 15-yards from the spot of the foul and Loss of the ball. The offended team is entitled to put the ball in play by a snap from scrimmage. (10-1-1, 14-8-3; Case Book AR 10.1 to AR 10.6)
Penalty when a signal has been given: Loss of 15-yards from the spot of the foul and a fair catch is awarded even if the ball is not caught. (10-1-1; Case Book AR 10.24 to AR 10.36)

50. FOULS BY THE DEFENSE THAT GIVE THE OFFENSE FIRST DOWNS

HIGH SCHOOL:

The following five fouls by the defense give the offense automatic first downs (10-1-7), in addition to distance penalties:

- (1) Roughing the kicker. (9-4-5) (Signals #38, #30 & #8)
- (2) Roughing the holder. (9-4-5) (Signals #38, #30 & #8)
- (3) Roughing the passer. (9-4-4) (Signals #38, #34 & #8)
- (4) Roughing the snapper. (9-4-6) (Signals #38 & #8)
- (5) Forward pass interference. (7-5-10) (Signals #33 & #8)

COLLEGE:

Listed in the rule book (page FR 109) are 18-defensive fouls that give the offense an automatic first down, in addition to distance penalties, including: forward pass interference, personal fouls, tripping, clipping, hurdling, face mask (15 yards), top of the helmet striking, roughing the passer, roughing the kicker or holder, illegal contact with the snapper, fighting and the horse-collar tackle.

PRO:

After a penalty for a foul by the defense prior to (between downs) or during a play from scrimmage, the ensuing down is first-and-10 for the offense. Exceptions are:

- (1) Offside. (14-8-5 (1))
- (2) Encroachment. (14-8-5 (2))
- (3) Neutral zone infraction. (14-8-5 (3))
- (4) Delay of game. (14-8-5 (4))
- (5) Illegal substitution. (14-8-5 (5))
- (6) Excess timeout. (14-8-5 (6))
- (7) Running into kicker. (14-8-5 (7))
- (8) More than 11 players on the field at the snap. (14-8-5 (8))

In the above 8 exceptions, the number of the down and the necessary line remain the same unless a distance penalty places the ball on or in advance of that line, in which case it is first-and-10 for Team A. (14-8-5)

51. FACE MASK FOULS

HIGH SCHOOL:

No player shall **grasp** an opponent's face mask, any edge of a helmet opening or the chin strap. (9-4-3-h). The penalties are 5-yards for incidental grasping and 15-yards for grasping and twisting, turning or pulling the face mask, helmet opening or chin strap. (9-4 Penalty; Case Book 9.4.3G to 9.4.3J) (Signals #45 or #38 & #45)

COLLEGE:

No player shall continuously contact an opponent's helmet (including the face mask) with the hand(s) or arm(s), except against the runner. (9-1-8-a)

No player shall grasp and then 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 grasped and then twisted, turned, or pulled. (When in question, it is a foul.) (9-1-8-b)

PRO:

No player shall twist, turn or pull the facemask of an opponent in any direction. (12-2-5) Penalty: Twisting, turning or pulling the mask—15-yards. A personal foul. The player may be disqualified if the action is judged by the official(s) to be of a flagrant nature. (12-2-5) The “incidental face mask” foul was removed from the rules in 2008.

52. HORSE COLLAR TACKLE

HIGH SCHOOL:

No player or nonplayer shall grab the inside back or side collar of the shoulder pads or jersey of the runner and subsequently pull that opponent to the ground. The horse collar foul is enforced as a live ball foul. (9-4-3-k) (Signals #38 & #25) This foul can occur anywhere on the field.

COLLEGE:

All players are prohibited from grabbing the inside back collar of the shoulder pads or jersey, or the inside collar of the side of shoulder pads or jersey and immediately pulling the runner down. This does not apply to a ball carrier, including a potential passer, who is inside the tackle box. (9-1-15, 2-34, AR 9-1-15) (Signals #38 and #25) Note that the tackle box disintegrates when the ball leaves it. (2-34)

PRO:

All players are prohibited from grabbing the inside collar of the back of the shoulder pads or jersey or the inside collar of the side of the shoulder pads or jersey and immediately pulling down the runner. This does not apply to a runner who is in the tackle box or to a quarterback who is in the pocket. (12-2-1 (d); Case Book AR 12.91 to AR 12.93)

53. FOULS BY BOTH TEAMS ON THE SAME PLAY (“OFFSETTING”)

HIGH SCHOOL:

It is a **double foul** if both teams commit live ball fouls, other than unsportsmanlike or nonplayer, during such a time that the penalties offset and there is (10-2-1-a, b, c; 2-16-2-b):

- (1) No change of team possession, unless all fouls committed by Team R are post-scrimmage kick fouls.
- (2) A change of team possession and the team in possession at the end of the down had fouled prior to final change of possession, unless all fouls committed by Team R are post-scrimmage kick fouls, or,
- (3) A change of possession and the team in final possession accepts the penalty for its opponent's foul which occurred at any time during the down.

In the three situations the penalties cancel and the down is replayed—but time on the clock is not reset. (10-2-1; 3-4)

COLLEGE:

If live ball fouls by both teams are reported to the Referee, the fouls offset and the down is repeated. (10-1-4; AR 10-1-4 I & VIII) *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 refuse offsetting fouls and thereby retain possession of the ball after completion of the penalty for its foul. (10-1-4-Exception-1, AR 10-1-4 I to VIII)
- (2) When Team B's foul is governed by postscrimmage kick rules, Team B may refuse offsetting fouls and accept postscrimmage kick enforcement. (10-1-4-Exception-2)
- (3) Fouls during a try after a change of team possession and Team B had not fouled before the change of possession—distance penalties against either team are declined by rule, the down is not repeated and the try is over. (8-3-4-c; see, also, rule 3-1-3-g-3; AR 3-1-3 XI to XIV)

PRO:

A double foul is a foul by each team during the same down and includes any multiple foul by either team, including dead ball fouls. (3-11-2 (c), 14-3; Rules Book AR 3.4, AR 3.6; Case Book AR 6.22)

If there is a double foul without a change of possession, the penalties offset and the down is replayed at the previous spot. If it was a scrimmage down, the number of the next down and the necessary line-to-gain is the same as for the down for which the new one is substituted. (14-3-1) **Exceptions are:**

- (1) **15 Yards versus 5 Yards.** If one of the fouls is of a nature that incurs a 15-yard penalty and the other foul of a double foul normally would result in a loss of 5-yards *only* the major penalty yardage is to be assessed from the previous spot. (14-3-1-Exception (1); Case Book AR 14.70 to AR 14.78)
- (2) **Delay Foul for Spiking versus Live Ball Foul.** If one of the fouls is a **dead foul** for delay of game for spiking the ball and the opponent's foul is a live ball foul, the team that committed the delay of game foul (in addition to 15 vs. 5 enforcement) will have the option to decline the foul committed by its opponent and be assessed the penalty for delay from the dead ball spot. (14-3-1-Exception (2))
- (3) **Disqualified Player.** Any disqualified player is removed immediately. (14-3-1-Exception (3))
- (4) **Both Fouls Involve Disqualification.** If both fouls involve disqualification, the down is replayed at the previous spot. If both fouls are dead ball fouls or are treated as such (14-1-8), the fouls are disregarded and the ball is next put in play at the succeeding spot. (14-3-1-Exception (4))
- (5) **First Touching and foul.** If there is a first touch violation by the kickers during a scrimmage kick, the down is not replayed at the previous spot. If a distance penalty for a foul by the receivers is enforced, the violation by the kickers is disregarded. If not enforced, the receivers next put the ball in play at any spot of first touching or at any other spot when they are entitled to possession at the end of the down. However, a post-possession foul cannot be declined in order to force Team B's possession at any spot of first touching. (14-3-1 (5), 9-5-1 Exception 3)

54. DOUBLE FOULS DURING CHANGE OF POSSESSION AND THE “CLEAN HANDS” RULE

HIGH SCHOOL:

Whenever both teams foul during a down in which there is a change of team possession and the team in final possession got the ball free of a foul (viz., with “clean hands”) it has the opportunity to retain possession. (*Case Book 10.2.2 B*)

If each team fouls during a down in which there is a change of team possession and the play does not involve a post-scrimmage kick foul, the team last gaining possession may retain the ball provided the:

- (1) Foul by the team last gaining possession is not prior to the final change of possession AND
- (2) Team last gaining possession declines the penalty for its opponent’s foul(s)—those fouls cannot be unsportsmanlike and not nonplayer. (*10-2-2-a,-b*)

If both conditions are met, the team that was not last in possession has no penalty options until the team last in possession has made its penalty decision on the foul(s) prior to the change of possession. After that decision by the team last in possession, the team not last in possession may decline or accept the penalty for the foul by the team last in possession or may choose which penalty to have enforced in the case that the team last in possession committed more than one foul following the change (in team possession). (*10-2-2, 2-16-2-b; Case Book 10.2.2 A, 10.2.2B*)

COLLEGE:

If each team fouls during a down (normally “offsetting fouls”) in which there is a change of team possession, the team last gaining possession may retain possession of the ball if:

- (1) Its foul occurred after final change of team possession, and
- (2) It declines the penalty for the opponent’s live-ball foul. (*10-1-4-Exception 1. AR 10-1-4 I to VIII*).

Further,

(3) If Team B’s foul has postscrimmage-kick enforcement then Team B may decline offsetting fouls and accept p-s-k enforcement. (*10-1-4-Exception 2*)

(4) During a Try if one or more fouls occur after change of possession then the penalties offset, neither team can score, and the Try is not replayed. (*8-3-4-c, 10-1-4-Exception 3*)

(5) In extra periods when fouls are committed after a change of team possession then penalties against either team are declined by rule. (a) *Exceptions:* Penalties for flagrant personal fouls, unsportsmanlike conduct fouls, dead-ball personal fouls, and live-ball fouls treated as dead-ball fouls are enforced on the succeeding play. (b) A score by a team committing a foul during the (extra period) down is canceled. (c) 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. (*3-1-3-g, AR 3-1-3 XI to XIV*)

PRO:

If there is a double foul (*3-11-2-c*) during a down in which there is a change of [team] possession, the team gaining possession **must** keep the ball after enforcement for its foul, provided its foul occurred after the change of possession (“clean hands”). (*14-3-2*)

However, if the Kickers foul during a kickoff, a punt, a safety kick, or a field goal attempt and the foul occurs before possession changes, the receivers have the option of replaying the down at the previous spot (offsetting fouls), or keeping the ball after enforcement of the penalty for its foul. (*14-3-2-Exception (1)*)

Further, if the team gaining possession fouls and loses possession, the penalties offset and the down is replayed at the previous spot. (*14-3-2-Exception (2)*)

Finally, if a score would result from a foul by a team gaining possession, the down is replayed at the previous spot. (*14-3-2-Exception (3)*)

Example: It is third-and-10 on the B40. A1 is offside. B1 intercepts the pass on the B4 and runs to the B30. During the run B2 held in B’s end zone. **Ruling:** Replay. No safety. Third-and-10 on the B40. (*Case Book AR 14.101(b)*)

If the team gaining possession fouls prior to the change of possession (not clean hands), the penalties offset and the down is replayed at the previous spot. (*14-3-2; Case Book 14.82 to AR 14.84*)

55. GOAL LINES AND SIDE LINES

HIGH SCHOOL AND COLLEGE:

Goal lines are treated as though they were a “vertical planes.” Side lines are treated as lines. Goal lines are in the end zone. A team’s goal line is that which it is defending. (*Federation 2-26-3,-6; NCAA 2-12-2*)

PRO:

For touchdown-scoring purposes the goal line is treated as a “plane.” (*11-2-1 (a) & (b)*) On scrimmage kicks the goal line is treated as a “line.” (*11-6-1; Rules Book AR 11.33*) Sidelines are treated as “lines.” (*3-21*)

Position of the ball is determined by its position when the runner touches out of bounds. (*3-21-2; Rules Book AR 3.12; Case Book AR 3.17 to AR 3.22*)

56. GOAL LINE, GOAL LINE PLANE, GOAL LINE EXTENDED, PYLON

HIGH SCHOOL:

The goal line is the vertical plane which separates the field of play from the end zone. When related to a live ball in a runner’s possession (runner touching inbounds) while the ball is over the out-of-bounds area, the goal line includes the extension beyond the sidelines. (*2-26-3*)

The important words in the definition are “touching inbounds.” The goal line is extended only if the ball carrier is on his feet. When a ball carrier dives (leaves his feet) the goal line is not extended. If a runner dives toward the goal line the football must cross the goal line inbounds. (*Case Book 2.26.3*)

A pylon, when properly placed on the goal line, is out of bounds at the intersection of the sideline and the goal line extended. (*1-2-4*) Pylons shall be placed, also, on the end lines at the intersections of the inbounds lines or 3-feet beyond the end lines at the intersections of the inbounds lines. (*1-2-4*) Six-pylons are used in each end zone.

There is no instant replay system for high school football. Game officials may not use any replay or television monitoring equipment to review any decision relating to the game. (*1-1-9, 1-3-7*)

COLLEGE:

The goal line at each end of the playing field runs between the sidelines and is part of the vertical plane that separates the end zone from the field of play. This plane extends between and includes the pylons. The two goal lines are 100 yards apart. The entire goal line is in the end zone. A team's goal line is that which it is defending. (2-12-2)

A touchdown shall be scored when 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. This plane extends beyond the pylons only for a player who touches the ground in the end zone of a pylon. (8-2-1-a, AR 2-23-1 I, AR 8-2-1 I to IX)

Pylons, red or orange in color, are placed at the inside corners of the eight intersections of the sidelines with the goal lines and end lines. Pylons marking the intersections of the end lines and inbounds lines-extended shall be placed 3-feet off the end lines. (1-2-6 and Field Diagram, Appendix D, page FR-118 & 119) Six pylons are used in each end zone.

Scoring plays (including a runner in possession of a live ball breaking the plane of a goal line) are "reviewable plays" under the instant replay system. (12-3-1)

PRO:

Each goal line marking is in the end zone so that the edge of the line toward the field of play is the actual goal line and is 30-feet from the inside edge of the end line. Each goal line is 8 inches wide. (1-2-Supplemental Notes)

To score a touchdown, the ball in runner's possession must break the goal-line plane, hit the pylon, or go over the top of the pylon. (Case Book AR 3.18 (a))

A player or an official is out of bounds when he touches:

(a) A boundary line. (3-21-1 (a))

(b) Anything other than a player, an official, or a pylon on or outside a boundary line. (3-21-21 (b))

A touchdown is the situation in which any part of the ball, legally in possession of a player inbounds, is on, above, or behind the opponent's goal line (plane), provided it is not a touchback. (3-38; 11-2)

Scoring plays (including a runner breaking the plane of the goal line) are "reviewable" plays for instant replay. (15-9 Reviewable Plays (a) 1))

A touchback is the situation in which a ball is dead on or behind a team's own goal line. Provided the impetus came from an opponent' and provided it is not a touchdown. (3-37)

A safety is the situation in which the ball is dead on or behind a team's own goal line provided:

(a) The impetus (3-15-3) came from a player of that team. (3-28)

(b) It is not a touchdown. (3-28, 11-2)

Pylons mark the four intersections of the goal lines and sidelines and are placed at inside edges of white lines and should not touch the surface of the actual playing field itself. (Field Markings – 5, page v) Note that only 4-pylons are in each end zone—the inbounds lines ("hash marks") correspond to the goal post uprights.

57. GOAL POST WIDTH, INBOUNDS LINES AND 9-YARD MARKS**HIGH SCHOOL:**

Goal post inside width is 23-feet 4-inches. (1-2-5-c & -d) It is permissible to use college or professional fields with goal post uprights set at 18-feet, 6-inches. (1-2-5-d Note)

Hash marks divide the field into thirds and are 53-feet 4-inches apart (17+ yards). (1-2-3-e and Field Diagram, page 8)

Nine yard marks, 12-inches in length and 4-inches in width, shall be located 9-yards from each sideline. The 9-yard marks shall be marked so that at least each successive 10-yard line bisects the 9-yard marks. These marks shall not be required if the field of play is visibly numbered. If on-the-field numbers are used, the tops of those numbers shall be 9-yards from the sidelines, should be 6-feet in height and 4-feet in width and may include directional arrows next to the yard-line numbers indicating the direction toward the nearest goal line. (1-2-3-f)

COLLEGE:

Goal post width is 18-feet 6-inches, inside to inside and must be white or yellow. (1-2-5-a) Uprights extend at least 30-feet above the ground with a connecting white or yellow horizontal crossbar, the top of which is 10-feet above the ground. (1-2-5-a)

Hash marks are 60-feet from the sidelines. (1-2-1-k) The middle of the field is 40-feet wide. (Field Diagram, Appendix D, page 119) Tops of numbers are 9-yards from the sidelines. (1-2-1-l and Field Diagram, Appendix D, p.119)

PRO:

Goal post width is 18-feet 6-inches. Hash marks are 70-feet 9-inches from the sidelines. The middle of the field between hash marks is 18 feet, 16 inches wide. Bottoms of numbers are 12 yards from the sidelines and numbers are 6-feet in height. (Rule 1-3 and Field Diagram, page iv to vi)

58. TEAM BOXES, TEAM AREAS, RESTRICTED AREAS.**HIGH SCHOOL:**

Team Boxes shall be marked on each side of the field outside the coaches' areas between the 25-yard lines for use by coaches, substitutes, athletic trainers, etc., affiliated with each team. The coaches' areas are a minimum of 2 yards between the front of the team boxes and the sidelines and become *restricted areas* when the ball is live. (1-2-3-g) A maximum of three coaches may be in their restricted areas. However, no player, non-player or coach shall be in his restricted area when the ball is live. (9-8-3)

COLLEGE:

Limit lines shall be marked with 12-inch lines and at 24-inch intervals 12-feet outside the sidelines and end lines. (In stadiums where total field surface does not permit limit lines 12-feet outside the perimeter of the field, limit lines shall not be less than 6-feet from the sidelines and end lines.) Limit lines designating team areas shall be solid lines. No person outside the team area shall be within the limit lines. (1-2-3) No person outside the team area shall be inside the limit lines. Game management personnel have the responsibility and the authority to enforce this rule. (1-2-3-b) Limit lines shall also be marked 6-feet from the team area around the side and back of the team area, if the stadium permits. (1-2-3-c)

On each side of the field, a *team area* in back of 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 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 shall contain white diagonal lines or be marked distinctly for use of coaches. (1-2-4-a)

PRO:

All team personnel must observe the zone restrictions applicable to the bench area and the border rimming the playing field. The only persons permitted within the solid six-foot white border (*Rule 1-1*) while play is in progress on the field are game officials. For reasons involving the safety of participating players whose actions may carry them out of bounds, officials' unobstructed coverage of the game and spectators' sightlines to the field, the border rules must be observed by all coaches and players in the bench areas. (13-1-4)

The playing field will be rimmed by a solid white border a minimum of 6-feet wide along the end lines and sidelines. An additional broken limit line 6-feet further outside this border is to encompass the playing field in the non-bench areas and such broken line will be continued at an angle from each 32-yard line and pass behind the bench areas (all benches a minimum of 30-feet back from the sidelines). (1-1) A diagram of the bench area showing the restricted zones is given on *page vi* of the Rules Book.

59. PLAYER EQUIPMENT

HIGH SCHOOL:

Mandatory player equipment (1-5-1) that must be worn:

- (1) NOCSAE helmet and face mask— the helmet must have a chin strap fastened at least at four points.
- (2) Jersey, unaltered, with numerals 1 to 99.
- (3) Unaltered hip pads with tailbone protector; knee pads; thigh guards; pants; shoes; shoulder pads; tooth and mouth protector.

Specifications for each item are given in the rule (1-5-1) Auxiliary equipment (1-5-2) and illegal equipment (1-5-3) are listed in the rules.

COLLEGE:

All players must wear the following mandatory equipment (1-4-3):

- (1) Helmet. (The helmet must be fitted with a facemask and a secured 4 or 6-point chin strap, all points of which must be secured whenever the ball is in play.)
- (2) Hip pads. (Hip pads must include a tailbone protector.)
- (3) Jersey. (Design, color and numerals are given in the "specifications.")
- (4) Knee pads. (Knee pads must be at least 1/2-inch thick and must be covered by pants. It is strongly recommended that they cover the knees. No pads or protective equipment may be worn outside the pants.)
- (5) Mouthpiece. (The mouthpiece must be an intra-oral device of any readily visible color. It must not be white or transparent. It must be made with FDA approved base materials and cover all upper teeth.)
- (6) Pants. (Players of a team must wear pants of the same color and design.)
- (7) Shoulder pads. (There are no specifications for shoulder pads. However, see *Appendix E*, "Details Regarding Illegal Equipment.")
- (8) Socks. (Players of a team must wear socks or leg coverings that are identical in color and design.)
- (9) Thigh guards. (There are no specifications for shoulder pads. However, see *Appendix E*, "Details Regarding Illegal Equipment.")

Specifications of mandatory equipment are given in the rules. (1-4-4) Optional equipment (1-4-6), illegal equipment (1-4-7) and prohibited field equipment (1-4-11) are listed in the rules.

PRO:

Mandatory player equipment that must be worn (5-4-3):

- (1) Helmet and face protector with chin strap attached. Facemasks must not be more than 5/8-inch in diameter and must be made of rounded material; transparent materials are prohibited. (5-4-3 (a))
- (2) Jersey. (5-4-3 (b))
- (3) Numerals. (5-4-3 (c)) (See items #7, 15, & 16, above.)
- (4) Pants. (5-4-3 (d))
- (5) Shoulder pads. Shoulder pads must be completely covered by the uniform jersey. (5-4-3 (e))
- (6) Stockings. (5-4-3 (f))
- (7) Shoes. (5-4-3 (g))

Prohibited (5-4-4), recommended (5-4-5) and optional (5-4-6) equipment and specifications are given in the Rules Book (pages 28 to 30).

60. GLOVES

HIGH SCHOOL:

A glove is a covering for the hand having separate sections for each finger and thumb and not having any web-like material between the fingers and/or thumb. The glove must completely cover each finger and thumb and must have the NFHS/NCAA label or stamp securely attached unless the gloves are made of unaltered plain cloth. (1-5-2-b Note-1 and -2)

Through the 2011 season, gloves and hand pads, may be anchored with athletic tape. Gloves, even though modified, must have a securely attached label or stamp ("NFHS/NCAA Specifications") indicating compliance with test specifications on file with the SGMA as of January 1, 1994, unless made of unaltered plain cloth. Beginning in 2012, gloves, which may be anchored with athletic tape, and even though modified, must meet the NOCSAE test standard at the time of manufacture, unless made of unaltered plain cloth. (1-5-2-b)

COLLEGE:

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. There is no restriction on the color of gloves. (Exception: This rule is effective for NCAA Divisions II and III in 2012.) (1-4-6-b-1)

Gloves must have a securely attached label or stamp ("NF/NCAA Specifications") indicating voluntary compliance with test specifications on file with the Sporting Goods Manufacturing Association, unless made of unaltered plain cloth. (1-4-6-b-2)

PRO:

Each player on a given NFL team must wear the same colors on his uniform as all other players on his team in the same game. (5-4-2)

In the NFL, the team uniform includes every piece of equipment worn by a player, including helmet, shoulder pads, thigh pads, knee pads, and any other item of protective gear, and to every visible item of apparel including but not limited to pants, jerseys, wristbands, **gloves**, stockings, shoes, visible undergarments, and all accessories such as headwear coverings worn under helmets and hand towels. (5-4-1)

Prohibited equipment includes: projecting objects; uncovered hard objects and substances; detachable kicking toe; torn items; improper cleats; improper tape; items colored like the football; adhesive or slippery substances; garments under jerseys (see statement 5-4-4-(j)); certain headwear coverings. (5-4-4 (a) to (k); Case Book AR 5.21 to AR 5.28)

Gloves, wrappings, elbow pads and other items worn on the arms below or over the jersey sleeves by interior linemen (excluding tight ends) **which are of a color different from that which is the team color** are prohibited, also. Non-interior linemen may wear **gloves** provided they are a solid white, solid black, or a solid color that is an official color of the applicable club. Gloves may also be a bi-color combination of black or white and one official color of the applicable club. (5-4-4 (h); Case Book AR 5.25)

Colored glove restrictions apply only to interior linemen. (Case Book AR 5.25)

61. BRIEF HISTORIES OF THE RULES-WRITING PROCESSES

COLLEGE:

Students invented the game of American football and wrote the first sets of rules. However, football-type games in high schools were organized earlier than on college campuses. In the 1860s, the "Boston Game" was being played on the Boston Common by five secondary schools (Boston Latin, Roxburg High, Dorchester High, Boston English, and the Dixwell School). "First" intercollegiate football games can be considered to have played between

- Princeton and Rutgers on November 6, 1869 (using soccer rules),
- Yale and Columbia on October 25, 1873, (using modified soccer rules written in 1873),
- Harvard and McGill on May 15, 1874 (using the All-Canada Rugby Code),
- Harvard and Yale on November 13, 1875 (using "concessionary rules" --modifications of soccer and rugby

rules) or

- Many schools in 1876, using the sixty-one rules adopted at the Massasoit conference in Springfield, Massachusetts, which were slight modifications of the 1871 Rugby Football Union laws..

In 1976, the NCAA celebrated the 100th anniversary of the establishment of the Massasoit rules, therefore, games played in 1876 can be considered to be the "first" American football games.

It was recognized that the game of football would not progress until all schools played by the same rules. For example, baseball had become the favorite intercollegiate game following the establishment of one set of rules in a convention (*The National Association of Baseball Players*, March 9, 1859). The first collegiate baseball game played under those rules was on July 1, 1859, between Amherst and Williams colleges.

To establish common football rules, the *Princeton Football Association* was formed on October 15, 1871, and wrote the original football rules – ten items. Those rules, interestingly, called for a strictly kicking game and prohibited carrying or throwing the ball and, also, prohibited holding a player with the ball (tackling). Rules writers in the early years were from Princeton, Columbia, Harvard, Rutgers and Yale.

In 1876, at the Massasoit Convention, the *American Intercollegiate Football Association* was organized by students from Princeton, Harvard, Yale and Columbia who played the game. In 1906, administrators of college athletics became involved in the writing of football rules under the name the *Intercollegiate Athletic Association of the United States*. In 1910, this organization, with its activities not limited to football, would be renamed the *National Collegiate Athletic Association*.

Football rules written by the NCAA were used by both high schools and professionals until the 1930s. In 1947-48, an unsuccessful attempt was made to write football rules common for play in colleges and high schools.

HIGH SCHOOL:

In 1930, the *National Federation of State High School Athletic Associations* appointed its own football rules writing committee after it was denied representation on the NCAA Football Rules Committee. In 1931, the Federation developed a code of rules adapted to the needs of high school players. The original code was used experimentally by

the Illinois, Iowa and Wisconsin state associations. In 1932, the National Federation published its first book for national distribution.

In 1920 state associations from Illinois, Indiana, Iowa, Michigan, and Wisconsin had met to form *The Midwest Federation of State High School Athletic Associations*. At the second meeting of the organization, Indiana was not represented. However, the third meeting, in 1922, was attended by representatives from eleven state associations and the name *National Federation of State High School Athletic Associations* was adopted. In 1940, a full-time executive staff was necessary for the NFSHSAA.

PRO:

The first professional football player was former Yale All-America guard William (Pudge) Heffelfinger, who was paid \$500 by the Allegheny Athletic Association to play in a game, November 12, 1892, against the Pittsburgh Athletic Club. Then in 1893, the Pittsburgh Athletic Club signed Grant Dilbert to the first known pro football contract. In 1920 pro football was in a state of confusion due to three major problems: (1) dramatically rising salaries, (2) players continually jumping from one team to another, and (3) the use of college players still enrolled in school.

Until 1933, the *National Football League* (name adopted in 1922) used the rules of college football. But in 1933 the NFL made the following changes: (1) inbounds lines (hashmarks) on the field, (2) goal posts on the goal line, and (3) forward pass legal from anywhere behind the line of scrimmage. The NFL continued to develop its own rules. In 1938, Hugh (Shorty) Ray, then with the Illinois Interscholastic Athletic Association, became a technical advisor on rules and officiating to the NFL. Mr. Ray is the only field official in the NFL Hall of Fame.

62. FORMATS OF RESPECTIVE 2010 RULES BOOKS

Rule	Federation	NCAA	NFL
1.	The Game, Field Players and Equipment	The Game, Field Players and Equipment	Field
2.	Definitions of Playing Terms	Definitions	Ball
3.	Periods, Time Factors and Substitutions	Periods, Time Factors and Substitutions	Definitions
4.	Ball in Play, Dead Ball and Out of Bounds	Ball in Play, Dead Ball, Out of Bounds	Game Timing
5.	Series of Downs, Number of Down and Team Possession After Penalty	Series of Downs, Line to Gain	Players, Substitutes, Equipment, General Rules
6.	Kicking the Ball and Fair Catch	Kicks	Free Kicks
7.	Snapping, Handing and Passing the Ball	Snapping and Passing the Ball	Scrimmage
8.	Scoring Plays and Touchback	Scoring	Forward Pass, Backward Pass, Fumble
9.	Conduct of Players and Others	Conduct of Players and Others Subject to Rules	Scrimmage Kick
10.	Enforcement of Penalties	Penalty Enforcement	Opportunity to Catch a Kick, Fair Catch
11.	--	The Officials: Jurisdiction and Duties	Scoring
12.	--	Instant Replay	Player Conduct
13.	--	Appendix A—Guidelines for Serious On-Field Injury	Non-Player Conduct
14.	--	Appendix B—Lightning Guidelines	Penalty Enforcement
15.	--	Appendix C—Concussion Guidelines	Officials: Jurisdiction and Duties
16.	--	Appendix D—Field Diagrams	Sudden-Death Procedures
17.	--	Appendix E—Equipment Guidelines	Emergencies, Unfair Acts
18.	--	--	Guidelines for Captains

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