

WASHINGTON DISTRICT FOOTBALL OFFICIALS ASSOCIATION
RULE DIFFERENCES: FEDERATION AND NCAA
2006 Version

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The major differences most likely to be encountered during a game are presented here. The technical and minor differences are presented in Appendix A. The overtime-game differences are presented in Appendix B. Last year's changes are summarized in Appendix C. This year's changes are summarized in Appendix D. This year's changes are shaded in gray, Last year's changes are outlined.

RULE 1

FEDERATION

NCAA

PRE-GAME CONFERENCE:

The referee is required to explain that everyone is expected to exhibit good sportsmanship throughout the game during the pre-game conference.

No provision for discussing good sportsmanship during the pre-game conference.

THE BALL:

Each team shall provide at least one legal game ball to the referee 30 minutes prior to game time. An approved composition ball is legal. The ball may have either 8 or 12 laces. No provision for number of panels. The ball may have continuous solid longitudinal white or yellow stripes. The ball can have either a white or yellow stripe on the two panels adjacent to the laces. No restrictions on marking the ball. No restrictions on advertising or commercial information. It shall have the NFHS authenticating mark. No restrictions on ball-drying substances. No restrictions on the use of a ball-drying device.

No more than six new or nearly new balls (inclement weather allows more) shall be presented to the referee by each team 60 minutes prior to game time. A rubber- or composition-covered ball is illegal. The ball must have exactly 8 laces and exactly 4 panels. The ball must have a 1-inch white stripe on the two panels adjacent to the laces. Marking the ball indicating a preference for any player or situation is prohibited. The penalty is 15 yards from the previous spot. All advertising, except ball manufacturer's name or logo, or AFCA, is prohibited. A ball-drying substance is prohibited. Mechanical ball-drying devices are not permitted near the sidelines or in the team area.

JERSEYS:

No provisions or restrictions for replacement of torn jersey. Vests are permitted. No restrictions on corresponding uniform numbers or on how many jerseys may be worn. The jersey shall be long enough to reach the top of the pants and shall be tucked in if longer. The jersey must fully cover shoulder pads, all hard shoulder pad attachments, rib pads and back protectors. No provision requiring players of a team to wear jerseys of the same color and design. Numbers must be centered horizontally on the front and back of the jersey. No similar restrictions on cloth or fabric.

A player whose jersey does not conform to rule or does not completely cover shoulder pads must be charged with a team time-out to repair or replace the jersey. No jersey may be changed in the field of play. Vests are not permitted. Numbers on any part of the uniform shall correspond with the jersey number. Only one jersey may be worn. The jersey must be full length and tucked into the pants. Jerseys must fully cover the shoulder pads. Hard shoulder pad attachments, rib pad and back protectors must be fully covered, but not necessarily by the jersey. Players of a team shall wear jerseys of the same color and design. Jerseys, undershirts, and the exterior of arm pads must be made of unaltered cloth or elastic fabric with nothing added to enhance contact with the football.

RULE 1

FEDERATION

NCAA

SHOES:

Legal shoes ARE required for a player.

Shoes are NOT required for a player.

REQUIRED EQUIPMENT PENALTIES:

When required player equipment is missing, correction shall be made before participation. Failure to wear required equipment as ball is about to become alive: 5 yards. Failure to wear required equipment during down: 5 yards. Once a head coach has verified that all players are all using or wearing equipment in compliance with the rules, any violation will be an unsportsmanlike penalty charged to the coach.

Only in an emergency, such as a player not wearing a helmet or mouthpiece, should the 25-second clock be interrupted when an official discovers the failure to wear mandatory equipment. Failure to wear mandatory equipment requires a charged time-out or a delay penalty if all time-outs have been used. (Player with less than four snaps secured on chin strap will not be charged a time-out unless the player ignores the warning).

ILLEGAL EQUIPMENT:

Once a head coach has verified that all players are legally equipped in compliance with the rules, any violation will be an unsportsmanlike penalty charged to the coach. If equipment became illegal through play, an official's time-out shall be declared to permit prompt (25 second) repair.

If illegal equipment is discovered, the team shall be charged a time-out and the player shall not be permitted to play. If the team has exhausted its timeouts, a delay penalty is charged. If equipment became illegal through play, an official's time-out cannot be granted to permit repair; instead, the player must leave the game until the illegal equipment is corrected but will not be charged a team time-out.

HELMETS:

No provision for players of a team to wear helmets of the same color and design or regarding facemasks of the same color.

Players of a team shall wear helmets of the same color and design. All players of a team must wear facemasks of the same color.

TOWELS:

One white towel a minimum of 4-inches-by-12-inches and a maximum of 18-inches-by-36-inches without markings is permissible on any or all Team A and Team B players.

One white towel of any size without markings worn anywhere by one interior offensive lineman and a 4-inch-by-12-inch white towel without markings worn on the front or side of the belt of one offensive backfield player and up to two defensive players is permitted. During a free-kick down, 2 players of each team may wear 4x12 towels on the front or side of the belt.

GLOVES / HAND PADS:

Ball colored or penalty-flag colored gloves are illegal equipment. Clothing and arm covers/pads manufactured to enhance ball control are prohibited.

Gloves resembling the opponent's jersey color are illegal equipment. All gloves and hand pads must be gray. Beginning with the 2006 season, hand pads shall bear the NF/NCAA label.

Beginning with the 2008 season, gloves and hand pads shall bear the NF/NCAA label and meet specific standards for tackiness.

RULE 1

FEDERATION

NCAA

BANDANNAS:

No restriction on bandannas.

Visible bandannas worn on the field of play or end zones are illegal uniform attachments. The penalty for the violation is a team timeout or a delay penalty if timeouts are exhausted.

LEG COVERINGS:

No restriction on the color, design or length of socks or leg coverings.

All squad members must wear visible socks or leg coverings that are identical in color, design, and length. (Exceptions: unaltered knee braces; tape or a bandage to protect or prevent an injury; and barefoot kickers)

TOBACCO:

Players may not use tobacco or smokeless tobacco during either a period or intermission. The penalty is unsportsmanlike conduct.

Players, squad members and game personnel are prohibited from using tobacco products on the field from when the officials assume jurisdiction until the referee declares the game over. The penalty is disqualification.

RULE 2

FEDERATION

NCAA

CATCHABLE FORWARD PASS:

No definition of a catchable forward pass is given.

A catchable forward pass is an untouched legal forward pass beyond the neutral zone to an eligible player who has a reasonable opportunity to catch the ball. When in question, a legal forward pass is catchable.

PASSES:

A forward pass is a pass thrown with its initial direction toward the opponent's end line. A backward pass is a pass thrown with its initial direction parallel with or toward the runner's end line.

A forward pass is determined by the point where the ball first strikes the ground, a player, an official or anything beyond the spot of the pass. All other passes are backward passes.

EXPANDED NEUTRAL ZONE:

The expanded neutral zone is a maximum of 2 yards. The expanded neutral zone applies during any scrimmage down, but may not expand into the end zone.

Team A ineligible receivers may be beyond the neutral zone a maximum of 3 yards on pass plays provided they establish contact with an opponent not more than 1 yard beyond the neutral zone. When a scrimmage kick is blocked by the defense within 3 yards of the neutral zone, the blocking is considered to have occurred in the neutral zone.

BLOCKING BELOW THE WAIST:

If the blocker's first contact is with the opposing player's hands, no matter where located, it is a legal "above the waist" block.

To be a legal "above the waist" block, the blocker's first contact with the opposing player's hands must be at the waist or above.

CHOP BLOCK:

A chop block is a delayed block (no time specified) at the knees or below. A chop block may occur only in the free blocking zone.

A chop block may occur anywhere and is:

- a. An obviously delayed block at the thigh or below against an opponent (except the runner) who is in contact with a teammate of the blocker, is in the act of disengaging from the first blocker or has just disengaged from the first blocker but is still confronting him. When in question the contact is at the thigh or below
- b. A high-low, low-high, or low-low combination block by two non-adjacent linemen with or without a delay between contacts occurring in the neutral zone.
- c. A high-low, low-high, or low-low combination block by any two offensive players if the initial contact clearly occurs beyond the neutral zone.

RULE 2

FEDERATION

NCAA

PASS CROSSING NEUTRAL ZONE:

A legal forward pass has crossed the neutral zone if it strikes a player, an official, or anything in or behind the neutral zone and subsequently is caught or strikes the ground beyond the neutral zone.

A legal forward pass has not crossed the neutral zone if it strikes a player, an official, or anything in or behind the neutral zone inbounds even if the pass subsequently is caught or strikes the ground beyond the neutral zone.

INVALID & ILLEGAL FAIR CATCH SIGNALS:

An invalid fair catch signal includes any signal by a receiver after the kick has touched a receiver or the ground. An illegal fair catch signal is given by the runner after the kick has been caught or recovered.

An invalid fair catch signal includes any signal by a player of Team B after the kick has touched a player, the ground, an official or anything else beyond the neutral zone. A signal is also invalid if the Team B player does not extend one hand only clearly above his head and wave it side to side. There is no penalty but the ball is dead when possessed. No definition of an illegal signal.

KICKING TEE:

A kicking tee which elevates the lowest point of the ball no more than 2 inches above the ground may be used on all place kicks.

A kicking tee is not permitted on any scrimmage kick. Any device or material used to mark the spot or elevate the ball makes the kick illegal. On kickoffs, a kicking tee which elevates the lowest point of the ball no more than 1 inch above the ground may be used. The ball may be positioned on the ground and contacting the tee.

FORCE/IMPETUS:

A new force may result from a bat, illegal kick, or a muff of a grounded backward pass, fumble or kick.

New impetus may result from illegal kicking of any ball not in player possession, batting a grounded loose ball, or any contact with a ball at rest.

LEGALLY IN BACKFIELD:

Any part of Team A player's body may not break the plane of an imaginary line drawn through the waistline of the nearest teammate who is legally on the line of scrimmage.

A Team A player's head or body must not break the plane of an imaginary line drawn through the rear most part, other than the legs or feet, of the nearest teammate, (except than the snapper) who is legally on the line of scrimmage when the ball is snapped.

SHIFT

A shift is the action of one or more offensive players who, after a huddle or taking set positions, move to a new position before the snap.

A shift is a simultaneous change of position by two or more offensive players after the ball is ready for play and before the snap.

FIGHTING:

Unsportsmanlike acts are not defined as fighting if they cause an opponent to retaliate by fighting.

Unsportsmanlike acts are defined as fighting if they cause an opponent to retaliate by fighting.

RULE 3

FEDERATION

NCAA

TIME:

Each period is 12 minutes with 15 minutes for halftime plus a 3-minute mandatory warm-up. The halftime is a minimum of 10 minutes and a maximum of 20 minutes. The state association or home management will determine the length of halftime.

Each period is 15 minutes. The halftime will last 20 minutes. The 20 minute length may be altered before the game by mutual agreement of the administration of both schools. There is no mandatory warm-up. The one minute interval between the 1st and 2nd periods and between the 3rd and 4th periods may be extended for radio and television. The halftime may be shortened to any length of time, by mutual agreement of the opposing head coaches and the referee.

POINTS DIFFERENTIAL:

By state association adoption, a points differential may be established whereby at the end of the first half if one team has gained the established point differential or if it secures such differential during the second half, the game shall be terminated. The state association may also establish guidelines to use a running clock when the point differential is reached.

No game may be terminated nor timing rules be altered due to point differential.

TIME WARNING PRIOR TO END OF EACH HALF:

A 4 minute warning shall be given to coaches and captains before the end of each half when the field clock is not the official time. The 25 second count may be interrupted. If the clock was stopped for the notification, it is started on the ready-for-play.

A 2 minute warning shall be given to coaches and captains before the end of each half when the field clock is not the official time. The 25 second count may not be interrupted. If the clock was stopped for the notification, it is started on the snap.

TEAM TIMEOUTS:

Any player or clearly visible head coach may call a timeout. The team may choose only one type from the two authorized conferences during any charged time-out, TV/radio time-out, heat/humidity time out, the intermission between periods, and the time-out following a try, successful field goal or safety and prior to the succeeding free kick. The two authorized conferences are: (1) one or more players and one or more coaches directly in front of the team box within the 9-yard mark, or (2) one coach may enter the field at his team's huddle between the inbounds marks to confer with 11 players only. No provision for a 30-second timeout.

Any player or legal substitute between the 9-yard marks or the head coach who is in or in the vicinity of the team area or coaching box may call a timeout. No provision for coaches to enter the team huddle between the inbounds marks during a timeout; instead, players must confer with coaches at the sideline near the team area. A head coach may request a 30-second timeout by touching his hands to his shoulders promptly after the timeout is requested.

RULE 3

FEDERATION

NCAA

RUSHED SUBSTITUTIONS:

No special restrictions on rushed substitutions.

While in the process of substitution or simulated substitution, Team A is prohibited from rushing quickly to the line with the obvious attempt of creating a defensive disadvantage. Dead ball foul, First offense: dead ball foul, 5 yards delay penalty plus a warning, Second and subsequent offenses: 15 yards unsportsmanlike penalty.

STARTING THE CLOCK ON A FREE KICK:

The clock starts when the free kicked ball is touched, other than first touching by K.

On a kickoff the clock will start when the kicker's foot touches the ball.

STARTING THE CLOCK AFTER A CHANGE OF POSSESSION:

The game clock starts on the snap after a change of possession.

If the clock is stopped to award team B a first down it will start on the ready unless this occurs after a team timeout or on the succeeding play after the end of a period in which case it starts on the snap.

CORRECTING TIMING ERRORS:

The referee may correct a timing error only if he discovers it before the second live-ball following the error, but not after the end of a period.

The referee may make timing adjustments in the game clock only in the period in which a timing error occurred.

READY FOR PLAY SIGNAL:

A 25-second clock at each end of the field may be authorized by a state association. When the 25-second count is interrupted by circumstances beyond the control of either team, the game clock shall resume the same status as before the interruption.

A 25-second clock at each end of the field operated by an assistant under an official's direction is mandatory. (Except Division III home fields). When the 25-second count is interrupted by circumstances beyond the control of either team (without positive knowledge of game clock elapsed time), the game clock shall start on the snap.

CLOCK OPERATION AFTER FUMBLE OUT OF BOUNDS:

When a fumble goes out of bounds in advance of the spot of the fumble, the clock starts on the snap.

When a fumble goes out of bounds in advance of the spot of the fumble, the clock starts on the ready-for-play signal (Exception: following a legal kick when B is NOT awarded a first down).

RULE 3

FEDERATION

NCAA

EQUIPMENT REPAIR DELAY:

The referee may delay the ready-for-play signal for up to 25 seconds to repair equipment that has become defective during play as long as the repair does not require the assistance of a team attendant. Only if all permissible time-outs have been used is the player required to leave the game.

The ready-for-play signal may not be delayed for purposes of equipment repair. The player must leave the game until the illegal equipment (that has become defective during play) is corrected but will not be charged a team time-out.

RUNNER'S HELMET COMING OFF:

The runner's helmet coming off kills the play but does not cause stoppage of the game clock.

An official shall declare a referee's timeout when the runner's helmet comes off.

EXTENSION OF A PERIOD:

The period is extended for an accepted foul (other than loss of down penalties), offsetting fouls, or inadvertent whistle during the last timed down or if time expires following the last timed down.

The period is extended for any accepted foul, offsetting fouls, an inadvertent whistle or if an official signals the ball dead only if time expired during the last timed down.

DELAY OF GAME:

The clock always starts on the snap following any delay of game penalty.

The clock starts on the snap following a delay of game penalty by a team in scrimmage kick formation. Following other delay of game fouls, the clock resumes the same status (running or stopped) as before the foul. The referee may start the clock on the snap after a delay of game penalty by a team ahead in the score when time is a factor.

BLEEDING PLAYER OR OFFICIAL:

A participant directed out of the game due to a bleeding situation shall not return until the bleeding is stopped, or an open wound is covered or an excessively bloody uniform is changed.

A participant directed out of the game due to a bleeding situation shall not return without approval of medical personnel.

COACH'S CONFERENCE CHARGED TIME-OUT:

Following a coach's conference which results in a charged team time-out, the ball will be declared ready for play immediately following the conference.

Following a coach's conference which results in a charged team time-out, the full team time-out is granted.

RULE 3

FEDERATION

INCOMING SUBSTITUTES:

An entering substitute shall be on his team's side of the neutral zone when the ball is snapped or free kicked.

The penalty is illegal substitution.

No restriction on "rushed" substitutions by the offense.

REPLACED PLAYER:

Replaced players shall leave the field immediately (but no time guidance is established). No specific rule regarding Team A breaking the huddle with 12 or more players.

INJURED PLAYER TIME-OUT:

An injured player must be replaced for at least one down unless the halftime or overtime intermission occurs. It is a foul for illegal participation if he is not replaced.

NCAA

An entering substitute shall be on his team's side of the neutral zone when the ball is snapped or free kicked.

The penalty will be either encroachment offense or offside defense.

While in the process of a substitution or a simulated substitution, the offense is specifically prohibited from rushing quickly to the line of scrimmage and snapping the ball in an obvious attempt to create a defensive disadvantage. The officials will not allow the ball to be snapped. If the play clock expires, the first infraction is treated as a delay of game and the referee should then notify the head coach that further use of this tactic will be treated as unsportsmanlike conduct.

Replaced players shall leave the field immediately (timing guidance is 3 seconds to begin departure). Team A may not break its huddle with 12 or more players.

An injured player may remain in the game if a charged time-out is taken by his team or if the period ends. If his team has already taken a time-out before discovery of the injury, the player may remain in the game.

RULE 4

FEDERATION

NCAA

PLACE-KICK HOLDER (BALL REMAINS ALIVE):

The holder must rise from his knee(s) to advance, pass, hand-off, or kick the ball. The ball remains alive if the holder recovers a muff or fumble after his knees have been off the ground and he then touches the ground with other than his hand or foot as long as an offensive player is in position to kick the ball.

The ball may be advanced, passed, handed-off, or kicked without the holder rising from his knee(s). The ball remains alive if the holder recovers a muff or fumble after his knees have been off the ground and he then touches the ground with other than his hand or foot as long as an offensive player has simulated a kick or is in position to kick the ball.

KICKED BALL IN THE END ZONE:

Any legally kicked ball is dead when the ball breaks the plane of R's goal line or, on a scoring attempt, breaks the plane of R's goal line on an unsuccessful attempt, or in flight, touches a K player in R's end zone.

Any free kick untouched by B or scrimmage kick untouched by B after crossing the neutral zone that strikes the ground in B's end zone is dead.

SIMULATED KNEE GROUNDING:

When a runner simulates placing his knee on the ground, the ball remains alive.

When a runner simulates placing his knee on the ground, the ball is dead.

DESIGNATING SPOT OF PLAY:

Before the ready-for-play signal, Team A may designate the spot from which the ball is put in play for a try or kickoff, following a safety, fair catch, awarded fair catch or touchback, and for the start of each overtime series. It shall have the same privilege if the down is to be replayed or a dead ball foul occurs. The ball may not be relocated in such situations following a charged time out.

Before the ready-for-play signal, Team A may designate the spot from which the ball is put in play for a try (on or behind the yardline where a penalty, if any, leaves the ball) or kickoff, following a safety or touchback, and for the start of each overtime series. (Following a fair catch or kick-catch interference foul, the ball is placed at the spot where the catch or the penalty leaves it.) It shall have the same privilege if the down is to be replayed for a kickoff and following a safety and only after Team B fouls for a try, following a touchback or for the start of each overtime series. (The privilege is lost on a try, following a touchback, or for the start of each overtime series if the down is replayed due to a Team A foul or offsetting fouls.) The ball may be relocated in such situations following a charged time out to either team unless preceded by a Team A foul or offsetting penalties.

OFFICIAL'S SIGNAL KILLS THE BALL:

When an official signals the ball dead (Signals 3, 5, 6, 7 and 10) without blowing the whistle, the ball remains alive.

A live ball becomes dead when an official signals the ball dead (Signals 3, 5, 6, 7 and 10), even if the whistle is not blown.

RULE 5

FEDERATION

NCAA

NEW SERIES AFTER INCOMPLETE PASS ON 4TH DOWN (BALL PLACEMENT):

The ball is placed as it was at the start of the down after a 4th down incomplete forward pass. (The down indicator must be moved 11 inches or the length of the ball).

The ball is placed with the foremost point on the same line as the foremost point at the start of the down after a 4th down incomplete forward pass. (The down indicator does not move).

RULE 6

FEDERATION

NCAA

KICKOFFS:

Unless moved by a penalty, K's free kick line is the 40 yard line.

Unless moved by a penalty, A's free kick line is the 35 yard line.

LINEUP FOR FREE KICK:

No restrictions on the number of Team A players that must be on each side of the kicker.

At least 4 Team A players must be on each side of the kicker when the ball is kicked.

ENCROACHMENT:

Any player on the kicking team, other than the kicker or holder, beyond his free kick line after the ball has been declared ready-for-play has encroached. Encroachment is a dead ball foul. The penalty is 5 yards from the previous spot.

Any player on the kicking team, other than the kicker or holder, beyond his restraining line at the time of a free kick is offside. Any player of the receiving team beyond his restraining line at the time of a free kick is offside. These are live ball fouls. Allow team B the option of a 5-yard penalty from either the previous spot or the spot where the dead ball belongs to Team B at the end of Team B's run or the spot where the ball is placed after a touchback.

FREE KICK BLOCKING BY TEAM A:

No restrictions on team A blocking before Team A is eligible to touch a free-kicked ball.

No Team A player may block an opponent until Team A is eligible to touch a free-kicked ball.

SUBSTITUTIONS BEFORE FREE KICKS:

Team K substitutes who enter the field after the ball is declared ready-for-play and before the free kick are permitted to touch the free kick unless an official rules that an attempt to deceive was involved. This would be an illegal participation foul and the penalty is 15 yards.

All players of team A must have been between the nine-yard marks after the ready-for-play signal. The penalty is 5 yards.

FREE KICKS AFTER A FAIR CATCH:

Free kicks are allowed after a fair catch and may score a field goal. The choice for a free kick remains after dead ball fouls and replayed downs.

Free kicks are not permitted after a fair catch. The ball must be put in play by a snap.

RULE 6

FEDERATION

NCAA

FREE KICK OUT OF BOUNDS:

The penalty for a free kick out of bounds is either 5 yards from the previous spot or putting the ball in play at the inbounds spot 25 yards beyond the previous spot.

The penalty for a free kick out of bounds is either 5 yards from the previous spot or the receiving team may put the ball in play 30 yards beyond Team A's restraining line at the inbounds spot.

FREE KICK TOUCHED BY OUT OF BOUNDS RECEIVER:

An untouched free kick that has not crossed the sideline plane, touched by an R player whose foot is touching the sideline, is put in play at the inbounds spot. There is no foul. By touching a kick that was inside the sideline plane, the R player has caused the ball to be out of bounds.

An untouched free kick that has not crossed the sideline plane, touched by a B player whose foot is touching the sideline, is a free kick out of bounds and a foul on Team A.

INVALID FAIR CATCH SIGNAL:

The penalty for an invalid fair catch signal is 5 yards using post scrimmage kick enforcement procedures.

There is no penalty for an invalid fair catch signal. The ball becomes dead a) upon possession, if the invalid signal precedes possession or b) at the time of the invalid signal if possession precedes the invalid signal.

ILLEGAL FAIR CATCH SIGNAL:

The penalty for an illegal fair catch signal is 5 yards from the spot of the signal for enforcement based on the "all-but-one" principle. An illegal signal does not cause the ball to become dead.

No definition of an illegal signal.

INTERFERENCE WITH THE OPPORTUNITY TO MAKE A FAIR CATCH:

Any receiving team player must be given an unimpeded opportunity to catch a free or scrimmage kick. K shall not touch a free kick in flight regardless of the location of the receiver. Enforcement is from the previous spot as a 15-yard penalty or R may accept an awarded fair catch at the spot of the foul and elect a snap or a free kick. Protection ends for a receiving team player that has legally signaled for a fair catch when that player muffs the ball.

Any inbounds receiving team player so located that he could catch a free kick or scrimmage kick that is beyond the neutral zone must be given an unimpeded opportunity to the kick. The penalty is 15 yards from the spot of the foul.

When a valid fair catch signal is made, any receiver who muffs the ball must be given an unimpeded opportunity to catch the ball until a catch is no longer possible by that player.

BLOCKING AFTER FAIR CATCH SIGNAL:

Any receiver who signals for a fair catch is prohibited from blocking until the kick has ended. Enforcement is based on the post scrimmage kick spot (previous spot on free kick).

Any receiver who signals for a fair catch, and does not touch the ball, is prohibited from blocking during the down. Enforcement is based on the post scrimmage kick spot (spot foul on free kick).

RULE 6

FEDERATION

NCAA

SCRIMMAGE KICK BEHIND NEUTRAL ZONE:

A scrimmage kick may be advanced by K if recovered behind the neutral zone, even if it has crossed the neutral zone and rebounded behind.

A scrimmage kick may be advanced by A if it remains behind the neutral zone or is blown back without touching anything beyond the neutral zone, but no advance is permissible if the kick has touched anything beyond the neutral zone and rebounded behind. If A touches the ball under these circumstances before it touches an opponent, it is illegal touching except in Team A's end zone. If A possesses the ball, it becomes dead.

KICKS-TOUCHBACK:

Any kick becomes dead when the ball breaks the plane of R's goal line or, on a scoring attempt, breaks the plane of R's goal line on an unsuccessful attempt or, in flight, touches a K player in R's end zone. (Exception: A field goal attempt or try that is touched by R while behind R's goal line and caroms over the crossbar is a score).

Any kick becomes dead and is a touchback if untouched by B prior to touching the ground on or behind B's goal line. Any kick can be caught or recovered by either team if touched by B before it hits the ground in B's end zone.

BATTING A SCRIMMAGE KICK IN THE END ZONE:

There can be no batting of a non-scoring kick in the end zone because the ball is dead when it breaks the plane of B's goal line.

A scrimmage kick, untouched beyond the neutral zone by B, that is batted by A on or behind B's goal line remains alive, is a violation, and B may elect a touchback when the ball is declared dead.

RULE 7

FEDERATION

NCAA

PLAYER POSITION:

After the ball is ready-for-play and before the snap or kick, each Team A substitute and each Team A player in a free kick formation, or each Team A player after the previous down and before the snap, must have been between the 9 yard marks.

After the ball is ready-for-play and before the snap or kick, each Team A substitute and each Team A player in a free kick formation, or each Team A player after the previous down and before the snap, must have been between the 9 yard marks.

ENCROACHMENT / OFFSIDE:

Any Team B player in the neutral zone after the final adjustment and before the snap causes a dead ball foul and the play should not be started. Encroachment occurs after the snapper has placed his hand(s) on the ball.

If a Team B player is in or beyond the neutral zone at the snap it is a live ball offside foul. If any A player on the line of scrimmage reacts immediately when “threatened” by a Team B player in the neutral zone it is a foul on Team B.

No restriction on Team B movements even in an attempt to cause a false start by A unless the Team B player enters the neutral zone.

Team B players aligned in a stationary position within one yard of the line of scrimmage are prohibited from making quick, abrupt actions that are not part of normal player movement in an obvious attempt to cause a Team A player to false start. The penalty is 5 yards for delay of game.

SNAP:

After touching the ball, the snapper shall not remove both hands from the ball.

The snapper may take his hands off the ball if he does not simulate the start of a play.

FORWARD PASSES:

Only one forward pass is allowed. If a second forward pass is thrown, it is illegal. It is legal to throw a pass from behind the neutral zone after the runner has gone beyond the neutral zone.

Only one forward pass is allowed. If a second forward pass is thrown, it is illegal. It is illegal if any forward pass is thrown after a runner in possession of the ball has gone beyond the neutral zone. The penalty is loss of down plus 5 yards from the spot of the foul.

FORWARD PASSES TOUCHED BEHIND THE LINE BY INELIGIBLE:

Any intentional touching by an ineligible is illegal touching. The penalty is 5 yards from the spot where the pass was touched plus loss of down.

Any intentional touching by an originally ineligible player is illegal touching. The penalty is 5 yards from the previous spot.

FORWARD PASSES TOUCHED BEYOND THE LINE BY INELIGIBLE:

Any intentional touching by an ineligible is illegal touching. The penalty is 5 yards from the basic spot plus loss of down.

Any intentional touching by an originally ineligible player is illegal touching. The penalty is 5 yards from the previous spot.

RULE 7

FEDERATION

NCAA

INELIGIBLE DOWNFIELD:

An ineligible lineman may immediately contact a Team B lineman and may drive the opponent 2 yards beyond the neutral zone. No lateral or backward restriction is placed on the player's movement if contact is lost.

An ineligible lineman may contact an opponent not more than 1 yard beyond the neutral zone and may drive the opponent not more than 3 yards beyond the neutral zone. When contact is lost, the ineligible must remain stationary until the pass is thrown.

DEFENSIVE PASS INTERFERENCE:

Illegal contact by a Team B player after the pass is thrown is ruled pass interference whether or not the pass could have been caught.

Illegal contact by a Team B player after the pass is thrown involving a non-catchable forward pass can be a 5-, 10- or 15-yard penalty, but cannot be defensive pass interference.

Contact by a defender clearly away from the direction of a pass cannot be pass interference although illegal use of hands, holding, or personal fouls can still occur.

There cannot be defensive pass interference when a potential Team A kicker simulates a scrimmage kick by throwing the ball high and deep.

There can be defensive pass interference when a potential Team A kicker simulates a scrimmage kick by throwing the ball high and deep.

OFFENSIVE PASS INTERFERENCE:

The ruling of pass interference is not altered by whether or not the pass is catchable.

When an eligible receiver is in an area to receive a pass and impedes an opponent, it is not offensive pass interference if the pass is not catchable.

DEFENSIVE PASS INTERFERENCE (PENALTY):

The penalty is 15 yards plus an automatic 1st down, enforced from the previous spot.

The penalty is a 1st down at either the spot of the foul or 15 yards from the previous spot whichever is less. No penalty enforced from outside of the 2 yard line may place the ball inside the 2 yard line. When the ball is snapped inside the 17 yard line and the spot of the foul is inside the 2 yard line or in the end zone, the penalty from the previous spot is to the 2 yard line. Defensive pass interference on an unsuccessful two-point try from the 3 yard line is penalized half the distance to the goal. On a successful two-point try, the penalty is declined by rule.

FACE GUARDING DURING A FORWARD PASS:

Face guarding (hindering an opponent's vision without making an attempt to catch, intercept, or bat the ball) is a foul whether or not there is contact. It is considered pass interference.

Face guarding is legal as long as there is no contact.

RULE 7

FEDERATION

INTENTIONAL PASS INTERFERENCE:

An additional 15 yards may be added to the initial penalty for pass interference if the official feels it was intentional.

BACKWARD PASS TO CONSERVE TIME:

There is no penalty for throwing a backward pass out of bounds to conserve time. The clock starts on the snap.

FORWARD PASS TO CONSERVE TIME:

A forward pass may be intentionally thrown directly to the ground to conserve time only following a direct hand-to-hand snap. It may not be intentionally thrown out of bounds. When a team is penalized for an illegal pass to conserve time, the clock starts on the snap.

INTENTIONAL GROUNDING:

A forward pass intentionally thrown to save loss of yardage or conserve time into an area not occupied by an eligible offensive receiver is an illegal forward pass. The penalty is 5 yards from the spot of the pass plus loss of down.

ELIGIBLE RECEIVER VOLUNTARILY GOES OUT OF BOUNDS:

An eligible receiver who voluntarily goes out of bounds and returns has fouled. The penalty is 15 yards for illegal participation. The spot of the foul is the yard line where the player returned inbounds.

ILLEGAL PASS FROM THE END ZONE:

An illegal pass by Team A from its end zone must result in a safety except Team B has an option on an "intercepted" illegal pass.

NCAA

No additional penalty may be assessed for intentional pass interference.

A backward pass intentionally thrown out of bounds to conserve time is a foul. The penalty is 5 yards from the spot of the foul plus loss of down if before change of team possession. The clock starts on the ready for play.

A forward pass, thrown immediately after controlling a direct hand-to-hand or deep snap where the ball has not touched the ground, may be intentionally thrown out of bounds or directly to the ground to conserve time. No receiver is required to be in the vicinity of the pass. When a team is penalized for an illegal pass to conserve time, the clock starts on the ready for play.

A forward pass thrown to save loss of yardage or conserve time when no eligible Team A player has a reasonable opportunity to catch it is an illegal forward pass unless the passer is or has been outside the frame of the tackle and the pass, thrown to avoid loss of yardage, lands beyond the neutral zone. The neutral zone is extended out of bounds for purposes of making this determination. The penalty is loss of down at the spot of the foul for a pass to avoid loss of yardage. For a pass to conserve time, the penalty is five yards from the spot of the foul plus loss of down, and the clock starts on the ready for play.

An eligible receiver who voluntarily goes out of bounds loses his eligibility. If he touches a forward pass before it has been touched by an opponent or an official, he has fouled. The penalty is loss of down at the previous spot for illegal touching.

An illegal pass by Team A from its end zone allows the offended team the option to accept a safety or to decline the penalty and accept the result of the play.

RULE 7

FEDERATION

NCAA

RECEIVER FORCED OUT OF BOUNDS:

An eligible receiver, while off the ground and making a leaping catch, recovery, or interception must first come down inbounds or be contacted by an opponent in such a way that he is prevented from returning to the ground inbounds while maintaining possession of the ball.

If an eligible receiver, while off the ground and making a leaping catch, recovery, or interception is tackled or bumped and his first contact is out of bounds, the pass is ruled incomplete. However, if he is so held and subsequently carried that he is prevented from immediately returning to the ground, he is down inbounds and the pass is complete.

FOURTH DOWN FUMBLE:

A fourth down Team A fumble may be recovered and advanced by any Team A player.

Before a change of team possession, a fourth down Team A fumble caught or recovered by a Team A player other than the fumbler is dead. If caught or recovered in advance of the spot of the fumble, the ball is returned to the spot.

FUMBLE OUT OF BOUNDS:

When a fumble is out of bounds in advance of the spot of the fumble, the ball belongs to the fumbling team at the out of bounds spot. The clock starts on the snap.

When a fumble is out of bounds in advance of the spot of the fumble, the ball is returned to the fumbling team at the spot of the fumble and the clock starts on the ready for play, except that a fumble out of bounds behind a goal line is a touchback or a safety and the clock starts on the ready for play or the free kick.

PLANNED LOOSE BALL PLAYS:

Planned loose ball plays are illegal if advanced by a Team A lineman. The penalty is 5 yards from the basic spot.

Planned loose ball plays are illegal if advanced by any Team A player. The penalty is 5 yards from the previous spot plus loss of down.

RULE 8

FEDERATION

NCAA

TRY:

The try ends when Team B secures possession or it is apparent that a kick will not score. Team B may not score on the try. Team A teammates may recover a fumble and advance or score. A try by kick is not good if it touches K beyond the neutral zone.

The try remains alive if Team B secures possession (other than a grounded untouched kick in the end zone). Team B may score during the try. The try ends if a Team A player fumbles before a change of team possession and the ball is caught or recovered by any Team A player other than the fumbler. A try by kick is not good if it touches A anywhere.

TRY AT END OF GAME:

If a touchdown is scored during the last timed down of the 4th period, the try shall not be attempted unless the point(s) would affect the outcome of the game or playoff qualifying.

If a touchdown is scored during a down in which time in the fourth period expires, the try shall not be attempted unless the point(s) would affect the outcome of the game.

PLACEMENT OF BALL FOR TRY:

The snap must be made from the 3-yard line. After the ball is placed, it may not be relocated by calling a time-out. If the try is replayed due to an accepted foul or double foul, the snap may be from any point between the inbounds lines.

The snap may be made on or behind the 3 yard line. The ball may be relocated following a charged time-out to either team unless preceded by a Team A foul or offsetting fouls. If the try is replayed due to: (1) a foul by Team B during a try, the snap may be from any point between the inbounds lines; (2) a foul by Team A during a successful try, the snap is from the spot where the penalty leaves it; and (3) offsetting fouls, the snap must be from the previous spot.

FIELD GOAL:

A field goal is not good if it touches K beyond the neutral zone. An attempted field goal that goes over the crossbar in flight and is blown back above the bar and lands in the end zone is good.

A field goal is not good if it touches A anywhere. An attempted field goal that goes over the crossbar in flight and is blown back above the bar and lands in the end zone is no good.

NEXT PLAY AFTER AN UNSUCCESSFUL FIELD GOAL ATTEMPT:

Following an unsuccessful field goal attempt, the ball will next be put in play where it becomes dead or on the 20 yard line if it is a touchback.

Following an unsuccessful field goal attempt that crosses the neutral zone and is untouched by B after crossing the neutral zone, and subsequently is declared dead beyond the neutral zone, the ball will next be put in play at the previous spot unless the previous spot was inside the 20 yard line in which case the ball would be placed on the 20 yard line. Team A may request any location between the inbounds lines before the ready for play signal. After the ready for play signal, a time out is required to change the location and only if a Team A foul or offsetting fouls have not preceded.

RULE 8

FEDERATION

NCAA

MOMENTUM EXCEPTION TO A SAFETY:

The momentum exception applies between the 5-yard line and the goal line to any defensive interception of a forward pass, backward pass or fumble, any defensive recovery of an opponent's backward pass or fumble, and any Team R catch or recovery of a free or scrimmage kick.

The momentum exception applies between the 5-yard line and the goal line to any Team A or Team B interception of a forward pass, backward pass or fumble, any Team A or Team B recovery of an opponent's backward pass or fumble, and any Team B catch or recovery of a free or scrimmage kick.

ENFORCEMENT OF FOULS DURING OR AFTER A TRY:

Fouls by Team B: During a successful kick, Team A has the choice of replaying the down or taking the penalty at the succeeding spot. Fouls during a successful two-point try will be enforced on the succeeding kickoff or from the succeeding spot in overtime. The ball becomes dead when Team B secures possession.

Fouls after a try: Fouls against either team after a try are enforced from the succeeding spot, including in extra periods.

Fouls by Team B: During a successful try, Team A may decline the score and repeat the down or decline the penalty (or penalties) and accept the score, except that Team B personal fouls may be enforced on the succeeding kickoff or at the succeeding spot in extra periods even if Team A accepts the score. Defensive pass interference fouls from the three-yard line are penalized one-half the distance to the goal line.

Fouls related to Team B possession on a try: If one or more fouls occur after a change of team possession, penalties against either team are declined by rule (except live-ball fouls penalized as dead-ball fouls), scores by fouling teams are canceled, and the down is not replayed. If Team A fouls before Team B gains possession (and there is no other change of team possession during the down), or if Team A interferes with a kick catch, the penalty is declined by rule or becomes an offsetting foul.

Fouls after a try: Fouls after a try are enforced on the succeeding kickoff but are not enforced at the succeeding spot in extra periods. Fouls occurring after the expiration of time in the fourth period and before the start of overtime are enforced from the 25-yard line to start the first overtime series.

RULE 9

FEDERATION

NCAA

2ND UNSPORTSMANLIKE FOUL BY SAME MEMBER OF COACHING STAFF:

A coach shall be ejected from the stadium area.

A coach cannot be ejected from the stadium area.

FIGHTING:

Each individual substitute that leaves the team box during a fight will be disqualified and penalized. No disqualification for future games.

Coaches or substitutes shall not leave their team area to participate in a fight. Special disqualification rules for future games have been established.

COACHES OR PLAYERS OUTSIDE TEAM AREA:

One official warning is given for non-players being outside the designated areas. The second offense is a foul with a 5 yard penalty. Each subsequent offense is a 15 yard penalty.

Two official warnings are given for non-players being outside the designated areas. The third offense is a foul with a 5 yard penalty. Each subsequent offense is a 15 yard penalty.

BLOCKING BELOW THE WAIST:

There shall be no blocking below the waist by any player who is outside of the free blocking zone except to tackle the runner. Blocking below the waist must be executed in the zone, while the ball is in the zone, and by any player who was on the line of scrimmage and in the free blocking zone at the snap.

Blocking below the waist is permitted except in the following situations: (1) offensive linemen positioned more than seven yards from the middle lineman of the offensive formation, offensive backs positioned outside the normal tackle position, or offensive backs in motion at the snap are prohibited from blocking below the waist toward the original position of the ball behind the neutral zone and within 10 yards beyond the neutral zone; (2) during a free kick down; (3) during a down in which there is a scrimmage kick from a scrimmage kick formation; (4) following any change of possession; (5) defensive players may not block eligible receivers below the waist beyond the neutral zone until a legal forward pass is no longer permissible unless attempting to get at the ball or the runner; and (6) defensive players may not block an offensive player below the waist who is behind the neutral zone and in a position to receive a backward pass.

BLOCKING AN ELIGIBLE RECEIVER:

No restriction exists preventing a defensive player from making continuous contact with an eligible receiver or with an opponent's helmet (including the face mask) as long as the contact meets all the other legal requirements

Continuous contact by a defensive player against an eligible receiver, such as warding off or pushing, is illegal. Continuous contact to an opponent's helmet (including the face mask) with hands or arm(s), is illegal except by or against the runner.

RULE 9

FEDERATION

NCAA

CLIPPING AND BLOCK IN THE BACK:

The opponent must have been in the free blocking zone at the time of the snap to be legally clipped or blocked in the back.

If the above requirements have been met blocking an opponent with the force of the initial contact from behind and below the knee is legal.

The opponent does not have to be in the rectangular area at the time of the snap, but must be in the area at the time of the contact, to be legally clipped or blocked in the back.

A player in the rectangular area may not block an opponent with the force of the initial contact from behind and at or below the knee (exception: against the runner)

OFFENSIVE BLOCKING REQUIREMENTS:

The hands must be inside the frame of the blocker's body.

The hands are not restricted with respect to the blocker's body.

ROUGHING THE KICKER OR HOLDER:

If R1 touches a scrimmage kick by K and R2, who was near the kicker, contacts K and contact is unavoidable, it is not a foul. No foul for a kicker or holder who simulates being roughed. There is no foul if contact is caused by B being blocked into the kicker or holder. Roughing or running into the kicker may be either a live-ball or dead-ball foul.

It is a foul by any B player that contacts the kicker and did not touch the ball. A kicker or holder who simulates being roughed or run into by a defensive player commits an unsportsmanlike act. It is a foul if contact is caused by B being legally blocked into the kicker or holder. If B is illegally blocked by Team A into the kicker or holder, there is no foul by B. Roughing or running into the kicker is always a live-ball foul.

ROUGHING THE PASSER:

If the passer is roughed and contact is caused by B being blocked into the passer then it is a foul

If the passer is roughed and contact is caused by B being blocked into the passer then it is not a foul.

DEFENSIVE RESTRICTIONS:

A defensive player may not position himself on the shoulders or body of a teammate or opponent any time during the down (personal foul). A defensive player may not add momentum to the charge of a teammate who is on the line of scrimmage by shoving him (illegal use of hands).

A defensive player may not position himself with his feet on the back or shoulders of a teammate prior to the snap (unsportsmanlike conduct). In an attempt to block a kick, no defensive player may: (1) step, jump, or stand on a teammate or an opponent; (2) place a hand on a teammate for leverage; or (3) be picked up by a teammate (unsportsmanlike conduct). No restriction against adding momentum to the charge of a teammate.

ROUGHING THE SNAPPER:

A defensive player shall not charge directly into the snapper when the offensive team is in a scrimmage kick formation. The snapper remains a snapper until he has had a reasonable opportunity to regain his balance and protect himself or until he blocks or moves to otherwise participate in the play.

When the offensive team is in a scrimmage kick formation, a defensive player may not initiate contact with the snapper until one second has elapsed after the snap.

RULE 9

FEDERATION

NCAA

BATTING A LOOSE BALL:

No player may bat a loose ball. The penalty is 15 yards. Exceptions:

- 1) A pass or fumble in flight may be batted in any direction by an eligible receiver (however, a backward pass batted forward by the passing team is a foul).
- 2) A scrimmage kick may be blocked in or behind the expanded neutral zone.
- 3) K may bat a grounded scrimmage kick backward beyond the neutral zone.
- 4) K may bat a scrimmage kick in flight beyond the neutral zone in any direction if no R player is in position to catch the ball.

PLAYERS INTENTIONALLY OUT OF BOUNDS:

During the down, no player shall intentionally go out of bounds and return. The foul is for illegal participation at the spot where the player returns inbounds.

OVERTHROWN OR UNDERTHROWN PASS:

No specific restriction is made regarding contact in an overthrown or under thrown forward pass situation. However, other personal foul provisions may be applicable.

BLOCKING KICKER OR HOLDER DURING FREE KICK:

The kicker or holder of a free kick may not be blocked before he has advanced 5 yards beyond his free-kick line or the kick has touched the ground or any other player.

No player may bat a loose ball forward in the field of play or in any direction in the end zone. Exceptions:

- 1) A pass in flight may be batted in any direction by an eligible player (however, a backward pass batted forward by the passing team in an attempt to gain yardage is a foul).
- 2) A scrimmage kick may be blocked.

The penalty is 15 yards and loss of down except:

- 1) There is no loss of down if the foul occurs:
 - a) when a legal scrimmage kick is beyond the neutral zone,
 - b) when a backward pass in flight is batted forward by the passing team in an attempt to gain yardage, or
 - c) when a ball in player possession is batted forward by a player of that team.
- 2) If Team A bats a scrimmage kick in Team B's end zone that was untouched by Team B after crossing the neutral zone, it is a violation, not a foul. Team B may elect a touchback after the ball is declared dead.

During the down, restrictions on intentionally going out of bounds and returning apply only to Team A on free kicks and scrimmage kicks (5-yard penalty from the previous spot) and to eligible Team A pass receivers (loss of eligibility).

No player shall tackle or run into a receiver when a forward pass is obviously overthrown or under thrown.

The kicker of a free kick may not be blocked until he has advanced five yards beyond his restraining line or the kick has touched a player, an official or the ground. (No similar protection for holder.)

RULE 9

FEDERATION

USE OF EQUIPMENT:

No restriction on use of equipment to confuse opponents.

REMOVAL OF A PLAYER'S HELMET:

No restriction on when a player can remove his helmet.

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Equipment may not be used to confuse opponents (penalty is 15 yards).

Removal of a player's helmet before he is in the team area is an unsportsmanlike conduct foul (Exceptions: team, media, or injury timeouts; equipment adjustment; through play; during a measurement for a first down; and between periods).

RULE 10

FEDERATION

NCAA

ENFORCEMENT SPOTS FOR FOULS DURING RUNNING PLAYS:

The basic enforcement spot is always the spot where the run ends.

If the run ends beyond the neutral zone, the basic enforcement spot is where the related run ends. If the run ends behind the neutral zone, the basic enforcement spot is the previous spot.

Exception: Penalties in which a Team A player illegally contacts an opponent that occur behind the neutral zone are enforced from the previous spot (except for those that occur behind Team A's goal line, which result in a safety).

ENFORCEMENT SPOTS FOR FOULS DURING PASS PLAYS:

The basic enforcement spot is the previous spot. (Exception: (1) Roughing the passer, for a completed pass and no change of team possession, is penalized from the end of the last run when the run ends beyond the neutral zone. A fumble recovered by a grounded A player is not considered to be part of the last run).

The basic enforcement spot is the previous spot (Exceptions: (1) Defensive pass interference less than 15 yards from the previous spot is a spot foul enforcement; and (2) Roughing the passer, for a completed pass and no change of team possession, is penalized from the end of the last run when the run ends beyond the neutral zone. A fumble recovered by a grounded A player is considered to be part of the last run).

Exception: Penalties in which a Team A player illegally contacts an opponent that occur behind the neutral zone are enforced from the previous spot (except for those that occur behind Team A's goal line, which result in a safety).

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FEDERATION

NCAA

ENFORCEMENT SPOTS FOR SCRIMMAGE KICKS:

The basic enforcement spot is the previous spot.

Exceptions:

- (1) The basic spot for a Team R foul on R's side of the expanded neutral zone and prior to the end of the kick, except during the try, is the spot where the kick ends including when Team R declines offsetting fouls. Team R fouls behind this basic spot are spot fouls;
- (2) Fair catch interference carries an option of a 15 yard penalty from the previous spot or an awarded fair catch at the spot of the foul.)

ENFORCEMENT SPOT FOR FREE KICKS:

The basic enforcement spot is the previous spot. Fair catch interference carries an option of an awarded fair catch at the spot of the foul or a 15-yard penalty from the previous spot. There is no restriction on the receiving team's restraining line due to penalties. No penalty that would normally be enforced on the free kick is carried over to the next succeeding spot.

The basic enforcement spot is the previous spot.

Exceptions:

- (1) The basic spot for a Team B foul 3 yards or more beyond the neutral zone and prior to the end of the kick, except during tries and extra periods, is the spot where the kick ends including when Team B declines offsetting fouls;
- (2) Kick catch interference is a spot foul;
- (3) a Team A violation for illegally batting a loose ball behind Team B's goal line is a touchback;
- (4) Penalties in which a Team A player illegally contacts an opponent that occur behind the neutral zone are enforced from the previous spot (except for those that occur behind Team A's goal line, which result in a safety);
- (5) Team A offside on a free kick: Allow team B the option of a 5-yard penalty from either the previous spot or the spot where the dead ball belongs to Team B at the end of Team B's run or the spot where the ball is placed after a touchback;
- (6) Procedure fouls against the kickers on a scrimmage kick down allow the receiving team the option of either replaying the down with a 5-yard penalty from the previous spot or accepting the ball with a 5-yard penalty from the spot where the subsequent dead ball belongs to Team B.

The basic enforcement spot is the previous spot.

(Exceptions: (1) a block by a Team B player who has made a valid or invalid fair catch signal and does not touch the ball is a spot foul; (2) fair catch interference is a spot foul. (3) Team A offside on a free kick: Allow team B the option of a 5 yard penalty from either the previous spot or where the dead ball belongs to Team B after Team B's run or the spot where the ball is placed after a touchback. Penalties may not extend the receiving team's restraining line behind the 5 yard line. Penalties that would exceed this restriction are enforced from the next succeeding spot.

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FEDERATION

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LOOSE BALL ENFORCEMENT:

A loose ball play includes a backward pass (including the snap) or fumble made by A from on or behind his line of scrimmage (and the runs which precede such an action). The basic enforcement spot for fouls during these intervals is the previous spot.

DECEPTION:

The foul for deception shall be enforced as illegal participation in accordance with the all-but-one principle.

DEAD BALL FOULS:

Multiple dead ball fouls by either or both teams are enforced from the succeeding spot in the order of their occurrence.

A play involving a backward pass (including the snap) or fumble made by A from on or behind his line of scrimmage (and the runs which precede such an action) will be enforced according to running play fouls as described above.

The foul for deception shall be enforced as unsportsmanlike conduct from the previous spot.

When unsportsmanlike or dead-ball personal fouls by both teams are reported to the referee before any of the penalties have been completed or the order of occurrence cannot be determined, the fouls offset, the number or type of down established before the fouls occurred is unaffected and the penalties are cancelled. However, any disqualified player must leave the game.

RULE 10FEDERATIONNCAA**ENFORCEMENT DURING OR FOLLOWING SCORING PLAYS:**

All fouls by Team B during a touchdown are enforced from the succeeding spot.

All fouls during a successful one-point try give Team A the choice of accepting the penalty and replaying the down, or of accepting the results of the play and having the penalty enforced on the succeeding kickoff or from the succeeding spot in overtime.

All fouls during a successful two-point try will be enforced on the succeeding kickoff or from the succeeding spot in overtime.

All fouls by the opponents of the team scoring a field goal give Team A the choice of accepting the penalty and replaying the down, or of accepting the results of the play and having the penalty enforced on the succeeding kickoff or from the succeeding spot in overtime.

15-yard personal foul penalties by opponents of the team scoring a touchdown give the offended team the option of enforcement on the try or on the succeeding kickoff. The period shall not be extended if the penalty is enforced on the succeeding kickoff.

All unsportsmanlike fouls that occur during or after a touchdown and before the try give the offended team the option of enforcement on the try or on the succeeding kickoff.

Defensive pass interference fouls on a try from the three-yard line are penalized half the distance to the goal line or if the try is successful, the penalty is declined. Personal fouls against Team B give Team A the option to keep the score and accept the penalty on the succeeding kickoff or from the succeeding spot in extra periods. Other live ball fouls must be declined to accept the score.

All personal fouls that occur after a touchdown and before the ball is ready for play on the try give the offended team the option of enforcement on the try or on the succeeding kickoff.

Fouls by the opponents of the team scoring a field goal give Team A the choice of accepting the penalty and replaying the down (including post-scrimmage kick enforcement), or of accepting the result of the play.

DIFFERENCES IN PENALTY ENFORCEMENT:

- Illegal Scrimmage Kick: If a scrimmage kick is made beyond the neutral zone the ball remains alive. The penalty is 15 yards from the basic spot with no loss of down.
- Encroachment on a free kick: Dead ball foul, 5 yards from the previous spot.
- Illegal Kick: 15 yards
- Illegal Scrimmage Kick: If a scrimmage kick is made beyond the neutral zone the ball becomes dead immediately. The penalty is 5 yards from the previous spot and loss of down.
- Team A offside on a free kick: Live ball foul, Option: 5 yards from the previous spot or where the dead ball belongs to Team B after Team B's run or the spot where the ball is placed after a touchback.
- Team B offside on a free kick: Live ball foul, previous spot enforcement.
- Illegal Kick: 5 yards

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- Illegally kicking the ball: 15 yards.
- Illegally batting the ball: 15 yards.
- Striking, kicking, or kneeling: 15 yards and disqualification.
- Invalid fair catch signal: 5 yards
- Illegal fair catch signal: 5 yards
- Intentional grounding: 5 yards from spot of foul plus loss of down.
- Forward pass intentionally touched behind the neutral zone by ineligible: 5 yards from the spot where the pass was touched plus loss of down.
- Forward pass intentionally touched beyond the neutral zone by ineligible: 5 yards from the basic spot plus loss of down.
- Home management delay: 5 yards.
- Offensive pass interference: 15 yards and loss of down.
- Defensive pass interference: 15 yards and automatic first down.
- Entry of a substitute during a down: Illegal participation, 15 yards
- Illegal participation by pass receiver who went out of bounds and returned: 15 yards.

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- Illegally kicking the ball: 15 yards and loss of down (no loss of down if the foul occurs when a scrimmage kick is beyond the neutral zone).
- Illegally batting the ball: 15 yards and loss of down (no loss of down if the foul occurs when a scrimmage kick is beyond the neutral zone).
- Striking, kicking, or kneeling: 15 yards and, if flagrant, disqualification.
- Invalid fair catch signal: no foul
- No definition of Illegal fair catch signal
- Intentional grounding: loss of down at spot of foul.
- Forward pass intentionally touched behind the neutral zone by ineligible: 5 yards from previous spot.
- Forward pass intentionally touched beyond the neutral zone by ineligible: 5 yards from previous spot.
- Home management delay: 10 yards.
- Offensive pass interference: 15 yards.
- Defensive pass interference: 1st down at either the spot of the foul or 15 yards from the previous spot whichever is less. No penalty enforced from outside of the 2-yard line may place the ball inside the 2 yard line. When the ball is snapped inside of the 17 yard line and the spot of the foul is inside the 2 yard line or in the end zone, the penalty from the previous spot is to the 2 yard line. Defensive pass interference on an unsuccessful two-point try from the 3 yard line is penalized half the distance to the goal. On a successful two-point try, the penalty is declined by rule.
- Entry of a substitute during a down: Illegal substitution, 5 yards
- Illegal touching by pass receiver who went out of bounds and returned: loss of down.

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- Illegal contact during forward pass: 5, 10 or 15 yards (no automatic first down).
- Illegal participation (Any player voluntarily out of bounds and returns): 15 yards.
- Kicker simulating contact: no foul.
- Attendants illegally on field: 5 yards.
- Grasping face mask or any edge of helmet opening (Offense and Defense): 5 yards for incidental grasping, 15 yards for twisting, turning, or pulling.
- Use of hands to slap blocker's head (defense): 15 yards.
- Interlocked interference: 10 yards.
- Failure to wear required equipment: 5 yards.
- Interference with the opportunity to catch a kick: 15 yards from the previous spot or an awarded fair catch at the spot of the foul.
- Oversized cleats: 15 yards
- Disconcerting signals: 15 yards. (Unsportsmanlike conduct)
- Planned loose-ball play by Team A lineman: 5 yards from basic spot.
- Procedural fouls by Team K prior to a scrimmage kick: 5 yards from the previous spot.

NCAA

- Illegal contact during forward pass: 5, 10, or 15 yards plus automatic first down.
- Free kick foul (A voluntarily out of bounds and returns): 5 yards.
- Kicker simulating contact: 15 yards.
- Attendants illegally on field: 15 yards.
- Grasping face mask or any edge of helmet opening (Defense): 5 yards for incidental grasping, 15 yards for twisting, turning, or pulling plus first down (Offense): 15 yards
- Continuous contact to an opponent's helmet (defense): 15 yards plus first down.
- Interlocked interference: 5 yards.
- Failure to wear required equipment: charged time-out
- Interference with the opportunity to catch a kick: 15 yards from the spot of the foul.
- Oversized cleats: team time-out and disqualification of the player for the remainder of the game and the team's next game.
- Disconcerting signals: 5 yards. (Illegal delay)
- Planned loose-ball play by Team A player: 5 yards from the previous spot plus loss of down.
- Procedural fouls by Team A prior to a scrimmage kick: 5 yards from the previous spot or spot where the subsequent dead ball belongs to Team B.

RULE 10

FEDERATION

NCAA

AUTOMATIC FIRST DOWNS:

- Roughing kicker, holder, or snapper
- Defensive pass interference
- Roughing the passer

- Roughing kicker or holder
- Defensive pass interference
- Roughing the passer
- Contact foul against an eligible receiver when a forward pass crosses the neutral zone.
- Striking, kicking, kneeing, elbowing, spearing, and use of helmet fouls
- Running into an opponent who is obviously out of the play
- Tackling receiver of uncatchable pass
- Tackling out of bounds
- Defense twisting, turning, or pulling of face mask
- Continuous contact to an opponent's helmet
- Clipping, tripping, piling on, or hurdling
- Blocking below the waist
- Chop blocking
- Stepping, jumping, or standing on opponent
- Illegal leaping
- Fighting
- When a team is in scrimmage kick formation and B initiates contact with the snapper before one second has elapsed.

LOSS OF DOWN:

- Illegally handing the ball forward
- Illegal forward pass
- Intentional grounding (5 yard penalty at spot of foul)
- Illegal touching by an ineligible
- Offensive pass interference

- Illegally handing the ball forward
- Illegal forward pass
- Intentional grounding (loss of down at spot of foul)
- Touching by an originally eligible player who has gone out of bounds and returned
- Intentionally throwing a backward pass out of bounds
- Illegally batting ball (scrimmage kick exception)
- Illegally kicking ball (scrimmage kick exception)
- Planned loose-ball play in the vicinity of the snapper
- Scrimmage kick made beyond neutral zone (ball becomes dead)

LIVE BALL FOULS PENALIZED AS DEAD BALL FOULS:

- Unsportsmanlike conduct
- Nonplayer fouls

- Unsportsmanlike conduct
- Noncontact fouls
- Game administration interference
- Outside team area
- Prohibited signal devices

RULE 10

FEDERATION

NCAA

LIVE BALL FOULS THAT CAUSE THE BALL TO BECOME DEAD:

- No live-ball foul causes the ball to become dead
- Scrimmage kick made from beyond neutral zone
- Return kick

APPENDIX A
RULE 1

FEDERATION

1. Game officials assume authority 30 minutes before the scheduled game time.
2. Each team must begin the game with 11 players.
3. Game administration may place a broken limit line 6 or more feet outside of the end lines and sidelines. A color which contrasts with other field markings is recommended.
4. The team area is 6 feet from the sidelines between the 25 yard lines.
5. No recommendation for field markings for extension of coaching line. The area between the sidelines and the team box is recommended to be solid white or marked with diagonal lines.
6. The inbounds lines are 53' 4" from the sidelines. It is permissible to use college or professional fields with inbounds lines marked at their distances.
7.

A mark 12 inches in length, 4 inches in width and 9
yards from each sideline shall be located on each
10-yard line. These marks shall not be required if
the field is visibly numbered.
8. Provides for the optional use of short yard line extensions at sidelines or inbound lines.
9. Decorative markings in the end zone shall be no closer than 2 feet from boundary and goal lines.
10. No provision for 8-inch goal lines.

NCAA

1. The officials' jurisdiction begins 60 minutes before the scheduled kickoff.
2. Each team may begin the game with less than 11 players.
3. Limit line 12 feet outside of end lines and sidelines, marked by either white or yellow 12 inch lines at 24 inch intervals. The line shall continue 6 feet from the team area, as a solid line, around the back and side of the team area where the stadium permits.
4. The team area is back of the limit line (12 feet from the sideline) between the 25 yard lines.
5. Mandatory field markings include: (1) a 4 inch by 4 inch mark at each 5 yard line extended between the goal lines as an extension of the coaching line; and (2) a solid white area between the sideline and the coaching line.
6. The inbounds lines are 60' from the sidelines.
7. Field yard line numbers measuring 6 feet in height and 4 feet in width with the tops of the numbers 9 yards from the sidelines are recommended. If field numbers are not used, 9 yard marks 12 inches in length, every 10 yards, shall be located 9 yards from the sideline. White directional arrows, triangles with 36 inch sides and an 18 inch base, may be placed adjacent to the number (except the 50).
8. Mandatory 24 inch short yard line extensions shall be placed 4 inches inside the sidelines, and at the inbound lines.
9. Contrasting decorative markings in the end zone shall be no closer than 4 feet from boundary and goal lines.
10. Goal lines may be 4 or 8 inches in width.

APPENDIX A
RULE 1

FEDERATION

11. The crossbar and uprights are recommended to be painted silver, white, or yellow. The uprights must extend a minimum of 20 feet above the ground. The uprights shall be 23 feet 4 inches apart inside to inside. It is permissible to use college or professional fields with goal posts set at the distance specified in their codes.
12. The pylons at the intersections of the end lines and the inbounds lines extended may be placed on the end lines or three feet off the end lines. Pylons may be red, orange, or yellow in color.
13. No restriction on marking balls indicating a preference for any player or situation but all balls used must be approved by the referee.
14. Other visible line-to-gain indicators are permitted when provided by game management. No height specified for down indicator and line-to-gain indicator. Auxiliary down indicator only may be used approximately 6 feet outside the sideline opposite the press box. The yardage chain shall be removed from the sideline when the line-to-gain is the goal line.
15. All yardage chains and down indicator rods shall have flat ends covered by a protective cap.
16. The yardage chains and down indicator will be operated approximately 6 feet outside the sideline.
17. The referee shall approve the operator of the game clock.
18. No responsibility for portable goals is assigned in the event that the original goal(s) are removed.
19. No material or device may be placed on the ground to improve the kicker's footing. No penalty designated for violation.

NCAA

11. The crossbar and the uprights above the crossbar shall be white or yellow. The uprights must extend at least 30 feet above the ground. The uprights shall be 18 feet 6 inches apart inside to inside.
12. The pylons at the intersections of the end lines and the inbounds lines extended shall be placed three feet off the end lines. Pylons may be red or orange in color.
13. Marking balls indicating a preference for any player or situation is prohibited.
14. Other visible line-to-gain indicators are permitted, when teams mutually agree, in place of a yardage chain. Down indicator must be at least 5 feet high and must be operated 6 feet outside the sideline opposite the press box. Auxiliary down indicator and line to gain indicator are recommended 6 feet outside the press box sideline. Advertising and institutional or conference identification is prohibited on the down and line-to-gain indicators.
15. All yardage chains and down indicator rods shall have flat ends.
16. The yardage chains and down indicator will be operated approximately 6 feet outside the sideline.
17. No provision on who specifies the clock operator.
18. The home team is responsible for the availability of a portable goal, to be erected or held in place for kicks, if the original goal(s) are removed.
19. No material or device may be used on to improve the playing surface and give one player or team an advantage. Penalize 5 yards from the previous spot..

APPENDIX A
RULE 1

FEDERATION

20. No restriction on the placement of practice kicking nets.
21. May designate only one player as field captain.
22. The home team shall wear dark color jerseys and the visiting team wears light color jerseys. Beginning in 2010, the visiting team shall wear white jerseys. The visiting team is responsible for avoiding similar colors, but the referee may require the home team to change.
23. The jersey and pants may bear only a single manufacturer's logo/trade name, not exceeding 2 ¼ square inches and not exceeding 2 ¼ inches in any dimension.
24. No provision requiring players of a team to wear pants of the same color and design.
25. Jersey numbers must be clearly visible and legible. Numbers shall be either a color(s) contrasting with the jersey color or the same solid color(s) as the jersey with a minimum of one border that is at least ¼-inch in width of a single contrasting color. .
26. An additional knee pad may be worn over the pants as long as mandatory equipment requirements are met. Pads must be at least ½ inch thick or 3/8 inch thick if made of an approved shock-absorbing material.
27. A 4-point chin strap is required.
28. Mouth guard may not be white or transparent.
29. No restriction on changing numbers during the game.

NCAA

20. Practice kicking nets are not permitted outside of the team area. In stadiums where playing enclosures are limited in size, nets are permitted outside the team area and the limit line.
21. May designate one or more players as field captains.
22. The visiting team shall wear white jerseys. White jerseys may be worn by the home team when the teams have agreed before the season.
23. The uniform and all other items of apparel may bear only a single manufacturer's or distributor's normal label or trademark, not exceeding 2 ¼ square inches in area.
24. Players of a team to wear pants of the same color and design.
25. Jersey numbers must be clearly visible and permanent. Numbers must have a color in distinct contrast with the jersey color.
26. No knee pad may be worn over the pants. Pads must be at least ½ inch thick.
27. A 4-point chin strap is required.
28. Mouth guard may not be white or transparent.
29. Numbers shall not be changed during the game to deceive opponents. Live ball foul.

APPENDIX A
RULE 1

FEDERATION

30. Uniform attachments with insulting, vulgar, or demeaning insignia or words are illegal. An American flag, not to exceed 2 x 3 inches, and a commemorative or memorial patch, not to exceed 4 square inches and with written approval from the state association, are allowed. No restrictions on words, numbers, or symbols being on a player's person other than the preceding.
31. No provision for a 4-inch stripe. No restrictions on the use of white on a colored jersey.
32. Non-hardening, non-abrasive tape, bandage or support wrap (not to exceed 3 thicknesses) and sweat bands, when worn on the wrist and extending not more than 3 inches toward the elbow, are legal without sanction by the umpire.
33. Penalty-flag colored pads are prohibited.
34. Any transverse stripe on the sleeve below the elbow is illegal.
35. Ceramic cleats are prohibited.
36. Jewelry is illegal equipment.
37. Eye shields must have 100 percent allowable light transmission.

NCAA

30. Uniform attachments designating anything except a player's numbers, a player's name, the American flag, NCAA Football logo, memorial recognition, or game, conference, or institution identification are illegal. The insignia must not exceed 16 square inches in area. In the case of a death or catastrophic injury or illness, a player or person may be memorialized by a patch or decal not greater than 1½ inches in diameter that displays the number, name, or initials of the individual on the uniform or helmet. The violation is a charged time-out. Hand warmers worn during inclement weather are permissible. No words, numbers, or symbols are permitted on a player's person or tape, except for the preceding list and for game information on a player's wrist or arm.
31. A maximum 4-inch stripe along the side seam is a permissible use of color on a white jersey. If a colored jersey contains white, the white color may only be used in eight specified ways.
32. No provision for wearing tape, bandage, or sweat bands without specific sanction of the umpire.
33. No restriction on penalty-flag colored pads.
34. No prohibition on sleeve stripes below the elbow.
35. Ceramic cleats are permitted.
36. Jewelry is not explicitly defined as illegal equipment, but other provisions may ban its wear.
37. Eye shields must be clear.

APPENDIX A
RULE 1

FEDERATION

38. Covered hand, wrist, forearm or elbow guards made of hard substances to protect an injury must be directed in writing by a licensed medical physician.
39. Voice communication for coaching purposes has no restriction on the location of the communicator.
40. No provision for a camera on the umpire.
41. No provision for a camera suspended over the field.
42. Microphones on the referee are permissible.
43. No restriction on the use of artificial sound amplification to communicate with players on the field.
44. Phones and headsets may be used by coaches and other non-players, but not by players except during an authorized time-out.
45. No limit on number of individuals other than players that are permitted in the team box.
46. No specific provision for persons affiliated with the team to be subject to the rules.

NCAA

38. Hard or unyielding substances, properly covered, are permitted to protect an injury on the hand, wrist, forearm, or elbow based on the head coach's certification. Hand and arm protectors (covered casts or splints) are permitted only to protect a fracture or dislocation.
39. Voice communication for coaching purposes may only occur between the press box (or any area in the stands between the 25 yard lines if the press box space is not adequate) and the team area.
40. A camera with no audio component may be attached to the cap of the umpire with the prior approval of the umpire and both teams.
41. A camera with no audio component may be attached to cables that extend over the team area and field of play, including the end zones.
42. Microphones on the referee are recommended.
43. The use of any artificial sound amplification to communicate with players on the field is prohibited.
44. No restrictions on the use of phones and headsets by players.
45. The Team area shall be limited to squad members in full uniform and a maximum of 60 other individuals directly involved in the game. Individuals not in full uniform shall wear a credential (numbered 1 through 60) marked specifically for the team area.
46. Cheerleaders in uniform, band members in uniform, mascots in uniform, commercial mascots, public address announcers, audio and video system operators and other persons affiliated with the team or institution are subject to the rules.

APPENDIX A
RULE 1

FEDERATION

47. No restriction on media personnel location or communication anywhere at any time.
48. A maximum of 3 coaches may be in the 6 foot belt between the sideline and the team area. All other coaches are restricted to the team area.

NCAA

47. No media personnel or their equipment shall be on the field or in the team area, and no media personnel may communicate in any way with persons in the team area. Team personnel are prohibited from engaging in any other media interviews from the start of the first period until the end of the game, except for coaches being interviewed during halftime.
48. Coaches are permitted in the area between the limit line and coaching line (6 feet from the sideline) between the 25 yard lines. The area shall contain white diagonal lines or be marked distinctly for use of coaches.

APPENDIX A
RULE 2

FEDERATION

1. A pass is defined as a loose ball.
2. Face tackling is driving the face mask, frontal area or top of the helmet directly into a runner.
3. Butt blocking is a blow with the face mask, frontal area, or top of the helmet driven directly into an opponent as the primary point of contact.
4. A player becomes a replaced player when he 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
5. A nonplayer is a coach, trainer or other attendant, or a substitute who does not participate by touching the ball, hindering an opponent, or influencing the play.
6. In blocking, if the forearms are extended: more than 45 degrees, hands open facing the opponent; less than 45 degrees, hands closed or cupped not facing the opponent, or hands open facing the opponent.
7. An invalid or illegal signal is possible even if the ball has not crossed the neutral zone. An invalid or illegal signal may occur anywhere.
8. A defensive player is on his line of scrimmage when he is within 1 yard of his scrimmage line at the snap.
9. A passer is the player who throws a forward pass.
10. Hurdling of an offensive player with his hand on the ground is legal.
11. Hurdling by the runner is illegal.
12. A fair catch of a free kick may only occur in or beyond the neutral zone to the receiver's goal line.

NCAA

1. During pass plays, only the interval after a pass is touched and becomes complete, incomplete, or intercepted is defined as a loose ball.
2. There is no definition for face tackling.
3. There is no definition for butt blocking.
4. A player becomes a replaced player when he has been replaced by a substitute and has left the field of play and the end zones.
5. No definition of a nonplayer.
6. No restriction on forearm angle and requirements of open/closed hands.
7. An invalid signal is possible only when the ball has crossed the neutral zone. An invalid signal may only occur beyond the neutral zone.
8. No definition provided for a defensive player on his line of scrimmage.
9. A passer is the player who throws a legal forward pass.
10. Hurdling of an offensive player in either 3 or 4 point stances, prior to the snap, is a dead ball foul.
11. Hurdling by the runner is legal.
12. A fair catch of a free kick may occur anywhere beyond the neutral zone, including Team B's end zone.

APPENDIX A
RULE 2

FEDERATION

13. A return kick is a live ball foul for illegally kicking the ball and is treated as a fumble (loose ball).
14. An offensive player is on his line of scrimmage if his head or foot breaks the plane of an imaginary line drawn through the waist of the snapper.
15. The free blocking zone extends laterally 4 yards on either side of the spot of the snap.

NCAA

13. A return kick is an illegal kick that causes the ball to become dead.
14. An offensive player is on his line of scrimmage if his head breaks the plane of an imaginary line drawn through the waist of the snapper.
15. The rectangular area extends laterally 5 yards on either side of the middle lineman.

APPENDIX A
RULE 3

FEDERATION

1. A substitute may enter/withdraw or withdraw/enter if a penalty is accepted, a dead ball foul occurs, there is a charged time-out, or if a period ends.
2. The clock operator is under the jurisdiction of the referee.
3. The crew of officials is authorized to delay or suspend the game in hazardous conditions.
4. Before the game starts, the referee may not shorten the playing time and the halftime without the agreement of the coaches.
5. No restriction exists on the distance a substitute must be from the ball in order to call a time-out.
6. Only a player may request a time-out for a coach-referee conference. Any official may stop the clock to grant the time-out.
7. Following a radio/television time-out, the clock will start with the snap.
8. When the field clock is inoperative during the last 2 minutes of each half, no person may leave the team area to relay timing information.
9. Following an official's time-out for crowd noise, the 25 second count will be restarted.
10. When a team attempts to conserve or consume time illegally, the referee shall order the clock started or stopped.
11. Team personnel must be in the team area during the toss except for the captains that participate in the toss.

NCAA

1. A substitute may enter/withdraw or withdraw/enter during the interval between periods, after a score, or a time-out charged either to a team or to the referee with the exception of a live-ball out of bounds or an incomplete forward pass.
2. The clock operator is under the jurisdiction of the field judge, back judge, line judge or side judge.
3. No specific authority exists to delay the start of a game, but the game may be suspended in hazardous conditions.
4. Before the game starts, the referee may shorten the playing time and the halftime if darkness may interfere. The shortened periods must be of equal length.
5. After the ball is declared dead and before the snap, a substitute must be between the 9 yard marks to request a time-out.
6. Either a player or an incoming substitute may request a time-out for a coach-referee conference. Only the referee may stop the clock for a coach's conference.
7. Following a radio/television time-out, the clock will start in accordance with the incident that caused the clock to stop.
8. When the field clock is inoperative during the last 2 minutes of each half, a representative of each team may leave the team area to relay timing information.
9. No provision for crowd noise procedures.
10. When a team attempts to conserve or consume time by tactics that are obviously unfair, the referee shall order the clock started or stopped.
11. Team personnel may be no closer than the 9 yard marks except for the captains that participate in the toss.

APPENDIX A
RULE 3

FEDERATION

12. The 25 second count process is not altered if the game clock is running with less than 25 seconds in a period.
13. When K's other-than-4th down scrimmage kick does not cross the neutral zone and K recovers but does not make a first down, the clock does not stop.
14. When a scrimmage kick is made in or beyond the neutral zone, the ball remains alive.
15. Following an inadvertent whistle during a kick, the clock starts on the ready-for-play signal.
16. When a game is interrupted because of events beyond the control of authority, the game shall be continued from the point of interruption unless the teams agree to terminate the game with the existing score.
17. An unconscious or apparently unconscious player may not return to play in the game without written authorization from a physician.
18. A coach's conference is not permitted after any period has officially ended.
19. No provision for a situation where both teams refuse to enter the field of play first.
20. The halftime intermission begins when the teams leave the field.
21. If time for any period expires during a down in which the scoreboard signal has been allowed to sound, play continues until the down ends.

NCAA

12. The 25 second count is not started when the game clock is running with less than 25 seconds in a period.
13. When A's other-than-4th down scrimmage kick does not cross the neutral zone and A recovers but does not make a first down, the clock is stopped and starts on the snap.
14. When a scrimmage kick is made beyond the neutral zone, the ball is dead.
15. Following an inadvertent whistle during a legal kick, the clock starts on the snap or when the kicker's toe touches the ball on a free kick.
16. When a game is interrupted because of events beyond the control of authority, conference policy, or if not applicable to both teams, athletic directors or designates may determine to continue from the point of interruption or terminate the game.
17. An unconscious or apparently unconscious player does not require any authorization to return to play in the game.
18. A coach's conference is not permitted after the end of the 2nd or 4th periods.
19. When both teams refuse to enter the field of play first for the start of either half, the home team must be the first to enter.
20. The halftime intermission begins when the field is clear of all players and coaches, unless by conference policy or mutual agreement of the teams, the intermission may begin immediately after the second period ends.
21. No provision for situation when scoreboard signal has been allowed to sound.

APPENDIX A
RULE 4

FEDERATION

1. The ball becomes dead when caught or recovered by R on either side of the line of scrimmage following a valid or invalid fair catch signal.
2. A loose ball becomes dead when it touches anything inbounds other than the ground, a player, substitute, replaced player, an official, or authorized equipment.
3. No provision is made for a situation where the ball becomes illegal while in play.
4. The ball in possession of an official is live.
5. A live ball does not become dead when a scrimmage kick is made beyond the neutral zone.

NCAA

1. The ball becomes dead when caught or recovered by B beyond the line of scrimmage following any type of fair catch signal.
2. A loose ball becomes dead when it touches anything inbounds other than the ground, a player, an official, or a player or official's equipment.
3. When the ball becomes illegal while in play, the inadvertent whistle rules apply.
4. The ball in possession of an official is dead and a referee's time-out is charged.
5. A live ball becomes dead when a scrimmage kick is made beyond the neutral zone.

APPENDIX A
RULE 6

FEDERATION

1. In an emergency, the referee has the authority to move the ball from the free kick line to a playable line, in which case both free kick lines are moved to compensate.
2. The kickers may legally touch and recover a free kick after it has both touched the ground and gone beyond the plane of R's restraining line, or after it has been first touched by any receiver. The requirements may occur in any order.
3. The touching of a low scrimmage kick by any player is ignored in or behind the expanded neutral zone (2 yards).
4. The right for R to take the ball at the spot of first touching is canceled if, during the down: (1) R touches the kick and thereafter during the down commits a foul, or (2) the penalty is accepted for any foul committed.
5. Touching of a free kick by the receiving team is ignored if that touching is caused by a muff by the kicking team. Touching of a scrimmage kick by the receiving team is ignored if that touching is caused by legal batting or muffing by the kicking team.
6. After any type of fair catch signal, no receiver may advance the ball (Exception: an illegal fair catch signal given after a ball is caught or recovered does not cause the ball to become dead.)
7. No inbounds player of the kicking team shall touch a scrimmage kick between the goal lines and beyond the neutral zone expanded before it is touched beyond this zone by R.
8. When a punt or drop kick is used following a safety, the ball must be kicked within one step behind K's free kick line.

NCAA

1. All free kicks must be made from the free kick line designated by rule.
2. The kickers may legally touch and recover a free kick after it breaks the plane of and remains beyond B's restraining line, unless it is interference with the opportunity to catch a kick. The kickers may legally touch and recover a free kick after it touches any player, the ground, an official or anything beyond B's restraining line.
3. Blocking of a low scrimmage kick by B who is no more than 3 yards beyond the neutral zone is considered to have occurred in the neutral zone.
4. The right for B to take the ball at the spot of illegal touching is canceled if there are offsetting fouls or a penalty is accepted for a foul committed by either team before the ball becomes dead.
5. An inbounds player touched by a ball batted by an opponent is not deemed to have touched the ball.
6. After any type of fair catch signal, no receiver shall carry the ball more than 2 steps in any direction.
7. No inbounds player of the kicking team shall touch a scrimmage kick that has crossed the neutral zone before it touches an opponent. Illegal touching of a scrimmage kick by Team A in A's end zone is ignored.
8. When a punt or drop kick is used following a safety, the ball may be kicked anywhere behind A's free kick line.

APPENDIX A
RULE 7

FEDERATION

1. No Team A player shall be lying on the ground at the snap or immediately before the snap.
2. An end who is not adjacent to the center, or who is not the center, may receive a forward hand-off less than 1 yard behind his scrimmage line.
3. The snapper may have hands on the ball beyond the foremost point of the ball.
4. Handing the ball forward must occur in or behind the neutral zone.
5. The snapper may make preliminary adjustments of the ball, including lifting the ball for lateral rotation, and tilting the ball. The ball may not be rotated end over end.
6. A snap must touch a backfield player or the ground before it touches a Team A lineman.
7. There is no requirement for offensive or defensive players to be inbounds at the snap or during the play. After the ball is ready for play, each player of team A must have been momentarily within 15 yards of the ball before the snap.
8. The passer has thrown a legal forward pass if both feet are in or behind the neutral zone when the ball is released.
9. A lineman may be in motion at the snap if he is at least 5 yards behind his line of scrimmage at the snap.

NCAA

1. No prohibition against Team A player lying on the ground at the snap or immediately before the snap.
2. All linemen, including the ends, must turn towards their own end zone and be at least 2 yards behind their line of scrimmage to receive a forward hand-off.
3. No part of the snapper may be beyond the neutral zone.
4. Handing the ball forward must occur behind A's line of scrimmage.
5. The snapper may adjust the ball. Although there is no definition of adjusting, the snapper may not lift the ball or move it beyond the neutral zone.
6. An offensive lineman may not receive a hand-to-hand snap.
7. At the snap, all offensive and defensive players must be inbounds. After the ball is ready for play, each substitute of team A shall have been momentarily between the nine-yard marks before the snap. Team A players that participated in the previous down shall have been momentarily between the nine-yard marks after the down and before the next snap.
8. The passer has thrown a legal forward pass as long as no part of his body has crossed B's scrimmage line when the ball is released.
9. A lineman cannot be in motion at the snap.

APPENDIX A
RULE 8

FEDERATION

1. After a try or field goal, the opponent of the scoring team shall designate which team will kick off, except in overtime.

NCAA

1. After a try or field goal, the scoring team shall kick off, except in overtime.

APPENDIX A
RULE 9

FEDERATION

1. There is a limit of 3 attendants on the field during a charged time-out, radio/TV time-out, heat/humidity time-out or between periods.
2. A player may pull an opponent out of the way in an attempt to get to a loose ball.
3. While no player may hurdle an opponent there is no specific restrictions on leaping to block a field goal or try.
4. Failure of a team to play within 2 minutes after being ordered to do so by the referee shall result in a forfeiture.
5. Re-entry of a disqualified player and use of a pretended substitution to deceive are illegal participation fouls.
6. Noise that prevents a team from hearing its signals may be penalized only under the unfair act ruling.
7. Players may legally use hands and arms above the waist from the rear in warding off a blocker, attempting to reach a runner or in a legal attempt to recover or catch a loose ball.
8. After a legal forward pass has been touched by Team A, ineligible A players may use their hands and arms, in a legal block only, to ward off an opponent.
9. For nonplayers outside prescribed areas, the 2nd offense is sideline interference (5 yards) and the 3rd and subsequent offenses are unsportsmanlike conduct (15 yards).

NCAA

1. There is no limit to the number of attendants on the field during a charged time-out, radio/TV time-out or between periods.
2. It is a foul for a player to pull an opponent out of the way in an attempt to get to a loose ball.
3. No defensive player who runs forward and leaps in an obvious attempt to block a field goal or try may land on any other player. 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. Penalty: 15 yards and automatic first down, basic spot.
4. The referee may enforce any penalty he considers equitable if a team refuses to play within 2 minutes after being ordered to play.
5. Re-entry of a disqualified player and use of a pretended substitution to deceive are unsportsmanlike conduct fouls.
6. Any noise from persons subject to the rules, including bands that prevents a team from hearing its signals may be penalized as unsportsmanlike conduct.
7. Players may legally push (hands only) an opponent in the back (above or below the waist) in an attempt to reach a runner or in a legal attempt to recover or catch a loose ball.
8. After a legal forward pass has been touched by Team A, ineligible A players are governed by the same restrictions existing before the ball was touched.
9. For nonplayers outside prescribed areas, the 2nd offense is a warning, the 3rd offense is sideline interference (5 yards) and 4th and subsequent offenses are sideline interference (15 yards).

APPENDIX A
RULE 9

FEDERATION

10. No provision for personal fouls that may be committed before the start of a game.

11. Participation with oversized cleats is a 15 yard penalty.

NCAA

10. Provides that persons subject to the rules shall not commit a personal foul before the game.

11. Participation with oversized cleats is a violation (team time-out) and player disqualification for the remainder of the game and the next game.

APPENDIX A
RULE 10

FEDERATION

1. The offended team's captain must be consulted after a foul except in the case of a double foul.

NCAA

1. If the choice after a foul is obvious to the referee, he does not need to consult the offended team's captain.

APPENDIX B
OVERTIME

FEDERATION

1. A provision for overtime is made if the state association desires it.
2. If a game is suspended after four periods of play and cannot be resumed, state association policy will determine whether the game shall be ruled a tie or when and where the game will be resumed.
3. There will be a three-minute intermission between the end of the game and the call for captains to engage in the coin toss. For subsequent overtime periods, there will be a two-minute intermission.
4. Unused 2nd half timeouts may be used in overtime.
5. The one additional timeout for each overtime period may be carried over to new overtime periods.
6. No restriction on radio and television timeouts during extra periods.
7. The overtime period is designated to begin at the 10 yard line.
8. When the defensive team gains possession, the ball becomes dead immediately and the down and series immediately end for the offensive team.
9. If the defensive team scores a safety or touchdown, the game is over.
10. The line to gain is always the goal line.
11. No mandate on how the try for point shall be attempted.

NCAA

1. Overtime will be used when a game is tied after four periods.
2. If a game is suspended after four periods of play and cannot be resumed, the game shall be ruled a tie unless conference policy determines when and where the game will be resumed.
3. The call for captains to engage in the coin toss will occur as soon as the officials are ready.
4. Unused 2nd half timeouts may not be used in overtime.
5. The one additional timeout for each overtime period may not be carried over to new overtime periods.
6. Radio and television timeouts are permitted only between extra periods (first and second, second and third, etc.) and charged team timeouts during and extra period may not be extended for radio and television purposes.
7. The overtime period is designated to begin at the 25-yard line.
8. When the defensive team gains possession, the ball remains alive until declared dead by rule. On a double change of possession, Team A may score but may not have a new series of downs.
9. If the defensive team scores a safety or touchdown, except on a try, the game is over.
10. The line to gain may be either a first and 10 line or the goal line.
11. Beginning with the third extra period, teams scoring a touchdown must attempt a 2-point try. A one-point try is not illegal but will not score a point.

APPENDIX B
OVERTIME

FEDERATION

12. There are no live-ball fouls after Team B gains possession.

NCAA

12. Fouls after Team B possession: distance penalties by either team are declined by rule (Exceptions: dead ball fouls and live-ball fouls penalized as dead ball fouls ~~and all flagrant personal fouls~~ are enforced on the succeeding play); if there are offsetting fouls, whether one or both occur after Team B possession, the down is not replayed. A score by a team committing a foul during the down, including an unsportsmanlike conduct foul, is canceled.

APPENDIX C
2005 RULE CHANGES

FEDERATION

1. Only one forward pass is allowed. If a second forward pass is thrown, it is illegal.
2. A mark 12 inches in length, 4 inches in width and 9 yards from each sideline shall be located on each 10-yard line. These marks shall not be required if the field is visibly numbered.
3. Beginning with the 2006 season, all helmets shall be secured with a four-snap chin strap.
4. Beginning with the 2006 season, a colored tooth protector is required.
5. Beginning with the 2008 season, hand pads must meet the same standards as gloves. (NF/NCAA label)
6. A period is not extended for an accepted foul whose penalty involves a loss of down.
7. After the ball is ready-for-play and before the snap or kick, each Team A substitute and each Team A player in a free kick formation, or each Team A player after the previous down and before the snap, must have been between the 9 yard marks.
8. No incoming substitute shall enter the field of play or an end zone while the ball is in play: illegal participation, 15 yards.
9. All players, replaced players, and substitutes shall leave the field on the side of their team box. Replaced players or substitutes must go directly to their team box; illegal substitution
10. Contact by a defender clearly away from the direction of a pass cannot be pass interference although illegal use of hands, holding, or personal fouls can still occur.
11. The momentum exception now applies additionally to any defensive recovery of backward passes, fumbles, scrimmage kicks and free kicks.

NCAA

1. A forward pass thrown to save loss of yardage or conserve time when no eligible Team A player has a reasonable opportunity to catch it is an illegal forward pass unless the passer is outside the frame of the tackle and the pass, thrown to avoid loss of yardage, lands beyond the neutral zone.
2. No defensive player who runs forward and leaps in an obvious attempt to block a field goal or try may land on any other player. It is not a foul if the leaping player was originally lined up within one yard of the line of scrimmage when the ball was snapped. Penalty: 15 yards, and automatic first down, basic spot.
3. No player intentionally shall use his helmet (including the face mask) to butt or ram an opponent.
4. A player in the rectangular (legal clipping zone) area may not block an opponent with the force of the initial contact from behind and below the knee (exception: against the runner)

APPENDIX D
2006 RULE CHANGES

FEDERATION

1. Advertising and/or commercial markings may be permitted in the end zones.
2. The official lie-to-gain markers shall be operated approximately 6 feet outside the sidelines.
3. At least a four-snap chin strap shall be required to secure the helmet.
4. Mouth guards shall be of any readily visible color, other than white or clear.
5. Phones & headsets are permitted for use by anyone during an authorized sideline time-out.
6. An authorized sideline time-out shall be held directly in front of the team box and within the 9-yard mark.
7. When any player, replaced player, or substitute enters and participates during the down, it shall be considered illegal participation.
8. The runner becomes a kicker when a knee, lower leg or foot makes contact with the ball.
9. The word "intentional" has been removed from the spearing rule.
10. A holder may now recover a snap and retain the same options of going back to a knee for the kick, advance, pass, or run the ball
11. The option to use a planned loose ball has been removed.
12. Illegal touching by an ineligible carries the same penalty beyond the line of scrimmage as behind the line.

NCAA

1. A procedure to implement the use of instant replay has been defined as rule 12 and is acceptable for all institutions & conferences that choose to use it.
2. The maximum height of any kicking tee used on kickoffs is now 1-inch.
3. Eye shields must be clear.
4. The crowd noise procedures have been eliminated.
5. The halftime will last 20 minutes. The 20 minute length may be altered before the game by mutual agreement of the administration of both schools.
6. On a kickoff the clock will start when the kicker's foot touches the ball.
7. If the clock is stopped to award team B a first down it will start on the ready unless this occurs after a team timeout or on the succeeding play after the end of a period in which case it starts on the snap.
8. Live-ball fouls against Team A occurring when the snap starts on a scrimmage kick down other than a field-goal play allow Team B the option of either replaying the down with a 5-yard penalty from the previous spot or accepting the ball with a 5-yard penalty from where the subsequent dead ball belongs to Team B.
9. If a touchdown is scored during a down in which time in the fourth period expires, the try shall not be attempted unless the point(s) would affect the outcome of the game.