

# OAHU FOOTBALL OFFICIALS ASSOCIATION

## RULE 1

### THE GAME, FIELD, PLAYERS AND EQUIPMENT

#### SECTION 1: THE GAME

**1.1.3** Each team shall start the game with 11 players but, due to injury or disqualification, may continue with fewer players. However, it must meet formation requirements.

**1.1.5** Before the game, the referee shall meet with the head coach and captain and explain that everyone is expected to exhibit good sportsmanship throughout the game.

**1.1.6** The referee has authority to rule on any situation not specifically covered in the rules. The referee's decisions are final in all matters pertaining to the game.

**1.1.7** The officials shall assume authority for the game, including penalizing unsportsmanlike acts, 30 minutes prior to the scheduled game time or as soon thereafter as they are able to be present.

**1.1.8** The game officials' authority extends through the referee's declaration of the end of the fourth period or overtime. Officials retain clerical authority over the game through the completion of any reports, including those imposing disqualifications, that are in response to actions occurring while the officials had jurisdiction.

**1.1.9** The use of any replay or television monitoring equipment by the game officials in making any decision relating to the game is prohibited.

**1.1.10** The referee's decision to forfeit a game is final.

**1.1.11** Protests of NFHS rules are not recognized.

#### SECTION 2: THE FIELD AND MARKINGS

**1.2.1** SIDELINES run the length of the field from end line to end line.

GOAL LINES are perpendicular to the sidelines and intersect the sidelines.

FIELD OF PLAY is the area within the sidelines and goal lines.

**1.2.2** YARD-LINE MARKERS, constructed of soft, pliable materials, if placed on the ground, should be no closer than 5 yards to the sideline.

**1.2.3.b** YARD LINES shall be marked with a continuous line every 5 yards beginning and ending 4 inches from each sideline.

- If the field has a logo in the center or at any other part of the field, that logo shall not obstruct the visibility of the required marks every five yards. A solid or shadow-bordered 4-inch-wide line is permissible.

**1.2.3.c** END LINES and SIDELINES shall be continuous lines at least 4 inches wide. All other field dimension lines should be marked 4 inches wide.

**1.2.3.d** RESTRAINING LINE 4 inches wide shall be placed around the outside of the field at least 2 yards from the sidelines and end lines as an extension of the line limiting the team box area. It is recommended that the restraining line be marked by placing 12-inch-long lines, separated at 24-inch intervals.

**1.2.3.e** HASH MARKS should be 24 inches long and 4 inches wide and located 53 feet, 4 inches from and parallel with each sideline, dividing the field in thirds.

- It is permissible to use college or pro fields with hash marks marked for their respective rules (Aloha Stadium).

**1.2.3.f** 9-YARD MARKS shall be located 9 yards from each sideline and intersect each 10-yard line. These marks are not required if the field is visibly numbered. If on-the-field numbers are used, the tops of those numbers shall be 9 yards from the sideline.

**1.2.3.g** TEAM BOXES are between the 25-yard lines (outside the restricted area) for use of coaches, substitutes, athletic trainers, etc., affiliated with the team.

- COACHES AREA is a minimum of 2 yards between the team box and the sideline. This is the restricted area during a live ball. It is recommended this area be solid white or marked with diagonal lines.

**1.2.3.h** DECORATIVE MARKINGS in the end zones shall be no closer than 2 feet from the boundary and goal lines.

**1.2.3.i** MEASUREMENTS shall be from the inside edges of the boundary marks as all boundary marks are out of bounds.

**1.2.3.j** GOAL LINES are entirely in the end zone so the edge toward the field of play and its vertical plane is the actual goal line. The goal line shall extend from sideline to sideline.

**1.2.3.k** LINE FOR TRY-FOR-POINT shall be 4 inches wide and a minimum of 24 inches long and centered on the field 3 yards from each goal line.

**1.2.3.l** Advertising and/or commercial markings shall not obstruct the yard line, hash marks or 9-yard marks.

**1.2.4** PYLONS must be soft and flexible, 4 inches square and 18 inches high, either red or orange in color and shall be placed at the inside corner of each intersection of the sidelines with the goal lines and end lines. When properly placed, the goal line pylon is out of bounds at the intersection of the sideline and goal line extended.

- Pylons shall also be placed 3 feet beyond the end lines at the intersection of the hash marks.

**1.2.5** GOAL extends indefinitely above the inside edges of the uprights and the front edge of the crossbar.

- The top of the crossbar is 10 feet above the ground.
- The crossbar shall be 23 feet, 4 inches long.
- The uprights shall be 23 feet, 4 inches apart inside-to-inside and may not exceed 4 inches in width. The uprights shall extend a minimum of 10 feet above the crossbar.
- College or pro goal posts may be used for games played on those fields (Aloha Stadium).
- The goal posts shall be padded to a height of at least 6 feet above the ground.
- CROSSBAR and the uprights above it shall be free of any decorative material except paint which is recommended to be either silver, white or yellow.
- One wind-directional streamer may be attached to the top of each upright. They shall be 4 inches wide and 42 inches long and either red, orange or yellow.

### **SECTION 3: GAME EQUIPMENT**

**1.3.1** BALL shall be tan in color, consisting of either pebbled-grain, cowhide or approved composition (leather or rubber).

The ball must have either eight or twelve laces confined to within 3-3/4 inches from each end of the ball.

The ball must have a continuous 1-inch white or yellow stripe centered 3 to 3-1/4 inches from each end of the ball and free from decorations or logos added during or after production.

The ball must weigh between 14 and 15 ounces, must be inflated to 12-1/2 to 13-1/2 psi and must include the NFHS authenticating mark.

The ball shall contain only the following logos: Ball manufacturer's name and/or logo; school name, logo or mascot; conference name and/or logo; state association name and/or logo; NFHS name and/or logo.

**1.3.2** Each team shall provide at least one legal ball to the referee. Only legal balls approved by the referee may be used during the game. Each team may use any referee-approved ball of its choice to free kick or start a new series of downs. After a touchdown, the scoring team may use any approved ball for the try.

**1.3.4** KICKING TEE may not elevate the lowest point of the ball more than 2 inches above the ground.

**1.3.5** YARDAGE CHAIN with two rods exactly 10 yards apart or other 10-yard indicator with a visible line-to-gain indicator shall be used along with a down indicator. Officials shall check the line-to-gain indicator for accuracy before the game.

- CHAINS shall be operated 2 yards outside the sideline opposite the press box. If there is no press box, game management will determine which side of the field at the request of the head linesman.
- The chains shall be removed when the line-to-gain is the goal line.
- Unofficial auxiliary line-to-gain indicators may be used on the sideline opposite the chains.
- All line-to-gain and down-indicator rods shall have flat lower ends covered by protective caps.

**1.3.6** GAME CLOCK shall be provided and the operator approved by the referee.

#### **SECTION 4: PLAYER DESIGNATIONS**

**1.4.1** Prior to the game, the head coach will notify the referee of the designated representative (coach or player) who will make decisions regarding penalty acceptance or declination.

**1.4.3** PLAYER NUMBERS. Each player shall be numbered 1–99.

#### **SECTION 5: PLAYER EQUIPMENT**

**1.5.1** MANDATORY EQUIPMENT. See attached list.

**1.5.2** AUXILIARY EQUIPMENT: See attached list.

**1.5.3** ILLEGAL EQUIPMENT: See attached list.

**1.5.4** Prior to the game the head coach is responsible for verifying to the referee and another game official that all of his players are legally equipped and will use no illegal equipment. When any player is detected wearing illegal equipment, a 15-yard unsportsmanlike conduct penalty is charged to the head coach.

**1.5.5** When any required player equipment is missing or worn improperly, an official's time-out is taken. If the missing or improperly worn equipment is detected during the down or subsequent dead-ball action related to the down, without being directly attributable to a foul by an opponent, or if a player is wearing otherwise legal equipment in an illegal manner, the player shall be replaced for at least one down, unless at the end of a half.

- If proper and legal equipment has become improperly worn through use but prompt repair is possible and does not interrupt the play clock, such repair may be made without replacing the player.

#### **SECTION 6: COACHES FIELD EQUIPMENT**

**1.6.1** Electronic communication devices shall not be used to communicate with a player except during a conference outside the 9-yard marks. Electronic communication devices may be used by coaches and nonplayers.

## **SECTION 7: STATE ASSOCIATION ADOPTIONS**

1. Determine the number of game officials to be used in the game.
2. Determine the time for game officials to assume authority if greater than 30 minutes.
3. Determine the size of ball to be used for games with players below 9th grade.
4. Mandate the use of a specific ball for postseason or playoff competition.
5. Authorize the use of supplementary equipment to aid in game administration.
6. Authorize the use of instant replay during state postseason contests.
7. Authorize the wearing of a commemorative/memorial patch.
8. Authorize the use of a drum for rhythmic cadence for deaf or partially deaf teams.
9. Authorize exception to NFHS playing rules to provide reasonable accommodations to individual participants with disabilities or special needs.
10. Establish a procedure to resolve games tied following the fourth period.
11. Establish a point differential to terminate games or to use a running game clock when the point differential is reached.
12. Establish rules regarding continuation of interrupted games.
13. Authorize the use of 10-minute periods for games involving combinations of 9th, 8th and/or 7th grade students.
14. Determine the length of halftime intermission, provided it is not less than 10 minutes and not more than 20 minutes.
15. Determine when the coin toss is to be held.
16. Authorize the use of TV/radio time-out.
17. Designate the 11-player field dimensions as official for nine-, eight- or six-player competition.

## RULE 2

### DEFINITIONS OF PLAYING TERMS

#### SECTION 1 STATUS OF THE BALL

**2.1.1 DEAD BALL.** The ball is dead during the interval between downs.

**2.1.2 LIVE BALL.** The ball becomes live when it has been legally snapped or free kicked.

**2.1.3 LOOSE BALL** is a pass, fumble or kick.

- A loose ball which has not yet touched the ground is in flight.
- A grounded loose ball is one which has touched the ground.

**SECTION 2 BATTING** is intentionally slapping or striking the ball with the arm or hand.

#### SECTION 3 BLOCKING

**2.3.1 BLOCKING** is obstructing an opponent by contacting him with any part of the blocker's body.

**2.3.2** Legal blocking techniques are:

- a. Closed or cupped hand technique - elbows inside or outside the shoulders with the hands closed or cupped with the palms not facing the opponent and the forearms extended no more than 45 degrees from the body.
- b. Open hand technique – hands must be in advance of the elbow and inside the frame of the blocker's body and the opponent's body. The frame of the blocker's body is the front of the body at or below the shoulders. The frame of the opponent's body is at the shoulders or below other than the back.

Block is legal when the palms are facing the frame of the opponent or when the forearms are extended beyond the 45-degree angle. The blocker may not initiate contact with his arm or hand against an opponent above the shoulder.

**2.3.3** The blocker's hands may not be locked and he may not swing, throw or flip the elbow or forearm so that it is moving faster than the blocker's shoulders at the time the elbow, forearm or shoulder contacts an opponent.

**2.3.4** An *offensive* player may also use his hands or arms:

- a. When he is a runner, to ward off or push any player.
- b. During a kick, to ward off an opponent who is attempting to block him.
- c. To push, pull or ward off an opponent when the ball is loose if he may legally touch or possess the ball – if the contact is not pass interference, a personal foul or illegal use of hands.

**2.3.5** A *defensive* player may also:

- Use unlocked hands or arm to ward off an opponent who is blocking him.
- Push, pull or ward off an opponent in an actual attempt to get at the runner or a loose ball if the contact is not pass interference, a personal foul or illegal use of hands.

**2.3.6** When a player on defense uses a hand or arm, the hand must be in advance of the elbow at the time of contact and at the shoulder or below unless the opponent squats or ducks.

**2.3.7 BLOCKING BELOW THE WAIST** is making initial contact below the waist from the front or side against an opponent other than a runner. Contact with an opponent's hand(s) below the waist that continues into the body below the waist is also considering blocking below the waist. This foul only applies when the opponent has one or both feet on the ground.

**2.3.8 RULE CHANGE CHOP BLOCK** is a combination block by two or more teammates against an opponent, other than the runner, with or without delay, where one of the blocks is **(low) below the waist** and one of the blocks is (high) above the waist.

**2.3.9 INTERLOCKED BLOCKING** occurs when one player grasps or encircles a teammate just prior to or while blocking an opponent.

**2.3.10 BLINDSIDE BLOCK** is a block against an opponent, other than the runner, who does not see the blocker approaching.

#### **SECTION 4 CATCH**

**2.4.1 CATCH** is the act of establishing player possession of a live ball which is in flight and first contacting the ground inbounds while maintaining possession of the ball or having forward progress stopped while the opponent is carrying the player who has possession and is inbounds.

**2.4.2** Catching is always preceded by touching the ball so if touching causes the ball to become dead, securing possession of the ball has no significance.

**2.4.3 SIMULTANEOUS CATCH** is a catch or recovery in which there is joint possession of a live ball by opposing players who are inbounds.

#### **SECTION 5 CLIPPING/BLOCKING IN THE BACK**

**2.5.1 CLIPPING** is a block against an opponent when the initial contact is from behind, at or below the waist and not against a runner.

**2.5.2 BLOCK IN THE BACK** is a block against an opponent when the initial contact is in the opponent's back, inside the shoulders, below the helmet and above the waist and not against a runner or a player pretending to be a runner.

#### **SECTION 6 CONFERENCES**

**2.6.1 COACH – REFEREE CONFERENCE:** the referee confers with the coach at the sideline in front of the team box in the field of play.

**2.6.2 AUTHORIZED TEAM CONFERENCE:** there are two types...

- 1) Outside the 9-Yard Marks – one or more team members and one or more coaches directly in front of the team box within 9 yards of the sideline...and
- 2) Between the 9-Yard Marks – one coach on the field meeting with no more than 11 players at his team's huddle between the hash marks.

#### **SECTION 7 DOWN & LOSS OF DOWN**

**2.7.1 DOWN** is action which starts with a legal snap or a legal free kick. A down ends when the ball becomes dead.

**2.7.2** Loss of a down is the loss of the right to replay the down.

**SECTION 8 ENCROACHMENT** occurs when a player is illegally in the neutral zone before the ball is snapped or free-kicked. Encroachment also occurs when a player violates the free kick restrictions. An entering substitute is not considered to be a player until he is on his team's side of the neutral zone.

#### **SECTION 9 FAIR CATCH**

**2.9.1 FAIR CATCH** is a catch by a receiver of a free kick or a scrimmage kick in or beyond the neutral zone to the receiver's goal line. After a valid signal, the receiver forfeits his right to advance the ball in return for protection from being blocked or tackled by an opponent.

**2.9.2** Awarded Fair Catch occurs when the offended team chooses to take the ball after enforcement of a foul for kick-catch interference.

**2.9.3** Valid Fair Catch Signal is the extending and lateral waving of one arm at full arm's length above the head by any R player.

**2.9.4** Invalid Fair Catch Signal is any signal by a receiver before the kick is caught or recovered:

- a. That does not meet the requirements of a valid signal.
- b. After the kick has touched a receiver or the ground.

**2.9.5** Illegal Fair Catch Signal is any signal by a runner after the kick has been caught or recovered.

## **SECTION 10** FIELD AREAS

**2.10.1** FIELD is the area within the boundary lines and end lines.

**2.10.2** FIELD OF PLAY is the area within the boundary lines and goal lines.

**2.10.3** SIDE ZONES are the areas bounded by the sidelines, the hash marks and the goal lines.

**2.10.4** END ZONES are 10 yards in depth and are located between the goal line and the end line. The goal line is in the end zone and a team's end zone is the one it is defending.

## **SECTION 2.11** FIGHTING

Any attempt by a player or nonplayer to strike or engage a player or nonplayer in a combative manner unrelated to football. Such acts include, but are not limited to, attempts to strike an opponent with the arms, hands, legs or feet, whether or not there is contact.

## **SECTION 2.12** FIRST TOUCHING

**2.12.1** During a *free kick* it is first touching if the ball is touched in the field of play by any K player before it crosses R's free-kick line and before it is touched there by a team R player.

**2.12.2** During a *scrimmage kick* it is first touching if the ball is touched by any K player in the field of play and beyond the expanded neutral zone before it is touched there by R and before the ball has come to rest.

## **SECTION 13** FORCE

**2.13.1** FORCE is the result of energy exerted by a player which provides movement of the ball. Force is used only in connection with the goal line and only in one direction - from the field of play into the end zone. Initial force results from a carry, fumble, pass or snap.

- After a fumble, kick or backward pass has been grounded, a new force may result from a bat, an illegal kick or a muff.

**2.13.2** Responsibility for forcing the ball from the field across a goal line is attributed to the player who carries, snaps, passes, fumbles or kicks the ball, unless a new force is applied to either a kick, fumble or backward pass that has been grounded.

**2.13.3** The muffing or batting of a pass, kick or fumble in flight is not considered a new force.

**2.13.4** Force is not a factor:

- a. On kicks going into R's end zone, since these kicks are always a touchback regardless of who supplied the force.
- b. When a backward pass or fumble is declared dead in the end zone of the opponent of the player who passed or fumbled, with no player in possession.

## **SECTION 14 FORMATIONS**

**2.14.1 SCRIMMAGE FORMATION** requires at least five offensive players on their line of scrimmage at the snap with no more than four backs.

**2.14.2 SCRIMMAGE KICK FORMATION** has no player in position to receive a hand-to-hand snap from between the snapper's legs and at the snap either:

- a. A player in position with a knee on the ground 7 yards or more behind the line of scrimmage, in position to be a holder with another player 3 yards or less behind that player in position to attempt a kick or
- b. A player 10 yards or more behind the line of scrimmage and in position to receive the long snap.

**2.14.3 FREE KICK FORMATION** is used for a free-kick down. Following the ready-for-play and until the ball is kicked:

- a. All R players must be behind their free-kick line.
- b. All K players, other than the kicker and holder, must be behind their free-kick line.

## **SECTION 15 FORWARD PROGRESS**

**2.15.1** The end of advancement of the ball toward the opponent's goal in a runner's possession or the forward-most point of the ball when it is fumbled out of bounds.

**2.15.2** When an airborne player makes a catch, forward progress is the furthest point of advancement after he possesses the ball if contacted by a defender.

## **SECTION 16 FOULS AND PENALTIES**

**2.16.1** A foul is a rule infraction for which a penalty is prescribed.

**2.16.2** Types of fouls are:

- a. **DEAD BALL FOUL:** A foul which occurs during a dead ball period; after the down has ended and before the next snap or free kick.
- b. **DOUBLE FOUL:** One or more live-ball fouls (other than nonplayer or unsportsmanlike) committed by each team at such time as the penalties offset.
- c. **FLAGRANT FOUL:** A foul so severe or extreme that it places an opponent in danger of serious injury and/or involves violations that are extremely or persistently vulgar or abusive.
- d. **LIVE BALL FOUL:** A foul which occurs during a down.
- e. **MULTIPLE FOUL:** Two or more live-ball fouls (other than nonplayer or unsportsmanlike) committed during the same down by the same team.
- f. **NON-PLAYER OR UNSPORTSMANLIKE FOUL:** A noncontact foul while the ball is dead or during the down, which is not illegal participation and does not influence the play in progress.
- g. **PLAYER FOUL:** A foul (other than nonplayer or unsportsmanlike) by a player in the game.
- h. **POST-SCRIMMAGE KICK FOUL:** A foul by R (other than an illegal substitution or illegal participation foul that occurs at the snap) when the foul occurs:
  1. During a scrimmage kick play, other than a try or successful field goal.
  2. During a scrimmage kick play where the ball crosses the expanded neutral zone.
  3. Beyond the expanded neutral zone.
  4. Before the end of the kick.
  5. When K will not be next to put the ball in play.
- i. **FOULS SIMULTANEOUS WITH THE SNAP:** An act which becomes a foul when the ball is snapped or free kicked.



**2.16.3** No foul causes loss of the ball.

**2.16.4** No foul causes a live ball to become dead.

**2.16.5** A penalty is a result imposed by rule against a team or team member that has committed a foul.

**2.16.6** Game situations which produce results somewhat similar to penalties but which are not classified as fouls are 1) disqualification of a player, 2) first touching of a kick by K, 3) forfeiture of a game.

## **SECTION 17 FREE-BLOCKING ZONE-LEGAL BLOCKING BELOW THE WAIST AND LEGAL BLOCK IN THE BACK**

**2.17.1** FREE BLOCKING ZONE is a rectangle area extending laterally 4 yards either side of the ball and 3 yards behind each line of scrimmage. A player is in the free-blocking zone when any part of his body is in the zone at the snap.

**2.17.2** BLOCKING BELOW THE WAIST is legal in the free-blocking zone when:

- a. All players involved are on the line of scrimmage at the snap.
- b. The contact is in the zone.
- c. The ball is in the zone.

**2.17.3** BLOCKING IN THE BACK is legal in the free-blocking zone when:

- a. The block is by offensive linemen who are on the line and in the zone at the snap.
- b. Against defensive players who are in the zone at the snap.
- c. The contact is immediate and initial action following the snap.

**2.17.4** FREE BLOCKING ZONE DISINTEGRATES once the ball has left the zone.

## **SECTION 18 FUMBLE**

Any loss of player possession other than by handing, passing or legal kick.

### **SECTION 2.19 HANDING**

Transferring player possession from one player to a teammate so that the ball is still in contact with the first player when it is touched by the teammate.

- Handing the ball is not a pass.
- Loss of possession by unsuccessful execution of attempted handing is a fumble.

**2.19.2** Forward handing occurs when the runner releases the ball when the entire ball is beyond the yard line where the runner is positioned.

**2.19.3** Backward handing occurs when the runner releases the ball when any part of the ball is on or behind the yard line where the runner is.

## **SECTION 20 HELMET CONTACT - ILLEGAL, TARGETING**

**2.20.1** Illegal helmet contact is an act of initiating contact with the helmet against an opponent. Types of illegal helmet contact include:

- a. BUTT BLOCKING is an act by any player who initiates contact with the helmet against an opponent who is not the runner with the top of his helmet.
- b. FACE TACKLING is an act by a defensive player who initiates contact against a runner with the front of his helmet.
- c. SPEARING is an act by any player who initiates contact against an opponent at the shoulders or below with the crown (top portion) of his helmet.

**2.20.2** TARGETING is an act by any player who takes aim and initiates contact against an opponent above the shoulders with the helmet, forearm, hand, fist, elbow or shoulders.

## **SECTION 21 HUDDLE**

Two or more players of the same team grouped together before a down.

## **SECTION 22 HURDLING**

An attempt by a player to jump with one or both feet or knees foremost over an opponent who is contacting the ground with no part of his body except one or both feet.

**SECTION 23 INTERCEPTION** is the catch of an opponent's fumble or pass.

## **SECTION 24 KICKS**

**2.24.1** A KICK is the intentional striking of the ball with the knee, lower leg or foot.

**2.24.2** A KICK ENDS when a player gains possession or when the ball becomes dead while not in possession.

**2.24.3** FREE KICK is any kick used to start a free-kick down to start each half and following a score and is legal following a fair catch or awarded fair catch.

- After the ready-for-play and before the kick each K player other than the kicker and holder must be behind his free-kick line.

**2.24.4** SCRIMMAGE KICK is any kick from in or behind the neutral zone during a scrimmage down. Either a place kick, punt or drop kick may be used. For a place kick, the ball must be controlled on the ground or on a legal kicking tee by a teammate.

**2.24.5** A KICKOFF is a free kick Kickoff is a free kick which puts the ball in play to begin each half of the game and after any score. A place kick or drop kick shall be used for the kickoff.

**2.24.6** A DROP KICK is a legal kick by a player who drops the ball and kicks it when it touches the ground or as it is rising from the ground. A drop kick may be used for a scrimmage kick, a kickoff, a free kick following a safety or for a free kick following a fair catch or awarded fair catch.

**2.24.7** PLACE KICK is a legal kick made while the ball is in a fixed position on the ground or on a tee. No material or device may be placed on the ground to improve the kicker's footing. The ball may be controlled on the ground or on a legal kicking tee by a teammate. A place kick may be used for a scrimmage kick, a kickoff, a free kick following a safety or following a fair catch or awarded fair catch.

**2.24.8** PUNT is a legal kick by a player who drops the ball and kicks it before it has touched the ground. A punt may be used following a safety or for a scrimmage kick.

**2.24.9** ILLEGAL KICK is any intentional striking of the ball with the knee, lower leg or foot which does not meet the requirements of a legal kick described above.

**2.24.10** POP-UP KICK is a free kick in which the kicker drives the ball immediately into the ground, the ball strikes the ground once and goes into the air in the manner of a ball kicked directly off the tee.

## **SECTION 25 LINE OF SCRIMMAGE**

**2.25.1** A vertical plane through the point of the ball nearest each team's goal line. It is determined at the ready-for-play and remains until the next ready-for-play.

**2.25.2** An offensive player is on his LOS when he meets position requirements per rule 7.

**2.25.3** A defensive player is on his LOS when he is within one yard of his LOS at the snap.

## **SECTION 26 LINES**

**2.26.1** BOUNDARY LINES are the end lines and sidelines and are out of bounds.

**2.26.2** END LINE is the outer limit of each end zone.

**2.26.3 GOAL LINE** is the vertical plane which separates the playing field from the end zone. Each team's goal line is the one it is defending. When a live ball is in a runner's possession (touching inbounds) while the ball is over the out-of-bounds area, the goal line is extended beyond the sidelines.

**2.26.4 HASH MARKS** are a series of marks parallel with the sidelines which divide the field into thirds.

**2.26.5 LINE TO GAIN** is the line established when a new series is awarded and is 10 yards from the spot of the first down. If the line-to-gain extends into the end zone, the goal line is the line to gain.

**2.26.6 SIDELINE** extends from one end line to the other.

**2.26.7 YARD LINE** is any line and its vertical plane parallel to the end lines.

**2.26.8 RESTRAINING LINE** is a line placed around the outside of the field, 2 yards from the sideline. No person shall be allowed within the restraining line except a maximum of 3 coaches and permitted non-players are allowed within the restraining line in front of the team box during a dead ball. This is known as the *restricted area*.

**SECTION 27 MUFF** is the touching of a loose ball by a player in an unsuccessful attempt to secure possession.

## **SECTION 28 NEUTRAL ZONE**

**2.28.1** The space between the two free-kick lines during a free-kick down and between the two scrimmage lines during a scrimmage down. FOR A FREE KICK DOWN - the 10-yard space between the two free-kick lines. FOR A SCRIMMAGE DOWN – the length of the ball between the two scrimmage lines. The neutral zone is established when the ball is ready for play.

**2.28.2** During a scrimmage down the neutral zone may be expanded following the snap up to a maximum of 2 yards behind the defensive line of scrimmage. This is called the expanded neutral zone.

## **SECTION 29 OUT OF BOUNDS**

**2.29.1** A player is out of bounds when any part of the player is touching anything, *other than another player or game official*, that is on or outside a sideline or end line.

**2.29.2** A ball in player possession is out of bounds when the runner or the ball touches anything, other than another player or game official, that is on or outside a sideline or end line.

**2.29.3** A loose ball is out of bounds when it touches anything, *including a player or game official*, that is out of bounds.

**SECTION 30 PARTICIPATION** is any act or action by a player or nonplayer that has an influence on the play.

## **SECTION 31 PASSING**

**2.31.1 PASSING** the ball is throwing a ball that is in player possession. In a pass, the ball travels in flight.

**2.31.2** A FORWARD PASS is a pass thrown with its initial direction toward the opponent's end line. Prior to releasing the ball on a pass, if the potential passer is contacted and the ball is released, it is a forward pass if his arm was moving forward on contact.

**2.31.3** A FORWARD PASS has gone beyond the neutral zone if at any time during the pass, the entire ball is beyond the neutral zone.

**2.31.4** A FORWARD PASS ends when it is caught, touches the ground or is out of bounds.

**2.31.5** A BACKWARD PASS is a pass thrown with its initial direction parallel with or toward the runner's end line.

**2.31.6** A backward pass ends when it is caught or recovered or is out of bounds.

## SECTION 32 PLAYER DESIGNATIONS

- 2.32.1** A PLAYER is one of 22 team members who is designated to start either half of the game or who subsequently replaces another player. He continues to be a player until a substitute enters the field and indicates to the player that he is replaced or when the substitute otherwise becomes a player.
- 2.32.2** TEAM A player is A1, A2 and A3. TEAM B player is B1, B2 and B3. KICKING TEAM player is K1. RECEIVING TEAM player is R1.
- 2.32.3** A BACK is any team A player who has no part of his body breaking the plane of a line drawn parallel to the LOS through the waist of the nearest teammate who is legally on the line, except for the player under the snapper, who is also considered a back.
- 2.32.4** OFFENSIVE BLOCKER is a player who is blocking or in position to block by being between the potential tackler and the runner.
- 2.32.5** CAPTAIN of a team is a player designated to represent his team during 1) the pregame coin toss, 2) penalty decisions following a foul-if designated by the head coach, 3) ball placement on a try, a kickoff, after a safety, after a fair catch or awarded fair catch, after a touchback and to start an overtime.
- 2.32.6** DISQUALIFIED PLAYER is a player barred from further participation in a game.
- 2.32.7** HOLDER is a player who controls the ball on the ground or on a kicking tee.
- 2.32.8** KICKER is any player who legally punts, drop kicks or place kicks. A player becomes a kicker when his knee, lower leg or foot makes contact with the ball. He continues to be the kicker until he has had reasonable opportunity to regain his balance or until, after a free kick, he has advanced 5 yards beyond his free kick line or the kick has touched the ground or any other player.
- 2.32.9** LINEMAN is any player who is facing his opponent's goal line with his shoulders parallel to the LOS and with his head or foot breaking an imaginary plane drawn through the waist of the snapper when the ball is snapped.
- 2.32.10** NONPLAYER is a coach, athletic trainer, other attendant, a substitute or a replaced player who does not participate by touching the ball, hindering an opponent or influencing the play.
- 2.32.11** PASSER is a player who throws a *legal* forward pass. He continues to be a passer until the legal forward pass ends or until he moves to participate in the play.
- 2.32.12** REPLACED PLAYER is one who has been notified by a substitute that he is to leave the field. A player is also replaced when the entering sub becomes a player.
- 2.32.13** RUNNER is a player who is in possession of a live ball or is simulating possession of a live ball.
- 2.32.14** SNAPPER is the player who is facing his opponent's goal line and who snaps the ball. 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 participate in the play.
- 2.32.15** SUBSTITUTE is a team member who may replace a player or fill a player vacancy. A substitute becomes a player when he enters the field and communicates with a teammate or a game official, enters the huddle, is positioned in a formation or participates in the play. An entering sub is not considered to be a player for encroachment restrictions until he is on his team's side of the neutral zone. He remains a substitute until he is on his team's side of the neutral zone.
- 2.32.16** DEFENSELESS PLAYER is a player who, because of his physical position and focus of concentration, is especially vulnerable to injury. A player who initiates contact against a defenseless player is responsible for

making legal contact. When in question, a player is defenseless. Examples of defenseless players include, but are not limited to:

- a. A passer.
- b. A receiver attempting to catch a pass who had not had time to clearly become a runner.
- c. The intended receiver of a pass in the action during and immediately following an interception or potential interception.
- d. A runner already in the grasp of a tackler and whose forward progress has been stopped.
- e. A kickoff or punt returner attempting to catch or recover a kick or one who has completed a catch or recovery and has not had time to protect himself or has not clearly become a runner.
- f. A player on the ground, including a runner who has obviously given himself up and is sliding feet-first.
- g. A player obviously out of the play or not in the immediate vicinity of the runner.
- h. A player who receives a blindside block with forceful contact not initiated with open hands.

### **SECTION 33 PLAYS FOR PENALTY ENFORCEMENT**

**2.33.1** LOOSE BALL PLAY is action during:

- a. A free kick or scrimmage kick other than post-scrimmage kick fouls.
- b. A legal forward pass.
- c. A backward pass (including the snap), an illegal kick or fumble by team A from in or behind the neutral zone prior to a change of team possession.
- d. The run or runs which precedes such legal or illegal kick, legal forward pass, backward pass or fumble.

**2.33.2** RUNNING PLAY is any action not included above.

### **SECTION 34 POSSESSION**

**2.34.1** A ball in PLAYER POSSESSION is a live ball held or controlled by a player.

**2.34.2** A ball in TEAM POSSESSION is a live ball which is in player possession or one which is loose following loss of such player possession. A Live Ball is always in possession of one team.

**2.34.3** A CHANGE OF POSSESSION occurs when the opponent gains player possession during the down.

**2.35** READY FOR PLAY signifies that the ball may be put in play by a snap or free kick and either 25-seconds or 40-seconds on the play clock.

**2.36.1** RECOVERY is gaining possession of a live ball after it strikes the ground. An airborne player has completed a recovery when he first contacts the ground inbounds with the ball in his possession.

**2.36.2** SIMULTANEOUS RECOVERY is a recovery where there is joint possession of a live ball by opposing inbounds players.

**2.37** RULE is one of the groups of regulations which govern the game. A rule sometimes states what a player may do but if there is no such statement for a given act (such as faking a kick), it is assumed that he may do what is not prohibited.

**2.38** Scrimmage is the action of the two teams during a down which begins with a legal snap.

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

**2.40.1** SNAP is the legal act of passing or handing the ball backward from its position on the ground.

**2.40.2** The snap begins when the snapper first moves the ball legally other than in adjustment. The movement must be a quick and continuous backward motion during which the ball immediately leaves the hands of the snapper and touches a back or the ground before it touches a team A lineman.

**2.40.3** The snap ends when the ball touches the ground or any player.

#### **SECTION 41 SPOTS**

**2.41.1** BASIC SPOT is a point of reference for penalty enforcement.

**2.41.2** ENFORCEMENT SPOT is the point from which a penalty is enforced.

**2.41.3** DEAD BALL SPOT is the spot under the foremost point of the ball when it becomes dead by rule.

**2.41.4** INBOUNDS SPOT is the intersection of the hash marks and the yard line:

- a. Through the foremost point of the ball when it becomes dead in a side zone.
- b. Through the foremost point of the ball on the sideline between the goal lines when a loose ball goes out of bounds.
- c. Through the spot under the foremost point of the ball in possession of a runner when he crosses the plane of the sideline and goes out of bounds.

**2.41.5** OUT-OF-BOUNDS SPOT is where the ball becomes dead because of going out of bounds as in 4-3-1, 4-3-2, 4-3-3.

**2.41.6** POST-SCRIMMAGE KICK SPOT is the spot where the kick ends. R retains the ball after penalty enforcement from the post-scrimmage kick spot when a PSK foul occurs. Fouls by R behind the post-scrimmage kick spot are spot fouls.

**2.41.7** PREVIOUS SPOT is where the ball was last snapped or free kicked.

**2.41.8** SPOT OF THE FOUL is where the foul occurs. If a foul occurs out of bounds, the spot of the foul is at the intersection of the nearer hash mark and the yard line extended on which the foul occurs

**2.41.9** SPOT WHERE A RUN ENDS is:

- a. Where the ball becomes dead in the runner's possession.
- b. Where the runner loses player possession if his run is followed by a loose ball (fumble) but the related running play continues until the ball becomes dead or any player gains possession.
- c. Spot of the Catch or Recovery when the momentum rule is in effect.

**2.41.10** SUCCEEDING SPOT is where the ball would next be snapped or free kicked if a foul had not occurred.

**SECTION 42** TACKLING is the use of hands, arms, legs or body by a defensive player in his attempt to hold a runner or to bring him to the ground.

#### **SECTION 43** TEAM DESIGNATIONS

**2.43.1** OFFENSE is the team in possession of the ball.

**2.43.2** A is the team which puts the ball in play. The opponent is B.

**2.43.3** K is the team which legally kicks the ball during the down. The opponent is R.

**2.43.4** Team designations (A, B, K, R) are retained until the ball is next ready for play.

**SECTION 44** TOUCHING refers to any contact with the ball, i.e., either by touching or being touched by it. Touching by a game official in the field of play or end zone is ignored.

**SECTION 45** TRIPPING is the intentional use of the lower leg or foot to obstruct an opponent below the knee, including the runner.

## **RULE 3**

### **PERIODS, TIME FACTORS and SUBSTITUTIONS**

#### **SECTION 1 LENGTH OF PERIODS - HALFTIME**

**3.1.1** LENGTH OF PERIODS: 12 minutes for Varsity games, 10 minutes for INT. and JV games.

- a. INTERMISSION at the end of the 1<sup>ST</sup> and 3<sup>rd</sup> periods is 1 minute.
- b. HALFTIME may be between 10 and 20 minutes with 15 minutes normal. If more than 15 minutes, opponents must be notified before the game.
- c. CHARGED TIME-OUTS are 1 minute.

**3.1.2** By state adoption, a point differential may be established whereby if one team has gained the established point differential, the game shall be terminated. A state may also establish guidelines to use a running game clock when the point differential is reached.

**3.1.3** A period or periods may be shortened in emergency by agreement of both coaches and the referee. Any remaining period may be shortened at any time or the game terminated by agreement of both coaches and the referee.

**3.1.4** GAMES INTERRUPTED by events beyond control of the administrative authority shall be continued from the point of interruption, unless the teams agree to terminate the game with the existing score or as otherwise provided by the state association adoption.

**3.1.5** When WEATHER CONDITIONS may be hazardous to life or limb of the participants, the game officials are authorized to delay or suspend the game.

**3.1.6** State high school associations may determine the length of HALFTIME INTERMISSION, provided it is not less than 10 minutes and not more than 20 minutes. 15 minutes is normal. It may be increased to a maximum of 20 minutes, provided opponents have been notified at least 5 minutes prior to the game.

- EXCEPTION: If the game is interrupted due to weather during the last 3 minutes of the second period and the delay is at least 30 minutes, the opposing coaches can mutually agree to shorten halftime intermission, provided there is at least one minute.

**3.1.7** MANDATORY WARM-UP PERIOD following halftime is 3 minutes which will be set on the clock and started immediately after halftime expires.

- The head coach is responsible for his team being on the field for the mandatory warm-up time.

#### **SECTION 2 STARTING A PERIOD - HALF**

**3.2.1** A KICKOFF will start each half of the game.

**3.2.2** COIN TOSS, if held on the field, will be at 3 minutes before the scheduled start time.

- Not more than 4 captains from each team may be present at the coin toss.

**3.2.3** Winner of the coin toss will have first choice of options for the first half or to defer and have first choice for the second half. The loser will have the first choice of options for the half the winner of the toss did not select. Options for each half are: a) To kick or receive, b) Goal his team will defend. Loser of the toss will have the remaining option.

**3.2.4** QUARTER CHANGE: Between the 1<sup>st</sup> and 2<sup>nd</sup> and between the 3<sup>rd</sup> and 4<sup>th</sup> periods, the teams will change goals. Team possession, number of next down and relative position of the ball on the field remain unchanged.

#### **SECTION 3 ENDING A PERIOD – HALF**

**3.3.1** 4 minutes before the end of each half, the referee shall stop the clock and notify the field captains and coaches of the time remaining. If an electric field clock is the official timepiece, it is not necessary to stop the clock and notify the teams.

**3.3.2** If TIME FOR ANY PERIOD EXPIRES DURING A DOWN (clock is 0:00), play continues until the down ends, even if a mechanical signal is allowed to sound.

**3.3.3** A PERIOD WILL BE EXTENDED by an untimed down if one of the following occurred during the down in which time expires:

- a. There was a foul by either team and the penalty is accepted (with some exceptions)
- b. There was a double foul.
- c. There was an inadvertent whistle.
- d. If a touchdown was scored during the last timed down of the 4<sup>th</sup> period and the points would affect the outcome.

*If any of the above occur during the untimed down, the procedure is repeated.*

**3.3.4** A PERIOD WILL NOT BE EXTENDED by an untimed down if one of the following occurred during a down in which time expires:

- a. The defense fouls during a successful try/field goal and the offended team accepts the results of the play with enforcement of the penalty at the succeeding spot.
- b. There was a foul by either team and the penalty is accepted for:
  1. Unsportsmanlike fouls.
  2. Nonplayer fouls.
  3. Fouls that specify a loss of down.
  4. Fouls that are enforced on the subsequent kickoff.
  5. Fouls for which enforcement by rule results in a safety.

**3.3.5** ENDING A PERIOD - HALF At the end of each period the referee shall hold the ball overhead to indicate the period has officially ended, after a momentary delay, to ensure that:

- a. No foul has occurred.
- b. No obvious timing error has occurred.
- c. No request for a coach-referee conference has occurred.
- d. No other irregularity has occurred.

**3.3.6** If a dead-ball foul occurs after time expires for any period, the penalty shall be measured from the succeeding spot.

#### **SECTION 4 STARTING AND STOPPING THE CLOCK**

**3.4.1** THE CLOCK SHALL START FOR A PERIOD:

- a. If the period begins with a free kick, when the kick is legally touched, other than first touching by K.
- b. If the period begins with a snap, when the ball is legally snapped.

**3.4.2** THE CLOCK SHALL START WITH THE READY-FOR-PLAY if the clock was stopped:

- a. For an official's time-out, other than when B is awarded a new series or either team is awarded a new series following a legal kick.
- b. Because the ball is dead following any foul provided:
  1. There has been no charged time-out during the dead-ball interval.
  2. The down is not an extension of a period or a try.
  3. The action which caused the down to end did not also cause the clock to be stopped.



- c. Because of an inadvertent whistle, unless B or R is in possession at the time of the inadvertent whistle during a running play and chooses to accept the result of the play.

**3.4.3 THE CLOCK SHALL START WITH THE SNAP** or when any free kick is touched, other than first touching by K, if the clock was stopped because:

- a. The ball goes out of bounds.
- b. B or R is awarded a new series.
- c. Either team is awarded a new series following a legal kick.
- d. The ball becomes dead behind the goal line.
- e. A legal or illegal forward pass is incomplete.
- f. A request for a charged or TV/radio time-out is granted.
- g. A period ends.
- h. A team attempts to consume time illegally.
- i. The penalty for a delay of game foul is accepted.
- j. A fair catch is made.

**3.4.4 THE GAME CLOCK SHALL BE STOPPED WHEN:**

- a. The down ends following a foul.
- b. An official's time-out is taken.
- c. A charged or TV/radio time-out is granted.
- d. The period ends.
- e. The ball is out of bounds.
- f. A legal or illegal forward pass is incomplete.
- g. A score or touchback occurs.
- h. A fair catch is made.
- i. An inadvertent whistle is sounded.
- j. An airborne receiver is carried out of bounds, unless the receiver is carried backwards and his forward progress was stopped inbounds.

**3.4.5** The clock shall not start on first touching of a free kick by K.

**3.4.6** When a team attempts to conserve or consume time illegally, the referee shall order the clock started or stopped.

**3.4.7 RULE CHANGE Any foul** committed within the last two minutes of either half gives the offended team the option to start the game clock on the snap.

**3.4.8** The referee has the authority to correct obvious errors in timing by the game clock if discovered prior to the second live ball following the error, unless the period has officially ended.

**3.4.9** The referee has authority to correct obvious errors in timing by the play clock if discovery is prior to the snap.

## **SECTION 5 CHARGED AND OFFICIAL'S TIME-OUTS – INTERMISSIONS**

**3.5.1 CHARGED TEAM TIME-OUTS:** Each team is entitled to three charged time-outs during each half. Unused first-half time-outs cannot be used in the second half. Unused second half time-outs cannot be used in overtime.

**3.5.2** A charged team time-out occurs when the ball is dead and:

- a. Is requested by a player or the head coach (or his designee) and is granted. When a penalty decision is pending, a time-out shall not be granted until the decision is made.
- b. The repair of faulty player equipment requires the assistance of a team attendant, or which, without the assistance of a team attendant, delays the ready-for-play for more than 25 seconds.

- c. A time-out is granted for the purpose of reviewing a game official's application of a rule which may have been misapplied or misinterpreted. If no change in the ruling is made, the time-out remains charged to the requesting team.

**3.5.3** A charged time-out shall not exceed one minute. Charged time-outs shall be reduced in length only if both teams are ready for play before the 25-second ready-for-play signal by the referee.

**3.5.4** Successive charged time-outs may be granted during the same dead-ball period. An official's time-out may follow a charged time-out if it is for the continuance of a coach-referee conference or if safety is involved. When a team's three charged time outs for the half have been used, its coach must be notified.

**3.5.5** After a team has used its three charged time-outs for the half, any subsequent request shall be denied unless it is for:

- a. An apparently injured player.
- b. Necessary repair to player equipment except as in 3.5.10.d or 3.5.20.e.
- c. The review of a possible misapplication or misinterpretation of a rule.

**3.5.6** If repair of equipment without the assistance of a team attendant delays the ready-for-play for more than 25 seconds and the team has used all permissible time-outs, the player shall be replaced for at least one down.

**3.5.7** OFFICIAL'S TIME-OUT (which is not charged to either team) occurs during a dead ball:

- a. For measurement of a possible first down.
- b. When a first down is declared.
- c. Following a change of team possession.
- d. When captains and coaches are notified of time remaining.
- e. For a player in need of equipment repair. Player must go out for one play.
- f. To dry or change the ball.
- g. For unusual heat or humidity which may create a health risk to the players.
- h. When a coach-referee conference concerning the misapplication of a rule results in the referee altering his ruling. (3.5.11)
- i. After a foul, to administer the penalty. **RULE CHANGE - EXCEPTION:** Following a foul committed only by the **defensive team**, the play clock will be set at 40 seconds.
- j. For any unusual delay in getting the ball marked ready for play.
- k. For a TV/radio time-out that is permitted and granted as authorized by state association policy.
- l. For the one-minute intermission between periods and following a score.

**3.5.8** AUTHORIZED CONFERENCES

- a. An authorized conference may be held during:
  - 1. A charged time-out.
  - 2. An official's time-out.
  - 3. If granted by the referee.
- b. Only one type of conference may be used during:
  - 1. Any charged time-out.
  - 2. Official's time-out.
  - 3. Only an Outside-9-Yard Mark Conference may be held for a coach/Referee conference.

**3.5.9** Unless the clock is already stopped, an official's time-out shall be taken as soon as the ball becomes dead following a change of team possession or whenever the covering official declares the ball dead and it appears to him the ball has reached the line to gain.

**3.5.10** An official's time-out (not charged to either team) occurs and the player shall be replaced for at least one down, unless halftime or overtime intermission occurs when:

- a. An apparently injured player is discovered by a game official while the ball is dead and the clock is stopped and for whom the ready-for-play signal is delayed or for whom the clock is stopped.
- b. Any player who exhibits signs, symptoms behaviors consistent with a concussion. The player shall be removed from the game and shall not return to play until cleared by an appropriate health-care professional.
- c. A game official discovers a player who is bleeding, has an open wound or has any amount of blood on his/her uniform or person. The player must leave the game until the bleeding has stopped, the wound is covered and the uniform is cleaned or changed.
- d. The helmet comes completely off during the down or subsequent dead-ball action related to the down without being directly attributable to a foul by an opponent.
- e. Any required player equipment is missing or improperly worn. Player shall be replaced for at least one down.

**3.5.11** A player, directed by his coach, may request and be granted a time-out for the purpose of the coach and referee reviewing a decision which may have resulted from misapplication or misinterpretation of a rule, provided the request is made before the ball becomes live following the to be reviewed, unless the period has officially ended. This conference will take place in front of the team box in the field of play. If the conference results in the referee altering his ruling, the opposing coach will be notified, the revision made and the time-out shall be an official's time-out. If the referee's ruling prevails, the time-out remains charged to the team requesting the conference.

## **SECTION 6: PLAY CLOCK, BALL READY FOR PLAY AND DELAY**

### **3.6.1 PLAY CLOCK AND READY-FOR-PLAY**

#### **A. PLAY CLOCK**

1. 25 seconds will be on the play clock and start on the ready-for-play signal:
  - (a) Prior to a try following a score.
  - (b) To start a period or overtime series.
  - (c) Following administration of an inadvertent whistle.
  - (d) Following a charged time-out.
  - (e) Following an official's time-out as in 3.5.7 or 3.5.10.

#### **Exceptions:**

1. 3.5.7.b
2. 3.5.7.e if initially related to a defensive player
3. 3.5.10 If initially related to a defensive player.
- f. Following a legal kick, when either team is awarded a new series and.
- g. Following the stoppage of the play clock by the referee for any other reason.
2. 40 seconds will be on the play clock after a down other than specified in 3.6.1.a (1) and start when the ball is declared dead by a game official.

#### **B. The ball is ready for play:**

1. With the 25-second play clock in effect, when the referee gives the ready-for-play signal.
2. With the 40-second play clock in effect, when the ball is placed on the ground by a game official and the official has stepped away to his position.

**3.6.2 DELAY OF GAME** is action or inaction which prevents putting the ball in play is delay of game. Delay of game includes:

- a. Failure to snap or free kick before the play clock expires.
- b. Unnecessarily carrying the ball after it has become dead.

- c. A coach-referee conference after all charged time-outs for the coach's team have been used and during which the referee is requested to reconsider the application of a rule and no change in the ruling results.
- d. Snapping or free kicking the ball before it is marked ready for play.
- e. Any other conduct which unduly prolongs the game.
- f. Failure to unpile from an opponent in a timely manner.

PENALTY: Delay of Game – 5 yards and start the game clock on the snap.

**3.6.3** A team shall play within two minutes after being ordered to do so by the Referee. PENALTY: Failure to Play - Forfeiture of the Game

**3.6.4** Game management is responsible for clearing the field of play and the end zones at the beginning of each half so play may begin at the scheduled time.

PENALTY: Delay of Game – 5 yards

## **SECTION 7: SUBSTITUTIONS**

**3.7.1** Between downs any number of eligible substitutes may replace players. Replaced players shall begin to leave the field within three seconds.

PENALTY: Illegal Substitution – 5 yards (dead-ball foul)

**3.7.2** A player, replaced player or substitute is required to leave the field on the side of his team box and go directly to his team box.

PENALTY: Illegal Substitution – 5 yards (dead-ball foul)

**3.7.3** During the same dead ball interval, no substitute shall become a player and then withdraw and no player shall withdraw and re-enter as a substitute unless a penalty is accepted, a dead ball foul occurs, there is a charged time-out or the period ends.

PENALTY: Illegal Substitution – 5 yards (dead-ball foul)

**3.7.4** During a down a replaced player or substitute who attempts unsuccessfully to leave the field and who does not participate in or affect the play, is an illegal substitution.

PENALTY: Illegal Substitution – 5 yards (live-ball foul)

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

PENALTY: Illegal Substitution – 5 yards (live-ball foul)

**3.7.6** During the down, a replaced player or substitute who enters the field but does not participate, constitutes illegal substitution.

PENALTY: Illegal Substitution – 5 yards (non-player foul enforced from the succeeding spot)

## RULE 4

### BALL IN PLAY, DEAD BALL AND OUT OF BOUNDS

#### SECTION 1: PUTTING THE BALL IN PLAY

- 4.1.1** A kickoff (free kick) is used to put the ball in play to start each half, after a field goal or after a try.
- 4.1.2** A free kick shall also put the ball in play:
- a. After a safety.
  - b. When a free-kick down is replayed.
  - c. When a free kick is chosen after a fair catch, an awarded fair catch and the replay of a down which follows a fair catch or awarded fair catch.
- 4.1.3** A snap shall, if elected, put the ball in play when a free kick is not specified.
- 4.1.4** A snap or free kick shall be made between the hash marks.
- 4.1.5** After being put in play, the ball remains live until the down ends.
- 4.1.6** The ball remains dead and a down is not begun if a snap or free kick is attempted before the ball is marked ready-for-play or there is a snap infraction or a dead-ball foul occurs.

#### SECTION 2: DEAD BALL AND END OF THE DOWN

- 4.2.2** WHEN A FOUL OCCURS BEFORE A SNAP OR FREE KICK, an official will sound his whistle immediately to indicate the ball remains dead.
- 4.2.3** THE BALL BECOMES DEAD AND THE DOWN IS ENDED:
- a. When a runner goes out of bounds or is held so his forward progress is stopped or allows any part of his person other than hand or foot to touch the ground. *Exceptions:*
    1. The ball remains live if, at the snap, a place kick holder with his knee on the ground and a teammate in kicking position, catches or recovers the snap while his knee is on the ground and places the ball for a kick or if he rises to advance, hand, kick or pass.
    2. The ball remains live if, at the snap, a place-kick holder with his knee on the ground and a teammate in kicking position, rises and catches or recovers an errant snap and immediately returns his knee to the ground and places the ball for a kick or again rises to advance, hand kick or pass.

Note: the ball becomes dead if the place-kick holder muffs the snap or fumbles and recovers after his knees have been off the ground and he then touches the ground with other than a hand or foot while in possession of the ball.

#### THE BALL BECOMES DEAD AND THE DOWN IS ENDED:

- b. When a live ball goes out of bounds.
- c. When any forward pass (legal or illegal) is incomplete or is simultaneously caught by opposing players.
- d. When any legal free or scrimmage kick which is not a scoring attempt or which is a grounded scoring attempt, breaks the plane of R's goal line plane.  
When any legal free or scrimmage kick which is a scoring attempt, while in flight touches a K player in R's end zone or after breaking the plane of R's goal line has apparently failed. *Exception:* If a scoring attempt kick touches an upright, crossbar, game official or R player in the end zone and caroms through the goal, the touching is ignored and the attempt is successful.
- e. When any loose ball:
  1. Is simultaneously caught or recovered by opposing players.
  2. Is on the ground motionless and no player attempts to secure possession.

3. Touches or is touched by, anything inbounds other than a player, substitute, replaced player, game official, the ground or authorized equipment. In this case the ball will be put in play in accordance with the procedure for an inadvertent whistle.
- f. When the kickers catch or recover any free kick anywhere.
  1. When the kickers catch or recover a scrimmage kick beyond the neutral zone.
  2. When the kickers are first to touch a scrimmage kick after it has come to rest beyond the neutral zone and between the goal lines.
- g. Following a valid or invalid fair-catch signal given by any R player when a scrimmage kick or free kick is caught or recovered by any R player beyond, in or behind the neutral zone.
- h. When any score occurs.
- i. During a try if B secures possession or as soon as it is apparent that a kick has failed to score.
- j. When the helmet comes completely off the runner.
- k. When a game official sounds his/her whistle inadvertently.
- l. When a prosthetic limb comes completely off the runner.

**4.2.3 INADVERTENT WHISTLE** ends the down and will be administered as follows:

- a. LOOSE BALL PLAY: While a legal forward pass or snap is in flight or during a legal kick, an inadvertent whistle is blown, the down shall be replayed if during a down in which the penalty for a foul is declined.
- b. The team last in possession may choose to either put the ball in play where possession was lost or replay the down if, during a down in which a penalty for a foul is declined, an inadvertent whistle is blown while the ball is loose following a backward pass, fumble, illegal forward pass or illegal kick.
- c. RUNNING PLAY: While the ball is in player possession, the team in possession may choose to either accept the result of the play at the dead-ball spot or replay the down if an inadvertent whistle is blown during a down in which the penalty for a foul is declined,
- d. The penalty shall be administered as determined by the basic spot and takes precedence over inadvertent whistle administration if, during a down, a live ball foul occurs prior to the inadvertent whistle and the penalty is accepted.

**SECTION 3: OUT-OF-BOUNDS AND INBOUNDS SPOTS**

**4.3.1** When a loose ball goes out of bounds, the out-of-bounds spot is fixed by the yard-line where the foremost point of the ball crossed the sideline. When the ball becomes dead in the field of play because of touching a person who is out of bounds, the out-of-bounds spot is fixed by the yard line through the foremost point of the ball.

**4.3.2** When the out-of-bounds spot is between the goal lines, the ball shall be put in play at the nearest inbounds spot, unless a forward pass is involved.

- If the out-of-bounds spot is behind a goal line, it is a safety, field goal or touchback.
- If the ball touches a pylon, it is out of bounds behind the goal line.

**4.3.3.** When a runner goes out of bounds, the nearest hash mark is fixed by the yard line through the foremost point of the ball when the runner crosses the sideline.

**4.3.4** When the ball becomes dead between the hash marks, play is resumed at the dead-ball spot, unless it follows an incomplete legal forward pass, in which case the ball is returned to the previous spot.

**4.3.5** When the ball becomes dead in a side zone or is awarded to a team there or is left there by a penalty, play is resumed at the nearest hash mark. This does not apply to:

- a. A legal forward-pass incompleteness (ball goes to the previous spot).
- b. A replay due to an inadvertent whistle (ball goes to the previous spot).
- c. A replayed try.
- d. A free kick or snap which follows a fair catch or awarded fair catch in a side zone.
  - In (a) and (b), the ball is returned to the previous spot.

**4.3.6** Before the ready-for-play signal, team A may designate the spot from which the ball is put in play anywhere between the hash marks:

- a. For a try.
- b. For a kickoff.
- c. Following a safety.
- d. Following a fair catch.
- e. Following an awarded fair catch.
- f. Following a touchback.
- g. For the start of each overtime series.

**4.3.7** When a team may designate the spot along the proper yard line from which the ball is to be put in play, it shall have the same privilege if the down is to be replayed or a dead-ball foul occurs.

## RULE 5

### SERIES OF DOWNS, NUMBER OF DOWN AND TEAM POSSESSIONS AFTER PENALTY

#### SECTION 1: SERIES OF DOWNS

**5.1.1** Anytime a team is awarded a new first down, they have 4 downs to make the line to gain.

**5.1.1.b** The Referee shall correct the number of the next down prior to the next snap after a new series of downs is awarded and prior to the end of the period.

**5.1.2** A NEW SERIES OF DOWNS IS AWARDED:

- a. After 1st, 2nd or 3rd down, a new series of downs is awarded only after considering the effect of any act during the down except for nonplayer or UNS fouls by A and any dead ball foul by B.
- b. After a fourth down, a new series of downs shall be awarded only after considering the effect of any act during the down, except a nonplayer or UNS foul.

**5.1.3** When a scrimmage down ends, with the ball in the field of play or out of bounds a new series will be awarded to:

- a. A, if the ball belongs to A on or beyond the line to gain.
- b. B, if the ball belongs to B at the end of any down.
- c. B, if after a 4<sup>th</sup> down, the ball belongs to A behind the line to gain.
- d. The team in possession when the down ends, if there is a change of team possession during the down, unless the penalty is accepted for a non-PSK foul which occurred before the change of possession.
- e. R, if K makes a legal kick during any scrimmage down and the ball is recovered by R, is in joint possession, goes out of bounds or becomes dead with no player in possession.
- f. The team in possession at the end of the down, if R is first to touch a scrimmage kick beyond the expanded neutral zone, unless the penalty is accepted for a non-PSK foul which occurred before the kick ended.
- g. R, at the spot of first touching by K, if K is first to touch the kicked ball beyond the expanded neutral zone before it is touched beyond this zone by R and before it has come to rest.

**5.1.4** Unless first-touched by R beyond the neutral zone, if the kicking team recovers a scrimmage kick in or behind the neutral zone, the ball remains live and belongs to K and the down counts. K can advance this ball.

- If the kick is first-touched by R, beyond the neutral zone, recovery by K results in a first down for K.

**5.1.5** WHEN A FREE-KICK DOWN ENDS BETWEEN THE GOAL LINES, a new series is awarded to:

- a. R at the inbounds spot if R touches the kicked ball before it goes out of bounds.
- b. The team in possession of the ball when the down ends if the ball is recovered beyond R's free-kick line with no first touching by K.
- c. R at the spot of recovery if K recovers the kicked ball before it travels the 10 yards to K's free-kick line and before R has touched the ball.
- d. R if there is joint possession by R and K of a recovered kick.
- e. R at the spot of first touching by K if K is the first to touch the kicked ball before it has gone 10 yards.

**5.1.6** The right of R to take the ball at the spot of first touching by K is cancelled if R touches the kick and then commits a foul or if the penalty is accepted for any foul during the down.



## **SECTION 2: DOWN AND POSSESSION AFTER PENALTY**

**5.2.1** When a penalty is declined, the number of the next down is the same as if the foul had not occurred, if there is no change of possession.

When a double foul occurs and there is no change of possession, the number of the next down is the same as that of the down in which the foul occurred. Replay.

With a foul before a change of team possession, the ball belongs to A or K after enforcement, unless it is a PSK foul or KCI foul and the number of the next down is the same as that of the down during which the foul occurred.

The loss of down aspect of a penalty has no significance following a change of possession or if the line to gain is reached after enforcement.

**5.2.2** When a foul occurs during a scrimmage down and before any change of possession and before a receiver is first to touch a scrimmage kick while it is beyond the neutral zone, the ball belongs to A or K after enforcement unless:

1. It is a 2.16.2.h (post-scrimmage kick) foul.
2. The foul is kick-catch interference, or
3. K fouls and R selects succeeding spot enforcement.

**5.2.3** When a foul occurs before or at the snap, the number of next down after enforcement remains the same, unless enforcement for a foul by B results in a first down.

**5.2.4** When a foul occurs prior to or during a free-kick down and before any change of team possession, the down following enforcement will be a free-kick down, unless R selects succeeding-spot enforcement or R chooses a scrimmage down following a fair catch or awarded fair catch. With a foul by K during the kick (and K will not be next to put the ball in play), the offended team may choose to have the ball put in play at the succeeding spot following penalty enforcement

**5.2.5** FOLLOWING A FOUL, A SERIES OF DOWNS ENDS WHEN:

- a. The acceptance of the penalty includes the award of a first down.
- b. Acceptance or declination of any penalty leaves A in possession beyond the line-to-gain.
- c. A penalty is declined and A is in possession behind the line to gain after 4<sup>th</sup> down.
- d. Declination of any penalty leaves B in possession.
- e. Any penalty is accepted or declined for a foul that occurred after team possession changes during the down.
- f. R is first to touch a scrimmage kick while it is beyond the neutral zone, unless a non-PSK foul occurs before the kick ends and the penalty is accepted.
- g. A penalty on 4<sup>th</sup> down, which includes a loss of down, is accepted, with A in possession behind the line to gain.

## **SECTION 3 THE LINE TO GAIN AND MEASUREMENTS**

**5.3.1** The line to gain is 10 yards in advance of the ball's foremost point. When a new series is awarded, penalties for all fouls (including non-player and UNS) committed before the ready-for-play signal shall be administered before the line-to-gain is established. The line to gain then remains fixed until the series ends.

**5.3.2** The referee may call for a measurement at any time.  
Ball shall be placed with its long axis parallel to the sideline.  
The inside edge of the front stake marks the line-to-gain.

Measurement may be requested by a captain or the head coach before the ball is ready for play but may be denied if, in the referee's opinion, it is obvious the line-to-gain has or has not been reached.

**5.3.3** To start a new series of downs, the back stake is set at the ball's foremost point.

To start a new series of downs after a change of possession which does not involve a 4<sup>TH</sup> down incomplete forward pass, a safety or touchback, the front of the ball becomes the back of the ball, when the direction of the offense is changed.

To start a new series of downs after a 4<sup>th</sup> down incomplete forward pass, the ball is placed at the previous spot so the rear point becomes the foremost point.

**5.3.4** A ball touching the goal line plane when it becomes dead is in the end zone, even though it is moving away from the nearer end line and has its foremost point in the field of play.

## **RULE 6**

### **KICKING THE BALL AND FAIR CATCH**

#### **SECTION 1: THE KICKOFF AND OTHER FREE KICKS**

**6.1.1** All free kicks have free-kick lines and they are always 10-yards apart. Unless moved by penalty, K's free kick line is:

- a. It's 40-yard line for a kickoff
- b. It's 20-yard line after a safety
- c. The yard line through the spot of the catch after a fair catch.
- d. The yard line through the spot of an awarded fair catch.

**6.1.2** A free kick shall be made from any point between the hash marks on K's free kick line.

A punt may not be used for a free kick other than after a safety. Once designated, K must kick from that spot. When a punt is used following a safety, the ball must be kicked within one step behind K's free-kick line.

**PENALTY:** Free kick infraction – 5 yards

**6.1.3** After the ready-for-play and until the ball is kicked, the following formation requirements must be met:

- a. Only the kicker and holder may be beyond K's free-kick line. This is the BJ's call.

**PENALTY:** Encroachment - 5 yards

- b. Only the kicker may be more than 5 yards behind K's free-kick line. No other player can have a foot on or beyond the line 5 yards behind K's free- kick line. This is the BJ's call.

Any K player who is more than 5 yards behind K's restraining line must kick the ball. If any other player kicks the ball - foul for Free Kick Infraction. This is the BJ's call.

**PENALTY:** Free Kick Infraction - 5 yards.

**6.1.4** When the ball is kicked, at least 4 players must be on each side of the kicker. This is the R's call. **PENALTY:** Free Kick Infraction - 5 yards.

All R players must be behind their restraining line. No other restrictions. This is the U's call.

**PENALTY:** Encroachment - 5 yards

**6.1.5** Any R player may catch or recover a free kick in the field of play and advance, unless any R player has given a valid or invalid fair-catch signal. R can catch or recover a free kick in K's end zone.

**6.1.6** If any K player recovers or catches a free kick, the ball becomes dead. It belongs to him unless it is kick-catch interference and R chooses an awarded fair catch or unless there is first touching by K.

- Any K player may recover the ball before it goes beyond R's free-kick line if it is touched first by any R player. Touching is ignored if it is caused by K pushing or blocking R into contact with the ball or if K muffs the ball into contact with R.
- Any K player may recover a free kick if the ball has both touched the ground and has gone beyond R's free kick line. Both requirements may occur in any order.
- If a free kick becomes dead inbounds or there is joint possession, the ball belongs to R.

**6.1.7** If K touches a free kick before it crosses R's free kick line and before it is touched by R, it is "first touching", and R may take the ball at that spot or take the result of the play.

- R loses its' right to take the ball at the spot of first touching if, during the down, R fouls or if the penalty for any foul is accepted.
- First touching by R is ignored if he is pushed or blocked into contact with the ball or if K muffs the ball into contact with R.

**6.1.8** A free kick is only repeated if:

- a. A foul occurs before a change of possession (during the kick) and the penalty acceptance requires a replay.
- b. There is a double foul.
- c. There is an inadvertent whistle during the kick.

The penalty for any foul by K, during the kick, may be enforced at the succeeding spot.

**6.1.9** A free kick shall not be kicked out of bounds between the goal lines untouched by R. If it is kicked out of bounds and R does not accept a penalty for kick-catch interference, R has the following choices:

- a. 5-yard penalty from the previous spot and have K re-kick.
- b. 5-yard penalty from the succeeding spot.
- c. Put the ball in play at the inbounds spot 25 yards from the beyond the previous spot.
- d. Decline the penalty and put the ball in play at the inbounds spot.

PENALTY: Free Kick Out of Bounds – R has choice of a-d

**6.1.10** If the free kick goes out of bounds, after being touched by R, the ball is put in play at the inbounds spot.

**6.1.11** A pop-up kick is illegal. Whistle and flag immediately. U and BJ have this call. With anticipated on-side kick, U, BJ, HL and LJ may see this foul.

PENALTY: Free Kick Infraction for Illegal Pop-Up Kick - 5 yards.

## **SECTION 2 SCRIMMAGE KICKS**

**6.2.1** Before a change of possession, K may punt, drop-kick or place kick from in or behind the neutral zone at any time. Not necessary to be in a scrimmage kick formation. A scrimmage kick from beyond the neutral zone is an “illegal kick”.

PENALTY: Illegal Kick - 10 yards.

**6.2.2** Any R player may catch or recover a scrimmage kick in the field of play and advance, unless it is during a try or unless any R player has given a valid or invalid fair-catch signal. R may catch a scrimmage kick in K’s end zone.

**6.2.3** Any K player may catch or recover a scrimmage kick while it is in or behind the neutral zone and advance, unless during a try.

**6.2.4** Any K player may catch or recover a scrimmage kick while it is beyond the neutral zone or expanded neutral zone, provided it has been touched by a receiver who was clearly beyond the neutral zone at the time of touching. Touching is ignored if K is pushed or blocked by R into the ball or by K batting or muffing the ball into R. Catch or recovery by K beyond the neutral zone causes the ball to become dead.

**6.2.5** When any K player touches a scrimmage kick beyond the expanded neutral zone, before it is touched beyond the neutral zone by R and before the ball has come to rest, “first touching” has occurred and the place is the “spot of first touching”. Touching is ignored if K pushed or blocked R into the ball or by K batting or muffing the ball into R.

- R can take the ball at any spot of first touching or take the result of the play.
- R loses its right to take the ball at the spot of first touching if, during the down, R fouls or if the penalty for any foul during the down is accepted.

K may catch, muff or bat a scrimmage kick in flight beyond the neutral zone if no R player is in position to catch the ball.

**6.2.6** Touching of a low scrimmage kick by any player is ignored if the touching is in or behind the expanded neutral zone. The neutral zone shall not be expanded into R’s end zone.

**6.2.7** A kick out of bounds shall be awarded to R and placed at the inbounds marks unless R chooses a spot of first touching. When a scrimmage kick becomes dead with no player in possession or while opponents are in joint possession, the ball is awarded to R.

### **SECTION 3 TOUCHBACK**

**6.3.1** TOUCHBACK is any free or scrimmage kick:

- Which is not a scoring attempt, or which is a grounded 3-point field goal attempt, breaks the plane of R's goal line.
- Which is a field goal attempt in flight that touches a K player in R's end zone or, after breaking the plane of R's goal line, is unsuccessful.

**6.3.2** If any free kick or scrimmage kick becomes dead in K's end zone while no player is in possession, it is a Safety or Touchback. Who is responsible for the kick being in the end zone?

### **SECTION 4 SUMMARY OF SCRIMMAGE KICK AND FREE-KICK ACTIVITIES**

#### **Scrimmage Kick**

1. Recovered beyond the neutral zone may be advanced only by R.
2. Recovered behind the neutral zone may be advanced by either team.
3. Not recovered by either team belongs to R
4. Jointly recovered by R and K belongs to R.

#### **Free Kick**

1. A kickoff, including the kick following a safety, cannot score a field goal.
2. Kickoff following a fair catch or awarded fair catch may score a field goal.
3. May not be advanced by K.
4. Not recovered by either team belongs to R
5. Jointly recovered by R and K belongs to R.
  - K is in team possession during a kick.
  - A kick ends when a player gains possession or when the ball becomes dead by rule.
  - R gains possession of the ball when a player of R catches or recovers the live ball.

### **SECTION 5 FAIR CATCH**

**6.5.1** Any receiver may signal for a fair catch while any legal kick is in flight. Any receiver who has given a valid or invalid fair-catch signal cannot block until the kick has ended.

**PENALTY:** Illegal Block - 15 yards

**6.5.2** After a valid fair catch signal, it is a fair catch if any R player catches a free kick in or beyond the neutral zone or a scrimmage kick beyond the neutral zone to R's goal line.

**6.5.3** Only the receiver who gives a valid signal gets protection. After any signal, the ball is dead when caught or recovered by any player.

**6.5.4** After a fair catch or awarded fair catch R can choose to free kick or snap anywhere between the hash marks:

- a. On the yard line where the catch is made.
- b. On the yard line where interference occurred.
- c. At the succeeding spot when the distance penalty is accepted and the down is not replayed.

R has these same choices if a dead ball foul occurs prior to the down or the down is replayed after a foul or inadvertent whistle during the down.

**6.5.5** No receiver can advance the ball after a valid or invalid signal by any R player.

PENALTY: Delay of Game - 5 yards

**6.5.6** While any free kick is in flight in or beyond the neutral zone or any scrimmage kick is in flight beyond the neutral zone, K shall not:

- a. Touch the ball or R, unless blocked into the ball or R or to ward off a blocker.
- b. Obstruct R's path to the ball.

This applies even when no fair-catch signal is given, but it does not apply after a free kick has been touched by a receiver or after a scrimmage kick has been touched by a receiver who was clearly beyond the neutral zone at the time of touching .

PENALTY: Kick-Catch Interference - 15 yards

R has a choice of the following options:

- Accept the result of the play.
- Accept an awarded fair catch after enforcement of a 15-yard penalty from the spot of the foul.
- Accept a 15-yard penalty from the previous spot and replay the down.

*Exception* – K may catch, touch, muff or bat a scrimmage kick in flight if no R player is in position to catch the ball.

**6.5.7** A receiver shall not give an invalid fair-catch signal.

PENALTY: Invalid Fair Catch Signal - 5 yards.

**6.5.8** The runner shall not give an illegal fair catch signal.

PENALTY: Illegal Fair Catch Signal - 5 yards

## **RULE 7**

### **SNAPPING, HANDLING AND PASSING THE BALL**

#### **SECTION 1: BEFORE THE SNAP**

**7.1.1** The snapper's feet must be behind the neutral zone. Only his hand or hands that are on the ball may be beyond the foremost point of the ball. PENALTY: Encroachment - 5yards

**7.1.2** The snapper may lift the ball for lateral rotation but may not rotate end-for-end or change the location or fail to keep the long axis of the ball at right angles to the line of scrimmage. PENALTY: Snap Infraction – 5 yards

**7.1.3** After the ready-for-play and after touching the ball, the snapper shall not:

- a. Remove both hands from the ball.
- b. Make any movement that simulates a snap.
- c. Fail to clearly pause before the snap.
- d. Following adjustment, lift or move the ball other than in a legal snap.

PENALTY: Snap Infraction – 5 yards

**7.1.4** An illegal snap or other snap infraction causes the ball to remain dead.

**7.1.5** No player, other than the snapper, shall encroach on the neutral zone after the ball is ready for play by touching the ball or an opponent or by being in the neutral zone to give defensive signals. PENALTY: Encroachment – 5 yards

**7.1.6** After the ready for play and after the snapper has placed his hands on the ball, it is encroachment if:

- a. Any other player breaks the plane of the neutral zone.
- b. A defensive player makes contact with the ball prior to the end of the snap.
- c. A defensive player makes contact with the hands or arms of the snapper prior to the release of the ball.

PENALTY: Encroachment – 5 yards

**7.1.7** After the ready for play and before the snap begins, no false start shall be made by any team A player. It is a false start if:

- a. A shift or feigned charge simulates action at the snap.
- b. Any act is clearly intended to cause B to encroach.
- c. Any A player on his line between the snapper and the player on the end of his line, after having placed a hand or hands on or near the ground, moves his hand or hands or makes any quick movement.

PENALTY: False Start – 5 yards

**7.1.8** If a false start causes a B player to encroach, only the false start is penalized.

**7.1.9** No defensive player shall use disconcerting acts or words prior to the snap in an attempt to interfere with A's signals or movements.

PENALTY: Disconcerting Act – 5 yards (penalize as a dead-ball foul)

#### **SECTION 2 FORMATION/POSITION, NUMBERING AND ACTION AT THE SNAP**

**7.2.1** After the ready-for-play, each team A player who participated in the previous down and each substitute for team A must have been, momentarily, between the 9-yard marks before the snap. PENALTY: Illegal Formation - 5 yards

**7.2.2** The players on each side of and next to the snapper may lock legs with the snapper but all other linemen must have each foot outside the closest foot of the player next to him at the snap. Team A players may stand, crouch or knee. PENALTY: Illegal Formation - 5 yards

**7.2.3** Of the team A players who are not on their line at the snap, only one may penetrate the vertical plane through the waistline of his nearest teammate who is on his line. He must have his hands in position to receive the ball if it is snapped between the snapper's legs but is not required to receive the snap. Any other player(s) must be in legal position as a back.

PENALTY: Illegal Formation - 5 yards

**7.2.4** A snap shall immediately leave the hands of the snapper and touch a back or the ground before it touches a team A lineman. A scrimmage down must start with a legal snap. An illegal snap causes the ball to remain dead. PENALTY: Illegal Snap - 5 yards

**7.2.5 PLAYER FORMATION AND NUMBERING REQUIREMENTS:**

a. At the snap, team A must have no more than 4 backs and only one player may penetrate the vertical plane through the waistline of his nearest teammate who is on the line.

PENALTY: Illegal Formation – 5 yards

b. At the snap, at least 5 offensive players numbered 50-79 shall be on their line of scrimmage. PEANLTY: Illegal Numbering – 5 yards

**EXCEPTIONS:**

1. On 1st, 2nd or 3rd down, when team A sets or shifts into a scrimmage-kick formation, the snapper may be a player numbered 1-49 or 80-99. If the snapper is numbered 1-49 or 80-99, team A must have 4 linemen with numbers 50-79. The snapper must be between the ends and is ineligible to receive a forward pass.
2. On 4<sup>th</sup> down or during a kick try, when team A sets or shifts into a scrimmage-kick formation, linemen may wear any number. A player in the game under this exception must take an initial position on his LOS between the ends and he remains ineligible during the down, unless the pass is touched by B.

c. Players of the same team shall not participate during the same down while wearing identical numbers.

PENALTY: Illegal Numbering – 5 yards

d. Team B players may be anywhere on or behind their line of scrimmage.

PENALTY: Encroachment – 5 yards

**7.2.6** After a huddle or shift all 11 players of team A shall come to an absolute stop and shall remain stationary simultaneously without movement of hands, feet, head or body for at least one second before the snap. PENALTY: Illegal Shift – 5 yards

**7.2.7** Only one team A player may be in motion at the snap and then only if such motion is not toward his opponent's goal line. Any lineman who goes in motion shall be at least 5 yards behind his line at the snap if he does not establish himself as a back by stopping for at least one second. PENALTY: Illegal Motion – 5 yards

**7.2.8** Any lineman may not advance a planned loose ball in the vicinity of the snapper.

PENALTY: Planned Loose Ball Infraction – 5 yards

**SECTION 3 HANDING THE BALL**

**7.3.1** Any player may hand the ball backward at any time.

**7.3.2** No player may hand the ball forward, except during a scrimmage down before a change of possession, provided both players are in or behind the neutral zone and it is handed to:

- a. A team A lineman who has clearly faced his end line by moving both feet in a half-turn and is at least 1 yard behind his line when he receives the ball.
- b. A back or a teammate who, at the snap, was on an end of his line and was not the snapper nor adjacent to the snapper.

PENALTY: PENALTY: Illegal Handing – 5 yards and loss of down



**7.3.3** During a scrimmage down, after a change of team possession, no player may hand the ball forward to a teammate. PENALTY: Illegal Handing – 5 yards

#### **SECTION 4 FUMBLE AND BACKWARD PASS**

**7.4.1** During any down, any player in possession may make a backward pass or may lose player possession through a fumble.

**7.4.2** If a fumble or backward pass is caught or recovered by any player, he may advance.

**7.4.3** The ball belongs to the passing or fumbling team, unless lost after 4<sup>TH</sup> down, if a fumble or backward pass:

- a. Goes out of bounds between the goal lines.
- b. Becomes dead inbounds while no player is in possession.
- c. Becomes dead inbounds while opponents are in joint possession.

**7.4.4** If a fumble or backward pass is out of bounds behind a goal line, the ball belongs to the team defending that goal line and the result is either a touchback or safety.

#### **SECTION 5 FORWARD PASS CLASSIFICATION**

**7.5.1** It is a legal forward pass if, during a scrimmage down and before team possession has changed, a player of team A throws the ball with both feet of the passer in or behind the neutral zone when the ball is released. Only one forward pass may be thrown during the down.

**7.5.2** An illegal forward pass is a foul. Illegal forward passes include:

- a. A pass after team possession has changed.  
PENALTY: Illegal Forward Pass – 5 yards
- b. A pass from beyond the neutral zone.
- c. A second forward pass thrown during the down.  
PENALTY for b and c: Illegal Forward Pass – 5 yards and loss of down
- d. A pass intentionally thrown into an area where there is no eligible team A receiver.
- e. A pass intentionally thrown incomplete to save a loss of yardage or to conserve time.  
PENALTY for d, e: Intentional Grounding – 5 yards and loss of down  
EXCEPTION: A passer who is outside the free blocking zone may intentionally ground the pass provided the ball reaches the neutral zone extended.  
EXCEPTION: It is legal for a player positioned directly behind the snapper to conserve time by intentionally throwing the ball forward to the ground immediately after receiving the snap that has neither been muffed nor touched the ground.

**7.5.3** If the penalty for an illegal forward pass is accepted, measurement is from the spot of the pass. The offended team can decline the distance penalty and have the down counted at the spot of the illegal incomplete forward pass or accept the result of the play.  
PENALTY: Illegal Forward Pass - 5 yards and loss of down

**7.5.4** A forward pass, legal or illegal, is complete and may be advanced when caught by any player of A or B. If caught simultaneously by two opponents, the ball becomes dead and belongs to the passing team.

**7.5.5** A forward pass, legal or illegal, is incomplete and the ball becomes dead when the pass touches the ground or goes out of bounds. It is also incomplete when a player in the air possesses the pass and alights so that his first contact with the ground or with anything other than a player or game official is on or outside a boundary. When the pass is incomplete, the down counts and if the pass is legal, the passing team next snaps the ball at the previous spot, unless lost after 4<sup>th</sup> down.

**7.5.6** Pass eligibility rules apply only to a legal forward pass. Eligible pass receivers are:

- a. Players eligible by position and number including those who, at the time of the snap, are on the ends of their scrimmage line or legally behind the line (numbered 0-49 or 80-99) - total of 6.
- b. All A players become eligible when B touches a legal forward pass.
- c. All team B players.
- d. A player who is eligible at the start of the down remains eligible throughout the down.

**7.5.7** PASS INTERFERENCE restrictions only apply to legal forward passes, untouched by B in or behind the neutral zone, on a pass that crosses the neutral zone.

**7.5.8** Pass interference restrictions on a legal forward pass begin for:

- a. Team A players with the snap.
- b. Team B players when the ball leaves the passer's hand.

**7.5.9** Pass interference restrictions on a legal forward pass end for:

- a. All eligible team A players when the pass is touched by any player.
- b. All ineligible team A players when B touches the pass.
- c. All team B players when the pass has been touched by any player.
- d. All players when the pass is incomplete.

**7.5.10** It is forward pass interference if any player of A or B who is beyond the neutral zone interferes with an eligible opponent's opportunity to move toward, catch or bat the pass. PENALTY: Pass Interference - 15 yards

**7.5.11** It is not forward pass interference if:

- a. Unavoidable contact occurs when two or more eligible players are making a simultaneous, bona fide attempt to move toward, catch or bat the pass.
- b. Contact by A is immediately made on a B lineman and the contact does not continue beyond the expanded neutral zone.
- c. Contact by B is obviously away from the direction of the pass.

**7.5.12** INELIGIBLE TEAM A PLAYERS may not advance beyond the expanded neutral zone on a legal forward pass play before a legal forward pass that crosses the neutral zone is in flight. If team B touches the pass in or behind the neutral zone, this restriction is terminated. PENALTY: Ineligible Player Downfield - 5 yards

**7.5.13** An ineligible team A player has illegally touched a forward pass if he bats, muffs or catches a legal forward pass, unless the pass has first been touched by team B.

PENALTY: Illegal Touching - 5 yards and loss

## RULE 8

### SCORING PLAYS AND TOUCHBACKS

#### SECTION 2: TOUCHDOWN

- 8.2.1** Possession of a live ball in the opponent's end zone is always a touchdown.
- a. It is a touchdown when a runner advances from the field of play and the ball breaks the vertical plane of the opponent's goal line.
  - b. It is a touchdown when a loose ball is caught or recovered by a player while the ball is on or behind his opponent's goal line.
  - c. It is a touchdown when a backward pass or fumble is declared dead in the end zone of the opponent of the player who threw the backward pass or fumbled while no player is in possession.
- 8.2.2** If an opponent of the scoring team commits a foul (other than UNS or a nonplayer foul) during a down in which a touchdown is scored and there was no change of possession during the down, team A may accept the results of the play and choose enforcement of the penalty on the try or on the kickoff.
- 8.2.3** If there was a change of possession and the foul occurs after the change of possession, the scoring team can accept the score and have the penalty enforced on the try or on the kickoff.
- 8.2.4** If either team commits a unsportsmanlike conduct or nonplayer foul during a down in which a touchdown is scored, the opponent may accept the penalty and choose enforcement of the penalty on the try or kickoff.
- 8.2.5** If a foul by either team occurs after a touchdown and before the ready-for-play signal for the try, the offended team may have enforcement of the penalty on the try or kickoff.

#### SECTION 3: TRY

- 8.3.1** After a touchdown, the try shall be from anywhere between the hash marks on the 3-yard line, unless moved by penalty.
- Exception:* If time expires during the last down of the 4<sup>th</sup> quarter, the try shall not be attempted unless the point(s) would affect the outcome of the game or playoff qualifying.
- 8.3.2** The try begins when the ball is marked ready-for-play and ends when:
- a. B secures possession
  - b. It is apparent a kick will not score.
  - c. The try is successful.
  - d. The ball becomes dead for any other reason.
- 8.3.3** During a try, A may score 2 points for a scrimmage play or 1 point for a kick or a safety by team B. Only team A may score during a try.
- 8.3.4** If during a successful try, a loss-of-down foul by A occurs, there is no score and no replay.
- 8.3.5** If during a successful try, a foul by B occurs, A is given the choice of:
- a. Accepting the penalty and replaying the down following enforcement.
  - b. Accepting the result of the play and enforcement at the succeeding spot.
- 8.3.6** If during an unsuccessful try:
- a. With a foul by A or K, the penalty is declined and there is no replay.
  - b. With a foul by B or R and the penalty is accepted, the down replayed after enforcement.
- 8.3.7** If a double foul occurs, the down shall be replayed.
- 8.3.8** When a try is replayed, the snap may be from any point between the hash marks.

**8.3.9** After a try, the opponent of the scoring team shall designate which team will kick off.

#### **SECTION 4: FIELD GOAL**

**8.4.1** A field goal is scored as follows:

- a. By a place kick or drop kick from scrimmage or from a free kick following a fair catch or awarded fair catch.
- b. The kicked ball shall not touch a K player beyond the expanded neutral zone or the ground before passing through the goal.
- c. The kicked ball shall pass between the vertical uprights or the inside of the uprights extended and above the crossbar.

**8.4.2** After a field goal, the opponent of the scoring team shall designate which team will kick off.

**8.4.3** If during a successful field goal, a foul by R occurs, K has the choice of:

- a. Accepting the penalty and replaying the down after enforcement.
- b. Accepting the result of the play with enforcement from the succeeding spot.

#### **SECTION 5: FORCE, SAFETY AND TOUCHBACK**

**8.5.1** Responsibility for forcing the ball from the field of play across a goal line is attributed to the player who carries, snaps, passes, fumbles or kicks the ball, unless a new force is applied to a grounded backward pass, kick or fumble.

- a. The muffing or batting of a pass, kick or fumble in flight is not considered a new force.
- b. The accidental touching of a loose ball by a player who was blocked into the ball is ignored and does not constitute a new force.

**8.5.2** It is a SAFETY when:

- a. A runner carries the ball across his own goal line and it becomes dead there in his possession.
  - o Exception – MOMENTUM Rule Applies: When a defensive player intercepts a forward pass, intercepts or recovers an opponent's fumble or backward pass or catches or recovers a scrimmage kick or free kick between his 5-yard line and the goal line and his original momentum carries him into the end zone where the ball is declared dead in his team's possession, or it goes out of bounds in the end zone. The ball belongs to the team in possession at the spot where possession was gained between the 5-yard line and the goal line.
- b. A player who is in either the field of play or in his end zone forces a loose ball from the field of play to or across his own goal line by his kick, pass, fumble, snap or by a new force to a grounded loose ball with his muff or bat or illegal kick and the ball becomes dead there in his team's possession or the ball is out of bounds when it becomes dead on or behind their goal line.
- c. A player on offense commits any foul for which the penalty is accepted and enforcement is from a spot in his end zone or throws an illegal forward pass from his end zone and the penalty is declined in a situation which leaves him in possession at the spot of the illegal pass and with the ball having been forced into the end zone by the passing team.

**8.5.3** It is a TOUCHBACK when:

- a. Any free kick or scrimmage kick:
  1. Which is not a scoring attempt or which is a grounded 3-point field goal attempt, breaks the plane of R's goal line, unless R chooses a spot of first-touching by K.
  2. Which is a three-point field-goal attempt, in flight touches a K player in R's end zone or, after breaking the plane of R's goal line, is unsuccessful.

- b. Any scrimmage kick or free kick becomes dead behind K's goal line with the ball in possession of K (including when the ball is declared dead with no player in possession) and the new force is R's muff or bat of the kick after it has touched the ground.
- c. A fumble is the force or a muff or bat of a backward pass or fumble, after either has touched the ground is a new force, which sends the ball across the opponent's goal line, provided the opponent is in team possession or the ball is out of bounds.
- d. A forward pass is intercepted in B's end zone and becomes dead there in B's possession.

**8.5.4** The team whose goal line is involved shall put the ball in play between the hash marks on its 20-yard line by a snap after a touchback and by a free kick after a safety.

## **RULE 9**

### **CONDUCT OF PLAYERS AND OTHERS**

#### **SECTION 1: HELPING THE RUNNER**

**9.1** An offensive player shall not push, pull or lift the runner to assist his forward progress.

PENALTY: Helping the Runner - 5 yards

#### **SECTION 2: ILLEGAL USE OF HANDS AND HOLDING**

**9.2.1** An offensive player (except the runner) shall not:

a. Use an illegal blocking technique:

b. Grasp or encircle any teammate to form interlocked blocking.

PENALTY: Interlocked Blocking-10 yards

c. Use his hands, arms or legs to hook, lock, clamp, grasp, encircle or hold in an effort to restrain an opponent.

PENALTY: Holding - 10 yards

**9.2.2** The runner may not grasp a teammate.

PENALTY: Holding - 10 yards

**9.2.3** A defensive player shall not

a. Use an illegal blocking technique.

b. Use his hands to add momentum to the charge of a teammate who is on the line of scrimmage.

c. Use his hands or arms to hook, lock, clamp, grasp, encircle or hold in an effort to restrain an opponent other than the runner.

d. Contact an eligible receiver who is no longer a potential blocker.

PENALTY: Holding - 10 yards

#### **SECTION 3: ILLEGAL BLOCKING**

**9.3.1** Blocking by a player either on offense or defense is illegal when it is:

a. Kick-catching interference.

b. Forward-pass interference.

c. A personal foul.

PENALTY: 15 yards

**9.3.2** A player shall not block an opponent below the waist except:

a. In the free-blocking zone when contact meets the requirements of rule 2-17.

b. To tackle a runner or player pretending to be a runner.

PENALTY: Illegal Block Below the Waist - 15 yards

**9.3.3** A receiver who has given a valid or invalid fair-catch signal shall not block an opponent until the kick has ended.

PENALTY: Illegal Block After Fair Catch Signal - 15 yards

**9.3.4** The kicker or place-kick holder of a free kick may not be blocked before:

a. He has advanced 5 yards beyond his free-kick line; or

b. The kick has touched the ground or any other player.

PENALTY: Blocking Kicker or Holder - 15 yards

**9.3.5** BLOCK IN THE BACK: A player shall not block an opponent in the back except:

a. In the free-blocking zone when the contact meets the requirements of rule 2-17.

b. Using hands and arms to contact an opponent above the waist in warding off a blocker or when attempting to reach a runner or catch or recover a loose ball which he may legally touch or possess.

- c. To tackle a runner or player pretending to be a runner.  
PENALTY: Illegal Block in the Back - 10 yards

**9.3.6** A player shall not chop block or clip.

PENALTY: Chop Block or Clipping - 15 yards

**9.3.7** No member of the kicking team shall initiate contact with an opponent on a free kick until:

- a. The legal kick has traveled 10 yards.
- b. The kicking team is eligible to recover a free-kicked ball; or
- c. The receiving team initiates a block within the neutral zone.

PENALTY: Illegal Block - 10 yards

**SECTION 4 ILLEGAL PERSONAL CONTACT**

**9.4.1** No player or nonplayer shall fight.

PENALTY: Fighting - 15 yards and DQ

**9.4.2** No player or nonplayer shall intentionally contact a game official.

PENALTY: Contacting an Official - 15 yards and DQ

**9.4.3** NO PLAYER OR NONPLAYER SHALL: PENALTY: Illegal Contact - 15 yards

- a. Swing the foot, shin or knee into an opponent nor extend the knee to meet a blocker.
- b. Charge into or throw an opponent to the ground after he is obviously out of the play or after the ball is clearly dead either in or out of bounds.
- c. Pile on any player who is lying on the ground.
- d. Hurdle an opponent.
- e. Position himself on the shoulders or body of a teammate or opponent to gain an advantage.
- f. Throw a helmet to trip an opponent.
- g. Make any other contact with an opponent, including a defenseless player, which is deemed unnecessary or excessive and which incites roughness.
- h. Grasp an opponent's facemask, any edge of a helmet opening, chin strap or tooth and mouth protector attached to the face mask and twist, turn or pull the face mask, helmet opening, chin strap or tooth and mouth protector attached to the face mask (15-yard penalty) or incidentally grasp an opponent's face mask, helmet opening, chin strap or tooth and mouth protector attached to the face mask (5-yard penalty).
- i. Initiate illegal helmet contact: (butt block, face tackle or spear).

**NOTE:** Acts that may be judged to be flagrant include but are not limited to:

- 1. Illegal helmet contact against an opponent lying on the ground.
  - 2. Illegal helmet contact against an opponent being held up by other players.
  - 3. Illegal helmet-to-helmet contact (targeting) against a defenseless player.
- j. Strike an opponent with his fist, locked hands, forearm or elbow nor kick or knee him.
    - Penalty also includes DQ.
  - k. Grab the inside back or side collar of either the shoulder pads or the jersey of the runner and subsequently pull (backward or sideward) that opponent to the ground, even if possession is lost. Also, grabbing the name-plate area of the jersey of the runner, directly below the back collar and pulling the runner to the ground. The horse-collar foul is enforced as a live-ball foul.
  - l. Initiate contact with an opposing player whose helmet has come completely off.
  - m. Target an opponent.
  - n. Execute a blindside block outside of the free-blocking zone with forceful contact unless initiated with open hands.
  - o. A player shall not trip an opponent, including the runner.  
PENALTY: Illegal Personal Contact - 15 yards

#### **9.4.4 ROUGHING THE PASSER**

Defensive players must make a definite effort to avoid charging into a passer who has thrown the ball from in or behind the neutral zone after it is clear the ball has been thrown. No defensive player shall commit any illegal personal contact foul listed in rule 9-4-3 against the passer.

PENALTY: Roughing the Passer - 15 yards and automatic first down

**9.4.5 RUNNING INTO OR ROUGHING THE KICKER OR HOLDER** A defensive player shall not run into the kicker or holder (which is contact that displaces the kicker or holder without roughing). PENALTY: Running Into the Kicker - 5 yards. Nor may the defense block, tackle or charge into the kicker of a scrimmage kick or the place-kick holder, other than when:

- a. Contact is unavoidable because it is not reasonably certain that a kick will be made.
- b. The defense touches the kick near the kicker and contact is unavoidable.
- c. Contact is slight and is partially caused by movement of the kicker.
- d. Contact is caused by R being blocked into the kicker or holder by K.

PENALTY: Roughing the Kicker or Holder - 15 yards and automatic first down

**9.4.6 ROUGHING THE SNAPPER** A defensive player shall not charge directly into the snapper when the offensive team is in a scrimmage kick-formation.

PENALTY: Roughing the Snapper - 15 yards and automatic first down

**9.4.7** No defensive player may use the hands(s) to slap the blocker's head.

PENALTY: Slap to the Head - 15 yards

**9.4.8** Unintentional contact between a nonplayer and a game official in the restricted area while the ball is live.

PENALTY: First offense, 15-yard Personal Foul penalty charged to the head coach. Second offense, 15-yard penalty and DQ of the head coach. Enforce from the succeeding spot. These fouls are not combined with UNS fouls on the head coach.

**Any illegal personal contact foul may be judged to be flagrant.**

PENALTY: 15-yards and DQ

### **SECTION 5: NONCONTACT UNSPORTSMANLIKE CONDUCT BY PLAYERS: PENALTY: 15 yards**

**9.5.1** No player shall act in an unsportsmanlike manner once the game officials assume authority for the game.

PENALTY: 15 yards. Examples are but not limited to:

- a. Baiting or taunting acts or words or insignia worn which engenders ill will.
- b. Using profanity, insulting or vulgar language or gestures.
- c. Any delayed, excessive or prolonged act by which a player attempts to focus attention on himself.
- d. Kicking the ball, other than during a legal kick.
- e. Leaving the field between downs to gain an advantage unless replaced or unless with permission of a game official.
- f. Refusing to comply with a game official's request.
- g. Using alcohol or any form of tobacco product, including e-cigarette or similar items.

**9.5.2** When the ball becomes dead in possession of a player, he shall not:

- a. Intentionally kick the ball.
- b. Spike the ball to the ground.
- c. Throw the ball high into the air or from the field of play or end zone.
- d. Intentionally fail to place the ball on the ground or immediately return it to a nearby game official.

**Any unsportsmanlike conduct foul may be judged to be flagrant.**

PENALTY: 15 yards and DQ.

**The second unsportsmanlike conduct foul on any player or nonplayer results in DQ.**



## **SECTION 6: ILLEGAL PARTICIPATION: PENALTY: 15 yards**

**9.6.1** Before a change of possession or when there is no change of possession, no player of A or K shall go out of bounds and return to the field during the down unless blocked out of bounds by an opponent. If a player is blocked out of bounds by an opponent and returns to the field during the down, he shall return at the first opportunity.

**9.6.2** No player shall intentionally go out of bounds during the down and

- a. Return to the field
- b. Intentionally touch the ball
- c. Influence the play or
- d. Otherwise participate.

**9.6.3** No replaced player, substitute, coach, athletic trainer or other attendant shall hinder an opponent, touch the ball, influence the play or otherwise participate.

**9.6.4** It is Illegal Participation: PENALTY: 15 yards

- a. When any player, replaced player, substitute, coach, athletic trainer or other attendant enters and participates during a down. Enforce from the basic spot.
- b. If an injured player is not replaced for at least one down; unless the halftime or overtime intermission occurs. Enforce from the previous spot.
- c. To have 12 or more players participating at the snap or free kick. Enforce from the previous spot.
- d. To use a player, replaced player, substitute, coach, athletic trainer or other attendant in a substitution or pretended substitution to deceive opponents at or immediately before the snap or free kick. Enforce from the previous spot.
- e. For a player to be lying on the ground to deceive opponents at or immediately before the snap or free kick. Enforce from the previous spot.
- f. For a disqualified player to re-enter the game. Enforce from the previous spot.
- g. For a player whose helmet comes completely off during a down to continue to participate beyond the immediate action in which the player is engaged. Enforce from the basic spot.

## **SECTION 7: ILLEGAL KICKING AND BATTING: PENALTY: 10 yards**

**9.7.1** No player shall intentionally kick the ball other than as a free or scrimmage kick.

**9.7.2** No player shall bat a loose ball other than a pass or fumble in flight or a low scrimmage kick in flight which he is attempting to block in or behind the neutral zone.

- *EXCEPTION:* A player may bat, toward his own goal line, a grounded scrimmage kick which is beyond the neutral zone. He may also bat, toward his own goal line, a scrimmage kick in flight beyond the neutral zone, if no R player is in position to catch the ball.

**9.7.3** Any pass in flight may be batted in any direction by an eligible receiver, unless it is a backward pass batted forward by the passing team.

**9.7.4** A ball in player possession shall not be batted forward by a player of the team in possession.

## **SECTION 8: NONCONTACT UNSPORTSMANLIKE CONDUCT BY NONPLAYERS**

**9.8.1** No coach, substitute, athletic trainer or other team attendant shall act in an unsportsmanlike manner once the game officials assume authority for the game.

Examples are, but not limited to:

- a. Using profanity, insulting or vulgar language or gestures.
- b. Attempting to influence the decision by a game official.
- c. Disrespectfully addressing a game official.
- d. Indicating objections to a game official's decision.

- e. Using any illegal communication equipment as outlined in rule 1-5-3c(2) and rule 1-6.
  - f. Holding an unauthorized conference. Between downs, communications between players and coaches near the sideline are not considered conferences.
  - g. The failure of a team to:
    1. Comply with the restrictions of rule 3-2-2 at the coin toss or simulated coin toss.
    2. Be ready to start the first half.
    3. Be on the field following the conclusion of the halftime intermission or be ready to start the second half at the conclusion of the mandatory warm-up period.
  - h. Following pregame verification as in rule 1-5-4, a coach allowing his players to use illegal equipment.
  - i. Being on the field except as a substitute or replaced player.
  - j. Using alcohol or any form of tobacco product (e-cigarette or similar).
- PENALTY for a-j: 15 yards. g and h fouls are charged to the head coach**
- k. Being outside the team box but not on the field. 9.8.3
  - l. A substitute leaving the team box during a fight. PENALTY: 15 yards and DQ

**9.8.2** Three attendants, none of whom is a coach, may enter the field to attend their team during:

- A charged time-out or a TV/radio time-out.
- The one-minute following a score and prior to the free kick.
- Between periods.
- During a time-out for injury, the coach and/or such attendants as may be deemed necessary by the referee may, with permission, enter to attend the injured player(s). In no other case, except as in rule 2-6, shall any nonplayer other than an entering substitute enter without the referee's permission.
- PENALTY: 5 yards.

**9.8.3** A nonplayer shall not be outside his team box unless to become a player or to return as a replaced player. A maximum of 3 coaches may be in the restricted area during a dead ball. No player, non-player or coach shall be in the restricted area when the ball is live.

PENALTY: First offense-warning, Second offense-5 yards, Each subsequent offense - 15 yards

**SECTION 9: UNFAIR ACTS: PENALTY: Unsportsmanlike Conduct - 15 yards**

**9.9.1** A player or nonplayer or person(s) not subject to the rules shall not hinder play by an unfair act which has no specific rule coverage.

PENALTY: The referee enforces any penalty he/she considers equitable, including the awarding of a score.

**9.9.2** No team shall repeatedly commit fouls which halve the distance to the goal line. PENALTY: The referee enforces any penalty he/she considers equitable. Repeated fouls may result in a forfeit.

**9.9.3** No player shall hide the ball under a jersey.

PENALTY: 15 yards

**9.9.4** No player shall use a kicking tee in violation of rule 1-3-4.

PENALTY: 15 yards, basic spot

**9.9.5** Neither team shall commit any act which, in the opinion of the referee, tends to make a travesty of the game.

PENALTY: The referee enforces any penalty he/she considers equitable. Repeated fouls may result in a forfeit.

## **RULE 10**

### **ENFORCEMENT OF PENALTIES**

#### **SECTION 1: PROCEDURE AFTER A FOUL**

**10.1.1** When a foul occurs during a live ball, the referee shall inform both teams. He shall give penalty options to the offended team's designated representative and shall advise him of the number of the next down, distance to be gained and status of the ball for each choice.

- The distance penalty for any foul may be declined.
- If the penalty is declined or there is a double foul, there is no loss of distance. In the case of a double foul, teams are not consulted since the penalties offset.
- The captains or coach's choice may not be revoked.
- Decisions involving penalties shall be made before any charged time-out is granted either team.

**10.1.2** When there is a foul during a dead ball between downs or prior to a snap or free kick, the covering official shall not permit the ball to become alive. The designated representative may accept or decline the penalty.

**10.1.3** When a live-ball foul by one team is followed by a dead-ball foul by the opponent, the penalties are administered separately and in the order of occurrence.

**10.1.4** When the same team commits a live-ball foul followed by one or more dead-ball fouls, all fouls may be penalized.

**10.1.5** Enforcement of a penalty cannot take the ball more than half the distance from the enforcement spot to the offending team's goal line. If the penalty is greater than this, the ball is placed halfway from the enforcement spot to the goal line.

**10.1.6** The following fouls by A include loss of the right to replay a down:

- a. Illegally handing the ball forward.
- b. Illegal forward pass.
- c. Illegal touching of a forward pass by an ineligible.

**10.1.7** The following fouls by B give A an automatic first down:

- a. Roughing the kicker.
- b. Roughing the holder.
- c. Roughing the passer.
- d. Roughing the snapper.

#### **SECTION 2: DOUBLE AND MULTIPLE FOULS**

**10.2.1** It is a DOUBLE FOUL if both teams commit fouls, other than nonplayer or unsportsmanlike, during the same live-ball period in which:

- a. There is no change of team possession, unless all fouls committed by R are PSK fouls.
- b. There is a change of team possession and the team in possession at the end of the down fouls prior to final change of team possession, unless all fouls committed by R are PSK fouls.
- c. There is a change of team possession and the team in final possession accepts the penalty for its opponent's foul at any time during the down.

In all cases above, the penalties cancel and the down is replayed.

**10.2.2** If each team fouls during a down in which there is a change of team possession and the play does not have a PSK foul, the team last gaining possession may retain the ball provided:

- a. The foul by the team last gaining possession is not prior to the final change of possession and...
- b. The team last gaining possession declines the penalty for its opponent's foul, other than a nonplayer or unsportsmanlike foul.

In this case, the team that was not last in possession has no penalty options until the team last in possession has made its penalty decision on the fouls prior to the change of possession.

After that decision by the team last in possession, the team not last in possession may decline or accept the penalty by the team last in possession or choose which foul to have enforced in the case that the team last in possession committed more than one foul following the change.

**10.2.3** If each team fouls during a down in which there is a change of possession and all R fouls are PSK fouls, then R may retain the ball, provided R declines the penalty for K's foul, other than a nonplayer or unsportsmanlike foul. In this case, the team that was not last in possession has no penalty options until the team last in possession has made its penalty decision.

**10.2.4 MULTIPLE FOULS** when two or more live-ball fouls, other than a nonplayer or unsportsmanlike fouls, are committed during the same down by the same team, only one penalty may be enforced. The offended team may choose which one shall be administered or all penalties may be declined. When a team commits a nonplayer or unsportsmanlike foul during that same down, it is administered from the succeeding spot as established by the acceptance or declination of the penalty for the other foul.

**10.2.5 ENFORCEMENT OF PENALTIES FOR UNSPORTSMANLIKE, NONPLAYER OR DEAD-BALL FOULS**

a. Penalties for dead-ball fouls, other than when both teams commit unsportsmanlike, nonplayer or dead-ball personal fouls prior the completion of penalty administration for those fouls, are administered separately and in the order of occurrence. A dead-ball foul is not coupled with a live-ball foul or another dead-ball foul to create a double or multiple foul.

b. If both teams commit unsportsmanlike, nonplayer or dead-ball personal fouls prior to the completion of penalty administration for those fouls, the distance penalty for an equal number of 15-yard unsportsmanlike, nonplayer or dead-ball personal fouls will offset. Any remaining penalties will be enforced separately and in the order of occurrence.

c. A disqualified player or nonplayer shall be removed from the game.

**10.2.6** A foul during a try is not paired with a dead-ball foul to create a double or multiple foul.

**SECTION 3: TYPES OF PLAY**

**10.3.1** A LOOSE-BALL PLAY is action during:

- a. A free kick or scrimmage kick other than those defined in rule 2-33-1a.
- b. A legal forward pass.
- c. A backward pass (including the snap), illegal kick or fumble made by A from in or behind the neutral zone and prior to a change of team possession.

NOTE: The run which precedes such legal or illegal kick, legal forward pass, backward pass or fumble is considered part of the action during a loose-ball play.

**10.3.2** A RUNNING PLAY is any action not included above (loose-ball play).

**10.3.3** THE END OF THE RUN IS:

- a. Where the ball becomes dead in the runner's possession.
- b. Where the runner loses possession if his run is followed by a loose ball.
- c. The spot of the catch or recovery when the momentum rule is in effect.

**SECTION 4: BASIC SPOTS**

**10.4.1** If a foul occurs during a down, the basic spot is determined by the action that occurs during the down. This is the basic spot for penalty enforcement.

**10.4.2** The basic spot is the PREVIOUS SPOT:

- a. For a foul which occurs simultaneously with the snap or free kick.
- b. For a foul which occurs during a loose ball play.
  - o Special enforcement for roughing the passer penalties.

- Special enforcement for kick-catching interference penalties.
- c. For a foul which occurs during a down in which a legal kick occurs and an inadvertent whistle ends the down prior to possession by either team.

*Exception:* the basic spot may, at the option of the offended team, be the succeeding spot for fouls by K during a legal free or scrimmage kick down (other than kick-catch interference) when K will not be the next to put the ball in play.

**10.4.3** The basic spot is the SPOT WHERE THE KICK ENDS when R commits a PSK foul. R fouls behind the PSK spot are spot fouls.

**10.4.4** The basic spot is the SPOT WHERE THE RELATED RUN ENDS for a foul which occurs during a running play.

**10.4.5** The basic spot is the SUCCEEDING SPOT:

- a. For an unsportsmanlike foul.
- b. For a dead-ball foul.
- c. For a nonplayer foul.
- d. When the final result is a touchback.

The succeeding spot may, at the option of the offended team, be the subsequent kickoff.

**10.4.6** The basic spot is the 20-yard line for fouls by either team when the opponent of the team in possession at the time of the foul is responsible for forcing the ball across the goal line of the team in possession and the related run ends in the end zone and is followed by a loose ball, regardless of where the loose ball becomes dead.

**10.4.7** The basic spot is the goal line for fouls which are committed during running plays by the opponent of the team in possession at the time of the foul when the team in possession is responsible for forcing the ball across its own goal line and the related run ends in the end zone.

## **SECTION 5: SPECIAL ENFORCEMENT RULES**

**10.5.1** The following fouls have special enforcement provision and options for the offended team:

- a. Free kick out of bounds untouched by R.
- b. Kick-catching interference.
- c. Unfair acts.
- d. A foul by the opponent of the scoring team on a successful try.
- e. A foul by the opponents of the scoring team on a successful field goal.
- f. Fouls that occur during or after a touchdown scoring play.
- g. Roughing the passer.
- h. Roughing the kicker or holder.
- i. Roughing the snapper.
- j. Fouls by K during a free or scrimmage kick down prior to the end of the legal kick.

**10.5.2** The enforcement spot for any foul by the defense is the goal line when the run ends in the end zone and would result in a safety.

**10.5.3** The score is nullified if the penalty is accepted for a foul, other than nonplayer or unsportsmanlike, by A which occurs during a down resulting in a successful try, field goal or touchdown.

**10.5.4** If the offensive team throws an illegal forward pass from its end zone or commits any other foul for which the penalty is accepted and measurement is from on or behind its goal line, it is a safety.

**10.5.5** The enforcement spot is the dead ball spot for roughing the passer when the dead ball spot is beyond the neutral zone and there has been no change of team possession.

**10.5.6** A disqualified player shall be removed from the game.

**SECTION 6: ENFORCEMENT SPOTS, ALL-BUT-ONE PRINCIPLE**

Unless otherwise listed in Section 4 and 5, a penalty for a foul occurring during a play is enforced from the basic spot, with the exception of a foul by the offense which occurs behind the basic spot. This foul is enforced from the spot of the foul.