

RULE 2. Definitions

SECTION 1. Approved Rulings and Official's Signals

ARTICLE 1.

- a. An approved ruling (A.R.) is an official decision on a given statement of facts. It serves to illustrate the spirit and application of the rules. The relationship between the rules and an approved ruling is analogous to that between statutory law and a decision of the Supreme Court.

If there is a conflict between the official rules and approved rulings, the rules take precedence.

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

SECTION 2. The Ball: Live, Dead, Loose

Live Ball

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

Dead Ball

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

Loose Ball

ARTICLE 3.

- a. A loose ball is a live ball not in player possession during:
1. A running play.
 2. A scrimmage or free kick before possession is gained or regained or the ball is dead by rule.
 3. The interval after a legal forward pass is touched and before it becomes complete, incomplete or intercepted. (**Note:** This interval is during a forward pass play, and the ball may be batted in any direction by a player eligible to touch it.)
- b. All players are eligible to touch, catch or recover a ball that is loose from a fumble (**Exceptions:** Rules 7-2-2-a-2, 7-2-2-b-2 and 8-3-2-d-5) or a backward pass, but eligibility to touch a ball loose from a kick is governed by kick rules (Rule 6) and eligibility to touch a forward pass is governed by pass rules (Rule 7).

When Ball Is Ready for Play

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

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

In Possession

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

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

- b. A team is “in possession” when one of its players is “in possession” or attempting a punt, drop kick or place kick; while a forward pass thrown by one of its players is in flight; or one of its players was last in possession during a loose ball.

Belongs To

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

Catch, Interception, Recovery

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

- a. A catch of an opponent’s fumble or pass is an interception.
- b. Securing player possession of a live ball after it strikes the ground is “recovering it.”
- c. To catch, intercept or recover a ball, a player who leaves his feet to make a catch, interception or recovery must have the ball in his possession when he first returns to the ground inbounds or is so held that the dead-ball provisions of Rule 4-1-3-p apply (A.R. 2-2-7-I-V and A.R. 7-3-6-IV).
 1. If one foot first lands inbounds and the receiver has possession and control of the ball, it is a catch or interception even though a subsequent step or fall takes the receiver out of bounds.
 2. Loss of ball simultaneous to returning to the ground is not a catch, interception or recovery.
- d. A catch by any kneeling or prone inbounds player is a completion or interception (Rules 7-3-1 and 2 and 7-3-6 and 7).
- e. When in question, the catch, recovery or interception is not completed.

Simultaneous Catch or Recovery

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

SECTION 3. Blocking

Blocking

ARTICLE 1.

- a. Blocking is obstructing an opponent by contacting him with any part of the blocker’s body.
- b. Pushing is blocking an opponent with open hands.

Below Waist

ARTICLE 2.

- a. Blocking below the waist is the initial contact below the waist with any part of the blocker’s body against an opponent, other than the runner. When in question, the contact is below the waist (Rule 9-1-2-e).
- b. Blocking below the waist applies to the initial contact by a blocker against an opponent who has one or both feet on the ground. A blocker who makes contact above the waist and then slides below the waist has not blocked below the waist. If the blocker first contacts the opposing player’s hands at the waist or above, it is a legal “above the waist” block (Rule 9-1-2-e).

Chop Block

ARTICLE 3. A chop block is:

- a. An obviously delayed block at the thigh or below against an opponent (except the runner) who is in contact with a teammate of the blocker, is in the act of disengaging from the first blocker or has just disengaged from the first blocker but is still confronting him. When in question, the contact is at the thigh or below (A.R. 2-3-3-I and II).
- b. A high-low, low-high or low-low combination block by two nonadjacent linemen with or without a delay between contacts occurring in the neutral zone.
- c. A high-low, low-high or low-low combination block by any two offensive players with or without a delay between contacts when the initial contact clearly occurs beyond the neutral zone (i.e., all involved players are beyond the neutral zone) (A.R. 2-3-3-III and IV).

Block in the Back

ARTICLE 4.

- a. A block in the back is contact against an opponent occurring when the force of the initial contact is from behind and above the waist (**Exception:** Against the runner). When in question, the contact is below the waist (Rule 9-3-3-c) (A.R. 9-1-2-XX and XXI, A.R. 9-3-3-VII, and A.R. 10-2-2-XXXIV).
- b. The position of the blocker's head or feet does not necessarily indicate the point of initial contact.

Frame (of the Body)

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

SECTION 4. Clipping

ARTICLE 1.

- a. Clipping is a block against an opponent occurring when the force of the initial contact is from behind and at or below the waist (**Exception:** Against the runner) (Rule 9-1-2-d).
- b. The position of the blocker's head or feet does not necessarily indicate the point of initial contact.

SECTION 5. Deliberate Dead-Ball Advance

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

SECTION 6. Down and Between Downs

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

SECTION 7. Fair Catch

Fair Catch

ARTICLE 1.

- a. A fair catch of a scrimmage kick is a catch beyond the neutral zone by a player of Team B who has made a valid signal during a scrimmage kick that is untouched beyond the neutral zone.
- b. A fair catch of a free kick is a catch by a player of Team B who has made a valid signal during an untouched free kick.
- c. A valid or invalid fair catch signal deprives the receiving team of the opportunity to advance the ball, and the ball is declared dead at the spot of the catch or recovery or at the spot of the signal if the catch precedes the signal (Rule 6-5-1-a Exception).
- d. If the receiver shades his eyes from the sun, the ball is live and may be advanced.

Valid Signal

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

Invalid Signal

ARTICLE 3. An invalid signal is any signal by a player of Team B that does not meet the requirements of a valid signal (Rule 6-5-3).

SECTION 8. Forward, Beyond and Forward Progress

Forward, Beyond

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

Forward Progress

ARTICLE 2. Forward progress is a term indicating the end of advancement by the runner or airborne pass receiver of either team and applies to the position of the ball when it became dead by rule (Rules 4-1-3-a, b and p; Rules 4-2-1 and 4; and Rule 5-1-3-a Exception) (A.R. 5-1-3-I-VI and A.R. 8-2-1-I-IV).

SECTION 9. Foul and Violation

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

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

Fumble

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

Muff

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

Batting

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

Touching

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

Blocking a Scrimmage Kick

ARTICLE 5. Blocking a scrimmage kick is touching the ball by an opponent of the kicking team in an attempt to prevent the ball from advancing beyond the neutral zone (Rule 6-3-1-b).

SECTION 11. Lines**Goal Lines**

ARTICLE 1. Each goal line is part of a vertical plane separating an end zone from the field of play when the ball is touched or is in player possession. The plane extends beyond the sidelines (*Exception:* Rule 4-2-4-e). A team's goal line is that which it is defending (A.R. 2-11-1-I).

Restraining Lines

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

Yard Lines

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

Inbounds Lines (Hash Marks)

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

Out of Bounds Lines

ARTICLE 5. The area enclosed by the sidelines and end lines is "in bounds," and the area surrounding and including the sidelines and end lines is "out of bounds."

Nine-Yard Marks

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

SECTION 12. Handing the Ball

ARTICLE 1.

- a. Handing the ball is transferring player possession from one teammate to another without throwing, fumbling or kicking it.
- b. Except when permitted by rule, handing the ball forward to a teammate is illegal.
- c. Loss of player possession by unsuccessful execution of attempted handing is a fumble [*Exception:* The snap (Rule 2-23-1-c)].
- d. A backward handoff occurs when the runner releases the ball before it is beyond the yard line where the runner is positioned.

SECTION 13. Huddle

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

SECTION 14. Hurdling

ARTICLE 1.

- a. Hurdling is an attempt by a player to jump with one or both feet or knees foremost over an opponent who is still on his feet (*Exception*: The runner) (Rule 9-1-2-i).
- b. "On his feet" means that no part of the opponent's body other than one or both feet is in contact with the ground.
- c. Hurdling an offensive player before the snap is a dead-ball foul. This includes offensive players in a three- or four-point stance.

SECTION 15. Kicks

Legal and Illegal Kicks

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

- a. A legal kick is a punt, drop kick or place kick made according to the rules by a player of Team A before a change of team possession. Kicking the ball in any other manner is illegal (A.R. 6-1-2-I).
- b. Any free kick or scrimmage kick continues to be a kick until it is caught or recovered by a player or becomes dead.

Punt

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

Drop Kick

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

Place Kick

ARTICLE 4.

- a. A field goal place kick is a kick by a player of the team in possession while the ball is controlled on the ground by a teammate.
- b. A free kick place kick is a kick by a player of the team in possession while the ball is positioned on a tee or the ground. It may be controlled by a teammate.
- c. A tee is a device that elevates the ball for kicking purposes. It may not elevate the ball's lowest point more than two inches above the ground (A.R. 2-15-4-I).

Free Kick

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

Kickoff

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

Scrimmage Kick

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

Return Kick

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

Field Goal Attempt

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

Scrimmage Kick Formation

ARTICLE 10. A scrimmage kick formation is a formation with at least one player seven yards or more behind the neutral zone, no player in position to receive a hand-to-hand snap from between the snapper's legs, and it is obvious that a kick may be attempted (A.R. 1-4-2-I and A.R. 9-1-2-XXII-XXIV).

SECTION 16. Loss of a Down

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

SECTION 17. The Neutral Zone

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

SECTION 18. Encroachment and Offside**Encroachment**

ARTICLE 1.

- a. After the ball is ready for play, encroachment occurs when an offensive player is in or beyond the neutral zone after the snapper touches or simulates (hand[s] at or below his knees) touching the ball before the snap (*Exception*: When the ball is put in play, the snapper is not encroaching when he is in the neutral zone).
- b. Encroachment occurs when players of the kicking team are not behind their restraining line when the ball is legally free-kicked (*Exception*: The kicker and holder are not encroaching when they are beyond their restraining line).

Offside

ARTICLE 2. After the ball is ready for play, offside occurs when a defensive player is in or beyond the neutral zone when the ball is legally snapped, contacts an opponent beyond the neutral zone before the ball is snapped, contacts the ball before it is snapped, threatens an offensive lineman (who immediately reacts) before the ball is snapped, or is not behind his restraining line when the ball is legally free-kicked (Rule 7-1-5-a-2) (A.R. 7-1-3-VIII Note).

SECTION 19. Passes

Passing

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

Forward and Backward Pass

ARTICLE 2.

- a. A forward pass is determined by the point where the ball first strikes the ground, a player, an official or anything beyond the spot of the pass. All other passes are backward passes. When in question, it is a forward pass rather than a backward pass when thrown in or behind the neutral zone.
- b. When a Team A player is holding the ball to pass it forward toward the neutral zone, any intentional forward movement of his arm starts the forward pass. If a Team B player contacts the passer or ball after forward movement begins and the ball leaves the passer's hand, a forward pass is ruled regardless of where the ball strikes the ground or a player (A.R. 2-19-2-I).
- c. When in question, the ball is passed and not fumbled during an attempted forward pass.
- d. A snap becomes a backward pass when the snapper releases the ball (A.R. 2-23-1-I).

Crosses Neutral Zone

ARTICLE 3.

- a. A legal forward pass has crossed the neutral zone when it first strikes the ground, a player, an official or anything beyond the neutral zone inbounds. It has not crossed the neutral zone when it first strikes the ground, a player, an official or anything in or behind the neutral zone inbounds.
- b. A passer has crossed the neutral zone when any part of his body is beyond the neutral zone when the ball is released.
- c. A legal forward pass is beyond or behind the neutral zone where it crosses the sideline.

Catchable Forward Pass

ARTICLE 4. A catchable forward pass is an untouched legal forward pass beyond the neutral zone to an eligible Team A player who has a reasonable opportunity to catch the ball. When in question, a legal forward pass is catchable (A.R. 2-19-4-I and II and A.R. 7-3-8-XVIII).

SECTION 20. Penalty

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

SECTION 21. Scrimmage

Scrimmage

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

Scrimmage Line

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

SECTION 22. Shift

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

SECTION 23. Snapping the Ball

ARTICLE 1.

- a. Legally snapping the ball (a snap) is handing or passing it backward from its position on the ground with a quick and continuous motion of the hand or hands, the ball actually leaving the hand or hands in this motion (Rule 4-1-4).
- b. The snap starts when the ball is moved legally and ends when the ball leaves the snapper's hands (A.R. 7-1-5-I-II).
- c. If, during any backward motion of a legal snap, the ball slips from the snapper's hand, it becomes a backward pass and is in play (Rule 4-1-1).
- d. While resting on the ground and before the snap, the long axis of the ball must be at right angles to the scrimmage line (Rule 7-1-3-a-1).
- e. Unless moved in a backward direction, the movement of the ball does not start a legal snap. It is not a legal snap if the ball is first moved forward or lifted.
- f. If the ball is touched by Team B during a legal snap, the ball remains dead and Team B is penalized. If the ball is touched by Team B during an illegal snap, the ball remains dead and Team A is penalized (A.R. 7-1-5-I-II).
- g. The snap need not be between the snapper's legs; but to be legal, it must be a quick and continuous backward motion.
- h. The ball must be snapped on or between the inbounds lines.
- i. The position of the ball at the snap (Rule 9-1-2-e) refers to an imaginary line through the ball parallel to the sidelines from end line to end line (A.R. 9-1-2-IV-XI).

SECTION 24. Spearing

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

SECTION 25. Spots

Enforcement Spot

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

Previous Spot

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

Succeeding Spot

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

Dead-Ball Spot

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

Spot of the Foul

ARTICLE 5. The spot of the foul is the point at which that foul occurs. If out of bounds between the goal lines, it shall be the intersection of the nearer in-bounds line and the yard

line extended through the spot of the foul. If out of bounds between the goal line and the end line or behind the end line, the foul is in the end zone.

Out-of-Bounds Spot

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

Inbounds Spot

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

Spot Where Run Ends

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

- a. Where the ball is declared dead in player possession.
- b. Where player possession is lost on a fumble.
- c. Where a legal (or illegal) handing of the ball occurs.
- d. Where an illegal forward pass is thrown.
- e. Where a backward pass is thrown.
- f. Where an illegal scrimmage kick is made beyond the line of scrimmage.
- g. Where a return kick occurs.

Spot Where Kick Ends

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

Exceptions:

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

Basic Spot

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

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

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

- b. The basic spot on running plays when the run ends behind the neutral zone is the previous spot, and fouls by the offensive team behind the basic spot are spot fouls (Rules 2-30-4 and 10-2-2-c-2) (*Exceptions*: Offensive team facemask, illegal use of hands, holding, illegal block and personal fouls, behind the neutral zone, are enforced from the previous spot. Safety if the foul occurs behind Team A's goal line).
- c. The basic spot on running plays that occur when there is no neutral zone (interception runbacks, kick runbacks, fumble advances, etc.) is **the spot where the related run ends**, and fouls by the offensive team behind the basic spot are **spot fouls** (Rules 2-30-4 and 10-2-2-c-3) (*Exceptions*: Rule 8-5-1 Exceptions).
- d. The basic spot on legal forward pass plays is the previous spot, and fouls by the offensive team behind the basic spot are spot fouls (Rules 2-30-1 and 10-2-2-d).

Exceptions:

1. Defensive pass interference may be a spot foul.
 2. Enforce roughing the passer on a completed forward pass from the end of the last run when it ends beyond the neutral zone and there is no change of team possession during the down (A.R. 2-30-4-I and II).
 3. Enforce illegal-touching fouls from the previous spot.
 4. Enforce offensive team facemask, illegal use of hands, holding, illegal block and personal fouls, behind the neutral zone, from the previous spot (*Exception*: Safety if the foul occurs behind Team A's goal line).
- e. The basic spot on legal kick plays before a change of possession is the previous spot, and fouls by the offensive team behind the basic spot are spot fouls (*Exceptions*: Offensive team facemask, illegal use of hands, holding, illegal block and personal fouls, behind the neutral zone, are enforced from the previous spot. Safety if the foul occurs behind Team A's goal line) (Rules 2-30-2 and 3 and 10-2-2-e) (Rule 9-1-3-b on scrimmage kicks).

Postscrimmage Kick Spot

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

SECTION 26. Tackling

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

SECTION 27. Team and Player Designations

Teams A and B

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

Offensive and Defensive Teams

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

Kicker and Holder

ARTICLE 3.

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

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

Lineman and Back

ARTICLE 4.

- a. Any Team A player in one of the following positions is a lineman.
1. A lineman is any Team A player legally on his scrimmage line when the ball is snapped. An interior lineman is any Team A player legally on his scrimmage line and positioned between the end Team A players who are also on the line of scrimmage at the snap. An ineligible pass receiver of Team A is “on his scrimmage line” at the snap when he faces his opponent’s goal line with the line of his shoulders parallel thereto and his head breaking the plane of the line drawn through the waistline of the snapper.
 2. An eligible pass receiver of Team A is “on his scrimmage line” at the snap when he faces his opponent’s goal line with the line of his shoulders approximately parallel thereto and his head breaking the plane of the line drawn through the waistline of the snapper.
 3. A Team A player also is a lineman when, after the ball is ready for play and the snapper touches or simulates (hand[s] at or below his knees) touching the ball, his head breaks the plane of the line drawn through the waistline of the snapper (*Exception:* Rule 7-1-3-b-1).
- b. A back is any Team A player whose head or body does not break the plane of the line drawn through the rear-most part, other than the legs or feet, of the nearest Team A player (except the snapper) on the line of scrimmage when the ball is snapped. A lineman becomes a back before the snap when he moves to a position as a back and stops (A.R. 2-27-4-I).

Passer

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

Player

ARTICLE 6.

- a. A player is any one of the participants in the game who is not a substitute or a replaced player and is subject to the rules when inbounds or out of bounds.
- b. An airborne player is a player not in contact with the ground.

Runner

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

Snapper

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

Substitute

ARTICLE 9.

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

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

Replaced Player

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

Player Vacancy

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

Disqualified Player

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

Squad Member

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

SECTION 28. Tripping

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

SECTION 29. Timing Devices

Game Clock

ARTICLE 1. The game clock is any device under the direction of the appropriate official used to time the 60 minutes of the game.

25-Second Clock

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

SECTION 30. Play Classification

Forward Pass Play

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

Free Kick Play

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

Scrimmage Kick Play and Field Goal Play

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

Running Play

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

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

1. There may be more than one running play during a down if player possession is gained or regained beyond the neutral zone.
 2. There may not be more than one running play behind the neutral zone if no change of team possession occurs.
- b. A run is that segment of a running play before player possession is lost.

SECTION 31. Field Areas

The Field

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

Field of Play

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

End Zones

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

Playing Surface

ARTICLE 4. The playing surface is the material or substance within the field.

Playing Enclosure

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

SECTION 32. Fighting

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

- a. An attempt to strike an opponent with the arm(s), hand(s), leg(s) or foot (feet), whether or not there is contact.
- b. An unsportsmanlike act toward an opponent that causes an opponent to retaliate by fighting (Rules 9-2-1-a and 9-5-1-a-c)

RULE 3. Periods, Time Factors and Substitutions

SECTION 1. Start of Each Period

First and Third Periods

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

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

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

- a. The winner of the toss shall choose one of the following options for the first or second half at the beginning of the half selected:
 1. To designate which team shall kick off.
 2. To designate which goal line his team shall defend.
- b. The loser shall choose one of the above options for the half the winner of the toss did not select.
- c. The team not having the choice of options for a half shall exercise the option not chosen by the opponent.
- d. If the winner of the toss selects the second-half option, the referee shall use [S10].

Second and Fourth Periods

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

- a. The ball shall be relocated at a spot corresponding exactly, in relation to goal lines and sidelines, to its location at the end of the preceding period.
- b. Possession of the ball, the number of the down and the distance to be gained shall remain unchanged.

Extra Periods

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

- a. Immediately after the conclusion of the fourth quarter, officials will instruct both teams to retire to their respective team areas. The officials will assemble at the 50-yard line and review the tiebreaker procedures.
- b. The officials will escort the captains (Rule 3-1-1) to the center of the field for the coin toss. The referee shall toss a coin at midfield in the presence of no more than four field captains from each team and another game official, first designating the field captain of the visiting team to call the coin toss. The winner of the toss shall choose one of the following options:
 1. Offense or defense, with the offense at the opponent's 25-yard line to start the first series.

2. Which end of the field shall be used for both series of that overtime period.

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

- c. The loser of the toss shall exercise the remaining option for the first extra period and shall have the first choice of the two options for subsequent even-numbered extra periods.
- d. Extra periods: An extra period shall consist of two series with each team putting the ball in play by a snap on or between the inbounds lines on the designated 25-yard line, which becomes the opponent's 25-yard line. The snap shall be from midway between the inbounds lines on the 25-yard line, unless a different position on or between the inbounds lines is selected before the ready-for-play signal. After the ready-for-play signal, the ball may be relocated after a charged team timeout, unless preceded by a Team A foul or offsetting penalties.
- e. Team series: Each team retains the ball during a series until it scores or fails to make a first down. The ball remains alive after a change of team possession until it is declared dead. However, Team A may not have a first and 10 if it again possesses the ball after a change of team possession.

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

EXAMPLES:

1. After each team has put the ball in play by snap at the beginning of its series, the score is tied or there has been no score. **RULING:** Begin the second extra period with the loser of the toss at the beginning of the first extra period having the choice of the two options.
2. Other than on the try, Team B intercepts a pass or fumble for a touchdown or recovers a fumble or a backward pass and scores a touchdown. **RULING:** Period and game are ended, and Team B is the winner.
3. During the first series of a period, Team B intercepts a pass or fumble or recovers a fumble or a backward pass and does not score a touchdown. **RULING:** Team A series is ended and Team B, which becomes Team A, starts its series of that period.
4. During the first series of a period, Team A attempts a field goal and the kick is blocked. Team A recovers the kick, which never was beyond the neutral zone, and runs for a touchdown. **RULING:** Six points for Team A, and Team B begins its series of the period after the try.
5. Team A attempts a field goal and the kick is blocked. Team A recovers the kick, which never was beyond the neutral zone, and runs for a first down. **RULING:** Team A's ball, first and 10.
6. Team A attempts a field goal on first, second or third down, and the kick is blocked. Team A recovers the kick, which never crossed the neutral zone, and does not gain a first down. **RULING:** Team A's ball, next down.
7. Team A attempts a field goal and the kick is blocked. Team B recovers the kick and runs it into Team A's end zone. **RULING:** Touchdown, game is ended.
8. During the first series of a period, Team B—after gaining possession—loses possession to Team A, which scores a touchdown. **RULING:** The score counts, and Team B begins its series of the period after the try.
9. During the first series of a period, Team B—after gaining possession—loses possession to Team A, which fails to score a touchdown. **RULING:** Team A series is ended, and Team B begins its series of that period.
10. During the first series of a period, Team A fumbles into Team B's end zone on second down of a series. Team B recovers and downs the ball in its end zone. **RULING:** Team A series of that period is ended. Team B series of the period begins.
11. During the first series of a period, B10 intercepts a forward pass on his three-yard line and downs the ball in his end zone (no momentum involved). **RULING:** Score two points for Team A. Team A's series is over. Team B will put the ball in play, first and 10 on the 25-yard line at the same end of the field.
12. Team A's field-goal attempt is untouched beyond the neutral zone until it is muffed by B17 at the five-yard line. A75 recovers at the three-yard line. **RULING:** First down for Team A at the three-yard line.

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

EXAMPLES:

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

- g. Fouls after Team B possession:

1. Distance penalties by either team are declined by rule in extra periods (**Exceptions:** Dead-ball fouls, live-ball fouls penalized as dead-ball fouls and flagrant personal fouls are enforced on the succeeding play).
2. Scores by fouling teams are canceled.
3. If there are offsetting fouls, whether one or both occur after Team B possession, the down is not replayed.

EXAMPLES:

3. After the end of the first series of a period by Team A, Team B commits a dead-ball foul. RULING: Team B starts its series on the 40-yard line, first and 10.
4. During the first series of a period, Team A passes and a Team A back is illegally in motion during the down. The pass is intercepted, and Team B commits a foul before scoring a touchdown. RULING: Score not allowed. The series is ended, and Team B begins its series on the 25-yard line.
5. During the second series of a period, Team B intercepts a pass and runs for a touchdown. During the run, Team B clips at midfield. RULING: Nullify the score, and if the score is tied, the next period will start with first and 10 at the 25-yard line.

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

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

SECTION 2. Playing Time and Intermissions

Length of Periods and Intermissions

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

- a. No period shall end until the ball is dead and the referee declares the period ended [S14].
- b. The intermission between halves, which begins when the field is clear of all players and coaches, shall be 20 minutes.
- c. The 20-minute intermission between halves may start immediately after the second period ends if dictated by conference policy when both teams are in the same conference, or by mutual agreement of the competing teams.

Timing Adjustments

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

- a. Any time during the game, the playing time of any remaining period or periods and the intermission between halves may be shortened by mutual agreement of the opposing head coaches and the referee.
- b. Timing errors on the game clock may be corrected but shall be corrected only in the period in which they occur.
- c. If the referee has positive knowledge of the elapsed time, he will reset and appropriately start the game clock.
- d. Timing errors on a 25-second clock may be corrected by the referee. The 25-second clock shall start again.
- e. When the 25-second count is interrupted by circumstances beyond the control of either team, a new 25-second count shall be started and the game clock shall start on the snap.
- f. The 25-second clock is not started when the game clock is running with fewer than 25 seconds in a period.
- g. The game clock should not be stopped if the 25-second clock is started in conflict with Rule 3-2-2-f.

Extension of Periods

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

- a. A penalty is accepted for a live-ball foul(s) not penalized as a dead-ball foul that occurs during a down in which time expires (*Exception:* Rule 10-2-2-g-1) (A.R. 3-2-3-I-VIII).
- b. Offsetting fouls occur during a down in which time expires.
- c. An inadvertent whistle is sounded or an official signals the ball dead during a down in which time expires.

Timing Devices

ARTICLE 4.

- a. Playing time shall be kept with a game clock that may be either a stop watch operated by the line judge, back judge, field judge or side judge, or a game clock operated by an assistant under the direction of the appropriate judge. The type of game clock shall be determined by the game management.
- b. The 25 seconds between the ready-for-play signal and the ball being put in play shall be timed with a watch operated by the appropriate official or with 25-second clocks at each end of the playing enclosure operated by an assistant under the direction of the appropriate official. Visual 25-second clocks are mandatory (*Exception:* Visual 25-second clocks are not mandatory for games played on the home field of an NCAA Division III institution).
- c. If a visual 25-second timing device becomes inoperative, both coaches shall be notified by the referee immediately and both clocks shall be turned off.

When Clock Starts

ARTICLE 5. When the ball is free-kicked, the game clock shall be started when the ball is touched legally in the field of play or crosses the goal line after being touched legally by Team B in its end zone. On a scrimmage down, the game clock shall be started when the ball

is snapped legally or on prior signal by the referee. The game clock shall not run during a try, during an extension of a period or during an extra period (A.R. 3-2-5-I-IV).

- a. When the clock has been stopped, the referee shall declare the ball ready for play (Rule 11-2-1-c) and the clock shall start on the snap unless it was stopped because of one of the following situations (A.R. 7-3-2-I and A.R. 7-3-7-II):
 1. When Team A is awarded a first down (**Exception:** After a legal kick).
 2. For a referee's timeout for an injured player or official, or when the runner's helmet comes off, or for an extended timeout for radio or television.
 3. At the referee's discretion (Rules 3-2-2-c and 3-4-3) (A.R. 3-3-2-II-IV).
 4. To complete a penalty (**Exception:** After a delay foul by Team A while in scrimmage-kick formation).
 5. For an inadvertent whistle (**Exception:** During a legal kick).
 6. For a head coach's conference.
 7. For a sideline warning.
 8. For an illegal pass to conserve time (A.R. 7-3-2-II-VIII).
 9. For a measurement.
 10. For a ball in an official's possession.
 11. For a fumble out of bounds in advance of the spot of the fumble (**Exceptions:** On legal kick downs and when Team B is awarded a first down).
- b. If the clock was stopped for incidents 1 through 11, it shall be started on the ready-for-play signal.
- c. If incidents 1 through 11 occur in conjunction with any other situation that starts the clock on the snap, the clock will start on the snap.
- d. The clock stops at the end of a legal kick down and starts on the snap (**Exception:** When the next play is a free kick or a try).
- e. When Team B is awarded a first down, the clock will be stopped and will start on the snap.

When Clock Stops

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

SECTION 3. Timeouts

How Charged

ARTICLE 1.

- a. The referee shall declare a timeout when he suspends play for any reason. Each timeout shall be charged to one of the teams or designated as a referee's timeout.
- b. When a team's timeouts are exhausted and it requests a timeout, the official should not acknowledge the request.
- c. During a timeout, players shall not practice with a ball on the field of play or the end zones (**Exception:** During the half-time intermission).

Timeout**ARTICLE 2.**

- a. An official shall declare a referee's timeout:
 1. When there is a touchdown, field goal, touchback or safety.
 2. When an injury timeout is allowed for one or more players or an official (A.R. 3-3-2-I and A.R. 3-3-5-I-V).
 3. When the clock is stopped to complete a penalty.
 4. When a live ball goes out of bounds or is declared out of bounds.
 5. When a forward pass becomes incomplete.
 6. When Team A or Team B is awarded a first down.
 7. When an inadvertent whistle is sounded.
 8. When there is a possible first-down measurement.
 9. When a delay is caused by both teams (A.R. 3-3-2-II and IV).
 10. When a charged timeout is granted (A.R. 3-3-4-I-IV).
 11. When there is a sideline warning.
 12. When the ball becomes illegal.
 13. When the ball is in possession of an official.
 14. When there is a mandatory equipment (Rule 1-4-4) or an illegal equipment (Rule 1-4-5) violation.
 15. When a legal kick down ends.
 16. When a return kick is made.
 17. When a scrimmage kick is made beyond the neutral zone.
 18. When the 25-second count is interrupted by circumstances beyond the control of either team.
 19. When the runner's helmet comes off.
- b. The referee only shall declare a timeout:
 1. When a head coach's conference is requested.
 2. When an unfair-noise timeout is required.
 3. When a radio or television timeout is allowed.
 4. When a discretionary timeout is declared.

Referee's Discretionary Timeout**ARTICLE 3.**

- a. The referee may suspend the game temporarily when conditions warrant such action. The referee may declare and charge himself with a timeout for any contingency not elsewhere covered by the rules (A.R. 3-3-3-I and II).
- b. When the game is stopped by actions of a person(s) not subject to the rules or for any other reasons not in the rules and cannot continue, the referee shall:
 1. Suspend play and direct the players to their team areas.
 2. Refer the problem to those responsible for the game's management.
 3. Resume the game when he determines conditions are satisfactory.
- c. If a game is suspended under Rules 3-3-3-a and b before the end of the fourth period and cannot be resumed, conference policy shall determine whether the game will be resumed at a later date, terminated or forfeited (and the final score). If no conference policy is

applicable to both teams, the directors of athletics at the participating institutions or designates, in consultation with the coaches, shall determine whether the game will be resumed at a later date, terminated or forfeited (and the final score).

- d. If a game is suspended under Rules 3-3-3-a and b after four periods of play and cannot be resumed, the game shall be ruled a tie. The final score shall be the score at the end of the last completed period. (*Note:* If a winner must be determined in a conference playoff game, conference policy shall determine when and where the game will be resumed.)
- e. A suspended game, if resumed, will begin with the same time remaining and under the identical conditions of down, distance, field position and player eligibility.
- f. The referee's discretionary timeout also applies to the following situations:
 1. When there is undue delay by officials in placing the ball for the next snap (A.R. 3-3-3-I).
 2. When there is a consultation with team captains.
 3. When conditions warrant temporary suspension.
 4. When the offensive team believes it is unable to communicate its signals to teammates other than players positioned more than seven yards from the middle lineman of the offensive formation because of crowd noise. Following are administrative procedures for unfair noise (Rule 3-4-2-b-3):
 - a) When the signal caller believes he is unable to communicate signals to teammates because of crowd noise, he may raise his hands and look to the referee to request a legal delay.
 - b) The referee may deny the request by pointing toward the defensive team's goal line or may charge himself with a timeout and the offensive team may huddle.
 - c) When the offensive team returns to the line of scrimmage, the game clock will start on the snap. The referee shall declare the ball ready for play by sounding his whistle with no hand signal. The 25-second clock is not in operation (Rule 3-4-2-b-3).
 - d) Should the signal caller then, or later in the game, request a second legal delay by raising his hands and looking to the referee, the referee will charge himself with a timeout again if, in his opinion, the crowd noise makes it impossible to hear offensive signals.
 - e) The referee then will request the defensive captain to ask the crowd for quiet. This signals the public-address announcer to request cooperation and courtesy to the offensive team. The announcer will state that the defensive team will be charged a timeout, or be penalized five yards if timeouts are exhausted, for the next crowd-noise infraction.
 - f) When the offensive team returns to the line of scrimmage, the game clock will start on the snap. The referee shall declare the ball ready for play by sounding his whistle with no hand signal. The 25-second clock is not in operation (Rule 3-4-2-b-3).
 - g) If the signal caller again during the game indicates by raising his hands and looking to the referee to request a legal crowd-noise delay and the referee agrees, a team timeout will be charged to the defensive team. If the defensive team has exhausted its allotment of timeouts, a five-yard penalty is assessed.
 - h) After this timeout or the penalty, the defensive team will be penalized five yards for each unsuccessful attempt to start a play. VIOLATION—Rules 3-3-6 and 3-4-2-b [S3 or S21].

Summary of crowd-noise procedures:

Step No. 1—Referee's timeout.

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

Step No. 3—Timeout or five-yard penalty if timeouts are exhausted. Step No. 4—Five-yard penalty for each additional infraction.

Charged Team Timeouts

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

- a. Each team is entitled to three charged team timeouts during each half.
- b. After the ball is declared dead and before the snap, a legal substitute may request a timeout if he is between the nine-yard marks (A.R. 3-3-4-III and IV).
- c. A player who participated during the previous down may request a timeout between the time the ball is declared dead and the snap without being between the nine-yard marks (A.R. 3-3-4-I and II).
- d. A head coach who is in, or in the vicinity of, his team area or coaching box may request a timeout between the time the ball is declared dead and the next snap.
- e. A player, incoming substitute or head coach may request a head coach's conference with the referee, if the coach believes a rule has been enforced improperly. If the rule enforcement is not changed, the coach's team will be charged a timeout, or a delay penalty if all timeouts have been used.
 1. Only the referee may stop the clock for a head coach's conference.
 2. A request for a head coach's conference must be made before the ball is snapped or free-kicked for the next play and before the end of the second or fourth period (Rules 5-2-10 and 11-1-1).
 3. After a head coach's conference, the full team timeout is granted if charged by the referee.

Injury Timeout

ARTICLE 5.

- a. In the event of an injured player(s):
 1. The referee may charge himself a timeout provided the player(s) for whom the timeout is taken is removed from the game for at least one down.
 2. The player(s) may remain in the game if his team is charged a time-out in the interval between downs or the period ends.
 3. After a team's charged timeouts have been exhausted, the injured player(s) must leave for one down.
 4. Whenever a participant suffers a laceration or wound where oozing or bleeding occurs, the player or game official shall go to the team area and be given appropriate medical treatment. He may not return to the game without approval of medical personnel (A.R. 3-3-5-I-VII).
- b. Any official may stop the clock for an injured player(s). When in question, the clock shall be stopped for an injured player.
- c. To curtail a possible time-gaining advantage by feigning injuries, attention is directed to the strongly worded statement (page FR-14) in The Football Code concerning the feigning of any injury.

- d. An injury timeout may follow a charged team timeout.
- e. The referee may charge himself with a timeout for an injured official.

Violation Timeouts

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

Length of Timeouts

ARTICLE 7.

- a. A charged team timeout requested by any player or head coach shall not exceed one minute, 30 seconds (*Exception:* Rule 3-3-4-e-3). Any charged team timeout shall be 30 seconds in duration upon a visual signal of the hands touching the shoulders, made by the head coach of the team requesting the timeout. The signal must be made promptly after the timeout is requested. Other timeouts shall be no longer than the referee deems necessary to fulfill the purpose for which they are declared, including a radio or TV timeout, but any timeout may be extended by the referee for the benefit of an injured player (Refer to Appendix A [page FR-140] for the guidelines for game officials to use during a serious on-field player injury).
- b. If the team charged with a one-minute, 30-second team timeout wishes to resume play before the expiration of one minute and its opponent indicates readiness, the referee will declare the ball ready for play.
- c. The length of a referee's timeouts depends on the circumstances of each timeout.
- d. The field captain must exercise his penalty option before he or a teammate consults with his coach on a sideline during a timeout.
- e. The intermission after a safety, try or successful field goal shall be no more than one minute. It may be extended for radio or television.

Referee's Notification

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

- a. When a third timeout is charged to a team in either half, the referee shall notify the field captain and head coach of that team.
- b. Unless a visual game clock is the official timepiece, the referee also shall inform each field captain and head coach when approximately two minutes of playing time remain in each half. He may order the clock stopped for that purpose.
 - 1. The 25-second count is not interrupted.
 - 2. The clock starts on the snap after the two-minute notification.
- c. If a visual game clock is not the official timing device during the last two minutes of each half, the referee or his representative shall notify each captain and head coach of the time remaining each time the clock is stopped by rule. Also, a representative may leave the team area along the limit line to relay timing information under these conditions.

SECTION 4. Delays

Delaying the Start of a Half

ARTICLE 1.

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

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

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

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

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

Illegal Delay of the Game

ARTICLE 2.

- a. The ball shall be declared ready for play consistently throughout the game by the referee when the officials are in position. Consuming more than 25 seconds to put the ball in play after it is declared ready for play is an illegal delay.
- b. Illegal delay also includes:
 1. Deliberately advancing the ball after it is dead.
 2. When a team has expended its three timeouts and commits a Rule 1-4-4, 1-4-5, 1-4-6-b, 3-3-3-f-4-(g), 3-3-4-e or 9-2-2-d infraction.
 3. When a team is not ready to play after an intermission between periods (other than the half), after a score, after a radio/television/team timeout or any time the referee orders the ball put in play (A.R. 3-4-2-I).
 4. Defensive verbal tactics that disconcert offensive signals (Rule 7-1-5-a-3).
 5. Defensive actions designed to cause a false start (Rule 7-1-5-a-4).

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

Unfair Game-Clock Tactics

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

SECTION 5. Substitutions

Substitution Procedures

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

Legal Substitutions

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

-
- a. No incoming substitute shall enter the field of play or an end zone while the ball is in play (live-ball foul) [S22].
 - b. No player, in excess of 11, shall leave the field of play or an end zone while the ball is in play (A.R. 3-5-2-I) (live-ball foul) [S22].
 - c. An incoming legal substitute must enter the field of play directly from his team area, and a substitute, player or replaced player leaving must depart at the sideline nearest his team area and proceed to his team area. A player who is replaced must immediately leave the field of play, including the end zones. A departing player who leaves the huddle or his position within three seconds, after a substitute becomes a player, is considered to have left immediately. Team A may not break its huddle with 12 or more players (A.R. 3-5-2-II-VIII, A.R. 9-1-4-VI-VIII and A.R. 9-2-2-IV) (dead-ball foul) [S7 and S22].
 - d. Substitutes who become players must remain in the game for one play and replaced players must remain out of the game for one play, except during the interval between periods, after a score, or when a timeout is charged to a team or to the referee with the exception of a live-ball out of bounds or an incomplete forward pass (A.R. 3-5-2-VI) (live-ball foul) [S22].

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

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

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

PENALTY - Dead-ball foul. An official will sound his whistle immediately. 15 yards from the succeeding spot [S7 and S27].

RULE 4. Ball in Play, Dead Ball, Out of Bounds

SECTION 1. Ball in Play – Dead Ball

Dead Ball Becomes Alive

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

Live Ball Becomes Dead

ARTICLE 2.

- a. A live ball becomes a dead ball as provided in the rules or when an official sounds his whistle (even though inadvertently) or otherwise signals the ball dead (A.R. 4-2-1-II and A.R. 4-2-4-I).
- b. If an official sounds his whistle inadvertently or otherwise signals the ball dead during a down (Rules 4-1-3-k and m):
 1. When the ball is in player possession, then the team in possession may elect to put the ball in play where declared dead or replay the down.
 2. When the ball is loose from a fumble, backward pass or illegal pass, then the team in possession may elect to put the ball in play where possession was lost or replay the down.
 3. During a legal forward pass or a free or scrimmage kick, then the ball is returned to the previous spot and the down replayed.
 4. After Team B gains possession on the try or during an extra period, then the try is over or the extra-period series is ended.
- c. If a foul occurs during any of the above downs, the penalty shall be administered as in any other play situation if not in conflict with other rules (A.R. 4-1-2-I and II).

Ball Declared Dead

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

- a. When it goes out of bounds other than a kick that scores a field goal after touching the uprights or crossbar, when a runner is out of bounds, or when a runner is so held that his forward progress is stopped. When in question, the ball is dead (A.R. 4-2-1-II).
- b. When any part of the runner's body, except his hand or foot, touches the ground or when the runner is tackled or otherwise falls and loses possession of the ball as he contacts the ground with any part of his body, except his hand or foot. (**Exception:** The ball remains alive when an offensive player has simulated a kick or is in position to kick the ball held for a place kick by a teammate. The ball may be kicked, passed or advanced by rule) (A.R. 4-1-3-I).
- c. When a touchdown, touchback, safety, field goal or successful try occurs; when Team A completes an illegal forward pass in Team B's end zone; when Team A completes a forward pass to an ineligible player in Team B's end zone; or when an unsuccessful field goal attempt that has crossed the neutral zone and is then untouched by Team B, lands in Team B's end zone or out of bounds (A.R. 6-3-9-I).

- d. When, during a try, a dead-ball rule applies.
- e. When a player of the kicking team catches or recovers any free kick or a scrimmage kick that has crossed the neutral zone (A.R. 4-1-3-II).
- f. When a free kick, scrimmage kick or any other loose ball comes to rest and no player attempts to secure it.
- g. When a free kick or scrimmage kick (beyond the neutral zone) is caught or recovered by any player after a valid or invalid fair-catch signal; or when an invalid fair-catch signal is made after a catch or recovery by Team B (Rules 2-7-1, 2-7-2 and 2-7-3).
- h. When a return kick or scrimmage kick beyond the neutral zone is made.
- i. When a forward pass strikes the ground.
- j. When, on fourth down before a change of team possession, a Team A fumble is caught or recovered by a Team A player other than the fumbler (Rules 7-2-2-a and b).
- k. When a live ball not in player possession touches anything inbounds other than a player, a player's equipment, an official, an official's equipment or the ground (inadvertent-whistle provisions apply).
- l. When a simultaneous catch or recovery of a live ball occurs.
- m. When the ball becomes illegal while in play (inadvertent-whistle provisions apply).
- n. When the ball is in possession of an official.
- o. When a runner simulates placing his knee on the ground.
- p. When an airborne pass receiver from either team is so held and subsequently carried that he is prevented from immediately returning to the ground (A.R. 7-3-6-IV).
- q. When a runner's helmet comes completely off. The ball belongs to the runner's team at that spot.

Ball Ready for Play

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

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

25-Second Count

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

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

SECTION 2. Out of Bounds

Player Out of Bounds

ARTICLE 1.

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

Held Ball Out of Bounds

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

Ball Out of Bounds

ARTICLE 3.

- a. A ball not in player possession, other than a kick that scores a field goal, is out of bounds when it touches the ground, a player, a game official or anything else that is on or outside a boundary line.
- b. A ball that touches a pylon is out of bounds behind the goal line.
- c. If a live ball not in player possession crosses a boundary line and then is declared out of bounds, it is out of bounds at the crossing point.

Out of Bounds at Forward Point

ARTICLE 4.

- a. If a live ball is declared out of bounds and the ball does not cross a boundary line, it is out of bounds at the ball's most forward point when it was declared dead (A.R. 4-2-4-I).
- b. A touchdown may be scored if the ball is inbounds and has broken the plane of the goal line before or simultaneous to the runner going out of bounds.
- c. A receiver who is in the opponent's end zone and contacting the ground is credited with a completion if he reaches over the sideline or end line and catches a legal pass.
- d. The most forward point of the ball when declared out of bounds between the end lines is the point of forward progress (A.R. 8-2-1-II and A.R. 8-5-1-X).
- e. When a runner dives or jumps toward the sideline and is airborne as he crosses the sideline, forward progress is determined by the position of the ball as it crosses the sideline (A.R. 8-2-1-III and IV).

RULE 5. Series of Downs, Line to Gain

SECTION 1. A Series: Started, Broken, Renewed

When to Award Series

ARTICLE 1.

- a. A series of four consecutive scrimmage downs shall be awarded to the team that is next to put the ball in play by a snap after a free kick, touchback, fair catch or change in team possession.
- b. A new series shall be awarded to Team A if it is in legal possession of the ball on or beyond its line to gain when the ball is declared dead.
- c. A new series shall be awarded to Team B if, after fourth down, Team A has failed to earn a first down (A.R. 5-1-1-I and A.R. 10-1-5-III).
- d. A new series shall be awarded to Team B if Team A's scrimmage kick goes out of bounds or comes to rest and no player attempts to secure it (**Exception:** Rule 8-5-1-a) (A.R. 8-5-1-II).
- e. A new series shall be awarded to the team in legal possession:
 1. If a change of team possession occurs during the down.
 2. If a player of Team B first touches a scrimmage kick that has crossed the neutral zone (**Exception:** When the down is replayed).
 3. If an accepted penalty awards the ball to the offended team.
 4. If an accepted penalty mandates a first down.
- f. A new series shall be awarded to Team B whenever Team B, after a scrimmage kick, elects to take the ball at a spot of illegal touching (**Exception:** When the down is replayed) (Rules 6-3-2-a and b).

Line to Gain

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

Forward Progress

ARTICLE 3.

- a. The most forward point of the ball when declared dead between the end lines shall be the determining point in measuring distance gained or lost by either team during any down. The ball always shall be placed with its length axis parallel to the sideline before measuring (A.R. 8-2-1-I-IV) (**Exception:** When an airborne pass receiver of either team completes a catch inbounds after an opponent has driven him backward and the ball is declared dead at the spot of the catch, the forward progress is where the player received the ball) (Rule 4-1-3-p) (A.R. 5-1-3-I, III, IV and VI, and A.R. 7-3-6-VI).
- b. Questionable distance for a first down should be measured without request. Unnecessary measurements to determine first downs shall not be granted.
- c. No request for a measurement shall be granted after the ball is declared ready for play.

Continuity of Downs Broken

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

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

- b. A player of Team B first touches a scrimmage kick that has crossed the neutral zone.
- c. A kick goes out of bounds.
- d. A kick comes to rest and no player attempts to secure it.
- e. At the end of a down, Team A has earned a first down.
- f. After fourth down, Team A has failed to earn a first down (A.R. 8-7-2-VIII and IX and A.R. 10-1-6-II).
- g. An accepted penalty mandates a first down.
- h. There is a score.
- i. A touchback is awarded to either team.
- j. The second period ends.
- k. The fourth period ends.

SECTION 2. Down and Possession After a Penalty

Foul During Free Kick Down

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

Penalty Resulting in First Down

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

- a. After a penalty that leaves the ball in possession of Team A beyond its line to gain.
- b. When a penalty mandates a first down (A.R. 5-2-2-I).

Foul Before Change of Team Possession

ARTICLE 3. After a distance penalty between the goal lines incurred during a scrimmage down and before any change of team possession during that down, the ball belongs to Team A and the down shall be repeated, unless the penalty also involves loss of a down, mandates a first down, or leaves the ball on or beyond the line to gain (**Exceptions:** Rules 10-2-2-e Exception 3 and 10-2-2-g).

If the penalty involves loss of a down, the down shall count as one of the four in that series (A.R. 5-2-3-I and II, A.R. 10-1-6-IV, and A.R. 10-2-2-IX).

Foul After Change of Team Possession

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

Penalty Declined

ARTICLE 5. If a penalty is declined, the number of the next down shall be whatever it would have been if that foul had not occurred.

Foul Between Downs

ARTICLE 6. After a distance penalty incurred between downs, the number of the next down shall be the same as that established before the foul occurred, unless enforcement for a foul by Team B leaves the ball on or beyond the line to gain or a penalty mandates a first down (Rules 9-1-1 and 9-1-2) (A.R. 5-2-6-I and II and A.R. 10-1-5-I-VI).

Foul Between Series

ARTICLE 7. The penalty for any dead-ball foul (including live-ball fouls penalized as dead-ball fouls and fouls after a free kick down) incurred after a series ends and before the next ready-for-play signal shall be enforced before the line to gain is established. The penalty for any dead-ball foul incurred after the ready-for-play signal shall be enforced after the line to gain is established (A.R. 5-2-7-I-VI).

Fouls by Both Teams

ARTICLE 8. If offsetting fouls occur during a down, that down shall be repeated (Rule 10-1-4 Exceptions) (A.R. 10-1-4-II-X).

Fouls During a Loose Ball

ARTICLE 9. Live-ball fouls not penalized as dead-ball fouls when the ball is loose shall be penalized from the basic or previous spot (*Exception:* Rule 10-2-2-g-1) (Rules 10-2-2-c, d, e and f) (A.R. 10-2-2-IV-IX).

Rule Decisions Final

ARTICLE 10. No rule decision may be changed after the ball is next legally snapped, legally free-kicked or the second or fourth periods have ended (Rules 3-2-1-a, 3-3-4-e-2 and 11-1-1).

RULE 6. Kicks

SECTION 1. Free Kicks

Restraining Lines

ARTICLE 1. For any free kick formation, the kicking team's restraining line shall be the yard line through the most forward point from which the ball shall be kicked, and the receiving team's restraining line shall be the yard line 10 yards beyond that point. Unless relocated by a penalty, the kicking team's restraining line on a kickoff shall be its 35-yard line, and for a free kick after a safety, its 20-yard line.

Free Kick Formation

ARTICLE 2. A ball from a free kick formation must be kicked legally and from some point on Team A's restraining line and on or between the inbounds lines. After the ball is ready for play and for any reason it falls from the tee, Team A shall not kick the ball and the official shall sound his whistle immediately. When the ball is kicked (A.R. 6-1-2-I-IV):

- a. Each Team A player, except the holder and kicker of a place kick, must be behind the ball (A.R. 6-1-2-V and VI) [S19].
- b. All players of each team must be inbounds [S18 or S19].
- c. At least four Team A players must be on each side of the kicker [S19].
- d. After a safety, when a punt or drop kick is used, the ball may be kicked from behind the kicking team's restraining line. If a yardage penalty for a live-ball foul is enforced from the previous spot, administration is from the 20-yard line, unless the kicking team's restraining line has been relocated by a previous penalty [S19].

PENALTY - Live-ball foul. Five yards from the previous spot, five yards from the spot where the dead ball belongs to Team B after Team B's run, or the spot where the ball is placed after a touchback [S19].

- e. All Team B players must be behind their restraining line [S18].
- f. All players of Team A must have been between the nine-yard marks after the ready-for-play signal [S19].
- g. A Team A player who goes out of bounds during a free kick down may not return inbounds during the down (*Exception:* This does not apply to a Team A player who is blocked out of bounds and attempts to return inbounds immediately) [S19].
- h. No Team A player may block an opponent until Team A is eligible to touch a free-kicked ball [S19].

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

Free Kick Recovery

ARTICLE 3. A Team A player may touch a free-kicked ball:

- a. After it touches a Team B player (*Exception:* Rule 6-1-4).
- b. After it breaks the plane of and remains beyond Team B's restraining line (*Exception:* Rule 6-4-1) (A.R. 2-11-2-I).
- c. After it touches any player, the ground, an official or anything beyond Team B's restraining line.
- d. Thereafter, all players of Team A become eligible to touch, recover or catch the kick. Illegal touching of a free kick is a violation that, when the ball becomes dead, gives the receiving team the privilege of taking the ball at the spot of the violation. However, if

there are offsetting fouls or if a penalty incurred by either team before the ball becomes dead is enforced, this privilege is canceled (A.R. 6-1-3-I).

Forced Touching Disregarded

ARTICLE 4.

- a. A player blocked by an opponent into a free kick is not, while inbounds, deemed to have touched the kick.
- b. An inbounds player touched by a ball batted by an opponent is not deemed to have touched the ball.

Free Kick at Rest

ARTICLE 5. If a free kick comes to rest inbounds and no player attempts to secure it, the ball becomes dead and belongs to the receiving team at the dead-ball spot.

Free Kick Caught or Recovered

ARTICLE 6.

- a. If a free kick is caught or recovered by a player of the receiving team, the ball continues in play (*Exceptions:* Rules 4-1-3-g, 6-1-7, and 6-5-1 and 2). If caught or recovered by a player of the kicking team, the ball becomes dead (A.R. 4-1-3-II and A.R. 6-1-6-I).
- b. When opposing players, each eligible to touch the ball, simultaneously recover a rolling kick or catch a free kick, the simultaneous possession makes the ball dead. A kick declared dead in joint possession is awarded to the receiving team.

Touching Ground On or Behind Goal Line

ARTICLE 7. The ball becomes dead and belongs to the team defending its goal line when a free kick is untouched by Team B before touching the ground on or behind Team B's goal line.

SECTION 2. Free Kick Out of Bounds

Kicking Team

ARTICLE 1. A free kick out of bounds between the goal lines untouched by an inbounds player of Team B is a foul (A.R. 6-2-1-I-IV).

PENALTY - Live-ball foul. Five yards from the previous spot or the receiving team may put the ball in play 30 yards beyond Team A's restraining line at the inbounds spot [S19].

Receiving Team

ARTICLE 2. When a free kick goes out of bounds between the goal lines, the ball belongs to the receiving team at the inbounds spot. When a free kick goes out of bounds behind the goal line, the ball belongs to the team defending that goal line (A.R. 6-2-2-I-IV).

SECTION 3. Scrimmage Kicks

Behind the Neutral Zone

ARTICLE 1.

- a. A scrimmage kick that fails to cross the neutral zone continues in play. All players may catch or recover the ball behind the neutral zone and advance it (A.R. 6-3-1-I-III).
- b. The blocking of a scrimmage kick by an opponent of the kicking team who is no more than three yards beyond the neutral zone is considered to have occurred within or behind that zone (Rule 2-10-5).

Beyond the Neutral Zone

ARTICLE 2.

- a. No inbounds player of the kicking team shall touch a scrimmage kick that has crossed the neutral zone before it touches an opponent. Such illegal touching is a violation that, when the ball becomes dead, gives the receiving team the privilege of taking the ball at the spot of the violation (*Exception:* Rule 6-3-4) (A.R. 2-11-1-I and A.R. 6-3-2-I).
- b. If a penalty incurred by either team before the ball becomes dead is enforced or there are offsetting fouls, the privilege is canceled (*Exceptions:* Rules 6-3-11 and 8-4-2-b) (A.R. 6-3-2-I-VI, A.R. 6-3-11-I and A.R. 10-1-4-VIII).
- c. Illegal touching in Team A's end zone is ignored.

All Become Eligible

ARTICLE 3. When a scrimmage kick that has crossed the neutral zone touches a player of the receiving team who is inbounds, any player may catch or recover the ball (Rule 6-3-1-b) (*Exception:* Rule 6-3-4).

Forced Touching Disregarded

ARTICLE 4.

- a. A player blocked by an opponent into a scrimmage kick that has crossed the neutral zone shall not, while inbounds, be deemed to have touched the kick (A.R. 6-3-4-I, II and IV).
- b. An inbounds player touched by a ball batted by an opponent is not deemed to have touched the ball (A.R. 6-3-4-III).

Catch or Recovery by Receiving Team

ARTICLE 5. If a scrimmage kick is caught or recovered by a player of the receiving team, the ball continues in play (*Exceptions:* Rules 4-1-3-g, 6-3-9, and 6-5-1 and 2) (A.R. 8-4-2-IX).

Catch or Recovery by Kicking Team

ARTICLE 6.

- a. If a player of the kicking team catches or recovers a scrimmage kick that has crossed the neutral zone, the ball becomes dead (A.R. 6-3-1-V).
- b. When opposing players, each eligible to touch the ball, simultaneously recover a rolling kick or catch a scrimmage kick, the simultaneous possession makes the ball dead. A kick declared dead in joint possession of opposing players is awarded to the receiving team (Rules 2-2-8 and 4-1-3-1).

Out of Bounds Between Goal Lines or at Rest Inbounds

ARTICLE 7. If a scrimmage kick goes out of bounds between the goal lines or comes to rest inbounds and no player attempts to secure it, the ball becomes dead and belongs to the receiving team at the dead-ball spot (*Exception:* Rule 8-4-2-b).

Out of Bounds Behind Goal Line

ARTICLE 8. If a scrimmage kick (other than one that scores a field goal) goes out of bounds behind a goal line, the ball becomes dead and belongs to the team defending that goal line (Rule 8-4-2-b).

Touching Ground On or Behind Goal Line

ARTICLE 9. The ball becomes dead and belongs to the team defending its goal line when a scrimmage kick that has crossed the neutral zone is subsequently untouched by Team B before touching the ground on or behind Team B's goal line (Rule 8-4-2-b) (A.R. 6-3-9-I-III and A.R. 8-4-2-IV).

Legal and Illegal Kicks

ARTICLE 10.

- a. A legal scrimmage kick is a punt, drop kick or place kick made according to rule.
- b. A return kick is an illegal kick and a live-ball foul that causes the ball to become dead.

PENALTY - For a return kick (live-ball foul): Five yards from the spot of the foul [S31].

- c. A scrimmage kick beyond the neutral zone is a live-ball foul that causes the ball to become dead.

PENALTY - For an illegal kick beyond the neutral zone (live-ball foul): Five yards from the previous spot and loss of down [S31 and S9].

- d. Any device or material used to mark the spot of a scrimmage place kick or elevate the ball makes the kick illegal.

PENALTY - For an illegal kick (live-ball foul): Five yards from the previous spot [S31].

Loose Behind the Goal Line

ARTICLE 11. If a Team A player bats a scrimmage kick in Team B's end zone that was untouched by Team B after the kick crossed the neutral zone, it is a violation. Team B may elect a touchback when the ball is declared dead (A.R. 6-3-11-I). VIOLATION—Touchback [S16 and S7] (*Exception:* Rule 8-4-2-b) (A.R. 2-11-1-I).

Out-of-Bounds Player

ARTICLE 12. No Team A player who goes out of bounds during a scrimmage kick down may return inbounds during the down (*Exception:* This does not apply to a Team A player who is blocked out of bounds and attempts to return inbounds immediately).

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

SECTION 4. Opportunity to Catch a Kick

Interference With Opportunity

ARTICLE 1. A player of the receiving team within the boundary lines attempting to catch a kick, and so located that he could have caught a free kick or a scrimmage kick that is beyond the neutral zone, must be given an unimpeded opportunity to catch the kick (A.R. 6-3-1-III, A.R. 6-4-1-V and A.R. 6-4-1-X).

- a. This protection terminates when the kick touches the ground or is touched by any player of Team B beyond the neutral zone (Rule 6-5-1-a) (A.R. 6-4-1-IV).
- b. If interference with a potential receiver is the result of a player being blocked by an opponent, it is not a foul.
- c. It is an interference foul if the kicking team contacts the potential receiver before, or simultaneous to, his first touching the ball (A.R. 6-4-1-II, III, VII and IX). When in question, it is an interference foul.

PENALTY - For foul between the goal lines: Receiving team's ball, first down, 15 yards beyond the spot of the foul for an interference foul [S33]. For foul behind the goal line: Award a touchback and penalize from the succeeding spot. Flagrant offenders shall be disqualified [S47].

SECTION 5. Fair Catch

Dead Where Caught

ARTICLE 1.

- a. When a Team B player makes a fair catch, the ball becomes dead where caught and belongs to Team B at that spot (**Exception:** When a valid fair catch signal is made, the unimpeded opportunity to catch a free or scrimmage kick is extended to a player who muffs the kick and still has an opportunity to complete the catch. This protection terminates when the kick touches the ground. If the player subsequently catches the kick, the ball is placed where it was first touched) (A.R. 6-5-1-I-IV).
- b. Rules pertaining to a fair catch apply only when a scrimmage kick crosses the neutral zone or during free kicks.
- c. The purpose of the fair catch provision is to protect the receiver who, by his fair catch signal, agrees he or a teammate will not advance after the catch (A.R. 6-5-5-III).
- d. The ball shall be put in play by a snap by the receiving team at the spot of the catch if the ball is caught (**Exceptions:** Rules 6-5-1-a Exception, 7-1-2 and 8-6-1-b).

No Advance

ARTICLE 2. No Team B player shall carry a caught or recovered ball more than two steps in any direction after a valid or invalid fair catch signal by any Team B player (A.R. 6-5-2-I-IV and A.R. 10-1-5-II).

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

Invalid Signals

ARTICLE 3.

- a. During a down in which a kick is made, no player of Team B shall make any invalid fair catch signal during a free kick or beyond the neutral zone during a scrimmage kick. Any signal is invalid after a scrimmage kick is caught beyond the neutral zone, strikes the ground or touches another player beyond the neutral zone. A signal is invalid after a free kick is caught, strikes the ground or touches another player (A.R. 6-5-3-IV-VI).
- b. A catch after an invalid signal is not a fair catch, and the ball is dead where caught. If the signal follows a catch, the ball is dead when the signal is first given (A.R. 6-5-1-II).
- c. Invalid signals beyond the neutral zone apply only to Team B (A.R. 6-5-3-II).
- d. An invalid signal beyond the neutral zone is possible only when the ball has crossed the neutral zone (Rule 2-15-7) (A.R. 6-5-3-I).

Illegal Block or Contact

ARTICLE 4. A player of Team B who has made a valid or invalid signal for a fair catch and does not touch the ball shall not block or foul an opponent during that down (A.R. 6-5-4-I and II).

PENALTY - Free kick: Receiving team's ball 15 yards from the spot of the foul (Rule 10-2-2-e) [S40]. Scrimmage kick: 15-yard penalty, postscrimmage kick enforcement or basic spot enforcement (Rule 10-2-2-e) [S40].

No Tackling

ARTICLE 5. No player of the kicking team shall tackle or block an opponent who has completed a fair catch. Only the player making a fair catch signal has this protection (A.R. 6-5-5-I and III).

PENALTY - Dead-ball foul. Receiving team's ball 15 yards from the succeeding spot [S7 and S38].

RULE 7. Snapping and Passing the Ball

SECTION 1. The Scrimmage

Starting With a Snap

ARTICLE 1. The ball shall be put in play by a legal snap unless the rules provide for a legal free kick (A.R. 4-1-4-I and II).

PENALTY - Dead-ball foul. Five yards from the succeeding spot [S7 and S19].

Not Outside an Inbounds Line

ARTICLE 2. The ball may not be snapped between an inbounds line and the nearer sideline. If the starting point for any scrimmage down is between an inbounds line and the nearer sideline, it shall be transferred to the inbounds spot.

Offensive Team Requirements

ARTICLE 3. The offensive team requirements are as follows:

- a. After the ball is ready for play and before the ball is snapped:
 1.
 - a) The snapper, after assuming his position for the succeeding snap and touching or simulating (hand[s] at or below his knees) touching the ball, may not move to a different position.
 - b) The snapper may not lift the ball, move it beyond the neutral zone or simulate the start of a play.
 - c) The snapper may take his hand(s) off the ball if it does not simulate the start of a play.
 - d) Infractions of (a), (b) and (c) may be penalized whether or not the ball is snapped, and the penalty for any resulting offside by an opponent shall be canceled [S7 and S19] (A.R. 7-1-3-V and VI).
 2.
 - a) Each substitute of Team A shall have been between the nine-yard marks. Team A players who participated in the previous down shall have been between the nine-yard marks after the previous down and before the next snap (A.R. 3-3-4-III and IV) [S19].
 - b) All Team A players shall have been between the nine-yard marks after a team timeout, an injury timeout, a radio timeout, a television timeout or the end of a period [S19].
 3. No player of the offensive team shall be in or beyond the neutral zone after the snapper touches or simulates (hand[s] at or below his knees) touching the ball [**Exceptions:**(1) Substitutes and departing players; and (2) offensive players in a scrimmage kick formation who, after the snapper touches the ball, point at opponents and break the neutral zone with their hand(s)] [S7 and S19].
 4. No offensive player shall contact an opponent or make a false start, which includes (A.R. 7-1-3-IV) [S7 and S19]:
 - a) Feigning a charge.

- b) A shift or movement that simulates the beginning of a play. This includes the snapper who, after assuming a position for the succeeding snap and touching or simulating (hand[s] at or below his knees) touching the ball, moves to another position.
- c) A lineman between the snapper and the player on the end of the line, after having placed a hand(s) on or near the ground (below the knees), moving his hand(s) or making any quick movement; or a lineman other than the snapper wearing number 50 through 79, after having placed a hand(s) on or near the ground (below the knees), moving his hand(s) or making any quick movement (A.R. 7-1-3-VII, VIII, X and XI).

Exception: It is not a false start if any player on the line of scrimmage immediately reacts when threatened by a Team B player in the neutral zone (Rule 7-1-5-a-2) (A.R. 7-1-3-VIII and IX).

- d) An offensive player between the snapper and the player on the end of the line, neither legally in the backfield nor legally on the line of scrimmage, after having placed a hand(s) on or near the ground (below the knees), moving his hand(s) or making any quick movement.
5. An official shall sound his whistle when (A.R. 4-1-4-I):
- a) There is a false start (A.R. 3-2-6-I and A.R. 7-1-3-VII-IX).
 - b) An offensive player is in or beyond the neutral zone after the snapper touches or simulates (hand[s] at or below his knees) touching the ball.

Note: An infraction of this rule may be penalized whether or not the ball is snapped, and the penalty for any resulting offside by an opponent shall be canceled [S7 and S19].

- b. When the snap starts: The offensive team must be in a formation that meets these requirements:

1. At least seven players legally on their scrimmage line, not less than five of whom shall be numbered 50 through 79. The remaining players must be either on their scrimmage line or legally positioned as a back (A.R. 2-27-4-I) [S19].

Exceptions:

1. Rule 1-4-2-b (A.R. 1-4-2-I).
2. One player may be between his scrimmage line and the backs if in a position to receive a hand-to-hand snap from between the snapper's legs. When in such position, that player may receive the snap himself or it may go directly to any player legally a back [S19].
2. The player on each side of and next to the snapper may lock legs with the snapper, but any other lineman must have both feet outside the outside foot of the player next to him when the ball is snapped [S19].
3. All players must be inbounds, and only the snapper may be encroaching on the neutral zone; but no part of his person may be beyond the neutral zone, and his feet must be stationary behind the ball [S19].

4. One player may be in motion, but not in motion toward his opponent's goal line. A lineman may not be in motion at the snap. Other players must be stationary in their positions without movement of the feet, body, head or arms [S20] (A.R. 7-1-3-I, III and XII-XIV).

PENALTY - For dead-ball fouls: Five yards from the succeeding spot. For live-ball fouls: Five yards from the previous spot [S7, S19 or S20].

Shifts and False Starts

ARTICLE 4.

- a. If a snap is preceded by a huddle or shift, all players of the offensive team must come to an absolute stop and remain stationary in their positions, without movement of the feet, body, head or arms, for at least one full second before the ball is snapped (A.R. 7-1-4-I) [S20].
- b. It is not intended that Rule 7-1-4-a should prohibit smooth, rhythmical shifts if properly executed. A smooth cadence shift or unhurried motion is not an infraction. However, it is the responsibility of an offensive player who moves before the snap to do so in a manner that in no way simulates the beginning of a play. After the ball is ready for play and all players are in scrimmage formation, no offensive player shall make a quick, jerky movement before the snap, including but not limited to (A.R. 7-1-4-II-IV):
 1. A lineman moving his foot, shoulder, arm, body or head in a quick, jerky motion in any direction [S19].
 2. The snapper shifting or moving the ball or moving his thumb or fingers, flexing his elbows, jerking his head, or dipping his shoulders or buttocks [S19].
 3. The quarterback "chucking" his hands at the snapper, flexing his elbows under the snapper, jerking his head or dropping his shoulders quickly just before the snap [S19].
 4. A player, before the snap, simulating receiving the ball by "chucking" his hands toward the snapper or quarterback or making any quick, jerky movement that simulates the beginning of a play [S19].

PENALTY - For fouls before the ball is snapped: Five yards from the succeeding spot. For fouls when the ball is snapped: Five yards from the previous spot [S7, S19 or S20].

Defensive Team Requirements

ARTICLE 5. The defensive team requirements are as follows:

- a. After the ball is ready for play and before the ball is snapped:
 1. No player may touch the ball except when moved illegally as in Rule 7-1-3-a-1, nor may any player contact an opponent or in any other way interfere with him. An official shall sound his whistle immediately (A.R. 7-1-5-I-III) [S7 and S18].
 2. No player may enter the neutral zone causing an offensive lineman to react immediately. An official shall sound his whistle immediately [Rules 2-18-2 and 7-1-3-a-4-(c) Exception] (A.R. 7-1-3-VIII and IX) [S7 and S18].
 3. No player shall use words or signals that disconcert opponents when they are preparing to put the ball in play. No player may call defensive signals that simulate the sound or cadence of (or otherwise interfere with) offensive starting signals. An official shall sound his whistle immediately [S7 and S21].
 4. Player(s) aligned in a stationary position within one yard of the line of scrimmage may not make quick or abrupt actions that are not part of normal defensive player

movement in an obvious attempt to cause an offensive player(s) to foul (false start).
An official shall sound his whistle immediately [S7 and S21].

PENALTY - Dead-ball foul. Five yards from the succeeding spot [S7, S18 or S21].

b. When the snap starts:

1. No player may be in or beyond the neutral zone at the snap.
2. All players must be inbounds.

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

Handing the Ball Forward

ARTICLE 6. No player may hand the ball forward except during a scrimmage down as follows:

- a. A Team A player who is behind his scrimmage line may hand the ball forward to a backfield teammate who is also behind that line.
- b. A Team A player who is behind his scrimmage line may hand the ball forward to a teammate who was on his scrimmage line when the ball was snapped, provided that teammate left his line position by a movement of both feet that faced him toward his own end line and was at least two yards behind his scrimmage line when he received the ball (A.R. 7-1-6-I).

PENALTY - Five yards from the spot of the foul; also loss of a down if by Team A before team possession changes during a scrimmage down [S35 and S9].

Planned Loose Ball

ARTICLE 7. A Team A player may not advance a planned loose ball in the vicinity of the snapper.

PENALTY - Five yards from the previous spot and loss of down [S19 and S9].

SECTION 2. Backward Pass and Fumble

During Live Ball

ARTICLE 1. A runner may hand or pass the ball backward at any time, except to throw the ball intentionally out of bounds to conserve time.

PENALTY - Five yards from the spot of the foul; also loss of down if by Team A before team possession changes during a scrimmage down (A.R. 3-4-3-III) [S35 and S9].

Caught or Recovered

ARTICLE 2. A backward pass or fumble may be caught or recovered by any inbounds player.

a. If caught, the ball continues in play (A.R. 7-2-2-I and II).

Exceptions:

1. Rule 8-3-2-d-5.
2. When on fourth down, before a change of team possession, a Team A fumble is caught in advance of the fumble by a Team A player other than the fumbler, the ball is dead and returned to the spot of the fumble. If the fumble is caught behind the spot of the fumble by a Team A player other than the Team A fumbler, the ball is dead at that spot.

b. If recovered by the fumbling or passing team, the ball continues in play (A.R. 2-23-1-I).

Exceptions:

1. Rule 8-3-2-d-5.

2. When on fourth down, before a change of team possession, a Team A fumble is recovered in advance of the fumble by a Team A player other than the fumbler, the ball is dead and returned to the spot of the fumble. If the fumble is recovered behind the spot of the fumble by a Team A player other than the Team A fumbler, the ball is dead at that spot.
- c. If recovered by an opponent of the fumbling team, the ball continues in play.
- d. If recovered by an opponent of the passing team, the ball continues in play.
- e. If a backward pass or fumble is caught or recovered simultaneously by opposing players, the ball becomes dead and belongs to the team last in possession (**Exceptions:** Rules 7-2-2-a Exception 2, 7-2-2-b Exception 2 and 8-3-2-d-5).

After the Ball Is Snapped

ARTICLE 3. No offensive lineman may receive a hand-to-hand snap.

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

Out of Bounds

ARTICLE 4.

- a. When a backward pass goes out of bounds between the goal lines, the ball belongs to the passing team at the out-of-bounds spot; if out of bounds behind a goal line, it is a touchback or a safety.
- b. When a fumble is out of bounds in advance of the spot of the fumble, the ball is returned to the fumbling team at the spot of the fumble. Fumbles out of bounds behind the spot of the fumble belong to the fumbling team at the out-of-bounds spot. If a fumble is out of bounds behind a goal line, it is a touchback or a safety (Rules 8-5-1 and 8-6-1) (A.R. 7-2-4-I, A.R. 8-6-1-I and A.R. 8-7-2-VIII-IX).

At Rest

ARTICLE 5. When a backward pass or fumble comes to rest inbounds and no player attempts to secure it, the ball becomes dead and belongs to the passing or fumbling team at the dead-ball spot.

SECTION 3. Forward Pass

Legal Forward Pass

ARTICLE 1. Team A may make one forward pass during each scrimmage down before team possession changes, provided the pass is thrown from a point in or behind the neutral zone.

Illegal Forward Pass

ARTICLE 2. A forward pass is illegal:

- a. If thrown by a Team A player who is beyond the neutral zone [S35 and S9].
- b. If thrown by a Team B player or if thrown by a Team A player after team possession has changed during the down [S35].
- c. If it is the second forward pass by Team A during the same down [S35 and S9].
- d. If, to conserve time, the pass is not thrown immediately after the ball is first controlled after the snap or is thrown after the ball has touched the ground. If, to conserve time, the pass is thrown where no eligible Team A player has a reasonable opportunity to catch it (A.R. 7-3-2-II-VIII) [S35 and S9].

- e. If thrown from in or behind the neutral zone after a runner in possession of the ball has gone beyond the neutral zone [S35 and S9].

PENALTY - Five yards from the spot of the foul; also loss of down if by Team A before team possession changes during a scrimmage down (A.R. 3-4-3-IV and A.R. 7-3-2-II) [S35 and S9].

- f. If, to save loss of yardage, a forward pass is thrown where no eligible Team A player has a reasonable opportunity to catch it. When in question, the Team A player has a reasonable opportunity to catch the pass (A.R. 7-3-2-I) [S36 and S9].

Exceptions:

1. It is not a foul when the passer, who is five or more yards toward a sideline from the position of the ball at the snap, throws the ball so that it lands in or out of bounds beyond the neutral zone. (A.R. 7-3-2-IX).
2. It is not a foul when the passer, who is five or more yards toward a sideline from the position of the ball at the snap, throws the ball so that it touches a player, an official, or anything beyond the neutral zone.

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

Eligibility to Touch Legal Pass

ARTICLE 3. Eligibility rules apply during a down when a legal forward pass is thrown. All Team B players are eligible to touch or catch a pass. When the ball is snapped, the following Team A players are eligible:

- a. Each player who is in an end position on his scrimmage line and who is wearing a number other than 50 through 79 (A.R. 7-3-3-I).
- b. Each player who is legally positioned as a back wearing a number other than 50 through 79.
- c. A player wearing a number other than 50 through 79 in position to receive a hand-to-hand snap from between the snapper's legs.

Eligibility Lost by Going Out of Bounds

ARTICLE 4. No eligible offensive player who goes out of bounds during a down shall touch a legal forward pass in the field of play or end zones or while airborne until it has been touched by an opponent or official (A.R. 7-3-4-I-III).

Exception: This does not apply to an eligible offensive player who attempts to return inbounds immediately after being blocked out of bounds by an opponent (A.R. 7-3-4-IV).

PENALTY - Loss of down at the previous spot [S16 and S9].

Eligibility Gained or Regained

ARTICLE 5. When a Team B player or an official touches a legal forward pass, all players become eligible (A.R. 7-3-5-I).

Completed Pass

ARTICLE 6. Any forward pass is completed when caught by a player of the passing team who is inbounds, and the ball continues in play unless completed in the opponent's end zone or the pass has been caught simultaneously by opposing players. If a forward pass is caught simultaneously by opposing players inbounds, the ball becomes dead and belongs to the passing team (Rule 2-2-7) (A.R. 2-2-7-III and A.R. 7-3-6-I-IX).

Incompleted Pass

ARTICLE 7.

- a. Any forward pass is incomplete when the pass touches the ground or is out of bounds by rule. It also is incomplete when a player leaves his feet and receives the pass but first lands on or outside a boundary line, unless his progress has been stopped in the field of play or end zone (Rule 4-1-3-p) (A.R. 2-2-7-III and A.R. 7-3-7-I).
- b. When a legal forward pass is incomplete, the ball belongs to the passing team at the previous spot.
- c. When an illegal forward pass is incomplete, the ball belongs to the passing team at the spot of the pass (**Exception:** If any illegal pass is thrown from the end zone, the offended team may accept a safety or decline the penalty and accept the result of the play) (A.R. 7-3-7-II-IV).

Illegal Contact and Pass Interference

ARTICLE 8.

- a. During a down in which a legal forward pass crosses the neutral zone, illegal contact by Team A and Team B players is prohibited from the time the ball is snapped until it is touched by any player or an official (A.R. 7-3-8-II and III).
- b. Offensive pass interference by a Team A player beyond the neutral zone during a legal forward pass play in which a forward pass crosses the neutral zone is contact that interferes with a Team B eligible player. It is the responsibility of the offensive player to avoid the opponents. It is not offensive pass interference (A.R. 7-3-8-VI, VII, XIII, XVIII and XIX):
 1. When, after the snap, a Team A ineligible player immediately charges and contacts an opponent at a point not more than one yard beyond the neutral zone and does not continue the contact more than three yards beyond the neutral zone.
 2. When two or more eligible players are making a simultaneous and bona fide attempt to reach, catch or bat the pass. Eligible players of either team have equal rights to the ball (A.R. 7-3-8-XII).
 3. When the pass is in flight and two or more eligible players are in the area where they might receive or intercept the pass and an offensive player in that area impedes an opponent, and the pass is not catchable.
- c. Defensive pass interference is contact beyond the neutral zone by a Team B player whose intent to impede an eligible opponent is obvious and it could prevent the opponent the opportunity of receiving a catchable forward pass. When in question, a legal forward pass is catchable. Defensive pass interference occurs only after a legal forward pass is thrown. It is not defensive pass interference (A.R. 7-3-8-I, IV, V, IX-XI, XIV and XV):
 1. When, after the snap, opposing players immediately charge and establish contact with opponents at a point that is within one yard beyond the neutral zone.
 2. When two or more eligible players are making a simultaneous and bona fide attempt to reach, catch or bat the pass. Eligible players of either team have equal rights to the ball (A.R. 7-3-8-XII).
 3. When a Team B player legally contacts an opponent before the pass is thrown (A.R. 7-3-8-XIII).

4. When a Team A potential kicker, from scrimmage kick formation, simulates a scrimmage kick by throwing the ball high and deep, and contact by a Team B player occurs.

PENALTY - Pass interference by Team A: 15 yards from the previous spot [S33]. Pass interference by Team B: Team A's ball at the spot of the foul, first down, if the foul occurs less than 15 yards beyond the previous spot. If the foul occurs 15 or more yards beyond the previous spot, Team A's ball, first down, 15 yards from the previous spot [S33]. When the ball is snapped between the Team B 17-yard line and the Team B two-yard line and the spot of the foul is beyond the two-yard line, the penalty from the previous spot shall place the ball at the two-yard line, first down (A.R. 7-3-8-XVII). No penalty enforced from outside the two-yard line may place the ball inside the two-yard line (*Exception: Rule 10-2-2-g-2*). If the previous spot was on or inside the two-yard line, first down halfway between the previous spot and the goal line (Rule 10-2-3 Exception).

Contact Interference

ARTICLE 9.

- a. Either Team A or Team B legally may interfere with opponents behind the neutral zone.
- b. Players of either team legally may interfere beyond the neutral zone after the pass has been touched (A.R. 7-3-9-II).
- c. Defensive players legally may contact opponents who have crossed the neutral zone if the opponents are not in a position to receive a catchable forward pass.
 1. Those infractions that occur during a down when a forward pass crosses the neutral zone are pass interference infractions only if the receiver had the opportunity to receive a catchable forward pass.
 2. Those infractions that occur during a down when a forward pass does not cross the neutral zone are Rule 9-3-4 infractions and are penalized from the previous spot.
- d. Pass interference rules apply only during a down in which a legal forward pass crosses the neutral zone (Rules 2-19-3 and 7-3-8-a and c) (A.R. 10-2-2-XXXVII).
- e. Contact by Team B with an eligible receiver involving a personal foul that interferes with the reception of a catchable pass may be penalized either as pass interference or as a 15-yard personal foul enforced from the previous spot. Rule 7-3-8 is specific about contact during a pass. However, if the interference involves an act that ordinarily would result in disqualification, the fouling player must leave the game.
- f. Physical contact is required to establish interference.
- g. Each player has territorial rights, and incidental contact is ruled under "attempt to reach ...the pass" in Rule 7-3-8. If opponents who are beyond the line collide while moving toward the pass, a foul by one or both players is indicated only if intent to impede the opponent is obvious. It is pass interference only if a catchable forward pass is involved (A.R. 7-3-9-I).
- h. Pass interference rules do not apply after the pass has been touched anywhere inbounds by an inbounds player or has touched an official. If an opponent is fouled, the penalty is for the foul and not pass interference (A.R. 7-3-9-II).
- i. After the pass has been touched, any player may execute a legal block during the remaining flight of the pass.
- j. Tackling or grasping a receiver or any other intentional contact before he touches the pass is evidence that the tackler is disregarding the ball and is therefore illegal.

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- k. Tackling or running into a receiver when a forward pass obviously is underthrown or overthrown is disregarding the ball and is illegal. This is not pass interference but a violation of Rule 9-1-2-f and is penalized 15 yards from the previous spot plus a first down. Flagrant offenders shall be disqualified.

Ineligibles Downfield

ARTICLE 10. No originally ineligible receiver shall be or have been beyond the neutral zone until a legal forward pass that crosses the neutral zone has been thrown (A.R. 7-3-10-I and II).

Exceptions:

1. When, after the snap, a Team A ineligible receiver immediately charges and contacts an opponent at a point not more than one yard beyond the neutral zone and does not continue the contact more than three yards beyond the neutral zone.
2. When contact that has driven an opponent no more than three yards from the neutral zone is lost by a player who was ineligible at the snap, he must remain stationary at that spot until the pass is thrown.

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

Illegal Touching

ARTICLE 11. No originally ineligible player while inbounds shall intentionally touch a legal forward pass until it has touched an opponent or an official (A.R. 5-2-3-I and A.R. 7-3-11-I-III).

PENALTY - Five yards from the previous spot [S16].

RULE 8. Scoring

SECTION 1. Value of Scores

Scoring Plays

ARTICLE 1. The point value of scoring plays shall be:

Touchdown	6 Points
Field Goal	3 Points
Safety (points awarded to opponent)	2 Points
Successful Try Touchdown	2 Points
Field Goal or Safety	1 Point

Forfeited Games

ARTICLE 2. The score of a forfeited game, or a suspended game that later results in a forfeiture, shall be: Offended Team 1, Opponent 0. If the offended team is ahead at the time of forfeit, the score stands (Rules 3-3-3-a and b, and Rules 9-2-3-a and b).

SECTION 2. Touchdown

How Scored

ARTICLE 1. A touchdown shall be scored when:

- a. A runner advancing from the field of play is legally in possession of a live ball when it penetrates the opponent's goal line (plane) (**Exception:** Rule 4-2-4-e) (A.R. 2-23-1-I and A.R. 8-2-1-I-IV).
- b. An eligible receiver catches a legal forward pass in the opponent's end zone (A.R. 5-1-3-I and II).
- c. A fumble or backward pass is recovered, caught, intercepted or awarded in the opponent's end zone (**Exceptions:** Rules 7-2-2-a Exception 2, 7-2-2-b Exception 2 and 8-3-2-d-5) (A.R. 7-2-4-I).
- d. A free kick is legally caught or recovered in the opponent's end zone.
- e. A scrimmage kick is legally caught or recovered in the opponent's end zone (A.R. 6-3-9-VI).
- f. The referee awards a touchdown under the provisions of Rule 9-1-4 Penalty or Rule 9-2-3 Penalty.

SECTION 3. Try Down

How Scored

ARTICLE 1. The point or points shall be scored according to the point values in Rule 8-1-1 if the try results in what would be a touchdown, safety (**Exception:** Rule 8-3-4-a) or field goal under rules governing play at other times (A.R. 8-3-1-I-III; A.R. 8-3-2-I-III, V and VIII; and A.R. 10-1-7-XII-XXI).

Opportunity to Score

ARTICLE 2. A try is an opportunity for either team to score one or two points while the game clock is stopped and is a special interval in a game which, for purposes of penalty enforcement only, includes both a down and the “ready” period that precedes it.

- a. The ball shall be put in play by the team that scored a six-point touchdown. If a touchdown is scored during a down in which time in the fourth period expires, the try is mandatory unless the team behind in the score leaves the field of play.
- b. The try, which is a scrimmage down, begins when the ball is ready for play.
- c. The snap will be midway between the inbounds lines on the opponent’s three-yard line or from any other point on or between the inbounds lines on or behind the opponent’s three-yard line if the position of the ball is selected by the team designated to put the ball in play before the ready-for-play signal. The ball may be relocated after a charged timeout to either team unless preceded by a Team A foul or offsetting penalties (Rules 8-3-3-a and 8-3-3-c-1).
- d. The try ends when:
 1. Either team scores.
 2. The ball is dead by rule (A.R. 8-3-2-IV and VI).
 3. An accepted penalty results in a score.
 4. A Team A loss-of-down penalty is accepted (Rule 8-3-3-c-2).
 5. Before a change of team possession, a Team A player fumbles and the ball is caught or recovered by any Team A player other than the fumbler. There is no Team A score (A.R. 8-3-2-IX-XI).

Fouls During a Try Before Team B Possession

ARTICLE 3.

- a. **Offsetting fouls:** The down shall be replayed if offsetting fouls occur. Any replay after offsetting penalties must be from the previous spot (A.R. 8-3-3-II and A.R. 10-1-7-XVI).
- b. **Fouls by Team B on a try:**
 1. Team A shall have the option of declining the score and repeating the try after enforcement, or declining the penalty(ies) and accepting the score. Team A may accept the score with personal fouls against the snapper (in a scrimmage kick formation), holder, kicker or passer enforced on the succeeding kickoff or from the succeeding spot in extra periods (A.R. 3-2-3-VII; A.R. 8-3-2-II; A.R. 8-3-3-I; and A.R. 10-1-7-XIV, XV and XVII).
 2. A replay after a penalty against Team B may be from any point on or between the inbounds lines on or behind the yard line where the penalty leaves the ball.
- c. **Fouls by Team A on a try:**
 1. After a foul by Team A on a successful try, the ball shall be put in play at the spot where the penalty leaves it (A.R. 8-3-3-I and III).
 2. Penalties against Team A on a try, which include loss of down only or loss of down and yardage, nullify the score and any yardage is not penalized on the succeeding kickoff or from the succeeding spot in extra periods.
 3. If a player of Team A fouls before Team B gains possession and there is no other change of team possession during the down, the penalty is declined or becomes an offsetting foul.

d. Dead-ball enforcement:

1. Fouls occurring after the ready-for-play signal and before the snap are penalized before the next snap.
2. Live-ball fouls penalized as dead-ball fouls occurring during the try down are penalized on the succeeding kickoff or from the succeeding spot in extra periods (A.R. 3-2-3-VIII).

e. **Roughing or running into kicker or holder:** Roughing or running into the kicker or holder is a live-ball foul.

f. **Kick-catch interference:** The penalty for interference with a kick catch is declined or becomes an offsetting foul (a score by Team A is canceled).

Fouls During a Try After Team B Possession

ARTICLE 4.

- a. Distance penalties against either team are declined by rule (*Exception:* Rule 8-3-3-d-2) (A.R. 8-3-4-I and II).
- b. Scores by fouling teams are canceled (A.R. 8-3-2-VII).
- c. If there are offsetting fouls, whether one or both occur after Team B possession, the down is not replayed.

Fouls After a Try

ARTICLE 5. Fouls after a try are enforced on the succeeding kickoff or from the succeeding spot in extra periods (*Exception:* Rule 10-1-6) (A.R. 10-1-7-XIX and XX).

Next Play

ARTICLE 6. After a try, the ball shall be put in play by a kickoff or at the succeeding spot in extra periods. The team scoring the six-point touchdown shall kick off.

SECTION 4. Field Goal**How Scored**

ARTICLE 1.

- a. A field goal shall be scored for the kicking team if a drop kick or place kick passes over the crossbar between the uprights of the receiving team's goal before it touches a player of the kicking team or the ground. The kick shall be a scrimmage kick but may not be a free kick.
- b. If a legal field goal attempt passes over the crossbar between the uprights and is dead beyond the end line or is blown back but does not return over the crossbar and is dead anywhere, it shall score a field goal. The crossbar and uprights are treated as a **line**, not a **plane**, in determining forward progress of the ball.

Next Play

ARTICLE 2.

- a. After a field goal is scored, the ball shall be put in play by a kickoff or at the succeeding spot in extra periods. The team scoring the field goal shall kick off.
- b. After an unsuccessful field goal attempt that has crossed the neutral zone, the ball, untouched by Team B after it crossed the neutral zone and subsequently declared dead beyond the neutral zone, will next be put in play at the previous spot, or extra-period rules govern. If the previous spot was between Team B's 20-yard line and the goal line, the ball shall next be put in play at Team B's 20-yard line on or between the inbounds lines by a snap, or extra-period rules govern. The snap shall be from midway between the inbounds

lines on the 20-yard line, unless a different position on or between the inbounds lines is selected by Team B before the ready-for-play signal. After the ready-for-play signal, the ball may be relocated after a charged team timeout, unless preceded by a Team A foul or offsetting penalties. Otherwise, all rules pertaining to scrimmage kicks apply (A.R. 6-3-4-III, A.R. 8-4-2-I-X and A.R. 10-2-2-XXV).

SECTION 5. Safety

How Scored

ARTICLE 1. It is a safety when:

- a. The ball becomes dead out of bounds behind a goal line, except from an incompleting forward pass, or becomes dead in the possession of a player on, above or behind his own goal line (or becomes dead by rule), and the defending team is responsible for the ball being there (A.R. 6-3-1-IV and V; A.R. 7-2-4-I; A.R. 8-5-1-I-III, VIII and XI; A.R. 8-7-2-V; and A.R. 9-4-1-IX).

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

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

Exceptions:

When a Team B player intercepts a forward pass, fumble or backward pass or catches a scrimmage or free kick between his five-yard line and the goal line and the runner's original momentum carries him into the end zone, where the ball is declared dead in his team's possession, the ball belongs to Team B at the spot where the pass or fumble was intercepted or the kick was caught (A.R. 8-5-1-V-VII).

1. When a Team B player recovers an opponent's fumble, backward pass, scrimmage kick or free kick between his five-yard line and the goal line and the runner's original momentum carries him into the end zone, where the ball is declared dead in his team's possession, the ball belongs to Team B at the spot where the fumble, backward pass or kick was recovered (A.R. 8-5-1-V).
2. When, following a change of team possession, a Team A player intercepts an illegal forward pass, or intercepts or recovers a fumble or backward pass between Team A's five-yard line and the goal line, and the runner's original momentum carries him into the end zone, where the ball is declared dead in his team's possession, the ball belongs to Team A at the spot where the illegal forward pass, fumble or backward pass was intercepted or recovered.

Kick After Safety

ARTICLE 2. After a safety is scored, the ball belongs to the defending team at its own 20-yard line, and that team shall put the ball in play on or between the inbounds lines by a free kick that may be a punt, drop kick or place kick (**Exception:** Extra-period rules).

SECTION 6. Touchback

When Declared

ARTICLE 1. It is a touchback when:

- a. The ball becomes dead out of bounds behind a goal line, except from an incompleting forward pass, or becomes dead in the possession of a player on, above or behind his own goal line and the attacking team is responsible for the ball being there (A.R. 6-3-9-IV, A.R. 7-2-4-I, A.R. 8-6-1-I and II, and A.R. 10-2-2-XXXIX) (Rules 7-2-4-a and b).

- b. A kick becomes dead by rule behind the defending team's goal line and the attacking team is responsible for the ball being there (**Exception:** Rule 8-4-2-b) (A.R. 6-3-4-IV).
- c. A violation by the kicking team occurs in the receiving team's end zone.

Snap After a Touchback

ARTICLE 2. After a touchback is declared, the ball belongs to the defending team at its own 20-yard line, and that team shall put the ball in play on or between the inbounds lines by a snap (**Exception:** Extra-period rules). The snap shall be from midway between the inbounds lines on the 20-yard line, unless a different position on or between the inbounds lines is selected by the team designated to put the ball in play before the ready-for-play signal. After the ready-for-play signal, the ball may be relocated after a charged team timeout, unless preceded by a Team A foul or offsetting penalties.

SECTION 7. Responsibility and Impetus

Responsibility

ARTICLE 1. The team responsible for the ball being out of bounds behind a goal line or being dead in the possession of a player on, above or behind a goal line is the team whose player carries the ball or imparts an impetus to it that forces it on, above or across the goal line, or is responsible for a loose ball being on, above or behind the goal line (A.R. 6-3-4-I).

Initial Impetus

ARTICLE 2.

- a. The impetus imparted by a player who kicks, passes, snaps or fumbles the ball shall be considered responsible for the ball's progress in any direction even though its course is deflected or reversed after striking the ground or after touching an official or a player of either team (A.R. 6-3-4-IV; A.R. 8-5-1-II, III, VIII, IX and XI; and A.R. 8-7-2-I-IX).
- b. Initial impetus is considered expended and the responsibility for the ball's progress is charged to a player:
 - 1. If he kicks a ball not in player possession or bats a loose ball after it strikes the ground (**Exception:** The original impetus is not changed when a loose ball is batted or kicked in the end zone) (A.R. 8-7-2-V).
 - 2. If the ball comes to rest and he gives it new impetus by any contact with it.

Exceptions:

- 1. Rules 6-1-4-a and 6-3-4-a (A.R. 6-3-4-I-IV).
 - 2. The original impetus is not changed when a ball at rest in the end zone is moved when touched by an official or a player.
- c. A loose ball retains its original status when there is new impetus.

RULE 9. Conduct of Players and Others Subject to Rules

SECTION 1. Contact and Interference Fouls

Flagrant Fouls

ARTICLE 1. Before the game, during the game and between periods, all flagrant fouls require disqualification. Team B disqualification personal fouls require first downs if not in conflict with other rules.

Persons Subject to the Rules Restrictions

ARTICLE 2. No person subject to the rules shall commit a personal foul before the game, during the game or between the periods. Any act prohibited hereunder or any other act of unnecessary roughness is a personal foul.

- a. No person subject to the rules shall strike an opponent with the knee; strike an opponent's helmet (including the face mask), neck, face or any other part of the body with an extended forearm, elbow, locked hands, palm, fist, or the heel, back or side of the open hand; or gouge an opponent (A.R. 9-1-2-I and II).
- b. No person subject to the rules shall strike an opponent with his foot or any part of his leg that is below the knee.
- c. There shall be no *tripping* (**Exception:** Against the runner).
- d. There shall be no *clipping* (A.R. 9-1-2-III).

Exceptions:

1. When offensive players are on the line of scrimmage at the snap within a rectangular area centered on the middle lineman of the offensive formation and extending five yards laterally and three yards longitudinally in each direction, they legally may clip in the rectangular area.
 - a) A player on the line of scrimmage within the legal clipping zone may not leave the zone and return and legally clip.
 - b) The legal clipping zone exists until the ball is touched outside the legal clipping zone or the ball is outside the legal clipping zone after a fumble or muff from inside the clipping zone.
2. When a player turns his back to a potential blocker who has committed himself in intent and direction or movement.
3. When a player attempts to reach a runner or legally attempts to recover or catch a fumble, a muff, a backward pass, a kick or a touched forward pass, he may push an opponent below the waist at or to the buttocks (Rule 9-3-3-c Exception 3) (A.R. 6-3-1-III).
4. When an eligible player behind the neutral zone pushes an opponent below the waist at or to the buttocks to get to a forward pass (Rule 9-3-3-c Exception 5).
- e. Blocking below the waist is permitted except as follows (A.R. 9-1-2-IV-XI):
 1. Offensive linemen at the snap positioned more than seven yards from the middle lineman of the offensive formation are prohibited from blocking below the waist toward the original position of the ball in or behind the neutral zone and within 10 yards beyond the neutral zone.

2. Backs at the snap positioned with the frame of their body completely outside the frame of the body of the normal tackle (second player from the snapper) position in either direction toward a sideline, or in motion at the snap, are prohibited from blocking below the waist toward the original position of the ball in or behind the neutral zone and within 10 yards beyond the neutral zone. The frame of the body does not include arms or legs extended sideways (A.R. 9-1-2-XXVI).
3. During a scrimmage down, defensive players are prohibited from blocking an eligible Team A receiver below the waist beyond the neutral zone unless attempting to get at the ball or runner. A Team A receiver remains eligible until a legal forward pass is no longer possible by rule.
4. During a down in which there is a free kick or scrimmage kick from a scrimmage kick formation, all players are prohibited from blocking below the waist, except against the runner.
5. After any change of team possession, all players are prohibited from blocking below the waist, except against the runner.
6. A Team A player behind the neutral zone and in position to receive a backward pass shall not be blocked below the waist or contacted by way of a personal foul (A.R. 9-1-2-XXV).
- f. No player shall tackle or run into a receiver when a forward pass to him obviously is not catchable. This is a personal foul and not pass interference.
- g. There shall be no *piling* on, falling on or throwing the body on an opponent after the ball becomes dead (A.R. 9-1-2-XII).
- h. No opponent shall tackle or block the runner *when he is clearly out of bounds* or throw him to the ground after the ball becomes dead (A.R. 9-1-2-XIII).
- i. There shall be no *hurdling* (**Exception:** The runner may hurdle an opponent.)
- j. No player shall run into or *throw himself* against an opponent obviously out of the play either before or after the ball is dead (A.R. 9-1-2-XIX and XX).
- k. No player shall continuously contact an opponent's helmet (including the face mask) with hand(s) or arm(s) (**Exception:** By or against the runner).
- l. No player intentionally shall use his helmet (including the face mask) to butt or ram an opponent (A.R. 9-1-2-XVI).
- m. There shall be no *spearing* (A.R. 9-1-2-XVII).
- n. No player intentionally shall strike a runner with the crown or the top of his helmet.
- o. No defensive player shall charge into a passer or throw him to the ground when it is obvious the ball has been thrown. This is roughing the passer, and the penalty is added to the end of the last run when it ends beyond the neutral zone and there is no change of team possession during the down (**Exception:** A defensive player who is blocked by a Team A player[s] with a force so that he has no opportunity to avoid contact with the passer. However, this does not relieve the defensive player of responsibility for personal fouls as described in Rule 9-1-2-a.) (A.R. 2-30-4-I and II; A.R. 9-1-2-XIV, XXVII and XXVIII; and A.R. 10-2-2-XXXIII, XXXV and XXXVI).
- p. There shall be no chop blocking.
- q. No defensive player, in an attempt to gain an advantage, may step, jump or stand on an opponent. No defensive player who runs forward from beyond the neutral zone and leaps in an obvious attempt to block a field goal or try may land on an opponent.

- r. When a team is in scrimmage kick formation, a defensive player may not initiate contact with the snapper until one second has elapsed after the snap (A.R. 9-1-2-XXII-XXIV).

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

- s. No player shall grasp the face mask or any helmet opening of an opponent. The open hand may be used legally on the mask (A.R. 9-1-2-XV).

PENALTY - Live-ball foul, basic spot. Defensive team: Five yards for incidental grasping (not an automatic first down) [S45]; 15 yards for twisting, turning or pulling; and a first down for Team B fouls if the first down is not in conflict with other rules. Offensive team: 15 yards from the basic spot (*Exception: Offensive team facemask fouls behind the neutral zone are enforced from the previous spot. Safety if the foul occurs behind Team A's goal line*). All dead-ball fouls: 15 yards from the succeeding spot and a first down for a Team B foul if the first down is not in conflict with other rules [S7, S38 and S45]. Flagrant offenders shall be disqualified [S47]. When in question, it is twisting, turning or pulling.

Roughing or Running Into Kicker or Holder

ARTICLE 3.

- a. When it is obvious that a scrimmage kick will be made, no opponent shall run into or rough the kicker or the holder of a place kick (A.R. 5-2-2-I and A.R. 9-1-3-I, III and VI).
1. Roughing is a personal foul that endangers the kicker or holder.
 2. Running into the kicker or holder is a foul that occurs when the kicker or holder is displaced from his kicking or holding position but is not roughed (A.R. 9-1-3-II).
 3. Incidental contact with a kicker or holder is not a foul.
 4. The kicker and holder must be protected from injury, but contact that occurs when or after a scrimmage kick has been touched is not roughing or running into the kicker or holder.
 5. The kicker of a scrimmage kick loses protection as a kicker when he has had a reasonable time to regain his balance (A.R. 9-1-3-IV).
 6. A defensive player legally blocked into the kicker or holder by a member of the kicking team is not exempt from fouls for running into or roughing the kicker or holder. A defensive player illegally blocked into the kicker or holder by a member of the kicking team is exempt from fouls for running into or roughing the kicker or holder.
 7. When a player, other than one who blocks a scrimmage kick, runs into or roughs the kicker or holder, it is a foul.
 8. When in question whether the foul is "running into" or "roughing," the foul is "roughing."

PENALTY - Five yards from the previous spot for running into the kicker or holder [S30]. Fifteen yards from the previous spot and a first down for roughing the kicker or holder if the first down is not in conflict with other rules [S38 and S30]. Flagrant offenders shall be disqualified [S47].

- b. A kicker or holder simulating being roughed or run into by a defensive player commits an unsportsmanlike act (A.R. 9-1-3-V).

PENALTY - 15 yards from the previous spot [S27].

- c. The kicker of a free kick may not be blocked until he has advanced five yards beyond his restraining line or the kick has touched a player, an official or the ground.

PENALTY - 15 yards from the previous spot [S40].

Illegal Interference

ARTICLE 4.

- a. No substitute, coach, authorized attendant or any person subject to the rules, other than a player or official, may interfere in any way with the ball or a player while the ball is in play.

PENALTY - 15 yards from the basic spot. The referee may enforce any penalty he considers equitable, including awarding a score [S27].

- b. Participation by 12 or more players is illegal participation (A.R. 9-1-4-I-VIII).

PENALTY - 15 yards from the previous spot [S28].

- c. No person not subject to the rules may interfere in any way with the ball or a player while the ball is in play.
- d. When anything other than persons subject to the rules and those not subject to the rules interferes in any way with a player or the ball in play, it is illegal interference.

PENALTY - The referee may replay the down or take any action he deems equitable, including awarding a score [S27].

Game Administration Interference

ARTICLE 5.

- a. While the ball is in play, coaches, substitutes and authorized attendants in the team area may not be between the sideline and coaching line.
- b. The procedure for enforcement of Rule 9-1-5-a is as follows:
1. Any game official may stop the clock to give a sideline warning [S15].
 2. The head coach is informed by a game official that he is receiving a first or second warning because the area between the sideline and coaching line has been violated by coaches, players or persons authorized in the team area.
 3. Each official will record the time and period of each warning.
 4. After a second warning, a game official will notify the head coach that he has had two warnings and that the next infraction will result in a five-yard penalty.
 5. After a five-yard penalty, a game official will notify the head coach that he has had two warnings and a five-yard penalty, and will receive a 15-yard penalty for the next infraction.

PENALTY - Penalize as a dead-ball foul. Five yards from the succeeding spot after two official warnings from a game official and 15 yards from the succeeding spot for each additional foul [S7 and S29].

SECTION 2. Noncontact Fouls

Unsportsmanlike Acts

ARTICLE 1. There shall be no unsportsmanlike conduct or any act that interferes with orderly game administration on the part of players, substitutes, coaches, authorized attendants

or any other persons subject to the rules, before the game, during the game or between periods.

a. Specifically prohibited acts and conduct include:

1. No player, substitute, coach or other person subject to the rules shall use abusive, threatening or obscene language or gestures, or engage in such acts that provoke ill will or are demeaning to an opponent, to game officials or to the image of the game, including:
 - a) Pointing the finger(s), hand(s), arm(s) or ball at an opponent, or imitating the slashing of the throat.
 - b) Taunting, baiting or ridiculing an opponent verbally.
 - c) Inciting an opponent or spectators in any other way.
 - d) Any delayed, excessive, prolonged or choreographed act by which a player (or players) attempts to focus attention upon himself (or themselves).
 - e) Obviously altering stride as an unopposed runner approaches the opponent's goal line, or diving into the end zone when unopposed.
 - f) Removal of a player's helmet before he is in the team area (*Exceptions:* Team, media or injury timeouts; equipment adjustment; through play; between periods; and during a measurement for a first down).
2. After a score or any other play, the player in possession immediately must return the ball to an official or leave it near the dead-ball spot. This prohibits:
 - a) Kicking, throwing, spinning or carrying (including off of the field) the ball any distance that requires an official to retrieve it.
 - b) Spiking the ball to the ground [*Exception:* A forward pass to conserve time (Rule 7-3-2-d)].
 - c) Throwing the ball high into the air.
 - d) Any other unsportsmanlike act or actions that delay the game.

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

b. Other prohibited acts include:

1. During the game, coaches, substitutes and authorized attendants in the team area shall not be on the field of play or outside the 25-yard lines without permission from the referee unless legally entering or leaving the field (*Exceptions:* Rules 1-2-4-g and 3-3-8-c).
2. No disqualified person shall enter the field of play or end zones.
3. No person or mascot subject to the rules, except players, officials and eligible substitutes, shall be on the field of play or end zones during any period without permission from the referee. If a player is injured, attendants may come inbounds to attend him, but they must obtain recognition from an official.
4. No substitute(s) may enter the field of play or end zones for purposes other than replacing a player(s) or to fill a player vacancy(ies). This includes demonstrations after any play (A.R. 9-2-1-I).

5. Persons subject to the rules, including bands, shall not create any noise that prohibits a team from hearing its signals (Rule 1-1-6).

PENALTY - Dead-ball foul. 15 yards [S7, S27] from the succeeding spot. Flagrant offenders, if players or substitutes, shall be disqualified [S47].

Unfair Tactics

ARTICLE 2.

- a. No player shall conceal the ball in or beneath his clothing or equipment or substitute any other article for the ball.
- b. No simulated replacements or substitutions may be used to confuse opponents. No tactic associated with substitutes or the substitution process may be used to confuse opponents (Rule 3-5-2-e) (A.R. 9-2-2-I-VII).
- c. No equipment may be used to confuse opponents (Rule 1-4-2-e).

PENALTY - Live-ball foul. 15 yards from the previous spot [S27]. Flagrant offenders shall be disqualified [S47].

- d. No player may play with cleats more than ½-inch in length (Rules 1-4-5-e and f).

PENALTY - Disqualification for the remainder of the game and the team's next game [S27, S47]. Penalize as a dead-ball foul at the succeeding spot, and Team B fouls do not require a first down. Team timeout. VIOLATION—Rules 3-3-6 and 3-4-2-b [S23, S3 or S21]. If the disqualification occurs during the last game of a season, players with eligibility remaining will serve the next-game disqualification during the first game of the next season for which they are eligible.

- e. The referee will notify (in writing) his assigning agent of all disqualifications for illegal cleats. The assigning agency becomes responsible for implementation of the penalty.

Unfair Acts

ARTICLE 3. The following are unfair acts:

- a. If a team refuses to play within two minutes after ordered to do so by the referee.
- b. If a team repeatedly commits fouls that can be penalized only by halving the distance to its goal line.
- c. If an obviously unfair act not specifically covered by the rules occurs during the game (A.R. 4-2-1-II).

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

Contacting an Official

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

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

SECTION 3. Blocking, Use of Hands or Arms

Who May Block

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

Interfering for or Helping the Runner or Passer

ARTICLE 2.

- a. The runner or passer may use his hand or arm to ward off or push opponents.
- b. The runner shall not grasp a teammate; and no other player of his team shall grasp, push, lift or charge into him to assist him in forward progress.
- c. Teammates of the runner or passer may interfere for him by blocking but shall not use interlocked interference by grasping or encircling one another in any manner while contacting an opponent.

PENALTY - Five yards from the basic spot [S44].

Use of Hands or Arms by Offense

ARTICLE 3.

- a. A teammate of a runner or a passer legally may block with his shoulders, his hands, the outer surface of his arms or any other part of his body under the following provisions.
 1. The hand(s) shall be:
 - a) In advance of the elbow.
 - b) Inside the frame of the opponent's body (*Exception:* When the opponent turns his back to the blocker) (A.R. 9-3-3-VI and VII).
 - c) At or below the shoulder(s) of the blocker and the opponent (*Exception:* When the opponent squats, ducks or submarines).
 - d) Apart and never in a locked position.
 2. The hand(s) shall be open with the palm(s) facing the frame of the opponent or closed or cupped with the palms not facing the opponent (A.R. 9-3-3-I-IV and VI-VIII).

PENALTY - 10 yards from the basic spot (*Exception:* Offensive team illegal use of hands fouls behind the neutral zone are enforced from the previous spot. Safety if the foul occurs behind Team A's goal line) [S42].

- b. Holding or illegal obstruction by a teammate of the runner or passer applies to Rule 9-3-3-a:
 1. The hand(s) and arm(s) shall not be used to grasp, pull or encircle in any way that illegally impedes or illegally obstructs an opponent.
 2. The hand(s) or arm(s) shall not be used to hook, clamp or otherwise illegally impede or illegally obstruct an opponent (A.R. 9-3-3-I).

PENALTY - 10 yards from the basic spot (*Exception:* Offensive team holding fouls behind the neutral zone are enforced from the previous spot. Safety if the foul occurs behind Team A's goal line) [S42].

- c. A block in the back is illegal (A.R. 9-1-2-XXI, A.R. 9-3-3-VII, A.R. 9-3-4-III and A.R. 10-2-2-XXXIV).

Exceptions:

1. When offensive players are on the line of scrimmage at the snap within a rectangular area centered on the middle lineman of the offensive formation and extending five yards laterally and three yards longitudinally in each direction, they may legally block in the back in the rectangular area.
 - a) A player on the line of scrimmage within this blocking zone may not leave the zone and return and legally block in the back.
 - b) The blocking zone exists until the ball is touched outside the zone or the ball is outside the zone after a fumble or muff from inside the zone.

2. When a player turns his back to a potential blocker who has committed himself in intent and direction or movement.
3. When a player attempts to reach a runner or legally attempts to recover or catch a fumble, a muff, a backward pass, a kick or a touched forward pass, he may push an opponent in the back above the waist (Rule 9-1-2-d Exception 3) (A.R. 6-3-1-III).
4. When the opponent turns his back to the blocker under Rule 9-3-3-a-1-(b).
5. When an eligible player behind the neutral zone pushes an opponent in the back above the waist to get to a forward pass (Rule 9-1-2-d Exception 4).

PENALTY - 10 yards from the basic spot (*Exception: Offensive team illegal block fouls behind the neutral zone are enforced from the previous spot. Safety if the foul occurs behind Team A's goal line*) [S43].

- d. The following acts by a teammate of the runner or passer are illegal:
 1. The fist(s) and arm(s) shall not be used to deliver a blow (Rule 9-1-2-a) (A.R. 9-3-3-IV).
 2. Continuous contact to an opponent's helmet (including the face mask) with hand(s) or arm(s) (Rule 9-1-2-k).

PENALTY - 15 yards from the basic spot (*Exception: Offensive team personal fouls behind the neutral zone are enforced from the previous spot. Safety if the foul occurs behind Team A's goal line*) [S38]. Disqualification if flagrant [S47].

- e. A player on the kicking team may:
 1. During a scrimmage kick play, use his hand(s) and/or arm(s) to ward off an opponent attempting to block him when he is beyond the neutral zone.
 2. During a free kick play, use his hand(s) and/or arm(s) to ward off an opponent who is attempting to block him.
 3. During a scrimmage kick play or a free kick play, when he is eligible to touch the ball, legally use his hand(s) and/or arm(s) to push an opponent in an attempt to reach a loose ball.
- f. An eligible player of the passing team legally may use his hand(s) and/or arm(s) to ward off or push an opponent in an attempt to reach a loose ball after a legal forward pass has been touched by any player or official (Rules 7-3-5, 7-3-8, 7-3-9 and 7-3-11).

Use of Hands or Arms by Defense

ARTICLE 4.

- a. Defensive players may use hands and arms to push, pull, ward off or lift offensive players when attempting to reach the runner.
- b. Defensive players may not use hands and arms to tackle, hold or otherwise illegally obstruct an opponent other than a runner.

PENALTY - 10 yards from the basic spot [S42].

- c. Defensive players may use hands and arms to push, pull, ward off or lift offensive players obviously attempting to block them. Defensive players may ward off or legally block an eligible pass receiver until that player occupies the same yard line as the defender or until the opponent could not possibly block him. Continuous contact is illegal (A.R. 9-3-4-I, II and IV).

PENALTY - Five, 10 or 15 yards from the basic spot [S38, S42, S43 or S45].

- d. When no attempt is being made to get at the ball or the runner, defensive players must comply with Rules 9-3-3-a, b, c and d.

PENALTY - Five, 10 or 15 yards from the basic spot [S38, S42, S43 or S45].

- e. When a legal forward pass crosses the neutral zone during a forward-pass play and a contact foul that is not pass interference is committed, the enforcement spot is the previous spot. This includes Rule 9-3-4-c (A.R. 7-3-9-II and A.R. 9-3-4-I and II).

PENALTY - Five, 10 or 15 yards from the basic spot, plus first down if the foul occurred against an eligible receiver prior to the pass being touched [S38, S42, S43 or S45].

- f. A defensive player legally may use his hand or arm to ward off or block an opponent in an attempt to reach a loose ball (Rule 9-1-2-d Exceptions 3 and 4 and Rule 9-3-3-c Exceptions 3 and 5):
1. During a backward pass, fumble or kick that he is eligible to touch.
 2. During any forward pass that crossed the neutral zone and has been touched by any player or official.
- g. A defensive player may not continuously contact an opponent's helmet (including the face mask) with hand(s) or arm(s) (*Exception:* Against the runner).

PENALTY - 15 yards from the basic spot and a first down for Team B fouls if the first down is not in conflict with other rules [S38].

Player Restrictions

ARTICLE 5.

- a. No player may position himself with his feet on the back or shoulders of a teammate before the snap.

PENALTY - Dead-ball foul. 15 yards from the succeeding spot [S27].

- b. No defensive player, in an attempt to block, bat or catch a kick, may:
1. Step, jump or stand on a teammate.
 2. Place a hand(s) on a teammate to get leverage for additional height.
 3. Be picked up by a teammate.

PENALTY - 15 yards from the previous spot [S27].

When Ball Is Loose

ARTICLE 6. When the ball is loose, no player shall hold an opponent, illegally block an opponent in the back, grasp an opponent's face mask or any helmet opening, illegally use his hands or commit a personal foul (A.R. 7-3-9-II).

PENALTY - Five, 10 or 15 yards from the basic spot (*Exception:* These offensive team fouls behind the neutral zone are enforced from the previous spot. Safety if the foul occurs behind Team A's goal line) (Rules 10-2-2-c, d, e and f) [S38, S42, S43 or S45].

SECTION 4. Batting and Kicking

Batting a Loose Ball

ARTICLE 1.

- a. While a pass is in flight, any player eligible to touch the ball may bat it in any direction (*Exception:* Rule 9-4-2).
- b. Any player may block a scrimmage kick in the field of play or the end zone.

- c. No player shall bat other loose balls forward in the field of play or in any direction if the ball is in the end zone (*Exception:* Rule 6-3-11) (A.R. 6-3-11-I, A.R. 9-4-1-I-XI and A.R. 10-2-2-IV).

PENALTY - 15 yards from the basic spot and loss of down if the loss of down is not in conflict with other rules [S31 and S9] [*Exception:* No loss of down if the foul occurs when a legal scrimmage kick is beyond the neutral zone (Rules 10-2-2-c, d, e and f)].

Batting a Backward Pass

ARTICLE 2. A backward pass in flight shall not be batted forward by the passing team in an attempt to gain yardage.

PENALTY - 15 yards from the basic spot (Rule 10-2-2-c) [S31].

Batting Ball in Possession

ARTICLE 3. A ball in player possession may not be batted forward by a player of that team.

PENALTY - 15 yards from the basic spot (Rule 10-2-2-c) [S31].

Illegally Kicking Ball

ARTICLE 4. A player shall not kick a loose ball, a forward pass or a ball being held for a place kick by an opponent. These illegal acts do not change the status of the loose ball or forward pass; but if the player holding the ball for a place kick loses possession during a scrimmage down, it is a fumble and a loose ball; if during a free kick, the ball remains dead (A.R. 8-7-2-VII).

PENALTY - 15 yards from the basic spot and loss of down if the loss of down is not in conflict with other rules (Rules 10-2-2-c, d, e and f) [S31 and S9] (*Exception:* No loss of down if the foul occurs when a legal scrimmage kick is beyond the neutral zone).

SECTION 5. Fighting

ARTICLE 1.

- a. Before the game, squad members in uniform or coaches shall not participate in a fight (Rule 2-32-1). During the first half, players shall not participate in a fight.

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

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

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

- c. During either half, coaches or substitutes shall not leave their team area to participate in a fight, nor shall they participate in a fight in their team area.

PENALTY - 15 yards from the succeeding spot, first down for Team B fouls if the first down is not in conflict with other rules, and disqualification for the remainder of the game and for the next game [S7, S27 or S38, and S47]. For fights that occur in the last game of a season, coaches and substitutes with eligibility remaining

will serve fight-related suspensions during the first game of the next season for which they are eligible.

ARTICLE 2.

- a. If the squad member, coach or player is disqualified for fighting a second time during that season, he shall be disqualified for that game and suspended for the remainder of the season.
- b. If a second fighting suspension occurs in the final game of a season, he shall be suspended for the first game of the next season for which he is eligible. This suspension is considered to be his first fight of that season.

ARTICLE 3. The referee will notify (in writing) his assigning agency of all disqualifications for fighting. The assigning agency becomes responsible for implementation of the penalty.

RULE 10. Penalty Enforcement

SECTION 1. Penalties Completed

How and When Completed

ARTICLE 1.

- a. A penalty is completed when it is accepted, declined or canceled according to rule or when the choice is obvious to the referee.
- b. Any penalty may be declined, but a disqualified player must leave the game.
- c. When a foul is committed, the penalty shall be completed before the ball is declared ready for play for any ensuing down.
- d. Penalties as stated are not enforced if in conflict with other rules (A.R. 9-4-1-XI and A.R. 10-1-1-I).

Simultaneous With Snap

ARTICLE 2. A foul that occurs simultaneously with a snap or free kick is considered as occurring during that down (*Exception:* Rule 3-5-2-e).

Live-Ball Fouls by the Same Team

ARTICLE 3. When two or more live-ball fouls by the same team are reported to the referee, the referee shall explain the alternative penalties to the field captain of the offended team, who then may elect only one of these penalties [*Exception:* When a foul(s) for unsportsmanlike conduct (noncontact fouls) occurs, the penalty(ies) is administered from the succeeding spot as established by the acceptance or declination of the penalty for any other foul] (A.R. 10-1-3-I).

Offsetting Fouls

ARTICLE 4. If live-ball fouls by both teams are reported to the referee, each such foul is an offsetting foul, the penalties cancel each other, and the down is replayed (A.R. 10-1-4-II, IX and X).

Exceptions:

1. When there is a change of team possession during a down or at the end of a down by rule, the team last gaining possession may decline offsetting fouls and thereby retain possession after completion of the penalty for its infraction if it had not fouled before last gaining possession (A.R. 10-1-4-I-VIII).
2. When Team B's foul calls for postscrimmage kick enforcement, Team B may decline offsetting fouls and accept postscrimmage kick enforcement.
3. When a live-ball foul is administered as a dead-ball foul, it does not offset and is enforced in order of occurrence.
4. Rule 8-3-4-c (during a try after Team B possession).

Dead-Ball Fouls

ARTICLE 5. Penalties for dead-ball fouls are administered separately and in order of occurrence (A.R. 10-1-5-I-VIII) [*Exception:* When unsportsmanlike or dead-ball personal fouls by both teams are reported to the referee and before any of the penalties have been completed or the order of occurrence cannot be determined, the fouls offset, the number or type of down established before the fouls occurred is unaffected, and the penalties are cancelled, except that any disqualified player must leave the game (Rules 5-2-6 and 10-2-2-a)].

Live-Ball—Dead-Ball Fouls

ARTICLE 6. When a live-ball foul by one team is followed by one or more dead-ball fouls (including live-ball fouls penalized as dead-ball fouls) by an opponent or by the same team, the penalties are administered separately and in the order of occurrence (A.R. 10-1-6-I-VII).

Interval Fouls

ARTICLE 7. Fouls that occur between the end of the fourth period and the start of the extra period for overtime are enforced from the 25-yard line, the spot of the first series (**Exception:** Rule 10-2-2-g) (A.R. 10-1-7-I and IVXVIII).

SECTION 2. Enforcement Procedures

Spots

ARTICLE 1. The enforcement spots are: the previous spot, the spot of the foul, the succeeding spot and the spot where the run or scrimmage kick ends.

Procedures

ARTICLE 2. The following procedures apply:

- a. Dead ball—The enforcement spot for a foul committed when the ball is dead is the succeeding spot (A.R. 10-2-2-XI, XV, XVII and XXVI).
- b. Snap or free kick—The enforcement spot for fouls occurring simultaneously with a snap or free kick is the previous spot (A.R. 10-2-2-I).
- c. Running plays—The basic enforcement spots for fouls that occur during running plays in the field of play or end zone are as follows (A.R. 10-2-2-V-VII and XXXIV):
 1. When the run ends beyond the neutral zone, the basic enforcement spot is the end of the related run (**Exceptions:** Offensive team face-mask, illegal use of hands, holding, illegal block and personal fouls, behind the neutral zone, are enforced from the previous spot. Safety if the foul occurs behind Team A's goal line) (Rules 2-25-10-a and 2-30-4) (A.R. 10-2-2-XVI, XXVIII, XXIX, XXXI and XXXII).
 2. When the run ends behind the neutral zone before a change of team possession, the basic enforcement spot is the previous spot (**Exceptions:** Offensive team facemask, illegal use of hands, holding, illegal block and personal fouls, behind the neutral zone, are enforced from the previous spot. Safety if the foul occurs behind Team A's goal line) (Rules 2-25-10-b and 2-30-4) (A.R. 10-2-2-XXVII).
 3. When there is no neutral zone, the basic enforcement spot is the end of the related run (**Exception:** Rule 8-5-1 Exceptions) (Rules 2-25-10-c and 2-30-2, 3 and 4) (A.R. 10-2-2-X, XII and XXXVI).
- d. Pass plays—The basic enforcement spot for fouls during a legal forward pass play is the previous spot (Rules 2-25-10-d and 2-30-1).

Exceptions:

1. Team B pass interference spot fouls.
2. Roughing-the-passer enforcement on a completed forward pass from the end of the last run when that run ends beyond the neutral zone and there is no change of team possession during the down (A.R. 10-2-2-XXXIII and XXXV).
3. Illegal touching.
4. Enforce facemask, illegal use of hands, holding, illegal block and personal fouls, occurring behind the neutral zone by the offensive team from the previous spot (**Exception:** Safety if the foul occurs behind Team A's goal line).

- e. Kick plays—The basic enforcement spot for fouls that occur during a legal free or scrimmage kick play before possession is gained or regained or the ball is declared dead by rule is the previous spot (Rules 2-25-10-e and 2-30-2 and 3) (A.R. 6-1-2-V and VI, 8-7-2-VII and A.R. 10-2-2-II, III, VIII, XIII, XIV and XIX-XXI).

Exceptions:

1. Interference with the opportunity to make a catch—spot foul (Rule 6-4-1).
 2. A block or foul after a valid or invalid signal for a fair catch by a Team B player who signaled for a fair catch during a free kick and had not touched the ball—spot foul (Rule 6-5-4).
 3. **Postscrimmage kick enforcement:** The enforcement spot is the spot where the kick ends when Team B fouls occur (Rule 2-25-11):
 - a) During scrimmage kick plays other than a try, and during extra periods.
 - b) During a scrimmage kick play in which the ball crosses the neutral zone.
 - c) Three yards or more beyond the neutral zone.
 - d) Before the end of the kick (A.R. 10-2-2-IX, XXII and XXV).
 - e) When Team A does not have possession of the ball when the down ends.
Team B fouls behind the postscrimmage kick spot are spot fouls.
 4. Offensive team facemask, illegal use of hands, holding, illegal block and personal fouls, occurring behind the neutral zone, are enforced from the previous spot. Safety if the foul occurs behind Team A's goal line.
 5. Encroachment by Team A on a free kick may be enforced from the previous spot or from the spot where the dead ball belongs to Team B after Team B's run (Rule 6-1-2-a).
- f. Behind the goal line:
1. The enforcement spot is the goal line for fouls by the opponents of the team in possession after a change of team possession (not on a try) in the field of play when the run ends behind the goal line (**Exception:** Rule 8-5-1 Exceptions).
 2. The basic enforcement spot is the 20-yard line for fouls that occur after a change of team possession (not on a try) in the end zone and the ball remains in the end zone where it is declared dead (A.R. 10-2-2-XXXVIII-XL).
 3. The enforcement spot is the goal line for fouls by the opponents of the team in possession after a change of team possession in the end zone (not on a try) when the run ends behind the goal line and any subsequent loose ball is recovered in the field of play (A.R. 10-2-2-XLI).
- g. Fouls during or after a touchdown, field goal or try:
1. Personal-foul penalties for fouls by opponents of the scoring team during a down that ends in a touchdown are penalized on the try or the succeeding kickoff. The captain of the offended team has the choice (A.R. 10-2-2-XLIII).
 2. Defensive pass interference fouls on a try from the three-yard line are penalized one-half the distance to the goal line or, if the try is successful, the penalty is declined.
 3. When a foul(s) occurs after a touchdown and before the ball is ready for play on the try or there was a live-ball foul penalized as a dead-ball foul on the touchdown play, enforcement is on the try or the succeeding kickoff. The captain of the offended team has the choice (A.R. 3-2-3-VI).

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4. Live-ball fouls during field goal plays will be penalized by rule. To accept points on a successful field goal, Team A must decline Team B live-ball fouls. A successful field goal may be canceled and the penalty(ies) enforced by rule (**Exception:** Rule 10-2-2-e Exception 3). Live-ball fouls penalized as dead-ball fouls and dead-ball fouls after a field goal down will be enforced at the succeeding spot.
 5. Fouls during and after a try down are penalized under Rules 8-3-3, 8-3-4 and 8-3-5 (A.R. 3-2-3-VII-VIII).
- h. Distance penalties for fouls by the receiving team may not extend the receiving team's restraining line behind its five-yard line. Penalties that place the restraining line of the receiving team behind its five-yard line are enforced from the next succeeding spot.

Half-Distance Enforcement Procedures

ARTICLE 3. No distance penalty, including tries from on or inside the three-yard line, shall exceed half the distance from the enforcement spot to the offending team's goal line

[Exceptions:(1) Scrimmage downs, other than tries, under Rule 7-3-8 Penalty for Team B interference; and (2) on tries, defensive pass interference when the ball is snapped from outside the three-yard line].