

Rules changes

Major changes

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New Approved Rulings

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Editorial changes

The following list shows those rules that have been subject to editorial change, i.e. deletions, corrected errors, clarifications due to interpretation and items rewritten for readability. The list also includes those Approved Rulings altered to conform with rule changes.

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Summary of differences between NCAA and IFAF rules

* indicates a new difference in 2017

NCAA Rule	IFAF difference
1-2-5-f	Procedure for dealing with missing goals.
1-4-11	Film and video are allowed for coaching purposes (NCAA not until 2017). Cameras allowed on officials. Drones prohibited.
2-16-10-a	Punter needs only be 7 yards deep; kicker/holder need only be 5 yards deep to count as a scrimmage kick formation. *
2-27-12	Whether a disqualified player is suspended for the next game is matter for the disciplinary authority.
3-1-1	Pre-game warmups not subject to the rules.
3-1-1-d	During coin toss, teams must remain in the team area. *
3-2-4	Play clock reset only if it drops below 20 seconds before ball ready.
3-2-5	No minimum time for a play after spiking.

NCAA Rule	IFAF difference
3-3-2	Running clock.
3-3-7	No short timeouts. *
3-3-8	Two-minute warning cannot happen before 2'00.
4-1-2-b	Ball may belong to recovering team after inadvertent whistle.
4-1-3	Ball is dead if players in vicinity believe it is.
6-1-7-b/8-6-2	All touchbacks are from the 20-yard line.
7-2-5	Fumble/backward pass at rest awarded according to forward fumble principles.
9-1-3&4/9-5-1	No half-game suspensions.
9-2-2-d	Two players in same position can wear the same number.
9-2-2-e	Penalty for wearing illegal cleats does not include charging a team timeout. *
9-2-7	Referee may require persons to be removed from the playing enclosure.
9-6	Flagrant unsportsmanlike conduct fouls can be reviewed for additional sanctions.
12	Video judge rule. *

This list ignores differences that address field limitations, NCAA competition structures (e.g. conferences) or equipment restrictions. It also ignores minor wording changes that do not have significant effect on the way the game is played.